Plan 9™

Programmer's Manual
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Preface to the Fourth (2002) Edition

Plan 9 continues to grown and adapt. The fourth major release of the system incorporates a number of changes, but the most central is the conversion to a new version of the 9P file system protocol. This new version was motivated by a desire to support files with name elements longer than 27 bytes (the old `NAMELEN`), but the opportunity was taken to change a number of other things about the protocol, making it more efficient, more flexible, and easier to encapsulate. One simple but indispensable new feature made possible by the protocol change is that the system now records the user who last modified a file; try `ls -m` to identify the culprit.

Many aspects of system security have been improved. The new security agent *factotum*(4) maintains user passwords, while *secstore*(4) keeps them safe and enables single sign-on to multiple domains and machines using a variety of secure protocols and services.

Throughout the system, components have been rewritten and interfaces modified to eliminate restrictions, improve performance, and clarify design. The full list is too long to include here, but significant changes have occurred in a number of system calls (*wait*(2), *stat*(2), *mount*(2), and *errstr*(2)), the thread library (*thread*(2)), formatted printing (*print*(2) and *fmtinstall*(2)), security (many pages in section 2, including *auth*(2), *authsrv*(2)), and many others.

The changes are sweeping and are accompanied by many new programs, tools, services, and libraries. See the manual pages and the accompanying documents for more information.

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Preface to the Third (2000) Edition

A great deal has happened to Plan 9 in the five years since its last release. Although much of the system will seem familiar, hardly any aspect of it is unchanged. The kernel has been heavily reworked; the graphical environment completely rewritten; many commands added, deleted, or replaced; and the libraries greatly expanded. Underneath, though, the same approach to computing remains: a distributed system that uses file-like naming to access and control resources both local and remote.

Some of the changes are sweeping:

> Alef is gone, a casualty of the cost of maintaining multiple languages, compilers, and libraries in a diverse world, but its model for processes, tasks, and communication lives on in a new thread library for C.
>
> Support for color displays is much more general, building on a new alpha-blending graphical operator called `draw` that replaces the old `bitblt`. Plan 9 screens are now, discreetly, colorful.
>
> A new mechanism called plumbing connects applications together in a variety of ways, most obviously in the support of multimedia.
>
> The interfaces to the panoply of rotating storage devices have been unified and extended, while providing better support for having Plan 9 coexist with other operating systems on a single disk.
>
> Perhaps most important, this release of the system is being done under an open source agreement, providing cost-free source-level access to the software.

Plan 9 continues to be the work of many people. Besides those mentioned in the old preface, these people deserve particular note: Russ Cox did much of the work updating the graphics and creating the new disk and bootstrap model as well as providing a number of new commands; David Hogan ported Plan 9 to the Dec Alpha; and Sape Mullender wrote the new thread library.

Other new contributors include Bruce Ellis, Charles Forsyth, Eric Van Hensbergen, and Tad Hunt.

Bell Labs
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Preface to the Second (1995) Edition

Plan 9 was born in the same lab where Unix began. Old Unix hands will recognize the cultural heritage in this manual, where venerable Unix commands live on, described in the classic Unix style. Underneath, though, lies a new kind of system, organized around communication and naming rather than files and processes.

In Plan 9, distributed computing is a central premise, not an evolutionary add-on. The system relies on a uniform protocol to refer to and communicate with objects, whether they be data or processes, and whether or not they live on the same machine or even similar machines. A single paradigm (writing to named places) unifies all kinds of control and interprocess signaling.

Name spaces can be built arbitrarily. In particular all programs available to a given user are customarily united in a single logical directory. Temporary files and untrusted activities can be confined in isolated spaces. When a portable machine connects to the central, archival file system, the machine's local name space is joined smoothly to that of the archival file system. The architecture affords other unusual abilities, including:

Objects in name spaces imported from other machines (even from foreign systems such as MS-DOS) are transparently accessible.

Windows appear in name spaces on a par with files and processes.

A historical file system allows one to navigate the archival file system in time as well as in space; backup files are always at hand.

A debugger can handle simultaneously active processes on disparate kinds of hardware.

The character set of Plan 9 is Unicode, which covers most of the world's major scripts. The system has its own programming languages: a dialect of C with simple inheritance, a simplified shell, and a CSP-like concurrent language, Alef. An ANSI-POSIX emulator (APE) admits unreconstructed Unix code.

Plan 9 is the work of many people. The protocol was begun by Ken Thompson; naming was integrated by Rob Pike and networking by Dave Presotto. Phil Winterbottom simplified the management of name spaces and re-engineered the system. They were joined by Tom Killian, Jim McKie, and Howard Trickey in bringing the system up on various machines and making device drivers. Thompson made the C compiler; Pike, window systems; Tom Duff, the shell and raster graphics; Winterbottom, Alef; Trickey, Duff, and Andrew Hume, APE. Bob Flandrena ported a myriad of programs to Plan 9. Other contributors include Alan Berenbaum, Lorinda Cherry, Bill Cheswick, Sean Dorward, David Gay, Paul Glick, Eric Grosse, John Hobby, Gerard Holzmann, Brian Kernighan, Bart Locanthi, Doug McIlroy, Judy Paone, Sean Quinlan, Bob Restrick, Dennis Ritchie, Bjarne Stroustrup, and Cliff Young.

Plan 9 is made available as is, without formal support, but substantial comments or contributions may be communicated to the authors.

Doug McIlroy
March, 1995

NAME

intro – introduction to Plan 9

DESCRIPTION

Plan 9 is a distributed computing environment assembled from separate machines acting as terminals, CPU servers, and file servers. A user works at a terminal, running a window system on a raster display. Some windows are connected to CPU servers; the intent is that heavy computing should be done in those windows but it is also possible to compute on the terminal. A separate file server provides file storage for terminals and CPU servers alike.

Name Spaces

In Plan 9, almost all objects look like files. The object retrieved by a given name is determined by a mapping called the *name*space*.* A quick tour of the standard name space is in *namespace*(4). Every program running in Plan 9 belongs to a *process group* (see *rfork* in *fork*(2)), and the name space for each process group can be independently customized.

A name space is hierarchically structured. A full file name (also called a *full path name*) has the form

> /*e1*/*e2*/.../*en*

This represents an object in a tree of files: the tree has a root, represented by the first /; the root has a child file named *e1*, which in turn has child *e2*, and so on; the descendent *en* is the object represented by the path name.

There are a number of Plan 9 *services* available, each of which provides a tree of files. A name space is built by *binding* services (or subtrees of services) to names in the name-space-so-far. Typically, a user's home file server is bound to the root of the name space, and other services are bound to conventionally named subdirectories. For example, there is a service resident in the operating system for accessing hardware devices and that is bound to `/dev` by convention. Kernel services have names (outside the name space) that are a # sign followed by a single letter; for example, `#c` is conventionally bound to `/dev`.

Plan 9 has *union directories*: directories made of several directories all bound to the same name. The directories making up a union directory are ordered in a list. When the bindings are made (see *bind*(1)), flags specify whether a newly bound member goes at the head or the tail of the list or completely replaces the list. To look up a name in a union directory, each member directory is searched in list order until the name is found. A bind flag specifies whether file creation is allowed in a member directory: a file created in the union directory goes in the first member directory in list order that allows creation, if any.

The glue that holds Plan 9 together is a network protocol called *9P*, described in section 5 of this manual. All Plan 9 servers read and respond to 9P requests to navigate through a file tree and to perform operations such as reading and writing files within the tree.

Booting

When a terminal is powered on or reset, it must be told the name of a file server to boot from, the operating system kernel to boot, and a user name and password. How this dialog proceeds is environment- and machine-dependent. Once it is complete, the terminal loads a Plan 9 kernel, which sets some environment variables (see *env*(3)) and builds an initial name space. See *namespace*(4), *boot*(8), and *init*(8) for details, but some important aspects of the initial name space are:

- The environment variable `$cputype` is set to the name of the kernel's CPU's architecture: one of `alpha`, `mips`, `sparc`, `power` (Power PC), `386` (386, 486, Pentium, ...) etc. The environment variable `$objtype` is initially the same as `$cputype`.
- The environment variable `$terminal` is set to a description of the machine running the kernel, such as `generic pc`. Sometimes the middle word of `$terminal` encodes the file from which the kernel is booted; e.g. `alpha apc axp` is bootstrapped from `/alpha/bapc`.
- The environment variable `$service` is set to `terminal`. (Other ways of accessing Plan 9 may set `$service` to one of `cpu`, `con`, or `rx`.)

- The environment variable `$user` is set to the name of the user who booted the terminal. The environment variable `$home` is set to that user's home directory.
- `/$cputype/bin` and `/rc/bin` are unioned into `/bin`.

After booting, the terminal runs the command interpreter, *rc*(1), on `/usr/$user/lib/profile` after moving to the user's home directory.

Here is a typical profile:

```
bind -a $home/bin/rc /bin
bind -a $home/bin/$cputype /bin
bind -c $home/tmp /tmp
font = /lib/font/bit/pelm/euro.9.font
upas/fs
switch($service){
case terminal
     plumber
     prompt=('term% ' '   ')
     exec rio -f $font
case cpu
     bind /mnt/term/dev/cons /dev/cons
     bind /mnt/term/dev/consctl /dev/consctl
     bind -a /mnt/term/mnt/wsys /dev
     prompt=('cpu% ' '    ')
     news
case con
     prompt=('cpu% ' '    ')
     news
}
```

The first three lines replace `/tmp` with a `tmp` in the user's home directory and union personal `bin` directories with `/bin`, to be searched after the standard `bin` directories. The next starts the mail file system; see *mail*(1). Then different things happen, depending on the `$service` environment variable, such as running the window system *rio*(1) on a terminal.

To do heavy work such as compiling, the *cpu*(1) command connects a window to a CPU server; the same environment variables are set (to different values) and the same profile is run. The initial directory is the current directory in the terminal window where *cpu* was typed. The value of `$service` will be `cpu`, so the second arm of the profile switch is executed. The root of the terminal's name space is accessible through `/mnt/term`, so the *bind* is a way of making the window system's graphics interface (see *draw*(3)) available to programs running on the CPU server. The *news*(1) command reports current Plan 9 affairs.

The third possible service type, `con`, is set when the CPU server is called from a non-Plan-9 machine, such as through *telnet* (see *con*(1)).

Using Plan 9

The user commands of Plan 9 are reminiscent of those in Research Unix, version 10. There are a number of differences, however.

The standard shell is *rc*(1), not the Bourne shell. The most noticeable differences appear only when programming and macro processing.

The character-delete character is backspace, and the line-kill character is control-U; these cannot be changed.

DEL is the interrupt character: typing it sends an interrupt to processes running in that window. See *keyboard*(6) for instructions on typing characters like DEL on the various keyboards.

If a program dies with something like an address error, it enters a 'Broken' state. It lingers, available for debugging with *db*(1) or *acid*(1). *Broke* (see *kill*(1)) cleans up broken processes.

The standard editor is one of *acme*(1) or *sam*(1). There is a variant of *sam* that permits running the file-manipulating part of *sam* on a non-Plan-9 system:

```
sam -r tcp!kremvax
```

For historical reasons, *sam* uses a tab stop setting of 8 spaces, while the other editors and window systems use 4 spaces. These defaults can be overridden by setting the value of the environment variable `$tabstop` to the desired number of spaces per tab.

Machine names may be prefixed by the network name, here `tcp`; `il` for the Plan 9 Internet protocol and `net` for the system default.

Login connections and remote execution on non-Plan-9 machines are usually done by saying, for example,

```
con kremvax
```

or

```
rx deepthought chess
```

(see *con*(1)).

9fs connects to file systems of remote systems (see *srv*(4)). For example,

```
9fs kremvax
```

sets things up so that the root of `kremvax`'s file tree is visible locally in `/n/kremvax`.

Faces(1) gives graphical notification of arriving mail.

The Plan 9 file server has an integrated backup facility. The command

```
9fs dump
```

binds to `/n/dump` a tree containing the daily backups on the file server. The dump tree has years as top level file names, and month-day as next level file names. For example, `/n/dump/2000/0120` is the root of the file system as it appeared at dump time on January 20, 2000. If more than one dump is taken on the same day, dumps after the first have an extra digit. To recover the version of this file as it was on June 15, 1999,

```
cp /n/dump/1999/0615/sys/man/1/0intro .
```

or use *yesterday*(1).

SEE ALSO

This section for general publicly accessible commands.
Section (2) for library functions, including system calls.
Section (3) for kernel devices (accessed via *bind*(1)).
Section (4) for file services (accessed via *mount*).
Section (5) for the Plan 9 file protocol.
Section (6) for file formats.
Section (7) for databases and database access programs.
Section (8) for things related to administering Plan 9.
`/sys/doc` for copies of papers referenced in this manual.

The back of this volume has a permuted index to aid searches.

DIAGNOSTICS

Upon termination each program returns a string called the *exit status*. It was either supplied by a call to *exits*(2) or was written to the command's `/proc/`*pid*`/note` file (see *proc*(3)), causing an abnormal termination. The empty string is customary for successful execution; a non-empty string gives a clue to the failure of the command.

NAME

0a, 1a, 2a, 4a, 5a, 6a, 7a, 8a, 9a, ka, qa, va, xa – assemblers

SYNOPSIS

`2a` [*option ...*] [*name ...*]
etc.

DESCRIPTION

These programs assemble the named files into object files for the corresponding architectures; see *2c*(1) for the correspondence between an architecture and the character (0, 1, etc.) that specifies it. The assemblers handle the most common C preprocessor directives and the associated command-line options `−D` and `−I`. Other options are:

`−o` *obj*
: Place output in file *obj* (allowed only if there is just one input file). Default is to take the last element of the input path name, strip any trailing `.s`, and append `.`*O*, where *O* is first letter of the assembler's name.

FILES

The directory `/sys/include` is searched for include files after machine-dependent files in `/$objtype/include`.

SOURCE

`/sys/src/cmd/2a`, etc.

SEE ALSO

2c(1), *2l*(1).

Rob Pike, ''A manual for the Plan 9 assembler''

NAME

0c, 1c, 2c, 4c, 5c, 6c, 7c, 8c, 9c, kc, qc, vc, xc – C compilers

SYNOPSIS

`2c` [*option ...*] [*file ...*]
etc.

DESCRIPTION

These commands compile the named C *files* into object files for the corresponding architecture. Associated with each compiler is a string *objtype*:

`0c`	`spim`	little-endian MIPS 4000 family
`1c`	`68000`	Motorola MC68000
`2c`	`68020`	Motorola MC68020
`4c`	`mips2`	big-endian MIPS 4000 family
`5c`	`arm`	ARM 7500
`6c`	`960`	Intel i960
`7c`	`alpha`	Digital Alpha APX
`8c`	`386`	Intel i386, i486, Pentium, etc.
`9c`	`29000`	AMD 29000 family
`kc`	`sparc`	Sun SPARC
`qc`	`power`	Power PC,
`vc`	`mips`	big-endian MIPS 3000 family
`xc`	`3210`	AT&T DSP 3210.

The compilers handle most preprocessing directives themselves; a complete preprocessor is available in *cpp*(1), which must be run separately.

Let the first letter of the compiler name be *O*= `0`, `1`, `2`, `4`, `5`, `6`, `7`, `8`, `9`, `k`, `q`, `v`, or `x`. The output object files end in `.`*O*. The letter is also the prefix of related programs: *O*`a` is the assembler, *O*`l` is the loader. Plan 9 conventionally sets the `$objtype` environment variable to the *objtype* string appropriate to the current machine's type. Plan 9 also conventionally has /*objtype* directories, which contain among other things: `include`, for machine-dependent include files; `lib`, for public object code libraries; `bin`, for public programs; and `mkfile`, for preconditioning *mk*(1).

The compiler options are:

`−o` *obj*
: Place output in file *obj* (allowed only if there is just one input file). Default is to take the last element of the input file name, strip any trailing `.c`, and append `.`*O*.

`−w`
: Print warning messages about unused variables, etc.

`−B`
: Accept functions without a new-style ANSI C function prototype. By default, the compilers reject functions used without a defined prototype, although ANSI C permits them.

`−D`*name=def*
`−D`*name*
: Define the *name* to the preprocessor, as if by `#define`. If no definition is given, the name is defined as `1`.

`−F`
: Enable type-checking of calls to *print*(2) and other formatted print routines. See the discussion of extensions, below.

`−I`*dir*
: An `#include` file whose name does not begin with slash or is enclosed in double quotes is always sought first in the directory of the *file* argument. If this fails, or the name is enclosed in <>, it is then sought in directories named in `−I` options, then in `/sys/include`, and finally in `/$objtype/include`.

`−N`
: Suppress automatic registerization and optimization.

`−S`
: Print an assembly language version of the object code on standard output as well as generating the `.`*O* file.

−V By default, the compilers are non-standardly lax about type equality between void* values and other pointers; this flag requires ANSI C conformance.

−p Invoke a standard ANSI C preprocessor before compiling.

−a Instead of compiling, print on standard output acid functions (see *acid*(1)) for examining structures declared in the source files.

−aa Like −a except suppress information about structures declared in included header files.

The compilers support several extensions to ANSI C:

- A structure or union may contain unnamed substructures and subunions. The fields of the substructures or subunions can then be used as if they were members of the parent structure or union (the resolution of a name conflict is unspecified). When a pointer to the outer structure or union is used in a context that is only legal for the unnamed substructure, the compiler promotes the type and adjusts the pointer value to point at the substructure. If the unnamed structure or union is of a type with a tag name specified by a typedef statement, the unnamed structure or union can be explicitly referenced by <struct variable>.<tagname>.
- A structure value can be formed with an expression such as
  ```
  (struct S){v1, v2, v3}
  ```
  where the list elements are values for the fields of struct S.
- Array initializers can specify the indices of the array in square brackets, as
  ```
  int a[] = { [3] 1, [10] 5 };
  ```
  which initializes the third and tenth elements of the eleven-element array a.
- Structure initializers can specify the structure element by using the name following a period, as
  ```
  int struct { int x; int y; } s = { .y 1, .x 5 };
  ```
  which initializes elements y and then x of the structure s. These forms also accept the new ANSI C notation, which includes an equal sign:
  ```
  int a[] = { [3] = 1, [10] = 5 };
  int struct { int x; int y; } s = { .y = 1, .x = 5 };
  ```
- A global variable can be dedicated to a register by declaring it extern register in *all* modules and libraries.
- A #pragma of the form
  ```
  #pragma lib "libbio.a"
  ```
  records that the program needs to be loaded with file /$objtype/lib/libbio.a; such lines, typically placed in library header files, obviate the −l option of the loaders. To help identify files in non-standard directories, within the file names in the #pragmas the string $M represents the name of the architecture (e.g., mips) and $O represents its identifying character (e.g., v).
- A #pragma of the form
  ```
  #pragma varargck argpos error 2
  ```
  tells the compiler that the second argument to error is a print-like format string (see *print*(2)) that identifies the handling of subsequent arguments. The #pragma
  ```
  #pragma varargck type "s" char*
  ```
  says that the format verb s processes an argument of type char*. The #pragma
  ```
  #pragma varargck flag 'c'
  ```
  says that c is a flag character. These #pragmas are used, if the −F option is enabled, to type-check calls to print and other such routines.
- The C++ comment (// to end of line) is accepted as well as the normal convention of /* */.
- The compilers accept long long variables as a 64-bit type. The standard header typedefs this to vlong. Arithmetic on vlong values is usually emulated by a run-time library.

EXAMPLE

For the 68020, produce a program prog from C files main.c and sub.c:

```
2c −FVw main.c sub.c
2l −o prog main.2 sub.2
```

FILES

`/sys/include`	system area for machine-independent `#include` directives.
`/$objtype/include`	system area for machine-dependent `#include` directives.

SOURCE

`/sys/src/cmd/cc`	machine-independent part
`/sys/src/cmd/2c`, etc.	machine-dependent part

SEE ALSO

2a(1), *2l*(1), *cpp*(1), *mk*(1), *nm*(1), *pcc*(1), *db*(1), *acid*(1),

Rob Pike, ‘‘How to Use the Plan 9 C Compiler’’

BUGS

The i960 compiler has been used only to program one I/O controller and is certainly buggy.

The default preprocessor only handles `#define`, `#include`, `#undef`, `#ifdef`, `#line`, and `#ifndef`. For a full ANSI preprocessor, use the `p` option.

NAME

0l, 1l, 2l, 4l, 5l, 6l, 7l, 8l, 9l, kl, ql, vl, xl – loaders

SYNOPSIS

`2l` [*option ...*] [*file ...*]
etc.

DESCRIPTION

These commands load the named *files* into executable files for the corresponding architectures; see *2c*(1) for the correspondence between an architecture and the character (0, 1, etc.) that specifies it. The files should be object files or libraries (archives of object files) for the appropriate architecture. Also, a name like `−l`*ext* represents the library `lib`*ext*`.a` in `/$objtype/lib`, where *objtype* is one of `68000`, etc. as listed in *2c*(1). The libraries must have tables of contents (see *ar*(1)).

In practice, `−l` options are rarely necessary as the header files for the libraries cause their archives to be included automatically in the load (see *2c*(1)). For example, any program that includes header file `libc.h` causes the loader to search the C library `/$objtype/lib/libc.a`. Also, the loader creates an undefined symbol `_main` (or `_mainp` if profiling is enabled) to force loading of the startup linkage from the C library.

The order of search to resolve undefined symbols is to load all files and libraries mentioned explicitly on the command line, and then to resolve remaining symbols by searching in topological order libraries mentioned in header files included by files already loaded. When scanning such libraries, the algorithm is to scan each library repeatedly until no new undefined symbols are picked up, then to start on the next library. Thus if library *A* needs *B* which needs *A* again, it may be necessary to mention *A* explicitly so it will be read a second time.

The loader options are:

`−l` (As a bare option.) Suppress the default loading of the startup linkage and libraries specified by header files.

`−o` *out* Place output in file *out*. Default is *O*`.out`, where *O* is the first letter of the loader name.

`−p` Insert profiling code into the executable output; no special action is needed during compilation or assembly.

`−s` Strip the symbol tables from the output file.

`−a` Print the object code in assembly language, with addresses.

`−v` Print debugging output that annotates the activities of the load.

`−c`*function* (*Xl* only) Place the *function* in the internal RAM of the DSP3210.

`−M` (*Kl* only) Generate instructions rather than calls to emulation routines for multiply and divide.

`−m`*size* (*Xl* only) Use *size* (default 0, maximum 8192) bytes of internal RAM of the DSP3210 for functions and small data items.

`−E`*symbol* The entry point for the binary is *symbol* (default `_main`; `_mainp` under `−p`).

`−H`*n* Executable header is type *n*. The meaning of the types is architecture-dependent; typically type 1 is Plan 9 boot format and type 2 is the regular Plan 9 format, the default. These are reversed on the MIPS. The Next boot format is 3. Type 4 in *vl* creates a MIPS executable for an SGI Unix system.

`−T`*t* The text segment starts at address *t*.

`−D`*d* The data segment starts at address *d*.

`−R`*r* The text segment is rounded to a multiple of *r* (if *r* is nonzero).

The numbers in the above options can begin with `0x` or `0` to change the default base from decimal to hexadecimal or octal. The defaults for the values depend on the compiler and the header type.

The loaded image has several symbols inserted by the loader: `etext` is the address of the end of the text segment; `bdata` is the address of the beginning of the data segment; `edata` is the address of the end of the data segment; and `end` is the address of the end of the bss segment, and of the program.

FILES

`/$objtype/lib` for `−l` *lib* arguments.

SOURCE

`/sys/src/cmd/2l` etc.

SEE ALSO

2c(1), *2a*(1), *ar*(1), *nm*(1), *db*(1), *prof*(1)

Rob Pike, ''How to Use the Plan 9 C Compiler''

NAME

aan – always available network

SYNOPSIS

`aan [ -d ] [ -c ] [ -m maxto ]` *dialstring* | handle

DESCRIPTION

Aan tunnels traffic between a client and a server through a persistent network connection. If the connection breaks (voluntarily or due to networking problems), the aan client re-establishes the connection by redialing the server.

Aan uses a unique protocol to make sure no data is ever lost even when the connection breaks. After a reconnection, *aan* retransmits all unacknowledged data between client and server.

A connection can be broken voluntarily (e.g. by roaming over IP networks), or a connection can break when the IP service is unreliable. In either case *aan* re-establishes the client's connection automatically.

When the server part has not heard from the client in *maxto* seconds, the server part of *aan* exits. The default *maxto* is one day. The client side (option `-c`) calls the server by its *dialstring*, while the server side listens on *handle*.

Aan is usually run automatically through the `-p` option of *import*(4).

EXAMPLE

Assume the server part of aan is encapsulated in exportfs on the machine `sob` and started through `aux/listen` as follows:

```
netdir=`{echo $3 | sed 's;/[0-9]+$;!*!0;'}
exec exportfs -a -A $netdir
```

Then machine `astro6`'s name space can be imported through *aan* using this command:

```
import -p /net/tcp!astro6 / /mnt/term
```

FILES

`/sys/log/aan`
Log file

SOURCE

`/sys/src/cmd/aan.c`

SEE ALSO

import(4), *exportfs*(4)

NAME

acid, truss, trump – debugger

SYNOPSIS

`acid` [`−l` *libfile*] [`−wq`] [`−m` *machine*] [*pid*] [*textfile*]

`acid −l truss` *textfile*

`acid −l trump` [*pid*] [*textfile*]

DESCRIPTION

Acid is a programmable symbolic debugger. It can inspect one or more processes that share an address space. A program to be debugged may be specified by the process id of a running or defunct process, or by the name of the program's text file (`8.out` by default). At the prompt, *acid* will store function definitions or print the value of expressions. Options are

`−w` Allow the textfile to be modified.

`−q` Don't print variable renamings at startup.

`−l` *library* Load from *library* at startup; see below.

`−m` *machine* Assume instructions are for the given CPU type (one of `3210`, `386`, etc., as listed in *2c*(1), or `sunsparc` or `mipsco` for the manufacturer-defined instruction notation for those processors) instead of using the magic number to select the CPU type.

`−k` Debug the kernel state for the process, rather than the user state.

At startup, *acid* obtains standard function definitions from the library file `/sys/lib/acid/port`, architecture-dependent functions from `/sys/lib/acid/$objtype`, user-specified functions from `$home/lib/acid`, and further functions from `−l` files. Definitions in any file may override previously defined functions. If the function *acidinit*() is defined, it will be invoked after all modules have been loaded. See *2c*(1) for information about creating *acid* functions for examining data structures.

Language

Symbols of the program being debugged become integer variables whose values are addresses. Contents of addresses are obtained by indirection. Local variables are qualified by function name, for example `main:argv`. When program symbols conflict with *acid* words, distinguishing `$` signs are prefixed. Such renamings are reported at startup; option `−q` suppresses them.

Variable types (*integer, float, list, string*) and formats are inferred from assignments. Truth values false/true are attributed to zero/nonzero integers or floats and to empty/nonempty lists or strings. Lists are sequences of expressions surrounded by `{}` and separated by commas.

Expressions are much as in C, but yield both a value and a format. Casts to complex types are allowed. Lists admit the following operators, with subscripts counted from 0.

`head` *list*
`tail` *list*
`append` *list* `,` *element*
`delete` *list* `,` *subscript*

Format codes are the same as in *db*(1). Formats may be attached to (unary) expressions with `\`, e.g. `(32*7)\D`. There are two indirection operators, `*` to address a core image, `@` to address a text file. The type and format of the result are determined by the format of the operand, whose type must be integer.

Statements are

`if` *expr* `then` *statement* [`else` *statement*]
`while` *expr* `do` *statement*
`loop` *expr* `,` *expr* `do` *statement*
`defn` *name*`(` *args* `)` `{` *statement* `}`
`local` *name*
`return` *expr*
`whatis` [*name*]

Here is a partial list of functions; see the manual for a complete list.

`stk()`	Print a stack trace for current process.
`lstk()`	Print a stack trace with values of local variables.
`gpr()`	Print general registers. Registers can also be accessed by name, for example `*R0`.
`spr()`	Print special registers such as program counter and stack pointer.
`fpr()`	Print floating-point registers.
`regs()`	Same as `spr();gpr()`.
`fmt(`*expr*`,`*format*`)`	Expression *expr* with format given by the character value of expression *format*.
`src(`*address*`)`	Print 10 lines of source around the program address.
`Bsrc(`*address*`)`	Get the source line for the program address into a window of a running *sam*(1) and select it.
`line(`*address*`)`	Print source line nearest to the program address.
`source()`	List current source directories.
`addsrcdir(`*string*`)`	Add a source directory to the list.
`filepc(`*where*`)`	Convert a string of the form *sourcefile*`:`*linenumber* to a machine address.
`pcfile(`*address*`)`	Convert a machine address to a source file name.
`pcline(`*address*`)`	Convert a machine address to a source line number.
`bptab()`	List breakpoints set in the current process.
`bpset(`*address*`)`	Set a breakpoint in the current process at the given address.
`bpdel(`*address*`)`	Delete a breakpoint from the current process.
`cont()`	Continue execution of current process and wait for it to stop.
`step()`	Execute a single machine instruction in the current process.
`func()`	Step repeatedly until after a function return.
`stopped(`*pid*`)`	This replaceable function is called automatically when the given process stops. It normally prints the program counter and returns to the prompt.
`asm(`*address*`)`	Disassemble 30 machine instructions beginning at the given address.
`mem(`*address*`,`*string*`)`	Print a block of memory interpreted according to a string of format codes.
`dump(`*address*`,`*n*`,`*string*`)`	Like `mem()`, repeated for *n* consecutive blocks.
`print(`*expr*`,`*...*`)`	Print the values of the expressions.
`newproc(`*arguments*`)`	Start a new process with arguments given as a string and halt at the first instruction.
`new()`	Like *newproc*(), but take arguments (except `argv[0]`) from string variable `progargs`.
`win()`	Like *new*(), but run the process in a separate window.
`start(`*pid*`)`	Start a stopped process.
`kill(`*pid*`)`	Kill the given process.
`setproc(`*pid*`)`	Make the given process current.
`rc(`*string*`)`	Escape to the shell, *rc*(1), to execute the command string.

Libraries

There are a number of *acid* 'libraries' that provide higher-level debugging facilities. Two notable examples are *truss* and *trump*, which use *acid* to trace system calls (*truss*) and memory allocation (*trump*). Both require starting *acid* on the program, either by attaching to a running process or by executing `new()` on a binary (perhaps after setting `progargs`), stopping the process, and then running `truss()` or `trump()` to execute the program under the scaffolding. The output will be a trace of the system calls (*truss*) or memory allocation and free calls (*trump*) executed by the program. When finished tracing, stop the process and execute `untruss()` or `untrump()` followed by `cont()` to resume execution.

EXAMPLES

Start to debug `/bin/ls`; set some breakpoints; run up to the first one:

```
% acid /bin/ls
/bin/ls: mips plan 9 executable
```

```
/sys/lib/acid/port
/sys/lib/acid/mips
acid: new()
70094: system call  _main     ADD  $-0x14,R29
70094: breakpoint   main+0x4  MOVW R31,0x0(R29)
acid: pid
70094
acid: argv0 = **main:argv\s
acid: whatis argv0
integer variable format s
acid: *argv0
/bin/ls
acid: bpset(ls)
acid: cont()
70094: breakpoint  ls    ADD  $-0x16c8,R29
acid:
```

Display elements of a linked list of structures:

```
complex Str { 'D' 0 val; 'X' 4 next; };
complex Str s;
s = *headstr;
while s != 0 do{
     print(s.val, "\n");
     s = s.next;
}
```

Note the use of the `.` operator instead of `->`.

Display an array of bytes declared in C as `char array[]`.

```
*(array\s)
```

This example gives `array` string format, then prints the string beginning at the address (in *acid* notation) `*array`.

Trace the system calls executed by *ls*(1):

```
% acid -l truss /bin/ls
/bin/ls:386 plan 9 executable

/sys/lib/acid/port
/sys/lib/acid/kernel
/sys/lib/acid/truss
/sys/lib/acid/386
acid: progargs = "-l lib/profile"
acid: new()
acid: truss()
open("#c/pid", 0)
     return value: 3
pread(3, 0x7fffeeac, 20, -1)
     return value: 12
     data: "        166 "
...
stat("lib/profile", 0x0000f8cc, 113)
     return value: 65
open("/env/timezone", 0)
     return value: 3
pread(3, 0x7fffd7c4, 1680, -1)
     return value: 1518
     data: "EST -18000 EDT -14400
   9943200   25664400   41392800   57718800   73447200   89168400
 104896800  ..."
close(3)
```

```
     return value: 0
pwrite(1, "--rw-rw-r-- M 9 rob rob 2519 Mar 22 10:29 lib/profile
", 54, -1)
--rw-rw-r-- M 9 rob rob 2519 Mar 22 10:29 lib/profile
     return value: 54
...
166: breakpoint     _exits+0x5     INTB $0x40
acid: cont()
```

FILES

```
/proc/*/text
/proc/*/mem
/proc/*/ctl
/proc/*/note
/sys/lib/acid/$objtype
/sys/lib/acid/port
/sys/lib/acid/kernel
/sys/lib/acid/trump
/sys/lib/acid/truss
$home/lib/acid
```

SOURCE

```
/sys/src/cmd/acid
```

SEE ALSO

2a(1), *2c*(1), *2l*(1), *mk*(1), *db*(1)
Phil Winterbottom, ''Acid Manual''.

DIAGNOSTICS

At termination, kill commands are proposed for processes that are still active.

BUGS

There is no way to redirect the standard input and standard output of a new process.
Source line selection near the beginning of a file may pick an adjacent file.
With the extant stepping commands, one cannot step through instructions outside the text segment and it is hard to debug across process forks.

NAME

acme, win, awd – interactive text windows

SYNOPSIS

`acme` [`-f` *varfont*] [`-F` *fixfont*] [`-c` *ncol*] [`-b`] [`-l` *file* | *file* ...]

`win` [*command*]

`awd` [*label*]

DESCRIPTION

Acme manages windows of text that may be edited interactively or by external programs. The interactive interface uses the keyboard and mouse; external programs use a set of files served by *acme*; these are discussed in *acme*(4).

Any named *files* are read into *acme* windows before *acme* accepts input. With the `-l` option, the state of the entire system is loaded from *file*, which should have been created by a `Dump` command (q.v.), and subsequent *file* names are ignored. Plain files display as text; directories display as columnated lists of the names of their components, as in `ls -p directory|mc` except that the names of subdirectories have a slash appended.

The `-f` (`-F`) option sets the main font, usually variable-pitch (alternate, usually fixed-pitch); the default is `/lib/font/bit/lucidasans/euro.8.font` (`.../lucm/unicode.9.font`). Tab intervals are set to the width of 4 (or the value of `$tabstop`) numeral zeros in the appropriate font.

Windows

Acme windows are in two parts: a one-line *tag* above a multi-line *body*. The body typically contains an image of a file, as in *sam*(1), or the output of a program, as in an *rio*(1) window. The tag contains a number of blank-separated words, followed by a vertical bar character, followed by anything. The first word is the name of the window, typically the name of the associated file or directory, and the other words are commands available in that window. Any text may be added after the bar; examples are strings to search for or commands to execute in that window. Changes to the text left of the bar will be ignored, unless the result is to change the name of the window.

If a window holds a directory, the name (first word of the tag) will end with a slash.

Scrolling

Each window has a scroll bar to the left of the body. The scroll bar behaves much as in *sam*(1) or *rio*(1) except that scrolling occurs when the button is pressed, rather than released, and continues as long as the mouse button is held down in the scroll bar. For example, to scroll slowly through a file, hold button 3 down near the top of the scroll bar. Moving the mouse down the scroll bar speeds up the rate of scrolling.

Layout

Acme windows are arranged in columns. By default, it creates two columns when starting; this can be overridden with the `-c` option. Placement is automatic but may be adjusted using the *layout box* in the upper left corner of each window and column. Pressing and holding any mouse button in the box drags the associated window or column. For windows, just clicking in the layout box grows the window in place: button 1 grows it a little, button 2 grows it as much as it can, still leaving all other tags in that column visible, and button 3 takes over the column completely, temporarily hiding other windows in the column. (They will return *en masse* if any of them needs attention.) The layout box in a window is normally white; when it is black in the center, it records that the file is 'dirty': *Acme* believes it is modified from its original contents.

Tags exist at the top of each column and across the whole display. *Acme* pre-loads them with useful commands. Also, the tag across the top maintains a list of executing long-running commands.

Typing

The behavior of typed text is similar to that in *rio*(1) except that the characters are delivered to the tag or body under the mouse; there is no 'click to type'. (The experimental option `-b` causes typing to go to the most recently clicked-at or made window.) The usual backspacing conventions apply. As in *sam*(1) but not *rio*, the ESC key selects the text typed since the last mouse action, a feature particularly useful when executing commands. A side effect is that typing ESC with text already selected is identical to a `Cut` command (*q.v.*).

Most text, including the names of windows, may be edited uniformly. The only exception is that the command names to the left of the bar in a tag are maintained automatically; changes to them are repaired by *acme*.

Directory context

Each window's tag names a directory: explicitly if the window holds a directory; implicitly if it holds a regular file (e.g. the directory `/adm` if the window holds `/adm/users`). This directory provides a *context* for interpreting file names in that window. For example, the string `users` in a window labeled `/adm/` or `/adm/keys` will be interpreted as the file name `/adm/users`. The directory is defined purely textually, so it can be a non-existent directory or a real directory associated with a non-existent file (e.g. `/adm/not-a-file`). File names beginning with a slash are assumed to be absolute file names.

Errors

Windows whose names begin with − or + conventionally hold diagnostics and other data not directly associated with files. A window labeled `+Errors` receives all diagnostics produced by *acme* itself. Diagnostics from commands run by *acme* appear in a window named *directory*`/+Errors` where *directory* is identified by the context of the command. These error windows are created when needed.

Mouse button 1

Mouse button 1 selects text just as in *sam*(1) or *rio*(1), including the usual double-clicking conventions.

Mouse button 2

By an action similar to selecting text with button 1, button 2 indicates text to execute as a command. If the indicated text has multiple white-space-separated words, the first is the command name and the second and subsequent are its arguments. If button 2 is 'clicked'—indicates a null string—*acme expands* the indicated text to find a command to run: if the click is within button-1-selected text, *acme* takes that selection as the command; otherwise it takes the largest string of valid file name characters containing the click. Valid file name characters are alphanumerics and `_` `.` `-` `+` `/`. This behavior is similar to double-clicking with button 1 but, because a null command is meaningless, only a single click is required.

Some commands, all by convention starting with a capital letter, are *built-ins* that are executed directly by *acme*:

`Cut` Delete most recently selected text and place in snarf buffer.

`Del` Delete window. If window is dirty, instead print a warning; a second `Del` will succeed.

`Delcol`
Delete column and all its windows, after checking that windows are not dirty.

`Delete`
Delete window without checking for dirtiness.

`Dump` Write the state of *acme* to the file name, if specified, or `$home/acme.dump` by default.

`Edit` Treat the argument as a text editing command in the style of *sam*(1). The full `Sam` language is implemented except for the commands `k`, `n`, `q`, and `!`. The `=` command is slightly different: it includes the file name and gives only the line address unless the command is explicitly `=#`. The 'current window' for the command is the body of the window in which the `Edit` command is executed. Usually the `Edit` command would be typed in a tag; longer commands may be prepared in a scratch window and executed, with `Edit` itself in the current window, using the 2-1 chord described below.

`Exit` Exit *acme* after checking that windows are not dirty.

`Font` With no arguments, change the font of the associated window from fixed-spaced to proportional-spaced or *vice versa*. Given a file name argument, change the font of the window to that stored in the named file. If the file name argument is prefixed by `var` (`fix`), also set the default proportional-spaced (fixed-spaced) font for future use to that font. Other existing windows are unaffected.

`Get` Load file into window, replacing previous contents (after checking for dirtiness as in `Del`). With no argument, use the existing file name of the window. Given an argument, use that file but do not change the window's file name.

`ID` Print window ID number (*q.v.*).

`Incl` When opening 'include' files (those enclosed in <>) with button 3, *acme* searches in directories `/$objtype/include` and `/sys/include`. `Incl` adds its arguments to a supplementary list of include directories, analogous to the `-I` option to the compilers. This list is per-window and is inherited when windows are created by actions in that window, so *Incl* is most usefully applied to a directory containing relevant source. With no arguments, *Incl* prints the supplementary list. This command is largely superseded by plumbing (see *plumb*(6)).

`Kill` Send a `kill` note to *acme*-initiated commands named as arguments.

`Local`
When prefixed to a command run the command in the same file name space and environment variable group as *acme*. The environment of the command is restricted but is sufficient to run *bind*(1), *9fs* (see *srv*(4)), *import*(4), etc., and to set environment variables such as `$objtype`.

`Load` Restore the state of *acme* from a file (default `$home/acme.dump`) created by the `Dump` command.

`Look` Search in body for occurrence of literal text indicated by the argument or, if none is given, by the selected text in the body.

`New` Make new window. With arguments, load the named files into windows.

`Newcol`
Make new column.

`Paste`
Replace most recently selected text with contents of snarf buffer.

`Put` Write window to the named file. With no argument, write to the file named in the tag of the window.

`Putall`
Write all dirty windows whose names indicate existing regular files.

`Redo` Complement of `Undo`.

`Send` Append selected text or snarf buffer to end of body; used mainly with *win*.

`Snarf`
Place selected text in snarf buffer.

`Sort` Arrange the windows in the column from top to bottom in lexicographical order based on their names.

`Tab` Set the width of tab stops for this window to the value of the argument, in units of widths of the zero character. With no arguments, it prints the current value.

`Undo` Undo last textual change or set of changes.

`Zerox`
Create a copy of the window containing most recently selected text.

A common place to store text for commands is in the tag; in fact *acme* maintains a set of commands appropriate to the state of the window to the left of the bar in the tag.

If the text indicated with button 2 is not a recognized built-in, it is executed as a shell command. For example, indicating `date` with button 2 runs *date*(1). The standard and error outputs of commands are sent to the error window associated with the directory from which the command was run, which will be created if necessary. For example, in a window `/adm/users` executing `pwd` will produce the output `/adm` in a (possibly newly-created) window labeled `/adm/+Errors`; in a window containing `/sys/src/cmd/sam/sam.c` executing `mk` will run *mk*(1) in `/sys/src/cmd/sam`, producing output in a window labeled `/sys/src/cmd/sam/+Errors`. The environment of such commands contains the variable `$%` with value set to the filename of the window in which the command is run.

Mouse button 3

Pointing at text with button 3 instructs *acme* to locate or acquire the file, string, etc. described by the indicated text and its context. This description follows the actions taken when button 3 is released after sweeping out some text. In the description, *text* refers to the text of the original sweep or, if it was null, the result of applying the same expansion rules that apply to button 2 actions.

If the text names an existing window, *acme* moves the mouse cursor to the selected text in the body of that window. If the text names an existing file with no associated window, *acme* loads the file into a new window and moves the mouse there. If the text is a file name contained in angle brackets, *acme* loads the indicated include file from the directory appropriate to the suffix of the file name of the window holding the text. (The `Incl` command adds directories to the standard list.)

If the text begins with a colon, it is taken to be an address, in the style of *sam*(1), within the body of the window containing the text. The address is evaluated, the resulting text highlighted, and the mouse moved to it. Thus, in *acme*, one must type `:/regexp` or `:127` not just `/regexp` or `127`. (There is an easier way to locate literal text; see below.)

If the text is a file name followed by a colon and an address, *acme* loads the file and evaluates the address. For example, clicking button 3 anywhere in the text `file.c:27` will open `file.c`, select line 27, and put the mouse at the beginning of the line. The rules about Error files, directories, and so on all combine to make this an efficient way to investigate errors from compilers, etc.

If the text is not an address or file, it is taken to be literal text, which is then searched for in the body of the window in which button 3 was clicked. If a match is found, it is selected and the mouse is moved there. Thus, to search for occurrences of a word in a file, just click button 3 on the word. Because of the rule of using the selection as the button 3 action, subsequent clicks will find subsequent occurrences without moving the mouse.

In all these actions, the mouse motion is not done if the text is a null string within a non-null selected string in the tag, so that (for example) complex regular expressions may be selected and applied repeatedly to the body by just clicking button 3 over them.

Chords of mouse buttons

Several operations are bound to multiple-button actions. After selecting text, with button 1 still down, pressing button 2 executes `Cut` and button 3 executes `Paste`. After clicking one button, the other undoes the first; thus (while holding down button 1) 2 followed by 3 is a `Snarf` that leaves the file undirtied; 3 followed by 2 is a no-op. These actions also apply to text selected by double-clicking because the double-click expansion is made when the second click starts, not when it ends.

Commands may be given extra arguments by a mouse chord with buttons 2 and 1. While holding down button 2 on text to be executed as a command, clicking button 1 appends the text last pointed to by button 1 as a distinct final argument. For example, to search for literal `text` one may execute `Look text` with button 2 or instead point at `text` with button 1 in any window, release button 1, then execute `Look`, clicking button 1 while 2 is held down.

When an external command (e.g. *echo*(1)) is executed this way, the extra argument is passed as expected and an environment variable `$acmeaddr` is created that holds, in the form interpreted by button 3, the fully-qualified address of the extra argument.

Support programs

Win creates a new *acme* window and runs a *command* (default `/bin/rc`) in it, turning the window into something analogous to an *rio*(1) window. Executing text in a *win* window with button 2 is similar to using `Send`.

Awd loads the tag line of its window with the directory in which it's running, suffixed −*label* (default `rc`); it is intended to be executed by a `cd` function for use in *win* windows. An example definition is

```
fn cd { builtin cd $1 && awd $sysname }
```

Applications and guide files

In the directory `/acme` live several subdirectories, each corresponding to a program or set of related programs that employ *acme's* user interface. Each subdirectory includes source, binaries, and a `readme` file for further information. It also includes a `guide`, a text file holding sample commands to invoke the programs. The idea is to find an example in the guide that best matches the job at hand, edit it to suit, and execute it.

Whenever a command is executed by *acme*, the default search path includes the directory of the window containing the command and its subdirectory `$cputype`. The program directories in `/acme` contain appropriately labeled subdirectories of binaries, so commands named in the guide files will be found automatically when run. Also, *acme* binds the directories `/acme/bin` and `/acme/bin/$cputype` to the end of `/bin` when it starts; this is where *acme*-specific programs such as *win* and *awd* reside.

FILES

`$home/acme.dump`	default file for `Dump` and `Load`; also where state is written if *acme* dies or is killed unexpectedly, e.g. by deleting its window.
`/acme/*/guide`	template files for applications
`/acme/*/readme`	informal documentation for applications
`/acme/*/src`	source for applications
`/acme/*/mips`	MIPS-specific binaries for applications

SOURCE

`/sys/src/cmd/acme`
`/acme/bin/source/win`
`/sys/src/cmd/awd.c`

SEE ALSO

acme(4)
Rob Pike, *Acme: A User Interface for Programmers.*

BUGS

With the `-l` option or `Load` command, the recreation of windows under control of external programs such as *win* is just to rerun the command; information may be lost.

NAME

ar – archive and library maintainer

SYNOPSIS

`ar` *key* [*posname*] *afile* [*file ...*]

DESCRIPTION

Ar maintains groups of files combined into a single archive file, *afile*. try this out The main use of *ar* is to create and update library files for the loaders *2l*(1), etc. It can be used, though, for any similar purpose.

Key is one character from the set `drqtpmx`, optionally concatenated with one or more of `vuaibclo`. The *files* are constituents of the archive *afile*. The meanings of the *key* characters are:

`d` Delete *files* from the archive file.

`r` Replace *files* in the archive file, or add them if missing. Optional modifiers are
- `u` Replace only files with modified dates later than that of the archive.
- `a` Place new files after *posname* in the archive rather than at the end.
- `b` or `i` Place new files before *posname* in the archive.

`q` Quick. Append *files* to the end of the archive without checking for duplicates. Avoids quadratic behavior in `for (i in *.v) ar r lib.a $i`.

`t` List a table of contents of the archive. If names are given, only those files are listed.

`p` Print the named files in the archive.

`m` Move the named files to the end or elsewhere, specified as with `r`.

`o` Preserve the access and modification times of files extracted with the `x` command.

`x` Extract the named files. If no names are given, all files in the archive are extracted. In neither case does `x` alter the archive file.

`v` Verbose. Give a file-by-file description of the making of a new archive file from the old archive and the constituent files. With `p`, precede each file with a name. With `t`, give a long listing of all information about the files, somewhat like a listing by *ls*(1), showing

```
mode uid/gid size date name
```

`c` Create. Normally *ar* will create a new archive when *afile* does not exist, and give a warning. Option `c` discards any old contents and suppresses the warning.

`l` Local. Normally *ar* places its temporary files in the directory `/tmp`. This option causes them to be placed in the local directory.

When a `d`, `r`, or `m` *key* is specified and all members of the archive are valid object files for the same architecture, *ar* inserts a table of contents, required by the loaders, at the front of the library. The table of contents is rebuilt whenever the archive is modified, except when the `q` *key* is specified or when the table of contents is explicitly moved or deleted.

EXAMPLE

`ar cr lib.a *.v`

Replace the contents of library `lib.a` with the object files in the current directory.

FILES

`/tmp/v*` temporaries

SOURCE

`/sys/src/cmd/ar.c`

SEE ALSO

2l(1), *ar*(6)

BUGS

If the same file is mentioned twice in an argument list, it may be put in the archive twice.
This command predates Plan 9 and makes some invalid assumptions, for instance that user id's are numeric.

NAME

ascii, unicode – interpret ASCII, Unicode characters

SYNOPSIS

`ascii` [`−8`] [`−oxdb`*n*] [`−nct`] [*text*]

`unicode` [`−nt`] *hexmin*`−`*hexmax*

`unicode` [`−t`] *hex* [...]

`unicode` [`−n`] *characters*

`look` *hex* `/lib/unicode`

DESCRIPTION

Ascii prints the ASCII values corresponding to characters and *vice versa*; under the `−8` option, the ISO Latin-1 extensions (codes 0200-0377) are included. The values are interpreted in a settable numeric base; `−o` specifies octal, `−d` decimal, `−x` hexadecimal (the default), and `−b`*n* base *n*.

With no arguments, *ascii* prints a table of the character set in the specified base. Characters of *text* are converted to their ASCII values, one per line. If, however, the first *text* argument is a valid number in the specified base, conversion goes the opposite way. Control characters are printed as two- or three-character mnemonics. Other options are:

`−n` Force numeric output.

`−c` Force character output.

`−t` Convert from numbers to running text; do not interpret control characters or insert newlines.

Unicode is similar; it converts between UTF and character values from the Unicode Standard (see *utf*(6)). If given a range of hexadecimal numbers, *unicode* prints a table of the specified Unicode characters — their values and UTF representations. Otherwise it translates from UTF to numeric value or vice versa, depending on the appearance of the supplied text; the `−n` option forces numeric output to avoid ambiguity with numeric characters. If converting to UTF , the characters are printed one per line unless the `−t` flag is set, in which case the output is a single string containing only the specified characters. Unlike *ascii*, *unicode* treats no characters specially.

The output of *ascii* and *unicode* may be unhelpful if the characters printed are not available in the current font.

The file `/lib/unicode` contains a table of characters and descriptions, sorted in hexadecimal order, suitable for *look*(1) on the lower case *hex* values of characters.

EXAMPLES

`ascii −d`
  Print the ASCII table base 10.

`unicode p`
  Print the hex value of ‘p’.

`unicode 2200−22f1`
  Print a table of miscellaneous mathematical symbols.

`look 039 /lib/unicode`
  See the start of the Greek alphabet’s encoding in the Unicode Standard.

FILES

`/lib/unicode` table of characters and descriptions.

SOURCE

`/sys/src/cmd/ascii.c`
`/sys/src/cmd/unicode.c`

SEE ALSO

look(1) *tcs*(1), *utf*(6), *font*(6)

NAME

awk - pattern-directed scanning and processing language

SYNOPSIS

awk [−F*fs*] [−v *var=value*] [−mr*n*] [−mf*n*] [−f *prog* [*prog*] [*file ...*]

DESCRIPTION

Awk scans each input *file* for lines that match any of a set of patterns specified literally in *prog* or in one or more files specified as −f *file*. With each pattern there can be an associated action that will be performed when a line of a *file* matches the pattern. Each line is matched against the pattern portion of every pattern-action statement; the associated action is performed for each matched pattern. The file name − means the standard input. Any *file* of the form *var=value* is treated as an assignment, not a file name, and is executed at the time it would have been opened if it were a file name. The option −v followed by *var=value* is an assignment to be done before *prog* is executed; any number of −v options may be present. -F *fs* option defines the input field separator to be the regular expression *fs*.

An input line is normally made up of fields separated by white space, or by regular expression FS. The fields are denoted $1, $2, ..., while $0 refers to the entire line. If FS is null, the input line is split into one field per character.

To compensate for inadequate implementation of storage management, the -mr option can be used to set the maximum size of the input record, and the -mf option to set the maximum number of fields.

A pattern-action statement has the form

    pattern { *action* }

A missing { *action* } means print the line; a missing pattern always matches. Pattern-action statements are separated by newlines or semicolons.

An action is a sequence of statements. A statement can be one of the following:

```
if( expression ) statement [ else statement ]
while( expression ) statement
for( expression ; expression ; expression ) statement
for( var in array ) statement
do statement while( expression )
break
continue
{ [ statement ... ] }
expression                      # commonly var = expression
print [ expression−list ] [ > expression ]
printf format [ , expression−list ] [ > expression ]
return [ expression ]
next                            # skip remaining patterns on this input line
nextfile                        # skip rest of this file, open next, start at top
delete array[ expression ]      # delete an array element
delete array                    # delete all elements of array
exit [ expression ]             # exit immediately; status is expression
```

Statements are terminated by semicolons, newlines or right braces. An empty *expression−list* stands for $0. String constants are quoted " ", with the usual C escapes recognized within. Expressions take on string or numeric values as appropriate, and are built using the operators + − * / % ^ (exponentiation), and concatenation (indicated by white space). The operators ! ++ −− += −= *= /= %= ^= > >= < <= == != ?: are also available in expressions. Variables may be scalars, array elements (denoted *x*[*i*]) or fields. Variables are initialized to the null string. Array subscripts may be any string, not necessarily numeric; this allows for a form of associative memory. Multiple subscripts such as [i,j,k] are permitted; the constituents are concatenated, separated by the value of SUBSEP.

The print statement prints its arguments on the standard output (or on a file if >*file* or >>*file* is present or on a pipe if | *cmd* is present), separated by the current output field separator, and terminated by the output record separator. *file* and *cmd* may be literal names or parenthesized expressions; identical string values in different statements denote the same open file. The `printf` statement formats its expression list according to the format (see *fprintf*(2)). The built-in function `close(`*expr*`)` closes the file or pipe *expr*. The built-in function `fflush(`*expr*`)` flushes any buffered output for the file or pipe *expr*.

The mathematical functions `exp`, `log`, `sqrt`, `sin`, `cos`, and `atan2` are built in. Other built-in functions:

`length` the length of its argument taken as a string, or of `$0` if no argument.

`rand` random number on (0,1)

`srand` sets seed for `rand` and returns the previous seed.

`int` truncates to an integer value

`utf` converts its numerical argument, a character number, to a UTF string

`substr(`*s*`,` *m*`,` *n*`)`
: the *n*-character substring of *s* that begins at position *m* counted from 1.

`index(`*s*`,` *t*`)`
: the position in *s* where the string *t* occurs, or 0 if it does not.

`match(`*s*`,` *r*`)`
: the position in *s* where the regular expression *r* occurs, or 0 if it does not. The variables `RSTART` and `RLENGTH` are set to the position and length of the matched string.

`split(`*s*`,` *a*`,` *fs*`)`
: splits the string *s* into array elements *a*`[1]`, *a*`[2]`, ..., *a*`[`*n*`]`, and returns *n*. The separation is done with the regular expression *fs* or with the field separator `FS` if *fs* is not given. An empty string as field separator splits the string into one array element per character.

`sub(`*r*`,` *t*`,` *s*`)`
: substitutes *t* for the first occurrence of the regular expression *r* in the string *s*. If *s* is not given, `$0` is used.

`gsub` same as `sub` except that all occurrences of the regular expression are replaced; `sub` and `gsub` return the number of replacements.

`sprintf(`*fmt*`,` *expr*`,` *...*`)`
: the string resulting from formatting *expr ...* according to the *printf* format *fmt*

`system(`*cmd*`)`
: executes *cmd* and returns its exit status

`tolower(`*str*`)`
: returns a copy of *str* with all upper-case characters translated to their corresponding lower-case equivalents.

`toupper(`*str*`)`
: returns a copy of *str* with all lower-case characters translated to their corresponding upper-case equivalents.

The ''function'' `getline` sets `$0` to the next input record from the current input file; `getline <`*file* sets `$0` to the next record from *file*. `getline` *x* sets variable *x* instead. Finally, *cmd* `| getline` pipes the output of *cmd* into `getline`; each call of `getline` returns the next line of output from *cmd*. In all cases, `getline` returns 1 for a successful input, 0 for end of file, and -1 for an error.

Patterns are arbitrary Boolean combinations (with `! || &&`) of regular expressions and relational expressions. Regular expressions are as in *regexp*(6). Isolated regular expressions in a pattern apply to the entire line. Regular expressions may also occur in relational expressions, using the operators `~` and `!~`. `/`*re*`/` is a constant regular expression; any string (constant or variable) may be used as a regular expression, except in the position of an isolated regular expression in a pattern.

A pattern may consist of two patterns separated by a comma; in this case, the action is performed for all lines from an occurrence of the first pattern though an occurrence of the second.

A relational expression is one of the following:

> *expression matchop regular-expression*
> *expression relop expression*
> *expression* `in` *array-name*
> `(`*expr*`,` *expr,...*`)` `in` *array-name*

where a *relop* is any of the six relational operators in C, and a *matchop* is either ~ (matches) or !~ (does not match). A conditional is an arithmetic expression, a relational expression, or a Boolean combination of these.

The special patterns `BEGIN` and `END` may be used to capture control before the first input line is read and after the last. `BEGIN` and `END` do not combine with other patterns.

Variable names with special meanings:

CONVFMT	conversion format used when converting numbers (default `%.6g`)
FS	regular expression used to separate fields; also settable by option `-F`*fs*.
NF	number of fields in the current record
NR	ordinal number of the current record
FNR	ordinal number of the current record in the current file
FILENAME	the name of the current input file
RS	input record separator (default newline)
OFS	output field separator (default blank)
ORS	output record separator (default newline)
OFMT	output format for numbers (default `%.6g`)
SUBSEP	separates multiple subscripts (default 034)
ARGC	argument count, assignable
ARGV	argument array, assignable; non-null members are taken as file names
ENVIRON	array of environment variables; subscripts are names.

Functions may be defined (at the position of a pattern-action statement) thus:

```
function foo(a, b, c) { ...; return x }
```

Parameters are passed by value if scalar and by reference if array name; functions may be called recursively. Parameters are local to the function; all other variables are global. Thus local variables may be created by providing excess parameters in the function definition.

EXAMPLES

```
length($0) > 72
```

Print lines longer than 72 characters.

```
{ print $2, $1 }
```

Print first two fields in opposite order.

```
BEGIN { FS = ",[ \t]*|[ \t]+" }
       { print $2, $1 }
```

Same, with input fields separated by comma and/or blanks and tabs.

```
     { s += $1 }
END  { print "sum is", s, " average is", s/NR }
```

Add up first column, print sum and average.

```
/start/, /stop/
```

Print all lines between start/stop pairs.

```
BEGIN     {    # Simulate echo(1)
     for (i = 1; i < ARGC; i++) printf "%s ", ARGV[i]
     printf "\n"
     exit }
```

SOURCE

`/sys/src/cmd/awk`

SEE ALSO

sed(1), *regexp*(6),
A. V. Aho, B. W. Kernighan, P. J. Weinberger, *The AWK Programming Language,* Addison-Wesley, 1988. ISBN 0-201-07981-X

BUGS

There are no explicit conversions between numbers and strings. To force an expression to be treated as a number add 0 to it; to force it to be treated as a string concatenate "" to it.
The scope rules for variables in functions are a botch; the syntax is worse.

NAME

basename – strip file name affixes

SYNOPSIS

`basename` [`-d`] *string* [*suffix*]

DESCRIPTION

Basename deletes any prefix ending in slash (/) and the *suffix*, if present in *string*, from *string*, and prints the result on the standard output.

The `-d` option instead prints the directory component, that is, *string* up to but not including the final slash. If the string contains no slash, a period and newline are printed.

SOURCE

`/sys/src/cmd/basename.c`

NAME

bc – arbitrary–precision arithmetic language

SYNOPSIS

`bc` [`−c`] [`−l`] [`−s`] [*file ...*]

DESCRIPTION

Bc is an interactive processor for a language that resembles C but provides arithmetic on numbers of arbitrary length with up to 100 digits right of the decimal point. It takes input from any files given, then reads the standard input. The `−l` argument stands for the name of an arbitrary precision math library. The `−s` argument suppresses the automatic display of calculation results; all output is via the `print` command.

The following syntax for *bc* programs is like that of C; *L* means letter `a−z`, *E* means expression, *S* means statement.

Lexical
- comments are enclosed in /* */
- newlines end statements

Names
- simple variables: *L*
- array elements: *L* [*E*]
- The words `ibase`, `obase`, and `scale`

Other operands
- arbitrarily long numbers with optional sign and decimal point.
- (*E*)
- `sqrt(`*E*`)`
- `length(`*E*`)`
  - number of significant decimal digits
- `scale(`*E*`)`
  - number of digits right of decimal point
- *L* (*E* , ... , *E*)
  - function call

Operators
- \+ − * / % ^ (% is remainder; ^ is power)
- ++ −−
- == <= >= != < >
- = += −= *= /= %= ^=

Statements
- *E*
- { *S* ; ... ; *S* }
- `print` *E*
- `if (` *E* `)` *S*
- `while (` *E* `)` *S*
- `for (` *E* ; *E* ; *E* `)` *S*
- null statement
- `break`
- `quit`
- "text"

Function definitions
- `define` *L* (*L* , ... , *L*){
- `auto` *L* , ... , *L*
- *S* ; ... ; *S*
- `return` *E*
- }

Functions in `−l` math library
- `s(`*x*`)` sine
- `c(`*x*`)` cosine
- `e(`*x*`)` exponential

`l(`*x*`)` log
`a(`*x*`)` arctangent
`j(`*n, x*`)`
Bessel function

All function arguments are passed by value.

The value of an expression at the top level is printed unless the main operator is an assignment or the −s command line argument is given. Text in quotes, which may include newlines, is always printed. Either semicolons or newlines may separate statements. Assignment to `scale` influences the number of digits to be retained on arithmetic operations in the manner of *dc*(1). Assignments to `ibase` or `obase` set the input and output number radix respectively.

The same letter may be used as an array, a function, and a simple variable simultaneously. All variables are global to the program. Automatic variables are pushed down during function calls. In a declaration of an array as a function argument or automatic variable empty square brackets must follow the array name.

Bc is actually a preprocessor for *dc*(1), which it invokes automatically, unless the −c (compile only) option is present. In this case the *dc* input is sent to the standard output instead.

EXAMPLE

Define a function to compute an approximate value of the exponential. Use it to print 10 values. (The exponential function in the library gives better answers.)

```
scale = 20
define e(x) {
     auto a, b, c, i, s
     a = 1
     b = 1
     s = 1
     for(i=1; 1; i++) {
          a *= x
          b *= i
          c = a/b
          if(c == 0) return s
          s += c
     }
}
for(i=1; i<=10; i++) print e(i)
```

FILES

`/sys/lib/bclib` mathematical library

SOURCE

`/sys/src/cmd/bc.y`

SEE ALSO

dc(1), *hoc*(1)

BUGS

No &&, ||, or ! operators.
A `for` statement must have all three Es.
A `quit` is interpreted when read, not when executed.

NAME

bind, mount, unmount – change name space

SYNOPSIS

`bind` [*option ...*] *new old*

`mount` [*option ...*] *servename old* [*spec*]

`unmount` [*new*] *old*

DESCRIPTION

Bind and *mount* modify the file name space of the current process and other processes in the same name space group (see *fork*(2)). For both calls, *old* is the name of an existing file or directory in the current name space where the modification is to be made.

For *bind*, *new* is the name of another (or possibly the same) existing file or directory in the current name space. After a successful *bind*, the file name *old* is an alias for the object originally named by *new*; if the modification doesn't hide it, *new* will also still refer to its original file. The evaluation of *new* (see *intro*(2)) happens at the time of the *bind*, not when the binding is later used.

The *servename* argument to *mount* is the name of a file that, when opened, yields an existing connection to a file server. Almost always, *servename* will be a file in `/srv` (see *srv*(3)). In the discussion below, *new* refers to the file named by the *new* argument to *bind* or the root directory of the service available in *servename* after a *mount*. Either both *old* and *new* files must be directories, or both must not be directories.

Options control aspects of the modification to the name space:

(none) Replace the *old* file by the new one. Henceforth, an evaluation of *old* will be translated to the new file. If they are directories (for *mount*, this condition is true by definition), *old* becomes a *union directory* consisting of one directory (the new file).

`−b` Both files must be directories. Add the new directory to the beginning of the union directory represented by the old file.

`−a` Both files must be directories. Add the new directory to the end of the union directory represented by the old file.

`−c` This can be used in addition to any of the above to permit creation in a union directory. When a new file is created in a union directory, it is placed in the first element of the union that has been bound or mounted with the `−c` flag. If that directory does not have write permission, the create fails.

`−C` (Only in *mount*.) By default, file contents are always retrieved from the server. With this option, the kernel may instead use a local cache to satisfy *read*(5) requests for files accessible through this mount point. The currency of cached data for a file is verified at each *open*(5) of the file from this client machine.

`−q` Exit silently if the `bind` or `mount` operation fails.

The *spec* argument to *mount* is passed in the *attach*(5) message to the server, and selects among different file trees served by the server.

The *srv*(3) service registry device, normally bound to `/srv`, is a convenient rendezvous point for services that can be mounted. After bootstrap, the file `/srv/boot` contains the communications port to the file system from which the system was loaded.

The effects of *bind* and *mount* can be undone with the *unmount* command. If two arguments are given to *unmount*, the effect is to undo a *bind* or *mount* with the same arguments. If only one argument is given, everything bound to or mounted upon *old* is unmounted.

EXAMPLES

To compile a program with the C library from July 16, 1992:

```
mount /srv/boot /n/dump dump
bind /n/dump/1992/0716/mips/lib/libc.a /mips/lib/libc.a
mk
```

SOURCE

```
/sys/src/cmd/bind.c
/sys/src/cmd/mount.c
/sys/src/cmd/unmount.c
```

SEE ALSO

bind(2), *open*(2), *srv*(3), *srv*(4)

NAME

bitsyload, light, pencal, keyboard, params, prompter – bitsy-specific utilities

SYNOPSIS

`bitsy/bitsyload` k|r [*file*]

`bitsy/light` [*intensity*]

`bitsy/params` [-f]

`bitsy/pencal`

`bitsy/keyboard` [-n]

`bitsy/prompter` [-n] *file*

DESCRIPTION

Bitsyload erases a section of flash memory on the Bitsy (iPAQ 3650 or 3830) and copies new information into it, using the format required by the Compaq boot loader. The required first argument is the destination, either `k` for `/dev/flash/kernel` or `r` for `/dev/flash/ramdisk`. The optional second argument is the name of the file to load. The default kernel file is `/sys/src/9/bitsy/9bitsy` and the default ramdisk file is `/sys/src/9/bitsy/ramdisk`.

Light sets the intensity of the display backlight. The values for *intensity* are:

on set intensity to maximum, the default

off turn off backlight

n sets the intensity to *n*, where *n* is a value between 0 and 128. Intensity 0 doesn't turn off the backlight, it just sets it to the dimmest value.

Pencal calibrates the display with the touch screen on a Bitsy. It loops prompting the user with crosses whose center that the user must touch with the stylus. After a consistent set of touches, it writes the calibration both to the kernel and to standard out. It is normally called by the bitsy's `/bin/cpurc`.

Params copies the contents of the file `/dev/tmpparams`, into the flash partition, `/dev/flash/params`, or if the `−f` flag it set copies in the opposite direction.

Keyboard creates a virtual on-screen keyboard and, unless the `−n` option is specified, a scribble area. A user inputs characters by tapping the keys or by drawing characters in the scribble area (see *scribble*(2)). It is usually run as the keyboard command for *rio*(1) using `rio`'s `−k` option.

Prompter is a small editor used to configure parameters when a Bitsy boots. It displays the file and starts up a keyboard and scribble pad for input. Clicking with the stylus in the text selects where input characters will go. Pressing Button 5 (top left side of the Bitsy) or typing the `Esc` key on the keyboard causes *prompter* to write back the updated file and exit; `Del` causes *prompter* to exit without writing the file. The `−n` flag suppresses the scribble area.

EXAMPLE

Prompter, *params*, and *calibrate* are used in only one place, the Bitsy's `/rc/bin/cpurc`:

```
# set variables
ramfs
bitsy/params −f
if(! grep −s '^calibrate=' /tmp/tmpparams)
      bitsy/pencal >>/tmp/tmpparams
if not {
      eval `{grep '^calibrate=' /tmp/tmpparams}
      echo calibrate $calibrate > '#m/mousectl'
}
bitsy/prompter /tmp/tmpparams
bitsy/params
```

SOURCE

`/sys/src/cmd/bitsy`

NAME

bundle – collect files for distribution

SYNOPSIS

`bundle` *file ...*

DESCRIPTION

Bundle writes on its standard output a shell script for *rc*(1) or a Bourne shell which, when executed, will recreate the original *files*. Its main use is for distributing small numbers of text files by *mail*(1).

Although less refined than standard archives from *ar*(1) or *tar*(1), a *bundle* file is self–documenting and complete; little preparation is required on the receiving machine.

EXAMPLES

`bundle mkfile *.[ch] | mail kremvax!boris`

Send a makefile to Boris together with related `.c` and `.h` files. Upon receiving the mail, Boris may save the file sans postmark, say in `gift/horse`, then do

```
cd gift; rc horse; mk
```

SOURCE

`/rc/bin/bundle`

SEE ALSO

ar(1), *tar*(1), *mail*(1)

BUGS

Bundle will not create directories and is unsatisfactory for non–text files.
Beware of gift horses.

NAME

cal – print calendar

SYNOPSIS

`cal` [*month*] [*year*]

DESCRIPTION

Cal prints a calendar. *Month* is either a number from 1 to 12, a lower case month name, or a lower case three-letter prefix of a month name. *Year* can be between 1 and 9999. If either *month* or *year* is omitted, the current month or year is used. If only one argument is given, and it is a number larger than 12, a calendar for all twelve months of the given year is produced; otherwise a calendar for just one month is printed. The calendar produced is that for England and her colonies.

Try

```
cal sep 1752
```

SOURCE

`/sys/src/cmd/cal.c`

BUGS

The year is always considered to start in January even though this is historically naive.
Beware that `cal 90` refers to the early Christian era, not the 20th century.

NAME

calendar – print upcoming events

SYNOPSIS

`calendar` [`-y`] [*file ...*]

DESCRIPTION

Calendar reads the named files, default `/usr/$user/lib/calendar`, and writes to standard output any lines containing today's or tomorrow's date. Examples of recognized date formats are "4/11", "April 11", "Apr 11", "11 April", and "11 Apr". All comparisons are case insensitive.

If the `-y` flag is given, an attempt is made to match on year too. In this case, dates of the forms listed above will be accepted if they are followed by the current year (or last two digits thereof) or not a year — digits not followed by white space or non-digits.

On Friday and Saturday, events through Monday are printed.

To have your calendar mailed to you every day, use *cron*(8).

FILES

`/usr/$user/lib/calendar` personal calendar

SOURCE

`/sys/src/cmd/calendar.c`

NAME

cat, read – catenate files

SYNOPSIS

`cat` [*file ...*]
`read` [`-m`] [`-n` *nline*] [*file ...*]

DESCRIPTION

Cat reads each *file* in sequence and writes it on the standard output. Thus

```
cat file
```

prints a file and

```
cat file1 file2 >file3
```

concatenates the first two files and places the result on the third.

If no *file* is given, *cat* reads from the standard input. Output is buffered in blocks matching the input.

Read copies to standard output exactly one line from the named *file*, default standard input. It is useful in interactive *rc*(1) scripts.

The `-m` flag causes it to continue reading and writing multiple lines until end of file; `-n` causes it to read no more than *nline* lines.

Read always executes a single `write` for each line of input, which can be helpful when preparing input to programs that expect line-at-a-time data. It never reads any more data from the input than it prints to the output.

SOURCE

`/sys/src/cmd/cat.c`
`/sys/src/cmd/read.c`

SEE ALSO

cp(1)

DIAGNOSTICS

Read exits with status `eof` on end of file.

BUGS

Beware of `cat a b >a` and `cat a b >b`, which destroy input files before reading them.

NAME

chgrp – change file group

SYNOPSIS

`chgrp` [`−ou`] *group file ...*

DESCRIPTION

The group of each named file is changed to *group*, which should be a name known to the server holding the file.

A file's group can be changed by the file's owner, if the owner is a member of the new group, or by the leader of both the file's current group and the new group.

The `−o` and `−u` option are synonyms; they specify that the *owner* is to be set, rather than the group. They are ineffectual unless the file server is in the bootstrap state that permits changing file ownership.

SOURCE

`/sys/src/cmd/chgrp.c`

SEE ALSO

ls(1), *chmod*(1), *stat*(2)

NAME

chmod – change mode

SYNOPSIS

`chmod` *mode file ...*

DESCRIPTION

The mode of each named file is changed according to *mode,* which may be an octal number or a symbolic change to the existing mode. A *mode* is an octal number constructed from the OR of the following modes.

0400	read by owner
0200	write by owner
0100	execute (search in directory) by owner
0070	read, write, execute (search) by group
0007	read, write, execute (search) by others

A symbolic *mode* has the form:

[who] *op permission*

The *who* part is a combination of the letters `u` (for user's permissions), `g` (group) and `o` (other). The letter `a` stands for `ugo`. If *who* is omitted, the default is `a`.

Op can be + to add *permission* to the file's mode, − to take away *permission*, and = to assign *permission* absolutely (all other bits will be reset).

Permission is any combination of the letters `r` (read), `w` (write), `x` (execute), `a` (append only), and `l` (exclusive access).

Only the owner of a file or the group leader of its group may change the file's mode.

SOURCE

`/sys/src/cmd/chmod.c`

SEE ALSO

ls(1), *stat*(2), *stat*(5)

NAME

cleanname – clean a path name

SYNOPSIS

`cleanname` [`-d` *pwd*] *names ...*

DESCRIPTION

For each file name argument, *cleanname*, by lexical processing only, prints the shortest equivalent string that names the same (possibly hypothetical) file. It eliminates multiple and trailing slashes, and it lexically interprets `.` and `..` directory components in the name. If the `-d` option is present, unrooted names are prefixed with *pwd/* before processing.

SOURCE

`/sys/src/cmd/cleanname.c`

SEE ALSO

cleanname(2).

NAME

cmp – compare two files

SYNOPSIS

`cmp` [`-lsL`] *file1 file2* [*offset1* [*offset2*]]

DESCRIPTION

The two files are compared. A diagnostic results if the contents differ, otherwise there is no output.

The options are:

`l` Print the byte number (decimal) and the differing bytes (hexadecimal) for each difference.

`s` Print nothing for differing files, but set the exit status.

`L` Print the line number of the first differing byte.

If offsets are given, comparison starts at the designated byte position of the corresponding file. Offsets that begin with `0x` are hexadecimal; with `0`, octal; with anything else, decimal.

SOURCE

`/sys/src/cmd/cmp.c`

SEE ALSO

diff(1)

DIAGNOSTICS

If a file is inaccessible or missing, the exit status is `open`. If the files are the same, the exit status is empty (true). If they are the same except that one is longer than the other, the exit status is `EOF`. Otherwise *cmp* reports the position of the first disagreeing byte and the exit status is `differ`.

NAME

getmap, colors – display color map

SYNOPSIS

`colors` [`−r` `−x`]

`getmap` [*colormap*]

DESCRIPTION

Colors presents a grid showing the colors in the current color map. If the display is true color, *colors* shows a grid of the RGBV color map (see *color*(6)).

Clicking mouse button 1 over a color in the grid will display the map index for that color, its red, green, and blue components, and the 32-bit hexadecimal color value as defined in *allocimage*(2). If the `−x` option is specified, the components will also be listed in hexadecimal.

The `−r` option instead shows, in the same form, a grey-scale ramp.

A menu on mouse button 3 contains a single entry, to exit the program.

On 8-bit color-mapped displays, *getmap* loads the display's color map (default `rgbv`). The named *colormap* can be a file in the current directory or in the standard repository `/lib/cmap`. It can also be a string of the form `gamma` or `gamma`*N*, where *N* is a floating point value for the gamma, defining the contrast for a monochrome map. Similarly, `rgamma` and `rgamma`*N* define a reverse-video monochrome map. Finally, the names `screen` or `display` or `vga` are taken as synonyms for the current color map stored in the display hardware.

FILES

`/lib/cmap` directory of color map files

SOURCE

`/sys/src/cmd/colors.c`

SEE ALSO

color(6)

NAME

comm – select or reject lines common to two sorted files

SYNOPSIS

`comm` [`−123`] *file1 file2*

DESCRIPTION

Comm reads *file1* and *file2*, which are in lexicographical order, and produces a three column output: lines only in *file1*; lines only in *file2*; and lines in both files. The file name `−` means the standard input.

Flag `1`, `2`, or `3` suppresses printing of the corresponding column.

EXAMPLE

```
comm −12 file1 file2
```

Print lines common to two sorted files.

SOURCE

`/sys/src/cmd/comm.c`

SEE ALSO

sort(1), *cmp*(1), *diff*(1), *uniq*(1)

NAME

con, telnet, rx, xms, xmr – remote login, execution, and XMODEM file transfer

SYNOPSIS

`con` [`–CdnrRvs`] [`–b` *baud*] [`–l` [*remuser*]] [`–c` *cmd*] [*net*!]*machine*

`telnet` [`–dCrn`] [*net*!]*machine*

`cu` *number*

`rx` [`–e`] [`–l` *remuser*] [*net*!]*machine* [*command–word ...*]

`xms` *file*

`xmr` *file*

DESCRIPTION

Con connects to the computer whose network address is *net*!*machine* and logs in if possible. With no options, the account name used on the remote system is the same as that on the local system. Standard input and output go to the local machine.

Options are:

`–b` sets the baud rate of a dial–up connection to *baud*.

`–n` if the input is a file or pipe, do not hang up the connection when EOF is received, but instead wait for the remote end to hang up.

`–l` with an argument causes *remuser* to be used as the account name on the remote system. Without an argument this option disables automatic login and a normal login session ensues.

`–C` forces cooked mode, that is, local echo.

`–c` runs *cmd* as if it had been typed as a command from the escape mode. This is used by *cu*.

`–v` (verbose mode) causes information about connection attempts to be output to standard error. This can be useful when trying to debug network connectivity.

`–d` causes debugging information to be output to standard error.

`–r` suppresses printing of any carriage return followed by a new line. This is useful since carriage return is a printable character in Plan 9.

`–R` translates newlines to carriage returns and *vice*versa.

`–s` strips received characters to 7 bits to forestall misinterpretation of ASCII with parity as UTF.

The control–\ character is a local escape. It prompts with >>>. Legitimate responses to the prompt are

`i` Send a quit [sic] signal to the remote machine.
`q` Exit.
`b` Send a break.
`.` Return from the escape.
`!cmd` Run the command with the network connection as its standard input and standard output. Standard error will go to the screen. This is useful for transmitting and receiving files over the connections using programs such as *xms*.
`r` Toggle printing of carriage returns.

Telnet is similar to con, but uses the *telnet* protocol to communicate with the remote machine. It shares *con's* –C, `–d`, `–n`, and `–r` options.

Rx executes one shell command on the remote machine as if logged in there, but with local standard input and output. A rudimentary shell environment is provided. If the target is a Plan 9 machine, `$service` there will be `rx`. The -e option causes a zero length message to be written to the connection when standard input is closed. The `-l` option causes *remuser* to be used on the remote machine if the remote is a BSD machine.

Network addresses for both *con* and *rx* have the form *network* ! *machine*. Supported networks are those listed in `/net`.

The commands *xms* and *xmr* respectively send and receive a single file using the XMODEM protocol. They use standard input and standard output for communication and are intended for use with *con*.

EXAMPLES

`rx kremvax cat file1 >file2`

Copy remote *file1* to local *file2*.

`rx kremvax cat file1 '>file2'`

Copy remote *file1* to remote *file2.*

`eqn paper | rx kremvax troff -ms | rx deepthought lp`

Parallel processing: do each stage of a pipeline on a different machine.

SOURCE

`/sys/src/cmd/con` for *con*, *xms*, and *xmr*.
`/sys/src/cmd/ip` for *telnet*.

BUGS

Under *rx*, a program that should behave specially towards terminals may not: e.g., remote shells will not prompt. Also under *rx*, the remote standard error and standard output are combined and go inseparably to the local standard output.

NAME

cp, mv – copy, move files

SYNOPSIS

`cp` [`−gux`] *file1 file2*
`cp` [`−gux`] *file ... directory*

`mv` *file1 file2*
`mv` *file ... directory*

DESCRIPTION

In the first form *file1* is any name and *file2* is any name except an existing directory. In the second form the commands copy or move one or more *files* into a *directory* under their original file names, as if by a sequence of commands in the first form. Thus `cp f1 f2 dir` is equivalent to `cp f1 dir/f1; cp f2 dir/f2`.

Cp copies the contents of plain *file1* to *file2*. The mode and owner of *file2* are preserved if it already exists; the mode of *file1* is used otherwise. The `−x` option sets the mode and modified time of *file2* from *file1*; `−g` sets the group id; and `−u` sets the group id and user id (which is usually only possible if the file server is in an administrative mode).

Mv moves *file1* to *file2*. If the files are in the same directory, *file1* is just renamed; otherwise *mv* behaves like *cp* `−x` followed by `rm` *file1*. *Mv* will rename directories, but it refuses to move a directory into another directory.

SOURCE

`/sys/src/cmd/cp.c`
`/sys/src/cmd/mv.c`

SEE ALSO

cat(1), *stat*(2)

DIAGNOSTICS

Cp and *mv* refuse to copy or move files onto themselves.

NAME

cpp – C language preprocessor

SYNOPSIS

`cpp` [*option ...*] [*ifile* [*ofile*]]

DESCRIPTION

Cpp interprets ANSI C preprocessor directives and does macro substitution. The input *ifile* and output *ofile* default to standard input and standard output respectively.

The options are:

`−D`*name*
`−D`*name=def*
`−I`*dir* Same as in *2c*(1): add *dir* to the search for directives.

`−M` Generate no output except a list of include files in a form suitable for specifying dependencies to *mk*(1). Use twice to list files in angle brackets.

`−N` Turn off default include directories. All must be specified with `−I`, or in the environment variable `include`. Without this option, `/$objtype/include` and `/sys/include` are used as the last two searched directories for include directives, where `$objtype` is read from the environment.

`−V` Print extra debugging information.

`−P` Do not insert ‘‘`#line`’’ directives into the output.

`−+` Understand C++ comments.

`−i` Print the list of directories searched when *#include* is found. Last listed are searched first.

In the absence of the `−P` option, the processed text output is sprinkled with lines that show the original input line numbering:

`#line` *linenumber* "*ifile*"

The command reads the environment variable *include* and adds its (blank-separated) list of directories to the standard search path for directives. They are looked at before any directories specified with `−I`, which are looked at before the default directories.

The input language is as described in the ANSI C standard. The standard Plan 9 C compilers do not use *cpp*; they contain their own simple but adequate preprocessor, so *cpp* is usually superfluous.

FILES

`/sys/include` directory for machine-independent include files
`/$objtype/include` directory for machine-dependent include files

SOURCE

`/sys/src/cmd/cpp`

SEE ALSO

2c(1)

NAME

cpu – connection to cpu server

SYNOPSIS

`cpu` [`-h` *server*] [`-f`] [`-a` *auth-method*] [`-e` *encryption-hash-algs*] [`-c` *cmd args ...*]

DESCRIPTION

Cpu starts an *rc*(1) running on the *server* machine, or the machine named in the `$cpu` environment variable if there is no `-h` option. *Rc*'s standard input, output, and error files will be `/dev/cons` in the name space where the *cpu* command was invoked. Normally, *cpu* is run in an *rio*(1) window on a terminal, so *rc* output goes to that window, and input comes from the keyboard when that window is current. *Rc*'s current directory is the working directory of the *cpu* command itself.

The name space for the new *rc* is an analogue of the name space where the *cpu* command was invoked: it is the same except for architecture-dependent bindings such as `/bin` and the use of fast paths to file servers, if available.

If a `-c` argument is present, the remainder of the command line is executed by *rc* on the server, and then *cpu* exits.

The `-a` command allows the user to specify the authentication mechanism used when connecting to the remote system. The two possibilities for *auth-method* are:

`p9` This is the default. Authentication is done using the standard Plan 9 mechanisms, (see *authsrv*(6)). No user interaction is required.

`netkey` Authentication is done using challenge/response and a hand held authenticator or the *netkey* program (see *passwd*(1)). The user must encrypt the challenge and type the encryption back to *cpu*. This is used if the local host is in a different protection domain than the server or if the user wants to log into the server as a different user.

The `-e` option specifies an encryption and/or hash algorithm to use for the connection. If both are specified, they must be space separated and comprise a single argument, so they must be quoted if in a shell command. The default is `rc4_256` encryption and `sha1` hashing. See *ssl*(3) for details on possible algorithms. The argument `clear` specifies no encryption algorithm and can be used to talk to older versions of the `cpu` service.

The `-f` flag inserts a filter in the data stream to coalesce 9P packet fragments into full packets. It is used on TCP connections, and is set automatically by the TCP receive script for incoming CPU calls (see *listen*(8)).

The name space is built by running `/usr/$user/lib/profile` with the root of the invoking name space bound to `/mnt/term`. The `service` environment variable is set to `cpu`; the `cputype` and `objtype` environment variables reflect the server's architecture.

FILES

The name space of the terminal side of the `cpu` command is mounted, via *exportfs*(4), on the CPU side on directory `/mnt/term`. The files such as `/dev/cons` are bound to their standard locations from there.

SOURCE

`/sys/src/cmd/cpu.c`

SEE ALSO

rc(1), *rio*(1)

BUGS

Binds and mounts done after the terminal `lib/profile` is run are not reflected in the new name space.

When using the `-a` option to 'log in' as another user, be aware that resources in the local name space will be made available to that user.

NAME

crop, iconv – frame, crop, and convert image

SYNOPSIS

`crop` [`−c` *red green blue*] [`−i` *n* | `−x` *dx* | `−y` *dy* | `−r` *minx miny maxx maxy*] [`−t` *tx ty*] [`−b` *red green blue*] [*file*]

`iconv` [`−u`] [`−c` *chandesc*] [*file*]

DESCRIPTION

Crop reads an *image*(6) file (default standard input), crops it, and writes it as a compressed *image*(6) file to standard output. There are two ways to specify a crop, by color value or by geometry. They may be combined in a single run of *crop*, in which case the color value crop will be done first.

The `−c` option takes a red-green-blue triplet as described in *color*(2). (For example, white is `255 255 255`.) The corresponding color is used as a value to be cut from the outer edge of the picture; that is, the image is cropped to remove the maximal outside rectangular strip in which every pixel has the specified color.

The `−i` option insets the image rectangle by a constant amount, *n*, which may be negative to generate extra space around the image. The `−x` and `−y` options are similar, but apply only to the *x* or *y* coordinates of the image.

The `−r` option specifies an exact rectangle.

The `−t` option specifies that the image's coordinate system should be translated by *tx*, *ty* as the last step of processing.

The `−b` option specifies a background color to be used to fill around the image if the cropped image is larger than the original, such as if the `−i` option is given a negative argument. This can be used to draw a monochrome frame around the image. The default color is black.

Iconv changes the format of pixels in the image *file* (default standard input) and writes the resulting image to standard output. Pixels in the image are converted according to the channel descriptor *chandesc*, (see *image*(6)). For example, to convert a 4-bit-per-pixel grey-scale image to an 8-bit-per-pixel color-mapped image, *chandesc* should be `m8`. If *chandesc* is not given, the format is unchanged. The output image is by default compressed; the `−u` option turns off the compression.

EXAMPLE

To crop white edges off the picture and add a ten-pixel pink border,

```
crop -c 255 255 255 -i -10 -b 255 150 150 imagefile > cropped
```

SOURCE

`/sys/src/cmd/crop.c`

SEE ALSO

image(6), *color*(2)

BUGS

Iconv should be able to do Floyd-Steinberg error diffusion or dithering when converting to small image depths.

NAME

date, clock – date and time

SYNOPSIS

`date` [*option*] [*seconds*]
`clock`

DESCRIPTION

Print the date, in the format

```
Tue Aug 16 17:03:52 CDT 1977
```

The options are

`−u` Report Greenwich Mean Time (GMT) rather than local time.

`−n` Report the date as the number of seconds since the epoch, 00:00:00 GMT, January 1, 1970.

The conversion from Greenwich Mean Time to local time depends on the `$timezone` environment variable; see *ctime*(2).

If the optional argument *seconds* is present, it is used as the time to convert rather than the real time.

FILES

`/env/timezone`	Current timezone name and adjustments.
`/adm/timezone`	A directory containing timezone tables.
`/adm/timezone/local`	Default timezone file, copied by *init*(8) into `/env/timezone`.

Clock draws a simple analog clock in its window.

SOURCE

`/sys/src/cmd/date.c`
`/sys/src/cmd/clock.c`

NAME

db – debugger

SYNOPSIS

`db` [*option ...*] [*textfile*] [*pid*]

DESCRIPTION

Db is a general purpose debugging program. It may be used to examine files and to provide a controlled environment for the execution of Plan 9 programs.

A *textfile* is a file containing the text and initialized data of an executable program. A *memfile* is the memory image of an executing process. It is usually accessed via the process id (*pid*) of the process in `/proc/`*pid*`/mem`. A *memfile* contains the text, data, and saved registers and process state. A *map* associated with each *textfile* or *memfile* supports accesses to instructions and data in the file; see 'Addresses'.

An argument consisting entirely of digits is assumed to be a process id; otherwise, it is the name of a *textfile*. When a *textfile* is given, the textfile map is associated with it. If only a *pid* is given, the textfile map is associated with `/proc/`*pid*`/text`. When a *pid* is given, the memfile map is associated with `/proc/`*pid*`/mem`; otherwise it is undefined and accesses to the *memfile* are not permitted.

Commands to *db* are read from the standard input and responses are to the standard output. The options are

`-k` Use the kernel stack of process *pid* to debug the executing kernel process. If *textfile* is not specified, file */ $cputype/*9*type* is used, where *type* is the second word in `$terminal`.

`-w` Create *textfile* and *memfile* if they don't exist; open them for writing as well as reading.

`-I`*path*
Directory in which to look for relative path names in `$<` and `$<<` commands.

`-m`*machine*
Assume instructions are for the given CPU type (any standard architecture name, such as `alpha` or `386`, plus `mipsco` and `sunsparc`, which cause disassembly to the manufacturer's syntax) instead of using the magic number to select the CPU type.

Most *db* commands have the following form:

[*address*] [`,` *count*] [*command*]

If *address* is present then the current position, called 'dot', is set to *address*. Initially dot is set to 0. Most commands are repeated *count* times with dot advancing between repetitions. The default *count* is 1. *Address* and *count* are expressions. Multiple commands on one line must be separated by `;`.

Expressions

Expressions are evaluated as long *ints*.

`.` The value of dot.

`+` The value of dot incremented by the current increment.

`^` The value of dot decremented by the current increment.

`"` The last *address* typed.

integer
A number, in decimal radix by default. The prefixes `0` and `0o` and `0O` (zero oh) force interpretation in octal radix; the prefixes `0t` and `0T` force interpretation in decimal radix; the prefixes `0x`, `0X`, and `#` force interpretation in hexadecimal radix. Thus `020`, `0o20`, `0t16`, and `#10` all represent sixteen.

integer`.`*fraction*
A single-precision floating point number.

`'`*c*`'` The 16-bit value of a character. `\` may be used to escape a `'`.

`<`*name*
The value of *name*, which is a register name. The register names are those printed by the

`$r` command.

symbol
A *symbol* is a sequence of upper or lower case letters, underscores or digits, not starting with a digit. \ may be used to escape other characters. The location of the *symbol* is calculated from the symbol table in *textfile*.

routine . *name*
The address of the variable *name* in the specified C routine. Both *routine* and *name* are *symbols*. If *name* is omitted the value is the address of the most recently activated stack frame corresponding to *routine*; if *routine* is omitted, the active procedure is assumed.

file : *integer*
The address of the instruction corresponding to the source statement at the indicated line number of the file. If the source line contains no executable statement, the address of the instruction associated with the nearest executable source line is returned. Files begin at line 1. If multiple files of the same name are loaded, an expression of this form resolves to the first file encountered in the symbol table.

(*exp*)
The value of the expression *exp*.

Monadic operators

* *exp* The contents of the location addressed by *exp* in *memfile*.

@*exp* The contents of the location addressed by *exp* in *textfile*.

−*exp* Integer negation.

~*exp* Bitwise complement.

%*exp* When used as an *address*, *exp* is an offset into the segment named *ublock*; see ‘Addresses’.

Dyadic operators are left-associative and are less binding than monadic operators.

e1+*e2* Integer addition.

e1−*e2* Integer subtraction.

e1 * *e2* Integer multiplication.

e1%*e2* Integer division.

e1&*e2* Bitwise conjunction.

e1 | *e2* Bitwise disjunction.

e1#*e2* *E1* rounded up to the next multiple of *e2*.

Commands

Most commands have the following syntax:

?*f* Locations starting at *address* in *textfile* are printed according to the format *f*.

/*f* Locations starting at *address* in *memfile* are printed according to the format *f*.

=*f* The value of *address* itself is printed according to the format *f*.

A *format* consists of one or more characters that specify a style of printing. Each format character may be preceded by a decimal integer that is a repeat count for the format character. If no format is given then the last format is used.

Most format letters fetch some data, print it, and advance (a local copy of) dot by the number of bytes fetched. The total number of bytes in a format becomes the *current*increment.

`o` Print two-byte integer in octal.
`O` Print four-byte integer in octal.
`q` Print two-byte integer in signed octal.
`Q` Print four-byte integer in signed octal.
`d` Print two-byte integer in decimal.
`D` Print four-byte integer in decimal.

`V`	Print eight-byte integer in decimal.
`Z`	Print eight-byte integer in unsigned decimal.
`x`	Print two-byte integer in hexadecimal.
`X`	Print four-byte integer in hexadecimal.
`Y`	Print eight-byte integer in hexadecimal.
`u`	Print two-byte integer in unsigned decimal.
`U`	Print four-byte integer in unsigned decimal.
`f`	Print as a single-precision floating point number.
`F`	Print double-precision floating point.
`b`	Print the addressed byte in hexadecimal.
`c`	Print the addressed byte as an ASCII character.
`C`	Print the addressed byte as a character. Printable ASCII characters are represented normally; others are printed in the form `\xnn`.
`s`	Print the addressed characters, as a UTF string, until a zero byte is reached. Advance dot by the length of the string, including the zero terminator.
`S`	Print a string using the escape convention (see C above).
`r`	Print as UTF the addressed two-byte integer (rune).
`R`	Print as UTF the addressed two-byte integers as runes until a zero rune is reached. Advance dot by the length of the string, including the zero terminator.
`i`	Print as machine instructions. Dot is incremented by the size of the instruction.
`I`	As `i` above, but print the machine instructions in an alternate form if possible: `sunsparc` and `mipsco` reproduce the manufacturers' syntax.
`M`	Print the addressed machine instruction in a machine-dependent hexadecimal form.
`a`	Print the value of dot in symbolic form. Dot is unaffected.
`A`	Print the value of dot in hexadecimal. Dot is unaffected.
`z`	Print the function name, source file, and line number corresponding to dot (textfile only). Dot is unaffected.
`p`	Print the addressed value in symbolic form. Dot is advanced by the size of a machine address.
`t`	When preceded by an integer, tabs to the next appropriate tab stop. For example, `8t` moves to the next 8-space tab stop. Dot is unaffected.
`n`	Print a newline. Dot is unaffected.
`"..."`	Print the enclosed string. Dot is unaffected.
`^`	Dot is decremented by the current increment. Nothing is printed.
`+`	Dot is incremented by 1. Nothing is printed.
`−`	Dot is decremented by 1. Nothing is printed.

Other commands include:

newline
: Update dot by the current increment. Repeat the previous command with a *count* of 1.

[?/]`l` *value mask*
: Words starting at dot are masked with *mask* and compared with *value* until a match is found. If `l` is used, the match is for a two-byte integer; `L` matches four bytes. If no match is found then dot is unchanged; otherwise dot is set to the matched location. If *mask* is omitted then ~0 is used.

[?/]`w` *value ...*
: Write the two-byte *value* into the addressed location. If the command is `W`, write four bytes.

[?/]`m` *s b e f* [?]
: New values for (*b, e, f*) in the segment named *s* are recorded. Valid segment names are *text*, *data*, or *ublock*. If less than three address expressions are given, the remaining parameters are left unchanged. If the list is terminated by ? or / then the file (*textfile* or *memfile* respectively) is used for subsequent requests. For example, `/m?` causes / to refer to *textfile*.

>*name*
: Dot is assigned to the variable or register named.

! The rest of the line is passed to *rc*(1) for execution.

$ *modifier*

Miscellaneous commands. The available *modifiers* are:

<*f* Read commands from the file *f*. If this command is executed in a file, further commands in the file are not seen. If *f* is omitted, the current input stream is terminated. If a *count* is given, and is zero, the command is ignored.

<<*f* Similar to < except it can be used in a file of commands without causing the file to be closed. There is a (small) limit to the number of << files that can be open at once.

>*f* Append output to the file *f*, which is created if it does not exist. If *f* is omitted, output is returned to the terminal.

`?` Print process id, the condition which caused stopping or termination, the registers and the instruction addressed by `pc`. This is the default if *modifier* is omitted.

`r` Print the general registers and the instruction addressed by `pc`. Dot is set to `pc`.

`R` Like `$r`, but include miscellaneous processor control registers and floating point registers.

`f` Print floating-point register values as single-precision floating point numbers.

`F` Print floating-point register values as double-precision floating point numbers.

`b` Print all breakpoints and their associated counts and commands. ‘B’ produces the same results.

`c` Stack backtrace. If *address* is given, it specifies the address of a pair of 32-bit values containing the `sp` and `pc` of an active process. This allows selecting among various contexts of a multi-threaded process. If C is used, the names and (long) values of all parameters, automatic and static variables are printed for each active function. If *count* is given, only the first *count* frames are printed.

`a` Attach to the running process whose pid is contained in *address*.

`e` The names and values of all external variables are printed.

`w` Set the page width for output to *address* (default 80).

`q` Exit from *db*.

`m` Print the address maps.

`k` Simulate kernel memory management.

`M`*machine*

Set the *machine* type used for disassembling instructions.

: *modifier*

Manage a subprocess. Available modifiers are:

`h` Halt an asynchronously running process to allow breakpointing. Unnecessary for processes created under *db*, e.g. by `:r`.

`b`*c* Set breakpoint at *address*. The breakpoint is executed *count*-1 times before causing a stop. Also, if a command *c* is given it is executed at each breakpoint and if it sets dot to zero the breakpoint causes a stop.

`d` Delete breakpoint at *address*.

`r` Run *textfile* as a subprocess. If *address* is given the program is entered at that point; otherwise the standard entry point is used. *Count* specifies how many breakpoints are to be ignored before stopping. Arguments to the subprocess may be supplied on the same line as the command. An argument starting with < or > causes the standard input or output to be established for the command.

`c`*s* The subprocess is continued. If *s* is omitted or nonzero, the subprocess is sent the note that caused it to stop. If 0 is specified, no note is sent. (If the stop was due to a breakpoint or single-step, the corresponding note is elided before continuing.) Breakpoint skipping is the same as for `r`.

`s`*s* As for `c` except that the subprocess is single stepped for *count* machine instructions. If a note is pending, it is received before the first instruction is executed. If there is no current subprocess then *textfile* is run as a subprocess as for `r`. In this case no note can be sent; the remainder of the line is treated as arguments to the subprocess.

`S`*s* Identical to `s` except the subprocess is single stepped for *count* lines of C source. In optimized code, the correspondence between C source and the machine instructions is approximate at best.

- `x` The current subprocess, if any, is released by *db* and allowed to continue executing normally.
- `k` The current subprocess, if any, is terminated.
- `n`*c* Display the pending notes for the process. If *c* is specified, first delete *c'th* pending note.

Addresses

The location in a file or memory image associated with an address is calculated from a map associated with the file. Each map contains one or more quadruples (*t, b, e, f*), defining a segment named *t* (usually, *text*, *data*, or *ublock*) mapping addresses in the range *b* through *e* to the part of the file beginning at offset *f*. The memory model of a Plan 9 process assumes that segments are disjoint. There can be more than one segment of a given type (e.g., a process may have more than one text segment) but segments may not overlap. An address *a* is translated to a file address by finding a segment for which $b \le a < e$; the location in the file is then $address + f - b$.

Usually, the text and initialized data of a program are mapped by segments called *text* and *data*. Since a program file does not contain bss, stack or ublock data, these data are not mapped by the data segment. The text segment is mapped similarly in a normal (i.e., non-kernel) *memfile*. However, the segment called *data* maps memory from the beginning of the program's data space to the base of the ublock. This region contains the program's static data, the bss, the heap and the stack. A segment called *ublock* maps the page containing its registers and process state.

Sometimes it is useful to define a map with a single segment mapping the region from 0 to 0xFFFFFFFF; a map of this type allows the entire file to be examined without address translation.

Registers are saved at a machine-dependent offset in the ublock. It is usually not necessary to know this offset; the `$r`, `$R`, `$f`, and `$F` commands calculate it and display the register contents.

The `$m` command dumps the currently active maps. The `?m` and `/m` commands modify the segment parameters in the *textfile* and *memfile* maps, respectively.

EXAMPLES

To set a breakpoint at the beginning of `write()` in extant process 27:

```
% db 27
:h
write:b
:c
```

To examine the Plan 9 kernel stack for process 27:

```
% db -k 27
$C
```

Similar, but using a kernel named `test`:

```
% db -k test 27
$C
```

To set a breakpoint at the entry of function `parse` when the local variable `argc` in `main` is equal to 1:

```
parse:b *main.argc-1=X
```

This prints the value of `argc-1` which as a side effect sets dot; when `argc` is one the breakpoint will fire. Beware that local variables may be stored in registers; see the BUGS section.

Debug process 127 on remote machine `kremvax`:

```
% import kremvax /proc
% db 127
$C
```

FILES

```
/proc/*/text
/proc/*/mem
/proc/*/ctl
/proc/*/note
```

SEE ALSO

acid(1), *nm*(1), *proc*(3)

SOURCE

`/sys/src/cmd/db`

DIAGNOSTICS

Exit status is null, unless the last command failed or returned non–null status.

BUGS

Examining a local variable with *routine.name* returns the contents of the memory allocated for the variable, but with optimization (suppressed by the `−N` compiler flag) variables often reside in registers. Also, on some architectures, the first argument is always passed in a register.

Variables and parameters that have been optimized away do not appear in the symbol table, returning the error *bad local variable* when accessed by *db*.

Because of alignment incompatibilities, Motorola 68000 series machines can not be debugged remotely from a processor of a different type.

Breakpoints should not be set on instructions scheduled in delay slots. When a program stops on such a breakpoint, it is usually impossible to continue its execution.

NAME

dc – desk calculator

SYNOPSIS

dc [*file*]

DESCRIPTION

Dc is an arbitrary precision desk calculator. Ordinarily it operates on decimal integers, but one may specify an input base, output base, and a number of fractional digits to be maintained. The overall structure of *dc* is a stacking (reverse Polish) calculator. If an argument is given, input is taken from that file until its end, then from the standard input. The following constructions are recognized:

number
: The value of the number is pushed on the stack. A number is an unbroken string of the digits 0−9A−F or 0−9a−f. A hexadecimal number beginning with a lower case letter must be preceded by a zero to distinguish it from the command associated with the letter. It may be preceded by an underscore _ to input a negative number. Numbers may contain decimal points.

\+ − / * % ^
: Add +, subtract −, multiply *, divide /, remainder %, or exponentiate ^ the top two values on the stack. The two entries are popped off the stack; the result is pushed on the stack in their place. Any fractional part of an exponent is ignored.

s*x*
S*x*
: Pop the top of the stack and store into a register named *x*, where *x* may be any character. Under operation S register *x* is treated as a stack and the value is pushed on it.

l*x*
L*x*
: Push the value in register *x* onto the stack. The register *x* is not altered. All registers start with zero value. Under operation L register *x* is treated as a stack and its top value is popped onto the main stack.

d
: Duplicate the top value on the stack.

p
: Print the top value on the stack. The top value remains unchanged. P interprets the top of the stack as an text string, removes it, and prints it.

f
: Print the values on the stack.

q
Q
: Exit the program. If executing a string, the recursion level is popped by two. Under operation Q the top value on the stack is popped and the string execution level is popped by that value.

x
: Treat the top element of the stack as a character string and execute it as a string of *dc* commands.

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

[...]
: Put the bracketed text string on the top of the stack.

<*x*
>*x*
=*x*
: Pop and compare the top two elements of the stack. Register *x* is executed if they obey the stated relation.

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

!
: Interpret the rest of the line as a shell command.

c
: Clear the stack.

i
: The top value on the stack is popped and used as the number base for further input.

`I` Push the input base on the top of the stack.

`o` The top value on the stack is popped and used as the number base for further output. In bases larger than 10, each ‘digit’ prints as a group of decimal digits.

`O` Push the output base on the top of the stack.

`k` Pop the top of the stack, and use that value as a non-negative scale factor: the appropriate number of places are printed on output, and maintained during multiplication, division, and exponentiation. The interaction of scale factor, input base, and output base will be reasonable if all are changed together.

`z` Push the stack level onto the stack.

`Z` Replace the number on the top of the stack with its length.

`?` A line of input is taken from the input source (usually the terminal) and executed.

`; :` Used by *bc* for array operations.

The scale factor set by `k` determines how many digits are kept to the right of the decimal point. If *s* is the current scale factor, *sa* is the scale of the first operand, *sb* is the scale of the second, and *b* is the (integer) second operand, results are truncated to the following scales.

+,−	max(*sa,sb*)
*	min(*sa*+*sb* , max(*s,sa,sb*))
/	*s*
%	so that dividend = divisor*quotient + remainder; remainder has sign of dividend
^	min($sa \times \|b\|$, max(*s,sa*))
v	max(*s,sa*)

EXAMPLES

```
[la1+dsa*pla10>y]sy
0sa1
lyx
```

Print the first ten values of *n*!

SOURCE

`/sys/src/cmd/dc.c`

SEE ALSO

bc(1), *hoc*(1)

DIAGNOSTICS

x `is unimplemented`, where *x* is an octal number: an internal error.
‘Out of headers’ for too many numbers being kept around.
‘Nesting depth’ for too many levels of nested execution.

BUGS

When the input base exceeds 16, there is no notation for digits greater than `F`.

Past its time.

NAME

dd – convert and copy a file

SYNOPSIS

`dd` [*option value*] ...

DESCRIPTION

Dd copies the specified input file to the specified output with possible conversions. The standard input and output are used by default. The input and output block size may be specified to take advantage of raw physical I/O. The options are

`−if` *f* Open file *f* for input.

`−of` *f* Open file *f* for output.

`−ibs` *n* Set input block size to *n* bytes (default 512).

`−obs` *n* Set output block size (default 512).

`−bs` *n* Set both input and output block size, superseding *ibs* and *obs*. If no conversion is specified, preserve the input block size instead of packing short blocks into the output buffer. This is particularly efficient since no in−core copy need be done.

`−cbs` *n* Set conversion buffer size.

`−skip` *n* Skip *n* input records before copying.

`−iseek` *n*
Seek *n* records forward on input file before copying.

`−files` *n*
Catenate *n* input files (useful only for magnetic tape or similar input device).

`−oseek` *n*
Seek *n* records from beginning of output file before copying.

`−count` *n*
Copy only *n* input records.

`−trunc` *n*
By default, *dd* truncates the output file when it opens it; `−trunc 0` opens it without truncation.

`−conv ascii` Convert EBCDIC to ASCII.
`ebcdic` Convert ASCII to EBCDIC.
`ibm` Like `ebcdic` but with a slightly different character map.
`block` Convert variable length ASCII records to fixed length.
`unblock` Convert fixed length ASCII records to variable length.
`lcase` Map alphabetics to lower case.
`ucase` Map alphabetics to upper case.
`swab` Swap every pair of bytes.
`noerror` Do not stop processing on an error.
`sync` Pad every input record to *ibs* bytes.

Where sizes are specified, a number of bytes is expected. A number may end with `k` or `b` to specify multiplication by 1024 or 512 respectively; a pair of numbers may be separated by `x` to indicate a product. Multiple conversions may be specified in the style: `−conv ebcdic,ucase`.

`Cbs` is used only if `ascii`, `unblock`, `ebcdic`, `ibm`, or `block` conversion is specified. In the first two cases, *n* characters are copied into the conversion buffer, any specified character mapping is done, trailing blanks are trimmed and new−line is added before sending the line to the output. In the latter three cases, characters are read into the conversion buffer and blanks are added to make up an output record of size *n*. If `cbs` is unspecified or zero, the `ascii`, `ebcdic`, and `ibm` options convert the character set without changing the block structure of the input file; the `unblock` and `block` options become a simple file copy.

SOURCE

`/sys/src/cmd/dd.c`

SEE ALSO

cp(1)

DIAGNOSTICS

Dd reports the number of full + partial input and output blocks handled.

NAME

deroff, delatex – remove formatting requests

SYNOPSIS

`deroff` [*option ...*] *file ...*

`delatex` *file*

DESCRIPTION

Deroff reads each file in sequence and removes all *nroff* and *troff*(1) requests and non-text arguments, backslash constructions, and constructs of preprocessors such as *eqn*(1), *pic*(1), and *tbl*(1). Remaining text is written on the standard output. *Deroff* follows files included by `.so` and `.nx` commands; if a file has already been included, a `.so` for that file is ignored and a `.nx` terminates execution. If no input file is given, *deroff* reads from standard input.

The options are

`−w` Output a word list, one ‘word’ (string of letters, digits, and properly embedded ampersands and apostrophes, beginning with a letter) per line. Other characters are skipped. Otherwise, the output follows the original, with the deletions mentioned above.

`−_` Like `−w`, but consider underscores to be alphanumeric rather than punctuation.

`−i` Ignore `.so` and `.nx` requests.

`−ms`
`−mm` Remove titles, attachments, etc., as well as ordinary *troff* constructs, from *ms*(6) or *mm* documents.

`−ml` Same as `−mm`, but remove lists as well.

Delatex does for *tex* and *latex* (see *tex*(1)) files what `deroff −wi` does for *troff* files.

SOURCE

`/sys/src/cmd/deroff.c`
`/sys/src/cmd/tex/local/delatex.c`

SEE ALSO

troff(1), *tex*(1), *spell*(1)

BUGS

These filters are not complete interpreters of *troff* or *tex*. For example, macro definitions containing `\$` cause chaos in *deroff* when the popular `$$` delimiters for *eqn* are in effect.
Text inside macros is emitted at place of definition, not place of call.

NAME

diff – differential file comparator

SYNOPSIS

`diff` [`−efmnbwr`] file1 ... file2

DESCRIPTION

Diff tells what lines must be changed in two files to bring them into agreement. If one file is a directory, then a file in that directory with basename the same as that of the other file is used. If both files are directories, similarly named files in the two directories are compared by the method of *diff* for text files and *cmp*(1) otherwise. If more than two file names are given, then each argument is compared to the last argument as above. The `−r` option causes *diff* to process similarly named subdirectories recursively. When processing more than one file, *diff* prefixes file differences with a single line listing the two differing files, in the form of a *diff* command line. The `−m` flag causes this behavior even when processing single files.

The normal output contains lines of these forms:

n1 a *n3,n4*
n1,n2 d *n3*
n1,n2 c *n3,n4*

These lines resemble *ed* commands to convert *file1* into *file2*. The numbers after the letters pertain to *file2*. In fact, by exchanging 'a' for 'd' and reading backward one may ascertain equally how to convert *file2* into *file1*. As in *ed*, identical pairs where *n1* = *n2* or *n3* = *n4* are abbreviated as a single number.

Following each of these lines come all the lines that are affected in the first file flagged by '<', then all the lines that are affected in the second file flagged by '>'.

The `−b` option causes trailing blanks (spaces and tabs) to be ignored and other strings of blanks to compare equal. The `−w` option causes all white-space to be removed from input lines before applying the difference algorithm.

The `−n` option prefixes each range with *file*`:` and inserts a space around the `a`, `c`, and `d` verbs. The `−e` option produces a script of *a, c* and *d* commands for the editor *ed*, which will recreate *file2* from *file1*. The `−f` option produces a similar script, not useful with *ed*, in the opposite order. It may, however, be useful as input to a stream-oriented post-processor.

Except in rare circumstances, *diff* finds a smallest sufficient set of file differences.

FILES

`/tmp/diff[12]`

SOURCE

`/sys/src/cmd/diff`

SEE ALSO

cmp(1), *comm*(1), *ed*(1)

DIAGNOSTICS

Exit status is the empty string for no differences, `some` for some, and `error` for trouble.

BUGS

Editing scripts produced under the `−e` or `−f` option are naive about creating lines consisting of a single '**.**'.
When running *diff* on directories, the notion of what is a text file is open to debate.

NAME

doc2txt, olefs, mswordstrings – extract printable strings from Microsoft Word documents

SYNOPSIS

`doc2txt` [*file.doc*]
`aux/olefs` [`-m` *mtpt*] *file.doc*
`aux/mswordstrings` */mnt/doc/WordDocument*

DESCRIPTION

Doc2txt is a shell script that uses *olefs* and *mswordstrings* to extract the printable text from the body of a Microsoft Word document.

Microsoft Office documents are stored in OLE (Object Linking and Embedding) format, which is a scaled down version of Microsoft's FAT file system. *Olefs* presents the contents of an Office document as a file system on *mtpt*, which defaults to `/mnt/doc`. *Mswordstrings* parses the *WordDocument* file inside an Office document, extracting the text stream.

SOURCE

`/sys/src/cmd/aux/mswordstrings.c`
`/sys/src/cmd/aux/olefs.c`
`/rc/bin/doc2txt`

SEE ALSO

strings(1)
''Microsoft Word 97 Binary File Format'', available on line at Microsoft's developer home page.
''LAOLA Binary Structures'', *snake.cs.tu-berlin.de:8081/~schwartz/pmh*.

NAME

doctype – intuit command line for formatting a document

SYNOPSIS

`doctype` [*option ...*] [*file*] ...

DESCRIPTION

Doctype examines a *troff*(1) input file to deduce the appropriate text formatting command and prints it on standard output. *Doctype* recognizes input for *troff*(1), related preprocessors like *eqn*(1), and the *ms*(6) and *mm* macro packages.

Option `-n` invokes *nroff* instead of *troff*. Other options are passed to *troff*.

EXAMPLES

```
eval `{doctype chapter.?} | lp
```

Typeset files named `chapter.0`, `chapter.1`, ...

SOURCE

`/rc/bin/doctype`

SEE ALSO

troff(1), *eqn*(1), *tbl*(1), *pic*(1), *grap*(1), *ms*(6), *man*(6)

BUGS

In true A.I. style, its best guesses are inspired rather than accurate.

NAME

du – disk usage

SYNOPSIS

du [−a] [−f] [−n] [−q] [−s] [−t] [−u] [−b*size*] [*file ...*]

DESCRIPTION

Du gives the number of Kbytes allocated to data blocks of named *files* and, recursively, of files in named directories. It assumes storage is quantized in units of 1024 bytes (Kbytes) by default. Other values can be set by the −b option; *size* is the number of bytes, optionally suffixed k to specify multiplication by 1024. If *file* is missing, the current directory is used. The count for a directory includes the counts of the contained files and directories.

The −a option prints the number of blocks for every file in a directory. Normally counts are printed only for contained directories.

The −f option ignores errors, otherwise it stops on the first error.

The −n option prints the size in bytes and the name of each file; it sets −a.

The −t option prints, in the format of du −n, the modified time of each file rather than the size. If the options −tu are specified then the accessed time is printed.

The −q option prints, in the format of du −n, the QID of each file rather than the size.

Finally, the −s option causes *du* to descend the hierarchy as always, but to print only a summary line for each *file*.

SOURCE

/sys/src/cmd/du.c

NAME

echo – print arguments

SYNOPSIS

`echo` [`−n`] [*arg ...*]

DESCRIPTION

Echo writes its arguments separated by blanks and terminated by a newline on the standard output. Option `−n` suppresses the newline.

SOURCE

`/sys/src/cmd/echo.c`

NAME

ed – text editor

SYNOPSIS

ed [–] [–o] [*file*]

DESCRIPTION

Ed is a venerable text editor.

If a *file* argument is given, *ed* simulates an e command (see below) on that file: it is read into *ed's* buffer so that it can be edited. The options are

– Suppress the printing of character counts by e, r, and w commands and of the confirming ! by ! commands.

–o (for output piping) Write all output to the standard error file except writing by w commands. If no *file* is given, make /fd/1 the remembered file; see the e command below.

Ed operates on a 'buffer', a copy of the file it is editing; changes made in the buffer have no effect on the file until a w (write) command is given. The copy of the text being edited resides in a temporary file called the *buffer*.

Commands to *ed* have a simple and regular structure: zero, one, or two *addresses* followed by a single character *command*, possibly followed by parameters to the command. These addresses specify one or more lines in the buffer. Missing addresses are supplied by default.

In general, only one command may appear on a line. Certain commands allow the addition of text to the buffer. While *ed* is accepting text, it is said to be in *input mode.* In this mode, no commands are recognized; all input is merely collected. Input mode is left by typing a period . alone at the beginning of a line.

Ed supports the *regular expression* notation described in *regexp*(6). Regular expressions are used in addresses to specify lines and in one command (see *s* below) to specify a portion of a line which is to be replaced. If it is desired to use one of the regular expression metacharacters as an ordinary character, that character may be preceded by '\'. This also applies to the character bounding the regular expression (often /) and to \ itself.

To understand addressing in *ed* it is necessary to know that at any time there is a *current line.* Generally, the current line is the last line affected by a command; however, the exact effect on the current line is discussed under the description of each command. Addresses are constructed as follows.

1. The character ., customarily called 'dot', addresses the current line.
2. The character $ addresses the last line of the buffer.
3. A decimal number *n* addresses the *n*-th line of the buffer.
4. 'x addresses the line marked with the name *x*, which must be a lower-case letter. Lines are marked with the k command.
5. A regular expression enclosed in slashes (/) addresses the line found by searching forward from the current line and stopping at the first line containing a string that matches the regular expression. If necessary the search wraps around to the beginning of the buffer.
6. A regular expression enclosed in queries ? addresses the line found by searching backward from the current line and stopping at the first line containing a string that matches the regular expression. If necessary the search wraps around to the end of the buffer.
7. An address followed by a plus sign + or a minus sign – followed by a decimal number specifies that address plus (resp. minus) the indicated number of lines. The plus sign may be omitted.
8. An address followed by + (or –) followed by a regular expression enclosed in slashes specifies the first matching line following (or preceding) that address. The search wraps around if necessary. The + may be omitted, so 0/x/ addresses the *first* line in the buffer with an x. Enclosing the regular expression in ? reverses the search direction.

9. If an address begins with + or − the addition or subtraction is taken with respect to the current line; e.g. −5 is understood to mean `.−5`.

10. If an address ends with + or −, then 1 is added (resp. subtracted). As a consequence of this rule and rule 9, the address − refers to the line before the current line. Moreover, trailing + and − characters have cumulative effect, so −− refers to the current line less 2.

11. To maintain compatibility with earlier versions of the editor, the character ^ in addresses is equivalent to −.

Commands may require zero, one, or two addresses. Commands which require no addresses regard the presence of an address as an error. Commands which accept one or two addresses assume default addresses when insufficient are given. If more addresses are given than a command requires, the last one or two (depending on what is accepted) are used.

Addresses are separated from each other typically by a comma `,`. They may also be separated by a semicolon `;`. In this case the current line is set to the previous address before the next address is interpreted. If no address precedes a comma or semicolon, line 1 is assumed; if no address follows, the last line of the buffer is assumed. The second address of any two-address sequence must correspond to a line following the line corresponding to the first address.

In the following list of *ed* commands, the default addresses are shown in parentheses. The parentheses are not part of the address, but are used to show that the given addresses are the default. 'Dot' means the current line.

`(.)a`
<text>
`.` Read the given text and append it after the addressed line. Dot is left on the last line input, if there were any, otherwise at the addressed line. Address 0 is legal for this command; text is placed at the beginning of the buffer.

`(.,.)b`[+−][*pagesize*][`pln`]
Browse. Print a 'page', normally 20 lines. The optional + (default) or − specifies whether the next or previous page is to be printed. The optional *pagesize* is the number of lines in a page. The optional `p`, `n`, or `l` causes printing in the specified format, initially `p`. Pagesize and format are remembered between `b` commands. Dot is left at the last line displayed.

`(.,.)c`
<text>
`.` Change. Delete the addressed lines, then accept input text to replace these lines. Dot is left at the last line input; if there were none, it is left at the line preceding the deleted lines.

`(.,.)d`
Delete the addressed lines from the buffer. Dot is set to the line following the last line deleted, or to the last line of the buffer if the deleted lines had no successor.

`e` *filename*
Edit. Delete the entire contents of the buffer; then read the named file into the buffer. Dot is set to the last line of the buffer. The number of characters read is typed. The file name is remembered for possible use in later `e`, `r`, or `w` commands. If *filename* is missing, the remembered name is used.

`E` *filename*
Unconditional `e`; see '`q`' below.

`f` *filename*
Print the currently remembered file name. If *filename* is given, the currently remembered file name is first changed to *filename*.

`(1,$)g/`*regular expression*`/`*command list*
`(1,$)g/`*regular expression*`/`
`(1,$)g/`*regular expression*
Global. First mark every line which matches the given *regular*expression. Then for every such line, execute the *command list* with dot initially set to that line. A single command or the first of multiple commands appears on the same line with the global command. All lines of a multi-line list except the last line must end with \. The '`.`' terminating input

mode for an a, i, c command may be omitted if it would be on the last line of the command list. The commands g and v are not permitted in the command list. Any character other than space or newline may be used instead of / to delimit the regular expression. The second and third forms mean g/*regular expression*/p.

(.)i
<text>
. Insert the given text before the addressed line. Dot is left at the last line input, or, if there were none, at the line before the addressed line. This command differs from the *a* command only in the placement of the text.

(.,.+1)j
Join the addressed lines into a single line; intermediate newlines are deleted. Dot is left at the resulting line.

(.)k*x* Mark the addressed line with name *x*, which must be a lower-case letter. The address form '*x* then addresses this line.

(.,.)l
List. Print the addressed lines in an unambiguous way: a tab is printed as \t, a backspace as \b, backslashes as \\, and non-printing characters as a backslash, an x, and four hexadecimal digits. Long lines are folded, with the second and subsequent sub-lines indented one tab stop. If the last character in the line is a blank, it is followed by \n. An l may be appended, like p, to any non-I/O command.

(.,.)m*a*
Move. Reposition the addressed lines after the line addressed by *a*. Dot is left at the last moved line.

(.,.)n
Number. Perform p, prefixing each line with its line number and a tab. An n may be appended, like p, to any non-I/O command.

(.,.)p
Print the addressed lines. Dot is left at the last line printed. A p appended to any non-I/O command causes the then current line to be printed after the command is executed.

(.,.)P
This command is a synonym for p.

q Quit the editor. No automatic write of a file is done. A q or e command is considered to be in error if the buffer has been modified since the last w, q, or e command.

Q Quit unconditionally.

($) r *filename*
Read in the given file after the addressed line. If no *filename* is given, the remembered file name is used. The file name is remembered if there were no remembered file name already. If the read is successful, the number of characters read is printed. Dot is left at the last line read from the file.

(.,.)s*n*/*regular expression*/*replacement*/
(.,.)s*n*/*regular expression*/*replacement*/g
(.,.)s*n*/*regular expression*/*replacement*
Substitute. Search each addressed line for an occurrence of the specified regular expression. On each line in which *n* matches are found (*n* defaults to 1 if missing), the *n*th matched string is replaced by the replacement specified. If the global replacement indicator g appears after the command, all subsequent matches on the line are also replaced. It is an error for the substitution to fail on all addressed lines. Any character other than space or newline may be used instead of / to delimit the regular expression and the replacement. Dot is left at the last line substituted. The third form means s*n*/*regular expression*/*replacement*/p. The second / may be omitted if the replacement is empty.

An ampersand & appearing in the replacement is replaced by the string matching the regular expression. The characters *n*, where *n* is a digit, are replaced by the text matched by the *n*-th regular subexpression enclosed between (and). When nested parenthesized subexpressions are present, *n* is determined by counting occurrences of `(` starting from the left.

A literal &, /, \ or newline may be included in a replacement by prefixing it with \.

`(.,.)t` *a*
Transfer. Copy the addressed lines after the line addressed by *a*. Dot is left at the last line of the copy.

`(.,.)u`
Undo. Restore the preceding contents of the first addressed line (sic), which must be the last line in which a substitution was made (double sic).

`(1,$)v/`*regular expression*`/`*command list*
This command is the same as the global command `g` except that the command list is executed with dot initially set to every line *except* those matching the regular expression.

`(1,$)w` *filename*
Write the addressed lines to the given file. If the file does not exist, it is created with mode 666 (readable and writable by everyone). If no *filename* is given, the remembered file name, if any, is used. The file name is remembered if there were no remembered file name already. Dot is unchanged. If the write is successful, the number of characters written is printed.

`(1,$)W` *filename*
Perform `w`, but append to, instead of overwriting, any existing file contents.

($)= Print the line number of the addressed line. Dot is unchanged.

`!` *shell command*
Send the remainder of the line after the `!` to *rc*(1) to be interpreted as a command. Dot is unchanged.

`(.+1)` <newline>
An address without a command is taken as a `p` command. A terminal / may be omitted from the address. A blank line alone is equivalent to `.+1p`; it is useful for stepping through text.

If an interrupt signal (DEL) is sent, *ed* prints a `?` and returns to its command level.

When reading a file, *ed* discards NUL characters and all characters after the last newline.

FILES

`/tmp/e*`
`ed.hup` work is saved here if terminal hangs up

SOURCE

`/sys/src/cmd/ed.c`

SEE ALSO

sam(1), *sed*(1), *regexp*(6)

DIAGNOSTICS

`?`*name* for inaccessible file; `?TMP` for temporary file overflow; `?` for errors in commands or other overflows.

NAME

emacs – editor macros

SYNOPSIS

`emacs` [*options*]

DESCRIPTION

This page intentionally left blank.

SOURCE

MIT

SEE ALSO

sam(1), *vi*(1)

BUGS

Yes.

NAME

eqn – typeset mathematics

SYNOPSIS

`eqn` [*option ...*] [*file ...*]

DESCRIPTION

Eqn is a *troff*(1) preprocessor for typesetting mathematics on a typesetter. Usage is almost always

```
eqn file ... | troff
```

If no files are specified, *eqn* reads from the standard input. *Eqn* prepares output for the typesetter named in the `−T`*dest* option (default `−Tutf`; see *troff*(1)). When run with other preprocessor filters, *eqn* usually comes last.

A line beginning with `.EQ` marks the start of an equation; the end of an equation is marked by a line beginning with `.EN`. Neither of these lines is altered, so they may be defined in macro packages to get centering, numbering, etc. It is also possible to set two characters as 'delimiters'; text between delimiters is also *eqn* input. Delimiters may be set to characters *x* and *y* with the option `−d`*xy* or (more commonly) with `delim` *xy* between `.EQ` and `.EN`. Left and right delimiters may be identical. (They are customarily taken to be `$$`). Delimiters are turned off by `delim off`. All text that is neither between delimiters nor between `.EQ` and `.EN` is passed through untouched.

Tokens within *eqn* are separated by spaces, tabs, newlines, braces, double quotes, tildes or circumflexes. Braces {} are used for grouping; generally speaking, anywhere a single character like `x` could appear, a complicated construction enclosed in braces may be used instead. Tilde ~ represents a full space in the output, circumflex ^ half as much.

Subscripts and superscripts are produced with the keywords `sub` and `sup`. Thus `x sub i` makes x_i, `a sub i sup 2` produces a_i^2, and `e sup {x sup 2 + y sup 2}` gives $e^{x^2+y^2}$.

`Over` makes fractions: `a over b` yields $\frac{a}{b}$.

`Sqrt` produces square roots: `1 over sqrt {ax sup 2 +bx+c}` results in $\frac{1}{\sqrt{ax^2+bx+c}}$.

The keywords `from` and `to` introduce lower and upper limits on arbitrary things: $\lim_{n \to \infty} \sum_0^n x_i$ is made with `lim from {n -> inf} sum from 0 to n x sub i`.

Left and right brackets, braces, etc., of the right height are made with `left` and `right`: `left [ x sup 2 + y sup 2 over alpha right ] ~=~1` produces $\left[x^2 + \frac{y^2}{\alpha} \right] = 1$. The `right` clause is optional. Legal characters after `left` and `right` are braces, brackets, bars, `c` and `f` for ceiling and floor, and `""` for nothing at all (useful for a right-side-only bracket).

Vertical piles of things are made with `pile`, `lpile`, `cpile`, and `rpile`: `pile {a above b above c}` produces $\begin{matrix} a \\ b \\ c \end{matrix}$. There can be an arbitrary number of elements in a pile. `lpile` left-justifies, `pile` and `cpile` center, with different vertical spacing, and `rpile` right justifies.

Matrices are made with `matrix`: `matrix { lcol { x sub i above y sub 2 } ccol { 1 above 2 } }` produces $\begin{matrix} x_i & 1 \\ y_2 & 2 \end{matrix}$. In addition, there is `rcol` for a right-justified column.

Diacritical marks are made with `prime`, `dot`, `dotdot`, `hat`, `tilde`, `bar`, `under`, `vec`, `dyad`, and `under`: `x sub 0 sup prime = f(t) bar + g(t) under` is $x_0' = \overline{f(t)} + \underline{g(t)}$, and `x vec = y dyad` is $\vec{x} = \overleftrightarrow{y}$.

Sizes and fonts can be changed with prefix operators `size` *n*, `size` ±*n*, `fat`, `roman`, `italic`, `bold`, or `font` *n*. Size and fonts can be changed globally in a document by `gsize` *n* and `gfont` *n*, or by the command-line arguments `−s`*n* and `−f`*n*.

Normally subscripts and superscripts are reduced by 3 point sizes from the previous size; this may be changed by the command-line argument `−p`*n*.

Successive display arguments can be lined up. Place `mark` before the desired lineup point in the first equation; place `lineup` at the place that is to line up vertically in subsequent equations.

Shorthands may be defined or existing keywords redefined with `define`: `define` *thing* % *replacement* % defines a new token called *thing* which will be replaced by *replacement* whenever it appears thereafter. The % may be any character that does not occur in `replacement`.

Keywords like `sum` ($\sum$), `int` ($\int$), `inf` (∞), and shorthands like >= ($\geq$), -> ($\rightarrow$), and != ($\neq$) are recognized. Greek letters are spelled out in the desired case, as in `alpha` or GAMMA. Mathematical words like `sin`, `cos`, `log` are made Roman automatically. *Troff*(1) four-character escapes like `\(lh` (☜) can be used anywhere. Strings enclosed in double quotes " " are passed through untouched; this permits keywords to be entered as text, and can be used to communicate with *troff* when all else fails.

FILES

`/sys/lib/troff/font/devutf` font descriptions for PostScript

SOURCE

`/sys/src/cmd/eqn`

SEE ALSO

troff(1), *tbl*(1)
J. F. Ossanna and B. W. Kernighan, ‘‘Troff User’s Manual’’.
B. W. Kernighan and L. L. Cherry, ‘‘Typesetting Mathematics—User’s Guide’’, *Unix Research System Programmer’s Manual,* Tenth Edition, Volume 2.

BUGS

To embolden digits, parens, etc., it is necessary to quote them, as in `bold "12.3"`.

NAME

faces, seemail, vwhois – mailbox interface

SYNOPSIS

`faces [ -ih ]`
`seemail`
`vwhois` *person ...*

DESCRIPTION

The *faces* command monitors incoming mail and displays in its window a representation of the user's mail box using a small image for each message. The image is typically a portrait of the sender.

If the user is running *plumber*(4), *faces* reacts to plumb messages to the `seemail` port, typically from `upas/fs`, and is thus notified of message additions and deletions.

Right-clicking on a message icon causes that message to be 'plumbed' to `showmail`. A typical plumb action will be to display the message, such as by the rule

```
plumb start window mail -s $0
```

The *acme*(1) mail reader listens to the `showmail` port automatically.

If the user is not running *plumber*, *faces* reads the log file and right-clicking has no effect.

If arrows are visible, clicking on them will scroll the display. Middle-clicking on the arrows scrolls to the end.

Starting `faces` with the `-i` flag causes `faces` to read the messages in `/mail/fs/mbox` or in the named mail directory upon startup.

The `-h` flag causes a different, venerable behavior in which the window displays the history of messages received rather than the current state of the mail box. In particular, faces are not removed from the screen when messages are deleted. Also, in this mode clicking button 1 in the display will clear the window.

Seemail is an *rc*(1) script that invokes `faces -h`.

Vwhois tells *faces* to display the icons of the named *persons*, without sending a message.

FILES

`/mail/fs/mbox` mail directory.

SEE ALSO

mail(1), *plumber*(4), *face*(6), *plumb*(6)

NAME

factor, primes – factor a number, generate large primes

SYNOPSIS

`factor` [*number*]

`primes` [*start* [*finish*]]

DESCRIPTION

Factor prints *number* and its prime factors, each repeated the proper number of times. The number must be positive and less than 2^{54} (about 1.8×10^{16}).

If no *number* is given, *factor* reads a stream of numbers from the standard input and factors them. It exits on any input not a positive integer. Maximum running time is proportional to $\sqrt{n}$.

Primes prints the prime numbers ranging from *start* to *finish*, where *start* and *finish* are positive numbers less than 2^{56}. If *finish* is missing, *primes* prints without end; if *start* is missing, it reads the starting number from the standard input.

SOURCE

```
/sys/src/cmd/factor.c
/sys/src/cmd/primes.c
```

NAME

file – determine file type

SYNOPSIS

`file` [`-m`] [*file* ...]

DESCRIPTION

File performs a series of tests on its argument *files* in an attempt to classify their contents by language or purpose. If no arguments are given, the classification is performed on standard input.

If the `-m` flag is given, *file* outputs an appropriate MIME `Content-Type` specification describing the `type` and `subtype` of each file.

The file types it looks for include directory, device file, zero-filled file, empty file, Plan 9 executable, PAC audio file, `cpio` archive, `tex dvi` file, archive symbol table, archive, `rc` script, `sh` script, PostScript, `troff` output file for various devices, mail box, GIF, FAX, object code, C and Alef source, assembler source, compressed files, encrypted file, English text, compressed image, image, subfont, and font.

If a file has no apparent format, *file* looks at the character set it uses to classify it according to ASCII, extended ASCII, Latin ASCII, or UTF holding one or more of the following blocks of the Unicode Standard: Extended Latin, Greek, Cyrillic, Armenian, Hebrew, Arabic, Devanagari, Bengali, Gurmukhi, Gujarati, Oriya, Tamil, Telugu, Kannada, Malayalam, Thai, Lao, Tibetan, Georgian, Japanese, Chinese, or Korean.

If all else fails, *file* decides its input is binary.

SOURCE

`/sys/src/cmd/file.c`

BUGS

It can make mistakes, for example classifying a file of decimal data, `.01`, `.02`, etc. as *troff*(1) input.

NAME

fmt, htmlfmt – simple text formatters

SYNOPSIS

`fmt` [*option ...*] [*file ...*]

`htmlfmt` [`-a`] [`-u` *url*] [*file ...*]

DESCRIPTION

Fmt copies the given *files* (standard input by default) to its standard output, filling and indenting lines. The options are

`-l` *n* Output line length is *n*, including indent (default 70).

`-w` *n* A synonym for `-l`.

`-i` *n* Indent *n* spaces (default 0).

`-j` Don't join input lines, simply split them where necessary.

Empty lines and initial white space in input lines are preserved. Empty lines are inserted between input files.

Fmt is idempotent: it leaves already formatted text unchanged.

Htmlfmt performs a similar service, but accepts as input text formatted with HTML tags. It accepts *fmt*'s `-l` and `-w` flags and also:

`-a` Normally *htmlfmt* suppresses the contents of form fields and anchors (URLs and image files); this flag causes it to print them, in square brackets.

`-u` *url* Use *url* as the base URL for the document when displaying anchors; sets `-a`.

SOURCE

`/sys/src/cmd/fmt.c`

BUGS

Htmlfmt makes no attempt to render the two-dimensional geometry of tables; it just treats the table entries as plain, to-be-formatted text.

NAME

fortune – sample lines from a file

SYNOPSIS

`fortune` [*file*]

DESCRIPTION

Fortune prints a one-line aphorism chosen at random. If a *file* is specified, the saying is taken from that file; otherwise it is selected from `/sys/games/lib/fortunes`.

FILES

`/sys/games/lib/fortunes`
`/sys/games/lib/fortunes.index` fast lookup table, maintained automatically

SOURCE

`/sys/src/cmd/fortune.c`

NAME

freq – print histogram of character frequencies

SYNOPSIS

`freq` [`-dxocr`] [*file ...*]

DESCRIPTION

Freq reads the given files (default standard input) and prints histograms of the character frequencies. By default, *freq* counts each byte as a character; under the `-r` option it instead counts UTF sequences, that is, runes.

Each non-zero entry of the table is printed preceded by the byte value, in decimal, octal, hex, and Unicode character (if printable). If any options are given, the `-d`, `-x`, `-o`, `-c` flags specify a subset of value formats: decimal, hex, octal, and character, respectively.

SOURCE

`/sys/src/cmd/freq.c`

SEE ALSO

utf(6), *wc*(1)

NAME

grap – pic preprocessor for drawing graphs

SYNOPSIS

`grap` [*file ...*]

DESCRIPTION

Grap is a *pic*(1) preprocessor for drawing graphs on a typesetter. Graphs are surrounded by the *troff* 'commands' `.G1` and `.G2`. Data are scaled and plotted, with tick marks supplied automatically. Commands exist to modify the frame, add labels, override the default ticks, change the plotting style, define coordinate ranges and transformations, and include data from files. In addition, *grap* provides the same loops, conditionals, and macro processing that *pic* does.

`frame ht` *e* `wid` *e* `top dotted` *...*: Set the frame around the graph to specified `ht` and `wid`; default is 2 by 3 (inches). The line *styles* (`dotted`, `dashed`, `invis`, `solid` (default)) of the *sides* (`top`, `bot`, `left`, `right`) of the frame can be set independently.

`label` *side* `"a label" "as a set of strings"` *adjust*: Place label on specified side; default side is bottom. *adjust* is `up` (or `down left right`) *expr* to shift default position; `width` *expr* sets the width explicitly.

`ticks` *side* `in at` *optname expr, expr, ...*: Put ticks on *side* at *expr, ...,* and label with "*expr*". If any *expr* is followed by "...", label tick with "...", and turn off all automatic labels. If "..." contains `%f`'s, they will be interpreted as `printf` formatting instructions for the tick value. Ticks point `in` or `out` (default out). Tick iterator: instead of `at` *...*, use `from` *expr* `to` *expr* `by` *op expr* where *op* is optionally `+-*/` for additive or multiplicative steps. `by` can be omitted, to give steps of size 1. If no ticks are requested, they are supplied automatically; suppress this with `ticks off`. Automatic ticks normally leave a margin of 7% on each side; set this to anything by `margin` = *expr*.

`grid` *side linedesc* `at` *optname expr, expr, ...*: Draw grids perpendicular to *side* in style *linedesc* at *expr, ...* Iterators and labels work as with ticks.

`coord` *optname* `x` *min, max* `y` *min, max* `log x log y`: Set range of coords and optional log scaling on either or both. This overrides computation of data range. Default value of *optname* is current coordinate system (each `coord` defines a new coordinate system).

`plot` "*str*" `at` *point*; "*str*" `at` *point*: Put *str* at *point*. Text position can be qualified with `rjust`, `ljust`, `above`, `below` after "...".

`line from` *point* `to` *point linedesc*: Draw line from here to there. `arrow` works in place of `line`.

`next` *optname* `at` *point linedesc*: Continue plot of data in *optname to point*; default is current.

`draw` *optname linedesc ...*: Set mode for `next`: use this style from now on, and plot "..." at each point (if given).

`new` *optname linedesc ...*: Set mode for `next`, but disconnect from previous.

A list of numbers *x y1 y2 y3 ...* is treated as `plot bullet at` *x,y1*; `plot bullet at` *x,y2*; etc., or as `next at` *x,y1* etc., if `draw` is specified. Abscissae of 1,2,3,... are provided if there is only one input number per line.

A point *optname expr, expr* maps the point to the named coordinate system. A *linedesc* is one of `dot dash invis solid` optionally followed by an expression.

`define` *name* `{`*whatever*`}`: Define a macro. There are macros already defined for standard plotting symbols like `bullet`, `circle`, `star`, `plus`, etc., in `/sys/lib/grap.defines`, which is included if it exists.

var = *expr*: Evaluate an expression. Operators are `+ - *` and `/`. Functions are `log` and `exp` (both base 10), `sin`, `cos`, `sqrt`; `rand` returns random number on [0,1); `max(`*e*`,`*e*`)`, `min(`*e*`,`*e*`)`, `int(`*e*`)`.

`print` *expr*; `print "`*...*`"`: As a debugging aid, print *expr* or *string* on the standard error.

`copy "`*file name*`"`: Include this file right here.

`copy thru` *macro*: Pass rest of input (until `.G2`) through *macro*, treating each field (non-blank, or "...") as an argument. *macro* can be the name of a macro previously defined, or the body of one in place, like `/plot $1 at $2,$3/`.

`copy thru` *macro* `until "`*string*`"`: Stop copy when input is *string* (left-justified).

`pic` *remainder of line*: Copy to output with leading blanks removed.

`graph` *Name pic-position*: Start a new frame, place it at specified position, e.g., `graph Thing2 with .sw at Thing1.se + (0.1,0)`. *Name* must be capitalized to keep *pic* happy.

`.` *anything at beginning of line*: Copied verbatim.

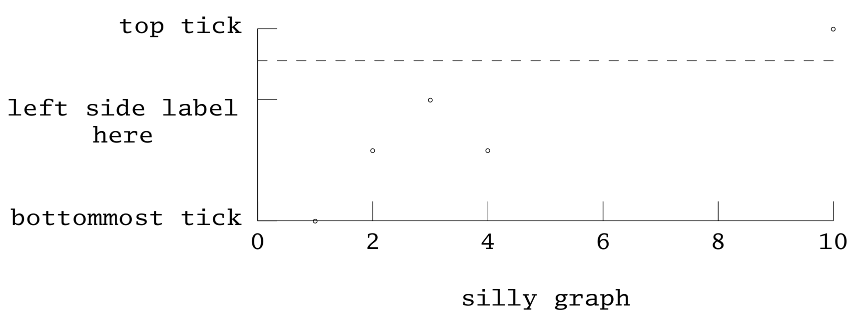
`sh %`*anything* `%`: Pass everything between the %'s to the shell; as with macros, % may be any character and *anything* may include newlines.

`#` *anything*: A comment, which is discarded.

Order is mostly irrelevant; no category is mandatory. Any arguments on the `.G1` line are placed on the generated `.PS` line for *pic*.

EXAMPLES

```
.G1
frame ht 1 top invis right invis
coord x 0, 10 y 1, 3 log y
ticks left in at 1 "bottommost tick", 2,3 "top tick"
ticks bot in from 0 to 10 by 2
label bot "silly graph"
label left "left side label" "here"
grid left dashed at 2.5
copy thru / circle at $1,$2 /
1 1
2 1.5
3 2
4 1.5
10 3
.G2
```



FILES

`/sys/lib/grap.defines` definitions of standard plotting characters, e.g., bullet

SOURCE

`/sys/src/cmd/grap`

SEE ALSO

pic(1), *troff*(1)

J. L. Bentley and B. W. Kernighan, ''GRAP—A Language for Typesetting Graphs'', *Unix Research System Programmer's Manual,* Tenth Edition, Volume 2.

NAME

graph – draw a graph

SYNOPSIS

`graph` [*option ...*]

DESCRIPTION

Graph with no options takes pairs of numbers from the standard input as abscissas (*x*-values) and ordinates (*y*-values) of a graph. Successive points are connected by straight lines. The graph is encoded on the standard output for display by *plot*(1) filters.

If an ordinate is followed by a nonnumeric string, that string is printed as a label beginning on the point. Labels may be surrounded with quotes " " in which case they may be empty or contain blanks and numbers; labels never contain newlines.

The following options are recognized, each as a separate argument.

`−a` Supply abscissas automatically; no *x*-values appear in the input. Spacing is given by the next argument (default 1). A second optional argument is the starting point for automatic abscissas (default 0, or 1 with a log scale in *x*, or the lower limit given by `−x`).

`−b` Break (disconnect) the graph after each label in the input.

`−c` Character string given by next argument is default label for each point.

`−g` Next argument is grid style, 0 no grid, 1 frame with ticks, 2 full grid (default).

`−l` Next argument is a legend to title the graph. Grid ranges are automatically printed as part of the title unless a `−s` option is present.

`−m` Next argument is mode (style) of connecting lines: 0 disconnected, 1 connected. Some devices give distinguishable line styles for other small integers. Mode -1 (default) begins with style 1 and rotates styles for successive curves under option `−o`.

`−o` (Overlay.) The ordinates for *n* superposed curves appear in the input with each abscissa value. The next argument is *n*.

`−s` Save screen; no new page for this graph.

`−x l` If `l` is present, *x*-axis is logarithmic. Next 1 (or 2) arguments are lower (and upper) *x* limits. Third argument, if present, is grid spacing on *x* axis. Normally these quantities are determined automatically.

`−y l` Similarly for *y*.

`−e` Make automatically determined *x* and *y* scales equal.

`−h` Next argument is fraction of space for height.

`−w` Similarly for width.

`−r` Next argument is fraction of space to move right before plotting.

`−u` Similarly to move up before plotting.

`−t` Transpose horizontal and vertical axes. (Option `−a` now applies to the vertical axis.)

If a specified lower limit exceeds the upper limit, the axis is reversed.

SOURCE

`/sys/src/cmd/graph`

SEE ALSO

plot(1), *grap*(1)

BUGS

Segments that run out of bounds are dropped, not windowed. Logarithmic axes may not be reversed. Option `−e` actually makes automatic limits, rather than automatic scaling, equal.

NAME

grep – search a file for a pattern

SYNOPSIS

`grep` [*option ...*] *pattern* [*file ...*]

DESCRIPTION

Grep searches the input *files* (standard input default) for lines that match the *pattern*, a regular expression as defined in *regexp*(6) with the addition of a newline character as an alternative (substitute for |) with lowest precedence. Normally, each line matching the pattern is 'selected', and each selected line is copied to the standard output. The options are

- `−c` Print only a count of matching lines.
- `−h` Do not print file name tags (headers) with output lines.
- `−e` The following argument is taken as a *pattern*. This option makes it easy to specify patterns that might confuse argument parsing, such as `−n`.
- `−i` Ignore alphabetic case distinctions. The implementation folds into lower case all letters in the pattern and input before interpretation. Matched lines are printed in their original form.
- `−l` (ell) Print the names of files with selected lines; don't print the lines.
- `−L` Print the names of files with no selected lines; the converse of `−l`.
- `−n` Mark each printed line with its line number counted in its file.
- `−s` Produce no output, but return status.
- `−v` Reverse: print lines that do not match the pattern.
- `−f` The pattern argument is the name of a file containing regular expressions one per line.
- `−b` Don't buffer the output: write each output line as soon as it is discovered.

Output lines are tagged by file name when there is more than one input file. (To force this tagging, include `/dev/null` as a file name argument.)

Care should be taken when using the shell metacharacters `$*[^|()=\` and newline in *pattern*; it is safest to enclose the entire expression in single quotes `'...'`. An expression starting with '*' will treat the rest of the expression as literal characters.

SOURCE

`/sys/src/cmd/grep`

SEE ALSO

ed(1), *awk*(1), *sed*(1), *sam*(1), *regexp*(6)

DIAGNOSTICS

Exit status is null if any lines are selected, or non-null when no lines are selected or an error occurs.

NAME

gs – Aladdin Ghostscript (PostScript and PDF language interpreter)

SYNOPSIS

`gs` [*options*] [*files*] ...

DESCRIPTION

Ghostscript is a programming language similar to Adobe Systems' PostScript and PDF languages, which are in turn similar to Forth. *Gs* reads *files* in sequence and executes them as Ghostscript programs. After doing this, it reads further input from the standard input. If the *file* − is named, however, it represents the standard input, which is read in order and not after the files on the command line. Each line is interpreted separately. The 'quit' command, or end-of-file, exits the interpreter.

The interpreter recognizes several switches described below, which may appear anywhere in the command line and apply to all files thereafter.

The `−h` or `−?` options give help and list the available devices; the default is `inferno`, which produces compressed image files suitable for viewing with *page*(1) (but note that *page*(1) will invoke *gs* automatically; see its manual).

Ghostscript may be built with multiple output devices. Ghostscript normally opens the first one and directs output to it. To use device xyz as the initial output device, include the switch

```
−sDEVICE=xyz
```

in the command line. This switch must precede the first PostScript file and only its first invocation has any effect. Output devices can also be selected by the word `selectdevice` in the input language, or by setting the environment variable `GS_DEVICE`. The order of precedence for these alternatives, highest to lowest, is:

`selectdevice`
(command line)
`GS_DEVICE`
`dfaxlow`

Normally, output goes directly to a scratch file. To send the output to a series of files `foo1.xyz`, `foo2.xyz`, etc., use the switch

```
−sOutputFile=foo%d.xyz
```

The %d may be any *printf* (see *fprintf*(2)) format specification. Each file will receive one page of output. If the file name begins with a pipe character, the output will be sent as standard input to the following pipeline. For example,

```
−sOutputFile=|lp
```

Specifying the file − will send the files to standard output; this also requires enabling the `−q` option.

Initialization files

When looking for the initialization files (`gs_*.ps`), the files related to fonts, or the file for the `run` operator, Ghostscript first looks for the file (if it doesn't start with a slash) in the current directory, then in these directories in the following order:

1. Any directories specified by `−I` switches in the command line (see below);
2. Any directories specified by the `GS_LIB` environment variable;
3. The directories `/sys/lib/ghostscript`, `/sys/lib/ghostscript/font`, and `/sys/lib/postscript/font`.

The `GS_LIB` or `−I` parameters may be a single directory or a colon-separated list.

Options

`−−` *filename arg1 ...*
: Take the next argument as a file name as usual, but take all remaining arguments (even if they have the syntactic form of switches) and define the name ARGUMENTS in userdict (not systemdict) as an array of those strings, *before* running the file. When Ghostscript finishes executing the file, it exits back to the shell.

`−D`*name*=*token*

−d*name=token*
: Define a name in systemdict with the given definition. The token must be exactly one token (as defined by the ‘token’ operator) and must not contain any white space.

−D*name*
−d*name*
: Define a name in systemdict with value=null.

−S*name=string*
−s*name=string*
: Define a name in systemdict with a given string as value. This is different from −d. For example, −dname=35 is equivalent to the program fragment

```
/name 35 def
```

whereas −sname=35 is equivalent to

```
/name (35) def
```

−q
: Quiet startup: suppress normal startup messages, and also do the equivalent of −dQUIET.

−g*number1*x*number2*
: Equivalent to −dDEVICEWIDTH=*number1* and −dDEVICEHEIGHT=*number2*. This is for the benefit of devices, such as windows, that allow width and height to be specified.

−r*number*
−r*number1*x*number2*
: Equivalent to −dDEVICEXRESOLUTION=*number1* and −dDEVICEYRESOLUTION=*number2*. This is for the benefit of devices, such as printers, that support multiple X and Y resolutions. If only one number is given, it is used for both X and Y resolutions.

−I*directories*
: Adds the designated list of directories at the head of the search path for library files.

Note that gs_init.ps makes systemdict read-only, so the values of names defined with -D/d/S/s cannot be changed (although, of course, they can be superseded by definitions in userdict or other dictionaries.)

Special names

−dBATCH
: Exit after the last file has been processed. This is equivalent to listing *quit.ps* at the end of the list of files.

−dDISKFONTS
: Causes individual character outlines to be loaded from the disk the first time they are encountered. (Normally Ghostscript loads all the character outlines when it loads a font.) This may allow loading more fonts into RAM, at the expense of slower rendering.

−dNOCACHE
: Disables character caching. Only useful for debugging.

−dNOBIND
: Disables the ‘bind’ operator. Only useful for debugging.

−dNODISPLAY
: Suppresses the normal initialization of the output device. This may be useful when debugging.

−dNOPAUSE
: Disables the prompt and pause at the end of each page. This may be desirable for applications where another program (e.g. *page*(1)) is ‘driving’ Ghostscript.

−dSAFER
: Disables the deletefile and renamefile operators, and the ability to open files in any mode other than read-only. This may be desirable for spoolers or other sensitive environments.

−dWRITESYSTEMDICT
: Leaves systemdict writable. This is necessary when running special utility programs such as font2c and pcharstr, which must bypass normal PostScript access protection.

`−sDEVICE=`*device*
Selects an alternate initial output device, as described above.

`−sOutputFile=`*filename*
Selects an alternate output file (or pipe) for the initial output device, as described above.

FILES

`/sys/lib/ghostscript/*`
Startup−files, utilities, examples, and basic font definitions.

`/sys/lib/ghostscript/fonts/*`
Additional font definitions.

SOURCE

`/sys/src/cmd/gs`

SEE ALSO

page(1)
The Ghostscript document files in `doc` and `man` subdirectories of the source directory.

BUGS

The treatment of standard input is non−standard.

NAME

gzip, gunzip, bzip2, bunzip2, zip, unzip, – compress and expand data

SYNOPSIS

`gzip` [`−cvD`[`1−9`]] [*file* `...`]

`gunzip` [`−ctTvD`] [*file* `...`]

`bzip2` [`−cvD`[`1−9`]] [*file* `...`]

`bunzip2` [`−cvD`] [*file* `...`]

`zip` [`−vD`[`1−9`]] [`−f` *zipfile*] *file* [`...`]

`unzip` [`−cistTvD`] [`−f` *zipfile*] *[*file `...`]

DESCRIPTION

Gzip encodes files with a hybrid Lempel-Ziv 1977 and Huffman compression algorithm known as `deflate`. Most of the time, the resulting file is smaller, and will never be much bigger. Output files are named by taking the last path element of each file argument and appending `.gz`; if the resulting name ends with `.tar.gz`, it is converted to `.tgz` instead. *Gunzip* reverses the process. Its output files are named by taking the last path element of each file argument, converting `.tgz` to `.tar.gz`, and stripping any `.gz`; the resulting name must be different from the original name.

Bzip2 and *bunzip2* are similar in interface to *gzip* and *gunzip*, but use a modified Burrows-Wheeler block sorting compression algorithm. The default suffix for output files is `.bz2`, with `.tar.bz2` becoming `.tbz`. *Bunzip2* recognizes the extension `.tbz2` as a synonym for `.tbz`.

Zip encodes the named files and places the results into the archive *zipfile*, or the standard output if no file is given. *Unzip* extracts files from an archive created by *zip*. If no files are named as arguments, all of files in the archive are extracted. A directory's name implies all recursively contained files and subdirectories.

None of these programs removes the original files. If the process fails, the faulty output files are removed.

The options are:

`−c` Write to standard output rather than creating an output file.

`−i` Convert all archive file names to lower case.

`−s` Streaming mode. Looks at the file data adjacent to each compressed file rather than seeking in the central file directory. This is the mode used by *unzip* if no *zipfile* is specified. If `−s` is given, `−T` is ignored.

`−t` List matching files in the archive rather than extracting them.

`−T` Set the output time to that specified in the archive.

`−1` .. `−9` Sets the compression level. `−1` is tuned for speed, `−9` for minimal output size. The best compromise is `−6`, the default.

`−v` Produce more descriptive output. With `−t`, adds the uncompressed size in bytes and the modification time to the output. Without `−t`, prints the names of files on standard error as they are compressed or decompressed.

`−D` Produce debugging output.

SOURCE

`/sys/src/cmd/gzip`
`/sys/src/cmd/bzip2`

SEE ALSO

tar(1), *compress*(1)

BUGS

Unzip can only extract files which are uncompressed or compressed with the `deflate` compression scheme. Recent zip files fall into this category.

NAME

hget – retrieve a web page corresponding to a url

SYNOPSIS

`hget` [`−dv`][`−o` *ofile*][`−p` *body*][`−x` *netmntpt*] *url*

DESCRIPTION

Hget retrieves the web page specified by the URL *url* and writes it, absent the `−o` option, to standard output. The known URL types are: http and ftp.

If *url* is of type HTTP and the `−p` option is specified, then an HTTP POST is performed with *body* as the data to be posted.

The `−o` option is used to keep a local file in sync with a web page. If the web page has been modified later than the file, it is copied into the file. If the file is up to date but incomplete, *hget* will fetch the missing bytes.

Option `−d` turns on debugging written to standard error.

Normally, *hget* uses the IP stack mounted under `/net`. The `−x` option can be used to specify the mount point of a different IP stack to use.

Option `−v` writes progress lines to standard output once a second. Each line contains two numbers, the bytes transferred so far and the total length to be transferred.

SOURCE

`/sys/src/cmd/hget.c`

SEE ALSO

ftpfs(4)

NAME

history – print file names from the dump

SYNOPSIS

`history` [−vDu] [−d *dumpfilesystem*] [−s *yyyymmdd*] *files ...*

DESCRIPTION

History prints the names, dates, and sizes, and modifier of all versions of the named *files*, looking backwards in time, stored in the dump file system. If the file exists in the main tree, the first line of output will be its current state. For example,

```
history /adm/users
```

produces

```
May 14 15:29:18 EDT 2001 /adm/users 10083 [adm]
May 14 15:29:18 EDT 2001 /n/dump/2001/0515/adm/users 10083 [adm]
May 11 17:26:24 EDT 2001 /n/dump/2001/0514/adm/users 10481 [adm]
May 10 16:40:51 EDT 2001 /n/dump/2001/0511/adm/users 10476 [adm]
     ...
```

The −v option enables verbose debugging printout.

The −D option causes *diff*(1) −n to be run for each adjacent pair of dump files, while −b runs *diff* −nb.

The −u option causes times to be printed in GMT (UT) rather than local time.

The −d option selects some other dump filesystem such as */n/bootesdump*.

Finally, the −s option sets the starting (most recent) date for the output.

EXAMPLES

Check how often a user has been logged in.

```
history /usr/ches/tmp
```

FILES

`/n/dump`

SOURCE

`/sys/src/cmd/history.c`

SEE ALSO

fs(4)
yesterday(1)

NAME

hoc – interactive floating point language

SYNOPSIS

hoc [*file ...*] [−e *expression*]

DESCRIPTION

Hoc interprets a simple language for floating point arithmetic, at about the level of BASIC, with C-like syntax and functions.

The named *files* are read and interpreted in order. If no *file* is given or if *file* is − *hoc* interprets the standard input. The −e option allows input to *hoc* to be specified on the command line, to be treated as if it appeared in a file.

Hoc input consists of *expressions* and *statements*. Expressions are evaluated and their results printed. Statements, typically assignments and function or procedure definitions, produce no output unless they explicitly call *print*.

Variable names have the usual syntax, including _; the name _ by itself contains the value of the last expression evaluated. The variables E, PI, PHI, GAMMA and DEG are predefined; the last is 59.25..., degrees per radian.

Expressions are formed with these C-like operators, listed by decreasing precedence.

^ exponentiation

! − ++ −−

* / %

+ −

> >= < <= == !=

&&

||

= += −= *= /= %=

Built in functions are abs, acos, asin, atan (one argument), cos, cosh, exp, int, log, log10, sin, sinh, sqrt, tan, and tanh. The function read(x) reads a value into the variable x and returns 0 at EOF; the statement print prints a list of expressions that may include string constants such as "hello\n".

Control flow statements are if-else, while, and for, with braces for grouping. Newline ends a statement. Backslash-newline is equivalent to a space.

Functions and procedures are introduced by the words func and proc; return is used to return with a value from a function.

EXAMPLES

```
func gcd(a, b) {
     temp = abs(a) % abs(b)
     if(temp == 0) return abs(b)
     return gcd(b, temp)
}
for(i=1; i<12; i++) print gcd(i,12)
```

SOURCE

/sys/src/cmd/hoc

SEE ALSO

bc(1), *dc*(1)
B. W. Kernighan and R. Pike, *The Unix Programming Environment,* Prentice-Hall, 1984

BUGS

Error recovery is imperfect within function and procedure definitions.

NAME

idiff – interactive diff

SYNOPSIS

`idiff` [−bw] *file1 file2*

DESCRIPTION

Idiff interactively merges *file1* and *file2*. Wherever *file1* and *file2* differ, *idiff* displays the differences in the style of ‘‘`diff -n`’’ and prompts the user to select a chunk. Valid responses are:

< Use the chunk from *file1*.

> Use the chunk from *file2*.

= Use the diff output itself.

`q<`, `q>`, `q=`
Use the given response for all future questions.

! *cmd* Execute *cmd* and prompt again.

Idiff invokes *diff*(1) to compare the files. The −b and −w flags are simply passed through to *diff*.

FILES

`/tmp/idiff.*`

SOURCE

`/sys/src/cmd/idiff.c`

SEE ALSO

diff(1)
Kernighan and Pike, *The Unix Programming Environment*, Prentice-Hall, 1984.

BUGS

This is a poorly-written manual page.

NAME

join – relational database operator

SYNOPSIS

`join` [*options*] *file1 file2*

DESCRIPTION

Join forms, on the standard output, a join of the two relations specified by the lines of *file1* and *file2*. If one of the file names is −, the standard input is used.

File1 and *file2* must be sorted in increasing ASCII collating sequence on the fields on which they are to be joined, normally the first in each line.

There is one line in the output for each pair of lines in *file1* and *file2* that have identical join fields. The output line normally consists of the common field, then the rest of the line from *file1*, then the rest of the line from *file2*.

Input fields are normally separated spaces or tabs; output fields by space. In this case, multiple separators count as one, and leading separators are discarded.

The following options are recognized, with POSIX syntax.

`−a` *n* In addition to the normal output, produce a line for each unpairable line in file *n*, where *n* is 1 or 2.

`−v` *n* Like −a, omitting output for paired lines.

`−e` *s* Replace empty output fields by string *s*.

`−1` *m*
`−2` *m* Join on the *m*th field of *file1* or *file2*.

`−j`*n m*
Archaic equivalent for −*n* `m`.

`−o`*fields*
Each output line comprises the designated fields. The comma-separated field designators are either 0, meaning the join field, or have the form *n.m*, where *n* is a file number and *m* is a field number. Archaic usage allows separate arguments for field designators.

`−t`*c* Use character *c* as the only separator (tab character) on input and output. Every appearance of *c* in a line is significant.

EXAMPLES

`sort −t: +1 /adm/users | join −t: −1 2 −a 1 −e "" − bdays`

Add birthdays to the `/adm/users` file, leaving unknown birthdays empty. The layout of `/adm/users` is given in *users*(6); `bdays` contains sorted lines like `ken:Feb 4, 1953`.

```
tr : ' ' </adm/users | sort −k 3 3 >temp
join −1 3 −2 3 −o 1.1,2.1 temp temp | awk '$1 < $2'
```

Print all pairs of users with identical userids.

SOURCE

`/sys/src/cmd/join.c`

SEE ALSO

sort(1), *comm*(1), *awk*(1)

BUGS

With default field separation, the collating sequence is that of `sort −b −k`*y*`,`*y*; with `−t`, the sequence is that of `sort −t`*x* `−k`*y*`,`*y*.
One of the files must be randomly accessible.

NAME

jpg, gif, png, ppm, togif, toppm, topng – view and convert pictures

SYNOPSIS

`jpg` [`−39cdefFkJrtv`] [*file ...*]

`gif` [`−39cdektv`] [*file ...*]

`png` [`−39cdektv`] [*file ...*] `ppm` [`−39cdektv`] [*file ...*]

`togif` [`−c` *comment*] [`−l` *loopcount*] [`−d` *msec*] [`−t` *transindex*] [*file ...* [`−d` *msec*] *file ...*]

`toppm` [`−c` *comment*] [*file*]

`topng` [`−c` *comment*] [[`−g` *gamma*] [*file*]

DESCRIPTION

These programs read, display, and write image files in public formats. *Jpg*, *gif*, *png*, and *ppm* read files in the corresponding formats and, by default, display them in the current window; options cause them instead to convert the images to Plan 9 image format and write them to standard output. *Togif*, *Toppm*, and *topng* read Plan 9 images files, convert them to GIF, PPM, or PNG, and write them to standard output.

The default behavior of *jpg*, *gif*, and *ppm* is to display the *file*, or standard input if no file is named. Once a file is displayed, typing a character causes the program to display the next image. Typing a `q`, DEL, or control-D exits the program. For a more user-friendly interface, use *page*(1), which invokes these programs to convert the images to standard format, displays them, and offers scrolling, panning, and menu-driven navigation among the files.

These programs share many options:

`−e` Disable Floyd-Steinberg error diffusion, which is used to improve the appearance of images on color-mapped displays, typically with 8 bits per pixel. Primarily useful for debugging; if the display has true RGB color, the image will be displayed in full glory.

`−k` Convert and display the image as a black and white (really grey-scale) image.

`−v` Convert the image to an RGBV color-mapped image, even if the display has true RGB color.

`−d` Suppress display of the image; this is set automatically by any of the following options:

`−c` Convert the image to a Plan 9 representation, as defined by *image*(6), and write it to standard output.

`−9` Like `−c`, but produce an uncompressed image. This saves processing time, particularly when the output is being piped to another program such as *page*(1), since it avoids compression and decompression.

`−t` Convert the image, if it is in color, to a true color RGB image.

`−3` Like `−t`, but force the image to RGB even if it is originally grey-scale.

Jpg has two extra options used to process the output of the LML video card (see *lml*(1)):

`−f` Merge two adjacent images, which represent the two fields of a video picture, into a single image.

`−F` The input is a motion JPEG file, with multiple images representing frames of the movie. Sets `−f`.

The *togif* and *toppm* programs go the other way: they convert from Plan 9 images to GIF and PPM, and have no display capability. Both accept an option `−c` to set the comment field of the resulting file. If there is only one input picture, *togif* converts the image to GIF format. If there are many *files*, though, it will assemble them into an animated GIF file. The options control this process:

`−l` *loopcount*
: By default, the animation will loop forever; *loopcount* specifies how many times to loop. A value of zero means loop forever and a negative value means to stop after playing the sequence once.

`−d` *msec*
: By default, the images are displayed as fast as they can be rendered. This option specifies

the time, in milliseconds, to pause while displaying the next named *file*.

Gif translates files that contain a 'transparency' index by attaching an alpha channel to the converted image.

SOURCE

`/sys/src/cmd/jpg`

SEE ALSO

lml(1), *page*(1), *image*(6).

BUGS

Writing an animated GIF using *togif* is a clumsy undertaking.

NAME

kill, slay, broke – print commands to kill processes

SYNOPSIS

`kill` *name ...*

`slay` *name ...*

`broke` [*user*]

DESCRIPTION

Kill prints commands that will cause all processes called *name* and owned by the current user to be terminated. Use the `send` command of *rio*(1), or pipe the output of *kill* into *rc*(1) to execute the commands.

Kill suggests sending a `kill` note to the process; the same message delivered to the process's `ctl` file (see *proc*(3)) is a surer, if heavy handed, kill, but is necessary if the offending process is ignoring notes. The *slay* command prints commands to do this.

Broke prints commands that will cause all processes in the *Broken* state and owned by *user* (by default, the current user) to go away. When a process dies because of an error caught by the system, it may linger in the *Broken* state to allow examination with a debugger. Executing the commands printed by *broke* lets the system reclaim the resources used by the broken processes.

SOURCE

`/rc/bin/kill`
`/rc/bin/broke`

SEE ALSO

ps(1), *stop*(1), *notify*(2), *proc*(3)

NAME

ktrace – interpret kernel stack dumps

SYNOPSIS

`ktrace` [`-i`] *kernel pc sp* [*link*]

DESCRIPTION

Ktrace translates a hexadecimal kernel stack dump into a sequence of *acid*(1) commands to show the points in the call trace. The *kernel* argument should be the path of the kernel being debugged, and *pc* and *sp* are the PC and SP values given in the stack dump. For MIPS kernels, the contents of the *link* register must also be supplied.

A stack trace consists of a *ktrace* command followed by a series of lines containing fields of the form *location=contents*:

```
ktrace /kernel/path 80105bc1 8048e174
8048e114=80105ac6 8048e120=80140bb4 8048e134=8010031c
8048e16c=80137e45 8048e170=80105bc1 8048e178=80137e62
...
```

The trace can be edited to provide the correct kernel path and then pasted into a shell window. If the `-i` option is present, *ktrace* instead prompts for the contents of the memory locations in which it is interested; this is useful when the stack trace is on a screen rather than in a machine readable form.

SOURCE

`/sys/src/cmd/ktrace.c`

SEE ALSO

acid(1), *rdbfs*(4)

BUGS

When examining a kernel trace resulting from an interrupt on top of other interrupts, only the top-most call trace is printed.

NAME

leak – examine family of processes for memory leaks

SYNOPSIS

`leak` [`−bs`] [`−f` *binary*] [`−r` *res*] [`−x` *width*] *pid ...*

DESCRIPTION

Leak examines the named processes, which should be sharing their data and bss segments, for memory leaks. It uses a mark and sweep-style algorithm to determine which allocated blocks are no longer reachable from the set of root pointers. The set of root pointers is created by looking through the shared bss segment as well as each process's registers.

Unless directed otherwise, *leak* prints, for each block, a line with five space-separated fields: the string `block`, the address of the block, the size of the block, and the first two words of the block. Usually, the first two words of the block contain the malloc and realloc tags (see *malloc*(2)), useful for finding who allocated the leaked blocks.

If the `−s` option is given, *leak* will instead present a sequence of *acid*(1) commands that show each leaky allocation site. A comment appears next to each command to indicate how many lost blocks were allocated at that point in the program.

If the `−b` option is given, leak will print a Plan 9 image file graphically summarizing the memory arenas. In the image, each pixel represents *res* (default 8) bytes. The color code is:

dark blue Completely allocated.

bright blue Contains malloc headers.

bright red Contains malloc headers for leaked memory.

dark red Contains leaked memory.

yellow Completely free

white Padding to fill out the image. The bright pixels representing headers help in counting the number of blocks. Magnifying the images with *lens*(1) is often useful.

If given a name rather than a list of process ids, *leak* echoes back a command-line with process ids of every process with that name.

The `−f` option specifies a binary to go on the *acid*(1) command-line used to inspect the processes, and is only necessary when inspecting processes started from stripped binaries.

EXAMPLES

List lost blocks in *8.out*. This depends on the fact that there is only once instance of *8.out* running; if there were more, the output of `leak −s 8.out` would need editing before sending to the shell.

```
g% leak -s 8.out
leak -s 229 230
g% leak -s 8.out | rc
src(0x0000bf1b); // 64
src(0x000016f5); // 7
src(0x0000a988); // 7
g%
```

View the memory usage graphic for the window system.

```
g% leak -b rio | rc | page
```

SOURCE

`/sys/lib/acid/leak`
`/sys/src/cmd/aux/acidleak.c`
`/rc/bin/leak`

BUGS

Leak depends on the internal structure of the libc pool memory allocator (see *pool*(2)). Since the ANSI/POSIX environment uses a different allocator, leak will not work on APE programs.

NAME

lens – interactive screen magnifier

SYNOPSIS

`lens`

DESCRIPTION

Lens presents a magnified view in its window of an arbitrary area on the screen. The default magnification is 4 (showing each pixel as a 4×4 pixel block in *lens*'s window). This may be changed by typing a digit on the keyboard (with 0 standing for 10), or by using the + and − keys to increase or decrease the magnification by one unit. The lower limit is ×1; the upper ×16.

The interface to indicate what area to magnify is dictated by the mouse multiplexing rules of *rio*(1). Start by pressing mouse button 1 in the *lens* window and dragging, with the button pressed, to the center of the area to magnify. *Lens* will update the display as the mouse moves. Releasing the button freezes the *lens* display. The magnified view is static—a snapshot, not a movie—but typing a space or `.` key in the *lens* window will refresh the display, as will changing the magnification.

SOURCE

`/sys/src/cmd/lens.c`

BUGS

There should be an easier way to indicate what to magnify.

NAME

lex – generator of lexical analysis programs

SYNOPSIS

`lex` [`−tvn`] [*file ...*]

DESCRIPTION

Lex generates programs to be used in simple lexical analysis of text. The input *files* (standard input default) contain regular expressions to be searched for and actions written in C to be executed when expressions are found.

A C source program, `lex.yy.c` is generated. This program, when run, copies unrecognized portions of the input to the output, and executes the associated C action for each regular expression that is recognized.

The options have the following meanings.

`−t` Place the result on the standard output instead of in file `lex.yy.c`.

`−v` Print a one-line summary of statistics of the generated analyzer.

`−n` Opposite of `−v`; `−n` is default.

EXAMPLES

This program converts upper case to lower, removes blanks at the end of lines, and replaces multiple blanks by single blanks.

```
%%
[A−Z]      putchar(yytext[0]+'a'−'A');
[ ]+$
[ ]+ putchar(' ');
```

FILES

`lex.yy.c`	output
`/sys/lib/lex/ncform`	template

SEE ALSO

yacc(1), *sed*(1)
M. E. Lesk and E. Schmidt, 'LEX—Lexical Analyzer Generator', *Unix Research System Programmer's Manual,* Tenth Edition, Volume 2.

SOURCE

`/sys/src/cmd/lex`

BUGS

Cannot handle UTF.
The asteroid to kill this dinosaur is still in orbit.

NAME

look – find lines in a sorted list

SYNOPSIS

`look` [`−dfnixt`*c*] [*string*] [*file*]

DESCRIPTION

Look consults a sorted *file* and prints all lines that begin with *string*. It uses binary search.

The following options are recognized. Options `dfnt` affect comparisons as in *sort*(1).

`−i` Interactive. There is no *string* argument; instead *look* takes lines from the standard input as strings to be looked up.

`−x` Exact. Print only lines of the file whose key matches *string* exactly.

`−d` 'Directory' order: only letters, digits, tabs and blanks participate in comparisons.

`−f` Fold. Upper case letters compare equal to lower case.

`−n` Numeric comparison with initial string of digits, optional minus sign, and optional decimal point.

`−t`[*c*] Character *c* terminates the sort key in the *file*. By default, tab terminates the key. If *c* is missing the entire line comprises the key.

If no *file* is specified, `/lib/words` is assumed, with collating sequence `df`.

FILES

`/lib/words`

SOURCE

`/sys/src/cmd/look.c`

SEE ALSO

sort(1), *grep*(1)

DIAGNOSTICS

The exit status is `"not found"` if no match is found, and `"no dictionary"` if *file* or the default dictionary cannot be opened.

NAME

lp – printer output

SYNOPSIS

`lp` [*option ...*] [*file ...*]

DESCRIPTION

Lp is a generalized output printing service. It can be used to queue files for printing, check a queue, or kill jobs in a queue. The options are:

`−d` *dest* Select the destination printer. If *dest* is `?`, list the currently available printers. In the absence of `−d`, the destination is taken from the environment variable `LPDEST`. Destination `stdout` is the standard output. Destination `safari` is `/dev/lpt1data` line printer port on a 386 machine, assumed to be connected to a PostScript printer. Destinations `hpdeskjet` and `bjc240l` are also `/dev/lpt1data` but assumed to be connected to an HP Deskjet 670 or Canon BJC-240. *Lp* can print to any printer supported by Ghostscript using syntax `gs!device` where *device* is a Ghostscript output device. See *gs*(1) and the `canonbjc240l` entry in `/sys/lib/lp/devices`.

`−k` Kill the job(s) given as subsequent arguments instead of file names for the given destination.

`−p` *proc* The given processor is invoked. The default processor is `generic`, which tries to do the right thing for regular text, *troff*(1) output, or *tex*(1) output. If no processing is desired `noproc` may be specified.

`−q` Print the queue for the given destination. For some devices, include printer status.

`−R` Stops and restarts the printer daemon. If the printer is wedged, it is often useful to cycle the power on the printer before running this command.

The remaining options may be used to affect the output at a given device. These options may not be applicable to all devices.

`−c` *n* Print *n* copies.

`−f` *font* Set the font (default `CW.11`).

`−H` Suppress printing of header page.

`−i` *n* Select paper input tray. *n* may be a number 0-9, the word *man* for the manual feed slot, and/or *simplex* or *duplex* to get single or double sided output. Multiple input tray options may be specified if they are separated by commas.

`−l` *n* Set the number of lines per page to *n*.

`−L` Print pages in landscape mode (i.e. turned 90 degrees).

`−m` *v* Set magnification to *v*.

`−n` *n* Print *n* logical pages per physical page.

`−o` *list* Print only pages whose page numbers appear in the comma-separated *list* of numbers and ranges. A range *n*−*m* means pages *n* through *m*; a range −*n* means from the beginning to page *n*; a range *n*− means from page *n* to the end.

`−r` Reverse the order of page printing.

`−x` *v* Set the horizontal offset of the print image, measured in inches.

`−y` *v* Set the vertical offset of the print image, measured in inches.

EXAMPLES

```
eqn paper | troff -ms | lp -dsafari
```

Typeset and print a paper containing equations.

```
pr -l100 file | lp -l100 -fCW.8
```

Print a file in a small font at 100 lines per page.

```
lp -dstdout /dev/windows/3/window > doc.ps
```

Convert an image to a postscript file.

SEE ALSO

lp(8)
P. Glick, ''A Guide to the Lp Printer Spooler''.

BUGS

Not all options work with all output devices. Any user can kill any job.

NAME

ls, lc – list contents of directory

SYNOPSIS

`ls` [`-dlmnpqrstuFQ`] *name ...*

`lc` [`-dlmnqrstuFQ`] *name ...*

DESCRIPTION

For each directory argument, *ls* lists the contents of the directory; for each file argument, *ls* repeats its name and any other information requested. When no argument is given, the current directory is listed. By default, the output is sorted alphabetically by name.

Lc is the same as *ls*, but sets the `-p` option and pipes the output through *mc*(1).

There are a number of options:

`-d` If argument is a directory, list it, not its contents.

`-l` List in long format, giving mode (see below), file system type (e.g., for devices, the # code letter that names it; see *Intro*(4)), the instance or subdevice number, owner, group, size in bytes, and time of last modification for each file.

`-m` List the name of the user who most recently modified the file.

`-n` Don't sort the listing.

`-p` Print only the final path element of each file name.

`-q` List the *qid* (see *stat*(2)) of each file; the printed fields are in the order type, path, and version.

`-r` Reverse the order of sort.

`-s` Give size in Kbytes for each entry.

`-t` Sort by time modified (latest first) instead of by name.

`-u` Under `-t` sort by time of last access; under `-l` print time of last access.

`-F` Add the character / after all directory names and the character * after all executable files.

−Q By default, printed file names are quoted if they contain characters special to *rc*(1). The −Q flag disables this behavior.

The mode printed under the `-l` option contains 11 characters, interpreted as follows: the first character is

`d` if the entry is a directory;
`a` if the entry is an append-only file;
`-` if the entry is a plain file.

The next letter is `l` if the file is exclusive access (one writer or reader at a time).

The last 9 characters are interpreted as three sets of three bits each. The first set refers to owner permissions; the next to permissions to others in the same user-group; and the last to all others. Within each set the three characters indicate permission respectively to read, to write, or to execute the file as a program. For a directory, 'execute' permission is interpreted to mean permission to search the directory for a specified file. The permissions are indicated as follows:

`r` if the file is readable;
`w` if the file is writable;
`x` if the file is executable;
`-` if none of the above permissions is granted.

SOURCE

`/sys/src/cmd/ls.c`
`/rc/bin/lc`

SEE ALSO

stat(2) *mc*(1)

NAME

mail, marshal, nedmail, send, aliasmail, smtp, smtpd, vwhois, filter, fs, biff, pop3, ml, mlmgr, mlowner, list, deliver, token, vf – mail commands

SYNOPSIS

`mail` [*arg ...*]

`upas/marshal` [`-t` *mime-type*] [`-[aA]` *attachment*] [`-s` *subject*] [`-r`] [`-x`] [`-#`] [`-n`] [*mailaddr ...*]

`upas/send` [`-b`] [`-i`] [`-r`] [`-x`] [`-#`] [`-n`] [*mailaddr ...*]

`upas/nedmail` [`-c [dir]`] [`-r`] [`-n`] [`-f` *mailfile*] [`-s` *mailfile*]

`upas/fs` [`-f` *mailbox*] [`-b`] [`-n`] [`-p`]

`upas/biff`

`upas/filter` [`-bh`] *rcvr mailbox regexp file* [*regexp file*]*

`upas/list add|check` *patterns addrfile ...*

`upas/deliver` *recipient fromfile mbox*

`upas/token` *key* [*tokenfile*]

`upas/pop3`

`upas/mlmgr -c` *listname*

`upas/mlmgr -ar` *listname address*

`upas/ml` *addressfile listname*

`upas/mlowner` *addressfile listname*

upas/vf

DESCRIPTION

Mail

Mail is a shell script that invokes *upas/nedmail* when no recipients appear on the command line and *upas/marshal* otherwise. All command line options are passed through.

Sending mail

Marshal builds a mail message from standard input and passes it for transmission or delivery to `/bin/myupassend` if it exists, otherwise to `/bin/upas/send`. The message format is both RFC 822 and MIME conformant, so *marshal* adds any required headers not already in the message. Before adding any necessary header lines, it prepends the contents of `/mail/box/`*username*`/headers`. This allows the addition of personal headers like `From:` lines with a full name or a different return address. Command line options direct marshal to add a subject line and append attachments. The arguments to *marshal* are the addresses of the recipients.

When running in a *rio*(1) window, *marshal* automatically puts the window into hold mode (see *rio*(1)); this means that the message can be edited freely, because nothing will be sent to *marshal* until the ESC key is hit to exit hold mode.

The options are:

`-a`*file*	directs *marshal* to append *file* as a mime attachment. Unless explicitly specified by the `-t` option, the type of the attachment is determined by running the *file*(1) command.
`-A`*file*	is like `-a` but the message disposition is marked as *inline* directing any mail reader to display the attachment (if it can) when the mail message is read.
`-t` *type*	sets the content type for the attachments from all subsequent `-a` and `-A` options.
`-s` *subject*	adds a `Subject:` header line to the message if one does not already exist.
`-#xnr`	are all passed as command line options to the *send* that *marshal* invokes.

Send reads a message from standard input and disposes of it in one of four ways:

- If *mailaddr* refers to a local mailbox, it appends it to the recipient's mailbox.

- If *mailaddr* is remote, it queues the mail for remote delivery.
- If the −r option is given and the mail is undeliverable, it returns the mail to the sender.
- if the −r option is not given and the mail is undeliverable, it appends the mail to /mail/box/*username*/dead.letter and prints a message to standard error.

The file /mail/lib/rewrite determines exactly how to deliver or queue the mail. The decision is based purely on the recipient address.

The options are:

−b	suppresses the addition of the To: line.
−i	let the message input be terminated by a line containing only a period, for compatibility with old mailers.
−x	do not send mail, but instead report the full mail address of the recipient.
−#	do not send mail, but instead report what command would be used to send the mail.
−r	input is via a pipe from another program. Expect a From line at the start of the message to provide the name of the sender and timestamp. This implies the −b option.

Reading mail

Nedmail edits a mailbox. The default mailbox is /mail/box/*username*/mbox. The −f command line option specifies an alternate mailbox. Unrooted path names are interpreted relative to /mail/box/*username.* If the *mailfile* argument is omitted, the name defaults to stored.

The options are:

−c *dir*	Create a mailbox. If *dir* is specified, the new mailbox is created in /mail/box/*username*/*dir*/mbox. Otherwise, the default mailbox is created.
−r	Reverse: show messages in first-in, first-out order; the default is last-in, first-out.
−n	Make the message numbers the same as the file names in the mail box directory. This implies the −r option.
−f *mailfile*	Read messages from the specified file (see above) instead of the default mailbox.
−s *mailfile*	Read a single message file *mailfile*, as produced by *fs*, and treat it as an entire mailbox. This is provided for use in plumbing rules; see *faces*(1).

Nedmail starts by reading the mail box, printing out the number of messages, and then prompting for commands from standard input. Commands, as in *ed*(1), are of the form ‘[*range*] *command* [*arguments*]’. The command is applied to each message in the (optional) range.

The address range can be:

address	to indicate a single message header
address , *address*	to indicate a range of contiguous message headers
g/*expression*/	to indicate all messages whose headers match the regular *expression*.
g%*expression*%	to indicate all messages whose contents match the regular *expression*.

The addresses can be:

number	to indicate a particular message
address . *number*	to indicate a subpart of a particular message
/*expression*/	to indicate the next message whose header matches *expression*
%*expression*%	to indicate the next message whose contents match expression
empty or .	to indicate the current message
−*address*	to indicate backwards search or movement

Since messages in MIME are hierarchical structures, in *nedmail* all the subparts are individually addressable. For example if message 2 contains 3 attachments, the attachments are numbered 2.1, 2.2, and 2.3.

The commands are:

a *args*	Reply to all addresses in the To:, From:, and Cc: header lines. *Marshal* is used to format the reply and any arguments the user specifies are added to the command line to *marshal* before the recipient. The possibility of making a fool of yourself is very high with this command.

A *args*	Like a but with the message appended to the reply.
b	Print the headers for the next ten messages.
d	Mark message to be deleted upon exiting *nedmail*.
f	Append the message to the file /mail/box/*username*/*sendername* where *sendername* is the account name of the sender.
h	Print the disposition, size in characters, reception time, sender, and subject of the message.
H	Print the MIME structure of the message.
help	Print a summary of the commands.
m *person ...*	Forward the message as a mime attachment to the named *persons*.
M *person ...*	Like m but allow the user to type in text to be included with the forwarded message.
p	Print message. An interrupt stops the printing.
r *args*	Reply to the sender of the message. *Marshal* is used to format the reply. If and optional *Args* are specified, they are added to the command line to *marshal* before the recipient's address.
R args	Like r but with the original message included as an attachment.
rf	Like r but append the message and the reply to the file /mail/box/*username*/*sendername* where *sendername* is the account name of the sender.
Rf	Like R but append the message and the reply to the file /mail/box/*username*/*sendername* where *sendername* is the account name of the sender.
s *mfile*	Append the message to the specified mailbox. If *mfile* doesn't start with a '/', it is interpreted relative to the directory in which the mailbox resides.
q	Put undeleted mail back in the mailbox and stop.
EOT (control–D)	Same as q.
w *file*	Same as s with the mail header line(s) stripped. This can be used to save binary mail bodies.
u	Remove mark for deletion.
x	Exit, without changing the mailbox file.
| *command*	Run the *command* with the message as standard input.
! *command*	Escape to the shell to do *command*.
=	Print the number of the current message.

Here's an example of a mail session that looks at a summary of the mail messages, saves away an html file added as an attachment to a message and then deletes the message:

```
% mail
7 messages
: ,h
1   H  2129    07/22 12:30  noone@madeup.net  "Add Up To 2000 free miles"
2       504    07/22 11:43  jmk
3   H   784    07/20 09:05  presotto
4       822    07/11 09:23  xxx@yyy.net  "You don't call, you don't write..."
5       193    07/06 16:55  presotto
6       529    06/01 19:42  jmk
7       798    09/02  2000  howard
: 1H
1       multipart/mixed             2129   from=noone@madeup.net
 1.1      text/plain                115
 1.2      text/html                 1705   filename=northwest.htm
: 1.2w /tmp/northwest.html
!saved in /tmp/northwest.html
1.2: d
1: q
!1 message deleted
%
```

Notice that the delete of message 1.2 deleted the entire message and not just the attachment.

Aliasmail

Aliasmail expands mail aliases, its arguments, according to alias files. Each line of an alias file begins with # (comment) or with a name. The rest of a name line gives the expansion. The expansion may contain multiple addresses and may be continued to another line by appending a backslash. Items are separated by white space.

In expanding a name, the sender's personal alias file `/mail/box/`*username*`/names` is checked first. Then the system alias files, listed one per line in `/mail/lib/namefiles`, are checked in order. If the name is not found, the expansion is taken to be `local!`*name*. Under the `-f` option, alias files listed in `/mail/lib/fromfiles` are consulted instead, and the domain part only of the expansion is printed.

Mailboxes

Incoming mail for a user *username* is put in the file `/mail/box/`*username*`/mbox` unless either the file `/mail/box/`*username*`/forward` or `/mail/box/`*username*`/pipeto` exists. The mailbox must have append-only and exclusive-access mode (see *chmod*(1)). A user must create his or her own mailbox using the `-c` option of *nedmail*. Mailboxes are created writable (append-only) but not readable by others.

Forwarding

If the file `/mail/box/`*username*`/forward` exists and is readable by everyone, incoming mail will be forwarded to the addresses contained in the first line of the file. The file may contain multiple addresses. Forwarding loops are caught and resolved by local delivery.

Filtering

If the file `/mail/box/`*username*`/pipeto` exists and is readable and executable by everyone, it will be run for each incoming message for the user. The message will be piped to it rather than appended to his/her mail box. The file is run as user `none` with arguments of the resolved address of *username* (e.g., `local!presotto`) and the user's mail box name.

Filter provides simple mail filtering. The first two arguments are the recipient's address and mailbox, that is, the same arguments provided to `pipeto`. The remaining arguments are all pairs of a regular expression and a file name. With no flags, the sender's address is matched against each regular expression starting with the first. If the expression matches, then the message is delivered to the file whose name follows the expression. The file must be world writable and should be append only. A message that matches none of the expressions is delivered into the user's standard mail box. The flags are:

`h` the regular expression is matched against the message header rather than the address.

`b` the regular expression is matched against both the header and the body of the message.

For example, to delete any messages of precedence bulk, place in your `pipeto` file:

```
/bin/upas/filter -h $1 $2 'Precedence: bulk' /dev/null
```

Three other commands exist which, combined by an *rc*(1) script, allow you to build your own filter.

List takes two verbs; `check` and `add`. `Check` directs *list* to check each address contained in the *addressfile*s against a list of patterns in *patternfile*. Patterns come in four forms:

~*regular-expression*
: If any address matches the regular expression, *list* returns successfully.

=*string*.
: If any address exactly matches *string*, *list* returns successfully.

!~*regular-expression*
: If any address matches the regular expression and no other address matches a non '!' rule, *list* returns error status "!match".

!=*string*
: If any address exactly matches *string* and no other address matches a non '!' rule, *list* returns error status "!match".

If no addresses match a pattern, *list* returns "no match".

The pattern file may also contain lines of the form

```
#include filename
```

This allows pattern files to include other pattern files. All pattern matches are case insensitive.

List searches the pattern file (and its includes) in order. The first matching pattern determines the action.

List `add` directs *list* to add a pattern to *patternfile* for each address in the *addrssfile*'s that doesh't already match a pattern.

Token, with only one argument, prints to standard output a unique token created from the current date and *key*. With two arguments, it checks *token* against tokens created over the last 10 days with *key*. If a match is found, it returns successfully.

Deliver delivers into mail box *mbox* the message read from standard input. It obeys standard mail file locking and logging conventions.

A sample `pipeto` using the filter kit can be found in `/sys/src/cmd/upas/filterkit/pipeto.sample`.

A sample `myupassend`, `/sys/src/cmd/upas/filterkit/myupassend.sample`, is provided which adds all addresses of your outgoing mail to your pattern file. You should copy it into a directory that normally gets bound by your profile onto `/bin`.

Mime File system

Fs is a user level file system that reads mailboxes and presents them as a file system. A user normally starts *fs* in his/her profile after starting *plumber*(4) and before starting a window system, such as *rio*(1) or *acme*(1). The file system is used by *nedmail* and *acme*(1)'s mail reader to parse messages. *Fs* also generates plumbing messages used by *biff* and *faces*(1) to provide mail announcements.

The mailbox itself becomes a directory under `/mail/fs`. Each message in the mailbox becomes a numbered directory in the mailbox directory, and each attachment becomes a numbered directory in the message directory. Since an attachment may itself be a mail message, this structure can recurse ad nauseam.

Each message and attachment directory contains the files:

`body`	the message minus the RFC822 style headers
`cc`	the address(es) from the CC: header
`date`	the date in the message, or if none, the time of delivery
`digest`	an SHA1 digest of the message contents
`disposition`	`inline` or `file`
`filename`	a name to use to file an attachment
`from`	the from address in the From: header, or if none, the address on the envelope.
`header`	the RFC822 headers
`info`	described below, essentially a summary of the header info
`inreplyto`	contents of the `in-reply-to:` header
`mimeheader`	the mime headers
`raw`	the undecoded MIME message
`rawbody`	the undecoded message body
`rawheader`	the undecoded message header
`replyto`	the address to send any replies to.
`subject`	the contents of the subject line
`to`	the address(es) from the To: line.
`type`	the MIME content type
`unixheader`	the envelope header from the mailbox

The `info` file contains the following information, one item per line. Lists of addresses are single space separated.

sender address
recipient addresses
cc addresses
reply address
envelope date
subject
MIME content type

MIME disposition
filename
SHA1 digest
bcc addresses
in−reply−to: contents
RFC822 date
message senders
message id
number of lines in body

Deleting message directories causes the message to be removed from the mailbox.

The mailbox is reread and the structure updated whenever the mailbox changes. Message directories are not renumbered.

The file `/mail/fs/ctl` is used to direct *fs* to open/close new mailboxes or to delete groups of messages atomically. The messages that can be written to this file are:

`open` *path mboxname*	opens a new mailbox. *path* is the file to open, and *mboxname* is the name that appears under `/mail/fs`.
`close` *mboxname*	close *mboxname*. The close takes affect only after all files open under `/mail/fs/`*mboxname* have been closed.
`delete` *mboxname number ...*	Delete the messages with the given numbers from *mboxname.*

The options are:

`−f`*file*	use *file* as the mailbox instead of the default, `/mail/box/`*username*`/mbox.`
`−b`	stands for biffing. Each time new mail is received, a message is printed to standard output containing the sender address, subject, and number of bytes. It is intended for people telnetting in who want mail announcements.
`−n`	Don't open a mailbox initially. Overridden by -f.
`−p`	turn off plumbing. Unless this is specified, *fs* sends a message to the plumb port, `seemail`, from source `mailfs` for each message received or deleted. The message contains the attributes *sender*=*<contents of from file>*, *filetype*=mail, *mailtype*=*deleted or new*, and *length*=*<message length in bytes>*. The contents of the message is the full path name of the directory representing the message.
`−s`	causes *fs* to put itself in `/srv` with a name of the form `/srv/upasfs.`*user*.
`−m`	specifies a mount point other than `/mail/fs`.

Fs will exit once all references to its directory have disappeared.

Mail Announcements

Biff is the textual equivalent of *faces*(1). It listens to plumbing messages from *fs* and for each new message prints to standard output a line containing the sender address, subject, and number of bytes. It exists for people without graphics capability or with screens too small to dedicate the space *faces*(1) requires. It forks to place itself in the background.

Remote delivery

Smtp sends the mail message from standard input to the users *rcpt−list* on the host at network address *address* using the Simple Mail Transfer Protocol. The return address of the mail will contain the local system name from the environment variable *sysname* and the user *sender*. The `−h` option uses *host* as the local system name; it may be fully-qualified or not. If *.domain* is given, it is appended to the end of the system name. The `−f` option just prints out the converted message rather than sending it to the destination. The `−g` option specifies a gateway system to pass the message to if smtp can't find an address or MX entry for the destination system. The `−d` option turns on debugging output to standard error.

Smtpd receives a message using the Simple Mail Transfer Protocol. Standard input and output are the protocol connection.

The options are:

`−d`	turns on debugging output to standard error.
`−r`	turns on forward DNS validation of non-trusted sender address.

−f prevents relaying from non-trusted networks.

−n *tcp−directory*
specifies the name of the network directory assigned to the incoming connection. This is used to determine the peer IP address. If this flag is not specified, the peer address is determined using standard input.

−h *domain* specifies the receiving domain. If this flag is not specified, the receiving domain is inferred from the host name.

−s causes copies of blocked messages to be saved in a sub-directory of `/mail/queue.dump`.

−k *IP address* causes connections from the host at *IP address* to be dropped at program startup. Multiple addresses can be specified with several −k options. This option should be used carefully; it is intended to lessen the effects of denial of service attacks or broken mailers which continually connect. The connections are not logged and the remote system is not notified via the protocol.

Smtpd is normally run by a network listener such as *listen*(8). Most of the command line options are more conveniently specified in the smtpd configuration file stored in `/mail/lib/smtpd.conf`.

Mailing lists

Mlmgr creates and updates unmoderated mailing lists. The -c option creates mail directories for both *listname* and *listname*−owner, each containing a `pipeto` file. Messages mailed to *listname* are sent to all members of the mailing list. Any `Reply−to:` and `Precedence:` fields are removed from the messages and new ones are added directing replies to *listname* and specifying bulk precedence. The envelope address for error replies is set to `/dev/null`.

The mailing list membership is the file `/mail/box/`*listname*`/address−list`. This file is an add/remove log. Each line represents a single address. Lines beginning with a hash (#) are comments. Lines beginning with an exclamation point (!) are removals. All other lines are additions.

Addition and removal entries can be appended using the −a and −r options to *mlmgr*. However, they are normally appended as a consequence or user requests.

To be added or removed from the list, a user may send a message to *listname*−owner. containing a key word in the header or body. The key words are:

subscribe – add my `From:` address to the list

remove – remove my `From:` address from the list

unsubscribe – remove my `From:` address from the list

Addition and removal events cause notification messages to be sent to the added/removed address. In the case of addition, the message describes how to be removed.

Ml and *mlowner* are the programs that receive messages for *listname* and *listname*−owner respectively. Appropriate calls to them are inserted in the `pipeto` files created by *mlmgr*.

Virus Wrapper

Vf takes a mail message as standard input, searches for executable MIME attachments, wraps them in a warning message, and appends `.suspect` to any related filenames. `/sys/lib/mimetype` contains the list of known MIME content types and file extensions. *Vf* wraps all those for which the fifth field of `mimetype` is `n`.

Mail server

Pop3 is a rudimentary POP3 server that uses APOP for authentication. It predates *upas/fs* and does not use it. It will soon be replaced by one that uses *upas/fs*. See also the IMAP4 server described in *ipserv*(8).

FILES

`/sys/log/mail`	mail log file
`/mail/box/*`	mail directories
`/mail/box/*/mbox`	mailbox files
`/mail/box/*/forward`	forwarding address(es)
`/mail/box/*/pipeto`	mail filter

`/mail/box/*/L.reading`	mutual exclusion lock for multiple mbox readers
`/mail/box/*/L.mbox`	mutual exclusion lock for altering mbox
`/mail/box/*/dead.letter`	unmailable text
`/mail/box/*/names`	personal alias files
`/mail/lib/rewrite`	rules for handling addresses
`/mail/lib/namefiles`	lists files to search for aliases in
`/lib/face/48x48x?`	directories of icons for *seemail*

SOURCE

`/rc/bin/mail`
`/sys/src/cmd/upas` source for commands in `/bin/upas`
`/sys/src/cmd/faces`
`/rc/bin/vwhois`

SEE ALSO

face(6), *rewrite*(6) *ipserv*(8)

BUGS

Nedmail truncates long headers for searching.

Biff and the -b option of *fs* perform the same function but in slightly different environments. The duality is confusing. The -b option exists because starting both *fs* and *biff* in a Telnet session results in a number of processes that don't die when the session is terminated; the *plumber*(4) is held open by *fs* and *biff* still having it mounted, while *fs* is held open by *biff* which is blocked waiting for plumbing input.

NAME

man, lookman – print or find pages of this manual

SYNOPSIS

`man` [*option ...*] [*section ...*] *title ...*

`lookman` *key ...*

DESCRIPTION

Man locates and prints pages of this manual named *title* in the specified *sections*. *Title* is given in lower case. Each *section* is a number; pages marked (2S), for example, belong to chapter 2. If no *section* is specified, pages in all sections are printed. Any name from the NAME section at the top of the page will serve as a *title*.

The options are:

`−p` Run *proof*(1) on the specified man pages.

`−P` Run *page*(1) on the specified man pages.

`−t` Run *troff* and send its output to standard output.

`−n` (Default) Print the pages on the standard output using *nroff*.

`Lookman` prints the names of all manual sections that contain all of the *key* words given on the command line.

FILES

`/sys/man/?/*`	*troff* source for manual; this page is `/sys/man/1/man`
`/sys/man/?/INDEX`	indices searched to find pages corresponding to titles
`/sys/lib/man/secindex`	command to make an index for a given section
`/sys/lib/man/lookman/index`	index for *lookman*

SOURCE

`/rc/bin/man`
`/rc/bin/lookman`

SEE ALSO

proof(1)

BUGS

The manual was intended to be typeset; some detail is sacrificed on text terminals.
There is no automatic mechanism to keep the indices up to date.
Except for special cases, it doesn't recognize things that should be run through *tbl* and/or *eqn*.

NAME

mc – multicolumn print

SYNOPSIS

`mc` [−] [−*N*] [*file ...*]

DESCRIPTION

Mc splits the input into as many columns as will fit in *N* print positions. If run in an *rio*(1) window, the default *N* is the number of blanks that will fit across the window; otherwise the default *N* is 80. Under option − each input line ending in a colon `:` is printed separately.

SOURCE

`/sys/src/cmd/mc.c`

SEE ALSO

rio(1), *pr*(1), *lc* in *ls*(1)

NAME

mk, membername – maintain (make) related files

SYNOPSIS

`mk` [`−f` *mkfile*] ... [*option ...*] [*target ...*]

`membername` *aggregate ...*

DESCRIPTION

Mk uses the dependency rules specified in *mkfile* to control the update (usually by compilation) of *targets* (usually files) from the source files upon which they depend. The *mkfile* (default `mkfile`) contains a *rule* for each target that identifies the files and other targets upon which it depends and an *rc*(1) script, a *recipe*, to update the target. The script is run if the target does not exist or if it is older than any of the files it depends on. *Mkfile* may also contain *meta−rules* that define actions for updating implicit targets. If no *target* is specified, the target of the first rule (not meta-rule) in *mkfile* is updated.

The environment variable `$NPROC` determines how many targets may be updated simultaneously; Plan 9 sets `$NPROC` automatically to the number of CPUs on the current machine.

Options are:

`−a` Assume all targets to be out of date. Thus, everything is updated.
`−d[egp]` Produce debugging output (`p` is for parsing, `g` for graph building, `e` for execution).
`−e` Explain why each target is made.
`−i` Force any missing intermediate targets to be made.
`−k` Do as much work as possible in the face of errors.
`−n` Print, but do not execute, the commands needed to update the targets.
`−s` Make the command line arguments sequentially rather than in parallel.
`−t` Touch (update the modified date of) file targets, without executing any recipes.
`−w`*target1* , *target2,...*
Pretend the modify time for each *target* is the current time; useful in conjunction with `−n` to learn what updates would be triggered by modifying the *targets*.

The *rc*(1) script *membername* extracts member names (see 'Aggregates' below) from its arguments.

The `mkfile`

A *mkfile* consists of *assignments* (described under 'Environment') and *rules*. A rule contains *targets* and a *tail*. A target is a literal string and is normally a file name. The tail contains zero or more *prerequisites* and an optional *recipe*, which is an `rc` script. Each line of the recipe must begin with white space. A rule takes the form

```
target: prereq1 prereq2
        rc recipe using prereq1, prereq2 to build target
```

When the recipe is executed, the first character on every line is elided.

After the colon on the target line, a rule may specify *attributes*, described below.

A *meta−rule* has a target of the form *A*%*B* where *A* and *B* are (possibly empty) strings. A meta-rule acts as a rule for any potential target whose name matches *A*%*B* with % replaced by an arbitrary string, called the *stem*. In interpreting a meta-rule, the stem is substituted for all occurrences of % in the prerequisite names. In the recipe of a meta-rule, the environment variable `$stem` contains the string matched by the %. For example, a meta-rule to compile a C program using *2c*(1) might be:

```
%:    %.c
        2c $stem.c
        2l -o $stem $stem.2
```

Meta-rules may contain an ampersand & rather than a percent sign %. A % matches a maximal length string of any characters; an & matches a maximal length string of any characters except period or slash.

The text of the *mkfile* is processed as follows. Lines beginning with < followed by a file name are replaced by the contents of the named file. Lines beginning with <| followed by a file name are replaced by the output of the execution of the named file. Blank lines and comments, which run from unquoted # characters to the following newline, are deleted. The character sequence backslash-newline is deleted, so long lines in *mkfile* may be folded. Non-recipe lines are processed by substituting for `{command} the output of the *command* when run by *rc*. References to variables are replaced by the variables' values. Special characters may be quoted using single quotes '' as in *rc*(1).

Assignments and rules are distinguished by the first unquoted occurrence of : (rule) or = (assignment).

A later rule may modify or override an existing rule under the following conditions:

- If the targets of the rules exactly match and one rule contains only a prerequisite clause and no recipe, the clause is added to the prerequisites of the other rule. If either or both targets are virtual, the recipe is always executed.
- If the targets of the rules match exactly and the prerequisites do not match and both rules contain recipes, *mk* reports an ''ambiguous recipe'' error.
- If the target and prerequisites of both rules match exactly, the second rule overrides the first.

Environment

Rules may make use of `rc` environment variables. A legal reference of the form `$OBJ` is expanded as in *rc*(1). A reference of the form `${name:`*A%B=C%D*`}`, where *A, B, C, D* are (possibly empty) strings, has the value formed by expanding `$name` and substituting *C* for *A* and *D* for *B* in each word in `$name` that matches pattern *A%B*.

Variables can be set by assignments of the form
var=[*attr*=]*value*
Blanks in the *value* break it into words, as in *rc* but without the surrounding parentheses. Such variables are exported to the environment of recipes as they are executed, unless U, the only legal attribute *attr*, is present. The initial value of a variable is taken from (in increasing order of precedence) the default values below, *mk's* environment, the *mkfiles*, and any command line assignment as an argument to *mk*. A variable assignment argument overrides the first (but not any subsequent) assignment to that variable. The variable MKFLAGS contains all the option arguments (arguments starting with − or containing =) and MKARGS contains all the targets in the call to *mk*.

It is recommended that mkfiles start with

```
</$objtype/mkfile
```

to set CC, LD, AS, O, YACC, and MK to values appropriate to the target architecture (see the examples below).

Execution

During execution, *mk* determines which targets must be updated, and in what order, to build the *names* specified on the command line. It then runs the associated recipes.

A target is considered up to date if it has no prerequisites or if all its prerequisites are up to date and it is newer than all its prerequisites. Once the recipe for a target has executed, the target is considered up to date.

The date stamp used to determine if a target is up to date is computed differently for different types of targets. If a target is *virtual* (the target of a rule with the V attribute), its date stamp is initially zero; when the target is updated the date stamp is set to the most recent date stamp of its prerequisites. Otherwise, if a target does not exist as a file, its date stamp is set to the most recent date stamp of its prerequisites, or zero if it has no prerequisites. Otherwise, the target is the name of a file and the target's date stamp is always that file's modification date. The date stamp is computed when the target is needed in the execution of a rule; it is not a static value.

Nonexistent targets that have prerequisites and are themselves prerequisites are treated specially. Such a target *t* is given the date stamp of its most recent prerequisite and if this causes all the targets which have *t* as a prerequisite to be up to date, *t* is considered up to date. Otherwise, *t* is made in the normal fashion. The `-i` flag overrides this special treatment.

Files may be made in any order that respects the preceding restrictions.

A recipe is executed by supplying the recipe as standard input to the command

```
/bin/rc -e -I
```

(the `-e` is omitted if the `E` attribute is set). The environment is augmented by the following variables:

`$alltarget`
: all the targets of this rule.

`$newprereq`
: the prerequisites that caused this rule to execute.

`$newmember`
: the prerequisites that are members of an aggregate that caused this rule to execute. When the prerequisites of a rule are members of an aggregate, `$newprereq` contains the name of the aggregate and out of date members, while `$newmember` contains only the name of the members.

`$nproc` the process slot for this recipe. It satisfies 0≤`$nproc`<`$NPROC`.

`$pid` the process id for the *mk* executing the recipe.

`$prereq` all the prerequisites for this rule.

`$stem` if this is a meta-rule, `$stem` is the string that matched % or &. Otherwise, it is empty. For regular expression meta-rules (see below), the variables `stem0`, ..., `stem9` are set to the corresponding subexpressions.

`$target` the targets for this rule that need to be remade.

These variables are available only during the execution of a recipe, not while evaluating the *mkfile*.

Unless the rule has the `Q` attribute, the recipe is printed prior to execution with recognizable environment variables expanded. Commands returning nonempty status (see *intro*(1)) cause *mk* to terminate.

Recipes and backquoted `rc` commands in places such as assignments execute in a copy of *mk's* environment; changes they make to environment variables are not visible from *mk*.

Variable substitution in a rule is done when the rule is read; variable substitution in the recipe is done when the recipe is executed. For example:

```
bar=a.c
foo: $bar
        $CC -o foo $bar
bar=b.c
```

will compile `b.c` into `foo`, if `a.c` is newer than `foo`.

Aggregates

Names of the form *a*(*b*) refer to member *b* of the aggregate *a*. Currently, the only aggregates supported are *ar*(1) archives.

Attributes

The colon separating the target from the prerequisites may be immediately followed by *attributes* and another colon. The attributes are:

`D` If the recipe exits with a non-null status, the target is deleted.

`E` Continue execution if the recipe draws errors.

`N` If there is no recipe, the target has its time updated.

`n` The rule is a meta-rule that cannot be a target of a virtual rule. Only files match the pattern in the target.

`P` The characters after the `P` until the terminating `:` are taken as a program name. It will be invoked as `rc -c prog 'arg1' 'arg2'` and should return a null exit status if and only if arg1 is up to date with respect to arg2. Date stamps are still propagated in the normal way.

`Q` The recipe is not printed prior to execution.

R The rule is a meta-rule using regular expressions. In the rule, % has no special meaning. The target is interpreted as a regular expression as defined in *regexp*(6). The prerequisites may contain references to subexpressions in form *n*, as in the substitute command of *sam*(1).

U The targets are considered to have been updated even if the recipe did not do so.

V The targets of this rule are marked as virtual. They are distinct from files of the same name.

EXAMPLES

A simple mkfile to compile a program:

```
</$objtype/mkfile

prog: a.$O b.$O c.$O
      $LD $LDFLAGS -o $target $prereq

%.$O: %.c
      $CC $CFLAGS $stem.c
```

Override flag settings in the mkfile:

```
% mk target 'CFLAGS=-S -w'
```

Maintain a library:

```
libc.a(%.$O):N:  %.$O
libc.a:    libc.a(abs.$O) libc.a(access.$O) libc.a(alarm.$O) ...
      ar r libc.a $newmember
```

String expression variables to derive names from a master list:

```
NAMES=alloc arc bquote builtins expand main match mk var word
OBJ=${NAMES:%=%.$O}
```

Regular expression meta-rules:

```
([^/]*)/(.*)\.$O:R:  \1/\2.c
      cd $stem1; $CC $CFLAGS $stem2.c
```

A correct way to deal with *yacc*(1) grammars. The file `lex.c` includes the file `x.tab.h` rather than `y.tab.h` in order to reflect changes in content, not just modification time.

```
lex.$O:    x.tab.h
x.tab.h:   y.tab.h
      cmp -s x.tab.h y.tab.h || cp y.tab.h x.tab.h
y.tab.c y.tab.h: gram.y
      $YACC -d gram.y
```

The above example could also use the P attribute for the `x.tab.h` rule:

```
x.tab.h:Pcmp -s: y.tab.h
      cp y.tab.h x.tab.h
```

SOURCE

`/sys/src/cmd/mk`

SEE ALSO

rc(1), *regexp*(6)
A. Hume, ''Mk: a Successor to Make''.
Bob Flandrena, ''Plan 9 Mkfiles''.

BUGS

Identical recipes for regular expression meta-rules only have one target.
Seemingly appropriate input like CFLAGS=−DHZ=60 is parsed as an erroneous attribute; correct it by inserting a space after the first =.
The recipes printed by *mk* before being passed to *rc* for execution are sometimes erroneously expanded for printing. Don't trust what's printed; rely on what *rc* does.

NAME

mkdir – make a directory

SYNOPSIS

`mkdir` *dirname ...*

DESCRIPTION

Mkdir creates the specified directories. It requires write permission in the parent directory.

SEE ALSO

rm(1)
cd in *rc*(1)

SOURCE

`/sys/src/cmd/mkdir.c`

DIAGNOSTICS

Mkdir returns null exit status if all directories were successfully made. Otherwise it prints a diagnostic and returns "`error`" status.

NAME

ms2html, html2ms – convert between troff's ms macros and html

SYNOPSIS

```
ms2html < input > output
html2ms < input > output
```

DESCRIPTION

Ms2html converts the *ms*(6) source on standard input into HTML and prints it to standard output. If the source contains *tbl*(1) or *eqn* input, you must first pipe the text through those preprocessors. Postscript images, equations, and tables will be converted to gif files. If the document has a `.TL` entry, its contents will be used as the title; otherwise *ms2html* will look for a `._T` macro, unknown to *ms*(6), and take its value.

SOURCE

```
/sys/src/cmd/ms2html.c
/sys/src/cmd/html2ms.c
```

BUGS

Ms2html doesn't understand a number of troff commands. It does handle macros and defined strings.

Html2ms doesn't understand html tables.

NAME

netstat – summarize network connections

SYNOPSIS

`netstat` [`-in`] [*netmtpt*]

DESCRIPTION

Netstat prints information about network mounted at *netmtpt*, default `/net`. With the `-i` option, it reports one line per network interface listing the device, MTU, local address, masl, remote address, packets in, packets out, errors in, and errors out for this interface. For *IP* connections *netstat* reports the connection number, user, connection state, local port, remote port and remote address. *Netstat* looks up port numbers and addresses in the network databases to print symbolic names if possible, but if the `-n` option is specified, it does not translate to symbolic form.

FILES

`/net/*/*`

SOURCE

`/sys/src/cmd/netstat.c`

SEE ALSO

ipconfig(8)

NAME

news – print news items

SYNOPSIS

`news [ -a ] [ -n ] [ item ... ]`

DESCRIPTION

When invoked without options, this simple local news service prints files that have appeared in `/lib/news` since last reading, most recent first, with each preceded by an appropriate header. The time of reading is recorded. The options are

- `-a` Print all items, regardless of currency. The recorded time is not changed.
- `-n` Report the names of the current items without printing their contents, and without changing the recorded time.

Other arguments select particular news items.

To post a news item, create a file in `/lib/news`.

You may arrange to receive news automatically by registering your mail address in `/sys/lib/subscribers`. A daemon mails recent news to all addresses on the list.

Empty news items, and news items named `core` or `dead.letter` are ignored.

FILES

`/lib/news/*`	articles
`$HOME/lib/newstime`	modify time is time news was last read
`/sys/lib/subscribers`	who gets news mailed to them

SOURCE

`/sys/src/cmd/news.c`

NAME

nm – name list (symbol table)

SYNOPSIS

`nm [ −aghnsu ]` *file ...*

DESCRIPTION

Nm prints the name list of each executable or object *file* in the argument list. If the *file* is an archive (see *ar*(1)), the name list of each file in the archive is printed. If more than one file is given in the argument list, the name of each file is printed at the beginning of each line.

Each symbol name is preceded by its hexadecimal value (blanks if undefined) and one of the letters

- `T` text segment symbol
- `t` static text segment symbol
- `L` leaf function text segment symbol
- `l` static leaf function text segment symbol
- `D` data segment symbol
- `d` static data segment symbol
- `B` bss segment symbol
- `b` static bss segment symbol
- `a` automatic (local) variable symbol
- `p` function parameter symbol
- `z` source file name
- `Z` source file line offset
- `f` source file name components

The output is sorted alphabetically.

Options are:

- `−a` Print all symbols; normally only user-defined text, data, and bss segment symbols are printed.
- `−g` Print only global (`T`, `L`, `D`, `B`) symbols.
- `−h` Do not print file name headers with output lines.
- `−n` Sort according to the address of the symbols.
- `−s` Don't sort; print in symbol-table order.
- `−u` Print only undefined symbols.

SOURCE

`/sys/src/cmd/nm.c`

SEE ALSO

ar(1), *2l*(1), *db*(1), *acid*(1), *a.out*(6)

NAME

ns – display name space

SYNOPSIS

`ns` [`−r`] [*pid*]

DESCRIPTION

Ns prints a representation of the file name space of the process with the named *pid*, or by default itself. The output is in the form of an *rc*(1) script that could, in principle, recreate the name space. The output is produced by reading and reformatting the contents of `/proc/`*pid*`/ns`.

By default, *ns* rewrites the names of network data files to represent the network address that data file is connected to, for example replacing `/net/il/82/data` with `il!123.122.121.9`. The `−r` flag suppresses this rewriting.

FILES

`/proc/*/ns`

SOURCE

`/sys/src/cmd/ns.c`

SEE ALSO

ps(1), *proc*(3), *namespace*(4), *namespace*(6)

BUGS

The names of files printed by *ns* will be inaccurate if a file or directory it includes has been renamed.

NAME

p – paginate

SYNOPSIS

p [−*number*] [*file ...*]

DESCRIPTION

P copies its standard input, or the named files if given, to its standard output, stopping at the end of every 22nd line, and between files, to wait for a newline from the user. The option sets the *number* of lines on a page.

While waiting for a newline, *p* interprets the commands:

! Pass the rest of the line to the shell as a command.

q Quit.

SOURCE

/sys/src/cmd/p.c

NAME

page – view FAX, image, graphic, PostScript, PDF, and typesetter output files

SYNOPSIS

`page` [`−abirPRvVw`] [`−p` *ppi*] [*file*...]

DESCRIPTION

Page is a general purpose document viewer. It can be used to display the individual pages of a PostScript, PDF, or *tex*(1) or *troff*(1) device independent output file. *Tex* or *troff* output is simply converted to PostScript in order to be viewed. It can also be used to view any number of graphics files (such as a FAX page, a Plan 9 *image*(6) file, an Inferno bitmap file, or other common format). *Page* displays these in sequence. In the absence of named files, *page* reads one from standard input.

By default, *page* runs in the window in which it is started and leaves the window unchanged. The `−R` option causes *page* to grow the window if necessary to display the page being viewed. The `−w` option causes *page* to create a new window for itself. The newly created window will grow as under the `−R` option. If being used to display multipage documents, only one file may be specified on the command line.

The `−p` option sets the resolution for PostScript and PDF files, in pixels per inch. The default is 100 ppi. The `−r` option reverses the order in which pages are displayed.

When viewing a document, *page* will try to guess the true bounding box, usually rounding up from the file's bounding box to 8½×11 or A4 size. The `−b` option causes it to respect the bounding box given in the file. As a more general problem, some PostScript files claim to conform to Adobe's Document Structuring Conventions but do not. The `−P` option enables a slightly slower and slightly more skeptical version of the PostScript processing code. Unfortunately, there are PostScript documents that can only be viewed with the `−P` option, and there are PostScript documents that can only be viewed without it.

When viewing images with *page*, it listens to the `image` plumbing channel (see *plumber*(4)) for more images to display. The `−i` option causes *page* to not load any graphics files nor to read from standard input but rather to listen for ones to load from the plumbing channel.

The `−v` option turns on extra debugging output, and the `−V` option turns on even more debugging output. The `−a` option causes *page* to call *abort*(2) rather than exit cleanly on errors, to facilitate debugging.

Pressing and holding button 1 permits panning about the page. Typing a `q` or control-D exits the program. Typing a `u` toggles whether images are displayed upside-down. (This is useful in the common case of mistransmitted upside-down faxes). Typing a `r` reverses the order in which pages are displayed. Typing a `w` will write the currently viewed page to a new file as a compressed *image*(6) file. When possible, the filename is of the form *basename*.*pagenum*.*bit*. Typing a `d` removes an image from the working set.

To go to a specific page, one can type its number followed by enter. Typing left arrow, backspace, or minus displays the previous page. Clicking button 2 or typing right arrow, space, or enter displays the next page. The up and down arrow pan up and down one half screen height, changing pages when panning off the top or bottom of the page. Button 3 raises a menu of the pages to be selected for viewing in any order.

Page calls *gs*(1) to draw each page of PostScript and PDF *files*. It also calls a variety of conversion programs, such as those described in *jpg*(1), to convert the various raster graphics formats into Inferno bitmap files. Pages are converted ‘‘on the fly,’’ as needed.

EXAMPLES

`page /sys/src/cmd/gs/examples/tiger.ps`
Display a color PostScript file.

`page /usr/inferno/icons/*.bit`
Browse the Inferno bitmap library.

`man −t page | page −w`
Preview this manual in a new window.

SEE ALSO

gs(1), *jpg*(1), *tex*(1), *troff*(1)

SOURCE

`/sys/src/cmd/page`

DIAGNOSTICS

The mouse cursor changes to an arrow and ellipsis when *page* is reading or writing a file.

BUGS

Page supports reading of only one document file at a time, and the user interface is clumsy when viewing very large documents.

When viewing multipage PostScript files that do not contain ''`%%Page`'' comments, the button 3 menu only contains ''this page'' and ''next page'': correctly determining page boundaries in Postscript code is not computable in the general case.

If *page* has trouble viewing a Postscript file, it might not be exactly conforming: try viewing it with the `−P` option.

The interface to the plumber is unsatisfactory. In particular, document references cannot be sent via plumbing messages.

There are too many keyboard commands.

NAME

passwd, netkey, iam – change user password

SYNOPSIS

`passwd` [*authdom*]

`netkey`

`auth/iam` [*username*]

DESCRIPTION

Passwd changes the invoker's Plan 9 password and/or APOP secret. The Plan 9 password is used to login to a terminal while the APOP secret is used for a number of external services: POP3, IMAP, and VPN access. The optional argument specifies the authentication domain to use if different than the one associated with the machine *passwd* is run on.

The program first prompts for the old Plan 9 password in the specified domain to establish identity. It then prompts for changes to the password and the secret. New passwords and secrets must be typed twice, to forestall mistakes. New passwords must be sufficiently hard to guess. They may be of any length greater than seven characters.

Netkey uses the password to encrypt network challenges. It is a substitute for a SecureNet box.

These commands may be run only on a terminal, to avoid transmitting clear text passwords over the network.

Auth/iam can be run only by the the host owner (the user specified as the contents of `/dev/hostower`). With it both the identity and password of the host owner may be changed. For example, if start a terminal and log in as `tor`, you may later change identity to `supertor`. If the host owner changes, all processes running as the host owner also change their identity to the new user id.

Without an argument, *Auth/iam* just sets the password of the host owner. This can be used on machines like the Bitsy which have no possibility of user input until the bootstrap procedure has already started a number of processes.

FILES

`/dev/key`

SOURCE

`/sys/src/cmd/auth/passwd.c`
`/sys/src/cmd/auth/netkey.c`

SEE ALSO

encrypt(2), *cons*(3), *securenet*(8)

Robert Morris and Ken Thompson, ''UNIX Password Security,'' *AT&T Bell Laboratories Technical Journal* Vol 63 (1984), pp. 1649–1672

NAME

pcc – APE C compiler driver

SYNOPSIS

pcc [*option ...*] [*name ...*]

DESCRIPTION

Pcc compiles and loads C programs, using APE (ANSI C/POSIX) include files and libraries. Named files ending with .c are preprocessed with *cpp*(1), then compiled with one of the compilers described in *2c*(1), as specified by the environment variable $objtype. The object files are then loaded using one of the loaders described in *2l*(1). The options are:

−+ Accept C++ // comments.

−o *out* Place loader output in file *out* instead of the default 2.out, v.out, etc.

−P Omit the compilation and loading phases; leave the result of preprocessing *name*.c in *name*.i.

−E Like −P, but send the result to standard output.

−c Omit the loading phase.

−p Insert profiling code into the executable output.

−w Print compiler warning messages.

−l*lib* Include /*$objtype*/lib/ape/lib*lib*.a as a library during the linking phase.

−B Don't complain about functions used without ANSI function prototypes.

−V Enable void* conversion warnings, as in *2c*(1).

−v Echo the preprocessing, compiling, and loading commands before they are executed.

−D*name=def*
−D*name* Define the *name* to the preprocessor, as if by #define. If no definition is given, the name is defined as 1.

−U*name* Undefine the *name* to the preprocessor, as if by #undef.

−I*dir* #include files whose names do not begin with / are always sought first in the directory of the *file* argument, then in directories named in −I options, then in /$objtype/include/ape.

−N Don't optimize compiled code.

−S Print an assembly language version of the object code on standard output.

−a Instead of compiling, print on standard output acid functions (see *acid*(1)) for examining structures declared in the source files.

−aa Like −a except that functions for structures declared in included header files are omitted.

−F Enable vararg type checking as described in *2c*(1). This is of limited use without the appropriate #pragma definitions.

The APE environment contains all of the include files and library routines specified in the ANSI C standard (X3.159-1989), as well as those specified in the IEEE Portable Operating System Interface standard (POSIX, 1003.1-1990, ISO 9945-1). In order to access the POSIX routines, source programs should define the preprocessor constant _POSIX_SOURCE.

FILES

/sys/include/ape	directory for machine-independent #include files.
/$objtype/include/ape	directory for machine-dependent #include files.
/$objtype/lib/ape/libap.a	ANSI C/POSIX library.

SEE ALSO

cpp(1), *2c*(1), *2a*(1), *2l*(1), *mk*(1), *nm*(1), *acid*(1), *db*(1), *prof*(1)

Howard Trickey, ''APE — The ANSI/POSIX Environment''

SOURCE

`/sys/src/cmd/pcc.c`

BUGS

The locale manipulation functions are minimal. Signal functions and terminal characteristic handlers are only minimally implemented. *Link* always fails, because Plan 9 doesn't support multiple links to a file. The functions related to setting effective user and group ids cannot be implemented because the concept doesn't exist in Plan 9.

NAME

pic, tpic – troff and tex preprocessors for drawing pictures

SYNOPSIS

`pic` [*files*]

`tpic` [*files*]

DESCRIPTION

Pic is a *troff*(1) preprocessor for drawing figures on a typesetter. *Pic* code is contained between `.PS` and `.PE` lines:

> `.PS` *optional−width optional−height*
> *element−list*
> `.PE`

or in a file mentioned in a `.PS` line:

> `.PS` *optional−width optional−height* <*file*

If *optional−width* is present, the picture is made that many inches wide, regardless of any dimensions used internally. The height is scaled in the same proportion unless *optional−height* is present. If `.PF` is used instead of `.PE`, the typesetting position after printing is restored to what it was upon entry.

An *element−list* is a list of elements:

> *primitive attribute−list*
> *placename* : *element*
> *placename* : *position*
> *var* = *expr*
> *direction*
> { *element−list* }
> [*element−list*]
> `for` *var* = *expr* `to` *expr* `by` *expr* `do` { *anything* }
> `if` *expr* `then` { *anything* } `else` { *anything* }
> `copy` *file,* `copy thru` *macro,* `copy` *file* `thru` *macro*
> `sh` { *commandline* }
> `print` *expr*
> `reset` *optional var−list*
> *troff−command*

Elements are separated by newlines or semicolons; a long element may be continued by ending the line with a backslash. Comments are introduced by a # and terminated by a newline. Variable names begin with a lower case letter; place names begin with upper case. Place and variable names retain their values from one picture to the next.

After each primitive the current position moves in the current direction (`up`,`down`, `left`,`right` (default)) by the size of the primitive. The current position and direction are saved upon entry to a {...} block and restored upon exit. Elements within a block enclosed in [...] are treated as a unit; the dimensions are determined by the extreme points of the contained objects. Names, variables, and direction of motion within a block are local to that block.

Troff−command is any line that begins with a period. Such a line is assumed to make sense in the context where it appears; generally, this means only size and font changes.

The *primitive* objects are:

> `box circle ellipse arc line arrow spline move` *text−list*

`arrow` is a synonym for `line ->`.

An *attribute−list* is a sequence of zero or more attributes; each attribute consists of a keyword, perhaps followed by a value.

`h(eigh)t` *expr*	`wid(th)` *expr*
`rad(ius)` *expr*	`diam(eter)` *expr*
`up` *opt−expr*	`down` *opt−expr*
`right` *opt−expr*	`left` *opt−expr*
`from` *position*	`to` *position*

`at` *position*	`with` *corner*
`by` *expr, expr*	`then`
`dotted` *opt−expr*	`dashed` *opt−expr*
`chop` *opt−expr*	`->` `<-` `<->`
`invis`	`same`
`fill` *opt−expr*	
text−list	*expr*

Missing attributes and values are filled in from defaults. Not all attributes make sense for all primitives; irrelevant ones are silently ignored. The attribute `at` causes the geometrical center to be put at the specified place; `with` causes the position on the object to be put at the specified place. For lines, splines and arcs, `height` and `width` refer to arrowhead size. A bare *expr* implies motion in the current direction.

Text is normally an attribute of some primitive; by default it is placed at the geometrical center of the object. Stand-alone text is also permitted. A text list is a list of text items:

text−item:

  `"..."` *positioning ...*
  `sprintf("`*format*`",` *expr*`,` *...*`)` *positioning ...*

positioning:

  `center ljust rjust above below`

If there are multiple text items for some primitive, they are arranged vertically and centered except as qualified. Positioning requests apply to each item independently. Text items may contain *troff* commands for size and font changes, local motions, etc., but make sure that these are balanced so that the entering state is restored before exiting.

A position is ultimately an *x,y* coordinate pair, but it may be specified in other ways.

position:

  expr, expr
  place ± *expr, expr*
  place ± (*expr, expr*)
  (*position*, *position*)   *x* from one, *y* the other
  expr [`of the way`] between *position* and *position*
  expr < *position* , *position* >
  (*position*)

place:

  placename optional−corner
  corner `of` *placename*
  nth primitive optional−corner
  corner `of` *nth primitive*
  `Here`

An *optional−corner* is one of the eight compass points or the center or the start or end of a primitive.

optional−corner:

  `.n .e .w .s .ne .se .nw .sw .c .start .end`

corner:

  `top bot left right start end`

Each object in a picture has an ordinal number; *nth* refers to this.

nth:

  n`th`, *n*`th last`

The built-in variables and their default values are:

`boxwid 0.75`	`boxht 0.5`
`circlerad 0.25`	`arcrad 0.25`
`ellipsewid 0.75`	`ellipseht 0.5`
`linewid 0.5`	`lineht 0.5`
`movewid 0.5`	`moveht 0.5`
`textwid 0`	`textht 0`
`arrowwid 0.05`	`arrowht 0.1`
`dashwid 0.1`	`arrowhead 2`
`scale 1`	

These may be changed at any time, and the new values remain in force from picture to picture until changed again or reset by a `reset` statement. Variables changed within [and] revert to their previous value upon exit from the block. Dimensions are divided by `scale` during output.

Expressions in *pic* are evaluated in floating point. All numbers representing dimensions are taken to be in inches.

expr:

expr op expr
− *expr*
! *expr*
(*expr*)
`variable`
`number`
place `.x` *place* `.y` *place* `.ht` *place* `.wid` *place* `.rad`
`sin(`*expr*`)` `cos(`*expr*`)` `atan2(`*expr,expr*`)` `log(`*expr*`)` `exp(`*expr*`)`
`sqrt(`*expr*`)` `max(`*expr,expr*`)` `min(`*expr,expr*`)` `int(`*expr*`)` `rand()`

op:

\+ − * / % < <= > >= == != && ||

The `define` and `undef` statements are not part of the grammar.

`define` *name* { *replacement text* }
`undef` *name*

Occurrences of $1, $2, etc., in the replacement text will be replaced by the corresponding arguments if *name* is invoked as

name(*arg1*, *arg2*, ...)

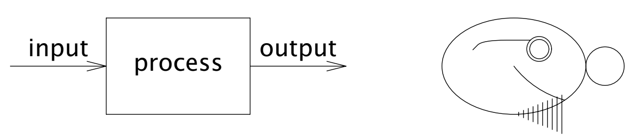
Non-existent arguments are replaced by null strings. Replacement text may contain newlines. The `undef` statement removes the definition of a macro.

Tpic is a *tex*(1) preprocessor that accepts *pic* language. It produces Tex commands that define a box called `\graph`, which contains the picture. The box may be output this way:

```
\centerline{\box\graph}
```

EXAMPLES

```
arrow "input" above; box "process"; arrow "output" above
move
A: ellipse
   circle rad .1 with .w at A.e
   circle rad .05 at 0.5 <A.c, A.ne>
   circle rad .065 at 0.5 <A.c, A.ne>
   spline from last circle.nw left .25 then left .05 down .05
   arc from A.c to A.se rad 0.5
   for i = 1 to 10 do { line from A.s+.025*i,.01*i down i/50 }
```



SOURCE

`/sys/src/cmd/pic`

SEE ALSO

grap(1), *doctype*(1), *troff*(1)
B. W. Kernighan, ‘‘PIC—a Graphics Language for Typesetting’’, *Unix Research System Programmer’s Manual*, Tenth Edition, Volume 2

NAME

pipefile – attach filter to file in name space

SYNOPSIS

`pipefile` [`-d`] [`-r` *command*] [`-w` *command*] *file*

DESCRIPTION

Pipefile uses *bind*(2) to attach a pair of pipes to *file*, using them to interpose filter *commands* between the true file and the simulated file that subsequently appears in the name space. Option `-r` interposes a filter that will affect the data delivered to programs that read from *file*; `-w` interposes a filter that will affect the data written by programs to *file*. At least one *command* must be specified; *pipefile* will insert a *cat*(1) process in the other direction.

After *pipefile* has been run, the filters are established for programs that subsequently open the *file*; programs already using the *file* are unaffected.

Pipefile opens the *file* twice, once for each direction. If the *file* is a single-use device, such as `/dev/mouse`, use the `-d` flag to specify that the file is to be opened once, in `ORDWR` mode.

EXAMPLES

Simulate an old terminal:

```
% pipefile -w 'tr a-z A-Z' /dev/cons
% rc -i </dev/cons >/dev/cons >[2=1]
% echo hello
HELLO
%
```

Really simulate an old terminal:

```
% pipefile -r 'tr A-Z a-z' -w 'tr a-z A-Z' /dev/cons
% rc -i </dev/cons >/dev/cons >[2=1]
% DATE
THU OCT 12 10:13:45 EDT 2000
%
```

SOURCE

`/sys/src/cmd/pipefile.c`

SEE ALSO

mouse(8)

BUGS

The I/O model of *pipefile* is peculiar; it doesn't work well on plain files. It is really intended for use with continuous devices such as */dev/cons* and */dev/mouse*. *Pipefile* should be rewritten to be a user-level file system.

If the program using the file managed by *pipefile* exits, the filter will see EOF and exit, and the file will be unusable until the name space is repaired.

NAME

plot – graphics filter

SYNOPSIS

`plot` [*file ...*]

DESCRIPTION

Plot interprets plotting instructions (see *plot*(6)) from the *files* or standard input, drawing the results in a newly created *rio*(1) window. Plot persists until a newline is typed in the window. Various options may be interspersed with the *file* arguments; they take effect at the given point in processing. Options are:

`−d` Double buffer: accumulate the plot off–screen and write to the screen all at once when an erase command is encountered or at end of file.

`−e` Erase the screen.

`−c` *col* Set the foreground color (see *plot*(6) for color names).

`−f` *fill* Set the background color.

`−g` *grade* Set the quality factor for arcs. Higher grades give better quality.

`−p` *col* Set the pen color.

`−w` Pause until a newline is typed on standard input.

`−C` Close the current plot.

`−W x0,y0,x1,y1`
Specify the bounding rectangle of plot's window. By default it uses a 512×512 window in the middle of the screen.

SOURCE

`/sys/src/cmd/plot`

SEE ALSO

rio(1), *plot*(6)

NAME

plumb – send message to plumber

SYNOPSIS

`plumb` [`-p` *plumbfile*] [`-a` *attributes*] [`-s` *source*] [`-d` *destination*] [`-t` *type*] [`-w` *directory*] `-i` | *data...*

DESCRIPTION

The *plumb* command formats and sends a plumbing message whose data is, by default, the concatenation of the argument strings separated by blanks. The options are:

`-p` write the message to *plumbfile* (default `/mnt/plumb/send`).

`-a` set the `attr` field of the message (default is empty).

`-s` set the `src` field of the message (default is `plumb`).

`-d` set the `dst` field of the message (default is empty).

`-t` set the `type` field of the message (default is `text`).

`-w` set the `wdir` field of the message (default is the current working directory of *plumb*).

`-i` take the data from standard input rather than the argument strings. If an `action=` attribute is not otherwise specified, *plumb* will add an `action=showdata` attribute to the message.

FILES

`/usr/$user/lib/plumbing` default rules file
`/mnt/plumb` mount point for *plumber*(4).

SOURCE

`/sys/src/cmd/plumb`

SEE ALSO

plumb(2), *plumber*(4), *plumb*(6)

NAME

pr – print file

SYNOPSIS

`pr` [*option ...*] [*file ...*]

DESCRIPTION

Pr produces a printed listing of one or more *files* on its standard output. The output is separated into pages headed by a date, the name of the file or a specified header, and the page number. With no file arguments, *pr* prints its standard input.

Options apply to all following files but may be reset between files:

−*n* Produce *n*–column output.

+*n* Begin printing with page *n*.

`−b` Balance columns on last page, in case of multi–column output.

`−d` Double space.

`−e`*n* Set the tab stops for input text every *n* spaces.

`−h` Take the next argument as a page header (*file* by default).

`−i`*n* Replace sequences of blanks in the output by tabs, using tab stops set every *n* spaces.

`−f` Use form feeds to separate pages.

`−l`*n* Take the length of the page to be *n* lines instead of the default 66.

`−m` Print all *files* simultaneously, each in one column.

`−n`*m* Number the lines of each *file*. The numeric argument *m*, default 5, sets the width of the line–number field.

`−o`*n* Offset the left margin *n* character positions.

`−p` Pad each file printed to an odd number of pages. For two–sided printers, this will ensure each file will start a new page.

`−s`*c* Separate columns by the single character *c* instead of aligning them with white space. A missing *c* is taken to be a tab.

`−t` Do not print the 5–line header or the 5–line trailer normally supplied for each page.

`−w`*n* For multi–column output, take the width of the page to be *n* characters instead of the default 72.

SOURCE

`/sys/src/cmd/pr.c`

SEE ALSO

cat(1), *lp*(1)

NAME

prof, tprof, kprof – display profiling data

SYNOPSIS

`prof` [`−dr`] [*program*] [*profile*]

`tprof` *pid*

`kprof` *kernel kpdata*

DESCRIPTION

Prof interprets files produced automatically by programs loaded using the `−p` option of *2l*(1) or other loader. The symbol table in the named program file (`2.out` etc., according to `$objtype`, by default) is read and correlated with the profile file (`prof.out` by default). For each symbol, the percentage of time (in seconds) spent executing between that symbol and the next is printed (in decreasing order), together with the time spent there and the number of times that routine was called.

Under option `−d`, *prof* prints the dynamic call graph of the target program, annotating the calls with the time spent in each routine and those it calls, recursively. The output is indented two spaces for each call, and is formatted as

```
symbol:time/ncall
```

where *symbol* is the entry point of the call, *time* is in milliseconds, and *ncall* is the number of times that entry point was called at that point in the call graph. If *ncall* is one, the `/ncall` is elided. Normally recursive calls are compressed to keep the output brief; option `−r` prints the full call graph.

The size of the buffer in *program* used to hold the profiling data, by default 2000 entries, may be controlled by setting the environment variable `profsize` before running *program*. If the buffer fills, subsequent function calls may not be recorded.

Tprof is similar to *prof*, but is intended for profiling multiprocess programs. It uses the `/proc/`*pid*`/profile` file to collect instruction frequency counts for the text image associated with the process, for all processes that share that text. It must be run while the program is still active, since the data is stored with the running program. To enable *tprof* profiling for a given process,

```
echo profile > /proc/pid/ctl
```

and then, after the program has run for a while, execute

```
tprof pid
```

Since the data collected for *tprof* is based on interrupt-time sampling of the program counter, *tprof* has no `−d` or `−r` options.

Kprof is similar to *prof*, but presents the data accumulated by the kernel profiling device, *kprof*(3). The symbol table file, that of the operating system kernel, and the data file, typically `/dev/kpdata`, must be provided. *Kprof* has no options and cannot present dynamic data.

SOURCE

`/sys/src/cmd/prof.c`
`/sys/src/cmd/kprof.c`

SEE ALSO

2l(1), *kprof*(3)

NAME

proof – troff output interpreter

SYNOPSIS

`proof` [`−m`*mag*] [`−/` *nview*] [`−F` *dir*] [`−d`] [*file*]

DESCRIPTION

Proof reads *troff*(1) intermediate language from *file* or standard input and simulates the resulting pages on the screen.

After a page of text is displayed, *proof* pauses for a command from the keyboard. The typed commands are:

newline Go on to next page of text.

− Go back to the previous page.

`q` Quit.

`p`*n* Print page *n*. An out-of-bounds page number means the end nearer to that number; a missing number means the current page; a signed number means an offset to the current page.

n Same as `p`*n*.

`c` Clear the screen, then wait for another command.

`m`*mag* Change the magnification at which the output is printed. Normally it is printed with magnification .9; *mag*=.5 shrinks it to half size; *mag*=2 doubles the size.

`x`*val* Move everything *val* screen pixels to the right (left, if *val* is negative).

`y`*val* Move everything *val* screen pixels down (up, if *val* is negative).

/ *nview* Split the window into *nview* pieces. The current page goes into the rightmost, bottommost piece, and previous pages are shown in the other pieces.

`−F` *dir* Use *dir* for fonts instead of `/lib/font/bit`.

`d` Toggle the debug flag.

These commands are also available, under slightly different form, from a menu on button 3. The `pan` menu item allows arbitrary positioning of the page: after selecting `pan`, press the mouse button again and hold it down while moving the page to the desired location. The page will be redisplayed in its entirety when the button is released. Mouse button 1 also pans, without the need for selecting from a menu.

The `m`, `x`, `y`, `F`, `/`, and `d` commands are also available as command line options.

FILES

`/lib/font/bit/*` fonts

`/lib/font/bit/MAP` how to convert troff output fonts and character names into screen fonts and character numbers

SOURCE

`/sys/src/cmd/proof`

SEE ALSO

lp(1), *gs*(1), *page*(1)

J. F. Ossanna and B. W. Kernighan, ‘‘Troff User’s Manual’’

NAME

ps, psu – process status

SYNOPSIS

`ps [ −pa ]`

`psu [ −pa ] [` *user* `]`

DESCRIPTION

Ps prints information about processes. *Psu* prints only information about processes started by *user* (default `$user`).

For each process reported, the user, process id, user time, system time, size, state, and command name are printed. State is one of the following:

`Moribund`	Process has exited and is about to have its resources reclaimed.
`Ready`	on the queue of processes ready to be run.
`Scheding`	about to be run.
`Running`	running.
`Queueing`	waiting on a queue for a resource.
`Wakeme`	waiting for I/O or some other kernel event to wake it up.
`Broken`	dead of unnatural causes; lingering so that it can be examined.
`Stopped`	stopped.
`Stopwait`	waiting for another process to stop.
`Fault`	servicing a page fault.
`Idle`	waiting for something to do (kernel processes only).
`New`	being created.
`Pageout`	paging out some other process.
Syscall	performing the named system call.
`no` *resource*	waiting for more of a critical *resource*.

With the `−p` flag, *ps* also prints, after the system time, the baseline and current priorities of each process.

The −a flag causes *ps* to print the arguments for the process. Newlines in arguments will be translated to spaces for display.

FILES

`/proc/*/status`

SOURCE

`/sys/src/cmd/ps.c`
`/rc/bin/psu`

SEE ALSO

acid(1), *db*(1), *kill*(1), *ns*(1), *proc*(3)

NAME

pwd, pbd – working directory

SYNOPSIS

`pwd`
`pbd`

DESCRIPTION

Pwd prints the path name of the working (current) directory. *Pwd* is guaranteed to return the same path that was used to enter the directory. If, however, the name space has changed, or directory names have been changed, this path name may no longer be valid. (See *fd2path*(2) for a description of `pwd`'s mechanism.)

Pbd prints the base name of the working (current) directory. It prints no final newline and is intended for applications such as constructing shell prompts. Since it uses *stat*(2) to discover the name of `.` (dot), if the directory has been bound to another name, it will show the underlying name rather than that reported by *pwd*.

SOURCE

`/sys/src/cmd/pwd.c`
`/sys/src/cmd/pbd.c`

SEE ALSO

cd in *rc*(1), *bind*(1), *intro*(2), *getwd*(2), *fd2path*(2)

NAME

rc, cd, eval, exec, exit, flag, rfork, shift, wait, whatis, ., ~ – command language

SYNOPSIS

`rc` [`−srdiIlxepvV`] [`−c command`] [*file* [*arg ...*]]

DESCRIPTION

Rc is the Plan 9 shell. It executes command lines read from a terminal or a file or, with the `−c` flag, from *rc's* argument list.

Command Lines

A command line is a sequence of commands, separated by ampersands or semicolons (`&` or `;`), terminated by a newline. The commands are executed in sequence from left to right. *Rc* does not wait for a command followed by `&` to finish executing before starting the following command. Whenever a command followed by `&` is executed, its process id is assigned to the *rc* variable `$apid`. Whenever a command *not* followed by `&` exits or is terminated, the *rc* variable `$status` gets the process's wait message (see *wait*(2)); it will be the null string if the command was successful.

A long command line may be continued on subsequent lines by typing a backslash (`\`) followed by a newline. This sequence is treated as though it were a blank. Backslash is not otherwise a special character.

A number-sign (`#`) and any following characters up to (but not including) the next newline are ignored, except in quotation marks.

Simple Commands

A simple command is a sequence of arguments interspersed with I/O redirections. If the first argument is the name of an *rc* function or of one of *rc's* built-in commands, it is executed by *rc*. Otherwise if the name starts with a slash (`/`), it must be the path name of the program to be executed. Names containing no initial slash are searched for in a list of directory names stored in `$path`. The first executable file of the given name found in a directory in `$path` is the program to be executed. To be executable, the user must have execute permission (see *stat*(2)) and the file must be either an executable binary for the current machine's CPU type, or a shell script. Shell scripts begin with a line containing the full path name of a shell (usually `/bin/rc`), prefixed by `#!`.

The first word of a simple command cannot be a keyword unless it is quoted or otherwise disguised. The keywords are

```
for in while if not switch fn ~ ! @
```

Arguments and Variables

A number of constructions may be used where *rc's* syntax requires an argument to appear. In many cases a construction's value will be a list of arguments rather than a single string.

The simplest kind of argument is the unquoted word: a sequence of one or more characters none of which is a blank, tab, newline, or any of the following:

```
# ; & | ^ $ = ` ' { } ( ) < >
```

An unquoted word that contains any of the characters `* ? [` is a pattern for matching against file names. The character `*` matches any sequence of characters, `?` matches any single character, and `[`*class*`]` matches any character in the *class*. If the first character of *class* is `~`, the class is complemented. The *class* may also contain pairs of characters separated by `−`, standing for all characters lexically between the two. The character `/` must appear explicitly in a pattern, as must the first character of the path name components `.` and `..`. A pattern is replaced by a list of arguments, one for each path name matched, except that a pattern matching no names is not replaced by the empty list, but rather stands for itself. Pattern matching is done after all other operations. Thus,

```
x=/tmp echo $x^/*.c
```

matches `/tmp/*.c`, rather than matching `/*.c` and then prefixing `/tmp`.

A quoted word is a sequence of characters surrounded by single quotes (`'`). A single quote is represented in a quoted word by a pair of quotes (`''`).

Each of the following is an argument.

`(`*arguments*`)`

The value of a sequence of arguments enclosed in parentheses is a list comprising the members of each element of the sequence. Argument lists have no recursive structure, although their syntax may suggest it. The following are entirely equivalent:

```
echo hi there everybody
((echo) (hi there) everybody)
```

$ *argument*
$ *argument* (*subscript*)
The *argument* after the $ is the name of a variable whose value is substituted. Multiple levels of indirection are possible, but of questionable utility. Variable values are lists of strings. If *argument* is a number *n*, the value is the *n*th element of $*, unless $* doesn't have *n* elements, in which case the value is empty. If *argument* is followed by a parenthesized list of subscripts, the value substituted is a list composed of the requested elements (origin 1). The parenthesis must follow the variable name with no spaces. Assignments to variables are described below.

$# *argument*
The value is the number of elements in the named variable. A variable never assigned a value has zero elements.

$" *argument*
The value is a single string containing the components of the named variable separated by spaces. A variable with zero elements yields the empty string.

` { *command* }
rc executes the *command* and reads its standard output, splitting it into a list of arguments, using characters in `$ifs` as separators. If `$ifs` is not otherwise set, its value is `' \t\n'`.

<{ *command* }
>{ *command* }
The *command* is executed asynchronously with its standard output or standard input connected to a pipe. The value of the argument is the name of a file referring to the other end of the pipe. This allows the construction of non-linear pipelines. For example, the following runs two commands `old` and `new` and uses `cmp` to compare their outputs

```
cmp <{old} <{new}
```

argument^*argument*
The ^ operator concatenates its two operands. If the two operands have the same number of components, they are concatenated pairwise. If not, then one operand must have one component, and the other must be non-empty, and concatenation is distributive.

Free Carets

In most circumstances, *rc* will insert the ^ operator automatically between words that are not separated by white space. Whenever one of $ ' ` follows a quoted or unquoted word or an unquoted word follows a quoted word with no intervening blanks or tabs, a ^ is inserted between the two. If an unquoted word immediately follows a $ and contains a character other than an alphanumeric, underscore, or *, a ^ is inserted before the first such character. Thus

```
cc -$flags $stem.c
```

is equivalent to

```
cc -^$flags $stem^.c
```

I/O Redirections

The sequence >*file* redirects the standard output file (file descriptor 1, normally the terminal) to the named *file*; >>*file* appends standard output to the file. The standard input file (file descriptor 0, also normally the terminal) may be redirected from a file by the sequence <*file*, or from an inline 'here document' by the sequence <<*eof-marker*. The contents of a here document are lines of text taken from the command input stream up to a line containing nothing but the *eof-marker*, which may be either a quoted or unquoted word. If *eof-marker* is unquoted, variable names of the form $*word* have their values substituted from *rc's* environment. If $*word* is followed by a caret (^), the caret is deleted. If *eof-marker* is quoted, no substitution occurs.

Redirections may be applied to a file-descriptor other than standard input or output by qualifying the redirection operator with a number in square brackets. For example, the diagnostic output (file descriptor 2) may be redirected by writing `cc junk.c >[2]junk`.

A file descriptor may be redirected to an already open descriptor by writing >[*fd0*=*fd1*] or <[*fd0*=*fd1*]. *Fd1* is a previously opened file descriptor and *fd0* becomes a new copy (in the sense of *dup*(2)) of it. A file descriptor may be closed by writing >[*fd0*=] or <[*fd0*=].

Redirections are executed from left to right. Therefore, `cc junk.c >/dev/null >[2=1]` and `cc junk.c >[2=1] >/dev/null` have different effects: the first puts standard output in `/dev/null` and then puts diagnostic output in the same place, where the second directs diagnostic output to the terminal and sends standard output to `/dev/null`.

Compound Commands

A pair of commands separated by a pipe operator (|) is a command. The standard output of the left command is sent through a pipe to the standard input of the right command. The pipe operator may be decorated to use different file descriptors. |[*fd*] connects the output end of the pipe to file descriptor *fd* rather than 1. |[*fd0*=*fd1*] connects output to *fd1* of the left command and input to *fd0* of the right command.

A pair of commands separated by && or || is a command. In either case, the left command is executed and its exit status examined. If the operator is && the right command is executed if the left command's status is null. || causes the right command to be executed if the left command's status is non-null.

The exit status of a command may be inverted (non-null is changed to null, null is changed to non-null) by preceding it with a !.

The | operator has highest precedence, and is left-associative (i.e. binds tighter to the left than the right). ! has intermediate precedence, and && and || have the lowest precedence.

The unary @ operator, with precedence equal to !, causes its operand to be executed in a subshell.

Each of the following is a command.

`if (` *list* `)` *command*
: A *list* is a sequence of commands, separated by &, ;, or newline. It is executed and if its exit status is null, the *command* is executed.

`if not` *command*
: The immediately preceding command must have been `if(`*list*`)` *command*. If its condition was non-zero, the *command* is executed.

`for(`*name* `in` *arguments*`)` *command*
`for(`*name*`)` *command*
: The *command* is executed once for each *argument* with that argument assigned to *name*. If the argument list is omitted, `$*` is used.

`while(`*list*`)` *command*
: The *list* is executed repeatedly until its exit status is non-null. Each time it returns null status, the *command* is executed. An empty *list* is taken to give null status.

`switch(`*argument*`){`*list*`}`
: The *list* is searched for simple commands beginning with the word `case`. (The search is only at the 'top level' of the *list*. That is, `cases` in nested constructs are not found.) *Argument* is matched against each word following `case` using the pattern-matching algorithm described above, except that / and the first characters of . and .. need not be matched explicitly. When a match is found, commands in the list are executed up to the next following `case` command (at the top level) or the closing brace.

`{`*list*`}`
: Braces serve to alter the grouping of commands implied by operator priorities. The *body* is a sequence of commands separated by &, ;, or newline.

`fn` *name*`{`*list*`}`
`fn` *name*
: The first form defines a function with the given *name*. Subsequently, whenever a command whose first argument is *name* is encountered, the current value of the remainder of the command's argument list will be assigned to `$*`, after saving its current value, and *rc* will execute the *list*. The second form removes *name*'s function definition.

`fn` *note*`{`*list*`}`
`fn` *note*
: A function with a special name will be called when *rc* receives a corresponding note; see *notify*(2). The valid note names (and corresponding notes) are `sighup` (`hangup`), `sigint` (`interrupt`), `sigalrm` (`alarm`), and `sigfpe` (floating point trap). By default *rc* exits on receiving any signal, except when run interactively, in which case interrupts and quits normally cause *rc* to stop whatever it's doing and start reading a new

command. The second form causes *rc* to handle a signal in the default manner. *Rc* recognizes an artificial note, `sigexit`, which occurs when *rc* is about to finish executing.

name=argument command
: Any command may be preceded by a sequence of assignments interspersed with redirections. The assignments remain in effect until the end of the command, unless the command is empty (i.e. the assignments stand alone), in which case they are effective until rescinded by later assignments.

Built–in Commands

These commands are executed internally by *rc*, usually because their execution changes or depends on *rc*'s internal state.

`.` *file ...*
: Execute commands from *file*. `$*` is set for the duration to the remainder of the argument list following *file*. *File* is searched for using `$path`.

`builtin` *command ...*
: Execute *command* as usual except that any function named *command* is ignored in favor of the built–in meaning.

`cd [`*dir*`]`
: Change the current directory to *dir*. The default argument is `$home`. *dir* is searched for in each of the directories mentioned in `$cdpath`.

`eval [`*arg ...*`]`
: The arguments are concatenated separated by spaces into a single string, read as input to *rc*, and executed.

`exec [`*command ...*`]`
: This instance of *rc* replaces itself with the given (non–built–in) *command*.

`flag` *f* `[+-]`
: Either set (+), clear (−), or test (neither + nor −) the flag *f*, where *f* is a single character, one of the command line flags (see Invocation, below).

`exit [`*status*`]`
: Exit with the given exit status. If none is given, the current value of `$status` is used.

`rfork [nNeEsfFm]`
: Become a new process group using `rfork(`*flags*`)` where *flags* is composed of the bitwise OR of the `rfork` flags specified by the option letters (see *fork*(2)). If no *flags* are given, they default to `ens`. The *flags* and their meanings are: `n` is RFNAMEG; `N` is RFCNAMEG; `e` is RFENVG; `E` is RFCENVG; `s` is RFNOTEG; `f` is RFFDG; `F` is RFCFDG; and `m` is RFNOMNT.

`shift [`*n*`]`
: Delete the first *n* (default 1) elements of `$*`.

`wait [`*pid*`]`
: Wait for the process with the given *pid* to exit. If no *pid* is given, all outstanding processes are waited for.

`whatis` *name ...*
: Print the value of each *name* in a form suitable for input to *rc*. The output is an assignment to any variable, the definition of any function, a call to `builtin` for any built–in command, or the completed pathname of any executable file.

`~` *subject pattern ...*
: The *subject* is matched against each *pattern* in sequence. If it matches any pattern, `$status` is set to zero. Otherwise, `$status` is set to one. Patterns are the same as for file name matching, except that / and the first character of `.` and `..` need not be matched explicitly. The *patterns* are not subjected to file name matching before the ~ command is executed, so they need not be enclosed in quotation marks.

Environment

The *environment* is a list of strings made available to executing binaries by the `env` device (see *env*(3)). *Rc* creates an environment entry for each variable whose value is non–empty, and for each function. The string for a variable entry has the variable's name followed by = and its value. If the value has more than one component, these are separated by ctrl-a (`'\001'`) characters. The string for a function is just the *rc* input that defines the function. The name of a function in the environment is the function name preceded by `fn#`.

When *rc* starts executing it reads variable and function definitions from its environment.

Special Variables

The following variables are set or used by *rc*.

`$*` Set to *rc*'s argument list during initialization. Whenever a `.` command or a function is executed, the current value is saved and `$*` receives the new argument list. The saved value is restored on completion of the `.` or function.

`$apid` Whenever a process is started asynchronously with &, `$apid` is set to its process id.

`$home` The default directory for `cd`.

`$ifs` The input field separators used in backquote substitutions. If `$ifs` is not set in *rc*'s environment, it is initialized to blank, tab and newline.

`$path` The search path used to find commands and input files for the `.` command. If not set in the environment, it is initialized by `path=(. /bin)`. Its use is discouraged; instead use *bind*(1) to build a `/bin` containing what's needed.

`$pid` Set during initialization to *rc*'s process id.

`$prompt` When *rc* is run interactively, the first component of `$prompt` is printed before reading each command. The second component is printed whenever a newline is typed and more lines are required to complete the command. If not set in the environment, it is initialized by `prompt=('% ' ' ')`.

`$status` Set to the wait message of the last-executed program. (unless started with &). `!` and ~ also change `$status`. Its value is used to control execution in &&, `||`, `if` and `while` commands. When *rc* exits at end-of-file of its input or on executing an `exit` command with no argument, `$status` is its exit status.

Invocation

If *rc* is started with no arguments it reads commands from standard input. Otherwise its first non-flag argument is the name of a file from which to read commands (but see `−c` below). Subsequent arguments become the initial value of `$*`. *Rc* accepts the following command-line flags.

`−c` *string* Commands are read from *string*.

`−s` Print out exit status after any command where the status is non-null.

`−e` Exit if `$status` is non-null after executing a simple command.

`−i` If `−i` is present, or *rc* is given no arguments and its standard input is a terminal, it runs interactively. Commands are prompted for using `$prompt`.

`−I` Makes sure *rc* is not run interactively.

`−l` If `−l` is given or the first character of argument zero is `−`, *rc* reads commands from `$home/lib/profile`, if it exists, before reading its normal input.

`−p` A no-op.

`−d` A no-op.

`−v` Echo input on file descriptor 2 as it is read.

`−x` Print each simple command before executing it.

`−r` Print debugging information (internal form of commands as they are executed).

SOURCE

`/sys/src/cmd/rc`

SEE ALSO

Tom Duff, ''Rc – The Plan 9 Shell''.

BUGS

There should be a way to match patterns against whole lists rather than just single strings.
Using ~ to check the value of `$status` changes `$status`.
Functions that use here documents don't work.
Free carets don't get inserted next to keywords.

NAME

changes, pull, push, scan – client–server replica management

SYNOPSIS

`replica/pull` [`-cnsv`] *name* [*path*]
`replica/push` [`-nv`] *name* [*path*]
`replica/changes` *name* [*path*]
`replica/scan` *name* [*path*]

DESCRIPTION

These shell scripts provide a simple log-based client–server replica management. The server keeps a log of changes made to its file system, and clients synchronize by reading the log and applying these changes locally.

These scripts are a polished interface to the low-level tools described in *replica*(8). See *replica*(8) for details on the inner workings of replica management. These tools were written primarily as the fourth edition Plan 9 distribution mechanism, but they have wider applicability. For example, they could be used to synchronize one's home directory between a laptop and a central file server.

Replicas are described by configuration files. The *name* in all the replica commands is a configuration file. Paths that do not begin with `/`, `./`, or `../` are assumed to be relative to `$home/lib/replica`. Configuration files are described below.

Replica/scan is the only one of these programs that does not need to be run on the client. It scans the server file system for changes and appends entries for those changes into the server log. Typically it is run on a machine with a fast network connection to the server file system.

Replica/pull copies changes from the server to the client, while *replica/push* copies changes from the client to the server. (Both run on the client.) If a list of *paths* is given, only changes to those paths or their children are copied. The `-v` flag causes *pull* or *push* to print a summary of what it is doing. Each status line is of the form

verb path serverpath mode uid gid mtime length

Verb describes the event: addition of a file (`a`), deletion of a file (`d`), a change to a file's contents (`c`), or a change to a file's metadata (`m`). *Path* is the file path on the client; *serverpath* is the file path on the server. *Mode*, *uid*, *gid*, and *mtime* are the file's metadata as in the `Dir` structure (see *stat*(5)). For deletion events, the metadata is that of the deleted file. For other events, the metadata is that after the event. The `-n` flag causes *pull* or *push* to print the summary but not actually carry out the actions.

Push and *pull* are careful to notice simultaneous changes to a file or its metadata on both client and server. Such simultaneous changes are called *conflicts*. Here, simultaneous does not mean at the same instant but merely that both changes were carried out without knowledge of the other. For example, if a client and server both make changes to a file without an intervening *push* or *pull*, the next *push* or *pull* will report an update/update conflict. If a conflict is detected, both files are left the same. The `-c` flag to *pull* causes updates to be resolved using the client's copy, while `-s` specifies the server's copy. Typically these flags are only used when invoking *pull* with a specific list of files that are known to be conflicting.

Replica/changes prints a list of local changes made on the client that have not yet been pushed to the server. It is like *push* with the `-n` flag, except that it does not check for conflicts and thus does not require the server to be available.

The replica configuration file is an *rc*(1) script that must define the following functions and variables:

`servermount`
A function that mounts the server; run on both client and server.

`serverupdate`
A function that rescans the server for changes. Typically this command dials a CPU server known to be close to the file server and runs *replica/scan* on that well-connected machine.

`serverroot`
The path to the root of the replicated file system on the server, as it will be in the name

space after running `servermount`.

`serverlog`
: The path to the server's change log, after running `servermount`.

`serverproto`
: The path to the proto file describing the server's files, after running `servermount`. Only used by *scan*.

`serverdb`
: The path to the server's file database, after running `servermount`. Only used by *scan*.

`clientmount`
: A function to mount the client file system; run only on the client.

`clientroot`
: The path to the root of the replicated file system on the client, after running `clientmount`.

`clientlog`
: The path to the client's copy of the server log file. The client log is maintained by *pull*.

`clientproto`
: The path to the proto file describing the client's files. Only used by *changes*. Often just a copy of `$serverproto`.

`clientdb`
: The path to the client's file database, after running `clientmount`.

`clientexclude`
: A (potentially empty) list of paths to exclude from synchronization. A typical use of this is to exclude the client database and log files. These paths are relative to the root of the replicated file system.

As an example, the Plan 9 distribution replica configuration looks like:

```
fn servermount { 9fs outside; bind /n/outside/plan9 /n/dist }
fn serverupdate { status='' }
serverroot=/n/dist
s=/n/dist/dist/replica
serverlog=$s/plan9.log
serverproto=$s/plan9.proto

fn clientmount { 9fs kfs }
clientroot=/n/kfs
c=/n/kfs/dist/replica
clientlog=$c/client/plan9.log
clientproto=$c/plan9.proto
clientdb=$c/client/plan9.db
clientexclude=(dist/replica/client)
```

(Since the Plan 9 developers run *scan* manually to update the log, the clients need not do anything to rescan the file system. Thus `serverupdate` simply returns successfully.)

The fourth edition Plan 9 distribution uses these tools to synchronize installations with the central server at Bell Labs. The replica configuration files and metadata are kept in `/dist/replica`. To update your system, make sure you are connected to the internet and run

```
disk/kfscmd allow
replica/pull /dist/replica/network
disk/kfscmd disallow
```

(We have not yet set up the outside file server at Bell Labs to make this work; once we do, we will announce instructions on the Plan 9 web page and in the Usenet group `comp.os.plan9`).

To see a list of changes made to the local file system since installation, run

```
replica/changes /dist/replica/network
```

(Although the script is called *network*, since *changes* is a local-only operation, the network need not be configured.)

SEE ALSO

replica(8)

NAME

resample – resample a picture

SYNOPSIS

`resample` [`-x` *size*] [`-y` *size*] [*file*]

DESCRIPTION

Resample resamples its input image (default standard input) to a new size. The image is decimated or interpolated using a Kaiser window.

The size of the resampled image can be specified with the `-x` and `-y` options. An unadorned value sets the number of pixels of that dimension; a suffixed percent sign specifies a percentage. If only one of `-x` or `-y` is given, the other dimension is scaled to preserve the aspect ratio of the original image. Thus, `-x50%` will reduce the image to half its original dimension in both `x` and `y`.

The input should be a Plan 9 image as described in *image*(6), and the output will be a compressed 24-bit `r8g8b8` image. To uncompress the image or change the pixel format, use *iconv* (see *crop*(1)).

SOURCE

`/sys/src/cmd/resample.c`

SEE ALSO

crop(1), *image*(6)

BUGS

Faster algorithms exist, but this implementation produces correct pictures.

NAME

rio, label, window, wloc – window system

SYNOPSIS

`rio` [`-i` '*cmd*'] [`-k` '*kbdcmd*'] [`-s`] [`-f` *font*]

`label` *name*

`window` [`-m`] [`-r` *minx miny maxx maxy*] [`-dx` *n*] [`-dy` *n*] [`-minx` *n*] [`-miny` *n*] [`-maxx` *n*] [`-maxy` *n*] [`-cd` *dir*] [`-hide`] [*cmd arg ...*]

`wloc`

DESCRIPTION

Rio manages asynchronous layers of text, or windows, on a raster display. It also serves a variety of files for communicating with and controlling windows; these are discussed in section *rio*(4).

Commands

The *rio* command starts a new instance of the window system. Its `-i` option names a startup script, which typically contains several *window* commands generated by *wloc*. The `-k` option causes *rio* to run the command *kbdcmd* at startup and allow it to provide characters as keyboard input; the `keyboard` program described in *bitsyload*(1) is the usual choice.

The `-s` option initializes windows so that text scrolls; the default is not to scroll. The *font* argument names a font used to display text, both in *rio*'s menus and as a default for any programs running in its windows; it also establishes the environment variable `$font`. If `-f` is not given, *rio* uses the imported value of `$font` if set; otherwise it imports the default font from the underlying graphics server, usually the terminal's operating system.

The *label* command changes a window's identifying name.

The *window* command creates a window. By default, it creates a shell window and sizes and places it automatically. The geometry arguments control the size (`dx`, `dy`) and placement (`minx`, `miny`, `maxx`, `maxy`; `hide` causes the window to be created off-screen); and working directory (`cd`). the units are pixels with the upper left corner of the screen at (0, 0). The optional command and arguments define which program to run in the window.

By default, *window* uses `/dev/wctl` (see *rio*(4)) to create the window and run the command. Therefore, the window and command will be created by *rio* and run in a new file name space, just as if the window had been created using the interactive menu. However, the `-m` option uses the file server properties of *rio* to `mount` (see *bind*(1)) the new window's name space within the name space of the program calling *window*. This means, for example, that running `window` in a CPU window will create another window whose command runs on the terminal, where *rio* is running; while `window -m` will create another window whose command runs on the CPU server.

The *wloc* command prints the coordinates and label of each window in its instance of *rio* and is used to construct arguments for *window*.

Window control

Each window behaves as a separate terminal with at least one process associated with it. When a window is created, a new process (usually a shell; see *rc*(1)) is established and bound to the window as a new process group. Initially, each window acts as a simple terminal that displays character text; the standard input and output of its processes are attached to `/dev/cons`. Other special files, accessible to the processes running in a window, may be used to make the window a more general display. Some of these are mentioned here; the complete set is discussed in *rio*(4).

One window is *current*, and is indicated with a dark border and text; characters typed on the keyboard are available in the `/dev/cons` file of the process in the current window. Characters written on `/dev/cons` appear asynchronously in the associated window whether or not the window is current.

Windows are created, deleted and rearranged using the mouse. Clicking (pressing and releasing) mouse button 1 in a non-current window makes that window current and brings it in front of any windows that happen to be overlapping it. When the mouse cursor points to the background area or is in a window that has not claimed the mouse for its own use, pressing mouse button 3 activates a menu of window operations provided by *rio*. Releasing button 3 then selects an operation.

At this point, a gunsight or cross cursor indicates that an operation is pending. The button 3 menu operations are:

`New` Create a window. Press button 3 where one corner of the new rectangle should appear (cross cursor), and move the mouse, while holding down button 3, to the diagonally opposite corner. Releasing button 3 creates the window, and makes it current. Very small windows may not be created.

`Resize` Change the size and location of a window. First click button 3 in the window to be changed (gunsight cursor). Then sweep out a window as for the `New` operation. The window is made current.

`Move` Move a window to another location. After pressing and holding button 3 over the window to be moved (gunsight cursor), indicate the new position by dragging the rectangle to the new location. The window is made current. Windows may be moved partially off-screen.

`Delete` Delete a window. Click in the window to be deleted (gunsight cursor). Deleting a window causes a `hangup` note to be sent to all processes in the window's process group (see *notify*(2)).

`Hide` Hide a window. Click in the window to be hidden (gunsight cursor); it will be moved off-screen. Each hidden window is given a menu entry in the button 3 menu according to the value of the file `/dev/label`, which *rio* maintains (see *rio*(4)).

label Restore a hidden window.

Windows may also be arranged by dragging their borders. Pressing button 1 or 2 over a window's border allows one to move the corresponding edge or corner, while button 3 moves the whole window.

Text windows

Characters typed on the keyboard or written to `/dev/cons` collect in the window to form a long, continuous document.

There is always some *selected text*, a contiguous string marked on the screen by reversing its color. If the selected text is a null string, it is indicated by a hairline cursor between two characters. The selected text may be edited by mousing and typing. Text is selected by pointing and clicking button 1 to make a null-string selection, or by pointing, then sweeping with button 1 pressed. Text may also be selected by double-clicking: just inside a matched delimiter-pair with one of { [(<« ‘ ’ " on the left and }]) >» ‘ ’ " on the right, it selects all text within the pair; at the beginning or end of a line, it selects the line; within or at the edge of an alphanumeric word, it selects the word.

Characters typed on the keyboard replace the selected text; if this text is not empty, it is placed in a *snarf buffer* common to all windows but distinct from that of *sam*(1).

Programs access the text in the window at a single point maintained automatically by *rio*. The *output point* is the location in the text where the next character written by a program to `/dev/cons` will appear; afterwards, the output point is the null string beyond the new character. The output point is also the location in the text of the next character that will be read (directly from the text in the window, not from an intervening buffer) by a program from `/dev/cons`. When such a read will occur is, however, under control of *rio* and the user.

In general there is text in the window after the output point, usually placed there by typing but occasionally by the editing operations described below. A pending read of `/dev/cons` will block until the text after the output point contains a newline, whereupon the read may acquire the text, up to and including the newline. After the read, as described above, the output point will be at the beginning of the next line of text. In normal circumstances, therefore, typed text is delivered to programs a line at a time. Changes made by typing or editing before the text is read will not be seen by the program reading it. If the program in the window does not read the terminal, for example if it is a long-running computation, there may accumulate multiple lines of text after the output point; changes made to all this text will be seen when the text is eventually read. This means, for example, that one may edit out newlines in unread text to forestall the associated text being read when the program finishes computing. This behavior is very different from most systems.

Even when there are newlines in the output text, *rio* will not honor reads if the window is in *hold mode*, which is indicated by a white cursor and blue text and border. The ESC character toggles hold mode. Some programs, such as *mail*(1), automatically turn on hold mode to simplify the editing of multi-line text; type ESC when done to allow *mail* to read the text.

An EOT character (control-D) behaves exactly like newline except that it is not delivered to a program when read. Thus on an empty line an EOT serves to deliver an end-of-file indication: the read will return zero characters. Like newlines, unread EOTs may be successfully edited out of the text. The BS character (control-H) erases the character before the selected text. The ETB character (control-W) erases any nonalphanumeric characters, then the alphanumeric word just before the selected text. 'Alphanumeric' here means non-blanks and non-punctuation. The NAK character (control-U) erases the text after the output point, and not yet read by a program, but not more than one line. All these characters are typed on the keyboard and hence replace the selected text; for example, typing a BS with a word selected places the word in the snarf buffer, removes it from the screen, and erases the character before the word.

Text may be moved vertically within the window. A scroll bar on the left of the window shows in its clear portion what fragment of the total output text is visible on the screen, and in its gray part what is above or below view; it measures characters, not lines. Mousing inside the scroll bar moves text: clicking button 1 with the mouse pointing inside the scroll bar brings the line at the top of the window to the cursor's vertical location; button 3 takes the line at the cursor to the top of the window; button 2, treating the scroll bar as a ruler, jumps to the indicated portion of the stored text. Holding a button pressed in the scroll bar will cause the text to scroll continuously until the button is released. Also, a VIEW key (possibly with a different label; see *keyboard*(6)) or down-arrow scrolls forward half a window, and up-arrow scrolls back.

The DEL character sends an `interrupt` note to all processes in the window's process group. Unlike the other characters, the DEL, VIEW, and up- and down-arrow keys do not affect the selected text.

Normally, written output to a window blocks when the text reaches the end of the screen; a button 2 menu item toggles scrolling.

Other editing operations are selected from a menu on button 2. The `cut` operation deletes the selected text from the screen and puts it in the snarf buffer; `snarf` copies the selected text to the buffer without deleting it; `paste` replaces the selected text with the contents of the buffer; and `send` copies the snarf buffer to just after the output point, adding a final newline if missing. `Paste` will sometimes and `send` will always place text after the output point; the text so placed will behave exactly as described above. Therefore when pasting text containing newlines after the output point, it may be prudent to turn on hold mode first.

The `plumb` menu item sends the contents of the selection (not the snarf buffer) to the *plumber*(4). If the selection is empty, it sends the white-space-delimited text containing the selection (typing cursor). A typical use of this feature is to tell the editor to find the source of an error by plumbing the file and line information in a compiler's diagnostic.

Raw text windows

Opening or manipulating certain files served by *rio* suppresses some of the services supplied to ordinary text windows. While the file `/dev/mouse` is open, any mouse operations are the responsibility of another program running in the window. Thus, *rio* refrains from maintaining the scroll bar, supplying text editing or menus, interpreting the VIEW key as a request to scroll, and also turns scrolling on.

The file `/dev/consctl` controls interpretation of keyboard input. In particular, a raw mode may be set: in a raw-input window, no typed keyboard characters are special, they are not echoed to the screen, and all are passed to a program immediately upon reading, instead of being gathered into lines.

Graphics windows

A program that holds `/dev/mouse` and `/dev/consctl` open after putting the console in raw mode has complete control of the window: it interprets all mouse events, gets all keyboard characters, and determines what appears on the screen.

FILES

`/lib/font/bit/*`	font directories
`/mnt/wsys`	Files served by *rio* (also unioned in `/dev` in a window's name space, before the terminal's real `/dev` files)

`/srv/rio.`*user*`.`*pid*	Server end of *rio*.
`/srv/riowctl.`*user*`.`*pid*	Named pipe for *wctl* messages.

SOURCE

`/sys/src/cmd/rio`
`/rc/bin/label`
`/rc/bin/window`
`/rc/bin/wloc`

SEE ALSO

rio(4), *rc*(1), *cpu*(1), *sam*(1), *mail*(1), *proof*(1), *graphics*(2), *frame*(2), *window*(2), *notify*(2), *cons*(3), *draw*(3), *mouse*(3), *keyboard*(6)

BUGS

The standard input of *window* is redirected to the newly created window, so there is no way to pipe the output of a program to the standard input of the new window. In some cases, *plumb*(1) can be used to work around this limitation.

NAME

rm – remove files

SYNOPSIS

`rm` [`-fr`] *file ...*

DESCRIPTION

Rm removes files or directories. A directory is removed only if it is empty. Removal of a file requires write permission in its directory, but neither read nor write permission on the file itself. The options are

`-f` Don't report files that can't be removed.

`-r` Recursively delete the entire contents of a directory and the directory itself.

SOURCE

`/sys/src/cmd/rm.c`

SEE ALSO

remove(2)

NAME

rtstats – show real-time process behavior

SYNOPSIS

`rtstats` [-T *period*] [-D *deadline*] [-C *cost*] [-d *dir*] [-t *timedev*] [-b] [-v] [-w]

DESCRIPTION

Rtstats displays the behavor of the real-time tasks running on a machine. In its window it shows a time line for each real-time task with black up arrows to indicate releases, black down arrows to indicate deadlines, red down arrows to indicate early deadline as a consequence of reaching cost, and green down arrows to indicate early deadline as a consequence of yielding. Running tasks are shown as colored blocks, while pre-empted ones are shown as very thin colored blocks.

Normally, `rtstats` itself runs in real time so that one of the bars in the display represents `rtstats` itself. The -b flag makes it run as a best-effort process instead.

The -T, -D, and -C, flags, respectively, specification a period, deadline or cost other than the defaults of 200ms, 80ms and 40ms. Times can be specified as a fixed-point decimal number, optionally followed by one of the units `s`, `ms`, `µs`,(or `us`), or `ns`. Choosing periods, deadlines or costs less than 1ms or so will probably not produce very desirable results.

The -d flag can be used to specify a real-time event file other than the default, `#R/realtime/nblog` and the -t flag can be used to specify another time source than `#R/realtime/time`.

The -v flag prints out the events as they are received from the event file.

The -w flag makes `rtstats` open a new window for its display.

The following one-character commands are recognized by `rtstats`:

+ Zoom in by a factor of two,

− Zoom out by a factor of two,

`p` Pause or resume,

`q` Quit.

SEE ALSO

realtime(3)

FILES

`#R/realtime/task`	Task directory
`#R/realtime/nblog`	Real-time event log (non-blocking version)
`#R/realtime/time`	Current real time.

SOURCE

`/sys/src/cmd/rtstats`

NAME

sam, B, sam.save – screen editor with structural regular expressions

SYNOPSIS

`sam` [*option ...*] [*files*]

`sam −r` *machine*

`sam.save`

`B` [`−nnnn`] *file ...*

DESCRIPTION

Sam is a multi-file editor. It modifies a local copy of an external file. The copy is here called a *file*. The files are listed in a menu available through mouse button 3 or the `n` command. Each file has an associated name, usually the name of the external file from which it was read, and a 'modified' bit that indicates whether the editor's file agrees with the external file. The external file is not read into the editor's file until it first becomes the current file—that to which editing commands apply—whereupon its menu entry is printed. The options are

`−d`	Do not 'download' the terminal part of *sam*. Editing will be done with the command language only, as in *ed*(1).
`−r` *machine*	Run the host part remotely on the specified machine, the terminal part locally.
`−s` *path*	Start the host part from the specified file on the remote host. Only meaningful with the `−r` option.
`−t` *path*	Start the terminal part from the specified file. Useful for debugging.

Regular expressions

Regular expressions are as in *regexp*(6) with the addition of `\n` to represent newlines. A regular expression may never contain a literal newline character. The empty regular expression stands for the last complete expression encountered. A regular expression in *sam* matches the longest leftmost substring formally matched by the expression. Searching in the reverse direction is equivalent to searching backwards with the catenation operations reversed in the expression.

Addresses

An address identifies a substring in a file. In the following, 'character *n*' means the null string after the *n*-th character in the file, with 1 the first character in the file. 'Line *n*' means the *n*-th match, starting at the beginning of the file, of the regular expression `.*\n?`. All files always have a current substring, called dot, that is the default address.

Simple Addresses

#*n* The empty string after character *n*; #0 is the beginning of the file.

n Line *n*; 0 is the beginning of the file.

/*regexp*/
?*regexp*?

The substring that matches the regular expression, found by looking toward the end (/) or beginning (?) of the file, and if necessary continuing the search from the other end to the starting point of the search. The matched substring may straddle the starting point. When entering a pattern containing a literal question mark for a backward search, the question mark should be specified as a member of a class.

0 The string before the first full line. This is not necessarily the null string; see + and − below.

$ The null string at the end of the file.

. Dot.

' The mark in the file (see the `k` command below).

"*regexp*"

Preceding a simple address (default `.`), refers to the address evaluated in the unique file whose menu line matches the regular expression.

Compound Addresses

In the following, *a1* and *a2* are addresses.

a1+*a2* The address *a2* evaluated starting at the end of *a1*.
a1−*a2* The address *a2* evaluated looking in the reverse direction starting at the beginning of *a1*.
a1 , *a2* The substring from the beginning of *a1* to the end of *a2*. If *a1* is missing, 0 is substituted. If *a2* is missing, $ is substituted.
a1 ; *a2* Like *a1* , *a2*, but with *a2* evaluated at the end of, and dot set to, *a1*.

The operators + and − are high precedence, while , and ; are low precedence.

In both + and − forms, if *a2* is a line or character address with a missing number, the number defaults to 1. If *a1* is missing, . is substituted. If both *a1* and *a2* are present and distinguishable, + may be elided. *a2* may be a regular expression; if it is delimited by ?'s, the effect of the + or − is reversed.

It is an error for a compound address to represent a malformed substring. Some useful idioms: *a1*+− (*a1*−+) selects the line containing the end (beginning) of a1. 0/*regexp*/ locates the first match of the expression in the file. (The form 0;// sets dot unnecessarily.) ./*regexp*/// finds the second following occurrence of the expression, and .,/*regexp*/ extends dot.

Commands

In the following, text demarcated by slashes represents text delimited by any printable character except alphanumerics. Any number of trailing delimiters may be elided, with multiple elisions then representing null strings, but the first delimiter must always be present. In any delimited text, newline may not appear literally; `\n` may be typed for newline; and `\/` quotes the delimiter, here /. Backslash is otherwise interpreted literally, except in `s` commands.

Most commands may be prefixed by an address to indicate their range of operation. Those that may not are marked with a * below. If a command takes an address and none is supplied, dot is used. The sole exception is the `w` command, which defaults to `0,$`. In the description, 'range' is used to represent whatever address is supplied. Many commands set the value of dot as a side effect. If so, it is always set to the 'result' of the change: the empty string for a deletion, the new text for an insertion, etc. (but see the `s` and `e` commands).

Text commands

`a/`*text*`/`
or
`a`
lines of text
`.` Insert the text into the file after the range. Set dot.

`c`
`i` Same as `a`, but `c` replaces the text, while `i` inserts *before* the range.

`d` Delete the text in the range. Set dot.

`s/`*regexp*`/`*text*`/`
Substitute *text* for the first match to the regular expression in the range. Set dot to the modified range. In *text* the character & stands for the string that matched the expression. Backslash behaves as usual unless followed by a digit: *d* stands for the string that matched the subexpression begun by the *d*-th left parenthesis. If *s* is followed immediately by a number *n*, as in `s2/x/y/`, the *n*-th match in the range is substituted. If the command is followed by a `g`, as in `s/x/y/g`, all matches in the range are substituted.

`m` *a1*
`t` *a1* Move (`m`) or copy (`t`) the range to after *a1*. Set dot.

Display commands

`p` Print the text in the range. Set dot.
`=` Print the line address and character address of the range.
`=#` Print just the character address of the range.

File commands

* `b` *file-list*
Set the current file to the first file named in the list that *sam* also has in its menu. The list may be expressed <*Plan 9 command* in which case the file names are taken as words (in the shell sense) generated by the Plan 9 command.

* B *file–list*
Same as b, except that file names not in the menu are entered there, and all file names in the list are examined.

* n Print a menu of files. The format is:
' or blank indicating the file is modified or clean,
– or + indicating the file is unread or has been read (in the terminal, * means more than one window is open),
. or blank indicating the current file,
a blank,
and the file name.

* D *file–list*
Delete the named files from the menu. If no files are named, the current file is deleted. It is an error to D a modified file, but a subsequent D will delete such a file.

I/O Commands

* e *filename*
Replace the file by the contents of the named external file. Set dot to the beginning of the file.

r *filename*
Replace the text in the range by the contents of the named external file. Set dot.

w *filename*
Write the range (default 0,$) to the named external file.

* f *filename*
Set the file name and print the resulting menu entry.

If the file name is absent from any of these, the current file name is used. e always sets the file name; r and w do so if the file has no name.

< *Plan 9–command*
Replace the range by the standard output of the Plan 9 command.

> *Plan 9–command*
Send the range to the standard input of the Plan 9 command.

| *Plan 9–command*
Send the range to the standard input, and replace it by the standard output, of the Plan 9 command.

* ! *Plan 9–command*
Run the Plan 9 command.

* cd *directory*
Change working directory. If no directory is specified, $home is used.

In any of <, >, | or !, if the *Plan 9 command* is omitted the last *Plan 9 command* (of any type) is substituted. If *sam* is *downloaded* (using the mouse and raster display, i.e. not using option –d), ! sets standard input to /dev/null, and otherwise unassigned output (stdout for ! and >, stderr for all) is placed in /tmp/sam.err and the first few lines are printed.

Loops and Conditionals

x/ *regexp* / *command*
For each match of the regular expression in the range, run the command with dot set to the match. Set dot to the last match. If the regular expression and its slashes are omitted, /.*\n/ is assumed. Null string matches potentially occur before every character of the range and at the end of the range.

y/ *regexp* / *command*
Like x, but run the command for each substring that lies before, between, or after the matches that would be generated by x. There is no default regular expression. Null substrings potentially occur before every character in the range.

* X/ *regexp* / *command*
For each file whose menu entry matches the regular expression, make that the current file and run the command. If the expression is omitted, the command is run in every file.

* Y/ *regexp* / *command*
Same as X, but for files that do not match the regular expression, and the expression is required.

g/ *regexp* / *command*

`v/` *regexp* `/` *command*

If the range contains (`g`) or does not contain (`v`) a match for the expression, set dot to the range and run the command.

These may be nested arbitrarily deeply, but only one instance of either `X` or `Y` may appear in a single command. An empty command in an `x` or `y` defaults to `p`; an empty command in `X` or `Y` defaults to `f`. `g` and `v` do not have defaults.

Miscellany

`k` Set the current file's mark to the range. Does not set dot.

* `q` Quit. It is an error to quit with modified files, but a second `q` will succeed.

* `u` *n* Undo the last *n* (default 1) top-level commands that changed the contents or name of the current file, and any other file whose most recent change was simultaneous with the current file's change. Successive `u`'s move further back in time. The only commands for which u is ineffective are `cd`, `u`, `q`, `w` and `D`. If *n* is negative, `u` 'redoes,' undoing the undo, going forwards in time again.

(empty) If the range is explicit, set dot to the range. If *sam* is downloaded, the resulting dot is selected on the screen; otherwise it is printed. If no address is specified (the command is a newline) dot is extended in either direction to line boundaries and printed. If dot is thereby unchanged, it is set to `.+1` and printed.

Grouping and multiple changes

Commands may be grouped by enclosing them in braces `{}`. Commands within the braces must appear on separate lines (no backslashes are required between commands). Semantically, an opening brace is like a command: it takes an (optional) address and sets dot for each sub-command. Commands within the braces are executed sequentially, but changes made by one command are not visible to other commands (see the next paragraph). Braces may be nested arbitrarily.

When a command makes a number of changes to a file, as in `x/re/c/text/`, the addresses of all changes to the file are computed in the original file. If the changes are in sequence, they are applied to the file. Successive insertions at the same address are catenated into a single insertion composed of the several insertions in the order applied.

The terminal

What follows refers to behavior of *sam* when downloaded, that is, when operating as a display editor on a raster display. This is the default behavior; invoking *sam* with the `-d` (no download) option provides access to the command language only.

Each file may have zero or more windows open. Each window is equivalent and is updated simultaneously with changes in other windows on the same file. Each window has an independent value of dot, indicated by a highlighted substring on the display. Dot may be in a region not within the window. There is usually a 'current window', marked with a dark border, to which typed text and editing commands apply. Text may be typed and edited as in *rio*(1); also the escape key (ESC) selects (sets dot to) text typed since the last mouse button hit.

The button 3 menu controls window operations. The top of the menu provides the following operators, each of which uses one or more *rio*-like cursors to prompt for selection of a window or sweeping of a rectangle. 'Sweeping' a null rectangle gets a large window, disjoint from the command window or the whole screen, depending on where the null rectangle is.

`new` Create a new, empty file.

`zerox` Create a copy of an existing window.

`resize` As in *rio*.

`close` Delete the window. In the last window of a file, `close` is equivalent to a `D` for the file.

`write` Equivalent to a `w` for the file.

Below these operators is a list of available files, starting with `~~sam~~`, the command window. Selecting a file from the list makes the most recently used window on that file current, unless it is already current, in which case selections cycle through the open windows. If no windows are open on the file, the user is prompted to open one. Files other than `~~sam~~` are marked with one of the characters `-+*` according as zero, one, or more windows are open on the file. A further mark `.` appears on the file in the current window and a single quote, `'`, on a file modified since last write.

The command window, created automatically when `sam` starts, is an ordinary window except that text typed to it is interpreted as commands for the editor rather than passive text, and text printed by editor commands appears in it. The behavior is like *rio*, with an ‘output point’ that separates commands being typed from previous output. Commands typed in the command window apply to the current open file—the file in the most recently current window.

Manipulating text

Button 1 changes selection, much like *rio*. Pointing to a non-current window with button 1 makes it current; within the current window, button 1 selects text, thus setting dot. Double-clicking selects text to the boundaries of words, lines, quoted strings or bracketed strings, depending on the text at the click.

Button 2 provides a menu of editing commands:

`cut`	Delete dot and save the deleted text in the snarf buffer.
`paste`	Replace the text in dot by the contents of the snarf buffer.
`snarf`	Save the text in dot in the snarf buffer.
`plumb`	Send the text in the selection as a plumb message. If the selection is empty, the white-space-delimited block of text is sent as a plumb message with a `click` attribute defining where the selection lies (see *plumb*(6)).
`look`	Search forward for the next occurrence of the literal text in dot. If dot is the null string, the text in the snarf buffer is used. The snarf buffer is unaffected.
`<rio>`	Exchange snarf buffers with *rio*.
/regexp	Search forward for the next match of the last regular expression typed in a command. (Not in command window.)
`send`	Send the text in dot, or the snarf buffer if dot is the null string, as if it were typed to the command window. Saves the sent text in the snarf buffer. (Command window only.)

External communication

Sam listens to the `edit` plumb port. If plumbing is not active, on invocation *sam* creates a named pipe `/srv/sam.`*user* which acts as an additional source of commands. Characters written to the named pipe are treated as if they had been typed in the command window.

B is a shell-level command that causes an instance of *sam* running on the same terminal to load the named *files*. *B* uses either plumbing or the named pipe, whichever service is available. If plumbing is not enabled, the option allows a line number to be specified for the initial position to display in the last named file (plumbing provides a more general mechanism for this ability).

Abnormal termination

If *sam* terminates other than by a `q` command (by hangup, deleting its window, etc.), modified files are saved in an executable file, `$home/sam.save`. This program, when executed, asks whether to write each file back to a external file. The answer `y` causes writing; anything else skips the file.

FILES

`$home/sam.save`	
`$home/sam.err`	
`/sys/lib/samsave`	the program called to unpack `$home/sam.save`.

SOURCE

`/sys/src/cmd/sam`	source for *sam* itself
`/sys/src/cmd/samterm`	source for the separate terminal part
`/rc/bin/B`	

SEE ALSO

ed(1), *sed*(1), *grep*(1), *rio*(1), *regexp*(6).

Rob Pike, ‘‘The text editor sam’’.

NAME

aescbc, secstore – secstore commands

SYNOPSIS

`auth/secstore` [-c] [-s *server*] [-(g|G) *getfile*] [-p *putfile*] [-r *rmfile*] [-u *user*]
`auth/aescbc` -e *password cleartext cryptext*
`auth/aescbc` -d *password cryptext cleartext*

DESCRIPTION

Secstore authenticates to the server using a password and optionally a hardware token, then saves or retrieves a file. This is intended to be a credentials store (public/private keypairs, passwords, and other secrets) for a factotum.

Option `−p` stores a file on the secstore.

Option `−g` retrieves a file to the local directory; option `−G` writes it to standard output instead. Specifying *getfile* of . will send to standard output a list of remote files with dates, lengths and SHA1 hashes.

Option `−r` removes a file from the secstore.

Option `−v` produces more verbose output, in particular providing a few bits of feedback to help the user detect mistyping.

Option `−c` prompts for a password change.

The server is `tcp!$auth!5356`, or the server specified by option `−s`.

For example, to add a secret to the default file read by *factotum*(4) at startup, open a new window and

```
% ramfs −p; cd /tmp
% auth/secstore −g factotum
secstore password:
% echo ’proto=apop dom=x.com user=ehg !password=y~1’ >> factotum
% auth/secstore −p factotum
secstore password:
% read −m factotum > /mnt/factotum/ctl
```

and delete the window. The first line an ephemeral memory-resident workspace, invisible to others and automatically removed when the window is deleted. The next three commands fetch the persistent copy of the secrets, append a new secret, and save the updated file back to secstore. The final command loads the new secret into the running factotum.

Aescbc encrypts and decrypts using AES (Rijndael) in cipher block chaining (CBC) mode. This is the file encryption used internally by *secstore*.

SOURCE

`/sys/src/cmd/auth/secstore`

SEE ALSO

factotum(4), *secstore*(8)

BUGS

There is deliberately no backup of files on the secstore, so `−r` (or a disk crash) is irrevocable. You are advised to store important secrets in a second location.

NAME

sed – stream editor

SYNOPSIS

sed [−n] [−g] [−e *script*] [−f *sfile*] [*file* ...]

DESCRIPTION

Sed copies the named *files* (standard input default) to the standard output, edited according to a script of commands. The −f option causes the script to be taken from file *sfile*; these options accumulate. If there is just one −e option and no −f's, the flag −e may be omitted. The −n option suppresses the default output; −g causes all substitutions to be global, as if suffixed g.

A script consists of editing commands, one per line, of the following form:

[*address* [, *address*]] *function* [*argument* ...]

In normal operation *sed* cyclically copies a line of input into a *pattern space* (unless there is something left after a D command), applies in sequence all commands whose *addresses* select that pattern space, and at the end of the script copies the pattern space to the standard output (except under −n) and deletes the pattern space.

An *address* is either a decimal number that counts input lines cumulatively across files, a $ that addresses the last line of input, or a context address, */regular−expression/*, in the style of *regexp*(6), with the added convention that \n matches a newline embedded in the pattern space.

A command line with no addresses selects every pattern space.

A command line with one address selects each pattern space that matches the address.

A command line with two addresses selects the inclusive range from the first pattern space that matches the first address through the next pattern space that matches the second. (If the second address is a number less than or equal to the line number first selected, only one line is selected.) Thereafter the process is repeated, looking again for the first address.

Editing commands can be applied to non−selected pattern spaces by use of the negation function ! (below).

An argument denoted *text* consists of one or more lines, all but the last of which end with \ to hide the newline. Backslashes in text are treated like backslashes in the replacement string of an s command, and may be used to protect initial blanks and tabs against the stripping that is done on every script line.

An argument denoted *rfile* or *wfile* must terminate the command line and must be preceded by exactly one blank. Each *wfile* is created before processing begins. There can be at most 120 distinct *wfile* arguments.

a\
text Append. Place *text* on the output before reading the next input line.

b *label* Branch to the : command bearing the *label*. If *label* is empty, branch to the end of the script.

c\
text Change. Delete the pattern space. With 0 or 1 address or at the end of a 2−address range, place *text* on the output. Start the next cycle.

d Delete the pattern space. Start the next cycle.

D Delete the initial segment of the pattern space through the first newline. Start the next cycle.

g Replace the contents of the pattern space by the contents of the hold space.

G Append the contents of the hold space to the pattern space.

h Replace the contents of the hold space by the contents of the pattern space.

H Append the contents of the pattern space to the hold space.

i\

text Insert. Place *text* on the standard output.

`n` Copy the pattern space to the standard output. Replace the pattern space with the next line of input.

`N` Append the next line of input to the pattern space with an embedded newline. (The current line number changes.)

`p` Print. Copy the pattern space to the standard output.

`P` Copy the initial segment of the pattern space through the first newline to the standard output.

`q` Quit. Branch to the end of the script. Do not start a new cycle.

`r` *rfile* Read the contents of *rfile*. Place them on the output before reading the next input line.

`s/`*regular−expression*`/`*replacement*`/`*flags*
Substitute the *replacement* string for instances of the *regular−expression* in the pattern space. Any character may be used instead of `/`. For a fuller description see *regexp*(6). *Flags* is zero or more of

- `g` Global. Substitute for all non−overlapping instances of the *regular expression* rather than just the first one.
- `p` Print the pattern space if a replacement was made.
- `w` *wfile*
  Write. Append the pattern space to *wfile* if a replacement was made.

`t` *label* Test. Branch to the `:` command bearing the *label* if any substitutions have been made since the most recent reading of an input line or execution of a `t`. If *label* is empty, branch to the end of the script.

`w` *wfile*
Write. Append the pattern space to *wfile*.

`x` Exchange the contents of the pattern and hold spaces.

`y/`*string1*`/`*string2*`/`
Transform. Replace all occurrences of characters in *string1* with the corresponding character in *string2*. The lengths of *string1* and *string2* must be equal.

`!` *function* Don't. Apply the *function* (or group, if *function* is `{}`) only to lines *not* selected by the address(es).

`:` *label* This command does nothing; it bears a *label* for `b` and `t` commands to branch to.

`=` Place the current line number on the standard output as a line.

`{` Execute the following commands through a matching `}` only when the pattern space is selected.

An empty command is ignored.

EXAMPLES

```
sed 10q file
```
Print the first 10 lines of the file.

```
sed '/^$/d'
```
Delete empty lines from standard input.

```
sed 's/UNIX/& system/g'
```
Replace every instance of `UNIX` by `UNIX system`.

```
sed 's/ *$//       drop trailing blanks
/^$/d              drop empty lines
s/  */\            replace blanks by newlines
/g
/^$/d' chapter*
```
Print the files `chapter1`, `chapter2`, etc. one word to a line.

```
nroff -ms manuscript | sed '
${
     /^$/p                if last line of file is empty, print it
}
//N                  if current line is empty, append next line
/^\n$/D'             if two lines are empty, delete the first
```

Delete all but one of each group of empty lines from a formatted manuscript.

SOURCE

`/sys/src/cmd/sed.c`

SEE ALSO

ed(1), *grep*(1), *awk*(1), *lex*(1), *sam*(1), *regexp*(6)
L. E. McMahon, 'SED — A Non-interactive Text Editor', Unix Research System Programmer's Manual, Volume 2.

BUGS

If input is from a pipe, buffering may consume characters beyond a line on which a `q` command is executed.

NAME

seq – print sequences of numbers

SYNOPSIS

`seq` [`−w`] [`−f`*format*] [*first* [*incr*]] *last*

DESCRIPTION

Seq prints a sequence of numbers, one per line, from *first* (default 1) to as near *last* as possible, in increments of *incr* (default 1). The numbers are interpreted as floating point.

Normally integer values are printed as decimal integers. The options are

`−f`*format* Use the *print*(2)-style *format print* for printing each (floating point) number. The default is `%g`.

`−w` Equalize the widths of all numbers by padding with leading zeros as necessary. Not effective with option `−f`, nor with numbers in exponential notation.

EXAMPLES

`seq 0 .05 .1`

Print `0 0.05 0.1` (on separate lines).

`seq −w 0 .05 .1`

Print `0.00 0.05 0.10`.

SOURCE

`/sys/src/cmd/seq.c`

BUGS

Option `−w` always surveys every value in advance. Thus `seq −w 1000000000` is a painful way to get an 'infinite' sequence.

NAME

size – print size of executable files

SYNOPSIS

`size` [*file ...*]

DESCRIPTION

Size prints the size of the segments for each of the argument executable files (default `v.out`). The format is

textsize`t` + *datasize*`d` + *bsssize*`b` = *total*

where the numbers are in bytes.

SOURCE

`/sys/src/cmd/size.c`

SEE ALSO

a.out(6)

NAME

sleep – suspend execution for an interval

SYNOPSIS

`sleep` *time*

DESCRIPTION

Sleep suspends execution for *time* seconds.

EXAMPLES

Execute a command 100 seconds hence.

```
{sleep 100; command}&
```

Repeat a command every 30 seconds.

```
while (){
      command
      sleep 30
}
```

SOURCE

`/sys/src/cmd/sleep.c`

SEE ALSO

sleep(2)

NAME

sort – sort and/or merge files

SYNOPSIS

`sort` [`−cmuMbdfinrwt`*x*] [+*pos1* [−*pos2*] ...] ... [`−k` *pos1* [,*pos2*]] ... [`−o` *output*] [`−T` *dir* ...] [*option* ...] [*file* ...]

DESCRIPTION

Sort sorts lines of all the *files* together and writes the result on the standard output. If no input files are named, the standard input is sorted.

The default sort key is an entire line. Default ordering is lexicographic by runes. The ordering is affected globally by the following options, one or more of which may appear.

`−M` Compare as months. The first three non-white space characters of the field are folded to upper case and compared so that `JAN` precedes `FEB`, etc. Invalid fields compare low to `JAN`.

`−b` Ignore leading white space (spaces and tabs) in field comparisons.

`−d` 'Phone directory' order: only letters, accented letters, digits and white space are significant in comparisons.

`−f` Fold lower case letters onto upper case. Accented characters are folded to their non-accented upper case form.

`−i` Ignore characters outside the ASCII range 040-0176 in non-numeric comparisons.

`−w` Like `−i`, but ignore only tabs and spaces.

`−n` An initial numeric string, consisting of optional white space, optional plus or minus sign, and zero or more digits with optional decimal point, is sorted by arithmetic value.

`−g` Numbers, like `−n` but with optional `e`-style exponents, are sorted by value.

`−r` Reverse the sense of comparisons.

`−t`*x* 'Tab character' separating fields is *x*.

The notation +*pos1* −*pos2* restricts a sort key to a field beginning at *pos1* and ending just before *pos2*. *Pos1* and *pos2* each have the form *m*`.`*n*, optionally followed by one or more of the flags `Mbdfginr`, where *m* tells a number of fields to skip from the beginning of the line and *n* tells a number of characters to skip further. If any flags are present they override all the global ordering options for this key. A missing `.`*n* means `.0`; a missing −*pos2* means the end of the line. Under the `−t`*x* option, fields are strings separated by *x*; otherwise fields are non-empty strings separated by white space. White space before a field is part of the field, except under option `−b`. A `b` flag may be attached independently to *pos1* and *pos2.*

The notation `−k` *pos1*[,*pos2*] is how POSIX *sort* defines fields: *pos1* and *pos2* have the same format but different meanings. The value of *m* is origin 1 instead of origin 0 and a missing `.`*n* in *pos2* is the end of the field.

When there are multiple sort keys, later keys are compared only after all earlier keys compare equal. Lines that otherwise compare equal are ordered with all bytes significant.

These option arguments are also understood:

`−c` Check that the single input file is sorted according to the ordering rules; give no output unless the file is out of sort.

`−m` Merge; assume the input files are already sorted.

`−u` Suppress all but one in each set of equal lines. Ignored bytes and bytes outside keys do not participate in this comparison.

`−o` The next argument is the name of an output file to use instead of the standard output. This file may be the same as one of the inputs.

−T*dir* Put temporary files in *dir* rather than in /tmp.

EXAMPLES

`sort −u +0f +0 list`
: Print in alphabetical order all the unique spellings in a list of words where capitalized words differ from uncapitalized.

`sort −t: +1 /adm/users`
: Print the users file sorted by user name (the second colon-separated field).

`sort −umM dates`
: Print the first instance of each month in an already sorted file. Options −um with just one input file make the choice of a unique representative from a set of equal lines predictable.

`grep −n '^' input | sort −t: +1f +0n | sed 's/[0−9]*://'`
: A stable sort: input lines that compare equal will come out in their original order.

FILES

/tmp/sort.*<pid>.<ordinal>*

SOURCE

/sys/src/cmd/sort.c

SEE ALSO

uniq(1), *look*(1)

DIAGNOSTICS

Sort comments and exits with non-null status for various trouble conditions and for disorder discovered under option −c.

BUGS

An external null character can be confused with an internally generated end-of-field character. The result can make a sub-field not sort less than a longer field.

Some of the options, e.g. −i and −M, are hopelessly provincial.

NAME

spell, sprog – find spelling errors

SYNOPSIS

`spell` [*options*] ... [*file*] ...

`sprog` [*options*] [`-f` *file*]

DESCRIPTION

Spell looks up words from the named *files* (standard input default) in a spelling list and places possible misspellings—words not sanctioned there—on the standard output.

Spell ignores constructs of *troff*(1) and its standard preprocessors. It understands these options:

- `-b` Check British spelling.
- `-v` Print all words not literally in the spelling list, with derivations.
- `-x` Print, marked with =, every stem as it is looked up in the spelling list, along with its affix classes.

As a matter of policy, *spell* does not admit multiple spellings of the same word. Variants that follow general rules are preferred over those that don't, even when the unruly spelling is more common. Thus, in American usage, 'modelled', 'sizeable', and 'judgment' are rejected in favor of 'modeled', 'sizable', and 'judgement'. Agglutinated variants are shunned: 'crewmember' and 'backyard' cede to 'crew member' and 'back yard' (noun) or 'back-yard' (adjective).

FILES

`/sys/lib/amspell`	American spelling list
`/sys/lib/brspell`	British spelling list
`/bin/aux/sprog`	The actual spelling checker. It expects one word per line on standard input, and takes the same arguments as *spell*.

SOURCE

`/rc/bin/spell`	the script
`/sys/src/cmd/spell`	source for *sprog*

SEE ALSO

deroff(1)

BUGS

The heuristics of *deroff*(1) used to excise formatting information are imperfect.
The spelling list's coverage is uneven; in particular biology, medicine, and chemistry, and perforce proper names, not to mention languages other than English, are covered very lightly.

NAME

spin – verification tool for concurrent systems

SYNOPSIS

`spin [ -nN ] [ -cplgrsmv ] [ -iat ] [ -V ] [ file ]`

DESCRIPTION

Spin is a tool for analyzing the logical consistency of concurrent systems, specifically communication protocols. The system is specified in a guarded command language called PROMELA. The language, described in the references, allows for the dynamic creation of processes, nondeterministic case selection, loops, gotos, variables, and the specification of correctness requirements. The tool has fast algorithms for analyzing arbitrary liveness and safety conditions.

Given a model system specified in PROMELA, *spin* can perform interactive, guided, or random simulations of the system's execution or it can generate a C program that performs an exhaustive or approximate verification of the system. The verifier can check, for instance, if user specified system invariants are violated during a protocol's execution, or if non-progress execution cycles exist.

Without any options the program performs a random simulation of the system defined in the input *file*, default standard input. The option `-n`*N* sets the random seed to the integer value *N*.

The group of options `-pglmrsv` is used to set the level of information reported about the simulation run. Every line of output normally contains a reference to the source line in the specification that caused it.

`c` Show message send and receive operations in tabular form, but no other information about the execution.

`p` Show at each time step which process changed state and what source statement was executed.

`l` In combination with option `p`, show the current value of local variables of the process.

`g` Show the value of global variables at each time step.

`r` Show all message-receive events, giving the name and number of the receiving process and the corresponding source line number. For each message parameter, show the message type and the message channel number and name.

`s` Show all message-send events.

`m` Ordinarily, a send action will be delayed if the target message buffer if full. With this option a message sent to a full buffer is lost. The option can be combined with `-a` (see below).

`v` Verbose mode: add extra detail and include more warnings.

`i` Perform an interactive simulation.

`a` Generate a protocol-specific verifier. The output is written into a set of C files, named `pan.[cbhmt]`, that can be compiled (`cc pan.c`) to produce an executable verifier. Systems that require more memory than available on the target machine can still be analyzed by compiling the verifier with a bit state space:

```
cc -DBITSTATE pan.c
```

This collapses the state space to 1 bit per system state, with minimal side-effects. Partial order reduction rules normally take effect during the verification unless the compiler directive -DNOREDUCE is used.

The compiled verifiers have their own sets of options, which can be seen by running them with option -?.

`t` If the verifier finds a violation of a correctness property, it writes an error trail. The trail can be inspected in detail by invoking *spin* with the `-t` option. In combination with the options `pglrsv`, different views of the error sequence are then be obtained.

`V` Print the version number and exit.

SEE ALSO

G.J. Holzmann, *Design and Validation of Computer Protocols,* Prentice Hall, 1991.
—, ''Using SPIN''.

NAME

split – split a file into pieces

SYNOPSIS

`split` [*option ...*] [*file*]

DESCRIPTION

Split reads *file* (standard input by default) and writes it in pieces of 1000 lines per output file. The names of the output files are `xaa`, `xab`, and so on to `xzz`. The options are

−*n* Split into *n*–line pieces.

`−e` *expression*
: File divisions occur at each line that matches a regular *expression*; see *regexp*(6). Multiple `−e` options may appear. If a subexpression of *expression* is contained in parentheses `(...)`, the output file name is the portion of the line which matches the subexpression.

`−f` *stem*
: Use *stem* instead of `x` in output file names.

`−s` *suffix*
: Append *suffix* to names identified under `−e`.

`−x` Exclude the matched input line from the output file.

`−i` Ignore case in option `−e`; force output file names (excluding the suffix) to lower case.

SOURCE

`/sys/src/cmd/split.c`

SEE ALSO

sed(1), *awk*(1), *grep*(1), *regexp*(6)

NAME

src – find source code for executable

SYNOPSIS

`src` [`-n`] [`-s` *symbol*] *file* `...`

DESCRIPTION

Src examines the named *files* to find the corresponding source code, which is then sent to the editor using `B` (see *sam*(1)). If *file* is an *rc*(1) script, the source is the file itself. If *file* is an executable, the source is defined to be the single file containing the definition of `main` and *src* will point the editor at the line that begins the definition. *Src* uses *db*(1) to extract the symbol table information that identifies the source.

Src looks for each *file* in the current directory, in `/bin`, and in the subdirectories of `/bin`, in that order.

The `-n` flag causes `src` to print the file name but not send it to the editor. The `-s` flag identifies a *symbol* other than `main` to locate.

EXAMPLES

Find the source to the `main` routine in `/bin/ed`:

```
src ed
```

Find the source for `strcmp`:

```
src -s strcmp rc
```

SOURCE

`/rc/bin/src`

SEE ALSO

db(1), *plumb*(1), *sam*(1).

NAME

ssh, sshnet, scp, sshserve, ssh_genkey – secure login and file copy from/to Unix or Plan 9

SYNOPSIS

`ssh` [`-CiImPprvw`] [`-A` *authlist*] [`-c` *cipherlist*] [`-[lu]` *user*] [*user@*]*host* [*cmd* [*args* ...]]

`sshnet` [`-A` *authlist*] [`-c` *cipherlist*] [`-m` *mtpt*] [*user@*]*host*

`scp` [host:]file [host:]file
`scp` [host:]file ... [host:]dir

`aux/sshserve` [`-p`] *address*

`aux/ssh_genkey` [*basename*]

DESCRIPTION

Ssh allows authenticated login over an encrypted channel to hosts that support the ssh protocol (see the RFC listed below for encryption and authentication details).

Ssh takes the host name of the machine to connect to as its mandatory argument. It may be specified as a domain name or an IP address. Normally, login is attempted using the user name from /dev/user.

Command-line options are:

`-C` force input to be read in cooked mode: ''line at a time'' with local echo.

`-i` force interactive mode. In interactive mode, *ssh* prompts for passwords and confirmations of new host keys when necessary. (In non-interactive mode, password requests are rejected and unrecognized host keys are cause for disconnecting.) By default, *ssh* runs in interactive mode only when its input file descriptor is `/dev/cons`.

`-I` force non-interactive mode.

`-m` disable the control-\ menu, described below.

`-p` force pseudoterminal request. The *ssh* protocol, grounded in Unix tradition, differentiates between connections that request controlling pseudoterminals and those that do not. By default, *ssh* requests a pseudoterminal only when no *command* is given.

`-P` force no pseudoterminal request.

`-r` strip carriage returns.

`-v` enable verbose feedback during the connection and authentication process.

`-w` notify the remote side whenever the window changes size.

`-[lu]` *user*
specify user name. This option is deprecated in favor of the *user*@*hostname* syntax.

`-A` *authlist*
specify an ordered space-separated list of authentication protocols to try. The full set of authentication protocols is `rsa` (RSA using *factotum*(4) to moderate key usage), `password` (use a password gathered from factotum), and `tis` (challenge-response). The default list is all three in that order.

`-c` *cipherlist*
specify an ordered space-separated list of allowed ciphers to use when encrypting the channel. The full set of ciphers is `des` (standard DES), `3des` (a somewhat doubtful variation on triple DES), `blowfish` (Bruce Schneier's Blowfish), `rc4` (RC4), and `none` (no encryption). The default cipher list is `blowfish rc4 3des`.

The control-\ character is a local escape, as in *con*(1). It prompts with >>>. Legitimate responses to the prompt are

`q` Exit.

`.` Return from the escape.

`!cmd` Run the command with the network connection as its standard input and standard output. Standard error will go to the screen.

`r` Toggle printing of carriage returns.

If no command is specified, a login session is started on the remote host. Otherwise, the command is executed with its arguments.

Ssh establishes a connection with an ssh daemon on the remote host. The daemon sends to *ssh* its RSA public host key and session key. Using these, *ssh* sends a session key which, presumably, only the daemon can decipher. After this, both sides start encrypting their data with this session key.

When the daemon's host key has been received, *ssh* looks it up in `$home/lib/keyring` and in `/sys/lib/ssh/keyring`. If the key is found there, and it matches the received key, *ssh* is satisfied. If not, *ssh* reports this and offers to add the key to `$home/lib/keyring`.

Over the encrypted channel, *ssh* attempts to convince the daemon to accept the call using the listed authentication protocols (see the −A option above).

The preferred way to authenticate is a *netkey*-style challenge/response or via a SecurID token. *Ssh* users on other systems than Plan 9 should enable TIS_Authentication.

When the connection is authenticated, the given command line, (by default, a login shell) is executed on the remote host.

The SSH protocol allows clients to make outgoing TCP calls via the server. *Sshnet* establishes an SSH connection and, rather than execute a remote command, presents the remote server's TCP stack as a network stack (see the discussion of TCP in *ip*(3)) mounted at *mtpt* (default `/net`). The −A and −c arguments are as in *ssh*.

Scp uses *ssh* to copy files from one host to another. A remote file is identified by a host name, a colon and a file name (no spaces). *Scp* can copy files from remote hosts and to remote hosts.

Sshserve is the server that services *ssh* calls from remote hosts. The −A and −c options set valid authentication methods and ciphers as in *ssh*, except that there is no `rsa` authentication method. Unlike in *ssh*, the list is not ordered: the server presents a set and the client makes the choice. The default sets are `tis` and `blowfish rc4 3des`. By default, users start with the namespace defined in `/lib/namespace`. Users in group `noworld` in `/adm/users` start with the namespace defined in `/lib/namespace.noworld`. *Sshserve* does not provide the TCP forwarding functionality used by *sshnet*, because many Unix clients present this capability in an insecure manner.

Ssh_genkey generates an RSA key set, writing the private key to *basename*`.secret` and the public key to *basename*`.public`. *Ssh_genkey* also writes a secret key in the style expected by factotum to *basename*`.secret.factotum`. The default `basename` is `/sys/lib/ssh/hostkey`, so running it with no arguments will generate an RSA key set for the file server in use.

FILES

`/sys/lib/ssh/hostkey.public`	Public key for the host on which the program runs.
`/sys/lib/ssh/hostkey.secret`	Secret key for the host on which the program runs. This file must be owned and be readable by bootes only.
`/sys/lib/ssh/keyring`	System keyring file containing public keys for remote ssh clients and servers.
`/usr/`*user*`/lib/keyring`	Personal keyring file containing public keys for remote ssh clients and servers.

SOURCE

`/sys/src/cmd/ssh`

SEE ALSO

*/sys/src/cmd/ssh/RFC**
factotum(4), *authsrv*(6)

NAME

stop, start – print commands to stop and start processes

SYNOPSIS

`stop` *name*

`start` *name*

DESCRIPTION

Stop prints commands that will cause all processes called *name* and owned by the current user to be stopped. The processes can then be debugged when they are in a consistent state.

Start prints commands that will cause all stopped processes called *name* and owned by the current user to be started again.

Use the `send` command of *rio*(1), or pipe into *rc*(1) to execute the commands.

SOURCE

`/rc/bin/stop`
`/rc/bin/start`

SEE ALSO

ps(1), *kill*(1), *proc*(3)

NAME

strings – extract printable strings

SYNOPSIS

`strings` [*file ...*]

DESCRIPTION

Strings finds and prints strings containing 6 or more consecutive printable UTF-encoded characters in a (typically) binary file, default standard input. Printable characters are taken to be ASCII characters from blank through tilde (hexadecimal 20 through 7E), inclusive, and all other characters from value 00A0 to FFFF. Strings reports the decimal offset within the file at which the string starts and the text of the string. If the string is longer than 70 runes the line is terminated by three dots and the printing is resumed on the next line with the offset of the continuation line.

SOURCE

`/sys/src/cmd/strings.c`

SEE ALSO

nm(1)

NAME

strip – remove symbols from binary files

SYNOPSIS

`strip` [*file ...*]

DESCRIPTION

Strip removes symbol table segments from executable files, rewriting the files in place. Stripping a file requires write permission of the file and the directory it is in. If no file is given, standard input is stripped and the result written to standard output.

SOURCE

`/sys/src/cmd/strip.c`

SEE ALSO

a.out(6)

NAME

sum, md5sum, sha1sum – sum and count blocks in a file

SYNOPSIS

`sum` [`−5r`] [*file* ...]

`md5sum` [*file* ...]

`sha1sum` [*file* ...]

DESCRIPTION

By default, *sum* calculates and prints a 32-bit hexadecimal checksum, a byte count, and the name of each *file*. The checksum is also a function of the input length. If no files are given, the standard input is summed. Other summing algorithms are available. The options are

`−r` Sum with the algorithm of System V's `sum −r` and print the length (in 1K blocks) of the input.

`−5` Sum with System V's default algorithm and print the length (in 512-byte blocks) of the input.

Sum is typically used to look for bad spots, to validate a file communicated over some transmission line or as a quick way to determine if two files on different machines might be the same.

`Md5sum` computes the 32 hex digit RSA Data Security, Inc. MD5 Message-Digest Algorithm described in RFC1321. If no *files* are given, the standard input is summed.

`Sha1sum` computes the 40 hex digit National Institute of Standards and Technology SHA1 secure hash algorithm described in FIPS PUB 180-1. If no *files* are given, the standard input is summed.

SOURCE

`/sys/src/cmd/sum.c`
`/sys/src/cmd/md5sum.c`
`/sys/src/cmd/sha1sum.c`

SEE ALSO

cmp(1), *wc*(1)

NAME

syscall – test a system call

SYNOPSIS

`syscall` [`−osx`] *entry* [*arg ...*]

DESCRIPTION

Syscall invokes the system call *entry* with the given arguments. (Some functions, such as *write* and *read*(2), although not strictly system calls, are valid *entries*.) It prints the return value and the error string, if there was an error. An argument is either an integer constant as in C (its value is passed), a string (its address is passed), or the literal `buf` (a pointer to a 1 Kbyte buffer is passed).

If `−o` is given, the contents of the 1 Kbyte buffer are printed as a zero–terminated string after the system call is done. The `−x` and `−s` options are similar, but `−x` formats the data as hexadecimal bytes, while `−s` interprets the data as a *stat*(5) message and formats it similar to the style of `ls −lqm` (see *ls*(1)), with extra detail about the modify and access times.

EXAMPLES

Write a string to standard output:

```
syscall write 1 hello 5
```

Print information about the file connected to standard input:

```
syscall −s fstat 0 buf 1024
```

SOURCE

`/sys/src/cmd/syscall`

SEE ALSO

Section 2 of this manual.

DIAGNOSTICS

If *entry* is not known to *syscall*, the exit status is `unknown`. If the system call succeeds, the exit status is null; otherwise the exit status is the string that *errstr*(2) returns.

NAME

tail – deliver the last part of a file

SYNOPSIS

`tail` [+−*number*[`lbc`][`rf`]] [*file*]

`tail` [`−fr`] [`−n` *nlines*] [`−c` *nbytes*] [*file*]

DESCRIPTION

Tail copies the named file to the standard output beginning at a designated place. If no file is named, the standard input is copied.

Copying begins at position +*number* measured from the beginning, or −*number* from the end of the input. *Number* is counted in lines, 1K blocks or bytes, according to the appended flag `l`, `b`, or `c`. Default is `−10l` (ten ell).

The further flag `r` causes tail to print lines from the end of the file in reverse order; `f` (follow) causes *tail*, after printing to the end, to keep watch and print further data as it appears.

The second syntax is that promulgated by POSIX, where the *numbers* rather than the options are signed.

EXAMPLES

`tail file`
: Print the last 10 lines of a file.

`tail +0f file`
: Print a file, and continue to watch data accumulate as it grows.

`sed 10q file`
: Print the first 10 lines of a file.

SOURCE

`/sys/src/cmd/tail.c`

BUGS

Tails relative to the end of the file are treasured up in a buffer, and thus are limited in length.
According to custom, option +*number* counts lines from 1, and counts blocks and bytes from 0.
Tail is ignorant of UTF.

NAME

32vfs, cpiofs, tapfs, tarfs, tpfs, v6fs, v10fs – mount archival file systems

SYNOPSIS

`fs/32vfs` [`−m` *mountpoint*] [`−p` *passwd*] [`−g` *group*] *file*
`fs/cpiofs`
`fs/tapfs`
`fs/tarfs`
`fs/tpfs`
`fs/v6fs`
`fs/v10fs`

DESCRIPTION

These commands interpret data from traditional tape or file system formats stored in *file*, and mount their contents (read-only) into a Plan 9 file system. The optional `−p` and `−g` flags specify Unix-format password (respectively group) files that give the mapping between the numeric user- and group-ID numbers on the media and the strings reported by Plan 9 status inquiries. The `−m` flag introduces the name at which the new file system should be attached; the default is `/n/tapefs`.

32vfs interprets raw disk images of 32V systems, which are ca. 1978 research Unix systems for the VAX, and also pre-FFS Berkeley VAX systems (1KB block size).

Cpiofs interprets `cpio` tape images (constructed with `cpio`*'s* `c` flag).

Tarfs interprets *tar* tape images.

Tpfs interprets *tp* tapes from the Fifth through Seventh Edition research Unix systems.

Tapfs interprets *tap* tapes from the pre-Fifth Edition era.

V6fs interprets disk images from the Fifth and Sixth edition research Unix systems (512B block size).

V10fs interprets disk images from the Tenth Edition research Unix systems (4KB block size).

SOURCE

These commands are constructed in a highly stereotyped way using the files *fs.c* and *util.c* in `/sys/src/cmd/tapefs`, which in turn derive substantially from *ramfs*(4).

SEE ALSO

Section 5 *passim*, *ramfs*(4).

NAME

tar – archiver

SYNOPSIS

`tar` *key* [*file ...*]

DESCRIPTION

Tar saves and restores file trees. It is most often used to transport a tree of files from one system to another. The *key* is a string that contains at most one function letter plus optional modifiers. Other arguments to the command are names of files or directories to be dumped or restored. A directory name implies all the contained files and subdirectories (recursively).

The function is one of the following letters:

`c` Create a new archive with the given files as contents.

`x` Extract the named files from the archive. If a file is a directory, the directory is extracted recursively. Modes are restored if possible. If no file argument is given, extract the entire archive. If the archive contains multiple entries for a file, the latest one wins.

`t` List all occurrences of each *file* in the archive, or of all files if there are no *file* arguments.

`r` The named files are appended to the archive.

The modifiers are:

`v` (verbose) Print the name of each file treated preceded by the function letter. With `t`, give more details about the archive entries.

`f` Use the next argument as the name of the archive instead of the default standard input (for keys `x` and `t`) or standard output (for keys `c` and `r`).

`u` Use the next (numeric) argument as the user id for files in the output archive. This is only useful when moving files to a non–Plan 9 system.

`g` Use the next (numeric) argument as the group id for files in the output archive.

`R` When extracting, ignore leading slash on file names, i.e., extract all files relative to the current directory.

`T` Modifies the behavior of `x` to set the mode and modified time of each file to that specified in the archive.

EXAMPLES

Tar can be used to copy hierarchies thus:

```
{cd fromdir && tar c .} | {cd todir && tar xT}
```

SOURCE

`/sys/src/cmd/tar.c`

SEE ALSO

ar(1), *bundle*(1), *tapefs*(1)

BUGS

There is no way to ask for any but the last occurrence of a file.
File path names are limited to 100 characters.
The tar format allows specification of links and symbolic links, concepts foreign to Plan 9: they are ignored.

NAME

tbl – format tables for nroff or troff

SYNOPSIS

`tbl` [*file ...*]

DESCRIPTION

Tbl is a preprocessor for formatting tables for *nroff* or *troff*(1). The input *files* are copied to the standard output, except for segments of the form

```
.TS
options ;
format .
data
.T&
format .
data
...
.TE
```

which describe tables and are replaced by *troff* requests to lay out the tables. If no arguments are given, *tbl* reads the standard input.

The (optional) *options* line is terminated by a semicolon and contains one or more of

`center`	center the table; default is left-adjust
`expand`	make table as wide as current line length
`box`	
`doublebox`	enclose the table in a box or double box
`allbox`	enclose every item in a box
`tab(`*x*`)`	use *x* to separate input items; default is tab
`linesize(`*n*`)`	set rules in *n*-point type
`delim(`*xy*`)`	recognize *x* and *y* as *eqn*(1) delimiters

Each line, except the last, of the obligatory *format* describes one row of the table. The last line describes all rows until the next `.T&`, where the format changes, or the end of the table at `.TE`. A format is specified by key letters, one per column, either upper or lower case:

`L`	Left justify: the default for columns without format keys.
`R`	Right justify.
`C`	Center.
`N`	Numeric: align at decimal point (inferred for integers) or at `\&`.
`S`	Span: extend previous column across this one.
`A`	Alphabetic: left-aligned within column, widest item centered, indented relative to `L` rows.
`^`	Vertical span: continue item from previous row into this row.
`–`	Draw a horizontal rule in this column.
`=`	Draw a double horizontal rule in this column.

Key letters may be followed by modifiers, also either case:

`|`	Draw vertical rule between columns.
`||`	Draw a double vertical rule between columns.
n	Gap between column is *n* ens wide. Default is 3.
`F`*font*	Use specified *font*. `B` and `I` mean `FB` and `FI`.
`T`	Begin vertically-spanned item at top row of range; default is vertical centering (with `^`).
`P`*n*	Use point size *n*.
`V`*n*	Use *n*-point vertical spacing in text block; signed *n* means relative change.
`W(`*n*`)`	Column width as a *troff* width specification. Parens are optional if *n* is a simple integer.
`E`	Equalize the widths of all columns marked `E`.

Each line of *data* becomes one row of the table; tabs separate items. Lines beginning with `.` are *troff* requests. Certain special data items are recognized:

_ Draw a horizontal rule in this column.

= Draw a double horizontal rule in this column. A data line consisting of a single _ or = draws the rule across the whole table.

`\_` Draw a rule only as wide as the contents of the column.

`\R`*x* Repeat character *x* across the column.

`\^` Span the previous item in this column down into this row.

`T{` The item is a text block to be separately formatted by *troff* and placed in the table. The block continues to the next line beginning with `T}`. The remainder of the data line follows at that point.

When it is used in a pipeline with *eqn*, the *tbl* command should be first, to minimize the volume of data passed through pipes.

EXAMPLES

Let <tab> represent a tab (which should be typed as a genuine tab).

```
.TS
c s s
c c s
c c c
l n n.
Household Population
Town<tab>Households
<tab>Number<tab>Size
Bedminster<tab>789<tab>3.26
Bernards Twp.<tab>3087<tab>3.74
Bernardsville<tab>2018<tab>3.30
.TE
```

Household Population		
Town	Households	
	Number	Size
Bedminster	789	3.26
Bernards Twp.	3087	3.74
Bernardsville	2018	3.30

SOURCE

`/sys/src/cmd/tbl`

SEE ALSO

troff(1), *eqn*(1), *doctype*(1)

M. E. Lesk and L. L. Cherry, ‘‘TBL—a Program to Format Tables’’, *Unix Research System Programmer’s Manual,* Tenth Edition, Volume 2.

NAME

tcs – translate character sets

SYNOPSIS

`tcs` [`-slcv`] [`-f` *ics*] [`-t` *ocs*] [*file ...*]

DESCRIPTION

Tcs interprets the named *file(s)* (standard input default) as a stream of characters from the *ics* character set or format, converts them to runes, and then converts them into a stream of characters from the *ocs* character set or format on the standard output. The default value for *ics* and *ocs* is `utf`, the UTF encoding described in *utf*(6). The `-l` option lists the character sets known to *tcs*. Processing continues in the face of conversion errors (the `-s` option prevents reporting of these errors). The `-c` option forces the output to contain only correctly converted characters; otherwise, `0x80` characters will be substituted for UTF encoding errors and `0xFFFD` characters will substituted for unknown characters.

The `-v` option generates various diagnostic and summary information on standard error, or makes the `-l` output more verbose.

Tcs recognizes an ever changing list of character sets. In particular, it supports a variety of Russian and Japanese encodings. Some of the supported encodings are

`utf`	The Plan 9 UTF encoding, known by ISO as UTF-8
`utf1`	The deprecated original UTF encoding from ISO 10646
`ascii`	7-bit ASCII
`8859-1`	Latin-1 (Central European)
`8859-2`	Latin-2 (Czech .. Slovak)
`8859-3`	Latin-3 (Dutch .. Turkish)
`8859-4`	Latin-4 (Scandinavian)
`8859-5`	Part 5 (Cyrillic)
`8859-6`	Part 6 (Arabic)
`8859-7`	Part 7 (Greek)
`8859-8`	Part 8 (Hebrew)
`8859-9`	Latin-5 (Finnish .. Portuguese)
`koi8`	KOI-8 (GOST 19769-74)
`jis-kanji`	ISO 2022-JP
`ujis`	EUC-JX: JIS 0208
`ms-kanji`	Microsoft, or Shift-JIS
`jis`	(from only) guesses between ISO 2022-JP, EUC or Shift-Jis
`gb`	Chinese national standard (GB2312-80)
`big5`	Big 5 (HKU version)
`unicode`	Unicode Standard 1.0
`tis`	Thai character set plus ASCII (TIS 620-1986)
`msdos`	IBM PC: CP 437
`atari`	Atari-ST character set

EXAMPLES

`tcs -f 8859-1`

Convert 8859-1 (Latin-1) characters into UTF format.

`tcs -s -f jis`

Convert characters encoded in one of several shift JIS encodings into UTF format. Unknown Kanji will be converted into `0xFFFD` characters.

`tcs -lv`

Print an up to date list of the supported character sets.

SOURCE

`/sys/src/cmd/tcs`

SEE ALSO

ascii(1), *rune*(2), *utf*(6).

NAME

tee – pipe fitting

SYNOPSIS

`tee` [`-i`] [`-a`] *files*

DESCRIPTION

Tee transcribes the standard input to the standard output and makes copies in the *files*. The options are

`-i` Ignore interrupts.

`-a` Append the output to the *files* rather than rewriting them.

SOURCE

`/sys/src/cmd/tee.c`

NAME

tel, ppq, iwhois – look in phone book

SYNOPSIS

`tel` *key ...*

`p` [`−f`] *value*

`ppq` [`−f`] *attribute*=*value*

`iwhois` *name*[@*domain*]

DESCRIPTION

Tel looks up *key* in a private telephone book, `$home/lib/tel`, and in the public telephone book, `/lib/tel`. It uses *grep* (with the `−i` option to ignore case differences), so the key may be any part of a name or number. Customarily, the telephone book contains names, userids, home numbers, and office numbers of users. It also contains a directory of area codes and miscellaneous people of general interest.

Ppq looks up entries in the Lucent personnel database. Each search is against a single attribute. The possible search attributes are:

tel — a telephone number. An entry matches if its telephone number ends in the digits given in *value*.

name — a proper name. *Value* must contain a family name, optionally prefixed with first and middle names or initials separated by '.'s. For example, emlin, grace.emlin, g.r.emlin can can be used to look up Grace Roosevelt Emlin.

org — an organization name. *Value* can be any prefix string of an organization number. For example, `bl011` looks up everyone in research while `bl011273` looks up everyone in a single department.

id — a post id. *Value* must exactly match the post id.

The attribute can be explicitly declared, e.g. `tel=5551212`, or can be inferred from the form of the value using the following criteria:

1) A *value* containing a '.' implies a name.

2) Nothing but digits, '+', and '–' implies a telephone number.

3) A mix of digits and letters implies an organization.

4) Anything else implies two searches, first with the attribute `id` and if that fails, with attribute `name`.

With no flags, *ppq* returns for each match a single line containing the employee's name, title, organization, location, room, telephone number, and email address. With `-f`, *ppq* returns a fuller multiline entry for each match.

Iwhois looks up names in the Internet NIC's personnel database. *Name* should be a surname optionally followed by a comma and given name. A different server can be chosen by appending to the name an @ followed by the server's domain name.

FILES

`/lib/tel` Public telephone number database.

SOURCE

```
/rc/bin/tel
/rc/bin/iwhois
/sys/src/cmd/ppq.c
```

NAME

test – set status according to condition

SYNOPSIS

`test` *expr*

DESCRIPTION

Test evaluates the expression *expr*. If the value is true the exit status is null; otherwise the exit status is non-null. If there are no arguments the exit status is non-null.

The following primitives are used to construct *expr*.

`−r` *file*	True if the file exists (is accessible) and is readable.
`−w` *file*	True if the file exists and is writable.
`−x` *file*	True if the file exists and has execute permission.
`−e` *file*	True if the file exists.
`−f` *file*	True if the file exists and is a plain file.
`−d` *file*	True if the file exists and is a directory.
`−s` *file*	True if the file exists and has a size greater than zero.
`−t` *fildes*	True if the open file whose file descriptor number is *fildes* (1 by default) is the same file as `/dev/cons`.
`−A` *file*	True if the file exists and is append-only.
`−L` *file*	True if the file exists and is exclusive-use.
s1 `=` *s2*	True if the strings *s1* and *s2* are identical.
s1 `!=` *s2*	True if the strings *s1* and *s2* are not identical.
s1	True if *s1* is not the null string. (Deprecated.)
`−n` *s1*	True if the length of string *s1* is non-zero.
`−z` *s1*	True if the length of string *s1* is zero.
n1 `−eq` *n2*	True if the integers *n1* and *n2* are arithmetically equal. Any of the comparisons `−ne`, `−gt`, `−ge`, `−lt`, or `−le` may be used in place of `−eq`. The (nonstandard) construct `−l` *string*, meaning the length of *string*, may be used in place of an integer.

These primaries may be combined with the following operators:

`!`	unary negation operator
`−o`	binary *or* operator
`−a`	binary *and* operator; higher precedence than `−o`
`(` *expr* `)`	parentheses for grouping.

The primitives `−b`, `−u`, `−g`, and `−s` return false; they are recognized for compatibility with POSIX.

Notice that all the operators and flags are separate arguments to *test*. Notice also that parentheses and equal signs are meaningful to *rc* and must be enclosed in quotes.

EXAMPLES

Test is a dubious way to check for specific character strings: it uses a process to do what an *rc*(1) match or switch statement can do. The first example is not only inefficient but wrong, because *test* understands the purported string `"−c"` as an option.

```
if (test $1 '=' "-c") echo OK # wrong!
```

A better way is

```
if (~ $1 -c) echo OK
```

Test whether `abc` is in the current directory.

```
test -f abc -o -d abc
```

SOURCE

`/sys/src/cmd/test.c`

SEE ALSO

rc(1)

NAME

time – time a command

SYNOPSIS

`time` *command* [*arg ...*]

DESCRIPTION

The *command* is executed with the given arguments; after it is complete, *time* reports on standard error the program's elapsed user time, system time, and real time, in seconds, followed by the command line.

SOURCE

`/sys/src/cmd/time.c`

SEE ALSO

prof(1)

NAME

touch – set modification date of a file

SYNOPSIS

`touch` [`−c`] [`−t` *time*] *file ...*

DESCRIPTION

Touch attempts to set the modification time of the *files* to *time* (by default, the current time). If a *file* does not exist, it will be created unless option `−c` is present.

SOURCE

`/sys/src/cmd/touch.c`

SEE ALSO

ls(1), *stat*(2), *chmod*(1)

BUGS

Touch will not touch directories.

NAME

tr – translate characters

SYNOPSIS

`tr` [`−cds`] [*string1* [*string2*]]

DESCRIPTION

Tr copies the standard input to the standard output with substitution or deletion of selected characters (runes). Input characters found in *string1* are mapped into the corresponding characters of *string2*. When *string2* is short it is padded to the length of *string1* by duplicating its last character. Any combination of the options `−cds` may be used:

`−c` Complement *string1*: replace it with a lexicographically ordered list of all other characters.

`−d` Delete from input all characters in *string1*.

`−s` Squeeze repeated output characters that occur in *string2* to single characters.

In either string a noninitial sequence −*x*, where *x* is any character (possibly quoted), stands for a range of characters: a possibly empty sequence of codes running from the successor of the previous code up through the code for *x*. The character \ followed by 1, 2 or 3 octal digits stands for the character whose 16-bit value is given by those digits. The character sequence `\x` followed by 1, 2, 3, or 4 hexadecimal digits stands for the character whose 16-bit value is given by those digits. A \ followed by any other character stands for that character.

EXAMPLES

Replace all upper-case ASCII letters by lower-case.

```
tr A−Z a−z <mixed >lower
```

Create a list of all the words in `file1` one per line in `file2`, where a word is taken to be a maximal string of alphabetics. *String2* is given as a quoted newline.

```
tr −cs A−Za−z '
' <file1 >file2
```

SOURCE

`/sys/src/cmd/tr.c`

SEE ALSO

sed(1)

NAME

troff, nroff – text formatting and typesetting

SYNOPSIS

`troff` [*option ...*] [*file ...*]

`nroff` [*option ...*] [*file ...*]

DESCRIPTION

Troff formats text in the named *files* for printing on a typesetter. *Nroff* does the same, but produces output suitable for typewriter-like devices.

If no *file* argument is present, the standard input is read. An argument consisting of a single minus (−) is taken to be a file name corresponding to the standard input. The options are:

−o*list* Print pages in the comma-separated *list* of numbers and ranges. A range *N*−*M* means *N* through *M*; initial −*M* means up to *M*; final *N*− means from *N* to the end.

−n*N* Number first generated page *N*.

−m*name* Process the macro file /sys/lib/tmac/tmac.*name* before the input *files*.

−r*aN* Set register *a* (one character name) to *N*.

−i Read standard input after the input files are exhausted.

−q Invoke the simultaneous input-output mode of the rd request.

−N Produce output suitable for typewriter-like devices.

Typesetter devices (not −N) only

−a Send a printable textual approximation of the results to the standard output.

−T*dest* Prepare output for typesetter *dest*:

−Tutf	(The default.) PostScript printers with preprocessing to handle Unicode characters encoded in UTF
−Tpost	Regular PostScript printers
−T202	Mergenthaler Linotron 202

−F*dir* Take font information from directory *dir*.

Typewriter (−N) output only

−s*N* Halt prior to every *N* pages (default *N*=1) to allow paper loading or changing.

−T*name* Prepare output for specified terminal. Known *names* include utf for the normal Plan 9 UTF encoding of the Unicode Standard character set (default), 37 for the Teletype model 37, lp (‘line-printer’) for any terminal without half-line capability, 450 for the DASI-450 (Diablo Hyterm), and think (HP ThinkJet).

−e Produce equally-spaced words in adjusted lines, using full terminal resolution.

−h Use output tabs during horizontal spacing to speed output and reduce output character count. Tab settings are assumed to be every 8 nominal character widths.

FILES

/tmp/trtmp*	temporary file
/sys/lib/tmac/tmac.*	standard macro files
/sys/lib/troff/term/*	terminal driving tables for *nroff*
/sys/lib/troff/font/*	font width tables for *troff*

SOURCE

/sys/src/cmd/troff

SEE ALSO

lp(1), *proof*(1), *eqn*(1), *tbl*(1), *pic*(1), *grap*(1), *doctype*(1), *ms*(6), *image*(6), *tex*(1), *deroff*(1)

J. F. Ossanna and B. W. Kernighan, ‘‘Troff User’s Manual’’

B. W. Kernighan, ‘‘A TROFF Tutorial’’, *Unix Research System Programmer’s Manual,* Tenth Edition, Volume 2.

NAME

troff2html – convert troff output into HTML

SYNOPSIS

`troff2html` [`−t` *title*] [*file* ...]

DESCRIPTION

Troff2html reads the *troff*(1) output in the named *files*, default standard input, and converts them into HTML.

Troff2html does a tolerable job with straight `troff` output, but it is helped by annotations, described below. Its main use is for `man2html` (see *httpd*(8)), which converts *man*(1) pages into HTML and depends on a specially annotated set of *man*(6) macros, invoked by `troff −manhtml`.

`Troff` output lines beginning

```
x X html ...
```

which are introduced by placing `\X'html ...'` in the *input*, cause the rest of the line to be interpolated into the HTML produced. Several such lines are recognized specially by *troff2html*. The most important are the pair

```
x X html manref start cp 1
x X html manref end cp 1
```

which are used to create HTML anchors of the form *cp*(1) pointing to `/magic/man2html/1/cp`.

Troff2html is new and experimental; in time, it may improve and subsume *ms2html*(1). On the one hand, because it uses the input, `ms2html` can handle *pic*(1), *eqn*(1), etc., which *troff2html* does not handle at all; on the other hand, `ms2html` understands only *ms*(6) documents and is easily confused by complex `troff` constructions. *Troff2html* has the reverse properties: it does not handle the preprocessors but its output is reliable and (modulo helper annotations) is independent of macro package.

SEE ALSO

troff(1), *ms2html*(1), `man2html` in *httpd*(8).

BUGS

`Troff` and HTML have different models, and they don't mesh well in all cases. `Troff`'s indented paragraphs are not well served in HTML, and the output of *troff2html* shows this.

NAME

tweak – edit image files, subfont files, face files, etc.

SYNOPSIS

`tweak` [*file ...*]

DESCRIPTION

Tweak edits existing files holding various forms of images. To create original images, start from an existing image, subfont, etc.

Tweak reads its argument *files* and displays the resulting images in a vertical column. If the image is too wide to fit across the display, it is folded much like a long line of text in an *rio* window. Under each image is displayed one or two lines of text presenting its parameters. The first line shows the image's `depth`, the number of bits per pixel; `r`, the rectangle covered by the image; and the name of the `file` from which it was read. If the file is a subfont, a second line presents a hexadecimal 16-bit `offset` to be applied to character values from the subfont (typically as stored in a font file; see *font*(6)); and the subfont's `n`, `height`, and `ascent` as defined in *cachechars*(2).

By means described below, magnified views of portions of the images may be displayed. The text associated with such a view includes `mag`, the magnification. If the view is of a single character from a subfont, the second line of text shows the character's value (including the subfont's offset) in hexadecimal and as a character in *tweak's* default font; the character's `x`, `top`, `bottom`, `left`, and `width` as defined in *cachechars*(2); and `iwidth`, the physical width of the image in the subfont's image.

There are two methods to obtain a magnified view of a character from a subfont. The first is to click mouse button 1 over the image of the character in the subfont. The second is to select the `char` entry on the button 3 menu, point the resulting gunsight cursor at the desired subfont and click button 3, and then type at the text prompt at the bottom of the screen the character value, either as a multi-digit hexadecimal number or as a single rune representing the character.

To magnify a portion of other types of image files, click button 1 over the unmagnified file. The cursor will switch to a cross. Still with button 1, sweep a rectangle, as in `rio`, that encloses the portion of the image to be magnified. (If the file is 16×16 or smaller, *tweak* will just magnify the entire file; no sweeping is necessary.)

Pressing buttons 1 and 2 within magnified images changes pixel values. By default, button 1 sets the pixel to all zeros and button 2 sets the pixel to all ones.

Across the top of the screen is a textual display of global parameters. These values, as well as many of the textual values associated with the images, may be edited by clicking button 1 on the displayed value and typing a new value. The values along the top of the screen are:

`mag` Default magnification.

`val(hex)`
: The value used to modify pixels within magnified images. The value must be in hexadecimal, optionally preceded by a tilde for bitwise negation.

`but1`

`but2` The pixel value written when the corresponding button is pressed over a pixel.

`invert-on-copy`
: Whether the pixel values are inverted when a `copy` operation is performed.

Under button 3 is a menu holding a variety of functions. Many of these functions prompt for the image upon which to act by switching to a gunsight cursor; click button 3 over the selection, or click a different button to cancel the action.

`open` Read and display a file. The name of the file is typed to the prompt on the bottom line.

`read` Reread a file.

`write`
: Write a file.

`copy` Use the copy function, default `S`, to transfer a rectangle of pixels from one image to another. The program prompts with a cross cursor; sweep out a rectangle in one image or just click button 3 to select the whole image. The program will leave that rectangle in place and attach another one to the cursor. Move that rectangle to the desired place in any image and click button 3, or another button to cancel the action.

`char` As described above, open a magnified view of a character image in a subfont.

`pixels`
Report the coordinate and value of individual pixels indicated by pressing button 3. This is a mode of operation canceled by pressing button 1 or 2.

`close`
Close the specified image. If the image is the unmagnified file, also close any magnified views of that file.

`exit` Quit *tweak*. The program will complain once about modified but unwritten files.

SOURCE

`/sys/src/cmd/tweak.c`

SEE ALSO

cachechars(2), *image*(6), *font*(6)

BUGS

For a program written to adjust width tables in fonts, *tweak* has been pushed unreasonably far.

NAME

uniq – report repeated lines in a file

SYNOPSIS

`uniq` [`−udc` [+− *num*]] [*file*]

DESCRIPTION

Uniq copies the input *file*, or the standard input, to the standard output, comparing adjacent lines. In the normal case, the second and succeeding copies of repeated lines are removed. Repeated lines must be adjacent in order to be found.

`−u` Print unique lines.

`−d` Print (one copy of) duplicated lines.

`−c` Prefix a repetition count and a tab to each output line. Implies `−u` and `−d`.

−*num* The first *num* fields together with any blanks before each are ignored. A field is defined as a string of non-space, non-tab characters separated by tabs and spaces from its neighbors.

+*num* The first *num* characters are ignored. Fields are skipped before characters.

SOURCE

`/sys/src/cmd/uniq.c`

SEE ALSO

sort(1)

BUGS

Field selection and comparison should be compatible with *sort*(1).

NAME

units – conversion program

SYNOPSIS

`units` [`-v`] [*file*]

DESCRIPTION

Units converts quantities expressed in various standard scales to their equivalents in other scales. It works interactively in this fashion:

```
you have: inch
you want: cm
    * 2.54
    / 0.393701
```

A quantity is specified as a multiplicative combination of units and floating point numbers. Operators have the following precedence:

+ −	add and subtract
* / × ÷	multiply and divide
catenation	multiply
² ³ ^	exponentiation
|	divide
(...)	grouping

Most familiar units, abbreviations, and metric prefixes are recognized, together with a generous leavening of exotica and a few constants of nature including:

`pi`,π	ratio of circumference to diameter
`c`	speed of light
`e`	charge on an electron
`g`	acceleration of gravity
`force`	same as `g`
`mole`	Avogadro's number
`water`	pressure head per unit height of water
`au`	astronomical unit

The `pound` is a unit of mass. Compound names are run together, e.g. `lightyear`. British units that differ from their US counterparts are prefixed thus: `brgallon`. Currency is denoted `belgiumfranc`, `britainpound`, etc.

The complete list of units can be found in `/lib/units`. A *file* argument to *units* specifies a file to be used instead of `/lib/units.` The `-v` flag causes *units* to print its entire database.

EXAMPLE

```
you have: 15 pounds force/in²
you want: atm
    * 1.02069
    / .97973
```

FILES

`/lib/units`

SOURCE

`/sys/src/cmd/units.y`

BUGS

Since *units* does only multiplicative scale changes, it can convert Kelvin to Rankine but not Centigrade to Fahrenheit.
Currency conversions are only as accurate as the last time someone updated `/lib/units`.

NAME

vac – create a vac archive on Venti

SYNOPSIS

`vac` [`-mqsv`] [`-b` *blocksize*] [`-d` *oldvacfile*] [`-e` *exclude*] [`-f` *vacfile*] [`-h` *host*] *file ...*

DESCRIPTION

Vac creates an archival copy of Plan 9 file trees on Venti. It can be used to build a simple backup system. One of the unusual properties of Venti is that duplicate blocks are detected and coalesced. When *vac* is used on a file tree that shares data with an existing archive, the consumption of storage will be approximately equal to an incremental backup. This reduction in storage consumption occurs transparently to the user.

As an optimization, the `-d` and `-q` options, described below, can be used to explicitly create an archive relative to an existing archive. These options do not change the resulting archive generated by *vac*, but simply reduce the number of write operations to Venti.

The output of *vac* is the hexadecimal representation of the Sha1 fingerprint of the root of the archive, in this format:

```
vac:64daefaecc4df4b5cb48a368b361ef56012a4f46
```

Option to *vac* are:

`-b` *blocksize*
: Specifies the block size that data will be broken into. The units for the size can be specified by appending `k` to indicate kilobytes. The default is 8k. The size must be in the range of 512 bytes to 52k.

`-d` *oldvacfile*
: Reduce the number of blocks written to Venti by comparing the files to be stored with the contents of an existing *vac* file tree given by *oldvacfile*.

`-e` *exclude*
: Do not include the file or directory specified by *exclude*. This option may be repeated multiple times.

`-f` *vacfile*
: The results of *vac* are place in *vacfile*, or the standard output if no file is given.

`-h` *host*
: The network address of the Venti server. The default is taken from the environment variable `venti`. If this variable does not exist, then the default is the metaname `$venti`, which can be configured via *ndb*(6).

`-m`
: Expand and merge any *vac* archives that are found while reading the input files. This option is useful for building an archive from a collection of existing archives. Each archive is inserted into the new archive as if it had been unpacked in the directory in which it was found. Multiple archives can be unpacked in a single directory and the contents will be merged. To be detected, the archives must end in `.vac`. Note, an archive is inserted by simply copying the root fingerprint and does not require the archive to be unpacked.

`-q`
: Increase the performance of the `-d` option by detecting unchanged files based on a match of the files name and other meta data, rather than examining the contents of the files.

`-s`
: Print out various statistics on standard error.

`-v`
: Produce more verbose output on standard error, including the name of the files added to the archive and the vac archives that are expanded and merged.

SOURCE

`/sys/src/cmd/vac`

SEE ALSO

vacfs(4), *venti*(8)

NAME

0i, 5i, ki, vi – instruction simulators

SYNOPSIS

`vi` [*textfile*]
`vi` *pid*
`0i` [*textfile*]
`0i` *pid*
`5i` [*textfile*]
`5i` *pid*
`ki` [*textfile*]
`ki` *pid*

DESCRIPTION

Vi simulates the execution of a MIPS binary in a Plan 9 environment. It has two main uses: as a debugger and as a statistics gatherer. Programs running under *vi* execute about two hundred times slower than normal—but faster than single stepping under *db*. *0i*, *5i*, and *ki* are similar to *vi* but interpret little-endian MIPS, ARM 7500, and SPARC binaries. The following discussion refers to *vi* but applies to the others as well.

Vi will simulate the execution of a named *textfile*. It will also make a copy of an existing process with process id *pid* and simulate its continuation.

As a debugger *vi* offers more complete information than *db*(1). Tracing can be performed at the level of instructions, system calls, or function calls. *Vi* allows breakpoints to be triggered when specified addresses in memory are accessed. A report of instruction counts, load delay fills and distribution is produced for each run. *Vi* simulates the CPU's caches and MMU to assist the optimization of compilers and programs.

The command interface mirrors the interface to *db*; see *db*(1) for a detailed description. Data formats and addressing are compatible with *db* except for disassembly: *vi* offers only MIPS (`db -mmipsco`) mnemonics for machine instructions. *Ki* offers both Plan 9 and Sun SPARC formats.

Several extra commands allow extended tracing and printing of statistics:

`$t[0ics]`
The *t* command controls tracing. Zero cancels all tracing options.

- `i` Enable instruction tracing
- `c` Enable call tracing
- `s` Enable system call tracing

`$i[itsp]`
The `i` command prints statistics accumulated by all code run in this session.

- `i` Print instruction counts and frequency.
- `p` Print cycle profile.
- `t` (*Vi* only) Print TLB and cache statistics.
- `s` Print memory reference, working set and size statistics.

`:b[arwe]`
Vi allows breakpoints to be set on any memory location. These breakpoints monitor when a location is accessed, read, written, or equals a certain value. For equality the compared value is the *count* (see *db*(1)) supplied to the command.

SOURCE

`/sys/src/cmd/vi` etc.

SEE ALSO

nm(1), *db*(1)

BUGS

The code generated by the compilers is well supported, but some unusual instructions are unimplemented. Some Plan 9 system calls such as *rfork* cause simulated traps. The floating point simulation makes assumptions about the interpreting machine's floating point support. The floating point conversions performed by *vi* may cause a loss of precision.

NAME

vncs, vncv – remote frame buffer server and viewer for Virtual Network Computing (VNC)

SYNOPSIS

`vncs` [`-v`] [`-g` *width* `X` *height*] [`-d` *:display*] [`command [args ...]`]

`vncs -k` *:display*

`vncv` [`-e` *encodings*] [`-csv`] `host[:`*n*`]`

DESCRIPTION

vncs starts a new virtual frame buffer in memory and waits for connections from remote viewers. Each viewer is authenticated using challenge and response. APOP password is used as the private key. A display number *:n* in the global name space is printed to stderr. A viewer must use the same display number in order to contact the desired server. Multiple VNC servers can co-exist on the same host, each with a unique display number.

One frame buffer can have simultaneous viewers if the viewers are started with the -s option, see below. Otherwise, starting a new viewer would cause the server to disconnect from all existing viewers. Killing the viewers will not affect the remote server. Therefore, the same desktop can migrate from one location to another without restarting the window system.

The server options are:

`-v`
: causes verbose output to stderr.

`-g widthXheight`
: specifies the frame buffer geometry. Default is 1024x768. The depth is fixed at 16 bits per pixel (r5g6b5).

`-d`
: chooses a display number :*n*. The server aborts if the display is not available. If not specified, the server hunts for the first available on that host interface.

command [args ...]
: By default, the server starts with a terminal similar to that of drawterm. RC is executed on behalf of the owner of the vncs process. The user can specify any program to start the VNC server, e.g. rio.

`-k :display`
: shutdown the VNC server and all of its connected clients on :*display*. Note, kill vncs | rc will kill ALL servers running on that host.

Vncv provides access to remote frame buffer *n* on *host* using the VNC (Virtual Network Computing) protocol. It resizes its window to be the smaller of the remote frame buffer size and the local screen.

The `-e` option specifies an ordered list of rectangle encodings to allow in the protocol. The default (and full set) is

```
copyrect corre hextile rre raw
```

By default, connecting to a display closes any other connections to that display. The `-s` option allows the other connections to share the display.

The `-v` option causes verbose output.

Vncv negotiates with the VNC server to settle on a true-color pixel format. For true-color displays, this is the native display pixel format. On eight bit color-mapped displays, *vncv* requests `r3g3b2` pixels and upon receipt translates them to the nearest color in the map. This does not cover the color map particularly well. When invoked with the `-c` option, *vncv* requests `r4g4b4` pixels instead. This consumes more bandwidth but results in better matching to the available colors.

Vncv correctly handles the typing of control characters and shifted keystrokes. To support systems that require the use of modifiers like Alt, Ctl, and Shift on things like mouse events, typing the sequences `Alt Z A` (for Alt), `Alt Z C` (for Ctrl), and `Alt Z S` (for Shift) will send a ‘‘key down’’ message for the given key (see *keyboard*(6)). A corresponding ‘‘key up’’ message will be sent after the next key is pressed, or when the sequence is retyped, whichever happens first.

SOURCE

`/sys/src/cmd/vnc`

SEE ALSO

drawterm(8)

`http://www.uk.research.att.com/vnc`

BUGS

If the remote frame buffer is larger than the local screen, only the upper left corner can be accessed.

NAME

vt – emulate a VT-100 or VT-220 terminal

SYNOPSIS

`vt [ -2sa ]`

DESCRIPTION

Vt replaces a rio window with a fresh instance of the shell *rc*(1) running within an emulation of a DEC VT-100 terminal. The `-2` and `-a` options configure *vt* to emulate a VT-220 and Ansi terminal respectively. The `-s` options forces a saner color scheme, i.e, black text on white background.

The right button has a menu with the following entries to provide the sort of character processing expected by non-Plan 9 systems:

`24x80`	Resize the *vt* window to hold 24 rows of 80 columns.
`crnl`	Print a newline (linefeed) character after receiving a carriage return from the host.
`cr`	Do not print a newline after carriage return.
`nlcr`	Print a carriage return after receiving a newline from the host.
`nl`	Do not print a carriage return after newline.
`raw`	Enter raw (no echo, no interpretation) character mode for input.
`cooked`	Leave raw mode.
`exit`	Exits *vt*.

The middle button has a menu with the following entries:

`backup`	Move the display back one screenful.
`forward`	Move the display forward one screenful. (These are a poor substitute for a scroll bar.)
`reset`	Display the last screenful; the same as going `forward` to the end.
`clear`	Clear the screen. Previous contents can be recovered using `backup`.
`send`	Send the contents of the `rio` snarf buffer, just as `send` in the `rio` menu.
`scroll`	Make new lines visible as they appear at the bottom.
`page`	When the page fills, pause and wait for a character to be typed before proceeding. The down arrow key advances a page without sending the character to the host.

To exit *vt*, exit its `rc` session by, for example, typing EOT (control-D).

SOURCE

`/sys/src/cmd/vt`

BUGS

This program is used only for communicating with foreign systems, so it is not as rich an emulation as its equivalent in other environments.

Use care in setting raw and newline modes when connecting to Unix systems via *con*. It may also be necessary to set the emulator into raw mode.

NAME

wc – word count

SYNOPSIS

`wc` [`-lwrbc`] [*file ...*]

DESCRIPTION

Wc counts lines, words, runes, syntactically-invalid UTF codes and bytes in the named *files*, or in the standard input if no file is named. A word is a maximal string of characters delimited by spaces, tabs or newlines. The count of runes includes invalid codes.

If the optional argument is present, just the specified counts (lines, words, runes, broken UTF codes or bytes) are selected by the letters `l`, `w`, `r`, `b`, or `c`. Otherwise, lines, words and bytes (`-lwc`) are reported.

SOURCE

`/sys/src/cmd/wc.c`

BUGS

The Unicode Standard has many blank characters scattered through it, but *wc* looks for only ASCII space, tab and newline.

Wc should have options to count suboptimal UTF codes and bytes that cannot occur in any UTF code.

NAME

who, whois – who is using the machine

SYNOPSIS

`who`

`whois` *person*

DESCRIPTION

Who prints the name of everyone with a non-Exiting process on the current machine.

Whois looks in `/adm/whois` and `/adm/users` to find out more information about *person*.

SOURCE

`/rc/bin/who`

NAME

xd – hex, octal, decimal, or ASCII dump

SYNOPSIS

`xd` [*option ...*] [−*format ...*] [*file ...*]

DESCRIPTION

Xd concatenates and dumps the *files* (standard input by default) in one or more formats. Groups of 16 bytes are printed in each of the named formats, one format per line. Each line of output is prefixed by its address (byte offset) in the input file. The first line of output for each group is zero-padded; subsequent are blank-padded.

Formats other than `−c` are specified by pairs of characters telling size and style, `4x` by default. The sizes are

`1` or `b`	1-byte units.
`2` or `w`	2-byte big-endian units.
`4` or `l`	4-byte big-endian units.
`8` or `v`	8-byte big-endian units.

The styles are

`o`	Octal.
`x`	Hexadecimal.
`d`	Decimal.

Other options are

`−c`	Format as `1x` but print ASCII representations or C escape sequences where possible.
`−a`*style*	Print file addresses in the given style (and size 4).
`−u`	(Unbuffered) Flush the output buffer after each 16-byte sequence.
`−s`	Reverse (swab) the order of bytes in each group of 4 before printing.
`−r`	Print repeating groups of identical 16-byte sequences as the first group followed by an asterisk.

SOURCE

`/sys/src/cmd/xd.c`

SEE ALSO

db(1)

BUGS

The various output formats don't line up properly in the output of *xd*.

NAME

yacc – yet another compiler-compiler

SYNOPSIS

`yacc` [*option ...*] *grammar*

DESCRIPTION

Yacc converts a context-free grammar and translation code into a set of tables for an LR(1) parser and translator. The grammar may be ambiguous; specified precedence rules are used to break ambiguities.

The output file, `y.tab.c`, must be compiled by the C compiler to produce a program `yyparse`. This program must be loaded with a lexical analyzer function, `yylex(void)` (often generated by *lex*(1)), with a `main(int argc, char *argv[])` program, and with an error handling routine, `yyerror(char*)`.

The options are

−o *output* Direct output to the specified file instead of `y.tab.c`.

−D*n* Create file `y.debug`, containing diagnostic messages. To incorporate them in the parser, compile it with preprocessor symbol `yydebug` defined. The amount of diagnostic output from the parser is regulated by value *n*. The value 0 reports errors; 1 reports reductions; higher values (up to 4) include more information about state transitions.

−v Create file `y.output`, containing a description of the parsing tables and of conflicts arising from ambiguities in the grammar.

−d Create file `y.tab.h`, containing `#define` statements that associate *yacc*-assigned 'token codes' with user-declared 'token names'. Include it in source files other than `y.tab.c` to give access to the token codes.

−s *stem* Change the prefix `y` of the file names `y.tab.c`, `y.tab.h`, `y.debug`, and `y.output` to *stem*.

−S Write a parser that uses Stdio instead of the `print` routines in libc.

The specification of *yacc* itself is essentially the same as the UNIX version described in the references mentioned below. Besides the −D option, the main relevant differences are:

The interface to the C environment is by default through `<libc.h>` rather than `<stdio.h>`; the −S option reverses this.

The parser accepts UTF input text (see *utf*(6)), which has a couple of effects. First, the return value of `yylex()` no longer fits in a `short`; second, the starting value for non-terminals is now 0xE000 rather than 257.

The generated parser can be recursive: actions can call *yyparse*, for example to implement a sort of `#include` statement in an interpreter.

Finally, some undocumented inner workings of the parser have been changed, which may affect programs that know too much about its structure.

FILES

`y.output`
`y.tab.c`
`y.tab.h`
`y.debug`
`y.tmp.*` temporary file
`y.acts.*` temporary file
`/sys/lib/yaccpar` parser prototype
`/sys/lib/yaccpars` parser prototype using stdio

SOURCE

`/sys/src/cmd/yacc.c`

SEE ALSO

lex(1)

S. C. Johnson and R. Sethi, ''Yacc: A parser generator'', *Unix Research System Programmer's Manual,* Tenth Edition, Volume 2
B. W. Kernighan and Rob Pike, *The UNIX Programming Environment,* Prentice Hall, 1984

BUGS

The parser may not have full information when it writes to `y.debug` so that the names of the tokens returned by `yylex` may be missing.

NAME

yesterday – print file names from the dump

SYNOPSIS

`yesterday` [`−abcCdD`] [`−n` *daysago*] [*-date*] *files ...*

DESCRIPTION

Yesterday prints the names of the *files* from the most recent dump. Since dumps are done early in the morning, yesterday's files are really in today's dump. For example, if today is March 17, 1992,

```
yesterday /adm/users
```

prints

```
/n/dump/1992/0317/adm/users
```

In fact, the implementation is to select the most recent dump in the current year, so the dump selected may not be from today.

By default, *yesterday* prints the names of the dump files corresponding to the named files. The first set of options changes this behavior.

`−a` Run *acme*(1)'s *adiff* to compare the dump files with the named files.

`−b` Bind the dump files over the named files.

`−c` Copy the dump files over the named files.

`−C` Copy the dump files over the named files only when they differ.

`−d` Run `diff` to compare the dump files with the named files.

`−D` Run `diff −n` to compare the dump files with the named files.

The *date* option selects other day's dumps, with a format of 1, 2, 4, 6, or 8 digits of the form *d, dd*, *mmdd*, *yymmdd*, or *yyyymmdd*.

The `−n` option selects the dump *daysago* prior to the current day.

Yesterday does not guarantee that the string it prints represents an existing file.

EXAMPLES

Back up to yesterday's MIPS binary of `vc`:

```
yesterday −c /mips/bin/vc
```

Temporarily back up to March 1's MIPS C library to see if a program runs correctly when loaded with it:

```
yesterday −b −0301 /mips/lib/libc.a
rm v.out
mk
v.out
```

Find what has changed in the C library since March 1:

```
yesterday −d −0301 /sys/src/libc/port/*.c
```

FILES

`/n/dump`

SOURCE

`/rc/bin/yesterday`

SEE ALSO

history(1), *bind*(1), *diff*(1), *fs*(4).

BUGS

It's hard to use this command without singing.

NAME

intro – introduction to library functions

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <auth.h>
#include <bio.h>
#include <draw.h>
#include <fcall.h>
#include <frame.h>
#include <mach.h>
#include <ndb.h>
#include <regexp.h>
#include <stdio.h>
#include <thread.h>
```

DESCRIPTION

This section describes functions in various libraries. For the most part, each library is defined by a single C include file, such as those listed above, and a single archive file containing the library proper. The name of the archive is `/$objtype/lib/lib`*x*`.a`, where *x* is the base of the include file name, stripped of a leading `lib` if present. For example, `<draw.h>` defines the contents of library `/$objtype/lib/libdraw.a`, which may be abbreviated when named to the loader as `-ldraw`. In practice, each include file contains a `#pragma` that directs the loader to pick up the associated archive automatically, so it is rarely necessary to tell the loader which libraries a program needs.

The library to which a function belongs is defined by the header file that defines its interface. The 'C library', *libc*, contains most of the basic subroutines such as *strlen*. Declarations for all of these functions are in `<libc.h>`, which must be preceded by (*needs*) an include of `<u.h>`. The graphics library, *draw*, is defined by `<draw.h>`, which needs `<libc.h>` and `<u.h>`. The Buffered I/O library, *libbio*, is defined by `<bio.h>`, which needs `<libc.h>` and `<u.h>`. The ANSI C Standard I/O library, *libstdio*, is defined by `<stdio.h>`, which has no prerequisites. There are a few other, less commonly used libraries defined on individual pages of this section.

The include file `<u.h>`, a prerequisite of several other include files, declares the architecture-dependent and -independent types, including: *ushort*, *uchar*, and *ulong*, the unsigned integer types; *schar*, the signed char type; *vlong*, a very long integral type; *jmp_buf*, the type of the argument to *setjmp* and *longjmp*, plus macros that define the layout of *jmp_buf* (see *setjmp*(2)); definitions of the bits in the floating-point control register as used by *getfcr*(2); the macros `va_arg` and friends for accessing arguments of variadic functions (identical to the macros defined in `<stdarg.h>` in ANSI C); and *Length*, for historical reasons a union, representing the 64-bit length of a file, declared something like

```
typedef union
{
    vlong   length;
} Length;
```

Name space

Files are collected into a hierarchical organization called a *file tree* starting in a *directory* called the *root*. File names, also called *paths*, consist of a number of `/`-separated *path elements* with the slashes corresponding to directories. A path element must contain only printable characters (those outside ASCII and Latin-1 control space) that occupy no more than `NAMELEN-1` bytes. A path element cannot contain a space or slash.

When a process presents a file name to Plan 9, it is *evaluated* by the following algorithm. Start with a directory that depends on the first character of the path: `/` means the root of the main hierarchy, # means the separate root of a kernel device's file tree (see Section 3), and anything else means the process's current working directory. Then for each path element, look up the element in the directory, advance to that directory, do a possible translation (see below), and repeat. The last step may yield a directory or regular file. The collection of files reachable from the root is called the *name space* of a process.

A program can use *bind* or *mount* (see *bind*(2)) to say that whenever a specified file is reached during evaluation, evaluation instead continues from a second specified file. Also, the same system calls create *union directories*, which are concatenations of ordinary directories that are searched sequentially until the desired element is found. Using *bind* and *mount* to do name space adjustment affects only the current process group (see below). Certain conventions about the layout of the name space should be preserved; see *namespace*(4).

File I/O

Files are opened for input or output by *open* or *create* (see *open*(2)). These calls return an integer called a *file descriptor* which identifies the file to subsequent I/O calls, notably *read*(2) and *write*. The system allocates the numbers by selecting the lowest unused descriptor. They are allocated dynamically; there is no visible limit to the number of file descriptors a process may have open. They may be reassigned using *dup*(2). File descriptors are indices into a kernel resident *file descriptor table*. Each process has an associated file descriptor table. In some cases (see *rfork* in *fork*(2)) a file descriptor table may be shared by several processes.

By convention, file descriptor 0 is the standard input, 1 is the standard output, and 2 is the standard error output. With one exception, the operating system is unaware of these conventions; it is permissible to close file 0, or even to replace it by a file open only for writing, but many programs will be confused by such chicanery. The exception is that the system prints messages about broken processes to file descriptor 2.

Files are normally read or written in sequential order. The I/O position in the file is called the *file offset* and may be set arbitrarily using the *seek*(2) system call.

Directories may be opened and read much like regular files. They contain an integral number of records, called *directory entries*, of length `DIRLEN` (defined in `<libc.h>`). Each entry is a machine-independent representation of the information about an existing file in the directory, including the name, ownership, permission, access dates, and so on. The entry corresponding to an arbitrary file can be retrieved by *stat*(2) or *fstat*; *wstat* and *fwstat* write back entries, thus changing the properties of a file. An entry may be translated into a more convenient, addressable form called a `Dir` structure; *dirstat*, *dirfstat, dirwstat*, and *dirfwstat* execute the appropriate translations (see *stat*(2)).

New files are made with *create* (in *open*(2)) and deleted with *remove*(2). Directories may not directly be written; *create*, *remove*, *wstat*, and *fwstat* alter them.

The operating system kernel records the file name used to access each open file or directory. If the file is opened by a local name (one that does not begin / or #), the system makes the stored name absolute by prefixing the string associated with the current directory. Similar lexical adjustments are made for path names containing `.` (dot) or `..` (dot-dot). By this process, the system maintains a record of the route by which each file was accessed. Although there is a possibility for error—the name is not maintained after the file is opened, so removals and renamings can confound it—this simple method usually permits the system to return, via the *fd2path*(2) system call and related calls such as *getwd*(2), a valid name that may be used to find a file again. This is also the source of the names reported in the name space listing of *ns*(1) or `/dev/ns` (see *proc*(3)).

Pipe(2) creates a connected pair of file descriptors, useful for bidirectional local communication.

Process execution and control

A new process is created when an existing one calls *rfork* with the `RFPROC` bit set, usually just by calling *fork*(2). The new (child) process starts out with copies of the address space and most other attributes of the old (parent) process. In particular, the child starts out running the same program as the parent; *exec*(2) will bring in a different one.

Each process has a unique integer process id; a set of open files, indexed by file descriptor; and a current working directory (changed by *chdir*(2)).

Each process has a set of attributes — memory, open files, name space, etc. — that may be shared or unique. Flags to *rfork* control the sharing of these attributes.

The memory of a process is divided into *segments*. Every program has at least a *text* (instruction) and *stack* segment. Most also have an initialized *data* segment and a segment of zero-filled data called *bss*. Processes may *segattach*(2) other segments for special purposes.

A process terminates by calling *exits*(2). A parent process may call *wait* (in *exits*(2)) to wait for some child to terminate. A string of status information may be passed from *exits* to *wait*. A process can go to sleep for a specified time by calling *sleep*(2).

There is a *notification* mechanism for telling a process about events such as address faults, floating point faults, and messages from other processes. A process uses *notify*(2) to register the function to be called (the *notification handler*) when such events occur.

Multithreading

By calling *rfork* with the `RFMEM` bit set, a program may create several independently executing processes sharing the same memory (except for the stack segment, which is unique to each process). Where possible according to the ANSI C standard, the main C library works properly in multiprocess programs; *malloc*, *print*, and the other routines use locks (see *lock*(2)) to synchronize access to their data structures. The graphics library defined in `<draw.h>` is also multi-process capable; details are in *graphics*(2). In general, though, multiprocess programs should use some form of synchronization to protect shared data.

The thread library, defined in `<thread.h>`, provides support for multiprocess programs. It includes a data structure called a `Channel` that can be used to send messages between processes, and coroutine-like *threads*, which enable multiple threads of control within a single process. The threads within a process are scheduled by the library, but there is no pre-emptive scheduling within a process; thread switching occurs only at communication or synchronization points.

Most programs using the thread library comprise multiple processes communicating over channels, and within some processes, multiple threads. Since Plan 9 I/O calls may block, a system call may block all the threads in a process. Therefore, a program that shouldn't block unexpectedly will use a process to serve the I/O request, passing the result to the main processes over a channel when the request completes. For an example of this design, see *mouse*(2).

SEE ALSO

nm(1), *2l*(1), *2c*(1)

DIAGNOSTICS

Math functions in *libc* return special values when the function is undefined for the given arguments or when the value is not representable (see *nan*(2)).

Some of the functions in *libc* are system calls and many others employ system calls in their implementation. All system calls return integers, with -1 indicating that an error occurred; *errstr*(2) recovers a string describing the error. Some user-level library functions also use the *errstr* mechanism to report errors. Functions that may affect the value of the error string are said to ''set *errstr*''; it is understood that the error string is altered only if an error occurs.

BUGS

The limitation of path elements to 27 bytes (`NAMELEN−1`) is a liability in the networked world.

NAME

Srv, dirread9p, emalloc9p, erealloc9p, estrdup9p, postfd, postmountsrv, readbuf, readstr, respond, threadpostmountsrv, srv – 9P file service

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <fcall.h>
#include <thread.h>
#include <9p.h>

typedef struct Srv {
    Tree* tree;

    void  (*attach)(Req*);
    void  (*auth)(Req*);
    void  (*open)(Req*);
    void  (*create)(Req*);
    void  (*read)(Req*);
    void  (*write)(Req*);
    void  (*remove)(Req*);
    void  (*flush)(Req*);
    void  (*stat)(Req*);
    void  (*wstat)(Req*);
    void  (*walk)(Req*);

    char* (*walk1)(Fid *fid, char *name, Qid *qid);
    char* (*clone)(Fid *oldfid, Fid *newfid);

    void  (*destroyfid)(Fid*);
    void  (*destroyreq)(Req*);
    void  (*end)(Srv*);
    void* aux;
} Srv;

int   srv(Srv *s, int fd)
int   postmountsrv(Srv *s, char *srvname, char *mtpt, int flag)
int   threadpostmountsrv(Srv *s, char *srvname, char *mtpt, int flag)
int   postfd(char *srvname, int fd)
void  respond(Req *r, char *error)
ulong readstr(Req *r, char *src)
ulong readbuf(Req *r, void *src, ulong nsrc)
typedef int Dirgen(int n, Dir *dir, void *aux)
void  dirread9p(Req *r, Dirgen *gen, void *aux)

void* emalloc9p(ulong n)
void* erealloc9p(void *v, ulong n)
char* estrdup9p(char *s)

extern int chatty9p;
```

DESCRIPTION

The function *srv* uses serves a 9P session by dispatching requests to the function pointers kept in `Srv`.

`Req` and `Fid` structures are allocated one-to-one with uncompleted requests and active fids, and are described in *9pfid*(2).

The behavior of *srv* depends on whether there is a file tree (see *9pfile*(2)) associated with the server, that is, whether the `tree` element is nonzero. The differences are made explicit in the discussion of the service loop below. The `aux` element is the client's, to do with as it pleases. At the end of its service loop, *srv* calls the *endsrv* function (if not zero) on the *Srv* structure itself. *Endsrv* should perform any necessary cleanup, which may include freeing the data associated with *aux*, or freeing the `Srv` structure itself.

Srv does not return until the 9P conversation is finished. *Postmountsrv* and *threadpostmountsrv* are wrappers that create a separate process in which to run *srv*, optionally posting the remote end of the service pipe in `/srv/`*srvname* or mounting it at *mtpt*. They both return the file descriptor corresponding to the *local* end of the service pipe on success, or -1 on failure. *Threadpostmountsrv* is intended for use in programs that utilize the *thread*(2) library. *Postfd* posts the given file descriptor as `/srv/`*srvname*, but does not mount and does not start the service loop.

Since it is usually run in a separate process so that the caller can exit, the service loop has little chance to return gracefully on out of memory errors. It calls *emalloc9p*, *erealloc9p*, and *estrdup 9p* to obtain its memory. The default implementations of these functions act as *malloc*, *realloc*, and *strdup* but abort the program if they run out of memory. If alternate behavior is desired, clients can link against alternate implementations of these functions.

Service functions

The functions in a `Srv` structure named after 9P transactions are called to satisfy requests as they arrive. If a function is provided, it *must* arrange for *respond* to be called when the request is satisfied. The only parameter of each service function is a `Req*` parameter (say `r`). The incoming request parameters are stored in *r—>ifcall*; *r—>fid* and *r—>newfid* are pointers to `Fid` structures corresponding to the numeric fids in *r—>ifcall*; similarly, *r—>oldreq* is the `Req` structure corresponding to *r—>ifcall.oldreq*. The outgoing response data should be stored in *r—>ofcall*. The one exception to this rule is that `stat` should fill in *r—>d* rather than *r—>ofcall.stat*: the library will convert the structure into the machine-independent wire representation. Similarly, `wstat` may consult *r—>d* rather than decoding *r—>ifcall*`.`*stat* itself. When a request has been handled, *respond* should be called with `r` and an error string. If the request was satisfied successfully, the error string should be a nil pointer. Note that it is permissible for a function to return without itself calling *respond*, as long as it has arranged for *respond* to be called at some point in the future by another proc sharing its address space, but see the discussion of `flush` below. Once *respond* has been called, the `Req*` as well as any pointers it once contained must be considered freed and not referenced.

If the service loop detects an error in a request (e.g., an attempt to reuse an extant fid, an open of an already open fid, a read from a fid opened for write, etc.) it will reply with an error without consulting the service functions.

The service loop provided by *srv* (and indirectly by *postmountsrv* and *threadpostmountsrv*) is single-threaded. If it is expected that some requests might block, arranging for alternate processes to handle them is suggested.

The constraints on the service functions are as follows. These constraints are checked while the server executes. If a service function fails to do something it ought to have, *srv* will call *endsrv* and then abort.

Auth If authentication is desired, the *auth* function should record that `afid` is the new authentication fid and set *afid—>qid* and *ofcall.qid*. *Auth* may be nil, in which case it will be treated as having responded with the error ''*argv0: authentication not required*,'' where *argv0* is the program name variable as set by *ARGBEGIN* (see *arg*(2)).

Attach The *attach* function should check the authentication state of `afid` if desired, and set *r—>fid—>qid* and *ofcall.qid* to the qid of the file system root. *Attach* may be nil only if file trees are in use; in this case, the qid will be filled from the root of the tree, and no authentication will be done.

`Walk` If file trees are in use, *walk* is handled internally, and *srv—>walk* is never called.

If file trees are not in use, *walk* should consult `ifcall.wname` and `ifcall.nwname`, filling in `ofcall.qid` and `ofcall.nqid`, and also copying any necessary aux state from *r—>fid* to *r—>newfid* when the two are different. As long as *walk* sets `ofcall.nqid` appropriately, it can *respond* with a nil error string even when 9P demands an error (*e.g.*, in the case of a short walk); the library detects error conditions and handles them appropriately.

`Walk1`, `Clone`

Because implementing the full walk message is intricate and prone to error, the client may instead provide functions *srv−>walk1* and (optionally) *srv−>clone*. *Clone*, if non-nil, is called to signal the creation of *newfid* from *oldfid*. Typically a *clone* routine will copy or increment a reference count in *oldfid*'s *aux* element. *Walk1* should walk *fid* to *name*, initializing both *fid−>qid* and **qid* to the new path's qid. Rather than calling *respond*, both should return nil on success or an error message on error.

`Open` If file trees are in use, the file metadata will be consulted on open, create, remove, and wstat to see if the requester has the appropriate permissions. If not, an error will be sent back without consulting a service function.

If not using file trees or the user has the appropriate permissions, *open* is called with *r−>ofcall.qid* already initialized to the one stored in the `Fid` structure (that is, the one returned in the previous walk). If the qid changes, both should be updated.

`Create`
The *create* function must fill in both *r−>fid−>qid* and *r−>ofcall.qid* on success. When using file trees, *create* should allocate a new `File` with *createfile*; note that *createfile* may return nil (because, say, the file already exists). If the *create* function is nil, *srv* behaves as though it were a function that always responded with the error ''create prohibited''.

`Remove`
Remove should mark the file as removed, whether by calling *removefile* when using file trees, or by updating an internal data structure. In general it is not a good idea to clean up the *aux* information associated with the corresponding `File` at this time, to avoid memory errors if other fids have references to that file. Instead, it is suggested that *remove* simply mark the file as removed (so that further operations on it know to fail) and wait until the file tree's destroy function is called to reclaim the *aux* pointer. If not using file trees, it is prudent to take the analogous measures. If *remove* is not provided, all remove requests will draw ''remove prohibited'' errors.

`Read` The *read* function must be provided; it fills *r−>ofcall.data* with at most *r−>ifcall.count* bytes of data from offset *r−>ofcall.offset* of the file. It also sets *r−>ofcall.count* to the number of bytes being returned. If using file trees, *srv* will handle reads of directories internally, only calling *read* for requests on files. *Readstr* and *readbuf* are useful for satisfying read requests on a string or buffer. Consulting the request in `r−>ifcall`, they fill `r−>ofcall.data` and set `r−>ofcall.count`; they do not call `respond`. Similarly, *dirread9p* can be used to handle directory reads in servers not using file trees. The passed *gen* function will be called as necessary to fill *dir* with information for the *n th* entry in the directory. The string pointers placed in *dir* should be fresh copies made with *estrdup9p*; they will be freed by *dirread9p* after each successful call to *gen*. *Gen* should return zero if it successfully filled *dir*, minus one on end of directory.

`Write`
The *write* function is similar but need not be provided. If it is not, all writes will draw ''write prohibited'' errors. Otherwise, *write* should attempt to write the *r−>ifcall.n* bytes of *r−>ifcall.data* to offset *r−>ifcall.offset* of the file, setting *r−>ofcall.offset* to the number of bytes actually written. Most programs consider it an error to write less than the requested amount.

`Stat` *Stat* should fill *r−>d* with the stat information for *r−>fid*. If using file trees, *r−>d* will have been initialized with the stat info from the tree, and *stat* itself may be nil.

Wstat The *wstat* consults *r−>d* in changing the metadata for *r−>fid* as described in *stat*(5). When using file trees, *srv* will take care to check that the request satisfies the permissions outlined in *stat*(5). Otherwise *wstat* should take care to enforce permissions where appropriate.

`Flush`
Single-threaded servers, which always call *respond* before returning from the service functions, need not provide a *flush* implementation: *flush* is only necessary in multithreaded programs, which arrange for *respond* to be called asynchronously. *Flush* must ensure that once *respond* has been called on `r`, *respond* will *never* be called on *r−>oldreq*, and in fact that *r−>oldreq* and the pointers it contains will never be accessed again (consider them freed). *Flush* must *not* call respond with a non-nil error string.

Destroyfid, *destroyreq*, and *end* are auxiliary functions, not called in direct response to 9P requests.

`Destroyfid`
: When a `Fid`'s reference count drops to zero (*i.e.,* it has been clunked and there are no outstanding requests referring to it), *destroyfid* is called to allow the program to dispose of the `Fid.aux` pointer.

`Destroyreq`
: Similarly, when a `Req`'s reference count drops to zero (*i.e.*, it has been handled via *respond* or has been successfully flushed), *destroyreq* is called to allow the program to dispose of the `Req.aux` pointer.

`End`
: Once the 9P service loop has finished (end of file been reached on the service pipe or a bad message has been read), *end* is called (if provided) to allow any final cleanup. For example, it is used by the Palm Pilot synchronization file system to gracefully close the serial connection once the file system has been unmounted. After calling *end*, the service loop (which runs in a separate process from its caller) terminates using *_exits* (see *exits*(2)).

If the `chatty9p` flag is at least one, a transcript of the 9P session is printed on standard error. If the `chatty9p` flag is greater than one, additional unspecified debugging output is generated. By convention, servers written using this library accept the −D option to increment `chatty9p`.

EXAMPLES

Archfs(4), *cdfs*(4), *nntpfs*(4), *snap*(4), and `/sys/src/lib9p/ramfs.c` are good examples of simple single-threaded file servers. *Webfs*(4) and *sshnet* (see *ssh*(1)) are good examples of multithreaded file servers.

In general, the `File` interface is appropriate for maintaining arbitrary file trees (as in *ramfs*). The `File` interface is best avoided when the tree structure is easily generated as necessary; this is true when the tree is highly structured (as in *cdfs* and *nntpfs*) or is maintained elsewhere.

SOURCE

`/sys/src/lib9p`

SEE ALSO

9pfid(2), *9pfile*(2), *srv*(3), *intro*(5)

BUGS

The switch to 9P2000 was taken as an opportunity to tidy much of the interface; we promise to avoid such gratuitous change in the future.

NAME

Fid, Fidpool, allocfidpool, freefidpool, allocfid, closefid, lookupfid, removefid, Req, Reqpool, allocreqpool, freereqpool, allocreq, closereq, lookupreq, removereq – 9P fid, request tracking

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <auth.h>
#include <fcall.h>
#include <thread.h>
#include <9p.h>

typedef struct Fid
{
    ulong fid;
    char  omode;  /* -1 if not open */
    char  *uid;
    Qid   qid;
    File  *file;
    void  *aux;
    ...
} Fid;

typedef struct Req
{
    ulong tag;
    Fcall fcall;
    Req   *oldreq;
    void  *aux;
    ...
} Req;

Fidpool* allocfidpool(void (*destroy)(Fid*))
void     freefidpool(Fidpool *p)
Fid*     allocfid(Fidpool *p, ulong fid)
Fid*     lookupfid(Fidpool *p, ulong fid)
void     closefid(Fid *f)
void     removefid(Fid *f)

Reqpool* allocreqpool(void (*destroy)(Req*))
void     freereqpool(Reqpool *p)
Req*     allocreq(Reqpool *p, ulong tag)
Req*     lookupreq(Reqpool *p, ulong tag)
void     closereq(Req *f)
void     removereq(Req *r)
```

DESCRIPTION

These routines provide management of `Fid` and `Req` structures from `Fidpools` and `Reqpools`. They are primarily used by the 9P server loop described in *9p*(2).

`Fid` structures are intended to represent active fids in a 9P connection, as `Chan` structures do in the Plan 9 kernel. The `fid` element is the integer fid used in the 9P connection. `Omode` is the mode under which the fid was opened, or −1 if this fid has not been opened yet. Note that in addition to the values OREAD, OWRITE, and ORDWR, `omode` can contain the various flags permissible in an open call. To ignore the flags, use omode&OMASK. `Omode` should not be changed by the client. The fid derives from a successful authentication by `uid`. `Qid` contains the qid returned in the last successful `walk` or `create` transaction involving the fid. In a file tree-based server, the `Fid`'s `file` element points at a `File` structure (see *9pfile*(2)) corresponding to the fid. The aux member is intended for use by the client to hold information specific to a particular `Fid`. With the exception of aux, these elements should be treated as read-only by the client.

Allocfidpool creates a new `Fidpool`. *Freefidpool* destroys such a pool. *Allocfid* returns a new `Fid` whose fid number is *fid*. There must not already be an extant `Fid` with that number in the pool. Once a `Fid` has been allocated, it can be looked up by fid number using *lookupfid*. `Fids` are reference counted: both *allocfid* and *lookupfid* increment the reference count on the `Fid` structure before returning. When a reference to a `Fid` is no longer needed, *closefid* should be called to note the destruction of the reference. When the last reference to a `Fid` is removed, if *destroy* (supplied when creating the fid pool) is not zero, it is called with the `Fid` as a parameter. It should perform whatever cleanup is necessary regarding the `aux` element. *Removefid* is equivalent to *closefid* but also removes the `Fid` from the pool. Note that due to lingering references, the return of *removefid* may not mean that *destroy* has been called.

Allocreqpool, *freereqpool*, *allocreq*, *lookupreq*, *closereq*, and *removereq* are analogous but operate on `Reqpools` and `Req` structures.

SOURCE

`/sys/src/lib9p`

SEE ALSO

9p(2), *9pfile*(2)

NAME

Tree, alloctree, freetree, File, createfile, closefile, removefile, walkfile, opendirfile, readdirfile, closedirfile, hasperm – in-memory file hierarchy

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <auth.h>
#include <fcall.h>
#include <thread.h>
#include <9p.h>

typedef struct File
{
     Ref;
     Dir;
     void*aux;
     ...
} File;

typedef struct Tree
{
     File *root;
     ...
} Tree;

Tree*    alloctree(char *uid, char *gid, ulong mode,
               void (*destroy)(File*))
void     freetree(Tree *tree)
File*    createfile(File *dir, char *name, char *uid,
               ulong mode, void *aux)
int      removefile(File *file)
void     closefile(File *file)
File*    walkfile(File *dir, char *path)
Readdir* opendirfile(File *dir)
long     readdirfile(Readdir *rdir, char *buf, long n)
void     closedirfile(Readdir *rdir)
int      hasperm(File *file, char *uid, int p)
```

DESCRIPTION

`Files` and `Trees` provide an in-memory file hierarchy intended for use in 9P file servers.

Alloctree creates a new tree of files, and *freetree* destroys it. The root of the tree (also the `root` element in the structure) will have mode *mode* and be owned by user *uid* and group *gid*. *Destroy* is used when freeing `File` structures and is described later.

`Files` (including directories) other than the root are created using *createfile*, which attempts to create a file named *name* in the directory *dir*. If created, the file will have owner *uid* and have a group inherited from the directory. *Mode* and the permissions of *dir* are used to calculate the permission bits for the file as described in *open*(5). It is permissible for *name* to be a slash-separated path rather than a single element.

Removefile removes a file from the file tree. The file will not be freed until the last reference to it has been removed. Directories may only be removed when empty. *Removefile* returns zero on success, -1 on error. It is correct to consider *removefile* to be *closefile* with the side effect of removing the file when possible.

Walkfile evaluates *path* relative to the directory *dir*, returning the resulting file, or zero if the named file or any intermediate element does not exist.

The `File` structure's `aux` pointer may be used by the client for per-`File` storage. `Files` are reference-counted: if not zero, *destroy* (specified in the call to *alloctree*) will be called for each file when its last reference is removed or when the tree is freed. *Destroy* should take care of any necessary cleanup related to `aux`. When creating new file references by copying pointers, call *incref* (see *lock*(2)) to update the reference count. To note the removal of a reference to a file, call *closefile*. *Createfile* and *walkfile* return new references. *Removefile*, *closefile*, and *walkfile* (but not *createfile*) consume the passed reference.

Directories may be read, yielding a directory entry structure (see *stat*(5)) for each file in the directory. In order to allow concurrent reading of directories, clients must obtain a `Readdir` structure by calling *opendirfile* on a directory. Subsequent calls to *readdirfile* will each yield an integral number of machine-independent stat buffers, until end of directory. When finished, call *closedirfile* to free the `Readdir`.

Hasperm does simplistic permission checking; it assumes only one-user groups named by uid and returns non-zero if *uid* has permission *p* (a bitwise-or of AREAD, AWRITE and AEXEC) according to *file*−>`mode`. 9P servers written using `File` trees will do standard permission checks automatically; *hasperm* may be called explicitly to do additional checks. A 9P server may link against a different *hasperm* implementation to provide more complex groups.

EXAMPLE

The following code correctly handles references when elementwise walking a path and creating a file.

```
f = tree->root;
incref(f);
for(i=0; i<n && f!=nil; i++)
        f = walkfile(f, elem[i]);
if(f == nil)
        return nil;
nf = createfile(f, "foo", "nls", 0666, nil);
closefile(f);
return nf;
```

SOURCE

`/sys/src/lib9p/file.c`

SEE ALSO

9p(2)

BUGS

The reference counting is cumbersome.

NAME

abort – generate a fault

SYNOPSIS

```
#include <u.h>
#include <libc.h>

void abort(void)
```

DESCRIPTION

Abort causes an access fault, causing the current process to enter the ‘Broken’ state. The process can then be inspected by a debugger.

SOURCE

`/sys/src/libc/9sys/abort.c`

NAME

abs, labs – integer absolute values

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int  abs(int a)

long labs(long a)
```

DESCRIPTION

Abs returns the absolute value of integer *a*, and *labs* does the same for a long.

SOURCE

`/sys/src/libc/port/abs.c`

SEE ALSO

floor(2) for *fabs*

DIAGNOSTICS

Abs and *labs* return the most negative integer or long when the true result is unrepresentable.

NAME

access – determine accessibility of file

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int access(char *name, int mode)
```

DESCRIPTION

Access evaluates the given file *name* for accessibility. If *mode*&4 is nonzero, read permission is expected; if *mode*&2, write permission; if *mode*&1, execute permission. If *mode*==0, the file merely need exist. In any case all directories leading to the file must permit searches. Zero is returned if the desired access is permitted, –1 if not.

Only access bits are checked. A file may look executable, but *exec*(2) will fail unless it is in proper format.

The include file defines AEXIST=0, AEXEC=1, AWRITE=2, and AREAD=4.

SOURCE

`/sys/src/libc/9sys/access.c`

SEE ALSO

stat(2)

DIAGNOSTICS

Sets *errstr*.

BUGS

Since file permissions are checked by the server and group information is not known to the client, *access* must open the file to check permissions. (It calls *stat*(2) to check simple existence.) Besides giving misleading information about the writability of directories, this is as expensive as the open that *access* is often intended to avoid.

NAME

addpt, subpt, mulpt, divpt, rectaddpt, rectsubpt, insetrect, canonrect, eqpt, eqrect, ptinrect, rectinrect, rectXrect, rectclip, combinerect, Dx, Dy, Pt, Rect, Rpt – arithmetic on points and rectangles

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <draw.h>

Point     addpt(Point p, Point q)

Point     subpt(Point p, Point q)

Point     mulpt(Point p, int a)

Point     divpt(Point p, int a)

Rectangle rectaddpt(Rectangle r, Point p)

Rectangle rectsubpt(Rectangle r, Point p)

Rectangle insetrect(Rectangle r, int n)

Rectangle canonrect(Rectangle r)

int       eqpt(Point p, Point q)

int       eqrect(Rectangle r, Rectangle s)

int       ptinrect(Point p, Rectangle r)

int       rectinrect(Rectangle r, Rectangle s)

int       rectXrect(Rectangle r, Rectangle s)

int       rectclip(Rectangle *rp, Rectangle b)

void      combinerect(Rectangle *rp, Rectangle b)

int       Dx(Rectangle r)

int       Dy(Rectangle r)

Point     Pt(int x, int y)

Rectangle Rect(int x0, int y0, int x1, int y1)

Rectangle Rpt(Point p, Point q)
```

DESCRIPTION

The functions *Pt*, *Rect* and *Rpt* construct geometrical data types from their components.

Addpt returns the Point sum of its arguments: `Pt(`*p*`.x+`*q*`.x, `*p*`.y+`*q*`.y)`. *Subpt* returns the Point difference of its arguments: `Pt(`*p*`.x−`*q*`.x, `*p*`.y−`*q*`.y)`. *Mulpt* returns the Point `Pt(`*p*`.x*`*a*`, `*p*`.y*`*a*`)`. *Divpt* returns the Point `Pt(`*p*`.x/`*a*`, `*p*`.y/`*a*`)`.

Rectaddpt returns the Rectangle `Rect(add(`*r*`.min, `*p*`), add(`*r*`.max, `*p*`))`; *rectsubpt* returns the Rectangle `Rpt(sub(`*r*`.min, `*p*`), sub(`*r*`.max, `*p*`))`.

Insetrect returns the Rectangle `Rect(`*r*`.min.x+`*n*, *r*`.min.y+`*n*, *r*`.max.x−`*n*, *r*`.max.y−`*n*`)`.

Canonrect returns a rectangle with the same extent as *r*, canonicalized so that `min.x` ≤ `max.x`, and `min.y` ≤ `max.y`.

Eqpt compares its argument Points and returns 0 if unequal, 1 if equal. *Eqrect* does the same for its argument Rectangles.

Ptinrect returns 1 if *p* is a point within *r*, and 0 otherwise.

Rectinrect returns 1 if all the pixels in *r* are also in *s*, and 0 otherwise.

RectXrect returns 1 if *r* and *s* share any point, and 0 otherwise.

Rectclip clips in place the Rectangle pointed to by *rp* so that it is completely contained within *b*. The return value is 1 if any part of **rp* is within *b*. Otherwise, the return value is 0 and **rp* is unchanged.

Combinerect overwrites `*rp` with the smallest rectangle sufficient to cover all the pixels of `*rp` and `b`.

The functions *Dx* and *Dy* give the width (Δx) and height (Δy) of a Rectangle. They are implemented as macros.

SOURCE

`/sys/src/libdraw`

SEE ALSO

graphics(2)

NAME

setupAESstate, aesCBCencrypt, aesCBCdecrypt – advanced encryption standard (rijndael)

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <mp.h>
#include <libsec.h>

void setupAESstate(AESstate *s, uchar key[], int keybytes, uchar *ivec)

void aesCBCencrypt(uchar*, int, AESstate*)

void aesCBCdecrypt(uchar*, int, AESstate*)
```

DESCRIPTION

DES is being replaced by Rijndael, also known as AES, as the preferred block ciper. *setupAESstate*, *aesCBCencrypt*, and *aesCBCdecrypt* implement cipher block chaining encryption. *Keybytes* should be 16, 24, or 32. The initialization vector *ivec* of *AESbsize* bytes should random enough to be unlikely to be reused but does not need to be cryptographically strongly unpredictable.

SOURCE

/sys/src/libsec

SEE ALSO

mp(2), *blowfish*(2), *des*(2), *elgamal*(2), *rc4*(2), *rsa*(2), *sechash*(2), *prime*(2), *rand*(2)

NAME

allocimage, allocimagemix, freeimage, nameimage, namedimage, setalpha, loadimage, cloadimage, unloadimage, readimage, writeimage, bytesperline, wordsperline – allocating, freeing, reading, writing images

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <draw.h>

Image *allocimage(Display *d, Rectangle r,
       ulong chan, int repl, int col)

Image *allocimagemix(Display *d, ulong one, ulong three)

void  freeimage(Image *i)

int   nameimage(Image *i, char *name, int in)

Image *namedimage(Display *d, char *name)

ulong setalpha(ulong color, uchar alpha)

int   loadimage(Image *i, Rectangle r, uchar *data, int ndata)

int   cloadimage(Image *i, Rectangle r, uchar *data, int ndata)

int   unloadimage(Image *i, Rectangle r, uchar *data, int ndata)

Image *readimage(Display *d, int fd, int dolock)

int   writeimage(int fd, Image *i, int dolock)

int   bytesperline(Rectangle r, int d)

int   wordsperline(Rectangle r, int d)

enum
{
   DOpaque                    = 0xFFFFFFFF,
   DTransparent               = 0x00000000,
   DBlack                     = 0x000000FF,
   DWhite                     = 0xFFFFFFFF,
   DRed                       = 0xFF0000FF,
   DGreen                     = 0x00FF00FF,
   DBlue                      = 0x0000FFFF,
   DCyan                      = 0x00FFFFFF,
   DMagenta                   = 0xFF00FFFF,
   DYellow                    = 0xFFFF00FF,
   DPaleyellow                = 0xFFFFAAFF,
   DDarkyellow                = 0xEEEE9EFF,
   DDarkgreen                 = 0x448844FF,
   DPalegreen                 = 0xAAFFAAFF,
   DMedgreen                  = 0x88CC88FF,
   DDarkblue                  = 0x000055FF,
   DPalebluegreen             = 0xAAFFFFFF,
   DPaleblue                  = 0x0000BBFF,
   DBluegreen                 = 0x008888FF,
   DGreygreen                 = 0x55AAAAFF,
   DPalegreygreen             = 0x9EEEEEFF,
   DYellowgreen               = 0x99994CFF,
   DMedblue                   = 0x000099FF,
   DGreyblue                  = 0x005DBBFF,
   DPalegreyblue              = 0x4993DDFF,
   DPurpleblue                = 0x8888CCFF,

   DNotacolor                 = 0xFFFFFF00,
```

```
   DNofill                  = DNotacolor,
};
```

DESCRIPTION

A new `Image` on `Display d` is allocated with `allocimage`; it will have the rectangle, pixel channel format, and replication flag given by its arguments. Convenient pixel channels like `GREY1`, `GREY2`, `CMAP8`, `RGB16`, `RGB24`, and `RGBA32` are predefined. All the new image's pixels will have initial value *col*. If *col* is `DNofill`, no initialization is done. Representative useful values of color are predefined: `DBlack`, `DWhite`, `DRed`, and so on. Colors are specified by 32-bit numbers comprising, from most to least significant byte, 8-bit values for red, green, blue, and alpha. The values correspond to illumination, so 0 is black and 255 is white. Similarly, for alpha 0 is transparent and 255 is opaque. The *id* field will have been set to the identifying number used by `/dev/draw` (see *draw*(3)), and the *cache* field will be zero. If *repl* is true, the clip rectangle is set to a very large region; if false, it is set to *r*. The *depth* field will be set to the number of bits per pixel specified by the channel descriptor (see *image*(6)). *Allocimage* returns 0 if the server has run out of image memory.

Allocimagemix is used to allocate background colors. On 8-bit color-mapped displays, it returns a 2×2 replicated image with one pixel colored the color *one* and the other three with *three*. (This simulates a wider range of tones than can be represented by a single pixel value on a color-mapped display.) On true color displays, it returns a 1×1 replicated image whose pixel is the result of mixing the two colors in a one to three ratio.

Freeimage frees the resources used by its argument image.

Nameimage publishes in the server the image *i* under the given *name*. If *in* is non-zero, the image is published; otherwise *i* must be already named *name* and it is withdrawn from publication. *Namedimage* returns a reference to the image published under the given *name* on `Display` *d*. These routines permit unrelated applications sharing a display to share an image; for example they provide the mechanism behind `getwindow` (see *graphics*(2)).

The RGB values in a color are *premultiplied* by the alpha value; for example, a 50% red is `0x7F00007F` not `0xFF00007F`. The function *setalpha* performs the alpha computation on a given `color`, ignoring its initial alpha value, multiplying the components by the supplied `alpha`. For example, to make a 50% red color value, one could execute `setalpha(DRed, 0x7F)`.

The remaining functions deal with moving groups of pixel values between image and user space or external files. There is a fixed format for the exchange and storage of image data (see *image*(6)).

Unloadimage reads a rectangle of pixels from image *i* into *data*, whose length is specified by *ndata*. It is an error if *ndata* is too small to accommodate the pixels.

Loadimage replaces the specified rectangle in image *i* with the *ndata* bytes of *data*.

The pixels are presented one horizontal line at a time, starting with the top-left pixel of *r*. In the data processed by these routines, each scan line starts with a new byte in the array, leaving the last byte of the previous line partially empty, if necessary. Pixels are packed as tightly as possible within *data*, regardless of the rectangle being extracted. Bytes are filled from most to least significant bit order, as the *x* coordinate increases, aligned so $x=0$ would appear as the leftmost pixel of its byte. Thus, for `depth` 1, the pixel at *x* offset 165 within the rectangle will be in a *data* byte at bit-position `0x04` regardless of the overall rectangle: 165 mod 8 equals 5, and `0x80 >> 5` equals `0x04`.

`Cloadimage` does the same as *loadimage*, bu tfor *ndata* bytes of compressed image *data* (see *image*(6)). On each call to *cloadimage,* the *data* must be at the beginning of a compressed data block, in particular, it should start with the `y` coordinate and data length for the block.

Loadimage, *cloadimage*, and *unloadimage* return the number of bytes copied.

Readimage creates a image from data contained an external file (see *image*(6) for the file format); *fd* is a file descriptor obtained by opening such a file for reading. The returned image is allocated using *allocimage*. The *dolock* flag specifies whether the `Display` should be synchronized for multithreaded access; single-threaded programs can leave it zero.

Writeimage writes image *i* onto file descriptor *fd*, which should be open for writing. The format is as described for *readimage*.

Readimage and *writeimage* do not close *fd*.

Bytesperline and *wordsperline* return the number of bytes or words occupied in memory by one scan line of rectangle *r* in an image with *d* bits per pixel.

EXAMPLE

To allocate a single-pixel replicated image that may be used to paint a region red,

```
red = allocimage(display, Rect(0, 0, 1, 1), RGB24, 1, DRed);
```

SOURCE

`/sys/src/libdraw`

SEE ALSO

graphics(2), *draw*(2), *draw*(3), *image*(6)

DIAGNOSTICS

These functions return pointer 0 or integer -1 on failure, usually due to insufficient memory.

May set *errstr*.

BUGS

`Depth` must be a divisor or multiple of 8.

NAME

ARGBEGIN, ARGEND, ARGC, ARGF, EARGF, arginit, argopt – process option letters from argv

SYNOPSIS

```
#include <u.h>
#include <libc.h>

ARGBEGIN {
char *ARGF();
char *EARGF(code);
Rune ARGC();
} ARGEND

extern char *argv0;
```

DESCRIPTION

These macros assume the names *argc* and *argv* are in scope; see *exec*(2). *ARGBEGIN* and *ARGEND* surround code for processing program options. The code should be the cases of a C switch on option characters; it is executed once for each option character. Options end after an argument −−, before an argument −, or before an argument that doesn't begin with −.

The function macro *ARGC* returns the current option character, as an integer.

The function macro *ARGF* returns the current option argument: a pointer to the rest of the option string if not empty, or the next argument in *argv* if any, or 0. *ARGF* must be called just once for each option that takes an argument. The macro *EARGF* is like *ARGF* but instead of returning zero runs *code* and, if that returns, calls *abort*(2). A typical value for *code* is `usage()`.

After *ARGBEGIN*, *argv0* is a copy of `argv[0]` (conventionally the name of the program).

After *ARGEND*, *argv* points at a zero-terminated list of the remaining *argc* arguments.

EXAMPLE

This C program can take option b and option `f`, which requires an argument.

```
#include <u.h>
#include <libc.h>
void
main(int argc, char *argv[])
{
        char *f;
        print("%s", argv[0]);
        ARGBEGIN {
        case 'b':
                print(" -b");
                break;
        case 'f':
                print(" -f(%s)", (f=ARGF())? f: "no arg");
                break;
        default:
                print(" badflag('%c')", ARGC());
        } ARGEND
        print(" %d args:", argc);
        while(*argv)
                print(" '%s'", *argv++);
        print("\n");
        exits(nil);
}
```

Here is the output from running the command `prog -bffile1 -r -f file2 arg1 arg2`

```
prog -b -f(file1) badflag('r') -f(file2) 2 args: 'arg1' 'arg2'
```

SOURCE

`/sys/include/libc.h`

NAME

add3, sub3, neg3, div3, mul3, eqpt3, closept3, dot3, cross3, len3, dist3, unit3, midpt3, lerp3, reflect3, nearseg3, pldist3, vdiv3, vrem3, pn2f3, ppp2f3, fff2p3, pdiv4, add4, sub4 – operations on 3-d points and planes

SYNOPSIS

```
#include <draw.h>

#include <geometry.h>

Point3 add3(Point3 a, Point3 b)

Point3 sub3(Point3 a, Point3 b)

Point3 neg3(Point3 a)

Point3 div3(Point3 a, double b)

Point3 mul3(Point3 a, double b)

int eqpt3(Point3 p, Point3 q)

int closept3(Point3 p, Point3 q, double eps)

double dot3(Point3 p, Point3 q)

Point3 cross3(Point3 p, Point3 q)

double len3(Point3 p)

double dist3(Point3 p, Point3 q)

Point3 unit3(Point3 p)

Point3 midpt3(Point3 p, Point3 q)

Point3 lerp3(Point3 p, Point3 q, double alpha)

Point3 reflect3(Point3 p, Point3 p0, Point3 p1)

Point3 nearseg3(Point3 p0, Point3 p1, Point3 testp)

double pldist3(Point3 p, Point3 p0, Point3 p1)

double vdiv3(Point3 a, Point3 b)

Point3 vrem3(Point3 a, Point3 b)

Point3 pn2f3(Point3 p, Point3 n)

Point3 ppp2f3(Point3 p0, Point3 p1, Point3 p2)

Point3 fff2p3(Point3 f0, Point3 f1, Point3 f2)

Point3 pdiv4(Point3 a)

Point3 add4(Point3 a, Point3 b)

Point3 sub4(Point3 a, Point3 b)
```

DESCRIPTION

These routines do arithmetic on points and planes in affine or projective 3-space. Type `Point3` is

```
typedef struct Point3 Point3;
struct Point3{
    double x, y, z, w;
};
```

Routines whose names end in 3 operate on vectors or ordinary points in affine 3-space, represented by their Euclidean `(x,y,z)` coordinates. (They assume `w=1` in their arguments, and set `w=1` in their results.)

Name	Description
`add3`	Add the coordinates of two points.
`sub3`	Subtract coordinates of two points.

`neg3`	Negate the coordinates of a point.
`mul3`	Multiply coordinates by a scalar.
`div3`	Divide coordinates by a scalar.
`eqpt3`	Test two points for exact equality.
`closept3`	Is the distance between two points smaller than *eps*?
`dot3`	Dot product.
`cross3`	Cross product.
`len3`	Distance to the origin.
`dist3`	Distance between two points.
`unit3`	A unit vector parallel to *p*.
`midpt3`	The midpoint of line segment *pq*.
`lerp3`	Linear interpolation between *p* and *q*.
`reflect3`	The reflection of point *p* in the segment joining *p0* and *p1*.
`nearseg3`	The closest point to *testp* on segment *p0 p1*.
`pldist3`	The distance from *p* to segment *p0 p1*.
`vdiv3`	Vector divide — the length of the component of *a* parallel to *b*, in units of the length of *b*.
`vrem3`	Vector remainder — the component of *a* perpendicular to *b*. Ignoring roundoff, we have `eqpt3(add3(mul3(b, vdiv3(a, b)), vrem3(a, b)), a)`.

The following routines convert amongst various representations of points and planes. Planes are represented identically to points, by duality; a point `p` is on a plane `q` whenever `p.x*q.x+p.y*q.y+p.z*q.z+p.w*q.w=0`. Although when dealing with affine points we assume `p.w=1`, we can't make the same assumption for planes. The names of these routines are extra-cryptic. They contain an `f` (for 'face') to indicate a plane, `p` for a point and `n` for a normal vector. The number 2 abbreviates the word 'to.' The number 3 reminds us, as before, that we're dealing with affine points. Thus `pn2f3` takes a point and a normal vector and returns the corresponding plane.

Name	Description
`pn2f3`	Compute the plane passing through *p* with normal *n*.
`ppp2f3`	Compute the plane passing through three points.
`fff2p3`	Compute the intersection point of three planes.

The names of the following routines end in `4` because they operate on points in projective 4-space, represented by their homogeneous coordinates.

pdiv4 Perspective division. Divide `p.w` into *p*'s coordinates, converting to affine coordinates. If `p.w` is zero, the result is the same as the argument.

add4 Add the coordinates of two points.

sub4 Subtract the coordinates of two points.

SOURCE

`/sys/src/libgeometry`

SEE ALSO

matrix(2)

NAME

assert – check program invariants

SYNOPSIS

```
#include <u.h>
#include <libc.h>

#define assert if(cond);else _assert("cond")

void _assert(int cond)
```

DESCRIPTION

Assert is a preprocessor macro that (via *_assert*) prints a message and calls *abort* when *cond* is false.

SOURCE

```
/sys/src/libc/port/_assert.c
```

NAME

atof, atoi, atol, atoll, charstod, strtod, strtol, strtoll, strtoul, strtoull – convert text to numbers

SYNOPSIS

```
#include <u.h>
#include <libc.h>

double atof(char *nptr)

int    atoi(char *nptr)

long   atol(char *nptr)

vlong  atoll(char *nptr)

double charstod(int (*f)(void *), void *a)

double strtod(char *nptr, char **rptr)

long   strtol(char *nptr, char **rptr, int base)

vlong  strtoll(char *nptr, char **rptr, int base)

ulong  strtoul(char *nptr, char **rptr, int base)

vlong  strtoull(char *nptr, char **rptr, int base)
```

DESCRIPTION

Atof, *atoi*, *atol*, and *atoll* convert a string pointed to by *nptr* to floating, integer, long integer, and long long integer (`vlong`) representation respectively. The first unrecognized character ends the string. Leading C escapes are understood, as in *strtol* with *base* zero (described below).

Atof recognizes an optional string of tabs and 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 tabs and spaces, then an optional sign, then a string of decimal digits.

Strtod, *strtol*, *strtoll*, *strtoul*, and *strtoull* behave similarly to *atof* and *atol* and, if *rptr* is not zero, set **rptr* to point to the input character immediately after the string converted.

Strtol, *strtoll*, *strtoul*, and *strtoull* interpret the digit string in the specified *base*, from 2 to 36, each digit being less than the base. Digits with value over 9 are represented by letters, a-z or A-Z. If *base* is 0, the input is interpreted as an integral constant in the style of C (with no suffixed type indicators): numbers are octal if they begin with `0`, hexadecimal if they begin with `0x` or `0X`, otherwise decimal.

Charstod interprets floating point numbers in the manner of *atof*, but gets successive characters by calling `(*f)(a)`. The last call to *f* terminates the scan, so it must have returned a character that is not a legal continuation of a number. Therefore, it may be necessary to back up the input stream one character after calling *charstod*.

SOURCE

`/sys/src/libc/port`

SEE ALSO

fscanf(2)

DIAGNOSTICS

Zero is returned if the beginning of the input string is not interpretable as a number; even in this case, *rptr* will be updated.
These routines set *errstr*.

BUGS

Atoi and *atol* accept octal and hexadecimal numbers in the style of C, contrary to the ANSI specification.

NAME

amount, newns, addns, login, noworld, auth_proxy, fauth_proxy, auth_allocrpc, auth_freerpc, auth_rpc, auth_getkey, amount_getkey, auth_freeAI, auth_chuid, auth_challenge, auth_response, auth_freechal, auth_respond, auth_userpasswd, auth_getuserpasswd, auth_getinfo– routines for authenticating users

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <auth.h>

int        newns(char *user, char *nsfile);

int        addns(char *user, char *nsfile);

int        amount(int fd, char *old, int flag, char *aname);

int        login(char *user, char *password, char *namespace);

int        noworld(char *user);

AuthInfo*  auth_proxy(int fd, AuthGetkey *getkey, char *fmt, ...);

AuthInfo*  fauth_proxy(int fd, AuthRpc *rpc, AuthGetkey *getkey,
           char *params);

AuthRpc*   auth_allocrpc(int afd);

void       auth_freerpc(AuthRpc *rpc);

uint       auth_rpc(AuthRpc *rpc, char *verb, void *a, int n);

int        auth_getkey(char *proto, char *dom);

int        (*amount_getkey)(char*, char*);

void       auth_freeAI(AuthInfo *ai);

int           auth_chuid(AuthInfo *ai, char *ns);

Chalstate* auth_challenge(char *fmt, ...);

AuthInfo*  auth_response(Chalstate*);

void       auth_freechal(Chalstate*);

int           auth_respond(void *chal, uint nchal, char *user, uint
nuser, void *resp, uint nresp, AuthGetkey *getkey, char *fmt, ...);

AuthInfo*  auth_userpasswd(char*user, char*password);

UserPasswd*  auth_getuserpasswd(AuthGetkey    *getkey,    char*fmt,
...);

AuthInfo*  auth_getinfo(int fd);
```

DESCRIPTION

This library, in concert with *factotum*(4), is used to authenticate users. It provides the primary interface to *factotum*.

Newns builds a name space for *user*. It opens the file *nsfile* (`/lib/namespace` is used if *nsfile* is null), copies the old environment, erases the current name space, sets the environment variables `user` and `home`, and interprets the commands in *nsfile*. The format of *nsfile* is described in *namespace*(6).

Addns also interprets and executes the commands in *nsfile*. Unlike *newns* it applies the command to the current name space rather than starting from scratch.

Amount is like *mount* but performs any authentication required. It should be used instead of *mount* whenever the file server being mounted requires authentication. See *bind*(2) for a definition of the arguments to *mount* and *amount*.

Login changes the user id of the process *user* and recreates the namespace using the file *namespace* (default `/lib/nnamespace`). It uses *auth_userpassword* and *auth_chuid*.

Noworld returns 1 if the user is in the group `noworld` in `/adm/users`. Otherwise, it returns 0. *Noworld* is used by telnetd and ftpd to provide sandboxed access for some users.

The following routines use the `AuthInfo` structure returned after a successful authentication by *factotum*(4).

```
typedef struct
{
   char  *cuid;      /* caller id */
   char  *suid;      /* server id */
   char  *cap;       /* capability */
   int   nsecret;    /* length of secret */
   uchar *secret;    /* secret */
} AuthInfo;
```

The fields `cuid` and `suid` point to the authenticated ids of the client and server. `Cap` is a capability returned only to the server. It can be passed to the *cap*(3) device to change the user id of the process. `Secret` is an `nsecret`-byte shared secret that can be used by the client and server to create encryption and hashing keys for the rest of the conversation.

Auth_proxy proxies an authentication conversation between a remote server reading and writing *fd* and a *factotum* file. The *factotum* file used is `/mnt/factotum/rpc`. An `sprint` (see *print*(2)) of *fmt* and the variable arg list yields a key template (see *factotum*(4)) specifying the key to use. The template must specify at least the protocol (`proto=`*xxx*) and the role (either `role=client` or `role=server`). *Auth_proxy* either returns an allocated `AuthInfo` structure, or sets the error string and returns nil.

Fauth_proxy can be used instead of *auth_proxy* if a single connection to *factotum* will be used for multiple authentications. This is necessary, for example, for *newns* which must open the *factotum* file before wiping out the namespace. *Fauth_proxy* takes as an argument a pointer to an `AuthRPC` structure which contains an fd for an open connection to *factotum* in addition to storage and state information for the protocol. An `AuthRPC` structure is obtained by calling *auth_allocrpc* with the fd of an open *factotum* connection. It is freed using *auth_freerpc*. Individual commands can be sent to *factotum*(4) by invoking *auth_rpc*.

Both *auth_proxy* and *fauth_proxy* take a pointer to a routine, *getkey*, to invoke should *factotum* not posess a key for the authentication. If *getkey* is nil, the authentication fails. *Getkey* is called with a key template for the desired key. We have provided a generic routine, *auth_getkey*, which queries the user for the key information and passes it to *factotum*. This is the default for the global variable, *amount_getkey*, which holds a pointer to the key prompting routine used by *amount*.

Auth_chuid uses the `cuid` and `cap` fields of an `AuthInfo` structure to change the user id of the current process and uses *ns*, default `/lib/namespace`, to build it a new name space.

Auth_challenge and *auth_response* perform challenge/response protocols with *factotum*. State between the challenge and response phase are kept in the `Chalstate` structure:

```
struct Chalstate
{
   char  *user;
   char  chal[MAXCHLEN];
   int   nchal;
   void  *resp;
   int   nresp;

/* for implementation only */
   int   afd;
   AuthRpc  *rpc;
   char  userbuf[MAXNAMELEN];
   int   userinchal;
};
```

Auth_challenge requires a key template generated by an `sprint` of *fmt* and the variable arguments. It must contain the protocol (**proto=***xxx*) and depending on the protocol, the user name (

`user=`*xxx*). `P9cr` and `vnc` expect the user specified as an attribute in the key template and `apop`, `cram`, and `chap` expect it in the `user` field of the arg to *auth_response*. For all protocols, the response is returned to *auth_response* in the *resp* field of the `Chalstate`. *Chalstate.nresp* must be the length of the response.

Supply to *auth_respond* a challenge string and the fmt and args specifying a key, and it will use *factotum* to return the proper user and response.

Auth_userpasswd verifies a simple user/password pair. *Auth_getuserpasswd* retrieves a user/password pair from *factotum* if permitted.

Auth_getinfo reads an `AuthInfo` message from *fd* and converts it into a structure. It is only used by the other routines in this library when communicating with *factotum*.

```
typedef struct UserPasswd {
   char  *user;
   char  *passwd;
} UserPasswd;
```

Auth_freeAI is used to free an `AuthInfo` structure returned by one of these routines. Similary *auth_freechal* frees a challenge/response state.

SOURCE

`/sys/src/libauth`

SEE ALSO

factotum(4), *authsrv*(2), *bind*(2)

DIAGNOSTICS

These routines set *errstr*.

NAME

authdial, passtokey, nvcsum, readnvram, convT2M, convM2T, convTR2M, convM2TR, convA2M, convM2A, convPR2M, convM2PR, _asgetticket, _asrdresp – routines for communicating with authentication servers

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <authsrv.h>

int   authdial(char *netroot, char *ad);

int   passtokey(char key[DESKEYLEN], char *password)

uchar nvcsum(void *mem, int len)

int   readnvram(Nvrsafe *nv, int flag);

int   convT2M(Ticket *t, char *msg, char *key)

void  convM2T(char *msg, Ticket *t, char *key)

int   convA2M(Authenticator *a, char *msg, char *key)

void  convM2A(char *msg, Authenticator *a, char *key)

int   convTR2M(Ticketreq *tr, char *msg)

void  convM2TR(char *msg, Ticketreq *tr)

int   convPR2M(Passwordreq *pr, char *msg, char *key)

void  convM2PR(char *msg, Passwordreq *pr, char *key)

int   _asgetticket(int fd, char *trbuf, char *tbuf);

int   _asrdresp(int fd, char *buf, int len);
```

DESCRIPTION

Authdial dials an authentication server over the network rooted at *net*, default `/net`. The authentication domain, *ad*, specifies which server to call. If *ad* is non-nil, the connection server `cs` (see *ndb*(8)) is queried for an entry which contains `authdom=`*ad* or `dom=`*ad*, the former having precedence, and which also contains an `auth` attribute. The string dialed is then *netroot*!*server*!ticket where *server* is the value of the `auth` attribute. If no entry is found, the error string is set to ''no authentication server found'' and -1 is returned. If *authdom* is nil, the string *netroot*!`$auth`!*ticket* is used to make the call.

Passtokey converts *password* into a DES key and stores the result in *key*. It returns 0 if *password* could not be converted, and 1 otherwise.

Readnvram reads authentication information into the structure:

```
struct Nvrsafe
{
    char  machkey[DESKEYLEN];
    uchar machsum;
    char  authkey[DESKEYLEN];
    uchar authsum;
    char  config[CONFIGLEN];
    uchar configsum;
    char  authid[ANAMELEN];
    uchar authidsum;
    char  authdom[DOMLEN];
    uchar authdomsum;
};
```

On Sparc, MIPS, and SGI machines this information is in non-volatile ram, accessible in the file `#r/nvram`. On x86s and Alphas *readnvram* successively opens the following areas stopping with the first to succeed:

- the partition `#S/sdC0/nvram`
- a file called `plan9.nvr` in the partition `#S/sdC0/9fat`
- the partition `#S/sd00/nvram`
- a file called `plan9.nvr` in the partition `#S/sd00/9fat`
- a file called `plan9.nvr` on a DOS floppy in drive 0
- a file called `plan9.nvr` on a DOS floppy in drive 1

The *nvcsum*s of the fields `machkey`, `authid`, and `authdom` must match their respective checksum or that field is zeroed. If *flag* is `NVwrite` or at least one checksum fails and *flag* is `NVwriteonerr`, *readnvram* will prompt for new values on `#c/cons` and then write them back to the storage area.

ConvT2M, *convA2M*, *convTR2M*, and *convPR2M* convert tickets, authenticators, ticket requests, and password change request structures into transmittable messages. *ConvM2T*, *convM2A*, *convM2TR*, and *convM2PR* are used to convert them back. *Key* is used for encrypting the message before transmission and decrypting after reception.

The routine *_asgetresp* receives either a character array or an error string. On error, it sets errstr and returns -1. If successful, it returns the number of bytes received.

The routine *_asgetticket* sends a ticket request message and then uses *_asgetresp* to recieve an answer.

SOURCE

`/sys/src/libauthsrv`

SEE ALSO

passwd(1), *cons*(3), *dial*(2), *authsrv*(6),

DIAGNOSTICS

These routines set *errstr*. Integer-valued functions return -1 on error.

NAME

binalloc, bingrow, binfree – grouped memory allocation

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <bin.h>

typedef struct BinBin;

void  *binalloc(Bin **bp, ulong size, int clr);

void  *bingrow(Bin **bp, void *op, ulong osize,
      ulong size, int clr);

void  binfree(Bin **bp);
```

DESCRIPTION

These routines provide simple grouped memory allocation and deallocation. Items allocated with *binalloc* are added to the *Bin* pointed to by *bp*. All items in a bin may be freed with one call to *binfree*; there is no way to free a single item.

Binalloc returns a pointer to a new block of at least *size* bytes. The block is suitably aligned for storage of any type of object. No two active pointers from *binalloc* will have the same value. The call `binalloc(0)` returns a valid pointer rather than null. If *clr* is non-zero, the allocated memory is set to 0; otherwise, the contents are undefined.

Bingrow is used to extend the size of a block of memory returned by *binalloc*. *Bp* must point to the same bin group used to allocate the original block, and *osize* must be the last size used to allocate or grow the block. A pointer to a block of at least *size* bytes is returned, with the same contents in the first *osize* locations. If *clr* is non-zero, the remaining bytes are set to 0, and are undefined otherwise. If *op* is `nil`, it and *osize* are ignored, and the result is the same as calling *binalloc*.

Binalloc and *bingrow* allocate large chunks of memory using *malloc*(2) and return pieces of these chunks. The chunks are *free*'d upon a call to *binfree*.

SOURCE

`/sys/src/libbin`

SEE ALSO

malloc(2)

DIAGNOSTICS

binalloc and *bingrow* return 0 if there is no available memory.

NAME

bind, mount, unmount – change name space

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int bind(char *name, char *old, int flag)

int mount(int fd, int afd, char *old, int flag, char *aname)

int unmount(char *name, char *old)
```

DESCRIPTION

Bind and *mount* modify the file name space of the current process and other processes in its name space group (see *fork*(2)). For both calls, *old* is the name of an existing file or directory in the current name space where the modification is to be made. The name *old* is *evaluated* as described in *intro*(2), except that no translation of the final path element is done.

For *bind*, *name* is the name of another (or possibly the same) existing file or directory in the current name space. After a successful *bind* call, the file name *old* is an alias for the object originally named by *name*; if the modification doesn't hide it, *name* will also still refer to its original file. The evaluation of *new* happens at the time of the *bind*, not when the binding is later used.

The *fd* argument to *mount* is a file descriptor of an open network connection or pipe to a file server, while *afd* is a authentication file descriptor as created by *fauth*(2) and subsequently authenticated. If authentication is not required, *afd* should be −1. The *old* file must be a directory. After a successful *mount* the file tree *served* (see below) by *fd* will be visible with its root directory having name *old*.

The *flag* controls details of the modification made to the name space. In the following, *new* refers to the file as defined by *name* or the root directory served by *fd*. Either both *old* and new files must be directories, or both must not be directories. *Flag* can be one of:

MREPL — Replace the *old* file by the new one. Henceforth, an evaluation of *old* will be translated to the new file. If they are directories (for *mount*, this condition is true by definition), *old* becomes a *union directory* consisting of one directory (the new file).

MBEFORE — Both the *old* and new files must be directories. Add the constituent files of the new directory to the union directory at *old* so its contents appear first in the union. After an MBEFORE *bind* or *mount*, the new directory will be searched first when evaluating file names in the union directory.

MAFTER — Like MBEFORE but the new directory goes at the end of the union.

The flags are defined in `<libc.h>`. In addition, there is an MCREATE flag that can be OR'd with any of the above. When a *create* system call (see *open*(2)) attempts to create in a union directory, and the file does not exist, the elements of the union are searched in order until one is found with MCREATE set. The file is created in that directory; if that attempt fails, the *create* fails.

Finally, the MCACHE flag, valid for *mount* only, turns on caching for files made available by the mount. By default, file contents are always retrieved from the server. With caching enabled, the kernel may instead use a local cache to satisfy *read*(5) requests for files accessible through this mount point. The currency of cached data for a file is verified at each *open*(5) of the file from this client machine.

With *mount*, the file descriptor *fd* must be open for reading and writing and prepared to respond to 9P messages (see Section 5). After the *mount*, the file tree starting at *old* is served by a kernel *mnt*(3) device. That device will turn operations in the tree into messages on *fd*. *Aname* selects among different file trees on the server; the null string chooses the default tree.

The file descriptor *fd* is automatically closed by a successful *mount* call.

The effects of *bind* and *mount* can be undone by *unmount*. If *name* is zero, everything bound to or mounted upon *old* is unbound or unmounted. If *name* is not zero, it is evaluated as described above for *bind*, and the effect of binding or mounting that particular result on *old* is undone.

SOURCE

`/sys/src/libc/9syscall`

SEE ALSO

bind(1), *intro*(2), *fcall*(2), *auth*(2) (particularly `amount`), *intro*(5), *mnt*(3), *srv*(3)

DIAGNOSTICS

The return value is a positive integer (a unique sequence number) for success, -1 for failure. These routines set *errstr*.

BUGS

Mount will not return until it has successfully attached to the file server, so the process doing a *mount* cannot be the one serving.

NAME

Bopen, Binit, Binits, Brdline, Brdstr, Bgetc, Bgetrune, Bgetd, Bungetc, Bungetrune, Bread, Bseek, Boffset, Bfildes, Blinelen, Bputc, Bputrune, Bprint, Bvprint, Bwrite, Bflush, Bterm, Bbuffered – buffered input/output

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <bio.h>

Biobuf* Bopen(char *file, int mode)

int   Binit(Biobuf *bp, int fd, int mode)

int   Binits(Biobufhdr *bp, int fd, int mode, uchar *buf, int size)

int   Bterm(Biobufhdr *bp)

int   Bprint(Biobufhdr *bp, char *format, ...)

int   Bvprint(Biobufhdr *bp, char *format, va_list arglist);

void* Brdline(Biobufhdr *bp, int delim)

char* Brdstr(Biobufhdr *bp, int delim, int nulldelim)

int   Blinelen(Biobufhdr *bp)

vlong Boffset(Biobufhdr *bp)

int   Bfildes(Biobufhdr *bp)

int   Bgetc(Biobufhdr *bp)

long  Bgetrune(Biobufhdr *bp)

int   Bgetd(Biobufhdr *bp, double *d)

int   Bungetc(Biobufhdr *bp)

int   Bungetrune(Biobufhdr *bp)

vlong Bseek(Biobufhdr *bp, vlong n, int type)

int   Bputc(Biobufhdr *bp, int c)

int   Bputrune(Biobufhdr *bp, long c)

long  Bread(Biobufhdr *bp, void *addr, long nbytes)

long  Bwrite(Biobufhdr *bp, void *addr, long nbytes)

int   Bflush(Biobufhdr *bp)

int   Bbuffered(Biobufhdr *bp)
```

DESCRIPTION

These routines implement fast buffered I/O. I/O on different file descriptors is independent.

Bopen opens *file* for mode OREAD or creates for mode OWRITE. It calls *malloc*(2) to allocate a buffer.

Binit initializes a standard size buffer, type *Biobuf*, with the open file descriptor passed in by the user. *Binits* initializes a non-standard size buffer, type *Biobufhdr*, with the open file descriptor, buffer area, and buffer size passed in by the user. *Biobuf* and *Biobufhdr* are related by the declaration:

```
typedef struct Biobuf Biobuf;
struct Biobuf
{
      Biobufhdr;
      uchar b[Bungetsize+Bsize];
};
```

Arguments of types pointer to Biobuf and pointer to Biobufhdr can be used interchangeably in the following routines.

Bopen, *Binit*, or *Binits* should be called before any of the other routines on that buffer. *Bfildes* returns the integer file descriptor of the associated open file.

Bterm flushes the buffer for *bp*. If the buffer was allocated by *Bopen*, the buffer is *freed* and the file is closed.

Brdline reads a string from the file associated with *bp* up to and including the first *delim* character. The delimiter character at the end of the line is not altered. *Brdline* returns a pointer to the start of the line or 0 on end-of-file or read error. *Blinelen* returns the length (including the delimiter) of the most recent string returned by *Brdline*.

Brdstr returns a *malloc*(2)-allocated buffer containing the next line of input delimited by *delim*, terminated by a NUL (0) byte. Unlike *Brdline*, which returns when its buffer is full even if no delimiter has been found, *Brdstr* will return an arbitrarily long line in a single call. If *nulldelim* is set, the terminal delimiter will be overwritten with a NUL. After a successful call to *Brdstr*, the return value of *Blinelen* will be the length of the returned buffer, excluding the NUL.

Bgetc returns the next character from *bp*, or a negative value at end of file. *Bungetc* may be called immediately after *Bgetc* to allow the same character to be reread.

Bgetrune calls *Bgetc* to read the bytes of the next UTF sequence in the input stream and returns the value of the rune represented by the sequence. It returns a negative value at end of file. *Bungetrune* may be called immediately after *Bgetrune* to allow the same UTF sequence to be reread as either bytes or a rune. *Bungetc* and *Bungetrune* may back up a maximum of five bytes.

Bgetd uses *charstod* (see *atof*(2)) and *Bgetc* to read the formatted floating-point number in the input stream, skipping initial blanks and tabs. The value is stored in `*d.`

Bread reads *nbytes* of data from *bp* into memory starting at *addr*. The number of bytes read is returned on success and a negative value is returned if a read error occurred.

Bseek applies *seek*(2) to *bp*. It returns the new file offset. *Boffset* returns the file offset of the next character to be processed.

Bputc outputs the low order 8 bits of *c* on *bp*. If this causes a *write* to occur and there is an error, a negative value is returned. Otherwise, a zero is returned.

Bputrune calls *Bputc* to output the low order 16 bits of *c* as a rune in UTF format on the output stream.

Bprint is a buffered interface to *print*(2). If this causes a *write* to occur and there is an error, a negative value (`Beof`) is returned. Otherwise, the number of bytes output is returned. *Bvprint* does the same except it takes as argument a `va_list` parameter, so it can be called within a variadic function.

Bwrite outputs *nbytes* of data starting at *addr* to *bp*. If this causes a *write* to occur and there is an error, a negative value is returned. Otherwise, the number of bytes written is returned.

Bflush causes any buffered output associated with *bp* to be written. The return is as for *Bputc*. *Bflush* is called on exit for every buffer still open for writing.

Bbuffered returns the number of bytes in the buffer. When reading, this is the number of bytes still available from the last read on the file; when writing, it is the number of bytes ready to be written.

SOURCE

`/sys/src/libbio`

SEE ALSO

open(2), *print*(2), *exits*(2), *utf*(6),

DIAGNOSTICS

Bio routines that return integers yield `Beof` if *bp* is not the descriptor of an open file. *Bopen* returns zero if the file cannot be opened in the given mode. All routines set *errstr* on error.

BUGS

Brdline returns an error on strings longer than the buffer associated with the file and also if the end-of-file is encountered before a delimiter. *Blinelen* will tell how many characters are available in these cases. In the case of a true end-of-file, *Blinelen* will return zero. At the cost of allocating a buffer, *Brdstr* sidesteps these issues.

The data returned by *Brdline* may be overwritten by calls to any other *bio* routine on the same *bp.*

NAME

setupBFstate, bfCBCencrypt, bfCBCdecrypt, bfECBencrypt, bfECBdecrypt – blowfish encryption

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <mp.h>
#include <libsec.h>

void setupBFstate(BFstate *s, uchar key[], int keybytes,
                uchar *ivec)

void bfCBCencrypt(uchar *data, int len, BFstate *s)

void bfCBCdecrypt(uchar *data, int len, BFstate *s)

void bfECBencrypt(uchar *data, int len, BFstate *s)

void bfECBdecrypt(uchar *data, int len, BFstate *s)
```

DESCRIPTION

Blowfish is Bruce Schneier's symmetric block cipher. It supports variable length keys from 32 to 448 bits and has a block size of 64 bits. Both CBC and ECB modes are supported.

setupBFstate takes a BFstate structure, a key of at most 56 bytes, the length of the key in bytes, and an initialization vector of 8 bytes (set to all zeroes if argument is nil). The encryption and decryption functions take a BFstate structure, a data buffer, and a length, which must be a multiple of eight bytes as padding is currently unsupported.

SOURCE

`/sys/src/libsec`

SEE ALSO

mp(2), *aes*(2), *des*(2), *elgamal*(2), *rc4*(2), *rsa*(2), *sechash*(2), *prime*(2), *rand*(2)

NAME

brk, sbrk – change memory allocation

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int   brk(void *addr)

void* sbrk(ulong incr)
```

DESCRIPTION

Brk sets the system's idea of the lowest bss location not used by the program (called the break) to *addr* rounded up to the next multiple of 8 bytes. Locations not less than *addr* and below the stack pointer may 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. Rounding occurs as with *brk*.

When a program begins execution via *exec* 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 *brk*. A call to *sbrk* with a zero argument returns the lowest address in the dynamic segment.

SOURCE

`/sys/src/libc/9sys/sbrk.c`

SEE ALSO

intro(2), *malloc*(2), *segattach*(2), *segbrk*(2)

DIAGNOSTICS

These functions set *errstr*.

The error return from *sbrk* is `(void*)-1`.

NAME

cachechars, agefont, loadchar, Subfont, Fontchar, Font – font utilities

SYNOPSIS

```
#include <u.h>
#include <draw.h>
#include <draw.h>

int  cachechars(Font *f, char **s, Rune **r, ushort *c, int max,
            int *widp, char **sfname)

int  loadchar(Font *f, Rune r, Cacheinfo *c, int h,
            int noclr, char **sfname)

void agefont(Font *f)
```

DESCRIPTION

A *Font* may contain too many characters to hold in memory simultaneously. The graphics library and draw device (see *draw*(3)) cooperate to solve this problem by maintaining a cache of recently used character images. The details of this cooperation need not be known by most programs: *initdraw* and its associated *font* variable, *openfont*, *stringwidth*, *string*, and *freefont* are sufficient for most purposes. The routines described below are used internally by the graphics library to maintain the font cache.

A `Subfont` is a set of images for a contiguous range of characters, stored as a single image with the characters placed side-by-side on a common baseline. It is described by the following data structures.

```
typedef
struct Fontchar {
    int      x;         /* left edge of bits */
    uchar    top;       /* first non-zero scan-line */
    uchar    bottom;    /* last non-zero scan-line */
    char     left;      /* offset of baseline */
    uchar    width;     /* width of baseline */
} Fontchar;

typedef
struct Subfont {
    char     *name;
    short    n;         /* number of chars in subfont */
    uchar    height;    /* height of image */
    char     ascent;    /* top of image to baseline */
    Fontchar *info;     /* n+1 Fontchars */
    Image    *bits;     /* of font */
} Subfont;
```

The image fills the rectangle `(0, 0,` *w*`, height)`, where *w* is the sum of the horizontal extents (of non-zero pixels) for all characters. The pixels to be displayed for character *c* are in the rectangle `(`*i*`->x,` *i*`->top, (`*i*`+1)->x,` *i*`->bottom)` where *i* is `&subfont->info[`*c*`]`. When a character is displayed at `Point p` in an image, the character rectangle is placed at `(p.x+`*i*`->left, p.y)` and the next character of the string is displayed at `(p.x+`*i*`->width, p.y)`. The baseline of the characters is `ascent` rows down from the top of the subfont image. The `info` array has `n+1` elements, one each for characters 0 to `n−1` plus an additional entry so the size of the last character can be calculated. Thus the width, *w*, of the `Image` associated with a `Subfont s` is `s->info[s->n].x`.

A `Font` consists of an overall height and ascent and a collection of subfonts together with the ranges of runes (see *utf*(6)) they represent. Fonts are described by the following structures.

```
typedef
struct Cachefont {
    Rune      min;      /* value of 0th char in subfont */
```

```
        Rune      max;       /* value+1 of last char in subfont */
        int       offset;    /* posn in subfont of char at min */
        char      *name;     /* stored in font */
        char      *subfontname;/* to access subfont */
    } Cachefont;

    typedef
    struct Cacheinfo {
        ushort    x;         /* left edge of bits */
        uchar     width;     /* width of baseline */
        schar     left;      /* offset of baseline */
        Rune      value;     /* of char at this slot in cache */
        ushort    age;
    } Cacheinfo;

    typedef
    struct Cachesubf {
        ulong     age;       /* for replacement */
        Cachefont *cf;       /* font info that owns us */
        Subfont   *f;        /* attached subfont */
    } Cachesubf;

    typedef
    struct Font {
        char      *name;
        Display   *display;
        short     height;    /* max ht of image;interline space*/
        short     ascent;    /* top of image to baseline */
        short     width;     /* widest so far; used in caching */
        short     nsub;      /* number of subfonts */
        ulong     age;       /* increasing counter; for LRU */
        int       ncache;    /* size of cache */
        int       nsubf;     /* size of subfont list */
        Cacheinfo *cache;
        Cachesubf *subf;
        Cachefont **sub;     /* as read from file */
        Image     *cacheimage;
    } Font;
```

The `height` and `ascent` fields of Font are described in *graphics*(2). Sub contains `nsub` pointers to `Cachefonts`. A `Cachefont` connects runes `min` through `max`, inclusive, to the subfont with file name `name`; it corresponds to a line of the file describing the font.

The characters are taken from the subfont starting at character number `offset` (usually zero) in the subfont, permitting selection of parts of subfonts. Thus the image for rune *r* is found in position *r*−`min+offset` of the subfont.

For each font, the library, with support from the graphics server, maintains a cache of subfonts and a cache of recently used character images. The `subf` and `cache` fields are used by the library to maintain these caches. The `width` of a font is the maximum of the horizontal extents of the characters in the cache. *String* draws a string by loading the cache and emitting a sequence of cache indices to draw. *Cachechars* guarantees the images for the characters pointed to by **s* or **r* (one of these must be nil in each call) are in the cache of *f*. It calls *loadchar* to put missing characters into the cache. *Cachechars* translates the character string into a set of cache indices which it loads into the array *c*, up to a maximum of *n* indices or the length of the string. *Cachechars* returns in *c* the number of cache indices emitted, updates **s* to point to the next character to be processed, and sets **widp* to the total width of the characters processed. *Cachechars* may return before the end of the string if it cannot proceed without destroying active data in the caches. If it needs to load a new subfont, it will fill `*sfname` with the name of the subfont it needs and return -1. It can return zero if it is unable to make progress because it cannot resize the caches.

Loadchar loads a character image into the character cache. Then it tells the graphics server to copy the character into position *h* in the character cache. If the current font `width` is smaller than the horizontal extent of the character being loaded, *loadfont* clears the cache and resets it to accept characters with the bigger width, unless *noclr* is set, in which case it just returns −1. If the character does not exist in the font at all, *loadfont* returns 0; if it is unable to load the character without destroying cached information, it returns −1, updating `*sfname` as described above. It returns 1 to indicate success.

The `age` fields record when subfonts and characters have been used. The font `age` is increased every time the font is used (*agefont* does this). A character or subfont `age` is set to the font age at each use. Thus, characters or subfonts with small ages are the best candidates for replacement when the cache is full.

SOURCE

`/sys/src/libdraw`

SEE ALSO

graphics(2), *allocimage*(2), *draw*(2), *subfont*(2), *image*(6), *font*(6)

DIAGNOSTICS

All of the functions use the graphics error function (see *graphics*(2)).

NAME

chdir – change working directory

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int chdir(char *dirname)
```

DESCRIPTION

Chdir changes the working directory of the invoking process to *dirname*. The working directory is the starting point for evaluating file names that do not begin with / or #, as explained in *intro*(2). When Plan 9 boots, the initial process has / for its working directory.

SOURCE

`/sys/src/libc/9syscall`

SEE ALSO

intro(2)

DIAGNOSTICS

Sets *errstr*.

NAME

cleanname – clean a path name

SYNOPSIS

```
#include <u.h>
#include <libc.h>

char*     cleanname(char *filename)
```

DESCRIPTION

Cleanname takes a *filename* and by lexical processing only returns the shortest string that names the same (possibly hypothetical) file. It eliminates multiple and trailing slashes, and it lexically interprets `.` and `..` directory components in the name. The string is overwritten in place.

The shortest string *cleanname* can return is two bytes: the null-terminated string `"."`. Therefore *filename* must contain room for at least two bytes.

SOURCE

`/sys/src/libc/port/cleanname.c`

SEE ALSO

cleanname(1)

NAME

cmap2rgb, cmap2rgba, rgb2cmap – colors and color maps

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <draw.h>

int  rgb2cmap(int red, int green, int blue)

int  cmap2rgb(int col)

int  cmap2rgba(int col)
```

DESCRIPTION

These routines convert between ‘true color’ red/green/blue triples and the Plan 9 color map. See *color*(6) for a description of RGBV, the standard color map.

Rgb2cmap takes a trio of color values, scaled from 0 (no intensity) to 255 (full intensity), and returns the index of the color in RGBV closest to that represented by those values.

Cmap2rgb decomposes the color of RGBV index *col* and returns a 24-bit integer with the low 8 bits representing the blue value, the next 8 representing green, and the next 8 representing red. *Cmap2rgba* decomposes the color of RGBV index *col* and returns a 32-bit integer with the low 8 bits representing an alpha value, defined to be 255, and the next 8 representing blue, then green, then red, as for *cmap2rgba* shifted up 8 bits. This 32-bit representation is the format used by *draw*(2) and *memdraw*(2) library routines that take colors as arguments.

SOURCE

`/sys/src/libdraw`

SEE ALSO

graphics(2), *allocimage*(2), *draw*(2), *image*(6), *color*(6)

NAME

Control, Controlset, activate, closecontrol, closecontrolset, controlcalled, controlwire, createbox, createboxbox, createbutton, createcolumn, createentry, createkeyboard, createlabel, createmenu, createradiobutton, createrow, createscribble, createslider, createstack, createtab, createtext, createtextbutton, ctlerror, ctlmalloc, ctlrealloc, ctlstrdup, ctlprint, deactivate, freectlfont, freectlimage, initcontrols, namectlfont, namectlimage, newcontrolset, resizecontrolset – interactive graphical controls

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <draw.h>
#include <thread.h>
#include <keyboard.h>
#include <mouse.h>
#include <control.h>

typedef struct Control Control;
typedef struct Controlset Controlset;

struct Control
{
   char     *name;
   Rectangle  rect; /* area on screen */
   Rectangle  size; /* min/max Dx, Dy (not a rect) */
   Channel  *event;  /* chan(char*) to client */
   Channel  *data;   /* chan(char*) to client */
   ...
};

struct Controlset
{
   ...
   Channel    *ctl;
   Channel    *data;
   ...
   int   clicktotype;
   ...
};

void     initcontrols(void)

Controlset*newcontrolset(Image *i,
      Channel *kc, Channel *mc, Channel *rc)

void     closecontrolset(Controlset *cs)

int      namectlfont(Font *font, char *name)

int      freectlfont(char *name)

int      namectlimage(Image *image, char *name)

int      freectlimage(char *name)

Control* createbox(Controlset *cs, char *name)

Control* createboxbox(Controlset *cs, char *name)

Control* createbutton(Controlset *cs, char *name)
```

```
Control* createcolumn(Controlset*, char*)

Control* createentry(Controlset *cs, char *name)

Control* createkeyboard(Controlset *cs, char *name)

Control* createlabel(Controlset *cs, char *name)

Control* createmenu(Controlset *cs, char *name)

Control* createradiobutton(Controlset *cs, char *name)

Control* createrow(Controlset*, char*)

Control* createscribble(Controlset *cs, char *name)

Control* createslider(Controlset *cs, char *name)

Control* createstack(Controlset*, char*)

Control* createtab(Controlset*, char *)

Control* createtext(Controlset *cs, char *name)

Control* createtextbutton(Controlset *cs, char *name)

void     closecontrol(Control *c)

int      ctlprint(Control*, char*, ...);

void     ctlerror(char *fmt, ...)

Control* controlcalled(char *name)

void     controlwire(Control *c, char *cname, Channel *ch)

void     activate(Control *c)

void     deactivate(Control *c)

void     resizecontrolset(Controlset *cs)

void*    ctlmalloc(uint n)

void*    ctlrealloc(void *p, uint n)

char*    ctlstrdup(char *s)

int      ctldeletequits
```

DESCRIPTION

This library provides a set of interactive controls for graphical displays: buttons, sliders, text entry boxes, and so on. It also provides aggregator controls: boxes, columns, rows and stacks of controls. A stack is a collection of colocated controls, of which one is normally visible. A `controlset` collects a group of controls that share mouse and keyboard. Each controlset has a separate thread of control that processes keyboard and mouse events as well as commands to be passed on to the controls. Since each controlset uses a thread, programs using the control library must be linked with the thread library, *thread*(2).

Controls are manipulated by reading and writing to the control channel, `ctl`, of their controlset. Channels are defined in *thread*(2). Each control has two output channels: `Event` delivers messages about actions within the control (such as a button press) and `data` delivers (if requested by an appropriate write to `ctl`) control-specific data such as the contents of a field.

The library provides a simple mechanism for automatic layout: the minimum and maximum sizes of each simple control can be specified. `Boxbox`, `row`, `column` and `stack` controls then use these sizes to lay out their constituent controls when called upon to do so. See the description of these grouping controls for further details.

Message format

All messages are represented as UTF-8 text. Numbers are formatted in decimal, and strings are transmitted in the quoted form of *quote*(2).

Messages sent to a controlset are of the form,

sender: *destination verb* [*argument* ...]

The sender (and the colon following it) may be ommitted. For example, the initial field of a text entry control called *entry* could be set by sending the message,

```
entry value 'Hello, world!'
```

to its controlset's `ctl` file. This message contains the verb `value` and the single argument `Hello, world!`

To make it easy to write messages, the function *chanprint* (see *thread*(2)) can be used to print formatted text to a controlset's channel.

The %q and %Q formats are convenient for properly quoting string arguments, as in

```
chanprint(e->event, "value %q", "Don't touch!");
```

It is wise to use %q always instead of %s when sending messages, and avoid dealing with the quoting explicitly. In the other direction, `tokenize` (see *getfields*(2)) parses these messages and interprets the quotes correctly.

The destination of a message can be a named control, or a set of controls identified by name or type. The command

```
'entry slider' show
```

(note the quotation) sends the 'show' command to the entry named *entry* and all controls of type *slider*. If there were a control whose name was *slider* that control would also be shown.

Note that we are still experimenting with destination names. One proposal is that a destination of the form "'name1 name2 ⋯ type1 type2 ⋯' *selects all controls of the named types in the control hierarchies (of columns, rows and stacks) whose names precede the types.*

Messages sent by a control on its `event` channel are of the form

sender`:` *event*

The *sender* is the name of the control sending the message; the *event* describes the event. Its format can often be controlled by setting the control's *format string*. For example, when the user types a newline at a text entry control named `entry`, the control sends the message

`entry: value 'Hello again!'` on its `event` channel.

Initialization and Control sets

After `initdraw` (see *graphics*(2)) is called, the function *initcontrols* should be called to initialize the library. It calls *quotefmtinstall* to install the %q and %Q formats; see *quote*(2).

Each control is represented by a `Control` data structure and is associated with a `Controlset` that groups a set of controls sharing mouse, keyboard, and display. Most applications will need only one `Controlset`; only those with multiple windows or unusual configurations will need more than one. The function *newcontrolset* creates a `Controlset`. Its arguments are the image (usually a window) on which its controls will appear, typically the `screen` variable in the draw library, and three channels: `kc`, a channel of `Runes` from the keyboard; `mc`, a channel of `Mouse` structures from the mouse; and `rc`, a channel of `int` that indicates when the window has been resized. Any of the channels may be nil, in which case *newcontrolset* will call `initkeyboard` and/or `initmouse` (see *keyboard*(2) and *mouse*(2)) to initialize the keyboard and mouse and connect them to the control set. The mouse and resize channels must both be nil or both be non-nil.

The function *closecontrolset* frees all the controls in the control set and tears down all the associated threads. It does not close the mouse and keyboard.

The public elements of a `Controlset` are the flag `clicktotype`, and the *ctl* and *data* channels.

Clicktotype is zero by default. If it is set to non-zero, the controls in the set will acquire 'focus' by the click-to-type paradigm. Otherwise, focus is always given to the control under the mouse.

Commands for controls are sent through the controlset's *ctl* channel. One special command is recognized by the controlset itself: Sending the string `sync` to the *ctl* channel causes tha string to be echoed to the controlset's *data* channel when all commands up to the *sync* command have been processed. The string is allocated and must be freed (see *malloc*(2)). Synchronization is necessary between sending a command, for example, to resize all controls, and using their *rect* fields.

The function *resizecontrolset* must be provided by the user. When the associated window is resized, the library will call *resizecontrolset* with the affected `Controlset`; the function should reconnect to and redraw the window.

If all windows are organized in a hierachy of *boxboxes*, *columns*, *rows* and *stacks*, and minimum and maximum sizes have already been supplied, only the top control needs to be resized (see the *rect* command below).

Fonts and images

Fonts and images must be given names so they may be referenced in messages. The functions *namectlfont* and *namectlimage* associate a (unique) name with the specified font or image. The association is removed by *freectlfont* and *freectlimage*. The font or image is not freed by these functions, however.

The function *initcontrols* establishes name bindings for all the colors mentioned in `<draw.h>`, such as `black`, `white`, `red`, `yellow`, etc., as well as masks `transparent` and `opaque`. It also sets the name `font` to refer to the default `font` variable set up by `initdraw`.

Creation

Each type of control has an associated creation function: *createbutton*, *createentry*, etc., whose arguments are the `Controlset` to attach it to and a globally unique name for it. A control may be destroyed by calling *closecontrol*.

The function *controlcalled* returns a pointer to the `Control` with the given *name*, or nil if no such control exists.

Configuration

After a control is created, it must be configured using the control-specific commands documented below. Commands are sent to the `ctl` channel of the controlset. Multiple commands may be sent in a single message; newline characters separate commands. For an example, see the implementation of *resizecontrolset* in the EXAMPLES section. Note that newline is a separator, not a terminator; the final command does not need a newline.

Messages sent to the *ctl* channel are delivered to all controls that match the *destination* field. This field is a set of names separated by spaces, tabs or newlines. A control matches the destination if its name or its type is among the set.

The recipient of a message ignores the initial *sender*`:` field of the message, if present, making it possible to send messages generated on an `event` channel directly to another control's `ctl` channel.

Activation

When they are created, controls are disabled: they do not respond to user input. Not all controls need to be responsive; for example, labels are static and a text display might show a log of messages but not be useful to edit. But buttons, entry boxes, and other text displays should be active.

To enable a control, call the *activate* function, which specifies that the `Control` *c* should respond to mouse and keyboard events; *deactivate* turns it off again.

Controls can be either *revealed* (default) or *hidden*. When a control is hidden, it will not receive mouse or keyboard events and state changes or *show* commands will be ignored until the control is once again *revealed*. Control hiding is particularly useful when different controls are overlayed, revealing only the 'top' one.

The function *controlwire* permits rearrangement of the channels associated with a `Control`. The channel *cname* (one of `"data"` or `"event"`) of `Control` *c* is reassigned to the channel *ch*. There are several uses for this operation: one may reassign all the `event` channels to a single channel, in effect multiplexing all the events onto a single channel; or connect the `event` channel of a slider to the `ctl` channel for delivery to a text display (after setting the format for the slider's messages to name the destination control and the appropriate syntax for the rest of the command) to let the slider act as a scroll bar for the text without rerouting the messages explicitly.

Controls

The following sections document the individual controls in alphabetical order. The layout of each section is a brief description of the control's behavior, followed by the messages it sends on `event`, followed by the messages it accepts via the `ctl` channel. The `event` messages are triggered *only* by mouse or keyboard action; messages to the `ctl` file do not cause events to be generated.

All controls accept the following messages:

`rect` *minx miny maxx maxy*
: Set the bounding rectangle for the control on the display. The syntax generated by the `%R` print format of the draw library is also acceptable for the coordinates.

`size` [*min*Δ*x min*Δ*y max*Δ*x max*Δ*y*]
: Set the minimum and maximum size for automatic layout in *columns*, *rows* and *stacks*. Without its four arguments, this command is ignored by primitive controls and used by grouping controls to calculate their minimum and maximum sizes by examining those of their constituent members. If all primitive controls have been assigned a size, a single size request addressed to the top of a layout hierarchy will assign sizes to all grouping controls.

`hide` Disable drawing of the control and ignore mouse and keyboard events until the control is once again revealed. Grouping controls (*column*, *row*, and *stack*) pass the request down to their constituent controls.

`reveal`
: This is the opposite of `hide`: the control is displayed and mouse and keyboard operations resume. Grouping controls (*column*, *row*, and *stack*) pass the request down to their constituent controls. The `reveal` command for *stacks* takes an optional argument naming the control to be revealed; all other controls will be hidden.

`show` Display the control on its screen if not hidden. Some actions will also cause the controls to show themselves automatically (but never when the control is hidden). Grouping controls (*column*, *row*, and *stack*) pass the request down to their constituent controls.

Many messages are common between multiple controls. Such messages are described in detail here to avoid repetition. In the individual descriptions, only the syntax is presented.

`align` *n*
: Specify the alignment of (some part of) the control's display within its rectangle. For textual controls, the alignment specifies where the text should appear. For multiline text, the alignment refers to each line within its box, and only the horizontal part is honored. For other controls, the alignment affects the appearance of the display in a reasonable way. The valid alignments are words with obvious interpretations: `upperleft`, `uppercenter`, `upperright`, `centerleft`, `center`, `centerright`, `lowerleft`, `lowercenter`, and `lowerright`.

`border` *n*
: Inset the control (or separate constituent controls in *boxbox*, *column* and *row* controls after the next *rect* command) within its rectangle by *n* pixels, default zero.

`bordercolor` *name*
: Paint the border of the control with the named color, default black.

`focus` *n*
: The control now has (if *n* is non-zero) or does not have (if *n* is zero) focus. Most controls ignore the message; there are plans to make them react.

`format` *fmt*
: Set the format of 'value' messages sent on the `event` channel. By default, the format is `"%q: value %q"` for string-valued controls, `"%q: value %d"` for integer-valued controls such as buttons, and `"%q: value 0x%x"` for the keyboard and scribble controls. The `%q` prints the name of the control; the rest the value. Any supplied format string must be type-equivalent to the default for that control.

`image` *name*

`light` *name*

`mask` *name*

Many controls set a background image or color for display. The `image` message sets the image. The `mask` and `light` images together specify how the control shows it is enabled: the `light` is printed through the `mask` when the state is 'on' or 'pressed'. Otherwise, the image appears unmodified. The default image is white; mask opaque; light yellow.

`font` *name*

`textcolor` *name*

These commands set the font and color for displaying text. The defaults are the default `font` set up by the draw library, and black.

`value` *v*

Set the value of the control. Textual images accept an arbitrary string; others an integral value.

Box

A box is a trivial control that does nothing more than pass keyboard, mouse, and focus messages back on its `event` channel. Keyboard characters are sent in the format

`boxname: key 0x`*nn*

where *nn* is the hexadecimal value of the character. Mouse messages are sent in the format

`boxname: mouse [`*x y*`]` *but msec*

where *x*, *y*, *but*, and *msec* are the various fields of the `Mouse` structure. The focus message is just

`boxname: focus` *n*

where *n* is 0 if the box has lost focus, 1 if it has acquired it.

The box displays within its rectangle an image, under mask, with specified alignment. The control messages it accepts are:

`align` *a*

Controls the placement of the image in the rectangle (unimplemented).

`border` *b*

`bordercolor` *name*

`focus` *n*

`hide`

`image` *name*

`rect` *minx miny maxx maxy*

`reveal`

`show`

`size` *min*Δ*x min*Δ*y max*Δ*x max*Δ*y*

Boxbox

A `boxbox` allows a set of controls (''boxes'') to be displayed in rows and columns within the rectangle of the *boxbox*. The maximum of the minimum heights of the constituent controls determines the number of rows to be displayed. The number of columns is the minimum that allows all controls to be displayed. This aggregator works well for collections of buttons, labels, or textbuttons that all have a fixed height.

`add` *name ...*

adds the named control to the box of controls. The display order is determined by the order of adding. The first named control is top left, the second goes below it, etc. It is possible to add one control to multiple grouping controls but the layout of the result will be quite unpredictable.

`border` *width*

`bordercolor` *color*

`hide` This command is passed on to the member controls.

`image color`
Background color displayed between member controls.

`reveal`
This command is passed on to the member controls.

`separation` *width*
Set the separation between member controls to *n* pixels.

`rect` *minx miny maxx maxy*
The member controls are layed out within the given rectangle according to the minimum and maximum sizes given. If the rectangle is not large enough for the minimum a fatal error is currently generated. If the controls at their maximum size are not big enough to fit, they are top-left justified at their maximum size in the space given. Otherwise, controls will get their minimum size and be enlarged proportional to the extra size given by the maximum until they fit given rectangle. The members are separated by borders of the width established by *borderwidth*.

`remove` *name*
Remove the named control from the box.

`show` This command is passed on to the member controls. Show also (re)displays background and borders.

`size` *minΔx minΔy maxΔx maxΔy*

Button

A button is a simple control that toggles its state when mouse button 1 is pressed on its rectangle. Each state change triggers an event message:

`buttonname: value` *n*
where *n* encodes the mouse buttons used to make the selection.

The button displays an image (which may of course be a simple color) and illuminates in the standard way when it is 'on'. The control messages it accepts are:

`align` *a*
Controls the placement of the image in the rectangle (unimplemented).

`border` *b*

`bordercolor` *name*

`focus` *n*

`format` *fmt*

`hide`

`image` *name*

`light` *name*

`mask` *name*

`rect` *minx miny maxx maxy*

`reveal`

`show`

`size` *minΔx minΔy maxΔx maxΔy*

`value` *n*
Set the button to 'on' (if *n* is non-zero) or 'off' (if *n* is zero).

Column

A column is a grouping control which lays out its members vertically, from top to bottom. Currently, columns ignore mouse and keyboard events, but there are plans to allow dragging the borders (when they have non-zero width) between constituent members.

`add` *name ...*
: adds the named control to the column of controls. The vertical order is determined by the order of adding. The first named control goes at the top. It is possible to add one control to multiple grouping controls but the layout of the result will be quite unpredictable.

`border` *width*
: Set the border between members to the width given.

`bordercolor` *color*

`hide`

`image color`
: Background color displayed between member controls.

`reveal`

`separation` *width*
: Set the separation between member controls to *n* pixels.

`show` These three commands are passed on to the member controls. Show also (re)displays the borders between members.

`rect` *minx miny maxx maxy*
: The member controls are layed out within the given rectangle according to the minimum and maximum sizes given. If the rectangle is not large enough for the minimum a fatal error is currently generated. However, see the example at the end of this man page. If the controls at their maximum size are not big enough to fit, they are centered at their maximum size in the space given. Otherwise, controls will get their minimum size and be enlarged proportional to the extra size given by the maximum until they fit given rectangle. The members are separated by borders of the width established by *borderwidth*.

`remove` *name*
: Remove the named control from the column.

`size` [*min*Δ*x* *min*Δ*y* *max*Δ*x* *max*Δ*y*]
: Without arguments, this command computes the minimum and maximum size of a column by adding the minimum and maximum heights to set *min*Δ*y* and *max*Δ*y*, and it finds the largest minimum and maximum widths to set *min*Δ*y* and *max*Δ*y*. When called with arguments, it simply sets the minimum and maximum sizes to those given.

Entry

The entry control manages a single line of editable text. When the user hits a carriage return anywhere in the text, the control generates the event message,

`entryname: value` *s*

with *s* the complete text of the entry box.

The cursor can be moved by clicking button 1; at the moment, there is no way to select characters, only a typing position. Some control characters have special actions: control-H (backspace) deletes the character before the cursor; control-U clears the line; and control-V pastes the snarf buffer at the typing position. Most important, carriage return sends the text to the event channel.

To enter passwords and other secret text without displaying the contents, set the font to one in which all characters are the same. The easiest way to do this is to make a font containing only one character, at position 0 (NUL), since that position is used to render all characters not otherwise defined in the font (see *draw*(2)). The file `/lib/font/bit/lucm/passwd.9.font` defines such a font.

The control messages the entry control accepts are:

`align` *a*
: Controls the placement of the text in the rectangle.

`border` *b*

`bordercolor` *name*

`data` After receiving this message, the entry will send its value to its `data` channel as an unadorned, unquoted string.

`focus` *n*
: When it receives focus, the entry box displays a typing cursor. When it does not have focus, the cursor is not displayed.

`font` *name*

`format` *fmt*

`hide`

`image` *name*

`rect` *minx miny maxx maxy*

`reveal`

`show`

`size` *min*Δ*x min*Δ*y max*Δ*x max*Δ*y*

`textcolor` *name*

`value` *s*
: Set the string displayed in the entry box.

Keyboard

The keyboard control implements a simulated keyboard useful on palmtop devices. Keystrokes, generated by mouse button 1 on the simulated keys, are sent as event messages:

`keyboardname: value 0x`*nn*

where *nn* is the hexadecimal Unicode value of the character. Shift, control, and caps lock are handled by the keyboard control itself; shift and control affect only the next regular keystroke. The Alt key is unimplemented; it will become equivalent to the standard Plan 9 key for synthesizing non–ASCII characters.

There are two special keys, `Scrib` and `Menu`, which return values `0x10000` and `0x10001`.

The image, mask, light rules are used to indicate that a key is pressed, but to aid clumsy fingers the keystroke is not generated until the key is released, so it is possible to slide the pointer to a different key to correct for bad aim.

The control messages the keyboard accepts are:

`border` *b*

`bordercolor` *name*

`focus` *n*

`font` *name1 name2*
: Sets the font for the keys. If only one font is named, it is used for all keys. If two are named, the second is used for key caps with special names such as Shift and Enter. (Good choices on the Bitsy are `/lib/font/bit/lucidasans/boldlatin1.6.font` for the first and `/lib/font/bit/lucidasans/unicode.6.font` for the second argument.) If neither is specified, both will be set to the default global font.

`format` *fmt*

`hide`

`image` *name*

`light` *name*

`mask` *name*

`rect` *minx miny maxx maxy*

`reveal`

`show`

`size` *minx miny maxx maxy*

Label

A label is like a textbutton (*q.v.*) that does not react, but whose value is the text it displays. The control messages it accepts are:

`align` *a*
: Controls the placement of the image in the rectangle.

`border` *b*

`bordercolor` *name*

`focus` *n*

`font` *name*

`hide`

`image` *name*

`rect` *minx miny maxx maxy*

`reveal`

`show`

`size` *minx miny maxx maxy*

`textcolor` *name*

`value` *s*
: The value is a string that can be modified only by sending this message to the `ctl` file.

Menu

A menu is a pop-up window containing a set of textual selections. When a selection is made, it removes itself from the screen and reports the selection by value:

`menuname: value` *n*

If no selection is made, no message is reported. Because it creates a window, programs using a menu must have their `screen` variable (see *graphics*(2) and *window*(2)) set up to be refreshed properly. The easiest way to do this is to call `getwindow` with refresh argument `Refbackup` (see *graphics*(2)); most programs use `Refnone`.

The control messages accepted by a menu are:

`add` *text*
: Add a line of *text* to the end of the menu.

`align` *a*
: Controls the left-right placement of the text in its rectangle.

`border` *b*

`bordercolor` *name*

`focus` *n*

`font` *name*

`format` *fmt*

`hide`

`image` *name*

`rect` *minx miny maxx maxy*

`reveal`

`size` *minx miny maxx maxy*

Only the origin of the rectangle is significant; menus calculate the appropriate size.

`selectcolor` *name*
: Set the color in which to highlight selected lines; default yellow.

`selecttextcolor` *name*
: Set the color in which to draw the text in selected lines; default black.

`show` Display the menu. Not usually needed unless the menu is changed while visible; use *window* instead.

`window`

`window` *n*

With no arguments, toggle the menu's visibility; otherwise make it visible (1) or invisible (0). When the selection is made, the menu will remove its window automatically.

Radiobutton

The radiobutton assembles a group of buttons or textbuttons into a single control with a numeric value. Its value is −1 if none of the constituent buttons is pressed; otherwise it is the index, starting at zero, of the button that is pressed. Only one button may be pressed; the radiobutton manipulates its buttons to guarantee this. State changes trigger an event message:

`radiobuttonname: value` *n*

Buttons are added to the radio button using the `add` message; there is no way to remove them, although they may be turned off independently using *deactivate*. The index reported in the value is defined by the order in which the buttons are added. The constituent buttons should be configured and layed out in the usual way; the rectangle of the radiobutton is used only to 'catch' mouse events and should almost always correspond to the bounding box of the constituent buttons. In other words, the geometry is not maintained automatically.

The control messages the radiobutton accepts are:

`add` *name*

Add the control with the specified *name* to the radiobutton.

`focus` *n*

`format` *fmt*

`hide`

`rect` *minx miny maxx maxy*

`reveal`

`size` *minx miny maxx maxy*

`show`

`value` *n*

Row

A row groups a number of member controls left to right in a rectangle. Rows behave exactly like columns with the roles of *x* and *y* interchanged.

`add` *name ...*

`border` *width*

`bordercolor` *color*

`hide`

`image  color`

`rect` *minx miny maxx maxy*

`remove` *name*

`reveal`

`separation` *width*

`show`

`size` [*min*Δ*x min*Δ*y max*Δ*x max*Δ*y*]

Scribble

The scribble control provides a region in which strokes drawn with mouse button 1 are interpreted as characters in the manner of *scribble*(2). In most respects, including the format of its event messages, it is equivalent to a keyboard control.

The control messages it accepts are:

`align` *a*

Controls the placement of the image in the rectangle (unimplemented).

`border` *b*

`bordercolor` *name*

`focus` *n*

`font` *name*
Used to display the indicia.

`hide` TP `image` *name*

`linecolor` *name*
The color in which to draw the strokes; default black.

`rect` *minx miny maxx maxy*

`reveal`

`size` *minx miny maxx maxy*

`show`

Stack

A stack groups a number of member controls in the same shared rectangle. Only one of these controls will be visible (revealed), the others are hidden.

`hide`

`rect` *minx miny maxx maxy*

`remove` *name*

`reveal` [*n*]
Without argument, `reveal` is the opposite of `hide`: it makes its selected control visible after it was hidden. With an argument, it makes the *n*'th added control visible, hiding all others.

`show`

`size` [*min*Δ*x min*Δ*y max*Δ*x max*Δ*y*]
Without argument, *size* computes the maximum of the minimum and maximum sizes of its constituent controls. With arguments, it sets the size to the given values.

Slider

A slider controls an integer value by dragging the mouse with a button. Configured appropriately, it can serve as a scroll bar with the standard Plan 9 behavior. When the value changes, an event message is sent:

`slidername: value` *n*

The slider is a good candidate for connecting to another control by setting its format and rewiring its `event` channel to the other's `ctl` channel.

The geometry of the slider is defined by three numbers: `max` is a number representing the range of the slider; `vis` is a number representing how much of what is being controlled is visible; and `value` is a number representing the value of the slider within its range. For example, if the slider is managing a textual display of 1000 lines, with 18 visible, and the first visible line (numbered starting form 0) is 304, `max` will be 1000, `vis` will be 18, and `value` will be 304. The *indicator* is the visual representation of the *vis* portion of the controlled object.

The control messages the slider accepts are:

`absolute` *n*
If *n* is zero, the slider behaves like a Plan 9 scroll bar: button 2 sets absolute position, button 1 decreases the value, and button 3 increases it. If *n* is non-zero, all buttons behave like button 2, setting the absolute value.

`border` *b*

`bordercolor` *name*

`clamp` *end n*
The *end* is either the word `high` or `low`; *n* sets whether that end is clamped or not. If it is clamped, that end of the indicator is always at its supremum. A standard scroll bar has

neither end clamped; a volume slider would have its low end clamped. If the low end is clamped, the value of the slider is represented by the high end of the indicator; otherwise it is represented by the low end.

`focus` *n*

`format` *fmt*

`hide`

`image` *name*

`indicatorcolor` *name*
: Set the color in which to draw the indicator; default black.

`max` *n* Set the maximum value of the range covered by the slider.

`orient` *dir*
: The string *dir* begins either `hor` or `ver` to specify the orientation of the slider. The default is vertical. The value always increases to the right for horizontal sliders and downwards for vertical sliders.

`rect` *minx miny maxx maxy*

`reveal`

`size` *minx miny maxx maxy*

`show`

`value` *n*

`vis` *n* Set the visible area shown by the indicator.

Tab

A tab control combines radiobottuns with a stack of windows giving the appearance of tabbed controls. Currently, the tabs are positioned at the top of the stack. The radiobutton consists of textbuttons, the stack can be composed of any type of control.

Control messages are

`add` *button control button control ...*
: Adds a button to the radiobutton, and an associated control to the stack. Buttons and controls are numbered in the order of addition. There is no remove operation.

`border` *b*

`bordercolor` *color*

`focus` *n*

`format` *fmt*
: When a format string is defined, the tab control reports which tab is selected using the format string (which must print a `char*` and an `int`).

`image` *color*
: Color between member controls.

`separation` *n*
: Spacing between buttons in the radiobutton and between the row of buttons and the stack below it.

`rect` *n n n n*

`hide`

`reveal`

`size` *n n n n*

`show`

`value` *n*
: Value must be an integer indicating which tab to bring to the top.

Text

A text control presents a set of lines of text. The text cannot be edited with the keyboard, but can be changed by control messages. (A more interactive text control will be created eventually.) The mouse can be used to select lines of text. The only event message reports a state change in the selection of a line:

`textname: select` *n s*

states that line *n* has changed its selection state to *s*, either zero (unselected) or non-zero (selected). The non-zero value encodes the mouse buttons that were down when the selection occurred.

The control messages the text control accepts are:

`accumulate` *s*

`accumulate` *n s*

`add` *s*

`add` *n s*
: With one argument, append the string *s* as a new last line of the control; if *n* is specified, add the line *before* the current line *n*, making the new line number *n.* The lines are zero indexed and *n* can be no greater than the current number of lines. *Add* refreshes the display, but *accumulate* does not, to avoid n-squared behavior when assembling a piece of text.

`align` *a*
: Controls the placement of each line of text left-to-right in its rectangle. Vertically, lines are tightly packed with separation set by the font's interline spacing.

`border` *b*

`bordercolor` *name*

`clear`
: Delete all text.

`delete` *n*
: Delete line *n*.

`focus` *n*

`font` *name*

`image` *name*

`rect` *minx miny maxx maxy*

`replace` *n s*
: Replace line *n* by the string *s*.

`reveal`

`scroll n`
: If *n* is non-zero, the text will automatically scroll so the last line is always visible when new text is added.

`select` *n m*
: Set the selection state of line *n* to *m*.

`selectcolor` *name*
: Set the color in which to highlight selected lines; default yellow.

`selectmode` *s*
: The string *s* is either `single` or `multi`. If `single`, the default, only one line may be selected at a time; when a line is selected, other lines are unselected. If `multi`, the selection state of individual lines can be toggled independently.

`size` *minx miny maxx maxy*

`show`

`textcolor` *name*

`topline` *n*
: Scroll the text so the top visible line is number *n*.

`value` *s*
Delete all the text in the control and then add the single line *s*.

Textbutton

A textbutton is a textual variant of a plain button. Each state change triggers an event message:

`textbuttonname: value` *n*
where *n* encodes the mouse buttons used to make the selection.

Like a regular button, the value of a textbutton is an integer; the *text* is the string that appears in the button. It uses the image, light, mask method of indicating its state; moreover, the color of the text can be set to change when the button is pressed. The control messages it accepts are:

`align` *a*
Controls the placement of the text in the rectangle.

`border` *b*

`bordercolor` *name*

`focus` *n*

`font` *name*

`format` *fmt*

`hide`

`image` *name*

`light` *name*

`mask` *name*

`pressedtextcolor` *name*
Set the color in which to display text when the textbutton is pressed.

`rect` *minx miny maxx maxy*

`reveal`

`size` *minx miny maxx maxy*

`show`

`text` *s*
Set the text displayed in the button.

`textcolor` *name*

`value` *n*
Set the button to 'on' (if *n* is non-zero) or 'off' (if *n* is zero).

Helper functions

The function *ctlerror* is called when the library encounters an error. It prints the formatted message and exits the program.

The functions *ctlmalloc*, *ctlrealloc*, *ctlstrdup*, and *ctlrunestrdup* are packagings of the corresponding C library functions. They call *ctlerror* if they fail to allocate memory, and *ctlmalloc* zeros the memory it returns.

Finally, for debugging, if the global variable *ctldeletequits* is set to a non-zero value, typing a DEL will cause the program to call

```
ctlerror("delete");
```

Caveat

This library is very new and is still missing a number of important features. The details are all subject to change. Another level of library that handles geometry and has sensible default appearances for the controls would be useful.

One unusual design goal of this library was to make the controls themselves easy to implement. The reader is encouraged to create new controls by adapting the source to existing ones.

EXAMPLES

This example creates two entry boxes, `top` and `bot`, and copies the contents of one to the other whenever a newline is typed.

```
#include <u.h>
#include <libc.h>
#include <thread.h>
#include <draw.h>
#include <mouse.h>
#include <keyboard.h>
#include <control.h>

Controlset *cs;

int ctldeletequits = 1;

void
resizecontrolset(Controlset*)
{
   int i;
   Rectangle r, r1, r2;

   if(getwindow(display, Refnone) < 0)
      sysfatal("resize failed: %r");
   r = insetrect(screen->r, 10);
   r1 = r;
   r2 = r;
   r1.max.y = r1.min.y+1+font->height+1;
   r2.min.y = r1.max.y+10;
   r2.max.y = r2.min.y+1+font->height+1;
   chanprint(cs->ctl, "top rect %R\nshow", r1);
   chanprint(cs->ctl, "bot rect %R\nshow", r2);
}

void
threadmain(int argc, char *argv[])
{
   char *s, *args[3];
   Channel *c;
   Contro *top, *bot;
   int n;

   initdraw(0, 0, "example");
   initcontrols();
   cs = newcontrolset(screen, nil, nil, nil);
   cs->clicktotype = 1;

   top = createentry(cs, "top");
   chanprint(cs->ctl, "top image paleyellow");
   chanprint(cs->ctl, "top border 1");
   bot = createentry(cs, "bot");
   chanprint(cs->ctl, "bot image paleyellow");
   chanprint(cs->ctl, "bot border 1");

   c = chancreate(sizeof(char*), 0);
   controlwire(top, "event", c);
   controlwire(bot, "event", c);

   activate(top);
   activate(bot);
   resizecontrolset(cs);
```

```
	for(;;){
		s = recvp(c);
		n = tokenize(s, args, nelem(args));
		if(n==3 && strcmp(args[1], "value")==0){
			if(strcmp(args[0], "top:") == 0)
				chanprint(cs->ctl, "bot value %q", args[2]);
			else
				chanprint(cs->ctl, "top value %q", args[2]);
		}
	}
	threadexitsall(nil);
}
```

A richer variant couples a text entry box to a slider. Since the value of a slider is its numerical setting, as a decimal number, all that needs changing is the setup of `bot`:

```
	bot = createslider(cs, "bot");
	chanprint(cs->ctl, "bot border 1");
	chanprint(cs->ctl, "bot image paleyellow");
	chanprint(cs->ctl, "bot indicatorcolor red");
	chanprint(cs->ctl, "bot max 100");
	chanprint(cs->ctl, "bot clamp low 1");
	chanprint(cs->ctl, "bot orient horizontal");
```

The rest is the same. Of course, the value of the entry box is only meaningful to the slider if it is also a decimal number.

Finally, we can avoid processing events altogether by cross-coupling the controls. Replace the rest of `threadmain` with this:

```
	chanprint(cs->ctl, "bot format %q", "%q: top value %q");
	chanprint(cs->ctl, "top format %q", "%q: bot value %q");

	controlwire(top, "event", cs->ctl);
	controlwire(bot, "event", cs->ctl);

	activate(top);
	activate(bot);
	resizecontrolset(cs);

	for(;;)
		yield();
	threadexitsall(nil);
```

SOURCE

`/sys/src/libcontrol`

SEE ALSO

draw(2) *frame*(2) *graphics*(2) *quote*(2) *thread*(2)

BUGS

The library is strict about matters of formatting, argument count in messages, etc., and calls *ctlerror* in situations where it may be fine to ignore the error and continue.

NAME

cputime, times – cpu time in this process and children

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int    times(long t[4])

double cputime(void)
```

DESCRIPTION

If *t* is non-null, *times* fills it in with the number of milliseconds spent in user code, system calls, child processes in user code, and child processes in system calls. *Cputime* returns the sum of those same times, converted to seconds. *Times* returns the elapsed real time, in milliseconds, that the process has been running.

These functions read `/dev/cputime`, opening that file when they are first called.

SOURCE

`/sys/src/libc/9sys`

SEE ALSO

cons(3)

NAME

ctime, localtime, gmtime, asctime, tm2sec, timezone – convert date and time

SYNOPSIS

```
#include <u.h>
#include <libc.h>

char* ctime(long clock)

Tm*   localtime(long clock)

Tm*   gmtime(long clock)

char* asctime(Tm *tm)

long  tm2sec(Tm *tm)

/env/timezone
```

DESCRIPTION

Ctime converts a time *clock* such as returned by *time*(2) into ASCII (sic) and returns a pointer to a 30-byte string in the following form. All the fields have constant width.

```
Wed Aug  5 01:07:47 EST 1973\n\0
```

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. *Asctime* converts a broken-down time to ASCII and returns a pointer to a 30-byte string.

```
typedef
struct {
    int  sec;        /* seconds (range 0..59) */
    int  min;        /* minutes (0..59) */
    int  hour;       /* hours (0..23) */
    int  mday;       /* day of the month (1..31) */
    int  mon;        /* month of the year (0..11) */
    int  year;       /* year A.D. - 1900 */
    int  wday;       /* day of week (0..6, Sunday = 0) */
    int  yday;       /* day of year (0..365) */
    char zone[4];    /* time zone name */
    int  tzoff;      /* time zone delta from GMT */
} Tm;
```

Tm2sec converts a broken-down time to seconds since the start of the epoch. It ignores `wday`, and assumes the local time zone if `zone` is not GMT.

When local time is first requested, the program consults the `timezone` environment variable to determine the time zone and converts accordingly. (This variable is set at system boot time by *init*(8).) The `timezone` variable contains the normal time zone name and its difference from GMT in seconds followed by an alternate (daylight) time zone name and its difference followed by a newline. The remainder is a list of pairs of times (seconds past the start of 1970, in the first time zone) when the alternate time zone applies. For example:

```
EST −18000 EDT −14400
 9943200 25664400 41392800 57718800 ...
```

Greenwich Mean Time is represented by

```
GMT 0
```

SOURCE

`/sys/src/libc/9sys`

SEE ALSO

date(1), *time*(2), *init*(8)

BUGS

The return values point to static data whose content is overwritten by each call.
Daylight Savings Time is ‘‘normal’’ in the Southern hemisphere.

These routines are not equipped to handle non-ASCII text, and are provincial anyway.

NAME

isalpha, isupper, islower, isdigit, isxdigit, isalnum, isspace, ispunct, isprint, isgraph, iscntrl, isascii, toascii, _toupper, _tolower, toupper, tolower – ASCII character classification

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <ctype.h>
```

```
isalpha(c)              isgraph(c)
isupper(c)              iscntrl(c)
islower(c)              isascii(c)
isdigit(c)              _toupper(c)
isxdigit(c)             _tolower(c)
isalnum(c)              toupper(c)
isspace(c)              tolower(c)
ispunct(c)              toascii(c)
isprint(c)
```

DESCRIPTION

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* is true and on the single non-ASCII value EOF; see *fopen*(2).

isalpha *c* is a letter, a–z or A–Z

isupper *c* is an upper case letter, A–Z

islower *c* is a lower case letter, a–z

isdigit *c* is a digit, 0–9

isxdigit *c* is a hexadecimal digit, 0–9 or a–f or A–F

isalnum *c* is an alphanumeric character, a–z or A–Z or 0–9

isspace *c* is a space, horizontal tab, newline, vertical tab, formfeed, or carriage return (0x20, 0x9, 0xA, 0xB, 0xC, 0xD)

ispunct *c* is a punctuation character (one of `!"#$%&'()*+,-./:;<=>?@[\]^_`{|}~`)

isprint *c* is a printing character, 0x20 (space) through 0x7E (tilde)

isgraph *c* is a visible printing character, 0x21 (exclamation) through 0x7E (tilde)

iscntrl *c* is a delete character, 0x7F, or ordinary control character, 0x0 through 0x1F

isascii *c* is an ASCII character, 0x0 through 0x7F

Toascii is not a classification macro; it converts its argument to ASCII range by *and*ing with 0x7F.

If *c* is an upper case letter, *tolower* returns the lower case version of the character; otherwise it returns the original character. *Toupper* is similar, returning the upper case version of a character or the original character. *Tolower* and *toupper* are functions; *_tolower* and *_toupper* are corresponding macros which should only be used when it is known that the argument is upper case or lower case, respectively.

SOURCE

`/sys/include/ctype.h` for the macros.
`/sys/src/libc/port/ctype.c` for the tables.

SEE ALSO

isalpharune(2)

BUGS

These macros are ASCII -centric.

NAME

cisctrace, risctrace, ciscframe, riscframe, localaddr, symoff, fpformat, beieee80ftos, beieeesftos, beieeedftos, leieee80ftos, leieeesftos, leieeedftos, ieeesftos, ieeedftos – machine-independent debugger functions

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <bio.h>
#include <mach.h>

int cisctrace(Map *map, ulong pc, ulong sp, ulong link,
              Tracer trace)

int risctrace(Map *map, ulong pc, ulong sp, ulong link,
              Tracer trace)

ulong ciscframe(Map *map, ulong addr, ulong pc, ulong sp,
                ulong link)

ulong riscframe(Map *map, ulong addr, ulong pc, ulong sp,
                ulong link)

int localaddr(Map *map, char *fn, char *var, long *ret,
              Rgetter rget)

int symoff(char *buf, int n, long addr, int type)

int fpformat(Map *map, Reglist *rp, char *buf, int n, int code)

int beieee80ftos(char *buf, int n, void *fp)

int beieeesftos(char *buf, int n, void *fp)

int beieeedftos(char *buf, int n, void *fp)

int leieee80ftos(char *buf, int n, void *fp)

int leieeesftos(char *buf, int n, void *fp)

int leieeedftos(char *buf, int n, void *fp)

int ieeesftos(char *buf, int n, ulong f)

int ieeedftos(char *buf, int n, ulong high, ulong low)

extern Machdata *machdata;
```

DESCRIPTION

These functions provide machine-independent implementations of common debugger functions. Many of the functions assume that global variables *mach* and *machdata* point to the *Mach* and *Machdata* data structures describing the target architecture. The former contains machine parameters and a description of the register set; it is usually set by invoking *crackhdr* (see *mach*(2)) to interpret the header of an executable. The *Machdata* structure is primarily a jump table specifying functions appropriate for processing an executable image for a given architecture. Each application is responsible for setting *machdata* to the address of the *Machdata* structure for the target architecture. Many of the functions described here are not called directly; instead, they are invoked indirectly through the *Machdata* jump table.

These functions must retrieve data and register contents from an executing image. The *Map* (see *mach*(2)) data structure supports the consistent retrieval of data, but no uniform access mechanism exists for registers. The application passes the address of a register retrieval function as an argument to those functions requiring register values. This function, called an *Rgetter*, is of the form

```
ulong rget(Map *map, char *name);
```

It returns the contents of a register when given the address of a *Map* associated with an executing image and the name of the register.

Cisctrace and *risctrace* unwind the stack for up to 40 levels or until the frame for *main* is found. They return the count of the number of levels unwound. These functions process stacks conforming to the generic compiler model for RISC and CISC architectures, respectively. *Map* is the address of a *Map* data structure associated with the image of an executing process. *Sp*, *pc* and *link* are starting values for the stack pointer, program counter, and link register from which the unwinding is to take place. Normally, they are the current contents of the appropriate registers but they can be any values defining a legitimate process context, for example, an alternate stack in a multi-threaded process. *Trace* is the address of an application-supplied function to be called on each iteration as the frame unwinds. The prototype of this function is:

```
void tracer(Map *map, ulong pc, ulong fp, Symbol *s);
```

where *Map* is the *Map* pointer passed to *cisctrace* or *risctrace* and *pc* and *fp* are the program counter and frame pointer. *S* is the address of a *Symbol* structure, as defined in *symbol*(2), containing the symbol table information for the function owning the frame (i.e., the function that caused the frame to be instantiated).

Ciscframe and *riscframe* calculate the frame pointer associated with a function. They are suitable for programs conforming to the CISC and RISC stack models. *Map* is the address of a *Map* associated with the memory image of an executing process. *Addr* is the entry point of the desired function. *Pc*, *sp* and *link* are the program counter, stack pointer and link register of an execution context. As with the stack trace functions, these can be the current values of the registers or any legitimate execution context. The value of the frame pointer is returned. A return value of zero indicates an error.

Localaddr fills the location pointed to by *ret* with the address of a local variable. *Map* is the address of a *Map* associated with an executing memory image. *Fn* and *var* are pointers to the names of the function and variable of interest. *Rget* is the address of a register retrieval function. If both *fn* and *var* are non-zero, the frame for function *fn* is calculated and the address of the automatic or argument named *var* in that frame is returned. If *var* is zero, the address of the frame for function *fn* is returned. In all cases, the frame for the function named *fn* must be instantiated somewhere on the current stack. If there are multiple frames for the function (that is, if it is recursive), the most recent frame is used. The search starts from the context defined by the current value of the program counter and stack pointer. If a valid address is found, *localaddr* returns 1. A negative return indicates an error in resolving the address.

Symoff converts a virtual address to a symbolic reference. The string containing that reference is of the form 'name+offset', where 'name' is the name of the nearest symbol with an address less than or equal to the target address and 'offset' is the hexadecimal offset beyond that symbol. If 'offset' is zero, only the name of the symbol is printed. If no symbol is found within 4,096 bytes of the address, the address is formatted as a hexadecimal address. *Buf* is the address of a buffer of *n* characters to receive the formatted string. *Addr* is the address to be converted. *Type* is the type code of the search space: CTEXT, CDATA, or CANY. *Symoff* returns the length of the formatted string contained in *buf*.

Fpformat converts the contents of a floating point register to a string. *Map* is the address of a *Map* associated with an executing process. *Rp* is the address of a *Reglist* data structure describing the desired register. *Buf* is the address of a buffer of *n* characters to hold the resulting string. *Code* must be either `F` or `f`, selecting double or single precision, respectively. If *code* is `F`, the contents of the specified register and the following register are interpreted as a double precision floating point number; this is only meaningful for architectures that implement double precision floats by combining adjacent single precision registers. For *code* `f`, the specified register is formatted as a single precision float. *Fpformat* returns 1 if the number is successfully converted or -1 in the case of an error.

Beieee80ftos, *beieeesftos* and *beieeedftos* convert big-endian 80-bit extended, 32-bit single precision, and 64-bit double precision floating point values to a string. *Leieee80ftos*, *leieeesftos*, and *leieeedftos* are the little-endian counterparts. *Buf* is the address of a buffer of *n* characters to receive the formatted string. *Fp* is the address of the floating point value to be converted. These functions return the length of the resulting string.

Ieeesftos converts the 32-bit single precision floating point value *f*, to a string in *buf*, a buffer of *n* bytes. It returns the length of the resulting string.

Ieeedftos converts a 64-bit double precision floating point value to a character string. *Buf* is the address of a buffer of *n* characters to hold the resulting string. *High* and *low* contain the most and least significant 32 bits of the floating point value, respectively. *Ieeedftos* returns the number of characters in the resulting string.

SOURCE

`/sys/src/libmach`

SEE ALSO

mach(2), *symbol*(2), *errstr*(2)

DIAGNOSTICS

Set *errstr*.

NAME

setupDESstate, des_key_setup, block_cipher, desCBCencrypt, desCBCdecrypt, desECBencrypt, desECBdecrypt, des3CBCencrypt, des3CBCdecrypt, des3ECBencrypt, des3ECBdecrypt, key_setup, des56to64, des64to56, setupDES3state, triple_block_cipher, – single and triple digital encryption standard

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <mp.h>
#include <libsec.h>

void des_key_setup(uchar key[8], ulong schedule[32])

void block_cipher(ulong   *schedule,   uchar   *data,              int
decrypting)

void setupDESstate(DESstate *s, uchar key[8], uchar *ivec)

void desCBCencrypt(uchar*, int, DESstate*)

void desCBCdecrypt(uchar*, int, DESstate*)

void desECBencrypt(uchar*, int, DESstate*)

void desECBdecrypt(uchar*, int, DESstate*)

void triple_block_cipher(ulong keys[3][32], uchar*, int)

void setupDES3state(DES3state *s, uchar key[3][8],
uchar *ivec)

void des3CBCencrypt(uchar*, int, DES3state*)

void des3CBCdecrypt(uchar*, int, DES3state*)

void des3ECBencrypt(uchar*, int, DES3state*)

void des3ECBdecrypt(uchar*, int, DES3state*)

void key_setup(uchar[7], ulong[32])

void des56to64(uchar *k56, uchar *k64)

void des64to56(uchar *k64, uchar *k56)
```

DESCRIPTION

The Digital Encryption Standard (DES) is a shared key or symmetric encryption using either a 56 bit key for single DES or three 56 bit keys for triple des. The keys are encoded into 64 bits where every eight bit is parity.

The basic DES function, *block_cipher*, works on a block of 8 bytes, converting them in place. It takes a key schedule, a pointer to the block, and a flag indicating encrypting (0) or decrypting (1). The key schedule is created from the key using *des_key_setup*.

Since it is a bit awkward, *block_cipher* is rarely called directly. Instead, one normally uses routines that encrypt larger buffers of data and which may chain the encryption state from one buffer to the next. These routines keep track of the state of the encryption using a `DESstate` structure that contains the key schedule and any chained state. *SetupDESstate* sets up the `DESstate` structure using the key and an 8 byte initialization vector.

Electronic code book, using *desECBencrypt* and *desECBdecrypt*, is the less secure mode. The encryption of each 8 bytes does not depend on the encryption of any other. Hence the encryption is a substitution cipher using 64 bit characters.

Cipher block chaining mode, using *desCBCencrypt* and *desCBCdecrypt*, is more secure. Every block encrypted depends on the initialization vector and all blocks encrypted before it.

For both CBC and ECB modes, a stream of data can be encrypted as multiple buffers. However, all buffers except the last must be a multiple of 8 bytes to ensure successful decryption of the stream.

There are equivalent triple DES functions for each of the DES functions.

In the past Plan 9 used a 56 bit or 7 byte format for DES keys. To be compatible with the rest of the world, we've abandoned this format. There are two functions: *des56to64* and *des64to56* to convert back and forth between the two formats. Also a key schedule can be set up from the 7 byte format using *key_setup*.

SOURCE

`/sys/src/libsec`

SEE ALSO

mp(2), *aes*(2), *blowfish*(2), *elgamal*(2), *rc4*(2), *rsa*(2), *sechash*(2), *prime*(2), *rand*(2)

NAME

dial, hangup, announce, listen, accept, reject, netmkaddr, setnetmtpt, getnetconninfo, freenetconninfo – make and break network connections

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int   dial(char *addr, char *local, char *dir, int *cfdp)

int   hangup(int ctl)

int   announce(char *addr, char *dir)

int   listen(char *dir, char *newdir)

int   accept(int ctl, char *dir)

int   reject(int ctl, char *dir, char *cause)

char* netmkaddr(char *addr, char *defnet, char *defservice)

void  setnetmtpt(char *to, int tolen, char *from)

NetConnInfo*  getnetconninfo(char *conndir, int fd)

void freenetconninfo(NetConnINfo*)
```

DESCRIPTION

For these routines, *addr* is a network address of the form *network*!*netaddr*!*service*, *network*!*netaddr*, or simply *netaddr*. *Network* is any directory listed in `/net` or the special token, `net`. `Net` is a free variable that stands for any network in common between the source and the host *netaddr*. *Netaddr* can be a host name, a domain name, a network address, or a meta-name of the form $*attribute*, which is replaced by *value* from the value-attribute pair *attribute*=*value* most closely associated with the source host in the network data base (see *ndb*(6)).

If a connection attempt is successful and *dir* is non-zero, the path name of a *line directory* that has files for accessing the connection is copied into *dir*. The path name is guaranteed to be less than 40 bytes long. One line directory exists for each possible connection. The `data` file in the line directory should be used to communicate with the destination. The `ctl` file in the line directory can be used to send commands to the line. See *ip*(3) for messages that can be written to the `ctl` file. The last close of the `data` or `ctl` file will close the connection.

Dial makes a call to destination *addr* on a multiplexed network. If the network in *addr* is `net`, *dial* will try in succession all networks in common between source and destination until a call succeeds. It returns a file descriptor open for reading and writing the `data` file in the line directory. The `addr` file in the line directory contains the address called. If the network allows the local address to be set, as is the case with UDP and TCP port numbers, and *local* is non-zero, the local address will be set to *local*. If *cfdp* is non-zero, **cfdp* is set to a file descriptor open for reading and writing the control file.

Hangup is a means of forcing a connection to hang up without closing the `ctl` and `data` files.

Announce and *listen* are the complements of *dial*. *Announce* establishes a network name to which calls can be made. Like *dial*, *announce* returns an open `ctl` file. The *netaddr* used in announce may be a local address or an asterisk, to indicate all local addresses, e.g. `tcp!*!echo`. The *listen* routine takes as its first argument the *dir* of a previous *announce*. When a call is received, *listen* returns an open `ctl` file for the line the call was received on. It sets *newdir* to the path name of the new line directory. *Accept* accepts a call received by *listen*, while *reject* refuses the call because of *cause*. *Accept* returns a file descriptor for the data file opened `ORDWR`.

Netmkaddr makes an address suitable for dialing or announcing. It takes an address along with a default network and service to use if they are not specified in the address. It returns a pointer to static data holding the actual address to use.

Getnetconninfo returns a structure containing information about a network connection. The structure is:

```
typedef struct NetConnInfo NetConnInfo;
struct NetConnInfo
```

```
{
   char *dir;          /* connection directory */
   char *root;         /* network root */
   char *spec;         /* binding spec */
   char *lsys;         /* local system */
   char *lserv;        /* local service */
   char *rsys;         /* remote system */
   char *rserv;        /* remote service */
};
```

The information is obtained from the connection directory, *conndir*. If *conndir* is nil, the directory is obtained by performing *fd2path*(2) on *fd*. *Getnetconninfo* returns either a completely specified structure, or nil if either the structure can't be allocated or the network directory can't be determined. The structure is freed using *freenetconninfo*.

Setnetmtpt copies the name of the network mount point into the buffer *to*, whose length is *tolen*. It exists to merge two pre-existing conventions for specifying the mount point. Commands that take a network mount point as a parameter (such as `dns`, `cs` (see *ndb*(8)), and *ipconfig*(8)) should now call *setnetmtpt*. If *from* is `nil`, the mount point is set to the default, `/net`. If *from* points to a string starting with a slash, the mount point is that path. Otherwise, the mount point is the string pointed to by *from* appended to the string `/net`. The last form is obsolete and is should be avoided. It exists only to aid in conversion.

EXAMPLES

Make a call and return an open file descriptor to use for communications:

```
int callkremvax(void)
{
     return dial("kremvax", 0, 0, 0);
}
```

Call the local authentication server:

```
int dialauth(char *service)
{
     return dial(netmkaddr("$auth", 0, service), 0, 0, 0);
}
```

Announce as `kremvax` on TCP/IP and loop forever receiving calls and echoing back to the caller anything sent:

```
int
bekremvax(void)
{
     int dfd, acfd, lcfd;
     char adir[40], ldir[40];
     int n;
     char buf[256];

     acfd = announce("tcp!*!7", adir);
     if(acfd < 0)
          return -1;
     for(;;){
          /* listen for a call */
          lcfd = listen(adir, ldir);
          if(lcfd < 0)
               return -1;
          /* fork a process to echo */
          switch(fork()){
          case -1:
               perror("forking");
               close(lcfd);
               break;
          case 0:
```

```
                    /* accept the call and open the data file */
                    dfd = accept(lcfd, ldir);
                    if(dfd < 0)
                         return -1;

                    /* echo until EOF */
                    while((n = read(dfd, buf, sizeof(buf))) > 0)
                         write(dfd, buf, n);
                    exits(0);
               default:
                    close(lcfd);
                    break;
               }
          }
     }
```

SOURCE

`/sys/src/libc/9sys`, `/sys/src/libc/port`

SEE ALSO

auth(2), *ip*(3), *ndb*(8)

DIAGNOSTICS

Dial, *announce*, and *listen* return -1 if they fail. *Hangup* returns nonzero if it fails.

NAME

dirread, dirreadall – read directory

SYNOPSIS

```
#include <u.h>
#include <libc.h>

long dirread(int fd, Dir **buf)

long dirreadall(int fd, Dir **buf)

#define   STATMAX   65535U

#define   DIRMAX    (sizeof(Dir)+STATMAX)
```

DESCRIPTION

The data returned by a *read*(2) on a directory is a set of complete directory entries in a machine-independent format, exactly equivalent to the result of a *stat*(2) on each file or subdirectory in the directory. *Dirread* decodes the directory entries into a machine-dependent form. It reads from *fd* and unpacks the data into an array of `Dir` structures whose address is returned in `*buf` (see *stat*(2) for the layout of a `Dir`). The array is allocated with *malloc*(2) each time *dirread* is called.

Dirreadall is like *dirread*, but reads in the entire directory; by contrast, *dirread* steps through a directory one *read*(2) at a time.

Directory entries have variable length. A successful *read* of a directory always returns an integral number of complete directory entries; *dirread* always returns complete `Dir` structures. See *read*(5) for more information.

The constant `STATMAX` is the maximum size that a directory entry can occupy. The constant `DIRMAX` is an upper limit on the size necessary to hold a `Dir` structure and all the associated data.

Dirread and *dirreadall* return the number of `Dir` structures filled in `buf`. The file offset is advanced by the number of bytes actually read.

SOURCE

`/sys/src/libc/9sys/dirread.c`

SEE ALSO

intro(2), *open*(2), *read*(2)

DIAGNOSTICS

Dirread and *Dirreadall* return zero for end of file and a negative value for error. In either case, `*buf` is set to `nil` so the pointer can always be freed with impunity.

These functions set *errstr*.

NAME

opendisk, Disk – generic disk device interface

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <disk.h>

typedef struct Disk {
     char *prefix;
     char part[NAMELEN];
     int fd, wfd, ctlfd, rdonly;
     int type;
     vlong secs, secsize, size, offset;
     int c, h, s;
} Disk;

Disk* opendisk(char *file, int rdonly, int noctl)
```

DESCRIPTION

These routines provide a simple way to gather and use information about *floppy*(3) and *sd*(3) disks and disk partitions, as well as plain files.

Opendisk opens *file* for reading and stores the file descriptor in the `fd` field of the `Disk` structure. If *rdonly* is not set, *opendisk* also opens *file* for writing and stores that file descriptor in `wfd`. The two file descriptors are kept separate to help prevent accidents.

If *noctl* is not set, *opendisk* looks for a `ctl` file in the same directory as the disk file; if it finds one, it declares the disk to be an *sd* device, setting the `type` field in the `Disk` structure to `Tsd`. If the passed *file* is named `fd`*n*`disk`, it looks for a file `fd`*n*`ctl`, and if it finds that, declares the disk to be a floppy disk, of type `Tfloppy`. If either control file is found, it is opened for reading and writing, and the resulting file descriptor is saved as `ctlfd`. Otherwise the returned disk has type `Tfile`.

Opendisk then stats the file and stores its length in `size`. If the disk is an *sd* partition, *opendisk* reads the sector size from the control file and stores it in `secsize`; otherwise the sector size is assumed to be 512, as is the case for floppy disks. *Opendisk* then stores the disk size measured in sectors in `secs`.

If the disk is an *sd* partition, *opendisk* parses the control file to find the partition's offset within its disk; otherwise it sets `offset` to zero. If the disk is an ATA disk, *opendisk* reads the disk geometry (number of cylinders, heads, and sectors) from the `geometry` line in the *sd* control file; otherwise it sets these to zero as well. `Name` is initialized with the base name of the disk partition, and is useful for forming messages to the *sd* control file. `Prefix` is set to the passed filename without the `name` suffix.

The IBM PC BIOS interface allocates 10 bits for the number of cylinders, 8 for the number of heads, and 6 for the number of sectors per track. Disk geometries are not quite so simple anymore, but to keep the interface useful, modern disks and BIOSes present geometries that still fit within these constraints. These numbers are still used when partitioning and formatting disks. *Opendisk* employs a number of heuristics to discover this supposed geometry and store it in the `c`, `h`, and `s` fields. Disk offsets in partition tables and in FAT descriptors are stored in a form dependent upon these numbers, so *opendisk* works hard to report numbers that agree with those used by other operating systems; the numbers bear little or no resemblance to reality.

SOURCE

`/sys/src/libdisk/disk.c`

SEE ALSO

floppy(3), *sd*(3)

NAME

Image, draw, gendraw, drawreplxy, drawrepl, replclipr, line, poly, fillpoly, bezier, bezspline, fillbezier, fillbezspline, ellipse, fillellipse, arc, fillarc, icossin, icossin2, border, string, stringn, runestring, runestringn, stringbg, stringnbg, runestringbg, runestringnbg, _string, ARROW, drawsetdebug – graphics functions

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <draw.h>

typedef
struct Image
{
     Display   *display; /* display holding data */
     int       id;       /* id of system-held Image */
     Rectangle r;        /* rectangle in data area, local coords */
     Rectangle clipr;    /* clipping region */
     ulong     chan;     /* pixel channel format descriptor */
     int       depth;    /* number of bits per pixel */
     int       repl;     /* flag: data replicates to tile clipr */
     Screen    *screen;  /* 0 if not a window */
     Image     *next;    /* next in list of windows */
} Image;

void draw(Image *dst, Rectangle r,
          Image *src, Image *mask, Point p)

void gendraw(Image *dst, Rectangle r,
          Image *src, Point sp, Image *mask, Point mp)

int  drawreplxy(int min, int max, int x)

Point drawrepl(Rectangle r, Point p)

void replclipr(Image *i, int repl, Rectangle clipr)

void line(Image *dst, Point p0, Point p1, int end0, int end1,
          int radius, Image *src, Point sp)

void poly(Image *dst, Point *p, int np, int end0, int end1,
          int radius, Image *src, Point sp)

void fillpoly(Image *dst, Point *p, int np, int wind,
          Image *src, Point sp)

int  bezier(Image *dst, Point p0, Point p1, Point p2, Point p3,
          int end0, int end1, int radius, Image *src, Point sp)

int  bezspline(Image *dst, Point *pt, int npt, int end0, int end1,
          int radius, Image *src, Point sp)

int  fillbezier(Image *dst, Point p0, Point p1, Point p2, Point p3,
          int w, Image *src, Point sp)

int  fillbezspline(Image *dst, Point *pt, int npt, int w,
          Image *src, Point sp)

void ellipse(Image *dst, Point c, int a, int b, int thick,
          Image *src, Point sp)

void fillellipse(Image *dst, Point c, int a, int b,
          Image *src, Point sp)

void arc(Image *dst, Point c, int a, int b, int thick,
          Image *src, Point sp, int alpha, int phi)

void fillarc(Image *dst, Point c, int a, int b, Image *src,
          Point sp, int alpha, int phi)
```

```
int  icossin(int deg, int *cosp, int *sinp)

int  icossin2(int x, int y, int *cosp, int *sinp)

void border(Image *dst, Rectangle r, int i, Image *color, Point sp)

Point string(Image *dst, Point p, Image *src, Point sp,
         Font *f, char *s)

Point stringn(Image *dst, Point p, Image *src, Point sp,
         Font *f, char *s, int len)

Point runestring(Image *dst, Point p, Image *src, Point sp,
         Font *f, Rune *r)

Point runestringn(Image *dst, Point p, Image *src, Point sp,
         Font *f, Rune *r, int len)

Point stringbg(Image *dst, Point p, Image *src, Point sp,
         Font *f, char *s, Image *bg, Point bgp)

Point stringnbg(Image *dst, Point p, Image *src, Point sp,
         Font *f, char *s, int len, Image *bg, Point bgp)

Point runestringbg(Image *dst, Point p, Image *src, Point sp,
         Font *f, Rune *r, Image *bg, Point bgp)

Point runestringnbg(Image *dst, Point p, Image *src, Point sp,
         Font *f, Rune *r, int len, Image *bg, Point bgp)

Point _string(Image *dst, Point p, Image *src,
         Point sp, Font *f, char *s, Rune *r, int len,
         Rectangle clipr, Image *bg, Point bgp)

void  drawsetdebug(int on)

enum
{
      /* line ends */
      Endsquare= 0,
      Enddisc= 1,
      Endarrow= 2,
      Endmask= 0x1F
};

#define ARROW(a, b, c) (Endarrow|((a)<<5)|((b)<<14)|((c)<<23))
```

DESCRIPTION

The `Image` type defines rectangular pictures and the methods to draw upon them; it is also the building block for higher level objects such as windows and fonts. In particular, a window is represented as an `Image`; no special operators are needed to draw on a window.

`r` The coordinates of the rectangle in the plane for which the `Image` has defined pixel values. It should not be modified after the image is created.

`clipr` The clipping rectangle: operations that read or write the image will not access pixels outside `clipr`. Frequently, `clipr` is the same as `r`, but it may differ; see in particular the discussion of `repl`. The clipping region may be modified dynamically using *replclipr* (*q.v.*).

`chan` The pixel channel format descriptor, as described in *image*(6). The value should not be modified after the image is created.

`depth` The number of bits per pixel in the picture; it is identically `chantodepth(chan)` (see *graphics*(2)) and is provided as a convenience. The value should not be modified after the image is created.

`repl` A boolean value specifying whether the image is tiled to cover the plane when used as a source for a drawing operation. If `repl` is zero, operations are restricted to the intersection of `r` and `clipr`. If `repl` is set, `r` defines the tile to be replicated and `clipr` defines the portion of the plane covered by the tiling, in other words, `r` is replicated to cover `clipr`; in such cases `r` and `clipr` are independent.

For example, a replicated image with `r` set to ((0, 0), (1, 1)) and `clipr` set to ((0, 0), (100, 100)), with the single pixel of `r` set to blue, behaves identically to an image with `r` and `clipr` both set to ((0, 0), (100, 100)) and all pixels set to blue. However, the first image requires far less memory. The replication flag may be modified dynamically using *replclipr* (*q.v.*).

`draw(`*dst*`,` *r*`,` *src*`,` *mask*`,` *p*`)`

Draw is the standard drawing function. Only those pixels within the intersection of *dst*`->r` and *dst*`->clipr` will be affected; *draw* ignores *dst*`->repl`. The operation proceeds as follows (this is a description of the behavior, not the implementation):

1. If `repl` is set in *src* or *mask*, replicate their contents to fill their clip rectangles.
2. Translate *src* and *mask* so *p* is aligned with *r*`.min`.
3. Set *r* to the intersection of *r* and *dst*`->r`.
4. Intersect *r* with *src*`->clipr`. If *src*`->repl` is false, also intersect *r* with *src*`->r`.
5. Intersect *r* with *mask*`->clipr`. If *mask*`->repl` is false, also intersect *r* with *mask*`->r`.
6. For each location in *r*, combine the *dst* pixel with the *src* pixel using the alpha value corresponding to the *mask* pixel. If the *mask* has an explicit alpha channel, the alpha value corresponding to the *mask* pixel is simply that pixel's alpha channel. Otherwise, the alpha value is the NTSC greyscale equivalent of the color value, with white meaning opaque and black transparent. In terms of the Porter-Duff compositing algebra, *draw* replaces the *dst* pixels with (*src* in *mask*) over *dst*.

The various pixel channel formats involved need not be identical. If the channels involved are smaller than 8-bits, they will be promoted before the calculation by replicating the extant bits; after the calculation, they will be truncated to their proper sizes.

`gendraw(`*dst*`,` *r*`,` *src*`,` *p0*`,` *mask*`,` *p1*`)`

Similar to *draw* except that *gendraw* aligns the source and mask differently: *src* is aligned so *p0* corresponds to *r*`.min` and *mask* is aligned so *p1* corresponds to *r*`.min`. For most purposes with simple masks and source images, `draw` is sufficient, but `gendraw` is the general operator and the one all other drawing primitives are built upon.

`drawreplxy(`*min*`,` *max*`,` *x*`)`

Clips *x* to be in the half-open interval [*min*, *max*) by adding or subtracting a multiple of *max−min*.

`drawrepl(`*r*`,` *p*`)`

Clips the point *p* to be within the rectangle *r* by translating the point horizontally by an integer multiple of rectangle width and vertically by the height.

`replclipr(`*i*`,` *repl*`,` *clipr*`)`

Because the image data is stored on the server, local modifications to the `Image` data structure itself will have no effect. *Repclipr* modifies the local `Image` data structure's `repl` and `clipr` fields, and notifies the server of their modification.

`line(`*dst*`,` *p0*`,` *p1*`,` *end0*`,` *end1*`,` *thick*`,` *src*`,` *sp*`)`

Line draws in *dst* a line of width 1+2**thick* pixels joining points *p0* and *p1*. The line is drawn using pixels from the *src* image aligned so *sp* in the source corresponds to *p0* in the destination. The line touches both *p0* and *p1*, and *end0* and *end1* specify how the ends of the line are drawn. `Endsquare` terminates the line perpendicularly to the direction of the line; a thick line with `Endsquare` on both ends will be a rectangle. `Enddisc` terminates the line by drawing a disc of diameter 1+2**thick* centered on the end point. `Endarrow` terminates the line with an arrowhead whose tip touches the endpoint.

The macro ARROW permits explicit control of the shape of the arrow. If all three parameters are zero, it produces the default arrowhead, otherwise, *a* sets the distance along line from end of the regular line to tip, *b* sets the distance along line from the barb to the tip, and *c* sets the distance perpendicular to the line from edge of line to the tip of the barb, all in pixels.

Line and the other geometrical operators are equivalent to calls to *gendraw* using a mask produced by the geometric procedure.

`poly(`*dst*`,` *p*`,` *np*`,` *end0*`,` *end1*`,` *thick*`,` *src*`,` *sp*`)`
: *Poly* draws a general polygon; it is conceptually equivalent to a series of calls to *line* joining adjacent points in the array of `Points` *p*, which has *np* elements. The ends of the polygon are specified as in *line*; interior lines are terminated with `Enddisc` to make smooth joins. The source is aligned so *sp* corresponds to *p*`[0]`.

`fillpoly(`*dst*`,` *p*`,` *np*`,` *wind*`,` *src*`,` *sp*`)`
: *Fillpoly* is like *poly* but fills in the resulting polygon rather than outlining it. The source is aligned so *sp* corresponds to *p*`[0]`. The winding rule parameter *wind* resolves ambiguities about what to fill if the polygon is self-intersecting. If *wind* is ~0, a pixel is inside the polygon if the polygon's winding number about the point is non-zero. If *wind* is 1, a pixel is inside if the winding number is odd. Complementary values (0 or ~1) cause outside pixels to be filled. The meaning of other values is undefined. The polygon is closed with a line if necessary.

`bezier(`*dst*`,` *a*`,` *b*`,` *c*`,` *d*`,` *end0*`,` *end1*`,` *thick*`,` *src*`,` *sp*`)`
: *Bezier* draws the cubic Bezier curve defined by `Points` *a*, *b*, *c*, and *d*. The end styles are determined by *end0* and *end1*; the thickness of the curve is 1+2**thick*. The source is aligned so *sp* in *src* corresponds to *a* in *dst*.

`bezspline(`*dst*`,` *p*`,` *end0*`,` *end1*`,` *thick*`,` *src*`,` *sp*`)`
: *Bezspline* takes the same arguments as *poly* but draws a quadratic B-spline (despite its name) rather than a polygon. If the first and last points in *p* are equal, the spline has periodic end conditions.

`fillbezier(`*dst*`,` *a*`,` *b*`,` *c*`,` *d*`,` *wind*`,` *src*`,` *sp*`)`
: *Fillbezier* is to *bezier* as *fillpoly* is to *poly*.

`fillbezspline(`*dst*`,` *p*`,` *wind*`,` *src*`,` *sp*`)`
: *Fillbezspline* is like *fillpoly* but fills the quadratic B-spline rather than the polygon outlined by *p*. The spline is closed with a line if necessary.

`ellipse(`*dst*`,` *c*`,` *a*`,` *b*`,` *thick*`,` *src*`,` *sp*`)`
: *Ellipse* draws in *dst* an ellipse centered on *c* with horizontal and vertical semiaxes *a* and *b*. The source is aligned so *sp* in *src* corresponds to *c* in *dst*. The ellipse is drawn with thickness 1+2**thick*.

`fillellipse(`*dst*`,` *c*`,` *a*`,` *b*`,` *src*`,` *sp*`)`
: *Fillellipse* is like *ellipse* but fills the ellipse rather than outlining it.

`arc(`*dst*`,` *c*`,` *a*`,` *b*`,` *thick*`,` *src*`,` *sp*`,` *alpha*`,` *phi*`)`
: *Arc* is like *ellipse*, but draws only that portion of the ellipse starting at angle *alpha* and extending through an angle of *phi*. The angles are measured in degrees counterclockwise from the positive *x* axis.

`fillarc(`*dst*`,` *c*`,` *a*`,` *b*`,` *src*`,` *sp*`,` *alpha*`,` *phi*`)`
: *Fillarc* is like *arc*, but fills the sector with the source color.

`icossin(`*deg*`,` *cosp*`,` *sinp*`)`
: *Icossin* stores in **cosp* and **sinp* scaled integers representing the cosine and sine of the angle *deg*, measured in integer degrees. The values are scaled so cos(0) is 1024.

`icossin2(`*x*`,` *y*`,` *cosp*`,` *sinp*`)`
: *Icossin2* is analogous to *icossin,* with the angle represented not in degrees but implicitly by the point (*x*,*y*). It is to *icossin* what `atan2` is to `atan` (see *sin*(2)).

`border(`*dst*`,` *r*`,` *i*`,` *color*`,` *sp*`)`
: *Border* draws an outline of rectangle *r* in the specified *color*. The outline has width *i*; if positive, the border goes inside the rectangle; negative, outside. The source is aligned

so *sp* corresponds to *r*.min.

`string(`*dst*, *p*, *src*, *sp*, *font*, *s*`)`

String draws in *dst* characters specified by the string *s* and *font*; it is equivalent to a series of calls to *gendraw* using source *src* and masks determined by the character shapes. The text is positioned with the left of the first character at *p*.x and the top of the line of text at *p*.y. The source is positioned so *sp* in *src* corresponds to *p* in *dst*. *String* returns a `Point` that is the position of the next character that would be drawn if the string were longer.

For characters with undefined or zero-width images in the font, the character at font position 0 (NUL) is drawn.

The other string routines are variants of this basic form, and have names that encode their variant behavior. Routines whose names contain `rune` accept a string of Runes rather than UTF-encoded bytes. Routines ending in `n` accept an argument, *n*, that defines the number of characters to draw rather than accepting a NUL-terminated string. Routines containing `bg` draw the background behind the characters in the specified color (*bg*) and alignment (*bgp*); normally the text is drawn leaving the background intact.

The routine *_string* captures all this behavior into a single operator. Whether it draws a UTF string or Rune string depends on whether *s* or *r* is null (the string length is always determined by *len*). If *bg* is non-null, it is used as a background color. The *clipr* argument allows further management of clipping when drawing the string; it is intersected with the usual clipping rectangles to further limit the extent of the text.

`drawsetdebug(`*on*`)`

Turns on or off debugging output (usually to a serial line) according to whether *on* is non-zero.

SOURCE

`/sys/src/libdraw`

SEE ALSO

graphics(2), *stringsize*(2), *color*(6), *utf*(6), *addpt*(2)

T. Porter, T. Duff. ''Compositing Digital Images'', *Computer Graphics* (Proc. SIGGRAPH), 18:3, pp. 253-259, 1984.

DIAGNOSTICS

These routines call the graphics error function on fatal errors.

BUGS

Anti-aliased characters can be drawn by defining a font with multiple bits per pixel, but there are no anti-aliasing geometric primitives.

NAME

dup – duplicate an open file descriptor

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int dup(int oldfd, int newfd)
```

DESCRIPTION

Given a file descriptor, *oldfd*, referring to an open file, *dup* returns a new file descriptor referring to the same file.

If *newfd* is –1 the system chooses the lowest available file descriptor. Otherwise, *dup* will use *newfd* for the new file descriptor (closing any old file associated with *newfd*). File descriptors are allocated dynamically, so to prevent unwarranted growth of the file descriptor table, *dup* requires that *newfd* be no greater than 20 more than the highest file descriptor ever used by the program.

SOURCE

`/sys/src/libc/9syscall`

SEE ALSO

intro(2), *dup*(3)

DIAGNOSTICS

Sets *errstr*.

NAME

eggen, egencrypt, egdecrypt, egsign, egverify, egalloc, egfree, egpuballoc, egpubfree, egprivalloc, egprivfree, egsigalloc, egsigfree, egprivtopub – elgamal encryption

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <mp.h>
#include <libsec.h>

EGpriv*   eggen(int nlen, int nrep)

mpint*    egencrypt(EGpub *k, mpint *in, mpint *out)

mpint*    egdecrypt(EGpriv *k, mpint *in, mpint *out)

EGsig*    egsign(EGpriv *k, mpint *m)

int       egverify(EGpub *k, EGsig *sig, mpint *m)

EGpub*    egpuballoc(void)

void      egpubfree(EGpub*)

EGpriv*   egprivalloc(void)

void      egprivfree(EGpriv*)

EGsig*    egsigalloc(void)

void      egsigfree(EGsig*)

EGpub*    egprivtopub(EGpriv*)
```

DESCRIPTION

The corresponding keys for the ElGamal algorithm are:

```
struct EGpub
{
     mpint     *p;  // modulus
     mpint     *alpha;   // generator
     mpint     *key;     // (encryption key) alpha**secret mod p
};
```

and

```
struct EGpriv
{
     EGpub     pub;
     mpint     *secret; // (decryption key)
};
```

Egsign signs message *m* using a private key *k* yielding a

```
struct EGsig
{
     mpint     *r, *s;
};
```

Egverify returns 0 if the signature is valid and -1 if not.

SOURCE

```
/sys/src/libsec
```

SEE ALSO

mp(2), *aes*(2), *blowfish*(2), *des*(2), *rc4*(2), *rsa*(2), *sechash*(2), *prime*(2), *rand*(2)

NAME

dec64, enc64, dec32, enc32, dec16, enc16, encodefmt – encoding byte arrays as strings

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int  dec64(uchar *out, int lim, char *in, int n)

int  enc64(char *out, int lim, uchar *in, int n)

int  dec32(uchar *out, int lim, char *in, int n)

int  enc32(char *out, int lim, uchar *in, int n)

int  dec16(uchar *out, int lim, char *in, int n)

int  enc16(char *out, int lim, uchar *in, int n)

int  encodefmt(Fmt*)
```

DESCRIPTION

Enc16, *enc32* and *enc64* create null terminated strings. They return the size of the encoded string (without the null) or -1 if the encoding fails. The encoding fails if *lim*, the length of the output buffer, is too small.

Dec16, *dec32* and *dec64* return the number of bytes decoded or -1 if the decoding fails. The decoding fails if the output buffer is not large enough or, for base 32, if the input buffer length is not a multiple of 8.

Encodefmt can be used with *fmtinstall*(2) and *print*(2) to print encoded representations of byte arrays. The verbs are

H base 16 (i.e. hexadecimal)

< base 32

[base 64 (same as MIME)

The length of the array is specified as *f2*. For example, to display a 15 byte array as hex:

```
char x[15];

fmtinstall('H', encodefmt);
print("%.*H\n", sizeof x, x);
```

SOURCE

```
/sys/src/libc/port/u32.c
/sys/src/libc/port/u64.c
```

NAME

encrypt, decrypt, netcrypt – DES encryption

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int  encrypt(void *key, void *data, int len)

int  decrypt(void *key, void *data, int len)

int  netcrypt(void *key, void *data)
```

DESCRIPTION

Encrypt and *decrypt* perform DES encryption and decryption. *Key* is an array of `DESKEYLEN` (defined as 7 in `<auth.h>`) bytes containing the encryption key. *Data* is an array of *len* bytes; it must be at least 8 bytes long. The bytes are encrypted or decrypted in place.

The DES algorithm encrypts an individual 8-byte block of data. *Encrypt* uses the following method to encrypt data longer than 8 bytes. The first 8 bytes are encrypted as usual. The last byte of the encrypted result is prefixed to the next 7 unencrypted bytes to make the next 8 bytes to encrypt. This is repeated until fewer than 7 bytes remain unencrypted. Any remaining unencrypted bytes are encrypted with enough of the preceding encrypted bytes to make a full 8-byte block. *Decrypt* uses the inverse algorithm.

Netcrypt performs the same encryption as a SecureNet Key. *Data* points to an ASCII string of decimal digits with numeric value between 0 and 10000. These digits are copied into an 8-byte buffer with trailing binary zero fill and encrypted as one DES block. The first four bytes are each formatted as two digit ASCII hexadecimal numbers, and the string is copied into *data*.

SOURCE

`/sys/src/libc/port`

DIAGNOSTICS

These routines return 1 if the data was encrypted, and 0 if the encryption fails. *Encrypt* and *decrypt* fail if the data passed is less than 8 bytes long. *Netcrypt* can fail if it is passed invalid data.

SEE ALSO

securenet(8)

BUGS

The implementation is broken in a way that makes it unsuitable for anything but authentication.

NAME

errstr, rerrstr, werrstr – description of last system call error

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int errstr(char *err, uint nerr)

void rerrstr(char *err, uint nerr)

void werrstr(char *fmt, ...)
```

DESCRIPTION

When a system call fails it returns -1 and records a string describing the error in a per-process buffer. *Errstr* swaps the contents of that buffer with the contents of the array *err*. *Errstr* will write at most *nerr* bytes into *err*; if the per-process error string does not fit, it is silently truncated at a UTF character boundary. The returned string is NUL-terminated. Usually *errstr* will be called with an empty string, but the exchange property provides a mechanism for libraries to set the return value for the next call to *errstr*.

If no system call has generated an error since the last call to *errstr* with an empty string, the result is an empty string.

The verb `r` in *print*(2) calls *errstr* and outputs the error string.

Rerrstr reads the error string but does not modify the per-process buffer, so a subsequent *errstr* will recover the same string.

Werrstr takes a *print* style format as its argument and uses it to format a string to pass to *errstr*. The string returned from *errstr* is discarded.

SOURCE

```
/sys/src/libc/9syscall
/sys/src/libc/9sys/werrstr.c
```

DIAGNOSTICS

Errstr always returns 0.

SEE ALSO

intro(2), *perror*(2)

NAME

event, einit, estart, estartfn, etimer, eread, emouse, ekbd, ecanread, ecanmouse, ecankbd, ereadmouse, eatomouse, eresized, egetrect, edrawgetrect, emenuhit, emoveto, esetcursor, Event, Mouse, Menu – graphics events

SYNOPSIS

```
#include  <u.h>
#include  <libc.h>
#include  <draw.h>
#include  <event.h>
#include  <cursor.h>

void      einit(ulong keys)

ulong     event(Event *e)

Mouse     emouse(void)

int       ekbd(void)

int       ecanmouse(void)

int       ecankbd(void)

int       ereadmouse(Mouse *m)

int       eatomouse(Mouse *m, char *buf, int n)

ulong     estart(ulong key, int fd, int n)

ulong     estartfn(int id, ulong key, int fd, int n,
              int (*fn)(Event*, uchar*, int))

ulong     etimer(ulong key, int n)

ulong     eread(ulong keys, Event *e)

int       ecanread(ulong keys)

void      eresized(int new)

Rectangle egetrect(int but, Mouse *m)

void      edrawgetrect(Rectangle r, int up)

int       emenuhit(int but, Mouse *m, Menu *menu)

int       emoveto(Point p)

int       esetcursor(Cursor *c)

extern Mouse    *mouse

enum{
          Emouse = 1,
          Ekeyboard = 2,
};
```

DESCRIPTION

These routines provide an interface to multiple sources of input for unthreaded programs. Threaded programs (see *thread*(2)) should instead use the threaded mouse and keyboard interface described in *mouse*(2) and *keyboard*(2).

Einit must be called first. If the argument to *einit* has the `Emouse` and `Ekeyboard` bits set, the mouse and keyboard events will be enabled; in this case, *initdraw* (see *graphics*(2)) must have already been called. The user must provide a function called *eresized* to be called whenever the window in which the process is running has been resized; the argument *new* is a flag specifying whether the program must call *getwindow* (see *graphics*(2)) to re-establish a connection to its window. After resizing (and perhaps calling *getwindow*), the global variable `screen` will be updated to point to the new window's `Image` structure.

As characters are typed on the keyboard, they are read by the event mechanism and put in a queue. *Ekbd* returns the next rune from the queue, blocking until the queue is non-empty. The characters are read in raw mode (see *cons*(3)), so they are available as soon as a complete rune is typed.

When the mouse moves or a mouse button is pressed or released, a new mouse event is queued by the event mechanism. *Emouse* returns the next mouse event from the queue, blocking until the queue is non-empty. *Emouse* returns a `Mouse` structure:

```
struct Mouse
{
    int   buttons;
    Point xy;
    ulong msec;
};
```

`Buttons&1` is set when the left mouse button is pressed, `buttons&2` when the middle button is pressed, and `buttons&4` when the right button is pressed. The current mouse position is always returned in `xy`. `Msec` is a time stamp in units of milliseconds.

Ecankbd and *ecanmouse* return non-zero when there are keyboard or mouse events available to be read.

Ereadmouse reads the next mouse event from the file descriptor connected to the mouse, converts the textual data into a `Mouse` structure by calling *eatomouse* with the buffer and count from the read call, and returns the number of bytes read, or -1 for an error.

Estart can be used to register additional file descriptors to scan for input. It takes as arguments the file descriptor to register, the maximum length of an event message on that descriptor, and a key to be used in accessing the event. The key must be a power of 2 and must not conflict with any previous keys. If a zero key is given, a key will be allocated and returned. *Estartfn* is similar to *estart*, but processes the data received by calling *fn* before returning the event to the user. The function *fn* is called with the `id` of the event; it should return `id` if the event is to be passed to the user, 0 if it is to be ignored. The variable `Event.v` can be used by *fn* to attach an arbitrary data item to the returned `Event` structure. `Ekeyboard` and `Emouse` are the keyboard and mouse event keys.

Etimer starts a repeating timer with a period of *n* milliseconds; it returns the timer event key, or zero if it fails. Only one timer can be started. Extra timer events are not queued and the timer channel has no associated data.

Eread waits for the next event specified by the mask *keys* of event keys submitted to *estart*. It fills in the appropriate field of the argument `Event` structure, which looks like:

```
struct Event
{
    int   kbdc;
    Mouse mouse;
    int   n;
    void  *v;
    uchar data[EMAXMSG];
};
```

`Data` is an array which is large enough to hold a 9P message. *Eread* returns the key for the event which was chosen. For example, if a mouse event was read, `Emouse` will be returned.

Event waits for the next event of any kind. The return is the same as for *eread*.

As described in *graphics*(2), the graphics functions are buffered. *Event*, *eread*, *emouse*, and *ekbd* all cause a buffer flush unless there is an event of the appropriate type already queued.

Ecanread checks whether a call to `eread(keys)` would block, returning 0 if it would, 1 if it would not.

Getrect prompts the user to sweep a rectangle. It should be called with *m* holding the mouse event that triggered the *egetrect* (or, if none, a `Mouse` with `buttons` set to 7). It changes to the sweep cursor, waits for the buttons all to be released, and then waits for button number *but* to be pressed, marking the initial corner. If another button is pressed instead, *egetrect* returns a rectangle with zero for both corners, after waiting for all the buttons to be released. Otherwise, *egetrect* continually draws the swept rectangle until the button is released again, and returns the swept rectangle. The mouse structure pointed to by *m* will contain the final mouse event.

Egetrect uses successive calls to *edrawgetrect* to maintain the red rectangle showing the sweep-in-progress. The rectangle to be drawn is specified by *rc* and the *up* parameter says whether to draw (1) or erase (0) the rectangle.

Emenuhit displays a menu and returns a selected menu item number. It should be called with *m* holding the mouse event that triggered the *emenuhit*; it will call *emouse* to update it. A `Menu` is a structure:

```
struct Menu
{
     char  **item;
     char  *(*gen)(int);
     int   lasthit;
};
```

If `item` is nonzero, it should be a null-terminated array of the character strings to be displayed as menu items. Otherwise, `gen` should be a function that, given an item number, returns the character string for that item, or zero if the number is past the end of the list. Items are numbered starting at zero. *Menuhit* waits until *but* is released, and then returns the number of the selection, or -1 for no selection. The *m* argument is filled in with the final mouse event.

Emoveto moves the mouse cursor to the position `p` on the screen.

Esetcursor changes the cursor image to that described by the `Cursor` *c* (see *mouse*(2)). If `c` is nil, it restores the image to the default arrow.

SOURCE

`/sys/src/libdraw`

SEE ALSO

rio(1), *graphics*(2), *plumb*(2), *cons*(3), *draw*(3)

NAME

exec, execl, _clock, _privates, _nprivates – execute a file

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int exec(char *name, char* argv[])

int execl(char *name, ...)

long *_clock;

void **_privates;

int  _nprivates;
```

DESCRIPTION

Exec and *execl* overlay the calling process with the named file, then transfer to the entry point of the image of the file.

Name points to the name of the file to be executed; it must not be a directory, and the permissions must allow the current user to execute it (see *stat*(2)). It should also be a valid binary image, as defined in the *a.out*(6) for the current machine architecture, or a shell script (see *rc*(1)). The first line of a shell script must begin with `#!` followed by the name of the program to interpret the file and any initial arguments to that program, for example

```
#!/bin/rc
ls | mc
```

When a C program is executed, it is called as follows:

```
void main(int argc, char *argv[])
```

Argv is a copy of the array of argument pointers passed to *exec*; that array must end in a null pointer, and *argc* is the number of elements before the null pointer. By convention, the first argument should be the name of the program to be executed. *Execl* is like *exec* except that *argv* will be an array of the parameters that follow *name* in the call. The last argument to *execl* must be a null pointer.

For a file beginning `#!`, the arguments passed to the program (`/bin/rc` in the example above) will be the name of the file being executed, any arguments on the `#!` line, the name of the file again, and finally the second and subsequent arguments given to the original *exec* call. The result honors the two conventions of a program accepting as argument a file to be interpreted and `argv[0]` naming the file being executed.

Most attributes of the calling process are carried into the result; in particular, files remain open across *exec* (except those opened with OCEXEC OR'd into the open mode; see *open*(2)); and the working directory and environment (see *env*(3)) remain the same. However, a newly *exec'ed* process has no notification handler (see *notify*(2)).

When the new program begins, the global cell `_clock` is set to the address of a cell that keeps approximate time expended by the process at user level. The time is measured in milliseconds but is updated at a system-dependent lower rate. This clock is typically used by the profiler but is available to all programs.

The global cell `_privates` points to an array of `_nprivates` elements of per-process private data. This storage is private for each process, even if the processes share data segments.

The above conventions apply to C programs; the raw system interface to the new image is as follows: the word pointed to by the stack pointer is `argc`; the words beyond that are the zeroth and subsequent elements of `argv`, followed by a terminating null pointer; and the return register (e.g. R0 on the 68020) contains the address of the clock.

SOURCE

```
/sys/src/libc/9syscall
/sys/src/libc/port/execl.c
```

SEE ALSO

prof(1), *intro*(2), *stat*(2)

DIAGNOSTICS

If these functions fail, they return and set *errstr*. There can be no return from a successful *exec* or *execl*; the calling image is lost.

NAME

exits, _exits, atexit, atexitdont, terminate – terminate process, process cleanup

SYNOPSIS

```
#include <u.h>
#include <libc.h>

void _exits(char *msg)
void exits(char *msg)

int  atexit(void(*)(void))

void atexitdont(void(*)(void))
```

DESCRIPTION

Exits is the conventional way to terminate a process. *_Exits* is the underlying system call. They can never return.

Msg conventionally includes a brief (maximum length ERRLEN) explanation of the reason for exiting, or a null pointer or empty string to indicate normal termination. The string is passed to the parent process, prefixed by the name and process id of the exiting process, when the parent does a *wait*(2).

Before calling *_exits* with *msg* as an argument, *exits* calls in reverse order all the functions recorded by *atexit*.

Atexit records *fn* as a function to be called by *exits*. It returns zero if it failed, nonzero otherwise. A typical use is to register a cleanup routine for an I/O package. To simplify programs that fork or share memory, *exits* only calls those *atexit*-registered functions that were registered by the same process as that calling *exits*.

Calling *atexit* twice (or more) with the same function argument causes *exits* to invoke the function twice (or more).

There is a limit to the number of exit functions that will be recorded; *atexit* returns 0 if that limit has been reached.

Atexitdont cancels a previous registration of an exit function.

SOURCE

```
/sys/src/libc/port/atexit.c
```

SEE ALSO

fork(2), *wait*(2)

NAME

exp, log, log10, pow, pow10, sqrt – exponential, logarithm, power, square root

SYNOPSIS

```
#include <u.h>
#include <libc.h>

double exp(double x)

double log(double x)

double log10(double x)

double pow(double x, double y)

double pow10(int n)

double sqrt(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 and *pow10* returns 10^n as a double.

Sqrt returns the square root of *x*.

SOURCE

All these routines have portable C implementations in `/sys/src/libc/port`. Most also have machine-dependent implementations, written either in assembler or C, in `/sys/src/libc/$objtype`.

SEE ALSO

hypot(2), *sinh*(2), *intro*(2)

NAME

fauth – set up authentication on a file descriptor to a file server

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int   fauth(int fd, char *aname)
```

DESCRIPTION

Fauth is used to establish authentication for the current user to access the resources available through the 9P connection represented by *fd*. The return value is a file descriptor, conventionally called `afd`, that is subsequently used to negotiate the authentication protocol for the server, typically using *auth_proxy* or *fauth_proxy* (see *auth*(2)). After successful authentication, `afd` may be passed as the second argument to a subsequent `mount` call (see *bind*(2)), with the same *aname,* as a ticket-of-entry for the user.

If *fauth* returns –1, the error case, that means the file server does not require authentication for the connection, and `afd` should be set to –1 in the call to `mount`.

It is rare to use *fauth* directly; more commonly *amount* (see *auth*(2)) is used.

SOURCE

`/sys/src/libc/9syscall`

SEE ALSO

attach(5), *auth*(2) (particularly `amount`), *authsrv*(6), *auth*(8)

DIAGNOSTICS

Sets *errstr*.

NAME

Fcall, convS2M, convD2M, convM2S, convM2D, fcallfmt, dirfmt, dirmodefmt, read9pmsg, statcheck, sizeD2M – interface to Plan 9 File protocol

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <fcall.h>

uint convS2M(Fcall *f, uchar *ap, uint nap)

uint convD2M(Dir *d, uchar *ap, uint nap)

uint convM2S(uchar *ap, uint nap, Fcall *f)

uint convM2D(uchar *ap, uint nap, Dir *d, char *strs)

int dirfmt(Fmt*)

int fcallfmt(Fmt*)

int dirmodefmt(Fmt*)

int read9pmsg(int fd, uchar *buf, uint nbuf);

int statcheck(uchar *buf, uint nbuf);

uint sizeD2M(Dir *d)
```

DESCRIPTION

These routines convert messages in the machine-independent format of the Plan 9 file protocol, 9P, to and from a more convenient form, an `Fcall` structure:

```
#define MAXWELEM 16

typedef
struct Fcall
{
    uchar type;
    u32int    fid;
    ushort    tag;
    union {
          struct {
              u32int msize;                /* Tversion, Rversion */
              char   *version;          /* Tversion, Rversion */
          };
          struct {
              u32int oldtag;               /* Tflush */
          };
          struct {
              char   *ename;               /* Rerror */
          };
          struct {
              Qid    qid;                  /* Rattach, Ropen, Rcreate */
              u32int iounit;               /* Ropen, Rcreate */
              ushort nrauth;               /* Rattach */
              uchar  *rauth;               /* Rattach */
          };
          struct {
              char   *uname;               /* Tattach */
              char   *aname;               /* Tattach */
              ushort nauth;                /* Tattach */
              uchar  *auth;                /* Tattach */
          };
          struct {
              char   *authid;           /* Rsession */
```

```
                char   *authdom;          /* Rsession */
                ushort nchal;             /* Tsession/Rsession */
                uchar  *chal;             /* Tsession/Rsession */
            };
            struct {
                u32int perm;              /* Tcreate */
                char   *name;             /* Tcreate */
                uchar  mode;              /* Tcreate, Topen */
            };
            struct {
                u32int newfid;            /* Twalk */
                ushort nwname;            /* Twalk */
                char   *wname[MAXWELEM];  /* Twalk */
            };
            struct {
                ushort nwqid;             /* Rwalk */
                Qid    wqid[MAXWELEM];    /* Rwalk */
            };
            struct {
                vlong  offset;            /* Tread, Twrite */
                u32int count;             /* Tread, Twrite, Rread */
                char   *data;             /* Twrite, Rread */
            };
            struct {
                ushort nstat;             /* Twstat, Rstat */
                uchar  *stat;             /* Twstat, Rstat */
            };
    };
} Fcall;

/* these are implemented as macros */

uchar     GBIT8(uchar*)
ushort    GBIT16(uchar*)
ulong     GBIT32(uchar*)
vlong     GBIT64(uchar*)

void      PBIT8(uchar*, uchar)
void      PBIT16(uchar*, ushort)
void      PBIT32(uchar*, ulong)
void      PBIT64(uchar*, vlong)

#define   BIT8SZ     1
#define   BIT16SZ    2
#define   BIT32SZ    4
#define   BIT64SZ    8
```

This structure is defined in <fcall.h>. See section 5 for a full description of 9P messages and their encoding. For all message types, the type field of an Fcall holds one of Tnop, Rnop, Tsession, Rsession, etc. (defined in an enumerated type in <fcall.h>). Fid is used by most messages, and tag is used by all messages. The other fields are used selectively by the message types given in comments.

ConvM2S takes a 9P message at *ap* of length *nap*, and uses it to fill in Fcall structure *f*. If the passed message including any data for Twrite and Rread messages is formatted properly, the return value is the number of bytes the message occupied in the buffer *ap*, which will always be less than or equal to *nap*; otherwise it is 0. For Twrite and Tread messages, data is set to a pointer into the argument message, not a copy.

ConvS2M does the reverse conversion, turning *f* into a message starting at *ap*. The length of the resulting message is returned. For Twrite and Rread messages, count bytes starting at `data` are copied into the message.

The constant `IOHDRSZ` is a suitable amount of buffer to reserve for storing the 9P header; the data portion of a `Twrite` or `Rread` will be no more than the buffer size negotiated in the `Tversion/Rversion` exchange, minus `IOHDRSZ`.

Another structure is `Dir`, used by the routines described in *stat*(2). *ConvM2D* converts the machine-independent form starting at *ap* into *d* and returns the length of the machine-independent encoding. The strings in the returned `Dir` structure are stored at successive locations starting at `strs`. Usually `strs` will point to storage immediately after the `Dir` itself. It can also be a `nil` pointer, in which case the string pointers in the returned `Dir` are all `nil`; however, the return value still includes their length.

ConvD2M does the reverse translation, also returning the length of the encoding. If the buffer is too short, the return value will be `BIT16SZ` and the correct size will be returned in the first `BIT16SZ` bytes. (If the buffer is less that `BIT16SZ`, the return value is zero; therefore a correct test for complete packing of the message is that the return value is greater than `BIT16SZ`). The macro `GBIT16` can be used to extract the correct value. The related macros with different sizes retrieve the corresponding-sized quantities. `PBIT16` and its brethren place values in messages. With the exception of handling short buffers in *convD2M*, these macros are not usually needed except by internal routines.

The routine `statcheck` checks whether the *nbuf* bytes of *buf* contain a validly formatted machine-independent `Dir` entry suitable as an argument, for example, for the `wstat` (see *stat*(2)) system call. It checks that the sizes of all the elements of the the entry sum to exactly *nbuf*, which is a simple but effective test of validity. *Nbuf* and *buf* should include the second two-byte (16-bit) length field that precedes the entry when formatted in a 9P message (see *stat*(5)); in other words, *nbuf* is 2 plus the sum of the sizes of the entry itself. *Statcheck* also verifies that the length field has the correct value (that is, *nbuf*−2 `1`). It returns `0` for a valid entry and `-1` for an incorrectly formatted entry.

The routine *sizeD2M* returns the number of bytes required to store the machine-independent representation of the `Dir` structure *d*, including its initial 16-bit size field. In other words, it reports the number of bytes produced by a successful call to *convD2M*.

Dirfmt, *fcallfmt*, and *dirmodefmt* are formatting routines, suitable for *fmtinstall*(2). They convert `Dir*`, `Fcall*`, and `long` values into string representations of the directory buffer, `Fcall` buffer, or file mode value. *Fcallfmt* assumes that *dirfmt* has been installed with format letter `D` and *dirmodefmt* with format letter `M`.

Read9pmsg calls *read*(2) multiple times, if necessary, to read an entire 9P message into `buf`. The return value is 0 for end of file, or -1 for error; it does not return partial messages.

SOURCE

`/sys/src/libc/9sys`

SEE ALSO

intro(2), *9p*(2), *stat*(2), *intro*(5)

NAME

fd2path – return file name associated with file descriptor

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int fd2path(int fd, char *buf, int nbuf)
```

DESCRIPTION

As described in *intro*(2), the kernel stores a rooted path name with every open file or directory; typically, it is the name used in the original access of the file. *Fd2path* returns the path name associated with open file descriptor *fd*. Up to *nbuf* bytes of the name are stored in *buf*; if the name is too long, it will be silently truncated at a UTF-8 character boundary. The name is always null-terminated. The return value of *fd2path* will be zero unless an error occurs.

Changes to the underlying name space do not update the path name stored with the file descriptor. Therefore, the path returned by *fd2path* may no longer refer to the same file (or indeed any file) after some component directory or file in the path has been removed, renamed or rebound.

As an example, *getwd*(2) is implemented by opening `.` and executing *fd2path* on the resulting file descriptor.

SOURCE

`/sys/src/libc/9syscall`

SEE ALSO

bind(1), *ns*(1), *bind*(2), *intro*(2), *getwd*(2), *proc*(3)

DIAGNOSTICS

Sets *errstr*.

NAME

fgetc, getc, getchar, fputc, putc, putchar, ungetc, fgets, gets, fputs, puts, fread, fwrite – Stdio input and output

SYNOPSIS

```
#include <stdio.h>

int  fgetc(FILE *f)

int  getc(FILE *f)

int  getchar(void)

int  fputc(int c, FILE *f)

int  putc(int c, FILE *f)

int  putchar(int c)

int  ungetc(int c, FILE *f)

char *fgets(char *s, int n, FILE *f)

char *gets(char *s)

int  fputs(char *s, FILE *f)

int  puts(char *s)

long fread(void *ptr, long itemsize, long nitems, FILE *stream)

long fwrite(void *ptr, long itemsize, long nitems, FILE *stream)
```

DESCRIPTION

The functions described here work on open Stdio streams (see *fopen*).

Fgetc returns as an `int` the next `unsigned char` from input stream *f*. If the stream is at end-of-file, the end-of-file indicator for the stream is set and *fgetc* returns EOF. If a read error occurs, the error indicator for the stream is set and *fgetc* returns EOF. *Getc* is like *fgetc* except that it is implemented as a macro. *Getchar* is like *getc* except that it always reads from `stdin`.

Ungetc pushes character *c* back onto the input stream `f`. The pushed-back character will be returned by subsequent reads in the reverse order of their pushing. A successful intervening *fseek*, *fsetpos*, or *rewind* on *f* discards any pushed-back characters for *f*. One character of push-back is guaranteed. *Ungetc* returns the character pushed back (converted to `unsigned char`), or EOF if the operation fails. A successful call to *ungetc* clears the end-of-file indicator for the stream. The file position indicator for the stream after reading or discarding all pushed-back characters is the same as it was before the characters were pushed back.

Fputc writes character *c* (converted to `unsigned char`) to output stream *f* at the position indicated by the position indicator for the stream and advances the indicator appropriately. If the file cannot support positioning requests, or if the stream was opened with append mode, the character is appended to the output stream. *Fputc* returns the character written or EOF if there was a write error. *Putc* is like *fputc* but is implemented as a macro. *Putchar* is like *putc* except that it always writes to `stdout`.

All other input takes place as if characters were read by successive calls to *fgetc* and all other output takes place as if characters were written by successive calls to *fputc*.

Fgets reads up to and including the next newline, but not past end-of-file or more than *n*–1 characters, from stream *f* into array *s*. A null character is written immediately after the last character read into the array (if any characters are read at all). *Fgets* returns *s* if successful, otherwise a null pointer. *Gets* is similar to *fgets* except that it always reads from `stdin` and it discards the terminating newline, if any. *Gets* does not check for overflow of the receiving array, so its use is deprecated.

Fputs writes the string *s* to stream *f*, returning EOF if a write error occurred, otherwise a nonnegative value. The terminating null character is not written. *Puts* is the same, writing to `stdout`.

Fread reads from the named input *stream* at most *nitems* of data of size *itemsize* and the type of **ptr* into a block beginning at *ptr*. It returns the number of items actually read.

Fwrite appends to the named output *stream* at most *nitems* of data of size *itemsize* and the type of **ptr* from a block beginning at *ptr*. It returns the number of items actually written.

SOURCE

`/sys/src/libstdio`

SEE ALSO

read(2), *fopen*(2), *bio*(2)

BUGS

Stdio does not handle UTF or runes; use Bio instead.

NAME

deflateinit, deflate, deflatezlib, deflateblock, deflatezlibblock, inflateinit, inflate, inflatezlib, inflateblock, inflatezlibblock, flateerr, mkcrctab, blockcrc, adler32 – deflate compression

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <flate.h>

int     deflateinit(void)

int     deflate(void *wr, int (*w)(void*,void*,int),
        void *rr, int (*r)(void*,void*,int),
        int level, int debug)

int     deflatezlib(void *wr, int (*w)(void*,void*,int),
        void *rr, int (*r)(void*,void*,int),
        int level, int debug)

int     deflateblock(uchar *dst, int dsize,
        uchar *src, int ssize,
        int level, int debug)

int     deflatezlibblock(uchar *dst, int dsize,
        uchar *src, int ssize,
        int level, int debug)

int     inflateinit(void)

int     inflate(void *wr, int (*w)(void*, void*, int),
        void *getr, int (*get)(void*))

int     inflatezlib(void *wr, int (*w)(void*, void*, int),
        void *getr, int (*get)(void*))

int     inflateblock(uchar *dst, int dsize,
        uchar *src, int ssize)

int     inflatezlibblock(uchar *dst, int dsize,
        uchar *src, int ssize)

char    *flateerr(int error)

ulong   *mkcrctab(ulong poly)

ulong   blockcrc(ulong *tab, ulong crc, void *buf, int n)

ulong   adler32(ulong adler, void *buf, int n)
```

DESCRIPTION

These routines compress and decompress data using the deflate compression algorithm, which is used for most gzip, zip, and zlib files.

Deflate compresses input data retrieved by calls to *r* with arguments *rr*, an input buffer, and a count of bytes to read. *R* should return the number of bytes read; end of input is signaled by returning zero, an input error by returning a negative number. The compressed output is written to *w* with arguments *wr*, the output data, and the number of bytes to write. *W* should return the number of bytes written; writing fewer than the requested number of bytes is an error. *Level* indicates the amount of computation deflate should do while compressing the data. Higher *levels* usually take more time and produce smaller outputs. Valid values are 1 to 9, inclusive; 6 is a good compromise. If *debug* is non-zero, cryptic debugging information is produced on standard error.

Inflate reverses the process, converting compressed data into uncompressed output. Input is retrieved one byte at a time by calling *get* with the argument *getr*. End of input of signaled by returning a negative value. The uncompressed output is written to *w*, which has the same interface as for *deflate*.

Deflateblock and *inflateblock* operate on blocks of memory but are otherwise similar to *deflate* and *inflate*.

The zlib functions are similar, but operate on files with a zlib header and trailer.

Deflateinit or *inflateinit* must be called once before any call to the corresponding routines.

If the above routines fail, they return a negative number indicating the problem. The possible values are *FlateNoMem*, *FlateInputFail*, *FlateOutputFail*, *FlateCorrupted*, and *FlateInternal*. *Flateerr* converts the number into a printable message. *FlateOk* is defined to be zero, the successful return value for *deflateinit*, *deflate*, *deflatezlib*, *inflateinit*, *inflate*, and *inflatezlib*. The block functions return the number of bytes produced when they succeed.

Mkcrctab allocates (using *malloc*(2)), initializes, and returns a table for rapid computation of 32 bit CRC values using the polynomial *poly*. *Blockcrc* uses *tab*, a table returned by *mkcrctab*, to update *crc* for the *n* bytes of data in *buf*, and returns the new value. *Crc* should initially be zero. *Blockcrc* pre-conditions and post-conditions *crc* by ones complementation.

Adler32 updates the Adler 32-bit checksum of the *n* butes of data in *buf.* The initial value of *adler* (that is, its value after seeing zero bytes) should be 1.

SOURCE

`/sys/src/libflate`

NAME

fabs, fmod, floor, ceil – absolute value, remainder, floor, ceiling functions

SYNOPSIS

```
#include <u.h>
#include <libc.h>

double floor(double x)

double ceil(double x)

double fabs(double x)

double fmod(double x, double y)
```

DESCRIPTION

Fabs returns the absolute value $|x|$.

Floor returns the largest integer not greater than x.

Ceil returns the smallest integer not less than x.

Fmod returns x if y is zero, otherwise the number f with the same sign as x, such that $x = iy + f$ for some integer i, and $|f| < |y|$.

SOURCE

`/sys/src/libc/port`

SEE ALSO

abs(2), *frexp*(2)

NAME

fmtinstall, dofmt, dorfmt, fmtprint, fmtvprint, fmtrune, fmtstrcpy, fmtrunestrcpy, fmtfdinit, fmtfdflush, fmtstrinit, fmtstrflush, runefmtstrinit, runefmtstrflush, errfmt – support for user-defined print formats and output routines

SYNOPSIS

```
#include <u.h>
#include <libc.h>

typedef struct Fmt  Fmt;
struct Fmt{
    uchar   runes;  /* output buffer is runes or chars? */
    void    *start; /* of buffer */
    void    *to;    /* current place in the buffer */
    void    *stop;  /* end of the buffer; overwritten if flush fails */
    int     (*flush)(Fmt*);/* called when to == stop */
    void    *farg;  /* to make flush a closure */
    int     nfmt;   /* num chars formatted so far */
    va_list args;   /* args passed to dofmt */
    int     r;      /* % format Rune */
    int     width;
    int     prec;
    ulong   flags;
};

enum{
    FmtWidth    = 1,
    FmtLeft     = FmtWidth << 1,
    FmtPrec     = FmtLeft << 1,
    FmtSharp    = FmtPrec << 1,
    FmtSpace    = FmtSharp << 1,
    FmtSign     = FmtSpace << 1,
    FmtZero     = FmtSign << 1,
    FmtUnsigned = FmtZero << 1,
    FmtShort    = FmtUnsigned << 1,
    FmtLong     = FmtShort << 1,
    FmtVLong    = FmtLong << 1,
    FmtComma    = FmtVLong << 1,

    FmtFlag     = FmtComma << 1
};

int   fmtfdinit(Fmt *f, int fd, char *buf, int nbuf);

int   fmtfdflush(Fmt *f);

int   fmtstrinit(Fmt *f);

char* fmtstrflush(Fmt *f);

int   runefmtstrinit(Fmt *f);

Rune* runefmtstrflush(Fmt *f);

int   fmtinstall(int c, int (*fn)(Fmt*));

int   dofmt(Fmt *f, char *fmt);

int   dorfmt(Fmt*, Rune *fmt);

int   fmtprint(Fmt *f, char *fmt, ...);

int   fmtvprint(Fmt *f, char *fmt, va_list v);
```

```
int    fmtrune(Fmt *f, int r);
int    fmtstrcpy(Fmt *f, char *s);
int    fmtrunestrcpy(Fmt *f, Rune *s);
int    errfmt(Fmt *f);
```

DESCRIPTION

The interface described here allows the construction of custom *print*(2) verbs and output routines. In essence, they provide access to the workings of the formatted print code.

The *print*(2) suite maintains its state with a data structure called `Fmt`. A typical call to *print*(2) or its relatives initializes a `Fmt` structure, passes it to subsidiary routines to process the output, and finishes by emitting any saved state recorded in the `Fmt`. The details of the `Fmt` are unimportant to outside users, except insofar as the general design influences the interface. The `Fmt` records whether the output is in runes or bytes, the verb being processed, its precision and width, and buffering parameters. Most important, it also records a *flush* routine that the library will call if a buffer overflows. When printing to a file descriptor, the flush routine will emit saved characters and reset the buffer; when printing to an allocated string, it will resize the string to receive more output. The flush routine is nil when printing to fixed-size buffers. User code need never provide a flush routine; this is done internally by the library.

Custom output routines

To write a custom output routine, such as an error handler that formats and prints custom error messages, the output sequence can be run from outside the library using the routines described here. There are two main cases: output to an open file descriptor and output to a string.

To write to a file descriptor, call *fmtfdinit* to initialize the local `Fmt` structure *f*, giving the file descriptor *fd*, the buffer *buf*, and its size *nbuf*. Then call *fmtprint* or *fmtvprint* to generate the output. These behave just like `fprint` (see *print*(2)) or `vfprint` except that the characters are buffered until *fmtfdflush* is called. A typical example of this sequence appears in the Examples section.

The same basic sequence applies when outputting to an allocated string: call *fmtstrinit* to initialize the `Fmt`, then call *fmtprint* and *fmtvprint* to generate the output. Finally, *fmtstrflush* will return the allocated string, which should be freed after use. To output to a rune string, use *runefmtstrinit* and *runefmtstrflush*. Regardless of the output style or type, *fmtprint* or *fmtvprint* generates the characters.

Custom format verbs

Fmtinstall is used to install custom verbs and flags labeled by character *c*, which may be any non-zero Unicode character. *Fn* should be declared as

```
int    fn(Fmt*)
```

Fp−>`r` is the flag or verb character to cause *fn* to be called. In *fn*, *fp*−>`width`, *fp*−>`prec` are the width and precision, and *fp*−>`flags` the decoded flags for the verb (see *print*(2) for a description of these items). The standard flag values are: `FmtSign` (+), `FmtLeft` (−), `FmtSpace` (' '), `FmtSharp` (#), `FmtComma` (,), `FmtLong` (`l`), `FmtShort` (h), `FmtUnsigned` (u), and `FmtVLong` (`ll`). The flag bits `FmtWidth` and `FmtPrec` identify whether a width and precision were specified.

Fn is passed a pointer to the `Fmt` structure recording the state of the output. If *fp*−>`r` is a verb (rather than a flag), *fn* should use `Fmt->args` to fetch its argument from the list, then format it, and return zero. If *fp*−>`r` is a flag, *fn* should return a negative value: the negation of one of the above flag values, or some otherwise unused power of two. All interpretation of *fp*−>`width`, *fp*−>`prec`, and *fp*−>`flags` is left up to the conversion routine. *Fmtinstall* returns 0 if the installation succeeds, -1 if it fails.

Fmtprint and *fmtvprint* may be called to help prepare output in custom conversion routines. However, these functions clear the width, precision, and flags. The functions *dofmt* and *dorfmt* are the underlying formatters; they use the existing contents of `Fmt` and should be called only by sophisticated conversion routines. All these routines return the number of characters (bytes of UTF or runes) produced.

Some internal functions may be useful to format primitive types. They honor the width, precision and flags as described in *print*(2). *Fmtrune* formats a single character `r`. *Fmtstrcpy* formats a string `s`; *fmtrunestrcpy* formats a rune string `s`. *Errfmt* formats the system error string. All these routines return zero for successful execution. Conversion routines that call these functions will work properly regardless of whether the output is bytes or runes.

2c(1) describes the C directive `#pragma varargck` that can be used to provide type-checking for custom print verbs and output routines.

EXAMPLES

This function prints an error message with a variable number of arguments and then quits. Compared to the corresponding example in *print*(2), this version uses a smaller buffer, will never truncate the output message, but might generate multiple `write` system calls to produce its output.

```
#pragma  varargck argpos   error    1

void fatal(char *fmt, ...)
{
    Fmt f;
    char buf[64];
    va_list arg;

    fmtfdinit(&f, 1, buf, sizeof buf);
    fmtprint(&f, "fatal: ");
    va_start(arg, fmt);
    fmtvprint(&f, fmt, arg);
    va_end(arg);
    fmtprint(&f, "\n");
    fmtfdflush(&f);
    exits("fatal error");
}
```

This example adds a verb to print complex numbers.

```
typedef
struct {
    double   r, i;
} Complex;

#pragma  varargck type "X"  Complex

int
Xfmt(Fmt *f)
{
    Complex c;

    c = va_arg(f->args, Complex);
    return fmtprint(f, "(%g,%g)", c.r, c.i);
}

main(...)
{
    Complex x = (Complex){ 1.5, -2.3 };

    fmtinstall('X', Xfmt);
    print("x = %X\n", x);
}
```

SOURCE

`/sys/src/libc/fmt`

SEE ALSO

print(2), *utf*(6), *errstr*(2)

DIAGNOSTICS

These routines return negative numbers or nil for errors and set *errstr*.

BUGS

NAME

fopen, freopen, fdopen, fileno, fclose, sopenr, sopenw, sclose, fflush, setvbuf, setbuf, fgetpos, ftell, fsetpos, fseek, rewind, feof, ferror, clearerr – standard buffered input/output package

SYNOPSIS

```
#include <stdio.h>

FILE *fopen(char *filename, char *mode)

FILE *freopen(char *filename, char *mode, FILE *f)

FILE *fdopen(int fd, char *mode)

int  fileno(FILE *f)

FILE *sopenr(char *s)

FILE *sopenw(void)

char *sclose(FILE *f)

int  fclose(FILE *f)

int  fflush(FILE *f)

int  setvbuf(FILE *f, char *buf, int type, long size)

void setbuf(FILE *f, char *buf)

int  fgetpos(FILE *f, long *pos)

long ftell(FILE *f)

int  fsetpos(FILE *f, long *pos)

int  fseek(FILE *f, long offset, int whence)

void rewind(FILE *f)

int  feof(FILE *f)

int  ferror(FILE *f)

void clearerr(FILE *f)
```

DESCRIPTION

The functions described in this and related pages (*fgetc*(2), *fprintf*(2), *fscanf*(2), and *tmpfile*(2)) implement the ANSI C buffered I/O package with extensions.

A file with associated buffering is called a *stream* and is declared to be a pointer to a defined type `FILE`. *Fopen*(2) 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 designates no stream at all.

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, or NULL if the open fails. *Mode* is a character string having one of the following values:

`"r"` open for reading
`"w"` truncate to zero length or create for writing
`"a"` append; open or create for writing at end of file
`"r+"` open for update (reading and writing)
`"w+"` truncate to zero length or create for update
`"a+"` append; open or create for update at end of file

In addition, each of the above strings can have a `b` somewhere after the first character, meaning 'binary file', but this implementation makes no distinction between binary and text files.

Fclose causes the stream pointed to by *f* to be flushed (see below) and does a *close* (see *open*(2)) on the associated file. It frees any automatically allocated buffer. *Fclose* is called automatically on *exits*(2) for all open streams.

Freopen is like open except that it reuses stream pointer *f*. *Freopen* first attempts to close any file associated with *f*; it ignores any errors in that close.

Fdopen associates a stream with an open Plan 9 file descriptor.

Fileno returns the number of the Plan 9 file descriptor associated with the stream.

Sopenr associates a read-only stream with a null-terminated string.

Sopenw opens a stream for writing. No file descriptor is associated with the stream; instead, all output is written to the stream buffer.

Sclose closes a stream opened with *sopenr* or *sopenw*. It returns a pointer to the 0 terminated buffer associated with the stream.

By default, output to a stream is fully buffered: it is accumulated in a buffer until the buffer is full, and then *write* (see *read*(2)) is used to write the buffer. An exception is standard error, which is line buffered: output is accumulated in a buffer until a newline is written. Input is also fully buffered by default; this means that *read*(2) is used to fill a buffer as much as it can, and then characters are taken from that buffer until it empties. *Setvbuf* changes the buffering method for file *f* according to *type:* either _IOFBF for fully buffered, _IOLBF for line buffered, or _IONBF for unbuffered (each character causes a *read* or *write).* If *buf* is supplied, it is used as the buffer and *size* should be its size; If *buf* is zero, a buffer of the given size is allocated (except for the unbuffered case) using *malloc*(2).

Setbuf is an older method for changing buffering. If *buf* is supplied, it changes to fully buffered with the given buffer, which should be of size BUFSIZ (defined in `stdio.h`). If *buf* is zero, the buffering method changes to unbuffered.

Fflush flushes the buffer of output stream *f*, delivering any unwritten buffered data to the host file.

There is a *file position indicator* associated with each stream. It starts out pointing at the first character (unless the file is opened with append mode, in which case the indicator is always ignored). The file position indicator is maintained by the reading and writing functions described in *fgetc*(2).

Fgetpos stores the current value of the file position indicator for stream *f* in the object pointed to by *pos*. It returns zero on success, nonzero otherwise. *Ftell* returns the current value of the file position indicator. The file position indicator is to be used only as an argument to *fseek.*

Fsetpos sets the file position indicator for stream *f* to the value of the object pointed to by *pos*, which shall be a value returned by an earlier call to *fgetpos* on the same stream. It returns zero on success, nonzero otherwise. *Fseek* obtains a new position, measured in characters from the beginning of the file, by adding *offset* to the position specified by *whence*: the beginning of the file if *whence* is SEEK_SET; the current value of the file position indicator for SEEK_CUR; and the end-of-file for SEEK_END. *Rewind* sets the file position indicator to the beginning of the file.

An integer constant EOF is returned upon end of file or error by integer-valued functions that deal with streams. *Feof* returns non-zero if and only if *f* is at its end of file.

Ferror returns non-zero if and only if *f* is in the error state. It can get into the error state if a system call failed on the associated file or a memory allocation failed. *Clearerr* takes a stream out of the error state.

SOURCE

`/sys/src/libstdio`

SEE ALSO

fprintf(2), *fscanf*(2), *fgetc*(2)
open(2), *read*(2)

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.
Some of these functions set *errstr*.

BUGS

Buffering of output can prevent output data from being seen until long after it is computed – perhaps never, as when an abort occurs between buffer filling and flushing.
Buffering of input can cause a process to consume more input than it actually uses. This can cause trouble across *exec*(2).
Buffering may delay the receipt of a write error until a subsequent *stdio* writing, seeking, or file–closing call.
ANSI says that a file can be fully buffered only if the file is not attached to an interactive device. In Plan 9 all are fully buffered except standard error.

Fdopen, *fileno*, *sopenr*, *sopenw*, and *sclose* are not ANSI Stdio functions.

Stdio offers no support for runes or UTF characters. Unless external compatibility is necessary, use *bio*(2), which supports UTF and is smaller, faster, and simpler than Stdio.

NAME

fork, rfork – manipulate process resources

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int fork(void)

int rfork(int flags)
```

DESCRIPTION

Forking is the only way new processes are created. The *flags* argument to *rfork* selects which resources of the invoking process (parent) are shared by the new process (child) or initialized to their default values. The resources include the file name space, the open file descriptor table (which, when shared, permits processes to open and close files for other processes), the set of environment variables (see *env*(3)), the note group (the set of processes that receive notes written to a member's `notepg` file; see *proc*(3)), the set of rendezvous tags (see *rendezvous*(2)); and open files. *Flags* is the logical OR of some subset of

RFPROC	If set a new process is created; otherwise changes affect the current process.
RFNOWAIT	If set, the child process will be dissociated from the parent. Upon exit the child will leave no `Waitmsg` (see *wait*(2)) for the parent to collect.
RFNAMEG	If set, the new process inherits a copy of the parent's name space; otherwise the new process shares the parent's name space. Is mutually exclusive with RFCNAMEG.
RFCNAMEG	If set, the new process starts with a clean name space. A new name space must be built from a mount of an open file descriptor. Is mutually exclusive with RFNAMEG.
RFNOMNT	If set, subsequent mounts into the new name space and dereferencing of pathnames starting with # are disallowed.
RFENVG	If set, the environment variables are copied; otherwise the two processes share environment variables. Is mutually exclusive with RFCENVG.
RFCENVG	If set, the new process starts with an empty environment. Is mutually exclusive with RFENVG.
RFNOTEG	Each process is a member of a group of processes that all receive notes when a note is written to any of their `notepg` files (see *proc*(3)). The group of a new process is by default the same as its parent, but if RFNOTEG is set (regardless of RFPROC), the process becomes the first in a new group, isolated from previous processes.
RFFDG	If set, the invoker's file descriptor table (see *intro*(2)) is copied; otherwise the two processes share a single table.
RFCFDG	If set, the new process starts with a clean file descriptor table. Is mutually exclusive with RFFDG.
RFREND	If set, the process will be unable to *rendezvous*(2) with any of its ancestors; its children will, however, be able to `rendezvous` with it. In effect, RFREND makes the process the first in a group of processes that share a space for `rendezvous` tags.
RFMEM	If set, the child and the parent will share `data` and `bss` segments. Otherwise, the child inherits a copy of those segments. Other segment types, in particular stack segments, will be unaffected. May be set only with RFPROC.

File descriptors in a shared file descriptor table are kept open until either they are explicitly closed or all processes sharing the table exit.

If RFPROC is set, the value returned in the parent process is the process id of the child process; the value returned in the child is zero. Without RFPROC, the return value is zero. Process ids range from 1 to the maximum integer (`int`) value. *Rfork* will sleep, if necessary, until required process resources are available.

Fork is just a call of `rfork(RFFDG|RFREND|RFPROC)`.

SOURCE

```
/sys/src/libc/9syscall
/sys/src/libc/9sys/fork.c
```

SEE ALSO

intro(2), *proc*(3),

DIAGNOSTICS

These functions set *errstr*.

NAME

fprintf, printf, sprintf, snprintf, vfprintf, vprintf, vsprintf, vsnprintf – print formatted output

SYNOPSIS

```
#include <stdio.h>

int fprintf(FILE *f, char *format, ...)

int printf(char *format, ...)

int sprintf(char *s, char *format, ...)

int snprintf(char *s, int n, char *format, ...)

int vfprintf(FILE *f, char *format, va_list args)

int vprintf(char *format, va_list args)

int vsprintf(char *s, char *format, va_list args)

int vsnprintf(char *s, int n, char *format, va_list args)
```

DESCRIPTION

Fprintf places output on the named output stream *f* (see *fopen*(2)). *Printf* places output on the standard output stream *stdout*. *Sprintf* places output followed by the null character (\0) in consecutive bytes starting at *s*; it is the user's responsibility to ensure that enough storage is available. *Snprintf* is like *sprintf* but writes at most *n* bytes (including the null character) into *s*. *Vfprintf*, *vprintf*, *vsnprintf*, and *vsprintf* are the same, except the *args* argument is the argument list of the calling function, and the effect is as if the calling function's argument list from that point on is passed to the *printf* routines.

Each function returns the number of characters transmitted (not including the \0 in the case of *sprintf* and friends), or a negative value if an output error was encountered.

These functions convert, format, and print their trailing arguments under control of a *format* string. The *format* contains two types of objects: plain characters, which are simply copied to the output stream, and conversion specifications, each of which results in fetching of zero or more arguments. The results are undefined if there are arguments of the wrong type or too few arguments for the format. If the format is exhausted while arguments remain, the excess are ignored.

Each conversion specification is introduced by the character %. After the %, the following appear in sequence:

> Zero or more *flags*, which modify the meaning of the conversion specification.
>
> An optional decimal digit string specifying a minimum *field width*. If the converted value has fewer characters than the field width, it will be padded with spaces on the left (or right, if the left adjustment, described later, has been given) to the field width.
>
> An optional *precision* that gives the minimum number of digits to appear for the `d`, `i`, `o`, `u`, `x`, and `X` conversions, the number of digits to appear after the decimal point for the `e`, `E`, and `f` conversions, the maximum number of significant digits for the `g` and `G` conversions, or the maximum number of characters to be written from a string in `s` conversion. The precision takes the form of a period (`.`) followed by an optional decimal integer; if the integer is omitted, it is treated as zero.
>
> An optional `h` specifying that a following `d`, `i`, `o`, `u`, `x` or `X` conversion specifier applies to a `short int` or `unsigned short` argument (the argument will have been promoted according to the integral promotions, and its value shall be converted to `short` or `unsigned short` before printing); an optional `h` specifying that a following `n` conversion specifier applies to a pointer to a `short` argument; an optional `l` (ell) specifying that a following `d`, `i`, `o`, `u`, `x`, or `X` conversion character applies to a `long` or `unsigned long` argument; an optional `l` specifying that a following `n` conversion specifier applies to a pointer to a `long int` argument; or an optional `L` specifying that a following `e`, `E`, `f`, `g`, or `G` conversion specifier applies to a `long double` argument. If an `h`, `l`, or `L` appears with any other conversion specifier, the behavior is undefined.
>
> A character that indicates the type of conversion to be applied.

A field width or precision, or both, may be indicated by an asterisk (`*`) instead of a digit string. In this case, an `int` *arg* supplies the field width or precision. The arguments specifying field width or precision, or both, shall appear (in that order) before the argument (if any) to be converted. A negative field width argument is taken as a − flag followed by a positive field width. A negative precision is taken as if it were missing.

The flag characters and their meanings are:

− The result of the conversion is left-justified within the field.

+ The result of a signed conversion always begins with a sign (+ or −).

blank If the first character of a signed conversion is not a sign, or a signed conversion results in no characters, a blank is prefixed to the result. This implies that if the blank and + flags both appear, the blank flag is ignored.

The result is to be converted to an "alternate form." For `o` conversion, it increases the precision to force the first digit of the result to be a zero. For `x` or `X` conversion, a non-zero result has `0x` or `0X` prefixed 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 appears in the result of these conversions only if a digit follows it). For `g` and `G` conversions, trailing zeros are *not* be removed from the result as they normally are. For other conversions, the behavior is undefined.

0 For `d`, `i`, `o`, `u`, `x`, `X`, `e`, `E`, `f`, `g`, and `G` conversions, leading zeros (following any indication of sign or base) are used to pad the field width; no space padding is performed. If the 0 and − flags both appear, the 0 flag will be ignored. For `d`, `i`, `o`, `u`, `x`, and `X` conversions, if a precision is specified, the 0 flag will be ignored. For other conversions, the behavior is undefined.

The conversion characters and their meanings are:

`d,o,u,x,X`
The integer *arg* is converted to signed decimal (`d` or `i`), unsigned octal (`o`), unsigned decimal (`u`), or unsigned hexadecimal notation (`x` or `X`); the letters `abcdef` are used for `x` conversion and the letters `ABCDEF` for `X` conversion. The precision specifies the minimum number of digits to appear; if the value being converted can be represented in fewer digits, it is expanded with leading zeros. The default precision is 1. The result of converting a zero value with a precision of zero is no characters.

`f` The `double` argument is converted to decimal notation in the style [-]*ddd*`.`*ddd*, where the number of digits after the decimal point is equal to the precision specification. If the precision is missing, it is taken as 6; if the precision is explicitly 0, no decimal point appears.

`e,E` The `double` argument is converted in the style [-]*d*`.`*ddd*`e`±*dd*, where there is one digit before the decimal point and the number of digits after it is equal to the precision; when the precision is missing, it is taken as 6; if the precision is zero, no decimal point appears. The `E` format code produces a number with `E` instead of `e` introducing the exponent. The exponent always contains at least two digits.

`g,G` The `double` argument is printed in style `f` or `e` (or in style `E` in the case of a `G` conversion specifier), with the precision specifying the number of significant digits. If an explicit precision is zero, it is taken as 1. The style used depends on the value converted: style `e` is used only if the exponent resulting from the conversion is less than -4 or greater than or equal to the precision. Trailing zeros are removed from the fractional portion of the result; a decimal point appears only if it is followed by a digit.

`c` The `int` argument is converted to an `unsigned char`, and the resulting character is written.

`s` The argument is taken to be a string (character pointer) and characters from the string are printed until a null character (`\0`) is encountered or the number of characters indicated by the precision specification is reached. If the precision is missing, it is taken to be infinite, so all characters up to the first null character are printed. A zero value for the argument yields undefined results.

`P` The `void*` argument is printed in an implementation-defined way (for Plan 9: the address as hexadecimal number).

`n` The argument shall be a pointer to an integer into which is *written* the number of characters written to the output stream so far by this call to *fprintf*. No argument is converted.

% Print a %; no argument is converted.

If a conversion specification is invalid, the behavior is undefined.

If any argument is, or points to, a union or an aggregate (except for an array of character type using `%s` conversion, or a pointer cast to be a pointer to `void` using `%P` conversion), the behavior is undefined.

In no case does a nonexistent or small field width cause truncation of a field; if the result of a conversion is wider than the field width, the field is expanded to contain the conversion result.

SOURCE

`/sys/src/libstdio`

SEE ALSO

fopen(2), *fscanf*(2), *print*(2)

BUGS

There is no way to print a wide character (rune); use *print*(2) or *bio*(2).

NAME

frinit, frsetrects, frinittick, frclear, frcharofpt, frptofchar, frinsert, frdelete, frselect, frtick, frselectpaint, frdrawsel, frdrawsel0, frgetmouse – frames of text

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <draw.h>
#include <thread.h>
#include <mouse.h>
#include <frame.h>

void  frinit(Frame *f, Rectangle r, Font *ft, Image *b, Image **cols)

void  frsetrects(Frame *f, Rectangle r, Image *b)

void  frinittick(Frame *f)

void  frclear(Frame *f, int resize)

ulong frcharofpt(Frame *f, Point pt)

Point frptofchar(Frame *f, ulong p)

void  frinsert(Frame *f, Rune *r0, Rune *r1, ulong p)

int   frdelete(Frame *f, ulong p0, ulong p1)

void  frselect(Frame *f, Mousectl *m)

void  frtick(Frame *f, Point pt, int up)

void  frselectpaint(Frame *f, Point p0, Point p1, Image *col)

void  frdrawsel(Frame *f, Point pt0, ulong p0, ulong p1,
          int highlighted)

void  frdrawsel0(Frame *f, Point pt0, ulong p0, ulong p1,
          Image *back, Image *text)

enum{
     BACK,
     HIGH,
     BORD,
     TEXT,
     HTEXT,
     NCOL
};
```

DESCRIPTION

This library supports *frames* of editable text in a single font on raster displays, such as in *sam*(1) and *rio*(1). Frames may hold any character except NUL (0). Long lines are folded and tabs are at fixed intervals.

The user-visible data structure, a Frame, is defined in <frame.h>:

```
typedef struct Frame Frame;
struct Frame
{
    Font      *font;          /* of chars in the frame */
    Display   *display;       /* on which frame appears */
    Image     *b;             /* on which frame appears */
    Image     *cols[NCOL];    /* text and background colors */
    Rectangle r;              /* in which text appears */
    Rectangle entire;         /* of full frame */
    Frbox     *box;
    ulong     p0, p1;         /* selection */
    ushort    nbox, nalloc;
    ushort    maxtab;         /* max size of tab, in pixels */
```

```
        ushort    nchars;         /* # runes in frame */
        ushort    nlines;         /* # lines with text */
        ushort    maxlines;       /* total # lines in frame */
        ushort    lastlinefull;   /* last line fills frame */
        ushort    modified;       /* changed since frselect() */
        Image     *tick;          /* typing tick */
        Image     *tickback;      /* saved image under tick */
        int       ticked;         /* flag: is tick onscreen? */
};
```

`Frbox` is an internal type and is not used by the interface. `P0` and `p1` may be changed by the application provided the selection routines are called afterwards to maintain a consistent display. *Maxtab* determines the size of tab stops. *Frinit* sets it to 8 times the width of a 0 (zero) character in the font; it may be changed before any text is added to the frame. The other elements of the structure are maintained by the library and should not be modified directly.

The text within frames is not directly addressable; instead frames are designed to work alongside another structure that holds the text. The typical application is to display a section of a longer document such as a text file or terminal session. Usually the program will keep its own copy of the text in the window (probably as an array of `Runes`) and pass components of this text to the frame routines to display the visible portion. Only the text that is visible is held by the `Frame`; the application must check `maxlines`, `nlines`, and `lastlinefull` to determine, for example, whether new text needs to be appended at the end of the `Frame` after calling *frdelete* (q.v.).

There are no routines in the library to allocate `Frames`; instead the interface assumes that `Frames` will be components of larger structures. *Frinit* prepares the `Frame` *f* so characters drawn in it will appear in the single `Font` *ft*. It then calls *frsetrects* and *frinittick* to initialize the geometry for the `Frame`. The `Image` *b* is where the `Frame` is to be drawn; `Rectangle` *r* defines the limit of the portion of the `Image` the text will occupy. The `Image` pointer may be null, allowing the other routines to be called to maintain the associated data structure in, for example, an obscured window.

The array of `Images` cols sets the colors in which text and borders will be drawn. The background of the frame will be drawn in `cols[BACK]`; the background of highlighted text in `cols[HIGH]`; borders and scroll bar in `cols[BORD]`; regular text in `cols[TEXT]`; and highlighted text in `cols[HTEXT]`.

Frclear frees the internal structures associated with *f*, permitting another *frinit* or *frsetrects* on the `Frame`. It does not clear the associated display. If *f* is to be deallocated, the associated `Font` and `Image` must be freed separately. The `resize` argument should be non-zero if the frame is to be redrawn with a different font; otherwise the frame will maintain some data structures associated with the font.

To resize a `Frame`, use *frclear* and *frinit* and then *frinsert* (q.v.) to recreate the display. If a `Frame` is being moved but not resized, that is, if the shape of its containing rectangle is unchanged, it is sufficient to use *draw*(2) to copy the containing rectangle from the old to the new location and then call *frsetrects* to establish the new geometry. (It is unnecessary to call *frinittick* unless the font size has changed.) No redrawing is necessary.

`Frames` hold text as runes, not as bytes. *Frptofchar* returns the location of the upper left corner of the *p'th* rune, starting from 0, in the `Frame` *f*. If *f* holds fewer than *p* runes, *frptofchar* returns the location of the upper right corner of the last character in *f*. *Frcharofpt* is the inverse: it returns the index of the closest rune whose image's upper left corner is up and to the left of *pt*.

Frinsert inserts into `Frame` *f* starting at rune index *p* the runes between *r0* and *r1*. If a NUL (0) character is inserted, chaos will ensue. Tabs and newlines are handled by the library, but all other characters, including control characters, are just displayed. For example, backspaces are printed; to erase a character, use *frdelete*.

Frdelete deletes from the `Frame` the text between *p0* and *p1*; *p1* points at the first rune beyond the deletion.

Frselect tracks the mouse to select a contiguous string of text in the `Frame`. When called, a mouse button is typically down. *Frselect* will return when the button state has changed (some buttons may still be down) and will set *f*->`p0` and *f*->`p1` to the selected range of text.

Programs that wish to manage the selection themselves have several routines to help. They involve the maintenance of the 'tick', the vertical line indicating a null selection between characters, and the colored region representing a non-null selection. *Frtick* draws (if *up* is non-zero) or removes (if *up* is zero) the tick at the screen position indicated by *pt*. *Frdrawsel* repaints a section of the frame, delimited by character positions *p0* and *p1*, either with plain background or entirely highlighted, according to the flag *highlighted*, managing the tick appropriately. The point *pt0* is the geometrical location of *p0* on the screen; like all of the selection-helper routines' `Point` arguments, it must be a value generated by *frptofchar*. *Frdrawsel0* is a lower-level routine, taking as arguments a background color, *back*, and text color, *text*. It assumes that the tick is being handled (removed beforehand, replaced afterwards, as required) by its caller. *Frselectpaint* uses a solid color, *col*, to paint a region of the frame defined by the `Points` *p0* and *p1*.

SOURCE

`/sys/src/libframe`

SEE ALSO

graphics(2), *draw*(2), *cachechars*(2).

NAME

frexp, ldexp, modf – split into mantissa and exponent

SYNOPSIS

```
#include <u.h>
#include <libc.h>

double frexp(double value, int *eptr)

double ldexp(double value, int exp)

double modf(double value, double *iptr)
```

DESCRIPTION

Frexp returns the mantissa of *value* and stores the exponent indirectly through *eptr*, so that *value* = *frexp*(*value*)$\times 2^{(*eptr)}$

Ldexp returns the quantity $value \times 2^{exp}$.

Modf returns the positive fractional part of *value* and stores the integer part indirectly through *iptr*.

SOURCE

`/sys/src/libc/port/frexp.c`

SEE ALSO

intro(2)

DIAGNOSTICS

Ldexp returns 0 for underflow and the appropriately signed infinity for overflow.

NAME

fscanf, scanf, sscanf, vfscanf – scan formatted input

SYNOPSIS

```
#include <stdio.h>

int fscanf(FILE *f, char *format, ...)

int scanf(char *format, ... )

int sscanf(char *s, char *format, ...)

int vfscanf(FILE *stream, char *format, char *args)
```

DESCRIPTION

Fscanf reads from the named input stream *f* (see *fopen*(2)) under control of the string pointed to by *format* that specifies the admissible input sequences and how they are to be converted for assignment, using subsequent arguments as pointers to the objects to receive the converted input. If there are insufficient arguments for the format, the behavior is undefined. If the format is exhausted while arguments remain, the excess arguments are evaluated (as always) but are otherwise ignored.

Scanf and *sscanf* are the same, but they read from *stdin* and the character string *s*, respectively. *Vfscanf* is like *scanf*, except the *args* argument is a pointer to an argument in an argument list of the calling function and the effect is as if the calling function's argument list from that point on is passed to the scanf routines.

The format is composed of zero or more directives: one or more white-space characters; an ordinary character (not %); or a conversion specification. Each conversion specification is introduced by the character `%`. After the %, the following appear in sequence:

> An optional assignment-suppressing character `*`.
>
> An optional decimal integer that specifies the maximum field width.
>
> An optional `h`, `l` (ell) or `L` indicating the size of the receiving object. The conversion specifiers `d`, `i`, and `n` shall be preceded by `h` if the corresponding argument is a pointer to `short` rather than a pointer to `int`, or by `l` if it is a pointer to `long`. Similarly, the conversion specifiers `o`, `u`, and `x` shall be preceded by `h` if the corresponding argument is a pointer to `unsigned short` rather than a pointer to `unsigned`, or by `l` if it is a pointer to `unsigned long`. Finally, the conversion specifiers `e`, `f`, and `g` shall be preceded by `l` if the corresponding argument is a pointer to `double` rather than a pointer to `float`, or by `L` if it is a pointer to `long double`. If an `h`, `l`, or `L` appears with any other conversion specifier, the behavior is undefined.
>
> A character that specifies the type of conversion to be applied. The valid conversion specifiers are described below.

Fscanf executes each directive of the format in turn. If a directive fails, as detailed below, *fscanf* returns. Failures are described as input failures (due to the unavailability of input), or matching failures (due to inappropriate input).

A directive composed of white space is executed by reading input up to the first non-white-space character (which remains unread), or until no more characters can be read.

A directive that is an ordinary character is executed by reading the next character from the stream. If if differs from the one comprising the directive, the directive fails, and the differing and subsequent characters remain unread.

A directive that is a conversion specification defines a set of matching input sequences, as described below for each specifier. A conversion specification is executed in the following steps:

Input white-space characters (as specified by *isspace*, see *ctype*(2)) are skipped, unless the specification includes a `[`, `c`, or `n` specifier.

An input item is read from the stream, unless the specification includes an `n` specifier. An input item is defined as the longest sequence of input characters (up to any specified maximum field width) which is an initial subsequence of a matching sequence. The first character, if any, after the input item remains unread. If the length of the input item is zero, the execution of the directive fails: this condition is a matching failure, unless an error prevented input from the stream, in which case it is an input failure.

Except in the case of a % specifier, the input item (or, in the case of a %n directive, the count of input characters) is converted to a type appropriate to the conversion specifier. If the input item is not a matching sequence, the execution of the directive fails: this condition is a matching failure. Unless assignment suppression was indicated by a *, the result of the conversion is placed in the object pointed to by the first argument following the *format* argument that has not already received a conversion result. If this object does not have an appropriate type, or if the result of the conversion cannot be represented in the space provided, the behavior is undefined.

The following conversion specifiers are valid:

`d` Matches an optionally signed decimal integer, whose format is the same as expected for the subject sequence of the *strtol* (see *atof*(2)) function with 10 for the `base` argument. The corresponding argument shall be a pointer to `int`.

`i` Matches an optionally signed decimal integer, whose format is the same as expected for the subject sequence of the *strtol* function with 0 for the `base` argument. The corresponding argument shall be a pointer to `int`.

`o` Matches an optionally signed octal integer, whose format is the same as expected for the subject sequence of the *strtoul* (see *atof*(2)) function with 8 for the `base` argument. The corresponding argument shall be a pointer to `unsigned int`.

`u` Matches an optionally signed decimal integer, whose format is the same as expected for the subject sequence of the *strtoul* function with 10 for the `base` argument. The corresponding argument shall be a pointer to `unsigned int`.

`x` Matches an optionally signed hexadecimal integer, whose format is the same as expected for the subject sequence of the *strtoul* function with 16 for the `base` argument. The corresponding argument shall be a pointer to `unsigned int`.

`e`,`f`,`g`
Matches an optionally signed floating-point number, whose format is the same as expected for the subject string of the *strtod* (see *atof*(2)) function. The corresponding argument shall be a pointer to `float`.

`s` Matches a sequence of non-white-space characters. The corresponding argument shall be a pointer to the initial character of an array large enough to accept the sequence and a terminating NUL (0) character, which will be added automatically.

`[` Matches a nonempty sequence of characters from a set of expected characters (the *scanset*). The corresponding argument shall be a pointer to the initial character of an array large enough to accept the sequence and a terminating NUL character, which will be added automatically. The conversion specifier includes all subsequent characters in the *format* string, up to and including the matching right brace (`]`). The characters between the brackets (the *scanlist*) comprise the scanset, unless the character after the left bracket is a circumflex (^), in which case the scanset contains all characters that do not appear in the scanlist between the circumflex and the right bracket. As a special case, if the conversion specifier begins with `[]` or `[^]`, the right bracket character is in the scanlist and the next right bracket character is the matching right bracket that ends the specification. If a − character is in the scanlist and is not the first, nor the second where the first character is a ^, nor the last character, the behavior is implementation-defined (in Plan 9: the scanlist includes all characters in the ASCII (sic) range between the two characters on either side of the −).

`c` Matches a sequence of characters of the number specified by the field width (1 if no field width is present in the directive). The corresponding argument shall be a pointer to the initial character of an array large enough to accept the sequence. No NUL character is added.

`P` Matches an implementation-defined set of sequences, which should be the same as the set of sequences that may be produced by the `%P` conversion of the *fprintf*(2) function (in Plan 9, a hexadecimal number). The corresponding argument shall be a pointer to a pointer to `void`. The interpretation of the input item is implementation defined; however, for any input item other than a value converted earlier during the same program execution, the behavior of the `%P` conversion is undefined.

n No input is consumed. The corresponding argument shall be a pointer to integer into which is written the number of characters read from the input stream so far by this call to *fscanf*. Execution of a %n directive does not increment the assignment count returned at the completion of *fscanf*.

% Matches a single %; no conversion or assignment occurs. The complete conversion specification shall be %%.

If a conversion specification is invalid, the behavior is undefined.

The conversion specifiers E, G, and X are also valid and behave the same as, respectively, e, g, and x.

If end-of-file is encountered during input, conversion is terminated. If end-of-file occurs before any characters matching the current directive have been read (other than leading white space, where permitted), execution of the current directive terminates with an input failure; otherwise, unless execution of the current directive is terminated with a matching failure, execution of the following directive (if any) is terminated with an input failure.

If conversion terminates on a conflicting input character, the offending input character is left unread in the input stream. Trailing white space (including newline characters) is left unread unless matched by a directive. The success of literal matches and suppressed assignments is not directly determinable other than via the %n directive.

The return value from *fscanf* is the number of input items assigned, which can be fewer than provided for, or even zero, in the event of an early matching failure. However, if an input failure occurs before any conversion, EOF is returned.

SOURCE

/sys/src/libstdio

SEE ALSO

fopen(2), *fgetc*(2)

BUGS

Does not know about UTF.

NAME

fversion – initialize 9P connection and negotiate version

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int   fversion(int fd, int bufsize, char *version, int nversion)
```

DESCRIPTION

Fversion is used to initialize the 9P connection represented by *fd* and to negotiate the version of the protocol to be used.

The *bufsize* determines the size of the I/O buffer used to stage 9P requests to the server, subject to the constraints of the server itself. The *version* is a text string that represents the highest version level the protocol will support. The *version* will be overwritten with the negotiated, possibly lower, version of the protocol. The return value of *fversion* is the length of the returned version string; the value of *nversion* is therefore not the length of the version string presented to the system call, but the total length of the buffer to accept the final result, in the manner of a read system call.

Default values of zero for *bufsize* and the empty string for *version* will negotiate sensible defaults for the connection. If *version* is the empty string, *nversion* must still be large enough to receive the returned version string.

The interpretation of the version strings is defined in *version*(5).

It is rare to use *fversion* directly; usually the default negotiation performed by the kernel during `mount` (see *bind*(2)) or even more commonly `amount` (see *auth*(2)) is sufficient.

SOURCE

`/sys/src/libc/9syscall`

SEE ALSO

intro(5), *version*(5), *fauth*(2).

DIAGNOSTICS

Sets *errstr*.

NAME

genrandom, prng – random number generation

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <mp.h>
#include <libsec.h>

void genrandom(uchar *buf, int nbytes)

void prng(uchar *buf, int nbytes)
```

DESCRIPTION

Most security software requires a source of random or, at the very least, unguessable numbers.

Genrandom fills a buffer with bytes from the X9.17 pseudo-random number generator. The X9.17 generator is seeded by 24 truly random bytes read from `/dev/random`.

Prng uses the native *rand*(2) pseudo-random number generator to fill the buffer. Used with *srand*, this function can produce a reproducible stream of pseudo random numbers useful in testing.

Both functions may be passed to *mprand* (see *mp*(2)).

SOURCE

`/sys/src/libsec`

SEE ALSO

mp(2)

NAME

getcallerpc – fetch return PC of current function

SYNOPSIS

```
#include <u.h>
#include <libc.h>

ulong getcallerpc(void *firstarg)
```

DESCRIPTION

Getcallerpc is a portable way to discover the PC to which the current function will return. *Firstarg* should be a pointer to the first argument to the function in question.

EXAMPLE

```
void
printpc(ulong arg)
{
     print("Called from %.8lux\n", getcallerpc(&arg));
}

void
main(int argc, char *argv[])
{
     printpc(0);
     printpc(0);
     printpc(0);
}
```

SOURCE

`/sys/src/libc/$objtype/getcallerpc.[cs]`

BUGS

The *firstarg* parameter should not be necessary.

NAME

getenv, putenv – access environment variables

SYNOPSIS

```
#include <u.h>
#include <libc.h>

char* getenv(char *name)
int   putenv(char *name, char *val)
```

DESCRIPTION

Getenv reads the contents of `/env/`*name* (see *env*(3)) into memory allocated with *malloc*(2), 0–terminates it, and returns a pointer to that area. If no file exists, 0 is returned.

Putenv creates the file `/env/`*name* and writes the string *val* to it. The terminating 0 is not written. If the file value cannot be written, -1 is returned.

SOURCE

`/sys/src/libc/9sys`

SEE ALSO

env(3)

DIAGNOSTICS

Sets *errstr*.

NAME

getfcr, setfcr, getfsr, setfsr – control floating point

SYNOPSIS

```
#include <u.h>
#include <libc.h>

ulong getfcr(void)

void setfcr(ulong fcr)

ulong getfsr(void)

void setfsr(ulong fsr)
```

DESCRIPTION

These routines provide a fairly portable interface to control the rounding and exception characteristics of IEEE 754 floating point units. In effect, they define a pair of pseudo–registers, the floating point control register, `fcr`, which affects rounding, precision, and exceptions, and the floating point status register, `fsr`, which holds the accrued exception bits. Each register has a *get* routine to retrieve its value, a *set* routine to modify it, and macros that identify its contents.

The `fcr` contains bits that, when set, halt execution upon exceptions: `FPINEX` (enable inexact exceptions), `FPOVFL` (enable overflow exceptions), `FPUNFL` (enable underflow exceptions), `FPZDIV` (enable zero divide exceptions), and `FPINVAL` (enable invalid operation exceptions). Rounding is controlled by installing in `fcr`, under mask `FPRMASK`, one of the values `FPRNR` (round to nearest), `FPRZ` (round towards zero), `FPRPINF` (round towards positive infinity), and `FPRNINF` (round towards negative infinity). Precision is controlled by installing in `fcr`, under mask `FPPMASK`, one of the values `FPPEXT` (extended precision), `FPPSGL` (single precision), and `FPPDBL` (double precision).

The `fsr` holds the accrued exception bits `FPAINEX`, `FPAOVFL`, `FPAUNFL`, `FPAZDIV`, and `FPAINVAL`, corresponding to the `fsr` bits without the A in the name.

Not all machines support all modes. If the corresponding mask is zero, the machine does not support the rounding or precision modes. On some machines it is not possible to clear selective accrued exception bits; a *setfsr* clears them all. The exception bits defined here work on all architectures. By default, the initial state is equivalent to

```
setfcr(FPPDBL|FPRNR|FPINVAL|FPZDIV|FPOVFL);
```

The default state of the floating point unit is fixed for a given architecture but is undefined across Plan 9: the default is to provide what the hardware does most efficiently. Use these routines if you need guaranteed behavior. Also, gradual underflow is not available on some machines.

EXAMPLE

To enable overflow traps and make sure registers are rounded to double precision (for example on the MC68020, where the internal registers are 80 bits long):

```
ulong fcr;
fcr = getfcr();
fcr |= FPOVFL;
fcr &= ~FPPMASK;
fcr |= FPPDBL;
setfcr(fcr);
```

SOURCE

```
/sys/src/libc/$objtype/getfcr.s
```

NAME

getfields, gettokens, tokenize – break a string into fields

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int   getfields(char *str, char **args, int maxargs, int multiflag,
           char *delims)

int   gettokens(char *str, char **args, int maxargs, char *delims)

int   tokenize(char *str, char **args, int maxargs)
```

DESCRIPTION

Getfields breaks the null-terminated UTF string *str* into at most *maxargs* null-terminated fields and places pointers to the start of these fields in the array *args*. Some of the bytes in *str* are overwritten. If there are more than *maxargs* fields, only the first *maxargs* fields will be set. *Delims* is a UTF string defining a set of delimiters.

If *multiflag* is zero, adjacent fields are separated by exactly one delimiter. A string containing *n* delimiter characters contains $n+1$ fields. If the *multiflag* argument is not zero, a field is a non-empty string of non-delimiters.

Getfields returns the number of tokens processed.

Gettokens is the same as *getfields* with *multiflag* non-zero, except that fields may be quoted using single quotes, in the manner of *rc*(1). See *quote*(2) for related quote-handling software.

Tokenize is *gettokens* with *delims* set to `"\t\r\n "`.

SOURCE

`/sys/src/libc/port/tokenize.c`

SEE ALSO

strtok in *strcat*(2), *quote*(2).

NAME

getpid, getppid – get process ids

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int getpid(void)

int getppid(void)
```

DESCRIPTION

Getpid reads `/dev/pid` (see *cons*(3)) and converts it to get the process id of the current process, a number guaranteed to be unique among all running processes on the machine executing *getpid*.

Getppid reads `/dev/ppid` (see *cons*(3)) and converts it to get the id of the parent of the current process.

SOURCE

`/sys/src/libc/9sys`

SEE ALSO

intro(2), *cons*(3), *proc*(3)

DIAGNOSTICS

Returns 0 and sets *errstr* if unsuccessful.

NAME

getuser, sysname – get user or system name

SYNOPSIS

```
#include <u.h>
#include <libc.h>

char*     getuser(void)

char*     sysname(void)
```

DESCRIPTION

Getuser returns a pointer to static data which contains the null-terminated name of the user who owns the current process. *Getuser* reads `/dev/user` to find the name.

Sysname provides the same service for the file `#c/sysname`, which contains the name of the machine. Unlike *getuser*, *sysname* caches the string, reading the file only once.

SOURCE

`/sys/src/libc/port/getuser.c`

SEE ALSO

intro(2), *cons*(3)

NAME

getwd – get current directory

SYNOPSIS

```
#include <u.h>
#include <libc.h>

char* getwd(char *buf, int size)
```

DESCRIPTION

Getwd fills *buf* with a null-terminated string representing the current directory and returns *buf*.

Getwd places no more than *size* bytes in the buffer provided.

SOURCE

`/sys/src/libc/9sys/getwd.c`

SEE ALSO

pwd(1), *fd2path*(2)

DIAGNOSTICS

On error, zero is returned. *Errstr*(2) may be consulted for more information.

BUGS

Although the name returned by *getwd* is guaranteed to be the path used to reach the directory, if the name space has changed underfoot, the name may be incorrect.

NAME

Display, Point, Rectangle, Cursor, initdraw, geninitdraw, drawerror, initdisplay, closedisplay, getdefont, getwindow, gengetwindow, flushimage, bufimage, lockdisplay, unlockdisplay, cursorswitch, cursorset, openfont, buildfont, freefont, Pfmt, Rfmt, strtochan, chantostr, chantodepth – interactive graphics

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <draw.h>
#include <cursor.h>

int   initdraw(void (*errfun)(Display*, char*), char *font,
         char *label)

int   geninitdraw(char *devdir, void(*errfun)(Display*, char*),

         char *font, char *label, char *mousedir, char *windir,
         int ref)

void  drawerror(Display *d, char *msg)

Display*initdisplay(char *devdir, char *win, void(*errfun)(Display*, char*))

void  closedisplay(Display *d)

Font* getdefont(Display *d)

int   flushimage(Display *d, int vis)

int   bufimage(Display *d, int n)

int   lockdisplay(Display *d)

int   unlockdisplay(Display *d)

int   getwindow(Display *d, int ref)

int   gengetwindow(Display *d, char *winname,
         Image **ip, Screen **sp, int ref)

void  cursorswitch(Cursor *curs)

void  cursorset(Point p)

Font* openfont(Display *d, char *name)

Font* buildfont(Display *d, char *desc, char *name)

void  freefont(Font *f)

int   Pfmt(Fmt*)

int   Rfmt(Fmt*)

ulong strtochan(char *s)

char* chantostr(char *s, ulong chan)

int   chantodepth(ulong chan)

extern Display *display

extern Image   *screen

extern Screen   *_screen

extern Font    *font
```

DESCRIPTION

A `Display` structure represents a connection to the graphics device, *draw*(3), holding all graphics resources associated with the connection, including in particular raster image data in use by the client program. The structure is defined (in part) as:

```
typedef
struct Display
```

```
{
    ...
    ulong  chan;
    int    depth;
    void   (*error)(Display*, char*);
    ...
    Image  *black;
    Image  *white;
    Image  *opaque;
    Image  *transparent;
    Image  *image;
    Font   *defaultfont;
    Subfont*defaultsubfont;
    ...
};
```

A `Point` is a location in an Image (see below and *draw*(2)), such as the display, and is defined as:

```
typedef
struct Point {
    int x;
    int y;
} Point;
```

The coordinate system has *x* increasing to the right and *y* increasing down.

A `Rectangle` is a rectangular area in an image.

```
typedef
struct Rectangle {
    Point min;      /* upper left */
    Point max;      /* lower right */
} Rectangle;
```

By definition, `min.x`≤`max.x` and `min.y`≤`max.y`. By convention, the right (maximum *x*) and bottom (maximum *y*) edges are excluded from the represented rectangle, so abutting rectangles have no points in common. Thus, `max` contains the coordinates of the first point beyond the rectangle.

The `Image` data structure is defined in *draw*(2).

A `Font` is a set of character images, indexed by runes (see *utf*(6)). The images are organized into `Subfonts`, each containing the images for a small, contiguous set of runes. The detailed format of these data structures, which are described in detail in *cachechars*(2), is immaterial for most applications. `Font` and `Subfont` structures contain two interrelated fields: `ascent`, the distance from the top of the highest character (actually the top of the image holding all the characters) to the baseline, and `height`, the distance from the top of the highest character to the bottom of the lowest character (and hence, the interline spacing). See *cachechars*(2) for more details.

Buildfont parses the font description in the buffer `desc`, returning a `Font*` pointer that can be used by `string` (see *draw*(2)) to draw characters from the font. *Openfont* does the same, but reads the description from the named file. *Freefont* frees a font. The convention for naming font files is:

`/lib/font/bit/`*name*`/`*range*`.`*size*`.font`

where *size* is approximately the height in pixels of the lower case letters (without ascenders or descenders). *Range* gives some indication of which characters will be available: for example `ascii`, `latin1`, `euro`, or `unicode`. `Euro` includes most European languages, punctuation marks, the International Phonetic Alphabet, etc., but no Oriental languages. `Unicode` includes every character for which appropriate-sized images exist on the system.

A *Cursor* is defined:

```
typedef struct
Cursor {
    Point offset;
```

```
        uchar clr[2*16];
        uchar set[2*16];
    } Cursor;
```

The arrays are arranged in rows, two bytes per row, left to right in big-endian order to give 16 rows of 16 bits each. A cursor is displayed on the screen by adding `offset` to the current mouse position, using `clr` as a mask to draw white at the pixels where `clr` is one, and then drawing black at the pixels where `set` is one.

The routine *initdraw* connects to the display; it returns -1 if it fails and sets the error string. *Initdraw* sets up the global variables `display` (the `Display` structure representing the connection), `screen` (an `Image` representing the display memory itself or, if *rio*(1) is running, the client's window), and `font` (the default font for text). The arguments to *initdraw* include a *label*, which is written to `/dev/label` if non-nil so that it can be used to identify the window when hidden (see *rio*(1)). The font is created by reading the named *font* file. If `font` is null, *initdraw* reads the file named in the environment variable `$font`; if `$font` is not set, it imports the default (usually minimal) font from the operating system. The global *font* will be set to point to the resulting `Font` structure. The *errfun* argument is a *graphics error function* to call in the event of a fatal error in the library; it must never return. Its arguments are the display pointer and an error string. If *errfun* is nil, the library provides a default, called *drawerror*. Another effect of *initdraw* is that it installs *print*(2) formats *Pfmt* and *Rfmt* as %P and %R for printing `Points` and `Rectangles`.

The *geninitdraw* function provides a less automated way to establish a connection, for programs that wish to connect to multiple displays. *Devdir* is the name of the directory containing the device files for the display (if nil, default `/dev`); *errfun*, *font*, and *label* are as in *initdraw*; *mousedir* and *windir* are the directories holding the `mouse` and `winname` files; and *ref* specifies the refresh function to be used to create the window, if running under *rio*(1) (see *window*(2)).

Initdisplay is part of *geninitdraw*; it sets up the display structures but does not allocate any fonts or call *getwindow*. The arguments are similar to those of *initdraw*; *win* names the directory, default `/dev`, in which the files associated with the window reside. *Closedisplay* disconnects the display and frees the associated data structures. *Getdefont* builds a `Font` structure from in-core data describing a default font. None of these routines is needed by most programs, since *initdraw* calls them as needed.

The data structures associated with the display must be protected in a multi-process program, because they assume only one process will be using them at a time. Multi-process programs should set `display->locking` to `1`, to notify the library to use a locking protocol for its own accesses, and call *lockdisplay* and *unlockdisplay* around any calls to the graphics library that will cause messages to be sent to the display device. *Initdraw* and *geninitdraw* initialize the display to the locked state.

Getwindow returns a pointer to the window associated with the application; it is called automatically by *initdraw* to establish the `screen` pointer but must be called after each resizing of the window to restore the library's connection to the window. If `rio` is not running, it returns `display->image`; otherwise it negotiates with `rio` by looking in `/dev/winname` to find the name of the window and opening it using `namedimage` (see *allocimage*(2)). The resulting window will be created using the refresh method *ref* (see *window*(2)); this should almost always be `Refnone` because `rio` provides backing store for the window.

Getwindow overwrites the global variables `screen`, a pointer to the `Image` defining the window (or the overall display, if no window system is running); and `_screen`, a pointer to the `Screen` representing the root of the window's hierarchy. (See *window*(2). The overloading of the `screen` word is an unfortunate historical accident.) *Getwindow* arranges that `screen` point to the portion of the window inside the border; sophisticated clients may use `_screen` to make further subwindows. Programs desiring multiple independent windows may use the mechanisms of *rio*(4) to create more windows (usually by a fresh mount of the window sytem in a directory other than `/dev`), then use *gengetwindow* to connect to them. *Gengetwindow*'s extra arguments are the full path of the window's `winname` file and pointers to be overwritten with the values of the 'global' `Image` and `Screen` variables for the new window.

The mouse cursor is always displayed. The initial cursor is an arrow. *Cursorswitch* causes the argument cursor to be displayed instead. A zero argument causes a switch back to the arrow cursor. *Cursorset* moves the mouse cursor to position *p*, provided (if in a window) that the requesting program is executing in the current window and the mouse is within the window boundaries; otherwise *cursorset* is a no-op.

The graphics functions described in *draw*(2), *allocimage*(2), *cachechars*(2), and *subfont*(2) are implemented by writing commands to files under `/dev/draw` (see *draw*(3)); the writes are buffered, so the functions may not take effect immediately. *Flushimage* flushes the buffer, doing all pending graphics operations. If *vis* is non-zero, any changes are also copied from the 'soft screen' (if any) in the driver to the visible frame buffer. The various allocation routines in the library flush automatically, as does the event package (see *event*(2)); most programs do not need to call *flushimage*. It returns -1 on error.

Bufimage is used to allocate space for *n* bytes in the display buffer. It is used by all the graphics routines to send messages to the display.

The functions *strtochan* and *chantostr* convert between the channel descriptor strings used by *image*(6) and the internal `ulong` representation used by the graphics protocol (see *draw*(3)'s `b` message). `Chantostr` writes at most nine bytes into the buffer pointed at by *s* and returns *s* on success, 0 on failure. `Chantodepth` returns the number of bits per pixel used by the format specified by *chan*. Both `chantodepth` and `strtochan` return 0 when presented with bad input.

EXAMPLES

To reconnect to the window after a resize event,

```
if(getwindow(display, Refnone) < 0)
     sysfatal("resize failed: %r");
```

To create and set up a new *rio*(1) window,

```
Image *screen2;
Screen *_screen2;

srvwsys = getenv("wsys");
if(srvwsys == nil)
     sysfatal("can't find $wsys: %r");
rfork(RFNAMEG); /* keep mount of rio private */

fd = open(srvwsys, ORDWR);
if(fd < 0)
     sysfatal("can't open $wsys: %r");

/* mount creates window; see rio(4) */
if(mount(fd, "/tmp", MREPL, "new -dx 300-dy 200") < 0)
     sysfatal("can't mount new window: %r");
if(gengetwindow(display, "/tmp/winname",
   &screen2, &_screen2, Refnone) < 0)
     sysfatal("resize failed: %r");

/* now open /tmp/cons, /tmp/mouse */
...
```

FILES

`/lib/font/bit` directory of fonts

SOURCE

`/sys/src/libdraw`

SEE ALSO

rio(1), *addpt*(2), *allocimage*(2), *cachechars*(2), *subfont*(2), *draw*(2), *event*(2), *frame*(2), *print*(2), *window*(2), *draw*(3), *rio*(4), *image*(6), *font*(6)

DIAGNOSTICS

An error function may call *errstr*(2) for further diagnostics.

BUGS

The names `clr` and `set` in the `Cursor` structure are reminders of an archaic color map and might be more appropriately called `white` and `black`.

NAME

parsehtml, printitems, validitems, freeitems, freedocinfo, dimenkind, dimenspec, targetid, targetname, fromStr, toStr – HTML parser

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <html.h>

Item*  parsehtml(uchar* data, int datalen, Rune* src, int mtype,
       int chset, Docinfo** pdi)

void   printitems(Item* items, char* msg)

int    validitems(Item* items)

void   freeitems(Item* items)

void   freedocinfo(Docinfo* d)

int    dimenkind(Dimen d)

int    dimenspec(Dimen d)

int    targetid(Rune* s)

Rune*  targetname(int targid)

uchar* fromStr(Rune* buf, int n, int chset)

Rune*  toStr(uchar* buf, int n, int chset)
```

DESCRIPTION

This library implements a parser for HTML 4.0 documents. The parsed HTML is converted into an intermediate representation that describes how the formatted HTML should be laid out.

Parsehtml parses an entire HTML document contained in the buffer *data* and having length *datalen*. The URL of the document should be passed in as *src*. *Mtype* is the media type of the document, which should be either `TextHtml` or `TextPlain`. The character set of the document is described in *chset*, which can be one of `US_Ascii`, `ISO_8859_1`, `UTF_8` or `Unicode`. The return value is a linked list of `Item` structures, described in detail below. As a side effect, **pdi* is set to point to a newly created `Docinfo` structure, containing information pertaining to the entire document.

The library expects two allocation routines to be provided by the caller, `emalloc` and `erealloc`. These routines are analogous to the standard malloc and realloc routines, except that they should not return if the memory allocation fails. In addition, `emalloc` is required to zero the memory.

For debugging purposes, *printitems* may be called to display the contents of an item list; individual items may be printed using the `%I` print verb, installed on the first call to *parsehtml*. *validitems* traverses the item list, checking that all of the pointers are valid. It returns `1` is everything is ok, and `0` if an error was found. Normally, one would not call these routines directly. Instead, one sets the global variable *dbgbuild* and the library calls them automatically. One can also set *warn*, to cause the library to print a warning whenever it finds a problem with the input document, and *dbglex*, to print debugging information in the lexer.

When an item list is finished with, it should be freed with *freeitems*. Then, *freedocinfo* should be called on the pointer returned in **pdi*.

Dimenkind and *dimenspec* are provided to interpret the `Dimen` type, as described in the section *Dimension Specifications*.

Frame target names are mapped to integer ids via a global, permanent mapping. To find the value for a given name, call *targetid*, which allocates a new id if the name hasn't been seen before. The name of a given, known id may be retrieved using *targetname*. The library predefines `FTtop`, `FTself`, `FTparent` and `FTblank`.

The library handles all text as Unicode strings (type `Rune*`). Character set conversion is provided by *fromStr* and *toStr*. *FromStr* takes *n* Unicode characters from *buf* and converts them to the character set described by *chset*. *ToStr* takes *n* bytes from *buf*, interpretted as belonging to character set *chset*, and converts them to a Unicode string. Both routines null-terminate the result, and use `emalloc` to allocate space for it.

Items

The return value of *parsehtml* is a linked list of variant structures, with the generic portion described by the following definition:

```
typedef struct Item Item;
struct Item
{
    Item*    next;
    int      width;
    int      height;
    int      ascent;
    int      anchorid;
    int      state;
    Genattr* genattr;
    int      tag;
};
```

The field `next` points to the successor in the linked list of items, while `width`, `height`, and `ascent` are intended for use by the caller as part of the layout process. `Anchorid`, if non-zero, gives the integer id assigned by the parser to the anchor that this item is in (see section *Anchors*). `State` is a collection of flags and values described as follows:

```
enum
{
    IFbrk =          0x80000000,
    IFbrksp =        0x40000000,
    IFnobrk =        0x20000000,
    IFcleft =        0x10000000,
    IFcright =       0x08000000,
    IFwrap =         0x04000000,
    IFhang =         0x02000000,
    IFrjust =        0x01000000,
    IFcjust =        0x00800000,
    IFsmap =         0x00400000,
    IFindentshift = 8,
    IFindentmask =  (255<<IFindentshift),
    IFhangmask =    255
};
```

`IFbrk` is set if a break is to be forced before placing this item. `IFbrksp` is set if a 1 line space should be added to the break (in which case `IFbrk` is also set). `IFnobrk` is set if a break is not permitted before the item. `IFcleft` is set if left floats should be cleared (that is, if the list of pending left floats should be placed) before this item is placed, and `IFcright` is set for right floats. In both cases, IFbrk is also set. `IFwrap` is set if the line containing this item is allowed to wrap. `IFhang` is set if this item hangs into the left indent. `IFrjust` is set if the line containing this item should be right justified, and `IFcjust` is set for center justified lines. `IFsmap` is used to indicate that an image is a server-side map. The low 8 bits, represented by `IFhangmask`, indicate the current hang into left indent, in tenths of a tabstop. The next 8 bits, represented by `IFindentmask` and `IFindentshift`, indicate the current indent in tab stops.

The field `genattr` is an optional pointer to an auxiliary structure, described in the section *Generic Attributes*.

Finally, `tag` describes which variant type this item has. It can have one of the values `Itexttag`, `Iruletag`, `Iimagetag`, `Iformfieldtag`, `Itabletag`, `Ifloattag` or `Ispacertag`. For each of these values, there is an additional structure defined, which includes Item as an unnamed initial substructure, and then defines additional fields.

Items of type `Itexttag` represent a piece of text, using the following structure:

```
struct Itext
{
     Item;
     Rune* s;
     int   fnt;
     int   fg;
     uchar voff;
     uchar ul;
};
```

Here `s` is a null-terminated Unicode string of the actual characters making up this text item, `fnt` is the font number (described in the section *Font Numbers*), and `fg` is the RGB encoded color for the text. `Voff` measures the vertical offset from the baseline; subtract `Voffbias` to get the actual value (negative values represent a displacement down the page). The field `ul` is the underline style: `ULnone` if no underline, `ULunder` for conventional underline, and `ULmid` for strike-through.

Items of type `Iruletag` represent a horizontal rule, as follows:

```
struct Irule
{
     Item;
     uchar align;
     uchar noshade;
     int   size;
     Dimen wspec;
};
```

Here `align` is the alignment specification (described in the corresponding section), `noshade` is set if the rule should not be shaded, `size` is the height of the rule (as set by the size attribute), and `wspec` is the desired width (see section *Dimension Specifications*).

Items of type `Iimagetag` describe embedded images, for which the following structure is defined:

```
struct Iimage
{
     Item;
     Rune*   imsrc;
     int     imwidth;
     int     imheight;
     Rune*   altrep;
     Map*    map;
     int     ctlid;
     uchar   align;
     uchar   hspace;
     uchar   vspace;
     uchar   border;
     Iimage* nextimage;
};
```

Here `imsrc` is the URL of the image source, `imwidth` and `imheight`, if non-zero, contain the specified width and height for the image, and `altrep` is the text to use as an alternative to the image, if the image is not displayed. `Map`, if set, points to a structure describing an associated client-side image map. `Ctlid` is reserved for use by the application, for handling animated images. `Align` encodes the alignment specification of the image. `Hspace` contains the number of pixels to pad the image with on either side, and `Vspace` the padding above and below. `Border` is the width of the border to draw around the image. `Nextimage` points to the next image in the document (the head of this list is `Docinfo.images`).

For items of type `Iformfieldtag`, the following structure is defined:

```
struct Iformfield
{
     Item;
```

```
    Formfield* formfield;
};
```

This adds a single field, `formfield`, which points to a structure describing a field in a form, described in section *Forms*.

For items of type `Itabletag`, the following structure is defined:

```
struct Itable
{
    Item;
    Table* table;
};
```

`Table` points to a structure describing the table, described in the section *Tables*.

For items of type `Ifloattag`, the following structure is defined:

```
struct Ifloat
{
    Item;
    Item*   item;
    int     x;
    int     y;
    uchar   side;
    uchar   infloats;
    Ifloat* nextfloat;
};
```

The `item` points to a single item (either a table or an image) that floats (the text of the document flows around it), and `side` indicates the margin that this float sticks to; it is either `ALleft` or `ALright`. `X` and `y` are reserved for use by the caller; these are typically used for the coordinates of the top of the float. `Infloats` is used by the caller to keep track of whether it has placed the float. `Nextfloat` is used by the caller to link together all of the floats that it has placed.

For items of type `Ispacertag`, the following structure is defined:

```
struct Ispacer
{
    Item;
    int   spkind;
};
```

`Spkind` encodes the kind of spacer, and may be one of `ISPnull` (zero height and width), `ISPvline` (takes on height and ascent of the current font), `ISPhspace` (has the width of a space in the current font) and `ISPgeneral` (for all other purposes, such as between markers and lists).

Generic Attributes

The genattr field of an item, if non-nil, points to a structure that holds the values of attributes not specific to any particular item type, as they occur on a wide variety of underlying HTML tags. The structure is as follows:

```
typedef struct Genattr Genattr;
struct Genattr
{
    Rune*   id;
    Rune*   class;
    Rune*   style;
    Rune*   title;
    SEvent* events;
};
```

Fields `id`, `class`, `style` and `title`, when non-nil, contain values of correspondingly named attributes of the HTML tag associated with this item. `Events` is a linked list of events (with corresponding scripted actions) associated with the item:

```
typedef struct SEvent SEvent;
struct SEvent
{
    SEvent* next;
    int     type;
    Rune*   script;
};
```

Here, `next` points to the next event in the list, `type` is one of `SEonblur`, `SEonchange`, `SEonclick`, `SEondblclick`, `SEonfocus`, `SEonkeypress`, `SEonkeyup`, `SEonload`, `SEonmousedown`, `SEonmousemove`, `SEonmouseout`, `SEonmouseover`, `SEonmouseup`, `SEonreset`, `SEonselect`, `SEonsubmit` or `SEonunload`, and `script` is the text of the associated script.

Dimension Specifications

Some structures include a dimension specification, used where a number can be followed by a % or a * to indicate percentage of total or relative weight. This is encoded using the following structure:

```
typedef struct Dimen Dimen;
struct Dimen
{
    int kindspec;
};
```

Separate kind and spec values are extracted using *dimenkind* and *dimenspec*. *Dimenkind* returns one of `Dnone`, `Dpixels`, `Dpercent` or `Drelative`. `Dnone` means that no dimension was specified. In all other cases, *dimenspec* should be called to find the absolute number of pixels, the percentage of total, or the relative weight.

Background Specifications

It is possible to set the background of the entire document, and also for some parts of the document (such as tables). This is encoded as follows:

```
typedef struct Background Background;
struct Background
{
    Rune* image;
    int   color;
};
```

`Image`, if non-nil, is the URL of an image to use as the background. If this is nil, `color` is used instead, as the RGB value for a solid fill color.

Alignment Specifications

Certain items have alignment specifiers taken from the following enumerated type:

```
enum
{
    ALnone = 0, ALleft, ALcenter, ALright, ALjustify,
    ALchar, ALtop, ALmiddle, ALbottom, ALbaseline
};
```

These values correspond to the various alignment types named in the HTML 4.0 standard. If an item has an alignment of `ALleft` or `ALright`, the library automatically encapsulates it inside a float item.

Tables, and the various rows, columns and cells within them, have a more complex alignment specification, composed of separate vertical and horizontal alignments:

```
typedef struct Align Align;
struct Align
{
    uchar halign;
    uchar valign;
};
```

Halign can be one of ALnone, ALleft, ALcenter, ALright, ALjustify or ALchar. Valign can be one of ALnone, ALmiddle, ALbottom, ALtop or ALbaseline.

Font Numbers

Text items have an associated font number (the fnt field), which is encoded as style*NumSize+size. Here, style is one of FntR, FntI, FntB or FntT, for roman, italic, bold and typewriter font styles, respectively, and size is Tiny, Small, Normal, Large or Verylarge. The total number of possible font numbers is NumFnt, and the default font number is DefFnt (which is roman style, normal size).

Document Info

Global information about an HTML page is stored in the following structure:

```
typedef struct Docinfo Docinfo;
struct Docinfo
{
    // stuff from HTTP headers, doc head, and body tag
    Rune*        src;
    Rune*        base;
    Rune*        doctitle;
    Background   background;
    Iimage*      backgrounditem;
    int          text;
    int          link;
    int          vlink;
    int          alink;
    int          target;
    int          chset;
    int          mediatype;
    int          scripttype;
    int          hasscripts;
    Rune*        refresh;
    Kidinfo*     kidinfo;
    int          frameid;

    // info needed to respond to user actions
    Anchor*      anchors;
    DestAnchor*  dests;
    Form*        forms;
    Table*       tables;
    Map*         maps;
    Iimage*      images;
};
```

Src gives the URL of the original source of the document, and base is the base URL. Doctitle is the document's title, as set by a <title> element. Background is as described in the section *Background Specifications*, and backgrounditem is set to be an image item for the document's background image (if given as a URL), or else nil. Text gives the default foregound text color of the document, link the unvisited hyperlink color, vlink the visited hyperlink color, and alink the color for highlighting hyperlinks (all in 24-bit RGB format). Target is the default target frame id. Chset and mediatype are as for the *chset* and *mtype* parameters to *parsehtml*. Scripttype is the type of any scripts contained in the document, and is always TextJavascript. Hasscripts is set if the document contains any scripts. Scripting is currently unsupported. Refresh is the contents of a <meta http-equiv=Refresh ...> tag, if any. Kidinfo is set if this document is a frameset (see section *Frames*). Frameid is this document's frame id.

Anchors is a list of hyperlinks contained in the document, and dests is a list of hyperlink destinations within the page (see the following section for details). Forms, tables and maps are lists of the various forms, tables and client-side maps contained in the document, as described in subsequent sections. Images is a list of all the image items in the document.

Anchors

The library builds two lists for all of the <a> elements (anchors) in a document. Each anchor is assigned a unique anchor id within the document. For anchors which are hyperlinks (the `href` attribute was supplied), the following structure is defined:

```
typedef struct Anchor Anchor;
struct Anchor
{
    Anchor* next;
    int     index;
    Rune*   name;
    Rune*   href;
    int     target;
};
```

`Next` points to the next anchor in the list (the head of this list is `Docinfo.anchors`). `Index` is the anchor id; each item within this hyperlink is tagged with this value in its `anchorid` field. `Name` and `href` are the values of the correspondingly named attributes of the anchor (in particular, href is the URL to go to). `Target` is the value of the target attribute (if provided) converted to a frame id.

Destinations within the document (anchors with the name attribute set) are held in the `Docinfo.dests` list, using the following structure:

```
typedef struct DestAnchor DestAnchor;
struct DestAnchor
{
    DestAnchor* next;
    int         index;
    Rune*       name;
    Item*       item;
};
```

`Next` is the next element of the list, `index` is the anchor id, `name` is the value of the name attribute, and `item` is points to the item within the parsed document that should be considered to be the destination.

Forms

Any forms within a document are kept in a list, headed by `Docinfo.forms`. The elements of this list are as follows:

```
typedef struct Form Form;
struct Form
{
    Form*      next;
    int        formid;
    Rune*      name;
    Rune*      action;
    int        target;
    int        method;
    int        nfields;
    Formfield* fields;
};
```

`Next` points to the next form in the list. `Formid` is a serial number for the form within the document. `Name` is the value of the form's name or id attribute. `Action` is the value of any action attribute. `Target` is the value of the target attribute (if any) converted to a frame target id. `Method` is one of `HGet` or `HPost`. `Nfields` is the number of fields in the form, and `fields` is a linked list of the actual fields.

The individual fields in a form are described by the following structure:

```
typedef struct Formfield Formfield;
struct Formfield
{
```

```
    Formfield* next;
    int        ftype;
    int        fieldid;
    Form*      form;
    Rune*      name;
    Rune*      value;
    int        size;
    int        maxlength;
    int        rows;
    int        cols;
    uchar      flags;
    Option*    options;
    Item*      image;
    int        ctlid;
    SEvent*    events;
};
```

Here, `next` points to the next field in the list. `Ftype` is the type of the field, which can be one of `Ftext`, `Fpassword`, `Fcheckbox`, `Fradio`, `Fsubmit`, `Fhidden`, `Fimage`, `Freset`, `Ffile`, `Fbutton`, `Fselect` or `Ftextarea`. `Fieldid` is a serial number for the field within the form. `Form` points back to the form containing this field. `Name`, `value`, `size`, `maxlength`, `rows` and `cols` each contain the values of corresponding attributes of the field, if present. `Flags` contains per-field flags, of which `FFchecked` and `FFmultiple` are defined. `Image` is only used for fields of type `Fimage`; it points to an image item containing the image to be displayed. `Ctlid` is reserved for use by the caller, typically to store a unique id of an associated control used to implement the field. `Events` is the same as the corresponding field of the generic attributes associated with the item containing this field. `Options` is only used by fields of type `Fselect`; it consists of a list of possible options that may be selected for that field, using the following structure:

```
typedef struct Option Option;
struct Option
{
    Option* next;
    int     selected;
    Rune*   value;
    Rune*   display;
};
```

`Next` points to the next element of the list. `Selected` is set if this option is to be displayed initially. `Value` is the value to send when the form is submitted if this option is selected. `Display` is the string to display on the screen for this option.

Tables

The library builds a list of all the tables in the document, headed by `Docinfo.tables`. Each element of this list has the following format:

```
typedef struct Table Table;
struct Table
{
    Table*       next;
    int          tableid;
    Tablerow*    rows;
    int          nrow;
    Tablecol*    cols;
    int          ncol;
    Tablecell*   cells;
    int          ncell;
    Tablecell*** grid;
    Align        align;
    Dimen        width;
    int          border;
```

```
    int          cellspacing;
    int          cellpadding;
    Background   background;
    Item*        caption;
    uchar        caption_place;
    Lay*         caption_lay;
    int          totw;
    int          toth;
    int          caph;
    int          availw;
    Token*       tabletok;
    uchar        flags;
};
```

Next points to the next element in the list of tables. Tableid is a serial number for the table within the document. Rows is an array of row specifications (described below) and nrow is the number of elements in this array. Similarly, cols is an array of column specifications, and ncol the size of this array. Cells is a list of all cells within the table (structure described below) and ncell is the number of elements in this list. Note that a cell may span multiple rows and/or columns, thus ncell may be smaller than nrow*ncol. Grid is a two-dimensional array of cells within the table; the cell at row i and column j is Table.grid[i][j]. A cell that spans multiple rows and/or columns will be referenced by grid multiple times, however it will only occur once in cells. Align gives the alignment specification for the entire table, and width gives the requested width as a dimension specification. Border, cellspacing and cellpadding give the values of the corresponding attributes for the table, and background gives the requested background for the table. Caption is a linked list of items to be displayed as the caption of the table, either above or below depending on whether caption_place is ALtop or ALbottom. Most of the remaining fields are reserved for use by the caller, except tabletok, which is reserved for internal use. The type Lay is not defined by the library; the caller can provide its own definition.

The Tablecol structure is defined for use by the caller. The library ensures that the correct number of these is allocated, but leaves them blank. The fields are as follows:

```
typedef struct Tablecol Tablecol;
struct Tablecol
{
    int   width;
    Align align;
    Point pos;
};
```

The rows in the table are specified as follows:

```
typedef struct Tablerow Tablerow;
struct Tablerow
{
    Tablerow*  next;
    Tablecell* cells;
    int        height;
    int        ascent;
    Align      align;
    Background background;
    Point      pos;
    uchar      flags;
};
```

Next is only used during parsing; it should be ignored by the caller. Cells provides a list of all the cells in a row, linked through their nextinrow fields (see below). Height, ascent and pos are reserved for use by the caller. Align is the alignment specification for the row, and background is the background to use, if specified. Flags is used by the parser; ignore this field.

The individual cells of the table are described as follows:

```
typedef struct Tablecell Tablecell;
struct Tablecell
{
    Tablecell* next;
    Tablecell* nextinrow;
    int        cellid;
    Item*      content;
    Lay*       lay;
    int        rowspan;
    int        colspan;
    Align      align;
    uchar      flags;
    Dimen      wspec;
    int        hspec;
    Background background;
    int        minw;
    int        maxw;
    int        ascent;
    int        row;
    int        col;
    Point      pos;
};
```

`Next` is used to link together the list of all cells within a table (`Table.cells`), whereas `nextinrow` is used to link together all the cells within a single row (`Tablerow.cells`). `Cellid` provides a serial number for the cell within the table. `Content` is a linked list of the items to be laid out within the cell. `Lay` is reserved for the user to describe how these items have been laid out. `Rowspan` and `colspan` are the number of rows and columns spanned by this cell, respectively. `Align` is the alignment specification for the cell. `Flags` is some combination of `TFparsing`, `TFnowrap` and `TFisth` or'd together. Here `TFparsing` is used internally by the parser, and should be ignored. `TFnowrap` means that the contents of the cell should not be wrapped if they don't fit the available width, rather, the table should be expanded if need be (this is set when the nowrap attribute is supplied). `TFisth` means that the cell was created by the <th> element (rather than the <td> element), indicating that it is a header cell rather than a data cell. `Wspec` provides a suggested width as a dimension specification, and `hspec` provides a suggested height in pixels. `Background` gives a background specification for the individual cell. `Minw`, `maxw`, `ascent` and `pos` are reserved for use by the caller during layout. `Row` and `col` give the indices of the row and column of the top left-hand corner of the cell within the table grid.

Client-side Maps

The library builds a list of client-side maps, headed by `Docinfo.maps`, and having the following structure:

```
typedef struct Map Map;
struct Map
{
    Map*  next;
    Rune* name;
    Area* areas;
};
```

`Next` points to the next element in the list, `name` is the name of the map (use to bind it to an image), and `areas` is a list of the areas within the image that comprise the map, using the following structure:

```
typedef struct Area Area;
struct Area
{
    Area*  next;
    int    shape;
    Rune*  href;
```

```
    int    target;
    Dimen* coords;
    int    ncoords;
};
```

Next points to the next element in the map's list of areas. Shape describes the shape of the area, and is one of SHrect, SHcircle or SHpoly. Href is the URL associated with this area in its role as a hypertext link, and target is the target frame it should be loaded in. Coords is an array of coordinates for the shape, and ncoords is the size of this array (number of elements).

Frames

If the Docinfo.kidinfo field is set, the document is a frameset. In this case, it is typical for *parsehtml* to return nil, as a document which is a frameset should have no actual items that need to be laid out (such will appear only in subsidiary documents). It is possible that items will be returned by a malformed document; the caller should check for this and free any such items.

The Kidinfo structure itself reflects the fact that framesets can be nested within a document. If is defined as follows:

```
typedef struct Kidinfo Kidinfo;
struct Kidinfo
{
    Kidinfo* next;
    int      isframeset;

    // fields for "frame"
    Rune*    src;
    Rune*    name;
    int      marginw;
    int      marginh;
    int      framebd;
    int      flags;

    // fields for "frameset"
    Dimen*   rows;
    int      nrows;
    Dimen*   cols;
    int      ncols;
    Kidinfo* kidinfos;
    Kidinfo* nextframeset;
};
```

Next is only used if this structure is part of a containing frameset; it points to the next element in the list of children of that frameset. Isframeset is set when this structure represents a frameset; if clear, it is an individual frame.

Some fields are used only for framesets. Rows is an array of dimension specifications for rows in the frameset, and nrows is the length of this array. Cols is the corresponding array for columns, of length ncols. Kidinfos points to a list of components contained within this frameset, each of which may be a frameset or a frame. Nextframeset is only used during parsing, and should be ignored.

The remaining fields are used if the structure describes a frame, not a frameset. Src provides the URL for the document that should be initially loaded into this frame. Note that this may be a relative URL, in which case it should be interpretted using the containing document's URL as the base. Name gives the name of the frame, typically supplied via a name attribute in the HTML. If no name was given, the library allocates one. Marginw, marginh and framebd are the values of the marginwidth, marginheight and frameborder attributes, respectively. Flags can contain some combination of the following: FRnoresize (the frame had the noresize attribute set, and the user should not be allowed to resize it), FRnoscroll (the frame should not have any scroll bars), FRhscroll (the frame should have a horizontal scroll bar), FRvscroll (the frame should have a vertical scroll bar), FRhscrollauto (the frame should be automatically given a horizontal scroll bar if its contents would not otherwise fit), and FRvscrollauto (the frame gets a vertical scrollbar only if required).

SOURCE

`/sys/src/libhtml`

SEE ALSO

fmt(1)

W3C World Wide Web Consortium, ‘‘HTML 4.01 Specification’’.

BUGS

The entire HTML document must be loaded into memory before any of it can be parsed.

NAME

HConnect, HContent, HContents, HETag, HFields, Hio, Htmlesc, HttpHead, HttpReq, HRange, HSPairs, hmydomain, hversion, htmlesc, halloc, hbodypush, hbuflen, hcheckcontent, hclose, hdate2sec, hdatefmt, hfail, hflush, hgetc, hgethead, hinit, hiserror, hload, hlower, hmkcontent, hmkhfields, hmkmimeboundary, hmkspairs, hmoved, hokheaders, hparseheaders, hparsequery, hparsereq, hprint, hputc, hreadbuf, hredirected, hreqcleanup, hrevhfields, hrevspairs, hstrdup, http11, httpfmt, httpunesc, hunallowed, hungetc, hunload, hurlfmt, hurlunesc, hwrite, hxferenc,
– routines for creating an http server

SYNOPSIS

```
#include <u.h>
#include <u.h>
#include <libc.h>
#include <httpd.h>

typedef struct HConnect HConnect;
typedef struct HContent HContent;
typedef struct HContents HContents;
typedef struct HETag HETag;
typedef struct HFields HFields;
typedef struct Hio Hio;
typedef struct Htmlesc Htmlesc;
typedef struct HttpHead HttpHead;
typedef struct HttpReq HttpReq;
typedef struct HRange HRange;
typedef struct HSPairs HSPairs;

typedef struct Bin Bin;

struct Htmlesc
{
          char        *name;
          Rune        value;
};

struct HContent
{
          HContent    *next;
          char        *generic;
          char        *specific;
          float       q;                      /* desirability of this kind of f
          int         mxb;                    /* max uchars until worthless */
};

struct HContents
{
          HContent    *type;
          HContent     *encoding;
};

/*
 * generic http header with a list of tokens,
 * each with an optional list of parameters
 */
struct HFields
{
          char        *s;
          HSPairs     *params;
          HFields     *next;
```

```
};

/*
 * list of pairs a strings
 * used for tag=val pairs for a search or form submission,
 * and attribute=value pairs in headers.
 */
struct HSPairs
{
        char        *s;
        char        *t;
        HSPairs     *next;
};

/*
 * byte ranges within a file
 */
struct HRange
{
        int         suffix;                 /* is this a suffix request? */
        ulong       start;
        ulong       stop;                   /* ~0UL -> not given */
        HRange      *next;
};

/*
 * list of http/1.1 entity tags
 */
struct HETag
{
        char        *etag;
        int         weak;
        HETag       *next;
};

/*
 * HTTP custom IO
 * supports chunked transfer encoding
 * and initialization of the input buffer from a string.
 */
enum
{
        Hnone,
        Hread,
        Hend,
        Hwrite,
        Herr,

        Hsize = HBufSize
};

struct Hio {
        Hio         *hh;                    /* next lower layer Hio, or nil i
        int         fd;                     /* associated file descriptor */
        ulong       seek;                   /* of start */
        uchar       state;                  /* state of the file */
        uchar       xferenc;                /* chunked transfer encoding stat
        uchar       *pos;                   /* current position in the buffer
        uchar       *stop;                  /* last character active in the b
```

```
        uchar       *start;                 /* start of data buffer */
        ulong       bodylen;                /* remaining length of message bo
        uchar       buf[Hsize+32];
};

/*
 * request line
 */
struct HttpReq
{
        char        *meth;
        char        *uri;
        char        *urihost;
        char        *search;
        int         vermaj;
        int         vermin;
};

/*
 * header lines
 */
struct HttpHead
{
        int         closeit;                /* http1.1 close connection after
        uchar       persist;                /* http/1.1 requests a persistent

        uchar       expectcont;             /* expect a 100-continue */
        uchar       expectother;            /* expect anything else; should r
        ulong       contlen;                /* if != ~0UL, length of included
        HFields     *transenc;              /* if present, encoding of includ
        char        *client;
        char        *host;
        HContent    *okencode;
        HContent    *oklang;
        HContent    *oktype;
        HContent    *okchar;
        ulong       ifmodsince;
        ulong       ifunmodsince;
        ulong       ifrangedate;
        HETag       *ifmatch;
        HETag       *ifnomatch;
        HETag       *ifrangeetag;
        HRange      *range;
        char        *authuser;              /* authorization info */
        char        *authpass;

        /*
         * experimental headers
         */
        int         fresh_thresh;
        int         fresh_have;
};

/*
 * all of the state for a particular connection
 */
struct HConnect
{
        void        *private;               /* for the library clients */
```

```
            void        (*replog)(HConnect*, char*, ...);/* called when reply se

            HttpReq     req;
            HttpHead    head;

            Bin         *bin;

            ulong       reqtime;              /* time at start of request */
            char        xferbuf[HBufSize];    /* buffer for making up or transf
            uchar       header[HBufSize + 2]; /* room for \n\0 */
            uchar       *hpos;
            uchar       *hstop;
            Hio         hin;
            Hio         hout;
};

/*
 * configuration for all connections within the server
 */
extern      char        *hmydomain;
extern      char        *hversion;
extern      Htmlesc     htmlesc[];

void        *halloc(HConnect *c, ulong size);
Hio         *hbodypush(Hio *hh, ulong len, HFields *te);
int         hbuflen(Hio *h, void *p);
int         hcheckcontent(HContent*, HContent*, char*, int);
void        hclose(Hio*);
ulong       hdate2sec(char*);
int         hdatefmt(Fmt*);
int         hfail(HConnect*, int, ...);
int         hflush(Hio*);
int         hgetc(Hio*);
int         hgethead(HConnect *c, int many);
int         hinit(Hio*, int, int);
int         hiserror(Hio *h);
int         hload(Hio*, char*);
char        *hlower(char*);
HContent    *hmkcontent(HConnect *c, char *generic, char *specific, HContent *ne
HFields     *hmkhfields(HConnect *c, char *s, HSPairs *p, HFields *next);
char        *hmkmimeboundary(HConnect *c);
HSPairs     *hmkspairs(HConnect *c, char *s, char *t, HSPairs *next);
int         hmoved(HConnect *c, char *uri);
void        hokheaders(HConnect *c);
int         hparseheaders(HConnect*, int timeout);
HSPairs     *hparsequery(HConnect *c, char *search);
int         hparsereq(HConnect *c, int timeout);
int         hprint(Hio*, char*, ...);
int         hputc(Hio*, int);
void        *hreadbuf(Hio *h, void *vsave);
int         hredirected(HConnect *c, char *how, char *uri);
void        hreqcleanup(HConnect *c);
HFields     *hrevhfields(HFields *hf);
HSPairs     *hrevspairs(HSPairs *sp);
char        *hstrdup(HConnect *c, char *s);
int         http11(HConnect*);
int         httpfmt(Fmt*);
char        *httpunesc(HConnect *c, char *s);
int         hunallowed(HConnect *, char *allowed);
```

```
int       hungetc(Hio *h);
char      *hunload(Hio*);
int       hurlfmt(Fmt*);
char      *hurlunesc(HConnect *c, char *s);
int       hwrite(Hio*, void*, int);
int       hxferenc(Hio*, int);
```

DESCRIPTION

For now, look at the source, or *httpd*(8).

SOURCE

`/sys/src/libhttpd`

SEE ALSO

bin(2)

BUGS

This is a rough implementation and many details are going to change.

NAME

hypot – Euclidean distance

SYNOPSIS

```
#include <u.h>
#include <libc.h>

double hypot(double x, double y)
```

DESCRIPTION

Hypot returns

```
sqrt(x*x + y*y)
```

taking precautions against unwarranted overflows.

SOURCE

```
/sys/src/libc/port/hypot.c
```

NAME

Intmap, allocmap, freemap, insertkey, caninsertkey, lookupkey, deletekey – integer to data structure maps

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <fcall.h>
#include <thread.h>
#include <9p.h>

Intmap* allocmap(void (*inc)(void*))
void    freemap(Intmap *map, void (*dec)(void*))
void*   lookupkey(Intmap *map, ulong key)
void*   insertkey(Intmap *map, ulong key, void *val)
int     caninsertkey(Intmap *map, ulong key, void *val)
void*   lookupkey(Intmap *map, ulong key)
void*   deletekey(Intmap *map, ulong key)
```

DESCRIPTION

An `Intmap` is an arbitrary mapping from integers to pointers. *Allocmap* creates a new map, and *freemap* destroys it. The *inc* function is called each time a new pointer is added to the map; similarly, *dec* is called on each pointer left in the map when it is being freed. Typically these functions maintain reference counts. New entries are added to the map by calling *insertkey*, which will return the previous value associated with the given *key*, or zero if there was no previous value. *Caninsertkey* is like *insertkey* but only inserts *val* if there is no current mapping. It returns 1 if *val* was inserted, 0 otherwise. *Lookupkey* returns the pointer associated with *key*, or zero if there is no such pointer. *Deletekey* removes the entry for *id* from the map, returning the associated pointer, if any.

Concurrent access to `Intmap`s is safe, moderated via a `QLock` stored in the `Intmap` structure.

In anticipation of the storage of reference-counted structures, an increment function *inc* may be specified at map creation time. *Lookupkey* calls *inc* (if non-zero) on pointers before returning them. If the reference count adjustments were left to the caller (and thus not protected by the lock), it would be possible to accidentally reclaim a structure if, for example, it was deleted from the map and its reference count decremented between the return of *insertkey* and the external increment. *Insertkey* and *caninsertkey* do *not* call *inc* when inserting *val* into the map, nor do *insertkey* or *deletekey* call *inc* when returning old map entries. The rationale is that calling an insertion function transfers responsibility for the reference to the map, and responsibility is given back via the return value of *deletekey* or the next *insertkey*.

`Intmap`s are used by the 9P library to implement `Fidpool`s and `Reqpool`s.

SOURCE

`/sys/src/lib9p/intmap.c`

SEE ALSO

9p(2), *9pfid*(2).

NAME

iounit – return size of atomic I/O unit for file descriptor

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int iounit(int fd)
```

DESCRIPTION

Reads and writes of files are transmitted using the 9P protocol (see *intro*(5)) and in general, operations involving large amounts of data must be broken into smaller pieces by the operating system. The 'I/O unit' associated with each file descriptor records the maximum size, in bytes, that may be read or written without breaking up the transfer.

The *iounit* routine uses the *dup*(3) interface to discover the I/O unit size for the file descriptor *fd* and returns its value. Certain file descriptors, particularly those associated with devices, may have no specific I/O unit, in which case *iounit* will return 0.

SOURCE

`/sys/src/libc/9sys`

SEE ALSO

dup(3), *read*(5)

DIAGNOSTICS

Returns zero if any error occurs or if the I/O unit size of the fd is unspecified or unknown.

NAME

eipfmt, parseip, parseipmask, v4parseip, v4parsecidr, parseether, myipaddr, myetheraddr, maskip, equivip, defmask, isv4, v4tov6, v6tov4, nhgetl, nhgets, hnputl, hnputs, ptclbsum, readipifc – Internet protocol

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <ip.h>

int  eipfmt(Fmt*)

ulong     parseip(uchar *ipaddr, char *str)

ulong     parseipmask(uchar *ipaddr, char *str)

char*     v4parseip(uchar *ipaddr, char *str)

ulong     v4parsecidr(uchar *addr, uchar *mask, char *str)

int  parseether(uchar *eaddr, char *str)

int  myetheraddr(uchar *eaddr, char *dev)

int  myipaddr(uchar *ipaddr, char *net)

void maskip(uchar *from, uchar *mask, uchar *to)

int  equivip(uchar *ipaddr1, uchar *ipaddr2)

uchar*    defmask(uchar *ipaddr)

int  isv4(uchar *ipaddr)

void v4tov6(uchar *ipv6, uchar *ipv4)

void v6tov4(uchar *ipv4, uchar *ipv6)

ushort    nhgets(void *p)

uint nhgetl(void *p)

void hnputs(void *p, ushort v)

void hnputl(void *p, uint v)

ushort    ptclbsum(uchar *a, int n)

Ipifc*    readipifc(char *net, Ipifc *ifc, int index)

uchar     IPv4bcast[IPaddrlen];

uchar     IPv4allsys[IPaddrlen];

uchar     IPv4allrouter[IPaddrlen];

uchar     IPallbits[IPaddrlen];

uchar     IPnoaddr[IPaddrlen];

uchar     v4prefix[IPaddrlen];
```

DESCRIPTION

These routines are used by Internet Protocol (IP) programs to manipulate IP and Ethernet addresses. Plan 9, by default, uses V6 format IP addresses. Since V4 addresses fit into the V6 space, all IP addresses can be represented. IP addresses are stored as a string of 16 `unsigned chars`, Ethernet addresses as 6 `unsigned chars`. Either V4 or V6 string representation can be used for IP addresses. For V4 addresses, the representation can be (up to) 4 decimal integers from 0 to 255 separated by periods. For V6 addresses, the representation is (up to) 8 hex integers from 0x0 to 0xFFFF separated by colons. Strings of 0 integers can be elided using two colons. For example, `FFFF::1111` is equivalent to `FFFF:0:0:0:0:0:0:1111`. The string representation for IP masks is a superset of the address representation. It includes slash notation that indicates the number of leading 1 bits in the mask. Thus, a V4 class C mask can be represented as `FFFF:FFFF:FFFF:FFFF:FFFF:FFFF:FFFF:FF00`, `255.255.255.0`, or `/120`. The string representation of Ethernet addresses is exactly 12 hexadecimal digits.

Eipfmt is a *print*(2) formatter for Ethernet (verb `E`) addresses, IP V6 (verb `I`) addresses, IP V4 (verb `V`) addresses, and IP V6 (verb `M`) masks.

Parseip converts a string pointed to by *str* to a 16-byte IP address starting at *ipaddr*. As a concession to backwards compatibility, if the string is a V4 address, the return value is an unsigned long integer containing the big-endian V4 address. If not, the return value is 6. *Parseipmask* converts a string pointed to by *str* to a 6-byte IP mask starting at *ipaddr*. It too returns an unsigned long big-endian V4 address or 6. Both routines return -1 on errors.

V4parseip converts a string pointed to by *str* to a 4-byte V4 IP address starting at *ipaddr*.

V4parsecidr converts a string of the form addr/mask, pointed to by *str*, to a 4-byte V4 IP address starting at *ipaddr* and a 4-byte V4 IP mask starting at *mask*.

Myipaddr returns the first valid IP address in the IP stack rooted at *net*.

Parseether converts a string pointed to by *str* to a 6-byte Ethernet address starting at *eaddr*. *Myetheraddr* reads the Ethernet address string from file *dev*`/1/stats` and parses it into *eaddr*. Both routines return a negative number on errors.

Maskip places the bit-wise AND of the IP addresses pointed to by its first two arguments into the buffer pointed to by the third.

Equivip returns non-zero if the IP addresses pointed to by its two arguments are equal.

Defmask returns the standard class A, B, or C mask for *ipaddr*.

Isv4 returns non-zero if the V6 address is in the V4 space, that is, if it starts with `0:0:0:0:0:0:FFFF`. *V4tov6* converts the V4 address, *v4ip*, to a V6 address and puts the result in *v6ip*. *V6tov4* converts the V6 address, *v6ip*, to a V4 address and puts the result in *v4ip*.

Hnputs and *hnputl* are used to store 16-bit and 32-bit integers into IP big-endian form. *Nhgets* and *nhgetl* convert big-endian 2 and 4 byte quantities into integers.

Pctlbsum returns the one's complement checksum used in IP protocols, typically invoked as

```
hnputs(hdr->cksum, ~ptclbsum(data, len) & 0xffff);
```

A number of standard IP addresses in V6 format are also defined. They are:

`IPv4bcast`
: the V4 broadcast address

`IPv4allsys`
: the V4 all systems multicast address

`IPv4allrouter`
: the V4 all routers multicast address

`IPallbits`
: the V6 all bits on address

`IPnoaddr`
: the V6 null address, all zeros

`v4prefix`
: the IP V6 prefix to all embedded V4 addresses

Readipifc returns information about a particular interface (*index* >= 0) or all IP interfaces (*index* < 0) configured under a mount point *net*, default `/net`. Each interface is described by one *Ipifc* structure which in turn points to a linked list of *Iplifc* structures describing the addresses assigned to this interface. If the list *ifc* is supplied, that list is freed. Thus, subsequent calls can be used to free the list returned by the previous call. *Ipifc* is:

```
typedef struct Ipifc
{
     Ipifc     *next;
     Iplifc    *lifc;          /* local addressses */

     /* per ip interface */
     int  index;          /* number of interface in ipifc dir */
     char dev[64];  /* associated physical device */
```

```
        int  mtu;      /* max transfer unit */

        long validlt;  /* valid life time */
        long preflt;        /* preferred life time */
        uchar     sendra6;  /* on == send router adv */
        uchar     recvra6;  /* on == rcv router adv */

        ulong     pktin;         /* packets read */
        ulong     pktout;        /* packets written */
        ulong     errin;         /* read errors */
        ulong     errout;        /* write errors */
        Ipv6rp    rp;       /* route advertisement params */
} Ipifc;
```

Iplifc is:

```
struct Iplifc
{
        Iplifc    *next;

        uchar     ip[IPaddrlen];
        uchar     mask[IPaddrlen];
        uchar     net[IPaddrlen];          /* ip & mask */
        ulong     preflt;             /* preferred lifetime */
        ulong     validlt;       /* valid lifetime */
};
```

Ipv6rp is: struct Ipv6rp { int mflag; int oflag; int maxraint; /* max route adv interval */ int minraint; /* min route adv interval */ int linkmtu; int reachtime; int rxmitra; int ttl; int routerlt; };

Dev contains the first 64 bytes of the device configured with this interface. *Net* is *ip&mask* if the network is multipoint or the remote address if the network is point to point.

SOURCE

/sys/src/libip

SEE ALSO

print(2)

NAME

isalpharune, islowerrune, isspacerune, istitlerune, isupperrune, tolowerrune, totitlerune, toupperrune – Unicode character classes and cases

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int isalpharune(Rune c)

int islowerrune(Rune c)

int isspacerune(Rune c)

int istitlerune(Rune c)

int isupperrune(Rune c)

Rune tolowerrune(Rune c)

Rune totitlerune(Rune c)

Rune toupperrune(Rune c)
```

DESCRIPTION

These routines examine and operate on Unicode characters, in particular a subset of their properties as defined in the Unicode standard. Unicode defines some characters as alphabetic and specifies three cases: upper, lower, and title. Analogously to *ctype*(2) for ASCII, these routines test types and modify cases for Unicode characters. The names are self-explanatory.

The case-conversion routines return the character unchanged if it has no case.

SOURCE

`/sys/src/libc/port/runetype.c`

SEE ALSO

ctype(2), *The Unicode Standard*.

NAME

initkeyboard, ctlkeyboard, closekeyboard – keyboard control

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <thread.h>
#include <keyboard.h>

Keyboardctl    *initkeyboard(char *file)

int            ctlkeyboard(Keyboardctl *kc, char *msg)

void           closekeyboard(Keyboard *kc)
```

DESCRIPTION

These functions access and control a keyboard interface for character-at-a-time I/O in a multi-threaded environment, usually in combination with *mouse*(2). They use the message-passing `Channel` interface in the threads library (see *thread*(2)); programs that wish a more event-driven, single-threaded approach should use *event*(2).

Initkeyboard opens a connection to the keyboard and returns a `Keyboardctl` structure:

```
typedef struct Keyboardct Keyboardctl;
struct Keyboardctl
{
    Channel *c;       /* chan(Rune[20]) */

    char    *file;
    int     consfd;   /* to cons file */
    int     ctlfd;    /* to ctl file */
    int     pid;      /* of slave proc */
};
```

The argument to *initkeyboard* is a *file* naming the device file from which characters may be read, typically `/dev/cons`. If *file* is nil, `/dev/cons` is assumed.

Once the `Keyboardctl` is set up a message containing a `Rune` will be sent on the `Channel` `Keyboardctl.c` to report each character read from the device.

Ctlkeyboard is used to set the state of the interface, typically to turn raw mode on and off (see *cons*(3)). It writes the string *msg* to the control file associated with the device, which is assumed to be the regular device file name with the string `ctl` appended.

Closekeyboard closes the file descriptors associated with the keyboard, kills the slave processes, and frees the `Keyboardctl` structure.

SOURCE

`/sys/src/libdraw`

SEE ALSO

graphics(2), *draw*(2), *event*(2), *thread*(2).

BUGS

Because the interface delivers complete runes, there is no way to report lesser actions such as shift keys or even individual bytes.

NAME

lock, canlock, unlock, qlock, canqlock, qunlock, rlock, runlock, canrlock, wlock, wunlock, canwlock, incref, decref – shared memory spin locks, rendez-vous locks, reader-writer locks, and atomic increment and decrement

SYNOPSIS

```
#include <u.h>
#include <libc.h>

void lock(Lock *l)

int  canlock(Lock *l)

void unlock(Lock *l)

void qlock(QLock *l)

void qunlock(QLock *l)

int  canqlock(QLock *l)

void rlock(RWLock *l)

void runlock(RWLock *l)

int  canrlock(RWLock *l)

void wlock(RWLock *l)

void wunlock(RWLock *l)

int  canwlock(RWLock *l)

#include <thread.h>

typedef struct Ref {
     long ref;
} Ref;

void incref(Ref*)

long decref(Ref*)
```

DESCRIPTION

These routines are used to synchronize processes sharing memory.

The first group (*lock*, *canlock*, *unlock*) uses spin locks in shared memory. The second group (*qlock*, *canqlock*, *qunlock*), uses rendezvous locks in shared memory. The third group (*rlock*, *runlock*, *canrlock*, *wlock*, *wunlock*, *canwlock*), also uses rendezvous locks but has slightly different semantics.

Locks work in regular programs as well as programs that use the thread library (see *thread*(2)). The thread library replaces the `rendezvous` system call (see *rendezvous*(2)) with its own implementation, `threadrendezvous`, so that threads as well as processes may be synchronized by locking calls in threaded programs.

Used carelessly, spin locks can be expensive and can easily generate deadlocks. Their use is discouraged, especially in programs that use the thread library because they prevent context switches between threads.

Lock blocks until the lock has been obtained. *Canlock* is non-blocking. It tries to obtain a lock and returns a non-zero value if it was successful, 0 otherwise. *Unlock* releases a lock.

`QLocks` have the same interface but are not spin locks; instead if the lock is taken *qlock* will suspend execution of the calling task until it is released.

Although `Locks` are the more primitive lock, they have limitations; for example, they cannot synchronize between tasks in the same *proc*. Use `QLocks` instead.

`RWLocks` manage access to a data structure that has distinct readers and writers. *Rlock* grants read access; *runlock* releases it. *Wlock* grants write access; *wunlock* releases it. *Canrlock* and *canwlock* are the non-blocking versions. There may be any number of simultaneous readers, but only one writer. Moreover, if write access is granted no one may have read access until write access is released.

All types of lock should be initialized to all zeros before use; this puts them in the unlocked state.

A `Ref` contains a `long` that can be incremented and decremented atomically: *Incref* increments the *Ref* in one atomic operation. *Decref* atomically decrements the `Ref` and returns zero if the resulting value is zero, non-zero otherwise.

SOURCE

```
/sys/src/libc/port/lock.c
/sys/src/libc/9sys/qlock.c
/sys/src/libthread/ref.c
```

SEE ALSO

rfork in *fork*(2)

NAME

crackhdr, machbytype, machbyname, newmap, setmap, findseg, unusemap, loadmap, attachproc, get1, get2, get4, get8, put1, put2, put4, put8, beswab, beswal, beswav, leswab, leswal, leswav – machine-independent access to executable files

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <bio.h>
#include <mach.h>

int crackhdr(int fd, Fhdr *fp)

void machbytype(int type)

int machbyname(char *name)

Map *newmap(Map *map, int n)

int setmap(Map *map, int fd, ulong base, ulong end,
            ulong foffset, char *name)

int findseg(Map *map, char *name)

void unusemap(Map *map, int seg)

Map *loadmap(Map *map, int fd, Fhdr *fp)

int attachproc(int pid, int kflag, int corefd, Fhdr *fp)

int get1(Map *map, ulong addr, uchar *buf, int n)

int get2(Map *map, ulong addr, ushort *val)

int get4(Map *map, ulong addr, long *val)

int get8(Map *map, ulong addr, vlong *val)

int put1(Map *map, ulong addr, uchar *buf, int n)

int put2(Map *map, ulong addr, ushort val)

int put4(Map *map, ulong addr, long val)

int put8(Map *map, ulong addr, vlong val)

ushort beswab(ushort val)

long beswal(long val)

long beswav(vlong val)

ushort leswab(ushort val)

long leswal(long val)

long leswav(vlong val)

extern Mach mach;

extern Machdata machdata;
```

DESCRIPTION

These functions provide a processor-independent interface for accessing the executable files or executing images of all architectures. Related library functions described in *symbol*(2) and *object*(2) provide similar access to symbol tables and object files.

An *executable* is a file containing an executable program or the `text` file of the `/proc` file system associated with an executing process as described in *proc*(3). After opening an executable, an application invokes a library function which parses the file header, determines the target architecture and initializes data structures with parameters and pointers to functions appropriate for that architecture. Next, the application invokes functions to construct one or more *maps*, data structures that translate references in the address space of the executable to offsets in the file. Each *map* comprises one or more `segments`, each associating a non-overlapping range of memory addresses with a logical section of the executable. Other library functions then use a map and the architecture-specific data structures to provide a generic interface to the processor-dependent data.

Crackhdr interprets the header of the executable associated with the open file descriptor *fd*. It loads the data structure *fp* with a machine-independent description of the header information and points global variable *mach* to the `Mach` data structure containing processor-dependent parameters of the target architecture.

Machbytype selects architecture-specific data structures and parameter values based on the code stored in the field named *type* in the `Fhdr` data structure. *Machbyname* performs the same selection based on the name of a processor class; see *2c*(1) for a list of valid names. Both functions point global variables *mach* and *machdata* to the *Mach* and *Machdata* data structures appropriate for the target architecture and load global variable *asstype* with the proper disassembler type code.

Newmap creates an empty map with *n* segments. If *map* is zero, the new map is dynamically allocated, otherwise it is assumed to point to an existing dynamically allocated map whose size is adjusted, as necessary. A zero return value indicates an allocation error.

Setmap loads the first unused segment in *map* with the segment mapping parameters. *Fd* is an open file descriptor associated with an executable. *Base* and *end* contain the lowest and highest virtual addresses mapped by the segment. *Foffset* is the offset to the start of the segment in the file. *Name* is a name to be attached to the segment.

Findseg returns the index of the the segment named *name* in *map*. A return of -1 indicates that no segment matches *name*.

Unusemap marks segment number *seg* in map *map* unused. Other segments in the map remain unaffected.

Loadmap initializes a default map containing segments named ‘text’ and ‘data’ that map the instruction and data segments of the executable described in the `Fhdr` structure pointed to by *fp*. Usually that structure was loaded by *crackhdr* and can be passed to this function without modification. If *map* is non-zero, that map, which must have been dynamically allocated, is resized to contain two segments; otherwise a new map is allocated. This function returns zero if allocation fails. *Loadmap* is usually used to build a map for accessing a static executable, for example, an executable program file.

Attachproc constructs a map for accessing a running process. It returns the address of a *Map* containing segments mapping the address space of the running process whose process ID is `pid`. If `kflag` is non-zero, the process is assumed to be a kernel process. `Corefd` is an file descriptor opened to `/proc/`*pid*`/mem`. `Fp` points to the *Fhdr* structure describing the header of the executable. For most architectures the resulting *Map* contains four segments named ‘text’, ‘data’, ‘regs’ and ‘fpregs’. The latter two provide access to the general and floating point registers, respectively. If the executable is a kernel process (indicated by a non-zero `kflag` argument), the data segment extends to the maximum supported address, currently 0xffffffff, and the register sets are read-only. In user-level programs, the data segment extends to the top of the stack or 0x7fffffff if the stack top cannot be found, and the register sets are readable and writable. *Attachproc* returns zero if it is unable to build the map for the specified process.

Get1, *get2*, *get4*, and *get8* retrieve the data stored at address *addr* in the executable associated with *map*. *Get1* retrieves *n* bytes of data beginning at *addr* into *buf*. *Get2*, *get4* and *get8* retrieve 16-bit, 32-bit and 64-bit values respectively, into the location pointed to by *val*. The value is byte-swapped if the source byte order differs from that of the current architecture. This implies that the value returned by *get2*, *get4*, and *get8* may not be the same as the byte sequences returned by *get1* when *n* is two, four or eight; the former may be byte-swapped, the latter reflects the byte order of the target architecture. If the file descriptor associated with the applicable segment in *map* is negative, the address itself is placed in the return location. These functions return the number of bytes read or a -1 when there is an error.

Put1, *put2*, *put4*, and *put8* write to the executable associated with *map*. The address is translated using the map parameters and multi-byte quantities are byte-swapped, if necessary, before they are written. *Put1* transfers *n* bytes stored at *buf*; *put2*, *put4*, and *put8* write the 16-bit, 32-bit or 64-bit quantity contained in *val*, respectively. The number of bytes transferred is returned. A -1 return value indicates an error.

Beswab, *beswal*, and *beswav* return the `ushort`, `long`, and `vlong` big-endian representation of *val*, respectively. *Leswab*, *leswal*, and *leswav* return the little-endian representation of the `ushort`, `long`, and `vlong` contained in *val*.

SOURCE

`/sys/src/libmach`

SEE ALSO

2c(1), *symbol*(2), *object*(2), *errstr*(2), *proc*(3), *a.out*(6)

DIAGNOSTICS

These routines set *errstr*.

NAME

malloc, mallocz, free, realloc, calloc, msize, setmalloctag, setrealloctag, getmalloctag, getrealloctag, malloctopoolblock – memory allocator

SYNOPSIS

```
#include <u.h>
#include <libc.h>

void* malloc(ulong size)

void* mallocz(ulong size, int clr)

void  free(void *ptr)

void* realloc(void *ptr, ulong size)

void* calloc(ulong nelem, ulong elsize)

ulong msize(void *ptr)

void  setmalloctag(void *ptr, ulong tag)

ulong getmalloctag(void *ptr, ulong tag)

void  setrealloctag(void *ptr, ulong tag)

ulong getrealloctag(void *ptr, ulong tag)
```

DESCRIPTION

Malloc and *free* provide a simple memory allocation package. *Malloc* returns a pointer to a new block of at least *size* bytes. The block is suitably aligned for storage of any type of object. No two active pointers from *malloc* will have the same value. Incompatibly with ANSI C, the call `malloc(0)` returns a valid pointer rather than null.

The argument to *free* is a pointer to a block previously allocated by *malloc*; this space is made available for further allocation. It is legal to free a null pointer; the effect is a no-op. The contents of the space returned by *malloc* are undefined. *Mallocz* behaves as *malloc*, except that if *clr* is non-zero, the memory returned will be zeroed.

Realloc changes the size of the block pointed to 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. The call `realloc(0, size)` means the same as `malloc(size)`. Further, the call `realloc(ptr, 0)` means the same as `free(ptr)`.

Calloc allocates space for an array of *nelem* elements of size *elsize*. The space is initialized to zeros. *Free* frees such a block.

When a block is allocated, sometimes there is some extra unused space at the end. *Msize* grows the block to encompass this unused space and returns the new number of bytes that may be used.

The memory allocator maintains two word-sized fields associated with each block, the ‘‘malloc tag’’ and the ‘‘realloc tag’’. By convention, the malloc tag is the PC that allocated the block, and the realloc tag the PC that last reallocated the block. These may be set or examined with *setmalloctag*, *getmalloctag*, *setrealloctag*, and *getrealloctag*. When allocating blocks directly with *malloc* and *realloc*, these tags will be set properly. If a custom allocator wrapper is used, the allocator wrapper can set the tags itself (usually by passing the result of *getcallerpc*(2) to *setmalloctag*) to provide more useful information about the source of allocation.

Malloctopoolblock takes the address of a block returned by *malloc* and returns the address of the corresponding block allocated by the *pool*(2) routines.

SOURCE

`/sys/src/libc/port/malloc.c`

SEE ALSO

leak(1), *trump* (in *acid*(1)), *brk*(2), *getcallerpc*(2), *pool*(2)

DIAGNOSTICS

Malloc, realloc and *calloc* return 0 if there is no available memory. *Errstr* is likely to be set. If the allocated blocks have no malloc or realloc tags, *getmalloctag* and *getrealloctag* return ~0.

After including `pool.h`, the call `poolcheck(mainmem)` can be used to scan the storage arena for inconsistencies such as data written beyond the bounds of allocated blocks. It is often useful to combine this with with setting

```
mainmem->flags |= POOL_NOREUSE;
```

at the beginning of your program. This will cause malloc not to reallocate blocks even once they are freed; `poolcheck(mainmem)` will then detect writes to freed blocks.

The *trump* library for *acid* can be used to obtain traces of malloc execution; see *acid*(1).

BUGS

The different specification of *calloc* is bizarre.

User errors can corrupt the storage arena. The most common gaffes are (1) freeing an already freed block, (2) storing beyond the bounds of an allocated block, and (3) freeing data that was not obtained from the allocator. When *malloc* and *free* detect such corruption, they abort.

NAME

ident, matmul, matmulr, determinant, adjoint, invertmat, xformpoint, xformpointd, xformplane, pushmat, popmat, rot, qrot, scale, move, xform, ixform, persp, look, viewport – Geometric transformations

SYNOPSIS

```
#include <draw.h>

#include <geometry.h>

void ident(Matrix m)

void matmul(Matrix a, Matrix b)

void matmulr(Matrix a, Matrix b)

double determinant(Matrix m)

void adjoint(Matrix m, Matrix madj)

double invertmat(Matrix m, Matrix inv)

Point3 xformpoint(Point3 p, Space *to, Space *from)

Point3 xformpointd(Point3 p, Space *to, Space *from)

Point3 xformplane(Point3 p, Space *to, Space *from)

Space *pushmat(Space *t)

Space *popmat(Space *t)

void rot(Space *t, double theta, int axis)

void qrot(Space *t, Quaternion q)

void scale(Space *t, double x, double y, double z)

void move(Space *t, double x, double y, double z)

void xform(Space *t, Matrix m)

void ixform(Space *t, Matrix m, Matrix inv)

int persp(Space *t, double fov, double n, double f)

void look(Space *t, Point3 eye, Point3 look, Point3 up)

void viewport(Space *t, Rectangle r, double aspect)
```

DESCRIPTION

These routines manipulate 3-space affine and projective transformations, represented as 4×4 matrices, thus:

```
typedef double Matrix[4][4];
```

Ident stores an identity matrix in its argument. *Matmul* stores $a \times b$ in *a*. *Matmulr* stores $b \times a$ in *b*. *Determinant* returns the determinant of matrix *m*. *Adjoint* stores the adjoint (matrix of cofactors) of *m* in *madj*. *Invertmat* stores the inverse of matrix *m* in *minv*, returning *m*'s determinant. Should *m* be singular (determinant zero), *invertmat* stores its adjoint in *minv*.

The rest of the routines described here manipulate *Spaces* and transform *Point3s*. A *Point3* is a point in three-space, represented by its homogeneous coordinates:

```
typedef struct Point3 Point3;
struct Point3{
    double x, y, z, w;
};
```

The homogeneous coordinates (x, y, z, w) represent the Euclidean point $(x/w, y/w, z/w)$ if $w \neq 0$, and a ''point at infinity'' if $w = 0$.

A *Space* is just a data structure describing a coordinate system:

```
typedef struct Space Space;
struct Space{
```

```
        Matrix t;
        Matrix tinv;
        Space *next;
    };
```

It contains a pair of transformation matrices and a pointer to the *Space*'s parent. The matrices transform points to and from the "root coordinate system," which is represented by a null *Space* pointer.

Pushmat creates a new *Space*. Its argument is a pointer to the parent space. Its result is a newly allocated copy of the parent, but with its `next` pointer pointing at the parent. *Popmat* discards the `Space` that is its argument, returning a pointer to the stack. Nominally, these two functions define a stack of transformations, but `pushmat` can be called multiple times on the same `Space` multiple times, creating a transformation tree.

Xformpoint and *Xformpointd* both transform points from the `Space` pointed to by *from* to the space pointed to by *to*. Either pointer may be null, indicating the root coordinate system. The difference between the two functions is that `xformpointd` divides x, y, z, and w by w, if $w \neq 0$, making (x, y, z) the Euclidean coordinates of the point.

Xformplane transforms planes or normal vectors. A plane is specified by the coefficients (a, b, c, d) of its implicit equation $ax+by+cz+d=0$. Since this representation is dual to the homogeneous representation of points, `libgeometry` represents planes by `Point3` structures, with (a, b, c, d) stored in (x, y, z, w).

The remaining functions transform the coordinate system represented by a `Space`. Their `Space *` argument must be non-null — you can't modify the root `Space`. *Rot* rotates by angle *theta* (in radians) about the given *axis*, which must be one of `XAXIS`, `YAXIS` or `ZAXIS`. *Qrot* transforms by a rotation about an arbitrary axis, specified by `Quaternion` *q*.

Scale scales the coordinate system by the given scale factors in the directions of the three axes. *Move* translates by the given displacement in the three axial directions.

Xform transforms the coordinate system by the given `Matrix`. If the matrix's inverse is known *a priori*, calling *ixform* will save the work of recomputing it.

Persp does a perspective transformation. The transformation maps the frustum with apex at the origin, central axis down the positive y axis, and apex angle *fov* and clipping planes $y=n$ and $y=f$ into the double-unit cube. The plane $y=n$ maps to $y'=-1$, $y=f$ maps to $y'=1$.

Look does a view-pointing transformation. The `eye` point is moved to the origin. The line through the *eye* and *look* points is aligned with the y axis, and the plane containing the `eye`, `look` and `up` points is rotated into the x-y plane.

Viewport maps the unit-cube window into the given screen viewport. The viewport rectangle *r* has *r*`.min` at the top left-hand corner, and *r*`.max` just outside the lower right-hand corner. Argument *aspect* is the aspect ratio (dx/dy) of the viewport's pixels (not of the whole viewport). The whole window is transformed to fit centered inside the viewport with equal slop on either top and bottom or left and right, depending on the viewport's aspect ratio. The window is viewed down the y axis, with x to the left and z up. The viewport has x increasing to the right and y increasing down. The window's y coordinates are mapped, unchanged, into the viewport's z coordinates.

SOURCE

`/sys/src/libgeometry/matrix.c`

SEE ALSO

arith3(2)

NAME

Memimage, Memdata, Memdrawparam, memimageinit, wordaddr, byteaddr, memimagemove, allocmemimage, allocmemimaged, readmemimage, creadmemimage, writememimage, freememimage, memsetchan, loadmemimage, cloadmemimage, unloadmemimage, memfillcolor, memarc, mempoly, memellipse, memfillpoly, memimageline, memimagedraw, drawclip, memlinebbox, memlineendsize, allocmemsubfont, openmemsubfont, freememsubfont, memsubfontwidth, getmemdefont, memimagestring, iprint, hwdraw – drawing routines for memory-resident images

SYNOPSIS

```
#include <u.h>
#include <u.h>
#include <libc.h>
#include <draw.h>
#include <memdraw.h>

typedef struct Memdata
{
     ulong      *base;     /* allocated data pointer */
     uchar      *bdata;    /* first byte of actual data; word-aligned */
     int        ref;       /* number of Memimages using this data */
     void*      imref;     /* last image that pointed at this */
     int        allocd;    /* is this malloc'd? */
} Memdata;

enum {
     Frepl      = 1<<0,    /* is replicated */
     Fsimple    = 1<<1,    /* is 1x1 */
     Fgrey      = 1<<2,    /* is grey */
     Falpha     = 1<<3,    /* has explicit alpha */
     Fcmap      = 1<<4,    /* has cmap channel */
     Fbytes     = 1<<5,    /* has only 8-bit channels */
};

typedef struct Memimage
{
     Rectangle r;          /* rectangle in data area, local coords */
     Rectangle clipr;      /* clipping region */
     int        depth;     /* number of bits of storage per pixel */
     int        nchan;     /* number of channels */
     ulong      chan;      /* channel descriptions */

     Memdata    *data;     /* pointer to data */
     int        zero;      /* data->bdata+zero==&byte containing (0,0) */
     ulong      width;     /* width in words of a single scan line */
     Memlayer   *layer;    /* nil if not a layer*/
     ulong      flags;
     ...
} Memimage;

typedef struct Memdrawparam
{
     Memimage  *dst;
     Rectangle r;
     Memimage  *src;
     Rectangle sr;
     Memimage  *mask;
     Rectangle mr;
     ...
} Memdrawparam;
```

```
int          drawdebug;

void         memimageinit(void)
ulong*       wordaddr(Memimage *i, Point p)
uchar*       byteaddr(Memimage *i, Point p)
void         memimagemove(void *from, void *to)

Memimage*    allocmemimage(Rectangle r, ulong chan)
Memimage*    allocmemimaged(Rectangle r, ulong chan, Memdata *data)
Memimage*    readmemimage(int fd)
Memimage*    creadmemimage(int fd)
int          writememimage(int fd, Memimage *i)
void         freememimage(Memimage *i)
int          memsetchan(Memimage*, ulong)

int          loadmemimage(Memimage *i, Rectangle r,
                uchar *buf, int nbuf)
int          cloadmemimage(Memimage *i, Rectangle r,
                uchar *buf, int nbuf)
int          unloadmemimage(Memimage *i, Rectangle r,
                uchar *buf, int nbuf)
void         memfillcolor(Memimage *i, ulong color)

void         memarc(Memimage *dst, Point c, int a, int b, int thick,
                Memimage *src, Point sp, int alpha, int phi)
void         mempoly(Memimage *dst, Point *p, int np, int end0,
                int end1, int radius, Memimage *src, Point sp)
void         memellipse(Memimage *dst, Point c, int a, int b,
                int thick, Memimage *src, Point sp)
void         memfillpoly(Memimage *dst, Point *p, int np, int wind,
                Memimage *src, Point sp)
void         memimageline(Memimage *dst, Point p0, Point p1, int end0,
                int end1, int radius, Memimage *src, Point sp)
void         memimagedraw(Memimage *dst, Rectangle r, Memimage *src,
                Point sp, Memimage *mask, Point mp)

int          drawclip(Memimage *dst, Rectangle *dr, Memimage *src,
                Point *sp, Memimage *mask, Point *mp,
                Rectangle *sr, Rectangle *mr)
Rectangle    memlinebbox(Point p0, Point p1, int end0, int end1,
                int radius)
int          memlineendsize(int end)

Memsubfont* allocmemsubfont(char *name, int n, int height,
                int ascent, Fontchar *info, Memimage *i)
Memsubfont* openmemsubfont(char *name)
void         freememsubfont(Memsubfont *f)
Point        memsubfontwidth(Memsubfont *f, char *s)
Memsubfont* getmemdefont(void)
Point        memimagestring(Memimage *dst, Point p, Memimage *color,
                 Point cp, Memsubfont *f, char *cs)

int          iprint(char *fmt, ...)
int          hwdraw(Memdrawparam *param)
```

DESCRIPTION

The Memimage type defines memory-resident rectangular pictures and the methods to draw upon them; Memimages differ from Images (see *draw*(2)) in that they are manipulated directly in user memory rather than by RPCs to the `/dev/draw` hierarchy. The library is the basis for the kernel *draw*(3) driver and also used by a number of programs that must manipulate images without a display.

The `r`, `clipr`, `depth`, `nchan`, and `chan` structure elements are identical to the ones of the same name in the `Image` structure.

The `flags` element of the `Memimage` structure holds a number of bits of information about the image. In particular, it subsumes the purpose of the `repl` element of `Image` structures.

Memimageinit initializes various static data that the library depends on, as well as the replicated solid color images `memopaque`, `memtransparent`, `memblack`, and `memwhite`. It should be called before referring to any of these images and before calling any of the other library functions.

Each `Memimage` points at a `Memdata` structure that in turn points at the actual pixel data for the image. This allows multiple images to be associated with the same `Memdata`. The first word of the data pointed at by the `base` element of `Memdata` points back at the `Memdata` structure, so that the memory allocator (see *pool*(2)) can compact image memory using *memimagemove*.

Because images can have different coordinate systems, the `zero` element of the `Memimage` structure contains the offset that must be added to the `bdata` element of the corresponding `Memdata` structure in order to yield a pointer to the data for the pixel (0,0). Adding `width` machine words to this pointer moves it down one scan line. The `depth` element can be used to determine how to move the pointer horizontally. Note that this method works even for images whose rectangles do not include the origin, although one should only dereference pointers corresponding to pixels within the image rectangle. *Wordaddr* and *byteaddr* perform these calculations, returning pointers to the word and byte, respectively, that contain the beginning of the data for a given pixel.

Allocmemimage allocages images with a given rectangle and channel descriptor (see `strtochan` in *graphics*(2)), creating a fresh `Memdata` structure and associated storage. *Allocmemimaged* is similar but uses the supplied *Memdata* structure rather than a new one. The *readmemimage* function reads an uncompressed bitmap from the given file descriptor, while *creadmemimage* reads a compressed bitmap. *Writememimage* writes a compressed representation of *i* to file descriptor *fd*. For more on bitmap formats, see *image*(6). *Freememimage* frees images returned by any of these routines. The `Memimage` structure contains some tables that are used to store precomputed values depending on the channel descriptor. *Memsetchan* updates the `chan` element of the structure as well as these tables, returning -1 if passed a bad channel descriptor.

Loadmemimage and *cloadmemimage* replace the pixel data for a given rectangle of an image with the given buffer of uncompressed or compressed data, respectively. When calling *cloadmemimage*, the buffer must contain an integral number of compressed chunks of data that exactly cover the rectangle. *Unloadmemimage* retrieves the uncompressed pixel data for a given rectangle of an image. All three return the number of bytes consumed on success, and -1 in case of an error.

Memfillcolor fills an image with the given color, a 32-bit number as described in *color*(2).

Memarc, *mempoly*, *memellipse*, *memfillpoly*, *memimageline*, and *memimagedraw* are identical to the *arc*, *poly*, *ellipse*, *fillpoly*, *line*, and *gendraw*, routines described in *draw*(2), except that they operate on `Memimages` rather than `Images`. Similarly, *allocmemsubfont*, *openmemsubfont*, *freememsubfont*, *memsubfontwidth*, *getmemdefont*, and *memimagestring* are the `Memimage` analogues of *allocsubfont*, *openfont*, *freesubfont*, *strsubfontwidth*, *getdefont*, and `string` (see *subfont*(2) and *graphics*(2)), except that they operate only on `Memsubfonts` rather than `Fonts`.

Drawclip takes the images involved in a draw operation, together with the destination rectangle `dr` and source and mask alignment points `sp` and `mp`, and clips them according to the clipping rectangles of the images involved. It also fills in the rectangles `sr` and `mr` with rectangles congruent to the returned destination rectangle but translated so the upper left corners are the returned `sp` and `mp`. *Drawclip* returns zero when the clipped rectangle is empty. *Memlinebbox* returns a conservative bounding box containing a line between two points with given end styles and radius. *Memlineendsize* calculates the extra length added to a line by attaching an end of a given style.

The *hwdraw* and *iprint* functions are no-op stubs that may be overridden by clients of the library. *Hwdraw* is called at each call to *memimagedraw* with the current request's parameters. If it can satisfy the request, it should do so and return 1. If it cannot satisfy the request, it should return 0. This allows (for instance) the kernel to take advantage of hardware acceleration. *Iprint* should format and print its arguments; it is given much debugging output when the global integer variable `drawdebug` is non-zero. In the kernel, *iprint* prints to a serial line rather than the screen, for obvious reasons.

SOURCE

`/sys/src/libmemdraw`

SEE ALSO

addpt(2), *color*(2), *draw*(2), *graphics*(2), *memlayer*(2), *stringsize*(2), *subfont*(2), *color*(6), *utf*(6)

BUGS

Memimagestring is unusual in using a subfont rather than a font, and in having no parameter to align the source.

NAME

memdraw, memlalloc, memldelete, memlexpose, memlfree, memlhide, memline, memlnorefresh, memload, memunload, memlorigin, memlsetrefresh, memltofront, memltofrontn, memltorear, memltorearn – windows of memory-resident images

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <draw.h>
#include <memdraw.h>
#include <memlayer.h>

typedef struct Memscreen Memscreen;
typedef struct Memlayer Memlayer;
typedef void (*Refreshfn)(Memimage*, Rectangle, void*);

struct Memscreen
{
   Memimage  *frontmost; /* frontmost layer on screen */
   Memimage  *rearmost;  /* rearmost layer on screen */
   Memimage  *image;     /* upon which all layers are drawn */
   Memimage  *fill;      /* if non-zero, picture to use when repainting */
};

struct Memlayer
{
   Rectangle screenr;    /* true position of layer on screen */
   Point     delta;      /* add delta to go from image coords to screen */
   Memscreen *screen;    /* screen this layer belongs to */
   Memimage  *front;     /* window in front of this one */
   Memimage  *rear;      /* window behind this one*/
   int       clear;      /* layer is fully visible */
   Memimage  *save;      /* save area for obscured parts */
   Refreshfn refreshfn;  /* fn to refresh obscured parts if save==nil */
   void      *refreshptr;/* argument to refreshfn */
};

Memimage* memlalloc(Memscreen *s, Rectangle r, Refreshfn fn, void *arg, ulong

void      memlnorefresh(Memimage *i, Rectangle r, void *arg)

int       memlsetrefresh(Memimage *i, Refreshfn fn, void *arg)

int       memldelete(Memimage *i)

int       memlfree(Memimage *i)

int       memlexpose(Memimage *i, Rectangle r)

int       memlhide(Memimage *i, Rectangle r)

void      memltofront(Memimage *i)

void      memltofrontn(Memimage**ia, int n)

void      memltorear(Memimage *i)

void      memltorearn(Memimage **ia , int n)

int       memlorigin(Memimage *i, Point log, Point phys)

void      memdraw(Image *dst, Rectangle r,
             Image *src, Point sp, Image *mask, Point mp)
int       memload(Memimage *i, Rectangle r,
          uchar *buf, int n, int iscompressed)

int       memunload(Memimage *i, Rectangle r,
          uchar *buf, int n)
```

DESCRIPTION

These functions build upon the *memdraw*(2) interface to maintain overlapping graphical windows on in-memory images. They are used by the kernel to implement the windows interface presented by *draw*(3) and *window*(2) and probably have little use outside of the kernel.

The basic function is to extend the definition of a `Memimage` (see *memdraw*(2)) to include overlapping windows defined by the `Memlayer` type. The first fields of the `Memlayer` structure are identical to those in `Memimage`, permitting a function that expects a `Memimage` to be passed a `Memlayer`, and vice versa. Both structures have a `save` field, which is nil in a `Memimage` and points to 'backing store' in a `Memlayer`. The layer routines accept `Memimages` or `Memlayers`; if the image is a `Memimage` the underlying `Memimage` routine is called; otherwise the layer routines recursively subdivide the geometry, reducing the operation into a smaller component that ultimately can be performed on a `Memimage`, either the display on which the window appears, or the backing store.

`Memlayers` are associated with a `Memscreen` that holds the data structures to maintain the windows and connects them to the associated `image`. The `fill` color is used to paint the background when a window is deleted. There is no function to establish a `Memscreen`; to create one, allocate the memory, zero `frontmost` and `rearmost`, set `fill` to a valid fill color or image, and set `image` to the `Memimage` (or `Memlayer`) on which the windows will be displayed.

Memlalloc allocates a `Memlayer` of size *r* on `Memscreen` *s*. If *col* is not `DNofill`, the new window will be initialized by painting it that color.

The refresh function *fn* and associated argument *arg* will be called by routines in the library to restore portions of the window uncovered due to another window being deleted or this window being pulled to the front of the stack. The function, when called, receives a pointer to the image (window) being refreshed, the rectangle that has been uncovered, and the *arg* recorded when the window was created. A couple of predefined functions provide built-in management methods: *memlnorefresh* does no backup at all, useful for making efficient temporary windows; while a *nil* function specifies that the backing store (`Memlayer.save`) will be used to keep the obscured data. Other functions may be provided by the client. *Memlsetrefresh* allows one to change the function associated with the window.

Memldelete deletes the window *i*, restoring the underlying display. *Memlfree* frees the data structures without unlinking the window from the associated `Memscreen` or doing any graphics.

Memlexpose restores rectangle *r* within the window, using the backing store or appropriate refresh method. *Memlhide* goes the other way, backing up *r* so that that portion of the screen may be modified without losing the data in this window.

Memltofront pulls *i* to the front of the stack of windows, making it fully visible. *Memltofrontn* pulls the *n* windows in the array *ia* to the front as a group, leaving their internal order unaffected. *Memltorear* and *memltorearn* push the windows to the rear.

Memlorigin changes the coordinate systems associated with the window *i*. The points *log* and *phys* represent the upper left corner (`min`) of the window's internal coordinate system and its physical location on the screen. Changing *log* changes the interpretation of coordinates within the window; for example, setting it to (0, 0) makes the upper left corner of the window appear to be the origin of the coordinate system, regardless of its position on the screen. Changing *phys* changes the physical location of the window on the screen. When a window is created, its logical and physical coordinates are the same, so

```
memlorigin(i, i->r.min, i->r.min)
```

would be a no-op.

Memdraw and *memline* are implemented in the layer library but provide the main entry points for drawing on memory-resident windows. They have the signatures of *memimagedraw* and *memimageline* (see *memdraw*(2)) but accept `Memlayer` or `Memimage` arguments both.

Memload and *memunload* are similarly layer-savvy versions of *loadmemimage* and *unloadmemimage*. The *iscompressed* flag to *memload* specifies whether the *n* bytes of data in *buf* are in compressed image format (see *image*(6)).

SOURCE

`/sys/src/libmemlayer`

SEE ALSO

graphics(2), *memdraw*(2), *stringsize*(2), *window*(2), *draw*(3)

NAME

memccpy, memchr, memcmp, memcpy, memmove, memset – memory operations

SYNOPSIS

```
#include <u.h>
#include <libc.h>

void* memccpy(void *s1, void *s2, int c, long n)

void* memchr(void *s, int c, long n)

int   memcmp(void *s1, void *s2, long n)

void* memcpy(void *s1, void *s2, long n)

void* memmove(void *s1, void *s2, long n)

void* memset(void *s, int c, long n)
```

DESCRIPTION

These functions operate efficiently on memory areas (arrays of bytes bounded by a count, not terminated by a zero byte). They do not check for the overflow of any receiving memory area.

Memccpy copies bytes from memory area *s2* into *s1*, stopping after the first occurrence of byte *c* has been copied, or after *n* bytes have been copied, whichever comes first. It returns a pointer to the byte after the copy of *c* in *s1*, or zero if *c* was not found in the first *n* bytes of *s2*.

Memchr returns a pointer to the first occurrence of byte *c* in the first *n* bytes of memory area *s,* or zero if *c* does not occur.

Memcmp compares its arguments, looking at the first *n* bytes only, and returns an integer less than, equal to, or greater than 0, according as *s1* is lexicographically less than, equal to, or greater than *s2*. The comparison is bytewise unsigned.

Memcpy copies *n* bytes from memory area *s2* to *s1*. It returns *s1*.

Memmove works like *memcpy*, except that it is guaranteed to work if *s1* and *s2* overlap.

Memset sets the first *n* bytes in memory area *s* to the value of byte *c*. It returns *s*.

SOURCE

All these routines have portable C implementations in `/sys/src/libc/port`. Most also have machine-dependent assembly language implementations in `/sys/src/libc/$objtype`.

SEE ALSO

strcat(2)

BUGS

ANSI C does not require *memcpy* to handle overlapping source and destination; on Plan 9, it does, so *memmove* and *memcpy* behave identically.

If *memcpy* and *memmove* are handed a negative count, they abort.

NAME

mktemp – make a unique file name

SYNOPSIS

```
#include <u.h>
#include <libc.h>

char* mktemp(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 eleven trailing Xs. The Xs are replaced by a letter followed by the current process id. Letters from a to z are tried until a name that can be accessed (see *access*(2)) is generated. If no such name can be generated, *mktemp* returns "/" .

SOURCE

`/sys/src/libc/port/mktemp.c`

SEE ALSO

getpid(2), *access*(2)

NAME

initmouse, readmouse, closemouse, moveto, cursorswitch, getrect, drawgetrect, menuhit, setcursor – mouse control

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <draw.h>
#include <thread.h>
#include <mouse.h>
#include <cursor.h>

Mousectl  *initmouse(char *file, Image *i)

int       readmouse(Mousectl *mc)

int       atomouse();

void      closemouse(Mousectl *mc)

void      moveto(Mousectl *mc, Point pt)

void      setcursor(Mousectl *mc, Cursor *c)

Rectangle getrect(int but, Mousectl *mc)

void      drawgetrect(Rectangle r, int up)

int       menuhit(int but, Mousectl *mc, Menu *menu, Screen *scr)
```

DESCRIPTION

These functions access and control a mouse in a multi-threaded environment. They use the message-passing `Channel` interface in the threads library (see *thread*(2)); programs that wish a more event-driven, single-threaded approach should use *event*(2).

The state of the mouse is recorded in a structure, `Mouse`, defined in `<mouse.h>`:

```
typedef struct Mouse Mouse;
struct Mouse
{
    int       buttons;   /* bit array: LMR=124 */
    Point     xy;
    ulong     msec;
};
```

The `Point xy` records the position of the cursor, `buttons` the state of the buttons (three bits representing, from bit 0 up, the buttons from left to right, 0 if the button is released, 1 if it is pressed), and `msec`, a millisecond time stamp.

The routine `initmouse` returns a structure through which one may access the mouse:

```
typedef struct Mousectl Mousectl;
struct Mousectl
{
    Mouse;
    Channel   *c;        /* chan(Mouse)[16] */
    Channel   *resizec;  /* chan(int)[2] */

    char      *file;
    int       mfd;       /* to mouse file */
    int       cfd;       /* to cursor file */
    int       pid;       /* of slave proc */
    Image*    image;     /* of associated window/display */
};
```

The arguments to *initmouse* are a *file* naming the device file connected to the mouse and an *Image* (see *draw*(2)) on which the mouse will be visible. Typically the file is nil, which requests the default `/dev/mouse`; and the image is the window in which the program is running, held in the variable `screen` after a call to *initdraw*.

Once the `Mousectl` is set up, mouse motion will be reported by messages of type `Mouse` sent on the `Channel Mousectl.c`. Typically, a message will be sent every time a read of `/dev/mouse` succeeds, which is every time the state of the mouse changes.

When the window is resized, a message is sent on `Mousectl.resizec`. The actual value sent may be discarded; the receipt of the message tells the program that it should call `getwindow` (see *graphics*(2)) to reconnect to the window.

Readmouse updates the `Mouse` structure held in the `Mousectl`, blocking if the state has not changed since the last *readmouse* or message sent on the channel. It calls `flushimage` (see *graphics*(2)) before blocking, so any buffered graphics requests are displayed.

Closemouse closes the file descriptors associated with the mouse, kills the slave processes, and frees the `Mousectl` structure.

Moveto moves the mouse cursor on the display to the position specified by *pt*.

Setcursor sets the image of the cursor to that specified by *c*. If *c* is nil, the cursor is set to the default. The format of the cursor data is spelled out in `<cursor.h>` and described in *graphics*(2).

Getrect returns the dimensions of a rectangle swept by the user, using the mouse, in the manner *rio*(1) or *sam*(1) uses to create a new window. The *but* argument specifies which button the user must press to sweep the window; any other button press cancels the action. The returned rectangle is all zeros if the user cancels.

Getrect uses successive calls to *drawgetrect* to maintain the red rectangle showing the sweep-in-progress. The rectangle to be drawn is specified by *rc* and the *up* parameter says whether to draw (1) or erase (0) the rectangle.

Menuhit provides a simple menu mechanism. It uses a `Menu` structure defined in `<mouse.h>`:

```
typedef struct Menu Menu;
struct Menu
{
    char      **item;
    char      *(*gen)(int);
    int       lasthit;
};
```

Menuhit behaves the same as its namesake *emenuhit* described in *event*(2), with two exceptions. First, it uses a `Mousectl` to access the mouse rather than using the event interface; and second, it creates the menu as a true window on the `Screen` *scr* (see *window*(2)), permitting the menu to be displayed in parallel with other activities on the display. If *scr* is null, *menuhit* behaves like *emenuhit*, creating backing store for the menu, writing the menu directly on the display, and restoring the display when the menu is removed.

SOURCE

`/sys/src/libdraw`

SEE ALSO

graphics(2), *draw*(2), *event*(2), *keyboard*(2), *thread*(2).

NAME

mpsetminbits, mpnew, mpfree, mpbits, mpnorm, mpcopy, mpassign, mprand, strtomp, mpfmt,mptoa, betomp, mptobe, letomp, mptole, mptoui, uitomp, mptoi, itomp, uvtomp, mptouv, vtomp, mptov, mpdigdiv, mpadd, mpsub, mpleft, mpright, mpmul, mpexp, mpmod, mpdiv, mpcmp, mpextendedgcd, mpinvert, mpsignif, mplowbits0, mpvecdigmuladd, mpvecdigmulsub, mpvecadd, mpvecsub, mpveccmp, mpvecmul, mpmagcmp, mpmagadd, mpmagsub, crtpre, crtin, crtout, crtprefree, crtresfree – extended precision arithmetic

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <mp.h>

mpint*    mpnew(int n)

void mpfree(mpint *b)

void mpsetminbits(int n)

void mpbits(mpint *b, int n)

void mpnorm(mpint *b)

mpint*    mpcopy(mpint *b)

void mpassign(mpint *old, mpint *new)

mpint*    mprand(int bits, void (*gen)(uchar*, int), mpint *b)

mpint*    strtomp(char *buf, char **rptr, int base, mpint *b)

char*     mptoa(mpint *b, int base, char *buf, int blen)

int  mpfmt(Fmt*)

mpint*    betomp(uchar *buf, uint blen, mpint *b)

int  mptobe(mpint *b, uchar *buf, uint blen, uchar **bufp)

mpint*    letomp(uchar *buf, uint blen, mpint *b)

int  mptole(mpint *b, uchar *buf, uint blen, uchar **bufp)

uint mptoui(mpint*)

mpint*    uitomp(uint, mpint*)

int  mptoi(mpint*)

mpint*    itomp(int, mpint*)

mpint*    vtomp(vlong, mpint*)

vlong     mptov(mpint*)

mpint*    uvtomp(uvlong, mpint*)

uvlong    mptouv(mpint*)

void mpadd(mpint *b1, mpint *b2, mpint *sum)

void mpmagadd(mpint *b1, mpint *b2, mpint *sum)

void mpsub(mpint *b1, mpint *b2, mpint *diff)

void mpmagsub(mpint *b1, mpint *b2, mpint *diff)

void mpleft(mpint *b, int shift, mpint *res)

void mpright(mpint *b, int shift, mpint *res)

void mpmul(mpint *b1, mpint *b2, mpint *prod)

void mpexp(mpint *b, mpint *e, mpint *m, mpint *res)

void mpmod(mpint *b, mpint *m, mpint *remainder)
```

```
void mpdiv(mpint *dividend, mpint *divisor,  mpint *quotient, mpint
*remainder)
int  mpcmp(mpint *b1, mpint *b2)
int  mpmagcmp(mpint *b1, mpint *b2)
void mpextendedgcd(mpint *a, mpint *b, mpint *d, mpint *x, mpint
*y)
void mpinvert(mpint *b, mpint *m, mpint *res)
int  mpsignif(mpint *b)
int  mplowbits0(mpint *b)
void mpdigdiv(mpdigit  *dividend,  mpdigit  divisor,  mpdigit  *quo-
tient)
void mpvecadd(mpdigit *a, int alen, mpdigit *b, int blen, mpdigit
*sum)
void mpvecsub(mpdigit *a, int alen, mpdigit *b, int blen, mpdigit
*diff)
void mpvecdigmuladd(mpdigit *b, int n, mpdigit m, mpdigit *p)
int  mpvecdigmulsub(mpdigit *b, int n, mpdigit m, mpdigit *p)
void mpvecmul(mpdigit *a, int alen, mpdigit *b, int blen, mpdigit
*p)
int  mpveccmp(mpdigit *a, int alen, mpdigit *b, int blen)
CRTpre*   crtpre(int nfactors, mpint **factors)
CRTres*   crtin(CRTpre *crt, mpint *x)
void crtout(CRTpre *crt, CRTres *r, mpint *x)
void crtprefree(CRTpre *cre)
void crtresfree(CRTres *res)
mpint     *mpzero, *mpone, *mptwo
```

DESCRIPTION

These routines perform extended precision integer arithmetic. The basic type is `mpint`, which points to an array of `mpdigits`, stored in little-endian order:

```
typedef struct mpint mpint;
struct mpint
{
     int  sign;   /* +1 or -1 */
     int  size;   /* allocated digits */
     int  top;    /* significant digits */
     mpdigit   *p;
     char flags;
};
```

The sign of 0 is +1.

The size of `mpdigit` is architecture-dependent and defined in `/$cputype/include/u.h`. `Mpints` are dynamically allocated and must be explicitly freed. Operations grow the array of digits as needed.

In general, the result parameters are last in the argument list.

Routines that return an `mpint` will allocate the `mpint` if the result parameter is `nil`. This includes *strtomp*, *itomp*, *uitomp*, and *btomp*. These functions, in addition to *mpnew* and *mpcopy*, will return `nil` if the allocation fails.

Input and result parameters may point to the same `mpint`. The routines check and copy where necessary.

Mpnew creates an `mpint` with an initial allocation of *n* bits. If *n* is zero, the allocation will be whatever was specified in the last call to *mpsetminbits* or to the initial value, 1056. *Mpfree* frees an `mpint`. *Mpbits* grows the allocation of *b* to fit at least *n* bits. If `b−>top` doesn't cover *n* bits it increases it to do so. Unless you are writing new basic operations, you can restrict yourself to `mpnew(0)` and `mpfree(b)`.

Mpnorm normalizes the representation by trimming any high order zero digits. All routines except `mpbits` return normalized results.

Mpcopy creates a new `mpint` with the same value as *b* while *mpassign* sets the value of *new* to be that of *old*.

Mprand creates an *n* bit random number using the generator *gen*. *Gen* takes a pointer to a string of uchar's and the number to fill in.

Strtomp and *mptoa* convert between ASCII and `mpint` representations using the base indicated. Only the bases 10, 16, 32, and 64 are supported. Anything else defaults to 16. *Strtomp* skips any leading spaces or tabs. *Strtomp*'s scan stops when encountering a digit not valid in the base. If *rptr* is not zero, **rptr* is set to point to the character immediately after the string converted. If the parse pterminates before any digits are found, *strtomp* return `nil`. *Mptoa* returns a pointer to the filled buffer. If the parameter *buf* is `nil`, the buffer is allocated. *Mpfmt* can be used with *fmtinstall*(2) and *print*(2) to print hexadecimal representations of `mpints`.

Mptobe and *mptole* convert an *mpint* to a byte array. The former creates a big endian representation, the latter a little endian one. If the destination *buf* is not `nil`, it specifies the buffer of length *blen* for the result. If the representation is less than *blen* bytes, the rest of the buffer is zero filled. If *buf* is `nil`, then a buffer is allocated and a pointer to it is deposited in the location pointed to by *bufp*.

Betomp, and *letomp* convert from a big or little endian byte array at *buf* of length *blen* to an *mpint*. If *b* is not *nil*, it refers to a preallocated *mpint* for the result. If *b* is `nil`, a new integer is allocated and returned as the result.

The integer conversions are:

mptoui	`mpint->unsigned int`
uitomp	`unsigned int->mpint`
mptoi	`mpint->int`
itomp	`int->mpint`
mptouv	`mpint->unsigned vlong`
uvtomp	`unsigned vlong->mpint`
mptov	`mpint->vlong`
vtomp	`vlong->mpint`

When converting to the base integer types, if the integer is too large, the largest integer of the appropriate sign and size is returned.

The mathematical functions are:

mpadd	`sum = b1 + b2.`
mpmagadd	`sum = abs(b1) + abs(b2).`
mpsub	`diff = b1 − b2.`
mpmagsub	`diff = abs(b1) − abs(b2).`
mpleft	`res = b<<shift.`
mpright	`res = b>>shift.`
mpmul	`prod = b1*b2.`
mpexp	if *m* is nil, `res = b**e`. Otherwise, `res = b**e mod m.`
mpmod	`remainder = b % m.`
mpdiv	`quotient = dividend/divisor. remainder = dividend % divisor.`
mpcmp	returns -1, 0, or +1 as *b1* is less than, equal to, or greater than *b2*.
mpmagcmp	the same as *mpcmp* but ignores the sign and just compares magnitudes.

Mpextendedgcd computes the greatest common denominator, *d*, of *a* and *b*. It also computes *x* and *y* such that `a*x + b*y = d`.

Mpinverse computes the multiplicative inverse of *b* mod *m*.

Mpsignif returns the bit offset of the left most 1 bit in *b*. *Mplowbits0* returns the bit offset of the right most 1 bit. For example, for 0x14, *mpsignif* would return 4 and *mplowbits0* would return 2.

The remaining routines all work on arrays of `mpdigit` rather than `mpint`'s. They are the basis of all the other routines. They are separated out to allow them to be rewritten in assembler for each architecture. There is also a portable C version for each one.

mpdigdiv	`quotient = dividend[0:1] / divisor`.
mpvecadd	`sum[0:alen] = a[0:alen-1] + b[0:blen-1]`. We assume alen >= blen and that sum has room for alen+1 digits.
mpvecsub	`diff[0:alen-1] = a[0:alen-1] - b[0:blen-1]`. We assume that alen >= blen and that diff has room for alen digits.
mpvecdigmuladd	`p[0:n] += m * b[0:n-1]`. This multiplies a an array of digits times a scalar and adds it to another array. We assume p has room for n+1 digits.
mpvecdigmulsub	`p[0:n] -= m * b[0:n-1]`. This multiplies a an array of digits times a scalar and subtracts it fromo another array. We assume p has room for n+1 digits. It returns +1 is the result is positive and -1 if negative.
mpvecmul	`p[0:alen*blen] = a[0:alen-1] * b[0:blen-1]`. We assume that p has room for alen*blen+1 digits.
mpveccmp	This returns -1, 0, or +1 as a - b is negative, 0, or positive.

mptwo, *mpone* and *mpzero* are the constants 2, 1 and 0. These cannot be freed.

Chinese remainder theorem

When computing in a non-prime modulus, *n,* it is possible to perform the computations on the residues modulo the prime factors of *n* instead. Since these numbers are smaller, multiplication and exponentiation can be much faster.

Crtin computes the residues of *x* and returns them in a newly allocated structure:

```
typedef struct CRTres    CRTres;
{
     int  n;   // number of residues
     mpint     *r[n];    // residues
};
```

Crtout takes a residue representation of a number and converts it back into the number. It also frees the residue structure.

Crepre saves a copy of the factors and precomputes the constants necessary for converting the residue form back into a number modulo the product of the factors. It returns a newly allocated structure containing values.

Crtprefree and *crtresfree* free *CRTpre* and *CRTres* structures respectively.

SOURCE

`/sys/src/libmp`

NAME

muldiv, umuldiv – high-precision multiplication and division

SYNOPSIS

```
#include <u.h>
#include <libc.h>

long muldiv(long a, long b, long c)

ulong umuldiv(ulong a, ulong b, ulong c)
```

DESCRIPTION

Muldiv returns `a*b/c`, using a `vlong` to hold the intermediate result. *Umuldiv* is the equivalent for unsigned integers. They can be used to scale integer values without worry about overflowing the intermediate result.

On some architectures, these routines can generate a trap if the final result does not fit in a `long` or `ulong`; on others they will silently truncate.

NAME

NaN, Inf, isNaN, isInf – not-a-number and infinity functions

SYNOPSIS

```
#include <u.h>
#include <libc.h>

double NaN(void)

double Inf(int)

int    isNaN(double)

int    isInf(double, int)
```

DESCRIPTION

The IEEE floating point standard defines values called 'not-a-number' and positive and negative 'infinity'. These values can be produced by such things as overflow and division by zero. Also, the library functions sometimes return them when the arguments are not in the domain, or the result is out of range.

NaN returns a double that is not-a-number. *IsNaN* returns true if its argument is not-a-number.

Inf(*i*) returns positive infinity if *i* is greater than or equal to zero, else negative infinity. *IsInf* returns true if its first argument is infinity with the same sign as the second argument.

SOURCE

```
/sys/src/libc/port/nan.c
```

NAME

ndbopen, ndbcat, ndbclose, ndbreopen, ndbsearch, ndbsnext, ndbgetval, ndbfree, ipattr, ndbipinfo, csipinfo, ndbhash, ndbparse, csgetval, ndblookval, dnsquery – network database

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <bio.h>
#include <ndb.h>

Ndb*        ndbopen(char *file)

Ndb*        ndbcat(Ndb *db1, Ndb *db2)

int         ndbreopen(Ndb *db)

void        ndbclose(Ndb *db)

Ndbtuple*   ndbsearch(Ndb *db, Ndbs *s, char *attr, char *val)

Ndbtuple*   ndbsnext(Ndbs *s, char *attr, char *val)

Ndbtuple*   ndbgetval(Ndb *db, Ndbs *s, char *attr, char *val,
            char *rattr, char *buf)

Ndbtuple*   csgetval(char *netroot, char *attr, char *val, char
*rattr, char *buf)

void        ndbfree(Ndbtuple *db)

char*       ipattr(char *name)

Ndbtuple*   ndbipinfo(Ndb *db, char *attr, char *val, char **attrs,
            int nattr)

Ndbtuple*   csipinfo(char *netroot, char *attr, char *val, char
**attrs,
            int nattr)

ulong       ndbhash(char *val, int hlen)

Ndbtuple*   ndbparse(Ndb *db)

Ndbtuple*   dnsquery(char *netroot, char *domainname, char *type)

Ndbtuple*   ndblookval(Ndbtuple *entry, Ndbtuple *line, char *attr,
char *to)
```

DESCRIPTION

These routines are used by network administrative programs to search the network database. They operate on the database files described in *ndb*(6).

Ndbopen opens the database *file* and calls *malloc*(2) to allocate a buffer for it. If *file* is zero, all network database files are opened.

Ndbcat concatenates two open databases. Either argument may be nil.

Ndbreopen checks if the database files associated with *db* have changed and if so throws out any cached information and reopens the files.

Ndbclose closes any database files associated with *db* and frees all storage associated with them.

Ndbsearch and *ndbsnext* search a database for an entry containing the attribute/value pair, *attr*=*val*. *Ndbsearch* is used to find the first match and *ndbsnext* is used to find each successive match. On a successful search both return a linked list of *Ndbtuple* structures acquired by *malloc*(2) that represent the attribute/value pairs in the entry. On failure they return zero.

```
typedef struct Ndbtuple Ndbtuple;
struct Ndbtuple {
        char      attr[Ndbalen];
        char      val[Ndbvlen];
        Ndbtuple  *entry;
```

```
		Ndbtuple  *line;
		ulong     ptr;    /* for the application; starts 0 */
	};
```

The *entry* pointers chain together all pairs in the entry in a null-terminated list. The *line* pointers chain together all pairs on the same line in a circular list. Thus, a program can implement 2 levels of binding for pairs in an entry. In general, pairs on the same line are bound tighter than pairs on different lines.

The argument *s* of *ndbsearch* has type *Ndbs* and should be pointed to valid storage before calling *ndbsearch*, which will fill it with information used by *ndbsnext* to link successive searches. The structure *Ndbs* looks like:

```
	typedef struct Ndbs Ndbs;
	struct Ndbs {
		Ndb      *db;   /* data base file being searched */
		...
		Ndbtuple *t;    /* last attribute value pair found */
	};
```

The *t* field points to the pair within the entry matched by the *ndbsearch* or *ndbsnext*.

Ndbgetval searches the database for an entry containing not only an attribute/value pair, *attr*=*val*, but also a pair with the attribute *rattr*. If successful, it copies the value associated with *rattr* into *buf*. *Buf* must point to an area at least *Ndbvlen* long. *Csgetval* is like *ndbgetval* but queries the connection server instead of looking directly at the database. It's first argument specifies the network root to use. If the argument is 0, it defaults to `"/net"`.

Ndbfree frees a list of tuples returned by one of the other routines.

Ipattr takes the name of an IP system and returns the attribute it corresponds to:

`dom` domain name

`ip` Internet number

`sys` system name

Ndbipinfo looks up Internet protocol information about a system. This is an IP aware search. It looks first for information in the system's database entry and then in the database entries for any IP subnets or networks containing the system. The system is identified by the attribute/value pair, *attr*=*val*. *Ndbipinfo* returns a list of tuples whose attributes match the attributes in the *n* element array *attrs*. For example, consider the following database entries describing a network, a subnetwork, and a system.

```
ipnet=big ip=10.0.0.0 ipsubmask=255.255.255.0
           dns=dns.big.com
           smtp=smtp.big.com
ipnet=dept ip=10.1.1.0 ipmask=255.255.255.0
           smtp=smtp1.big.com
ip=10.1.1.4 dom=x.big.com
           bootf=/386/9pc
```

Calling

```
   ndbipinfo(db, "dom", "x.big.com", ["bootf" "smtp" "dns"], 3)
```

will return the tuples `bootf=/386/9pc`, `smtp=smtp1.big.com`, and `dns=dns.big.com`.

Csipinfo is to *ndbipinfo* as *csgetval* is to *ndbgetval*.

The last three calls are used by programs that create the hash tables and database files. *Ndbhash* computes a hash offset into a table of length *hlen* for the string *val*. *Ndbparse* reads and parses the next entry from the database file. Multiple calls to *ndbparse* parse sequential entries in the database file. A zero is returned at end of file.

Dnsquery submits a query about *domainname* to the *ndb/dns* mounted at *netroot*/`dns`. It returns a linked list of *Ndbtuple's* representing a single database entry. The tuples are logicly arranged into lines using the `line` fieldin the structure. The possible *type*'s of query are and the attributes on each returned tuple line is:

`ip` find the IP addresses. Returns domain name (*dom*) and ip address (*ip*)

`mx` look up the mail exchangers. Returns preference (*pref*) and exchanger (*mx*)

`ptr` do a reverse query. Here *domainname* must be an ASCII IP address. Returns reverse name (*ptr*) and domain name (*dom*)

`cname`
get the system that this name is a nickname for. Returns the nickname (*dom*) and the real name (*cname*)

`soa` return the start of area record for this field. Returns area name (*dom*), primary name server (*ns*), serial number (*serial*), refresh time in seconds (*refresh*), retry time in seconds (*retry*), expiration time in seconds (*expire*), and minimum time to lie (*ttl*).

`ns` name servers. Returns domain name (*dom*) and name server (*ns*)

Ndblookval searches *entry* for the tuple with attribute *attr*, copies the value into *to*, and returns a pointer to the tuple. If *line* points to a particular line in the entry, the search starts there and then wraps around to the beginning of the entry.

FILES

`/lib/ndb` directory of network database files

SOURCE

`/sys/src/libndb`

SEE ALSO

ndb(6) *ndb*(8)

DIAGNOSTICS

These routines set *errstr*.

NAME

notify, noted, atnotify – handle asynchronous process notification

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int notify(void (*f)(void*, char*))

int noted(int v)

int atnotify(int (*f)(void*, char*), int in)
```

DESCRIPTION

When a process raises an exceptional condition such as dividing by zero or writing on a closed pipe, a *note* is posted to communicate the exception. A note may also be posted by a *write* (see *read*(2)) to the process's `/proc/`*n*`/note` file or to the `/proc/`*m*`/notepg` file of a process in the same process group (see *proc*(3)). When the note is received the behavior of the process depends on the origin of the note. If the note was posted by an external process, the process receiving the note exits; if generated by the system the note string, preceded by the name and id of the process and the string `"suicide: "`, is printed on the process's standard error file and the process is suspended in the `Broken` state for debugging.

These default actions may be overridden. The *notify* function registers a *notification handler* to be called within the process when a note is received. The argument to *notify* replaces the previous handler, if any. An argument of zero cancels a previous handler, restoring the default action. A *fork*(2) system call leaves the handler registered in both the parent and the child; *exec*(2) restores the default behavior.

After a note is posted, the handler is called with two arguments: the first is a pointer to a `Ureg` structure (defined in `/$objtype/include/ureg.h`) giving the current values of registers; the second is a pointer to the note itself, a null-terminated string with no more than ERRLEN characters in it including the terminal NUL. The `Ureg` argument is usually not needed; it is provided to help recover from traps such as floating point exceptions. Its use and layout are machine- and system-specific.

A notification handler must finish either by exiting the program or by calling *noted*; if the handler returns the behavior is undefined and probably erroneous. Until the program calls *noted*, any further externally-generated notes (e.g., `hangup` or `alarm`) will be held off, and any further notes generated by erroneous behavior by the program (such as divide by zero) will kill the program. The argument to *noted* defines the action to take: NDFLT instructs the system to perform the default action as if the handler had never been registered; NCONT instructs the system to resume the process at the point it was notified. In neither case does *noted* return to the handler. If the note interrupted an incomplete system call, that call returns an error (with error string `interrupted`) after the process resumes. A notification handler can also jump out to an environment set up with *setjmp* using the *notejmp* function (see *setjmp*(2)), which is implemented by modifying the saved state and calling `noted(NCONT)`.

Regardless of the origin of the note or the presence of a handler, if the process is being debugged (see *proc*(3)) the arrival of a note puts the process in the `Stopped` state and awakens the debugger.

Rather than using the system calls *notify* and *noted*, most programs should use *atnotify* to register notification handlers. The parameter *in* is non-zero to register the function *f*, and zero to cancel registration. A handler must return a non-zero number if the note was recognized (and resolved); otherwise it must return zero. When the system posts a note to the process, each handler registered with *atnotify* is called with arguments as described above until one of the handlers returns non-zero. Then *noted* is called with argument NCONT. If no registered function returns non-zero, *atnotify* calls *noted* with argument NDFLT.

Noted has two other possible values for its argument. NSAVE returns from the handler and clears the note, enabling the receipt of another, but does not return to the program. Instead it starts a new handler with the same stack, stack pointer, and arguments as the original, at the address recorded in the program counter of the `Ureg` structure. Typically, the program counter will be overridden by the first note handler to be the address of a separate function; NSAVE is then a 'trampoline' to that handler. That handler may executed `noted(NRSTR)` to return to the original program, usually after restoring the original program counter. NRSTR is identical to NCONT except that it can only be executed after an NSAVE. NSAVE and NRSTR are designed to improve the emulation of signals by the ANSI C/POSIX environment; their use elsewhere is discouraged.

The set of notes a process may receive is system-dependent, but there is a common set that includes:

Note	*Meaning*
`interrupt`	user interrupt (DEL key)
`hangup`	I/O connection closed
`alarm`	alarm expired
`sys: breakpoint`	breakpoint instruction
`sys: bad address`	system call address argument out of range
`sys: odd address`	system call address argument unaligned
`sys: bad sys call`	system call number out of range
`sys: odd stack`	system call user stack unaligned
`sys: write on closed pipe`	write on closed pipe
`sys: fp:` *fptrap*	floating point exception
`sys: trap:` *trap*	other exception (see below)

The notes prefixed `sys:` are generated by the operating system. They are suffixed by the user program counter in format `pc=0x1234`. If the note is due to a floating point exception, just before the `pc` is the address of the offending instruction in format `fppc=0x1234`. Notes are limited to ERRLEN bytes; if they would be longer they are truncated but the `pc` is always reported correctly.

The types and syntax of the *trap* and *fptrap* portions of the notes are machine-dependent.

SOURCE

`/sys/src/libc/9syscall`
`/sys/src/libc/port/atnotify.c`

SEE ALSO

intro(2), *notejmp* in *setjmp*(2)

BUGS

Since *exec*(2) discards the notification handler, there is a window of vulnerability to notes in a new process.

NAME

objtype, readobj, objtraverse, isar, nextar, readar – object file interpretation functions

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <bio.h>
#include <mach.h>

int  objtype(Biobuf *bp, char **name)

int  readobj(Biobuf *bp, int objtype)

void  objtraverse(void(*)(Sym*, void*), void*)

int isar(Biobuf *bp)

int nextar(Biobuf *bp, int offset, char *buf)

int readar(Biobuf *bp, int objtype, int end)
```

DESCRIPTION

These functions provide machine-independent access to object files in a directory or an archive. *Mach*(2) and *symbol*(2) describe additional library functions for interpreting executable files and executing images.

Object files contain no formal symbol table; instead, references to symbols must be extracted from the encoded object representation and resolved. The resulting symbol information is loaded into a dummy symbol table where it is available for processing by an application. The organization of the dummy symbol table is identical to that produced by the loader and described in *symbol*(2) and *a.out*(6): a vector of `Sym` data structures defining the name, type and relative offset of each symbol.

Objtype reads the header at the current position of the file associated with *bp* (see *Bio*(2)) to see if it is an intermediate object file. If it is, a code indicating the architecture type of the file is returned and the second argument, if it is non-zero, is set pointing to a string describing the type of the file. If the header does not indicate an object file, -1 is returned. The header may be at the start of an object file or at the beginning of an archive member. The file is rewound to its starting position after decoding the header.

Readobj constructs a symbol table for the object file associated with *bp*. The second argument contains the type code produced by function *objtype*. The file must be positioned at the start of the object file. Each invocation of *readobj* destroys the symbol definitions for any previous file.

Objtraverse scans the symbol table previously built by *readobj* or *readar*. *Objtraverse* requires two arguments: the address of a call-back function and a generic pointer. The call-back function is invoked once for each symbol in the symbol table with the address of a *Sym* data structure as the first argument and the generic pointer as the second.

Isar reads the header at the current point in the file associated with *bp* and returns 1 if it is an archive or zero otherwise. The file is positioned at the end of the archive header and at the beginning of the first member of the archive.

Nextar extracts information describing the archive member stored at *offset* in the file associated with *bp*. If the header describing the member can be extracted and decoded, the size of the member is returned. Adding this value to *offset* yields the offset of the beginning of the next member in the archive. On return the input file is positioned at the end of the member header and the name of the member is stored in *buf*, a buffer of SARNAME characters. If there are no more members, *nextar* returns zero; a negative return indicates a missing or malformed header.

Readar constructs the symbol table of the object file stored at the current position in the archive associated with *bp*. This function operates exactly as *readobj*; the only difference is the extra argument, *end*, specifying the offset to the beginning of the next member in the archive. *Readar* leaves the file positioned at that point.

SOURCE

`/sys/src/libmach`

SEE ALSO

mach(2), *symbol*(2), *bio*(2), *a.out*(6)

DIAGNOSTICS

These routines set *errstr*.

NAME

open, create, close – open a file for reading or writing, create file

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int open(char *file, int omode)

int create(char *file, int omode, ulong perm)

int close(int fd)
```

DESCRIPTION

Open opens the *file* for I/O and returns an associated file descriptor. *Omode* is one of OREAD, OWRITE, ORDWR, or OEXEC, asking for permission to read, write, read and write, or execute, respectively. In addition, there are three values that can be ORed with the *omode*: OTRUNC says to truncate the file to zero length before opening it; OCEXEC says to close the file when an *exec*(2) or *execl* system call is made; and ORCLOSE says to remove the file when it is closed (by everyone who has a copy of the file descriptor). *Open* fails if the file does not exist or the user does not have permission to open it for the requested purpose (see *stat*(2) for a description of permissions). The user must have write permission on the *file* if the OTRUNC bit is set. For the *open* system call (unlike the implicit *open* in *exec*(2)), OEXEC is actually identical to OREAD.

Create creates a new *file* or prepares to rewrite an existing *file*, opens it according to *omode* (as described for *open*), and returns an associated file descriptor. If the file is new, the owner is set to the userid of the creating process group; the group to that of the containing directory; the permissions to *perm* ANDed with the permissions of the containing directory. If the file already exists, it is truncated to 0 length, and the permissions, owner, and group remain unchanged. The created file is a directory if the DMDIR bit is set in *perm*, an exclusive-use file if the DMEXCL bit is set, and an append-only file if the DMAPPEND bit is set. Exclusive-use files may be open for I/O by only one client at a time, but the file descriptor may become invalid if no I/O is done for an extended period; see *open*(5).

Create fails if the path up to the last element of *file* cannot be evaluated, if the user doesn't have write permission in the final directory, if the file already exists and does not permit the access defined by *omode*, of if there there are no free file descriptors. In the last case, the file may be created even when an error is returned. If the file is new and the directory in which it is created is a union directory (see *intro*(2)) then the constituent directory where the file is created depends on the structure of the union: see *bind*(2).

Since *create* may succeed even if the file exists, a special mechanism is necessary for those applications that require an atomic create operation. If the OEXCL (`0x1000`) bit is set in the *mode* for a *create,* the call succeeds only if the file does not already exist; see *open*(5) for details.

Close closes the file associated with a file descriptor. Provided the file descriptor is a valid open descriptor, *close* is guaranteed to close it; there will be no error. Files are closed automatically upon termination of a process; *close* allows the file descriptor to be reused.

SOURCE

`/sys/src/libc/9syscall`

SEE ALSO

intro(2), *bind*(2), *stat*(2)

DIAGNOSTICS

These functions set *errstr*.

NAME

perror, syslog, sysfatal – system error messages

SYNOPSIS

```
#include <u.h>
#include <libc.h>

void perror(char *s)

void syslog(int cons, char *logname, char *fmt, ...)

void sysfatal(char *fmt, ...)
```

DESCRIPTION

Perror produces a short error message on the standard error file describing the last error encountered during a call to the system. First the argument string *s* is printed, then a colon, then the message and a newline. If *s* is nil, only the error message and newline are printed.

Syslog logs messages in the file named by *logname* in the directory `/sys/log`; the file must already exist and should be append-only. *Logname* must contain no slashes. The message is a line with several fields: the name of the machine writing the message; the date and time; the message specified by the *print*(2) format *fmt* and any following arguments; and a final newline. If *cons* is set or the log file cannot be opened, the message is also printed on the system console. *Syslog* can be used safely in multi-threaded programs.

Sysfatal prints to standard error the name of the running program, a colon and a space, the message described by the *print*(2) format string *fmt* and subsequent arguments, and a newline. It then calls *exits*(2) with the formatted message as argument. The program's name is the value of `argv0`, which will be set if the program uses the *arg*(2) interface to process its arguments. If `argv0` is null, it is ignored and the following colon and space are suppressed.

SOURCE

```
/sys/src/libc/port/perror.c
/sys/src/libc/9sys/syslog.c
/sys/src/libc/9sys/sysfatal.c
```

SEE ALSO

intro(2), *errstr*(2), the `%r` format in *print*(2)

BUGS

Perror is a holdover; the `%r` format in *print*(2) is preferred.

NAME

pipe – create an interprocess channel

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int pipe(int fd[2])
```

DESCRIPTION

Pipe creates a buffered channel for interprocess I/O communication. Two file descriptors are returned in *fd*. Data written to `fd[1]` is available for reading from `fd[0]` and data written to `fd[0]` is available for reading from `fd[1]`.

After the pipe has been established, cooperating processes created by subsequent *fork*(2) calls may pass data through the pipe with *read* and *write* calls. The bytes placed on a pipe by one *write* are contiguous even if many processes are writing. Write boundaries are preserved: each read terminates when the read buffer is full or after reading the last byte of a write, whichever comes first.

The number of bytes available to a *read*(2) is reported in the `Length` field returned by *fstat* or *dirfstat* on a pipe (see *stat*(2)).

When all the data has been read from a pipe and the writer has closed the pipe or exited, *read*(2) will return 0 bytes. Writes to a pipe with no reader will generate a note `sys: write on closed pipe`.

SOURCE

`/sys/src/libc/9syscall`

SEE ALSO

intro(2), *read*(2), *pipe*(3)

DIAGNOSTICS

Sets *errstr*.

BUGS

If a read or a write of a pipe is interrupted, some unknown number of bytes may have been transferred.
When a read from a pipe returns 0 bytes, it usually means end of file but is indistinguishable from reading the result of an explicit write of zero bytes.

NAME

eplumb, plumbfree, plumbopen, plumbsend, plumbsendtext, plumblookup, plumbpack, plumbpackattr, plumbaddattr, plumbdelattr, plumbrecv, plumbunpack, plumbunpackpartial, plumbunpackattr, Plumbmsg – plumb messages

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <plumb.h>

int        plumbopen(char *port, int omode)

int        plumbsend(int fd, Plumbmsg *m)

int        plumbsendtext(int fd, char *src, char *dst, char *wdir,
char *data)

void       plumbfree(Plumbmsg *m)

Plumbmsg*  plumbrecv(int fd)

char*      plumbpack(Plumbmsg *m, int *np)

Plumbmsg*  plumbunpack(char *buf, int n)

Plumbmsg*  plumbunpackpartial(char *buf, int n, int *morep)

char*      plumbpackattr(Plumbattr *a)

Plumbattr* plumbunpackattr(char *a)

char*      plumblookup(Plumbattr *a, char *name)

Plumbattr* plumbaddattr(Plumbattr *a, Plumbattr *new)

Plumbattr* plumbdelattr(Plumbattra *a, char *name)

int        eplumb(int key, char *port)
```

DESCRIPTION

These routines manipulate *plumb*(6) messages, transmitting them, receiving them, and converting them between text and these data structures:

```
typedef
struct Plumbmsg
{
    char      *src;
    char      *dst;
    char      *wdir;
    char      *type;
    Plumbattr *attr;
    int       ndata;
    char      *data;
} Plumbmsg;

typedef
struct Plumbattr
{
    char      *name;
    char      *value;
    Plumbattr *next;
} Plumbattr;
```

Plumbopen opens the named plumb *port*, using *open*(2) mode *omode*. If *port* begins with a slash, it is taken as a literal file name; otherwise *plumbopen* searches for the location of the *plumber*(4) service and opens the port there.

For programs using the *event*(2) interface, *eplumb* registers, using the given *key*, receipt of messages from the named *port*.

Plumbsend formats and writes message *m* to the file descriptor *fd*, which will usually be the result of `plumbopen("send", OWRITE)`. *Plumbsendtext* is a simplified version for text-only messages; it assumes `type` is `text`, sets `attr` to nil, and sets `ndata` to `strlen(`*data*`)`.

Plumbfree frees all the data associated with the message *m*, all the components of which must therefore have been allocated with *malloc*(2).

Plumbrecv returns the next message available on the file descriptor *fd*, or nil for error.

Plumbpack encodes message *m* as a character string in the format of *plumb*(6), setting **np* to the length in bytes of the string. *Plumbunpack* does the inverse, translating the *n* bytes of *buf* into a `Plumbmsg`.

Plumbunpackpartial enables unpacking of messages that arrive in pieces. The first call to *plumbunpackpartial* for a given message must be sufficient to unpack the header; subsequent calls permit unpacking messages with long data sections. For each call, *buf* points to the beginning of the complete message received so far, and *n* reports the total number of bytes received for that message. If the message is complete, the return value will be as in *plumbunpack*. If not, and *morep* is not null, the return value will be `nil` and *morep will be set to the number of bytes remaining to be read for this message to be complete (recall that the byte count is in the header). Those bytes should be read by the caller, placed at location *buf*+*n*, and the message unpacked again. If an error is encountered, the return value will be `nil` and **morep* will be zero.

Plumbpackattr converts the list *a* of `Plumbattr` structures into a null-terminated string. If an attribute value contains white space, quote characters, or equal signs, the value will be quoted appropriately. A newline character will terminate processing. *Plumbunpackattr* converts the null-terminated string *a* back into a list of *Plumbattr* structures.

Plumblookup searches the `Plumbattr` list *a* for an attribute with the given *name* and returns the associated value. The returned string is the original value, not a copy. If the attribute has no value, the returned value will be the empty string; if the attribute does not occur in the list at all, the value will be nil.

Plumbaddattr appends the *new* `Plumbattr` (which may be a list) to the attribute list *a* and returns the new list. *Plumbattr* searches the list *a* for the first attribute with name *name* and deletes it from the list, returning the resulting list. *Plumbdelattr* is a no-op if no such attribute exists.

SOURCE

`/sys/src/libplumb`

SEE ALSO

plumb(1), *event*(2), *plumber*(4), *plumb*(6)

DIAGNOSTICS

When appropriate, including when a *plumbsend* fails, these routine set *errstr*.

NAME

poolalloc, poolfree, poolmsize, poolrealloc, poolcompact, poolcheck, poolblockcheck, pooldump – general memory management routines

SYNOPSIS

```
#include <u.h>

#include <libc.h>

#include <pool.h>

void*     poolalloc(Pool* pool, ulong size)

void poolfree(Pool* pool, void* ptr)

ulong     poolmsize(Pool* pool, void* ptr)

void*     poolrealloc(Pool* pool, void* ptr, ulong size)

void poolcompact(Pool* pool)

void poolcheck(Pool *pool)

void poolblockcheck(Pool *pool, void *ptr)

void pooldump(Pool *pool);
```

DESCRIPTION

These routines provide a general memory management facility. Memory is retrieved from a coarser allocator (e.g. *sbrk* or the kernel's *xalloc*) and then allocated to callers. The routines are locked and thus may safely be used in multiprocess programs.

Poolalloc attempts to allocate a block of size `size`; it returns a pointer to the block when successful and nil otherwise. The call `poolalloc(0)` returns a non-nil pointer. *Poolfree* returns an allocated block to the pool. It is an error to free a block more than once or to free a pointer not returned by *poolalloc*. The call `poolfree(nil)` is legal and is a no-op. *Poolrealloc* attempts to resize to `nsize` bytes the block associated with `ptr`, which must have been previously returned by *poolalloc* or *poolrealloc*. If the block's size can be adjusted, a (possibly different) pointer to the new block is returned. The contents up to the lesser of the old and new sizes are unchanged. After a successful call to *poolrealloc*, the return value should be used rather than `ptr` to access the block. If the request cannot be satisfied, *poolrealloc* returns nil, and the old pointer remains valid.

When blocks are allocated, there is often some extra space left at the end that would usually go unused. *Poolmsize* grows the block to encompass this extra space and returns the new size.

The *poolblockcheck* and *poolcheck* routines validate a single allocated block or the entire pool, respectively. They call `panic` (see below) if corruption is detected. *Pooldump* prints a summary line for every block in the pool, using the `print` function (see below).

The `Pool` structure itself provides much of the setup interface.

```
typedef struct Pool Pool;
struct Pool {
    char* name;
    ulong maxsize;      /* of entire Pool */
    ulong cursize;      /* of Pool */
    ulong curfree;      /* total free bytes in Pool */
    ulong curalloc;     /* total allocated bytes in Pool */
    ulong minarena;     /* smallest size of new arena */
    ulong quantum;      /* allocated blocks should be multiple of */
    ulong minblock;     /* smallest newly allocated block */
    int   flags;
    int   nfree;        /* number of calls to free */
    int   lastcompact;  /* nfree at time of last poolcompact */
    void* (*alloc)(ulong);
    int   (*merge)(void*, void*);
    void  (*move)(void* from, void* to);
```

```
        void  (*lock)(Pool*);
        void  (*unlock)(Pool*);
        void  (*print)(Pool*, char*, ...);
        void  (*panic)(Pool*, char*, ...);
        void  (*logstack)(Pool*);
        void* private;
    };
    enum {  /* flags */
        POOL_ANTAGONISM = 1<<0,
        POOL_PARANOIA   = 1<<1,
        POOL_VERBOSITY  = 1<<2,
        POOL_DEBUGGING  = 1<<3,
        POOL_LOGGING    = 1<<4,
        POOL_TOLERANCE  = 1<<5,
        POOL_NOREUSE    = 1<<6,
    };
```

The pool obtains arenas of memory to manage by calling the the given `alloc` routine. The total number of requested bytes will not exceed `maxsize`. Each allocation request will be for at least `minarena` bytes.

When a new arena is allocated, the pool routines try to merge it with the surrounding arenas, in an attempt to combat fragmentation. If `merge` is non-nil, it is called with the addresses of two blocks from `alloc` that the pool routines suspect might be adjacent. If they are not mergeable, `merge` must return zero. If they are mergeable, `merge` should merge them into one block in its own bookkeeping and return non-zero.

To ease fragmentation and make block reuse easier, the sizes requested of the pool routines are rounded up to a multiple of `quantum` before the carrying out requests. If, after rounding, the block size is still less than `minblock` bytes, `minblock` will be used as the block size.

Poolcompact defragments the pool, moving blocks in order to aggregate the free space. Each time it moves a block, it notifies the `move` routine that the contents have moved. At the time that `move` is called, the contents have already moved, so `from` should never be dereferenced. If no `move` routine is supplied (i.e. it is nil), then calling *poolcompact* is a no-op.

When the pool routines need to allocate a new arena but cannot, either because `alloc` has returned nil or because doing so would use more than `maxsize` bytes, *poolcompact* is called once to defragment the memory and the request is retried.

Pools are protected by the pool routines calling `lock` (when non-nil) before modifying the pool, and calling `unlock` when finished.

When internal corruption is detected, `panic` is called with a *print*(2) style argument that specifies what happened. It is assumed that `panic` never returns. When the pool routines wish to convey a message to the caller (usually because logging is turned on; see below), `print` is called, also with a *print*(2) style argument.

`Flags` is a bit vector that tweaks the behavior of the pool routines in various ways. Most are useful for debugging in one way or another. When `POOL_ANTAGONISM` is set, *poolalloc* fills blocks with non-zero garbage before releasing them to the user, and *poolfree* fills the blocks on receipt. This tickles both user programs and the innards of the allocator. Specifically, each 32-bit word of the memory is marked with a pointer value exclusive-or'ed with a constant. The pointer value is the pointer to the beginning of the allocated block and the constant varies in order to distinguish different markings. Freed blocks use the constant `0xF7000000`, newly allocated blocks `0xF9000000`, and newly created unallocated blocks `0xF1000000`. For example, if `POOL_ANTAGONISM` is set and *poolalloc* returns a block starting at `0x00012345`, each word of the block will contain the value `0xF90012345`. Recognizing these numbers in memory-related crashes can help diagnose things like double-frees or dangling pointers.

Setting `POOL_PARANOIA` causes the allocator to walk the entire pool whenever locking or unlocking itself, looking for corruption. This slows runtime by a few orders of magnitude when many blocks are in use. If `POOL_VERBOSITY` is set, the entire pool structure is printed (via `print`) each time the pool is locked or unlocked. `POOL_DEBUGGING` enables internal debugging output, whose format is unspecified and volatile. It should not be used by most programs. When

POOL_LOGGING is set, a single line is printed via `print` at the beginning and end of each pool call. If `logstack` is not nil, it will be called as well. This provides a mechanism for external programs to search for leaks. (See *leak*(1) for one such program.)

The pool routines are strict about the amount of space callers use. If even a single byte is written past the end of the allotted space of a block, they will notice when that block is next used in a call to *poolrealloc* or *free* (or at the next entry into the allocator, when POOL_PARANOIA is set), and `panic` will be called. Since forgetting to allocate space for the terminating NUL on strings is such a common error, if POOL_TOLERANCE is set and a single NUL is found written past the end of a block, `print` will be called with a notification, but `panic` will not be.

When POOL_NOREUSE is set, `poolfree` fills the passed block with garbage rather than return it to the free pool.

SOURCE

`/sys/src/libc/port/pool.c`

SEE ALSO

malloc(2), *brk*(2)

`/sys/src/libc/port/malloc.c` is a complete example.

NAME

postnote – send a note to a process or process group

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int  postnote(int who, int pid, char *note)
```

DESCRIPTION

Postnote sends a note to a process or process group. If *who* is `PNPROC`, then *note* is written to `/proc/`*pid*`/note`. If *who* is `PNGROUP`, the note is delivered to the process group by writing *note* to `/proc/`*pid*`/notepg`. For `PNGROUP` only, if the calling process is in the target group, the note is *not* delivered to that process.

If the write is successful, zero is returned. Otherwise –1 is returned.

SOURCE

`/sys/src/libc/9sys/postnote.c`

SEE ALSO

notify(2), *intro*(2), *proc*(3)

DIAGNOSTICS

Sets *errstr*.

NAME

genprime, gensafeprime, genstrongprime, DSAprimes, probably_prime, smallprimetest – prime number generation

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <mp.h>
#include <libsec.h>

int  smallprimetest(mpint *p)

int  probably_prime(mpint *p, int nrep)

void genprime(mpint *p, int n, int nrep)

void gensafeprime(mpint *p, mpint *alpha, int n, int accuracy)

void genstrongprime(mpint *p, int n, int nrep)

void DSAprimes(mpint *q, mpint *p, uchar seed[SHA1dlen])
```

DESCRIPTION

Public key algorithms abound in prime numbers. The following routines generate primes or test numbers for primality.

Smallprimetest checks for divisibility by the first 10000 primes. It returns 0 if *p* is not divisible by the primes and -1 if it is.

Probably_prime uses the Miller-Rabin test to test *p*. It returns non-zero if *P* is probably prime. The probability of it not being prime is 1/4***nrep*.

Genprime generates a random *n* bit prime. Since it uses the Miller-Rabin test, *nrep* is the repetition count passed to *probably_prime*. *Gensafegprime* generates an *n*-bit prime *p* and a generator *alpha* of the multiplicative group of integers mod *p*; there is a prime *q* such that *p-1=2*q*. *Genstrongprime* generates a prime, *p*, with the following properties:

- *p*-1 has a large prime factor, *p*'. A large factor is one close to 1/2 the bit length of *p*.
- *p*'-1 has a large prime factor
- *p*+1 has a large prime factor
- (*p*-1)/2 is prime

DSAprimes generates two primes, *q* and *p,* using the NIST recommended algorithm for DSA primes. *q* divides *p*-1. The random seed used is also returned, so that skeptics can later confirm the computation. Be patient; this is a slow algorithm.

SOURCE

/sys/src/libsec

SEE ALSO

aes(2) *blowfish*(2), *des*(2), *elgamal*(2), *rsa*(2),

NAME

print, fprint, sprint, snprint, seprint, smprint, runesprint, runesnprint, runeseprint, runesmprint, vfprint, vsnprint, vseprint, vsmprint, runevsnprint, runevseprint, runevsmprint – print formatted output

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int   print(char *format, ...)

int   fprint(int fd, char *format, ...)

int   sprint(char *s, char *format, ...)

int   snprint(char *s, int len, char *format, ...)

char* seprint(char *s, char *e, char *format, ...)

char* smprint(char *format, ...)

int   runesprint(Rune *s, char *format, ...)

int   runesnprint(Rune *s, int len, char *format, ...)

Rune* runeseprint(Rune *s, Rune *e, char *format, ...)

Rune* runesmprint(char *format, ...)

int   vfprint(int fd, char *format, va_list v)

int   vsnprint(char *s, int len, char *format, va_list v)

char* vseprint(char *s, char *e, char *format, va_list v)

char* vsmprint(char *format, va_list v)

int   runevsnprint(Rune *s, int len, char *format, va_list v)

Rune* runevseprint(Rune *s, Rune *e, char *format, va_list v)

Rune* runevsmprint(Rune *format, va_list v)
```

DESCRIPTION

Print writes text to the standard output. *Fprint* writes to the named output file descriptor; a buffered form is described in *bio*(2). *Sprint* places text followed by the NUL character (\0) in consecutive bytes starting at *s*; it is the user's responsibility to ensure that enough storage is available. Each function returns the number of bytes transmitted (not including the NUL in the case of *sprint*), or a negative value if an output error was encountered.

Snprint is like *sprint*, but will not place more than *len* bytes in *s*. Its result is always NUL–terminated and holds the maximal number of complete UTF–8 characters that can fit. *Seprint* is like *snprint*, except that the end is indicated by a pointer *e* rather than a count and the return value points to the terminating NUL of the resulting string. *Smprint* is like *sprint*, except that it prints into and returns a string of the required length, which is allocated by *malloc*(2).

The routines *runesprint*, *runesnprint*, *runeseprint*, and *runesmprint* are the same as *sprint*, *snprint*, *seprint* and *smprint* except that their output is rune strings instead of byte strings.

Finally, the routines *vfprint*, *vsnprint*, *vseprint*, *vsmprint*, *runevsnprint*, *runevseprint*, and *runevsmprint* are like their `v−less` relatives except they take as arguments a `va_list` parameter, so they can be called within a variadic function. The Example section shows a representative usage.

Each of these functions converts, formats, and prints its trailing arguments under control of a *format* string. The format contains two types of objects: plain characters, which are simply copied to the output stream, and conversion specifications, each of which results in fetching of zero or more arguments. The results are undefined if there are arguments of the wrong type or too few arguments for the format. If the format is exhausted while arguments remain, the excess is ignored.

Each conversion specification has the following format:

```
% [flags] verb
```

The verb is a single character and each flag is a single character or a (decimal) numeric string. Up to two numeric strings may be used; the first is called *width*, the second *precision*. A period can be used to separate them, and if the period is present then *width* and *precision* are taken to be zero if missing, otherwise they are 'omitted'. Either or both of the numbers may be replaced with the character *, meaning that the actual number will be obtained from the argument list as an integer. The flags and numbers are arguments to the *verb* described below.

The numeric verbs `d`, `o`, `b`, `x`, and `X` format their arguments in decimal, octal, binary, hexadecimal, and upper case hexadecimal. Each interprets the flags `0`, `h`, `hh`, `l`, `u`, `+`, `−`, `,`, and `#` to mean pad with zeros, short, byte, long, unsigned, always print a sign, left justified, commas every three digits, and alternate format. Also, a space character in the flag position is like `+`, but prints a space instead of a plus sign for non-negative values. If neither short nor long is specified, then the argument is an `int`. If unsigned is specified, then the argument is interpreted as a positive number and no sign is output. If two `l` flags are given, then the argument is interpreted as a `vlong` (usually an 8-byte, sometimes a 4-byte integer). If *precision* is not omitted, the number is padded on the left with zeros until at least *precision* digits appear. Then, if alternate format is specified, for `o` conversion, the number is preceded by a `0` if it doesn't already begin with one; for `x` conversion, the number is preceded by `0x`; for `X` conversion, the number is preceded by `0X`. Finally, if *width* is not omitted, the number is padded on the left (or right, if left justification is specified) with enough blanks to make the field at least *width* characters long.

The floating point verbs `f`, `e`, `E`, `g`, and `G` take a `double` argument. Each interprets the flags `+`, `−`, and `#` to mean always print a sign, left justified, and alternate format. *Width* is the minimum field width and, if the converted value takes up less than *width* characters, it is padded on the left (or right, if 'left justified') with spaces. *Precision* is the number of digits that are converted after the decimal place for `e`, `E`, and `f` conversions, and *precision* is the maximum number of significant digits for `g` and `G` conversions. The `f` verb produces output of the form [−]`digits`[`.digits`]. `E` conversion appends an exponent `E`[−]`digits`, and `e` conversion appends an exponent `e`[−]`digits`. The `g` verb will output the argument in either `e` or `f` with the goal of producing the smallest output. Also, trailing zeros are omitted from the fraction part of the output, and a trailing decimal point appears only if it is followed by a digit. The `G` verb is similar, but uses `E` format instead of `e`. When alternate format is specified, the result will always contain a decimal point, and for `g` and `G` conversions, trailing zeros are not removed.

The `s` verb copies a string (pointer to `char`) to the output. The number of characters copied (*n*) is the minimum of the size of the string and *precision*. These *n* characters are justified within a field of *width* characters as described above. The `S` verb is similar, but it interprets its pointer as an array of runes (see *utf*(6)); the runes are converted to UTF before output.

The `c` verb copies a single `char` (promoted to `int`) justified within a field of *width* characters as described above. The `C` verb is similar, but works on runes.

The `p` verb formats a pointer value. At the moment, it is a synonym for `ux`, but that will change once pointers and integers are different sizes.

The `r` verb takes no arguments; it copies the error string returned by a call to *errstr*(2).

Custom verbs may be installed using *fmtinstall*(2).

EXAMPLE

This function prints an error message with a variable number of arguments and then quits.

```
void fatal(char *msg, ...)
{
        char buf[1024], *out;
        va_list arg;

        out = vseprint(buf, buf+sizeof(buf), "Fatal error: ");
        va_start(arg, msg);
        out = vseprint(out, buf+sizeof(buf), msg, arg);
        va_end(arg);
        write(2, buf, out-buf);
```

```
            exits("fatal error");
        }
```

SOURCE

`/sys/src/libc/fmt`

SEE ALSO

fmtinstall(2), *fprintf*(2), *utf*(6), *errstr*(2)

DIAGNOSTICS

Routines that write to a file descriptor or call *malloc* set *errstr*.

BUGS

The formatting is close to that specified for ANSI *fprintf*(2); the main difference is that `b` is not in ANSI and `u` is a flag here instead of a verb. Also, and distinctly not a bug, *print* and friends generate UTF rather than ASCII.

There is no `runeprint`, `runefprint`, etc. because runes are byte-order dependent and should not be written directly to a file; use the UTF output of *print* or *fprint* instead. Also, *sprint* is deprecated for safety reasons; use *snprint*, *seprint*, or *smprint* instead. Safety also precludes the existence of *runesprint*.

NAME

privalloc, privfree – per-process private storage management

SYNOPSIS

```
#include <u.h>
#include <libc.h>

void** privalloc(void)

void   privfree(void **p)
```

DESCRIPTION

Privalloc returns a pointer to a per-process private storage location. The location is not shared among processes, even if they share the same data segments. It returns `nil` if there are no free slots available.

Privfree releases a location allocated with *privalloc*. It is legal to call *privfree* with *p* set to `nil`.

SOURCE

`/sys/src/libc/9sys/privalloc.c`

SEE ALSO

exec(2)

NAME

rdproto – parse and process a proto file listing

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <disk.h>

typedef void Protoenum(char *new, char *old, Dir *d, void *a)

typedef void Protowarn(char *msg, void *a)

int rdproto(char *proto, char *root, Protoenum *enm,
                              Protowarn *warn, void *a)
```

DESCRIPTION

Rdproto reads and interprets the named *proto* file relative to the root directory *root*.

Each line of the *proto* file specifies a file to copy. Blank lines and lines beginning with # are ignored. Indentation (usually tabs) is significant, with each level of indentation corresponding to a level in the file tree. Fields within a line are separated by white space. The first field is the last path element in the destination file tree. The second field specifies the permissions. The third field is the owner of the file, and the fourth is the group owning the file. The fifth field is the name of the file from which to copy; this file is read from the current name space, not the source file tree. All fields except the first are optional. Specifying − for permissions, owner, or group causes *rdproto* to fetch the corresponding information from the file rather than override it. (This is the default behavior when the fields are not present; explicitly specifying − is useful when one wishes to set, say, the file owner without setting the permissions.)

Names beginning with a $ are expanded as environment variables. If the first file specified in a directory is *, all of the files in that directory are considered listed. If the first file is +, all of the files are copied, and all subdirectories are recursively considered listed. All files are considered relative to *root*.

For each file named by the *proto*, *enm* is called with *new* pointing at the name of the file (without the root prefix), *old* pointing at the name of the source file (with the root prefix, when applicable), and *Dir* at the desired directory information for the new file. Only the `name`, `uid`, `gid`, `mode`, `mtime`, and `length` fields are guaranteed to be valid. The argument *a* is the same argument passed to *rdproto*; typically it points at some extra state used by the enumeration function.

When files or directories do not exist or cannot be read by *rdproto*, it formats a warning message, calls *warn*, and continues processing; if *warn* is nil, *rdproto* prints the warning message to standard error.

Rdproto returns zero if *proto* was processed, -1 if it could not be opened.

FILES

`/sys/lib/sysconfig/proto/`	directory of prototype files.
`/sys/lib/sysconfig/proto/portproto`	generic prototype file.

SOURCE

`/sys/src/libdisk/proto.c`

SEE ALSO

mk9660(8), *mkfs*(8)

NAME

pushssl – attach SSL version 2 encryption to a communication channel

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int pushssl(int fd, char *alg, char *secin, char *secout, int *cfd)
```

DESCRIPTION

Pushssl opens an *ssl*(3) device, connects it to the communications channel *fd*, and starts up encryption and message authentication as specified in *alg*. The algorithms are separated by a space and either can be first. See *ssl*(3) for the possible algorithms. *Secin* and *secout* contain the encryption keys for the two directions. If either is nil, the other is used in both directions. If *cfd* is non-nil, the SSL control channel is opened and its fd returned.

Pushssl returns a file descriptor for the SSL data channel. Anything written to this descriptor will get encrypted and authenticated and then written to the file descriptor, *fd*.

SOURCE

`/sys/src/libc/9sys`

SEE ALSO

dial(2), *ssl*(3),

DIAGNOSTICS

return –1 on failure.

NAME

pushtls, tlsClient, tlsServer, initThumbprints, freeThumbprints, okThumbprint, readcert – attach TLS1 or SSL3 encryption to a communication channel

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int             pushtls(int fd, char *hashalg, char *encalg,
                     int isclient, char *secret, char *dir)

#include <mp.h>
#include <libsec.h>

int             tlsClient(int fd, TLSconn *conn)

int             tlsServer(int fd, TLSconn *conn)

uchar           *readcert(char *filename, int *pcertlen)

Thumbprint*     initThumbprints(char *ok, char *crl)

void            freeThumbprints(Thumbprint *table)

int             okThumbprint(uchar *hash, Thumbprint *table)
```

DESCRIPTION

Transport Layer Security (TLS) comprises a record layer protocol, doing message digesting and encrypting in the kernel, and a handshake protocol, doing initial authentication and secret creation at user level and then starting a data channel in the record protocol. TLS is nearly the same as SSL 3.0, and the software should interoperate with implementations of either standard.

To use just the record layer, as described in *tls*(3), call *pushtls* to open the record layer device, connect to the communications channel *fd*, and start up encryption and message authentication as specified in *hashalg*, *encalg*, and *secret*. These parameters must have been arranged at the two ends of the conversation by other means. For example, *hashalg* could be `sha1`, *encalg* could be `rc4_128`, and *secret* could be the base-64 encoding of two (client-to-server and server-to-client) 20-byte digest keys and two corresponding 16-byte encryption keys. *Pushtls* returns a file descriptor for the TLS data channel. Anything written to this descriptor will get encrypted and authenticated and then written to the file descriptor, *fd*. If *dir* is non-zero, the path name of the connection directory is copied into *dir*. This path name is guaranteed to be less than 40 bytes long.

Alternatively, call *tlsClient* to speak the full handshake protocol, negotiate the algorithms and secrets, and return a new data file descriptor for the data channel. *Conn* points to a (caller-allocated) struct

```
typedef struct TLSconn{
   char dir[40];     // OUT    connection directory
   uchar *cert;      // IN/OUT certificate
   uchar *sessionID; // IN/OUT sessionID
   int certlen, sessionIDlen;
   void (*trace)(char*fmt, ...);
} TLSconn;
```

defined in *tls.h*. On input, the caller can provide options such as *cert*, the local certificate, and *sessionID*, used by a client to resume a previously negotiated security association. On output, the connection directory is set, as with `listen` (see *dial*(2)). The input *cert* is freed and a freshly allocated copy of the remote's certificate is returned in *conn*, to be checked by the caller according to its needs. One mechanism is supplied by *initThumbprints* and *freeThumbprints* which allocate and free, respectively, a table of hashes from files of known trusted and revoked certificates. *okThumbprint* confirms that a particular hash is in the table, as computed by

```
uchar hash[SHA1dlen];
conn = (TLSconn*)mallocz(sizeof *conn, 1);
fd = tlsClient(fd, conn);
sha1(conn->cert, conn->certlen, hash, nil);
if(!okThumbprint(hash,table))
```

```
        exits("suspect server");
    ...application begins...
```

Call *tlsServer* to perform the corresponding function on the server side:

```
    fd = accept(lcfd, ldir);
    conn = (TLSconn*)mallocz(sizeof *conn, 1);
    conn->cert = readcert("cert.pem", &conn->certlen);
    fd = tlsServer(fd, conn);
    ...application begins...
```

The private key corresponding to *cert.pem* should have been previously loaded into factotum, for example by

```
    auth/secretpem key.pem > /mnt/factotum/ctl
```

Conn is not required for the ongoing conversation and may be freed by the application whenever convenient.

FILES

`/sys/lib/tls`
thumbprints of trusted services, maintained manually

SOURCE

`/sys/src/libc/9sys/pushtls.c`
`/sys/src/libsec/port`

SEE ALSO

dial(2), *tls*(3), *factotum*(4), *thumbprint*(6)

DIAGNOSTICS

return −1 on failure.

BUGS

Client certificates and client sessionIDs are not yet implemented.

Note that in the TLS protocol *sessionID* itself is public; it is used as a pointer to secrets stored in factotum.

NAME

qball – 3-d rotation controller

SYNOPSIS

```
#include <draw.h>

#include <geometry.h>

void qball(Rectangle r, Mouse *mousep,
     Quaternion *orientation,
     void (*redraw)(void), Quaternion *ap)
```

DESCRIPTION

Qball is an interactive controller that allows arbitrary 3-space rotations to be specified with the mouse. Imagine a sphere with its center at the midpoint of rectangle *r*, and diameter the smaller of *r*'s dimensions. Dragging from one point on the sphere to another specifies the endpoints of a great-circle arc. (Mouse points outside the sphere are projected to the nearest point on the sphere.) The axis of rotation is normal to the plane of the arc, and the angle of rotation is twice the angle of the arc.

Argument *mousep* is a pointer to the mouse event that triggered the interaction. It should have some button set. *Qball* will read more events into *mousep*, and return when no buttons are down.

While *qball* is reading mouse events, it calls out to the caller-supplied routine *redraw*, which is expected to update the screen to reflect the changing orientation. Argument *orientation* is the orientation that *redraw* should examine, represented as a unit Quaternion (see *quaternion(9.2)).* The caller may set it to any orientation. It will be updated before each call to *redraw* (and on return) by multiplying by the rotation specified with the mouse.

It is possible to restrict *qball's* attention to rotations about a particular axis. If *ap* is null, the rotation is unconstrained. Otherwise, the rotation will be about the same axis as **ap*. This is accomplished by projecting points on the sphere to the nearest point also on the plane through the sphere's center and normal to the axis.

SOURCE

`/sys/src/libgeometry/qball.c`

SEE ALSO

quaternion(2)
Ken Shoemake, ''Animating Rotation with Quaternion Curves'', *SIGGRAPH '85 Conference Proceedings.*

NAME

qsort – quicker sort

SYNOPSIS

```
#include <u.h>
#include <libc.h>

void qsort(void *base, long nel, long width,
          int (*compar)(void*, void*))
```

DESCRIPTION

Qsort (quicker sort) sorts an array into nondecreasing order. 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 a comparison routine to be called with pointers to 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.

SOURCE

`/sys/src/libc/port/qsort.c`

SEE ALSO

sort(1)

NAME

qtom, mtoq, qadd, qsub, qneg, qmul, qdiv, qunit, qinv, qlen, slerp, qmid, qsqrt – Quaternion arithmetic

SYNOPSIS

```
#include <draw.h>

#include <geometry.h>

Quaternion qadd(Quaternion q, Quaternion r)

Quaternion qsub(Quaternion q, Quaternion r)

Quaternion qneg(Quaternion q)

Quaternion qmul(Quaternion q, Quaternion r)

Quaternion qdiv(Quaternion q, Quaternion r)

Quaternion qinv(Quaternion q)

double qlen(Quaternion p)

Quaternion qunit(Quaternion q)

void qtom(Matrix m, Quaternion q)

Quaternion mtoq(Matrix mat)

Quaternion slerp(Quaternion q, Quaternion r, double a)

Quaternion qmid(Quaternion q, Quaternion r)

Quaternion qsqrt(Quaternion q)
```

DESCRIPTION

The Quaternions are a non-commutative extension field of the Real numbers, designed to do for rotations in 3-space what the complex numbers do for rotations in 2-space. Quaternions have a real component r and an imaginary vector component $v=(i,j,k)$. Quaternions add componentwise and multiply according to the rule $(r,v)(s,w)=(rs-v\cdot w,\ rw+vs+v\times w)$, where $\cdot$ and $\times$ are the ordinary vector dot and cross products. The multiplicative inverse of a non-zero quaternion (r,v) is $(r,-v)/(r^2-v\cdot v)$.

The following routines do arithmetic on quaternions, represented as

```
typedef struct Quaternion Quaternion;
struct Quaternion{
    double r, i, j, k;
};
```

Name	Description
`qadd`	Add two quaternions.
`qsub`	Subtract two quaternions.
`qneg`	Negate a quaternion.
`qmul`	Multiply two quaternions.
`qdiv`	Divide two quaternions.
`qinv`	Return the multiplicative inverse of a quaternion.
`qlen`	Return `sqrt(q.r*q.r+q.i*q.i+q.j*q.j+q.k*q.k)`, the length of a quaternion.
`qunit`	Return a unit quaternion (*length=1*) with components proportional to *q*'s.

A rotation by angle θ about axis A (where A is a unit vector) can be represented by the unit quaternion $q=(\cos\theta/2,\ A\sin\theta/2)$. The same rotation is represented by $-q$; a rotation by $-\theta$ about $-A$ is the same as a rotation by θ about A. The quaternion q transforms points by $(0,x',y',z') = q^{-1}(0,x,y,z)q$. Quaternion multiplication composes rotations. The orientation of an object in 3-space can be represented by a quaternion giving its rotation relative to some 'standard' orientation.

The following routines operate on rotations or orientations represented as unit quaternions:

`mtoq` Convert a rotation matrix (see *matrix*(2)) to a unit quaternion.

`qtom` Convert a unit quaternion to a rotation matrix.

`slerp` Spherical lerp. Interpolate between two orientations. The rotation that carries q to r is $q^{-1}r$, so `slerp(q, r, t)` is $q(q^{-1}r)^t$.

`qmid` `slerp(q, r, .5)`

`qsqrt` The square root of q. This is just a rotation about the same axis by half the angle.

SOURCE

`/sys/src/libgeometry/quaternion.c`

SEE ALSO

matrix(2), *qball*(2)

NAME

quotestrdup, quoterunestrdup, unquotestrdup, unquoterunestrdup, quotestrfmt, quoterunestrfmt, quotefmtinstall, doquote – quoted character strings

SYNOPSIS

```
#include <u.h>
#include <libc.h>

char *quotestrdup(char *s)

Rune *quoterunestrdup(Rune *s)

char *unquotestrdup(char *s)

Rune *unquoterunestrdup(Rune *s)

int quotestrfmt(Fmt*)

int quoterunestrfmt(Fmt*)

void quotefmtinstall(void)

int (*doquote)(int c)
```

DESCRIPTION

These routines manipulate character strings, either adding or removing quotes as necessary. In the quoted form, the strings are in the style of *rc*(1), with single quotes surrounding the string. Embedded single quotes are indicated by a doubled single quote. For instance,

```
Don't worry!
```

when quoted becomes

```
'Don''t worry!'
```

The empty string is represented by two quotes, `''`.

The first four functions act as variants of `strdup` (see *strcat*(2)). Each returns a freshly allocated copy of the string, created using *malloc*(2). *Quotestrdup* returns a quoted copy of *s*, while *unquotestrdup* returns a copy of *s* with the quotes evaluated. The *rune* versions of these functions do the same for strings (see *runestrcat*(2)).

The string returned by *quotestrdup* or *quoterunestrdup* has the following properties:

1. If the original string *s* is empty, the returned string is `''`.
2. If *s* contains no quotes, blanks, or control characters, the returned string is identical to *s*.
3. If *s* needs quotes to be added, the first character of the returned string will be a quote. For example, `hello world` becomes `'hello world'` not `hello' 'world`.

The function pointer *doquote* is `nil` by default. If it is non-nil, characters are passed to that function to see if they should be quoted. This mechanism allows programs to specify that characters other than blanks, control characters, or quotes be quoted. Regardless of the return value of **doquote*, blanks, control characters, and quotes are always quoted.

Quotestrfmt and *quoterunestrfmt* are *print*(2) formatting routines that produce quoted strings as output. They may be installed by hand, but *quotefmtinstall* installs them under the standard format characters `q` and `Q`. (They are not installed automatically.) If the format string includes the alternate format character `#`, for example `%#q`, the printed string will always be quoted; otherwise quotes will only be provided if necessary to avoid ambiguity. In `<libc.h>` there are `#pragma` statements so the compiler can type-check uses of `%q` and `%Q` in *print*(2) format strings.

SOURCE

```
/sys/src/libc/port/quote.c
/sys/src/libc/fmt/fmtquote.c
```

SEE ALSO

rc(1), *malloc*(2), *print*(2), *strcat*(2)

NAME

rand, lrand, frand, nrand, lnrand, srand, truerand, ntruerand, fastrand, nfastrand – random number generator

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int    rand(void)

long   lrand(void)

double frand(void)

int    nrand(int val)

long   lnrand(long val)

void   srand(long seed)

ulong  truerand(void)

ulong  ntruerand(ulong val)

ulong  fastrand(void)

ulong  nfastrand(ulong val)

#include <mp.h>
#include <libsec.h>

void   genrandom(uchar *buf, int nbytes)

void   prng(uchar *buf, int nbytes)
```

DESCRIPTION

Rand returns a uniform pseudo-random number x, $0 \le x < 2^{15}$.

Lrand returns a uniform `long` x, $0 \le x < 2^{31}$.

Frand returns a uniform `double` x, $0.0 \le x < 1.0$, This function calls *lrand* twice to generate a number with as many as 62 significant bits of mantissa.

Nrand returns a uniform integer x, $0 \le x < val$. *Lnrand* is the same, but returns a `long`.

The algorithm is additive feedback with:

$$x[n] = (x[n-273] + x[n-607]) \bmod 2^{31}$$

giving a period of $2^{30} \times (2^{607} - 1)$.

The generators are initialized by calling *srand* with whatever you like as argument. To get a different starting value each time,

```
srand(time(0))
```

will work as long as it is not called more often than once per second. Calling

```
srand(1)
```

will initialize the generators to their starting state.

Truerand returns a random unsigned long read from `/dev/random`. Due to the nature of `/dev/random`, truerand can only return a few hundred bits a second.

Ntruerand returns a uniform random integer x, $0 \le x < val \le 2^{32}-1$.

Fastrand is a pseudo random number generator which is seeded and periodically scrambled using *truerand*. It returns a uniform random integer x, $0 \le x < 2^{31}-1$. It is approximately 1000 times faster than *truerand* and is intended for security software that requires a larger stream of unguessable data.

Nfastrand returns a uniform pseudo random integer x, $0 \le x < val \le 2^{31}-1$, using *fastrand*.

Genrandom fills a buffer with bytes from the X9.17 pseudo-random number generator. The X9.17 generator is seeded by 24 truly random bytes read from `/dev/random`.

Prng uses the native *rand*(2) pseudo-random number generator to fill the buffer. Used with *srand*, this function can produce a reproducible stream of pseudo random numbers useful in testing.

Both functions may be passed to *mprand* (see *mp*(2)).

SOURCE

```
/sys/src/libc/port/rand.c
/sys/src/libc/9sys/truerand.c
/sys/src/libsec/port/genrandom.c
/sys/src/libsec/port/prng.c
```

SEE ALSO

cons(3), *mp*(2),

BUGS

Truerand and *ntruerand* maintain a static file descriptor.

NAME

setupRC4state, rc4, rc4skip, rc4back – alleged rc4 encryption

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <mp.h>
#include <libsec.h>

void setupRC4state(RC4state *s, uchar *seed, int slen)

void rc4(RC4state *s, uchar *data, int dlen)

void rc4skip(RC4state *s, int nbytes)

void rc4back(RC4state *s, int nbytes)
```

DESCRIPTION

This is an algorithm alleged to be Rivest's RC4 encryption function. It is a pseudo-random number generator with a 256 byte state and a long cycle. The input buffer is XOR'd with the output of the generator both to encrypt and to decrypt. The seed, entered using *setupRC4state*, can be any length. The generator can be run forward using *rc4*, skip over bytes using *rc4skip* to account lost transmissions, or run backwards using *rc4back* to cover retransmitted data. The *RC4state* structure keeps track of the algorithm.

SOURCE

```
/sys/src/libsec
```

SEE ALSO

mp(2), *aes*(2), *blowfish*(2), *des*(2), *elgamal*(2), *rsa*(2), *sechash*(2), *prime*(2), *rand*(2)

NAME

read, readn, write, pread, pwrite – read or write file

SYNOPSIS

```
#include <u.h>
#include <libc.h>

long read(int fd, void *buf, long nbytes)

long readn(int fd, void *buf, long nbytes)

long write(int fd, void *buf, long nbytes)

long pread(int fd, void *buf, long nbytes, vlong offset)

long pwrite(int fd, void *buf, long nbytes, vlong offset)
```

DESCRIPTION

Read reads *nbytes* bytes of data from the offset in the file associated with *fd* into memory at *buf*. The offset is advanced by the number of bytes read. It is not guaranteed that all *nbytes* bytes will be read; for example if the file refers to the console, at most one line will be returned. In any event the number of bytes read is returned. A return value of 0 is conventionally interpreted as end of file.

Readn is just like read, but does successive *read* calls until *nbytes* have been read, or a read system call returns a non-positive count.

Write writes *nbytes* bytes of data starting at *buf* to the file associated with *fd* at the file offset. The offset is advanced by the number of bytes written. The number of characters actually written is returned. It should be regarded as an error if this is not the same as requested.

Pread and *Pwrite* equivalent to a *seek*(2) to *offset* followed by a *read* or *write*. By combining the operations in a single atomic call, they more closely match the 9P protocol (see *intro*(5)) and, more important, permit multiprocess programs to execute multiple concurrent read and write operations on the same file descriptor without interference.

SOURCE

```
/sys/src/libc/9syscall
/sys/src/libc/port/readn.c
```

SEE ALSO

intro(2), *open*(2), *dup*(2), *pipe*(2), *readv*(2)

DIAGNOSTICS

These functions set *errstr*.

NAME

RGB, readcolmap, writecolmap – access display color map

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <draw.h>

int  readcolmap(Display *d, RGB *map)

int  writecolmap(Display *d, RGB *map)
```

DESCRIPTION

Colors are described by their red, green, and blue light intensities, in an RGB datum:

```
typedef
struct RGB {
    ulong red;
    ulong green;
    ulong blue;
} RGB;
```

Black is represented by zero in all three positions and white has the maximum `unsigned long` value in all three positions.

A color map is an array of RGBs, of length 2^{depth}, giving the colors for pixels 0, 1, 2, etc. On displays with color mapped pixels (typically 8-bit displays), one retrieves RGB color information by treating the pixel data as an offset into the color map.

Readcolmap reads the color map for the given display into the provided *map*, which must have enough space to hold it. *Writecolmap* associates the given color map with the given display, if possible. (The hardware might not allow this.) Both return 0 on success, or –1 on error, setting *errstr*.

Changing the hardware color map does not change the color map used by the *draw*(2) operator to convert between mapped and true color or greyscale images, which is described in *color*(6).

SOURCE

`/sys/src/libdraw`

SEE ALSO

graphics(2), *draw*(3), *color*(6)

NAME

readv, writev, preadv, pwritev – scatter/gather read and write

SYNOPSIS

```
#include <u.h>
#include <libc.h>

typedef
struct IOchunk
{
     void      *addr;
     ulong     len;
} IOchunk;

long readv(int fd, IOchunk *io, int nio)

long preadv(int fd, IOchunk *io, int nio, vlong off)

long writev(int fd, IOchunk *io, int nio)

long pwritev(int fd, IOchunk *io, int nio, vlong off)
```

DESCRIPTION

These functions supplement the standard read and write operations of *read*(2) with facilities for scatter/gather I/O. The set of I/O buffers is collected into an array of `IOchunk` structures passed as an argument.

Readv reads data from *fd* and returns the total number of bytes received. The received data is stored in the successive *nio* elements of the `IOchunk` array, storing *io*`[0].len` bytes at *io*`[0].addr`, the next *io*`[1].len` at *io*`[1].addr`, and so on. *Preadv* does the same, but implicitly seeks to I/O offset *off* by analogy with *readv*.

Writev and *pwritev* are the analogous write routines.

SOURCE

`/sys/src/libc/9sys/readv.c`
`/sys/src/libc/9sys/writev.c`

SEE ALSO

intro(2), *read*(2)

DIAGNOSTICS

These functions set *errstr*.

BUGS

The implementations use *malloc*(2) to build a single buffer for a standard call to `read` or `write`. They are placeholders for possible future system calls.

NAME

regcomp, regcomplit, regcompnl, regexec, regsub, rregexec, rregsub, regerror – regular expression

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <regexp.h>

Reprog  *regcomp(char *exp)

Reprog  *regcomplit(char *exp)

Reprog  *regcompnl(char *exp)

int  regexec(Reprog *prog, char *string, Resub *match, int msize)

void regsub(char *source, char *dest, int dlen, Resub *match, int msize)

int  rregexec(Reprog *prog, Rune *string, Resub *match, int msize)

void rregsub(Rune *source, Rune *dest, int dlen, Resub *match, int msize)

void regerror(char *msg)
```

DESCRIPTION

Regcomp compiles a regular expression and returns a pointer to the generated description. The space is allocated by *malloc*(2) and may be released by *free*. Regular expressions are exactly as in *regexp*(6).

Regcomplit is like *regcomp* except that all characters are treated literally. *Regcompnl* is like *regcomp* except that the `.` metacharacter matches all characters, including newlines.

Regexec matches a null-terminated *string* against the compiled regular expression in *prog*. If it matches, *regexec* returns 1 and fills in the array *match* with character pointers to the substrings of *string* that correspond to the parenthesized subexpressions of *exp*: `match[`*i*`].sp` points to the beginning and `match[`*i*`].ep` points just beyond the end of the *i*th substring. (Subexpression *i* begins at the *i*th left parenthesis, counting from 1.) Pointers in `match[0]` pick out the substring that corresponds to the whole regular expression. Unused elements of *match* are filled with zeros. Matches involving `*`, `+`, and `?` are extended as far as possible. The number of array elements in *match* is given by *msize*. The structure of elements of *match* is:

```
typedef struct {
        union {
           char *sp;
           Rune *rsp;
        };
        union {
           char *ep;
           Rune *rep;
        };
} Resub;
```

If `match[0].sp` is nonzero on entry, *regexec* starts matching at that point within *string*. If `match[0].ep` is nonzero on entry, the last character matched is the one preceding that point.

Regsub places in *dest* a substitution instance of *source* in the context of the last *regexec* performed using *match*. Each instance of `\`*n*, where *n* is a digit, is replaced by the string delimited by `match[`*n*`].sp` and `match[`*n*`].ep`. Each instance of `&` is replaced by the string delimited by `match[0].sp` and `match[0].ep`. The substitution will always be null terminated and trimmed to fit into dlen bytes.

Regerror, called whenever an error is detected in *regcomp*, writes the string *msg* on the standard error file and exits. *Regerror* can be replaced to perform special error processing. If the user supplied *regerror* returns rather than exits, *regcomp* will return 0.

Rregexec and *rregsub* are variants of *regexec* and *regsub* that use strings of `Runes` instead of strings of `chars`. With these routines, the *rsp* and *rep* fields of the *match* array elements should be used.

SOURCE

/sys/src/libregexp

SEE ALSO

grep(1)

DIAGNOSTICS

Regcomp returns 0 for an illegal expression or other failure. *Regexec* returns 0 if *string* is not matched.

BUGS

There is no way to specify or match a NUL character; NULs terminate patterns and strings.

NAME

remove – remove a file

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int remove(char *file)
```

DESCRIPTION

Remove removes *file* from the directory containing it and discards the contents of the file. The user must have write permission in the containing directory. If *file* is a directory, it must be empty.

SOURCE

`/sys/src/libc/9syscall`

SEE ALSO

intro(2), *remove*(5), the description of ORCLOSE in *open*(2).

DIAGNOSTICS

Sets *errstr*.

NAME

rendezvous – user level process synchronization

SYNOPSIS

```
#include <u.h>
#include <libc.h>

ulong rendezvous(ulong tag, ulong value)
```

DESCRIPTION

The rendezvous system call allows two processes to synchronize and exchange a value. In conjunction with the shared memory system calls (see *segattach*(2) and *fork*(2)), it enables parallel programs to control their scheduling.

Two processes wishing to synchronize call *rendezvous* with a common *tag*, typically an address in memory they share. One process will arrive at the rendezvous first; it suspends execution until a second arrives. When a second process meets the rendezvous the *value* arguments are exchanged between the processes and returned as the result of the respective *rendezvous* system calls. Both processes are awakened when the rendezvous succeeds.

The set of tag values which two processes may use to rendezvous—their tag space—is inherited when a process forks, unless RFREND is set in the argument to `rfork`; see *fork*(2).

If a rendezvous is interrupted the return value is ~0, so that value should not be used in normal communication.

SOURCE

`/sys/src/libc/9syscall`

SEE ALSO

segattach(2), *fork*(2)

DIAGNOSTICS

Sets *errstr*.

NAME

–

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <mp.h>
#include <libsec.h>

RSApriv*  rsagen(int nlen, int elen, int nrep)

mpint*    rsaencrypt(RSApub *k, mpint *in, mpint *out)

mpint*    rsadecrypt(RSApriv *k, mpint *in, mpint *out)

RSApub*   rsapuballoc(void)

void rsapubfree(RSApub*)

RSApriv*  rsaprivalloc(void)

void rsaprivfree(RSApriv*)

RSApub*   rsaprivtopub(RSApriv*)

RSApub*   X509toRSApub(uchar *cert, int ncert, char *name, int nname)

RSApriv*  asn1toRSApriv(uchar *priv, int npriv)

uchar*    decodepem(char *s, char *type, uchar *len)
```

DESCRIPTION

RSA is a public key encryption algorithm. The owner of a key publishes the public part of the key:

```
struct RSApub
{
      mpint     *n;  // modulus
      mpint     *ek; // exp (encryption key)
};
```

This part can be used for encrypting data (with *rsaencrypt*) to be sent to the owner. The owner decrypts (with *rsadecrypt*) using his private key:

```
struct RSApriv
{
      RSApub    pub;
      mpint     *dk; // exp (decryption key)

      // precomputed crt values
      mpint     *p;
      mpint     *q;
      mpint     *kp; // k mod p-1
      mpint     *kq; // k mod q-1
      mpint     *c2; // for converting residues to number
};
```

Keys are generated using *rsagen*. *Rsagen* takes both bit length of the modulus, the bit length of the public key exponent, and the number of repetitions of the Miller-Rabin primality test to run. If the latter is 0, it does the default number of rounds. *Rsagen* returns a newly allocated structure containing both public and private keys. *Rsaprivtopub* returns a newly allocated copy of the public key corresponding to the private key.

The routines *rsaalloc*, *rsafree*, *rsapuballoc*, *rsapubfree*, *rsaprivalloc*, and *rsaprivfree* are provided to aid in user provided key I/O.

Given a binary X.509 *cert*, the routine *X509toRSApub* returns the public key and, if *name* is not nil, the CN part of the Distinguished Name of the certificate's Subject. (This is conventionally a userid or a host DNS name.) No verification is done of the certificate signature; the caller should check the fingerprint, *sha1(cert)*, against a table or check the certificate by other means. X.509 certificates are often stored in PEM format; use *dec64* to convert to binary before computing the fingerprint or calling *X509toRSApub*.

Asn1toRSApriv converts an ASN1 formatted RSA private key into the corresponding `RSApriv` structure.

Decodepem takes a zero terminated string, *s*, and decodes the PEM (privacy-enhanced mail) formatted section for *type* within it. If successful, it returns the decoded section and sets **len* to its decoded length. If not, it returns `nil`, and **len* is undefined.

SOURCE

`/sys/src/libsec`

SEE ALSO

mp(2), *aes*(2), *blowfish*(2), *des*(2), *elgamal*(2), *rc4*(2), *sechash*(2), *prime*(2), *rand*(2)

NAME

runetochar, chartorune, runelen, runenlen, fullrune, utfecpy, utflen, utfnlen, utfrune, utfrrune, utfutf – rune/UTF conversion

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int     runetochar(char *s, Rune *r)

int     chartorune(Rune *r, char *s)

int     runelen(long r)

int     runenlen(Rune *r, int n)

int     fullrune(char *s, int n)

char*   utfecpy(char *s1, char *es1, char *s2)

int     utflen(char *s)

int     utfnlen(char *s, long n)

char*   utfrune(char *s, long c)

char*   utfrrune(char *s, long c)

char*   utfutf(char *s1, char *s2)
```

DESCRIPTION

These routines convert to and from a UTF byte stream and runes.

Runetochar copies one rune at *r* to at most `UTFmax` bytes starting at *s* and returns the number of bytes copied. `UTFmax`, defined as 3 in `<libc.h>`, is the maximum number of bytes required to represent a rune.

Chartorune copies at most `UTFmax` bytes starting at *s* to one rune at *r* and returns the number of bytes copied. If the input is not exactly in UTF format, *chartorune* will convert to 0x80 and return 1.

Runelen returns the number of bytes required to convert *r* into UTF.

Runenlen returns the number of bytes required to convert the *n* runes pointed to by *r* into UTF.

Fullrune returns 1 if the string *s* of length *n* is long enough to be decoded by *chartorune* and 0 otherwise. This does not guarantee that the string contains a legal UTF encoding. This routine is used by programs that obtain input a byte at a time and need to know when a full rune has arrived.

The following routines are analogous to the corresponding string routines with `utf` substituted for `str` and `rune` substituted for `chr`.

Utfecpy copies UTF sequences until a null sequence has been copied, but writes no sequences beyond *es1*. If any sequences are copied, *s1* is terminated by a null sequence, and a pointer to that sequence is returned. Otherwise, the original *s1* is returned.

Utflen returns the number of runes that are represented by the UTF string *s*.

Utfnlen returns the number of complete runes that are represented by the first *n* bytes of UTF string *s*. If the last few bytes of the string contain an incompletely coded rune, *utfnlen* will not count them; in this way, it differs from *utflen*, which includes every byte of the string.

Utfrune (*utfrrune*) returns a pointer to the first (last) occurrence of rune *c* in the UTF string *s*, or 0 if *c* does not occur in the string. The NUL byte terminating a string is considered to be part of the string *s*.

Utfutf returns a pointer to the first occurrence of the UTF string *s2* as a UTF substring of *s1*, or 0 if there is none. If *s2* is the null string, *utfutf* returns *s1*.

SOURCE

```
/sys/src/libc/port/rune.c
/sys/src/libc/port/utfrune.c
```

SEE ALSO

utf(6), *tcs*(1)

NAME

runestrcat, runestrncat, runestrcmp, runestrncmp, runestrcpy, runestrncpy, runestrecpy, runestrlen, runestrchr, runestrrchr, runestrdup, runestrstr – rune string operations

SYNOPSIS

```
#include <u.h>
#include <libc.h>

Rune* runestrcat(Rune *s1, Rune *s2)

Rune* runestrncat(Rune *s1, Rune *s2, long n)

int   runestrcmp(Rune *s1, Rune *s2)

int   runestrncmp(Rune *s1, Rune *s2, long n)

Rune* runestrcpy(Rune *s1, Rune *s2)

Rune* runestrncpy(Rune *s1, Rune *s2, long n)

Rune* runestrecpy(Rune *s1, Rune *es1, Rune *s2)

long  runestrlen(Rune *s)

Rune* runestrchr(Rune *s, Rune c)

Rune* runestrrchr(Rune *s, Rune c)

Rune* runestrdup(Rune *s)

Rune* runestrstr(Rune *s1, Rune *s2)
```

DESCRIPTION

These functions are rune string analogues of the corresponding functions in *strcat*(2).

SOURCE

```
/sys/src/libc/port
```

SEE ALSO

memory(2), *rune*(2), *strcat*(2)

BUGS

The outcome of overlapping moves varies among implementations.

NAME

scribblealloc, recognize – character recognition

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <draw.h>
#include <scribble.h>

Scribble *scribblealloc(void);
Rune     recognize(Scribble *);
```

DESCRIPTION

The scribble library implements simple character recognition. All characters are drawn using a single stroke of the pen (mouse button 1) as on a palmtop computer. A reference card is in `/sys/src/libscribble/quickref.gif`.

The library is not really intended for standalone use. Its primary use is by the scribble graphical control (see *control*(2)).

`Scribblealloc` allocates and returns an appropriately initialized `Scribble` structure:

```
#define CS_LETTERS      0
#define CS_DIGITS       1
#define CS_PUNCTUATION  2

struct Scribble {
   /* private state */
   Point       *pt;
   int         ppasize;
   Stroke      ps;
   Graffiti    *graf;
   int         capsLock;
   int         puncShift;
   int         tmpShift;
   int         ctrlShift;
   int         curCharSet;
};
```

This structure encodes the points making up the stroke to be recognized, as well as the *character group* in which the stroke should be searched.

There are three such groups: *letters*, *digits*, and *punctuation*. The current group is encoded in the `curCharSet` field of the `Scribble` structure. Special strokes are recognized to switch between groups. In addition, the charater recognized is influenced by *mode* parameters and modifies them. These are identified by the `capsLock`, `puncShift`, `tmpShift`, and `ctrlShift` fields of the `Scribble` structure. When `puncShift` is non-zero, the character is recognized in the punctuation character set. Similarly, when the character recognized is printable and `ctrlShift` is set, the associated control character is returned as if the control key were depressed, and when the character is a letter and `capsLock` or `tmpShift` is set, the upper-case version is returned. The `puncShift` and `tmpShift` flags are turned off once a character has been recognized; the others are left set.

The character to be recognized is encoded as an array of pen_points in the `ps` field. To allow easy drawing of the stroke as it is drawn, the *pt* and *ppasize* fields are available to the application code for storing an array of points for a call to `poly` (see *draw*(2)).

Recognize recognizes the character provided in the `ps` field of the `Scribble` structure; it returns the rune or zero if nothing was recognized.

FILES

`/sys/src/libscribble/quickref.gif` serves as a quick reference card.

`/sys/lib/scribble/classifiers` contains the stroke definitions.

SOURCE

`/sys/src/libscribble`

This library is adapted from software reproduced by permission:

`Graffiti.c` is based on the file `Scribble.c` copyrighted by Keith Packard:

SEE ALSO

`Keyboard` and `prompter` in *bitsyload*(1), *draw*(2), *control*(2)

NAME

openscsi, scsiready, scsi, scsicmd, scsierror – SCSI device operations

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <disk.h>

typedef struct Scsi {
     char  *inquire;
     int   rawfd;
     int   nchange;
     ulong changetime;
};

Scsi* openscsi(char *devdir)

void  closescsi(Scsi *s)

int   scsiready(Scsi *s)

int   scsi(Scsi *s, uchar *cmd, int ncmd,
          void *data, int ndata, int dir)

int   scsicmd(Scsi *s, uchar *cmd, int ncmd,
          void *data, int ndata, int dir)

char* scsierror(int asc, int ascq)

int   scsiverbose;
```

DESCRIPTION

These routines provide an interface to a SCSI or ATAPI device via *sd*(3).

Openscsi attempts to open the file *devdir*/`raw` and use it to send raw SCSI commands. On success, it reads the device's inquiry string and stores it in in returned `Scsi` structure. *Closescsi* closes the connection and frees the `Scsi` structure.

Scsiready sends the ''unit ready'' command up to three times, returning zero if the unit responds that it is ready, or –1 on error.

Scsierror returns a textual description of the SCSI status denoted by the ASC and ASCQ sense codes. The description is found by consulting `/sys/lib/scsicodes`. The returned string will be overwritten by the next call to *scsierror*.

Scsi and *scsicmd* execute a single SCSI command on the named device. There should be *ncmd* bytes of command data in *cmd*; if *dir* is `Sread`, a successful operation will store up to *ndata* bytes into *data*, returning the number of bytes stored. If *dir* is `Swrite`, the *ndata* bytes beginning at *data* are transmitted as the data argument to the command, and the number of bytes written is returned. If *dir* is `Snone`, *data* and *ndata* are ignored. On error, *scsi* and *scsicmd* return –1. *Scsicmd* simply issues the command and returns the result; *scsi* works a bit harder and is the more commonly used routine. *Scsi* attempts to send the command; if it is successful, *scsi* returns what *scsicmd* returned. Otherwise, *scsi* sends a request sense command to obtain the reason for the failure, sends a unit ready command in an attempt to bring the unit out of any inconsistent states, and tries again. If the second try fails, *scsi* sends the request sense and unit ready commands again and then uses *scsierror* to set *errstr* with a reason for failure.

The `nchange` and `changetime` fields in the `Scsi` structure record the number of times a media change has been detected, and the time when the current media was inserted into the drive (really the first time a SCSI command was issued after it was inserted). They are maintained by *scsi*.

If *scsiverbose* is set, these commands will produce a fair amount of debugging output on file descriptor 2 when SCSI commands fail.

FILES

`/sys/lib/scsicodes`
: List of textual messages corresponding to SCSI error codes; consulted by `scsierror`.

SOURCE

`/sys/src/libdisk/scsi.c`

SEE ALSO

sd(3), *scuzz*(8)

NAME

md4, md5, sha1, hmac_md5, hmac_sha1, md5pickle, md5unpickle, sha1pickle, sha1unpickle – cryptographically secure hashes

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <mp.h>
#include <libsec.h>

DigestState*   md4(uchar *data, ulong dlen, uchar *digest,
                DigestState *state)

DigestState*   md5(uchar *data, ulong dlen, uchar *digest,
                DigestState *state)

char*          md5pickle(MD5state *state)

MD5state* md5unpickle(char *p);

DigestState*   sha1(uchar *data, ulong dlen, uchar *digest,
                DigestState *state)

char*          sha1pickle(MD5state *state)

MD5state* sha1unpickle(char *p);

DigestState*   hmac_md5(uchar *data, ulong dlen,
                uchar *key, ulong klen,
                uchar *digest, DigestState *state)

DigestState*   hmac_sha1(uchar *data, ulong dlen,
                uchar *key, ulong klen,
                uchar *digest, DigestState *state)
```

DESCRIPTION

We support several secure hash functions. The output of the hash is called a *digest*. A hash is secure if, given the hashed data and the digest, it is difficult to predict the change to the digest resulting from some change to the data without rehashing the whole data. Therefore, if a secret is part of the hashed data, the digest can be used as an integrity check of the data by anyone possessing the secret.

The routines *md4*, *md5*, *sha1*, *hmac_md5*, and *hmac_sha1* differ only in the length of the resulting digest and in the security of the hash. Usage for each is the same. The first call to the routine should have `nil` as the *state* parameter. This call returns a state which can be used to chain subsequent calls. The last call should have digest non-**nil**. *Digest* must point to a buffer of at least the size of the digest produced. This last call will free the state and copy the result into *digest*. For example, to hash a single buffer using *md5*:

```
uchar digest[MD5dlen];

md5(data, len, digest, nil);
```

To chain a number of buffers together, bounded on each end by some secret:

```
char buf[256];
uchar digest[MD5dlen];
DigestState *s;

s = md5("my password", 11, nil, nil);
while((n = read(fd, buf, 256)) > 0)
     md5(buf, n, nil, s);
md5("drowssap ym", 11, digest, s);
```

The constants *MD4dlen*, *MD5dlen*, and *SHA1dlen* define the lengths of the digests.

Hmac_md5 and *hmac_sha1* are used slightly differently. These hash algorithms are keyed and require a key to be specified on every call. The digest lengths for these hashes are *MD5dlen* and *SHA1dlen* respectively.

The functions *md5pickle* and *sha1pickle* marshal the state of a digest for transmission. *Md5unpickle* and *sha1unpickle* unmarshal a pickled digest. All four routines return a pointer to a newly *malloc*(2)'d object.

SOURCE

`/sys/src/libsec`

SEE ALSO

aes(2) *blowfish*(2), *des*(2), *elgamal*(2), *rc4*(2), *rsa*(2)

NAME

seek – change file offset

SYNOPSIS

```
#include <u.h>
#include <libc.h>

vlong seek(int fd, vlong n, int type)
```

DESCRIPTION

Seek sets the offset for the file associated with *fd* as follows:

If *type* is 0, the offset is set to *n* bytes.

If *type* is 1, the pointer is set to its current location plus *n*.

If *type* is 2, the pointer is set to the size of the file plus *n*.

The new file offset value is returned.

Seeking in a directory is not allowed. Seeking in a pipe is a no-op.

SOURCE

`/sys/src/libc/9syscall`

SEE ALSO

intro(2), *open*(2)

DIAGNOSTICS

Sets *errstr*.

NAME

segattach, segdetach, segfree – map/unmap a segment in virtual memory

SYNOPSIS

```
#include <u.h>
#include <libc.h>

long segattach(int attr, char *class, void *va, ulong len)

int  segdetach(void *addr)

int  segfree(void *va, ulong len)
```

DESCRIPTION

Segattach creates a new memory segment, adds it to the calling process's address space, and returns its lowest address (as an integer). Segments belong to system-dependent classes. Segment classes `memory` (plain memory) and `shared` (shared memory) are available on all systems.

Shared segments are inherited by the children of the attaching process and remain untouched across a *fork*(2). An *exec*(2) will release a shared segment if it overlaps the segments in the file being *exec'ed*; otherwise the segment will be inherited.

Some machines provide a segment class `lock`. Lock segments allow access to special lock hardware provided by some multiprocessors, in particular the SGI Power Series machines.

Systems may also provide interfaces to special hardware devices like frame buffers through the *segattach* interface. Device memory mapped by this method is typically uncached by default.

If the specified *class* is unknown, *segattach* draws an error.

Attr specifies the new segment's attributes. The only attributes implemented on all classes of segment is SG_RONLY, which allows only read access on the segment, and SG_CEXEC, which causes the segment to be detached when the process does an *exec*(2). Specific devices may implement attributes to control caching and allocation, but these will vary between devices.

Va and *len* specify the position of the segment in the process's address space. *Va* is rounded down to the nearest page boundary and *va+len* is rounded up. The system does not permit segments to overlap. If *va* is zero, the system will choose a suitable address.

Segdetach removes a segment from a process's address space. Memory used by the segment is freed. *Addr* may be any address within the bounds of the segment.

The system will not permit the text and stack segments to be detached from the address space.

Segfree tells the system that it may free any physical memory within the span [*va*, *va+len*), but leaves that portion of the process's address space valid. The system will not free any memory outside that span, and may not free all or even any of the specified memory. If free'd memory is later referenced, it will be initialized as appropriate for the segment type. For example data and text segments will be read from the executable file, and bss segments will be filled with zero bytes.

The MIPS R2000 and R3000 have no hardware instructions to implement locks. The following method can be used to build them from software. First, try to *segattach* a segment of class `lock`. If this succeeds, the machine is an SGI Power Series and the memory contains hardware locks. Each 4096-byte page has 64 `long` words at its beginning; each word implements a test-and-set semaphore when read; the low bit of the word is zero on success, one on failure. If the *segattach* fails, there is no hardware support but the operating system helps: Any COP3 instruction will be trapped by the kernel and interpreted as a test-and-set. In the trap, R1 points to a `long`; on return, R1 is greater or equal zero on success, negative on failure. The following assembly language implements such a test-and-set.

```
/*
 *    MIPS test and set
 */
      TEXT  tas(SB), $0
      MOVW  R1, sema+0(FP)   /* save arg on stack */
btas:
      MOVW  sema+0(FP), R1
      MOVB  R0, 1(R1)
```

```
NOR   R0, R0, R0 /* NOP */
WORD  $(023<<26) /* MFC3 R0, R0 */
BLTZ  R1, btas
RET
```

SOURCE

`/sys/src/libc/9syscall`

SEE ALSO

lock(2), *segbrk*(2), *segflush*(2)
`/proc/*/segment`

DIAGNOSTICS

These functions set *errstr*.

BUGS

The return type of *segattach* is peculiar. Also, *segattach* returns −1 on error; beware that on some systems other negative values might be legal addresses.

There is a small fixed limit on the number of segments that may be attached, as well as a maximum segment size.

NAME

segbrk – change memory allocation

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int   segbrk(void *saddr, void *addr)
```

DESCRIPTION

Segbrk sets the system's idea of the lowest unused location of a segment to *addr* rounded up to the next multiple of a page size, typically 4096 bytes. The segment is identified by *saddr* which may be any valid address within the segment.

A call to *segbrk* with a zero *addr* argument returns the address of the top of bss.

The system will prevent segments from overlapping and will not allow the length of the text, data, or stack segment to be altered.

SOURCE

`/sys/src/libc/9syscall`

SEE ALSO

brk(2), *segattach*(2), *segflush*(2)
`/proc/*/segment`

DIAGNOSTICS

Sets *errstr*.

NAME

segflush – flush instruction and data caches

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int  segflush(void *va, ulong len)
```

DESCRIPTION

Segflush invalidates any instruction cache and writes back any data cache associated with pages contained in a segment. All subsequent new pages in the segment will also be flushed when first referenced.

Va is an address within the segment to be flushed; it is rounded down to the nearest page boundary. *Len* specifies the length in bytes of the memory to flush; *va+len* is rounded up to the nearest page boundary. *Segflush* works correctly when the memory straddles multiple segments.

Correct use of *segflush* depends on an understanding of the cache architecture of the specific machine.

SOURCE

/sys/src/libc/9syscall

SEE ALSO

segattach(2), *segbrk*(2)
/proc/*/segment

DIAGNOSTICS

Sets *errstr*.

NAME

setjmp, longjmp, notejmp – non–local goto

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int  setjmp(jmp_buf env)

void longjmp(jmp_buf env, int val)

void notejmp(void *uregs, jmp_buf env, int val)
```

DESCRIPTION

These routines 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*. It returns value 0.

Longjmp restores the environment saved by the last call of *setjmp*. It then causes execution to continue as if the call of *setjmp* had just returned with value *val*. The invoker of *setjmp* must not itself have returned in the interim. All accessible data have values as of the time *longjmp* was called.

Notejmp is the same as *longjmp* except that it is to be called from within a note handler (see *notify*(2)). The *uregs* argument should be the first argument passed to the note handler.

Setjmp and *longjmp* can also be used to switch stacks. Defined in </$objtype/u.h> are several macros that can be used to build jmp_bufs by hand. The following code establishes a jmp_buf that may be called by *longjmp* to begin execution in a function f with 1024 bytes of stack:

```
#include <u.h>
#include <libc.h>

jmp_buf label;
#define NSTACK 1024
char stack[NSTACK];

void
setlabel(void)
{
     label[JMPBUFPC] = ((ulong)f+JMPBUFDPC);
     /* -2 leaves room for old pc and new pc in frame */
     label[JMPBUFSP =
             (ulong)(&stack[NSTACK-2*sizeof(ulong*)]);
}
```

SOURCE

```
/sys/src/libc/$objtype/setjmp.s
/sys/src/libc/$objtype/notejmp.c
```

SEE ALSO

notify(2)

BUGS

Notejmp cannot recover from an address trap or bus error (page fault) on the 680x0 architectures.

NAME

sin, cos, tan, asin, acos, atan, atan2 – trigonometric functions

SYNOPSIS

```
#include <u.h>
#include <libc.h>

double sin(double x)

double cos(double x)

double tan(double x)

double asin(double x)

double acos(double x)

double atan(double x)

double atan2(double y, double x)
```

DESCRIPTION

Sin, cos and *tan* return trigonometric functions of radian arguments. The magnitude of the argument should be checked by the caller to make sure the result is meaningful.

Asin returns the arc sine in the range $-\pi/2$ to $\pi/2$.

Acos returns the arc cosine in the range 0 to π.

Atan returns the arc tangent in the range $-\pi/2$ to $\pi/2$.

Atan2 returns the arc tangent of *y/x* in the range $-\pi$ to π.

SOURCE

`/sys/src/libc/port`

SEE ALSO

intro(2)

BUGS

The value of *tan* for arguments greater than about 2^{31} is garbage.

NAME

sinh, cosh, tanh – hyperbolic functions

SYNOPSIS

```
#include <u.h>
#include <libc.h>

double sinh(double x)

double cosh(double x)

double tanh(double x)
```

DESCRIPTION

These functions compute the designated hyperbolic functions for real arguments.

SOURCE

```
/sys/src/libc/port
```

SEE ALSO

intro(2)

NAME

sleep, alarm – delay, ask for delayed note

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int sleep(long millisecs)

long alarm(unsigned long millisecs)
```

DESCRIPTION

Sleep suspends the current process for the number of milliseconds specified by the argument. The actual suspension time may be a little more or less than the requested time. If *millisecs* is 0, the process gives up the CPU if another process is waiting to run, returning immediately if not. Sleep returns –1 if interrupted, 0 otherwise.

Alarm causes an `alarm` note (see *notify*(2)) to be sent to the invoking process after the number of milliseconds given by the argument. Successive calls to *alarm* reset the alarm clock. A zero argument clears the alarm. The return value is the amount of time previously remaining in the alarm clock.

SOURCE

`/sys/src/libc/9syscall`

SEE ALSO

intro(2)

DIAGNOSTICS

These functions set *errstr*.

NAME

stat, fstat, wstat, fwstat, dirstat, dirfstat, dirwstat, dirfwstat, nulldir – get and put file status

SYNOPSIS

```
#include <u.h>
#include <libc.h>

int stat(char *name, uchar *edir, int nedir)

int fstat(int fd, uchar *edir, int nedir)

int wstat(char *name, uchar *edir, int nedir)

int fwstat(int fd, uchar *edir, int nedir)

Dir* dirstat(char *name)

Dir* dirfstat(int fd)

int dirwstat(char *name, Dir *dir)

int dirfwstat(int fd, Dir *dir)

void nulldir(Dir *d)
```

DESCRIPTION

Given a file's *name*, or an open file descriptor *fd*, these routines retrieve or modify file status information. *Stat*, *fstat*, *wstat*, and *fwstat* are the system calls; they deal with machine-independent *directory entries*. Their format is defined by *stat*(5). *Stat* and *fstat* retrieve information about *name* or *fd* into *edir*, a buffer of length *nedir*, defined in `<libc.h>`. *Wstat* and *fwstat* write information back, thus changing file attributes according to the contents of *edir*. The data returned from the kernel includes its leading 16-bit length field as described in *intro*(5). For symmetry, this field must also be present when passing data to the kernel in a call to *wstat* and *fwstat*, but its value is ignored.

Dirstat, *dirfstat*, *dirwstat*, and *dirfwstat* are similar to their counterparts, except that they operate on *Dir* structures:

```
typedef
struct Dir {
    /* system-modified data */
    uint  type;    /* server type */
    uint  dev;     /* server subtype */
    /* file data */
    Qid   qid;     /* unique id from server */
    ulong mode;    /* permissions */
    ulong atime;   /* last read time */
    ulong mtime;   /* last write time */
    vlong length;  /* file length: see <u.h> */
    char  *name;   /* last element of path */
    char  *uid;    /* owner name */
    char  *gid;    /* group name */
    char  *muid;   /* last modifier name */
} Dir;
```

The returned structure is allocated by *malloc*(2); freeing it also frees the associated strings.

This structure and the `Qid` structure are defined in `<libc.h>`. If the file resides on permanent storage and is not a directory, the length returned by *stat* is the number of bytes in the file. For directories, the length returned is zero. For files that are streams (e.g., pipes and network connections), the length is the number of bytes that can be read without blocking.

Each file is the responsibility of some *server*: it could be a file server, a kernel device, or a user process. `Type` identifies the server type, and `dev` says which of a group of servers of the same type is the one responsible for this file. `Qid` is a structure containing `path` and `vers` fields: `path` is guaranteed to be unique among all path names currently on the file server, and `vers` changes each time the file is modified. The `path` is a `long long` (64 bits, `vlong`) and the `vers` is an `unsigned long` (32 bits, `ulong`). Thus, if two files have the same `type`, `dev`, and `qid` they are the same file.

The bits in `mode` are defined by

0x80000000	directory
0x40000000	append only
0x20000000	exclusive use (locked)
0400	read permission by owner
0200	write permission by owner
0100	execute permission (search on directory) by owner
0070	read, write, execute (search) by group
0007	read, write, execute (search) by others

There are constants defined in `<libc.h>` for these bits: `DMDIR`, `DMAPPEND`, and `DMEXCL` for the first three; and `DMREAD`, `DMWRITE`, and `DMEXEC` for the read, write, and execute bits for others.

The two time fields are measured in seconds since the epoch (Jan 1 00:00 1970 GMT). `Mtime` is the time of the last change of content. Similarly, `atime` is set whenever the contents are accessed; also, it is set whenever `mtime` is set.

`Uid` and `gid` are the names of the owner and group of the file; `muid` is the name of the user that last modified the file (setting `mtime`). Groups are also users, but each server is free to associate a list of users with any user name *g*, and that list is the set of users in the group *g*. When an initial attachment is made to a server, the user string in the process group is communicated to the server. Thus, the server knows, for any given file access, whether the accessing process is the owner of, or in the group of, the file. This selects which sets of three bits in `mode` is used to check permissions.

Only some of the fields may be changed with the *wstat* calls. The `name` can be changed by anyone with write permission in the parent directory. The `mode` and `mtime` can be changed by the owner or the group leader of the file's current group. The *gid* can be changed: by the owner if also a member of the new group; or by the group leader of the file's current group if also leader of the new group (see *intro*(5) for more information about permissions and *users*(6) for users and groups). The `length` can be changed by anyone with write permission, provided the operation is implemented by the server. (See *intro*(5) for permission information, and *users*(6) for user and group information).

Special values in the fields of the `Dir` passed to *wstat* indicate that the field is not intended to be changed by the call. The values are the maximum unsigned integer of appropriate size for integral values (usually ~0, but beware of conversions and size mismatches when comparing values) and the empty or nil string for string values. The routine *nulldir* initializes all the elements of *d* to these "don't care" values. Thus one may change the mode, for example, by using *nulldir* to initialize a `Dir`, then setting the mode, and then doing *wstat*; it is not necessary to use *stat* to retrieve the initial values first.

SOURCE

`/sys/src/libc/9syscall`	for the non-`dir` routines
`/sys/src/libc/9sys`	for the routines prefixed `dir`

SEE ALSO

intro(2), *fcall*(2), *dirread*(2), *stat*(5)

DIAGNOSTICS

The *dir* functions return a pointer to the data for a successful call, or `nil` on error. The others return the number of bytes copied on success, or -1 on error. All set *errstr*.

If the buffer for *stat* or *fstat* is too short for the returned data, the return value will be `BIT16SZ` (see *fcall*(2)) and the two bytes returned will contain the initial count field of the returned data; retrying with `nedir` equal to that value plus `BIT16SZ` (for the count itself) should succeed.

NAME

strcat, strncat, strcmp, strncmp, cistrcmp, cistrncmp, strcpy, strncpy, strecpy, strlen, strchr, strrchr, strpbrk, strspn, strcspn, strtok, strdup, strstr, cistrstr – string operations

SYNOPSIS

```
#include <u.h>
#include <libc.h>

char* strcat(char *s1, char *s2)

char* strncat(char *s1, char *s2, long n)

int   strcmp(char *s1, char *s2)

int   strncmp(char *s1, char *s2, long n)

int   cistrcmp(char *s1, char *s2)

int   cistrncmp(char *s1, char *s2, long n)

char* strcpy(char *s1, char *s2)

char* strecpy(char *s1, char *es1, char *s2)

char* strncpy(char *s1, char *s2, long n)

long  strlen(char *s)

char* strchr(char *s, char c)

char* strrchr(char *s, char c)

char* strpbrk(char *s1, char *s2)

long  strspn(char *s1, char *s2)

long  strcspn(char *s1, char *s2)

char* strtok(char *s1, char *s2)

char* strdup(char *s)

char* strstr(char *s1, char *s2)

char* cistrstr(char *s1, char *s2)
```

DESCRIPTION

The arguments *s1, s2* and *s* point to null-terminated strings. The functions *strcat*, *strncat*, *strcpy*, *strecpy*, and *strncpy* all alter *s1*. *Strcat* and *strcpy* do not check for overflow of the array pointed to by *s1*.

Strcat appends a copy of string *s2* to the end of string *s1*. *Strncat* appends at most *n* bytes. Each returns a pointer to the null-terminated result.

Strcmp compares its arguments and returns an integer less than, equal to, or greater than 0, according as *s1* is lexicographically less than, equal to, or greater than *s2*. *Strncmp* makes the same comparison but examines at most *n* bytes. *Cistrcmp* and *cistrncmp* ignore ASCII case distictions when comparing strings. The comparisons are made with unsigned bytes.

Strcpy copies string *s2* to *s1*, stopping after the null byte has been copied. *Strncpy* copies exactly *n* bytes, truncating *s2* or adding null bytes to *s1* if necessary. The result will not be null-terminated if the length of *s2* is *n* or more. Each function returns *s1*.

Strecpy copies bytes until a null byte has been copied, but writes no bytes beyond *es1*. If any bytes are copied, *s1* is terminated by a null byte, and a pointer to that byte is returned. Otherwise, the original *s1* is returned.

Strlen returns the number of bytes in *s*, not including the terminating null byte.

Strchr (*strrchr*) returns a pointer to the first (last) occurrence of byte *c* in string *s*, or 0 if *c* does not occur in the string. The null byte terminating a string is considered to be part of the string.

Strpbrk returns a pointer to the first occurrence in string *s1* of any byte from string *s2*, 0 if no byte from *s2* exists in *s1*.

Strspn (*strcspn*) returns the length of the initial segment of string *s1* which consists entirely of bytes from (not from) string *s2*.

Strtok considers the string *s1* to consist of a sequence of zero or more text tokens separated by spans of one or more bytes from the separator string *s2*. The first call, with pointer *s1* specified, returns a pointer to the first byte of the first token, and will have written a null byte into *s1* immediately following the returned token. The function keeps track of its position in the string between separate calls; subsequent calls, signified by *s1* being 0, will work through the string *s1* immediately following that token. The separator string *s2* may be different from call to call. When no token remains in *s1*, 0 is returned.

Strdup returns a pointer to a distinct copy of the null-terminated string *s* in space obtained from *malloc*(2) or 0 if no space can be obtained.

Strstr returns a pointer to the first occurrence of *s2* as a substring of *s1*, or 0 if there is none. If *s2* is the null string, *strstr* returns *s1*. *Cistrstr* operates analogously, but ignores ASCII case differences when comparing strings.

SOURCE

All these routines have portable C implementations in `/sys/src/libc/port`. Many also have machine-dependent assembly language implementations in `/sys/src/libc/$objtype`.

SEE ALSO

memory(2), *rune*(2), *runestrcat*(2)

BUGS

These routines know nothing about UTF. Use the routines in *rune*(2) as appropriate. Note, however, that the definition of UTF guarantees that *strcmp* compares UTF strings correctly.

The outcome of overlapping moves varies among implementations.

NAME

s_alloc, s_append, s_array, s_copy, s_error, s_free, s_incref, s_memappend, s_nappend, s_new, s_newalloc, s_parse, s_reset, s_restart, s_terminate, s_tolower, s_putc, s_unique, s_grow, s_read, s_read_line, s_getline – extensible strings

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <String.h>

String*   s_new(void)
void      s_free(String *s)
String*   s_newalloc(int n)
String*   s_array(char *p, int n)
String*   s_grow(String *s, int n)

void      s_putc(String *s, int c)
void      s_terminate(String *s)
String*   s_reset(String *s)
String*   s_restart(String *s)
String*   s_append(String *s, char *p)
String*   s_nappend(String *s, char *p, int n)
String*   s_memappend(String *s, char *p, int n)
String*   s_copy(char *p)
String*   s_parse(String *s1, String *s2)

void      s_tolower(String *s)

String*   s_incref(String *s)
String*   s_unique(String *s)

#include <bio.h>

int       s_read(Biobuf *b, String *s, int n)
char*     s_read_line(Biobuf *b, String *s)
char*     s_getline(Biobuf *b, String *s)
```

DESCRIPTION

These routines manipulate extensible strings. The basic type is `String`, which points to an array of characters. The string maintains pointers to the beginning and end of the allocated array. In addition a finger pointer keeps track of where parsing will start (for *s_parse*) or new characters will be added (for *s_putc*, *s_append*, and *s_nappend*). The structure, and a few useful macros are:

```
typedef struct String {
     Lock;
     char *base;    /* base of String */
     char *end;     /* end of allocated space+1 */
     char *ptr;     /* ptr into String */
     ...
} String;

#define s_to_c(s) ((s)->base)
#define s_len(s) ((s)->ptr-(s)->base)
#define s_clone(s) s_copy((s)->base)
```

S_to_c is used when code needs a reference to the character array. Using `s->base` directly is frowned upon since it exposes too much of the implementation.

allocation and freeing

A string must be allocated before it can be used. One normally does this using *s_new*, giving the string an initial allocation of 128 bytes. If you know that the string will need to grow much longer, you can use *s_newalloc* instead, specifying the number of bytes in the initial allocation.

S_free causes both the string and its character array to be freed.

S_grow grows a string's allocation by a fixed amount. It is useful if you are reading directly into a string's character array but should be avoided if possible.

S_array is used to create a constant array, that is, one whose contents won't change. It points directly to the character array given as an argument. Tread lightly when using this call.

Filling the string

After its initial allocation, the string points to the beginning of an allocated array of characters starting with NUL.

S_putc writes a character into the string at the pointer and advances the pointer to point after it.

S_terminate writes a NUL at the pointer but doesn't advance it.

S_restart resets the pointer to the begining of the string but doesn't change the contents.

S_reset is equivalent to *s_restart* followed by *s_terminate*.

S_append and *s_nappend* copy characters into the string at the pointer and advance the pointer. They also write a NUL at the pointer without advancing the pointer beyond it. Both routines stop copying on encountering a NUL. *S_memappend* is like *s_nappend* but doesn't stop at a NUL.

If you know the initial character array to be copied into a string, you can allocate a string and copy in the bytes using *s_copy*. This is the equivalent of a *s_new* followed by an *s_append*.

S_parse copies the next white space terminated token from *s1* to the end of *s2*. White space is defined as space, tab, and newline. Both single and double quoted strings are treated as a single token. The bounding quotes are not copied. There is no escape mechanism.

S_tolower converts all ASCII characters in the string to lower case.

Multithreading

S_incref is used by multithreaded programs to avoid having the string memory released until the last user of the string performs an *s_free*. *S_unique* returns a unique copy of the string: if the reference count it 1 it returns the string, otherwise it returns an *s_clone* of the string.

Bio interaction

S_read reads the requested number of characters through a *Biobuf* into a string. The string is grown as necessary. An eof or error terminates the read. The number of bytes read is returned. The string is null terminated.

S_read_line reads up to and including the next newline and returns a pointer to the beginning of the bytes read. An eof or error terminates the read. The string is null terminated.

S_getline reads up to the next newline and returns a pointer to the beginning of the bytes read. Leading spaces and tabs and the trailing newline are all discarded.

SOURCE

`/sys/src/libString`

SEE ALSO

bio(2)

NAME

stringsize, stringwidth, stringnwidth, runestringsize, runestringwidth, runestringnwidth – graphical size of strings

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <draw.h>

Point stringsize(Font *f, char *s)

int   stringwidth(Font *f, char *s)

int   stringnwidth(Font *f, char *s, int n)

Point runestringsize(Font *f, Rune *s)

int   runestringwidth(Font *f, Rune *s)

int   runestringnwidth(Font *f, Rune *s, int n)
```

DESCRIPTION

These routines compute the geometrical extent of character strings when drawn on the display. The most straightforward, `stringsize`, returns a `Point` representing the vector from upper left to lower right of the NUL-terminated string *s* drawn in font *f*. `Stringwidth` returns just the *x* component. `Stringnwidth` returns the width of the first *n* characters of *s*.

The routines beginning with `rune` are analogous, but accept an array of runes rather than UTF-encoded bytes.

FILES

`/lib/font/bit` directory of fonts

SOURCE

`/sys/src/libdraw`

SEE ALSO

addpt(2), *cachechars*(2), *subfont*(2), *draw*(2), *draw*(3), *image*(6), *font*(6)

DIAGNOSTICS

Because strings are loaded dynamically, these routines may generate I/O to the server and produce calls to the graphics error function.

NAME

allocsubfont, freesubfont, installsubfont, lookupsubfont, uninstallsubfont, subfontname, readsubfont, readsubfonti, writesubfont, stringsubfont, strsubfontwidth, mkfont – subfont manipulation

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <draw.h>

Subfont* allocsubfont(char *name, int n, int height, int ascent,
         Fontchar *info, Image *i)

void     freesubfont(Subfont *f)

void     installsubfont(char *name, Subfont *f)

Subfont* lookupsubfont(Subfont *f)

void     uninstallsubfont(Subfont *f)

Subfont* readsubfont(Display *d, char *name, int fd, int dolock)

Subfont* readsubfonti(Display *d, char *name, int fd, Image *im,
           int dolock)

int      writesubfont(int fd, Subfont *f)

Point    stringsubfont(Image *dst, Point p, Image *src,
         Subfont *f, char *str)

Point    strsubfontwidth(Subfont *f, char *s)

Font*    mkfont(Subfont *f, Rune min)
```

DESCRIPTION

Subfonts are the components of fonts that hold the character images. A font comprises an array of subfonts; see *cachechars*(2). A new `Subfont` is allocated and initialized with *allocsubfont*. See *cachechars*(2) for the meaning of *n*, *height*, *ascent*, and *info*, and the arrangement of characters in image *i*. The *name* is used to identify the subfont in the subfont cache; see the descriptions *lookupsubfont* and *installsubfont* (*q.v.*). The appropriate fields of the returned `Subfont` structure are set to the passed arguments, and the image is registered as a subfont with the graphics device *draw*(3). *Allocsubfont* returns 0 on failure.

Freesubfont frees a subfont and all its associated structure including the associated image. Since *freesbufont* calls *free* on `f->info`, if `f->info` was not allocated by *malloc*(2) it should be zeroed before calling *subffree*.

A number of subfonts are kept in external files. The convention for naming subfont files is:

`/lib/font/bit/`*name*`/`*class*`.`*size*`.`*depth*

where *size* is approximately the height in pixels of the lower case letters (without ascenders or descenders). If there is only one version of the subfont, the `.`*depth* extension is elided. *Class* describes the range of runes encoded in the subfont: `ascii`, `latin1`, `greek`, etc.

Subfonts are cached within the program, so a subfont shared between fonts will be loaded only once. *Installsubfont* stores subfont *f* under the given *name*, typically the file name from which it was read. *Uninstallsubfont* removes the subfont from the cache. Finally, *lookupsubfont* searches for a subfont with the given *name* in the cache and returns it, or nil if no such subfont exists.

Subfontname is used to locate subfonts given their names within the fonts. The default version constructs a name given the *cfname*, its name within the font, *fname*, the name of the font, and the maximum depth suitable for this subfont. This interface allows a partially specified name within a font to be resolved at run-time to the name of a file holding a suitable subfont. Although it is principally a routine internal to the library, *subfontname* may be substituted by the application to provide a less file-oriented subfont naming scheme.

The format of a subfont file is described in *font*(6). Briefly, it contains a image with all the characters in it, followed by a subfont header, followed by character information. *Readsubfont* reads a subfont from the file descriptor *fd*. The *name* is used to identify the font in the cache. The *dolock* argument specifies whether the routine should synchronize use of the *Display* with other processes; for single-threaded applications it may always be zero. *Readsubfonti* does the same for a subfont whose associated image is already in memory; it is passed as the argument *im*. In other words, *readsubfonti* reads only the header and character information from the file descriptor.

Writesubfont writes on *fd* the part of a subfont file that comes after the image. It should be preceded by a call to *writeimage* (see *allocimage*(2)).

Stringsubfont is analogous to `string` (see *draw*(2)) for subfonts. Rather than use the underlying font caching primitives, it calls `draw` for each character. It is intended for stand-alone environments such as operating system kernels. *Strsubfontwidth* returns the width of the string *s* in as it would appear if drawn with *stringsubfont* in `Subfont f`.

Mkfont takes as argument a `Subfont` *s* and returns a pointer to a `Font` that maps the character images in *s* into the `Runes` *min* to *min*+*s*`->n-1`.

FILES

`/lib/font/bit` bitmap font file tree

SOURCE

`/sys/src/libdraw`

SEE ALSO

graphics(2), *allocimage*(2), *draw*(2), *cachechars*(2), *image*(6), *font*(6)

DIAGNOSTICS

All of the functions use the graphics error function (see *graphics*(2)).

NAME

syminit, getsym, symbase, pc2sp, pc2line, textseg, line2addr, lookup, findlocal, getauto, findsym, localsym, globalsym, textsym, file2pc, fileelem, filesym, fileline, fnbound – symbol table access functions

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <bio.h>
#include <mach.h>

int  syminit(int fd, Fhdr *fp)

Sym  *getsym(int index)

Sym  *symbase(long *nsyms)

int  fileelem(Sym **fp, uchar *encname, char *buf, int n)

int  filesym(int index, char *buf, int n)

long pc2sp(ulong pc)

long pc2line(ulong pc)

void textseg(ulong base, Fhdr *fp)

long line2addr(ulong line, ulong basepc)

int  lookup(char *fn, char *var, Symbol *s)

int  findlocal(Symbol *s1, char *name, Symbol *s2)

int  getauto(Symbol *s1, int off, int class, Symbol *s2)

int  findsym(long addr, int class, Symbol *s)

int  localsym(Symbol *s, int index)

int  globalsym(Symbol *s, int index)

int  textsym(Symbol *s, int index)

long file2pc(char *file, ulong line)

int  fileline(char *str, int n, ulong addr)

int  fnbound(long addr, ulong *bounds)
```

DESCRIPTION

These functions provide machine-independent access to the symbol table of an executable file or executing process. The latter is accessible by opening the device `/proc/`*pid*`/text` as described in *proc*(3). *Mach*(2) and *object*(2) describe additional library functions for processing executable and object files.

Syminit, *getsym*, *symbase*, *fileelem*, *pc2sp*, *pc2line*, and *line2addr* process the symbol table contained in an executable file or the `text` image of an executing program. The symbol table is stored internally as an array of `Sym` data structures as defined in *a.out*(6).

Syminit uses the data in the `Fhdr` structure filled by *crackhdr* (see *mach*(2)) to read the raw symbol tables from the open file descriptor *fd*. It returns the count of the number of symbols or –1 if an error occurs.

Getsym returns the address of the *i*th `Sym` structure or zero if *index* is out of range.

Symbase returns the address of the first `Sym` structure in the symbol table. The number of entries in the symbol table is returned in *nsyms*.

Fileelem converts a file name, encoded as described in *a.out*(6), to a character string. *Fp* is the base of an array of pointers to file path components ordered by path index. *Encname* is the address of an array of encoded file path components in the form of a `z` symbol table entry. *Buf* and *n* specify the address of a receiving character buffer and its length. *Fileelem* returns the length of the null-terminated string that is at most *n*–1 bytes long.

Filesym is a higher-level interface to *fileelem*. It fills *buf* with the name of the *i*th file and returns the length of the null-terminated string that is at most *n*-1 bytes long. File names are retrieved in no particular order, although the order of retrieval does not vary from one pass to the next. A zero is returned when *index* is too large or too small or an error occurs during file name conversion.

Pc2sp returns an offset associated with a given value of the program counter. Adding this offset to the current value of the stack pointer gives the address of the current stack frame. This approach only applies to the 68020 architecture; other architectures use a fixed stack frame offset by a constant contained in a dummy local variable (called `.frame`) in the symbol table.

Pc2line returns the line number of the statement associated with the instruction address *pc*. The line number is the absolute line number in the source file as seen by the compiler after pre-processing; the original line number in the source file may be derived from this value using the history stacks contained in the symbol table.

Pc2sp and *pc2line* must know the start and end addresses of the text segment for proper operation. These values are calculated from the file header by function *syminit*. If the text segment address is changed, the application program must invoke *textseg* to recalculate the boundaries of the segment. *Base* is the new base address of the text segment and *fp* points to the *Fhdr* data structure filled by *crackhdr*.

Line2addr converts a line number to an instruction address. The first argument is the absolute line number in a file. Since a line number does not uniquely identify an instruction location (e.g., every source file has line 1), a second argument specifies a text address from which the search begins. Usually this is the address of the first function in the file of interest.

Pc2sp, *pc2line*, and *line2addr* return -1 in the case of an error.

Lookup, *findlocal*, *getauto*, *findsym*, *localsym*, *globalsym*, *textsym*, *file2pc*, and *fileline* operate on data structures riding above the raw symbol table. These data structures occupy memory and impose a startup penalty but speed retrievals and provide higher-level access to the basic symbol table data. *Syminit* must be called prior to using these functions. The `Symbol` data structure:

```
typedef struct {
        void *handle;     /* private */
        struct {
            char  *name;
            long   value;
            char   type;
            char   class;
        };
} Symbol;
```

describes a symbol table entry. The `value` field contains the offset of the symbol within its address space: global variables relative to the beginning of the data segment, text beyond the start of the text segment, and automatic variables and parameters relative to the stack frame. The `type` field contains the type of the symbol as defined in *a.out*(6). The `class` field assigns the symbol to a general class; CTEXT, CDATA, CAUTO, and CPARAM are the most popular.

Lookup fills a `Symbol` structure with symbol table information. Global variables and functions are represented by a single name; local variables and parameters are uniquely specified by a function and variable name pair. Arguments *fn* and *var* contain the name of a function and variable, respectively. If both are non-zero, the symbol table is searched for a parameter or automatic variable. If only *var* is zero, the text symbol table is searched for function *fn*. If only *fn* is zero, the global variable table is searched for *var*.

Findlocal fills *s2* with the symbol table data of the automatic variable or parameter matching *name*. *S1* is a `Symbol` data structure describing a function or a local variable; the latter resolves to its owning function.

Getauto searches the local symbols associated with function *s1* for an automatic variable or parameter located at stack offset *off*. *Class* selects the class of variable: CAUTO or CPARAM. *S2* is the address of a `Symbol` data structure to receive the symbol table information of the desired symbol.

Findsym returns the symbol table entry of type *class* stored near *addr*. The selected symbol is a global variable or function with address nearest to and less than or equal to *addr*. Class specification CDATA searches only the global variable symbol table; class CTEXT limits the search to the text symbol table. Class specification CANY searches the text table first, then the global table.

Localsym returns the *i*th local variable in the function associated with *s*. *S* may reference a function or a local variable; the latter resolves to its owning function. If the *i*th local symbol exists, *s* is filled with the data describing it.

Globalsym loads *s* with the symbol table information of the *i*th global variable.

Textsym loads *s* with the symbol table information of the *i*th text symbol. The text symbols are ordered by increasing address.

File2pc returns a text address associated with *line* in file *file*, or −1 on an error.

Fileline converts text address *addr* to its equivalent line number in a source file. The result, a null terminated character string of the form `file:line`, is placed in buffer *str* of *n* bytes.

Fnbound returns the start and end addresses of the function containing the text address supplied as the first argument. The second argument is an array of two unsigned longs; *fnbound* places the bounding addresses of the function in the first and second elements of this array. The start address is the address of the first instruction of the function; the end address is the address of the start of the next function in memory, so it is beyond the end of the target function. *Fnbound* returns 1 if the address is within a text function, or zero if the address selects no function.

Functions *file2pc* and *fileline* may produce inaccurate results when applied to optimized code.

Unless otherwise specified, all functions return 1 on success, or 0 on error. When an error occurs, a message describing it is stored in the system error buffer where it is available via *errstr*.

SOURCE

`/sys/src/libmach`

SEE ALSO

mach(2), *object*(2), *errstr*(2), *proc*(3), *a.out*(6)

NAME

alt, chancreate, chanfree, chaninit, chanprint, mainstacksize, proccreate, procdata, procexec, procexecl, procrfork, recv, recvp, recvul, send, sendp, sendul, nbrecv, nbrecvp, nbrecvul, nbsend, nbsendp, nbsendul, threadcreate, threaddata, threadexits, threadexitsall, threadgetgrp, threadgetname, threadint, threadintgrp, threadkill, threadkillgrp, threadmain, threadnotify, threadid, threadpid, threadprint, threadsetgrp, threadsetname, threadwaitchan, yield – thread and proc management

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <thread.h>

#define  CHANEND    0
#define  CHANSND    1
#define  CHANRCV    2
#define  CHANNOP    3
#define  CHANNOBLK  4

typedef struct Alt Alt;
struct Alt {
    Channel *c;
    void    *v;
    int     op;
    Channel **tag;
    int     entryno;
};

void     threadmain(int argc, char *argv[])
int      mainstacksize
int      proccreate(void (*fn)(void*), void *arg, uint stacksize)
int      procrfork(void (*fn)(void*), void *arg, uint stacksize,
            int rforkflag)
int      threadcreate(void (*fn)(void*), void *arg, uint stacksize)
void     threadexits(char *status)
void     threadexitsall(char *status)
void     yield(void)

int      threadid(void)
int      threadgrp(void)
int      threadsetgrp(int group)
int      threadpid(int id)

int      threadint(int id)
int      threadintgrp(int group)
int      threadkill(int id)
int      threadkillgrp(int group)

void     threadsetname(char *name)
char*    threadgetname(void)

void**   threaddata(void)
void**   procdata(void)

int      chaninit(Channel *c, int elsize, int nel)
Channel* chancreate(int elsize, int nel)
void     chanfree(Channel *c)

int      alt(Alt *alts)
int      recv(Channel *c, void *v)
void*    recvp(Channel *c)
ulong    recvul(Channel *c)
```

```
int       nbrecv(Channel *c, void *v)
void*     nbrecvp(Channel *c)
ulong     nbrecvul(Channel *c)
int       send(Channel *c, void *v)
int       sendp(Channel *c, void *v)
int       sendul(Channel *c, ulong v)
int       nbsend(Channel *c, void *v)
int       nbsendp(Channel *c, void *v)
int       nbsendul(Channel *c, ulong v)
int       chanprint(Channel *c, char *fmt, ...)

void      procexecl(Channel *cpid, char *file, ...)
void      procexec(Channel *cpid, char *file, char *args[])
Channel*  threadwaitchan(void)

int       threadnotify(int (*f)(void*, char*), int in)
```

DESCRIPTION

The thread library provides parallel programming support similar to that of the languages Alef and Newsqueak. Threads and procs occupy a shared address space, communicating and synchronizing through *channels* and shared variables.

A *proc* is a Plan 9 process that contains one or more cooperatively scheduled *threads*. Programs using threads must replace *main* by *threadmain*. The thread library provides a *main* function that sets up a proc with a single thread executing *threadmain* on a stack of size *mainstacksize* (default eight kilobytes). To set *mainstacksize*, declare a global variable initialized to the desired value (*e.g.*, `int mainstacksize = 1024`).

Threadcreate creates a new thread in the calling proc, returning a unique integer identifying the thread; the thread executes *fn(arg)* on a stack of size *stacksize*. Thread stacks are allocated in shared memory, making it valid to pass pointers to stack variables between threads and procs. *Procrfork* creates a new proc, and inside that proc creates a single thread as *threadcreate* would, returning the id of the created thread. *Procrfork* creates the new proc by calling `rfork` (see *fork*(2)) with flags RFPROC|RFMEM|RFNOWAIT|*rforkflag*. (The thread library depends on all its procs running in the same rendezvous group. Do not include RFREND in *rforkflag*.) *Proccreate* is identical to *procrfork* with *rforkflag* set to zero. Be aware that the calling thread may continue execution before the newly created proc and thread are scheduled. Because of this, *arg* should not point to data on the stack of a function that could return before the new process is scheduled.

Threadexits terminates the calling thread. If the thread is the last in its proc, *threadexits* also terminates the proc, using *status* as the exit status. *Threadexitsall* terminates all procs in the program, using *status* as the exit status.

The threads in a proc are coroutines, scheduled nonpreemptively in a round-robin fashion. A thread must explicitly relinquish control of the processor before another thread in the same proc is run. Calls that do this are *yield*, *proccreate*, *procexec*, *procexecl*, *threadexits*, *alt*, *send*, and *recv* (and the calls related to *send* and *recv*—see their descriptions further on). Procs are scheduled by the operating system. Therefore, threads in different procs can preempt one another in arbitrary ways and should synchronize their actions using `qlocks` (see *lock*(2)) or channel communication. System calls such as *read*(2) block the entire proc; all threads in a proc block until the system call finishes.

As mentioned above, each thread has a unique integer thread id. Thread ids are not reused; they are unique across the life of the program. *Threadid* returns the id for the current thread. Each thread also has a thread group id. The initial thread has a group id of zero. Each new thread inherits the group id of the thread that created it. *Threadgrp* returns the group id for the current thread; *threadsetgrp* sets it. *Threadpid* returns the pid of the Plan 9 process containing the thread identified by *id*, or -1 if no such thread is found.

Threadint interrupts a thread that is blocked in a channel operation or system call. *Threadintgrp* interrupts all threads with the given group id. *Threadkill* marks a thread to die when it next relinquishes the processor (via one of the calls listed above). If the thread is blocked in a channel operation or system call, it is also interrupted. *Threadkillgrp* kills all threads with the given group id. Note that *threadkill* and *threadkillgrp* will not terminate a thread that never relinquishes the processor.

Primarily for debugging (see *XXXacidthread*), threads can have string names associated with them. *Threadgetname* returns the current thread's name; *threadsetname* sets it. The pointer returned by *threadgetname* is only valid until the next call to *threadsetname*.

Threaddata returns a pointer to a per-thread pointer that may be modified by threaded programs for per-thread storage. Similarly, *procdata* returns a pointer to a per-proc pointer.

Procexecl and *procexec* are threaded analogues of *exec* and *execl* (see *exec*(2)); on success, they replace the calling thread (which must be the only thread in its proc) and invoke the external program. On error, they return -1. If *cpid* is not null, the pid of the invoked program will be sent along *cpid* once the program has been started, or -1 will be sent if an error occurs. *Procexec* and *procexecl* will not access their arguments after sending a result along *cpid*. Thus, programs that malloc the *argv* passed to *procexec* can safely free it once they have received the *cpid* response. *Threadwaitchan* returns a channel of pointers to `Waitmsg` structures (see *wait*(2)). When an exec'ed process exits, a pointer to a `Waitmsg` is sent to this channel. These `Waitmsg` structures have been allocated with *malloc*(2) and should be freed after use.

A `Channel` is a buffered or unbuffered queue for fixed-size messages. Procs and threads *send* messages into the channel and *recv* messages from the channel. If the channel is unbuffered, a *send* operation blocks until the corresponding *recv* operation occurs and *vice versa*. *Chaninit* initializes a `Channel` for messages of size *elsize* and with a buffer holding *nel* messages. If *nel* is zero, the channel is unbuffered. *Chancreate* allocates a new channel and initializes it. *Chanfree* frees a channel that is no longer used. *Chanfree* can be called by either sender or receiver after the last item has been sent or received. Freeing the channel will be delayed if there is a thread blocked on it until that thread unblocks (but *chanfree* returns immediately).

Send sends the element pointed at by *v* to the channel *c*. If *v* is null, zeros are sent. *Recv* receives an element from *c* and stores it in *v*. If *v* is null, the received value is discarded. *Send* and *recv* return 1 on success, -1 if interrupted. *Nbsend* and *nbrecv* behave similarly, but return 0 rather than blocking.

Sendp, *nbsendp*, *sendul*, and *nbsendul* send a pointer or an unsigned long; the channel must have been initialized with the appropriate *elsize*. *Recvp*, *nbrecvp*, *recvul*, and *nbrecvul* receive a pointer or an unsigned long; they return zero when a zero is received, when interrupted, or (for *nbrecvp* and *nbrecvul*) when the operation would have blocked. To distinguish between these three cases, use *recv* or *nbrecv*.

Alt can be used to recv from or send to one of a number of channels, as directed by an array of `Alt` structures, each of which describes a potential send or receive operation. In an `Alt` structure, `c` is the channel; `v` the value pointer (which may be null); and `op` the operation: CHANSND for a send operation, CHANRECV for a recv operation; CHANNOP for no operation (useful when *alt* is called with a varying set of operations). The array of `Alt` structures is terminated by an entry with *op* CHANEND or CHANNOBLK. If at least one `Alt` structure can proceed, one of them is chosen at random to be executed. *Alt* returns the index of the chosen structure. If no operations can proceed and the list is terminated with CHANNOBLK, *alt* returns the index of the terminating CHANNOBLK structure. Otherwise, *alt* blocks until one of the operations can proceed, eventually returning the index of the structure executes. *Alt* returns -1 when interrupted. The `tag` and `entryno` fields in the `Alt` structure are used internally by *alt* and need not be initialized. They are not used between *alt* calls.

Chanprint formats its arguments in the manner of *print*(2) and sends the result to the channel *c.* The string delivered by *chanprint* is allocated with *malloc*(2) and should be freed upon receipt.

Thread library functions do not return on failure; if errors occur, the entire program is aborted.

Threaded programs should use *threadnotify* in place of *atnotify* (see *notify*(2)).

It is safe to use `sysfatal` (see *perror*(2)) in threaded programs. *Sysfatal* will print the error string and call *threadexitsall*.

It is safe to use *rfork* (see *fork*(2)) to manage the namespace, file descriptors, note group, and environment of a single process. That is, it is safe to call *rfork* with the flags RFNAMEG, RFFDG, RFCFDG, RFNOTEG, RFENVG, and RFCENVG. (To create new processes, use *proccreate* and *procrfork*.) As mentioned above, the thread library depends on all procs being in the same rendezvous group; do not change the rendezvous group with *rfork*.

FILES

`/sys/lib/acid/thread` contains useful *acid*(1) functions for debugging threaded programs.

`/sys/src/libthread/example.c` contains a full example program.

SOURCE

`/sys/src/libthread`

SEE ALSO

intro(2)

NAME

time, nsec – time in seconds and nanoseconds since epoch

SYNOPSIS

```
#include <u.h>
#include <libc.h>

long time(long *tp)

vlong nsec(void)
```

DESCRIPTION

Both *time* and *nsec* return the time since the epoch 00:00:00 GMT, Jan. 1, 1970. The return value of the former is in seconds and the latter in nanoseconds. For *time*, if *tp* is not zero then **tp* is also set to the answer.

These functions work by reading `/dev/bintime`, opening that file when *they* are first called.

SOURCE

```
/sys/src/libc/9sys/time.c
/sys/src/libc/9sys/nsec.c
```

SEE ALSO

cons(3)

DIAGNOSTICS

Sets *errstr*.

BUGS

These routines maintain a static file descriptor.

NAME

tmpfile, tmpnam – Stdio temporary files

SYNOPSIS

```
#include <stdio.h>

FILE *tmpfile(void)

char *tmpnam(char *s)
```

DESCRIPTION

Tmpfile creates a temporary file that will automatically be removed when the file is closed or the program exits. The return value is a Stdio `FILE*` opened in update mode (see *fopen*(2)).

Tmpnam generates a string that is a valid file name and that is not the same as the name of an existing file. If *s* is zero, it returns a pointer to a string which may be overwritten by subsequent calls to *tmpnam*. If *s* is non-zero, it should point to an array of at least `L_tmpnam` (defined in `<stdio.h>`) characters, and the answer will be copied there.

FILES

`/tmp/tf000000000000` template for *tmpfile* file names.
`/tmp/tn000000000000` template for *tmpnam* file names.

SOURCE

`/sys/src/libstdio`

BUGS

The files created by *tmpfile* are not removed until *exits*(2) is executed; in particular, they are not removed on *fclose* or if the program terminates abnormally.

NAME

await, wait, waitpid – wait for a process to exit

SYNOPSIS

```
#include <u.h>
#include <libc.h>

Waitmsg*  wait(void)

int       waitpid(void)

int       await(char *s, int n)
```

DESCRIPTION

Wait causes a process to wait for any child process (see *fork*(2)) to exit. It returns a `Waitmsg` holding information about the exited child. A `Waitmsg` has this structure:

```
typedef
struct Waitmsg
{
    int pid;               /* of loved one */
    ulong time[3];         /* of loved one & descendants */
    char *msg;
} Waitmsg;
```

`Pid` is the child's process id. The `time` array contains the time the child and its descendants spent in user code, the time spent in system calls, and the child's elapsed real time, all in units of milliseconds. `Msg` contains the message that the child specified in *exits*(2). For a normal exit, `msg[0]` is zero, otherwise `msg` is the exit string prefixed by the process name, a blank, the process id, and a colon.

If there are no more children to wait for, *wait* returns immediately, with return value nil.

The `Waitmsg` structure is allocated by *malloc*(2) and should be freed after use. For programs that only need the pid of the exiting program, *waitpid* returns just the pid and discards the rest of the information.

The underlying system call is *await*, which fills in the n-byte buffer *s* with a textual representation of the pid, times, and exit string. There is no terminal NUL. The return value is the length, in bytes, of the data.

The buffer filled in by *await* may be parsed (after appending a NUL) using *tokenize* (see *getfields*(2)); the resulting fields are, in order, pid, the three times, and the exit string, which will be `''` for normal exit. If the representation is longer than *n* bytes, it is truncated but, if possible, properly formatted. The information that does not fit in the buffer is discarded, so a subsequent call to *await* will return the information about the next exiting child, not the remainder of the truncated message. In other words, each call to *await* returns the information about one child, blocking if necessary if no child has exited. If the calling process has no living children, *await* returns `−1`.

SOURCE

`/sys/src/libc/9syscall`

SEE ALSO

fork(2), *exits*(2), the `wait` file in *proc*(3)

DIAGNOSTICS

These routines set *errstr*.

NAME

Screen, allocscreen, publicscreen, freescreen, allocwindow, bottomwindow, bottomnwindows, topwindow, topnwindows, originwindow – window management

SYNOPSIS

```
#include <u.h>
#include <libc.h>
#include <draw.h>

typedef
struct Screen
{
     Display   *display; /* display holding data */
     int       id;       /* id of system-held Screen */
     Image     *image;   /* unused; for reference only */
     Image     *fill;    /* color to paint behind windows */
} Screen;

Screen* allocscreen(Image *image, Image *fill, int public)

Screen* publicscreen(Display *d, int id, ulong chan)

int     freescreen(Screen *s)

Image*  allocwindow(Screen *s, Rectangle r, int ref, int val)

void    bottomwindow(Image *w)

void    bottomnwindows(Image **wp, int nw)

void    topwindow(Image *w)

void    topnwindows(Image **wp, int nw)

int     originwindow(Image *w, Point log, Point scr)

enum
{
        /* refresh methods */
        Refbackup= 0,
        Refnone= 1,
        Refmesg= 2
};
```

DESCRIPTION

Windows are represented as `Images` and may be treated as regular images for all drawing operations. The routines discussed here permit the creation, deletion, and shuffling of windows, facilities that do not apply to regular images.

To create windows, it is first necessary to allocate a `Screen` data structure to gather them together. A `Screen` turns an arbitrary image into something that may have windows upon it. It is created by `allocscreen`, which takes an *image* upon which to place the windows (typically `display->image`), a *fill* image to paint the background behind all the windows on the image, and a flag specifying whether the result should be publicly visible. If it is public, an arbitrary other program connected to the same display may acquire a pointer to the same screen by calling `publicscreen` with the `Display` pointer and the *id* of the published `Screen`, as well as the expected channel descriptor, as a safety check. It will usually require some out-of-band coordination for programs to share a screen profitably. `Freescreen` releases a `Screen`, although it may not actually disappear from view until all the windows upon it have also been deallocated.

Unlike `allocwindow`, `allocscreen` does *not* initialize the appearance of the `Screen`.

Windows are created by `allocwindow`, which takes a pointer to the `Screen` upon which to create the window, a rectangle *r* defining its geometry, an integer pixel value *val* to color the window initially, and a refresh method `ref`. The refresh methods are `Refbackup`, which provides backing store and is the method used by *rio*(1) for its clients; `Refnone`, which provides no refresh and is designed for temporary uses such as sweeping a display rectangle, for windows that are completely covered by other windows, and for windows that are already protected by backing store;

and `Refmesg`, which causes messages to be delivered to the owner of the window when it needs to be repainted. `Refmesg` is not fully implemented.

The result of `allocwindow` is an `Image` pointer that may be treated like any other image. In particular, it is freed by calling `freeimage` (see *allocimage*(2)). The following functions, however, apply only to windows, not regular images.

`Bottomwindow` pushes window *w* to the bottom of the stack of windows on its `Screen`, perhaps obscuring it. `Topwindow` pulls window *w* to the top, making it fully visible on its `Screen`. (This `Screen` may itself be within a window that is not fully visible; `topwindow` will not affect the stacking of this parent window.) `Bottomnwindows` and `Topnwindows` are analogous, but push or pull a group of *nw* windows listed in the array *wp*. The order within *wp* is unaffected.

Each window is created as an `Image` whose `Rectangle r` corresponds to the rectangle given to `allocwindow` when it was created. Thus, a newly created window *w* resides on its `Screen->image` at *w*`->r` and has internal coordinates *w*`->r`. Both these may be changed by a call to `originwindow`. The two `Point` arguments to `originwindow` define the upper left corner of the logical coordinate system (*log*) and screen position (*scr*). Their usage is shown in the Examples section.

Rio(1) creates its client windows with backing store, `Refbackup`. The graphics initialization routine, `initdraw` (see *graphics*(2)), builds a `Screen` upon this, and then allocates upon that another window indented to protect the border. That window is created `Refnone`, since the backing store created by `rio` protects its contents. That window is the one known in the library by the global name `screen` (a historic but confusing choice).

EXAMPLES

To move a window to the upper left corner of the display,

```
originwindow(w, w->r.min, Pt(0, 0));
```

To leave a window where it is on the screen but change its internal coordinate system so (0, 0) is the upper left corner of the window,

```
originwindow(w, Pt(0, 0), w->r.min);
```

After this is done, `w->r` is translated to the origin and there will be no way to discover the actual screen position of the window unless it is recorded separately.

SOURCE

`/sys/src/libdraw`

SEE ALSO

graphics(2), *draw*(2), *cachechars*(2), *draw*(3)

BUGS

The refresh method `Refmesg` should be finished.

NAME

intro – introduction to the Plan 9 devices

DESCRIPTION

A Plan 9 *device* implements a file tree for client processes. A file name beginning with a pound sign, such as `#c`, names the root of a file tree implemented by a particular *kernel device driver* identified by the character after the pound sign. Such names are usually bound to conventional locations in the name space. For example, after

```
bind("#c", "/dev", MREPL)
```

an *ls*(1) of `/dev` will list the files provided by the *console* device.

A kernel device driver is a *server* in the sense of the Plan 9 File Protocol, 9P (see Section 5), but with the messages implemented by local rather than remote procedure calls. Also, several of the messages (*Nop*, *Session*, *Flush*, and *Error*) have no subroutine equivalents.

When a system call is passed a file name beginning with # it looks at the next character, and if that is a valid *device character* it performs an *attach*(5) on the corresponding device to get a channel representing the root of that device's file tree. If there are any characters after the device character but before the next / or end of string, those characters are passed as parameter *aname* to the attach. For example,

```
#I2
```

identifies the number 2 IP protocol stack (see *ip*(3)).

Each kernel device has a conventional place at which to be bound to the name space. The *SYNOPSIS* sections of the following pages includes a *bind* command to put the device in the conventional place. Most of these binds are done automatically by *init*(8) using `newns` (see *auth*(2)) on the file `/lib/namespace` (see *namespace*(6)). When typed to *rc*(1), the *bind* commands will need quotes to protect the # characters.

SEE ALSO

intro(5), *intro*(2)

NAME

apm – Advanced Power Management 1.2 BIOS interface

SYNOPSIS

`bind -a #P /dev`

`/dev/apm`

DESCRIPTION

This device presents a low-level interface to the APM 1.2 bios calls. It is enabled by adding the line ‘‘`apm0=`’’ to *plan9.ini*. (The value after the equals sign is ignored; the presence of the line at all enables the driver.) It is only available on uniprocessor PCs. Writing a 386 `Ureg` structure and then reading it back executes an APM call: the written registers are passed to the call, and the read registers are those returned by the call.

This device is intended to enable more user-friendly interfaces such as *apm*(8).

SOURCE

`/sys/src/9/pc/apm.c`
`/sys/src/9/pc/apmjump.s`

NAME

arch – architecture-specific information and control

SYNOPSIS

```
bind -a #P /dev

/dev/cputype
/dev/ioalloc
/dev/iob
/dev/iol
/dev/iow
/dev/irqalloc
```

DESCRIPTION

This device presents textual information about PC hardware and allows user-level control of the I/O ports on x86-class and DEC Alpha machines.

Reads from *cputype* recover the processor type and clock rate.

Reads from *ioalloc* return I/O ranges used by each device, one line per range. Each line contains three fields separated by white space: first address in hexadecimal, last address, name of device.

Reads from *irqalloc* return the enabled interrupts, one line per interrupt. Each line contains three fields separated by white space: the trap number, the IRQ it is assigned to, and the name of the device using it.

Reads and writes to *iob*, *iow*, and *iol* cause 8-bit wide, 16-bit wide, and 32-bit wide requests to I/O ports. The port accessed is determined by the byte offset of the file descriptor.

EXAMPLE

The following code reads from an x86 byte I/O port.

```
uchar
inportb(long port)
{
    uchar data;

    if(iobfd == -1)
        iobfd = open("#P/iob", ORDWR);

    seek(iobfd, port, 0);
    if(read(iobfd, &data, sizeof(data)) != sizeof(data))
        sysfatal("inportb(0x%4.4x): %r\n", port);
    return data;
}
```

SOURCE

```
/sys/src/9/pc/devarch.c
```

NAME

audio – SoundBlaster audio controller

SYNOPSIS

```
bind -a #A /dev

/dev/audio
/dev/volume
```

DESCRIPTION

The audio device serves a one-level directory, giving access to the stereo audio ports. `Audio` is the data file, which can be read or written to use the port. Audio data is a sequence of stereo samples, left sample first. Each sample is a 16 bit little-endian two's complement integer; the default sampling rate is 44.1 kHz. Some implementations only support audio output and return a zero length when read.

The length of the `audio` file as returned by *stat*(2) represents the number of bytes buffered for input or output. This provides some control over record or playback latency.

The file `audiostat` provides additional timing and latency control. When read, it returns lines of the form

`bufsize` *s* `buffered` *b* `offset` *o* `time` *t*

reporting number of bytes *s* used for DMA operations (i.e., the minimum useful size for reads and writes), the number of bytes *b* currently buffered, and the time *t* at which offset *o* was reached. Using *t* and *o*, it is possible to calculate at what time a byte with a different offset will be recorded or played back. See also *usb*(4).

`Volume` is the control file associated with the audio port. Each input and output source has an associated stereo volume control, ranging from 0 (quiet) to 100 (loud). In addition, there are controls for the sampling rate of the D/A and A/D converters and for any tone controls. Reads return lines of the form

source `in left` *value* `right` *value* `out left` *value* `right` *value*

possibly abbreviated if the values are shared or non-existent. For example, if all of the values are shared, the form degenerates to '*source value*'. Valid sources depend on the particular audio device, though all devices have a `audio` stereo source, which controls the output volume from the D/A converter connected to `audio`.

Writes accept the same format with same abbreviations. Writing the string `reset` sets all of the attributes to their default value, and if no attribute is supplied, `audio` is assumed.

The Sound Blaster 16 (or MCD) is half-duplex and accepts the following controls on its `volume` file, in the format shown above for reads.

`audio out`
: Data written to audio.

`synth in out`
: MIDI synthesizer.

`cd in out`
: CD player.

`line in out`
: Line-level input.

`mic in out`
: Monaural microphone input.

`speaker in out`
: Monaural internal speaker connection.

`treb out`
: Stereo treble tone control. Values less than 50 decrease the treble, those greater increase it.

`bass out`
Stereo bass tone control.

`speed in out`
Sampling rate for the D/A and A/D converters, expressed in Hz. Defaults to 44100.

SOURCE

`/sys/src/9/port/devaudio.c`

NAME

cap – capabilities for setting the user id of processes

SYNOPSIS

`bind #¤` *dir*

dir`/caphash`
dir`/capuse`

DESCRIPTION

This device enables a trusted process to create a capability that another process may then use to change its user id. The intent is to allow server processes, for example `telnetd` (see *ipserv*(8)), to change their user id after having proved to a trusted process, such as *factotum*(4), that they are indeed executing on behalf of a user. A trusted process is one running with the user id of the host owner (see `/dev/hostowner` in *cons*(3)).

A capability is a null terminated string consisting of the concatenation of an old user name, an ''@'', a new user name, an ''@'', and a string of randomly generated characters called the key. The trusted process enables the kernel to authenticate capabilities passed to it by writing to *caphash* a secure hash of the capability. The hash is 20 bytes long and generated by the following call:

```
hmac_sha1(old_at_new, strlen(old_at_new), key, strlen(key),
     hash, nil);
```

The kernel maintains a list of hashes, freeing them after the corresponding capability is used or after a minute has passed since the write to *caphash*.

The trusted process may then pass the capability to any process running as the old user. That process may then use the capability to change identity to the new user. A process uses a capability by writing it to *capuse*. The kernel computes the same hash using the supplied capability and searches its list of hashes for a match. If one is found, the kernel sets the process's user id to that in the capability.

DIAGNOSTICS

Errors generated by reading and writing *caphash* and *capuse* can be obtained using *errstr*(2). A read of *caphash* with a length of less than 20 or a write to *capuse* that doesn't contain two @ characters generates the error ''read or write too small''. A write to *capuse* that has no matching hash generates the error ''invalid capability''.

SOURCE

`/sys/src/9/port/devcap.c`

SEE ALSO

sechash(2)

NAME

cons – console, clocks, process/process group ids, user, null, reboot, etc.

SYNOPSIS

```
bind #c /dev

/dev/bintime
/dev/cons
/dev/consctl
/dev/cputime
/dev/drivers
/dev/hostdomain
/dev/hostowner
/dev/kprint
/dev/null
/dev/osversion
/dev/pgrpid
/dev/pid
/dev/ppid
/dev/random
/dev/reboot
/dev/swap
/dev/sysname
/dev/sysstat
/dev/time
/dev/user
/dev/zero
```

DESCRIPTION

The console device serves a one-level directory giving access to the console and miscellaneous information.

Reading the `cons` file returns characters typed on the keyboard. Normally, characters are buffered to enable erase and kill processing. A control-U, ^U, typed at the keyboard *kills* the current input line (removes all characters from the buffer of characters not yet read via `cons`), and a backspace *erases* the previous non-kill, non-erase character from the input buffer. Killing and erasing only delete characters back to, but not including, the last newline. Characters typed at the keyboard actually produce 16-bit runes (see *utf*(6)), but the runes are translated into the variable-length UTF encoding (see *utf*(6)) before putting them into the buffer. A *read*(2) of length greater than zero causes the process to wait until a newline or a ^D ends the buffer, and then returns as much of the buffer as the argument to `read` allows, but only up to one complete line. A terminating ^D is not put into the buffer. If part of the line remains, the next `read` will return bytes from that remainder and not part of any new line that has been typed since.

If the string `rawon` has been written to the `consctl` file and the file is still open, `cons` is in *raw mode*: characters are not echoed as they are typed, backspace and ^D are not treated specially, and characters are available to *read* as soon as they are typed. Ordinary mode is reentered when `rawoff` is written to `consctl` or this file is closed.

A *write* (see *read*(2)) to `cons` causes the characters to be printed on the console screen.

The `osversion` file contains a textual representation of the operating system's version and parameters. At the moment, it contains one field: the 9P protocol version, currently `2000`.

The `kprint` file may be read to receive a copy of the data written to the console by the kernel's print statements or by processes writing to `/dev/cons`. Only data written after the file is opened is available. If the machine's console is a serial line, the data is sent both to the console and to `kprint`; if its console is a graphics screen, the data is sent either to the display or to `kprint`, but not both. (It is advisable not to open `kprint` on terminals until you have started *rio*(1).)

The `null` file throws away anything written to it and always returns zero bytes when read.

The `zero` file is a read-only file that produces an infinite stream of zero-valued bytes when read.

The `drivers` file contains, one per line, a listing of the drivers configured in the kernel, in the format

```
#c cons
```

The `hostdomain` file contains the name of the authentication domain that this host belongs to; see *authsrv*(6). Only the user named in `/dev/hostowner` may write this.

The `hostowner` file contains the name of the user that owns the console device files. The hostowner also has group permissions for any local devices.

Reads from `random` return a stream of random numbers. The numbers are generated by a low priority kernel process that loops incrementing a variable. Each clock tick the variable is sampled and, if it has changed sufficiently, the last few bits are appended to a buffer. This process is inefficient at best producing at most a few hundred bits a second. Therefore, `random` should be treated as a seed to pseudo-random number generators which can produce a faster rate stream.

Writing the string `reboot` to `reboot` causes the system to shutdown and, if possible, restart. Writing the string `reboot` *kernelpath* loads the named kernel image and restarts, preserving the kernel configuration in `#ec`, except that the `bootfile` variable is set to *kernelpath*. Only the host owner has the ability to open this file.

`Bintime` is a binary interface that provides the same information as `time` (*q.v.*), in binary form, and also controls clock frequency and clock trim. All integers read or written from `bintime` are in big endian order. Unlike the other files, reads and writes do not affect the offset. Therefore, there is no need for a seek back to zero between subsequent accesses. A read of `bintime` returns 24 bytes, three 8 byte numbers, representing nanoseconds since start of epoch, clock ticks, and clock frequency.

A write to `bintime` is a message with one of 3 formats:

`n`<8-byte *time*> set the nanoseconds since epoch to the given *time*.

`d`<8-byte *delta*><4-byte *period*>
trim the nanoseconds since epoch by *delta* over the next *period* seconds.

`f`<8-byte *freq*> Set the frequency for interpreting clock ticks to be *freq* ticks per second.

The rest of the files contain (mostly) read-only strings. Each string has a fixed length: a *read*(2) of more than that gives a result of that fixed length (the result does not include a terminating zero byte); a *read* of less than that length leaves the file offset so the rest of the string (but no more) will be read the next time. To reread the file without closing it, *seek* must be used to reset the offset. When the file contains numeric data each number is formatted in decimal. If the binary number fits in 32 bits, it is formatted as an 11 digit decimal number with leading blanks and one trailing blank; totaling 12 bytes. Otherwise, it is formatted as 21 digit decimal numbers with leading blanks and one trailing blank; totaling 22 bytes.

The `cputime` file holds six 32-bit numbers, containing the time in milliseconds that the current process has spent in user mode, system calls, real elapsed time, and then the time spent, by exited children and their descendants, in user mode, system calls, and real elapsed time.

The `time` file holds one 32-bit number representing the seconds since start of epoch and three 64-bit numbers, representing nanoseconds since start of epoch, clock ticks, and clock frequency.

A write of a decimal number to `time` will set the seconds since epoch.

The `sysname` file holds the textual name of the machine, e.g. `kremvax`, if known.

The `sysstat` file holds 8 numbers: processor number, context switches, interrupts, system calls, page faults, TLB faults, TLB purges, and load average. The load average is in units of milli-CPUs and is decayed over time; the others are total counts from boot time. If the machine is a multiprocessor, `sysstat` holds one line per processor. Writing anything to `sysstat` resets all of the counts on all processors.

The `swap` device holds a string of the form

m1 / *m2* `memory` *s1* / *s2* `swap`

These give, for each of internal memory and the swapping area, the number of pages used and the total available. These numbers are not blank padded. To turn on swapping, write to `swap` the textual file descriptor number of a file or device on which to swap. See *swap*(8).

The other files served by the *cons* device are all single numbers:

`pgrpid` process group number

`pid` process number

`ppid` parent's process number

SEE ALSO

draw(3), *keyboard*(6), *authsrv*(6), *utf*(6), *swap*(8)

SOURCE

`/sys/src/9/port/devcons.c`

BUGS

For debugging, two control–T's followed by a letter generate console output and manage debugging: `^T^Td` toggles whether the console debugger will be run if the system fails. `^T^TD` starts the console debugger immediately. `^T^Tk` kills the largest process; use with care. `^T^Tp` prints data about processes. `^T^Tq` prints the run queue for processor 0. `^T^Ts` prints the kernel stack. `^T^Tx` prints data about kernel memory allocation.

The system can be rebooted by typing `^T^Tr`.

NAME

draw – screen graphics

SYNOPSIS

```
bind -a #i /dev

/dev/draw/new

/dev/draw/n/ctl
/dev/draw/n/data
/dev/draw/n/colormap
/dev/draw/n/refresh

#include <u.h>
#include <draw.h>

ushort BGSHORT(uchar *p)
ulong  BGLONG(uchar *p)
void   BPSHORT(uchar *p, ushort v)
void   BPLONG(uchar *p, ulong v)
```

DESCRIPTION

The *draw* device serves a three-level file system providing an interface to the graphics facilities of the system. Each client of the device connects by opening /dev/draw/new and reading 12 strings, each 11 characters wide followed by a blank: the connection number (*n*), the image id (*q.v.*) of the display image (always zero), the channel format of the image, the min.x, min.y, max.x, and max.y of the display image, and the min.x, min.y, max.x, and max.y of the clipping rectangle. The channel format string is described in *image*(6), and the other fields are decimal numbers.

The client can then open the directory /dev/draw/*n*/ to access the ctl, data, colormap, and refresh files associated with the connection.

Via the ctl and draw files, the *draw* device provides access to images and font caches in its private storage, as described in *graphics*(2). Each image is identified by a 4-byte integer, its *id*.

Reading the ctl file yields 12 strings formatted as in /dev/draw/new, but for the current image rather than the display image. The current image may be set by writing a binary image id to the ctl file.

A process can write messages to data to allocate and free images, fonts, and subfonts; read or write portions of the images; and draw line segments and character strings in the images. All graphics requests are clipped to their images. Some messages return a response to be recovered by reading the data file.

The format of messages written to data is a single letter followed by binary parameters; multibyte integers are transmitted with the low order byte first. The BPSHORT and BPLONG macros place correctly formatted two- and four-byte integers into a character buffer. BGSHORT and BGLONG retrieve values from a character buffer. Points are two four-byte numbers: *x*, *y*. Rectangles are four four-byte numbers: min *x*, min *y*, max *x*, and max *y*. Images, screens, and fonts have 32-bit identifiers. In the discussion of the protocol below, the distinction between identifier and actual image, screen, or font is not made, so that ‘‘the object *id*’’ should be interpreted as ‘‘the object with identifier *id*’’. The definitions of constants used in the description below can be found in draw.h.

The following requests are accepted by the data file. The numbers in brackets give the length in bytes of the parameters.

A *id*[4] *imageid*[4] *fillid*[4] *public*[1]

Allocate a new Screen (see *window*(2)) with screen identifier *id* using backing store image *imageid*, filling it initially with data from image *fillid*. If the *public* byte is non-zero, the screen can be accessed from other processes using the publicscreen interface.

b *id*[4] *screenid*[4] *refresh*[1] *chan*[4] *repl*[1] *r*[4*4] *clipr*[4*4] *color*[4]

Allocate an image with a given *id* on the screen named by *screenid*. The image will have rectangle *r* and clipping rectangle *clipr*. If *repl* is non-zero, the image's replicate bit will be set (see *draw*(2)).

Refresh specifies the method to be used to draw the window when it is uncovered. `Refbackup` causes the server to maintain a backing store, `Refnone` does not refresh the image, and `Refmesg` causes a message to be sent via the `refresh` file (*q.v.*).

The image format is described by *chan*, a binary version of the channel format string. Specifically, the image format is the catenation of up to four 8-bit numbers, each describing a particular image channel. Each of these 8-bit numbers contains a channel type in its high nibble and a bit count in its low nibble. The channel type is one of `CRed`, `CGreen`, `CBlue`, `CGrey`, `CAlpha`, `CMap`, and `CIgnore`. See *image*(6).

Color is the catenation of four 8-bit numbers specifying the red, green, blue, and alpha channels of the color that the new image should be initially filled with. The red channel is in the highest 8 bits, and the alpha in the lowest. Note that color is always in this format, independent of the image format.

c *dstid*[4] *repl*[1] *clipr*[4*4]

Change the replicate bit and clipping rectangle of the image *dstid*. This overrides whatever settings were specified in the allocate message.

d *dstid*[4] *srcid*[4] *maskid*[4] *dstr*[4*4] *srcp*[2*4] *maskp*[2*4]

Use the `draw` operator to combine the rectangle *dstr* of image *dstid* with a rectangle of image *srcid*, using a rectangle of image *maskid* as an alpha mask to further control blending. The three rectangles are congruent and aligned such that the upper left corner *dstr* in image *dstid* corresponds to the point *srcp* in image *srcid* and the point *maskp* in image *maskid*. See *draw*(2).

D *debugon*[1]

If *debugon* is non-zero, enable debugging output. If zero, disable it. The meaning of ''debugging output'' is implementation dependent.

e *dstid*[4] *srcid*[4] *c*[2*4] *a*[4] *b*[4] *thick*[4] *sp*[2*4] *alpha*[4] *phi*[4]

Draw an ellipse in image *dst* centered on the point *c* with horizontal and vertical semiaxes *a* and *b*. The ellipse is drawn using the image *src*, with the point *sp* in *src* aligned with *c* in *dst*. The ellipse is drawn with thickness $1+2\times thick$.

If the high bit of *alpha* is set, only the arc of the ellipse from degree angles *alpha* to *phi* is drawn. For the purposes of drawing the arc, *alpha* is treated as a signed 31-bit number by ignoring its high bit.

E *dstid*[4] *srcid*[4] *center*[2*4] *a*[4] *b*[4] *thick*[4] *sp*[2*4] *alpha*[4] *phi*[4]

Draws an ellipse or arc as the `e` message, but rather than outlining it, fills the corresponding sector using the image *srcid*. The *thick* field is ignored, but must be non-negative.

f *id*[4]

Free the resources associated with the image *id*.

F *id*[4]

Free the the screen with the specified *id*. Windows on the screen must be freed separately.

i *id*[4] *n*[4] *ascent*[1]

Treat the image *id* as a font cache of *n* character cells, each with ascent *ascent*.

l *cacheid*[4] *srcid*[4] *index*[2] *r*[4*4] *sp*[2*4] *left*[1] *width*[1]

Load a character into the font cache associated with image *cacheid* at cache position *index*. The character data is drawn in rectangle *r* of the font cache image and is fetched from the congruent rectangle in image *srcid* with upper left corner *sp*. *Width* specifies the width of the character—the spacing from this character to the next—while *left* specifies the horizontal distance from the left side of the character to the left side of the cache image. The dimensions of the image of the character are defined by *r*.

L *dstid*[4] *p0*[2*4] *p1*[2*4] *end0*[4] *end1*[4] *thick*[4] *srcid*[4] *sp*[2*4]

Draw a line of thickness $1+2\times thick$ in image *dstid* from point *p0* to *p1*. The line is drawn using the image *srcid*, translated so that point *sp* in *srcid* aligns with *p0* in *dstid*. The *end0* and *end1* fields specify whether the corresponding line end should be a square, a disc, or an arrow head. See *line* in *draw*(2) for more details.

N *id*[4] *in*[1] *j*[1] *name*[*j*]
: If *in* is non-zero, associate the image *id* with the string *name*. If *in* is zero and *name* already corresponds to the image *id*, the association is deleted.

n *id*[4] *j*[1] *name*[*j*]
: Introduce the identifier *id* to correspond to the image named by the string *name*.

o *id*[4] *r.min*[2*4] *scr*[2*4]
: Position the window *id* so that its upper left corner is at the point *scr* on its screen. Simultaneously change its internal (logical) coordinate system so that the point *log* corresponds to the upper left corner of the window.

p *dstid*[4] *n*[2] *end0*[4] *end1*[4] *thick*[4] *srcid*[4] *sp*[2*4] *dp*[2*2*(n+1)]
: Draw a polygon of thickness $1+2\times$*thick*. It is conceptually equivalent to a series of *n* line-drawing messages (see L above) joining adjacent points in the list of points *dp*. The source image *srcid* is translated so that the point *sp* in *srcid* aligns with the first point in the list *dp*. The polygon need not be closed: *end0* and *end1* specify the line endings for the first and last point on the polygon. All interior lines have rounded ends to make smooth joins.

P *dstid*[4] *n*[2] *wind*[4] *ignore*[2*4] *srcid*[4] *sp*[2*4] *dp*[2*2*(n+1)]
: Draw a polygon as the p message, but fill it rather than outlining it. The winding rule parameter *wind* resolves ambiguities about what to fill if the polygon is self-intersecting. If *wind* is ~0, a pixel is inside the polygon if the polygon's winding number about the point is non-zero. If *wind* is 1, a pixel is inside if the winding number is odd. Complementary values (0 or ~1) cause outside pixels to be filled. The meaning of other values is undefined. The polygon is closed with a line if necessary.

r *id*[4] *r*[4*4]
: Cause the next read of the data file to return the image pixel data corresponding to the rectangle *r* in image *id*.

s *dstid*[4] *srcid*[4] *fontid*[4] *p*[2*4] *clipr*[4*4] *sp*[2*4] *n*[2] *n*(index*[2])
: Draw in the image *dstid* the text string specified by the *n* cache *indices* into font *fontid*, starting with the upper left corner at point *p* in image *dstid*. The image drawn is taken from image *srcid*, translated to align *sp* in *srcid* with *dp* in *dstid.* All drawing is confined to the clipping rectangle *clipr* in *dstid*.

x *dstid*[4] *srcid*[4] *fontid*[4] *dp*[2*4] *clipr*[4*4] *sp*[2*4] *n*[2] *bgid*[4] *bp*[2*4] *n*(index*[2])
: Like the string drawing s command, but fill the background of each character with pixels from image *bgid*. The image *bgid* is translated so that the point *bp* aligns with the point *dp* in *dstid*.

S *id*[4] *chan*[4] Attach to the public screen with the specified *id*. It is an error if the screen does not exist, is not public, or does not have the channel descriptor *chan* for its associated image.

t *top*[1] *n*[2] *n*id*[4]
: Send *n* windows to the top (if *t* is non-zero) or bottom (if *t* is zero) of the window stack. The window is specified by the list of *n* image *id*s are moved as a group, maintaining their own order within the stack.

v
: Flush changes from a soft screen, if any, to the display buffer.

y *id*[4] *r*[4*4] *buf*[x*1]
Y *id*[4] *r*[4*4] *buf*[x*1]
: Replace the rectangle *r* of pixels in image *id* with the pixel data in *buf*. The pixel data must be in the format dictated by *id*'s image channel descriptor (see *image*(6)). The y message uses uncompressed data, while the Y message uses compressed data. In either case, it is an error to include more data than necessary.

Reading the colormap returns the system color map used on 8-bit displays. Each color map entry consists of a single line containing four space-separated decimal strings. The first is an index into the map, and the remaining three are the red, green, and blue values associated with that index. The color map can be changed by writing entries in the above format to the `colormap` file. Note that changing the system color map does not change the color map used for calculations involving `m8` images, which is immutable.

The `refresh` file is read-only. As windows owned by the client are uncovered, if they cannot be refreshed by the server (such as when they have refresh functions associated with them), a message is made available on the `refresh` file reporting what needs to be repainted by the client. The message has five decimal integers formatted as in the `ctl` message: the image id of the window and the coordinates of the rectangle that should be refreshed.

SOURCE

`/sys/src/9/port/devdraw.c`
`/sys/src/libmemdraw`

DIAGNOSTICS

Most messages to `draw` can return errors; these can be detected by a system call error on the *write*(see *read*(2)) of the data containing the erroneous message. The most common error is a failure to allocate because of insufficient free resources. Most other errors occur only when the protocol is mishandled by the application. *Errstr*(2) will report details.

BUGS

The `Refmesg` refresh method is not fully implemented.
The `colormap` files only reference the system color map, and as such should be called `/dev/colormap` rather than `/dev/draw/`*n*`/colormap`.

NAME

dup – dups of open files

SYNOPSIS

```
bind #d /fd

/fd/0
/fd/0ctl
/fd/1
/fd/1ctl
...
```

DESCRIPTION

The *dup* device serves a one-level directory containing files whose names are decimal numbers. Each such file also has an associated control file. A file of name *n* corresponds to open file descriptor *n* in the current process.

An *open*(2) of file *n* results in a file descriptor identical to what would be returned from a system call `dup(`*n*`, -1)`. Note that the result is no longer a file in the *dup* device.

The *stat* operation returns information about the device file, not the open file it points to. A stat of `#d/`*n* will contain *n* for the name, 0 for the length, and 0400, 0200, or 0600 for the mode, depending on whether the dup target is open for reading, writing, or both.

A file of name *n*`ctl` may be read to discover the properties of the associated file descriptor, in format identical to that of the `fd` file in *proc*(3).

SEE ALSO

dup(2)

SOURCE

`/sys/src/9/port/devdup.c`

NAME

env – environment variables

SYNOPSIS

`bind #e /env`

`/env/`*var1*
`/env/`*var2*
...

DESCRIPTION

The *env* device serves a one–level directory containing files with arbitrary names and contents. The intention is that the file name is the name of an *environment variable* (see *rc*(1)), and the content is the variable's current value.

When a *fork*(2) system call creates a new process, both the parent and the child continue to see exactly the same files in the *env* device: changes made in either process can be noticed by the other. In contrast, an `rfork` system call with the RFENVG bit set (see *fork*(2)) causes a split: initially both process groups see the same environment files, but any changes made in one process group cannot be noticed by the other. An `rfork` with RFCENVG splits and then clears the environment.

The special global environment `#ec` contains kernel configuration variables, such as those set in *plan9.ini*(8). All processes see the same `#ec`; its contents are writable only by the host owner. [XXX actually everything is world writable; that's a mistake.]

SEE ALSO

rc(1), *fork*(2), `#c/reboot` in *cons*(3), *plan9.ini*(8)

SOURCE

`/sys/src/9/port/devenv.c`

BUGS

A write starting at an offset after the current extent of a file yields an error instead of zero filling.

NAME

ether – Ethernet device

SYNOPSIS

`bind -a #l /net`

`/net/ether`*n*`/clone`
`/net/ether`*n*`/[0-7]`
`/net/ether`*n*`/[0-7]/data`
`/net/ether`*n*`/[0-7]/ctl`
`/net/ether`*n*`/[0-7]/ifstats`
`/net/ether`*n*`/[0-7]/stats`
`/net/ether`*n*`/[0-7]/type`

DESCRIPTION

The Ethernet interface, `/net/ether`*n*, is a directory containing subdirectories, one for each distinct Ethernet packet type, and a `clone` file. The number *n* is the device number of the card, permitting multiple cards to be used on a single machine.

Each directory contains files to control the associated connection, receive and send data, and supply statistics. Incoming Ethernet packets are demultiplexed by packet type and passed up the corresponding open connection. Reading from the `data` file reads packets of that type arriving from the network. A read will terminate at packet boundaries. Each write to the `data` file causes a packet to be sent. The Ethernet address of the interface is inserted into the packet header as the source address.

A connection is assigned to a packet type by opening its `ctl` file and writing `connect` *n* where *n* is a decimal integer constant identifying the Ethernet packet type. A type of -1 enables the connection to receive copies of packets of all types. A type of -2 enables the connection to receive copies of the first 64 bytes of packets of all types. If multiple connections are assigned to a given packet type a copy of each packet is passed up each connection.

Some interfaces also accept unique options when written to the *ctl* (or *clone*) file; see the description of *wavelan* in *plan9.ini*(8).

Reading the `ctl` file returns the decimal index of the associated connection, 0 through 7. Reading the `type` file returns the decimal value of the assigned Ethernet packet type. Reading the `stats` file returns status information such as the Ethernet address of the card and general statistics, independent of the interface; `ifstats` contains device-specific data and statistics about the card.

An interface normally receives only those packets whose destination address is that of the interface or is the broadcast address, `ff:ff:ff:ff:ff:ff`. The interface can be made to receive all packets on the network by writing the string `promiscuous` to the `ctl` file. The interface remains promiscuous until the control file is closed. The extra packets are passed up connections only of types -1 and -2.

SOURCE

`/sys/src/9/*/devether.c`

NAME

floppy – floppy disk interface

SYNOPSIS

```
bind -a #f /dev

/dev/fd0disk
/dev/fd0ctl
/dev/fd1disk
/dev/fd1ctl
/dev/fd2disk
/dev/fd2ctl
/dev/fd3disk
/dev/fd3ctl
```

DESCRIPTION

The floppy disk interface serves a one-level directory giving access to up to four floppy disk drives. Each drive is represented by a data and control file. There are no partitions.

Messages accepted by the `ctl` file include:

`eject` Eject the floppy, if possible.

`reset` Reset the drive.

`format` *type*
: Format the floppy. The *type* sets the density and type of disk to be formatted; see `format` in *prep*(8).

A read of the `ctl` file returns a string describing the form factor of the disk, one of 3½DD, 3½HD, 5¼DD, or 5¼HD.

SOURCE

`/sys/src/9/*/devfloppy.c`

NAME

i82365 – Personal Computer Memory Card Interface Association (PCMCIA) device

SYNOPSIS

```
bind -a #y /dev

/dev/pcm0attr
/dev/pcm0ctl
/dev/pcm0mem
/dev/pcm1attr
/dev/pcm1ctl
/dev/pcm1mem
```

DESCRIPTION

The *i82365* driver provides an interface to an Intel 82365-compatible PCMCIA interface chip. This chip supports up to 2 PCMCIA slots, 0 and 1. Reading `pcm[01]attr` returns the contents of attribute memory. Reading or writing `pcm[01]mem` reads or writes RAM on the card. Reading `pcm[01]ctl` returns the card's status.

This driver must be included to use PCMCIA devices such as the NE4100 Ethernet card. The individual card drivers make calls to routines in the PCMCIA driver.

SOURCE

`/sys/src/9/pc/devi82365.c`

SEE ALSO

plan9.ini(8)

BUGS

There is no driver for the Databook PCMCIA interface chip.

NAME

ip – network protocols over IP

SYNOPSIS

```
bind -a #Ispec /net

/net/ipifc
/net/ipifc/clone
/net/ipifc/stats
/net/ipifc/n
/net/ipifc/n/status
/net/ipifc/n/ctl
...

/net/arp
/net/log
/net/ndb
/net/iproute
/net/ipselftab

/net/esp
/net/gre
/net/icmp
/net/il
/net/ipmux
/net/rudp
/net/tcp
/net/udp

/net/tcp/clone
/net/tcp/stats
/net/tcp/n
/net/tcp/n/data
/net/tcp/n/ctl
/net/tcp/n/local
/net/tcp/n/remote
/net/tcp/n/status
/net/tcp/n/listen
...
```

DESCRIPTION

The IP device provides the interface to Internet protocol stacks. *Spec* is an integer from 0 to 15 identifying a stack. Each stack is physically independent of all others: the only information transfer between them is via programs that mount multiple stacks. Normally a system uses only one stack. However multiple stacks can be used for debugging new IP networks or implementing firewalls or proxy services.

All addresses used are 16-byte IPv6 addresses. Though we currently implement only IPv4, the IPv6 format is intended to prepare the way for an IPv6 implementation. IPv4 addresses are a subset of the IPv6 addresses and both standard ASCII formats are accepted. In binary, all v4 addresses start with the 12 bytes:

```
00 00 00 00 00 00 00 00 00 00 ff ff
```

Configuring interfaces

Each stack may have multiple interfaces and each interface may have multiple addresses. The `/net/ipifc` directory contains a `clone` file, a `stats` file, and numbered subdirectories for each physical interface.

Opening the `clone` file reserves an interface. The file descriptor returned from the *open*(2) will point to the control file, `ctl`, of the newly allocated interface. Reading `ctl` returns a text string representing the number of the interface. Writing `ctl` alters aspects of the interface. The possible *ctl* messages are:

`bind ether` *path*
: Treat the device mounted at *path* as an Ethernet medium carrying IP and ARP packets and associate it with this interface. The kernel will *dial*(2) *path*!0x800 and *path*!0x806 and use the two connections for IP and ARP respectively.

`bind pkt`
: Treat this interface as a packet interface. Assume a user program will read and write the *data* file to receive and transmit IP packets to the kernel. This is used by programs such as *ppp*(8) to mediate IP packet transfer between the kernel and a PPP encoded device.

`bind netdev` *path*
: Treat this interface as a packet interface. The kernel will open *path* and read and write the resulting file descriptor to receive and transmit IP packets.

`bind loopback`
: Treat this interface as a local loopback. Anything written to it will be looped back.

`unbind`
: Disassociate the physical device from an IP interface.

`add` *local mask remote mtu* `proxy`
: Add a local IP address to the interface. The *mask*, *remote*, *mtu*, and `proxy` arguments are all optional. The default mask is the class mask for the local address. The default remote address is *local* ANDed with *mask*. The default mtu is 1514 for Ethernet and 4096 for packet media. *Proxy*, if specified, means that this machine should answer ARP requests for the remote address. *Ppp*(8) does this to make remote machines appear to be connected to the local Ethernet.

`remove` *local mask*
: Remove a local IP address from an interface.

`mtu` *n*
: Set the maximum transfer unit for this device to *n*. The mtu is the maximum size of the packet including any medium-specific headers.

`reassemble`
: Reassemble IP fragments before forwarding to this interface

`iprouting` *n*
: Allow (*n*is*missing* or non-zero) or disallow (*n* is 0) forwarding packets between this interface and others.

`addmulti` *addr*
: Treat the multicast *addr* on this interface as a local address.

`remmulti` *addr*
: Remove the multicast address *addr* from this interface.

Reading the interface's *status* file returns information about the interface, one line for each local address on that interface. The first line has 9 white-space-separated fields: device, mtu, local address, mask, remote or network address, packets in, packets out, input errors, output errors. Each subsequent line contains all but the device and mtu. See `readipifc` in *ip*(2).

Routing

The file *iproute* controls information about IP routing. When read, it returns one line per routing entry. Each line contains six white-space-separated fields: target address, target mask, address of next hop, flags, tag, and interface number. The entry used for routing an IP packet is the one with the longest mask for which destination address ANDed with target mask equals the target address. The one character flags are:

`4` IPv4 route

`6` IPv6 route

`i` local interface

`b` broadcast address

`u` local unicast address

`m` multicast route

`p` point-to-point route

The tag is an arbitrary, up to 4 character, string. It is normally used to indicate what routing protocol originated the route.

Writing to `/net/iproute` changes the route table. The messages are:

`flush`
: Remove all routes.

`tag` *string*
: Associate the tag, *string*, with all subsequent routes added via this file descriptor.

`add` *target mask nexthop*
: Add the route to the table. If one already exists with the same target and mask, replace it.

`remove` *target mask*
: Remove a route with a matching target and mask.

Address resolution

The file `/net/arp` controls information about address resolution. The kernel automatically updates the ARP information for Ethernet interfaces. When read, the file returns one line per address containing the type of medium, the status of the entry (OK, WAIT), the IP address, and the medium address. Writing to `/net/arp` administers the ARP information. The control messages are:

`flush`
: Remove all entries.

`add` *type IP–addr Media–addr*
: Add an entry or replace an existing one for the same IP address.

ARP entries do not time out. The ARP table is a cache with an LRU replacement policy. The IP stack listens for all ARP requests and, if the requester is in the table, the entry is updated. Also, whenever a new address is configured onto an Ethernet, an ARP request is sent to help update the table on other systems.

Currently, the only medium type is `ether`.

Debugging and stack information

If any process is holding `/net/log` open, the IP stack queues debugging information to it. This is intended primarily for debugging the IP stack. The information provided is implementation-defined; see the source for details. Generally, what is returned is error messages about bad packets.

Writing to `/net/log` controls debugging. The control messages are:

`set` *arglist*
: *Arglist* is a space-separated list of items for which to enable debugging. The possible items are: `ppp`, `ip`, `fs`, `tcp`, `il`, `icmp`, `udb`, `compress`, `ilmsg`, `gre`, `tcpmsg`, `udpmsg`, `ipmsg`, and `esp`.

`clear` *arglist*
: *Arglist* is a space-separated list of items for which to disable debugging.

`only` *addr*
: If *addr* is non-zero, restrict debugging to only those packets whose source or destination is that address.

The file `/net/ndb` can be read or written by programs. It is normally used by *ipconfig*(8) to leave configuration information for other programs such as `dns` and `cs` (see *ndb*(8)). `/net/ndb` may contain up tp 1024 bytes.

The file `/net/ipselftab` is a read-only file containing all the IP addresses considered local. Each line in the file contains three white-space-separated fields: IP address, usage count, and flags. The usage count is the number of interfaces to which the address applies. The flags are the same as for routing entries.

Protocol directories

The *ip* device supports IP as well as several protocols that run over it: TCP, IL, UDP, GRE, ESP, ICMP, and RUDP. TCP and UDP provide the standard Internet protocols for reliable stream and unreliable datagram communication. IL provides a reliable datagram service for communication between Plan 9 machines. GRE is a general encapsulation protocol. ESP is the encapsulation protocol for IPSEC. ICMP is IP's catch-all control protocol used to send low level error messages and to implement *ping*(8). RUDP is a locally developed reliable datagram protocol based on UDP.

Each protocol is a subdirectory of the IP stack. The top level directory of each protocol contains a `clone` file, a `stats` file, and subdirectories numbered from zero to the number of connections opened for this protocol.

Opening the `clone` file reserves a connection. The file descriptor returned from the *open*(2) will point to the control file, `ctl`, of the newly allocated connection. Reading `ctl` returns a text string representing the number of the connection. Connections may be used either to listen for incoming calls or to initiate calls to other machines.

A connection is controlled by writing text strings to the associated `ctl` file. After a connection has been established data may be read from and written to `data`. A connection can be actively established using the `connect` message (see also *dial*(2)). A connection can be established passively by first using an `announce` message (see *dial*(2)) to bind to a local port and then opening the `listen` file (see *dial*(2)) to receive incoming calls.

The following control messages are supported:

`connect` *ipaddress*`!`*port*`!r` *local*

Establish a connection to the remote address *ipaddress* and remote port *port*. If *local* is specified, it is used as the local port number. If *local* is not specified but `!r` is, the system will allocate a restricted port number (less than 1024) for the connection to allow communication with Unix `login` and `exec` services. Otherwise a free port number starting at 5000 is chosen. The connect fails if the combination of local and remote address/port pairs are already assigned to another port.

`announce` *X*

X is a decimal port number or `*`. Set the local port number to *X* and accept calls to *X*. If *X* is `*`, accept calls for any port that no process has explicitly announced. The local IP address cannot be set. `Announce` fails if the connection is already announced or connected.

`bind` *X*

X is a decimal port number or `*`. Set the local port number to *X*. This exists to support emulation of BSD sockets by the APE libraries (see *pcc*(1)) and is not otherwise used.

`backlog` *n*

Set the maximum number of unanswered (queued) incoming connections to an announced port to *n*. By default *n* is set to five. If more than *n* connections are pending, further requests for a service will be rejected.

`ttl` *n*

Set the time to live IP field in outgoing packets to *n*.

`tos` *n*

Set the service type IP field in outgoing packets to *n*.

Port numbers must be in the range 1 to 32767.

Several files report the status of a connection. The `remote` and `local` files contain the IP address and port number for the remote and local side of the connection. The `status` file contains protocol-dependent information to help debug network connections. On receiving and error or EOF reading or writing the `data` file, the `err` file contains the reason for error.

A process may accept incoming connections by *open*(2)ing the `listen` file. The `open` will block until a new connection request arrives. Then `open` will return an open file descriptor which points to the control file of the newly accepted connection. This procedure will accept all calls for the given protocol. See *dial*(2).

TCP

TCP connections are reliable point-to-point byte streams; there are no message delimiters. A connection is determined by the address and port numbers of the two ends. TCP `ctl` files support the following additional messages:

`hangup`
: close down a TCP connection

`keepalive` *n*
: turn on keep alive messages. *N*, if given, is the milliseconds between keepalives (default 30000).

UDP

UDP connections carry unreliable and unordered datagrams. A read from `data` will return the next datagram, discarding anything that doesn't fit in the read buffer. A write is sent as a single datagram.

By default, a UDP connection is a point-to-point link. Either a `connect` establishes a local and remote address/port pair or after an `announce`, each datagram coming from a different remote address/port pair establishes a new incoming connection. However, many-to-one semantics is also possible.

If, after an `announce`, one of the following messages is written to `ctl`, then all messages sent to the announced port are received on the announced connection prefixed with the given structure.

`headers4`

```
typedef struct Udphdr4 Udphdr4;
struct Udphdr
{
     uchar     raddr[4];      /* v4 remote address and port */
     uchar     laddr[4];      /* v4 local address and port */
     uchar     rport[2];
     uchar     lport[2];
};
```

`headers`

```
typedef struct Udphdr Udphdr;
struct Udphdr
{
     uchar     raddr[16];     /* v6 remote address and port */
     uchar     laddr[16];     /* v6 local address and port */
     uchar     rport[2];
     uchar     lport[2];
};
```

The only difference in the two is the type of address, IPv4 or IPv6. Before a write, a user must prefix a similar structure to each message. The system overrides the user specified local port with the announced one. If the user specifies an address that isn't a unicast address in `/net/ipselftab`, that too is overridden. Since the prefixed structure is the same in read and write, it is relatively easy to write a server that responds to client requests by just copying new data into the message body and then writing back the same buffer that was written.

RUDP

RUDP is a reliable datagram protocol based on UDP. Packets are delivered in order. RUDP does not support `listen`. One must use either `connect` or `announce` followed immediately by `headers` or `headers4`.

Unlike IL or TCP, the reboot of one end of a connection does not force a closing of the connection. Communications will resume when the rebooted machine resumes talking. Any unacknowledged packets queued before the reboot will be lost. A reboot can be detected by reading the `err` file. It will have the message

`hangup` *address*`!`*port*

where *address* and *port* are of the far side of the connection. Retransmitting a datagram more than 10 times is treated like a reboot: all queued messages are dropped, an error is queued to the `err` file, and the conversation resumes.

IL

IL is a reliable point-to-point datagram protocol. Like TCP, IL delivers datagrams reliably and in order. Also like TCP, a connection is determined by the address and port numbers of the two ends. Like UDP, each read and write transfers a single datagram.

IL is efficient for LANs but doesn't have the congestion control features needed for use through the Internet.

GRE

GRE is the encapsulation protocol used by PPTP. The kernel implements just enough of the protocol to multiplex it. `Announce` is not allowed in GRE, only `connect`. Since GRE has no port numbers, the port number in the connect is actually the 16 bit `eproto` field in the GRE header.

Reads and writes transfer a GRE datagram starting at the GRE header. On write, the kernel fills in the `eproto` field with the port number specified in the connect message.

ESP

ESP is the Encapsulating Security Payload (RFC 1827). It is used to set up an encrypted tunnel between machines. Like GRE, ESP has no port numbers. Instead, the port number in the `connect` message is the SPI (Security Association Identifier (sic)). IP packets are written to and read from `data`. The kernel encrypts any packets written to `data`, appends a MAC, and prefixes an ESP header before sending to the other end of the tunnel. Received packets are checked against their MAC's, decrypted, and queued for reading from `data`. The control messages are:

`esp` *alg secret*
: Encrypt with the algorithm, *alg*, using *secret* as the key. Possible algorithms are: `null`, `des_56_cbc`, and `rc4_128`.

`ah` *alg secret*
: Use the hash algorithm, *alg*, with *secret* as the key for generating the MAC. Possible algorithms are: `null`, `hmac_sha1_96`, and `hmac_md5_96`.

`header`
: Turn on header mode. Every buffer read from `data` starts with 4 unsued bytes, and the first 4 bytes of every buffer written to `data` are ignored.

`noheader`
: Turn off header mode.

IP packet filter

The directory `/net/ipmux` looks like another protocol directory. It is a packet filter built on top of IP. Each numbered subdirectory represents a different filter. The connect messages written to the *ctl* file describe the filter. Packets matching the filter can be read on the `data` file. Packets written to the `data` file are routed to an interface and transmitted.

A filter is a semicolon-separated list of relations. Each relation describes a portion of a packet to match. The possible relations are:

`proto=`*n*
: the IP protocol number must be *n*.

`dat[`*n*`:`*m*`]=`*expr*
: bytes *n* through *m* following the IP packet must match *expr*.

`ifc=`*expr*
: the packet must have been received on an interface whose address matches *expr*.

`src=`*expr*
: The source address in the packet must match *expr*.

`dst=`*expr*
: The destination address in the packet must match *expr*.

Expr is of the form:

value

value | *value* | ...

value&*mask*

value | *value*&*mask*

If a mask is given, the relevant field is first ANDed with the mask. The result is compared against the value or list of values for a match. In the case of `ifc`, `dst`, and `src` the value is a dot-formatted IP address and the mask is a dot-formatted IP mask. In the case of `dat`, both value and mask are strings of 2 character hexadecimal digits representing 8 bit values.

A packet is delivered to only one filter. The filters are merged into a single comparison tree. If two filters match the same packet, the following rules apply in order (here '>' means is preferred to):

1) protocol > data > source > destination > interface

2) lower data offsets > higher data offsets

3) longer matches > shorter matches

4) older > younger

So far this has just been used to implement a version of OSPF in Inferno.

Statistics

The `stats` files are read only and contain statistics useful to network monitoring.

Reading `/net/ipifc/stats` returns a list of 19 tagged and new line separated fields representing:

forwarding status (0 and 2 mean forwarding off, 1 means on)
default TTL
input packets
input header errors
input address errors
packets forwarded
input packets for unknown protocols
input packets discarded
input packets delivered to higher level protocols
output packets
output packets discarded
output packets with no route
timed out fragments in reassembly queue
requested reassemblies
successful reassemblies
failed reassemblies
successful fragmentations
unsuccessful fragmentations
fragments created

Reading `/net/icmp/stats` returns a list of 25 tagged and new line separated fields representing:

messages received
bad received messages
unreachables received
time exceededs received
input parameter problems received
source quenches received
redirects received
echo requests received
echo replies received
timestamps received
timestamp replies received
address mask requests received
address mask replies received
messages sent
transmission errors
unreachables sent
time exceededs sent

input parameter problems sent
source quenches sent
redirects sent
echo requests sent
echo replies sent
timestamps sent
timestamp replies sent
address mask requests sent
address mask replies sent

Reading `/net/tcp/stats` returns a list of 11 tagged and new line separated fields representing:

maximum number of connections
total outgoing calls
total incoming calls
number of established connections to be reset
number of currently established connections
segments received
segments sent
segments retransmitted
retransmit timeouts
bad received segments
transmission failures

Reading `/net/udp/stats` returns a list of 4 tagged and new line separated fields representing:

datagrams received
datagrams received for bad ports
malformed datagrams received
datagrams sent

Reading `/net/il/stats` returns a list of 7 tagged and new line separated fields representing:

checksum errors
header length errors
out of order messages
retransmitted messages
duplicate messages
duplicate bytes

Reading `/net/gre/stats` returns a list of 1 tagged number representing:

header length errors

SEE ALSO

listen(8), *dial*(2), *ndb*(6)

SOURCE

`/sys/src/9/ip`

BUGS

Ipmux has not been heavily used and should be considered experimental. It may disappear in favor of a more traditional packet filter in the future.

NAME

kprof – kernel profiling

SYNOPSIS

```
bind −a #K /dev

/dev/kpctl
/dev/kpdata
```

DESCRIPTION

The *kprof* device provides simple profiling data for the operating system kernel. The data accumulates by recording the program counter of the kernel at each 'tick' of the system clock.

The file `kpdata` holds the accumulated counts as 4-byte integers in big-endian byte order. The size of the file depends on the size of kernel text. The first count holds the total number of clock ticks during profiling; the second the number of ticks that occurred while the kernel was running. The rest each hold the number of ticks the kernel program counter was within the corresponding 8-byte range of kernel text, starting from the base of kernel text.

The file `kpctl` controls profiling. Writing the string `start` to `kpctl` begins profiling; `stop` terminates it. The message `startclr` restarts profiling after zeroing the array of counts.

The program *kprof* (see *prof*(1)) formats the data for presentation.

EXAMPLE

The following *rc*(1) script runs a test program while profiling the kernel and reports the results.

```
bind −a '#K' /dev
echo start > /dev/kpctl
runtest
echo stop > /dev/kpctl
kprof /386/9pcdisk /dev/kpdata
```

SOURCE

`/sys/src/9/port/devkprof.c`

SEE ALSO

prof(1)

NAME

loopback – network link simulation

SYNOPSIS

`bind -a #X /net`

`/net/loopback`*n*`/[0-1]`
`/net/loopback`*n*`/[0-1]/data`
`/net/loopback`*n*`/[0-1]/ctl`
`/net/loopback`*n*`/[0-1]/status`
`/net/loopback`*n*`/[0-1]/stats`

DESCRIPTION

The loopback interface, `/net/loopback`*n*, is a directory containing two subdirectories, one for each end of a simulated network link. The number *n* is the device number of the link, permitting multiple links to be used on a single machine.

Each directory contains files to control the associated connection, receive and send data, monitor the simulation parameters, and supply statistics.

The `data` files for the two directories are cross-connected. Writes to one are divided into packets of at most a certain size, typically 32768 bytes, written to a flow-controlled output queue, transferred across the link, and put into an input queue where it is readable from the other `data` file.

Options are set by writing to the `ctl` file for the receiving end of the link, and are reported in the same format by reading `status`. The following options are supported.

`delay` *latency bytedelay*
Control the time a packet takes in the link. A packet `n` bytes long takes *bytedelay* `* n` nanoseconds to exit the output queue and is available for reading *latency* nanoseconds later.

`droprate` *n*
Randomly drop approximately one out of `n` packets. If zero drop no packets.

`indrop` [01]
Disallow or allow packets to be dropped if the input queue overflows.

`limit` *n*
Set the input and output queues to hold at most *n* bytes.

`reset`
Clear all of the statistics recorded for the link.

Reading `stats` returns a list of 4 tagged numbers representing:
packets sent to this receiver
bytes sent to this receiver
packets dropped due to droprate
packets dropped due to input queue overflows

SOURCE

`/sys/src/9/port/devloopback.c`

NAME

lpt – parallel port interface for PC's

SYNOPSIS

```
bind -a #L[123] /dev

/dev/lpt[123]data
/dev/lpt[123]dlr
/dev/lpt[123]pcr
/dev/lpt[123]psr
```

DESCRIPTION

The *lpt* driver provides an interface to the parallel interface normally used for printers. The specifiers `1`, `2`, and `3` correspond to the parallel interfaces at PC ports 0x3bc, 0x378, and 0x278 respectively.

`Lpt?data` is write only. Writing to it sends data to the interface. This file is sufficient for communicating with most printers.

`Lpt?dlr`, `lpt?pcr`, and `lpt?psr` are used for fine control of the parallel port. Reading or writing these files corresponds to reading and writing the data latch register, printer control register, and printer status register. These are used by programs to drive special devices.

SOURCE

`/sys/src/9/pc/devlpt.c`

NAME

mnt – attach to 9P servers

SYNOPSIS

`#M`

DESCRIPTION

The *mount driver* is used by the `mount` system call (but not `bind`; see *bind*(2)) to connect the name space of a process to the service provided by a 9P server over a communications channel. After the `mount`, system calls involving files in that portion of the name space will be converted by the mount driver into the appropriate 9P messages to the server.

The *mount* system call issues *session* and *attach*(5) messages to the server to identify and validate the user of the connection. Each distinct user of a connection must mount it separately; the mount driver multiplexes the access of the various users and their processes to the service.

File-oriented system calls are converted by the kernel into messages in the 9P protocol. Within the kernel, 9P is implemented by procedure calls to the various kernel device drivers. The mount driver translates these procedure calls into remote procedure calls to be transmitted as messages over the communication channel to the server. Each message is implemented by a write of the corresponding protocol message to the server channel followed by a read on the server channel to get the reply. Errors in the reply message are turned into system call error returns.

A *read*(2) or *write* system call on a file served by the mount driver may be translated into more than one message, since there is a maximum data size for a 9P message. The system call will return when the specified number of bytes have been transferred or a short reply is returned.

The string `#M` is an illegal file name, so this device can only be accessed directly by the kernel.

SEE ALSO

bind(2)

SOURCE

`/sys/src/9/port/devmnt.c`

BUGS

When mounting a service through the mount driver, that is, when the channel being multiplexed is itself a file being served by the mount driver, large messages may be broken in two.

NAME

mouse, cursor – kernel mouse interface

SYNOPSIS

```
bind -a #m /dev

/dev/mouse
/dev/mousein
/dev/mousectl
/dev/cursor
```

DESCRIPTION

The *mouse* device provides an interface to the mouse. There is also a cursor associated with the screen; it is always displayed at the current mouse position.

Reading the `mouse` file returns the mouse status: its position and button state. The read blocks until the state has changed since the last read. The read returns 49 bytes: the letter `m` followed by four decimal strings, each 11 characters wide followed by a blank: *x* and *y*, coordinates of the mouse position in the screen image; *buttons*, a bitmask with the 1, 2, and 4 bits set when the mouse's left, middle, and right buttons, respectively, are down; and *msec*, a time stamp, in units of milliseconds.

Writing the `mouse` file, in the same format, causes the mouse cursor to move to the position specified by the *x* and *y* coordinates of the message. The *buttons* and *msec* fields are ignored and may be omitted.

Writes to the `mousein` file are processed as if they were generated by the mouse hardware itself, as extra mouse events to be processed and passed back via the `mouse` file. The `mousein` file, which is exclusive-use, is intended for controlling devices, such as USB mice, that are managed by user-level software. Each event should consist of the letter `m` followed by delta *x*, delta *y*, and *buttons* as space-separated decimal numbers.

Writing to the `mousectl` file configures and controls the mouse. The messages are:

`serial` *n*	sets serial port *n* to be the mouse port.
`ps2`	sets the PS2 port to be the mouse port.
`intellimouse`	uses the wheel on a Microsoft Intellimouse as the middle button.
`ps2intellimouse`	is equivalent to a write of `ps2` followed by a write of `intellimouse`.
`accelerated`	turns on mouse acceleration.
`linear`	turns off mouse acceleration
`res` *n*	sets mouse resolution to a setting between 0 and 3 inclusive.
`hwaccel` *on/off*	sets whether acceleration is done in hardware or software. By default, PS2 mice use hardware and serial mice use software. Some laptops (notably the IBM Thinkpad T23) don't implement hardware acceleration for external mice.
`swap`	swaps the left and right buttons on the mouse.
`buttonmap` *xyz*	numbers the left, middle, and right mouse buttons *x*, *y*, and *z*, respectively. If *xyz* is omitted, the default map, 123, is used. Thus in the default state writing `buttonmap 321` swaps left and right buttons and writing `buttonmap 123` or just `buttonmap` restores their usual meaning. Note that `buttonmap` messages are idempotent, unlike `swap`.
`reset`	clears the mouse to its default state.

Not all mice interpret all messages; with some devices, some of the messages may be no-ops.

Cursors are described in *graphics*(2). When read or written from or to the `cursor` file, they are represented in a 72-byte binary format. The first and second four bytes are little endian 32-bit numbers specifying the *x* and *y* coordinates of the cursor *offset*; the next 32 bytes are the `clr` bitmask, and the last 32 bytes the `set` bitmask.

Reading from the `cursor` file returns the current cursor information. Writing to the `cursor` file sets the current cursor information. A write of fewer than 72 bytes sets the cursor to the default, an arrow.

The `mouse` and `cursor` files are multiplexed by *rio*(1) to give the illusion of a private mouse to each of its clients. The semantics are otherwise the same except that notification of a window resize is passed to the application using a `mouse` message beginning with `r` rather than `m`; see *rio*(4) for details.

To cope with pointing devices with only two buttons, when the shift key is pressed, the right mouse button generates middle-button events.

SOURCE

`/sys/src/9/port/devmouse.c`

SEE ALSO

rio(4)

BUGS

The cursor format is big endian while the rest of the graphics interface is little endian.

The `mousein` file is disabled.

NAME

pipe – two–way interprocess communication

SYNOPSIS

`bind #|` *dir*

dir`/data`
dir`/ctl`
dir`/data1`
dir`/ctl1`

DESCRIPTION

An *attach*(5) of this device allocates two new cross–connected I/O streams. `X/data` and `x/ctl` are the data and control channels of one stream and `x/data1` and `x/ctl1` are the data and control channels of the other stream.

Data written to one channel becomes available for reading at the other. Write boundaries are preserved: each read terminates when the read buffer is full or after reading the last byte of a write, whichever comes first.

Writes are atomic up to a certain size, typically 32768 bytes, that is, each write will be delivered in a single read by the recipient, provided the receiving buffer is large enough.

If there are multiple writers, each *write* is guaranteed to be available in a contiguous piece at the other end of the pipe. If there are multiple readers, each read will return data from only one write.

The *pipe*(2) system call performs an *attach* of this device and returns file descriptors to the new pipe's `data` and `data1` files. The files are open with mode ORDWR.

SEE ALSO

pipe(2)

SOURCE

`/sys/src/9/port/devpipe.c`

NAME

pnp – Plug 'n' Play ISA and PCI Interfaces

SYNOPSIS

`bind -a '#$' /dev`

`/dev/pci/`*bus*`.`*dev*`.`*fn*`ctl`
`/dev/pci/`*bus*`.`*dev*`.`*fn*`raw`

`/dev/pnp/ctl`
`/dev/pnp/csn`*n*`ctl`
`/dev/pnp/csn`*n*`raw`
...

DESCRIPTION

This device provides a limited interface to the PCI bus and Plug 'n' Play ISA devices.

PCI Interface

PCI devices are addressed logically by a bus number, a device number on that bus, and a function number within the device. The set of all such device functions may be enumerated by traversing the `/dev/pci` directory; the driver serves two files for each function. These are a control file (`/dev/pci/`*bus*`.`*dev*`.`*fn*`ctl`) which may be read for a textual summary of the device function, and a 'raw' file (`/dev/pci/`*bus*`.`*dev*`.`*fn*`raw`) which may be read to obtain the raw contents of PCI configuration space.

The first field of a PCI control file contains the class, sub-class and programming interface values for the device function, expressed as 2-digit hexadecimal values, and separated by periods. The second field yields the vendor ID and device ID, each as 4-digit hex numbers, separated by a slash. The third field is the associated interrupt line in decimal. The remainder of the line enumerates any valid base address registers for the function, using two fields for each. In the first field, the index of the register is followed by a colon, and then the value of the register itself. The following field gives the associated size of the memory (or I/O space) that is mapped by the register.

Plug 'n' Play

Plug 'n' Play ISA devices are discovered by sending a fixed 'unlock' sequence over an I/O port, and then reading back data from another port. An arbitration algorithm is used to separate out the individual cards and enumerate them in turn. Each card is assigned a unique number, called a CSN, in the range 1-255 as a result of enumeration. Cards also have a fixed 64 bit identification number, set by the manufacturer, which is used by the arbitration algorithm to resolve conflicts. The first 32 bits describe the type of the card, and the second 32 bits form a serial number for the particular instance of that card type. When formatted textually, it appears as 3 upper-case letters (typically representing the manufacturer), followed by 4 hex digits, then a period, then 8 hex digits. The substring before the period is the card type, and the substring after the period is the serial number.

The enumeration algorithm needs to be enabled by specifying the port number to write the unlock sequence out on. This can be configured to take place at boot time by adding a line like the following to *plan9.ini*:

```
pnp0=port=0x203
```

Here `port` should be chosen to not conflict with any existing devices. It must be in the range `0x203-0x3ff`. Alternatively, one can use the following command:

```
echo port 0x203 >/dev/pnp/ctl
```

Note that a side-effect of PnP enumeration is to reset the configuration state of all such cards; any settings made by a Plug and Play BIOS will be lost. Reading the file `/dev/pnp/ctl` returns one of the strings `enabled` *port* or `disabled`.

For each enumerated card, two files are served in `/dev/pnp`. A control file (`/dev/pnp/csn`*n*`ctl`) may be read to determine the ID of the card, and a raw file (`/dev/pnp/csn`*n*`raw`) may be read to obtain the configuration data associated with the card. It is intended that the control file should take commands which set the various configurable resources of the card, but this has not been implemented yet.

A mechanism is provided for configuring cards via *plan9.ini*(8). A line of the form `pnp`*n*=*idstring* ... will cause the driver to look for the card named by *idstring* and, if found, assign it the CSN *n*. The intention is that any additional text after the idstring is interpreted as if it was written to the card's `ctl` file, but this is not yet implemented.

EXAMPLES

To list all PCI functions:

```
cat /dev/pci/*ctl
```

To find just the PCI video card (class 3):

```
grep '^03' /dev/pci/*ctl
```

SOURCE

`/sys/src/9/port/devpnp.c`

BUGS

There is currently no way to write to PCI configuration space, or to perform reads of less than 32 bits. Access to the I/O and memory regions of a PCI device is not provided.

The ability to set a Plug 'n' Play card's configurable settings has not been implemented.

There should be a user program for identifying and configuring Plug 'n' Play cards.

NAME

proc – running processes

SYNOPSIS

`bind #p /proc`

/proc/*n*/args
/proc/*n*/ctl
/proc/*n*/fd
/proc/*n*/fpregs
/proc/*n*/kregs
/proc/*n*/mem
/proc/*n*/note
/proc/*n*/noteid
/proc/*n*/notepg
/proc/*n*/ns
/proc/*n*/proc
/proc/*n*/profile
/proc/*n*/regs
/proc/*n*/segment
/proc/*n*/status
/proc/*n*/text
/proc/*n*/wait
...

DESCRIPTION

The *proc* device serves a two-level directory structure. The first level contains numbered directories corresponding to pids of live processes; each such directory contains a set of files representing the corresponding process.

The `mem` file contains the current memory image of the process. A read or write at offset *o*, which must be a valid virtual address, accesses bytes from address *o* up to the end of the memory segment containing *o*. Kernel virtual memory, including the kernel stack for the process and saved user registers (whose addresses are machine-dependent), can be accessed through `mem`. Writes are permitted only while the process is in the `Stopped` state and only to user addresses or registers.

The read-only `proc` file contains the kernel per-process structure. Its main use is to recover the kernel stack and program counter for kernel debugging.

The files `regs`, `fpregs`, and `kregs` hold representations of the user-level registers, floating-point registers, and kernel registers in machine-dependent form. The `kregs` file is read-only.

The read-only `fd` file lists the open file descriptors of the process. The first line of the file is its current directory; subsequent lines list, one per line, the open files, giving the decimal file descriptor number; whether the file is open for read (`r`), write, (`w`), or both (`rw`); the type, device number, and qid of the file; its I/O unit (the amount of data that may be transferred on the file as a contiguous piece; see *iounit*(2)), its I/O offset; and its name at the time it was opened.

The read-only `ns` file contains a textual representation of the process's file name space, in the format of *namespace*(6) accepted by `newns` (see *auth*(2)). The last line of the file identifies the current working directory of the process, in the form of a `cd` command (see *rc*(1)). The information in this file is based on the names files had when the name space was assembled, so the names it contains may be inaccessible if the files have been subsequently renamed or rearranged.

The read-only `segment` file contains a textual display of the memory segments attached to the process. Each line has multiple fields: the type of segment (`Stack`, `Text`, `Data`, `Bss`, etc.); one-letter flags such as `R` for read-only, if any; starting virtual address, in hexadecimal; ending virtual address, and reference count.

The read-only `status` file contains a string with twelve fields, each followed by a space. The fields are:

- the process name and user name, each 27 characters left justified
- the process state, 11 characters left justified (see *ps*(1))
- the six 11-character numbers also held in the process's `#c/cputime` file
- the amount of memory used by the process, except its stack, in units of 1024 bytes
- the base and current scheduling priority, each 11 character numbers

The read-only `args` file contains the arguments of the program when it was created by *exec*(2). If the program was not created by `exec`, such as by *fork*(2), its `args` file will be empty. The format of the file is a list of quoted strings suitable for `tokenize`; see *getfields*(2).

The `text` file is a pseudonym for the file from which the process was executed; its main use is to recover the symbol table of the process.

The `wait` file may be read to recover records from the exiting children of the process in the format of `await` (see *wait*(2)). If the process has no extant children, living or exited, a read of `wait` will block. It is an error for a process to attempt to read its own `wait` file when it has no children. When a process's `wait` file is being read, the process will draw an error if it attempts an `await` system call; similarly, if a process is in an `await` system call, its `wait` file cannot be read by any process.

Textual messages written to the `ctl` file control the execution of the process. Some require that the process is in a particular state and return an error if it is not.

`stop` Suspend execution of the process, putting it in the `Stopped` state.

`start` Resume execution of a `Stopped` process.

`waitstop`
Do not affect the process directly but, like all other messages ending with `stop`, block the process writing the `ctl` file until the target process is in the `Stopped` state or exits. Also like other `stop` control messages, if the target process would receive a note while the message is pending, it is instead stopped and the debugging process is resumed.

`startstop`
Allow a `Stopped` process to resume, and then do a `waitstop` action.

`hang` Set a bit in the process so that, when it completes an *exec*(2) system call, it will enter the `Stopped` state before returning to user mode. This bit is inherited across *fork*(2) and *exec*(2).

`close` *n*
Close file descriptor *n* in the process.

`closefiles`
Close all open file descriptors in the process.

`nohang` Clear the hang bit.

`kill` Kill the process the next time it crosses the user/kernel boundary.

`private`
Make it impossible to read the process's user memory. This property is inherited on fork, cleared on *exec*(2), and is not otherwise resettable.

`pri` *n* Set the base priority for the process to the integer *n*.

`wire` *n* Wire the process to processor *n*.

The priority is interpreted by Plan 9's multilevel process scheduler. Priorities run from 0 to 19, with higher numbers representing higher priorities. A process has a base priority and a running priority which is less than or equal to the base priority. As a process uses up more of its allocated time, its priority is lowered. Unless explicitly set, user processes have base priority 10, kernel processes 13. Children inherit the parent's base priority.

The read-only `profile` file contains the instruction frequency count information used for multiprocess profiling; see `tprof` in *prof*(1). The information is gleaned by sampling the program's user-level program counter at interrupt time.

Strings written to the `note` file will be posted as a note to the process (see *notify*(2)). The note should be less than ERRLEN−1 characters long; the last character is reserved for a terminating NUL character. A read of at least ERRLEN characters will retrieve the oldest note posted to the process and prevent its delivery to the process. The `notepg` file is similar, but the note will be delivered to all the processes in the target process's *note group* (see *fork*(2)). However, if the process doing the write is in the group, it will not receive the note. The `notepg` file is write-only.

The textual `noteid` file may be read to recover an integer identifying the note group of the process (see RFNOTEG in *fork*(2)). The file may be written to cause the process to change to another note group, provided the group exists and is owned by the same user.

FILES

`/sys/src/9/*/mem.h`
`/sys/src/9/*/dat.h`

SEE ALSO

debugger(2), *mach*(2), *cons*(3)

SOURCE

`/sys/src/9/port/devproc.c`

delim $$

NAME

realtime – real time scheduling

SYNOPSIS

```
bind -a #R /dev
```

```
/dev/realtime/clone
/dev/realtime/debug
/dev/realtime/log
/dev/realtime/nblog
/dev/realtime/resources
/dev/realtime/task/0
/dev/realtime/task/1
/dev/realtime/task/...
/dev/realtime/time
```

```
#include /sys/src/port/9/devrealtime.h

enum SEvent {
	SAdmit,	/* new proc arrives*/
	SRelease,	/* released, but not yet scheduled */
	SRun,	/* one of this task's procs started running */
	SPreempt,	/* the running task was preempted */
	SBlock,	/* the last of the runnable procs in a task blocked */
	SResume,	/* task was scheduled after blocking */
	SDeadline,	/* proc's deadline (reported ahead of time) */
	SYield,	/* proc reached voluntary early deadline */
	SSlice,	/* slice exhausted */
	SExpel,	/* proc was expelled */
};
typedef enum SEvent SEvent;
typedef vlong Time;
typedef struct Schedevent Schedevent;

struct Schedevent {
	ushort	tid;	/* Task ID */
	SEvent	etype;	/* Event type */
	Time	ts;	/* Event time */
};
```

DESCRIPTION

The Plan 9 real-time scheduler allows mixing real-time processes and best-effort processes on a single system. The scheduler is intended for real-time loads well under 100% CPU utilization with minimum periods in the order of a hundred thousand instruction times. The precision of the scheduler depends on the precision of the machine's programmable real-time clock.

The unit of real-time scheduling is a `task`. A task can contain zero or more processes. The processes in a task share a common period, deadline and CPU allocation. Tasks allow cooperating processes to collaborate to achieve a common deadline, for instance, processes receiving, decompressing and displaying video in a pipeline can share a single task.

Tasks are scheduled using Earliest-Deadline First (EDF). Each task has three primary scheduling parameters, a period T, a deadline D and a cost C, expressed in nanoseconds (but converted to a machine- and architecture-dependent unit called *ticks*). Every T nanoseconds, the task is *released* — i.e., it becomes schedulable — and it received a *slice* of C nsec. When the task is released, its *release time* r is set to the current time. The task's *absolute deadline* d is set to $r + D$. (Note the use of capital letters to indicate intervals and lower-case letters to indicate 'points in time'.) Between release and deadline the task must be scheduled often enough to be able to consume its slice of C nsec of CPU time. So, to be schedulable, $C <= D <= T$ must hold. If $D < T$, tasks are not schedulable (runnable) between their deadline and the next release. Tasks are *released* from the moment of release until their deadline or their slice runs out, whichever happens first. Additionally, tasks can voluntarily declare the slice for the current period empty, allowing other real-time tasks or best-effort tasks the CPU time remaining in their slice.

Before they are released for the first time, tasks have to be *admitted* into the system. Before admission, a test is conducted to determine whether the task, plus the already admitted tasks can all meet their deadlines, given their scheduling parameters. When a task changes its scheduling parameters, it is temporarily *expelled* and will be readmitted if the new scheduling parameters allow all tasks to continue to meet their deadlines.

The EDF scheduler schedules the released task with the earliest deadline. When a task is released, therefore, it can preempt a task that has a later deadline, but was released earlier. Real-time tasks sharing resources, however, may need to be prevented from preempting each other. They can do this by declaring a shared resource. The scheduler will not preempt one task with another that shares a common resource. To do this, the scheduler only needs to know the names of the sharable resources used by each of the tasks.

During the admission test, information about shared resources is used to calculate a secondary deadline for each task, called the *inherited deadline*, Δ, which is the minimum of the deadlines D of each of the tasks that shares a resource with the current task. The scheduler allows a released task T to preempt running task T' iff $d < d' \wedge D < \Delta'$; the first half of the condition says that the released task's deadline must be earlier, the second implies that the released task may not share resources with the running one. The admission test takes these limitations into account. Note that, in practice, tasks rarely share resources.

Normally, tasks can block (when all their processes are blocked on system calls) during their release. The time spent blocking is not accounted against the current slice, but, since the scheduler has no control over the time spent blocking, there are no guarantees that the deadline will be made if a task spends any time blocked. Whether or not tasks actually block, they will normally complete the work to be done in a period (slightly) before the slice runs out — and before the deadline. To tell the scheduler that they no longer require the CPU until the next release, tasks can *yield* (see below).

Tasks can also run in another mode where blocking automatically implies immediate yielding. This mode truly guarantees that deadlines will be made, but programmers must know more about the (blocking) nature of the system calls used in order to use this mode.

The real-time scheduler is controlled through a file system (naturally), normally bound to `/dev`. Opening `/dev/realtime/clone` for writing (and reading, if desired), causes a new task to be created in the non-admitted (expelled) state. The new task will be represented by a file in the `/dev/realtime/task` directory whose name is the task's number. The file descriptor resulting from opening `/dev/realtime/clone` provides the equivalent functionality as that resulting from opening `/dev/realtime/task/`*n* except for the initial creation of a new task when opening the `clone` file. The task file may also be opened read-only.

The tasks parameters are set or modified by writing one of these files and they can be examined by reading it. A parameter is presented in the form *name*=*value*, *name*+=*value*, or *name*–=*value*. A command is presented in the form *commandname*. Parameters and commands are separated by white space; quoting conventions apply (see *quote*(2)). The settable parameters are

`T`
: Sets the period. The value must be given as a number with or without decimal point and directly followed (no white space) by one of *s* for seconds, *ms* for milliseconds, *µs* or *us* for microseconds, *ns* or nothing for nanoseconds. The += operator adds to the period already set, the −= operator subtracts from it.

`D`
: Sets the deadline. Value syntax and operators as above.

`C`
: Sets the cost. Value syntax and operators as above.

`resources`
: Sets the list of resources; resource names are separated by white space and quoting must be used in this case. A resource name is an arbitrary string. The += operator adds to the list of resources −= operator takes away from it.

`procs`
: Sets, adds to, or subtracts from the process membership of a task. Processes are identified by their *pid* or the special value `self` identifying the process writing the *clone* or *task* file.

`yieldonblock`
When the (integer) value is non-zero, the task is placed in *yield–on–block* mode: when all processes in the task are blocked on system calls, the task automatically declares the current deadline reached and will be released again in the next period. When the value is zero, the task can block without forfeiting the current release. However, when the task blocks long, the deadline may be missed. The default value is zero.

The commands accepted are

`verbose`
This is for debugging and causes the progression of the admission test to be displayed.

`admit`
This initiates an admission test. If the test fails, the write containing the `admit` command will fail. If the test succeeds the task is admitted and, if it contains runnable processes, it will be released (almost) immediately.

`expel`
Expel the task.

`remove`
Remove the task, the file descriptor will become invalid.

`yield`
Gives up the processor until the next release.

`/dev/realtime/debug` prints debugging information about the task queues maintained by the scheduler. This file will go away.

`/dev/realtime/log` and `/dev/realtime/nblog` are files used by real-time monitoring processes such as `rtstats` (see *rtstats*(1)). Reading them produces a stream of `Schedevent` structures in the machine representation. These events are nearly ordered by Time (nanoseconds since boot); some events can be reported earlier or later than they occur. *Tid* corresponds to the file name in the directory `/dev/realtime/task`, *etype* is one of the events of *SEvent* as explained in `/sys/src/9/port/devrealtime.h`, and *ts* is the time at which the event occurred (or will occur). `Nblog` is a non-blocking version that returns zero bytes each time there is nothing left to read.

`/dev/realtime/resources` is a read-only file listing the resources declared by the current set of tasks.

`/dev/realtime/time` returns the number of nanoseconds since boot, the number of ticks since boot and *fasthz*, the number of clock ticks per second, a billion times the ratio between the other two numbers. Each number is returned as a binary *vlong* in architecture-dependent representation.

EXAMPLE

```
char *clonedev = "#R/realtime/clone";

void
processvideo(){
   int fd;

   if ((fd = open(clonedev, ORDWR)) < 0)
      sysfatal("%s: %r", clonedev);
   if (fprint(fd, "T=33ms D=20ms C=8ms procs=self admit") < 0)
      sysfatal("%s: admit: %r", clonedev);
   for (;;){
      processframe();
      if (fprint(fd, "yield") < 0)
         sysfatal("%s: yield: %r", clonedev);
   }
   if (fprint(fd, "remove") < 0)
      sysfatal("%s: remove: %r", clonedev);
   close(fd);
}
```

SEE ALSO

rtstats(1)

FILES

`/usr/sape/src/realtime/edfproc.c` as an example of using the scheduler for a trivial test run.

SOURCE

`/sys/src/9/port/devrealtime.c`
`/sys/src/9/port/edf.c`

BUGS

The admission test does not take multiprocessors into account. The total real-time load cannot exceed a single-CPU load.

NAME

root – the root file system

SYNOPSIS

```
/
/boot
/dev
/env
/net
/net.alt
/proc
/root
/srv
```

DESCRIPTION

The syntax `#/` is illegal, so this device can only be accessed directly by the kernel.

This device is set up by the kernel to be the root of the name space. The names in the one-level tree are mostly just place-holders, to allow a place to *bind*(2) to. The exception is `/boot`, which provides executable code when read. The kernel does an *exec*(2) of `/boot` when initializing. Some kernels are built with other services, such as *kfs*(4), in the root directory.

SOURCE

`/sys/src/9/port/devroot.c`

NAME

rtc – real-time clock and non-volatile RAM

SYNOPSIS

`bind #r /dev`

`/dev/rtc`
`/dev/nvram`

DESCRIPTION

The *rtc* device supports devices with real-time clocks and non-volatile RAM.

The `rtc` file behaves just like `/dev/time` (see *cons*(3)). The real-time clock is maintained on-board; `/dev/time` is set from the file server. Neither is necessarily more accurate.

The `nvram` file provides (if permission allows) access to the local non-volatile RAM. For example, *boot*(8) reads the machine's key from there (see *auth*(8)).

SEE ALSO

auth(8), *boot*(8)

SOURCE

`/sys/src/9/*/devrtc.c`

NAME

sd – storage device interface

SYNOPSIS

`bind #S /dev`

`/dev/sd`*Cu*`/ctl`
`/dev/sd`*Cu*`/raw`
`/dev/sd`*Cu*`/data`
...

DESCRIPTION

The storage device interface serves a two-level directory giving access to multiple storage units, typically ATA(PI) or SCSI discs. Each unit is accessed via files in the directory named by the controller to which it is attached, *C*, and by its unit number *u*. The controller naming convention for ATA(PI) units starts with the first controller being named C, the second D, etc. up to a maximum of 4 controllers ([C−F]); legacy controllers are always 'C' and 'D'. There can be a maximum of 2 units per ATA(PI) controller ([01]). The controller naming convention for SCSI units starts with the first controller being named 0, the second 1, etc. up to a maximum of 16 controllers ([0−9a−f]). There can be a maximum of 16 units per SCSI controller ([0−9a−f]).

Units are not accessed before the first attach. Units may be individually attached using the attach specifier, for example

```
bind -a '#SsdD0' /dev
```

An attach without a specifier will cause the driver to scan for all possible units before processing the rest of the name.

The subdirectory for each unit contains two files, *ctl* and *raw*. In addition, if the unit is a direct-access disc of some type it may be split into partitions and the subdirectory may contain a file per partition. By default, the partition *data* will exist for such media.

Partitions are added and deleted by writing to the *ctl* file

`part` *name start−sector end−sector*
`delpart` *name*

The default *data* partition may be deleted. A partition cannot be deleted if a process has it open. If a change of removable media is detected, the new media cannot be opened until all open partitions on the old media are closed.

Partitions are usually created using *fdisk* and *prep*(8); the convention is to name non-Plan 9 partitions after their corresponding operating systems (e.g., `/dev/sdC0/dos`) and Plan 9 partitions according to their function (e.g., `/dev/sdC0/swap`). The example in *prep*(8) shows how this is done.

Reading the *ctl* file returns at least one line of textual information about the unit. The first line will always be prefixed by `inquiry` and will give a manufacturer and model number if possible. A line prefixed by `config` will be returned for appropriate media, e.g. for ATA(PI) units the remainder of the line contains configuration information from the device's *identify* command (config and capabilities) and also the available I/O transfer options; this is a diagnostic aid. A line prefixed by `geometry` will be returned for appropriate media; at least two numbers will follow, the first being the number of sectors contained in the unit and the second the sector size in bytes. Any remaining information on the `geometry` line is unit-dependent, for instance, head, cylinder and sector counts for ATA discs. If any partitions are defined for the media, their name, start-sector and end-sector will be returned, prefixed by `part`.

```
% cat /dev/sdD0/ctl
inquiry KENWOOD CD-ROM UCR-421  208E10/20/99  7.39  2 M0
config 85C0 capabilities 0F00 dma 00550004 dmactl 00000000
geometry 242725 2352
part data 0 242725
%
```

The use of DMA and multi-sector read/write commands may be enabled and disabled on ATA(PI) units by writing to the `ctl` file `dma` and `rwm` respectively followed by `on` or `off`. For example, to enable DMA on a unit that supports it:

```
% echo 'dma on'>/dev/sd00/ctl
```

If supported by the unit, the standby timer may be enabled:

```
% echo 'standby T'>/dev/sdC0/ctl
```

where *T* is the standby timer period in seconds. *T* must be between 30 and 1200, or can be 0 to disable the timer.

The `raw` file is used to execute an arbitrary command on the unit at a low level. This is used by programs such as *scuzz*(8) to manipulate devices that do not fit the simple storage model or for maintenance purposes. The following steps may be used to execute a command

- Write the command to the *raw* file;
- Read or write data associated with the command, according to the direction of the transfer.
- Read the *raw* file to retrieve the status of the command, returned as a text integer.

SOURCE

```
/sys/src/9/port/devsd.c
/sys/src/9/*/sd*.[hc]
```

SEE ALSO

scuzz(8)

BUGS

Still in development.

No LUNs.

The 4 controller limit for ATA(PI) is not enforced.

No account is taken of some buggy ATA PCI controllers such as the CMD640.

ATA(PI) units come up with DMA and multi-sector read/write capability disabled.

NAME

segment – long lived memory segments

SYNOPSIS

```
bind '#g' /mnt/segment

#g/seg1
#g/seg1/ctl
#g/seg1/data
#g/seg2
#g/seg2/ctl
#g/seg2/data
...
```

DESCRIPTION

The *segment* device provides a 2-level file system representing long-lived sharable segments that processes may *segattach*(2). The name of the directory is the *class* argument to *segattach*.

New segments are created under the top level using `create` (see *open*(2)). The `DMDIR` bit must be set in the permissions. *Remove*(2)'ing the directory makes the segment no longer available for *segattach*. However, the segment will continue to exist until all processes using it either exit or *segdetach* it.

Within each segment directory are two files, `data` and `ctl`. Reading and writing `data` affects the contents of the segment. Reading and writing `ctl` retrieves and sets the segment's properties.

There is only one control message, which sets the segment's virtual address and length in bytes:

`va` *address length*

Address is automatically rounded down to a page boundary and *length* is rounded up to end the segment at a page boundary. The segment will reside at the same virtual address in all processes sharing it. When the segment is attached using *segattach,* the address and length arguments are ignored in the call; they are defined only by the `va` control message. Once the address and length are set, they cannot be reset.

Reading the control file returns a message of the same format with the segment's actual start address and length.

Opening `data` or reading `ctl` before setting the virtual address yields the error ''segment not yet allocated''.

The permissions check when *segattach*ing is equivalent to the one performed when opening `data` with mode ORDWR.

EXAMPLE

Create a one megabyte segment at address 0x10000000:

```
% bind '#g' /mnt/segment
% mkdir /mnt/segment/example
% echo 'va 0x10000000 0x100000' > /mnt/segment/example/ctl
```

Put the string ''hi mom'' at the start of the segment:

```
% echo -n hi mom > /mnt/segment/example/data
```

Attach the segment to a process:

```
{
      ulong va;

      va = segattach(0, "example", 0, 0);
}
```

SEE ALSO

segattach(2)

SOURCE

`/sys/src/9/port/devsegment.c`

NAME

srv – server registry

SYNOPSIS

`bind #s /srv`

`#s/`*service1*
`#s/`*service2*
...

DESCRIPTION

The *srv* device provides a one-level directory holding already-open channels to services. In effect, *srv* is a bulletin board on which processes may post open file descriptors to make them available to other processes.

To install a channel, create a new file such as `/srv/myserv` and then write a text string (suitable for *strtoul*; see *atof*(2)) giving the file descriptor number of an open file. Any process may then open `/srv/myserv` to acquire another reference to the open file that was registered.

An entry in *srv* holds a reference to the associated file even if no process has the file open. Removing the file from `/srv` releases that reference.

It is an error to write more than one number into a server file, or to create a file with a name that is already being used.

EXAMPLE

To drop one end of a pipe into `/srv`, that is, to create a named pipe:

```
int fd, p[2];
char buf[32];

pipe(p);
fd = create("/srv/namedpipe", OWRITE, 0666);
fprint(fd, "%d", p[0]);
close(fd);
close(p[0]);
fprint(p[1], "hello");
```

At this point, any process may open and read `/srv/namedpipe` to receive the `hello` string. Data written to `/srv/namedpipe` can be received by executing

```
read(p[1], buf, sizeof buf);
```

in the above process.

SOURCE

`/sys/src/9/port/devsrv.c`

NAME

ssl – SSL record layer

SYNOPSIS

`bind -a #D /net`

`/net/ssl/clone`
`/net/ssl/`*n*
`/net/ssl/`*n*`/ctl`
`/net/ssl/`*n*`/data`
`/net/ssl/`*n*`/encalgs`
`/net/ssl/`*n*`/hashalgs`
`/net/ssl/`*n*`/secretin`
`/net/ssl/`*n*`/secretout`

DESCRIPTION

The SSL device provides the interface to the Secure Socket Layer device implementing the record layer protocol of SSLv2 (but not the handshake protocol, which is responsible for mutual authentication and key exchange.) The *ssl* device can be thought of as a filter providing optional encryption and anti-tampering.

The top level directory contains a `clone` file and subdirectories numbered from zero to the number of connections configured. Opening the `clone` file reserves a connection. The file descriptor returned from the *open*(2) will point to the control file, `ctl`, of the newly allocated connection. Reading the `ctl` file returns a text string representing the number of the connection.

A connection is controlled by writing text strings to the associated `ctl` file. After a connection has been established data may be read from and written to the data file.

The SSL protocol provides a stream connection that preserves `read`/`write` boundaries. As long as reads always specify buffers that are of equal or greater lengths than the writes at the other end of the connection, one write will correspond to one read.

Options are set by writing control messages to the `ctl` file of the connection.

The following control messages are supported:

`fd` *open-file-descriptor*
: Run the SSL protocol over the existing file descriptor.

`alg` *cryptoalgs*
: Connections start in `alg clear` which means no encryption or digesting. Writing `alg sha` to the control file turns on SHA-1 digest authentication for the data channel. Similarly, writing `alg rc4_128` enables encryption. Both can be turned on at once by `alg sha rc4_128`. The digest mode `sha` may be replaced by `md5`. The encryption mode `rc4_128` may be replaced by `rc4_40`, `rc4_128`, `rc4_256`, `des_40_ecb`, `des_40_cbc`, `des_56_ecb`, and `des_56_cbc`. The mode may be changed at any time during the connection.

`secretin` *base64-secret*
: The secret for decrypting and authenticating incoming messages can be specified either as a base64 encoded string by writing to the control file, or as a binary byte string using the interface below.

`secretout` *base64-secret*
: The secret for encrypting and hashing outgoing messages can be specified either as a base64 encoded string by writing to the control file, or as a binary byte string using the interface below.

Before enabling digesting or encryption, shared secrets must be agreed upon with the remote side, one for each direction of transmission, and loaded as shown above or by writing to the files *secretin* and *secretout*. If either the incoming or outgoing secret is not specified, the other secret is assumed to work for both directions.

The encryption and hash algoritms actually included in the kernel may be smaller than the set presented here. Reading *encalgs* and *hashalgs* will give the actual space-separated list of algorithms implemented.

SEE ALSO

listen(8), *dial*(2)

SOURCE

`/sys/src/9/port/devssl.c`

BUGS

Messages longer than 4096 bytes are truncated.

NAME

tls – TLS1 and SSL3 record layer

SYNOPSIS

```
bind -a #a /net

/net/tls/clone
/net/tls/encalgs
/net/tls/hashalgs
/net/tls/n
/net/tls/n/ctl
/net/tls/n/data
/net/tls/n/hand
/net/tls/n/stats
/net/tls/n/status
```

DESCRIPTION

The TLS device implements the record layer protocols of Transport Layer Security version 1.0 and Secure Sockets Layer version 3.0. It does not implement the handshake protocols, which are responsible for mutual authentication and key exchange. The *tls* device can be thought of as filters providing optional encryption and anti-tampering.

The top level directory contains a `clone` file and subdirectories numbered from zero through at least the last active filter. Opening the `clone` file reserves a filter. The file descriptor returned from the *open*(2) will point to the control file, `ctl`, of the newly allocated filter. Reading the `ctl` file returns a text string containing the number of the filter directory.

The filter initially cannot be used to pass messages and will not encrypt or digest messages. It is configured and controlled by writing commands to `ctl`.

The following commands are supported:

`fd` *open–fd vers*
: Pass record messages over the communications channel *open–fd*. Initially, outgoing messages use version *vers* format records, but incoming messages of either version are accepted. Valid versions are `0x300` for SSLv3.0 and `0x301` for TLSv1.0 (which could be known as SSLv3.01.) This command must be issued before any other command and before reading or writing any messages; it may only be executed once.

`version` *vers*
: Use *vers* format records for all future records, both outgoing and incoming. This command may only be executed once.

`secret` *hashalg encalg isclient secretdata*
: Set up the digesting and encryption algorithms and secrets. *Hashalg* and *encalg* must be algorithm names returned by the corresponding files. *Secretdata* is the base-64 encoded (see *encode*(2)) secret data used for the algorithms. It must contain at least enough data to populate the secrets for digesting and encrypting. These secrets are divided into three categories: digest secrets, keys, and initialization vectors. The secrets are packed in this order, with no extra padding. Within each category, the secret for data traveling from the client to the server comes first. The incoming and outgoing secrets are automatically selected by devtls based on the *isclient* argument, which must be non-zero for the client of the TLS handshake, and zero for the server.
This command must be issued after `version`, and may be issued more than once. At least one new *secret* command must be issued before each *changecipher* command; similarly, at least one new *secret command* must precede each incoming changecipher message.

`changecipher`
: Enable outgoing encryption and digesting as configured by the previous *secret* command. This command sends a *changecipher* message.

`opened`
: Enable data messages. This command may be issued any number of times, although only

the first is significant. It must follow at least one successful *changecipher* command.

`alert` *alertno*

Send an alert message. *Alertno* may be a valid alert code for either SSLv3.0 or TLSv1.0, and is mapped to an appropriate code for the protocol in use. If it is a fatal alert, the filter is set into an error state.

Application messages and handshake messages are communicated using *data* and *hand*, respectively. Only one *open*(2) of *hand* is allowed at a time.

Any record layer headers and trailers are inserted and stripped automatically, and are not visible from the outside. The device tries to synchronize record boundaries with reads and writes. Each read will return data from exactly one record, and will return all of the data from the record as long as the buffer is big enough. Each write will be converted into an integral number of records, with all but potentially the last being maximal size. The maximum record length supported is 16384 bytes. This behavior is not specified in the protocols, and may not be followed by other implementations.

If a fatal alert message is received, or a fatal *alert* command issued, the filter is set into an error state. All further correspondence is halted, although some pending operations may not be terminated. Operations on *data* will fail with a `'tls error'`, and operations on *hand* will fail with a textual decoding of the alert. The current non-fatal alert messages are `'close notify'`, `'no renegotiation'`, and `'handshake canceled by user'`. Receipt of one of these alerts cause the next read on *hand* to terminate with an error. If the alert is `'close notify'`, all future reads will terminate with a `tls hungup` error. A `'close notify'` *alert* command will terminate all future writes or reads from *data* with a `'tls hungup'` error.

If an error is encountered while reading or writing the underlying communications channel, the error is returned to the offending operation. If the error is not `'interrupted'`, the filter is set into the error state. In this case, all future operations on *hand* will fail with a `'channel error'`.

When all file descriptors for a filter have been closed, the session is terminated and the filter reclaimed for future use. A `'close notify'` alert will be sent on the underlying communications channel unless one has already been sent or the filter is in the error state.

Reading *stats* or *status* returns information about the filter. Each datum is returned on a single line of the form *tag*`:` *data*`.` *Stats* returns the number of bytes communicated by the `data` and `hand` channels. The four lines returned are tagged by, in order, `DataIn`, `DataOut`, `HandIn`, and `HandOut`. *Status* returns lines following tags: `State`, `Version`, `EncIn`, `HashIn`, `NewEncIn`, `NewHashIn`, `EncOut`, `HashOut`, `NewEncOut`, and `NewHashOut`. `State`'s value is a string describing the status of the connection, and is one of the following: `'Handshaking'`, `'Established'`, `'RemoteClosed'`, `'LocalClosed'`, `'Alerting'`, `'Errored'`, or `'Closed'`. `Version`'s give the hexadecimal record layer version in use. The `Enc` and `Hash` fields return name of the current algorithms in use or ready to be used, if any.

Reading *encalgs* and *hashalgs* will give the space-separated list of algorithms implemented. This will always include `clear`, meaning no encryption or digesting. Currently implemented encryption algorithms are `'rc4_128'` and `'3des_ede_cbc'`. Currently implemented hashing algorithms are `'md5'` and `'sha1'`.

SEE ALSO

listen(8), *dial*(2)

SOURCE

`/sys/src/9/port/devtls.c`

NAME

uart, eia – serial communication control

SYNOPSIS

```
bind -a #t /dev

/dev/eia0
/dev/eia0ctl
/dev/eia0status
/dev/eia1
/dev/eia1ctl
/dev/eia1status
...
```

DESCRIPTION

The serial line devices serve a one-level directory, giving access to the serial ports. Device *n* is accessed through `eia`*n* (the data file), `eia`*n*`ctl` (the control file), and `eia`*n*`status` (the read-only status file). Reads of the data file will block until at least one byte is available. The control file configures the port. It accepts the following commands:

`b`*n* Set the baud rate to *n*.

`d`*n* Set DTR if *n* is non-zero; else clear it.

`k`*n* Send a break lasting *n* milliseconds.

`r`*n* Set RTS if *n* is non-zero; else clear it.

`m`*n* Obey modem CTS signal if *n* is non-zero; else clear it.

`i`*n* Enable input FIFO if *n* is non-zero; else disable.

`p`*c* Set parity to odd if *c* is `o`, to even if *c* is `e`; else set no parity.

`s`*n* Set number of stop bits to *n*. Legal values are 1 or 2.

`l`*n* Set number of bits per byte to *n*. Legal values are 5, 6, 7, or 8.

The status files contain a textual representation of the status of the line, in the format of the commands used on the control file.

SOURCE

```
/sys/src/9/port/devuart.c
/sys/src/9/*/uart*.c
```

NAME

usb – USB Host Controller Interface

SYNOPSIS

`bind -a #U /dev`

`/dev/usb`*m*
`/dev/usb`*m*`/new`
`/dev/usb`*m*`/port`
`/dev/usb`*m*`/`*n*
`/dev/usb`*m*`/`*n*`/ctl`
`/dev/usb`*m*`/`*n*`/status`
`/dev/usb`*m*`/`*n*`/setup`
`/dev/usb`*m*`/`*n*`/ep`*k*`data`
...

DESCRIPTION

The Universal Serial Bus is a popular bus for connecting slow and medium speed devices, such as mice, keyboards, printers, and scanners to a PC. It is a four-wire tree-shaped bus that provides both communication and (limited) power to devices. Branching points in the tree are provided by devices called *hubs*.

Most PCs have a two-slot hub built in, accommodating two USB devices. To attach more devices, one or more hubs have to be plugged in to the USB slots of the PC. The topology of the network is a tree with at most 127 nodes, counting both internal and leaf nodes.

The USB bus is fully controlled by the host; all devices are polled. Hubs are passive in the sense that they do not poll the devices attached to them. The host polls those devices and the hubs merely route the messages.

When a device is attached, the host queries it to determine its type and its speed. The querying process is standardized. The first level of querying is the same for all devices, the next is somewhat specialized for particular classes of devices (such as mice, keyboards, or audio devices). Specialization continues as subclasses and subsubclasses are explored.

For each connected device there is a directory in `#U/usb`*n*. Reading `#U/usb`*n*`/*/status` yields the state, class, subclass and proto of each device in the first line. The remaining lines give the state of each of the interfaces.

To find a mouse, for example, scan the status files for the line

```
Enabled 0x020103
```

A mouse belongs to class 3 (in the least significant byte), *human interface device*, subclass 1, *boot*, proto 2, *mouse* (proto 1 would be the keyboard). USB class, subclass and proto codes can be found on `www.usb.org`.

The control interface for each device is *‘‘endpoint 0’’* and is named `#U/usb`*n*`/*/setup`. The control interface of the device is accessed by reading and writing this file.

There is a separate *control interface* named `#U/usb`*n*`/*/ctl` which is used to configure the USB device *driver*. By writing to this file, driver endpoints can be created and configured for communication with a device’s data streams. A mouse, for example, has one control interface and one data interface. By communicating with the control interface, one can find out the device type (i.e., ‘mouse’), power consumption, number on interfaces, etc. *Usbd*(4) will extract all this information and, in verbose mode, print it.

By sending an ‘endpoint message’ to the *ctl* file, new driver endpoints can be created. The syntax of these messages is

`ep` *n* `bulk` *mode maxpkt nbuf*

or

`ep` *n period mode samplesize hz*

The first form configures a non-real-time stream, the second an *isochronous* (real-time) stream. In both forms, *n* is the endpoint to be configured, and *mode* is `r` for read only, or `w` for reading and writing. In the first form, *maxpkt* is the maximum packet size to be used (between 1 and 2048), and *nbuf* is the number of buffers to be allocated by the driver.

In the second form, *period* is the number of milliseconds between packets. This number is usually dictated by the device. It must be between 1 and 1000. The *samplesize* is the size in bytes of the data units making up packets, and *hz* is the number of data units transmitted or received per second.

The data rate is thus $hz \times samplesize$ bytes per second, and the packet size used will vary between $\lfloor (period \times hz)/1000 \rfloor \times samplesize$ and $\lceil (period \times hz)/1000 \rceil \times samplesize$.

The mouse, which produces 3-byte samples, is configured with `ep 1 bulk r 3 32`: endpoint 1 is configured for non-real-time read-only 3-byte messages and allows 32 of them to be outstanding.

A usb audio output device at 44.1 KHz, 2 channels, 16-bit samples, on endpoint 4 will be configured with `ep 4 1 w 4 44100`.

If the configuration is successful, a file named `ep`*n*`data` is created which can be read and/or written depending on configuration. Configuration is not allowed when the data endpoint is open.

Forward *seek* operations on isochronous endpoints can be used to start the I/O at a specific time. The usb status file provides information that can be used to map file offsets to points in time: For each endpoint, the status file produces a line of the form:

`4 0x000201` *nnn* `bytes` *nnn* `blocks`

The fields are, from left to right, endpoint number, class/subclass/proto (as a six-digit hex number with class in the least significant byte), number of bytes read/written, number of blocks read/written.

For isochronous devices only, an additional line is produced of the form:

`bufsize` *s* `buffered` *b* `offset` *o* `time` *t*

S is the size of the DMA operations on the device (i.e., the minimum useful size for reads and writes), *b* is the number of bytes currently buffered for input or output, and *o* and *t* should be interpreted to mean that byte offset *o* was/will be reached at time *t* (nanoseconds since the epoch).

To play or record samples exactly at some predetermined time, use *o* and *t* with the sampling rate to calculate the offset to seek to.

The number of bytes buffered can also be obtained using *stat*(2) on the endpoint file. See also *audio*(3).

FILES

`#U/usb`*n*`/*/status`	USB device status file, class, subclass and proto are found in line one
`#U/usb`*n*`/*/ctl`	USB *driver* control file, used to create driver endpoints, control debugging, etc.
`#U/usb`*n*`/*/setup`	USB *device* control file, used to exchange messages with a device's control channel. `setup` may be viewed as a preconfigured `ep0data` file.
`#U/usb`*n*`/*/ep`*k*`data`	USB device data channel for the *k*'th configuration.

SEE ALSO

usb(4), *usbd*(4), *plan9.ini*(8)

BUGS

OpenHCI USB cards are not yet supported.

The interface for configuring endpoints is at variance with the standard.

The notion that the endpoints themselves have a class and subclass is a distortion of the standard. It would be better to leave all handling of the notions of class to the user-level support programs, and remove it from the driver.

NAME

vga – VGA controller device

SYNOPSIS

`bind #v /dev`

`/dev/vgactl`

DESCRIPTION

The VGA device allows configuration of a graphics controller on a PC. `Vgactl` allows control over higher-level settings such as display height, width, depth, controller and hardware-cursor type. Along with the I/O-port registers provided by *arch*(3), it is used to implement configuration and setup of VGA controller cards. This is usually performed by *vga*(8).

Writing strings to `vgactl` configures the VGA device. The following are valid commands.

`size` *X*`x`*Y*`x`*Z chan*
: Set the size of the screen image to be *X* pixels wide and *Y* pixels high. Each pixel is *Z* bits as specified by *chan*, whose format is described in *image*(6).

`actualsize` *X*`x`*Y*
: Set the physical size of the display to be *X* pixels wide by *Y* pixels high. This message is optional; it is used to implement panning and to accommodate displays that require the in-memory screen image to have certain alignment properties. For example, a 1400x1050 screen with a 1408x1050 in-memory image will use `size 1408x1050` but `actualsize 1400x1050`.

`panning` *mode*
: Depending on whether *mode* is `on` or `off`, enable or disable panning in a virtual screen. If panning is on and the screen's `size` is larger than its `actualsize`, the displayed portion of the screen will pan to follow the mouse. Setting the panning mode after the first attach of the `#i` driver has no effect.

`type` *ctlr*
: Set the type of VGA controller being used. *Ctlr* is one of `ark200pv`, `clgd542x`, `clgd546x`, `ct65545`, `cyber938x`, `hiqvideo`, `mach64xx`, `mga2164w`, `neomagic`, `s3`, and `t2r4`.

  Note that this list does not indicate the full set of VGA chips supported. For example, `s3` includes the 86C801/5, 86C928, Vision864, and Vision964. It is the job of *vga*(8) to recognize which particular chip is being used and to initialize it appropriately.

`hwgc` *gc*
: Set the type of hardware graphics cursor being used. *Gc* is one of `ark200pvhwgc`, `bt485hwgc`, `clgd542xhwgc`, `clgd546xhwgc`, `ct65545hwgc`, `cyber938xhwgc`, `hiqvideohwgc`, `mach64xxhwgc`, `mga2164whwgc`, `neomagichwgc`, `rgb524hwgc`, `s3hwgc`, `t2r4hwgc`, `tvp3020hwgc`, and `tvp3026hwgc`. A value of `off` disables the cursor. There is no software cursor.

`palettedepth` *d*
: Set the number of bits of precision used by the VGA palette to *d*, which must be either `6` or `8`.

`blank`
: Blank the screen. This consists of setting the hardware color map to all black as well as, on some controllers, setting the VGA hsync and vsync signals so as to turn off VESA DPMS-compliant monitors. The screen also blanks after 30 minutes of inactivity. The screen can be unblanked by moving the mouse.

`blanktime` *minutes*
: Set the timeout before the screen blanks; the default is 30 minutes. If *minutes* is zero, blanking is disabled.

`hwaccel` *mode*
: Depending on whether *mode* is `on` or `off`, enable or disable whether hardware acceleration (currently for rectangle filling and moving) used by the graphics engine. The default

setting is `on`.

`hwblank` *mode*
: Depending on whether *mode* is `on` or `off`, enable or disable the use of DPMS blanking (see `blank` above).

`linear` *size align*
: Use a linear screen aperture of size *size* aligned on an *align*-byte boundary.

`drawinit`
: Initialize the graphics hardware. This must be sent after setting the `type`.

Reading `vgactl` returns the current settings, one per line.

EXAMPLES

The following disables hardware acceleration.

```
echo -n 'hwaccel off' >/dev/vgactl
```

SOURCE

`/sys/src/9/pc/devvga.c`

SEE ALSO

arch(3), *vga*(8)

BUGS

There should be support for the hardware graphics cursor on the `clgd54[23]x` VGA controller chips.

The hardware graphics cursor on the `et4000` does not work in 2x8-bit mode.

NAME

intro – introduction to file servers

DESCRIPTION

A Plan 9 *file server* provides a file tree to processes. This section of the manual describes servers than can be mounted in a name space to give a file-like interface to interesting services. A file server may be a provider of a conventional file system, with files maintained on permanent storage, or it may also be a process that synthesizes files in some manner.

SEE ALSO

bind(1)

NAME

acme – control files for text windows

SYNOPSIS

`acme` [`−f` *varfont*] [`−F` *fixfont*] [*file* ...]

DESCRIPTION

The text window system *acme*(1) serves a variety of files for reading, writing, and controlling windows. Some of them are virtual versions of system files for dealing with the virtual console; others control operations of *acme* itself. When a command is run under *acme*, a directory holding these files is mounted on `/mnt/acme` (also bound to `/mnt/wsys`) and also `/dev`; the files mentioned here appear in both those directories.

Some of these files supply virtual versions of services available from the underlying environment, in particular the character terminal files *cons*(3). (Unlike in *rio*(1), each command under *acme* sees the same set of files; there is not a distinct `/dev/cons` for each window.) Other files are unique to *acme*.

`acme` is a subdirectory used by `win` (see *acme*(1)) as a mount point for the *acme* files associated with the window in which `win` is running. It has no specific function under *acme* itself.

`cons` is the standard and diagnostic output file for all commands run under *acme*. (Input for commands is redirected to `/dev/null`.) Text written to `cons` appears in a window labeled *dir*`/+Errors`, where *dir* is the directory in which the command was run. The window is created if necessary, but not until text is actually written.

`consctl`
Is an empty unwritable file present only for compatibility; there is no way to turn off 'echo', for example, under *acme*.

`index`
holds a sequence of lines of text, one per window. Each line has 5 decimal numbers, each formatted in 11 characters plus a blank—the window ID; number of characters (runes) in the tag; number of characters in the body; a 1 if the window is a directory, 0 otherwise; and a 1 if the window is modified, 0 otherwise—followed by the tag up to a newline if present. Thus at character position 5×12 starts the name of the window. If a file has multiple zeroxed windows open, only the most recently used will appear in the `index` file.

`label`
is an empty file, writable without effect, present only for compatibility with `rio`.

`new` A directory analogous to the numbered directories (*q.v.*). Accessing any file in `new` creates a new window. Thus to cause text to appear in a new window, write it to `/dev/new/body`. For more control, open `/dev/new/ctl` and use the interface described below.

Each *acme* window has associated a directory numbered by its ID. Window IDs are chosen sequentially and may be discovered by the `ID` command, by reading the `ctl` file, or indirectly through the `index` file. The files in the numbered directories are as follows.

`addr` may be written with any textual address (line number, regular expression, etc.), in the format understood by button 3 but without the initial colon, including compound addresses, to set the address for text accessed through the `data` file. When read, it returns the value of the address that would next be read or written through the `data` file, in the format `#`*m*`,#`*n* where *m* and *n* are character (not byte) offsets. If *m* and *n* are identical, the format is just `#`*m*. Thus a regular expression may be evaluated by writing it to `addr` and reading it back. The `addr` address has no effect on the user's selection of text.

`body` holds contents of the window body. It may be read at any byte offset. Text written to `body` is always appended; the file offset is ignored.

`ctl` may be read to recover the five numbers as held in the `index` file, described above, plus two more fields: the width of the window in pixels and the name of the font used in the window. Text messages may be written to `ctl` to affect the window. Each message is terminated by a newline and multiple messages may be sent in a single write.

`addr=dot`	Set the `addr` address to that of the user's selected text in the window.
`clean`	Mark the window clean as though it has just been written.
`dirty`	Mark the window dirty, the opposite of clean.
`cleartag`	Remove all text in the tag after the vertical bar.
`del`	Equivalent to the `Del` interactive command.
`delete`	Equivalent to the `Delete` interactive command.
`dot=addr`	Set the user's selected text in the window to the text addressed by the `addr` address.
`dump` *command*	Set the command string to recreate the window from a dump file.
`dumpdir` *directory*	Set the directory in which to run the command to recreate the window from a dump file.
`get`	Equivalent to the `Get` interactive command with no arguments; accepts no arguments.
`limit=addr`	When the `ctl` file is first opened, regular expression context searches in `addr` addresses examine the whole file; this message restricts subsequent searches to the current `addr` address.
`mark`	Cancel `nomark`, returning the window to the usual state wherein each modification to the body must be undone individually.
`name` *name*	Set the name of the window to *name*.
`nomark`	Turn off automatic 'marking' of changes, so a set of related changes may be undone in a single `Undo` interactive command.
`noscroll`	Turn off automatic 'scrolling' of the window to show text written to the body.
`put`	Equivalent to the `Put` interactive command with no arguments; accepts no arguments.
`scroll`	Cancel a `noscroll` message, returning the window to the default state wherein each write to the `body` file causes the window to 'scroll' to display the new text.
`show`	Guarantee at least some of the selected text is visible on the display.

`data` is used in conjunction with `addr` for random access to the contents of the body. The file offset is ignored when writing the `data` file; instead the location of the data to be read or written is determined by the state of the `addr` file. Text, which must contain only whole characters (no 'partial runes'), written to `data` replaces the characters addressed by the `addr` file and sets the address to the null string at the end of the written text. A read from `data` returns as many whole characters as the read count will permit starting at the beginning of the `addr` address (the end of the address has no effect) and sets the address to the null string at the end of the returned characters.

`event`

When a window's `event` file is open, changes to the window occur as always but the actions are also reported as messages to the reader of the file. Also, user actions with buttons 2 and 3 (other than chorded `Cut` and `Paste`, which behave normally) have no immediate effect on the window; it is expected that the program reading the `event` file will interpret them. The messages have a fixed format: a character indicating the origin or cause of the action, a character indicating the type of the action, four free-format blank-terminated decimal numbers, optional text, and a newline. The first and second numbers are the character addresses of the action, the third is a flag, and the final is a count of the characters in the optional text, which may itself contain newlines. The origin characters are `E` for writes to the `body` or `tag` file, `F` for actions through the window's other files, `K` for the keyboard, and `M` for the mouse. The type characters are `D` for text deleted from the body, `d` for text deleted from the tag, `I` for text inserted to the body, `i` for text inserted to the tag, `L` for a button 3 action in the body, `l` for a button 3 action in the tag, `X` for a button 2 action in the body, and `x` for a button 2 action in the tag.

If the relevant text has less than 256 characters, it is included in the message; otherwise it is elided, the fourth number is 0, and the program must read it from the `data` file if needed. No text is sent on a `D` or `d` message.

For `D`, `d`, `I`, and `i` the flag is always zero. For `X` and `x`, the flag is a bitwise OR (reported decimally) of the following: 1 if the text indicated is recognized as an *acme* built-in command; 2 if the text indicated is a null string that has a non-null expansion; if so, another complete message will follow describing the expansion exactly as if it had been indicated explicitly (its flag will always be 0); 8 if the command has an extra (chorded) argument; if so, two more complete messages will follow reporting the argument (with all numbers 0 except the character count) and where it originated, in the form of a fully-qualified button 3 style address.

For `L` and `l`, the flag is the bitwise OR of the following: 1 if *acme* can interpret the action without loading a new file; 2 if a second (post-expansion) message follows, analogous to that with `X` messages; 4 if the text is a file or window name (perhaps with address) rather than plain literal text.

For messages with the 1 bit on in the flag, writing the message back to the `event` file, but with the flag, count, and text omitted, will cause the action to be applied to the file exactly as it would have been if the `event` file had not been open.

`tag` holds contents of the window tag. It may be read at any byte offset. Text written to `tag` is always appended; the file offset is ignored.

SOURCE

`/sys/src/cmd/acme`

SEE ALSO

rio(1), *acme*(1), *cons*(3).

NAME

archfs – mount mkfs-style archive

SYNOPSIS

`archfs` [−abcC] [−m *mtpt*] *archfile*

DESCRIPTION

Archfs mounts at *mtpt* (default `/mnt/arch`) a file system presenting the contents of an archive in the format produced by the −a flag to *mkfs*(8). The −a, −b, −c, and −C flags control the flag argument to the `mount` system call (see *bind*(2)) as in the `mount` command (see *bind*(1)).

SOURCE

`/sys/src/cmd/archfs.c`

SEE ALSO

mkfs(8)

NAME

cdfs, cddb – CD reader and writer file system

SYNOPSIS

`cdfs` [`-d` *sddev*] [`-m` *mtpt*]

`grep aux/cddb /mnt/cd/ctl | rc`

DESCRIPTION

Cdfs serves a one and a half level directory mounted at *mtpt* (default `/mnt/cd`) that provides access to the tracks on CDs placed in the CD reader or writer named by *sddev* (default `/dev/sdD0`, see *sd*(3)).

The top level directory contains one file per CD track. The files are named *cNNN*, where *c* is a type character (`a` for audio tracks and `d` for data tracks) and *NNN* is the track number.

If the device is capable of writing CDs and contains a writable CD, the top level directory also contains two empty directories `wa` and `wd`. Files created in these directories appear in the top level directory as new audio or data tracks, regardless of name.

At any time, any number of tracks may be open for reading or a single track may be open for writing. Writing a CD track is a real-time operation: the CD writer must be kept saturated with new data to avoid buffer underruns. To ensure this, copying from a file system stored on local disk is recommended.

To fixate a CD (close a writable CD by writing its permanent table of contents), simply remove the `wa` or `wd` directory. The directory removed selects whether the CD is fixated as an audio or data CD; since each track carries its own type information, very few readers care which fixation type was used.

The top level directory also contains a `ctl` file, into which control messages may be echoed. The current control messages are:

`blank`	Blank the entire rewritable CD in the drive.
`quickblank`	Blank only the table of contents on the rewritable CD in the drive.
`eject`	Eject the CD in the drive.
`ingest`	Ingest a CD into the drive.
`speed` *kpbs*	Set the reading and writing speed to use. Drives may round down the speed to one they support. To set reading and writing speeds separately, prefix the speeds with `read` or `write`, as in `speed write 8192` or `speed read 16384 write 8192.` Note that most drives reset the reading and writing speed each time a new CD is inserted.

Reading the `ctl` file yields information about the drive. If the drive contains an audio CD, the first line will be an `aux/cddb` command that can be run to query an internet CD database to get a table of contents. Subsequent lines contain the current and maximum reading and writing speeds.

Only MMC-compliant CD readers and writers are supported, but it would be easy to add support for early CD writers if desired.

EXAMPLE

Copy the audio tracks from a CD:

```
cdfs -d /dev/sd05
mkdir /tmp/songs
cp /mnt/cd/a* /tmp/songs
```

Copy the tracks onto a blank CD inserted in the drive, and then fixate the disk as an audio CD.

```
cp /tmp/songs/* /mnt/cd/wa
rm /mnt/cd/wa
```

Cut your own 9660 CD-ROM, without spooling the CD image to a temporary file.

```
disk/mk9660 -9cj -n notice cdproto >/mnt/cd/wd/foo
rm /mnt/cd/wd
```

SOURCE

`/sys/src/cmd/cdfs`

SEE ALSO

sd(3), *9660srv* (in *dossrv*(4)), *mk9660*(8)

BUGS

There should be support for DVDs.

NAME

cfs – cache file system

SYNOPSIS

`cfs -s` [`-rdS`] [`-f` *partition*]

`cfs -a` *netaddr* [`-rdS`] [`-f` *partition*] [*mtpt*]

DESCRIPTION

Cfs is a user-level file server that caches information about remote files onto a local disk. It is normally started by the kernel at boot time, though users may start it manually. *Cfs* is interposed between the kernel and a network connection to a remote file server to improve the efficiency of access across slow network connections such as modem lines. On each open of a file *cfs* checks the consistency of cached information and discards any old information for that file.

Cfs mounts onto *mtpt* (default `/`) after connecting to the file server.

The options are:

`s` the connection to the remote file server is on file descriptors 0 and 1.

`a` *netaddr*
dial the destination *netaddr* to connect to a remote file server.

`r` reformat the cache disk partition.

`d` turn on debugging.

`S` turn on statistics gathering. A file called `cfsctl` at the root of the caching file system can be read to get statistics concerning number of calls/bytes on client and server sides and latencies.

`f` *partition*
use file *partition* as the cache disk partition.

All 9P messages except `read`, `clone`, and `walk` (see *intro*(5)) are passed through *cfs* unchanged to the remote server. A `clone` followed immediately by a `walk` is converted into a `clwalk`. If possible, a `read` is satisfied by cached data. Otherwise, the file server is queried for any missing data.

FILES

`/dev/sdC0/cache`
Default file used for storing cached data.

SOURCE

`/sys/src/cmd/cfs`

NAME

consolefs, C, clog – file system for console access

SYNOPSIS

`aux/consolefs` [`−m` *mntpt*] [`−c` *consoledb*]

`C` *system*

`aux/clog` console log *system*

DESCRIPTION

To ease administration of multiple machines one might attach many serial console lines to a single computer. *Consolefs* is a file system that lets multiple users simultaneously access these console lines. The consoles and permissions to access them are defined in the file *consoledb* (default `/lib/ndb/consoledb`). The format of *consoledb* is the same as that of other `/lib/ndb` files, *ndb*(6). Consoles are defined by entries of the form:

```
console=dirty dev=/dev/eia205
     uid=bignose
     gid=support
     speed=56200
     cronly=
```

Each *console*/*dev* pair represents the name of a console and the serial line device associated with it. *Consolefs* presents a single level directory with two files per console: *console* and *console*`ctl`. Writes of *console* are equivalent to writes of *dev* and reads and writes of *console*`ctl` are equivalent to reads and writes of *dev*`ctl`. *Consolefs* broadcasts anything it reads from *dev* to all readers of *console*. Therefore, many users can *con*(1) to a *console*, see all output, and enter commands.

The *cronly=* attribute causes newlines typed by the user to be sent to the console as returns. The *speed=x* attribute/value pair specifies a bit rate for the console. The default is 9600 baud.

Access to the console is controlled by the *uid* and *gid* attributes/value pairs. The uid values are user account names. The gid values are the names of groups defined in *consolefs* by entries of the form:

```
group=support
     uid=bob
     uid=carol
     uid=ted
     uid=alice
```

Groups are used to avoid excessive typing. Using *gid=x* is equivalent to including a *uid=y* for each user *y* that is a member of *x*.

To keep users from inadvertently interfering with one another, notification is broadcast to all readers whenever a user opens or closes *name*. For example, if user `boris` opens a console that users `vlad` and `barney` have already opened, all will read the message:

```
[+boris, vlad, barney]
```

If `vlad` then closes, `boris` and `barney` will read:

```
[−vlad, boris, barney]
```

Consolefs posts the client end of its 9P channel in `/srv/consolefs` and mounts this locally in *mntpt* (default `/mnt/consoles`); remote clients must `mount` (see *bind*(1)) this file to see the consoles.

The *rc*(1) script C automates this procedure. It uses *import*(4) to connect to `/mnt/consoles` on the machine connected to all the consoles, then uses *con*(1) to connect to the console of the machine *system.* The script must be edited at installation by the local administration to identify the system that holds `/mnt/consoles`.

Aux/clog opens the file *console* and writes every line read from it, prefixed by the ASCII time to the file *log*.

An example of 2 consoles complete with console logging is:

```
% aux/consolefs
% ls -p /mnt/consoles
bootes
bootesctl
fornax
fornaxctl
% clog /mnt/consoles/fornax /sys/log/fornax &
% clog /mnt/consoles/bootes /sys/log/bootes &
```

FILES

`/srv/consoles`	Client end of pipe to server.
`/mnt/consoles`	Default mount point.
`/lib/ndb/consoledb`	Default user database.

SOURCE

`/sys/src/cmd/aux/consolefs.c`
`/rc/bin/C`
`/sys/src/cmd/aux/clog.c`

BUGS

Changing the gid's or uid's while *consoelfs* is running is detected by *consolefs*. However, to add new consoles one must restart *consolefs*.

NAME

dossrv, 9660srv, a:, b:, c:, d:, 9fat:, dosmnt, eject – DOS and ISO9660 file systems

SYNOPSIS

`dossrv` [`-v`] [`-r`] [`-s`] [`-f` *file*] [*service*]

`9660srv` [`-9J`] [`-v`] [`-s`] [`-f` *file*] [*service*]

`a:`

`b:`

`c:`

`9fat:`

`dosmnt` *n mtpt*

`eject` [*n*]

DESCRIPTION

Dossrv is a file server that interprets DOS file systems. A single instance of *dossrv* can provide access to multiple DOS disks simultaneously.

Dossrv posts a file descriptor named *service* (default `dos`) in the `/srv` directory. To access the DOS file system on a device, use `mount` with the *spec* argument (see *bind*(1)) the name of the file holding raw DOS file system, typically the disk. If *spec* is undefined in the `mount`, *dossrv* will use *file* as the default name for the device holding the DOS system.

Normally *dossrv* creates a pipe to act as the communications channel between itself and its clients. The `-s` flag instructs *dossrv* to use its standard input and output instead. The kernels use this option if they are booting from a DOS disk. This flag also prevents the creation of an explicit service file in `/srv`.

The `-v` flag causes verbose output for debugging, while the `-r` flag makes the file system read-only.

The shell script *a:* contains

```
unmount /n/a: >[2] /dev/null
mount -c /srv/dos /n/a: /dev/fd0disk
```

and is therefore a shorthand for mounting a floppy disk in drive A. The scripts *b:* and *dosmnt* are similar, mounting the second floppy disk and the *n*th non-floppy DOS partition, respectively. *C:* and *d:* call *dosmnt* in an attempt to name the drives in the same order that Microsoft operating systems do. *9fat:* provides access to the FAT component of the Plan 9 partition (see *prep*(8)).

The file attribute flags used by the DOS file system do not map directly to those used by Plan 9. Since there is no concept of user or group, permission changes via `wstat` (see *stat*(2)) will fail unless the same (read, write, execute) permissions are specified for user, group, and other. For example, removing write permission in Plan 9 corresponds to setting the read-only attribute in the DOS file system. Most of the other DOS attributes are not accessible.

Setting the exclusive use flag (DMEXCL) in Plan 9 corresponds to setting the system use attribute in the DOS file system. Such files are not actually restricted to exclusive use, but do merit special treatment that helps in the creation of boot disks: when *dossrv* allocates a new block for such a file (caused, say, by a write that fills the file's last allocated block), it succeeds only if it can arrange for the file to be stored contiguously on disk.

Since other operating systems do not guarantee that system files are laid out contiguously, the DMAPPEND mode bit is set in file stat information only when the file is currently contiguous. Attempts to set the DMAPPEND mode bit explicitly will cause *dossrv* to try to make the file contiguous, succeeding only if this is possible.

9660srv is similar to *dossrv* in specification, except that it interprets ISO9660 CD-ROM file systems instead of DOS file systems. Some CDs contain multiple directory trees describing the same set of files. *9660srv*'s first choice in such a case is a standard ISO9660 tree with Plan 9 system use fields; the second choice is a Microsoft ''Joliet'' tree, which allows long file names and Unicode characters; the third choice is a standard ISO9660 or High Sierra tree. The `-9` flag causes *9660srv* to ignore the Plan 9 system use fields, while the `−J` flag causes it to ignore the Joliet tree.

If the floppy drive has an ejection motor, *eject* will spit out the floppy from drive *n*, default 0.

EXAMPLE

Mount a floppy disk with a DOS file system on it.

```
a:
```

SEE ALSO

kfs(4)

SOURCE

```
/sys/src/cmd/dossrv
/sys/src/cmd/9660srv
/rc/bin/eject
```

BUGS

The overloading of the semantics of the DMEXCL and DMAPPEND bits can be confusing.

NAME

execnet – network interface to program execution

SYNOPSIS

`execnet [ -n name ] [ netdir ]`

DESCRIPTION

Execnet presents a network protocol directory (see, for example, *ip*(3)) called *netdir / name* (default `/net/exec`).

Once the protocol directory exists, dialing (see *dial*(2)) strings of the form *name* ! *cmd* will connect to a newly executed instance of *cmd*.

EXAMPLE

Execnet can be used to connect to instances of *u9fs*(4) running on other hosts:

```
g% execnet
g% srv -m 'exec!ssh ny start-u9fs' ny /n/ny
```

This example assumes that the remote command `start-u9fs` executed on `ny` will start *u9fs* appropriately. For example, it might be:

```
ny% cat start-u9fs
#!/bin/sh

u9fs -na none -u $USER -l $HOME/tmp/u9fs.log
ny%
```

See the *u9fs*(4) man page for more information.

SOURCE

`/sys/src/cmd/execnet`

SEE ALSO

dial(2), *ip*(3), *u9fs*(4)

BUGS

Almost certainly: *execnet* has only been tested as in the example shown.

NAME

exportfs, srvfs – network file server plumbing

SYNOPSIS

`exportfs` [`-ads`] [`-f` *dbgfile*] [`-m` *msize*] [`-r` *root*] [`-S` *service*] [`-A announce`]

`srvfs` [`-d`] [`-e` *'enc auth'*] [`-p` *filter*] *name path*

DESCRIPTION

Exportfs is a user level file server that allows Plan 9 compute servers, rather than file servers, to export portions of a name space across networks. The service is started either by the *cpu*(1) command or by a network listener process. An initial protocol establishes a root directory for the exported name space. The connection to *exportfs* is then mounted, typically on `/mnt/term`. *Exportfs* then acts as a relay file server: operations in the imported file tree are executed on the remote server and the results returned. This gives the appearance of exporting a name space from a remote machine into a local file tree.

The `-r` option bypasses the initial protocol, instead immediately serving the name space rooted at *root*. The `-s` option is equivalent to `-r /`, but predates `-r` and remains for compatibility.

The `-S` option also bypasses the initial protocol but serves the result of mounting *service*. A separate mount is used for each *attach*(5) message, to correctly handle servers in which each mount corresponds to a different client *e.g.*, *(* *rio*(4)).

The `-m` option sets the maximum message size that exportfs should offer to send (see *version*(5)); this helps tunneled 9P connections to avoid unnecessary fragmentation.

The `-a` option instructs *exportfs* to authenticate the user, usually because it is being invoked from a remote machine.

The `-d` option instructs *exportfs* to log all 9P traffic to *dbgfile* (default `/tmp/exportdb`).

The `-e` option specifies the encryption and authentication algorithms to use for encrypting the wire traffic. The defaults are `rc4_256` and `sha1`. The full list of supported protocols in in *ssl*(3).

The `cpu` command uses *exportfs* to serve device files in the terminal. The *import*(4) command calls *exportfs* on a remote machine, permitting users to access arbitrary pieces of name space on other systems. Because the kernel disallows reads and writes on mounted pipes (as might be found in `/srv`), *exportfs* calls itself (with appropriate `-m` and `-S` options) to simulate reads and writes on such files.

Srvfs invokes *exportprog* (default `/bin/exportfs`) to create a mountable file system from a name space and posts it at `/srv/`*name* , which is created with mode *perm* (default 0600). By default, the name space is the directory tree rooted at *path*. If the `-S` option is given, the name space is obtained by mounting `path` (typically a file in `/srv`). If the `-d` option is given, *srvfs* passes it to *exportprog* to enable debugging.

The `-A` filter specifies an announce string when exportfs is used in combination with aan. The announce string identifies the network and network protocol to use for aan connections.

EXAMPLES

Use *srvfs* to enable mounting of an FTP file system (see *ftpfs*(4)) in several windows, or to publish a `/proc` (see *proc*(3)) with a broken process so a remote person may debug the program:

```
srvfs ftp /n/ftp
srvfs broke /mnt/term/proc
```

Use *srvfs* to obtain a copy of a service to be manipulated directly by a user program like *nfsserver*(8):

```
srvfs nfs.boot /srv/boot
aux/nfsserver -f /srv/nfs.boot
```

SOURCE

```
/sys/src/cmd/exportfs
/sys/src/cmd/srvfs.c
```

SEE ALSO

aan(1), *import*(4), *exportfs*(4)

NAME

factotum, fgui, secretpem– authentication agent and its graphics interface

SYNOPSIS

`auth/factotum` [`−DdkSun`] [`−a asaddr`] [`−s` *srvname*] [`−m` *mtpt*]

`auth/factotum −g` *attribute*=*value* `. . .` *attribute*`?` `. . .`

`auth/fgui`

`auth/secretpem` *key.pem*

DESCRIPTION

Factotum is a user-level file system that acts as the authentication agent for a user. It does so by managing a set of *keys*. A key is a collection of information used to authenticate a particular action. Stored as a list of *attribute*=*value* pairs, a key typically contains a user, an authentication domain, a protocol, and some secret data.

Factotum presents a two level directory. The first level contains a single directory `factotum`, which in turn contains:

`rpc`	each open represents a new private channel to *factotum*
`proto`	when read lists the protocols available
`confirm`	for confiming the use of key
`needkey`	allows external programs to control the addition of new keys
`log`	a log of actions
`ctl`	for maintaining keys; when read, it returns a list of keys (without the secret data)

In any authentication, the caller typically acts as a client and the callee as a server. The server determines the authentication domain, sometimes after a negotiation with the client. Authentication always requires the client to prove its identity to the server. Under some protocols, the authentication is mutual. Proof is accomplished using secret information kept by factotum in conjunction with a cryptographic protocol.

Factotum can act in the role of client for any process possessing the same user id as it. For select protocols such as `p9sk1` it can also act as a client for other processes provided its user id may speak for the other process' user id (see *authsrv*(6)). *Factotum* can act in the role of server for any process.

Factotum's structure is independent of any particular authentication protocol. *Factotum* supports the following protocols:

`p9any`	a metaprotocol used to negotiate which actual protocol to use.
`p9sk1`	a Plan 9 shared key protocol described in *authsrv*(6)'s ''File Service'' section.
`p9sk2`	a variant of `p9sk1` described in *authsrv*(6)'s ''Remote Execution'' section.
`p9cr`	a Plan 9 protocol that can use either `p9sk1` keys or SecureID tokens.
`apop`	the challenge/response protocol used by POP3 mail servers.
`cram`	the challenge/response protocol also used by POP3 mail servers.
`chap`	the challenge/response protocols used by PPP and PPTP.
`mschap`	a proprietary Microsoft protocol also used by PPP and PPTP.
`sshrsa`	an public key protocol used by ssh.
`pass`	passwords in the clear.
`vnc`	*vnc*(1)'s challenge/response.

The options are:

`-a` supplies the address of the authentication server to use. Without this option, it will attempt to find an authentication server by querying the connection server, the file `<mtpt>/ndb`, and finally the network database in `/lib/ndb`.

`-m` specifies the mount point to use, by default `/mnt`.

`-s` specifies the service name to use. Without this option, *factotum* does not create a service file in `/srv`.

`-D` turns on 9P tracing, written to standard error.

-d turns on debugging, written to standard error.

-g causes the agent to prompt for the key, write it to the `ctl` file, and exit. The agent will prompt for values for any of the attributes ending with a question mark (`?`) and will append all the supplied *attribute* = *value* pairs. See the section on key templates below.

-n don't look for a secstore.

-S indicates that the agent is running on a cpu server. On starting, it will attempt to get a `9psk1` key from NVRAM using `readnvram` (see *authsrv*(2)), prompting for anything it needs. It will never subsequently prompt for a key that it doesn't have. This option is typically used by the kernel at boot time.

-k causes the NVRAM to be written. It is only valid with the -S option. This option is typically used by the kernel at boot time.

-u causes the agent to prompt for user id and writes it to `/dev/hostowner`. It is mutually exclusive with -k and -S. This option is typically used by the kernel at boot time.

Fgui is a graphic user interface for confirming key usage and entering new keys. It hides the window in which it starts and waits reading requests from `confirm` and `needkey`. For each requests, it unhides itself and waits for user input. See the sections on key confirmation and key prompting below.

Key Tuples

A *key tuple* is a space delimited list of *attribute*=*value* pairs. An attribute whose name begins with an exclamation point (`!`) does not appear when reading the `ctl` file. The required attributes depend on the authentication protocol.

`P9sk1`, `p9sk2`, and `p9cr` all require a key with `proto=p9sk1`, a `dom` attribute identifying the authentication domain, a `user` name valid in that domain, and either a `!password` or `!hex` attribute specifying the password or hexadecimal secret to be used. Here is an example:

```
proto=p9sk1 dom=avayalabs.com user=presotto !password=lucent
```

`Apop`, `cram`, `chap`, `mschap`, and `vnc` require a key with a `proto` attribute whose value matches the protocol, in addition to `dom`, `user`, and `!password` attributes; e.g.

```
proto=apop dom=mit.edu user=rsc !password=nerdsRus
```

`Pass` requires a key with `proto=pass` in addition to `user` and `!password` attributes; e.g.

```
proto=pass user=tb !password=does.it.matter
```

`Sshrsa` requires a key with `proto=sshrsa` in addition to all the hex attributes defining an RSA key: `ek`, `n`, `!p`, `!q`, `!kp`, `!kq`, `!c2`, and `!dk`.

All keys can have additional attibutes that act either as comments or as selectors to distinguish them in the *auth*(2) library calls.

Any key may have a `role` attribute for restricting how it can be used. If this attribute is missing, the key can be used in any role. The possible values are:

`client`
for authenticating outbound calls

`server`
for authenticating inbound calls

`speaksfor`
for authenticating processes whose user id does not match *factotum*'s.

Whenever *factotum* runs as a server, it must have a `p9sk1` key in order to communicate with the authentication server for validating passwords and challenge/responses of other users.

Key Templates

Key templates are used by routines that interface to *factotum* such as `auth_proxy` and `auth_challenge` (see *auth*(2)) to specify which key and protocol to use for an authentication. Like a key tuple, a key template is also a list of *attribute*=*value* pairs. It must specify at least the protocol and enough other attributes to uniquely identify a key, or set of keys, to use. The keys chosen are those that match all the attributes specified in the template. The possible attribute/value formats are:

attr=*val* The attribute *attr* must exist in the key and its value must exactly match *val*

attr? The attribute *attr* must exist in the key but its value doesn't matter.

attr The attribute *attr* must exist in the key with a null value

Key templates are also used by factotum to request a key either via an RPC error or via the `needkey` interface. The possible attribute/value formats are:

attr=*val* This pair must remain unchanged

attr? This attribute needs a value

attr The pair must remain unchanged

Control and Key Management

A number of messages can be written to the control file. The mesages are:

`key` *attribute−value−list*
: add a new key. This will replace any old key whose public, i.e. non ! attributes, match.

`delkey` *attribute−value−list*
: delete a key whose attributes match those given.

`debug`
: toggle debugging on and off, i.e., the debugging also turned on by the `-d` option.

By default when factotum starts it looks for a *secstore*(1) account on $auth for the user and, if one exists, prompts for a secstore password in order to fetch the file *factotum*, which should contain control file commands. An example would be

```
key dom=x.com proto=p9sk1 user=boyd !hex=26E522ADE2BBB2A229
key proto=sshrsa size=1024 ek=3B !dk=...
```

where the first line sets a password for challenge / response authentication, strong against dictionary attack by being a long random string, and the second line sets a public / private keypair for ssh authentication, generated by `ssh_genkey` (see *ssh*(1)).

Confirming key use

The `confirm` file provides a connection from *factotum* to a confirmation server, normally the program *auth/fgui*. Whenever a key with the `confirm` attribute is used, *factotum* requires confirmation of its use. If no process has `confirm` opened, use of the key will be denied. However, if the file is opened a request can be read from it with the following format:

`confirm tag=`*tagno* *<key template>*

The reply, written back to `confirm`, consists of string:

`tag=`*tagno* `answer=`*xxx*

If *xxx* is the string `yes` then the use is confirmed and the authentication will proceed. Otherwise, it fails.

`Confirm` is exclusive open and can only be opened by a process with the same user id as *factotum*.

Prompting for keys

The `needkey` file provides a connection from *factotum* to a key server, normally the program *auth/fgui*. Whenever *factotum* needs a new key, it first checks to see if `needkey` is opened. If it isn't, it returns a error to its client. If the file is opened a request can be read from it with the following format:

`needkey tag=`*tagno* *<key template>*

It is up to the reader to then query the user for any missing fields, write the key tuple into the `ctl` file, and then reply by writing into the `needkey` file the string:

`tag=`*tagno*

`Needkey` is exclusive open and can only be opened by a process with the same user id as *factotum*.

The RPC Protocol

Authentication is performed by

1) opening `rpc`

2) setting up the protocol and key to be used (see the `start` RPC below),

3) shuttling messages back and forth between *factotum* and the other party (see the `read` and `write` RPC's) until done

4) if successful, reading back an *AuthInfo* structure (see *authsrv*(2)).

The RPC protocol is normally embodied by one of the routines in *auth*(2). We describe it here should anyone want to extend the library.

An RPC consists of writing a request message to `rpc` followed by reading a reply message back. RPC's are strictly ordered; requests and replies of different RPC's cannot be interleaved. Messages consist of of a verb, a singe space, and data. The data format depends on the verb. The request verbs are:

`start` *attribute−value−list*
: start a new authentication. *Attribute−value−pair−list* must include a `proto` attribute, a `role` attribute with value `client` or `server`, and enough other attibutes to uniquely identify a key to use. A `start` RPC is required before any others. The possible replies are:

  `ok` start succeeded.

  `error` *string*
  : where *string* is the reason.

`read` get data from *factotum* to send to the other party. The possible replies are:

  `ok` read succeeded, this is zero length message.

  `ok` *data*
  : read succeeded, the data follows the space and is unformatted.

  `done` authentication has succeeded, no further RPC's are necessary

  `done haveai`
  : authentication has succeeded, an `AuthInfo` structure (see *auth*(2)) can be retrieved with an `authinfo` RPC

  `phase` *string*
  : its not your turn to read, get some data from the other party and return it with a write RPC.

  `error` *string*
  : authentication failed, *string* is the reason.

  `protocol not started`
  : a `start` RPC needs to be preceed reads and writes

  `needkey` *attribute−value−list*
  : a key matching the argument is needed. This argument may be passed as an argument to *factotum* `−g` in order to prompt for a key. After that, the authentication may proceed, i.e., the read restarted.

`write` *data*
: send data from the other party to *factotum*. The possible replies are:

  `ok` the write succeeded

  `needkey` *attribute−value−list*
  : see above

  `toosmall` *n*
  : the write is too short, get more data from the other party and retry the write. *n* specifies the maximun total number of bytes.

  `phase` *string*
  : its not your turn to write, get some data from *factotum* first.

  `done` see above

`done haveai`
: see above

`authinfo`
: retrieve the AuthInfo structure. The possible replies are:

`ok` *data*
: *data* is a marshaled form of the AuthInfo structure.

`error` *string*
: where *string* is the reason for the error.

`attr` retrieve the attributes used in the `start` RPC. The possible replies are:

`ok` *attribute−value−list*

`error` *string*
: where *string* is the reason for the error.

Secretpem copies a PEM−format RSA private key onto standard output in sshrsa key syntax, suitable for sending to */mnt/factotum/ctl*.

SOURCE

`/sys/src/cmd/auth/factotum/`

NAME

fs – file server, dump

SYNOPSIS

none

DESCRIPTION

The file server is the main file system for Plan 9. It is a stand-alone system that runs on a separate computer. It serves the Plan 9 protocol via the IL/IP protocols on Ethernets. The name of the main file server at Murray Hill is `emelie`.

The file server normally requires all users except `none` to provide authentication tickets on each *attach*(5). This can be disabled using the `noauth` configuration command (see *fsconfig*(8)).

The group numbered 9999, normally called `noworld`, is special on the file server. Any user belonging to that group has attenuated access privileges. Specifically, when checking such a user's access to files, the file's permission bits are first ANDed with 0770 for normal files or 0771 for directories. The effect is to deny world access permissions to `noworld` users, except when walking directories.

The user `none` is always allowed to attach to `emelie` without authentication but has minimal permissions.

`Emelie` maintains three file systems on a combination of disks and write-once-read-many (WORM) magneto-optical disks.

`other`
is a simple disk-based file system similar to *kfs*(4).

`main` is a worm-based file system with a disk-based look-aside cache. The disk cache holds modified worm blocks to overcome the write-once property of the worm. The cache also holds recently accessed non-modified blocks to speed up the effective access time of the worm. Occasionally (usually daily at 5AM) the modified blocks in the disk cache are *dumped*. At this time, traffic to the file system is halted and the modified blocks are relabeled to the unwritten portion of the worm. After the dump, the file system traffic is continued and the relabeled blocks are copied to the worm by a background process.

`dump` Each time the main file system is dumped, its root is appended to a subdirectory of the dump file system. Since the dump file system is not mirrored with a disk cache, it is read-only. The name of the newly added root is created from the date of the dump: */yyyy/mmdds*. Here *yyyy* is the full year, *mm* is the month number, *dd* is the day number and *s* is a sequence number if more than one dump is done in a day. For the first dump, *s* is null. For the subsequent dumps *s* is 1, 2, 3, etc.

The root of the main file system that is frozen on the first dump of March 1, 1992 will be named `/1992/0301/` in the dump file system.

EXAMPLES

Place the root of the `dump` file system on `/n/dump` and show the modified times of the MIPS C compiler over all dumps in February, 1992:

```
9fs dump
ls -l /n/dump/1992/02??/mips/bin/vc
```

To get only one line of output for each version of the compiler:

```
ls -lp /n/dump/1992/02??/mips/bin/vc | uniq
```

Make the `other` file system available in directory `/n/emelieother`:

```
mount -c /srv/boot /n/emelieother other
```

SOURCE

`/sys/src/fs`

SEE ALSO

yesterday(1), *srv*(4), *fs*(8)

Sean Quinlan, ''A Cached WORM File System'', *Software – Practice and Experience,* December, 1991

BUGS

For the moment, the file server serves both the old (third edition) and new (fourth edition) versions of 9P, deciding which to serve by sniffing the first packet on each connection.

NAME

ftpfs – file transfer protocol (FTP) file system

SYNOPSIS

`ftpfs` [`-/dqn`] [`-m` *mountpoint*] [`-a` *password*] [`-e` *ext*] [`-o` *os*] [`-r` remoteroot] *system*

DESCRIPTION

Ftpfs dials the TCP file transfer protocol (FTP) port, 21, on *system* and mounts itself (see *bind*(2)) on *mountpoint* (default `/n/ftp`) to provide access to files on the remote machine. If required by the remote machine, *ftpfs* will prompt for a user name and password. The user names `ftp` and `anonymous` conventionally offer guest/read-only access to machines. Anonymous FTP may be called without user interaction by using the `-a` option and specifying the *password*.

By default the file seen at the mount point is the user's remote home directory if he has one. The option `-/` forces the mount point to correspond to the remote root. The option `-r` forces the mount point to correspond to the remote directory *remoteroot*.

To avoid seeing startup messages from the server use option `-q`. To see all messages from the server use option `-d`.

Some systems will hangup an ftp connection that has no activity for a given period. The `-k` option causes ftp to send a NOP command every 15 seconds to attempt to keep the connection open. This command can cause some servers to hangup, so you'll have to feel your way.

To terminate the connection, `unmount` (see *bind*(1)) the mount point.

Since there is no specified format for metadata retrieved in response to an FTP directory request, *ftpfs* has to apply heuristics to steer the interpretation. Sometimes, though rarely, these heuristics fail. The following options are meant as last resorts to try to steer interpretation.

A major clue to the heuristics is the operating system at the other end. Normally this can be determined automatically using the FTP SYST command. However, in some cases the server doesn't implement the SYST command. The `-o` option will force the case by specifying the name of the operating system. Known system types are are: `Unix`, `Sun`, `Tops`, `Plan9` VM, VMS, MVS, `NetWare`, OS/2, TSO, and `WINDOWS_NT`.

Some systems and/or FTP servers return directory listings that don't include the file extension. The `-e` option allows the user to specify an extension to append to all remote files (other than directories).

Finally, there are two FTP commands to retrieve the contents of a directory, LIST and NLST. LIST is approximately equivalent to `ls -l` and NLST to `ls`. *Ftpfs* normally uses LIST. However, some FTP servers interpret LIST to mean, give a wordy description of the file. *Ftpfs* normally notices this and switches to using NLST. However, in some rare cases, the user must force the use of NLST with the `-n` option.

EXAMPLE

You want anonymous FTP access to the system `export.lcs.mit.edu`. The first *import*(4) command is only necessary if your machine does not have access to the desired system, but another, called `gateway` in this example, does.

```
import gateway /net
ftpfs -a yourname@yourmachine export.lcs.mit.edu
```

SOURCE

`/sys/src/cmd/ip/ftpfs`

SEE ALSO

bind(2)

BUGS

Symbolic links on remote Unix systems will always have mode 0777 and a length of 8.

After connecting to a TOPS-20 system, the mount point will contain only one directory, usually `/n/ftp/PS:<ANONYMOUS>`. However, walking to any valid directory on that machine will succeed and cause that directory entry to appear under the mount point.

Ftpfs caches files and directories. A directory will fall from the cache after 5 quiescent minutes or if the local user changes the directory by writing or removing a file. Otherwise, remote changes to the directory that occur after the directory has been cached might not be immediately visible.

There is no way to issue the appropriate commands to handle special synthetic FTP file types such as directories that automatically return a `tar` of their contents.

NAME

import – import a name space from a remote system

SYNOPSIS

`import` [`-abcC`] [`-E clear | ssl`] [`-e 'enc auth'`] [`-p`] [`-s` *srvname*] *system* *file* [*mountpoint*]

DESCRIPTION

Import allows an arbitrary *file* on a remote *system* to be imported into the local name space. Usually *file* is a directory, so the complete file tree under the directory is made available.

A process is started on the remote machine, with authority of the user of *import*, to perform work for the local machine using the *exportfs*(4) service. If *mountpoint* is omitted *import* uses the name of the remote *file* as the local mount point.

If *file* is a directory, *import* allows options exactly as in *mount* and *bind*(1) to control the construction of union directories.

The `-E` option causes *import* to push an authentication protocol on its network connection. Currently, the protocols supported are `clear` (the default) which pushes no protocol, and `ssl`. There are plans to make `tls` available too.

The `-e` option specifies the encryption and authentication algorithms to use for encrypting the wire traffic. The defaults are `rc4_256` and `sha1`. The full list of supported protocols in in *ssl*(3).

The `-p` option pushes the `aan` filter onto the connection. This filter will protect the connection from temporary network outages; see *aan*(1).

The `-s` option posts the connection's mountable file descriptor in `/srv` under the given name.

EXAMPLE

Assume a machine `kremvax` that has IP interfaces for the company intranet and the global internet mounted on */net* and */net.alt* respectively. Any machine inside the company can get telnet out to the global internet using:

```
import -a kremvax /net.alt
telnet /net.alt/tcp!ucbvax
```

SOURCE

`/sys/src/cmd/import.c`

SEE ALSO

bind(1), *aan*(1), *exportfs*(4), *ssl*(3), `cs` in *ndb*(8)

NAME

iostats – file system to measure I/O

SYNOPSIS

`iostats` [`-d`] [`-f` *dbfile*] *cmd* [*args...*]

DESCRIPTION

Iostats is a user-level file server that interposes itself between a program and the regular file server, which allows it to gather statistics of file system use at the level of the Plan 9 file system protocol, 9P. After a program exits a report is printed on standard error.

The report consists of three sections. The first section reports the amount of user data in `read` and `write` messages sent by the program and the average rate at which the data was transferred. The `protocol` line reports the amount of data sent as message headers, that is, protocol overhead. The `rpc` line reports the total number of file system transactions.

The second section gives the number of messages, the fastest, slowest, and average turn around time and the amount of data involved with each 9P message type. The final section gives an I/O summary for each file used by the program in terms of opens, reads and writes.

If the `-d` flag is present, a debugging log including all traffic is written to *dbfile* (default `iostats.out`).

SOURCE

`/sys/src/cmd/iostats`

BUGS

Poor clock resolution means that large amounts of I/O must be done to get accurate rate figures.

Can be fooled by programs that do fresh mounts outside its purview.

NAME

keyfs, warning – authentication database files

SYNOPSIS

`auth/keyfs` [`−p`] [`−w` [np]] [`−m`*mntpt*] [*keyfile*]

`auth/warning` [`−n`] [`−p`]

DESCRIPTION

Keyfs serves a two-level file tree for manipulating authentication information. It runs on the machine providing authentication service for the local Plan 9 network, which may be a dedicated authentication server or a CPU server. The programs described in *auth*(8) use *keyfs* as their interface to the authentication database.

Keyfs reads and decrypts file *keyfile* (default `/adm/keys`) using the DES key, which is by default read from `#r/nvram` (see *rtc*(3)). With option `−p`, *keyfs* prompts for a password from which the key is derived. *Keyfile* holds a 41-byte record for each user in the database. Each record is encrypted separately and contains the user's name, DES key, status, host status, and expiration date. The name is a null-terminated UTF string `NAMELEN` bytes long. The status is a byte containing binary 0 if the account is enabled, 1 if it is disabled. Host status is a byte containing binary 1 if the user is a host, 0 otherwise. The expiration date is four-byte little-endian integer which represents the time in seconds since the epoch (see *date*(1)) at which the account will expire. If any changes are made to the database that affect the information stored in *keyfile*, a new version of the file is written.

There are two authentication databases, one for Plan 9 user information, and one for SecureNet user information. A user need not be installed in both databases but must be installed in the Plan 9 database to connect to a Plan 9 server.

Keyfs serves an interpretation of the *keyfile* in the file tree rooted at *mntpt* (default `/mnt/keys`). Each user *user* in *keyfile* is represented as the directory *mntpt*/*user*.

Making a new directory in *mntpt* creates a new user entry in the database. Removing a directory removes the user entry, and renaming it changes the name in the entry. Such changes are reflected immediately in *keyfile*. *Keyfs* does not allow duplicate names when creating or renaming user entries.

All files in the user directories except for `key` contain UTF strings with a trailing newline when read, and should be written as UTF strings with or without a trailing newline. `Key` contains the `DESKEYLEN`-byte encryption key for the user.

The following files appear in the user directories.

`key` The authentication key for the user. If the user's account is disabled or expired, reading this file returns an error. Writing *key* changes the key in the database.

`log` The number of consecutive failed authentication attempts for the user. Writing the string `bad` increments this number; writing `good` resets it to 0. If the number reaches fifty, *keyfs* disables the account. Once the account is disabled, the only way to enable it is to write the string `ok` to `status`. This number is not stored in *keyfile*, and is initialized to 0 when *keyfs* starts.

`status` The current status of the account, either `ok` or `disabled`. Writing `ok` enables the account; writing `disabled` disables it.

`expire` The expiration time for the account. When read, it contains either the string `never` or the time in seconds since the epoch that the account will expire. When written with strings of the same form, it sets the expiration date for the user. If the expiration date is reached, the account is not disabled, but *key* cannot be read without an error.

If the `−w` option is on, *keyfs* runs the command *warning* once every 24 hours to mail people about expiring keys. Warnings are sent 14 days and 7 days prior to expiration. The argument to `−w`, either `p` or `n`, is passed to *warning* to restrict the warnings to the Plan 9 or SecureNet database. The default for *keyfs* is not to call *warning* at all; *warning's* own default is to warn about both. The files `/adm/netkeys.who` and `/adm/keys.who` are used to find the mail addresses to send to. The first word on each line identifies a user. Any subsequent strings on the line delimited '<' and '>' are considered mail addresses to send warnings to. If multiple lines match a user, the last in the file is used. `Changeuser` (see *auth*(8)) adds lines to these files.

FILES

`/adm/keys`	Encrypted key file for the Plan 9 database.
`/adm/netkeys`	Encrypted key file for the SecureNet database.
`/adm/keys.who`	List of users in the Plan 9 database.
`/adm/netkeys.who`	List of users in the SecureNet database.
`#r/nvram`	The non-volatile RAM on the server, which holds the key used to decrypt key files.

SOURCE

`/sys/src/cmd/auth/keyfs.c`
`/sys/src/cmd/auth/warning.c`

SEE ALSO

authsrv(6), *namespace*(6), *auth*(8)

NAME

kfs – disk file system

SYNOPSIS

`disk/kfs` [`-rc`] [`-b` *n*] [`-f` *file*] [`-n` *name*] [`-p` *perm*] [`-s`] [`-B` *nbuf*]

DESCRIPTION

Kfs is a local user-level file server for a Plan 9 terminal with a disk. It maintains a hierarchical Plan 9 file system on the disk and offers 9P (see *intro*(5)) access to it. *Kfs* begins by checking the file system for consistency, rebuilding the free list, and placing a file descriptor in `/srv/`*name*, where *name* is the service name (default `kfs`). If the file system is inconsistent, the user is asked for permission to ream (*q.v.*) the disk. The file system is not checked if it is reamed.

The options are

- `b` *n* — If the file system is reamed, use *n* byte blocks. Larger blocks make the file system faster and less space efficient. `1024` and `4096` are good choices. *N* must be a multiple of 512.
- `c` — Do not check the file system.
- `f` *file* — Use *file* as the disk. The default is `/dev/sdC0/fs`.
- `n` *name* — Use kfs.*name* as the name of the service.
- `p` *perm* — Use *perm* as the initial permissions for the command channel `/srv/`*service*`.cmd`; the default is 660.
- `r` — Ream the file system, erasing all of the old data and adding all blocks to the free list.
- `s` — Post file descriptor zero in `/srv/`*service* and read and write protocol messages on file descriptor one.
- `B` — Allocate *nbuf* in-memory file system blocks. The default is as many as will fit in 10% of memory or two megabytes, whichever is smaller.

EXAMPLES

Create a file system with service name *kfs.local* and mount it on `/n/kfs`.

```
% kfs -rb4096 -nlocal
% mount -c /srv/kfs.local /n/kfs
```

FILES

`/dev/sdC0/fs` Default file holding blocks.

SOURCE

`/sys/src/cmd/disk/kfs`

SEE ALSO

kfscmd(8), *mkfs*(8), *prep*(8), *sd*(3)

BUGS

For the moment, *kfs* serves both the old (third edition) and new (fourth edition) versions of 9P, deciding which to serve by sniffing the first packet on each connection.

NAME

lnfs – long name file system

SYNOPSIS

`lnfs` [`−r`] [`−s` *srvname*] *mountpoint*

DESCRIPTION

Lnfs starts a process that mounts itself (see *bind*(2)) on *mountpoint*. It presents a filtered view of the files under the mount point, allowing users to use long file names on file servers that do not support file names longer than 27 bytes.

The names used in the underlying file system are the base32 encoding of the md5 hash of the longer file name. The user need not know the mapping since *lnfs* does all the work. *Lnfs* maintains a file `.longnames` in the directory *mountpoint* to record the long file names.

The options are:

`−r` allow only read access to the file system

`−s` provide a service name, *srvname*, to post in `/srv`. Without this option, no posting is performed.

FILES

`.longnames`

SOURCE

`/sys/src/cmd/lnfs.c`

BUGS

This exists only to shame us into getting a real long name file server working.

NAME

namespace – structure of conventional file name space

SYNOPSIS

none

DESCRIPTION

After a user's profile has run, the file name space should adhere to a number of conventions if the system is to behave normally. This manual page documents those conventions by traversing the file hierarchy and describing the points of interest. It also serves as a guide to where things reside in the file system proper. The traversal is far from exhaustive.

First, here is the appearance of the file server as it appears before any mounts or bindings.

`/`	The root directory.
`/adm`	The administration directory for the file server.
`/adm/users`	List of users known to the file server; see *users*(6).
`/adm/keys`	Authentication keys for users.
`/adm/netkeys`	SecureNet keys for users; see *securenet*(8).
`/adm/timezone`	Directory of timezone files; see *ctime*(2).
`/adm/timezone/EST.EDT`	Time zone description for Eastern Time. Other such files are in this directory too.
`/adm/timezone/timezone`	Time zone description for the local time zone; a copy of one of the other files in this directory.
`/bin`	
`/dev`	
`/env`	
`/fd`	
`/net`	
`/proc`	
`/srv`	
`/tmp`	All empty unwritable directories, place holders for mounted services and directories.
`/mnt`	A directory containing mount points for applications. `/mnt/factotum` Mount point for *factotum*(4).
`/n`	A directory containing mount points for file trees imported from remote systems.
`/29000`	
`/386`	
`/68000`	
`/68020`	
`/960`	
`/alpha`	
`/arm`	
`/mips`	
`/sparc`	Each CPU architecture supported by Plan 9 has a directory in the root containing architecture-specific files, to be selected according to `$objtype` or `$cputype` (see *2c*(1) and *init*(8)). Here we list only those for `/386`.
`/386/init`	The initialization program used during bootstrapping; see *init*(8).
`/386/bin`	Directory containing binaries for the Intel x86 architecture.
`/386/bin/aux`	
`/386/bin/ip`	
etc.	Subdirectories of `/386/bin` containing auxiliary tools and collecting related programs.
`/386/lib`	Directory of object code libraries as used by `8l` (see *2l*(1)).
`/386/include`	Directory of x86-specific C include files.
`/386/9*`	The files in `/386` beginning with a 9 are binaries of the operating system.

`/386/mkfile`	Selected by *mk*(1) when `$objtype` is `386`, this file configures `mk` to compile for the Intel x86 architecture.
`/rc`	Isomorphic to the architecture-dependent directories, this holds executables and libraries for the shell, *rc*(1).
`/rc/bin`	Directory of shell executable files.
`/rc/lib`	Directory of shell libraries.
`/rc/lib/rcmain`	Startup code for *rc*(1).
`/lib`	Collections of data, generally not parts of programs.

`/lib/mammals`
`/lib/sky`
etc.
	Databases.

`/lib/ndb`	The network database used by the networking software; see *ndb*(6) and *ndb*(8).
`/lib/namespace`	The file used by `newns` (see *auth*(2)) to establish the default name space; see *namespace*(6).
`/lib/font/bit`	Bitmap font files.
`/lib/font/hershey`	Vector font files.
`/sys`	System software.
`/sys/include`	Directory of machine-independent C include files.
`/sys/lib`	Pieces of programs not easily held in the various `bins`.
`/sys/lib/acid`	Directory of *acid*(1) load modules.
`/sys/lib/dist`	Software used to assemble the distribution's installation floppy.
`/sys/lib/troff`	Directory of *troff*(1) font tables and macros.
`/sys/lib/yaccpar`	The *yacc*(1) parser.
`/sys/man`	The manual.
`/sys/doc`	Other system documentation.
`/sys/log`	Log files created by various system services.
`/sys/src`	Top-level directory of system sources.
`/sys/src/cmd`	Source to the commands in the `bin` directories.
`/sys/src/9`	Source to the operating system for terminals and CPU servers.
`/sys/src/fs`	Source to the operating system for file servers.
`/sys/src/lib*`	Source to the libraries.
`/mail`	Directory of electronic mail; see *mail*(1).
`/mail/box`	Directory of users' mail box files.
`/mail/lib`	Directory of alias files, etc.
`/acme`	Directory of tools for *acme*(1).
`/cron`	Directory of files for *cron*(8).

The following files and directories are modified in the standard name space, as defined by `/lib/namespace` (see *namespace*(6)).

`/`	The root of the name space. It is a kernel device, *root*(3), serving a number of local mount points such as `/bin` and `/dev` as well as the bootstrap program `/boot`. Unioned with `/` is the root of the main file server.
`/boot`	Compiled into the operating system kernel, this file establishes the connection to the main file server and starts `init`; see *boot*(8) and *init*(8).
`/bin`	Mounted here is a union directory composed of `/$objtype/bin`, `/rc/bin`, `$home/$objtype/bin`, etc., so `/bin` is always the directory containing the appropriate executables for the current architecture.
`/dev`	Mounted here is a union directory containing I/O devices such as the console (*cons*(3)), the interface to the raster display (*draw*(3)), etc. The window system, *rio*(1), prefixes this directory with its own version, overriding many device files with its own, multiplexed simulations of them.
`/env`	Mounted here is the environment device, *env*(3), which holds environment variables such as `$cputype`.

`/net`	Mounted here is a union directory formed of all the network devices available.
`/net/cs`	The communications point for the connection server, `ndb/cs` (see *ndb*(8)).
`/net/dns`	The communications point for the Domain Name Server, `ndb/dns` (see *ndb*(8)).
`/net/il`	
`/net/tcp`	
`/net/udp`	Directories holding the IP protocol devices (see *ip*(3)).
`/proc`	Mounted here is the process device, *proc*(3), which provides debugging access to active processes.
`/fd`	Mounted here is the dup device, *dup*(3), which holds pseudonyms for open file descriptors.
`/srv`	Mounted here is the service registry, *srv*(3), which holds connections to file servers.
`/srv/boot`	The communication channel to the main file server for the machine.
`/mnt/wsys`	Mount point for the window system.
`/mnt/term`	Mount point for the terminal's name space as seen by the CPU server after a *cpu*(1) command.
`/n/kremvax`	A place where machine `kremvax`'s name space may be mounted.
`/tmp`	Mounted here is each user's private `tmp`, `$home/tmp`.

SEE ALSO

intro(1), *namespace*(6)

NAME

nntpfs – network news transport protocol (NNTP) file system

SYNOPSIS

`nntpfs` [`-s` *service*] [`-m` *mountpoint*] *system*

DESCRIPTION

Nntpfs dials the TCP network news transport protocol (NNTP) port, 119, on *system* (default `'$nntp'`) and presents at *mountpoint* (default `/mnt/news`) a file system corresponding to the news articles stored on *system*.

The file system contains a directory per newsgroup, with dots turned into slashes, e.g., `comp/os/plan9` for `comp.os.plan9`. Each newsgroup directory contains one numbered directory per article. The directories follow the numbering used by the server. Each article directory contains three files: `article`, `header`, and `body`. The `article` file contains the full text of the article, while `header` and `body` contain only the header or body.

Each newsgroup directory contains a write-only `post` file that may be used to post news articles. RFC1036-compliant articles should be written to it. The `post` file will only exist in a given newsgroup directory if articles are allowed to be posted to it. Other than that, the `post` file is *not* tied to its directory's newsgroup. The groups to which articles are eventually posted are determined by the `newsgroups:` header lines in the posted article, not by the location of the `post` file in the file system.

The qid version of a newsgroup directory is the largest numbered article directory it contains (~0, if there are no articles).

The modification time on a newsgroup directory is the last time a new article was recorded during this *nntpfs* session. To force a check for new articles, *stat*(2) the newsgroup directory.

To force a check for new newsgroups, *stat*(2) the root directory. Note that this causes the entire list of groups, which can be about a megabyte, to be transferred.

To terminate the connection, `unmount` the mount point.

Nntpfs makes no effort to send ''keepalives'' so that servers do not hang up on it. Instead, it redials as necessary when hangups are detected.

SOURCE

`/sys/src/cmd/nntpfs.c`

BUGS

Directories are presented for deleted articles; the files in them cannot be opened.

NAME

paqfs – compressed read-only file system

SYNOPSIS

`paqfs` [`-disv`] [`-c` *cachesize*] [`-m` *mtpt*] [`-M` *mesgsize*] *paqfile*

DESCRIPTION

Paqfs interprets the compressed read-only file system created by *mkpaqfs*(8) and stored in *paqfile* so that it can be mounted into a Plan 9 file system. *Paqfs* is typically used to create a stand alone file system for a small persistent storage device, such as a flash ROM. It does not authenticate its clients and assumes each group has a single member with the same name.

Option to *paqfs* are:

`-c` *cachesize*
The number of file system blocks to cache in memory. The default is 20 blocks.

`-d` Output various debugging information to *stderr*.

`-i` Use file descriptors 0 and 1 as the 9P communication channel rather than create a pipe.

`-m` *mtpt*
The location to mount the file system. The default is `/n/paq`.

`-M` *mesgsize*
The maximum 9P message size. The default is sufficient for 8K byte read message.

`-s` Post the 9P channel on #s/paqfs rather than mounting it on *mtpt*.

`-v` Verify the integrity of the *paqfile*. Before mounting the file system, the entire file is parsed and the *sha1* checksum of the file system data is compared to the checksum embedded in the file. This option enables the use of *paqfs* with files that consist of a *paq* file system concatenated with additional data.

SOURCE

`/sys/src/cmd/paqfs/paqfs.c`

SEE ALSO

mkpaqfs(8)

NAME

plumber – file system for interprocess messaging

SYNOPSIS

`plumber` [`-p` *plumbing*]

DESCRIPTION

The *plumber* is a user-level file server that receives, examines, rewrites, and dispatches *plumb*(6) messages between programs. Its behavior is programmed by a *plumbing* file (default `/usr/$user/lib/plumbing`) in the format of *plumb*(6).

Its services are mounted on the directory `/mnt/plumb` (`/mnt/term/mnt/plumb` on the CPU server) and consist of two pre-defined files, `send` and `rules`, and a set of output *ports* for dispatching messages to applications. The service is also published as a *srv*(4) file, named in `$plumbsrv`, for mounting elsewhere.

Programs use `write` (see *read*(2)) to deliver messages to the `send` file, and *read*(2) to receive them from the corresponding port. For example, *sam*(1)'s `plumb` menu item or the `B` command cause a message to be sent to `/mnt/plumb/send`; `sam` in turn reads from, by convention, `/mnt/plumb/edit` to receive messages about files to open.

A copy of each message is sent to each client that has the corresponding port open. If none has it open, and the rule has a `plumb client` or `plumb start` rule, that rule is applied. A `plumb client` rule causes the specified command to be run and the message to be held for delivery when the port is opened. A `plumb start` rule runs the command but discards the message. If neither `start` or `client` is specified and the port is not open, the message is discarded and a write error is returned to the sender.

The set of output ports is determined dynamically by the specification in the plumbing rules file: a port is created for each unique destination of a `plumb to` rule.

The set of rules currently active may be examined by reading the file `/mnt/plumb/rules`; appending to this file adds new rules to the set, while creating it (opening it with OTRUNC) clears the rule set. Thus the rule set may be edited dynamically with a traditional text editor. However, ports are never deleted dynamically; if a new set of rules does not include a port that was defined in earlier rules, that port will still exist (although no new messages will be delivered there).

FILES

`/usr/$user/lib/plumbing`	default rules file
`/sys/lib/plumb`	directory to search for files in `include` statements
`/mnt/plumb`	mount point for *plumber*(4).

SOURCE

`/sys/src/cmd/plumb`

SEE ALSO

plumb(1), *plumb*(2), *plumb*(6)

BUGS

Plumber's file name space is fixed, so it is difficult to plumb messages that involve files in newly mounted services.

NAME

ramfs – memory file system

SYNOPSIS

`ramfs` [`-i`] [`-s`] [`-p`] [`-m` *mountpoint*]

DESCRIPTION

Ramfs starts a process that mounts itself (see *bind*(2)) on *mountpoint* (default `/tmp`). The *ramfs* process implements a file tree rooted at *dir*, keeping all files in memory. Initially the file tree is empty.

The `-i` flag tells *ramfs* to use file descriptors 0 and 1 for its communication channel rather than create a pipe. This makes it possible to use *ramfs* as a file server on a remote machine: the file descriptors 0 and 1 will be the network channel from *ramfs* to the client machine. The `-s` flag causes *ramfs* to post its channel on `/srv/ramfs` rather than mounting it on *mountpoint*, enabling multiple clients to access its files. However, it does not authenticate its clients and its implementation of groups is simplistic, so it should not be used for precious data.

The `-p` flag causes *ramfs* to make its memory 'private' (see *proc*(3)) so that its files are not accessible through the debugging interface.

This program is useful mainly as an example of how to write a user-level file server. It can also be used to provide high-performance temporary files.

SOURCE

`/sys/src/cmd/ramfs.c`

SEE ALSO

bind(2)

NAME

ratfs – mail address ratification file system

SYNOPSIS

`ratfs` [`-d`] [`-c` *configuration*] [`-f` *classification*] [`-m` *mountpoint*]

DESCRIPTION

Ratfs starts a process that mounts itself (see *bind*(2)) on *mountpoint* (default `/mail/ratify`). *Ratfs* is a persistent representation of the local network configuration and spam blocking list. Without it each instance of *smtpd*(6) would need to reread and parse a multimegabyte list of addresses and accounts.

Ratfs serves a control file, `ctl`, and several top level directories: `trusted`, `deny`, `dial`, `block`, `delay`, and `allow`.

The control file is write only and accepts three possible commands:

`reload`	rereads *classification* and *configuration*
`debug` *file*	creates *file* and sends debugging output to it.
`nodebug`	closes the debug file and turns off debugging

The directory `trusted` serves a file for each IP range from which all mail is trusted. The names of the files are CIDR blocks; an IP address or an IP address followed by #*n*, where *n* is the number of bits to match. To check if any IP address falls in a trusted range, it is sufficient to open the file whose name is the IP address. For example, if `trusted` contains only the file `135.104.0.0#16`, an attempt to open the file 135.104.9.1 will succeed while opening 10.1.1.1 will fail. To determine the particular range matched, `dirfstat` (see stat (2)) the open file and the `name` field will be the matching CIDR range.

The trusted ranges come both from the `ournet` entries in the file *configuration* (default `/mail/lib/blocked`) and from creates, typically done by `imap4d` (see *ipserv*(8)) and `pop3` (see *mail*(1)) whenever they are used to read someone's mail.

The remaining directories, `allow`, `block`, `delay`, `deny`, and `dial`, represent the contents of the *classification* (default `/mail/lib/smtpd.conf`). Each contains two directories; `ip` and `account`. The `ip` directory has the same open semantics as the `trusted` directory, i.e., to check if an IP address falls in that category, try to open a file whose name is the IP address. The `account` directory is similar but is used for matching strings. Each file in the directory represents a regular expression. To see if one of the strings matches one of the regular expressions, try to open the file whose name is the string. If it succeeds, then there is a regular expression that matches. To determine the regular expression, `fstat` the open file. The `name` field will be the regular expression.

There is a direct mapping from entries in *classification* and files under `allow`, `block`, `delay`, `deny`, and `dial.` A configuration file entry of the form:

```
      dial 135.104.9.0/24
```

corresponds to the file `dial/ip/135.104.9.0#24`. An entry of the form

```
      *block    .*!gre
```

corresponds to the file `block/account/.*!gre`.

Both the configuration file and control file formats are described in *smtpd*(6).

SOURCE

`/sys/src/cmd/ratfs`

SEE ALSO

mail(1) *smtpd*(6) *scanmail*(8)

NAME

rdbfs – remote kernel debugging file system

SYNOPSIS

`rdbfs` [`-d`] [`-p` *pid*] [`-t` *text*] [*device*]

DESCRIPTION

Rdbfs presents in `/proc/`*pid* (default `/proc/1`) a set of process files for debugging a kernel over the serial line *device* (default `/dev/eia0`).

The `text` file presented is just a copy of *text* (default `/386/9pc`). It can usually be ignored, since the debuggers open kernel files directly rather than using `/proc/`*n*`/text`.

Kernels can be remotely debugged only when they are suspended and serving a textual debugging protocol over their serial lines. Typing ‘‘`^t^td`’’ (control-`t`, control-`t`, d) at the console will cause the kernel to enter this mode when it ‘panics’. Typing ‘‘`^t^tD`’’ causes the kernel to enter this mode immediately.

Because the debugging protocol is textual, a console provided by *consolefs*(4) may be substituted for the serial device.

SOURCE

`/sys/src/cmd/rdbfs.c`
`/sys/src/9/port/rdb.c`

SEE ALSO

acid(1), *db*(1), *consolefs*(4)

NAME

rio – window system files

SYNOPSIS

`rio` [`-i` '*cmd*'] [`-s`] [`-f` *font*]

DESCRIPTION

The window system *rio* serves a variety of files for reading, writing, and controlling windows. Some of them are virtual versions of system files for dealing with the display, keyboard, and mouse; others control operations of the window system itself. *Rio* posts its service in the `/srv` directory, using a name constructed from a catenation of the user ID and a process id; the environment variable `$wsys` is set to this service name within processes running under the control of each invocation of *rio*. Similarly, *rio* posts a named pipe to access the window creation features (see `window` in *rio*(1)) from outside its name space; this is named in `$wctl`.

A *mount* (see *bind*(1)) of `$wsys` causes *rio* to create a new window; the attach specifier in the *mount* gives the coordinates of the created window. The syntax of the specifier is the same as the arguments to `window` (see *rio*(1)). By default, the window is sized and placed automatically. It is always necessary, however, to provide the process id of the process to whom to deliver notes generated by DEL characters and hangups in that window. That pid is specified by including the string `-pid` *pid* in the attach specifier. (See the Examples section *q.v.*)

When a window is created either by the *window* command (see *rio*(1)) or by using the menu supplied by *rio*, this server is mounted on `/mnt/wsys` and also `/dev`; the files mentioned here appear in both those directories.

Some of these files supply virtual versions of services available from the underlying environment, in particular the character terminal files *cons*(3), and the mouse files *mouse*(3) and *cursor*, each specific to the window. Note that the *draw*(3) device multiplexes itself; *rio* places windows but does not mediate programs' access to the display device.

Other files are unique to *rio*.

`cons` is a virtual version of the standard terminal file *cons*(3). *Rio* supplies extra editing features and a scroll bar (see *rio*(1)).

`consctl` controls interpretation of keyboard input. Writing strings to it sets these modes: `rawon` turns on raw mode; `rawoff` turns off raw mode; `holdon` turns on hold mode; `holdoff` turns off hold mode. Closing the file makes the window revert to default state (raw off, hold off).

`cursor` Like `mouse` (*q.v.*), a multiplexed version of the underlying device file, in this case representing the appearance of the mouse cursor when the mouse is within the corresponding window.

`label` initially contains a string with the process ID of the lead process in the window and the command being executed there. It may be written and is used as a tag when the window is hidden.

`mouse` is a virtual version of the standard mouse file (see *mouse*(3)). Opening it turns off scrolling, editing, and *rio*-supplied menus in the associated window. In a standard mouse message, the first character is `m`, but *rio* will send an otherwise normal message with the first character `r` if the corresponding window has been resized. The application must then call `getwindow` (see *graphics*(2)) to re-establish its state in the newly moved or changed window. Reading the `mouse` file blocks until the mouse moves or a button changes. Mouse movements or button changes are invisible when the mouse cursor is located outside the window, except that if the mouse leaves the window while a button is pressed, it will continue receiving mouse data until the button is released.

`screen` is a read-only file reporting the depth, coordinates, and raster image corresponding to the entire underlying display, in the uncompressed format defined in *image*(6).

`snarf` returns the string currently in the snarf buffer. Writing this file sets the contents of the snarf buffer. When *rio* is run recursively, the inner instance uses the snarf buffer of the parent, rather than managing its own.

`text` returns the full contents of the window. It may not be written.

`wctl` may be read or written. When read, it returns the location of the window as four decimal integers formatted in the usual 12-character style: upper left *x* and *y*, lower right *x* and *y*. Following these numbers are strings describing the window's state: `hidden` or `visible`; `current` or `notcurrent`. A subsequent read will block until the window changes size, location, or state. When written to, `wctl` accepts messages to change the size or placement of the associated window, and to create new windows. The messages are in a command-line like format, with a command name, possibly followed by options introduced by a minus sign. The options must be separated by blanks, for example `-dx 100` rather than `-dx100`.

The commands are `resize` (change the size and position of the window), `move` (move the window), `scroll` (enable scrolling in the window), `noscroll` (disable scrolling), `set` (change selected properties of the window), `top` (move the window to the 'top', making it fully visible), `bottom` (move the window to the 'bottom', perhaps partially or totally obscuring it), `hide` (hide the window), `unhide` (restore a hidden window), `current` (make the window the recipient of keyboard and mouse input), and `new` (make a new window). The `top` and `bottom` commands do not change whether the window is current or not; the others always make the affected window current.

Neither `top` nor `bottom` has any options. The `resize`, `move`, and `new` commands accept `-minx` *n*, `-miny` *n*, `-maxx` *n*, and `-maxy` *n* options to set the position of the corresponding edge of the window. They also accept an option `-r` *minx miny maxx maxy* to set all four at once. The `resize` and `new` commands accept `-dx` *n* and `-dy` *n* to set the width and height of the window. By default, *rio* will choose a convenient geometry automatically.

Finally, the `new` command accepts an optional shell command and argument string, given as plain strings after any standard options, to run in the window instead of the default `rc -i` (see *rc*(1)). The `-pid` *pid* option to `new` identifies the *pid* of the process whose 'note group' should receive interrupt and hangup notes generated in the window. The initial working directory of the new window may be set by a `-cd` *directory* option. The `-hide` option causes the window to be created off-screen, in the hidden state.

The `set` command accepts a set of parameters in the same style; only `-pid` *pid* is implemented.

So programs outside name spaces controlled by *rio* may create windows, `wctl new` messages may also be written to the named pipe identified by `$wctl`.

`wdir` is a read/write text file containing *rio*'s idea of the current working directory of the process running in the window. It is used to fill in the `wdir` field of *plumb*(6) messages *rio* generates from the `plumb` menu item on button 2. The file is writable so the program may update it; *rio* is otherwise unaware of *chdir*(2) calls its clients make. In particular, *rc*(1) maintains `/dev/wdir` in default *rio*(1) windows.

`winid` returns the unique and unchangeable ID for the window; it is a string of digits.

`window` is the virtual version of `/dev/screen`. It contains the depth, coordinates, and uncompressed raster image corresponding to the associated window.

`wsys` is a directory containing a subdirectory for each window, named by the unique ID for that window. Within each subdirectory are entries corresponding to several of the special files associated with that window: `cons`, `consctl`, `label`, `mouse`, etc.

EXAMPLES

Cause a window to be created in the upper left corner, and the word `hi` to be printed there.

```
mount $riosrv /tmp 'new -r 0 0 128 64 -pid '$pid
echo hi > /tmp/cons
```

Start *sam*(1) in a large horizontal window.

```
echo new -dx 800 -dy 200 -cd /sys/src/cmd sam > /dev/wctl
```

Print the screen image of window with id 123.

```
lp /dev/wsys/123/window
```

SOURCE

`/sys/src/cmd/rio`

SEE ALSO

rio(1), *draw*(3), *mouse*(3), *cons*(3), *event*(2), *graphics*(2).

NAME

sacfs – compressed file system

SYNOPSIS

`disk/sacfs` [`-i` *infd outfd*] [`-s`] [`-m` *mountpoint*] *file*

DESCRIPTION

Sacfs interprets the compressed, block based file system created by *mksacfs*(8) and stored in *file* so that it can be mounted into a Plan 9 file system. *Sacfs* is typically used to create a stand alone file system from a small persistent storage device, such as a flash rom. It does not authenticate its clients and assumes each group has a single member with the same name.

The `-s` flag causes *sacfs* to post its channel on `#s/sacfs`. The `-i` flag causes *sacfs* to use file descriptors *infd* and *outfd* for its communication channel. If neither `-s` nor `-i` are given, *sacfs* mounts itself on *mountpoint* (default `/n/c:`).

SOURCE

`/sys/src/cmd/disk/sacfs/sacfs.c`

SEE ALSO

mksacfs(8)

NAME

snap, snapfs – create and mount process snapshots

SYNOPSIS

`snap` [`−o` *file*] *pid...*

`snapfs` [`−a`] [`−m` *mtpt*] [`−s` *service*] *file...*

DESCRIPTION

Snap and *snapfs* allow one to save and restore (static) process images, usually for debugging on a different machine or at a different time.

Snap writes a snapshot (see *snap*(6)) of the named processes to *file* (default standard output). If *proc* is a text string rather than a process id, *snap* will save all processes with that name that are owned by the current user. Both memory and text images are saved.

Snapfs is a file server that recreates the `/proc` directories for the processes in the snapshot. By default, it mounts the new directories into `/proc` before the current entries. The `−m` option can be used to specify an alternate mountpoint, while `−a` will cause it to mount the new directories after the current entries. The `−s` option causes it to serve requests via `/srv/`*service.*

EXAMPLE

Suppose *page* has hung viewing Postscript on your terminal, but the author is gone for the rest of the month and you want to make sure the process is still around for debugging on his return. You can save the errant processes with

```
snap -o page.snap `{psu | awk '$NF ~ /page|gs/ {print $2}'}
```

When the author returns, he can add the process images to his name space by running

```
snapfs page.snap
```

and then use a conventional debugger to debug them.

SOURCE

`/sys/src/cmd/snap`

SEE ALSO

acid(1), *db*(1), *proc*(3), *snap*(6)

BUGS

The snapshots take up about as much disk space as the processes they contain did memory. Compressing them when not in use is recommended, as is storing them on a rewritable disk.

NAME

srv, srvold9p, 9fs – start network file service

SYNOPSIS

`srv` [`−abcCmq`] [*net*!]*system*[!*service*] [*srvname* [*mtpt*]]

`9fs` [*net*!]*system* [*mountpoint*]

`srvold9p` [`−abcCd`] [`−u` *user*] [`−s` | [`−m` *mountpoint*]] [`−x` *command* | `−n` *network−addr* | `−f` *file*] [`−F`] [`−p` *servicename*]

DESCRIPTION

Srv dials the given machine and initializes the connection to serve the 9P protocol. It then creates in `/srv` a file named *srvname*. Users can then `mount` (see *bind*(1)) the service, typically on a name in `/n`, to access the files provided by the remote machine. If *srvname* is omitted, the first argument to `srv` is used. Option `m` directs *srv* to mount the service on `/n/`*system* or onto *mtpt* if it is given. Option `q` suppresses complaints if the `/srv` file already exists. The `a`, `b`, `c`, and `C` flags are used to control the mount flag as in *bind*(1).

The specified *service* must serve 9P. Usually *service* can be omitted; when calling some non-Plan 9 systems, a *service* such as `u9fs` must be mentioned explicitly.

The *9fs* command does the *srv* and the *mount* necessary to make available the files of *system* on network *net*. The files are mounted on *mountpoint*, if given; otherwise they are mounted on `/n/`*system*. If *system* contains `/` characters, only the last element of *system* is used in the `/n` name.

9fs recognizes some special names, such as `dump` to make the dump file system available on `/n/dump`. *9fs* is an *rc*(1) script; examine it to see what local conventions apply.

Srvold9p is a compatibilty hack to allow Fourth Edition Plan 9 systems to connect to older 9P servers. It functions as a variant of *srv* that performs a version translation on the 9P messages on the underlying connection. Some of its options are the same as those of *srv*; the special ones are:

`−d` Enable debuggging

`−u` *user*
: When connecting to the remote server, log in as *user*. Since *srvold9p* does no authentication, and since new kernels cannot authenticate to old services, the likeliest value of *user* is `none`.

`−x` *command*
: Run *command* and use its standard input and output as the 9P service connection. If the *command* string contains blanks, it should be quoted.

`−n` *network−addr*
: Dial *network−addr* to establish the connection.

`−f` *file*
: Use *file* (typically an existing *srv*(3) file) as the connection.

`−F` Insert a special (internal) filter process to the connection to maintain message boundaries; usually only needed on TCP connections.

`−p` *servicename*
: Post the service under *srv*(3) as `/srv/`*servicename*.

Srvold9p is run automatically when a *cpu*(1) call is received on the service port for the old protocol.

EXAMPLES

To see kremvax's and deepthought's files in `/n/kremvax` and `/n/deepthought`:

```
9fs kremvax
9fs hhgttg /n/deepthought
```

To mount as user `none` a connection to an older server kgbsun:

```
srvold9p -u none -m /n/kgbsun -p kgbsun -n il!kgbsun
```

Other windows may then mount the connection directly:

```
mount /srv/kgbsun /n/kgbsun
```

NOTE

The TCP port used for 9P is 564.

FILES

`/srv/*` ports to file systems and servers posted by *srv* and *9fs*

SOURCE

`/sys/src/cmd/srv.c`
`/rc/bin/9fs`

SEE ALSO

bind(1), *dial*(2), *srv*(3), *ftpfs*(4)

NAME

32vfs, cpiofs, tapfs, tarfs, tpfs, v6fs, v10fs − mount archival file systems

SYNOPSIS

`fs/32vfs` [`−m` *mountpoint*] [`−p` *passwd*] [`−g` *group*] *file*
`fs/cpiofs`
`fs/tapfs`
`fs/tarfs`
`fs/tpfs`
`fs/v6fs`
`fs/v10fs`

DESCRIPTION

These commands interpret data from traditional tape or file system formats stored in *file*, and mount their contents (read-only) into a Plan 9 file system. The optional `−p` and `−g` flags specify Unix-format password (respectively group) files that give the mapping between the numeric user- and group-ID numbers on the media and the strings reported by Plan 9 status inquiries. The `−m` flag introduces the name at which the new file system should be attached; the default is `/n/tapefs`.

32vfs interprets raw disk images of 32V systems, which are ca. 1978 research Unix systems for the VAX, and also pre-FFS Berkeley VAX systems (1KB block size).

Cpiofs interprets `cpio` tape images (constructed with `cpio`*'s* `c` flag).

Tarfs interprets *tar* tape images.

Tpfs interprets *tp* tapes from the Fifth through Seventh Edition research Unix systems.

Tapfs interprets *tap* tapes from the pre-Fifth Edition era.

V6fs interprets disk images from the Fifth and Sixth edition research Unix systems (512B block size).

V10fs interprets disk images from the Tenth Edition research Unix systems (4KB block size).

SOURCE

These commands are constructed in a highly stereotyped way using the files *fs.c* and *util.c* in `/sys/src/cmd/tapefs`, which in turn derive substantially from *ramfs*(4).

SEE ALSO

Section 5 *passim*, *ramfs*(4).

NAME

telco, faxreceive, faxsend, fax, telcofax, telcodata – telephone dialer network

SYNOPSIS

`telco` [`-p`] [`-i` *source-id*] [`-v`] *dialer-devs*

`aux/faxsend` *address page1* ...

`aux/faxreceive` [`-s` *spool-dir*] [`-v`]

`fax` *telno recipient* [*files*]

`service/telcofax`

`service/telcodata`

DESCRIPTION

Telco is a file server that provides a network interface to Hayes telephone dialers. The interface is the same as that provided by *ip*(3) and can be used by any program that makes network connections using *dial*(2). The network addresses used by *telco* are telephone numbers.

The options are

`-p` use pulse dialing

`-v` verbose: write to the log file all communications with the dialer.

`-i` specify a *source-id* to be used during FAX transfers

Some control of outgoing calls can be encoded in the address. Normally, addresses are of the form *telco* ! *number*, where *number* is a decimal telephone number. However, commas in the telephone number can be used to insert pauses in the dialing process. Dialing options can be added to the end of the address, separated by !'s. The dialing options are

`compress`	turn on compression (default off)
baudrate	a decimal number representing the highest baud rate with which to make the call
`fax`	to make a Class 2 facsimile call (used by programs such as *faxsend*)

Telco also answers incoming calls. Upon receiving a facsimile call, *telco* starts the script `/rc/bin/service/telcofax`. For data calls it starts `/rc/bin/service/telcodata`. Each is started with the network connection as both standard input and standard output and with two arguments, the file name of the network connection, e.g., `/net/telco/0/data`, and the type of modem. Currently, the only modem types supported are:

`MT1432`	Multitech's 14400 baud modem
`MT2834`	Multitech's 28800 baud modem
`ATT14400`	the 14400 baud modem in Safaris
`VOCAL`	the 14400 baud Vocal modem

All other modems are assumed to be compatible with the standard Hayes command subset.

Faxreceive is normally started by `/rc/bin/service/telcofax`. It inputs and spools a CCITT Group 3 (G3) encoded FAX, and then starts the script `/sys/lib/fax/receiverc`, passing it four arguments: the spool file name, `Y` (for success) or `N`, the number of pages, and the id string passed by the caller. This script sends by *mail*(1) notification to a list of recipients kept in the file `/mail/faxqueue/faxrecipients`; the script and the list should be edited to match local needs. *Faxreceive's* options are:

`-s` specify a different spool directory; the default is `/mail/faxqueue`.

`-v` verbose: write to the log file all communications with the modem.

Faxsend transmits a FAX to *address*. *Page1* and all arguments that follow are names of files containing G3 encoded FAX images, one per page.

Fax is a shell script that queues PostScript, G3, or text files to be transmitted to a FAX machine. A standard cover sheet, derived from `/sys/lib/fax/h.ps`, is sent before the message. *Telno* is the destination telephone number. *Recipient* is the name of the recipient to be placed on the cover sheet. If no *files* are specified, standard input is sent.

EXAMPLE

Start the dialer on a PC, then use *con* to phone out.

```
telco /dev/eia1
con −l telco!18005551212
```

The connection will be made at the highest negotiable baud rate. To use the best negotiable compression scheme as well:

```
con −l telco!18005551212!compress
```

FILES

```
/mail/faxqueue/*
/rc/bin/service/telcodata
/rc/bin/service/telcofax
/sys/log/telco
/sys/lib/fax/receiverc
/mail/faxqueue/faxrecipients
/sys/lib/fax/h.ps
/sys/log/fax
```

SOURCE

```
/sys/src/cmd/telco/*
/sys/src/cmd/fax/*
```

SEE ALSO

con(1), *ip*(3)

BUGS

These programs require the Class 2 facsimile interface. This means that *faxsend* and *faxreceive* will not work on most portable computers since they have Class 1 interfaces.

The modem specific information is currently built into the source. This should be in a user modifiable file.

NAME

u9fs – serve 9P from Unix

SYNOPSIS

`u9fs` [`-Dnz`] [`-a` *authtype*] [`-A` *autharg*] [`-l` *logfile*] [`-m` *msize*] [`-u` *onlyuser*]

DESCRIPTION

U9fs is *not* a Plan 9 program. Instead it is a program that serves Unix files to Plan 9 machines using the 9P protocol (see *intro*(5)). It is typically invoked on a Unix machine by `inetd` with its standard input and output connected to a network connection, typically TCP on an Ethernet. It typically runs as user `root` and multiplexes access to multiple Plan 9 clients over the single wire. It assumes Plan 9 uids match Unix login names, and changes to the corresponding Unix effective uid when processing requests. *U9fs* serves both 9P1 (the 9P protocol as used by the second and third editions of Plan 9) and 9P2000.

The options are:

`-D` Write very chatty debugging output to the log file (see `-l` option below).

`-n` Signals that *u9fs* is *not* being invoked with a network connection on standard input and output, and thus should not try to determine the remote address of the connection. This is useful when *u9fs* is not invoked from *inetd* (see examples below).

`-z` Truncate the log file on startup. This is useful mainly when debugging with `-D`.

`-a` *authtype*
Sets the authentication method to be used. *Authtype* should be `rhosts`, `none`, or `9p1`. The default is `rhosts`, which uses the *ruserok* library call to authenticate users by entries in `/etc/hosts.equiv` or `$HOME/.rhosts`. This default is discouraged for all but the most controlled networks. Specifying `none` turns off authentication altogether. This is useful when *u9fs* is not invoked from *inetd* (see examples below). Specifying `9p1` uses the second and third edition Plan 9 authentication mechanisms. The file `/etc/u9fs.key`, or *autharg* if specified (see the `-A` option), is consulted for the authentication data. The file must contain exactly three lines: the plaintext password, the user id, and the authentication domain.

`-A` *autharg*
Used to specify an argument to the authentication method. See the authentication descriptions above.

`-l` *logfile*
Specifies the file which should contain debugging output and other messages. The out-of-the-box compile-time default is `/tmp/u9fs.log`.

`-m` *msize*
Set *msize* for 9P2000 (see *open*(5)).

`-u` *user*
Treat all attaches as coming from *user*. This is useful in some cases when running without *inetd*; see the examples.

EXAMPLES

Plan 9 calls 9P file service `9fs` with TCP port number 564. Set up this way on a machine called, say, `kremvax`, *u9fs* may be connected to the name space of a Plan 9 process by

```
9fs kremvax
```

For more information on this procedure, see *srv*(4) and *bind*(1).

U9fs serves the entire file system of the Unix machine. It forbids access to devices because the program is single-threaded and may block unpredictably. Using the `attach` specifier `device` connects to a file system identical to the usual system except it only permits device access (and may block unpredictably):

```
srv tcp!kremvax!9fs
mount -c /srv/tcp!kremvax!9fs /n/kremvax device
```

(The `9fs` command does not accept an attach specifier.) Even so, device access may produce unpredictable results if the block size of the device is greater than 8192, the maximum data size of a 9P message.

The source to *u9fs* is in the Plan 9 directory `/sys/src/cmd/unix/u9fs`. To install *u9fs* on a Unix system with an ANSI C compiler, copy the source to a directory on that system and run `make`. Then install the binary in `/usr/etc/u9fs`. Add this line to `inetd.conf`:

```
9fs     stream  tcp     nowait  root    /usr/etc/u9fs   u9fs
```

and this to `services`:

```
9fs     564/tcp         9fs  # Plan 9 fs
```

Due to a bug in their IP software, some systems will not accept the service name `9fs`, thinking it a service number because of the initial digit. If so, run the service as `u9fs` or `564`.

On systems where listeners cannot be started, *execnet*(4) is useful for running *u9fs* via mechanisms like *ssh*.

SOURCE

`/sys/src/cmd/unix/u9fs`

DIAGNOSTICS

Problems are reported to the log file specified with the `-l` option (default `/tmp/u9fs.log`). The −D flag enables chatty debugging.

SEE ALSO

bind(1), *execnet*(4), *srv*(4), *ip*(3), *nfsserver*(8)

BUGS

The implementation of devices is unsatisfactory.

Semantics like remove-on-close or the atomicity of `wstat` are hard to provide exactly.

NAME

usbmouse, usbaudio – Universal Serial Bus user level device drivers

SYNOPSIS

`usb/usbmouse` [`-f`] [*ctrlno n*]

`usb/usbaudio` [`-d`] [`-v` *volume*] [`-m` *mountpoint*] [*ctrlno n*]

`usbstart`

DESCRIPTION

These programs implement support for specific USB device classes. They should be run after *usbd*(4) has had a chance to locate the devices in question and provide them with device addresses and minimal configuration. Dynamic handling of device insertion and removal is currently not supported.

The script `usbstart` checks whether a USB driver is present, and if so, starts usbd followed by the support programs listed below.

USB MICE

`Usbmouse` sends mouse events from a USB mouse to `#m/mousein` where the Plan 9 kernel processes them like other mice.

Without arguments, it scans the USB status files to find a mouse and uses the first one it finds. A pair of numeric arguments overrides this search with a specific USB controller and device.

The `-f` flag runs `usbmouse` in the foreground.

USB AUDIO DEVICES

`Usbaudio` configures and manages a usb audio device. It implements a file system, normally mounted in `/dev`, but this can be changed with the -m flag, with files */volume*, */audioctl*, */audio*, and */audioin*. The names */volume* and */audio* maintain backward compatibility with the soundblaster driver.

Reading */volume* or */audioctl* yields the device's settings. The data format of */volume* is compatible with the soundblaster and produces something like

```
audio out 65
treb out 0
bass out 0
speed out 44100
```

This file can be written using the same syntax. The keyword *out* may be omitted. Settings are given as percentages of the range.

The file */audioctl* provides more information, using up to 6 columns of 12 characters each. From left to right, the fields are: *control name*, *in* or *out*, *current value*, *minimum value*, *maximum*, and *resolution*. There are 3, 5, or 6 columns present. Maxima and resolution are omitted when they are not available or not applicable. The resolution for *speed* is reported as 1 (one) if the sampling frequency is continuously variable. It is absent if it is settable at a fixed number of discrete values only.

When all values from */audioctl* have been read, a zero-sized buffer is returned (the usual end-of-file indication). A new read will then block until one of the settings changes and then report its new value.

The file */audioctl* can be written like */volume*.

Audio data is written to */audio* and read from */audioin*. The data format is little endian, samples ordered primarily by time and secondarily by channel. Samples occupy the minimum integral number of bytes. Read and write operations of arbitrary size are allowed.

EXAMPLE

To use a USB mouse and audio device, put the following in your profile (replace x by your favorite initial volume setting):

```
if (test -r '#U'/usb0) {
     usb/usbd
     usb/usbmouse -a 2
```

```
        usb/usbaudio -v x
    }
```

Alternatively, just put `usbstart` in your profile.

SOURCE

`/sys/src/cmd/usb`

SEE ALSO

usb(3), *usbd*(4)

NAME

usbd – Universal Serial Bus daemon

SYNOPSIS

`usbd [ -v ] [ -d ]`

DESCRIPTION

Usbd manages the USB infrastructure, polls all ports, configures hubs and provides access to USB devices through a file system in #U. It monitors all ports, active or inactive and acts on state changes by configuring devices when they are plugged in or turned on and unconfiguring them when they are pulled out or switched off.

`Usbd` recognizes the following flags:

`v` Verbose; print configuration information and device status as they change.

`d` Debug; print the bytes in each message sent or received.

SOURCE

`/sys/src/cmd/usb/usbd`

SEE ALSO

usb(3), *usb*(4)

NAME

vacfs – a Venti-based file system

SYNOPSIS

`vacfs` [`−dis`] [`−c` *cachesize*] [`−h` *host*] [`−m` *mtpt*] *vacfile*

DESCRIPTION

Vacfs interprets the file system created by *vac*(1) so that it can be mounted into a Plan 9 file hierarchy. The data for the file system is stored on *venti*(8) with a root fingerprint specified in *vacfile*. *Vacfs* is currently rather limited: access is read-only, clients are not authenticated, and groups are assumed to contain a single member with the same name. These restrictions should eventually be removed.

Options to *vacfs* are:

`−c` *cachesize*
: The number of file system blocks to cache in memory. The default is 1000 blocks.

`−d`
: Print debugging information to standard error.

`−h` *host*
: The network address of the Venti server. The default is taken from the environment variable `venti`. If this variable does not exist, then the default is the metaname `$venti`, which can be configured via *ndb*(6).

`−i`
: Use file descriptors 0 and 1 as the 9P communication channel rather than create a pipe.

`−m` *mtpt*
: The location to mount the file system. The default is `/n/vac`.

`−s`
: Post the 9P channel on #s/vacfs rather than mounting it on *mtpt*.

SOURCE

`/sys/src/cmd/vac`

SEE ALSO

vac(1), *venti*(8)

NAME

webcookies – HTTP cookie manager

SYNOPSIS

`webcookies` [`-f` *cookiefile*] [`-m` *mtpt*] [`-s` *service*]

DESCRIPTION

Webcookies manages a set of HTTP cookies, which are used to associate HTTP requests with persistent state (such as user profiles) on many web servers.

Webcookies reads *cookiefile* (default `$home/lib/webcookies`) and mounts itself at *mtpt* (default `/mnt/webcookies`). If *service* is specified, *cookiefs* will post a service file descriptor in `/srv/`*service*.

The cookie file contains one cookie per line; each cookie comprises some number of *attr=value* pairs. Cookie attributes are:

`name=`*name* The name of the cookie on the remote server.

`value=`*value* The value associated with that name on the remote server. The actual data included when a cookie is sent back to the server is ‘‘*name=value*’’ (where, confusingly, *name* and *value* are the values associated with the `name` and `value` attributes.

`domain=`*domain* The domain within which the cookie can be used. If *domain* is an IP address, the cookie can only be used when connecting to a web server at that IP address. If *domain* is a pattern beginning with a dot, the cookie can only be used for servers whose name has *domain* as a suffix. For example, a cookie with `domain=.bell-labs.com` may be used on the web sites *www.bell-labs.com* and *www.research.bell-labs.com*.

`path=`*path* The cookie can only be used for URLs with a path (the part after `http://`*hostname*) beginning with *path*.

`version=`*version* The version of the HTTP cookie specification, specified by the server.

`comment=`*comment*
A comment, specified by the server.

`expire=`*expire* The cookie expires at time *expire*, which is a decimal number of seconds since the epoch.

`secure=1` The cookie may only be used over secure (`https`) connections.

`explicitdomain=1`
The domain associated with this cookie was set by the server (rather than inferred from a URL).

`explicitpath=1`
The path associated with this cookie was set by the server (rather than inferred from a URL).

`netscapestyle=1`
The server presented the cookie in ‘‘Netscape style,’’ which does not conform to the cookie standard, RFC2109. It is assumed that when presenting the cookie to the server, it must be sent back in Netscape style as well.

Webcookies serves a directory containing two files. The first, `cookies`, is a textual representation of the cookie file, which can be edited to change the set of cookies currently held. The second, `http`, is intended to be used by HTTP clients to access cookies. Upon opening `http`, the client must write a full URL to it. After writing the URL, reading from the file will yield any HTTP `Cookie:` headers that should be included in the request for this particular URL. Once the request has been made, any `Set-Cookie:` lines in the HTTP response header should be written to the file to save them for next time. If `cookiefs` decides not to accept the cookie (as outlined in RFC2109, section 4.3.4), no indication is given.

Hget(1) uses `/mnt/webcookies/http`, when it exists, to manage cookie state. *Webfs* does not (yet).

SOURCE

`/sys/src/cmd/webcookies.c`

SEE ALSO

hget(1)

BUGS

It’s not clear what the relationship between *cookiefs* and something like *webfs* should be.

NAME

webfs – world wide web file system

SYNOPSIS

`webfs` [`-c` *cookiefile*] [`-m` *mtpt*] [`-s` *service*] ...

DESCRIPTION

Webfs presents a file system interface to the parsing and retrieving of URLs. *Webfs* mounts itself at *mtpt* (default `/mnt/web`), and, if *service* is specified, will post a service file descriptor in `/srv/`*service*.

Webfs presents a three-level file system suggestive of the network protocol hierarchies *ip*(3) and *ether*(3).

The top level contains three files: `ctl`, `cookies`, and `clone`.

The `ctl` file is used to maintain parameters global to the instance of *webfs*. Reading the `ctl` file yields the current values of the parameters. Writing strings of the form ‘‘`attr value`’’ sets a particular attribute. Attributes are:

`chatty9p`
: The `chatty9p` flag used by the 9P library, discussed in *9p*(2). `0` is no debugging, `1` prints 9P message traces on standard error, and values above `1` present more debugging, at the whim of the library. The default for this and the following debug flags is `0`.

`fsdebug`
: This variable is the level of debugging output about the file system module.

`cookiedebug`
: This variable is the level of debugging output about the cookie module.

`urldebug`
: This variable is the level of debugging output about URL parsing.

`acceptcookies`
: This flag controls whether to accept cookies presented by remote web servers. (Cookies are described below, in the discussion of the `cookies` file.) The values `on` and `off` are synonymous with `1` and `0`. The default is `on`.

`sendcookies`
: This flag controls whether to present stored cookies to remote web servers. The default is `on`.

`redirectlimit`
: Web servers can respond to a request with a message redirecting to another page. *Webfs* makes no effort to determine whether it is in an infinite redirect loop. Instead, it gives up after this many redirects. The default is `10`.

`useragent`
: *Webfs* sends the value of this attribute in its `User-Agent:` header in its HTTP requests. The default is ‘‘`webfs/2.0 (plan 9)`.’’

The top-level directory also contains numbered directories corresponding to connections, which may be used to fetch a single URL. To allocated a connection, open the `clone` file and read a number *n* from it. After opening, the `clone` file is equivalent to the file *n*`/ctl`. A connection is assumed closed once all files in its directory have been closed, and is then will be reallocated.

Each connection has its own private set of `acceptcookies`, `sendcookies`, `redirectlimit`, and `useragent` variables, initialized to the defaults set in the root's `ctl` file. The per-connection `ctl` file allows editing the variables for this particular connection.

Each connection also has a URL string variable `url` associated with it. This URL may be an absolute URL such as *http://www.lucent.com/index.html* or a relative URL such as *../index.html*. The `baseurl` string variable sets the URL against which relative URLs are based. Once the URL has been set, its pieces can be retrieved via individual files in the `parsed` directory. *Webfs* parses the following URL syntaxes; names in italics are the names of files in the `parsed` directory.

scheme:*schemedata*
http://*host*/*path*[?*query*][#*fragment*]
ftp://[*user*[:*password*]@]*host*/*path*[;type=*ftptype*]
file:*path*

If there is associated data to be posted with the request, it can be written to postbody. Finally, opening body initiates the request. The resulting data may be read from body as it arrives. After the request has been executed, the MIME content type may be read from the contenttype file.

The top-level cookies file contains the internal set of HTTP cookies, which are used by HTTP servers to associate requests with persistent state such as user profiles. It may be edited as an ordinary text file. Multiple instances of *webfs* and *webcookies*(4) share cookies by keeping their internal set consistent with the *cookiefile* (default $home/lib/webcookies), which has the same format.

These files contain one line per cookie; each cookie comprises some number of *attr*=*value* pairs. Cookie attributes are:

name=*name*
: The name of the cookie on the remote server.

value=*value*
: The value associated with that name on the remote server. The actual data included when a cookie is sent back to the server is ''*name*=*value*'' (where, confusingly, *name* and *value* are the values associated with the name and value attributes.

domain=*domain*
: If *domain* is an IP address, the cookie can only be used for URLs with *host* equal to that IP address. Otherwise, *domain* must be a pattern beginning with a dot, and the cookie can only be used for URLs with a *host* having *domain* as a suffix. For example, a cookie with domain=.bell-labs.com may be used on hosts *www.bell-labs.com* and *www.research.bell-labs.com* (but not *www.not-bell-labs.com*).

path=*path*
: The cookie can only be used for URLs with a path beginning with *path*.

version=*version*
: The version of the HTTP cookie specification, specified by the server.

comment=*comment*
: A comment, specified by the server.

expire=*expire*
: The cookie expires at time *expire*, which is a decimal number of seconds since the epoch.

secure=1
: The cookie may only be used over secure (https) connections. Secure connections are currently unimplemented.

explicitdomain=1
: The domain associated with this cookie was set by the server (rather than inferred from a URL).

explicitpath=1
: The path associated with this cookie was set by the server (rather than inferred from a URL).

netscapestyle=1
: The server presented the cookie in ''Netscape style,'' which does not conform to the cookie standard, RFC2109. It is assumed that when presenting the cookie to the server, it must be sent back in Netscape style as well.

SOURCE

/sys/src/cmd/webfs

SEE ALSO

hget(1), *webcookies*(4).

BUGS

It's not clear what the relationship between *hget*, *webcookies* and *webfs* should be.

NAME

wikifs, wikipost – wiki file system

SYNOPSIS

`wikifs` [`-DM`] [`-a` *announce*]... [`-m` *mtpt*] [`-p` *perm*] [`-s` *service*] *dir*

`ip/httpd/wikipost` [`-b` *inbuf*] [`-d` *domain*] [`-r` *remoteip*] [`-w` *webroot*] [`-N` *netdir*] *method version uri* [*search*]

DESCRIPTION

A *wiki* is a web server that facilitates easy editing of the pages it contains. *Wikifs* presents a wiki in two forms: as web pages to be served via *httpd*(8) and as text files to be viewed via the *acme*(1) wiki client (see `/acme/wiki/guide`).

Wikifs presents a file system interface to the wiki data stored in *dir*. By default, *wikifs* mounts itself at `/mnt/wiki`; the `-m` flag specifies a different mount point, and the `-M` flag causes *wikifs* not to mount at all. *Wikifs* also announces 9P network services on the addresses given as arguments to `-a` options. If the `-s` option is given, *wikifs* will post a service file descriptor in `/srv/`*service* with permission *perm* (default 600). The `-D` flag causes a transcript of the 9P conversation to be written to standard error.

The wiki holds both the current pages and also all versions of all pages that have ever existed. All pages have time stamps associated with them. When a user wants to edit a page, he reads the current page from the wiki, noting the time stamp on the page. When a user writes changes to a page, he includes the time stamp of the page he started with. If the page has been updated by someone else while he was editing, the write will fail. This is called a ''conflicting write.'' The submission is still saved in the history, so that the user can compare the page he submitted with the changes that were made while he was editing.

Each version of each page is described by a text file containing one or more metadata lines followed by the page contents. The metadata lines begin with a capital letter specifying the type of data. Currently the metadata types are:

`D` The date this page was written, in decimal seconds since the epoch.

`A` The author of this version of the page. Typically the rest of the line takes the form *name ip–address*.

`X` This page's contents were submitted but rejected due to a conflicting write. After the metadata comes the actual page contents; each line of page contents is prefixed with a # character.

The directory *dir*`/d` contains all the wiki data. Typically it is world-writable so that *wikifs* can run as none. Each page on the wiki has a unique sequence number *n*; for each page, the `d` directory contains three files *n*, *n*`.hist`, and `L.`*n*. The file *n* holds the current version of the page: the first line of *n* is the page title, followed by page metadata and contents as described above. The append-only file *n*`.hist` holds the history of the page. The first line of *n*`.hist` is the title of the page. The rest of the file is the metadata and contents of every version of the page that has been submitted to the wiki. `L.`*n* is a lock file for the page: it must be held while reading or writing *n* and *n*`.hist`. The lock files allow multiple instances of *wikifs* to coexist peacefully. Finally, the `map` file (with associated lock `L.map`) provides a mapping from sequence numbers to to page titles. Each map line is a decimal *n*, a single space, and then the title. Since titles are presented as names by *wikifs*, they cannot contain slashes.

Wikifs presents a three-level file system. The top level contains per-page directories named by the page titles with spaces turned into underscores. Each page also has a number associated with it (see the discussion of the wiki data files below). The number corresponding to a page may also be used to access it, although directory listings will always present the title. The `new` file is used to add new or revised pages to the wiki: writes to the file should be in the usual textual format: a title line, metadata lines, and page contents. Once all the contents have been written, a final zero-length message should be written to mark the end of the page. This last write will return an error if a conflicting write has occurred. After writing the file, the client may read from `new` to obtain the canonical title for the page, as presented by the file system.

The page directories contain subdirectories representing the history of the page, named by the decimal time stamp corresponding to each version. In addition to these history directories, the page directories contain the following files:

`current`
: The current raw data file for the page.

`diff.html`
: A web page listing the contents of every version of the page that has ever appeared on the wiki. The text is grey by default: differences between versions appear in black.

`edit.html`
: A web form for editing the the current version of the page.

`history.html`
: A web page listing the time stamps of the historical versions of the page. Each time stamp links to a page showing just that version.

`history.txt`
: A textual formatting of the history. Each time stamp is prefixed with the name of the directory corresponding to that version.

`index.html`
: An HTML formatting of the current version of the page.

`index.txt`
: A textual formatting of the current version of the page.

`werror.html`
: An HTML error page to be returned by *wikipost* on conflicting writes.

The HTML files are generated from the templates with the same names in *dir*, except that `index.html` and `index.txt` are generated from the templates `page.html` and `page.txt`.

The history directories are similar to the page directories but only contain `current`, `index.html`, and `index.txt`. This `index.html` and `index.txt` are generated from the templates `oldpage.html` and `oldpage.txt`.

The *httpd*(8) helper program *wikipost* is used to process editing requests posted to the web server by users. It expects the posted form to contain these (usually hidden) fields: `TITLE`, the title of the page; `VERSION`, the time stamp of the page that is being edited; `service`, the service name associated with this wiki (*wikipost* looks for `/srv/wiki.`*service*); and `base`, the base for wiki URLs in the response.

After mounting the wiki, *wikipost* writes a page update request to `/mnt/wiki/new` and then returns the contents of one HTML file in `/mnt/wiki/`title. If the write succeeds, *wikipost* returns `index.html`. if the write fails due to a conflicting write, *wikipost* returns `werror.html`.

EXAMPLE

The Plan 9 wiki at Bell Labs is started by running:

```
wikifs -p 666 -s wiki.plan9 -a tcp!*!wiki /sys/lib/wiki
```

The wiki is mounted for *httpd*(8) by an entry in `/lib/namespace.httpd`:

```
# wiki
mount -b #s/wiki.plan9 /usr/web/wiki/plan9
```

Notice that the wiki service was explicitly posted with mode 666 so that *httpd* (running as none) would be able to mount it.

In the Plan 9 distribution, the directory `/sys/lib/wiki` contains sample files similar to those used to start the current Plan 9 wiki.

SOURCE

`/sys/src/cmd/wikifs`
`/sys/src/cmd/ip/httpd/wikipost.c`

SEE ALSO

The original wiki, `http://c2.com/cgi/wiki?WikiWikiWeb`
`/acme/wiki/guide`

NAME

intro – introduction to the Plan 9 File Protocol, 9P

SYNOPSIS

`#include <fcall.h>`

DESCRIPTION

A Plan 9 *server* is an agent that provides one or more hierarchical file systems — file trees — that may be accessed by Plan 9 processes. A server responds to requests by *clients* to navigate the hierarchy, and to create, remove, read, and write files. The prototypical server is a separate machine that stores large numbers of user files on permanent media; such a machine is called, somewhat confusingly, a *file server*. Another possibility for a server is to synthesize files on demand, perhaps based on information on data structures inside the kernel; the *proc*(3) *kernel device* is a part of the Plan 9 kernel that does this. User programs can also act as servers.

A *connection* to a server is a bidirectional communication path from the client to the server. There may be a single client or multiple clients sharing the same connection. A server's file tree is attached to a process group's name space by *bind*(2) and *mount* calls; see *intro*(2). Processes in the group are then clients of the server: system calls operating on files are translated into requests and responses transmitted on the connection to the appropriate service.

The *Plan 9 File Protocol*, 9P, is used for messages between *clients* and *servers*. A client transmits *requests* (*T–messages*) to a server, which subsequently returns *replies* (*R–messages*) to the client. The combined acts of transmitting (receiving) a request of a particular type, and receiving (transmitting) its reply is called a *transaction* of that type.

Each message consists of a sequence of bytes. Two–, four–, and eight–byte fields hold unsigned integers represented in little–endian order (least significant byte first). Data items of larger or variable lengths are represented by a two–byte field specifying a count, *n*, followed by *n* bytes of data. Text strings are represented this way, with the text itself stored as a UTF–8 encoded sequence of Unicode characters (see *utf*(6)). Text strings in 9P messages are not NUL–terminated: *n* counts the bytes of UTF–8 data, which include no final zero byte. The NUL character is illegal in all text strings in 9P, and is therefore excluded from file names, user names, and so on.

Each 9P message begins with a four–byte size field specifying the length in bytes of the complete message including the four bytes of the size field itself. The next byte is the message type, one of the constants in the enumeration in the include file `<fcall.h>`. The next two bytes are an identifying *tag*, described below. The remaining bytes are parameters of different sizes. In the message descriptions, the number of bytes in a field is given in brackets after the field name. The notation *parameter*[*n*] where *n* is not a constant represents a variable–length parameter: *n*[2] followed by *n* bytes of data forming the *parameter*. The notation *string*[*s*] (using a literal *s* character) is shorthand for *s*[2] followed by *s* bytes of UTF–8 text. (Systems may choose to reduce the set of legal characters to reduce syntactic problems, for example to remove slashes from name components, but the protocol has no such restriction. Plan 9 names may contain any printable character (that is, any character outside hexadecimal 00–1F and 80–9F) except slash.) Messages are transported in byte form to allow for machine independence; *fcall*(2) describes routines that convert to and from this form into a machine–dependent C structure.

MESSAGES

size[4] `Tversion` *tag*[2] *msize*[4] *version*[*s*]
size[4] `Rversion` *tag*[2] *msize*[4] *version*[*s*]

size[4] `Tauth` *tag*[2] *afid*[4] *afid*[4] *uname*[*s*] *aname*[*s*]
size[4] `Rauth` *tag*[2] *aqid*[13]

size[4] `Rerror` *tag*[2] *ename*[*s*]

size[4] `Tflush` *tag*[2] *oldtag*[4]
size[4] `Rflush` *tag*[2]

size[4] `Tattach` *tag*[2] *fid*[4] *afid*[4] *uname*[*s*] *aname*[*s*]
size[4] `Rattach` *tag*[2] *qid*[13]

size[4] `Twalk` *tag*[2] *fid*[4] *newfid*[4] *nwname*[2] *nwname**(*wname*[*s*])
size[4] `Rwalk` *tag*[2] *nwqid*[2] *nwqid**(*wqid*[13])

size[4] `Topen` *tag*[2] *fid*[4] *mode*[1]
size[4] `Ropen` *tag*[2] *qid*[13] *iounit*[4]

size[4] `Tcreate` *tag*[2] *fid*[4] *name*[*s*] *perm*[4] *mode*[1]
size[4] `Rcreate` *tag*[2] *qid*[13] *iounit*[4]

size[4] `Tread` *tag*[2] *fid*[4] *offset*[8] *count*[4]
size[4] `Rread` *tag*[2] *count*[4] *data*[*count*]

size[4] `Twrite` *tag*[2] *fid*[4] *offset*[8] *count*[4] *data*[*count*]
size[4] `Rwrite` *tag*[2] *count*[4]

size[4] `Tclunk` *tag*[2] *fid*[4]
size[4] `Rclunk` *tag*[2]

size[4] `Tremove` *tag*[2] *fid*[4]
size[4] `Rremove` *tag*[2]

size[4] `Tstat` *tag*[2] *fid*[4]
size[4] `Rstat` *tag*[2] *stat*[*n*]

size[4] `Twstat` *tag*[2] *fid*[4] *stat*[*n*]
size[4] `Rwstat` *tag*[2]

Each T-message has a *tag* field, chosen and used by the client to identify the message. The reply to the message will have the same tag. Clients must arrange that no two outstanding messages on the same connection have the same tag. An exception is the tag NOTAG, defined as `(ushort)~0` in `<fcall.h>`: the client can use it, when establishing a connection, to override tag matching in `version` messages.

The type of an R-message will either be one greater than the type of the corresponding T-message or `Rerror`, indicating that the request failed. In the latter case, the *ename* field contains a string describing the reason for failure.

The `version` message identifies the version of the protocol and indicates the maximum message size the system is prepared to handle. It also initializes the connection and aborts all outstanding I/O on the connection. The set of messages between `version` requests is called a *session*.

Most T-messages contain a *fid*, a 32-bit unsigned integer that the client uses to identify a ‘‘current file’’ on the server. Fids are somewhat like file descriptors in a user process, but they are not restricted to files open for I/O: directories being examined, files being accessed by *stat*(2) calls, and so on — all files being manipulated by the operating system — are identified by fids. Fids are chosen by the client. All requests on a connection share the same fid space; when several clients share a connection, the agent managing the sharing must arrange that no two clients choose the same fid.

The fid supplied in an `attach` message will be taken by the server to refer to the root of the served file tree. The `attach` identifies the user to the server and may specify a particular file tree served by the server (for those that supply more than one).

Permission to attach to the service is proven by providing a special fid, called `afid`, in the `attach` message. This `afid` is established by exchanging `auth` messages and subsequently manipulated using `read` and `write` messages to exchange authentication information not defined explicitly by 9P. Once the authentication protocol is complete, the `afid` is presented in the `attach` to permit the user to access the service.

A `walk` message causes the server to change the current file associated with a fid to be a file in the directory that is the old current file, or one of its subdirectories. `Walk` returns a new fid that refers to the resulting file. Usually, a client maintains a fid for the root, and navigates by `walks` from the root fid.

A client can send multiple T-messages without waiting for the corresponding R-messages, but all outstanding T-messages must specify different tags. The server may delay the response to a request and respond to later ones; this is sometimes necessary, for example when the client reads from a file that the server synthesizes from external events such as keyboard characters.

Replies (R-messages) to `auth`, `attach`, `walk`, `open`, and `create` requests convey a *qid* field back to the client. The qid represents the server's unique identification for the file being accessed: two files on the same server hierarchy are the same if and only if their qids are the same. (The client may have multiple fids pointing to a single file on a server and hence having a single qid.) The thirteen-byte qid fields hold a one-byte type, specifying whether the file is a directory, append-only file, etc., and two unsigned integers: first the eight-byte qid *path*, then the four-byte qid *version*. The path is an integer unique among all files in the hierarchy. If a file is deleted and recreated with the same name in the same directory, the old and new path components of the qids should be different. The version is a version number for a file; typically, it is incremented every time the file is modified.

An existing file can be `opened`, or a new file may be `created` in the current (directory) file. I/O of a given number of bytes at a given offset on an open file is done by `read` and `write`.

A client should `clunk` any fid that is no longer needed. The `remove` transaction deletes files.

The `stat` transaction retrieves information about the file. The *stat* field in the reply includes the file's name, access permissions (read, write and execute for owner, group and public), access and modification times, and owner and group identifications (see *stat*(2)). The owner and group identifications are textual names. The `wstat` transaction allows some of a file's properties to be changed.

A request can be aborted with a flush request. When a server receives a `Tflush`, it should not reply to the message with tag *oldtag* (unless it has already replied), and it should immediately send an `Rflush`. The client must wait until it gets the `Rflush` (even if the reply to the original message arrives in the interim), at which point *oldtag* may be reused.

Because the message size is negotiable and some elements of the protocol are variable length, it is possible (although unlikely) to have a situation where a valid message is too large to fit within the negotiated size. For example, a very long file name may cause a `Rstat` of the file or `Rread` of its directory entry to be too large to send. In most such cases, the server should generate an error rather than modify the data to fit, such as by truncating the file name. The exception is that a long error string in an `Rerror` message should be truncated if necessary, since the string is only advisory and in some sense arbitrary.

Most programs do not see the 9P protocol directly; instead calls to library routines that access files are translated by the mount driver, *mnt*(3), into 9P messages.

DIRECTORIES

Directories are created by `create` with DMDIR set in the permissions argument (see *stat*(5)). The members of a directory can be found with *read*(5). All directories must support `walks` to the directory `..` (dot-dot) meaning parent directory, although by convention directories contain no explicit entry for `..` or `.` (dot). The parent of the root directory of a server's tree is itself.

ACCESS PERMISSIONS

Each file server maintains a set of user and group names. Each user can be a member of any number of groups. Each group has a *group leader* who has special privileges (see *stat*(5) and *users*(6)). Every file request has an implicit user id (copied from the original `attach`) and an implicit set of groups (every group of which the user is a member).

Each file has an associated *owner* and *group* id and three sets of permissions: those of the owner, those of the group, and those of ''other'' users. When the owner attempts to do something to a file, the owner, group, and other permissions are consulted, and if any of them grant the requested permission, the operation is allowed. For someone who is not the owner, but is a member of the file's group, the group and other permissions are consulted. For everyone else, the other permissions are used. Each set of permissions says whether reading is allowed, whether writing is allowed, and whether executing is allowed. A `walk` in a directory is regarded as executing the directory, not reading it. Permissions are kept in the low-order bits of the file *mode*: owner read/write/execute permission represented as 1 in bits 8, 7, and 6 respectively (using 0 to number the low order). The group permissions are in bits 5, 4, and 3, and the other permissions are in bits 2, 1, and 0.

The file *mode* contains some additional attributes besides the permissions. If bit 31 (DMDIR) is set, the file is a directory; if bit 30 (DMAPPEND) is set, the file is append-only (offset is ignored in writes); if bit 29 (DMEXCL) is set, the file is exclusive-use (only one client may have it open at a time); if bit 27 (DMAUTH) is set, the file is an authentication file established by `auth` messages. (Bit 28 is skipped for historical reasons.) These bits are reproduced, from the top bit down, in the type byte of the Qid: QTDIR, QTAPPEND, QTEXCL, and (skipping one bit) QTAUTH. The name QTFILE, defined to be zero, identifies the value of the type for a plain file.

NAME

attach, auth – messages to establish a connection

SYNOPSIS

size[4] Tauth *tag*[2] *afid*[4] *uname*[*s*] *aname*[*s*]
size[4] Rauth *tag*[2] *aqid*[13]

size[4] Tattach *tag*[2] *fid*[4] *afid*[4] *uname*[*s*] *aname*[*s*]
size[4] Rattach *tag*[2] *qid*[13]

DESCRIPTION

The attach message serves as a fresh introduction from a user on the client machine to the server. The message identifies the user (*uname*) and may select the file tree to access (*aname*). The *afid* argument specifies a fid previously established by an auth message, as described below.

As a result of the attach transaction, the client will have a connection to the root directory of the desired file tree, represented by *fid*. An error is returned if *fid* is already in use. The server's idea of the root of the file tree is represented by the returned *qid*.

If the client does not wish to authenticate the connection, or knows that authentication is not required, the *afid* field in the attach message should be set to NOFID, defined as (u32int)~0 in <fcall.h>. If the client does wish to authenticate, it must acquire and validate an *afid* using an auth message before doing the attach.

The auth message contains *afid*, a new fid to be established for authentication, and the *uname* and *aname* that will be those of the following attach message. If the server does not require authentication, it returns Rerror to the Tauth message.

If the server does require authentication, it returns *aqid* defining a file of type QTAUTH (see *intro*(5)) that may be read and written (using read and write messages in the usual way) to execute an authentication protocol. That protocol's definition is not part of 9P itself.

Once the protocol is complete, the same *afid* is presented in the attach message for the user, granting entry. The same validated *afid* may be used for multiple attach messages with the same *uname* and *aname*.

ENTRY POINTS

An attach transaction will be generated for kernel devices (see *intro*(3)) when a system call evaluates a file name beginning with #. *Pipe*(2) generates an attach on the kernel device *pipe*(3). The *mount* system call (see *bind*(2)) generates an attach message to the remote file server. When the kernel boots, an *attach* is made to the root device, *root*(3), and then an attach is made to the requested file server machine.

An auth transaction is generated by the *fauth*(2) system call or by the first mount system call on an uninitialized connection.

SEE ALSO

auth(2), *fauth*(2), *version*(5), *authsrv*(6)

NAME

clunk – forget about a fid

SYNOPSIS

size[4] `Tclunk` *tag*[2] *fid*[4]
size[4] `Rclunk` *tag*[2]

DESCRIPTION

The `clunk` request informs the file server that the current file represented by *fid* is no longer needed by the client. The actual file is not removed on the server unless the fid had been opened with `ORCLOSE`.

Once a fid has been clunked, the same fid can be reused in a new `walk` or `attach` request.

Even if the `clunk` returns an error, the *fid* is no longer valid.

ENTRY POINTS

A `clunk` message is generated by *close* and indirectly by other actions such as failed *open* calls.

NAME

error – return an error

SYNOPSIS

size[4] `Rerror` *tag*[2] *ename*[*s*]

DESCRIPTION

The `Rerror` message (there is no `Terror`) is used to return an error string describing the failure of a transaction. It replaces the corresponding reply message that would accompany a successful call; its tag is that of the failing request.

By convention, clients may truncate error messages after 255 bytes, defined as `ERRMAX` in `<libc.h>`.

NAME

flush – abort a message

SYNOPSIS

size[4] `Tflush` *tag*[2] *oldtag*[2]
size[4] `Rflush` *tag*[2]

DESCRIPTION

When the response to a request is no longer needed, such as when a user interrupts a process doing a *read*(2), a `Tflush` request is sent to the server to purge the pending response. The message being flushed is identified by *oldtag*. The semantics of `flush` depends on messages arriving in order.

The server must answer the `flush` message immediately. If it recognizes *oldtag* as the tag of a pending transaction, it should abort any pending response and discard that tag. In either case, it should respond with an `Rflush` echoing the *tag* (not *oldtag*) of the `Tflush` message. A `Tflush` can never be responded to by an `Rerror` message.

When the client sends a `Tflush`, it must wait to receive the corresponding `Rflush` before reusing *oldtag* for subsequent messages. If a response to the flushed request is received before the `Rflush`, the client must honor the response as if it had not been flushed, since the completed request may signify a state change in the server. For instance, `Tcreate` may have created a file and `Twalk` may have allocated a fid. If no response is received before the `Rflush`, the flushed transaction is considered to have been canceled, and should be treated as though it had never been sent.

Several exceptional conditions are handled correctly by the above specification: sending multiple flushes for a single tag, flushing after a transaction is completed, flushing a `Tflush`, and flushing an invalid tag.

NAME

open, create – prepare a fid for I/O on an existing or new file

SYNOPSIS

size[4] Topen *tag*[2] *fid*[4] *mode*[1]
size[4] Ropen *tag*[2] *qid*[13] *iounit*[4]

size[4] Tcreate *tag*[2] *fid*[4] *name*[*s*] *perm*[4] *mode*[1]
size[4] Rcreate *tag*[2] *qid*[13] *iounit*[4]

DESCRIPTION

The open request asks the file server to check permissions and prepare a fid for I/O with subsequent read and write messages. The *mode* field determines the type of I/O: 0 (called OREAD in <libc.h>), 1 (OWRITE), 2 (ORDWR), and 3 (OEXEC) mean *read access, write access, read and write access,* and *execute access,* to be checked against the permissions for the file. In addition, if *mode* has the OTRUNC (0x10) bit set, the file is to be truncated, which requires write permission (if the file is append–only, and permission is granted, the open succeeds but the file will not be truncated); if the *mode* has the ORCLOSE (0x40) bit set, the file is to be removed when the fid is clunked, which requires permission to remove the file from its directory. All other bits in *mode* should be zero. It is illegal to write a directory, truncate it, or attempt to remove it on close. If the file is marked for exclusive use (see *stat*(5)), only one client can have the file open at any time. That is, after such a file has been opened, further opens will fail until *fid* has been clunked. All these permissions are checked at the time of the open request; subsequent changes to the permissions of files do not affect the ability to read, write, or remove an open file.

The create request asks the file server to create a new file with the *name* supplied, in the directory (*dir*) represented by *fid*, and requires write permission in the directory. The owner of the file is the implied user id of the request, the group of the file is the same as *dir*, and the permissions are the value of

```
perm & (~0666 | (dir.perm & 0666))
```

if a regular file is being created and

```
perm & (~0777 | (dir.perm & 0777))
```

if a directory is being created. This means, for example, that if the create allows read permission to others, but the containing directory does not, then the created file will not allow others to read the file.

Finally, the newly created file is opened according to *mode*, and *fid* will represent the newly opened file. *Mode* is not checked against the permissions in *perm*. The *qid* for the new file is returned with the create reply message.

Directories are created by setting the DMDIR bit (0x80000000) in the *perm*.

The names . and .. are special; it is illegal to create files with these names.

It is an error for either of these messages if the fid is already the product of a successful open or create message.

An attempt to create a file in a directory where the given *name* already exists will be rejected; in this case, the *create* system call (see *open*(2)) uses open with truncation. The algorithm used by the *create* system call is: first walk to the directory to contain the file. If that fails, return an error. Next walk to the specified file. If the walk succeeds, send a request to open and truncate the file and return the result, successful or not. If the walk fails, send a create message. If that fails, it may be because the file was created by another process after the previous walk failed, so (once) try the walk and open again.

For the behavior of *create* on a union directory, see *bind*(2).

The iounit field returned by open and create may be zero. If it is not, it is the maximum number of bytes that are guaranteed to be read from or written to the file without breaking the I/O transfer into multiple 9P messages; see *read*(5).

ENTRY POINTS

Open and *create* both generate open messages; only *create* generates a create message. The iounit associated with an open file may be discovered by calling *iounit*(2).

For programs that need atomic file creation, without the race that exists in the `open`–`create` sequence described above, the kernel does the following. If the OEXCL (`0x1000`) bit is set in the *mode* for a `create` system call, the `open` message is not sent; the kernel issues only the `create`. Thus, if the file exists, `create` will draw an error, but if it doesn't and the `create` system call succeeds, the process issuing the `create` is guaranteed to be the one that created the file.

NAME

read, write – transfer data from and to a file

SYNOPSIS

size[4] `Tread` *tag*[2] *fid*[4] *offset*[8] *count*[4]
size[4] `Rread` *tag*[2] *count*[4] *data*[*count*]

size[4] `Twrite` *tag*[2] *fid*[4] *offset*[8] *count*[4] *data*[*count*]
size[4] `Rwrite` *tag*[2] *count*[4]

DESCRIPTION

The `read` request asks for *count* bytes of data from the file identified by *fid*, which must be opened for reading, starting *offset* bytes after the beginning of the file. The bytes are returned with the `read` reply message.

The *count* field in the reply indicates the number of bytes returned. This may be less than the requested amount. If the *offset* field is greater than or equal to the number of bytes in the file, a count of zero will be returned.

For directories, `read` returns an integral number of directory entries exactly as in `stat` (see *stat*(5)), one for each member of the directory. The `read` request message must have `offset` equal to zero or the value of `offset` in the previous `read` on the directory, plus the number of bytes returned in the previous `read`. In other words, seeking other than to the beginning is illegal in a directory (see *seek*(2)).

The `write` request asks that *count* bytes of data be recorded in the file identified by *fid*, which must be opened for writing, starting *offset* bytes after the beginning of the file. If the file is append-only, the data will be placed at the end of the file regardless of *offset*. Directories may not be written.

The `write` reply records the number of bytes actually written. It is usually an error if this is not the same as requested.

Because 9P implementations may limit the size of individual messages, more than one message may be produced by a single *read* or *write* call. The *iounit* field returned by *open*(5), if non-zero, reports the maximum size that is guaranteed to be transferred atomically.

ENTRY POINTS

`Read` and `write` messages are generated by the corresponding calls. Because they include an offset, the *pread* and *pwrite* calls correspond more directly to the 9P messages. Although *seek*(2) affects the offset, it does not generate a message.

NAME

remove – remove a file from a server

SYNOPSIS

size[4] `Tremove` *tag*[2] *fid*[4]
size[4] `Rremove` *tag*[2]

DESCRIPTION

The `remove` request asks the file server both to remove the file represented by *fid* and to `clunk` the *fid*, even if the remove fails. This request will fail if the client does not have write permission in the parent directory.

It is correct to consider `remove` to be a `clunk` with the side effect of removing the file if permissions allow.

ENTRY POINTS

`Remove` messages are generated by *remove*.

NAME

stat, wstat – inquire or change file attributes

SYNOPSIS

size[4] `Tstat` *tag*[2] *fid*[4]
size[4] `Rstat` *tag*[2] *stat*[*n*]

size[4] `Twstat` *tag*[2] *fid*[4] *stat*[*n*]
size[4] `Rwstat` *tag*[2]

DESCRIPTION

The `stat` transaction inquires about the file identified by *fid*. The reply will contain a machine-independent *directory entry*, *stat*, laid out as follows:

size[2] total byte count of the following data

type[2]
for kernel use

dev[4] for kernel use

qid.type[1]
the type of the file (directory, etc.), represented as a bit vector corresponding to the high 8 bits of the file's mode word.

qid.vers[4]
version number for given path

qid.path[8]
the file server's unique identification for the file

mode[4]
permissions and flags

atime[4]
last access time

mtime[4]
last modification time

length[8]
length of file in bytes

name[s]
file name; must be / if the file is the root directory of the server

uid[s]
owner name

gid[s]
group name

muid[s]
name of the user who last modified the file

Integers in this encoding are in little-endian order (least significant byte first). The *convM2D* and *convD2M* routines (see *fcall*(2)) convert between directory entries and a C structure called a `Dir`.

The *mode* contains permission bits as described in *intro*(5) and the following: `0x80000000` (DMDIR, this file is a directory), `0x40000000` (DMAPPEND, append only), `0x20000000` (DMEXCL, exclusive use); these are echoed in `Qid.type`. Writes to append-only files always place their data at the end of the file; the *offset* in the `write` message is ignored, as is the OTRUNC bit in an open. Exclusive use files may be open for I/O by only one fid at a time across all clients of the server. If a second open is attempted, it draws an error. Servers may implement a timeout on the lock on an exclusive use file: if the fid holding the file open has been unused for an extended period (of order at least minutes), it is reasonable to break the lock and deny the initial fid further I/O.

The two time fields are measured in seconds since the epoch (Jan 1 00:00 1970 GMT). The *mtime* field reflects the time of the last change of content (except when later changed by `wstat`). For a plain file, *mtime* is the time of the most recent `create`, `open` with truncation, or `write`; for a directory it is the time of the most recent `remove`, `create`, or `wstat` of a file in the directory. Similarly, the *atime* field records the last `read` of the contents; also it is set whenever *mtime* is set. In addition, for a directory, it is set by an `attach`, `walk`, or `create`, all whether successful or not.

The *muid* field names the user whose actions most recently changed the *mtime* of the file.

The *length* records the number of bytes in the file. Directories and most files representing devices have a conventional length of 0.

The `stat` request requires no special permissions.

The `wstat` request can change some of the file status information. The *name* can be changed by anyone with write permission in the parent directory; it is an error to change the name to that of an existing file. The *length* can be changed (affecting the actual length of the file) by anyone with write permission on the file. It is an error to attempt to set the length of a directory to a non-zero value, and servers may decide to reject length changes for other reasons. The *mode* and *mtime* can be changed by the owner of the file or the group leader of the file's current group. The directory bit cannot be changed by a `wstat`; the other defined permission and mode bits can. The *gid* can be changed: by the owner if also a member of the new group; or by the group leader of the file's current group if also leader of the new group (see *intro*(5) for more information about permissions and *users*(6) for users and groups). None of the other data can be altered by a `wstat` and attempts to change them will trigger an error. In particular, it is illegal to attempt to change the owner of a file. (These conditions may be relaxed when establishing the initial state of a file server; see *fsconfig*(8).)

Either all the changes in `wstat` request happen, or none of them does: if the request succeeds, all changes were made; if it fails, none were.

A `wstat` request can avoid modifying some properties of the file by providing explicit ''don't touch'' values in the `stat` data that is sent: zero-length strings for text values and the maximum unsigned value of appropriate size for integral values. As a special case, if *all* the elements of the directory entry in a `Twstat` message are ''don't touch'' values, the server may interpret it as a request to guarantee that the contents of the associated file are committed to stable storage before the `Rwstat` message is returned. (Consider the message to mean, ''make the state of the file exactly what it claims to be.'')

A *read* of a directory yields an integral number of directory entries in the machine independent encoding given above (see *read*(5)).

Note that since the `stat` information is sent as a 9P variable-length datum, it is limited to a maximum of 65535 bytes.

ENTRY POINTS

`Stat` messages are generated by *fstat* and *stat*.

`Wstat` messages are generated by *fwstat* and *wstat*.

BUGS

To make the contents of a directory, such as returned by *read*(5), easy to parse, each directory entry begins with a size field. For consistency, the entries in `Twstat` and `Rstat` messages also contain their size, which means the size appears twice. For example, the `Rstat` message is formatted as ''(4+1+2+2+*n*)[4] `Rstat` *tag*[2] *n*[2] (*n*−2)[2] *type*[2] *dev*[4]...,'' where *n* is the value returned by `convD2M`.

NAME

version – negotiate protocol version

SYNOPSIS

size[4] Tversion *tag*[2] *msize*[4] *version*[*s*]
size[4] Rversion *tag*[2] *msize*[4] *version*[*s*]

DESCRIPTION

The version request negotiates the protocol version and message size to be used on the connection and initializes the connection for I/O. Tversion must be the first message sent on the 9P connection, and the client cannot issue any further requests until it has received the Rversion reply. The *tag* should be NOTAG (value (ushort)~0) for a version message.

The client suggests a maximum message size, msize, that is the maximum length, in bytes, it will ever generate or expect to receive in a single 9P message. This count includes all 9P protocol data, starting from the size field and extending through the message, but excludes enveloping transport protocols. The server responds with its own maximum, msize, which must be less than or equal to the client's value. Thenceforth, both sides of the connection must honor this limit.

The version string identifies the level of the protocol. The string must always begin with the two characters ''9P''. If the server does not understand the client's version string, it should respond with an Rversion message (not Rerror) with the version string the 7 characters ''unknown''.

The server may respond with the client's version string, or a version string identifying an earlier defined protocol version. Currently, the only defined version is the 6 characters ''9P2000''. Version strings are defined such that, if the client string contains one or more period characters, the initial substring up to but not including any single period in the version string defines a version of the protocol. After stripping any such period-separated suffix, the server is allowed to respond with a string of the form 9P*nnnn*, where *nnnn* is less than or equal to the digits sent by the client.

The client and server will use the protocol version defined by the server's response for all subsequent communication on the connection.

A successful version request initializes the connection. All outstanding I/O on the connection is aborted; all active fids are freed ('clunked') automatically. The set of messages between version requests is called a *session*.

ENTRY POINTS

The version message is generated by the fversion system call. It is also generated automatically, if required, by a mount or fauth system call on an uninitialized connection.

NAME

walk – descend a directory hierarchy

SYNOPSIS

size[4] Twalk *tag*[2] *fid*[4] *newfid*[4] *nwname*[2] *nwname**(*wname*[*s*])
size[4] Rwalk *tag*[2] *nwqid*[2] *nwqid**(*qid*[13])

DESCRIPTION

The walk request carries as arguments an existing *fid* and a proposed *newfid* (which must not be in use unless it is the same as *fid*) that the client wishes to associate with the result of traversing the directory hierarchy by 'walking' the hierarchy using the successive path name elements wname. The *fid* must represent a directory unless zero path name elements are specified.

The *fid* must be valid in the current session and must not have been opened for I/O by an open or create message. If the full sequence of nwname elements is walked successfully, *newfid* will represent the file that results. If not, *newfid* (and fid) will be unaffected. However, if *newfid* is in use or otherwise illegal, an Rerror is returned.

The name ''..'' (dot-dot) represents the parent directory. The name ''.'' (dot), meaning the current directory, is not used in the protocol.

It is legal for nwname to be zero, in which case *newfid* will represent the same file as *fid* and the walk will usually succeed; this is equivalent to walking to dot. The rest of this discussion assumes nwname is greater than zero.

The nwname path name elements wname are walked in order, ''elementwise''. For the first elementwise walk to succeed, the file identified by *fid* must be a directory, and the implied user of the request must have permission to search the directory (see *intro*(5)). Subsequent elementwise walks have equivalent restrictions applied to the implicit fid that results from the preceding elementwise walk.

If the first element cannot be walked for any reason, Rerror is returned. Otherwise, the walk will return an Rwalk message containing *nwqid* qids corresponding, in order, to the files that are visited by the *nwqid* successful elementwise walks; *nwqid* is therefore either nwname or the index of the first elementwise walk that failed. The value of *nwqid* cannot be zero unless nwname is zero. Also, *nwqid* will always be less than or equal to nwname. Only if it is equal, however, will *newfid* be affected, in which case *newfid* will represent the file reached by the final elementwise walk requested in the message.

A walk of the name ''..'' in the root directory of a server is equivalent to a walk with no name elements.

If *newfid* is the same as *fid*, the above discussion applies, with the obvious difference that if the walk changes the state of *newfid*, it also changes the state of *fid*; and if *newfid* is unaffected, then *fid* is also unaffected.

To simplify the implementation of the servers, a maximum of sixteen name elements or qids may be packed in a single message. This constant is called MAXWELEM in *fcall*(2). Despite this restriction, the system imposes no limit on the number of elements in a file name, only the number that may be transmitted in a single message.

ENTRY POINTS

A call to *chdir*(2) causes a walk. One or more walk messages may be generated by any of the following calls, which evaluate file names: *bind*, *create*, *exec*, *mount*, *open*, *remove*, *stat*, *unmount*, *wstat*. The file name element . (dot) is interpreted locally and is not transmitted in walk messages.

NAME

intro – introduction to file formats

DESCRIPTION

This section of the manual describes file formats and other miscellany such as *troff* macro packages.

NAME

a.out – object file format

SYNOPSIS

```
#include <a.out.h>
```

DESCRIPTION

An executable Plan 9 binary file has up to six sections: a header, the program text, the data, a symbol table, a PC/SP offset table (MC68020 only), and finally a PC/line number table. The header, given by a structure in `<a.out.h>`, contains 4-byte integers in big-endian order:

```
typedef struct Exec {
        long       magic;      /* magic number */
        long       text;       /* size of text segment */
        long       data;       /* size of initialized data */
        long       bss;        /* size of uninitialized data */
        long       syms;       /* size of symbol table */
        long       entry;      /* entry point */
        long       spsz;       /* size of pc/sp offset table */
        long       pcsz;       /* size of pc/line number table */
} Exec;
#define  _MAGIC(b)  ((((4*b)+0)*b)+7)
#define  A_MAGIC    _MAGIC(8)   /* 68020 */
#define  I_MAGIC    _MAGIC(11)  /* intel 386 */
#define  J_MAGIC    _MAGIC(12)  /* intel 960 */
#define  K_MAGIC    _MAGIC(13)  /* sparc */
#define  V_MAGIC    _MAGIC(16)  /* mips 3000 */
#define  X_MAGIC    _MAGIC(17)  /* att dsp 3210 */
#define  M_MAGIC    _MAGIC(18)  /* mips 4000 */
#define  D_MAGIC    _MAGIC(19)  /* amd 29000 */
#define  E_MAGIC    _MAGIC(20)  /* arm 7-something */
#define  Q_MAGIC    _MAGIC(21)  /* powerpc */
#define  N_MAGIC    _MAGIC(22)  /* mips 4000 LE */
#define  L_MAGIC    _MAGIC(23)  /* dec alpha */
```

Sizes are expressed in bytes. The size of the header is not included in any of the other sizes.

When a Plan 9 binary file is executed, a memory image of three segments is set up: the text segment, the data segment, and the stack. The text segment begins at a virtual address which is a multiple of the machine-dependent page size. The text segment consists of the header and the first `text` bytes of the binary file. The `entry` field gives the virtual address of the entry point of the program. The data segment starts at the first page-rounded virtual address after the text segment. It consists of the next `data` bytes of the binary file, followed by `bss` bytes initialized to zero. The stack occupies the highest possible locations in the core image, automatically growing downwards. The bss segment may be extended by *brk*(2).

The next `syms` (possibly zero) bytes of the file contain symbol table entries, each laid out as:

```
uchar value[4];
char  type;
char  name[n];   /* NUL-terminated */
```

The `value` is in big-endian order and the size of the `name` field is not pre-defined: it is a zero-terminated array of variable length.

The `type` field is one of the following characters with the high bit set:

`T`	text segment symbol
`t`	static text segment symbol
`L`	leaf function text segment symbol
`l`	static leaf function text segment symbol
`D`	data segment symbol
`d`	static data segment symbol

`B`	bss segment symbol
`b`	static bss segment symbol
`a`	automatic (local) variable symbol
`p`	function parameter symbol

A few others are described below. The symbols in the symbol table appear in the same order as the program components they describe.

The Plan 9 compilers implement a virtual stack frame pointer rather than dedicating a register; moreover, on the MC680X0 architectures there is a variable offset between the stack pointer and the frame pointer. Following the symbol table, MC680X0 executable files contain a `spsz`-byte table encoding the offset of the stack frame pointer as a function of program location; this section is not present for other architectures. The PC/SP table is encoded as a byte stream. By setting the PC to the base of the text segment and the offset to zero and interpreting the stream, the offset can be computed for any PC. A byte value of 0 is followed by four bytes that hold, in big-endian order, a constant to be added to the offset. A byte value of 1 to 64 is multiplied by four and added, without sign extension, to the offset. A byte value of 65 to 128 is reduced by 64, multiplied by four, and subtracted from the offset. A byte value of 129 to 255 is reduced by 129, multiplied by the quantum of instruction size (e.g. two on the MC680X0), and added to the current PC without changing the offset. After any of these operations, the instruction quantum is added to the PC.

A similar table, occupying `pcsz`-bytes, is the next section in an executable; it is present for all architectures. The same algorithm may be run using this table to recover the absolute source line number from a given program location. The absolute line number (starting from zero) counts the newlines in the C-preprocessed source seen by the compiler. Three symbol types in the main symbol table facilitate conversion of the absolute number to source file and line number:

`f`	source file name components
`z`	source file name
`Z`	source file line offset

The `f` symbol associates an integer (the `value` field of the 'symbol') with a unique file path name component (the `name` of the 'symbol'). These path components are used by the `z` symbol to represent a file name: the first byte of the name field is always 0; the remaining bytes hold a zero-terminated array of 16-bit values (in big-endian order) that represent file name components from `f` symbols. These components, when separated by slashes, form a file name. The initial slash of a file name is recorded in the symbol table by an `f` symbol; when forming file names from `z` symbols an initial slash is not to be assumed. The `z` symbols are clustered, one set for each object file in the program, before any text symbols from that object file. The set of `z` symbols for an object file form a *history stack* of the included source files from which the object file was compiled. The value associated with each `z` symbol is the absolute line number at which that file was included in the source; if the name associated with the `z` symbol is null, the symbol represents the end of an included file, that is, a pop of the history stack. If the value of the `z` symbol is 1 (one), it represents the start of a new history stack. To recover the source file and line number for a program location, find the text symbol containing the location and then the first history stack preceding the text symbol in the symbol table. Next, interpret the PC/line offset table to discover the absolute line number for the program location. Using the line number, scan the history stack to find the set of source files open at that location. The line number within the file can be found using the line numbers in the history stack. The `Z` symbols correspond to `#line` directives in the source; they specify an adjustment to the line number to be printed by the above algorithm. The offset is associated with the first previous `z` symbol in the symbol table.

SEE ALSO

db(1), *acid*(1), *2a*(1), *2l*(1), *nm*(1), *strip*(1), *mach*(2), *symbol*(2)

BUGS

There is no type information in the symbol table; however, the `−a` flags on the compilers will produce symbols for *acid*(1).

NAME

ar – archive (library) file format

SYNOPSIS

```
#include <ar.h>
```

DESCRIPTION

The archive command *ar*(1) is used to combine several files into one. Archives are used mainly as libraries to be searched by the loaders *2l*(1) *et al.*

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:

```
#define ARMAG   "!<arch>\n"
#define SARMAG  8

#define ARFMAG  "`\n"

struct ar_hdr {
        char    name[16];
        char    date[12];
        char    uid[6];
        char    gid[6];
        char    mode[8];
        char    size[10];
        char    fmag[2];
};
#define SAR_HDR 60
```

The `name` is a blank-padded string. The `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 `mode`, which is octal. The date is the modification date of the file (see *stat*(2)) at the time of its insertion into the archive. The mode is the low 9 bits of the file permission mode. The length of the header is SAR_HDR. Because the `ar_hdr` structure is padded in an architecture-dependent manner, the structure should never be read or written as a unit; instead, each field should be read or written independently.

Each file begins on an even (0 mod 2) boundary; a newline is inserted between files if necessary. Nevertheless `size` reflects the actual size of the file exclusive of padding.

When all members of an archive are object files of the same architecture, `ar` automatically adds an extra file, named `__.SYMDEF`, as the first member of the archive. This file contains an index used by the loaders to locate all externally defined text and data symbols in the archive.

There is no provision for empty areas in an archive file.

SEE ALSO

ar(1), *2l*(1), *nm*(1), *stat*(2)

BUGS

The `uid` and `gid` fields are unused in Plan 9. They provide compatibility with Unix *ar* format.

NAME

ticket – authentication service

DESCRIPTION

This manual page describes the protocols used to authorize connections, confirm the identities of users and machines, and maintain the associated databases. The machine that provides these services is called the *authentication server* (AS). The AS may be a stand-alone machine or a general-use machine such as a CPU server. The network database *ndb*(6) holds for each public machine, such as a CPU server or file server, the name of the authentication server that machine uses.

Each machine contains three values important to authentication; a 56-bit DES key, a 28-byte authentication ID, and a 48-byte authentication domain name. The ID is a user name and identifies who is currently responsible for the kernel running on that machine. The domain name identifies the machines across which the ID is valid. Together, the ID and domain name identify the owner of a key.

When a terminal boots, the user is prompted for user name and password. The user name becomes the terminal's authentication ID. The password is converted using *passtokey* (see *auth*(2)) into a 56-bit DES key and saved as the machine's key. The authentication domain is set to the null string. If possible, the terminal validates the key with the AS before saving it. For Internet machines the correct AS to ask is found using *dhcpd*(8).

When a CPU or file server boots, it reads the key, ID, and domain name from non-volatile RAM. This allows servers to reboot without operator intervention.

The details of any authentication are mixed with the semantics of the particular service they are authenticating so we describe them one case at a time. The following definitions will be used in the descriptions:

CHc	an 8-byte random challenge from a client
CHs	an 8-byte random challenge from a server
Ks	server's key
Kc	client's key
Kn	a nonce key created for a ticket
Km	message m encrypted with key K
IDs	server's ID
DNs	server's authentication domain name
IDc	client's ID
UIDc	user's name on the client
UIDs	user's name on the server

A number of constants defined in `auth.h` are also used: *AuthTreq, AuthChal, AuthOK, AuthErr, AuthTs, AuthTc, AuthAs,* and *AuthAc*.

File Service

File service sessions are long-lived connections between a client host and a file server. Processes belonging to different users share the session. Whenever a user process on the client *mounts* a file server (see *bind*(2)), it must authenticate itself. There are four players in an authentication: the server, the client kernel, the user process on the client, and the authentication server. The goal of the authentication protocol is to convince the server that the client may validly speak for the user process.

To reduce the number of messages for each authentication, common information is exchanged once at the beginning of the session within a *session* message (see *attach*(5)):

Client→Server	Tsession(*CHc*)
Server→Client	Rsession(*CHs*, *IDs*, *DNs*)

Each time a user mounts a file server connection, an attach message is sent identifying/authenticating the user:

Client→Server	Tattach(*Ks*{ *AuthTs*, *CHs*, *UIDc*, *UIDs*, *Kn* }, *Kn*{ *AuthAc*, *CHs*, *count* })
Server→Client	Rattach(*Kn*{ AuthAs, *CHc*, *count* })

The part of the attach request encrypted with *Ks* is called a *ticket*. Since it is encrypted in the server's secret key, this message is guaranteed to have originated on the AS. The part encrypted with the *Kn* found in the ticket is called an *authenticator*. The authenticator is generated by the client kernel and guarantees that the ticket was not stolen. The *count* is incremented with each mount to make every authenticator unique, thus foiling replay attacks. The server is itself authenticated by the authenticator it sends as a reply to the attach.

Tickets are created by the AS at the request of a user process. The AS contains a database of which *IDc*'s may speak for which *UIDc*'s. If the *IDc* may speak for the *UIDc*, two tickets are returned.

UserProc→*AS*	*AuthTreq*, *CHs*, *IDs*, *DNs*, *IDc*, *UIDc*
AS→*UserProc*	*AuthOK*, *Kc*{ *AuthTc*, *CHs*, *UIDc*, *UIDs*, *Kn* }, *Ks*{ *AuthTs*, *CHs*, *UIDc*, *UIDs*, *Kn* }

Otherwise an error message is returned.

AS→*UserProc*	*AuthErr*, 64-byte error string

The user passes both tickets to the client's kernel using the *fauth* system call (see *fauth*(2)). The kernel decrypts the ticket encrypted with *Kc*. If *UIDc* matches the user's login ID, the tickets are remembered for any subsequent attaches by that user of that file server session. Otherwise, the ticket is assumed stolen and an error is returned.

Remote Execution

A number of applications require a process on one machine to start a process with the same user ID on a server machine. Examples are *cpu*(1), *rx* (see *con*(1)), and *exportfs*(4). The called process replies to the connection with a ticket request.

Server→*UserProc*	*AuthTreq*, *CHs*, *IDs*, *DNs*, xxx, xxx

Here *xxx* indicates a field whose contents do not matter.

The calling process adds its machine's *IDc* and its *UIDc* to the request and follows the protocol outlined above to get two tickets from the AS. The process passes the *Ks* encrypted ticket plus an authenticator generated by `/dev/authenticator` from the *Kc* ticket to the remote server, which writes them to the kernel to set the user ID (see *cons*(3)). The server replies with its own authenticator which can be written to the kernel along with the *Kc* encrypted ticket to confirm the server's identity (see *cons*(3)).

UserProc→*Server*	*Ks*{ *AuthTs*, *CHs*, *UIDc*, *UIDs*, *Kn* }, *Kn*{ *AuthAc*, *CHs*, 0 }
Server→*UserProc*	*Kn*{ *AuthAs*, *CHs*, 0 }

Challenge Box

A user may also start a process on a CPU server from a non Plan 9 machine using commands such as *con, telnet,* or *ftp* (see *con*(1) and *ftpfs*(4)). In these situations, the user can authenticate using a hand-held DES encryptor. The telnet or FTP daemon first sends a ticket request to the authentication server. If the AS has keys for both the *IDc* and *UIDc* in the ticket request it returns a challenge as a hexadecimal number.

Daemon→*AS*	*AuthChal*, *CHc*, *IDc*, *DNs*, *IDc*, *UIDc*
AS→*Daemon*	*AuthOK*, 16-byte ASCII challenge

Otherwise, it returns a null-terminated 64-byte error string.

AS→*Daemon*	*AuthErr*, 64-byte error string

The daemon relays the challenge to the calling program, which displays the challenge on the user's screen. The user encrypts it and types in the result, which is relayed back to the AS. The AS checks it against the expected response and returns either a ticket or an error.

Daemon→*AS*	16-byte ASCII response
AS→*Daemon*	*AuthOK*, *Kc*{ *AuthTs*, *CHc*, *UIDc*, *UIDc*, *Kn* }

or

AS→*Daemon*	*AuthErr*, 64-byte error string

Finally, the daemon passes the ticket to the kernel to set the user ID (see *cons*(3)).

Password Change

Any user can change the key stored for him or her on the AS. Once again we start by passing a ticket request to the AS. Only the user ID in the request is meaningful. The AS replies with a single ticket (or an error message) encrypted in the user's personal key. The user encrypts both the old and new keys with the *Kn* from the returned ticket and sends that back to the AS. The AS checks the reply for validity and replies with an *AuthOK* byte or an error message.

UserProc→*AS*	*AuthPass*, xxx, xxx, xxx, xxx, *UIDc*
AS→*UserProc*	*AuthOK*, *Kc*{ *AuthTp*, xxx, xxx, xxx, *Kn* }
UserProc→*AS*	*Kn*{ *AuthPass*, "old password", "new password" }
AS→*UserProc*	*AuthOK*

or

AS→*UserProc*	*AuthErr*, 64-byte error string

Data Base

An *ndb*(2) database file exists for the authentication server. The attribute types used by the AS are `hostid` and `uid`. The value in the `hostid` is a client host's ID. The values in the `uid` pairs in the same entry list which users that host ID make speak for. A uid value of * means the host ID may speak for all users. A uid value of !*user* means the host ID may not speak for *user*. For example:

```
hostid=bootes
	uid=!sys uid=!adm uid=*
```

is interpreted as `bootes` may speak for any user except `sys` and `adm`.

FILES

`/lib/ndb/auth`	database file
`/lib/ndb/auth.*`	hash files for `/lib/ndb/auth`

SEE ALSO

auth(2), *fauth*(2), *cons*(3), *attach*(5), *auth*(8)

NAME

color – representation of pixels and colors

DESCRIPTION

To address problems of consistency and portability among applications, Plan 9 uses a fixed color map, called `rgbv`, on 8-bit-per-pixel displays. Although this avoids problems caused by multiplexing color maps between applications, it requires that the color map chosen be suitable for most purposes and usable for all. Other systems that use fixed color maps tend to sample the color cube uniformly, which has advantages—mapping from a (red, green, blue) triple to the color map and back again is easy—but ignores an important property of the human visual system: eyes are much more sensitive to small changes in intensity than to changes in hue. Sampling the color cube uniformly gives a color map with many different hues, but only a few shades of each. Continuous tone images converted into such maps demonstrate conspicuous artifacts.

Rather than dice the color cube into subregions of size 6×6×6 (as in Netscape Navigator) or 8×8×4 (as in previous releases of Plan 9), picking 1 color in each, the `rgbv` color map uses a 4×4×4 subdivision, with 4 shades in each subcube. The idea is to reduce the color resolution by dicing the color cube into fewer cells, and to use the extra space to increase the intensity resolution. This results in 16 grey shades (4 grey subcubes with 4 samples in each), 13 shades of each primary and secondary color (3 subcubes with 4 samples plus black) and a reasonable selection of colors covering the rest of the color cube. The advantage is better representation of continuous tones.

The following function computes the 256 3-byte entries in the color map:

```
void
setmaprgbv(uchar cmap[256][3])
{
	uchar *c;
	int r, g, b, v;
	int num, den;
	int i, j;

	for(r=0,i=0; r!=4; r++)
	  for(v=0; v!=4; v++,i+=16)
	    for(g=0,j=v-r; g!=4; g++)
	      for(b=0; b!=4; b++,j++){
	        c = cmap[i+(j&15)];
	        den = r;
	        if(g > den)
	            den = g;
	        if(b > den)
	            den = b;
	        if(den == 0) /* would divide check; pick grey shades */
	            c[0] = c[1] = c[2] = 17*v;
	        else{
	            num = 17*(4*den+v);
	            c[0] = r*num/den;
	            c[1] = g*num/den;
	            c[2] = b*num/den;
	        }
	      }
}
```

There are 4 nested loops to pick the (red,green,blue) coordinates of the subcube, and the value (intensity) within the subcube, indexed by `r`, `g`, `b`, and `v`, whence the name *rgbv*. The peculiar order in which the color map is indexed is designed to distribute the grey shades uniformly through the map—the i'th grey shade, $0 <= i <= 15$ has index $i \times 17$, with black going to 0 and white to 255. Therefore, when a call to `draw` converts a 1, 2 or 4 bit-per-pixel picture to 8 bits per pixel (which it does by replicating the pixels' bits), the converted pixel values are the appropriate grey shades.

The `rgbv` map is not gamma-corrected, for two reasons. First, photographic film and television are both normally under-corrected, the former by an accident of physics and the latter by NTSC's design. Second, we require extra color resolution at low intensities because of the non-linear response and adaptation of the human visual system. Properly gamma-corrected displays with adequate low-intensity resolution pack the high-intensity parts of the color cube with colors whose differences are almost imperceptible. Either reason suggests concentrating the available intensities at the low end of the range.

On 'true-color' displays with separate values for the red, green, and blue components of a pixel, the values are chosen so 0 represents no intensity (black) and the maximum value (255 for an 8-bit-per-color display) represents full intensity (e.g., full red). Common display depths are 24 bits per pixel, with 8 bits per color in order red, green, blue, and 16 bits per pixel, with 5 bits of red, 6 bits of green, and 5 bits of blue.

Colors may also be created with an opacity factor called `alpha`, which is scaled so 0 represents fully transparent and 255 represents opaque color. The alpha is *premultiplied* into the other channels, as described in the paper by Porter and Duff cited in *draw*(2). The function `setalpha` (see *allocimage*(2)) aids the initialization of color values with non-trivial alpha.

The packing of pixels into bytes and words is odd. For compatibility with VGA frame buffers, the bits within a pixel byte are in big-endian order (leftmost pixel is most significant bits in byte), while bytes within a pixel are packed in little-endian order. Pixels are stored in contiguous bytes. This results in unintuitive pixel formats. For example, for the RGB24 format, the byte ordering is blue, green, red.

To maintain a constant external representation, the *draw*(3) interface as well as the various graphics libraries represent colors by 32-bit numbers, as described in *color*(2).

SEE ALSO

color(2), *graphics*(2), *draw*(2)

NAME

face – face files

DESCRIPTION

The directory `/lib/face` contains a hierarchy of images of people. In that directory are subdirectories named by the sizes of the corresponding image files: `48x48x1` (48 by 48 pixels, one bit per pixel); `48x48x2` (48 by 48 pixels, two (grey) bits per pixel); `48x48x4` (48 by 48 pixels, four (grey) bits per pixel); `48x48x8` (48 by 48 pixels, eight (color-mapped) bits per pixel); `512x512x8` (512 by 512 pixels, eight (color-mapped) bits per pixel); `512x512x24` (512 by 512 pixels, twenty-four bits per pixel (3 times 8 bits per color)). The large files serve no special purpose; they are stored as images (see *image*(6)). The small files are the 'icons' displayed by `faces` and `seemail` (see *faces*(1)); for depths less than 4, their format is special.

One- and two-bit deep icons are stored as text, one line of the file to one scan line of display. Each line is divided into 8-bit, 16-bit, or 32-bit big-endian words, stored as a list of comma-separated hexadecimal C constants, such as:

```
0x9200, 0x1bb0, 0x003e,
```

This odd format is historical and the programs that read it are somewhat forgiving about blanks and the need for commas.

The files `/lib/face/*/.dict` hold a correspondence between users at machines and face files. The format is

machine/*user directory*/*file*.*ver*

The *machine* is the domain name of the machine sending the message, and *user* the name of the user sending it, as recorded in `/sys/log/mail`. The *directory* is a further subdirectory of (say) `/lib/face/48x48x1`, named by a single letter corresponding to the first character of the user names. The *file* is the name of the file, typically but not always the user name, and *ver* is a number to distinguish different images, for example to distinguish the image for Bill Gates from the image for Bill Joy, both of which might otherwise be called `b/bill`. For example, Bill Gates might be represented by the line

```
microsoft.com/bill b/bill.1
```

If multiple entries exist for a user in the various `.dict` files, *faces* chooses the highest pixel size less than or equal to that of the display on which it is running.

Finally, or rather firstly, the file `/lib/face/.machinelist` contains a list of machine/domain pairs, one per line, to map any of a set of machines to a single domain name to be looked up in the `.dict` files. The machine name may be a regular expression, so for example the entry

```
.*research\.bell-labs\.com     astro
```

maps any of the machines in Bell Labs Research into the shorthand name `astro`, which then appears as a domain name in the `.dict` files.

SEE ALSO

mail(1), *tweak*(1), *image*(6)

NAME

font, subfont – external format for fonts and subfonts

SYNOPSIS

```
#include <libg.h>
```

DESCRIPTION

Fonts and subfonts are described in *cachechars*(2).

External fonts are described by a plain text file that can be read using *openfont*. The format of the file is a header followed by any number of subfont range specifications. The header contains two numbers: the height and the ascent, both in pixels. The height is the inter-line spacing and the ascent is the distance from the top of the line to the baseline. These numbers are chosen to display consistently all the subfonts of the font. A subfont range specification contains two or three numbers and a file name. The numbers are the inclusive range of characters covered by the subfont, with an optional starting position within the subfont, and the file name names an external file suitable for *readsubfont* (see *graphics*(2)). The minimum number of a covered range is mapped to the specified starting position (default zero) of the corresponding subfont. If the subfont file name does not begin with a slash, it is taken relative to the directory containing the font file. Each field must be followed by some white space. Each numeric field may be C-format decimal, octal, or hexadecimal.

External subfonts are represented in a more rigid format that can be read and written using *readsubfont* and *writesubfont* (see *subfont*(2)). The format for subfont files is: an image containing character glyphs, followed by a subfont header, followed by character information. The image has the format for external image files described in *image*(6). The subfont header has 3 decimal strings: `n`, `height`, and `ascent`. Each number is right-justified and blank padded in 11 characters, followed by a blank. The character `info` consists of `n+1` 6-byte entries, each giving the `Fontchar` `x` (2 bytes, low order byte first), `top`, `bottom`, `left`, and `width`. The `x` field of the last `Fontchar` is used to calculate the image width of the previous character; the other fields in the last `Fontchar` are irrelevant.

Note that the convention of using the character with value zero (NUL) to represent characters of zero width (see *draw*(2)) means that fonts should have, as their zeroth character, one with non-zero width.

FILES

`/lib/font/bit/*` font directories

SEE ALSO

graphics(2), *draw*(2), *cachechars*(2), *subfont*(2)

NAME

image – external format for images

SYNOPSIS

`#include <draw.h>`

DESCRIPTION

Images are described in *graphics*(2), and the definition of pixel values is in *color*(6). Fonts and images are stored in external files in machine-independent formats.

Image files are read and written using `readimage` and `writeimage` (see *allocimage*(2)), *or* `readmemimage` and `writememimage` (see *memdraw*(2)). An uncompressed image file starts with 5 strings: `chan`, `r.min.x`, `r.min.y`, `r.max.x`, and `r.max.y`. Each is right-justified and blank padded in 11 characters, followed by a blank. The `chan` value is a textual string describing the pixel format (see `strtochan` in *graphics*(2) and the discussion of channel descriptors below), and the rectangle coordinates are decimal strings. The rest of the file contains the `r.max.y−r.min.y` rows of pixel data. A *row* consists of the byte containing pixel `r.min.x` and all the bytes up to and including the byte containing pixel `r.max.x-1`. For images with depth *d* less than eight, a pixel with x-coordinate = *x* will appear as *d* contiguous bits in a byte, with the pixel's high order bit starting at the byte's bit number $w \times (x \bmod (8/w))$, where bits within a byte are numbered 0 to 7 from the high order to the low order bit. Rows contain integral number of bytes, so there may be some unused pixels at either end of a row. If *d* is greater than 8, the definition of images requires that it will a multiple of 8, so pixel values take up an integral number of bytes.

The `loadimage` and `unloadimage` functions described in *allocimage*(2) also deal with rows in this format, stored in user memory.

The channel format string is a sequence of two-character channel descriptions, each comprising a letter (`r` for red, `g` for green, `b` for blue, `a` for alpha, `m` for color-mapped, `k` for greyscale, and `x` for ''don't care'') followed by a number of bits per pixel. The sum of the channel bits per pixel is the depth of the image, which must be either a divisor or a multiple of eight. It is an error to have more than one of any channel but `x`. An image must have either a greyscale channel; a color mapped channel; or red, green, and blue channels. If the alpha channel is present, it must be at least as deep as any other channel.

The channel string defines the format of the pixels in the file, and should not be confused with ordering of bytes in the file. In particular `'r8g8b8'` pixels have byte ordering blue, green, and red within the file. See *color*(6) for more details of the pixel format.

A venerable yet deprecated format replaces the channel string with a decimal *ldepth*, which is the base two logarithm of the number of bits per pixel in the image. In this case, *ldepth*s 0, 1, 2, and 3 correspond to channel descriptors `k1`, `k2`, `k4`, and `m8`, respectively.

Compressed image files start with a line of text containing the word `compressed`, followed by a header as described above, followed by the image data. The data, when uncompressed, is laid out in the usual form.

The data is represented by a string of compression blocks, each encoding a number of rows of the image's pixel data. Compression blocks are at most 6024 bytes long, so that they fit comfortably in a single 9P message. Since a compression block must encode a whole number of rows, there is a limit (about 5825 bytes) to the width of images that may be encoded. Most wide images are in subfonts, which, at 1 bit per pixel (the usual case for fonts), can be 46600 pixels wide.

A compression block begins with two decimal strings of twelve bytes each. The first number is one more than the `y` coordinate of the last row in the block. The second is the number of bytes of compressed data in the block, not including the two decimal strings. This number must not be larger than 6000.

Pixels are encoded using a version of Lempel & Ziv's sliding window scheme LZ77, best described in J A Storer & T G Szymanski 'Data Compression via Textual Substitution', JACM 29#4, pp. 928–951.

The compression block is a string of variable-length code words encoding substrings of the pixel data. A code word either gives the substring directly or indicates that it is a copy of data occurring previously in the pixel stream.

In a code word whose first byte has the high-order bit set, the rest of the byte indicates the length of a substring encoded directly. Values from 0 to 127 encode lengths from 1 to 128 bytes. Subsequent bytes are the literal pixel data.

If the high-order bit is zero, the next 5 bits encode the length of a substring copied from previous pixels. Values from 0 to 31 encode lengths from 3 to 34 bytes. The bottom two bits of the first byte and the 8 bits of the next byte encode an offset backward from the current position in the pixel data at which the copy is to be found. Values from 0 to 1023 encode offsets from 1 to 1024. The encoding may be 'prescient', with the length larger than the offset, which works just fine: the new data is identical to the data at the given offset, even though the two strings overlap.

Some small images, in particular 48×48 face files as used by *seemail* (see *faces*(1) and *face*(6)) and 16×16 cursors, can be stored textually, suitable for inclusion in C source. Each line of text represents one scan line as a comma-separated sequence of hexadecimal bytes, shorts, or words in C format. For cursors, each line defines a pair of bytes. (It takes two images to define a cursor; each must be stored separately to be processed by programs such as *tweak*(1).) Face files of one bit per pixel are stored as a sequence of shorts, those of larger pixel sizes as a sequence of longs. Software that reads these files must deduce the image size from the input; there is no header. These formats reflect history rather than design.

SEE ALSO

jpg(1), *tweak*(1), *graphics*(2), *draw*(2), *allocimage*(2), *color*(6), *face*(6), *font*(6)

NAME

keyboard – how to type characters

DESCRIPTION

Keyboards are idiosyncratic. It should be obvious how to type ordinary ASCII characters, backspace, tab, escape, and newline. In Plan 9, the key labeled `Return` or `Enter` generates a newline (`0x0A`); if there is a key labeled `Line Feed`, it generates a carriage return (`0x0D`); Plan 9 eschews CRLFs. All control characters are typed in the usual way; in particular, control-J is a line feed and control-M a carriage return. On the PC and some other machines, the key labeled `Caps Lock` acts as an additional control key, and the key labeled `End` acts a line feed key.

The delete character (`0x7F`) may be generated by a different key, one near the extreme upper right of the keyboard. On the Next it is the key labeled `*` (not the asterisk above the 8). On the SLC and Sparcstation 2, delete is labeled `Num Lock` (the key above `Backspace` labeled `Delete` functions as an additional backspace key). On the other keyboards, the key labeled `Del` or `Delete` generates the delete character.

The view character (`0x80`), used by *rio*(1), *acme*(1), and *sam*(1), causes windows to scroll forward. It is generally somewhere near the lower right of the main key area. The scroll character is generated by the `VIEW` key on the Gnot, the `Alt Graph` key on the SLC, and the arrow key ↓ on the other terminals. As a convenience for sloppy typists, some programs interpret → and ← keys, which lie on either side of ↓, as view keys as well. The arrow key ↑ scrolls backward.

Characters in Plan 9 are runes (see *utf*(6)). Any 16-bit rune can be typed using a compose key followed by several other keys. The compose key is also generally near the lower right of the main key area: the `NUM PAD` key on the Gnot, the `Alternate` key on the Next, the `Compose` key on the SLC, the `Option` key on the Magnum, and either `Alt` key on the PC. After typing the compose key, type a capital `X` and exactly four hexadecimal characters (digits and `a` to `f`) to type a single rune with the value represented by the typed number. There are shorthands for many characters, comprising the compose key followed by a two- or three-character sequence. There are several rules guiding the design of the sequences, as illustrated by the following examples. The full list is too long to repeat here, but is contained in the file `/lib/keyboard` in a format suitable for *grep*(1) or *look*(1).

> A repeated symbol gives a variant of that symbol, e.g., `??` yields ¿.
>
> ASCII digraphs for mathematical operators give the corresponding operator, e.g., `<=` yields ≤.
>
> Two letters give the corresponding ligature, e.g., `AE` yields Æ.
>
> Mathematical and other symbols are given by abbreviations for their names, e.g., `pg` yields ¶.
>
> Chess pieces are given by a `w` or `b` followed by a letter for the piece (`k` for king, `q` for queen, `r` for rook, `n` for knight, `b` for bishop, or `p` for pawn), e.g., `wk` for a white king.
>
> Greek letters are given by an asterisk followed by a corresponding latin letter, e.g., `*d` yields δ.
>
> Cyrillic letters are given by an at sign followed by a corresponding latin letter or letters, e.g., `@ya` yields я.
>
> Script letters are given by a dollar sign followed by the corresponding regular letter, e.g., `$F` yields ℱ.
>
> A digraph of a symbol followed by a letter gives the letter with an accent that looks like the symbol, e.g., `,c` yields ç.
>
> Two digits give the fraction with that numerator and denominator, e.g., `12` yields ½.
>
> The letter s followed by a character gives that character as a superscript, e.g., `s1` yields ¹. These characters are taken from the Unicode block 0x2070; the 1, 2, and 3 superscripts in the Latin-1 block are available by using a capital S instead of s.
>
> Sometimes a pair of characters give a symbol related to the superimposition of the characters, e.g., `cO` yields ©.

A mnemonic letter followed by $ gives a currency symbol, e.g., `l$` yields £.

Note the difference between ß (ss) and µ (micron) and the Greek β and μ.

FILES

`/lib/keyboard` sorted table of characters and keyboard sequences

SEE ALSO

intro(1), *ascii*(1), *tcs*(1), *acme*(1), *rio*(1), *sam*(1), *cons*(3), *utf*(6)

NAME

man – macros to typeset manual

SYNOPSIS

`nroff -man` *file ...*

`troff -man` *file ...*

DESCRIPTION

These macros are used to format pages of this manual.

Except in `.LR` and `.RL` requests, any text argument denoted *t* in the request summary may be zero to six words. Quotes " ... " may be used to include blanks in a 'word'. If *t* is empty, the special treatment is applied to the next text input line (the next line that doesn't begin with dot). In this way, for example, `.I` may be used to italicize a line of more than 6 words, or `.SM` followed by `.B` to make small letters in 'bold' font.

A prevailing indent distance is remembered between successive indented paragraphs, and is reset to default value upon reaching a non-indented paragraph. Default units for indents *i* are ens.

The fonts are

- `R` roman, the main font, preferred for diagnostics
- `I` italic, preferred for parameters, short names of commands, names of manual pages, and naked function names
- `B` 'bold', actually the constant width font, preferred for examples, file names, declarations, keywords, names of `struct` members, and literals (numbers are rarely literals)
- `L` also the constant width font. In *troff* `L=B`; in *nroff* arguments of the macros `.L`, `.LR`, and `.RL` are printed in quotes; preferred only where quotes really help (e.g. lower-case literals and punctuation).

Type font and size are reset to default values before each paragraph, and after processing font- or size-setting macros.

The `-man` macros admit equations and tables in the style of *eqn*(1) and *tbl*(1), but do not support arguments on `.EQ` and `.TS` macros.

These strings are predefined by `-man`:

- `\*R` '®', '(Reg)' in *nroff*.
- `\*S` Change to default type size.

FILES

`/sys/lib/tmac/tmac.an`

SEE ALSO

troff(1), *man*(1)

REQUESTS

Request	Cause Break	If no Argument	Explanation
`.B` *t*	no	*t*=n.t.l.*	Text *t* is 'bold'.
`.BI` *t*	no	*t*=n.t.l.	Join words of *t* alternating bold and italic.
`.BR` *t*	no	*t*=n.t.l.	Join words of *t* alternating bold and Roman.
`.DT`	no		Restore default tabs.
`.EE`	yes		End displayed example
`.EX`	yes		Begin displayed example
`.HP` *i*	yes	*i*=p.i.*	Set prevailing indent to *i*. Begin paragraph with hanging indent.
`.I` *t*	no	*t*=n.t.l.	Text *t* is italic.
`.IB` *t*	no	*t*=n.t.l.	Join words of *t* alternating italic and bold.
`.IP` *x i*	yes	*x*=""	Same as `.TP` with tag *x*.
`.IR` *t*	no	*t*=n.t.l.	Join words of *t* alternating italic and Roman.
`.L` *t*	no	*t*=n.t.l.	Text *t* is literal.
`.LP`	yes		Same as `.PP`.
`.LR` *t*	no		Join 2 words of *t* alternating literal and Roman.
`.PD` *d*	no	*d*=`.4v`	Interparagraph distance is *d*.

`.PP`	yes		Begin paragraph. Set prevailing indent to default.
`.RE`	yes		End of relative indent. Set prevailing indent to amount of starting `.RS`.
`.RI` *t*	no	*t*=n.t.l.	Join words of *t* alternating Roman and italic.
`.RL` *t*	no		Join 2 or 3 words of *t* alternating Roman and literal.
`.RS` *i*	yes	*i*=p.i.	Start relative indent, move left margin in distance *i*. Set prevailing indent to default for nested indents.
`.SH` *t*	yes	*t*=""	Subhead; reset paragraph distance.
`.SM` *t*	no	*t*=n.t.l.	Text *t* is small.
`.SS` *t*	no	*t*=""	Secondary subhead.
`.TF` *s*	yes		Prevailing indent is wide as string *s* in font `L`; paragraph distance is 0.
`.TH` *n c x*	yes		Begin page named *n* of chapter *c; x* is extra commentary, e.g. 'local', for page head. Set prevailing indent and tabs to default.
`.TP` *i*	yes	*i*=p.i.	Set prevailing indent to *i*. Restore default indent if *i*=0. Begin indented paragraph with hanging tag given by next text line. If tag doesn't fit, place it on separate line.
`.1C`	yes		Equalize columns and return to 1-column output
`.2C`	yes		Start 2-column nofill output

* n.t.l. = next text line; p.i. = prevailing indent

BUGS

There's no way to fool *troff* into handling literal double quote marks " in font-alternation macros, such as `.BI`.
There is no direct way to suppress column widows in 2-column output; the column lengths may be adjusted by inserting `.sp` requests before the closing `.1C`.

NAME

map – digitized map formats

DESCRIPTION

Files used by *map*(7) are a sequence of structures of the form:

```
struct {
      signed char patchlatitude;
      signed char patchlongitude;
      short n;
      union {
            struct {
                  short latitude;
                  short longitude;
            } point[n];
            struct {
                  short latitude;
                  short longitude;
                  struct {
                        signed char latdiff;
                        signed char londiff;
                  } point[-n];
            } highres;
      } segment;
};
```

where `short` stands for 16-bit integers and there is no padding within or between `structs`. Shorts are stored in little-endian order, low byte first. To assure portability, *map* accesses them bytewise.

Fields `patchlatitude` and `patchlongitude` tell to what 10-degree by 10-degree patch of the earth's surface a segment belongs. Their values range from -9 to 8 and from -18 to 17, respectively, and indicate the coordinates of the southeast corner of the patch in units of 10 degrees.

Each segment of |`n`| points is connected; consecutive segments are not necessarily related. Latitude and longitude are measured in units of 0.0001 radian. If `n` is negative, then differences to the first and succeeding points are measured in units of 0.00001 radian. Latitude is counted positive to the north and longitude positive to the west.

The patches are ordered lexicographically by `patchlatitude` then `patchlongitude`. A printable index to the first segment of each patch in a file named *data* is kept in an associated file named *data*`.x`. Each line of an index file contains `patchlatitude`, `patchlongitude` and the byte position of the patch in the map file. Both the map file and the index file are ordered by patch latitude and longitude.

SEE ALSO

map(7)

The data comes from the World Data Bank I and II and U.S. Government sources: the Census Bureau, Geological Survey, and CIA.

NAME

mpictures – picture inclusion macros

SYNOPSIS

`troff -mpictures` [*options*] *file ...*

DESCRIPTION

Mpictures macros insert PostScript pictures into *troff*(1) documents. The macros are:

`.BP` *source height width position offset flags label*

Define a frame and place a picture in it. Null arguments, represented by `""`, are interpreted as defaults. The arguments are:

source Name of a PostScript picture file, optionally suffixed with (*n*) to select page number *n* from the file (first page by default).

height Vertical size of the frame, default `3.0i`.

width Horizontal size of the frame, current line length by default.

position

`l` (default), `c`, or `r` to left-justify, center, or right-justify the frame.

offset Move the frame horizontally from the original *position* by this amount, default `0i`.

flags One or more of:

`a`*d* Rotate the picture clockwise *d* degrees, default *d*=90.

`o` Outline the picture with a box.

`s` Freely scale both picture dimensions.

`w` White out the area to be occupied by the picture.

`l`,`r`,`t`,`b`

Attach the picture to the left right, top, or bottom of the frame.

label Place *label* at distance `1.5v` below the frame.

If there's room, `.BP` fills text around the frame. Everything destined for either side of the frame goes into a diversion to be retrieved when the accumulated text sweeps past the trap set by `.BP` or when the diversion is explicitly closed by `.EP`.

`.PI` *source height* , *width* , *yoffset*,*xoffset flags.*

This low-level macro, used by `.BP`, can help do more complex things. The two arguments not already described are:

xoffset

Offset the frame from the left margin by this amount, default `0i`.

yoffset

Offset the frame from the current baseline, measuring positive downward, default `0i`.

`.EP` End a picture started by `.BP`; `.EP` is usually called implicitly by a trap at frame bottom.

If a PostScript file lacks page-delimiting comments, the entire file is included. If no `%%BoundingBox` comment is present, the picture is assumed to fill an 8.5×11-inch page. Nothing prevents the picture from being placed off the page.

SEE ALSO

troff(1)

DIAGNOSTICS

A picture file that can't be read by the PostScript postprocessor is replaced by white space.

BUGS

A picture and associated text silently disappear if a diversion trap set by `.BP` isn't reached. Call `.EP` at the end of the document to retrieve it.

Macros in other packages may break the adjustments made to the line length and indent when text is being placed around a picture.

A missing or improper `%%BoundingBox` comment may cause the frame to be filled incorrectly.

NAME

ms – macros for formatting manuscripts

SYNOPSIS

`nroff -ms` [*options*] *file ...*
`troff -ms` [*options*] *file ...*

DESCRIPTION

This package of *nroff* and *troff*(1) macro definitions provides a canned formatting facility for technical papers in various formats.

The macro requests are defined below. Many *nroff* and *troff* requests are unsafe in conjunction with this package, but the following requests may be used with impunity after the first `.PP`: `.bp`, `.br`, `.sp`, `.ls`, `.na`.

Output of the *eqn*(1), *tbl*(1), *pic*(1) and *grap*(1) preprocessors for equations, tables, pictures, and graphs is acceptable as input.

FILES

`/sys/lib/tmac/tmac.s`

SEE ALSO

M. E. Lesk, ‘‘Typing Documents on the UNIX System: Using the -ms Macros with Troff and Nroff’’, *Unix Research System Programmer’s Manual,* Tenth Edition, Volume 2.
eqn(1), *troff*(1), *tbl*(1), *pic*(1)

REQUESTS

Request	Initial Value	Cause Break	Explanation
`.1C`	yes	yes	One column format on a new page.
`.2C`	no	yes	Two column format.
`.AB`	no	yes	Begin abstract.
`.AE`	–	yes	End abstract.
`.AI`	no	yes	Author’s institution follows. Suppressed in `.TM`.
`.AT`	no	yes	Print ‘Attached’ and turn off line filling.
`.AU` *x y*	no	yes	Author’s name follows. *x* is location and *y* is extension, ignored except in TM.
`.B` *x y*	no	no	Print *x* in boldface, append *y*; if no argument switch to boldface.
`.B1`	no	yes	Begin text to be enclosed in a box.
`.B2`	no	yes	End boxed text.
`.BI` *x y*	no	no	Print *x* in bold italic and append *y*; if no argument switch to bold italic.
`.BT`	date	no	Bottom title, automatically invoked at foot of page. May be redefined.
`.BX` *x*	no	no	Print *x* in a box.
`.CW` *x y*	no	no	Constant width font for *x*, append *y*; if no argument switch to constant width.
`.CT`	no	yes	Print ‘Copies to’ and turn off line filling.
`.DA` *x*	nroff	no	‘Date line’ at bottom of page is *x*. Default is today.
`.DE`	–	yes	End displayed text. Implies `.KE`.
`.DS` *x*	no	yes	Start of displayed text, to appear verbatim line-by-line: `I` indented (default), `L` left-justified, `C` centered, `B` (block) centered with straight left margin. Implies `.KS`.
`.EG`	no	–	Print document in BTL format for ‘Engineer’s Notes.’ Must be first.
`.EN`	–	yes	Space after equation produced by *neqn* or *eqn*(1).
`.EQ` *x y*	–	yes	Display equation. Equation number is *y*. Optional *x* is `I`, `L`, `C` as in `.DS`.
`.FE`	–	yes	End footnote.
`.FP` *x*	–	no	Set font positions for a family, e.g., `.FP lucidasans`
`.FS`	no	no	Start footnote. The note will be moved to the bottom of the page.
`.HO`	–	no	‘Bell Laboratories, Holmdel, New Jersey 07733’.
`.I` *x y*	no	no	Italicize *x*, append *y*; if no argument switch to italic.
`.IH`	no	no	‘Bell Laboratories, Naperville, Illinois 60540’
`.IM`	no	no	Print document in BTL format for an internal memorandum. Must be first.
`.IP` *x y*	no	yes	Start indented paragraph, with hanging tag *x*. Indentation is *y* ens (default 5).
`.KE`	–	yes	End keep. Put kept text on next page if not enough room.
`.KF`	no	yes	Start floating keep. If the kept text must be moved to the next page, float later

			text back to this page.
.KS	no	yes	Start keeping following text.
.LG	no	no	Make letters larger.
.LP	yes	yes	Start left-blocked paragraph.
.LT	no	yes	Start a letter; a non-empty first argument produces a full Lucent letterhead, a second argument is a room number, a third argument is a telephone number.
.MF	-	-	Print document in BTL format for 'Memorandum for File.' Must be first.
.MH	-	no	'Bell Laboratories, Murray Hill, New Jersey 07974'.
.MR	-	-	Print document in BTL format for 'Memorandum for Record.' Must be first.
.ND *date*	troff	no	Use date supplied (if any) only in special BTL format positions; omit from page footer.
.NH *n*	-	yes	Same as .SH, with automatic section numbers like '1.2.3'; *n* is subsection level (default 1).
.NL	yes	no	Make letters normal size.
.P1	-	yes	Begin program display in constant width font.
.P2	-	yes	End program display.
.PE	-	yes	End picture; see *pic*(1).
.PF	-	yes	End picture; restore vertical position.
.PP	no	yes	Begin paragraph. First line indented.
.PS *h w*	-	yes	Start picture; height and width in inches.
.PY	-	no	'Bell Laboratories, Piscataway, New Jersey 08854'
.QE	-	yes	End quoted material.
.QP	-	yes	Begin quoted paragraph (indent both margins).
.QS	-	yes	Begin quoted material (indent both margins).
.R	yes	no	Roman text follows.
.RE	-	yes	End relative indent level.
.RP	no	-	Cover sheet and first page for released paper. Must precede other requests.
.RS	-	yes	Start level of relative indentation from which subsequent indentation is measured.
.SG *x*	no	yes	Insert signature(s) of author(s), ignored except in .TM and .LT. *x* is the reference line (initials of author and typist). .}f
.SH	-	yes	Section head follows, font automatically bold.
.SM	no	no	Make letters smaller.
.TA *x*...	5...	no	Set tabs in ens. Default is 5 10 15 ...
.TE	-	yes	End table; see *tbl*(1).
.TH	-	yes	End heading section of table.
.TL	no	yes	Title follows.
.TM *x*...	no	-	Print document in BTL technical memorandum format. Arguments are TM number, (quoted list of) case number(s), and file number. Must precede other requests.
.TR *x*	-	-	Print in BTL technical report format; report number is *x*. Must be first.
.TS *x*	-	yes	Begin table; if *x* is H table heading is repeated on new pages.
.UL *x*	-	no	Underline argument (even in troff).
.UX *y z*	-	no	'*z*UNIX*y*'; first use gives registered trademark notice.
.WH	-	no	'Bell Laboratories, Whippany, New Jersey 07981'.

NAME

namespace – name space description file

DESCRIPTION

Namespace files describe how to construct a name space from scratch, an operation normally performed by the *newns* subroutine (see *auth*(2)) which is typically called by *init*(8). Each line specifies one name space operation. Spaces and tabs separate arguments to operations; no quotes or escapes are recognized. Blank lines and lines with # as the first non-space character are ignored. Environment variables of the form `$`*name* are expanded within arguments, where *name* is a UTF string terminated by white space, a `/`, or a `$`.

The known operations and their arguments are:

`mount` [`-abcC`] *servename* `old` [*spec*]
: Mount *servename* on *old*.

`bind` [`-abcC`] *new old*
: Bind *new* on *old*.

`import` [`-abc`] *host* [*remotepath*] *mountpoint*
: Import *remotepath* from machine *server* and attach it to *mountpoint*.

`cd` *dir*
: Change the working directory to *dir*.

`unmount` [*new*] *old*
: Unmount *new* from *old*, or everything mounted on *old* if *new* is missing.

The options for *bind*, *mount*, and *import* are interpreted as in *bind*(1) and *import*(4).

SEE ALSO

bind(1), *namespace*(4), *init*(8)

NAME

ndb – Network database

DESCRIPTION

The network database consists of files describing machines known to the local installation and machines known publicly. The files comprise multi-line tuples made up of attribute/value pairs of the form *attr=value* or sometimes just *attr*. Each line starting without white space starts a new tuple. Lines starting with # are comments.

The file `/lib/ndb/local` is the root of the database. Other files are included in the database if a tuple with an attribute-value pair of attribute `database` and no value exists in `/lib/ndb/local`. Within the `database` tuple, each pair with attribute `file` identifies a file to be included in the database. The files are searched in the order they appear. For example:

```
database=
     file=/lib/ndb/common
     file=/lib/ndb/local
     file=/lib/ndb/global
```

declares the database to be composed of the three files `/lib/ndb/common`, `/lib/ndb/local`, and `/lib/ndb/global`. By default, `/lib/ndb/local` is searched before the others. However, `/lib/ndb/local` may be included in the `database` to redefine its ordering.

Within tuples, pairs on the same line bind tighter than pairs on different lines.

Programs search the database directly using the routines in *ndb*(2) or indirectly using `ndb/cs` and `ndb/dns` (see *ndb*(8)). Both `ndb/cs` and the routine *ndbipinfo* impose structure on the otherwise flat database by using knowledge specific to the network. The internet is made up of networks which can be subnetted multiple times. A network must have an `ipnet` attribute and is uniquely identified by the values of it's `ip` and `ipmask` attributes. If the `ipmask` is missing, the relevant Class A, B or C one is used. The network is subnetted if one or more `ipsubmask`'s are specified. A search for an attribute associated with a network or host starts at the top-level Class A, B, or C network and works it's way down to the specific entry. The attribute/value chosen is the one lowest down in the search, i.e, closest to the host. For example, consider at the following entries:

```
ipnet=murray-hill ip=135.104.0.0 ipmask=255.255.0.0
     ipsubmask=255.255.255.0
     dns=135.104.10.1
     ntp=ntp.cs.bell-labs.com
ipnet=plan9 ip=135.104.9.0 ipmask=255.255.255.0
     ntp=oncore.cs.bell-labs.com
     smtp=smtp1.cs.bell-labs.com
ip=135.104.9.6 sys=anna dom=anna.cs.bell-labs.com
     smtp=smtp2.cs.bell-labs.com
```

Here `anna` is on the subnet `plan9` which is in turn on the class B net `murray-hill`. If one were to search for `anna`'s NTP and SMTP servers, one would get `oncore.cs.bell-labs.com` and `smtp2.cs.bell-labs.com` respectively.

Ndb/cs can be made to perform such network aware searches by using metanames in the dial-string. A metaname is a *$* followed by an attribute name. *Ndb/cs* looks up the attribute relative to the system it is running on. Thus, with the above example, if a program called

```
          dial("tcp!$smtp!smtp", 0, 0, 0);
```

the dial would connect to the SMTP port of `smtp2.cs.bell-labs.com`.

A number of attributes are meaningful to programs and thus reserved. They are:

`sys`	system name
`dom`	Internet domain name
`ip`	Internet address
`ether`	Ethernet address

`bootf`	file to download for initial bootstrap
`ipnet`	Internet network name
`ipmask`	Internet network mask
`ipsubmask`	Internet network mask of this network's subnets
`ipgw`	Internet gateway
`auth`	authentication server to be used
`fs`	file server to be used
`tcp`	a TCP service name
`udp`	a UDP service name
`il`	an IL service name
`port`	a TCP, UDP, or IL port number
`restricted`	a TCP service that can be called only by ports numbered less that 1024
`proto`	a protocol supported by a host. The pair `proto=il` is needed by *cs* (see *ndb*(8)) in tuples for hosts that support the IL protocol
`dnsdomain`	a domain name that *ndb/dns* adds onto any unrooted names when doing a search There may be multiple `dnsdomain` pairs.
`dns`	a DNS server to use (for DNS and DHCP)
`ntp`	an NTP server to use (for DHCP)
`smtp`	an SMTP server to use (for DHCP)
`time`	a time server to use (for DHCP)
`wins`	a Windows name server (for DHCP)
`mx`	mail exchanger (for DNS and DHCP)
`soa`	start of area (for DNS)

The file `/lib/ndb/auth` is used during authentication to decide who has the power to 'speak for' other users; see *authsrv*(6).

EXAMPLES

A tuple for the CPU server, spindle.

```
sys = spindle
     dom=spindle.research.bell-labs.com
     bootf=/mips/9powerboot
     ip=135.104.117.32 ether=080069020677
     proto=il
```

Entries for the network `mh-astro-net` and its subnets.

```
ipnet=mh-astro-net ip=135.104.0.0 ipmask=255.255.255.0
     fs=bootes.research.bell-labs.com
     ipgw=r70.research.bell-labs.com
     auth=p9auth.research.bell-labs.com
ipnet=unix-room ip=135.104.117.0
     ipgw=135.104.117.1
ipnet=third-floor ip=135.104.51.0
     ipgw=135.104.51.1
```

Mappings between TCP service names and port numbers.

```
tcp=sysmon      port=401
tcp=rexec       port=512   restricted
tcp=9fs         port=564
```

FILES

`/lib/ndb/local`
    first database file searched

SEE ALSO

dial(2), *ndb*(2), *ndb*(8), *dhcpd*(8), *ipconfig*(8), *con*(1)

NAME

plot – graphics interface

DESCRIPTION

Files of this format are interpreted by *plot*(1) to draw graphics on the screen. A *plot* file is a UTF stream of instruction lines. Arguments are delimited by spaces, tabs, or commas. Numbers may be floating point. Punctuation marks (except :) , spaces, and tabs at the beginning of lines are ignored. Comments run from : to newline. Extra letters appended to a valid instruction are ignored. Thus `...line`, `line`, `li` all mean the same thing. Arguments are interpreted as follows:

1. If an instruction requires no arguments, the rest of the line is ignored.
2. If it requires a string argument, then all the line after the first field separator is passed as argument. Quote marks may be used to preserve leading blanks. Strings may include newlines represented as `\n`.
3. Between numeric arguments alphabetic characters and punctuation marks are ignored. Thus `line from 5 6 to 7 8` draws a line from (5, 6) to (7, 8).
4. Instructions with numeric arguments remain in effect until a new instruction is read. Such commands may spill over many lines. Thus the following sequence will draw a polygon with vertices (4.5, 6.77), (5.8, 5.6), (7.8, 4.55), and (10.0, 3.6).

```
move 4.5 6.77
vec 5.8, 5.6 7.8
4.55 10.0, 3.6 4.5, 6.77
```

The instructions are executed in order. The last designated point in a `line`, `move`, `rmove`, `vec`, `rvec`, `arc`, or `point` command becomes the 'current point' (*X,Y*) for the next command.

Open & Close

`o` *string* Open plotting device. For *troff*, *string* specifies the size of the plot (default is `6i`).

`cl` Close plotting device.

Basic Plotting Commands

`e` Start another frame of output.

`m` *x y* (move) Current point becomes *x y.*

`rm` *dx dy* Current point becomes *X+dx Y+dy.*

`poi` *x y* Plot the point *x y* and make it the current point.

`v` *x y* Draw a vector from the current point to *x y.*

`rv` *dx dy* Draw vector from current point to X+dx Y+dy

`li` *x1 y1 x2 y2*
Draw a line from *x1 y1* to *x2 y2.* Make the current point *x2 y2.*

`t` *string* Place the *string* so that its first character is centered on the current point (default). If *string* begins with `\C` (`\R`), it is centered (right-adjusted) on the current point. A backslash at the beginning of the string may be escaped with another backslash.

`a` *x1 y1 x2 y2 xc yc r*
Draw a circular arc from *x1 y1* to *x2 y2* with center *xc yc* and radius *r*. If the radius is positive, the arc is drawn counterclockwise; negative, clockwise. The starting point is exact but the ending point is approximate.

`ci` *xc yc r*
Draw a circle centered at *xc yc* with radius *r*. If the range and frame parameters do not specify a square, the 'circle' will be elliptical.

`di` *xc yc r*
Draw a disc centered at *xc yc* with radius *r* using the filling color (see `cfill` below).

`bo` *x1 y1 x2 y2*
Draw a box with lower left corner at *x1 y1* and upper right corner at *x2 y2.*

`sb` *x1 y1 x2 y2*
Draw a solid box with lower left corner at *x1 y1* and upper right corner at *x2 y2* using the filling color (see `cfill` below).

`par` *x1 y1 x2 y2 xg yg*
Draw a parabola from *x1 y1* to *x2 y2* 'guided' by *xg yg.* The parabola passes through the

midpoint of the line joining *xg yg* with the midpoint of the line joining *x1 y1* and *x2 y2* and is tangent to the lines from *xg yg* to the endpoints.

`pol { {`*x1 y1 ... xn yn*`}` ... `{`*X1 Y1 ... Xm Ym*`} }`
: Draw polygons with vertices *x1 y1 ... xn yn* and *X1 Y1 ... Xm Ym.* If only one polygon is specified, the inner brackets are not needed.

`fi { {`*x1 y1 ... xn yn*`}` ... `{`*X1 Y1 ... Xm Ym*`} }`
: Fill a polygon. The arguments are the same as those for `pol` except that the first vertex is automatically repeated to close each polygon. The polygons do not have to be connected. Enclosed polygons appear as holes.

`sp { {`*x1 y1 ... xn yn*`}` ... `{`*X1 Y1 ... Xm Ym*`} }`
: Draw a parabolic spline guided by *x1 y1 ... xn yn* with simple endpoints.

`fsp { {`*x1 y1 ... xn yn*`}` ... `{`*X1 Y1 ... Xm Ym*`} }`
: Draw a parabolic spline guided by *x1 y1 ... xn yn* with double first endpoint.

`lsp { {`*x1 y1 ... xn yn*`}` ... `{`*X1 Y1 ... Xm Ym*`} }`
: Draw a parabolic spline guided by *x1 y1 ... xn yn* with double last endpoint.

`dsp { {`*x1 y1 ... xn yn*`}` ... `{`*X1 Y1 ... Xm Ym*`} }`
: Draw a parabolic spline guided by *x1 y1 ... xn yn* with double endpoints.

`csp { {`*x1 y1 ... xn yn*`}` ... `{`*X1 Y1 ... Xm Ym*`} }`

`in` *filename*
: (include) Take commands from *filename*.

`de` *string* `{` *commands* `}`
: Define *string* as *commands*.

`ca` *string scale*
: Invoke commands defined as *string* applying *scale* to all coordinates.

Commands Controlling the Environment

`co` *string*
: Use color given by first character of *string*, one of `red`, `yellow`, `green`, `blue`, `cyan`, `magenta`, `white`, and `kblack`.

`pe` *string*
: Use *string* as the style for drawing lines. The available pen styles are: `solid`, `dott`[ed], `short`, `long`, `dotd`[ashed] , `cdash`, `ddash`

`cf` *string*
: Color for filling (see `co`, above).

`ra` *x1 y1 x2 y2*
: The data will fall between *x1 y1* and *x2 y2.* The plot will be magnified or reduced to fit the device as closely as possible.
: Range settings that exactly fill the plotting area with unity scaling appear below for devices supported by the filters of *plot*(1). 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 with nonsquare faces.

`fr` *px1 py1 px2 py2*
: Plot the data in the fraction of the display specified by *px1 py1* for lower left corner and *px2 py2* for upper right corner. Thus `frame .5 0 1. .5` plots in the lower right quadrant of the display; `frame 0. 1. 1. 0.` uses the whole display but inverts the *y* coordinates.

`sa`
: Save the current environment, and move to a new one. The new environment inherits the old one. There are 7 levels.

`re`
: Restore previous environment.

SEE ALSO

plot(1), *graph*(1)

NAME

plumb – format of plumb messages and rules

SYNOPSIS

`#include <plumb.h>`

DESCRIPTION

Message format

The messages formed by the *plumb*(2) library are formatted for transmission between processes into textual form, using newlines to separate the fields. Only the data field may contain embedded newlines. The fields occur in a specified order, and each has a name, corresponding to the elements of the `Plumbmsg` structure, that is used in the plumbing rules. The fields, in order, are:

`src`	application/service generating message
`dst`	destination 'port' for message
`wdir`	working directory (used if data is a file name)
`type`	form of the data, e.g. `text`
`attr`	attributes of the message, in *name*=*value* pairs separated by white space (the value must follow the usual quoting convention if it contains white space or quote characters or equal signs; it cannot contain a newline)
`ndata`	number of bytes of data
`data`	the data itself

At the moment, only textual data (`type=text`) is supported.

All fields are optional, but `type` should usually be set since it describes the form of the data, and `ndata` must be an accurate count (possibly zero) of the number of bytes of data. A missing field is represented by an empty line.

Plumbing rules

The `plumber` (see *plumb*(2)) receives messages on its `send` port (applications *send* messages there), interprets and reformats them, and (typically) emits them from a destination port. Its behavior is determined by a plumbing rules file, default `/usr/$user/lib/plumbing`, which defines a set of pattern/action rules with which to analyze, rewrite, and dispatch received messages.

The file is a sequence of rule sets, each of which is a set of one-line rules called patterns and actions. There must be at least one pattern and one action in each rule set. (The only exception is that a rule set may contain nothing but `plumb to` rules; such a rule set declares the named ports but has no other effect.) A blank line terminates a rule set. Lines beginning with a # character are commentary and are regarded as blank lines.

A line of the form

`include` *file*

substitutes the contents of *file* for the line, much as in a C `#include` statement. Unlike in C, the file name is not quoted. If *file* is not an absolute path name, or one beginning `./` or `../`, *file* is looked for first in the directory in which the plumber is executing, and then in `/sys/lib/plumb`.

When a message is received by the `plumber`, the rule sets are examined in order. For each rule set, if the message matches all the patterns in the rule set, the actions associated with the rule set are triggered to dispose of the message. If a rule set is triggered, the rest are ignored for this message. If none is triggered, the message is discarded (giving a write error to the sender) unless it has a `dst` field that specifies an existing port, in which case the message is emitted, unchanged, from there.

Patterns and actions all consist of three components: an *object*, a *verb*, and arguments. These are separated by white space on the line. The arguments may contain quoted strings and variable substitutions, described below, and in some cases contain multiple words. The object and verb are single words from a pre-defined set.

The object in a pattern is the name of an element of the message, such as `src` or `data`, or the special case `arg`, which refers to the argument component of the current rule. The object in an action is always the word `plumb`.

The verbs in the pattern rules describe how the objects and arguments are to be interpreted. Within a rule set, the patterns are evaluated in sequence; if one fails, the rule set fails. Some verbs are predicates that check properties of the message; others rewrite components of the message and implicitly always succeed. Such rewritings are permanent, so rules that specify them should be placed after all pattern-matching rules in the rule set.

- `add` The object must be `attr`. Append the argument, which must be a sequence of *name=value* pairs, to the list of attributes of the message.
- `delete` The object must be `attr`. If the message has an attribute whose name is the argument, delete it from the list of attributes of the message. (Even if the message does not, the rule matches the message.)
- `is` If the text of the object is identical to the text of the argument, the rule matches.
- `isdir` If the text of the object is the name of an existing directory, the rule matches and sets the variable `$dir` to that directory name.
- `isfile` If the text of the object is the name of an existing file (not a directory), the rule matches and sets the variable `$file` to that file name.
- `matches` If the entire text of the object matches the regular expression specified in the argument, the rule matches. This verb is described in more detail below.
- `set` The value of the object is set to the value of the argument.

The `matches` verb has special properties that enable the rules to select which portion of the data is to be sent to the destination. By default, a `data matches` rule requires that the entire text matches the regular expression. If, however, the message has an attribute named `click`, that reports that the message was produced by a mouse click within the text and that the regular expressions in the rule set should be used to identify what portion of the data the user intended. Typically, a program such as an editor will send a white-space delimited block of text containing the mouse click, using the value of the `click` attribute (a number starting from 0) to indicate where in the textual data the user pointed.

When the message has a `click` attribute, the `data matches` rules extract the longest leftmost match to the regular expression that contains or abuts the textual location identified by the `click`. For a sequence of such rules within a given rule set, each regular expression, evaluated by this specification, must match the same subset of the data for the rule set to match the message. For example, here is a pair of patterns that identify a message whose data contains the name of an existing file with a conventional ending for an encoded picture file:

```
data matches '[a-zA-Z0-9_-./]+'
data matches '([a-zA-Z0-9_-./]+).(jpe?g|gif|bit|ps|pdf)'
```

The first expression extracts the largest subset of the data around the click that contains file name characters; the second sees if it ends with, for example, `.jpeg`. If only the second pattern were present, a piece of text `horse.gift` could be misinterpreted as an image file named `horse.gif`.

If a `click` attribute is specified in a message, it will be deleted by the `plumber` before sending the message if the `data matches` rules expand the selection.

The action rules all have the object `plumb`. There are only three verbs for action rules:

- `to` The argument is the name of the port to which the message will be sent. If the message has a destination specified, it must match the `to` port of the rule set or the entire rule set will be skipped. (This is the only rule that is evaluated out of order.)
- `client` If no application has the port open, the arguments to a `plumb start` rule specify a shell program to run in response to the message. The message will be held, with the supposition that the program will eventually open the port to retrieve it.
- `start` Like `client`, but the message is discarded. Only one `start` or `client` rule should be specified in a rule set.

The arguments to all rules may contain quoted strings, exactly as in *rc*(1). They may also contain simple string variables, identified by a leading dollar sign `$`. Variables may be set, between rule sets, by assignment statements in the style of `rc`. Only one variable assignment may appear on a line. The `plumber` also maintains some built-in variables:

- `$0` The text that matched the entire regular expression in a previous `data matches` rule. `$1`, `$2`, etc. refer to text matching the first, second, etc. parenthesized subexpression.

`$attr` The textual representation of the attributes of the message.
`$data` The contents of the data field of the message.
`$dir` The directory name resulting from a successful `isdir` rule. If no such rule has been applied, it is the string constructed syntactically by interpreting `data` as a file name in `wdir`.
`$dst` The contents of the `dst` field of the message.
`$file` The file name resulting from a successful `isfile` rule. If no such rule has been applied, it is the string constructed syntactically by interpreting `data` as a file name in `wdir`.
`$type` The contents of the `type` field of the message.
`$src` The contents of the `src` field of the message.
`$wdir` The contents of the `wdir` field of the message.

EXAMPLE

The following is a modest, representative file of plumbing rules.

```
# these are generally in order from most specific to least,
# since first rule that fires wins.

addr=':(#?[0-9]+)'
protocol='(https?|ftp|file|gopher|mailto|news|nntp|telnet|wais)'
domain='[a-zA-Z0-9_@]+([.:][a-zA-Z0-9_@]+)*/?[a-zA-Z0-9_?,%#~&/\-]+'
file='([:.][a-zA-Z0-9_?,%#~&/\-]+)*'

# image files go to page
type is text
data matches '[a-zA-Z0-9_\-./]+'
data matches '([a-zA-Z0-9_\-./]+).(jpe?g|gif|bit)'
arg isfile $0
plumb to image
plumb start page -w $file

# URLs go to web browser
type is text
data matches $protocol://$domain$file
plumb to web
plumb start window webbrowser $0

# existing files, possibly tagged by line number, go to edit/sam
type is text
data matches '([.a-zA-Z0-9_/-]+[a-zA-Z0-9_/\-])('$addr')?'
arg isfile $1
data set $file
attr add addr=$3
plumb to edit
plumb start window sam $file

# .h files are looked up in /sys/include and passed to edit/sam
type is text
data matches '([a-zA-Z0-9]+\.h)('$addr')?'
arg isfile /sys/include/$1
data set $file
attr add addr=$3
plumb to edit
plumb start window sam $file
```

The following simple plumbing rules file is a good beginning set of rules.

```
# to update: cp /usr/$user/lib/plumbing /mnt/plumb/rules

editor = acme
# or editor = sam
include basic
```

FILES

`/usr/$user/lib/plumbing`	default rules file.
`/mnt/plumb`	mount point for *plumber*(4).
`/sys/lib/plumb`	directory for `include` files.
`/sys/lib/plumb/fileaddr`	public macro definitions.
`/sys/lib/plumb/basic`	basic rule set.

SEE ALSO

plumb(1), *plumb*(2), *plumber*(4), *regexp*(6)

NAME

regexp – regular expression notation

DESCRIPTION

A *regular expression* specifies a set of strings of characters. A member of this set of strings is said to be *matched* by the regular expression. In many applications a delimiter character, commonly /, bounds a regular expression. In the following specification for regular expressions the word ‘character’ means any character (rune) but newline.

The syntax for a regular expression e0 is

```
e3:  literal | charclass | '.' | '^' | '$' | '(' e0 ')'

e2:  e3
  |  e2 REP

REP: '*' | '+' | '?'

e1:  e2
  |  e1 e2

e0:  e1
  |  e0 '|' e1
```

A `literal` is any non-metacharacter, or a metacharacter (one of `.*+?[]()|\^$`), or the delimiter preceded by \.

A `charclass` is a nonempty string *s* bracketed `[` *s* `]` (or `[^`*s*`]`); it matches any character in (or not in) *s*. A negated character class never matches newline. A substring *a*−*b*, with *a* and *b* in ascending order, stands for the inclusive range of characters between *a* and *b*. In *s*, the metacharacters −,], an initial ^, and the regular expression delimiter must be preceded by a \; other metacharacters have no special meaning and may appear unescaped.

A `.` matches any character.

A `^` matches the beginning of a line; `$` matches the end of the line.

The `REP` operators match zero or more (`*`), one or more (`+`), zero or one (`?`), instances respectively of the preceding regular expression `e2`.

A concatenated regular expression, `e1 e2`, matches a match to `e1` followed by a match to `e2`.

An alternative regular expression, `e0 | e1`, matches either a match to `e0` or a match to `e1`.

A match to any part of a regular expression extends as far as possible without preventing a match to the remainder of the regular expression.

SEE ALSO

awk(1), *ed*(1), *grep*(1), *sam*(1), *sed*(1), *regexp*(2)

NAME

rewrite – mail rewrite rules

SYNOPSIS

`/mail/lib/rewrite`

DESCRIPTION

Mail(1) uses rewrite rules to convert mail destinations into commands used to dispose of the mail. Each line of the file is a rule. Blank lines and lines beginning with # are ignored.

Each rewriting rule consists of (up to) 4 strings:

pattern A regular expression in the style of *regexp*(6). The *pattern* is applied to mail destination addresses. The pattern match is case-insensitive and must match the entire address.

type The type of rule; see below.

arg1 An *ed*(1) style replacement string, with `\`*n* standing for the text matched by the *n*th parenthesized subpattern.

arg2 Another *ed*(1) style replacement string.

In each of these fields the substring `\s` is replaced by the login id of the sender and the substring `\l` is replaced by the name of the local machine.

When delivering a message, *mail* starts with the first rule and continues down the list until a pattern matches the destination address. It then performs one of the following actions depending on the *type* of the rule:

>> Append the mail to the file indicated by expanding *arg1*, provided that file appears to be a valid mailbox.

| Pipe the mail through the command formed from concatenating the expanded *arg1* and *arg2*.

`alias` Replace the address by the address(es) specified by expanding *arg1* and recur.

`translate`
Replace the address by the address(es) output by the command formed by expanding *arg1* and recur.

Mail expands the addresses recursively until each address has matched a >> or | rule or until the recursion depth indicates a rewriting loop (currently 32).

If *mail*(1) is called with more than one address and several addresses match | rules and result in the same expanded *arg1*, the message is delivered to all those addresses by a single command, composed by concatenating the common expanded *arg1* and each expanded *arg2*. This mail bundling is performed to reduce the number of times the same message is transmitted across a network. For example, with the following rewrite rule

```
([^!]*.bell-labs.com)!(.*)  |  "/mail/lib/qmail '\s' 'net!\1'" "'\2'"
```

if user `presotto` runs the command

```
% mail plan9.bell-labs.com!ken plan9.bell-labs.com!rob
```

there will follow only one execution of the command

```
/mail/lib/qmail presotto net!plan9.bell-labs.com ken rob
```

Here `/mail/lib/qmail` is an *rc*(1) script used for locally queuing remote mail.

In the event of an error, the disposition of the mail depends on the name of the command executing the rewrite. If the command is called `mail` and is run by `$user`, the command will print an error and deposit the message in `/mail/box/$user/dead.letter`. If the command is called `rmail`, usually because it was invoked to deliver mail arriving over the network, the message will be returned to the sender. The returned message will appear to have been sent by user `postmaster`.

SEE ALSO

mail(1)

NAME

smtpd – SMTP listener configuration

DESCRIPTION

The SMTP daemon of *mail*(1) implements the slave side of the SMTP protocol to accept incoming mail on TCP port 25. In general, *smtpd*'s default parameters are sufficient for internal systems on protected networks, but external or gateway systems require additional security mechanisms. The files `/mail/lib/smtpd.conf`, containing configuration parameters, and `/mail/lib/blocked`, containing banished addresses, provide the means to exercise these facilities.

Input Format

In both files input lines consist of a verb followed by one or more parameters. These tokens are separated by white space or commas and all characters following a # are comments. A # cannot be escaped. Continuation lines are not supported, but verbs that take multiple parameters can be restated on many lines and the associated parameters accumulate into a single set. All token processing is case-insensitive.

Many parameters are *addresses*, either numeric IP addresses in CIDR notation or a *sender address* in UUCP-style format.

An IP address in CIDR notation has the form

    aaa.bbb.ccc.ddd/mask

consisting of a four octet IP address, a slash, and a *mask length* specifying the number of significant high-order bits. The lower the mask length, the larger the range of addresses covered by the CIDR address; see RFC 1878 for a discussion of mask lengths. Missing low-order octets are assumed to be zero. If a mask length is not given, a mask length of 16, 24, or 32 is assumed for addresses containing two, three, or four octets, respectively. These mask lengths select a class B, class C or Class D address block. Notice that this convention differs from the standard treatment, where the default mask length depends on the allocation class of the network block containing the address.

Sender addresses are specified in UUCP notation as follows:

    [domain!]...domain!user

It is seldom necessary to specify more than one domain. When *domain* is missing or *, the address selects the specified user in all domains. A *domain* of the form *.*domain* selects the domain and all of its sub-domains. For example, `example.com!user` only matches the account *user* in domain `example.com`, while `*.example.com!user` selects that account in `example.com` and all of its sub-domains. When *user* is omitted or *, the address selects all users in the specified domain. Finally, when * is the last character of the user name it is a wild-card matching all user names beginning with *user*. This limited pattern matching capability should be used with care. For safety, the sender addresses *, !, *!, !* and *!* are ignored.

/mail/lib/smtpd.conf

This file contains configuration options and parameters describing the local domain. Many of the options can also be specified on the command line; command line options always override the values in this file. Configuration options are:

`defaultdomain` *domain*
: The name of the local domain; it is appended to addresses lacking a domain qualification. This is identical to the `-h` command line option.

`norelay` [on|off]
: If *on* is specified, relaying is prohibited from unauthorized networks to external domains. Authorized networks and domains must be specified by the `ournets` and `ourdomains` verbs described below. Setting this option on is equivalent to specifying the `-f` command line flag, but the list of networks and domains can only be specified in this file.

`verifysenderdom` [on|off]
: When *on*, *smtpd* verifies that the first domain of the sender's address exists. The test is cursory; it checks only that there is a DNS delegation for the domain. Setting the option on is equivalent to specifying the `-r` command line option and is useful for detecting

some unreturnable messages as well as messages with randomly generated domain names.

`saveblockedmsg` [on|off]
: When *on*, causes copies of blocked messages to be saved in subdirectories of `/mail/queue.dump`. Directories are named with the date and file names are random numbers. If this option is *off* blocked messages are discarded. Setting this option on is equivalent to specifying the `−s` command line option.

`ournets` *IP address* [, *IP address*, ..., *IP address*]
: This option specifies trusted source networks that are allowed to relay mail to external domains. These are usually the internal networks of the local domain, but they can also include friendly external networks. Addresses are in CIDR notation.

`ourdomains` *domain* [, *domain*, ..., *domain*]
: This option specifies destination domains that are allowed to receive relayed mail. These are usually the domains served by a gateway system. Domain specifications conform to the format for sender addresses given above.

When the `norelay` option is enabled or the `−f` command line option given, relaying is allowed only if the source IP address is in `ournets` or the destination domain is specified in `ourdomains`.

Blocked Addresses

When `/mail/lib/blocked` exists and is readable, *smtpd* reads a list of banned addresses from it. Messages received from these addresses are rejected with a 5*xx*-series SMTP error code. There is no option to turn blocking on or off; if the file is accessible, blocking is enabled on all *smtpd* sessions, including those from trusted networks.

The command line format and address specifications conform to the notation described above. If the parameters of the verb is sender addresses in UUCP format, the line must begin with an * character; if the parameters are one or more IP addresses, the * must precede the verb. Most verbs cause messages to be rejected; verbs of this class generally select different error messages. The remaining verbs specify addresses that are always accepted, in effect overriding blocked addresses. The file is processed in order, so an override must precede its associated blocked address. Supported verbs are:

`dial` *IP address* [,..., *IP address*]
: The parameters are IP addresses associated with dial-up ports. The rejection message states that connections from dial-up ports are not accepted. Copies of messages are never saved.

`block` *address* [, ... *address*]
: Messages from addresses matching the parameters are rejected with an error message saying that spam is not accepted. The message is saved if the option is enabled.

`relay` *address* [, ... *address*]
: This verb is identical to `block`, but the error message states that the message is rejected because the sending system is being used as a spam relay.

`deny` *address* [, ... *address*]
: The `deny` command rejects a message when the sender address matches one of its parameters. The rejection message asks the sender to contact `postmaster@`*hostdomain* for further information. This verb is usually used to block inadvertently abusive traffic, for example, mail loops and stuck senders. Messages are never saved.

`allow` *address* [, ... *address*]
: The `allow` verb negates the effect of subsequent blocking commands. It is useful when a large range of addresses contains a few legitimate addresses, for example, when a mail server is in a Class C network block of modem ports. Rather than enumerate the dial ports, it is easier to block the entire Class C with a `dial` command, and precede it with an override for the address of the mail server. Similarly, it is possible to block mail from an entire domain while accepting mail from a few friendly senders in the domain. The verb `accept` is a synonym for `allow`.

Scanmail(8) describes spam detection software that works well with the capabilities described here and *mail*(1) defines additional *smtpd* command line arguments applicable to exposed systems.

SEE ALSO

mail(1), *scanmail*(8)

NAME

snap – process snapshots

DESCRIPTION

Process snapshots are used to save a process image for debugging on another machine or at another time. They are like old Unix core dumps but can hold multiple process images and are smaller.

The first line of a snapshot begins with the prefix ‘‘process snapshot’’ and often contains other information as well, such as creation time, user name, system name, cpu type, and kernel type. This information is intended for humans, not programs. Programs reading snapshots should only check that this line begins with the specified prefix.

Throughout the rest of the snapshot, decimal strings are always right-justified, blank-padded to 11 characters, and followed by a single space character.

The rest of the snapshot is one or more records, each of which begins with a one-line header. This header is a decimal process id followed by an identification string, which denotes the type of data in the record.

Records of type `fd`, `fpregs`, `kregs`, `noteid`, `ns`, `proc`, `regs`, `segment`, and `status` are all formatted as a decimal number *n* followed by *n* bytes of data. This data is the contents of the file of the same name found in `/proc`.

The format of the `mem` and `text` sections is not as simple. These sections contain one or more page descriptions. Each describes a one kilobyte page of data. If the section is not a multiple of a kilobyte in size, the last page will be shorter. Each description begins with a one-byte flag. If the flag is `r`, then it is followed by a page of binary data. If the flag is `z`, then the data is understood to be zeros, and is omitted. If the flag is `m` or `t`, then it is followed by two decimal strings *p* and *o*, indicating that this page is the same as the page at offset *o* of the memory or text segment for process *p*. This data must have been previously described in the snapshot, and the offset must be a multiple of a kilobyte.

It is not guaranteed that any of the sections described above be in a process snapshot, although the snapshot quickly becomes useless when too much is missing.

Memory and text images may be incomplete. The memory or text file for a given process may be split across multiple disjoint sections in the snapshot.

SEE ALSO

proc(3), *snap*(4).

NAME

thumbprint – public key thumbprints

DESCRIPTION

Applications in Plan 9 that use public keys for authentication, for example by calling `tlsClient` and `okThumbprint` (see *pushtls*(2)), check the remote side's public key by comparing against thumbprints from a trusted list. The list is maintained by people who set local policies about which servers can be trusted for which applications, thereby playing the role taken by certificate authorities in PKI-based systems. By convention, these lists are stored as files in `/sys/lib/tls/` and protected by normal file system permissions.

Such a thumbprint file comprises lines made up of attribute/value pairs of the form *attr*=*value* or *attr*. The first attribute must be `x509` and the second must be `sha1=`*{hex*`checksum`*of*`binary`*certificate}.* All other attributes are treated as comments. The file may also contain lines of the form `#include`*file*

For example, a web server might have thumbprint

```
x509 sha1=8fe472d31b360a8303cd29f92bd734813cbd923c cn=*.cs.bell-labs.com
```

SEE ALSO

pushtls(2)

NAME

users – file server user list format

DESCRIPTION

The permanent file servers each maintain a private list of users and groups, in `/adm/users` by convention. Each line in the file has the format

num **:** *name* **:** *leader* **:** *members*

where *num* is a decimal integer, *name* and *leader* are printable strings excluding the characters `?`, `=`, `+`, `−`, `/`, and `:`, and *members* is a comma-separated list of such strings. Such a line defines a user and a group with the given *name*; the group has a group leader given by *leader* and group members given by the user names in *members*. The *leader* field may be empty, in which case any group member is a group leader. The *members* field may be empty.

Lines beginning with # are ignored.

The *num* in a line is a number used internally by a file server; there should be no duplicate *num*s in the file. A negative *num* is special: a user with a negative *num* cannot attach to the file server. The file `/adm/users` itself is owned by user *adm*, having a negative *num*, and write protected to others, so it can only be changed via console commands.

SEE ALSO

intro(5), *stat*(5)

NAME

UTF, Unicode, ASCII, rune – character set and format

DESCRIPTION

The Plan 9 character set and representation are based on the Unicode Standard and on the ISO multibyte UTF-8 encoding (Universal Character Set Transformation Format, 8 bits wide). The Unicode Standard represents its characters in 16 bits; UTF-8 represents such values in an 8-bit byte stream. Throughout this manual, UTF-8 is shortened to UTF.

In Plan 9, a *rune* is a 16-bit quantity representing a Unicode character. Internally, programs may store characters as runes. However, any external manifestation of textual information, in files or at the interface between programs, uses a machine-independent, byte-stream encoding called UTF.

UTF is designed so the 7-bit ASCII set (values hexadecimal 00 to 7F), appear only as themselves in the encoding. Runes with values above 7F appear as sequences of two or more bytes with values only from 80 to FF.

The UTF encoding of the Unicode Standard is backward compatible with ASCII: programs presented only with ASCII work on Plan 9 even if not written to deal with UTF, as do programs that deal with uninterpreted byte streams. However, programs that perform semantic processing on ASCII graphic characters must convert from UTF to runes in order to work properly with non-ASCII input. See *rune*(2).

Letting numbers be binary, a rune x is converted to a multibyte UTF sequence as follows:

01. x in [00000000.0bbbbbbb] → 0bbbbbbb
10. x in [00000bbb.bbbbbbbb] → 110bbbbb, 10bbbbbb
11. x in [bbbbbbbb.bbbbbbbb] → 1110bbbb, 10bbbbbb, 10bbbbbb

Conversion 01 provides a one-byte sequence that spans the ASCII character set in a compatible way. Conversions 10 and 11 represent higher-valued characters as sequences of two or three bytes with the high bit set. Plan 9 does not support the 4, 5, and 6 byte sequences proposed by X-Open. When there are multiple ways to encode a value, for example rune 0, the shortest encoding is used.

In the inverse mapping, any sequence except those described above is incorrect and is converted to rune hexadecimal 0080.

FILES

`/lib/unicode` table of characters and descriptions, suitable for *look*(1).

SEE ALSO

ascii(1), *tcs*(1), *rune*(2), *keyboard*(6), *The Unicode Standard*.

NAME

venti.conf – a venti configuration file

DESCRIPTION

A venti configuration file enumerates the various index sections and arenas that constitute a venti system. The components are indicated by the name of the file, typically a disk partition, in which they reside. The configuration file is the only location that file names are used. Internally, venti uses the names assigned when the components were formatted with *fmtarenas*(8) or *fmtisect*(8). In particular, by changing the configuration a component can be copied to a different file.

The configuration file consists of lines in the form described below. Lines starting with # are comments.

`index` *name*
: Names the index for the system.

`arenas` *file*
: *File* contains a collection of arenas, formatted using *fmtarenas*(8).

`isect` *file*
: *File* contains an index section, formatted using *fmtisect*(8).

After formatting a venti system using *fmtindex*(8), the order of arenas and index sections should not be changed. Additional arenas can be appended to the configuration.

EXAMPLE

```
# a sample venti configuration file
#
# formatted with
#    venti/fmtarenas arena. /tmp/disks/arenas
#    venti/fmtisect isect0 /tmp/disks/isect0
#    venti/fmtisect isect1 /tmp/disks/isect1
#    venti/fmtindex venti.conf
#
# server is started with
#    venti/venti

# the name of the index
index main

# the index sections
isect /tmp/disks/isect0
isect /tmp/disks/isect1

# the arenas
arenas /tmp/disks/arenas
```

SEE ALSO

venti(8), *fmtarenas*(8), *fmtisect*(8), *fmtindex*(8)

NAME

vgadb – VGA controller and monitor database

DESCRIPTION

The VGA database, /lib/vgadb, consists of two parts, the first describing how to identify and program a VGA controller and the second describing the timing parameters for known monitors to be loaded into a VGA controller to give a particular resolution and refresh rate. Conventionally, at system boot, the program aux/vga (see *vga*(8)) uses the monitor type in /env/monitor, the display resolution in /env/vgasize, and the VGA controller information in the database to find a matching monitor entry and initialize the VGA controller accordingly.

The file comprises multi-line entries made up of attribute/value pairs of the form *attr=value* or sometimes just *attr*. Each line starting without white space starts a new entry. Lines starting with # are comments.

The first part of the database, the VGA controller identification and programming information, consists of a number of entries with attribute ctlr and no value. Within one of these entries the following attributes are meaningful:

nnnnn
: an offset into the VGA BIOS area. The value is a string expected to be found there that will identify the controller. For example, 0xC0068="#9GXE64 Pro" would identify a #9GXEpro VGA controller if the string #9GXE64 Pro was found in the BIOS at address 0xC0068. There may be more than one identifier attribute per controller. If a match cannot be found, the first few bytes of the BIOS are printed to help identify the card and create a controller entry.

nnnnn−mmmmm
: A range of the VGA BIOS area. The value is a string as above, but the entire range is searched for that string. The string must begin at or after *nnnnn* and not contain any characters at or after *mmmmm*. For example, 0xC0000−0xC0200="MACH64LP" identifies a Mach 64 controller with the string MACH64LP occurring anywhere in the first 512 bytes of BIOS memory.

ctlr
: VGA controller chip type. This must match one of the VGA controller types known to /dev/vgactl (see *vga*(3)) and internally to aux/vga. Currently, ark2000pv, clgd542x, ct65540, ct65545, cyber938x, et4000, hiqvideo, ibm8514, mach32, mach64, mach64xx, mga2164w, neomagic, s3801, s3805, s3928, t2r4, trio64, virge, vision864, vision964, vision968, and w30c516 are recognized.

ramdac
: RAMDAC controller type. This must match one of the types known internally to aux/vga. Currently att20c490, att20c491, att20c492, att21c498, bt485, rgb524mn, sc15025, stg1702, tvp3020, tvp3025, and tvp3026 are recognized.

clock
: clock generator type. This must match one of the types known internally to aux/vga. Currently ch9294, icd2061a, ics2494, ics2494a, s3clock, tvp3025clock, and tvp3026clock are recognized.

hwgc
: hardware graphics cursor type. This must match one of the types known to /dev/vgactl and internally to aux/vga. Currently ark200pvhwgc, bt485hwgc, clgd542xhwgc, clgd546xhwgc, ct65545hwgc, cyber938xhwgc, hiqvideohwgc, mach64xxhwgc, mga2164whwgc, neomagichwgc, rgb524hwgc, s3hwgc, t2r4hwgc, tvp3020hwgc, and tvp3026hwgc are recognized.

membw
: Memory bandwidth in megabytes per second. *Vga* chooses the highest refresh rate possible within the constraints of the monitor (explained below) and the card's memory bandwidth.

linear
: Whether the card supports a large (>64kb) linear memory window. The value is either 1 or 0 (equivalent to unspecified). The current kernel graphics subsystem requires a linear window; entries without linear=1 are of historic value only.

link
: This must match one of the types known internally to aux/vga. Currently vga and ibm8514 are recognized. The type vga handles generic VGA functions and should almost always be included. The type Ibm8514 handles basic graphics accelerator initialization on controllers such as the early S3 family of GUI chips.

The `clock`, `ctlr`, `link`, and `ramdac` values can all take an extension following a `'−'` that can be used as a speed-grade or subtype; matching is done without the extension. For example, `ramdac=stg1702−135` indicates the STG1702 RAMDAC has a maximum clock frequency of 135MHz, and `clock=ics2494a−324` indicates that the frequency table numbered 324 should be used for the ICS2494A clock generator.

The functions internal to `aux/vga` corresponding to the `clock`, `ctlr`, `link`, and `ramdac` values will be called in the order given for initialization. Sometimes the clock should be set before the RAMDAC is initialized, for example, depending on the components used. In general, `link=vga` will always be first and, if appropriate, `link=ibm8514` will be last.

The entries in the second part of `/lib/vgadb` have as attribute the name of a monitor type and the value is conventionally a resolution in the form *X*x*Y*, where *X* and *Y* are numbers representing width and height in pixels. The monitor type (i.e. entry) `include` has special properties, described below and shown in the examples. The remainder of the entry contains timing information for the desired resolution. Within one of these entries the following attributes are meaningful:

`clock` the video dot-clock frequency in MHz required for this resolution. The value 25.175 is known internally to *vga*(8) as the baseline VGA clock rate. `defaultclock` the default video dot-clock frequency in MHz used for this resolution when no memory bandwidth is specified for the card or when *vga* cannot determine the maximum clock frequency of the card.

`shb` start horizontal blanking, in character clocks.

`ehb` end horizontal blanking, in character clocks.

`ht` horizontal total, in character clocks.

`vrs` vertical refresh start, in character clocks.

`vre` vertical refresh end, in character clocks.

`vt` vertical total, in character clocks.

`hsync` horizontal sync polarity. Value must be + or −.

`vsync` vertical sync polarity. Value must be + or −.

`interlace` interlaced mode. Only value `v` is recognized.

`alias` continue, replacing the `alias` line by the contents of the entry whose attribute is given as *value*.

`include` continue, replacing this `include` line by the contents of the previously defined `include` monitor type with matching *value*. (See the examples.) Any non-zero attributes already set will not be overwritten. This is used to save duplication of timing information. Note that *value* is not parsed, it is only used as a string to identify the previous `include=`*value* monitor type entry.

The values given for `shb`, `ehb`, `ht`, `vrs`, `vre`, `vt`, `hsync`, and `vsync` are beyond the scope of this manual page. See the book by Ferraro for details.

EXAMPLES

Basic `ctlr` entry for a laptop with a Chips and Technology 65550 controller:

```
ctlr                        # NEC Versa 6030X/6200MX
    0xC0090="CHIPS 65550 PCI & VL Accelerated VGA BIOS"
    link=vga
    ctlr=hiqvideo linear=1
    hwgc=hiqvideohwgc
```

A more complex entry. Note the extensions on the `clock`, `ctlr`, and `ramdac` attributes. The order here is important: the RAMDAC clock input must be initialized before the RAMDAC itself. The clock frequency is selected by the ET4000 chip.

```
ctlr                           # Hercules Dynamite Power
    0xC0076="Tseng Laboratories, Inc. 03/04/94 V8.00N"
    link=vga
    clock=ics2494a−324
    ctlr=et4000−w32p
    ramdac=stg1702−135
```

Monitor entry for type `vga` (the default monitor type used by *vga*(8)) and resolution 640x480x[18].

```
include = 640x480@60Hz                  # 60Hz, 31.5KHz
    clock=25.175
```

```
    shb=664 ehb=760 ht=800
    vrs=491 vre=493 vt=525

vga = 640x480                     # 60Hz, 31.5KHz
    include=640x480@60Hz
```

Entries for multisync monitors with video bandwidth up to 65MHz.

```
#
# Multisync monitors with video bandwidth up to 65MHz.
#
multisync65 = 1024x768        # 60Hz, 48.4KHz
    include=1024x768@60Hz
multisync65 = 1024x768i       # 87Hz, 35.5KHz (interlaced)
    include=1024x768i@87Hz
multisync65
    alias=vga
```

Note how this builds on the existing `vga` entries.

FILES

`/lib/vgadb`

SEE ALSO

ndb(2), *vga*(3), *ndb*(6), *9load*(8), *vga*(8)
Richard E. Ferraro, *Programming Guide to the EGA, VGA and Super VGA Cards,* Third Edition

BUGS

The database should provide a way to use the PCI bus as well as BIOS memory to identify cards.

ADDING A NEW MONITOR

Adding a new monitor is usually fairly straightforward, as most modern monitors are multisync and the only interesting parameter is the maximum video bandwidth. Once the timing parameters are worked out for a particular maximum video bandwidth as in the example above, an entry for a new monitor with that limit is simply

```
#
# Sony CPD−1304
# Horizontal timing:
#    Allowable frequency range: 28−50KHz
# Vertical timing:
#    Allowable frequency range: 50−87Hz
#
cpd−1304
     alias=multisync65
```

Even this is not necessary, as the monitor type could simply be given as `multisync65`.

ADDING A NEW VGA CONTROLLER

While the use of this database formalizes the steps needed to program a VGA controller, unless you are lucky and all the important components on a new VGA controller card are interconnected in the same way as an existing entry, adding a new entry requires adding new internal types to *vga*(8). Fortunately, the unit of variety has, for the most part, shifted from individual components to entire video chipsets. Thus in lucky cases all that is necessary is the addition of another `0x`NNNNN= line to the entry for the controller. This is particularly true in the case of the ATI Mach 64 and the S3 Virge.

If you need to actually add support for a controller with a different chipset, you will need the data sheets for the VGA controller as well as any RAMDAC or clock generator (these are commonly integrated into the controller). You will also need to know how these components interact. For example, a common combination is an S3 86C928 VGA chip with an ICD2061A clock generator. The ICD2061A is usually loaded by clocking a serial bit-stream out of one of the 86C928 registers. Similarly, the RAMDAC may have an internal clock−doubler and/or pixel−multiplexing modes, in which case both the clock generator and VGA chip must be programmed accordingly. Hardware acceleration for rectangle fills and block copies is provided in the kernel; writing code to handle this is necessary to achieve reasonable performance at high pixel depths.

NAME

intro – introduction to databases

DESCRIPTION

This manual section describes databases available on Plan 9 and the commands that access them. Some of them involve proprietary data that is not distributed outside Bell Laboratories.

NAME

astro – print astronomical information

SYNOPSIS

`astro` [`−dlpsatokm`] [`−c` n] [`−C` d] [`−e` *obj1 obj2*]

DESCRIPTION

Astro reports upcoming celestial events, by default for 24 hours starting now. The options are:

`d` Read the starting date. A prompt gives the input format.

`l` Read the north latitude, west longitude, and elevation of the observation point. A prompt gives the input format. If `l` is missing, the initial position is read from the file `/lib/sky/here`.

`c` Report for *n* (default 1) successive days.

`C` Used with `−c`, set the interval to `d` days (or fractions of days).

`e` Report distance between the centers of objects, in arc seconds, during eclipses or occultations involving *obj1* and *obj2*.

`p` Print the positions of objects at the given time rather than searching for interesting conjunctions. For each, the name is followed by the right ascension (hours, minutes, seconds), declination (degrees, minutes, seconds), azimuth (degrees), elevation (degrees), and semidiameter (arc seconds). For the sun and moon, the magnitude is also printed. The first line of output presents the date and time, sidereal time, and the latitude, longitude, and elevation.

`s` Print output in English words suitable for speech synthesizers.

`a` Include a list of artificial earth satellites for interesting events. (There are no orbital elements for the satellites, so this option is not usable.)

`t` Read ΔT from standard input. ΔT is the difference between ephemeris and universal time (seconds) due to the slowing of the earth's rotation. ΔT is normally calculated from an empirical formula. This option is needed only for very accurate timing of occultations, eclipses, etc.

`o` Search for stellar occultations.

`k` Print times in local time ('kitchen clock') as described in the `timezone` environment variable.

`m` Includes a single comet in the list of objects. This is modified (in the source) to refer to an approaching comet but in steady state usually refers to the last interesting comet (currently Hale-Bopp, C/1995 O1).

FILES

`/lib/sky/estartab`	ecliptic star data
`/lib/sky/here`	default latitude (N), longitude (W), and elevation (meters)

SOURCE

`/sys/src/cmd/astro`

SEE ALSO

scat(7)

BUGS

The `k` option reverts to GMT outside of 1970-2036.

NAME

dict – dictionary browser

SYNOPSIS

`dict` [−k] [−d *dictname*] [−c *command*] [*pattern*]

DESCRIPTION

Dict is a dictionary browser. If a *pattern* is given on the command line, *dict* prints all matching entries; otherwise it repeatedly accepts and executes commands. The options are

−d *dictname* Use the given dictionary. The default is `oed`, the second edition of the Oxford English Dictionary. A list of available dictionaries is printed by option `−d?`.

−c *command* Execute one command and quit. The command syntax is described below.

−k Print a pronunciation key.

Patterns are regular expressions (see *regexp*(6)), with an implicit leading ^ and trailing $. Patterns are matched against an index of headwords and variants, to form a 'match set'. By default, both patterns and the index are folded: upper case characters are mapped into their lower case equivalents, and Latin accented characters are mapped into their non-accented equivalents. In interactive mode, there is always a 'current match set' and a 'current entry' within the match set. Commands can change either or both, as well as print the entries or information about them.

Commands have an address followed by a command letter. Addresses have the form:

/*re*/ Set the match set to all entries matching the regular expression *re*, sorted in dictionary order. Set the current entry to the first of the match set.

!*re*! Like /*re*/ but use exact matching, i.e., without case and accent folding.

n An integer *n* means change the current entry to the *n*th of the current match set.

#*n* The integer *n* is an absolute byte offset into the raw dictionary. (See the A command, below.)

addr+ After setting the match set and current entry according to *addr*, change the match set and current entry to be the next entry in the dictionary (not necessarily in the match set) after the current entry.

addr− Like *addr*+ but go to previous dictionary entry.

The command letters come in pairs: a lower case and the corresponding upper case letter. The lower case version prints something about the current entry only, and advances the current entry to the next in the match set (wrapping around to the beginning after the last). The upper case version prints something about all of the match set and resets the current entry to the beginning of the set.

p,P Print the whole entry.

h,H Print only the headword(s) of the entry.

a,A Print the dictionary byte offset of the entry.

r,R Print the whole entry in raw format (without translating special characters, etc.).

If no command letter is given for the first command, H is assumed. After an H, the default command is p. Otherwise, the default command is the previous command.

FILES

`/lib/dict/oed2`
`/lib/dict/oed2index`
Other files in `/lib`.

SEE ALSO

regexp(6)

SOURCE

`/sys/src/cmd/dict`

BUGS

A font with wide coverage of the Unicode Standard should be used for best results. (Try `/lib/font/bit/pelm/unicode.9.font`.)
If the *pattern* doesn't begin with a few literal characters, matching takes a long time.
The dictionaries are not distributed outside Bell Labs.

NAME

juke – CDROM juke box

SYNOPSIS

`9fs juke`

DESCRIPTION

The *juke* file system is a stand-alone file server, `jukefs`, that stores copies of CDROMs in a simulation of the true juke box that it replaces. Each 'disc' in the juke box appears as a file in `/n/juke` or in a subdirectory of `/n/juke`. Here are descriptions of some of them.

`plan9.1992`	The 1992 Plan 9 release.
`plan9.1995`	The 1995 Plan 9 release.
`dss/dss.???`	Digitized Sky Survey (102 discs covering the night sky); access with *scat*(7).
`eg/*`	Chess end games.

To see the contents of a CDROM, start `9660srv` (see *dossrv*(4)) and mount the service with the file name of the CDROM as the attach specifier.

BUGS

There should be a way to access the contents of the CDROMs without running `9660srv` locally.

NAME

map, mapdemo – draw maps on various projections

SYNOPSIS

`map` *projection* [*option ...*]

`mapdemo`

DESCRIPTION

Map prepares on the standard output a map suitable for display by any plotting filter described in *plot*(1). A menu of projections is produced in response to an unknown *projection*. *Mapdemo* is a short course in mapping.

The default data for *map* are world shorelines. Option `−f` accesses more detailed data classified by feature.

`−f` [*feature* ...]
: Features are ranked 1 (default) to 4 from major to minor. Higher-numbered ranks include all lower-numbered ones. Features are

`shore`[1-4]	seacoasts, lakes, and islands; option `−f` always shows `shore1`
`ilake`[1-2]	intermittent lakes
`river`[1-4]	rivers
`iriver`[1-3]	intermittent rivers
`canal`[1-3]	3=irrigation canals
`glacier`	
`iceshelf`[12]	
`reef`	
`saltpan`[12]	
`country`[1-3]	2=disputed boundaries, 3=indefinite boundaries
`state`	states and provinces (US and Canada only)

In other options coordinates are in degrees, with north latitude and west longitude counted as positive.

`−l` *S N E W*
: Set the southern and northern latitude and the eastern and western longitude limits. Missing arguments are filled out from the list -90, 90, -180, 180, or lesser limits suitable to the projection at hand.

`−k` *S N E W*
: Set the scale as if for a map with limits `−l` *S N E W* . Do not consider any `−l` or `−w` option in setting scale.

`−o` *lat lon rot*
: Orient the map in a nonstandard position. Imagine a transparent gridded sphere around the globe. Turn the overlay about the North Pole so that the Prime Meridian (longitude 0) of the overlay coincides with meridian *lon* on the globe. Then tilt the North Pole of the overlay along its Prime Meridian to latitude *lat* on the globe. Finally again turn the overlay about its 'North Pole' so that its Prime Meridian coincides with the previous position of meridian *rot*. Project the map in the standard form appropriate to the overlay, but presenting information from the underlying globe. Missing arguments are filled out from the list 90, 0, 0. In the absence of `−o`, the orientation is 90, 0, *m*, where *m* is the middle of the longitude range.

`−w` *S N E W*
: Window the map by the specified latitudes and longitudes in the tilted, rotated coordinate system. Missing arguments are filled out from the list -90, 90, -180, 180. (It is wise to give an encompassing `−l` option with `−w`. Otherwise for small windows computing time varies inversely with area!)

`−d` *n* For speed, plot only every *n*th point.

`−r` Reverse left and right (good for star charts and inside-out views).

−v Verso. Switch to a normally suppressed sheet of the map, such as the back side of the earth in orthographic projection.

−s1
−s2 Superpose; outputs for a −s1 map (no closing) and a −s2 map (no opening) may be concatenated.

−g *dlat dlon res*
Grid spacings are *dlat*, *dlon*. Zero spacing means no grid. Missing *dlat* is taken to be zero. Missing *dlon* is taken the same as *dlat*. Grid lines are drawn to a resolution of *res* (2° or less by default). In the absence of −g , grid spacing is 10°.

−p *lat lon extent*
Position the point *lat, lon* at the center of the plotting area. Scale the map so that the height (and width) of the nominal plotting area is *extent* times the size of one degree of latitude at the center. By default maps are scaled and positioned to fit within the plotting area. An *extent* overrides option −k.

−c *x y rot*
After all other positioning and scaling operations have been performed, rotate the image *rot* degrees counterclockwise about the center and move the center to position *x*, *y*, where the nominal plotting area is $-1 \le x \le 1$, $-1 \le y \le 1$. Missing arguments are taken to be 0. −x Allow the map to extend outside the nominal plotting area.

−m [*file* ...]
Use map data from named files. If no files are named, omit map data. Names that do not exist as pathnames are looked up in a standard directory, which contains, in addition to the data for −f,

world	World Data Bank I (default)
states	US map from Census Bureau
counties	US map from Census Bureau

The environment variables MAP and MAPDIR change the default map and default directory.

−b [*lat0 lon0 lat1 lon1*...]
Suppress the drawing of the normal boundary (defined by options −l and −w). Coordinates, if present, define the vertices of a polygon to which the map is clipped. If only two vertices are given, they are taken to be the diagonal of a rectangle. To draw the polygon, give its vertices as a −u track.

−t *file ...*
The *files* contain lists of points, given as latitude-longitude pairs in degrees. If the first file is named −, the standard input is taken instead. The points of each list are plotted as connected 'tracks'.

Points in a track file may be followed by label strings. A label breaks the track. A label may be prefixed by ", :, or ! and is terminated by a newline. An unprefixed string or a string prefixed with " is displayed at the designated point. The first word of a : or ! string names a special symbol (see option −y). An optional numerical second word is a scale factor for the size of the symbol, 1 by default. A : symbol is aligned with its top to the north; a ! symbol is aligned vertically on the page.

−u *file ...*
Same as −t, except the tracks are unbroken lines. (−t tracks appear as dot-dashed lines if the plotting filter supports them.)

−y *file*
The *file* contains *plot*(6)-style data for : or ! labels in −t or −u files. Each symbol is defined by a comment :*name* then a sequence of m and v commands. Coordinates (0,0) fall on the plotting point. Default scaling is as if the nominal plotting range were ra −1 −1 1 1; ra commands in *file* change the scaling.

Projections

Equatorial projections centered on the Prime Meridian (longitude 0). Parallels are straight horizontal lines.

`mercator`	equally spaced straight meridians, conformal, straight compass courses
`sinusoidal`	equally spaced parallels, equal-area, same as `bonne 0`.
`cylequalarea` *lat0*	equally spaced straight meridians, equal-area, true scale on *lat0*
`cylindrical`	central projection on tangent cylinder
`rectangular` *lat0*	equally spaced parallels, equally spaced straight meridians, true scale on *lat0*
`gall` *lat0*	parallels spaced stereographically on prime meridian, equally spaced straight meridians, true scale on *lat0*
`mollweide`	(homalographic) equal-area, hemisphere is a circle `gilbert()` sphere conformally mapped on hemisphere and viewed orthographically
`gilbert`	globe mapped conformally on hemisphere, viewed orthographically

Azimuthal projections centered on the North Pole. Parallels are concentric circles. Meridians are equally spaced radial lines.

`azequidistant`	equally spaced parallels, true distances from pole
`azequalarea`	equal-area
`gnomonic`	central projection on tangent plane, straight great circles
`perspective` *dist*	viewed along earth's axis *dist* earth radii from center of earth
`orthographic`	viewed from infinity
`stereographic`	conformal, projected from opposite pole
`laue`	*radius* = tan(2× *colatitude*), used in X-ray crystallography
`fisheye` *n*	stereographic seen from just inside medium with refractive index *n*
`newyorker` *r*	*radius* = log(*colatitude*/*r*): *New Yorker* map from viewing pedestal of radius *r* degrees

Polar conic projections symmetric about the Prime Meridian. Parallels are segments of concentric circles. Except in the Bonne projection, meridians are equally spaced radial lines orthogonal to the parallels.

`conic` *lat0*	central projection on cone tangent at *lat0*
`simpleconic` *lat0 lat1*	equally spaced parallels, true scale on *lat0* and *lat1*
`lambert` *lat0 lat1*	conformal, true scale on *lat0* and *lat1*
`albers` *lat0 lat1*	equal-area, true scale on *lat0* and *lat1*
`bonne` *lat0*	equally spaced parallels, equal-area, parallel *lat0* developed from tangent cone

Projections with bilateral symmetry about the Prime Meridian and the equator.

`polyconic`	parallels developed from tangent cones, equally spaced along Prime Meridian
`aitoff`	equal-area projection of globe onto 2-to-1 ellipse, based on *azequalarea*
`lagrange`	conformal, maps whole sphere into a circle
`bicentric` *lon0*	points plotted at true azimuth from two centers on the equator at longitudes ±*lon0*, great circles are straight lines (a stretched *gnomonic*)
`elliptic` *lon0*	points plotted at true distance from two centers on the equator at longitudes ±*lon0*
`globular`	hemisphere is circle, circular arc meridians equally spaced on equator, circular arc parallels equally spaced on 0- and 90-degree meridians
`vandergrinten`	sphere is circle, meridians as in *globular*, circular arc parallels resemble *mercator*

Doubly periodic conformal projections.

`guyou`	W and E hemispheres are square
`square`	world is square with Poles at diagonally opposite corners
`tetra`	map on tetrahedron with edge tangent to Prime Meridian at S Pole, unfolded into equilateral triangle
`hex`	world is hexagon centered on N Pole, N and S hemispheres are equilateral triangles

Miscellaneous projections.

`harrison` *dist angle* — oblique perspective from above the North Pole, *dist* earth radii from center of earth, looking along the Date Line *angle* degrees off vertical

`trapezoidal` *lat0 lat1*
equally spaced parallels, straight meridians equally spaced along parallels, true scale at *lat0* and *lat1* on Prime Meridian
`lune(lat,angle)` conformal, polar cap above latitude *lat* maps to convex lune with given *angle* at 90°E and 90°W

Retroazimuthal projections. At every point the angle between vertical and a straight line to 'Mecca', latitude *lat0* on the prime meridian, is the true bearing of Mecca.

`mecca` *lat0* — equally spaced vertical meridians
`homing` *lat0* — distances to Mecca are true

Maps based on the spheroid. Of geodetic quality, these projections do not make sense for tilted orientations. For descriptions, see corresponding maps above.

`sp_mercator`
`sp_albers` *lat0 lat1*

EXAMPLES

`map perspective 1.025 -o 40.75 74`
A view looking down on New York from 100 miles (0.025 of the 4000-mile earth radius) up. The job can be done faster by limiting the map so as not to 'plot' the invisible part of the world: `map perspective 1.025 -o 40.75 74 -l 20 60 30 100`. A circular border can be forced by adding option `-w 77.33`. (Latitude 77.33° falls just inside a polar cap of opening angle arccos(1/1.025) = 12.6804°.)

`map mercator -o 49.25 -106 180`
An 'equatorial' map of the earth centered on New York. The pole of the map is placed 90° away (40.75+49.25=90) on the other side of the earth. A 180° twist around the pole of the map arranges that the 'Prime Meridian' of the map runs from the pole of the map over the North Pole to New York instead of down the back side of the earth. The same effect can be had from `map mercator -o 130.75 74`

`map albers 28 45 -l 20 50 60 130 -m states`
A customary curved-latitude map of the United States.

`map harrison 2 30 -l -90 90 120 240 -o 90 0 0`
A fan view covering 60° on either side of the Date Line, as seen from one earth radius above the North Pole gazing at the earth's limb, which is 30° off vertical. The `-o` option overrides the default `-o 90 0 180`, which would rotate the scene to behind the observer.

FILES

`/lib/map/[1-4]??` — World Data Bank II, for `-f`
`/lib/map/*` — maps for `-m`
`/lib/map/*.x` — map indexes
`/bin/aux/mapd` — Map driver program

SOURCE

`/sys/src/cmd/map`

SEE ALSO

map(6), *plot*(1), *road*(7)

DIAGNOSTICS

'Map seems to be empty'—a coarse survey found zero extent within the `-l` and `-w` bounds; for maps of limited extent the grid resolution, *res*, or the limits may have to be refined.

BUGS

Windows (option `-w`) cannot cross the Date Line. No borders appear along edges arising from visibility limits. Segments that cross a border are dropped, not clipped. Excessively large scale or `-d` setting may cause long line segments to be dropped. *Map* tries to draw grid lines dotted and `-t` tracks dot-dashed. As very few plotting filters properly support curved textured lines, these lines are likely to appear solid. The west-longitude-positive convention betrays Yankee chauvinism. *Gilbert* should be a map from sphere to sphere, independent of the mapping from sphere to plane.

NAME

scat – sky catalogue and Digitized Sky Survey

SYNOPSIS

`scat`

DESCRIPTION

Scat looks up items in catalogues of objects outside the solar system and implements database-like manipulations on sets of such objects. It also provides an interface to *astro*(7) to plot the locations of solar system objects. Finally, it displays images from the Space Telescope Science Institute's Digitized Sky Survey, keyed to the catalogues.

Items are read, one per line, from the standard input and looked up in the catalogs. Input is case-insensitive. The result of the lookup becomes the set of objects available to the database commands. After each lookup or command, if more than two objects are in the set, *scat* prints how many objects are in the set; otherwise it prints the objects' descriptions or cross-index listings (suitable for input to *scat*). An item is in one of the following formats:

`ngc1234`
: Number 1234 in the New General Catalogue of Nonstellar Objects, NGC2000.0. The output identifies the type (`Gx`=galaxy, `Pl`=planetary nebula, `OC`=open cluster, `Gb`=globular cluster, `Nb`=bright nebula, `C+N`=cluster associated with nebulosity, `Ast`=asterism, `Kt`=knot or nebulous region in a galaxy, `***`=triple star, `D*`=double star, `?`=uncertain, `-`=nonexistent, `PD`=plate defect, and (blank)=unverified or unknown), its position in 2000.0 coordinates, its size in minutes of arc, a brief description, and popular names.

`ic1234`
: Like NGC references, but from the Index Catalog.

`sao12345`
: Number 12345 in the Smithsonian Astrophysical Star Catalogue. Output identifies the visual and photographic magnitudes, 2000.0 coordinates, proper motion, spectral type, multiplicity and variability class, and HD number.

`m4`
: Catalog number 4 in Messier's catalog. The output is the NGC number.

`abell1701`
: Catalog number 1701 in the Abell and Zwicky catalog of clusters of galaxies. Output identifies the magnitude of the tenth brightest member of the cluster, radius of the cluster in degrees, its distance in megaparsecs, 2000.0 coordinates, galactic latitude and longitude, magnitude range of the cluster (the 'distance group'), number of members (the 'richness group'), population per square degree, and popular names.

`planetarynebula`
: The set of NGC objects of the specified type. The type may be a compact NGC code or a full name, as above, with no blank.

`"α umi"`
: Names are provided in double quotes. Known names are the Greek letter designations, proper names such as Betelgeuse, bright variable stars, and some proper names of stars, NGC objects, and Abell clusters. Greek letters may be spelled out, e.g. `alpha`. Constellation names must be the three-letter abbreviations. The output is the SAO number. For non-Greek names, catalog numbers and names are listed for all objects with names for which the given name is a prefix.

`12h34m -16`
: Coordinates in the sky are translated to the nearest 'patch', approximately one square degree of sky. The output is the coordinates identifying the patch, the constellations touching the patch, and the Abell, NGC, and SAO objects in the patch. The program prints sky positions in several formats corresponding to different precisions; any output format is understood as input.

`umi`
: All the patches in the named constellation.

`mars`
: The planets are identified by their names. The names `shadow` and `comet` refer to the earth's penumbra at lunar distance and the comet installed in the current *astro*(7). The

output is the planet's name, right ascension and declination, azimuth and altitude, and phase for the moon and sun, as shown by `astro`. The positions are current at the start of *scat 's* execution; see the `astro` command in the next section for more information.

The commands are:

`add` *item* Add the named item to the set.

`keep` *class ...*
: Flatten the set and cull it, keeping only the specified classes. The classes may be specific NGC types, all stars (`sao`), all NGC objects (`ngc`), all M objects (`m`), all Abell clusters (`abell`), or a specified brightness range. Brightness ranges are specified by a leading > or < followed by a magnitude. Remember that brighter objects have lesser magnitudes.

`drop` *class ...*
: Complement to `keep`.

`flat` Some items such as patches represents sets of items. *Flat* flattens the set so *scat* holds all the information available for the objects in the set.

`print` Print the contents of the set. If the information seems meager, try flattening the set.

`expand` *n*
: Flatten the set, expand the area of the sky covered by the set to be *n* degrees wider, and collect all the objects in that area. If *n* is zero, *expand* collects all objects in the patches that cover the current set.

`astro` *option*
: Run *astro*(7) with the specified *options* (to which will be appended `-p`), to discover the positions of the planets. `Astro`'s `-d` and `-l` options can be used to set the time and place; by default, it's right now at the coordinates in `/lib/sky/here`. Running `astro` does not change the positions of planets already in the display set, so `astro` may be run multiple times, executing e.g. `add mars` each time, to plot a series of planetary positions.

`plot` *option*
: Expand and plot the set in a new window on the screen. Symbols for NGC objects are as in Sky Atlas 2000.0, except that open clusters are shown as stippled disks rather than circles. Abell clusters are plotted as a triangle of ellipses. The planets are drawn as disks of representative color with the first letter of the name in the disk (lower case for inferior planets; upper case for superior); the sun, moon, and earth's shadow are unlabeled disks. Objects larger than a few pixels are plotted to scale; however, *scat* does not have the information necessary to show the correct orientation for galaxies.
: The option `nogrid` suppresses the lines of declination and right ascension. By default, *scat* labels NGC objects, Abell clusters, and bright stars; option `nolabel` suppresses these while `alllabel` labels stars with their SAO number as well. The default size is 512×512; options `dx` *n* and `dy` *n* set the *x* and *y* extent. The option `zenithup` orients the map so it appears as it would in the sky at the time and location used by the `astro` command (*q.v.*).
: The output is designed to look best on an LCD display. CRTs have trouble with the thin, grey lines and dim stars. The option `nogrey` uses white instead of grey for these details, improving visibility at the cost of legibility when plotting on CRTs.

`plate` [[*ra dec*] *rasize* [*decsize*]]
: Display the section of the Digitized Sky Survey (plate scale approximately 1.7 arcseconds per pixel) centered on the given right ascension and declination or, if no position is specified, the current set of objects. The maximum area that will be displayed is one degree on a side. The horizontal and vertical sizes may be specified in the usual notation for angles. If the second size is omitted, a square region is displayed. If no size is specified, the size is sufficient to display the centers of all the objects in the current set. If a single object is in the set, the 500×500 pixel block from the survey containing the center of the object is displayed. The survey is stored in the CD-ROM juke box; run `9fs juke` before running *scat*.

`gamma` *value*
: Set the gamma for converting plates to images. Default is -1.0. Negative values display white stars, positive black. The images look best on displays with depth 8 or greater. *Scat* does not change the hardware color map, which should be set externally to a grey scale; try the command `getmap gamma` (see *getmap*(9.1)) on an 8-bit color-mapped

display.

EXAMPLES

Plot the Messier objects and naked-eye stars in Orion.

```
ori
keep m <6
plot nogrid
```

Draw a finder chart for Uranus:

```
uranus
expand 5
plot
```

Show a partial lunar eclipse:

```
astro -d
2000 07 16 12 45
moon
add shadow
expand 2
plot
```

Draw a map of the Pleiades.

```
"alcyone"
expand 1
plot
```

Show a pretty galaxy.

```
ngc1300
plate 10'
```

FILES

`/lib/sky/*.scat`

SOURCE

`/sys/src/cmd/scat`

SEE ALSO

astro(7)

`/lib/sky/constelnames` the three-letter abbreviations of the constellation names.

The data was provided by the Astronomical Data Center at the NASA Goddard Space Flight Center, except for NGC2000.0, which is Copyright © 1988, Sky Publishing Corporation, used (but not distributed) by permission. The Digitized Sky Survey, 102 CD-ROMs, is not distributed with the system.

NAME

intro – introduction to system administration

DESCRIPTION

This manual section describes commands for system administration as well as various utility programs necessary for the system but not routinely invoked by a user.

NAME

9load, ld – PC bootstrap program

SYNOPSIS

(Under MS–DOS)

[*drive* :][*path*]`ld` [*9load*]

DESCRIPTION

9load and *ld* are programs that reside in a FAT file system and bootstrap Plan 9. *9load* loads the kernel, but it cannot be run from DOS; use *ld* to bootstrap (by starting *9load*) if DOS is running. *9load* is run automatically by the boot procedures described below; it cannot be run directly by hand. There are three bootstrap sequences:

– BIOS, MBR, disk partition PBS, *9load*, kernel

– BIOS, floppy PBS, *9load*, kernel

– BIOS, MBR, DOS, *ld*, *9load*, kernel.

Details follow.

9load is a bootstrap program that loads and starts a program, typically the kernel, on a PC. It is run by the PC partition boot sector program (PBS), which usually resides in the first sector of the active partition. A copy of the Plan 9 PBS is kept in `/386/pbs`, but due to the ''cylinder-head-sector'' (CHS) addressing mode of old BIOSes, it can only operate up to 8.5GB into the disk. Plan 9 partitions further into the disk can only be booted using `/386/pbslba`, and then only if the machine's BIOS supports linear block addressing (LBA) mode for disk transfers.

When booting from floppy or hard disk, the BIOS loads the first sector of the medium at location 0x7C00. In the case of a floppy, this is the PBS. In the case of a hard disk it it the master boot record (MBR). The MBR copies itself to address `0x600`, finds the active partition and loads its PBS at address `0x7C00`. A copy of the Plan 9 MBR is kept in `/386/mbr`; some commercial MBRs cannot read sectors past 2GB. The Plan 9 MBR can read sectors up to 8.5GB into the disk, and further if the BIOS supports LBA. The single file `/386/mbr` detects whether the BIOS supports LBA and acts appropriately, defaulting to CHS mode when LBA is not present. The PBSs cannot do this due to code size considerations. The Plan 9 MBR is suitable for booting non-Plan 9 operating systems, and (modulo the large disk constraints just described) non-Plan 9 MBRs are suitable for booting Plan 9.

Thus the default sequence is: BIOS, MBR, PBS, *9load*, kernel.

Because it contains many device drivers for different disks and networks, *9load* is larger than 64K and cannot be run as a DOS ''`.com`'' executable. A stripped-down version that knows about disks but not networks, called *ld* (really `ld.com`), fits in 64K and can be used under DOS to load and start a program (default *9load*) from the FAT16 partition. Its command line argument is of the same format as the *bootfile* specifiers described below. This profusion of loaders is unfortunate, but at least *ld* and *9load* are compiled from the same source.

9load begins execution at address `0x80010000` (64K) and loads the *bootfile* at the entry address specified by the header, usually `0x80100020`. After loading, control is passed to the entry location.

In summary, Plan 9 can be booted on a PC two different ways: either by booting MS-DOS and using *ld* to start *9load* in the appropriate directory, or by booting directly from a Plan 9 boot floppy or disk partition prepared using `format` to install the appropriate files and bootstrap sectors (see *prep*(8)).

The *bootfile*, which may be compressed with *gzip*(1), can be specified to *9load* as a `bootfile=` entry in *plan9.ini*, or if booting from the ethernet, by a BOOTP server. If the `plan9.ini` file contains multiple `bootfile=` entries, *9load* will present a numerical menu of the choices; type the corresponding number to select an entry.

The format of the *bootfile* name is *device* ! *file* or *device* ! *partition* ! *file*. If ! *file* is omitted, the default for the particular *device* is used. Supported *devices* are

`fd`*n* An MS-DOS floppy disk. *N* specifies the floppy drive, either 0 or 1. The *bootfile* is the contents of the MS-DOS *file*. There is no default file. For compatibility with hard disks, a *partition* may be given, but only `dos` is recognized: `fd0!dos!`*file*.

`ether`*n* Ethernet. *N* specifies the Ethernet device number. If a *partition* is specified, it is taken to be the name of a host machine from which to load the kernel. *file* is determined by the `/lib/ndb` (see *ndb*(6)) entry for this PC.

`sd`*Cn* Non-floppy disk. The device name format is described in *sd*(3). A *partition* must be given and must name a partition containing a FAT file system. The name `dos` refers to the first DOS partition on a given device. It is common for Plan 9 partitions to contain a small FAT file system for configuration. By convention, this partition is called `9fat`. There is no default partition or pathname.

When *9load* starts running at physical address 0x10000, it switches to 32-bit mode. It then double maps the first 16Mb of physical memory to virtual addresses 0 and 0x80000000. Physical memory from 0x300000 upwards is used as data space. Next, in order to find configuration information, *9load* searches all units on devices `fd` and `sd`*Cn*, in that order, for a file called `plan9\plan9.ini` or `plan9.ini` (see *plan9.ini*(8)) on a partition named `dos` or `9fat`. If one is found, searching stops and the file is read into memory at physical address 0x1200 where it can be found later by any loaded *bootfile*. Some options in `plan9.ini` are used by *9load*:

`console`
`baud` Specifies the console device and baud rate if not a display.

`ether`*n* Ethernet interfaces. These can be used to load the *bootfile* over a network. Probing for Ethernet interfaces is too prone to error.

`bootfile=`*bootfile* Specifies the *bootfile*. This option is overridden by a command-line argument.

`bootfile=auto` Default.

`bootfile=local` Like *auto*, but do not attempt to load over the network.

`bootfile=manual` After determining which devices are available for loading from, enter prompt mode.

When the search for `plan9.ini` is done, *9load* proceeds to determine which bootfile to load. If there was no *bootfile* option, *9load* chooses a default from the following prioritized device list:

```
fd sd ether
```

9load then attempts to load the *bootfile* unless the `bootfile=manual` option was given, in which case prompt mode is entered immediately. If the default device is `fd`, *9load* will prompt the user for input before proceeding with the default bootfile load after 5 seconds; this prompt is omitted if a command-line argument or *bootfile* option was given.

9load prints the list of available *device*s and enters prompt mode on encountering any error or if directed to do so by a `bootfile=manual` option. In prompt mode, the user is required to type a *bootfile* in response to the `Boot from:` prompt.

9load parses the master boot record and Plan 9 partition tables (see *prep*(8)), leaving partitioning information appended to the in-memory contents of *plan9.ini* for the *bootfile*. This is used by *sd*(3) to initialize partitions so that *kfs*(4) file systems can be mounted as the root file system. A more extensive partitioning is typically done by *fdisk* and *prep* as part of *termrc* or *cpurc* (see *cpurc*(8)).

A control-P character typed at any time on the console causes `9load` to perform a hardware reset (Ctrl-Alt-Del can also be used on a PC keyboard).

When loaded from a PBS (rather than from *ld.com*), *9load* must be contiguously allocated on the disk. See *dossrv*(4) for information on ensuring this.

FILES

[*drive*:] [*path*]`9load`
[*drive*:] [*path*]`ld`
FAT filesystem`:\plan9\plan9.ini`
FAT filesystem`:\plan9.ini`

SOURCE

`/sys/src/boot/pc`

SEE ALSO

plan9.ini(8), *prep*(8)

BUGS

Much of the work done by `9load` is duplicated by the loaded kernel.

If *ld* detects an installed MS-DOS Extended Memory Manager, it attempts to de-install it, but the technique used may not always work. It is safer not to install the Extended Memory Manager before running *ld*.

NAME

9pcon – 9P to text translator

SYNOPSIS

`aux/9pcon` [`-cn`] [`-m` *msize*] *service*

DESCRIPTION

9pcon provides a textual interface to *service*, a conventional 9P server. By default, *9pcon* interprets *service* as a file to be opened. The `-c` flag causes *9pcon* to interpret *service* as a command to run which will carry out a (binary) 9P conversation over file descriptors 0 and 1. The `-n` flag causes *9pcon* to interpret *service* as a network address to dial.

Once the connection is established, *9pcon* prints R-messages as they arrive from the server, and sends T-messages as they are typed on standard input. There is no prompt. Lines beginning with # are ignored. The syntax for T-messages is one of:

`Tversion` *msize version*
`Tauth` *afid uname aname*
`Tattach` *fid afid uname aname*
`Twalk` *fid newfid wname...*
`Topen` *fid mode*
`Tcreate` *fid name perm mode*
`Tread` *fid offset count*
`Twrite` *fid offset data*
`Tclunk` *fid*
`Tremove` *fid*
`Tstat` *fid*
`Twstat` *fid name uid gid mode mtime length*
`Tflush` *oldtag*

See *intro*(5) for a description of the fields in each message. For the most part, the syntax mirrors the description of the messages in section 5. The exceptions are that the tags on the T-messages are added automatically; `Twalk`'s *nwname* count is inferred from the number of *wnames* given; and `Twstat`'s *dir* is in expanded form rather than being an opaque byte sequence. Note that since commands are parsed with `tokenize` (see *getfields*(2)), it is easy to pass empty strings for absent *name*, *uid*, and *gid* fields. To ease specifying default integer fields, the `Twstat` message recognizes ~0 in the *mode*, *mtime*, and *length* arguments. For example,

```
Twstat 101 '' '' sys ~0 ~0 ~0
```

sends a *wstat* message that attempts to change the group id associated with

SOURCE

`/sys/src/cmd/aux/9pcon.c`

SEE ALSO

intro(5)

BUGS

There should be a flag to wait for responses, to facilitate scripting.

NAME

apm – Advanced Power Management 1.2 BIOS interface

SYNOPSIS

(in plan9.ini) `apm0=`

bind –a '#P' /dev

`aux/apm` [`-d` *device*] [`-m` *mountpoint*] [`-s` *service*]

DESCRIPTION

Aux/apm presents at *mountpoint* (default `/mnt/apm`) an interface to the APM 1.2 BIOS (see *apm*(3)) *device* (the default is to try `/dev/apm`, followed by `#P/apm`). If a *service* is specified, the interface will be posted at `/srv/`*service* as well.

The directory contains the following files.

`battery`
: Contains one line for each battery in the system. Each line lists three fields: the status (a string, one of `unknown`, `high`, `low`, `critical`, or `charging`), the percent charge remaining, and an estimate of the amount of time left in seconds. If either or both of the last two are unknown, the corresponding field will be zero.

`ctl`
: The `ctl` file is used to set power management modes for various parts of the system. Control messages are of the form ''*device verb*,'' where *device* is one of `system`, `display`, `storage`, `lpt`, `eia`, `network`, and `pcmcia`, and *verb is one of* `enable`, `disable`, `standby`, and `on`. `Enable` and `disable` control whether power management is active for the device, while `standby` puts the device into standby mode and `on` brings it back to full power.

`event`
: Reads from this file will block until an APM event has occurred. A large enough read is guaranteed to return an integral number of textual event descriptions, one per line.

SOURCE

`/sys/src/cmd/aux/apm.c`
`/acme/bin/Battery`

BUGS

The verbs `suspend` and `off` should be supported but doing so requires nontrivial help from the kernel.

NAME

changeuser, wrkey, convkeys, convkeys2, printnetkey, status, auth.srv, guard.srv, login, disable, enable – maintain authentication databases

SYNOPSIS

`auth/changeuser` [−np] *user*

`auth/wrkey`

`auth/convkeys` [−p] *keyfile*

`auth/convkeys` [−p] *keyfile*

`auth/printnetkey` *user*

`auth/status` *user*

`auth/enable` *user*

`auth/disable` *user*

`auth/auth.srv`

`auth/guard.srv`

`auth/login` *user*

DESCRIPTION

These administrative commands run only on the authentication server. *Changeuser* manipulates an authentication database file system served by *keyfs*(4) and used by file servers. There are two authentication databases, one holding information about Plan 9 accounts and one holding SecureNet keys. A *user* need not be installed in both databases but must be installed in the Plan 9 database to connect to a Plan 9 service.

Changeuser installs or changes *user* in an authentication database. It does not install a user on a Plan 9 file server; see *fs*(8) for that.

Option `−p` installs *user* in the Plan 9 database. *Changeuser* asks twice for a password for the new *user*. If the responses do not match or the password is too easy to guess the *user* is not installed. *Changeuser* also asks for an APOP secret. This secret is used in the APOP (RFC1939), CRAM (RFC2195), and Microsoft challenge/response protocols used for POP3, IMAP, and VPN access.

Option `−n` installs *user* in the SecureNet database and prints out a key for the SecureNet box. The key is chosen by *changeuser*.

If neither option `−p` or option `−n` is given, *changeuser* installs the *user* in the Plan 9 database.

Changeuser prompts for biographical information such as email address, user name, sponsor and department number and appends it to the file `/adm/netkeys.who` or `/adm/keys.who`.

Wrkey prompts for a machine key, host owner, and host domain and stores them in local non-volatile RAM.

Convkeys re-encrypts the key file *keyfile*. Re-encryption is performed in place. Without the `−p` option *convkeys* uses the key stored in `/dev/keys` to decrypt the file, and encrypts it using the new key. By default, *convkeys* prompts twice for the new password. The `−p` forces *convkeys* to also prompt for the old password. The format of *keyfile* is described in *keyfs*(4).

The format of the key file changed between Release 2 and 3 of Plan 9. *Convkeys2* is like *convkeys*. However, in addition to rekeying, it converts from the previous format to the Release 3 format.

Printnetkey displays the network key as it should be entered into the hand-held Securenet box.

Status is a shell script that prints out everything known about a user and the user's key status.

Enable/disable are shell scripts that enable/disable both the Plan 9 and Netkey keys for individual users.

Auth.srv is the program, run only on the authentication server, that handles ticket requests on IL port 566. It is started by an incoming call to the server requesting a conversation ticket; its standard input and output are the network connection. *Auth.srv* executes the authentication server's end of the appropriate protocol as described in *authsrv*(6).

Guard.srv is similar. It is called whenever a foreign (e.g. Unix) system wants to do a SecureNet challenge/response authentication.

Login allows a user to change his authenticated id to *user*. *Login* sets up a new namespace from `/lib/namespace` and exec's *rc*(1) under the new id.

FILES

`/adm/keys.who`	List of users in the Plan 9 database.
`/adm/netkeys.who`	List of users in the SecureNet database.
`/sys/lib/httppasswords`	List of realms and passwords for HTTP access.

SOURCE

`/sys/src/cmd/auth`

SEE ALSO

keyfs(4), *securenet*(8)

NAME

boot – connect to the root file server

SYNOPSIS

`/boot` [`-fkm`] [`-u`*username*] [*method* ! *fs-addr*]

DESCRIPTION

Boot is the first program run after a kernel has been loaded. It connects to the file server that will serve the root, performs any authentication needed to connect to that server, and *exec*(2)'s the *init*(8) program. It is started by the kernel, never run directly by the user. See *booting*(8) for information about the process of loading the kernel (and *boot*) into memory.

Once loaded, the kernel initializes its data structures and devices. It sets the two environment variables `/env/cputype` and `/env/terminal` to describe the processor. It then binds a place-holder file server, *root*(3), onto `/` and crafts an initial process whose sole function is to *exec*(2) `/boot`, a binary which is compiled into *root*(3).

The command line passed depends on the information passed from boot ROM to kernel. Machines that boot directly from ROM (that is, most machines other than PCs) pass the boot line given to the ROM directly to *boot*.

On the PC, each line in the DOS file `plan9.ini` of the form *name*=*value* is passed to the boot program as an environment variable with the same name and value. The command line is

`/386/9dos` *method* ! *server*

(The first argument is ignored by *boot*.) *Boot* must determine the file *server* to use and a *method* with which to connect to it. Typically this will name a file server on the network, or state that the root file system is on local disk and name the partition. The complete list of methods is given below.

Boot must also set a user name to be used as the owner of devices and all console processes and an encryption key to be used when challenged. *Boot* will prompt for these.

Method and address are prompted for first. The prompt lists all valid methods, with the default in brackets, for example:

```
root is from (il, local!#S/sdC0/fs)[il]:
```

A newline picks the default. Other possible responses are *method* or *method* ! *address*. To aid in automatic reboot, the default is automatically taken on CPU servers if nothing is typed within 15 seconds.

The other interactions depend on whether the system is a terminal or a CPU server.

Terminal

The terminal must have a *username* to set. If none is specified with the `-u` option, *boot* will prompt for one on the console:

```
user:
```

The user will also be prompted for a password to be used as an encryption key on each *attach*(5):

```
password:
```

With most *methods boot* can now connect to the file server. However, with the serial line *methods* `9600` and `19200`, the actual mechanics of setting up the complete connection are too varied to put into the boot program. Instead *boot* lets the user set up the connection. It prints a prompt on the console and then simulates a dumb terminal between the user and the serial line:

```
Connect to file system now, type ctrl-d when done.
(Use the view or down arrow key to send a break)
```

The user can now type at the modem to dial the number. What is typed depends on the modem and is beyond this discussion.

When the user types a control-D, *boot* stops simulating a terminal and starts the file system protocol over the serial line.

Once connected, *boot* mounts the root file system before `/` and makes the connection available as `#s/boot` for subsequent processes to mount (see *bind*(2)). *Boot* completes by *exec*(2)'ing

`/$objtype/init -t`. If the `-m` option is given it is also passed as an option to *init*.

If the kernel has been built with the cache file system, *cfs*(4), the local disk partition `/dev/sd`*XX*`/cache` (where XX is a unit specifier) exists, and the root file system is from a remote server, then the kernel will insert a user level cache process between the remote server and the local namespace that caches all remote accesses on the local partition. The `-f` flag commands `cfs` to reformat the cache partition.

CPU Servers

The user owning devices and console processes on CPU servers and that user's domain and encryption key are read from NVRAM on all machines except PC's. PC's keep the information in the disk partition `/dev/sd`*XX*`/nvram`. If a `-k` option is given or if no stored information is found *boot* will prompt for all three items and store them.

```
password:
authid: bootes
authdom: research.bell-labs.com
```

The key is used for mutual authentication of the server and its clients. The domain and id identify the owner of the key.

Once connected, *boot* behaves as on the terminal except for *exec*(2)'ing `/$objtype/init -c`.

Booting Methods

The methods available to any system depend on what was compiled into the kernel. The complete list of booting methods are listed below.

- `il` connect via Ethernet using the IL protocol.
- `tcp` connect via Ethernet using the TCP protocol. This method is used only if the initial file server is on a Unix system.
- `local` connect to the local file system.

For the `il` and `tcp` methods, the address must be a numeric IP address. If no address is specified, a file server address will be found from another system on the network using the BOOTP protocol and the Plan 9 vendor-specific fields.

FILES

`#s/boot`

SOURCE

`/sys/src/9/boot`

SEE ALSO

root(3), *dhcpd*(8), *init*(8)

NAME

booting – bootstrapping procedures

SYNOPSIS

none

DESCRIPTION

This manual page collects the incantations required to bootstrap Plan 9 machines. Some of the information here is specific to the installation at Bell Labs; some is generic.

If a CPU server is up, BOOTP/DHCP and TFTP will run from there; if not, the necessary files and services must be available on a separate machine, such as a Unix system, to use these protocols for bootstrapping.

Be sure to read *boot*(8) to understand what happens after the kernel is loaded.

Terminals

To bootstrap a diskless terminal or a CPU server, a file server must be running. PCs can boot from a floppy disk or any FAT16 partition. On all the terminals, typing two control-T's followed by a lower-case `r` reboots the machine; other methods of rebooting are mentioned for some machines.

PCs

To boot a PC, it is necessary to get `/386/9load` loaded into memory. There are many ways to do this. A Plan 9 boot floppy prepared by `format` (see *prep*(8)) will load `9load` when the PC is reset or powered on. Other methods are described in *9load*(8). `9load` then locates and loads a Plan 9 kernel, using configuration information from the file `plan9.ini` stored in the `9fat` configuration partition or on a DOS file system. See *9load*(8) for details.

Once the kernel is booted, it behaves like the others. See *boot*(8) for details.

Alpha PCs

Alpha PCs must be booted via TFTP using the SRM console. If the system has ARC firmware instead, SRM may be downloaded from

```
http://www.compaq.com/
```

You must configure the SRM firmware to load the file `/alpha/bootalphapc`. The following commands may be used (replace ewa0 with the name of your ethernet device, if different):

```
set boot_reset ON
set boot_file /alpha/bootalphapc
set bootdef_dev ewa0
set ewa0_inet_init bootp
set ewa0_protocols BOOTP
```

This secondary bootstrap program will first load the file `/alpha/conf/`<IP-address> (substituting the IP address of the system as obtained via bootp). This file is expected to be in *plan9.ini*(8) format (the file `/alpha/conf/10.0.0.2` may be used as a template). It then loads the kernel via tftp, using the value of `bootfile` to tell it which file to load; this should be `/alpha/9apc` for terminals.

CPU Servers

The Plan 9 CPU servers are multi-user, so they do not request a user name when booting. On the CPU servers, typing a control-P on the console reboots the machine.

PC CPU Server

Proceed as for the PC terminal, but load `/386/9pccpu` or `/386/9pccpudisk`.

Alpha PC CPU Server

Proceed as for the Alpha PC terminal, but use `/alpha/9apccpu` as the value of `bootfile`.

SGI Challenge multiprocessor CPU Server

The Challenge ROM monitor can boot from the Ethernet. To boot from the Ethernet, type

```
bootp()/mips/9ch
```

or use the ROM command `setenv` to set the variable `bootfile` to that same string and type `boot`. To load a different file, tell `bootp` which file to load, and to force the download to come from a particular system, `bootp()system:file`. Any arguments after `bootp()file` are passed to `/boot`. If you are running a Plan 9 BOOTP server (see *dhcpd*(8)), the file name can be omitted and the file specified by the `bootf` parameter for the machine in `/lib/ndb` will be downloaded by default.

Once the kernel is loaded, it prompts for the Ethernet protocol to use to reach the root file server; request the default.

File servers

The CPU servers and terminals run essentially the same program, but the Plan 9 file servers run a distinct system. The file servers accept only the commands described in *fs*(8) on their consoles.

PC File Server

Boot the PC file server like a regular PC, loading the appropriate file system kernel.

SEE ALSO

9load(8), *boot*(8), *fs*(8), *init*(8), *plan9.ini*(8)

SOURCE

Sources for the various boot programs are under `/sys/src/boot`.

BUGS

The file server should be able to boot from its own disk.

NAME

buildindex – rebuild a Venti index

SYNOPSIS

`venti/buildindex` [`-B` *blockcachesize*] [`-Z`] *venti.config tmp*

DESCRIPTION

Buildindex populates the index for the Venti system described in *venti.config*. The index must have previously been formatted using *fmtindex*(8). This command is typically used to build a new index for a Venti system when the old index becomes too small, or to rebuild an index after media failure. Small errors in an index can usually be fixed with *checkindex*(8).

The *tmp* file, usually a disk partition, must be large enough to store a copy of the index. This temporary space is used to perform a merge sort of index entries generated by reading the arenas.

Options to *buildindex* are:

`-B` *blockcachesize*
: The amount of memory, in bytes, to use for caching raw disk accesses while running *buildindex*. (This is not a property of the created index.) The default is 8k. The units for the size can be specified by appending `k`, `m`, or `g` to indicate kilobytes, megabytes, or gigabytes respectively.

`-Z`
: Do not zero the index. This option should only be used when it is known that the index was already zeroed.

SOURCE

`/sys/src/cmd/venti`

SEE ALSO

venti(8), *checkindex*(8), *fmtindex*(8), *venti.conf*(6)

BUGS

Should allow an individual index section to be rebuilt. The merge sort could be performed in the space used to store the index rather than requiring a temporary file.

NAME

checkarenas – check the integrity, and optionally fix, Venti arenas

SYNOPSIS

`venti/checkarenas` [`−afv`] *file*

DESCRIPTION

Checkarenas examines the Venti arenas contained in the given *file*. The program detects various error conditions, and optionally attempts to fix any errors that are found.

Option to *checkarenas* are:

`−a` For each arena, scan the entire data section. If this option is omitted, only the end section of the arena is examined.

`−f` Attempt to fix any errors that are found.

`−v` Increase the verbosity of output.

SOURCE

`/sys/src/cmd/venti`

SEE ALSO

venti(8)

NAME

checkindex – check the integrity and optionally fix a Venti index

SYNOPSIS

`venti/checkindex` [`-f`] [`-B` *blockcachesize*] *venti.config tmp*

DESCRIPTION

Checkindex examines the Venti index described in *venti.config*. The program detects various error conditions including: blocks that are not indexed, index entries for blocks that do not exist, and duplicate index entries. If requested, an attempt can be made to fix errors that are found.

The *tmp* file, usually a disk partition, must be large enough to store a copy of the index. This temporary space is used to perform a merge sort of index entries generated by reading the arenas.

Option to *checkindex* are:

`-B` *blockcachesize*
The amount of memory, in bytes, to use for caching raw disk accesses while running *checkindex*. The default is 8k. The units for the size can be specified by appending `k`, `m`, or `g` to indicate kilobytes, megabytes, or gigabytes respectively.

`-f` Attempt to fix any errors that are found.

SOURCE

`/sys/src/cmd/venti`

SEE ALSO

venti(8), *buildindex*(8), *venti.conf*(6)

NAME

cpurc, termrc – boot script

SYNOPSIS

`cpurc`

`termrc`

DESCRIPTION

After the kernel boots, it execs `/boot` (see *root*(3)), which in turn execs `/$cputype/init`. *Init*(8) sets the `$service` environment variable to `cpu` or `terminal`, and then invokes the appropriate `rc` script to bring the system up.

Based on the values of `$sysname` and `$terminal` these scripts start appropriate network processes and administrative daemons and enable swapping. *Cpurc* sets `/env/boottime` to the time *cpurc* was executed and `/env/NPROC` to a value suitable for parallel compilation in *mk*(1).

These files should be edited by local installations to reflect the configuration of their systems. If an executable file `/sys/lib/sysconfig/termrc/$sysname` exists for the machine named `$sysname`, *termrc* will execute it as its last act. This action is suppressed, as is automatic initialization of the mouse and VGA on a PC, if the user is `none`.

FILES

`/sys/lib/sysconfig/termrc` machine-specific configuration scripts for *termrc*.

SOURCE

`/rc/bin/cpurc`
`/rc/bin/termrc`

SEE ALSO

srv(4), *namespace*(6), *init*(8), *listen*(8)

NAME

cron – clock daemon

SYNOPSIS

`auth/cron [ -c ]`

DESCRIPTION

Cron executes commands at specified dates and times according to instructions in the files `/cron/`*user*`/cron`. It runs only on an authentication server. Option `-c` causes *cron* to create `/cron/`*user* and `/cron/`*user*`/cron` for the current user; it can be run from any Plan 9 machine.

Blank lines and lines beginning with # in these files are ignored. Entries are lines with fields

minute hour day month weekday host command

Command is a string, which may contain spaces, that is passed to an *rc*(1) running on *host* for execution. The first five fields are integer patterns for

minute	0–59
hour	0–23
day of month	1–31
month of year	1–12
day of week	0–6; 0=Sunday

The syntax for these patterns is

```
time  : '*'
      | range
range : number
      | number '-' number
      | range ',' range
```

Each number must be in the appropriate range. Hyphens specify inclusive ranges of valid times; commas specify lists of valid time ranges.

To run the job, *cron* calls *host* and authenticates remote execution, equivalent to running `rx` *host command* (see *con*(1)). The user's profile is run with `$service` set to `rx`.

Cron is not a reliable service. It skips commands if it cannot reach *host* within two minutes, or if the *cron* daemon is not running at the appropriate time.

EXAMPLES

Here is the job that mails system news.

```
% cat /cron/upas/cron
# send system news
15 8-17, 21 ***     helix     /mail/lib/mailnews
%
```

SOURCE

`/sys/src/cmd/auth/cron.c`

SEE ALSO

con(1), *rc*(1)

NAME

dhcpd, rarpd, tftpd – Internet booting

SYNOPSIS

`ip/dhcpd` [−mdsnp] [−f *ndb−file*] [−x *netmtpt*] [−M *secs*] [*address n*]*

`ip/rarpd` [−d] [−e *etherdev*] [−x *netmtpt*]

`ip/tftpd` [−dr] [−h *homedir*] [−x *netmtpt*]

DESCRIPTION

These programs support booting over the Internet. They should all be run on the same server to allow other systems to be booted. *Dhcpd* and *tftpd* are used to boot everything; *rarpd* is an extra piece just for Suns.

Dhcpd runs the BOOTP and DHCP protocols. Clients use these protocols to obtain configuration information. This information comes from attribute/value pairs in the network database (see *ndb*(6) and *ndb*(8)). DHCP requests are honored both for static addresses found in the NDB and for dynamic addresses listed in the command line. DHCP requests are honored if either:
– there exists an NDB entry containing both the ethernet address of the requester and an IP address on the originating network or subnetwork.
– a free dynamic address exists on the originating network or subnetwork.

A BOOTP request is honored it all of the following are true:
– there exists an NDB entry containing both the ethernet address of the requester and an IP address on the originating network or subnetwork.
– the entry contains a `bootf=` attribute
– the file in the `bootf=` attribute is readable.

Dynamic addresses are specified on the command line as a list of addresses and number pairs. For example,

```
ip/dhcpd 10.1.1.12 10 10.2.1.70 12
```

directs *dhcpd* to return dynamic addresses 10.1.1.12 through 10.1.1.21 inclusive and 10.2.1.70 through 10.2.1.81 inclusive.

Dhcpd maintains a record of all dynamic addresses in the directory `/lib/ndb/dhcp`, one file per address. If multiple servers have access to this common directory, they will correctly coordinate their actions.

Attributes come from either the NDB entry for the system, the entry for its subnet, or the entry for its network. The system entry has precedence, then the subnet, then the network. The NDB attributes used are:

`ip`	the IP address
`ipmask`	the IP mask
`ipgw`	the default IP gateway
`dom`	the domain name of the system
`fs`	the default Plan 9 name server
`auth`	the default Plan 9 authentication server
`dns`	a domain name server
`ntp`	a network time protocol server
`time`	a time server
`wins`	a NETBIOS name server
`www`	a World Wide Web proxy
`pop3`	a POP3 mail server
`smtp`	an SMTP mail server
`bootf`	the default boot file

Dhcpd will answer BOOTP requests only if it has been specifically targeted or if it has read access to the boot file for the requester. That means that the requester must specify a boot file in the request or one has to exist in NDB for *dhcpd* to answer. *Dhcpd* will answer all DHCP requests for which it can associate an IP address with the requester. The options are:

`d` Print debugging to standard output.

`m` Mute: don't reply to requests, just log them and what *dhcpd* would have done.

`f` Specify a file other than `/lib/ndb/local` as the network database.

`s` Sleep 2 seconds before answering requests. This is used to make a server be a backup only.

`n` Don't answer BOOTP requests.

`p` Answer DHCP requests from PPTP clients only.

`x` The IP stack to use is mounted at *netmtpt*. The default is `/net`.

`M` Use *secs* as the minimum lease time.

Rarpd performs the Reverse Address Resolution Protocol, translating Ethernet addresses into IP addresses. The options are:

`d` Print debugging to standard output.

`e` Use the Ethernet mounted at `/net/`*etherdev*.

`x` The IP stack to use is mounted at *netmtpt*. The default is `/net`.

Tftpd transfers files to systems that are booting. It runs as user `none` and can only access files with global read permission. The options are:

`d` Print debugging to standard output.

`x` The IP stack to use is mounted at *netmtpt*. The default is `/net`.

`h` Change directory to *homedir*. The default is `/lib/tftpd`. All requests for files with non-rooted file names are served starting at this directory with the exception of files of the form `xxxxxxxx.SUNyy`. These are Sparc kernel boot files where `xxxxxxxx` is the hex IP address of the machine requesting the kernel and `yy` is an architecture identifier. *Tftpd* looks up the file in the network database using *ipinfo* (see *ndb*(2)) and responds with the boot file specified for that particular machine. If no boot file is specified, the transfer fails. *Tftpd* supports only octet mode.

`r` Restricts access to only those files rooted in the *homedir*.

FILES

`/lib/ndb/dhcp` directory of dynamic address files

SOURCE

`/sys/src/cmd/ip`

SEE ALSO

ndb(6)

NAME

drawterm – connect to Plan 9 CPU servers from other operating systems

SYNOPSIS

`drawterm` [`−a` *authaddr*] [`−c` *cpuaddr*] [`−d` depth] [`−r` root] [`−nm`]

DESCRIPTION

Drawterm is *not* a Plan 9 program. It is a program that users of non-Plan 9 systems can use to establish graphical *cpu*(1) connections with Plan 9 CPU servers. Just as a real Plan 9 terminal does, *drawterm* serves its local name space as well as some devices (the keyboard, mouse, and screen) to a remote CPU server, which mounts this name space on `/mnt/term` and starts a shell. Typically, either explicitly or via the profile, one uses the shell to start *rio*(1).

By default, drawterm uses the CPU server CPUSERV and the authentication server AUTHSERV. The `−a` and `−c` options specify alternate servers. (Edit the source to set appropriate local values for the variables AUTHSERV and CPUSERV).

On Windows systems, the file system served by the terminal (and mounted on `/mnt/term`) is the tree rooted at `c:/`. The `−r` option specifies a different file system root. In Windows, the depth of the virtual screen provided by drawterm matches the depth of the actual screen. To present a screen with a different depth, use the `−d` option. Both options do nothing on non-Windows systems.

The `−n` option causes drawterm to prompt for authentication via *netkey*-style challenge/response rather than using the password-based protocol typically used by terminals.

By default, drawterm queues mouse events to guard against lost events due to network latency. The `−m` option turns this behavior off.

Drawterm has been ported to Digital Unix, Irix, Linux, Solaris, and Windows. Binaries are kept in `/sys/src/cmd/unix/drawterm/bin`.

SOURCE

`/sys/src/cmd/unix/drawterm`

DIAGNOSTICS

The Unix versions of drawterm print diagnostics to standard error. The Windows version displays message boxes.

SEE ALSO

cpu(1), *rio*(1)

BUGS

Although at first *drawterm* may seem like a Plan 9 terminal, in fact it is just a way to provide a CPU server with some terminal devices. The difference is important because one cannot run terminal-resident programs when using *drawterm*. The illusion can be improved by delicate adjustments in `/usr/$user/lib/profile`.

It would be nice to be able to change the default servers without recompiling.

NAME

fmtarenas – format a file into a number of Venti arenas

SYNOPSIS

`venti/fmtarenas` [`-Z`] [`-a` *arenasize*] [`-b` *blocksize*] *name file*

DESCRIPTION

Fmtarenas formats the given *file*, typically a disk partition, into a number of *venti*(8) arenas. The arenas are given names of the form *name%d*, where *%d* is replaced with a sequential number starting at 0.

Option to *fmtarenas* are:

`-a` *arenasize*
: The arenas are of *arenasize* bytes. The default is 512 megabytes, which was selected to provide a balance between the number of arenas and the ability to copy an arena to external media such as recordable CDs and tapes.

`-b` *blocksize*
: The size, in bytes, for read and write operations to the file. The size is recorded in the file, and is used by applications that access the arenas. The default is 8k.

`-Z`
: Do not zero the data sections of the arenas. Using this option reduces the formatting time but should only be used when it is known that the file was already zeroed.

The units for the various sizes can be specified by appending `k`, `m`, or `g` to indicate kilobytes, megabytes, or gigabytes respectively.

SOURCE

`/sys/src/cmd/venti`

SEE ALSO

venti(8), *fmtisect*(8), *fmtindex*(8)

NAME

fmtindex – format a Venti index

SYNOPSIS

`venti/fmtindex` [`−a`] *venti.config*

DESCRIPTION

Fmtindex takes the *venti.conf*(6) file *venti.config* and initializes the index sections to form a usable index structure. The arena files and index sections must have previously been formatted using *fmtarenas*(8) and *fmtisect*(8) respectively.

The function of a Venti index is to map a Sha1 fingerprint to a location in the data section of one of the arenas. The index is composed of blocks, each of which contains the mapping for a fixed range of possible fingerprint values. *Fmtindex* determines the mapping between Sha1 values and the blocks of the collection of index sections. Once this mapping has been determined, it cannot be changed without rebuilding the index. The basic assumption in the current implementation is that the index structure is sufficiently empty that individual blocks of the index will rarely overflow. The total size of the index should be about 2% to 10% of the total size of the arenas, but the exact depends both the index block size and the compressed size of block stored to Venti.

Fmtindex also computes a mapping between a linear address space and the data section of the collection of arenas. The `−a` option can be used to add additional arenas to an index. To use this feature, add the new arenas to *venti.config* after the existing arenas and then run *fmtindex* `−a`.

A copy of the above mappings is stored in the header for each of the index sections. These copies enable *buildindex*(8) to restore a single index section without rebuilding the entire index.

SOURCE

`/sys/src/cmd/venti`

SEE ALSO

venti(8), *fmtarenas*(8), *fmtisect*(8), *venti.conf*(6)

NAME

fmtisect – format a Venti index section

SYNOPSIS

`venti/fmtisect` [`-Z`] [`-b` *blocksize*] *name file*

DESCRIPTION

Fmtisect formats the given *file*, typically a disk partition, as a Venti index section with the specified *name*. One or more formatted index sections are combined into a Venti index using *fmtindex*(8). Each of the index sections within an index must have a unique name.

Options to *fmtisect* are:

`-b` *blocksize*
: The size, in bytes, for read and write operations to the file. All the index sections within a index must have the same block size. The default is 8k. The units for the size can be specified by appending `k`, `m`, or `g` to indicate kilobytes, megabytes, or gigabytes respectively.

`-Z`
: Do not zero the index. Using this option reduces the formatting time but should only be used when it is known that the file was already zeroed.

SOURCE

`/sys/src/cmd/venti`

SEE ALSO

venti(8), *fmtarenas*(8), *fmtindex*(8)

NAME

fs, exsort – file server maintenance

SYNOPSIS

`help` [*command ...*]
`arp` *subcommand*
`cfs` *filesystem*
`check` [*options*]
`clri` [*file*...]
`cpu` [*proc*]
`create` *path uid gid perm* [lad]
`cwcmd` *subcommand*
`date` [[+−] *seconds*]
`duallow` [*uid*]
`dump`
`files`
`flag` *flag* [*channel*]
`fstat` [*files*]
`halt`
`hangup` *channel*
`newuser` *name* [*options*]
`noattach`
`passwd`
`profile` [01]
`remove` [*files*...]
`route` *subcommand*
`stat`[adesw]
`stats` [[−] *flags*...]
`sync`
`time` *command*
`trace` [*number*]
`users` [*file*]
`version`
`who` [*user*...]
`wormeject` [*tunit*]
`wormingest` [*tunit*]

`disk/exsort` [−w] [*file*]

DESCRIPTION

Except for *exsort*, these commands are available only on the console of an *fs*(4) file server.

The console requires the machine's password to be supplied before accepting commands. Typing a control–D will cause the server to request the password again.

Help prints a 'usage string' for the named *commands*, by default all commands. Also, many commands print menus of their options if given incorrect or incomplete parameters.

Arp has two *subcommands*: `print` prints the contents of the ARP cache and `flush` flushes it.

Cfs changes the current file system, that is, the file tree to which commands (`check`, `clri`, `create`, `newuser`, `profile`, `remove`, and `users`) apply. The initial *filesystem* is `main`.

Check verifies the consistency of the current file system. With no options it checks and reports the status. It suspends service while running. Options are:

`rdall` Read every block in the file system (can take a *long* time). Normally, *check* will stop short of the actual contents of a file and just verify the block addresses.

`tag` Fix bad *tags*; each block has a tag that acts as a backwards pointer for consistency checking.

`ream` Fix bad tags and also clear the contents of blocks that have bad tags.

`pfile` Print every file name.

`pdir` Print every directory name.

`free` Rebuild the list of free blocks with all blocks that are not referenced. This option is only useful on non-cache/WORM file systems. If the filesystem was modified, the summary printed at the conclusion of the check may not reflect the true state of the freelist and may also print a list of *missing* blocks. These *missing* blocks are actually on the free list and the true state of the filesystem can be determined by running *check* with no arguments.

`bad` Each block address that is out of range or duplicate is cleared. Note that only the second and subsequent use of a block is cleared. Often the problems in a file system are caused by one bad file that has a lot of garbage block addresses. In such a case, it is wiser to use *check* to find the bad file (by number of diagnostic messages) and then use *clri* to clear the addresses in that file. After that, *check* can be used to reclaim the free list.

`touch` Cause every directory and indirect block not on the current WORM disk to be advanced to the current WORM on the next dump. This is a discredited idea to try to keep operating on the knee of the cache working set. Buy more cache disk.

Clri clears the internal directory entry and abandons storage associated with *files*. It ignores the usual rules for sanity, such as checking against removing a non-empty directory. A subsequent `check free` will place the abandoned storage in the free list.

Cpu prints the CPU utilization and state of the processes in the file server. If the name of a process type argument is given, then CPU utilization for only those processes is printed.

Create creates a file on the current file system. *Uid* and *gid* are names or numbers from `/adm/users`. *Perm* is the low 9 bits of the permission mode of the file, in octal. An optional final `l`, `a`, or `d` creates a locked file, append-only file, or directory.

Cwcmd controls the cached WORM file systems. The subcommands are:

`mvstate` *state1 state2* [*platter*]
States are `none`, `dirty`, `dump`, `dump1`, `error`, `read`, and `write`. A `mvstate dump1 dump` will cause I/O errors in the last dump to be retried. A `mvstate dump1 write` will cause I/O errors in the last dump to be retried in reallocated slots in the next dump. A `mvstate read none` will flush the cache associated with the WORM. A `mvstate dump write` aborts the background process dumping to WORM; as a consequence it leaves holes in the dump file system. Other uses are possible but arcane. The optional *platter* limits affected blocks to those on that platter.

`prchain` [*start*] [`back`]
Print the chain of superblocks for the directory containing the roots of the dumped file systems, starting at block number *start* (default 0) going forward (backwards if `back` is supplied).

`savecache` [*percent*]
Copy the block numbers, in native endian longwords, of blocks in the `read` state to the file `/adm/cache` for use by `disk/exsort`. If an argument is given, then that percent (most recently used) of each cache bucket is copied.

`loadcache` [*dskno*]
Read `/adm/cache` and for every block there on WORM disk *dskno*, read the block from WORM to the cache. If *dskno* is not supplied, all blocks in `/adm/cache` are read.

`startdump` [`01`]
Suspend (0) or restart (1) the background dump process.

`touchsb`
Verify that the superblock on the WORM is readable, ignoring the cached copy.

`acct` Prints how many times each user has caused the system to allocate new space on the WORM; the units are megabytes.

`clearacct`
Clears the accounting records for `acct`.

Date prints the current date. It may be adjusted using +−*seconds*. With no sign, it sets the date to the absolute number of seconds since 00:00 Jan 1, 1970 GMT; with a sign it trims the current time.

Duallow sets permissions such that the named *user* can read and search any directories. This is the permission necessary to do a *du*(1) command anywhere in the file system to discover disk usage.

Dump starts a dump to WORM immediately for all file systems that have a WORM associated. File service is suspended while the cache is scanned; service resumes when the copy to WORM starts.

Files prints for every connection the number of allocated fids.

Fstat prints the current status of each named *file*, including uid, gid, wuid (uid of the last user to modify the file), size, qid, and disk addresses.

Flag toggles flags, initially all off:

`arp`	Report ARP activity.
`attach`	Report as connections are made to the file server.
`chat`	(Very noisy.) Print all 9P messages to and from the server.
`route`	Report received RIP packets.
`ro`	Report I/O on the WORM device.

If given a second numeric *channel* argument, as reported by *who*, the flag is altered only on that connection.

Halt does a `sync` and halts the machine, returning to the boot ROM.

Hangup clunks all the fids on the named *channel*, which has the same format as in the output of the *who* command.

Newuser requires a *name* argument. With no options it adds user *name*, with group leader *name*, to `/adm/users` and makes the directory `/usr/`*name* owned by user and group *name*. The options are

`?`	Print the entry for *name*.
`:`	Add a group: add the name to `/adm/users` but don't create the directory. By convention, groups are numbered starting from 10000, users from 0.
newname	Rename existing user *name* to *newname*.
=*leader*	Change the leader of *name* to *leader*. If *leader* is missing, remove the existing leader.
+*member*	Add *member* to the member list of *name*.
−*member*	Remove existing *member* from the member list of *name*.

After a successful *newuser* command the file server overwrites `/adm/users` to reflect the internal state of the user table.

Noattach disables *attach*(5) messages, in particular for system maintenance. Previously attached connections are unaffected. Another *noattach* will enable normal behavior.

Passwd sets the machine's password and writes it in non-volatile RAM.

Profile `1` clears the profiling buffer and enables profiling; *profile* 0 stops profiling and writes the data to `/adm/kprofdata` for use by `kprof` (see *prof*(1)). If a number is not specified, the profiling state toggles.

Remove removes *files*.

Route maintains an IP routing table. The *subcommands* are:

`add` *dest gate* [*mask*]	Add a static route from IP address *dest* using gateway *gate* with an optional subnet *mask*.
`delete` *dest*	Delete an entry from the routing table.
`print`	Display the contents of the routing table.
`ripon`	Enables the table to be filled from RIP packets.
`ripoff`	Disables the table from being updated by RIP packets.

The *stat* commands are connected with a service or device identified by the last character of the name: `d`, SCSI targets; `e`, Ethernet controllers; `w`, cached WORM. The *stata* command prints overall statistics about the file system. The *stats* command takes an optional argument identifying the characters of *stat* commands to run. The option is remembered and becomes the default for subsequent *stats* commands if it begins with a minus sign.

Sync writes dirty blocks in memory to the magnetic disk cache.

Time reports the time required to execute the *command*.

Trace with no options prints the set of queue-locks held by each process in the file server. If things are quiescent, there should be no output. With an argument *number* it prints a stack trace-back of that process.

Users uses the contents of *file* (default `/adm/users`) to initialize the file server's internal representation of the users structure. Incorrectly formatted entries in *file* will be ignored. If file is explicitly `default`, the system builds a minimal functional users table internally; this can help recover from disasters. If the *file* cannot be read, you *must* run

```
users default
```

for the system to function. The `default` table looks like this:

```
-1:adm:adm:
0:none:adm:
1:tor:tor:
10000:sys::
10001:map:map:
10002:doc::
10003:upas:upas:
10004:font::
10005:bootes:bootes:
```

Version reports when the file server was last compiled and last rebooted.

Who reports, one per line, the names of users connected to the file server and the status of their connections. The first number printed on each line is the channel number of the connection. If *users* are given the output selects connections owned by those users.

Wormeject moves the WORM disk in slot *tunit* to the output shelf.

Wormingest moves the WORM disk from the input shelf to slot *tunit*.

When the file server boots, it prints the message

```
for config mode hit a key within 5 seconds
```

If a character is typed within 5 seconds of the message appearing, the server will enter config mode. See *fsconfig*(8) for the commands available in config mode. The system also enters config mode if, at boot time, the non-volatile RAM does not appear to contain a valid configuration.

Exsort is a regular command to be run on a CPU server, not on the file server console. It reads the named *file* (default `/adm/cache`) and sorts the cache disk block numbers contained therein. It assumes the numbers are 4-byte integers and guesses the endianness by looking at the data. It then prints statistics about the cache. With option `-w` it writes the sorted data back to *file*.

SOURCE

`/sys/src/fs`
`/sys/src/cmd/disk/exsort.c`

SEE ALSO

fs(4)
Ken Thompson, ''The Plan 9 File Server''.

NAME

fsconfig – configuring a file server

SYNOPSIS

`service` *name*

`config` *device*

`filsys` *name device*

`ream` *name*

`recover` *name*

`ip` *ipaddr*

`ipgw` *ipaddr*

`ipmask` *ipaddr*

`ipauth` *ipaddr*

`ipsntp` *ipaddr*

`end`

DESCRIPTION

When a file server's configuration has not been set, or by explicit request early in the server's initialization (see *fs*(8)), the server enters 'config mode'. The commands described here apply only in that mode. They establish configuration constants that are typically valid for the life of the server, and therefore need be run only once. If the non-volatile RAM on the server gets erased, it will be necessary to recreate the configuration.

In these commands, *ipaddr* is an IP address in the form `111.103.94.19` and *name* is a text string without white space. The syntax of a *device* is more complicated:

`w`*n1*`.`*n2*`.`*n3*
: A SCSI disk on target id *n2*, unit *n1*, and partition *n3*. A single number specifies a unit, while two numbers specify *unit*`.`*partition*, with the missing numbers defaulting to zero. Any one of the numbers may be replaced by <*m*−*n*> to represent the values *m* through *n* inclusive. For example, (`w<1−4>`) is the concatenation of SCSI targets 1 through 4.

`l`*n1*`.`*n2*`.`*n3*

`r`*n1*`.`*n2*`.`*n3*
: The same as `w`, but leaving a single block at the beginning for a label (*l*), or not. These are are only really relevant when used as *device3* in the `j` device (see below).

`(`*device...*`)`
: A pseudo-device formed from the concatenation of the *devices* in the list. The devices are *not* blank- or comma-separated.

`[`*device...*`]`
: A pseudo-device formed from the block-wise interleaving of the *devices* in the list. The size of the result is the number of devices times the size of the smallest device.

`p`*device*`.`*n1*`.`*n2*
: A partition starting at *n1*% from the beginning of *device* with a length *n2*% of the size of the device. Parenthesize *device* if it contains periods.

`j`(*device1 device2*...)*device3*
: *Device1* is the SCSI juke box interface. The *device2*s are the SCSI drives in the jukebox and *device3* represents the demountable platters in the juke box.

`f`*device*
: A pseudo-WORM disk: blocks on *device* can be written only once and may not be read unless written.

`c`*device1device2*
: A cached WORM. The first *device* is the cache, the second the WORM.

o (Letter o) The read-only (dump) file system of the previously defined cached WORM file system.

The `service` command sets the textual name of the server as known in the network databases.

The configuration information is stored in block zero on a device whose device string is written in non-volatile RAM. The `config` command identifies the *device* on which the information is recorded.

The *filsys* command configures a file system on *device* and calls it *name*. *Name* is used as the specifier in `attach` messages to connect to that file system. (The file system is the one attached to if the specifier is null; see *attach*(5)).

The *ream* command initializes the named file system. It overwrites any previous file system on the same device and creates an empty root directory on the device. If *name* is `main`, the file server, until the next reboot, will accept `wstat` messages (see *stat*(5)) that change the owner and group of files, to enable initializing a fresh file system from a *mkfs*(8) archive.

For the *recover* command, the named file system must be a cached WORM. *Recover* clears the associated magnetic cache and initializes the file system, effectively resetting its contents to the last dump.

The rest of the commands record IP addresses: the file server's address (*ip*), the local gateway's (*ipgw*), the local authentication server's (*ipauth*), the local subnet mask (*ipmask*), and the address of a system running an SNTP server. *Ipauth* should be `0.0.0.0` if the system is doing its own authentication rather than calling an external authentication server.

The various configuration commands only record what to do; they write no data to disk. The command *end* exits config mode and begins running the file server proper. The server will then perform whatever I/O is required to establish the configuration.

EXAMPLE

Initialize a file server `kgbsun` with a single file system interleaved between SCSI targets 3 and 4.

```
service kgbsun
config w3
filsys main [w<3-4>]
ream main
```

Initialize a file server `kremvax` with a single disk on target 0 partitioned as a cached pseudo-WORM file system with the cache on the third quarter of the drive and the pseudo-WORM on the interleave of the first, second, and fourth quarters.

```
service kremvax
config p(w0)50.1
filsys main cp(w0)50.25f[p(w0)0.25p(w0)25.25p(w0)75.25]
filsys dump o
ream main
```

SOURCE

`/sys/src/fs/port/config.c`

SEE ALSO

Ken Thompson, ''The Plan 9 File Server''.

NAME

httpd, echo, save, imagemap, man2html – HTTP server

SYNOPSIS

`ip/httpd/httpd` [`-a` *srvaddr*] [`-d` *domain*] [`-n` *namespace*] [`-w` *webroot*]

`ip/httpd/echo` [`-b` *inbuf*] [`-d` *domain*] [`-r` *remoteip*] [`-w` *webroot*] [`-N` *netdir*] *method version uri* [*search*]

`ip/httpd/save` [`-b` *inbuf*] [`-d` *domain*] [`-r` *remoteip*] [`-w` *webroot*] [`-N` *netdir*] *method version uri* [*search*]

`ip/httpd/imagemap` [`-b` *inbuf*] [`-d` *domain*] [`-r` *remoteip*] [`-w` *webroot*] [`-N` *netdir*] *method version uri*

`ip/httpd/man2html` [`-b` *inbuf*] [`-d` *domain*] [`-r` *remoteip*] [`-w` *webroot*] [`-N` *netdir*] *method version uri* [*search*]

DESCRIPTION

Httpd serves the *webroot* directory of the file system described by *namespace* (default `/lib/namespace.httpd`), using version 1.1 of the HTTP protocol. It announces the service *srvaddr* (default `tcp!*!http`), and listens for incoming calls.

Httpd supports only the GET and HEAD methods of the HTTP protocol; some magic programs support POST as well. Persistent connections are supported for HTTP/1.1 or later clients; all connections close after a magic command is executed. The Content–type (default application/octet–stream) and Content–encoding (default binary) of a file are determined by looking for suffixes of the file name in `/sys/lib/mimetype`.

Each requested URI is looked up in a redirection table, read from `/sys/lib/httpd.rewrite`. If a prefix of the URI matches a redirection path, the URI is rewritten using a replacement path, and a redirect is sent to the HTTP client. If the replacement path does not specify a server name, and the request has no explicit host, then *domain* is the host name used in the redirection.

Before opening any file, *httpd* looks for a file in the same directory called `.httplogin`. If the file exists, the directory is considered locked and the client must specify a user name and password machine a pair in the file. `.httplogin` contains a list of space or newline separated tokens, each possibly delimited by single quotes. The first is a domain name presented to the HTTP client. The rest are pairs of user name and password. Thus, there can be many user name/password pairs valid for a directory.

If the requested URI begins with `/magic/`*server*`/`, *httpd* executes the file `/bin/ip/httpd/`*server* to finish servicing the request. *Method* and *version* are those received on the first line of the request. *Uri* is the remaining portion of the requested URI. *Inbuf* contains the rest of the bytes read by the server, and *netdir* is the network directory for the connection. There are routines for processing command arguments, parsing headers, etc. in the httpd library, `/sys/src/cmd/ip/httpd/libhttpd.a.$O`. See `httpd.h` in that directory and existing magic commands for more details.

Echo is a trivial server that just returns the method, URI, any search, the headers, and the message body sent by the client.

Save writes a line to `/usr/web/save/`*uri*`.data` and returns the contents of `/usr/web/save/`*uri*`.html`. Both files must be accessible for the request to succeed. The saved line includes the current time and either the search string from a HEAD or GET or the first line of the body from a POST. It is used to record form submissions.

Imagemap processes an HTML imagemap query. It looks up a the point *search* in the image map file given by *uri*, and returns a redirection to the appropriate page. The map file defaults to NCSA format. Any entries after a line starting with the word `#cern` are interpreted in CERN format.

Man2html converts *man*(6) format manual pages into html. It includes some abilities to search the manuals.

FILES

`/sys/lib/mimetype`	content type description file

`/lib/namespace.httpd` default namespace file for httpd
`/sys/lib/httpd.rewrite`
redirection file

SOURCE

`/sys/src/cmd/ip/httpd`

SEE ALSO

newns in *auth*(2), *listen*(8)

NAME

init – initialize machine upon booting

SYNOPSIS

`/$cputype/init` [`-ctm`] [*command ...*]

DESCRIPTION

Init initializes the machine: it establishes the name space (see *namespace*(4) and *newns* in *auth*(2)), and environment (see *env*(3)) and starts a shell (*rc*(1)) on the console. If a *command* is supplied, that is run instead of the shell. On a CPU server the invoked shell runs *cpurc*(8) before accepting commands on the console; on a terminal, it runs *termrc* and then the user's profile. Options `-t` (terminal) and `-c` (CPU) force the behavior to correspond to the specified service class. Otherwise *init* uses the value of the environment variable `$service` to decide the service class.

Init sets environment variables `$service` (either to the incoming value or according to `-t` or `-c`), `$objtype` (to the value of `$cputype`), `$user` (to the contents of `#c/user`), and `$timezone` (to the contents of `/adm/timezone/local`).

With option `-m` *init* starts only an interactive shell regardless of the *command* or service class.

On a CPU server, *init* requires the machine's password to be supplied before starting *rc* on the console.

Init is invoked by *boot*(8), which sets the arguments as appropriate.

SOURCE

`/sys/src/cmd/init.c`

SEE ALSO

rc(1), *auth*(2), *boot*(8)

NAME

ipconfig, rip – Internet configuration and routing

SYNOPSIS

`ip/ipconfig` [−ndDrG] [−b *baud*] [−m *mtu*] [−g *gateway*] [−h *hostname*] [−x *netmtpt*] *type* *device* [*verb*] [*local−addr*] [*mask*] [*remote−addr*] [*file−server−addr*] [*auth−server−addr*]

`ip/rip` [−bdr] [−x *netmtpt*]

DESCRIPTION

Ipconfig binds a device interface (default `/net/ether0`) to a mounted IP stack (default `/net`) and configures the interface with a local address, a mask, and a remote address. The addresses can be specified in the command line or obtained via DHCP. If DHCP is requested, it will also obtain the addresses of DNS servers, NTP servers, gateways, a Plan 9 file server, and a Plan 9 authentication server. If this is the first interface on the IP stack, the information will be written to `/net/ndb` in the form of an *ndb*(8) entry.

Type may be `ether`, `ppp`, or `gbe`. The `gbe` type is equivalent to `ether` except that it allows jumbo packets. For `ppp` the device can be any byte stream device.

The verb (default *add*) determines the action performed. The verbs are:

`add` if the device is not bound to the IP stack, bind it. Add the given local address, mask, and remote address to the interface. An interface may have multiple addresses.

`remove`
remove the address from the device interface.

`unbind`
unbind the device interface and all its addresses from the IP stack.

The options are:

`x` use the IP stack mounted at *netmtpt* instead of at `/net`.

`g` the default gateway.

`d` use DHCP to determine any unspecified configuration parameters.

`r` by default, *ipconfig* exits after trying DHCP for 15 seconds with no answer. This option directs *ipconfig* instead to fork a background process that keeps trying forever.

`h` the hostname to add to DHCP requests. Some DHCP servers, such as the one used by COMCAST, will not respond unless a correct hostname is in the request.

`n` determine parameters but don't configure the interface.

`b` the baud rate to use on a serial line when configuring `PPP`.

`D` turn on debugging.

`G` use only generic DHCP options. Without this option, *ipconfig* adds to requests a Vendor Class option with value `plan9_$`*cputype* and also requests vendor specific options 128 and 129 which we interpret as the Plan 9 file server and auth server. Replies to these options contain a list of IP addresses for possible file servers and auth servers.

`m` the maximum IP packet size to use on this interface.

If DHCP is requested, a process is forked off to renew the lease before it runs out. If the lease does run out, this process will remove any configured addresses from the interface.

Rip runs the routing protocol RIP. It listens for RIP packets on connected networks and updates the kernel routing tables. The options are:

`b` broadcasts routing information onto the networks.

`n` gathers routing information but doesn't write to the route table. This is useful with -d to debug a network.

`x` use the IP stack mounted at *netmtpt* instead of at `/net`.

`d` turn on (voluminous) debugging.

EXAMPLE

Configure Ethernet 0 as the primary IP interface. Get all addresses via DHCP. Start up a connection server and DNS resolver for this IP stack.

```
% bind -b '#l0' /net
% bind -a '#I0' /net
% ip/ipconfig
% ndb/cs
% ndb/dns -r
```

Add a second address to the stack.

```
% ip/ipconfig ether /net/ether0 add 12.1.1.2 255.255.255.0
```

At Lucent our primary IP stack is always to the company's internal firewall-protected network. The following creates an external IP stack to directly access the outside Internet. Note that the connection server uses a different set of *ndb* files. This prevents us from confusing inside and outside name/address bindings.

```
% bind -b '#l1' /net.alt
% bind -b '#I1' /net.alt
% ip/ipconfig -x /net.alt -g 204.178.31.1 ether /net.alt/ether1\
     204.178.31.6 255.255.255.0
% ndb/cs -x /net.alt -f /lib/ndb/external
% ndb/dns -sx /net.alt -f /lib/ndb/external
% aux/listen -d /rc/bin/service.alt /net.alt/tcp
% aux/listen -d /rc/bin/service.alt /net.alt/il
```

SOURCE

```
/sys/src/cmd/ip/ipconfig.c
/sys/src/cmd/ip/rip.c
```

SEE ALSO

ndb(6)

NAME

telnetd, rlogind, rexexec, ftpd, imap4d – Internet remote access daemons

SYNOPSIS

`ip/telnetd` [`−adnptN`] [`−u` *user*]

`ip/rlogind`

`ip/rexexec`

`ip/ftpd` [`−adp`] [`−n` *namepace−file*]

`ip/imap4d` [`−ap`] [`−d` *smtpdomain*] [`−s` *servername*]

DESCRIPTION

These programs support remote access across the Internet. All expect the network connection to be standard input, output, and error. They are normally started from scripts in `/rc/bin/service` (see *listen*(8)).

Telnetd allows login from a remote client. There are three types of login:

normal Normal users log in by encrypting and returning a challenge printed by *telnetd*. The user can use either the *netkey* program (see *passwd*(1)) or a SecureNet handheld authenticator to encrypt the challenge. `/lib/namespace` defines the namespace.

noworld Users in group `noworld` in `/adm/users` authenticate with a password in the clear. `/lib/namespace.noworld` defines the namespace.

anonymous User `none` requires no authentication. `/lib/namespace` defines the namespace.

The options are:

`a` allow anonymous login by `none`

`d` print debugging to standard error

`p` don't originate any telnet control codes

`n` turn on local character echoing and imply the `p` option

`t` trusted, that is, don't authenticate

`u` use *user* as the local account name

`N` permit connections by 'noworld' users only.

Rlogind logs in using the BSD remote login protocol. *Rlogind* execs *telnetd* `−nu` after completing its initial handshake.

Rexexec executes a command locally for a remote client. It uses the standard Plan 9 authentication (see *authsrv*(6)).

Ftpd runs the Internet file transfer protocol. Users may transfer files in either direction between the local and remote machines. As for *telnetd*, there are three types of login:

normal Normal users authenticate via the same challenge/response as for *telnetd*. `/usr/`*username*`/lib/namespace.ftp` or, if that file does not exist, `/lib/namespace` defines the namespace.

noworld Users in group `noworld` in `/adm/users` login using a password in the clear. `/lib/namespace.noworld` defines the namespace.

anonymous Users `anonymous` and `none` require no authentication. The argument to the `-n` option (default */lib/namespace.ftp*) defines the namespace. Anonymous users may only store files in the subtree below `/incoming`.

The options are:

`a` allow anonymous access

`n` the namespace for anonymous users (default `/lib/namespace.ftp`)

`d` write debugging output to standard error

Imap4d provides access to a user's mailboxes via the IMAP4rev1 protocol. Only files rooted in `/mail/box/`*username*`/` are accessible. The list of subscribed mailboxes is contained in `/mail/box/`*username*`/imap.subscribed`, and initially contains only `INBOX`, IMAP's name for the user's mailbox. A shadow file, *mailbox*`.imp`, is created for each mailbox examined.

The options are:

`a` Assume the user is already authenticated. By default, the user must authenticate using CRAM-MD5 or *securenet*(8) challenge/response authentication.

`p` Allow login authentication. This option should only be enabled for servers using an encrypted connection, such as SSL, and when enabled, all non-encrypted connections should be disallowed. *Imap4d* does not enforce this policy.

`s` The server's name. If none is provided, `cs` (see *ndb*(8)) is queried or `/env/sysname` is used.

`d` The local mail domain. Defaults to the server `/env/site` in the mail server's domain.

FILES

`/lib/namepace`
`/usr/`*username*`/lib/namespace.ftp`
`/lib/namespace.world`
`/lib/namespace.ftp`
`/mail/box/`*username*`/`*mailbox*
`/mail/box/`*username*`/`*mailbox*`.imp`
`/mail/box/`*username*`/imap.subscribed`

SOURCE

`/sys/src/cmd/ip/telnetd.c`
`/sys/src/cmd/ip/rlogind.c`
`/sys/src/cmd/ip/rexexec.c`
`/sys/src/cmd/ip/ftpd.c`
`/sys/src/cmd/ip/imap4d/`

SEE ALSO

ftpfs(4)

NAME

kfscmd, ksync – kfs administration

SYNOPSIS

`disk/kfscmd` [`-n` *name*] cmd ...

`disk/ksync`

DESCRIPTION

Kfs is a local user-level file server for a Plan 9 terminal with a disk. *Kfscmd* transmits commands to the *kfs* server (see *kfs*(4)). The `-n` option changes the name of the kfs service to `kfs.`*name* (by default, full name is just `kfs`).

Ksync executes the `sync` command for all active *kfs* servers.

The known commands are described below. Note that some commands are multiple words and should be quoted to appear as a single argument to *rc*(1).

`allow` Turn permission checking off (to simplify administration).

`allowoff`

`disallow` Turn permission checking on.

`noauth` Disable authentication of users.

`halt` Write all changed blocks and stop the file system.

`start` The opposite of halt; restart the file system.

`help` Print the list of commands.

`rename` *file name*
: Change the name of *file* to *name*. *Name* may be a single path element or a full path; if it is a full path, every element along the path must exist except the last.

`newuser` *user*
: Add *user* to `/adm/users` and make the standard directories needed for booting.

`remove` *file* Remove *file* and place its blocks on the free list.

`clri` *file* Remove *file* but do not place the blocks on the free list. This command can be used to remove files that have duplicated blocks. The non-duplicate blocks can be retrieved by checking the file system with option `f` (see below).

`create` *file owner group mode* `[adl]`
: Create the file. Owner and group are users in `/adm/users` and mode is an octal number. If present, `a` creates an append only file, `d` creates a directory, and `l` creates a file that is exclusive-use.

`sync` Write to disk all of the dirty blocks in the memory cache.

`atime` Toggle whether atimes are updated as files and directories are accessed. By default, atimes are updated. On laptops it can be useful to turn off atime updates to reduce disk accesses.

`stats` Report statistics about the performance of the file system.

`user` Re-initialize authentication information by reading `/adm/users`.

`cfs` *filsys* Change the 'console' to the named file system (default is the main system).

`chat` Toggle tracing of 9P messages.

`check [PRdfprtw]`
: Check the file system. The options are

`p` print the names of directories as they are checked.
`P` print the names of all files as they are checked.
`r` read all of the data blocks and check the tags.
`f` rebuild the list of free blocks.
`d` delete redundant references to a block.

`t` fix bad tags.
`c` fix bad tags and clear the contents of the block.
`w` write all of the blocks that are touched.

`listen` *[address]*
Start a listener to serve the network at *address*, default `il!*!17008`. This feature is intended to facilitate small networks of a couple machines in the situation when convenience is more important than performance. This command is only useful on machines with (possibly simulated) NVRAM, which needs to be readable to the *kfs* processes; see *readnvram* in *authsrv*(2). The production file server (see *fs*(4)) is strongly encouraged for anything more than casual use.

`noneattach`
When listening to the network, the default behavior is that the user `none` may only attach over connections that have already authenticated as someone else. This prevents just anyone from being able to dial your server and attach as `none`. The `noneattach` command toggles whether `none` can attach without such a chaperone.

SOURCE

`/sys/src/cmd/disk/kfscmd.c`
`/$objtype/bin/disk/ksync`

SEE ALSO

kfs(4), *mkfs*(8), *prep*(8), *sd*(3)

NAME

listen, il7, il9, il19, il565, il566, il17007, il17008, il17009, il17013, il17031, tcp7, tcp9, tcp19, tcp21, tcp23, tcp25, tcp53, tcp110, tcp113, tcp143, tcp513, tcp515, tcp564, tcp565, tcp566, tcp567, tcp993, tcp17007, tcp17009, tcp17013 – listen for calls on a network device

SYNOPSIS

`aux/listen` [`−q`] [`−d` *srvdir*] [`−t` *trustsrvdir*] [`−n` *namespace*] [*net* [*name*]]

DESCRIPTION

listen announces itself to a network as *name* (by default the contents of `/env/sysname`) and listens for inbound calls to local services. *Net* is the network protocol on which to listen, by default `/net/il`. The services available are executable files in *srvdir* or *trustsrvdir*. If neither *srvdir* nor *trustsrvdir* is given, *listen* looks for executable files in `/bin/service`. Services found in *srvdir* are executed as user `none`; services found in *trustsrvdir* as executed as the user who started *listen*. Option `−q` suppresses affirmative log information; option `−n` sets an alternate *namespace* file (default `/lib/namespace`).

Service names are made by concatenating the name of the network with the name of the service or port. For example, an inbound call on the TCP network for port 565 executes service `tcp565`.

The following services are available in `/bin/service`.

`il19 tcp19`	`chargen` service.
`il17007 tcp17007`	serve a piece of the name space using the Plan 9 file system protocol, with authentication (typically used by *cpu*(1)).
`tcp564`	like 17007, without authentication (used by Unix systems to see Plan 9 files).
`il17008`	like 17007, but serves the root of the tree, forgoing the negotiation for which subtree to serve.
`il17009 tcp17009`	remote execution.
`il17013 tcp17013`	server for *cpu*(1) command.
`il17031`	server for *ramfs*(4).
`il565 tcp565`	report the address of the incoming call.
`tcp21`	FTP daemon
`tcp515`	LP daemon; see *lp*(8).
`tcp23`	`telnet` terminal connection.
`tcp25`	mail delivery.
`tcp513`	`rlogin` terminal connection.
`il7 tcp7`	echo any bytes received (bit mirror)
`il9 tcp9`	consume any bytes received (bit bucket)
`tcp53`	TCP port for DNS.
`tcp110`	POP3 port.
`tcp143`	IMAP4rev1 port.
`tcp113`	`Ident` port (always reports `none`).
`tcp567`	Plan 9 ticket service.

The following services are available in `/bin/service.auth`.

`tcp566`	check a SecureNet box.
`il566`	authentication requests.
`tcp993`	Secure IMAP4rev1 port.

FILES

`/net/il`	by convention, IL device bind point
`/net/tcp`	by convention, TCP device bind point
`/env/sysname`	default announced name

SOURCE

The source to *listen* is in `/sys/src/cmd/aux/listen.c`. The other commands are *rc*(1) scripts in `/rc/bin/service`.

SEE ALSO

authsrv(6), *dial*(2)

NAME

lp – PostScript preprocessors

DESCRIPTION

These programs are part of the *lp*(1) suite. Each corresponds to a *process* in the −p*process* option of *lp* and exists as an *rc*(1) script in `/sys/lib/lp/process` that provides an interface to a PostScript conversion program in `/$cputype/bin/aux`. The list of processors follows; after each description is a bracketed list of *lp* options to which the processor responds:

dpost — converts *troff*(1) output for device post to PostScript. This is used for files troff'ed on our UNIX systems that do not handle UTF characters. [DLcimnorxy]

dvipost — converts *tex*(1) output to PostScript. [Lcinor]

g3post — converts CCITT Group 3 FAX data to PostScript. [DLm]

gifpost — converts GIF image data to PostScript. [DLm]

generic — is the default processor. It uses *file*(1) to determine the type of input and executes the correct processor for a given (input, printer) pair.

hpost — adds a header page to the beginning of a PostScript printer job so that it may be separated from other jobs in the output bin. The header has the image of the job's owner from the directory of faces (see *face*(6)). Page reversal is also done in this processor.

jpgpost — converts JPEG image data to PostScript. [DLm]

noproc — passes files through untouched.

p9bitpost — converts a Plan 9 image to PostScript, such as `/dev/screen` for the whole screen, `/dev/window` for that window's data, and `/dev/wsys/.../window` for some other window's data. [DLm]

pdfpost — converts PDF data to PostScript.

post — passes PostScript through, adding option patches for paper tray information. This does not always work with PostScript generated on other systems.

ppost — converts UTF text to PostScript. [DLcfilmnorxy]

tr2post — converts *troff*(1) output for device utf (the default) to PostScript. See `/sys/lib/troff/font/devutf` directory for troff font width table descriptions. See also the `/sys/lib/postscript/troff` directory for mappings of troff UTF character space to PostScript font space. [DLcimnorxy]

SOURCE

`/sys/src/cmd/postscript`

SEE ALSO

lp(1)

BUGS

The *file* command is not always smart enough to deal with certain file types. There are PostScript conversion programs that do not have processors to drive them.

NAME

dump9660, mk9660 – create an ISO-9660 CD image

SYNOPSIS

disk/mk9660 [-:D] [-9cjr] [-b *bootfile*] [-p *proto*] [-s src] [-v volume] *image*

disk/dump9660 [-:D] [-9cjr] [-p *proto*] [-s src] [-v volume] [-m *maxsize*] [-n *now*] *image*

DESCRIPTION

Mk9660 writes to the random access file *image* an ISO-9660 CD image containing the files named in *proto* (default /sys/lib/sysconfig/proto/allproto) from the file tree *src* (default /). The *proto* file is formatted as described in *mkfs*(8).

The created CD image will be in ISO-9660 format, but by default the file names will be stored in UTF-8 with no imposed length or character restrictions. The -c flag causes *mk9660* to use only file names in ‘‘8.3’’ form that use digits, letters, and underscore. File names that do not conform are changed to D*nnnnnn* (for directories) or F*nnnnnn* (for files); a key file _CONFORM.MAP is created in the root directory to ease the reverse process.

If the -9 flag is given, the system use fields at the end of each directory entry will be populated with Plan directory information (owner, group, mode, full name); this is interpreted by *9660srv*.

If the -j flag is given, the usual directory tree is written, but an additional tree in Microsoft Joliet format is alos added. This second tree can contain long Unicode file names, and can be read by *9660srv* as well as most versions of Windows and many Unix clones. The characters *, :, ;, ?, and \ are allowed in Plan 9 file names but not in Joliet file names; non-conforming file names are translated and a _CONFORM.MAP file written as in the case of the -c option.

If the -r flag is given, Rock Ridge extensions are written in the format of the system use sharing protocol; this format provides Posix-style file metadata and is common on Unix platforms.

The options -c, -9, -j, and -r may be mixed freely with the exception that -9 and -r are mutually exclusive.

The -v flag sets the volume title; if unspecified, the base name of *proto* is used.

The -: flag causes mk9660 to replace colons in scanned file names with spaces; this is the inverse of the map applied by *dossrv*(4) and is useful for writing Joliet CDs containing data from FAT file systems.

The -b option creates a bootable CD. Bootable CDs contain pointers to floppy images which are loaded and booted by the BIOS. *Bootfile* should be the name of the floppy image to use; it is a path relative to the root of the created CD. That is, the boot floppy image must be listed in the *proto* file already: the -b flag just creates a pointer to it.

The -D flag creates immense amounts of debugging output on standard error.

Dump9660 is similar in specification to *mk9660* but creates and updates backup CD images in the style of the *dump* file system (see *fs*(4)). The dump is file-based rather than block-based: if a file’s contents have not changed since the last backup, only its directory entry will be rewritten.

The -n option specifies a time (in seconds since January 1, 1970) to be used for naming the dump directory.

The -m option specifies a maximum size for the image; if a backup would cause the image to grow larger than *maxsize*, it will not be written, and *dump9660* will exit with a non-empty status.

EXAMPLE

Create an image of the Plan 9 source tree, including a conformant ISO-9660 directory tree, Plan 9 extensions in the system use fields, and a Joliet directory tree.

```
disk/mk9660 -9cj -s /n/bootes -p plan9proto cdimage
```

SOURCE

/sys/src/cmd/disk/9660

SEE ALSO

9660srv (in *dossrv*(4)), *cdfs*(4), *mkfs*(8)

NAME

mkfs, mkext – archive or update a file system

SYNOPSIS

`disk/mkfs` [`−aprvxU`] [`−d` *root*] [`−n` *name*] [`−s` *source*] [`−u` *users*] [`−z` *n*] *proto ...*

`disk/mkext` [`−d` *name*] [`−u`] [`−h`] [`−v`] [`−x`] *file ...*

DESCRIPTION

Mkfs copies files from the file tree *source* (default /) to a `kfs` file system (see *kfs*(4)). The kfs service is mounted on *root* (default `/n/kfs`), and `/adm/users` is copied to *root*`/adm/users`. The *proto* files are read (see *proto*(2) for their format) and any files specified in them that are out of date are copied to `/n/kfs`.

Mkfs copies only those files that are out of date. Such a file is first copied into a temporary file in the appropriate destination directory and then moved to the destination file. Files in the *kfs* file system that are not specified in the *proto* file are not updated and not removed.

The options to *mkfs* are:

- `a` Instead of writing to a `kfs` file system, write an archive file to standard output, suitable for *mkext*. All files in *proto*, not just those out of date, are archived.
- `x` For use with `−a`, this option writes a list of file names, dates, and sizes to standard output rather than producing an archive file.
- `d` *root* Copy files into the tree rooted at *root* (default `/n/kfs`). This option suppresses setting the `uid` and `gid` fields when copying files. Use −U to reenable it.
- `n` *name* Use kfs.*name* as the name of the kfs service (default `kfs`).
- `p` Update the permissions of a file even if it is up to date.
- `r` Copy all files.
- `s` *source* Copy from files rooted at the tree *source*.
- `u` *users* Copy file *users* into `/adm/users` in the new system.
- `v` Print the names of all of the files as they are copied.
- `z` *n* Copy files assuming kfs block *n* (default 1024) bytes long. If a block contains only 0-valued bytes, it is not copied.

Mkext unpacks archive files made by the `−a` option of *mkfs*. The `−d` option specifies a directory (default /) to serve as the root of the unpacked file system. The `−u` option, to be used only when initializing a new *fs*(4) file system, sets the owners of the files created to correspond to those in the archive and restores the modification times of the files. (This is only permitted at the initial load of the files into a file system.) Each file on the command line is unpacked in one pass through the archive. If the file is a directory, all files and subdirectories of that directory are also unpacked. When a file is unpacked, the entire path is created if it does not exist. If no files are specified, the entire archive is unpacked; in this case, missing intermediate directories are not created. The `−v` option prints the names and sizes of files as they are extracted; `−h` prints headers for the files on standard output instead of unpacking the files.

EXAMPLES

Make an archive to establish a new file system:

```
disk/mkfs -a -u files/adm.users -s dist proto > arch
```

Unpack that archive onto a new file system:

```
srv il!newfs
mount -c /srv/il!newfs /n/newfs
disk/mkext -u -d /n/newfs < arch
```

SOURCE

```
/sys/src/cmd/disk/mkfs.c
/sys/src/cmd/disk/mkext.c
```

SEE ALSO

prep(8), *kfscmd*(8), *sd*(3)

NAME

mkpaqfs – make a compressed read-only file system

SYNOPSIS

`mkpaqfs` [`-u`] [`-b` *blocksize*] [`-l` *label*] [`-o` *file*] [*source*]

DESCRIPTION

Mkpaqfs copies files from the file tree *source* (default `.`) to a the *paqfs*(4) file system archive *file*.

The files and directory structure are divided into *blocksize* (default `4096`) byte blocks. Larger blocks make large files more compact but take longer to access. *Blocksize* must be in the range of 512 bytes to 52K bytes. If the `-u` option is set, the blocks are not compressed. Otherwise each block is compressed using the *flate*(2) compression algorithm. The `-l` option embeds a label of up to 32 bytes within the file header and may be useful for identifying the file system.

SOURCE

`/sys/src/cmd/paqfs/mkpaqfs.c`

SEE ALSO

paqfs(4)

NAME

mksacfs – make a compressed file system

SYNOPSIS

`disk/mksacfs` [−u] [−b *blocksize*] [−o *file*] *source*

DESCRIPTION

Mksacfs copies files from the file tree *source* (default `.`) to a the *sacfs*(4) file system archive *file*.

The files and directory structure are divided into *blocksize* (default 4096) byte blocks. Larger blocks make large files more compact but take longer to access. *Blocksize* must be at least 116. If −u is given, the blocks are not compressed. Otherwise each block is compressed using an efficient compression algorithm.

SOURCE

`/sys/src/cmd/disk/sacfs/mksacfs.c`

SEE ALSO

sacfs(4)

NAME

aux/mouse, aux/accupoint – configure a mouse to a port

SYNOPSIS

`aux/mouse` [`-b` *baud*] [`-d` *type*] [`-n`] *port*

`aux/accupoint`

DESCRIPTION

`Mouse` queries a mouse on a serial or PS2 port for its type and then configures the port and the mouse to be used to control the cursor.

Port can be either a port number (e.g. 0 or `1`) or the string `ps2` or `ps2intellimouse`. The initialization can be automated by setting `mouseport` in *plan9.ini*(8), which will enable a call to *mouse* in `termrc` (see *cpurc*(8)).

The option `-d` provides a default mouse type should `mouse` fail to determine it. The types are:

C Logitech type C mouse

W Logitech type W mouse

M Microsoft compatible mouse

The `-n` flag queries the mouse and reports its type but does not set the device type.

The `-b` flag sets the baud rate for communication; it is effectual only for serial mice.

Accupoint is a process, to be used with *pipefile*(1), that processes events from an AccuPoint II pointing device with four buttons, such as on Toshiba Portégé 3440CT and 3480CT laptops, converting events on the two extra buttons (which appear as buttons 4 and 5 in the *mouse*(3) interface) into a simulation of button 2. These extra buttons on laptops are in turn simulations of Intellimouse scrolling buttons and have peculiar properties: they generate only 'down' events that repeat automatically, like a keypad, in an approximation of the Intellimouse scroll wheel. *Accupoint* overcomes this behavior to produce a reasonable approximation of a normal mouse button 2: it makes left button act like a regular button 2, but is slow to release (the program must wait for a repeat time before it knows the button has been released), while the right button generates a fast button 2 'click'. To use *accupoint*, add a line like this to `/usr/$user/lib/profile` or to a system-dependent configuration script in `termrc` (see *cpurc*(8)):

```
pipefile -dr /bin/aux/accupoint /dev/mouse
```

Before running *accupoint*, the mouse should be configured as an `intellimouse` or `ps2intellimouse`.

SOURCE

`/sys/src/cmd/aux/mouse.c`
`/sys/src/cmd/aux/accupoint.c`

SEE ALSO

cons(3), *cpurc*(8), *pipefile*(1).

BUGS

Due to the limitations of *pipefile*(1), when running *accupoint* it is difficult restart *rio*(1) if it has exited.

NAME

na – assembler for the Symbios Logic PCI−SCSI I/O Processors

SYNOPSIS

`aux/na file`

DESCRIPTION

The SYM53C8XX series of PCI−SCSI I/O Processors contain loadable microcode to control their operation. The microcode is written in a language called SCRIPTS. *Aux/na* is an assembler for the SCRIPTS programming language. It assembles SCRIPTS code in *file* into an array of assembled SCRIPTS instructions, patches, defines and enums that can be included in a C device driver.

SOURCE

`/sys/src/cmd/aux/na`

SEE ALSO

Symbios Logic, ‘‘PCI−SCSI I/O Processors Programming Guide Version 2.1’’

`/sys/src/9/*/sd53c8xx.n`	SCRIPTS source code
`/sys/src/9/*/sd53c8xx.c`	driver for the SYM53C8XX series of PCI−SCSI controllers

AUTHOR

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NAME

query, mkhash, mkdb, cs, csquery, dns, dnsquery, ipquery, dnsdebug, mkhosts – network database

SYNOPSIS

`ndb/query` [`-f` *dbfile*] *attr value* [*rattr*]
`ndb/ipquery` *attr value rattr...*
`ndb/mkhash` *file attr*
`ndb/cs` [`-n`] [`-f` *dbfile*] [`-x` *netmtpt*]
`ndb/csquery` [`-s`] [`server` [*addr...*]]
`ndb/dns` [`-rs`] [`-f` *dbfile*] [`-x` *netmtpt*]
`ndb/dnsquery`
`ndb/dnsdebug` [`-rx`] [[`@`*server*] *domain-name* [*type*]]
`ndb/mkdb`

DESCRIPTION

The network database holds administrative information used by network programs such as *dhcpd*(8), *ipconfig*(8), *con*(1), etc.

Ndb/query searches the database for an attribute of type *attr* and value *value*. If *rattr* is not specified, all entries matched by the search are returned. If *rattr* is specified, the value of the first pair with attribute *rattr* of all the matched entries is returned.

Ndb/ipquery uses *ndbipinfo* (see *ndb*(2)) to search for the values of the attributes *rattr* corresponding to the system with entries of attribute type *attr* and value *value*.

Ndb/mkhash creates a hash file for all entries with attribute *attr* in database file *file*. The hash files are used by *ndb/query* and by the ndb library routines.

Ndb/cs is a server used by *dial*(2) to translate network names. It is started at boot time. It finds out what networks are configured by looking for `/net/*/clone` when it starts. It can also be told about networks by writing to `/net/cs` a message of the form:

```
add net1 net2 ...
```

Ndb/cs also sets the system name in `/dev/sysname` if it can figure it out. The options are:

`-f` supplies the name of the data base file to use, default `/lib/ndb/local`.

`-x` specifies the mount point of the network.

`-n` causes cs to do nothing but set the system name.

Ndb/csquery can be used to query *ndb/cs* to see how it resolves addresses. *Ndb/csquery* prompts for addresses and prints out what *ndb/cs* returns. *Server* defaults to `/net/cs`. If any *addrs* are specified, *ndb/csquery* prints their translations and immediately exits. The exit status will be nil only if all addresses were successfully translated The `-s` flag sets exit status without printing any results.

Ndb/dns is a server used by *ndb/cs* and by remote systems to translate Internet domain names. *Ndb/dns* is started at boot time. By default *dns* serves only requests written to `/net/dns`. The options are:

`-f` supplies the name of the data base file to use, default `/lib/ndb/local`.

`-x` specifies the mount point of the network.

`-s` also answer domain requests sent to UDP port 53.

`-r` defer to other servers to resolve queries.

When the `-r` option is specified, the servers used come from the *dns* attribute in the database. For example, to specify a set of dns servers that systems on the network *mh-net*:

```
ipnet=mh-net ip=135.104.0.0 ipmask=255.255.0.0
     dns=ns1.cs.bell-labs.com
     dns=ns2.cs.bell-labs.com
dom=ns1.cs.bell-labs.com ip=135.104.1.11
dom=ns2.cs.bell-labs.com ip=135.104.1.12
```

The server for a domain is indicated by a database entry containing both a *dom* and a *ns* attribute. For example, the entry for the Internet root is:

```
dom=
     ns=A.ROOT−SERVERS.NET
     ns=B.ROOT−SERVERS.NET
     ns=C.ROOT−SERVERS.NET
dom=A.ROOT−SERVERS.NET ip=198.41.0.4
dom=B.ROOT−SERVERS.NET ip=128.9.0.107
dom=C.ROOT−SERVERS.NET ip=192.33.4.12
```

The last three lines provide a mapping for the server names to their ip addresses. This is only a hint and will be superseded from whatever is learned from servers owning the domain.

The root of a domain subtree served by the local database is indicated by an entry with an `soa` attribute. For example, the Bell Labs CS research domain is:

```
dom=cs.bell−labs.com soa=
     refresh=3600 ttl=3600
     ns=plan9.bell−labs.com
     ns=ns1.cs.bell−labs.com
     ns=ns2.cs.bell−labs.com
     mb=presotto@plan9.bell−labs.com
     mx=mail.research.bell−labs.com pref=20
     mx=plan9.bell−labs.com pref=10
```

Here, the `mb` entry is the mail address of the person responsible for the domain (default `postmaster`). The `mx` entries list mail exchangers for the domain name and `refresh` and `ttl` define the area refresh interval and the minimum TTL for records in this domain.

Delegation of a further subtree to another set of name servers is indicated by an `soa=delegated` attribute.

```
dom=bignose.cs.research.bell−labs.com
     soa=delegated
     ns=anna.cs.research.bell−labs.com
     ns=dj.cs.research.bell−labs.com
```

Nameservers within the delegated domain (as in this example) must have their IP addresses listed elsewhere in *ndb* files.

Wild-carded domain names can also be used. For example, to specify a mail forwarder for all Bell Labs research systems:

```
dom=*.research.bell−labs.com
     mx=research.bell−labs.com
```

‘Cname’ aliases may be established by adding a `cname` attribute giving the real domain name; the name attached to the `dom` attribute is the alias. ‘Cname’ aliases are severely restricted; the aliases may have no other attributes than `dom` and are daily further restricted in their use by new RFCs.

```
cname=anna.cs.research.bell−labs.com dom=www.cs.research.bell−labs.com
```

Ndb/dnsquery can be used to query *ndb/dns* to see how it resolves requests. *Ndb/dnsquery* prompts for commands of the form

domain−name request−type

where *request−type* can be `ip`, `mx`, `ns`, `cname`, `ptr`.... In the case of the inverse query type, `ptr`, *dnsquery* will reverse the ip address and tack on the `.in−addr.arpa` for you.

Ndb/dnsdebug is like *ndb/dnsquery* but bypasses the local server. It communicates via UDP with the domain name servers in the same way that the local resolver would and displays all packets received. The query can be specified on the command line or can be prompted for. The queries look like those of *ndb/dnsquery* with one addition. *Ndb/dnsdebug* can be directed to query a particular name server by the command @*name−server*. From that point on, all queries go to that name server rather than being resolved by *dnsdebug*. The @ command returns query resolution to *dnsdebug*. Finally, any command preceded by a @*name−server* sets the name server only for that command.

Normally *dnsdebug* uses the `/net` interface and the database file `/lib/ndb/local`. The `−x` option directs *dnsdebug* to use the `/net.alt` interface and `/lib/ndb/external` file. The `−r` option is the same as for *ndb/dns*.

Ndb/mkdb is used in concert with *awk*(1) scripts to convert uucp systems files and IP host files into database files. It is very specific to the situation at Murray Hill.

When the database files change underfoot, *ndb/cs* and *ndb/dns* track them properly. Nonetheless, to keep the database searches efficient it is necessary to run *ndb/mkhash* whenever the files are modified. It may be profitable to control this by a frequent *cron*(8) job.

Ndb/mkhosts generates a BSD style `hosts`, `hosts.txt`, and `hosts.equiv` files from an ndb data base file specified on the command line (default `/lib/ndb/local`). For local reasons the files are called `hosts.1127`, `astro.txt`, and `hosts.equiv`.

EXAMPLES

```
% ndb/query sys helix
sys=helix dom=helix.research.bell-labs.com bootf=/mips/9powerboot
     ip=135.104.117.31 ether=080069020427
     proto=il
% ndb/dnsquery
> plan9.bell-labs.com ip
plan9.bell-labs.com ip   204.178.31.2
> 204.178.31.2 ptr
2.31.178.204.in-addr.arpa ptr plan9.bell-labs.com
2.31.178.204.in-addr.arpa ptr ampl.com
>
```

FILES

`/lib/ndb/local`	first database file searched
`/lib/ndb/local.*`	hash files for `/lib/ndb/local`
`/srv/cs`	service file for *ndb/cs*
`/net/cs`	where `/srv/cs` gets mounted
`/srv/dns`	service file for *ndb/dns*
`/net/dns`	where `/srv/dns` gets mounted

SOURCE

`/sys/src/cmd/ndb`

SEE ALSO

ndb(2) *ndb*(6)

NAME

newuser – adding a new user

SYNOPSIS

`/sys/lib/newuser`

DESCRIPTION

To establish a new user on Plan 9, add the user's name to `/adm/users` by running the `newuser` command on the console of the file server (see *users*(6) and *fs*(8)). Next, give the user a password using the `changeuser` command on the console of the authentication server (see *auth*(8)). At this point, the user can bootstrap a terminal using the new name and password. The terminal will only get as far as running `rc`, however, as no `profile` exists for the user.

The *rc*(1) script `/sys/lib/newuser` sets up a sensible environment for a new user of Plan 9. Once the terminal is running `rc`, type

```
/sys/lib/newuser
```

to build the necessary directories in `/usr/$user` and create a reasonable initial profile in `/usr/$user/lib/profile` and plumbing rules in `/usr/$user/lib/plumbing` (see *plumber*(4)). The script then runs the profile which, as its last step, brings up *rio*(1). At this point the user's environment is established and running. (There is no need to reboot.) It may be prudent at this point to run *passwd*(1) to change the password, depending on how the initial password was chosen.

The `profile` built by `/sys/lib/newuser` looks like this:

```
bind -a $home/bin/rc /bin
bind -a $home/bin/$cputype /bin
bind -c tmp /tmp
font = /lib/font/bit/pelm/euro.9.font
switch($service){
case terminal
     plumber
     upas/fs
     echo -n accelerated > '#m/mousectl'
     echo -n 'res 3' > '#m/mousectl'
     prompt=('term% ' '   ')
     fn term%{ $* }
     exec rio
case cpu
     if (test -e /mnt/term/mnt/wsys) {
          # rio already running
          bind -a /mnt/term/mnt/wsys /dev
          echo -n $sysname > /dev/label
     }
     bind /mnt/term/dev/cons /dev/cons
     bind /mnt/term/dev/consctl /dev/consctl
     bind -a /mnt/term/dev /dev
     prompt=('cpu% ' '    ')
     fn cpu%{ $* }
     upas/fs
     news
     if (! test -e /mnt/term/mnt/wsys) {
          # cpu call from drawterm
          font=/lib/font/bit/pelm/latin1.8.font
          exec rio
     }
case con
     prompt=('cpu% ' '    ')
     news
}
```

Sites may make changes to `/sys/lib/newuser` that reflect the properties of the local environment.

Use the `−c` option of *mail*(1) to create a mailbox.

SEE ALSO

passwd(1), *rio*(1), *namespace*(4), *users*(6), *auth*(8), *fs*(8)

NAME

nfsserver, portmapper, pcnfsd, 9auth – NFS service

SYNOPSIS

`aux/nfsserver` [*rpc–options...*] [*nfs–options...*]
`aux/pcnfsd` [*rpc–options...*]
`aux/portmapper` [*rpc–options...*]

DESCRIPTION

These programs collectively provide NFS access to Plan 9 file servers. *Nfsserver*, *pcnfsd*, and *portmapper* run on a Plan 9 CPU server, and should be started in that order. All users on client machines have the access privileges of the Plan 9 user `none`.

The *rpc–options* are all intended for debugging:

`−r` Reject: answer all RPC requests by returning the AUTH_TOOWEAK error.

`−v` Verbose: show all RPC calls and internal program state, including 9P messages. (In any case, the program creates a file `/srv/`*name*`.chat` where *name* is that of the program; echoing `1` or `0` into this file sets or clears the `−v` flag dynamically.)

`−D` Debug: show all RPC messages (at a lower level than `−v`). This flag may be repeated to get more detail.

`−C` Turn off caching: do not answer RPC requests using the RPC reply cache.

The *nfs–options* are:

`−a` *addr* Set up NFS service for the 9P server at network address *addr*.

`−f` *file* Set up NFS service for the 9P server at *file* (typically an entry in `/srv`).

`−n` Do not allow per-user authentication.

`−c` *file* *File* contains the uid/gid map configuration. It is read at startup and subsequently every hour (or if `c` is echoed into `/srv/nfsserver.chat`). Blank lines or lines beginning with # are ignored; lines beginning with ! are executed as commands; otherwise lines contain four fields separated by white space: a regular expression (in the notation of *regexp*(6)) for a class of servers, a regular expression for a class of clients, a file of user id's (in the format of a Unix password file), and a file of group id's (same format).

NFS clients must be in the Plan 9 `/lib/ndb` database. The machine name is deduced from the IP address via `ndb/query`. The machine name specified in the NFS Unix credentials is completely ignored.

Pcnfsd is a toy program that authorizes PC-NFS clients. All clients are mapped to uid=1, gid=1 (`daemon` on most systems) regardless of name or password.

EXAMPLES

A simple `/lib/ndb/nfs` might contain:

```
!9fs tcp!ivy
.+  [^.]+\.cvrd\.hall\.edu  /n/ivy/etc/passwd  /n/ivy/etc/group
```

A typical entry in `/rc/bin/cpurc` might be:

```
aux/nfsserver -a il!bootes -a il!fornax -c /lib/ndb/nfs
aux/pcnfsd
aux/portmapper
```

Assuming the cpu server's name is `eduardo`, the mount commands on the client would be:

```
/etc/mount -o soft,intr eduardo:bootes /n/bootes
/etc/mount -o soft,intr eduardo:fornax /n/fornax
```

Note that a single instance of *nfsserver* may provide access to several 9P servers.

FILES

`/lib/ndb/nfs` List of uid/gid maps.
`/sys/log/nfs` Log file.

SOURCE

`/sys/src/cmd/9nfs`

BUGS

It would be nice to provide authentication for users, but Unix systems provide too low a level of security to be trusted in a Plan 9 world.

SEE ALSO

RFC1057, *RPC: Remote Procedure Call Protocol Specification, Version 2.*
RFC1094, *NFS: Network File System Protocol Specification.*

NAME

pcmcia – identify a PCMCIA card

SYNOPSIS

`aux/pcmcia` [*file*]

DESCRIPTION

`Aux/pcmcia` translates the PCMCIA information structure from *file* (default `#y/pcm0attr`) into a readable description and writes it to standard output.

FILES

`#y/pcm0attr` The attribute memory of the card in the PCMCIA slot.

SOURCE

`/sys/src/cmd/aux/pcmcia.c`

NAME

ping, gping, traceroute, hogports – probe the Internet

SYNOPSIS

`ping` [`-d`] [`-i` *interval*] [`-s` *size*] [`-n` *count*] *destination*

`gping` [`-r`] [`-l`] [`-i` *interval*] *destination* [*destination* ...]

`traceroute` [`-dn`][`-t` *tries*] *dest*

`hogports` [*mtpt/*] *proto* `!` *address* `!` *startport*[`-`*endport*]

DESCRIPTION

Ping sends ICMP echo requests to a system and returns the time for a response. It can be used to determine the network delay and whether or not the destination is up.

The options are:

`n` requests that a total of *count* messages be sent, default 32.

`i` sets the time between messages to be *interval* milliseconds, default 1000 ms.

`s` sets the length of the message to be *size* bytes, ICMP header included. The size cannot be smaller than 32 or larger than 8192. The default is 64.

`d` causes message numbers to be printed so that one can see the order with which messages are received and which are lost.

Gping is a *ping* with a graphical display. It presents separate graphs for each destination specified.

The options are:

`r` display round trip time in seconds. This is the default.

`l` display percentage of lost messages. A message is considered lost if not replied to in 10 seconds. The percentage is an exponentially weighted average.

`i` sets the time between messages to be *interval* milliseconds, default 5000 ms.

Graphs can be dropped and added using the button 3 menu. Clicking button 1 on a datapoint displays the value of the datapoint and the time it was recorded.

Traceroute displays the IP addresses and average round trip times to all routers between the machine it is run on and *dest*. It does this by sending packets to *dest* with increasing times to live (TTL) in their headers. Each router that a packet expires at replies with an ICMP warning message. The options are:

`d` print debugging to standard error

`n` just print out IP numbers, don't try to look up the names of the routers.

`t` send *tries* packets at each TTL value (default 1).

Hogports announces on a range of ports to keep them from other processes. For example, to keep anyone from making a vncserver visible on the network mounted at `/net.alt`:

```
ip/hogports /net.alt/tcp!*!5900-5950
```

SOURCE

```
/sys/src/cmd/ip/ping.c
/sys/src/cmd/ip/gping.c
/sys/src/cmd/ip/traceroute.c
/sys/src/cmd/ip/hogports.c
```

NAME

plan9.ini – configuration file for PCs

SYNOPSIS

none

DESCRIPTION

When booting Plan 9 on a PC, the DOS program *9load*(8) first reads a DOS file containing configuration information from the boot disk. This file, `plan9.ini`, looks like a shell script containing lines of the form

`name=`*value*

each of which defines a kernel or device parameter.

For devices, the generic format of *value* is

```
type=TYPE [port=N] [irq=N] [mem=N] [size=N] [dma=N] [ea=N]
```

specifying the controller type, the base I/O port of the interface, its interrupt level, the physical starting address of any mapped memory, the length in bytes of that memory, the DMA channel, and for Ethernets an override of the physical network address. Not all elements are relevant to all devices; the relevant values and their defaults are defined below in the description of each device.

The file is used by `9load` and the kernel to configure the hardware available. The information it contains is also passed to the boot process, and subsequently other programs, as environment variables (see *boot*(8)). However, values whose names begin with an asterisk * are used by the kernel and are not converted into environment variables.

The following sections describe how variables are used.

`etherX=value`

This defines an Ethernet interface. *X*, a unique monotonically increasing number beginning at 0, identifies an Ethernet card to be probed at system boot. Probing stops when a card is found or there is no line for `etherX+1`. After probing as directed by the `ether`*X* lines, any remaining ethernet cards that can be automatically detected are added. Almost all cards can be automatically detected. This automatic probing is only done by the kernel, not by *9load*(8). Thus, if you want to load a kernel over the ethernet, you need to specify an `ether0` line so that *9load* can find the ethernet card, even if the kernel would have automatically detected it.

Some cards are software configurable and do not require all options. Unspecified options default to the factory defaults.

Known types are

`ne2000`

Not software configurable. 16-bit card. Defaults are

```
port=0x300 irq=2 mem=0x04000 size=0x4000
```

The option (no value) `nodummyrr` is needed on some (near) clones to turn off a dummy remote read in the driver.

`amd79c970`

The AMD PCnet PCI Ethernet Adapter (AM79C970). (This is the ethernet adapter used by VMware.) Completely configurable, no options need be given.

`wd8003`

Includes WD8013 and SMC Elite and Elite Ultra cards. There are varying degrees of software configurability. Cards may be in either 8-bit or 16-bit slots. Defaults are

```
port=0x280 irq=3 mem=0xD0000 size=0x2000
```

BUG: On many machines only the 16 bit card works.

`elnk3`

The 3COM Etherlink III series of cards including the 5x9, 59x, and 905 and 905B. Completely configurable, no options need be given. The media may be specified by setting `media=` to the value `10BaseT`, `10Base2`, `100BaseTX`, `100BaseFX`, `aui`, and `mii`. If you need to force full duplex, because for example the Ethernet switch does not negotiate correctly, just name the word (no value) `fullduplex` or `100BASE−TXFD`. Similarly, to force 100Mbit operation, specify `force100`. Port 0x110 is used for the little ISA configuration dance.

`3c589`
The 3COM 3C589 series PCMCIA cards, including the 3C562 and the 589E. There is no support for the modem on the 3C562. Completely configurable, no options need be given. Defaults are
`port=0x240 irq=10`
The media may be specified as `media=10BaseT` or `media=10Base2`.

`ec2t` The Linksys Combo PCMCIA EthernetCard (EC2T), EtherFast 10/100 PCMCIA cards (PCMPC100) and integrated controllers (PCM100), the Netgear FA410TX 10/100 PCMCIA card and the Accton EtherPair-PCMCIA (EN2216). Completely configurable, no options need be given. Defaults are
`port=0x300 irq=9`
These cards are NE2000 clones. Other NE2000 compatible PCMCIA cards may be tried with the option
`id=string`
where `string` is a unique identifier string contained in the attribute memory of the card (see *pcmcia*(8)); unlike most options in `plan9.ini`, this string is case-sensitive. The option `dummyrr=[01]` can be used to turn off (0) or on (1) a dummy remote read in the driver in such cases, depending on how NE2000 compatible they are.

`i82557`
Cards using the Intel 8255[789] Fast Ethernet PCI Bus LAN Controller such as the Intel EtherExpress PRO/100B. Completely configurable, no options need be given. If you need to force the media, specify one of the options (no value) `10BASE-T`, `10BASE-2`, `10BASE-5`, `100BASE-TX`, `10BASE-TFD`, `100BASE-TXFD`, `100BASE-T4`, `100BASE-FX`, or `100BASE-FXFD`.

`2114x`
Cards using the Digital Equipment (now Intel) 2114x PCI Fast Ethernet Adapter Controller, for example the Netgear FA310. Completely configurable, no options need be given. Media can be specified the same was as for the `i82557`. Some cards using the `PNIC` and `PNIC2` near-clone chips may also work.

`wavelan`
Lucent Wavelan (Orinoco) IEEE 802.11b and compatible PCMCIA cards. Compatible cards include the Dell TrueMobile 1150 and the Linksys Instant Wireless Network PC Card. Port and IRQ defaults are 0x180 and 3 respectively.

These cards take a number of unique options to aid in identifying the card correctly on the 802.11b network. The network may be *ad hoc* or *managed* (i.e. use an access point):
`mode=[adhoc, managed]`
and defaults to *managed*. The 802.11b network to attach to (*managed* mode) or identify as (*ad hoc* mode), is specified by
`essid=string`
and defaults to a null string. The card station name is given by
`station=string`
and defaults to *Plan 9 STA*. The channel to use is given by
`channel=number`
where *number* lies in the range 1 to 16 inclusive; the channel is normally negotiated automatically.

If the card is capable of encryption, the following options may be used:
`crypt=[off, on]`
and defaults to *on*.
`key`*N*`=string`
sets the encryption key *n* (where *n* is in the range 1 to 4 inclusive) to *string*; this will also set the transmit key to *n* (see below).
`txkey=number`
sets the transmit key to use to be *number* in the range 1 to 4 inclusive. If it is desired to exclude or include unencrypted packets

`clear=[off, on]`
configures reception and defaults to inclusion.

The defaults are intended to match the common case of a managed network with encryption and a typical entry would only require, for example
`essid=left-armpit key2=fishcalledraawaru`
if the port and IRQ defaults are used. These options may be set after boot by writing to the device's *ctl* file using a space as the separator between option and value, e.g.
`echo 'key2 fishcalledraawaru' > /net/ether0/0/ctl`

`wavelanpci`
PCI ethernet adapters that use the same Wavelan programming interface. Currently the only tested cards are those based on the Intersil Prism 2.5 chipset.

`83815`
National Semiconductor DP83815-based adapters, notably the Netgear FA311, Netgear FA312, and various SiS built-in controllers such as the SiS900. On the SiS controllers, the ethernet address is not detected properly; specify it with an `ea=` attribute.

`rtl8139`
The Realtek 8139.

`82543gc`
The Intel RS-82543GC gigabit ethernet controller, as found on the Intel PRO/1000[FT] server adapter. The older non-[FT] cards based on the 82542 (LSI L2A1157) chip are not supported, although support would probably be easy to add.

`smc91cxx`
SMC 91cXX chip-based PCMCIA adapters, notably the SMC EtherEZ card.

`sink` A `/dev/null` for ethernet packets — the interface discards sent packets and never receives any. This is used to provide a test bed for some experimental ethernet bridging software.

`usbX=type=uhci port=xxx irq=xxx`
This specifies the settings for a USB UHCI controller. Like the ethernet controllers, USB controllers are autodetected after scanning for the ones listed in *plan9.ini*. Thus, most systems will not need a `usbX` line.

`scsiX=value`
This defines a SCSI interface which cannot be automatically detected by the kernel.

Known types are

`aha1542`
The Adaptec 154x series of controllers (and clones). Almost completely configurable, only the
`port=0x300`
option need be given.

NCR/Symbios/LSI Logic 53c8xx-based adapters and Mylex MultiMaster (Buslogic BT-*) adapters are automatically detected and need no entries.

By default, the NCR 53c8xx driver searches for up to 32 controllers. This can be changed by setting the variable `*maxsd53c8xx`.

By default the Mylex driver resets SCSI cards by using both the hard reset and SCSI bus reset flags in the driver interface. If a variable `*noscsireset` is defined, the SCSI bus reset flag is omitted.

Uarts

Plan 9 automatically configures COM1 and COM2, if found, as `eia0` (port 0x3F8, IRQ4) and `eia1` (port 0x2F8, IRQ3) respectively. These devices can be disabled by adding a line:
`eia`*X*`=disabled`
This is typically done in order to reuse the IRQ for another device.

Plan 9 used to support various serial concentrators, including the TTC 8 serial line card and various models in the Star Gate Avanstar series of intelligent serial boards. These are no longer supported; the much simpler Perle PCI-Fast4, PCI-Fast8, and PCI-Fast16 controllers have taken their places. These latter cards are automatically detected and need no configuration lines.

The line `serial=type=com` can be used to specify settings for a PCMCIA modem.

`mouseport=value`
This specifies where the mouse is attached. *Value* can be

`ps2` the PS2 mouse/keyboard port. The BIOS setup procedure should be used to configure the machine appropriately.

`ps2intellimouse`
an Intellimouse on the PS2 port.

`0` for COM1 (currently not supported)

`1` for COM2 (currently not supported)

`modemport=value`
Picks the UART line to call out on. This is used when connecting to a file server over an async line. *Value* is the number of the port.

`pcmciaX=type=XXX irq=value`
If the default IRQ for the PCMCIA is correct, this entry can be omitted. The value of `type` is ignored.

`console=value params`
This is used to specify the console device. The default value is `cga`; a number `0` or `1` specifies *COM1* or *COM2* respectively. A serial console is initially configured with the *uart*(3) configuration string `b9600 l8 pn s1`, specifying 9600 baud, 8 bit bytes, no parity, and one stop bit. If *params* is given, it will be used to further configure the uart. Notice that there is no = sign in the *params* syntax. For example,

```
console=0 b19200 po
```

would use COM1 at 19,200 baud with odd parity.

`bootfile=value`
This is used to direct the actions of *9load*(8) by naming the device and file from which to load the kernel.

`rootdir=dir`
`rootspec=spec`
These are used by *9load*(8) to identify the directory *dir* to make the root directory for the kernel, and the file system specifier *spec* (see `mount` in *bind*(2)) on which it can be found. These are usually used to test variant file systems for distributions, etc.

`bootargs=value`
The value of this variable is passed to *boot*(8) by the kernel as the name of the root file system. For example, if the system is to run from a local *kfs*(4) partition, the definition might read `bootargs=local!#S/sdC0/fs`.

`cfs=value`
This gives the name of the file holding the disk partition for the cache file system, *cfs*(4). Extending the `bootargs` example, one would write `cfs=#S/sdC0/cache`.

`bootdisk=value`
This deprecated variable was used to specify the disk used by the cache file system and other disk-resident services. It is superseded by `bootargs` and `cfs`.

`partition=value`
This defines the partition table *9load*(8) will examine to find disk partitioning information. By default, a partition table in a Plan 9 partition is consulted; if no such table is found, an old-Plan 9 partition table on the next-to-last or last sector of the disk is consulted. A value of `new` consults only the first table, `old` only the second.

`*maxmem=value`
This defines the maximum physical address that the system will scan when sizing memory. By default the operating system will scan up to 768 megabytes, but setting `*maxmem` will limit the scan. If the system has more than 768 megabytes, you must set `*maxmem` for the kernel to find it. `*maxmem` must be less than 1.75 gigabytes.

`*kernelpercent=value`
This defines what percentage of available memory is reserved for the kernel allocation pool. The remainder is left for user processes. The default *value* is 30 on CPU servers, 60 on terminals with less than 16MB of memory, and 40 on terminals with memories of 16MB or more. Terminals use more kernel memory because *draw*(3) maintains its graphic images in kernel memory. This deprecated option is rarely necessary in newer kernels.

`*nomce=value`
If machine check exceptions are supported by the processor, then they are enabled by default. Setting this variable to `1` causes them to be disabled even when available.

`*nomp=value`
A multiprocessor machine will enable all processors by default. Setting `*nomp` restricts the kernel to starting only one processor and using the traditional interrupt controller.

`*ncpu=value`
Setting `*ncpu` restricts the kernel to starting at most *value* processors.

`*pcimaxbno=value`
This puts a limit on the maximum bus number probed on a PCI bus (default 255). For example, a *value* of 1 should suffice on a 'standard' motherboard with an AGP slot. This, and `*pcimaxdno` below are rarely used and only on troublesome or suspect hardware.

`*pcimaxdno=value`
This puts a limit on the maximum device number probed on a PCI bus (default 31).

`ioexclude=value`
Specifies a list of ranges I/O ports to exclude from use by drivers. Ranges are inclusive on both ends and separated by commas. For example:

```
ioexclude=0x330-0x337,0x430-0x43F
```

`apm0=`
This enables the ''advanced power management'' interface as described in *apm*(3) and *apm*(8). The main feature of the interface is the ability to watch battery life (see *stats*(8)). It is not on by default because it causes problems on some laptops.

`monitor=value`
`vgasize=value`
These are used not by the kernel but by *termrc* (see *cpurc*(8)) when starting *vga*(8).

`*dpms=value`
This is used to specify the screen blanking behavior of the MGA4xx video driver. Values are `standby`, `suspend`, and `off`. The first two specify differing levels of power saving; the third turns the monitor off completely.

`nvr=value`
This is used by a file server kernel to locate a file holding information to configure the file system. The file cannot live on a SCSI disk. The default is `fd!0!plan9.nvr` (sic), unless `bootfile` is set, in which case it is `plan9.nvr` on the same disk as `bootfile`. The syntax is either `fd!`*unit*`!`*name* or `hd!`*unit*`!`*name* where *unit* is the numeric unit id. This variant syntax is a vestige of the file server kernel's origins.

`audioX=value`
This defines a sound interface.

Known types are

`sb16` Sound Blaster 16.

`ess1688`
A Sound Blaster clone.

The DMA channel may be any of 5, 6, or 7. The defaults are

```
port=0x220 irq=7 dma=5
```

`fs=a.b.c.d`
`auth=a.b.c.d`
These specify the IP address of the file and authentication server to use when mounting a network-provided root file system. They are used only if the addresses cannot be determined via

DHCP.

Multiple Configurations

A `plan9.ini` file may contain multiple configurations, each within a block beginning with a line

```
[tag]
```

A special block with the tag `menu` gives a list of blocks from which the user may interactively select the contents of `plan9.ini`. There may also be multiple blocks with the tag `common` which will be included in all selections; if any lines appear in `plan9.ini` before the first block, they are treated as a `common` block.

Within the `menu` block the following configuration lines are allowed:

`menuitem=tag[, description]`
The block identified by `tag` will appear in the presented menu. The menu entry will consist of the `tag` unless the optional `description` is given.

`menudefault=tag[, timeout]`
Identifies a default block to be given in the menu selection prompt. If the optional `timeout` is given (in seconds), the default block will be selected if there is no user input within the timeout period.

`menuconsole=value[, baud]`
Selects a serial console upon which to present the menu as no `console` or `baud` configuration information will have been processed yet (the `plan9.ini` contents are still to be decided...).

In response to the menu being printed, the user is prompted to select a menu item from the list. If the numeric response is followed by a `p`, the selected configuration is printed and the menu presented again.

The line

```
menuitem=tag
```

is prefixed to the selected configuration as an aid to user-level initialization scripts.

EXAMPLES

A representative `plan9.ini`:

```
% cat /n/c:/plan9.ini
ether0=type=3C509
mouseport=ps2
modemport=1
serial0=type=generic port=0x3E8 irq=5
monitor=445x
vgasize=1600x1200x8
%
```

Minimum CONFIG.SYS and AUTOEXEC.BAT files to use COM2 as a console:

```
% cat /n/c:/config.sys
SHELL=COMMAND.COM COM2 /P
% cat /n/c:/autoexec.bat
@ECHO OFF
PROMPT $p$g
PATH C:\DOS;C:\BIN
mode com2:96,n,8,1,p
SET TEMP=C:\TMP
%
```

Simple `plan9.ini` with multiple configurations:

```
[menu]
menuitem=vga, Plan 9 with VGA
menuitem=novga, Plan 9 no automatic VGA
menudefault=vga

[vga]
monitor=multisync135
vgasize=1024x768x8
```

```
[novga]

[common]
ether0=type=i82557
audio0=type=sb16 port=0x220 irq=5 dma=1
```

With this, the following menu will be presented on boot:

```
Plan 9 Startup Menu:
====================
    1. Plan 9 with VGA
    2. Plan 9 no automatic VGA
Selection[default==1]:
```

Selecting item 1 generates the following `plan9.ini` to be used by the remainder of the bootstrap process:

```
menuitem=vga
monitor=multisync135
vgasize=1024x768x8
ether0=type=i82557
audio0=type=sb16 port=0x220 irq=5 dma=1
```

and selecting item 2:

```
menuitem=novga
ether0=type=i82557
audio0=type=sb16 port=0x220 irq=5 dma=1
```

SEE ALSO

9load(8), *booting*(8), *boot*(8)

BUGS

Being able to set the console device to other than a display is marginally useful on file servers; MS-DOS and the programs which run under it are so tightly bound to the display that it is necessary to have a display if any setup or reconfiguration programs need to be run. Also, the delay before any messages appear at boot time is disconcerting, as any error messages from the BIOS are lost.

This idea is at best an interesting experiment that needs another iteration.

NAME

ppp, pppoe, pptp, pptpd – point to point protocol

SYNOPSIS

ip/ppp [−CPScdfu][−b *baud*][−m *mtu*][−p *dev*][−s *username*:*secret*][−x *netmntpt*][−t *modemcmd*] [*local* [*remote*]]

ip/pppoe [−m *mtu*] [−P] [−d] [−s *username*:*secret*] [−x *pppnetmntpt*] *etherdir*

ip/pptp [−P] [−d] [−s *username*:*secret*] [−w *window*] [−x *pppnetmntpt*] *server*

ip/pptpd [−d] [−p *pppnetmtpt*] [−w *window*] [−D *fraction*] *tcp−dir*

DESCRIPTION

The Point to Point Protocol is used to encapsulate Internet Protocol packets for transfer over serial lines or other protocol connections. *Ppp* can run either as a client or, with the *-S* option, as a server. The only differences between a client and a server is that the server will not believe any local address the client tries to supply it and that the server always initiates the authentication of the client.

With no option, *ppp* communicates with the remote system via standard input and output. This is useful if a program wants to use *ppp* in a communications stream. However, the normal mode is to specify a communications device, usually a serial line with a modem.

PPP supports the following options:

p communicate over *dev* instead of standard I/O

u before starting the PPP porotcol with the remote end, shuttle bytes between the device and standard I/O until an EOF on standard input. This allows a user to start *ppp* and then type commands at a modem before *ppp* takes over

b set the baud rate on the communications device

f make PPP add HDLC framing. This is necessary when using PPP over a serial line or a TCP connection

m set the maximum transfer unit (default 1450)

P use this as the primary IP interface; set the default route through this interface and write it's configuration to /net/ndb

s supplies the user name and secret to be used in authenticating to the remote side. The *username* is optional, the default being the local user id. We support both PPP CHAP and MS CHAP

S run as a server

x use the IP stack mounted at *netmntpt*

t before starting the PPP protocol, write *modemcmd* to the device

c disallow packet compression

C disallow ip header compression

If both the *local* and *remote* addresses are specified, don't ask the other end for either or believe it if it supplies one. If either is missing, get it from the remote end.

Pppoe is a PPP over ethernet (PPPoE) client. It invokes *ppp* to start a PPP conversation which is tunneled in PPPoE packets on the ethernet device mounted at *etherdir* (default /net/ether0). The options are:

A insist on an access concentrator named *acname* during PPPoE discovery

S insist on a service named *srvname* during PPPoE discovery

d write debugging output to standard error, and pass −d to *ppp*

m pass −m *mtu* to *ppp*, default 1492

s pass −s *username*:*secret* to *ppp*

x pass −x *pppnetmntpt* to *ppp*

Pptp is a client for a PPTP encrypted tunnel. *Server* is the name of the server to dial. *Pptp* takes the same options as *pppoe*, except for the lack of a −m option and the addition of a −w option. The −w option specifies the local send window size (default 16) in packets.

Pptpd is the server side of a PPTP encrypted tunnel. *Tcpdir* is the directory of a TCP connection to the client. The TCP connection is used to control the tunnel while packets are sent back and forth using PPP inside of GRE packets. The options are:

d write debugging output to standard error.

p use the IP stack mounted at *pppnetmtpt* to terminate the PPP connection.

w set the receive window to *window*.

D drop *fraction* of the received packets. This is used for testing.

SOURCE

/sys/src/cmd/ip/ppp
/sys/src/cmd/ip/pptpd.c
/sys/src/cmd/ip/pppoe.c

NAME

prep, fdisk, format, mbr – prepare hard and floppy diskettes, flashes

SYNOPSIS

`disk/prep` [`−abcfnprw`] [`−s` *sectorsize*] *plan9partition*

`disk/fdisk` [`−abfprw`] [`−s` *sectorsize*] *disk*

`disk/format` [`−dfvx`] [`−b` *bootblock*] [`−c` *csize*] [`−l` *label*] [`−r` *nresrv*] [`−t` *type*] *disk* [*file*...]

`disk/mbr` [`−m` *mbrfile*]

DESCRIPTION

A partition table is stored on a hard disk to specify the division of the physical disk into a set of logical units. On PCs, the partition table is stored at the end of the master boot record of the disk. Partitions of type `0x39` are Plan 9 partitions. The names of PC partitions are chosen by convention from the type: `dos`, `plan9`, etc. Second and subsequent partitions of the same type on a given disk are given unique names by appending a number (or a period and a number if the name already ends in a number).

Plan 9 partitions (and Plan 9 disks on non-PCs) are themselves divided, using a textual partition table, called the Plan 9 partition table, in the second sector of the partition (the first is left for architecture-specific boot data, such as PC boot blocks). The table is a sequence of lines of the format `part` *name start end*, where *start* and *end* name the starting and ending sector. Sector 0 is the first sector of the Plan 9 partition or disk, regardless of its position in a larger disk. Partition extents do not contain the ending sector, so a partition from 0 to 5 and a partition from 5 to 10 do not overlap.

The Plan 9 partition often contains a number of conventionally named subpartitions. They include:

`9fat` A small FAT file system used to hold configuration information (such as `plan9.ini` and `plan9.nvr`) and kernels. This typically begins in the first sector of the partition, and contains the partition table as a ‘‘reserved’’ sector. See the discussion of the `−r` option to *format*.

`cache` A *cfs*(4) file system cache.

`fs` A *kfs*(4) file system.

`swap` A *swap*(8) swap partition.

Fdisk edits the PC partition table and is usually invoked with a disk like `/dev/sdC0/data` as its argument, while *prep* edits the Plan 9 partition table and is usually invoked with a disk partition like `/dev/sdC0/plan9` as its argument. *Fdisk* works in units of disk ‘‘cylinders’’: the cylinder size in bytes is printed when *fdisk* starts. *Prep* works in units of disk sectors, which are almost always 512 bytes. *Fdisk* and *prep* share most of their options:

`−a` Automatically partition the disk. *Fdisk* will create a Plan 9 partition in the largest unused area on the disk, doing nothing if a Plan 9 partition already exists. If no other partition on the disk is marked active (i.e. marked as the boot partition), *fdisk* will mark the new partition active. *Prep* will create `9fat`, `swap`, and `fs` partitions, doing nothing if the disk has already been partitioned. If the `−c` option is present, *prep* will also create a `cache` partition. If the `−n` option is present, *prep* will create a one-sector `nvram` partition.

`−b` Start with a blank disk, ignoring any extant partition table.

`−p` Print a sequence of commands that when sent to the disk device's `ctl` file will bring the partition table information kept by the *sd*(3) driver up to date. Then exit. *Prep* will check to see if it is being called with a disk partition (rather than an entire disk) as its argument; if so, it will translate the printed sectors by the partition's offset within the disk. Since *fdisk* operates on a table of unnamed partitions, it assigns names based on the partition type (e.g., `plan9`, `dos`, `ntfs`, `linux`, `linuxswap`) and resolves collisions by appending a numbered suffix. (e.g., `dos`, `dos.1`, `dos.2`).

`−r` In the absence of the `−p` and `−w` flags, *prep* and *fdisk* enter an interactive partition editor; the `−r` flag runs the editor in read-only mode.

−s *sectorsize*
: Specify the disk's sector size. In the absence of this flag, *prep* and *fdisk* look for a disk `ctl` file and read it to find the disk's sector size. If the `ctl` file cannot be found, a message is printed and a sector size of 512 bytes is assumed.

−w
: Write the partition table to the disk and exit. This is useful when used in conjunction with −a or −b.

If neither the −p flag nor the −w flag is given, *prep* and *fdisk* enter an interactive partition editor that operates on named partitions. The PC partition table distinguishes between primary partitions, which can be listed in the boot sector at the beginning of the disk, and secondary (or extended) partitions, arbitrarily many of which may be chained together in place of a primary partition. Primary partitions are named p*n*, secondary partitions s*n*. The number of primary partitions plus number of contiguous chains of secondary partitions cannot exceed four.

The commands are as follows. In the descriptions, read ''sector'' as ''cylinder'' when using *fdisk*.

a *name* [*start* [*end*]]
: Create a partition named *name* starting at sector offset *start* and ending at offset *end*. The new partition will not be created if it overlaps an extant partition. If *start* or *end* are omitted, *prep* and *fdisk* will prompt for them. *Start* and *end* may be expressions using the operators +, −, *, and /, numeric constants, and the pseudovariables `.` and $. At the start of the program, `.` is set to zero; each time a partition is created, it is set to the end sector of the new partition. It can also be explicitly set using the `.` command. When evaluating *start*, $ is set to one past the last disk sector. When evaluating *end*, $ is set to the maximum value that *end* can take on without running off the disk or into another partition. Finally, the expression *n*% evaluates to ($n \times disksize$)/100. As an example, `a . .+20%` creates a new partition starting at `.` that takes up a fifth of the disk, and `a 1000 $` creates a new partition starting at sector 1000 and extending as far as possible.

. *newdot*
: Set the value of the variable `.` to *newdot*, which is an arithmetic expression as described in the discussion of the a command.

d *name*
: Delete the named partition.

h
: Print a help message listing command synopses.

p
: Print the disk partition table. Unpartitioned regions are also listed. The table consists of a number of lines containing partition name, beginning and ending sectors, and total size. A ' is prefixed to the names of partitions whose entries have been modified but not written to disk. *Fdisk* adds to the end of each line a textual partition type, and places a * next to the name of the active partition (see the A command below).

P
: Print the partition table in the format accepted by the disk's `ctl` file, which is also the format of the output of the −p option.

w
: Write the partition table to disk. *Prep* will also inform the kernel of the changed partition table. The write will fail if any programs have any of the disk's partitions open. If the write fails (for this or any other reason), *prep* and *fdisk* will attempt to restore the partition table to its former state.

q
: Quit the program. If the partition table has been modified but not written, a warning is printed. Typing q again will quit the program.

Fdisk also has the following commands.

A *name*
: Set the named partition active. The active partition is the one whose boot block is used when booting a PC from disk.

e
: Print the names of empty slots in the partition table, i.e., the valid names to use when creating a new partition.

Format prepares for use the floppy diskette or hard disk partition in the file named *disk*, for example `/dev/fd0disk` or `/dev/sdC0/9fat`. The options are:

`−f` Do not physically format the disc. Used to install a FAT file system on a previously formatted disc. If *disk* is not a floppy device, this flag is a no-op.

`−t` specify a density and type of disk to be prepared. The possible *types* are:

- 3½DD 3½" double density, 737280 bytes
- 3½HD 3½" high density, 1474560 bytes
- 5¼DD 5¼" double density, 368640 bytes
- 5¼HD 5¼" high density, 1146880 bytes
- `hard` fixed disk

The default when *disk* is a floppy drive is the highest possible on the device. When *disk* is a regular file, the default is 3½HD. When *disk* is an *sd*(3) device, the default is `hard`.

`−d` initialize a FAT file system on the *disk*.

`−b` use the contents of *bootblock* as a bootstrap block to be installed in sector 0.

The remaining options have effect only when `−d` is specified:

`−c` use a FAT cluster size of *csize* sectors when creating the FAT.

`−l` add a *label* when creating the FAT file system.

`−r` mark the first *nresrv* sectors of the partition as ‘‘reserved’’. Since the first sector always contains the FAT parameter block, this really marks the *nresrv*−1 sectors starting at sector 1 as ‘‘reserved’’. When formatting the `9fat` partition, `−r 2` should be used to jump over the partition table sector.

Again under `−d`, any *files* listed are added, in order, to the root directory of the FAT file system. The files are contiguously allocated. If a file is named `9load`, it will be created with the `SYSTEM` attribute set so that *dossrv*(4) keeps it contiguous when modifying it.

Format checks for a number of common mistakes; in particular, it will refuse to format a `9fat` partition unless `−r` is specified with *nresrv* larger than two. It also refuses to format a raw *sd*(3) partition that begins at offset zero in the disk. (The beginning of the disk should contain an *fdisk* partition table with master boot record, not a FAT file system or boot block.) Both checks are disabled by the `−x` option. The `−v` option prints debugging information.

The file `/386/pbs` is an example of a suitable *bfile* to make the disk a boot disk. It gets loaded by the BIOS at 0x7C00, reads the root directory into address 0x7E00, and looks at the first root directory entry. If that file is called `9LOAD`, it uses single sector reads to load the file into address 0x10000 and then jumps to the loaded file image. The file `/386/pbslba` is similar, but because it uses LBA addressing (not supported by all BIOSes), it can access more than the first 8.5GB of the disk.

Mbr installs a new boot block in sector 0 (the master boot record) of a disk such as `/dev/sdC0/data`. This boot block should not be confused with the boot block used by *format*, which goes in sector 0 of a partition. Typically, the boot block in the master boot record scans the PC partition table to find an active partition and then executes the boot block for that partition. The partition boot block then loads a bootstrap program such as *9load*(8), which then loads the operating system. If MS-DOS or Windows 9[58] is already installed on your hard disk, the master boot record already has a suitable boot block. Otherwise, `/386/mbr` is an appropriate *mbrfile*. It detects and uses LBA addressing when available from the BIOS (the same could not be done in the case of `pbs` due to space considerations). If the *mbrfile* is not specified, a boot block is installed that prints a message explaining that the disk is not bootable.

EXAMPLES

Initialize the kernel disk driver with the partition information from the FAT boot sectors. If Plan 9 partitions exist, pass that partition information as well.

```
for(disk in /dev/sd??) {
	if(test -f $disk/data && test -f $disk/ctl)
		disk/fdisk -p $disk/data >$disk/ctl
	for(part in $disk/plan9*)
		if(test -f $part)
			disk/prep -p $part >$disk/ctl
```

```
}
```

Create a Plan 9 boot floppy on a previously formatted diskette:

```
disk/format -b /386/pbs -df /dev/fd0disk /386/9load /tmp/plan9.ini
```

Initialize the blank hard disk `/dev/sdC0/data`.

```
disk/mbr -m /386/mbr /dev/sdC0/data
disk/fdisk -baw /dev/sdC0/data
disk/prep -baw /dev/sdC0/plan9
disk/format -b /386/pbs -d -r 2 /dev/sdC0/9fat 9load 9pcdisk plan9.ini
```

SOURCE

`/sys/src/cmd/disk/prep`
`/sys/src/boot/pc`

SEE ALSO

floppy(3), *sd*(3), *9load*(8)

BUGS

Format can create FAT12 and FAT16 file systems, but not FAT32 file systems. The boot block can only read from FAT12 and FAT16 file systems.

NAME

qer, runq – queue management for spooled files

SYNOPSIS

`qer` [`−q` *subdir*] [`−f` *file*] *root tag reply args*

`runq` [`−adsE`] [`−f` *file*] [`−q` *subdir*] [`−l` *load*] [`−t` *time*] [`−r` *nfiles*] [`−n` *nprocs*] *root cmd*

DESCRIPTION

Qer creates a control and a data file in a queue directory. The control file contents consist of the *tag*, *reply*, and *args* separated by spaces. The data file contains the standard input to *qer*. The files are created in the directory *root*/*subdir*, where *subdir* is the argument to `−q` if present, else the contents of `/dev/user`. The names of the control and data files differ only in the first character which is 'C' and 'D' respectively. *Mktemp*(2) is used to create the actual names of the control and data file.

Some commands, such as *fax* (see *telco*(4)), must queue more files than just the data file. Each *file* following a `-f` flag is copied into the queue directory. The names of the copies differ from the name of the data file only in the first character. The first one is starts with 'F', the second 'G', etc.

Runq processes the files queued by *qer*. Without the `−a` option, *runq* processes all requests in the directory *root*/*subdir*, where *subdir* is the argument to `−q` if present, else the contents of `/dev/user`. With the `−a` it processes all requests. Each request is processed by executing the command *cmd* with the contents of the control file as its arguments, the contents of the data file as its standard input, and standard error appended to the error file `E.XXXXXX`.

The action taken by *runq* depends on the return status of *cmd*. If *cmd* returns a null status, the processing is assumed successful and the control, data, and error files are removed. If *cmd* returns an error status containing the word `Retry`, the files are left to be reprocessed at a later time. For any other status, an error message is mailed to the requester and the files are removed. *Runq* uses the *reply* field in the control file as a mail address to which to send an error notification. The notification contains the contents of the control file to identify the failed request.

To avoid reprocessing files too often, the following algorithm is used: a data file younger than one hour will not be processed if its error file exists and was last modified within the preceding 10 minutes. A data file older than one hour will not be processed if its error file exists and was last modified within the preceding hour. The `−E` flag causes all files to be reprocessed regardless of the file times.

The `−d` option causes debugging output on standard error describing the progress through the queues.

The `−t` flags specifies the number of hours that retries will continue after a send failure. The default is 48 hours.

The `−r` flag limits the number of files that are processed in a single pass of a queue. *Runq* accumulates the entire directory containing a queue before processing any files. When a queue contains many files and the system does not have enough memory, *runq* exits without making progress. This flag forces *runq* to process the directory in chunks, allowing the queue to be drained incrementally. It is most useful in combination with the *−q* flag.

The `−s`, `−n`, and `−l` flags are only meaningful with the `−a` flag. They control amount of parallelism that is used when sweeping all of the queues. The argument following the `−n` flag specifies the number of queues that are swept in parallel; the default is 50. The argument following the `−l` flag specifies the total number of queues that are being swept. By default, there is no limit. The number of active sweeps is cumulative over all active executions of *runq*. The `−s` flag forces each queue directory to be processed by exactly one instance of *runq*. This is useful on systems that connect to slow external systems and prevents all the queue sweeps from piling up trying to process a few slow systems.

Runq is often called from *cron*(8) by an entry such as

```
0,10,20,30,40,50 * * * * kremvax
        runq -a /mail/queue /mail/lib/remotemail
```

The entry must be a single line; it is folded here only so it fits on the page.

FILES

root/user	queue directory for *user*
*root/user/*D.XXXXXX	data file
*root/user/*C.XXXXXX	control file
*root/user/*E.XXXXXX	error file
root/user/[F−Z].XXXXXX	secondary data files

SOURCE

/sys/src/cmd/upas/q

SEE ALSO

mail(1)

NAME

rdarena – extract a Venti arena

SYNOPSIS

`venti/rdarena` [`−v`] *venti.config arena*

DESCRIPTION

Rdarena extracts the named *arena* from the Venti system described by the *venti.conf*(6) file *venti.config* and writes this arena to standard output. This command is typically used to back up an arena to external media. The `−v` option generates more verbose output on standard error.

SOURCE

`/sys/src/cmd/venti`

SEE ALSO

venti(8)

BUGS

There is currently no way to restore a Venti system from a collection of extracted arenas.

NAME

reboot – reboot the system upon loss of remote file server connection

SYNOPSIS

`aux/reboot` [*file*]

DESCRIPTION

Reboot stats *file*, default `/$`*cputype*`/init`, once a minute. If the stat times out, *reboot* reboots the system. This is used to restart diskless cpu servers whenever their file server connection is broken.

SOURCE

`/sys/src/cmd/aux/reboot.c`

NAME

applychanges, applylog, compactdb, updatedb – simple client-server replica management

SYNOPSIS

`replica/compactdb` *db*

`replica/updatedb` [`-cl`] [`-p` *proto*] [`-r` *root*] [`-t` *now n*] [`-u` *uid*] [`-x` *path*] ... *db*

`replica/applylog` [`-cnsuv`] *clientdb clientroot serverroot* [*path ...*]

`replica/applychanges` [`-nuv`] [`-p` *proto*] [`-x` *path*] ... *clientdb clientroot serverroot* [*path ...*]

DESCRIPTION

These four tools collectively provide simple log-based client-server replica management. The shell scripts described in *replica*(1) provide a more polished interface.

Both client and server maintain textual databases of file system metadata. Each line is of the form

path mode uid gid mtime length

Later entries for a *path* supersede previous ones. A line with the string `REMOVED` in the *mode* field annuls all previous entries for that *path*. The entries in a file are typically kept sorted by *path* but need not be. These properties facilitate updating the database atomically by appending to it. *Compactdb* reads in a database and writes out an equivalent one, sorted by path and without outdated or annulled records.

A replica is further described on the server by a textual log listing creation and deletion of files and changes to file contents and metadata. Each line is of the form:

time gen verb path serverpath mode uid gid mtime length

The *time* and *gen* fields are both decimal numbers, providing an ordering for log entries so that incremental tools need not process the whole log each time they are run. The *verb*, a single character, describes the event: addition of a file (`a`), deletion of a file (`d`), a change to a file's contents (`c`), or a change to a file's metadata (`m`). *Path* is the file path on the client; *serverpath* the path on the server (these are different when the optional fifth field in a proto file line is given; see *proto*(2)). *Mode*, *uid*, *gid*, and *mtime* are the files metadata as in the `Dir` structure (see *stat*(5)). For deletion events, the metadata is that of the deleted file. For other events, the metadata is that after the event.

Updatedb scans the file system rooted at *root* for changes not present in *db*, noting them by appending new entries to the database and by writing log events to standard output. The `-c` option causes *updatedb* to consider only file and metadata changes, ignoring file additions and deletions. By default, the log events have *time* set to the current system time and use incrementing *gen* numbers starting at 0. The `-t` option can be used to specify a different time and starting number. If the `-u` option is given, all database entries and log events will use *uid* rather than the actual uids. The `-x` option (which may be specified multiple times) excludes the named path and all its children from the scan. If the `-l` option is given, the database is not changed and the *time* and *gen* fields are omitted from the log events; the resulting output is intended to be a human-readable summary of file system activity since the last scan.

Applylog is used to propagate changes from server to client. It applies the changes listed in a log (read from standard input) to the file system rooted at *clientroot*, copying files when necessary from the file system rooted at *serverroot*. By default, *replapplylog* does not attempt to set the uid on files; the `-u` flag enables this. *Applylog* will not overwrite local changes made to replicated files. When it detects such conflicts, by default it prints an error describing the conflict and takes no action. If the `-c` flag is given, *replapplylog* still takes no action, but does so silently and will not report the conflicts in the future. (The conflict is resolved in favor of the client.) If the `-s` flag is given, *replapplylog* overwrites the local changes. (The conflict is resolved in favor of the server.)

Applychanges is, in some sense, the opposite of *applylog*; it scans the client file system for changes, and applies those changes to the server file system. *Applychanges* will not overwrite remote changes made to replicated files. For example, if a file is copied from server to client and subsequently changed on both server and client, *applychanges* will not copy the client's new version to the server, because the server also has a new version. *Applychanges* and *applylog* detect the same conflicts; to resolve conflicts reported by *applychanges*, invoke *applylog* with the `-c` or

−s flags.

EXAMPLE

One might keep a client kfs file system up-to-date against a server file system using these tools. First, connect to a CPU server with a high-speed network connection to the file server and scan the server file system, updating the server database and log:

```
repl=$home/lib/replica
proto=/sys/lib/sysconfig/proto/portproto
db=$repl/srv.portproto.db
log=$repl/srv.portproto.log

9fs $fs
replica/updatedb -p $proto -r /n/$fs -x $repl $db >>$log
replica/compactdb $db >/tmp/a && mv /tmp/a $db
```

Then, update the client file system:

```
repl=$home/lib/replica
db=$repl/cli.portproto.db
log=$repl/srv.portproto.log

9fs $fs
9fs kfs
replica/applylog $db /n/kfs /n/$fs <$log
replica/compactdb $db >/tmp/a && mv /tmp/a $db
```

The `$repl` directory is excluded from the sync so that multiple clients can each have their own local database. The shell scripts in `/rc/bin/replica` are essentially a further development of this example.

The Plan 9 distribution update program operates similarly, but omits the first scan; it is assumed that the Plan 9 developers run scans manually when the distribution file system changes. The manual page *replica*(1) describes this in full.

SEE ALSO

replica(1)

BUGS

These tools assume that *mtime* combined with *length* is a good indicator of changes to a file's contents.

NAME

scanmail, testscan − spam filters

SYNOPSIS

`upas/scanmail` [*options*] [*qer−args*] *root* `mail` *sender system rcpt−list*

`upas/testscan` [`−avd`] [`−p` *patfile*] [*filename*]

DESCRIPTION

`Scanmail` accepts a mail message supplied on standard input, applies a file of patterns to a portion of it, and dispatches the message based on the results. It exactly replaces the generic queuing command *qer*(8) that is executed from the *rc*(1) script `/mail/lib/qmail` in the mail processing pipeline. Associated with each pattern is an *action* in order of decreasing priority:

`dump` the message is deleted and a log entry is written to `/sys/log/smtpd`

`hold` the message is placed in a queue for human inspection

`log` a line containing the matching portion of the message is written to a log

If no pattern matches or only patterns with an action of `log` match, the message is accepted and *scanmail* queues the message for delivery. *Scanmail* meshes with the blocking facilities of *smtpd*(6) to provide several layers of filtering on gateway systems. In all cases the sender is notified that the message has been successfully delivered, leaving the sender unaware that the message has been potentially delayed or deleted.

Scanmail accepts the arguments of *qer*(8) as well as the following:

`−c` Save a copy of each message in a randomly-named file in directory `/mail/copy`.

`−d` Write debugging information to standard error.

`−h` Queue *held* messages by sending domain name. The `−q` option must specify a root directory; messages are queued in subdirectories of this directory. If the `−h` option is not specified, messages are accumulated in a subdirectory of `/mail/queue.hold` named for the contents of `/dev/user`, usually `none`.

`−n` Messages are never held for inspection, but are delivered. Also known as *vacation mode*.

`−p` *filename* Read the patterns from *filename* rather than `/mail/lib/patterns`.

`−q` *holdroot* Queue deliverable messages in subdirectories of *holdroot*. This option is the same as the `−q` option of *qer*(8) and must be present if the `−h` option is given.

`−s` Save deleted messages. Messages are stored, one per randomly-named file, in subdirectories of `/mail/queue.dump` named with the date.

`−t` Test mode. The pattern matcher is applied but the message is discarded and the result is not logged.

`−v` Print the highest priority match. This is useful with the `−t` option for testing the pattern matcher without actually sending a message.

Testscan is the command line version of *scanmail*. If *filename* is missing, it applies the pattern set to the message on standard input. Unlike *scanmail*, which finds the highest priority match, *testscan* prints all matches in the portion of the message under test. It is useful for testing a pattern set or implementing a personal filter using the `pipeto` file in a user's mail directory. *Testscan* accepts the following options:

`−a` Print matches in the complete input message

`−d` Enable debug mode

`−v` Print the message after conversion to canonical form (*q.v.*).

`−p` *filename*
Read the patterns from *filename* rather than `/mail/lib/patterns`.

Canonicalization

Before pattern matching, both programs convert a portion of the message header and the beginning of the message to a canonical form. The amount of the header and message body processed are set by compile-time parameters in the source files. The canonicalization process converts letters to lower-case and replaces consecutive spaces, tabs and newline characters with a single space. HTML commands are deleted except for the parameters following A HREF, IMG SRC, and

IMG BORDER directives. Additionally, the following MIME escape sequences are replaced by their ASCII equivalents:

```
Escape Seq   ASCII
----------   -----
     =2e       .
     =2f       /
     =20    <space>
     =3d       =
```

and the sequence *=<newline>* is elided. *Scanmail* assembles the sender, destination domain and recipient fields of the command line into a string that is subjected to the same canonical processing. Following canonicalization, the command line and the two long strings containing the header and the message body are passed to the matching engine for analysis.

Pattern Syntax

The matching engine compiles the pattern set and matches it to each canonicalized input string. Patterns are specified one per line as follows:

{*}*action*: *pattern−spec* {~~*override*...~~*override*}

On all lines, a # introduces a comment; there is no way to escape this character.

Lines beginning with * contain a *pattern−spec* that is a string; otherwise, the the *pattern−spec* is a regular expression in the style of *regexp*(6). Regular expression matching is many times less efficient than string matching, so it is wiser to enumerate several similar strings than to combine them into a regular expression. The *action* is a keyword terminated by a **:** and separated from the pattern by optional white-space. It must be one of the following:

`dump` if the pattern matches, the message is deleted. If the `−s` command line option is set, the message is saved.

`hold` if the pattern matches, the message is queued in a subdirectory of `/mail/queue.hold` for manual inspection. After inspection, the queue can be swept manually using `runq` (see *qer*(8)) to deliver messages that were inadvertently matched.

`header` this is the same as the `hold` action, except the pattern is only applied to the message header. This optimization is useful for patterns that match header fields that are unlikely to be present in the body of the message.

`line` the sender and a section of the message around the match are written to the file `/sys/log/lines`. The message is always delivered.

`loff` patterns of this type are applied only to the canonicalized command line. When a match occurs, all patterns with `line` actions are disabled. This is useful for limiting the size of the log file by excluding repetitive messages, such as those from mailing lists.

Patterns are accumulated into pattern sets sharing the same action. The matching engine applies the `dump` pattern set first, then the `header` and `hold` pattern sets, and finally the `line` pattern set. Each pattern set is applied three times: to the canonicalized command line, to the message header, and finally to the message body. The ordering of patterns in the pattern file is insignificant.

The *pattern−spec* is a string of characters terminated by a `newline`, # or override indicator, ~~. Trailing white-space is deleted but patterns containing leading or trailing white-space can be enclosed in double-quote characters. A pattern containing a double-quote must be enclosed in double-quote characters and preceded by a backslash. For example, the pattern

```
"this is not \"spam\""
```

matches the string `this is not "spam"`. The *pattern−spec* is followed by zero or more *override* strings. When the specific pattern matches, each override is applied and if one matches, it cancels the effect of the pattern. Overrides must be strings; regular expressions are not supported. Each override is introduced by the string ~~ and continues until a subsequent ~~, # or `newline`, white-space included. A ~~ immediately followed by a `newline` indicates a line continuation and further overrides continue on the following line. Leading white-space on the continuation line is ignored. For example,

```
*hold:   sex.com~~essex.com~~sussex.com~~sysex.com~~
         lasex.com~~cse.psu.edu!owner−9fans
```

matches all input containing the string `sex.com` except for messages that also contain the strings in the override list. Often it is desirable to override a pattern based on the name of the sender or recipient. For this reason, each override pattern is applied to the header and the command line as well as the section of the canonicalized input containing the matching data. Thus a pattern matching the command line or the header searches both the command line and the header for overrides while a match in the body searches the body, header and command line for overrides.

The structure of the pattern file and the matching algorithm define the strategy for detecting and filtering unwanted messages. Ideally, a `hold` pattern selects a message for inspection and if it is determined to be undesirable, a specific `dump` pattern is added to delete further instances of the message. Additionally, it is often useful to block the sender by updating the `smtpd` control file.

In this regime, patterns with a *dump* action, generally match phrases that are likely to be unique. Patterns that hold a message for inspection match phrases commonly found in undesirable material and occasionally in legitimate messages. Patterns that log matches are less specific yet. In all cases the ability to override a pattern by matching another string, allows repetitive messages that trigger the pattern, such as mailing lists, to pass the filter after the first one is processed manually. The `−s` option allows deleted messages to be salvaged by either manual or semi–automatic review, supporting the specification of more aggressive patterns. Finally, the utility of the pattern matcher is not confined to filtering spam; it is a generally useful administrative tool for deleting inadvertently harmful messages, for example, mail loops, stuck senders or viruses. It is also useful for collecting or counting messages matching certain criteria.

FILES

`/mail/lib/patterns`	default pattern file
`/sys/log/smtpd`	log of deleted messages
`/mail/log/lines`	file where *log* matches are logged
`/mail/queue/*`	directories where legitimate messages are queued for delivery
`/mail/queue.hold`	directory where held messages are queued for inspection
`/mail/queue.dump/*`	directory where *dumped* messages are stored when the `−s` command line option is specified.
`/mail/copy/*`	directory where copies of all incoming messages are stored.

SOURCE

`/sys/src/cmd/upas/scanmail`

SEE ALSO

mail(1), *qer*(8), *smtpd*(6)

BUGS

Testscan does not report a match when the body of a message contains exactly one line.

NAME

scuzz – SCSI target control

SYNOPSIS

`scuzz [ -q ] [ [ -r ] ` *sddev* `]`

DESCRIPTION

Scuzz is an interactive program for exercising raw SCSI devices. Its intended purpose is to investigate and manipulate odd devices without the effort of writing a special driver, such as shuffling the media around on an optical jukebox. It reads commands from standard input and applies them to a SCSI target (other devices accessed through the *sd*(3) interface, such as ATA(PI) devices, may also work). If *sddev* is given on the command line, an `open` (see below) is immediately applied to the target. On successful completion of a command, `ok` *n* is printed, where *n* is the number of bytes transferred to/from the target; the `-q` command line option suppresses the `ok` message.

Commands

`help` *command*

Help is rudimentary and prints a one line synopsis for the named *command*, or for all commands if no argument is given.

`probe`

Probe attempts an `inquiry` command on all SCSI units, and prints the result preceded by the name of those targets which respond.

The `help` and `probe` commands may be given at any time.

`open` [*-r*] *sddev*

Open must be given before any of the remaining commands will be accepted. Internally, unless the `-r` option is given, `open` issues `ready` then `inquiry`, followed by a device class-specific command to determine the logical block size of the target. *Sddev* is an *sd*(3) device directory like */dev/sdC0*.

`close`

Close need only be given if another target is to be opened in the current session.

The remaining commands are in rough groups, intended for specific classes of device. With the exception of the `read`, `write`, and `space` commands, all arguments are in the style of ANSI-C integer constants.

`ready`

Test Unit Ready checks if the unit is powered up and ready to do `read` and `write` commands.

`rezero`

Rezero Unit requests that a disk be brought to a known state, usually by seeking to track zero.

`rewind`

Rewind positions a tape at the beginning of current partition (there is usually only one partition, the beginning of tape).

`reqsense`

Request Sense retrieves Sense Data concerning an error or other condition and is usually issued following the completion of a command that had check-condition status. *Scuzz* automatically issues a `reqsense` in response to a check-condition status and prints the result.

`format`

Format Unit performs a ‘‘low level’’ format of a disk.

`rblimits`

Read Block Limits reports the possible block lengths for the logical unit. Tapes only.

`read` *file nbytes*

Read transfers data from the target to the host. A missing *nbytes* causes the entire device to be read.

`write` *file nbytes*

`Write` transfers data from the host to the target. A missing *nbytes* causes the entire input file to be transferred.

The first argument to the `read` and `write` commands specifies a source (`write`) or destination (`read`) for the I/O. The argument is either a plain file name or | followed by a command to be executed by *rc*(1). The argument may be quoted in the style of *rc*(1).

`seek` *offset whence*

`Seek` requests the target to seek to a position on a disk, arguments being in the style of *seek*(2); *whence* is 0 by default.

Scuzz maintains an internal notion of where the current target is positioned. The `seek`, `read`, `write`, `rewind`, `rezero`, and `wtrack` commands all manipulate the internal offset.

`filemark` *howmany*

Write Filemarks writes one (default) or more filemarks on a tape.

`space` [*-b*] [*-f*] [[`--`] *howmany*]

`Space` positions a tape forwards or backwards. The arguments specify logical block (−b) or filemark (−f) spacing; default is −b. If *howmany* is negative it specifies spacing backwards, and should be preceded by −− to turn off any further option processing. Default is 1.

`inquiry`

`Inquiry` is issued to determine the device type of a particular target, and to determine some basic information about the implemented options and the product name.

`modeselect` *bytes...*

`modeselect6` *bytes...*

Mode Select is issued to set variable parameters in the target. *Bytes* given as arguments comprise all the data for the target; see an appropriate manual for the format. The default is the 10-byte form of the command; modeselect6 is the 6-byte version.

`modesense` [*page* [*nbytes*]]

`modesense6` [*page* [*nbytes*]]

Mode Sense reports variable and fixed parameters from the target. If no *page* is given, all pages are returned. *Nbytes* specifies how many bytes should be returned. The default is the 10-byte form of the command; modesense6 is the 6-byte version.

`start` [*code*]

`stop` [*code*]

`eject` [*code*]

`ingest` [*code*]

`Start`, `stop`, `eject`, and `ingest` are synonyms for Start/Stop Unit with different default values of *code*. Start/Stop Unit is typically used to spin up and spin down a rotating disk drive. *Code* is 0 to stop, 1 to start and 3 to eject (if the device supports ejection of the medium).

`capacity`

Read Capacity reports the number of blocks and the block size of a disk.

The following commands are specific to CD and CD-R/RW devices. A brief description of each is given; see the SCSI-3 Multimedia Commands (MMC) Specification for details of arguments and interpretation of the results.

`blank` [*track/LBA* [*type*]]

Erase a CD-RW disk. Type identifies the method and coverage of the blanking.

`rtoc` [*track/session-number* [*ses*]]

The Read TOC/PMA command transfers data from one of the tables of contents (TOC or PMA) on the CD medium.

`rdiscinfo`

(Note the spelling.) Provides information about disks, including incomplete CD-R/RW.

`rtrackinfo` [*track*]
: Provides information about a track, regardless of its status.

`cdpause`

`cdresume`
: Pause/resume playback.

`cdstop`
: Stop playback.

`cdplay` [*track–number*] or [*–r* [*LBA* [*length*]]]
: Play audio. With no arguments, starts at the beginning of the medium. If a track number is given, the table of contents is read to find the playback start point. If the `−r` option is given, block addressing is used to find the playback start point.

`cdload` [*slot*]

`cdunload` [*slot*]
: Load/unload a disk from a changer.

`cdstatus`
: Read the mechanism status.

The following commands are specific to Media Changer devices. A brief description of each is given; see the SCSI-3 Medium Changer Commands (SMC) Specification for details of arguments.

`einit`
: Initialize element status.

`estatus` *type* [*length*]
: Report the status of the internal elements. Type 0 reports all element types.

`mmove` *transport source destination* [*invert*]
: Move medium.

FILES

`/dev/`*sdXX*`/raw` raw SCSI interface for command, I/O, and status.

SOURCE

`/sys/src/cmd/scuzz`

SEE ALSO

sd(3)
Small Computer System Interface – 2 (X3T9.2/86–109), .}f Global Engineering Documents
SCSI Bench Reference, ENDL Publications
SCSI–3 Multimedia Commands (MMC) Specification, www.t10.org
SCSI–3 Medium Changer Commands (SMC) Specification, .}f www.t10.org

BUGS

Only a limited subset of SCSI commands has been implemented (as needed).

Only one target can be open at a time.

LUNs other than 0 are not supported.

No way to force 6- or 10- byte commands.

Should be recoded to use *scsi*(2) in order to get more complete sense code descriptions.

Scuzz betrays its origins by spelling `rdiscinfo` with a `c` even though the devices it manipulates are spelled with a `k`.

NAME

secstored, secuser – secstore commands

SYNOPSIS

`auth/secstored` [-S servername] [-s tcp!*!5356] [-x]
`auth/secuser` username

DESCRIPTION

Secstored serves requests from *secstore*(1). The `-x` option announces on `/net.alt/tcp!*!5356` instead of the default `/net`.

Secuser is an administrative command that runs on the secstore machine, normally the authserver, to create new accounts and to change status on existing accounts. It prompts for account information such as password and expiration date, writing to `/adm/secstore/who/$uid`.

FILES

`/adm/secstore/who/$uid` secstore account name, expiration date, verifier
`/adm/secstore/store/$uid/` users' files
`/lib/ndb/auth` for mapping local userid to RADIUS userid

SOURCE

`/sys/src/cmd/auth/secstore`

SEE ALSO

secstore(1)

NAME

securenet – Digital Pathways SecureNet Key remote authentication box

DESCRIPTION

The *SecureNet* box is used to authenticate connections to Plan 9 from a foreign system such as a Unix machine or plain terminal. The box, which looks like a calculator, performs DES encryption with a key held in its memory. Another copy of the key is kept on the authentication server. Each box is protected from unauthorized use by a four digit PIN.

When the system requires SecureNet authentication, it prompts with a numerical challenge. The response is compared to one generated with the key stored on the authentication server. Respond as follows:

Turn on the box and enter your PIN at the EP prompt, followed by the ENT button. Enter the challenge at Ed prompt, again followed ENT. Then type to Plan 9 the response generated by the box. If you make a mistake at any time, reset the box by pressing ON. The authentication server compares the response generated by the box to one computed internally. If they match, the user is accepted.

The box will lose its memory if given the wrong PIN five times in succession or if its batteries are removed.

To reprogram it, type a 4 at the E0 prompt.

At the E1 prompt, enter your key, which consists of eight three-digit octal numbers. While you are entering these digits, the box displays a number ranging from 1 to 8 on the left side of the display. This number corresponds to the octal number you are entering, and changes when you enter the first digit of the next number.

When you are done entering your key, press ENT twice.

At the E2 prompt, enter a PIN for the box.

After you confirm by retyping the PIN at the E3 prompt, you can use the box as normal.

You can change the PIN using the following procedure. First, turn on the box and enter your current PIN at the EP prompt. Press ENT three times; this will return you to the EP prompt. Enter your PIN again, followed by ENT; you should see a Ed prompt with a – on the right side of the display. Enter a 0 and press ENT. You should see the E2 prompt; follow the instructions above for entering a PIN.

The *SecureNet* box performs the same encryption as the `netcrypt` routine (see *encrypt*(2)). The entered challenge, a decimal number between 0 and 100000, is treated as a text string with trailing binary zero fill to 8 bytes. These 8 bytes are encrypted with the DES algorithm. The first four bytes are printed on the display as hexadecimal numbers. However, when set up as described, the box does not print hexadecimal digits greater than 9. Instead, it prints a 2 for an A, B, or C, and a 3 for a D, E, or F. If a 5 rather than a 4 is entered at the E0 print, the hexadecimal digits are printed. This is not recommended, as letters are too easily confused with digits on the *SecureNet* display.

SEE ALSO

encrypt(2), *auth*(2)
Digital Pathways, Mountain View, California

BUGS

The box is clumsy to use and too delicate. If carried in a pocket, it can turn itself on and wear out the batteries.

NAME

snoopy – spy on network packets

SYNOPSIS

`snoopy` [`-?stdC`] [`-f` *filter-expression*] [`-N` *n*] [`-h first-header`] [packet-file]

DESCRIPTION

Snoopy reads packets from a packet source (default `/net/ether0`), matches them to a filter (by default anything matches), and writes matching packets to standard output either in human readable form (default) or in a binary trace format that can be reinput to *snoopy*.

The human readable format consists of multiple lines per packet. The first line contains the milliseconds since the trace was started. Subsequent ones are indented with a tab and each contains the dump of a single protocol header. The last line contains the dump of any contained data. For example, a BOOTP packet would look like:

```
324389 ms
	ether(s=0000929b1b54 d=ffffffffffff pr=0800 ln=342)
	ip(s=135.104.9.62 d=255.255.255.255 id=5099 frag=0000...
	udp(s=68 d=67 ck=d151 ln= 308)
	bootp(t=Req ht=1 hl=16 hp=0 xid=217e5f27 sec=0 fl=800...
	dhcp(t=Request clientid=0152415320704e7266238ebf01030...
```

The binary format consists of:

2 bytes of packet length, msb first

8 bytes of nanosecond time, msb first

the packet

Filters are expressions specifying protocols to be traced and specific values for fields in the protocol headers. The grammar is:

```
expr : protocol
     | field '=' value
     | protocol '(' expr ')'
     | '(' expr ')'
     | expr '||' expr
     | expr '&&' expr
```

The values for <protocol> and <field> can be obtained using the `-?` option. It will list each known protocol, which subprotocols it can multiplex to, and which fields can be used for filtering. For example, the listing for ethernet is currently:

```
ether's filter attr:
	s	- source address
	d	- destination address
	a	- source|destination address
	t	- type
ether's subprotos:
	ip
	arp
	rarp
	ip6
```

The format of <value> depends on context. In general, ethernet addresses are entered as a string of hex digits; IP numbers in the canonical '.' format for v4 and ':' format for v6; and ports in decimal.

Snoopy's options are:

`-t` input is a binary trace file. The default assumes a packet device, one packet per read.

`-d` output will be a binary trace file. The default is human readable.

`−s` force one output line per packet. The default is multiline.

`−C` compute correct checksums and if doesn't match the contained one, add a field `!ck=`*xxxx* where *xxxx* is the correct checksum.

`−N` dump *n* data bytes per packet. The default is 32.

`−f` use *filter−expression* to filter the packet stream. The default is to match all packets.

`−h` assume the first header per packet to be *first−header*. The default is *ether*.

EXAMPLES

the following would display only BOOTP and ARP packets:

```
% snoopy -f 'arp | bootp'
after optimize: ether( arp | ip( udp( bootp ) ) )
```

The first line of output shows the completed filter expression. *Snoopy* will fill in other protocols as necessary to complete the filter and then optimize to remove redundant comparisons.

To save all packets between 135.104.9.2 to 135.104.9.6 and later display those to/from TCP port 80:

```
% ramfs
% snoopy -df 'ip(s=135.104.9.2&d=135.104.9.6)|\
     ip(s=135.104.9.6&d=135.104.9.2)' > /tmp/quux
<interrupt from the keyboard>
% snoopy -tf 'tcp(sd=80)' /tmp/quux
```

FILES

`/net/ether`
Ethernet device

SOURCE

`/sys/src/cmd/ip/snoopy`

BUGS

At the moment it only dumps ethernet packets because there's no device to get IP packets without the media header. This will be corrected soon.

NAME

stats – display graphs of system activity

SYNOPSIS

`stats` [−*option*] [*machine* ...]

DESCRIPTION

Stats displays a rolling graph of various statistics collected by the operating system and updated once per second. The statistics may be from a remote *machine* or multiple *machines*, whose graphs will appear in adjacent columns. The columns are labeled by the machine names and the number of processors on the machine if it is a multiprocessor.

The right mouse button presents a menu to enable and disable the display of various statistics; by default, *stats* begins by showing the load average on the executing machine.

The lower-case *options* choose the initial set to display:

`b battery`	percentage battery life remaining.
`c context`	number of process context switches per second.
`e ether`	total number of packets sent and received per second.
`E etherin,out`	number of packets sent and received per second, displayed as separate graphs.
`f fault`	number of page faults per second.
`i intr`	number of interrupts per second.
`l load`	(default) system load average. The load is computed as a running average of the number of processes ready to run, multiplied by 1000.
`m mem`	total pages of active memory. The graph displays the fraction of the machine's total memory in use.
`n etherin,out,err`	number of packets sent and received per second, and total number of errors, displayed as separate graphs.
`p tlbpurge`	number of translation lookaside buffer flushes per second.
`s syscall`	number of system calls per second.
`t tlbmiss`	number of translation lookaside buffer misses per second.
`w swap`	number of valid pages on the swap device. The swap is displayed as a fraction of the number of swap pages configured by the machine.
`8 802.11b`	display the signal strength detected by the 802.11b wireless ether card; the value is usually below 50% unless the receiver is in the same room as the transmitter, so a midrange value represents a strong signal.

The graphs are plotted with time on the horizontal axis. The vertical axes range from 0 to 1000, multiplied by the number of processors on the machine when appropriate. The only exceptions are memory and swap space, which display fractions of the total available, and the Ethernet error count, which goes from 0 to 10.. If the value of the parameter is too large for the visible range, its value is shown in decimal in the upper left corner of the graph.

Upper-case options control details of the display. All graphs are affected; there is no mechanism to affect only one graph.

`−S` *scale*
: Sets a scale factor for the displays. A value of 2, for example, means that the highest value plotted will be twice as large as the default.

`−L`
: Plot all graphs with logarithmic *y* axes. The graph is plotted so the maximum value that would be displayed on a linear graph is 2/3 of the way up the *y* axis and the total range of the graph is a factor of 1000; thus the *y* origin is 1/100 of the default maximum value and the top of the graph is 10 times the default maximum.

`−Y`
: If the display is large enough to show them, place value markers along the *y* axes of the graphs. Since one set of markers serves for all machines across the display, the values in the markers disregard scaling factors due to multiple processors on the machines. On a graph for a multiprocessor, the displayed values will be larger than the markers indicate. The markers appear along the right, and the markers show values appropriate to the rightmost machine; this only matters for graphs such as memory that have machine-specific

maxima.

FILES

```
/net/ether0/0/stats
#c/swap
#c/sysstat
```

SOURCE

```
/sys/src/cmd/stats.c
```

BUGS

Some machines do not have TLB hardware.

NAME

swap – establish a swap file

SYNOPSIS

`swap` *file*

DESCRIPTION

Swap establishes a file or device for the system to swap on. If *file* is a device, the device is used directly; if a directory, a unique file is created in that directory on which to swap. The environment variable `swap` is set to the full name of the resulting file. The number of blocks available in the file or device must be at least the number of swap blocks configured at system boot time.

If a swap channel has already been set and no blocks are currently valid in the file the old file will be closed and then replaced. If any blocks are valid on the device an error is returned instead.

SOURCE

`/sys/src/cmd/swap.c`

BUGS

Swapping to a file served by a user-level process, such as *kfs*(4), can lead to deadlock; use raw devices or remote files instead.

NAME

timesync – synchronize the system clock to a time source

SYNOPSIS

`aux/timesync` [`−a` *accuracy*] [`−s` *netroot*] [`−frnDdLil`] [*timeserver*]

DESCRIPTION

`Aux/timesync` synchronizes the system clock to a time source, by default a file server. The options are:

- `−f` synchronize to a file server. If *timeserver* is missing, use `/srv/boot`.
- `−r` synchronize to the local real time clock, `#r/rtc`.
- `−L` used with `−r` to indicate the real time clock is in local time rather than GMT. This is useful on PCs that also run the Windows OS.
- `−n` synchronize to an NTP server. If *timeserver* is missing, dial the server `udp!$ntp!ntp`.
- `−D` print debugging to standard error
- `−d` put file containing last determined clock frequency in directory *dir*, default `/tmp`.
- `−i` stands for impotent. *Timesync* announces what it would do but doesn't do it. This is useful for tracking alternate time sources.
- `−a` specifies the *accuracy* in nanoseconds to which the clock should be synchronized. This determines how often the reference clock is accessed.
- `−s` causes *timesync* to listen for UDP NTP requests on the network rooted at *netroot*. Up to 4 `−s` options are allowed.
- `−l` turns on logging to `/sys/log/timesync`.

FILES

`/tmp/ts.<sysname>.<type>.timeserver`	where the last frequency guess is kept
`/sys/log/timesync`	log file

SOURCE

`/sys/src/cmd/aux/timesync.c`

NAME

tlssrv – TLS server

SYNOPSIS

`tlssrv` [`−k` *keydir*] [`−l` *logfile*] [`−r` *remotesys*] target

DESCRIPTION

Tlssrv is a helper program, typically exec'd in a `/bin/service/` file to establish an SSL or TLS connection before launching the target server, for example IMAPS or HTTPS.

Keydir holds the server certificate and private key.

The specified *logfile* is by convention the same as for the target server. *Remotesys* is mainly used for logging. When invoked from `/bin/service/` it is written `−r'{cat $3/remote}`.

FILES

SOURCE

`/sys/src/cmd/tlssrv.c`

SEE ALSO

listen(8)

NAME

udpecho – echo UDP packets

SYNOPSIS

`ip/udpecho` [−x *ext*]

DESCRIPTION

Listen on UDP port 7 and echo back any packets received. This should only be run for testing since it can be used to disguise the identity of someone doing a denial of service attack.

NAME

bootfloppy, bootplan9, bootwin9x, bootwinnt, personalize, setup.9fat, setup.disk, setup.kfs, update – administration for local file systems

SYNOPSIS

`pc/bootfloppy` *floppydisk plan9.ini*
`pc/bootplan9` */dev/sdXX*
`pc/bootwin9x`
`pc/bootwinnt`
`pc/personalize`
`pc/setup.9fat` */dev/sdXX/9fat plan9.ini*
`pc/setup.disk` */dev/sdXX plan9.ini*
`pc/update`

DESCRIPTION

These programs help maintain a file system on a local disk for a private machine.

Setup.disk partitions a disk and makes a new file system on the disk. It then calls *setup.9fat*, *update*, and *personalize* to initialize the file system.

Setup.9fat formats the named *9fat* partition, installing `/386/9load`, `/386/9pcdisk`, and the named *plan9.ini* file.

Update copies the current kernel to the disk and updates files on the local file system by copying them from the main file server (named by the environment variable `$fileserver`). The files it updates are specified by the *mkfs*(8) prototype file `/sys/lib/sysconfig/proto/386proto`.

Personalize removes the contents of the `/usr` directory on the local disk and copies a minimal set of files for the user who runs the command.

The boot scripts prepare various ways to bootstrap Plan 9. *Bootfloppy* creates a boot floppy containing `9load`, a zeroed 512-byte `plan9.nvr`, and the named file as `plan9.ini`. *Bootplan9* sets the `9fat` partition to be the active partition, the one used at boot time. *Bootwin9x* edits the files `config.sys`, `msdos.sys`, and `autoexec.bat` on the drive mounted by `c:` to provide Plan 9 as a boot menu option. These system files are first backed up as `config.p9`, `msdos.p9`, and `autoexec.p9`. *Bootwinnt* edits the Windows NT boot loader menu contained in the first FAT partition's *boot.ini* to provide Plan 9 as an option. It is first backed up as *boot.p9*. If backup files already exist, *bootwin9x* and *bootwinnt* do nothing.

FILES

`/sys/lib/sysconfig/proto/`   *Mkfs*(8) prototype files.

SOURCE

`/rc/bin/pc/*`

SEE ALSO

kfs(4), *9load*(8), *mkfs*(8), *prep*(8), *sd*(3)
''Installing the Plan 9 Distribution''.

NAME

venti – an archival block storage server

SYNOPSIS

`venti/venti` [`-dw`] [`-a` *ventiaddress*] [`-B` *blockcachesize*] [`-c` *config*] [`-C` *cachesize*] [`-h` *httpaddress*] [`-I` *icachesize*]

DESCRIPTION

Venti is a block storage server intended for archvial data. In a Venti server, the Sha1 hash of a block's contents acts as the block identifier for read and write operations. This approach enforces a write-once policy, preventing accidental or malicious destruction of data. In addition, duplicate copies of a block are coalesced, reducing the consumption of storage and simplifying the implementation of clients.

Storage for *venti* consists of a data log and an index, both of which can be spread across multiple files. The files containing the data log are themselves divided into self-contained sections called arenas. Each arena contains a large number of data blocks and is sized to facilitate operations such as copying to removable media. The index provides a mapping between the a Sha1 fingerprint and the location of the corresponding block in the data log.

The index and data log are typically stored on raw disk partitions. To improve the robustness, the data log should be stored on a device that provides RAID functionality. The index does not require such protection, since if necessary, it can can be regenerated from the data log. The performance of *venti* is typically limited to the random access performance of the index. This performance can be improved by spreading the index accross multiple disks.

The storage for *venti* is initialized using *fmtarenas*(8), *fmtisect*(8), and *fmtindex*(8). A configuration file, *venti.conf*(6), ties the index sections and data arenas together.

A Venti server is accessed via an undocumented network protocol. Two client applications are included in this distribution: *vac*(1) and *vacfs*(4). *Vac* copies files from a Plan 9 file system to Venti, creating an archive and returning the fingerprint of the root. This archive can be mounted in Plan 9 using *vacfs*. These two commands enable a rudimentary backup system. A future release will include a Plan 9 file system that uses Venti as a replacement for the WORM device of *fs*(4).

The *venti* server provides rudimentary status information via a built-in http server. The URL files it serves are:

`stats`
: Various internal statistics.

`index`
: An enumeration of the index sections and all non empty arenas, including various statistics.

`storage`
: A summary of the state of the data log.

`xindex`
: An enumeration of the index sections and all non empty arenas, in XML format.

Several auxiliary utilities aid in maintaining the storage for Venti. With the exception of *rdarena*(8), these utilities should generally be run after killing the *venti* server. The utilities are:

checkarenas(8)
: Check the integrity, and optionally fix, Venti arenas.

checkindex(8)
: Check the integrity, and optionally fix, a Venti index

buildindex(8)
: Rebuild a Venti index.

rdarena(8)
: Extract a Venti arena and write to standard output.

Options to *venti* are:

−a *ventiaddress*
The network address on which the server listens for incoming connections. The default is `tcp!*!venti`.

−B *blockcachesize*
The size, in bytes, of memory allocated to caching raw disk blocks.

−c *config*
Specifies the Venti configuration file. Defaults to `venti.conf`.

−C *cachesize*
The size, in bytes, of memory allocated to caching Venti blocks.

−d Produce various debugging information on standard error.

−h *httpaddress*
The network address of Venti's built-in http server. The default is `tcp!*!http`.

−I *icachesize*
The size, in bytes, of memory allocated to caching the index mapping fingerprints to locations in *venti*'s data log.

−w Enable write buffering. This option increase the performance of writes to *venti* at the cost of returning success to the client application before the data has been written to disk. Use of this option is recommended.

Note, the units for the various cache sizes above can be specified by appending a `k`, `m`, or `g` to indicate kilobytes, megabytes, or gigabytes respectively.

SOURCE

`/sys/src/cmd/venti`

SEE ALSO

venti.conf(6), *fmtarenas*(8), *fmtisect*(8), *fmtindex*(8), *vac*(1), *vacfs*(4). *checkarenas*(8), *checkindex*(8), *buildindex*(8), *rdarena*(8)
Sean Quinlan and Sean Dorward, ''Venti: a new approach to archival storage''.

NAME

vga – configure a VGA card

SYNOPSIS

`aux/vga` [`−BcdilpvV`] [`−b` *bios−string*] [`−m` *monitor*] [`−x` *file*] [*mode* [*size*]]

DESCRIPTION

`Aux/vga` configures a VGA controller for various display sizes and depths. Using the monitor type specified in `/env/monitor` (default `vga`) and the *mode* given as argument (default `640x480x1`), `aux/vga` uses the database of known VGA controllers and monitors in `/lib/vgadb` (see *vgadb*(6)) to configure the display via the devices provided by *vga*(3). The options are:

`−b` *bios−string*
: use the VGA database entry corresponding to *bios−string* (e.g. `0xC0045="Stealth 64 DRAM Vers. 2.02"`) rather than looking for identifying strings in the BIOS memory.

`−B` dump the BIOS memory (in hex) to standard output and exit.

`−c` disable the use of the hardware graphics cursor. (Since there is no software cursor, this disables the cursor entirely.)

`−d` include the color palette in whatever actions are performed, usually printing the contents.

`−i` when used with `−p` display the register values that will be loaded.

`−l` load the desired mode.

`−m` *monitor*
: override the `/env/monitor` value. `/env/monitor` is usually set by including it in the `plan9.ini` file read by the PC boot program *9load*(8).

`−p` print the current or expected register values at appropriate points depending on other options.

`−v` print a trace of the functions called.

`−V` print a verbose trace of the functions called.

`−x file`
: use *file* as the VGA database rather than `/lib/vgadb`.

Mode is of the form *X*`x`*Y*`x`*Z* , where *X*, *Y*, and *Z* are numbers specifying the display height, width, and depth respectively. The mode must appear in `/lib/vgadb` as a value for one of the monitor entries. The usual modes are `640x480x[18]`, `800x600x[18]`, `1024x768x[18][i]`, `1280x1024x[18][i]`, `1376x1024x8`, and `1600x1200x8`. A trailing `i` indicates interlaced operation. The default mode is `640x480x8`. *Size* is of the form *X x Y* and configures the display to have a virtual screen of the given size. The physical screen will pan to follow the mouse. This is useful on displays with small screens, such as laptops, but can be confusing.

EXAMPLES

Change the display resolution:

```
aux/vga −l 1600x1200x8
```

Print the current VGA controller registers. It is usually best to redirect the output of a `−p` command to a file to prevent confusion caused by using the VGA controller while trying to dump its state:

```
aux/vga −p >/tmp/x
```

Force the VGA controller to a known state:

```
aux/vga −m vga −l
```

Print the current VGA controller state and what would be loaded into it for a new resolution, but don't do the load:

```
aux/vga −ip 1376x1024x8 >/tmp/x
```

FILES

`/env/monitor`	display type (default *vga*).
`/lib/vgadb`	VGA configuration file.

SOURCE

`/sys/src/cmd/aux/vga`

SEE ALSO

vga(3), *vgadb*(6), *9load*(8)

BUGS

`Aux/vga` makes every effort possible to verify that the mode it is about to load is valid and will bail out with an error message before setting any registers if it encounters a problem. However, things can go wrong, especially when playing with a new VGA controller or monitor setting. It is useful in such cases to have the above command for setting the controller to a known state at your fingertips.

PERMUTED INDEX

Manual pages for all sections are accessible on line through *man*(1).

To save space, neighboring references to the same page have been collapsed into a single reference. This should cause no difficulty in cases like ‘atan’ and ‘atan2’, but is somewhat obscure in the case of ‘strcat’ and ‘strchr’.

This book was typeset by the authors; the input text was characters from the Unicode Standard encoded in UTF-8.

The fonts used were Lucida Sans, in a special version incorporating over 1700 characters from the Unicode Standard, along with Lucida Sans Italic, Lucida Sans DemiBold, and Lucida Typewriter, designed by Bigelow & Holmes, Atherton, California. The hinted Adobe Type 1 representation of the fonts was provided by Y&Y Inc., 45 Walden Street, Concord, MA, 01742, USA.