ULTRIX
Worksystem Software

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DECwindows User's Guide

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6 Running Remote Applications

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About This Guide

Purpose of This Guide

This manual describes how to use DECwindows.

Who Should Use This Guide

This manual is intended for all ULTRIX DECwindows users.

Structure of This Guide

This manual includes the following chapters:

- Chapter 1 - Opening DECwindows
- Chapter 2 - Using DECwindows
- Chapter 3 - Using the Session Manager
- Chapter 4 - Using the User Executive
- Chapter 5 - Printing with DECwindows
- Chapter 6 - Running Remote Applications

Conventions

mouse	The term *mouse* refers to any pointing device, such as a mouse, a puck, or a stylus.
MB1, MB2, and MB3	MB1 indicates the left mouse button. MB2 indicates the middle mouse button, and MB3 indicates the right mouse button. (The buttons can be redefined by the user.)

bold	Boldface text is used to introduce new terms.
[Return]	A key name enclosed in a box indicates that you press a key on the keyboard.
[Ctrl/x]	A sequence such as [Ctrl/x] indicates that you must hold down the key labeled Ctrl while you press another key or a pointing device button.
[PF1 x]	A sequence such as [PF1 x] indicates that you must first press and release the key labeled PF1, then press and release another key or a pointing device button.
blue-green ink	Indicates information that you enter from the keyboard or a screen object that you must choose or click on.
. . .	In examples, a horizontal ellipsis indicates one of the following possibilities:

- Additional optional arguments in a statement have been omitted.

- The preceding item or items can be repeated one or more times.

- Additional parameters, values, or other information can be entered.

. . .	A vertical ellipsis indicates the omission of items from a code example or command format; the items are omitted because they are not important to the topic being discussed.

1

Opening DECwindows

The DECwindows interface to the ULTRIX operating system
gives you a visual way to organize your work in windows. With
DECwindows, you can run applications simultaneously on a single
screen and switch between them. And because DECwindows
provides an environment in which all applications have similar
features, you use the same handful of techniques to interact with
each application.

The exercises in this chapter will give you hands-on experience
using DECwindows. In it, you will learn how to

- Start a DECwindows session

- Run and use applications

- Manage windows, including moving windows, shrinking
  a window to an icon, expanding an icon to a window, and
  changing the size of a window

- Put a session on hold

- End a session

When you complete the exercises, you will be familiar with most
of the techniques you need to know to use each DECwindows
application successfully.

What Are Windows?
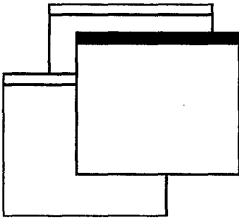
You can think of your workstation screen as a desk top with sheets of paper lying on it. You can move the sheets of paper around and you can arrange sheets of paper above or below other sheets.

In DECwindows, these sheets of paper where you do your work are called **windows**. A window is an area on your workstation screen that represents all or part of an application. For example, one window you can open represents the Notepad text editor. In this window, you can create new files or edit existing ones. Other applications include DECwindows Mail, which lets you send and receive electronic mail, and DECTerm, which looks and functions like a VT340 terminal.

Using the Mouse

Traditional computing requires you to interact with your screen by typing text and pressing keyboard keys. The mouse—the hand-held pointing device attached to your workstation terminal—makes using DECwindows as easy as pointing to an item and clicking a button. You use the mouse to choose commands from a menu, to expand and shrink windows, and to rearrange the location of windows on your screen.

When you work with the mouse, make sure that the cable connecting it to the workstation is pointing away from you. Place the mouse on a smooth surface. As you move the mouse, watch your screen to see how moving the mouse moves the **pointer** on the screen in exactly the same way.

The mouse has three buttons. Unless you specify otherwise, mouse button 1 (MB1) is on the left, MB2 is in the middle, and MB3 is on the right. This arrangement naturally suits right-handed users. If you are left-handed, you can easily rearrange this configuration by changing the button arangement setting in the Session Manager's Customize Pointer dialog box.
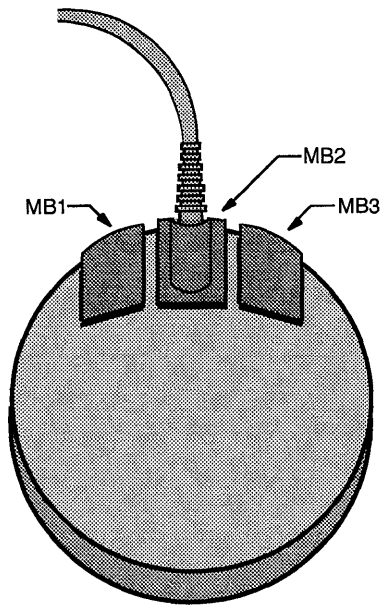
ZK–0250A–GE

Usually the pointer is shaped like an arrow, but it can take on a
different shape to reflect the state of an application. For example,
it becomes an I-beam when you move it over a **text entry field**,
indicating that you can edit the text below, and a wristwatch
when DECwindows is performing a task that needs a little more
time to complete.

If you are using the mouse and run out of room on your desk, just
lift the mouse and put it down where you have more room. The
pointer does not move when you lift the mouse.

Starting a Session

If the system startup procedure has been successful, your screen
looks like this:

Note *Most workstations provide a screen timeout feature. After a period of inactivity, the screen goes blank. Any activity, such as moving the mouse or pressing a key, restores the screen image.*

The Start Session **dialog box** prompts you for your login name and password. When you or your system manager installed DECwindows, you may also have established an account for yourself with an associated password. Your account's name is your login name. Your login name is unique and identifies you to the system. In many cases, a login name is your first or last name. Your password is for your protection. Keep it secret so that other users cannot access your account.

You type your login name and password in the **text entry fields**. A **text insertion cursor** is visible in each field. The text cursor in the Username field blinks to indicate this field has **input focus**. When a text field or window has input focus, you see your keystrokes echoed there. The text cursor in the Password field is dimmed, indicating that this field is currently disabled and that you cannot enter text in it.

To start a session:

1 Type your login name.

2 **Select** the Password field by pointing to the Password field and **clicking** MB1.

   The text cursor in the Password field blinks to indicate this field now has input focus.

3 Type your password.

   To preserve the secrecy of your password, the letters you type are not displayed on the screen.

4 Click on the OK **button** or press ⌈Return⌉.

   This sends your login name and password to the system.

The bold border around the OK button in the Start Session dialog box indicates it is the default option. Default options are those you will choose most frequently. DECwindows provides you with a shortcut to choose default options: Whenever you see a button with a bold border, pressing the ⌈Return⌉ key achieves the same results as clicking on that button.

If you make a typing mistake before you click on the OK button, press the ⌈Delete⌉ key to erase the character to the left of the text cursor. To insert a character in the middle of text you already typed, point where you want the text inserted and click MB1. Or

use the right and left arrow keys to move the text cursor right or left. The new characters you type push existing ones to the right.
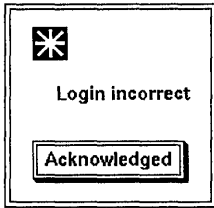
If you provide incorrect information, or make a typing mistake and do not correct it, DECwindows does not let you start a session. Instead, it displays a Problem Report dialog box as a warning that you made a mistake.

Click on the Acknowledged button in the Problem Report dialog box, or press the Return key, to try again.

If your login information is correct, your session begins. Your screen looks like this:
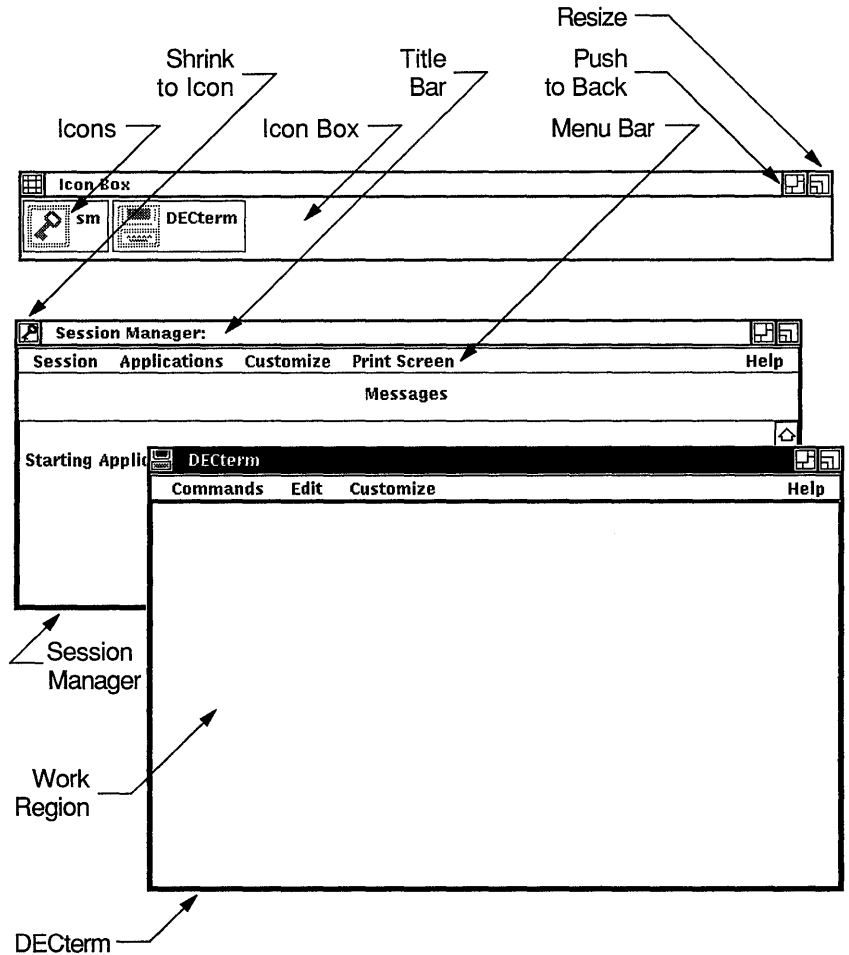
- **Icons** representing applications or objects appear in the **icon box**. If you want to keep an application readily available, but do not have room for it on the screen, you can shrink that application to an icon. Once you start an application, its icon appears in the icon box. When the application is running in a window, the icon is dimmed. The icon appears bold when the application is stored in the icon box.

- The **title bar** tells you the name of the application and contains window management buttons you can use to rearrange your screen display. Most windows have a title bar.

- The **menu bar** contains the names of menus you can choose from. Most windows have a menu bar.

- The **work region** is the area in a window where you interact with the application.

- The **shrink-to-icon button** lets you shrink a window to an icon and store it in the icon box.

- The **push-to-back button** lets you move a window to the bottom of a stack of overlapping windows, or move a window to the opposite location in the stack.

- The **resize button** lets you change the size of a window.

- The **Session Manager** helps control the look and feel of your DECwindows session and is available until you end your session. Use it to adjust your workstation settings, such as keyboard features and pointer shape. The Session Manager also gives you access to the DECwindows applications.

- The **DECterm** terminal emulator window looks and acts like a VT340 terminal.

Using Applications

With DECwindows, you can run several applications simultaneously in different windows on your workstation screen. DECwindows offers different ways to start an application:

- From the Session Manager—Choose the application you wish to run from Session Manager's Applications menu.

- From the User Executive (UE)—Choose the application you wish to run from UE's Applications menu.

■ In a DECterm window—Enter the command line at the system prompt to start an application. See Chapter 6 for more information on running applications from the command line.

Because DECwindows provides an environment in which applications look and respond similarly, the knowledge you gain working with one application is easily transferred to other DECwindows applications.

With the following exercises, you will use the Mail application to learn some basic DECwindows techniques, including how to:

For more detailed description of these DECwindows techniques, see Chapter 2.

■ Choose an item from a menu

■ Copy and move text from one location to another

■ Move a window

■ Change the size of a window

■ Shrink a window to an icon

■ Scroll through text

■ Stack windows

■ Exit an application

Choosing from a Menu

Before you run Mail, you must pull down a **menu** in the Session Manager window. You tell DECwindows what you want to do or what you want to work with by choosing items from menus.

First, just try looking at a menu:

1   Point to the Session Manager's Applications menu name with the mouse.

2   Press and hold MB1.
    This highlights the menu name and pulls down a menu.

3   Point to the other menus on the Session Manager's menu bar.
    The other pull-down menus are displayed.

4   Release MB1.

You display every menu on a menu bar in exactly this way.

Now, try choosing an item from the Applications menu:

```
Applications
CDA Viewer
Calculator
Calendar
Cardfiler
Clock
DECterm
Mail
Notepad
Paint
Postscript Previewer
Puzzle
User Executive
```

1 Point to the Session Manager's Applications menu.

2 Press and hold MB1.

3 While holding MB1, move the pointer through the menu.

This technique is called **dragging**. A rectangular outline surrounds each menu item in turn as you drag through the menu. As long as you hold MB1, you can move up and down through the menu. If you release MB1 without choosing a menu item, the menu disappears and nothing happens.

4 Release MB1 on the Mail menu item.

In a few seconds, Mail's main window opens and the Mail icon is added to the Icon Box.

```
Mail: Main  inbox
File   Edit   Pick   Create-Send   Read   Maintenance   Customize
inbox  drafts  wastebasket
┌─────────────┐ ┌─────────────┐
│ Read new mail │ │ Create-Send │
└─────────────┘ └─────────────┘
Folder: inbox  Sequence: all   0 messages




┌────────────┐ ┌───────┐ ┌─────────┐ ┌───────┐ ┌──────┐ ┌────────┐
│ Deliver mail │ │ Reply │ │ Forward │ │ Print │ │ Move │ │ Delete │
└────────────┘ └───────┘ └─────────┘ └───────┘ └──────┘ └────────┘
```
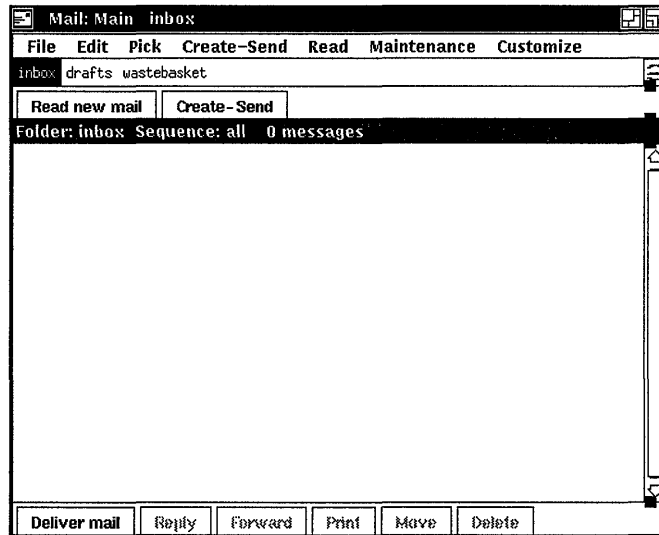
Mail's main window lists your mail folders and messages. You have three folders called inbox, drafts, and wastebasket, and probably some messages.

Try creating a mail message. Move the pointer to the Create-Send button and click MB1. Mail opens the Create-Send window, where you will compose your message.

```
┌─────────────────────────────────────────────────────────┐
│ ▣  Mail: Create                                    ⊞ ⬚ │
├─────────────────────────────────────────────────────────┤
│ File   Edit                                             │
├─────────────────────────────────────────────────────┬───┤
│ To:                                                 │ △ │
│ cc:                                                 │   │
│ Subject:                                            │   │
│ --------                                            │   │
│                                                     │   │
│                                                     │   │
│                                                     │   │
│                                                     │   │
│                                                     │   │
│                                                     │   │
│                                                     │   │
│                                                     │   │
│                                                     │   │
│                                                     │   │
│                                                     │   │
│                                                     │   │
│                                                     │   │
│                                                     │   │
│                                                     │ ▽ │
├───────┬─────────┬───────┬───────┬───────────────────┴───┤
│ Close │  Reset  │ Save  │ Sent  │                        │
└───────┴─────────┴───────┴───────┴────────────────────────┘
```
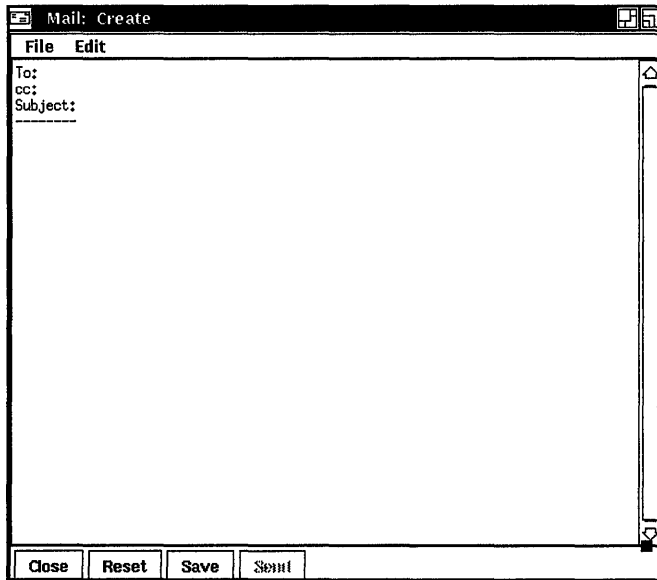
Entering Text

You entered text in text entry fields when you typed your login
name and password at the start of your session. In the Create-
Send window, you enter the name of the user receiving the
message, as well as other optional information, in the text fields.

Try sending a message to yourself. To create your message:

1   Move the pointer to the To: text field.

2   Click MB1.

    The window's title bar is highlighted to indicate that this
    window has input focus. The text cursor blinks to indicate
    that the To: text field has input focus and to show you where
    the text you type will appear.

3   Type your login name.

4   Move the pointer to the Subject: field, click MB1, and type
    MESSAGE FROM A FRIEND.

5   Move the pointer to the message area underneath the Subject
    field, click MB1, and type your message.

Make your message a grocery list that contains about six items. Type one item on each line. (You will see why later.) To delete any mistakes, use the $\boxed{\text{Delete}}$ key.

Copying Text

Mail, like many DECwindows applications, lets you copy text from one location to another. This saves you from retyping a large piece of text or a long file name.

First, you must let DECwindows know which text you want to copy by selecting it. Try selecting the text in your list in the Create-Send window:

1 Make sure the cursor is at the end of your grocery list.

If it isn't, point to the end of the list and click MB1.

2 Move the pointer to the first character of text in your list.

3 Press and hold MB1.

4 Drag the pointer through the list.

As you drag the pointer, the selected text is highlighted.

5 Select the entire list.

6 Release MB1.

Now make the grocery list twice its original length by adding the selected text to the bottom of the list.

1 Click MB3 to copy the text to the bottom of the list.

The text is copied, but the original text remains selected.

2 Cancel the original selection by pointing to the selected text and clicking MB1.

When you are ready to send the message, click on the Send button in the Create-Send window. The Send button dims, notifying you that your message has been sent.

Now you can close the Create-Send window. Click on the Close button in the Create-Send window. Click on the Deliver mail button in Mail's main window. Mail now lists your new mail in the message area in Mail's main window.

Moving a Window

You can rearrange the windows on your screen in any way you want. If one window partially obscures another, you might want to arrange them so that each is completely visible.

Try moving Mail's main window:

1 Move the pointer to the Mail window's title bar (anywhere but on a button).

2 Press and hold MB1.

   An outline of the window appears. Move the mouse around and watch how the outline moves accordingly.

3 Drag the outline a few inches to the right.

4 Release MB1.

   The Mail window is moved to its new location.

To cancel a window-moving operation in progress, click any other mouse button before releasing MB1. The outline disappears, and the window is not moved.

Shrinking a Window to an Icon

Your screen may be getting crowded, but you can make more room easily. By shrinking the Session Manager window to an icon, you free up space on your screen. Even as an icon, the Session Manager remains easily accessible. To shrink the Session Manager window, click on its shrink-to-icon button.

The Session Manager window closes and its icon in the Icon Box appears bold to indicate that the Session Manager is stored as an icon.
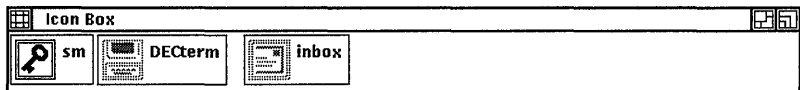
Now there is more room on your screen to read your new message. Click on the Read New Mail button in Mail's main window. Mail displays your new message in a Read window.

Changing the Size of a Window

Sometimes, you want to make the window you are working in very large. Other times, you might want several small windows, such as when several applications are running simultaneously. Change the size of the windows with the resize button. The resize button is at the top right-hand corner of the window.

Try making Mail's Read window smaller so you can see more of the other windows on your screen:

1   Point to the Read window's resize button.

    If the Read window is flush against the right side of your screen, move the window to the left a few inches so you have enough room to move the pointer.

2   Press and hold MB1.

    The pointer changes shape.

3   Drag the pointer until it touches the bottom window border and then back toward the top.

    The outline stretches and shrinks in accordance with where you move the pointer and stops shrinking when the window is as small as it can get.

4   Drag the pointer until the window is half its original height.

5   Release MB1.

    The Read window is redrawn in the new size.

Scrolling Through Text

If a document or message is too long to fit in one screen, **scroll bars** allow you to see text or graphics that cannot fit. A scroll bar is visible on the right side of the Mail's Read window. Use this scroll bar to scroll through your mail message.

```
┌─────────────────────────────────────────────────────────┐
│ 図  Mail: Read - 1  inbox 1 Deleted              ⊞ 🔟     │
├─────────────────────────────────────────────────────────┤
│ File  Edit  Sequences  Create-Send  Read                 │
├──────────────────────────────────────────────────────┬──┤
│                                                        │⬆ │
│                                                        │▓ │
│                                                        │▓ │
│                                                        │  │
│                                                        │  │
│                                                        │  │
│                                                        │  │
│                                                        │  │
│                                                        │  │
│                                                        │  │
│                                                        │⬇ │
├──────────────────────────────────────────────────────┴──┤
│ ║Close║ ║Reply║ ║Forward║ ║Print║ ║Move║ ║Delete║ ║Previous║ ║Next║ │
└─────────────────────────────────────────────────────────┘
```
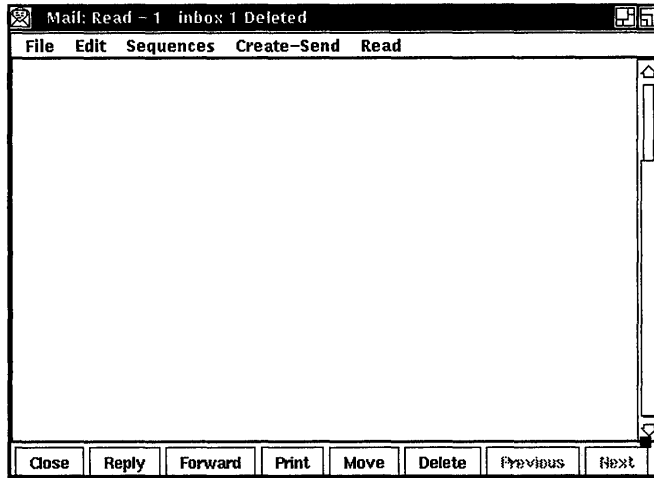
To scroll the text in the Read window up one line at a time:

1   Move the pointer to the down **stepping arrow** at the bottom
    of the scroll bar in the Read window.

2   Click MB1.

3   Continue clicking MB1 to scroll the text up one line at a time.

Similarly, click MB1 on the up stepping arrow to scroll the text
down one line at a time. To scroll continuously, press and hold
MB1 on the stepping arrow.

The position of the **slider**–the thicker rectangle that covers
some of the long, thin scroll bar, indicates your position in the
text. A slider at the top of the scroll bar indicates you are at the
beginning of the message. If the slider is at the bottom, you are at
the end of the message.

The size of the slider helps you to tell how much more text
remains to be displayed. A small slider indicates that much text
remains undisplayed. A large slider that completely fills the scroll
bar indicates that all the text is currently displayed.

Exiting From an Application

When you exit from an application, you close all windows
associated with the application and remove it from memory.
To work with it again, choose the application from the Session
Manager or User Executive Applications menus, or start it from a
DECterm terminal emulator window.

```
File
─────────────────
Move ...
Copy ...
Extract ...
···························
Print ...
Print
···························
Open folder
···························
Open folder in new
···························
Deliver mail
···························
Exit
```

When you are ready to exit from the Mail application:

1 Point to the File menu on the Mail window's menu bar.

2 Press and hold MB1.

3 Drag the pointer to the Exit menu item.

4 Release MB1.

The Mail window closes and the Mail icon is removed from the Icon Box. To start Mail again, choose the Mail menu item from Session Manager's Applications menu.

Putting a Session on Hold

At any time, you can put your current session on hold, or **pause**, indefinitely and lock your workstation without ending your session. Pause allows your session to be maintained exactly as it was. This means you can resume working at a later time without having to restart applications or re-create your screen environment.
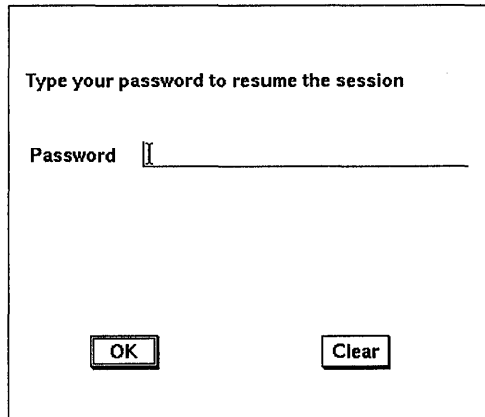
When you put your session on hold, your session is hidden from view. The Continue Session dialog box is displayed. To continue your session, you must enter your password in the text field provided.

To put your current session on hold:

```
Session
─────────────
Pause
─────────────
Quit
```

1 If the Session Manager is stored as an icon, click on its icon.

2 Point to the Session menu on the Session Manager's menu bar.

3 Press and hold MB1.

4 Drag the pointer to the Pause menu item and release MB1.

Your screen is cleared, and the Continue Session dialog box is displayed on your workstation screen.

```
┌─────────────────────────────────────────────┐
│                                             │
│   Type your password to resume the session  │
│                                             │
│                                             │
│   Password   [I_____     │
│                                             │
│                                             │
│                                             │
│                                             │
│                                             │
│        ┌──────┐              ┌──────┐       │
│        │  OK  │              │ Clear│       │
│        └──────┘              └──────┘       │
│                                             │
└─────────────────────────────────────────────┘
```

To continue your session:

1   Type your password.

2   Click on the OK button or press [Return].

Once the system verifies your password, your session resumes.
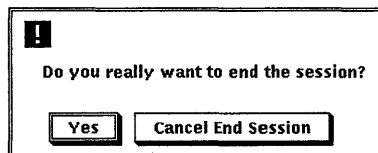
Ending a Session

You can end a session at any time. When you end a session, DECwindows stops all applications and clears the screen.

To end your session:

```
┌─────────┐
│ Session │
├─────────┤
│ Pause   │
│ Quit    │
└─────────┘
```

1   Point to the Session menu on the Session Manager's menu bar.

2   Press and hold MB1.

3   Drag the pointer to the Quit menu item and release MB1.

If you change your mind and decide not to end your session, you have a second chance. The Session Manager displays a dialog box asking you to confirm that you indeed want to end your session.

```
┌──────────────────────────────────────┐
│  ┌─┐                                 │
│  │!│                                 │
│  └─┘                                 │
│  Do you really want to end the session? │
│                                      │
│   ┌───────┐  ┌──────────────────┐   │
│   │  Yes  │  │ Cancel End Session│   │
│   └───────┘  └──────────────────┘   │
└──────────────────────────────────────┘
```

To return to your session, click on the Cancel End Session button. To end your session, click on the OK button or press the Return key. All windows are closed and the session ends. DECwindows displays the Digital logo and Start Session dialog box, ready to begin another session.

You have learned most of the techniques you need to use DECwindows successfully. If you want to review any of the techniques you learned here, see Chapter 2.

2

Using DECwindows

You work with most DECwindows applications by using the same
handful of techniques. Refer to this Chapter whenever you need a
refresher on how to use a specific DECwindows technique, or use
it to learn new skills.

Using the Mouse
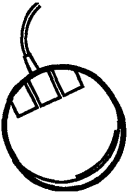
The mouse is a hand-held pointing device attached to your
workstation monitor. It makes using DECwindows as easy as
pointing to an object on your screen and pressing a button.

Use the mouse to choose items from a menu, to expand and shrink
windows, and to rearrange windows on your screen.

You can do all your work with DECwindows (except typing text
and numbers) by mastering the following mouse techniques:

- **Point**: Using the mouse, move the cursor to where you want
  the next action to occur.

- **Click**: Point to the object you want to select. Quickly press
  and release MB1.

- **Press**: Point to the menu name, scroll bar stepping arrow, or
  wherever you want the action to occur. Without moving the
  mouse, press and hold MB1. If you are pointing at a menu
  name, pressing MB1 pulls down a menu and keeps it down
  until you release MB1.

- **Drag**: Point to the object you want to move. (For example,
  the outline of a window.) Press and hold MB1, move the object
  to the desired location, and release MB1. To cancel a drag in
  progress, click another mouse button before releasing MB1.

If you are displaying a pull-down menu, cancel the drag operation by moving the pointer outside the menu and releasing MB1.

- **Double-click**: Point to the object and click MB1 twice in quick succession.

- **Shift-click**: Point to the object. Press and hold the Shift key and click MB1. Release the Shift key.

Selecting Windows

When several windows are open on your screen at once, you must tell DECwindows which one you're currently working on, so that the commands you choose and the text you type are directed to the correct window.

You tell DECwindows which window you want to work with by **selecting** it. When you slect a window, its title bar is highlighted to indicate the window has **input focus**. When a window has input focus, your typing and mouse activity are directed to that window.

To give a window input focus:

1   Point to a location in the window or title bar (anywhere except on a button).

   In the Session Manager window, point to the title bar.

2   Click MB1.

The window's title bar becomes highlighted. Any keystrokes you type will appear in this window. The title bar is no longer highlighted when another window has input focus.

Occasionally, a dialog box lacks a window management button, usually the resize or shrink-to-icon button. The window will not take input focus if you click MB1 in the space that these buttons usually occupy. To give this kind of window input focus, point to another location in the window and try again.

Managing Windows

This section describes how to manage (shrink, move, change the size of, and stack) windows using components of the title bar. You can use a DECterm window to practice these window management techniques. The following shows a sample title bar.
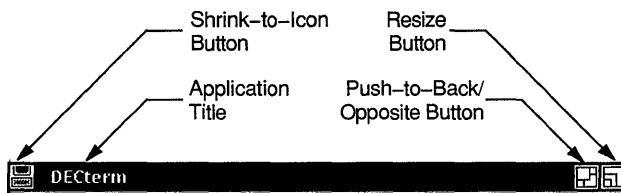
Four elements on the title bar let you change the window's size, shape, and location. The title bar elements are as follows:

Shrink-to-icon button | Shrinks the window to an icon

Application title | Identifies the name of the application; can be used to move the window

Push-to-back/opposite button | Depending on whether you change the state of your windows, moves a window to the bottom of a stack of overlapping windows or moves the window to the opposite location in the stack.

Resize button | Changes the size of the window

Shrinking Windows

To make more room on your screen, you can shrink a window to an icon. As an icon, an application remains active and easily accessible. To shrink a window, click on its shrink-to-icon button. The window closes and its icon in the Icon Box appears bold. To expand the application's icon to a window, click on its icon in the Icon Box. You cannot shrink the Icon Box to an icon.

When you start an application, its icon appears in the Icon Box. When the application is running in a window, its icon is dimmed. The icon appears bold when the application is stored in the Icon Box.

You can rearrange icons in the Icon Box by:

- Moving icons–point and drag to a new location

- Clicking on the Icon Box's shrink-to-icon button to eliminate the gaps that may apear when you stop, or quit, applications.

Expanding Icons to Windows

When you expand an application's icon, you open a window for that application. If you have more that one window open and expand an icon to a window, the new window is placed at the front of the stack of overlapping windows.

To expand an icon to a window:

1 Point to the icon in the Icon Box.

2 Click MB1

If the window accepts text entry, it is also given input focus.

Moving Windows

You can rearrange the windows on your screen in any way you want. If one window partially obscures another, you can arrange them so that each window is completely visible.

To move a window:

1 Point to the window's title bar (anywhere but on a button).

2 Press and hold MB1.
   An outline of the window appears. When you move the mouse, the outline moves accordingly.

3 Drag the outline to the new location.

4 Release MB1.
   The window is moved to its new location.

To cancel a window-moving operation in progress, click any other mouse button before releasing MB1. The outline disappears, and the window stays in its original location.

Resizing Windows

Sometimes you want to make one window very large so you see everything in it. Other times you may want to work with several smaller windows on your screen. With the resize button, you can change the size of your windows to suit your needs.

You can change the size of a window in one dimension (height or width) or in both dimensions simultaneously.

To change the size of a window:

1 Point to the resize button, press and hold MB1.
   The resize cursor appears.

2 Move the resize cursor across one border of the window.

A dotted outline appears. When you move the mouse, the dotted outline moves accordingly.

3 Drag the border outline until you are satisfied with the size.

To make the window larger, drag the resize cursor beyond the window border. To make the window smaller, drag the resize cursor beyond the window border then back in. The outline stops moving when the window is as small as it can get.

4 Release MB1.

To cancel the sizing operation while you are dragging the outline, click another mouse button before releasing MB1. The dotted outline disappears, and the window retains its original size.

Working With Overlapping Windows
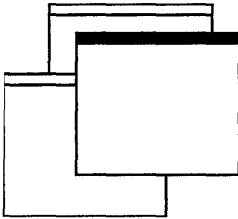
When you select a window from a stack of overlapping windows, the selected window moves to the front of the stack and is given input focus.

You do not have to move a window in order to see its entire contents. When windows are overlapping, clicking on a window's push-to-back button pushes that window to the bottom of the stack. The next window is then fully visible.

To stack your windows in a different order:

1 Move the Read window so that it partially obscures Mail's main window.

2 Point to the Read window's push-to-back button.

3 Click MB1.

The Read window is pushed to the bottom of the stack and Mail's main window pops to the top of the stack.

If you try this repeatedly with three or more windows, you see that the windows cycle through the stacking order, moving up one position each time a window is moved to the bottom of the stack.
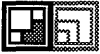
Making Windows Stay in Place

When you are working with stacked windows and give a window input focus, DECwindows automatically moves that window to the top of the stack. You can, however, prevent this behavior and force the window to stay in place, even when you give it input focus, using a technique called **shift clicking**. Shift clicking on the window's push-to-back button lets you secure the window in place.

For example, if you're working with DECterm, Notepad, and Mail windows, you might want to arrange them so that only the portions you need to work with are visible. In the DECterm window, you may need to see only the last few lines so you can enter commands. Once the windows are secured, you can switch from one window to another without disturbing their order in the stack.

To make an overlapping window stick in place:

1 Point to the window's push-to-back button.

2 Shift click by pressing and holding the Shift key, clicking MB1, and releasing the Shift key.

   The window is pushed to the bottom of the stack.

Look at the lower right-hand corner of the push-to-back button on the window's title bar. It is darkened to indicate that the window is fixed in the stacking order. It will not pop to the top of the stack when you give it input focus. Similarly, an unshaded push-to-back button is your cue that the window is "unsticky."
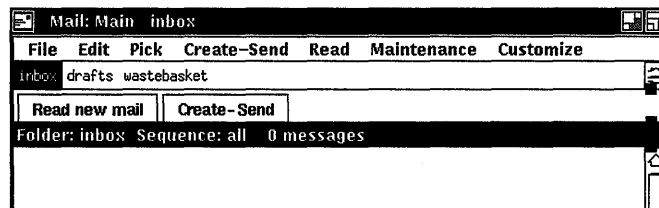
You can still, however, push a stuck window out of the way or bring it to the top of the stack to see it unobscured. Clicking on a window's darkened push-to-back button moves that window to the opposite position in the stack, but does not give it input focus. Thus, a top window moves to the bottom of the stack and a bottom window to the top. A window in the middle of the stack moves to the top the first time you click on its darkened push-to-back button, and then alternates between the bottom and top.

Releasing Windows

To release a window fixed in the stack, shift click on the shaded push-to-back button. If the window was on the bottom of the stack, it pops to the top; if the window was on top, it is pushed to the bottom. Notice that the window's push-to-back button is no longer darkened. Giving the window input focus will once again pop it to the top of the stack.

Working with Menus

A menu is a window that consists of a name and a list of commands. These commands let you communicate with your DECwindows application: you use the mouse to display menus and to select menu items.

You'll encounter the following menu types when working with DECwindows:

- Pull-down menu

- Submenu

- Pop-up menu

- Option menu

Choosing Items from Pull-Down Menus

Applications
CDA Viewer
Calculator
Calendar
Cardfiler
Clock
DECterm
Mail
Notepad
Paint
Postscript Previewer
Puzzle
User Executive

The names of menus available in an application appear on the menu bar. When you click on a menu name, the menu's contents are displayed or pulled down. Some pull-down menus contain commands. Others contain the names of items you can work with. You tell DECwindows what you want to do or what you want to work with by choosing items from pull-down menus. Any menu item followed by an ellipsis (. . .) is your cue that a dialog box will be displayed.

To choose an item from a pull-down menu:

1   Point to the menu name whose menu you want to display.

2   Press and hold MB1.

    This highlights the menu name and pulls down a menu.

3   While holding MB1, drag the rectangular outline to the menu item you want.

4   Release MB1.

If you change your mind while looking at a pull-down menu, move the pointer outside the menu and release MB1. The menu disappears and no action is taken.

The applications described in the *DECwindows Desktop Applications Guide* are menu items on the Session Manager's Applications menu. To run these applications, choose them as you would any other menu item. You can also run these applications from a DECterm window.

Some applications, for example, Mail, use push buttons to duplicate frequently used commands that are also available as menu items. To execute these commands, click MB1 on the command button.

Choosing Items from SubMenus

A menu item with a submenu icon—an arrow pointing to the right—indicates that a corresponding submenu is available. If you choose that menu item, you need to refine your choice by displaying its submenu and choosing a menu item from that submenu.

To display a submenu and choose a submenu menu item:

1   On the menu bar, point to the name of the menu you want to display.

2   Press and hold MB1.

3   Drag to the menu item you want.

4   Drag onto the submenu icon.

A submenu is displayed to the right of the menu.

5   Drag to the menu item you want to choose from the submenu.

6   Release MB1.
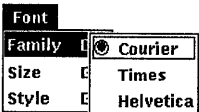
Choosing Items from Pop-Up Menus

DECwindows provides **pop-up menus** to make it easier for you to work with files and applications. Pop-up menus give you quick and direct access to the same functions available in pull-down menus. You can display a pop-up menu anywhere in an application's work area.

To display a pop-up menu:

1   Press and hold MB2 on the work area.

In UE, press and hold MB2 on the file name whose corresponding pop-up menu you want to display.
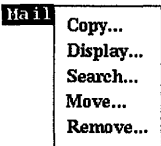
2 Drag the pointer to the menu item you want.

3 Release MB2.

Choosing Items from Option Menus

An **option menu** is a pop-up menu that appears in a dialog box. An option menu allows you to choose one option from many. In the dialog box, only the current option is displayed. To see the other options from which you can choose, you display the option menu.
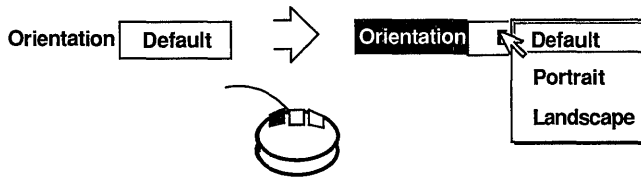
ZK–0562A–GE

To display an option menu:

1 Press and hold MB1 on the current option.

The option menu is displayed.

2 Drag to the menu item you want.

3 Release MB1.

The option menu disappears. The option you chose is now the current option.

Supplying Information in Dialog Boxes

DECwindows displays a dialog box whenever it needs additional information from you to carry out a task. Sometimes, you need to type text; other times, you need only click MB1 on a button to change a setting. Some dialog boxes display settings you chose earlier.

Toggle Button ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ Text Entry Field ⎯⎯⎯⎯⎯⎯⎯⎯

Option
Buttons

Scale

Default
Option

Customize Session Manager

Startup State   ■ **Confirm Quit Session**

◉ **Window** | **Type your password to resume the session**
○ **Icon**

Pause Screen Text

Message Region

50

⬆ | **Messages**

Scrolled Lines Saved

Header Text

OK   Apply   Cancel

Push Buttons ⎯⎯⎯
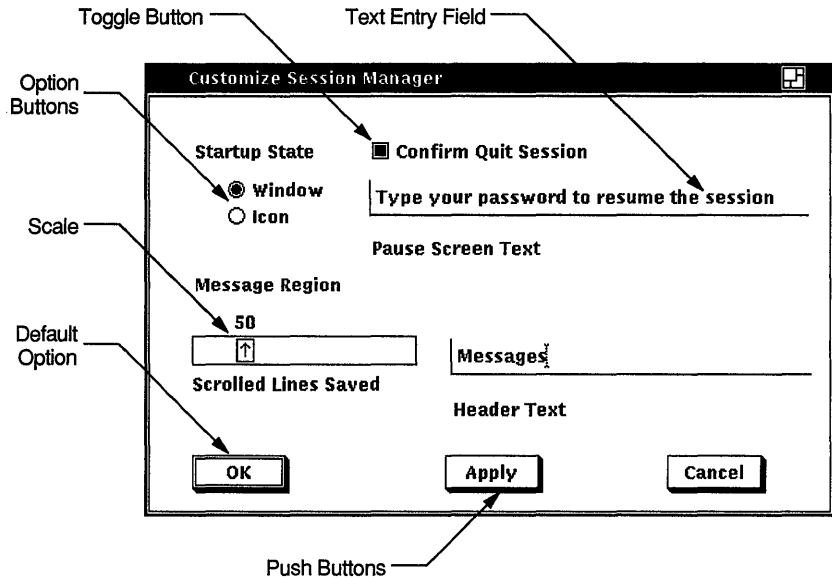
Dialog boxes offer various ways to supply information to an
application:

- By typing text in a **text entry field**. The blinking text cursor
  shows you where the text you type will appear. What you type
  appears to the left of the text cursor. Use the [Delete] key to
  correct typing mistakes.

- By clicking on round **option buttons** or square **toggle
  buttons**. Option buttons let you select one option from a
  group. Toggle buttons let you turn a setting on or off.

- By dragging the slider in a **scale**. Dialog boxes often contain
  a scale and slider when you need to supply a numeric value.
  The arrow in the slider points to the current value.

- By selecting choices, for example, file names, from a **list box**.
  The list box may contain scroll bars if the available choices do
  not fit in the list box.

- By clicking on **push buttons**. Push buttons, such as OK,
  Cancel, or Filter, let you tell DECwindows what to do next
  with the information you supplied in the dialog box.

  Default options are those you will choose most frequently.
  Usually, the OK button is the default option in a dialog box.
  Whenever you see a button with a bold border, pressing the
  Return key achieves the same results as clicking on that
  button.

Moving and Changing Settings in a Dialog Box

How you move in a dialog box depends on the object to which you want to move. Table 2–1 describes the ways in which you can move in a dialog box.

Table 2–1   Moving Within a Dialog Box

To	Do This
Move forward between text entry fields	Press the Tab key, or, point to the field to which you want to move and click MB1.
Move backward between text entry fields	Simultaneously press the Shift and Tab keys, or point to the field you want to move to and click MB1.
Move the text cursor within a text entry field	Point to where you want the text inserted and click MB1, or use the right and left arrow keys to move the text cursor right or left. New characters push existing ones to the right.
Change the numeric value on a scale	Drag the slider on the scale right or left, or point to another location on the scale and click MB1.
Change an option or toggle button	Point to the option, or toggle button and click MB1.

Saving Your Settings

Once you change the settings you want, click on either the OK, Apply, or Cancel buttons as follows:

To	Click On
Record your choices and dismiss the dialog box.	OK
Record your choices without dismissing the dialog box	Apply
Dismiss the dialog box without changing any settings. If you made any changes without aplying them, clicking on the Cancel button cancels those changes.	Cancel

Making Selections from List Boxes

A list box is part of a dialog box that contains a list of items, often file names, from which you can choose. Many applications display a list box when you open or save a file.

To select from a list box, point to the item and click MB1. The file name is highlighted.

File Filter
Text Entry
Field

List Box

Selection
Text Entry
Field

```
┌─────────────────────────────────────────────────────────┐
│  Cardfiler: Open                                     [▪] │
├─────────────────────────────────────────────────────────┤
│ File filter                                              │
│                                                          │
│ *.card                                                   │
│ ─────────────────────────────────────                   │
│ Files in /usr/staff/almost/hume/                         │
│ ┌──────────────────────────────────────┬─┐ ┌─────────┐  │
│ │ /usr/staff/almost/hume/American_Print.card │△│ │ Filter  │ │
│ │ /usr/staff/almost/hume/DTMarshall_Co.card  │ │         │  │
│ │                                        │ │ ┌─────────┐  │
│ │                                        │ │ │   OK    │  │
│ │                                        │ │ └─────────┘  │
│ │                                        │ │ ┌─────────┐  │
│ │                                        │▽│ │ Cancel  │  │
│ ├──────────────────────────────────────┴─┤ └─────────┘  │
│ │◁ [                              ]     ▷│□│             │
│ Selection                                                │
│                                                          │
│ .card                                                    │
└─────────────────────────────────────────────────────────┘
```
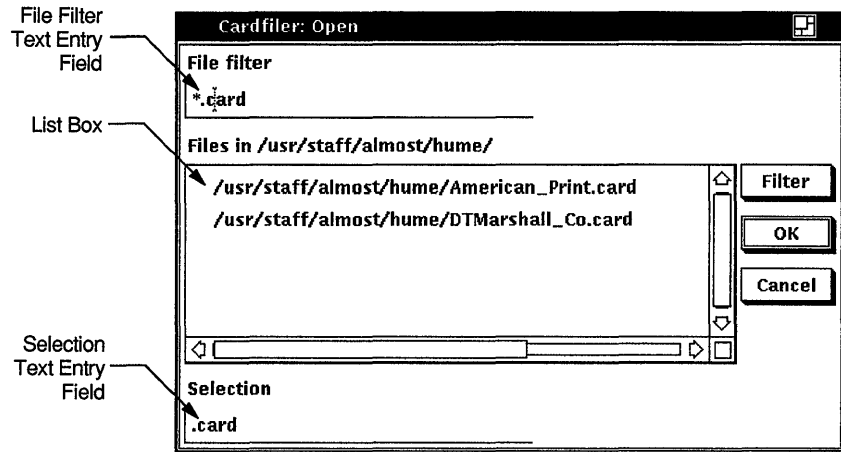
If you selected a file name, you can click on OK to open the file. DECwindows also gives you a shortcut for opening files from list boxes: Double-clicking on the file name produces the same results as selecting that file name and clicking on OK.

Use the File filter text entry field to list a subset of files to select from. For example, to list all the files in another directory with the file extension .txt, enter the complete path specification–**~hume/letters/*.txt**–in the File filter text entry field and click on the Filter button. The list of corresponding files are displayed. Double click on the name of the file you want to select.

If you want to work with a file that does not appear in the list box, type the name of the file in the Selection text entry field and click on OK.

Scrolling

Some windows display **scroll bars** that let you view the text that does not fit in a single window. Some windows have both horizontal and vertical scroll bars.

A scroll bar consists of **stepping arrows** at either end of the **scroll region**. The **slider** is the thicker box that overlays the scroll region. If the slider is at the top of the scroll region, the beginning of the file or list is visible. If the slider is at the bottom of the scroll egion, the end of the file or list is visible.
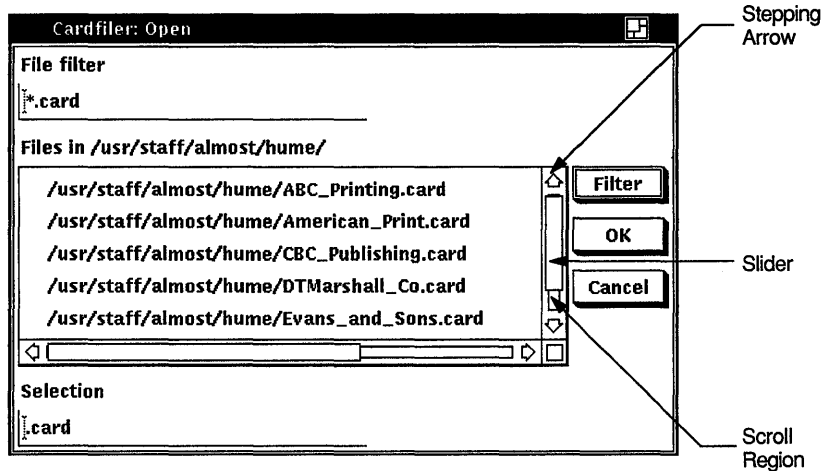
The size of the slider is relative to the total amount of text in the document and indicates how much more text remains to be displayed. For example, a small slider indicates that much text remains to be displayed. A large slider that completely fills the scroll bar indicates that all the text is displayed.

Table 2–2 describes the different ways you can use a scroll bar.

Table 2–2   Using Scroll Bars

To	Do This
Scroll the text up one line at a time	Click MB1 on the down stepping arrow.

Table 2–2 (Cont.)   Using Scroll Bars

To	Do This
Scroll the text down one line at a time	Click MB1 on the up stepping arrow.
Scroll the text up continuously	Press MB1 on down stepping arrow.
Scroll the text down continuously	Press MB1 on up stepping arrow.
Move to another location in the file	Drag the slider. This moves an outline of the slider. Releasing MB1 repositions the window to a location in the file that corresponds to the new slider location. Cancel the drag by clicking any of the other mouse buttons before releasing MB1.
Advance the window so that the desired text is at the top of the window	In the scroll bar, point to the line of text you want at the top of the window and click MB2. This is a shortcut for repeatedly clicking on the stepping arrow.
Move the window back so that the desired text is at the bottom of the window	In the scroll bar, point to the line of text you want at the bottom of the window and click MB3. This is a shortcut for repeatedly clicking on the stepping arrow.

Editing Text

DECwindows provides many ways to edit text. Most applications let you move and copy both text and graphics:

- From one place in a window to another

- From one window to another window. For example, you can copy text from one Create-Send window in Mail to another.

- From one application to another application. For example, you can move a picture from Paint onto a Cardfiler card.

See the Desktop Applications Guide for more information about using the Edit menu in specific applications.

In addition, most applications provide an Edit menu that lets you cut, copy, and paste text and graphics.

Many applications also define specific keys to let you perform basic text editing operations, such as moving the cursor and deleting small amounts of text efficiently.

Basic Text Editing Key Definitions

You can use the text editing techniques described in Table 2–3 in any text entry field in any DECwindows application. You can also use them in any application in which you add text to a file. These applications include Cardfiler, Calendar, Mail, and Notepad.

Table 2–3   Text Editing Techniques

To	Press
Move the text cursor one character to the right	⇒ (Right arrow)
	In a text entry field, the text cursor moves to the first position in the next line. At the end of the last line, the text cursor does not move.
Move the text cursor one character to the left	⇐ (Left arrow)
	The text cursor does not move when at the beginning of the line.
Move the cursor up one line in a text entry field with multiple lines	⇑ (Up arrow)
Move the cursor down one line in a field with multiple lines	⇓ (Down arrow)
Move the text cursor to the beginning of the line	F12
Move the text cursor to the end of the line	Shift/F12
Move the text cursor forward between text entry fields	Tab
Move the text cursor backward between text entry fields	Shift/Tab
Delete the characters to the left of the text cursor	F13
Delete the characters to the right of the text cursor	Shift/F13
Delete the character to the left of the text cursor and move all the following text one space to the left	Delete or ⟨X|

Table 2–3 (Cont.)   Text Editing Techniques

To	Press
Delete the character after the text cursor and move all the following text one space to the left	⬚ Shift/Delete ⬚ In overstrike mode, ⬚ Shift/Delete ⬚ deletes the character under the block cursor

Selecting Text

Before you can copy or move text to other locations in a window or between windows, you must select the text. Table 2–4 describes how to select text.

Table 2–4   Selecting Text

To	Do This
Position the cursor	Point to the location and click once on MB1.
Select a word	Point to the word and double click on MB1.
Select a line	Point to the line and triple click on MB1.
Select all of the text	Point to the text and click MB1 four times.
Select continuous text	Press and hold MB1 and drag the pointer through the text.
Extend the current selection	Shift/Drag MB1 through the additional text.

You can select only one piece of text at a time. By selecting text in one application, you cancel any other text selection established in the same window or in another application.

Copying Text

After you select text, you can copy it anywhere within a window if the application supports text editing. You can also copy text between application windows if both applications support text editing. Applications that support text editing include Calendar, Cardfiler, Mail, and Notepad.

You can also copy text from a DECterm window into an application that supports text editing.

To copy text within a window or between applications:

1   Select the text you want to copy using the text selection techniques described in the previous section.

2 Point to where you want the text copied and click MB1.

3 Click MB3.

The text is copied to the new location.

The window where you selected text takes input focus. If you copied that text back to your current window, you had to reestablich input focus for that window. Sometimes, however, you just want to take a piece of text from another window without worrying about which window has input focus. Use QuickCopy to copy text from another window to your current window without losing input focus in your current window.

To use QuickCopy:

1 In the current window, point to where you want the text and click MB1.

2 In the other window, point to the text you want to copy.

3 Press and hold MB3.

4 Drag across the text you want to copy.

The text is highlighted (or underlined in some applications) as you drag across it.

5 Release MB3.

The text is copied to the specified location in your current window.

Moving Text Between Windows
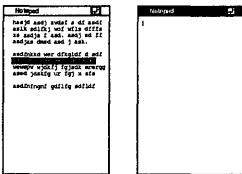
Between applications that support text editing, you can work in one window, select and remove text from another, and move that text to the original window, all without losing input focus in your current window.

To remove text from one window and move it to another:

1 In the current window, point to where you want the text pasted and click MB1.

2 In the other window, point to the text you want to move.

3 Press and hold CTRL and MB3.

4 Drag the pointer across the text you want to move.

The text is highlighted as you drag across it.

5 Release CTRL and MB3.

The text is moved to the specified location and deleted from the old.

Deleting Text with Pending Delete

By using the **Pending delete** function, you can delete large blocks of text in one motion instead of pressing the Delete key repeatedly. In the pending delete operation, currently selected text is deleted when you press any key. You can then type new text.

To cancel a pending delete selection, point to the selected text and click MB1.

Editing Text in Dialog Boxes

Use the text editing techniques described in the following table to move the cursor or delete text in dialog boxes in any DECwindows aplication. Use the arrow keys to move the cursor one character at a time.

To	Press
Move the cursor to the next word	Shift/⇒
Move the cursor to the previous word	Shift/⇐
Move the cursor to the beginning of the line	F12
Move the cursor to the end of the line	Shift/F12
Move the cursor forward between text fields	Tab
Move the cursor backward between text fields	Shift/Tab
Delete the character to the left of the cursor and move all text to the right of the deleted character one space to the left	Delete or ⟨X⟩
Delete the character after the cursor and move all text to the right of the deleted character one space to the left	Shift/Delete In overstrike mode, Shift/Delete deletes the character under the block cursor.

Getting Help

You can get help in many DECwindows applications by using the Help menu or the Help key. Help provides brief information about screen objects, concepts, or tasks you can perform in an application. Some applications also provide context-sensitive help that lets you get help on specific screen objects, for example, scroll bars and menu items. Context-sensitive help is invoked when you press Help while clicking MB1 on a screen object.

Help is designed to let you request general information on an application and quickly narrow the focus of your inquiry. In Help you can:

- Navigate quickly through help topics

- Record a history of your help session

- Search help for a keyword or topic supplied by the application.

- Save the help text in a file for printing.

Help Window
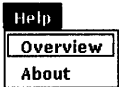
The Help menu contains the Overview and About menu items. To see an overview of your application, choose the Overview menu item. To get product information about your application, such as the software version number, choose the About menu item. Some applications have additional Help menu items, for example, the Glossary menu item, which lets you look up terms used in your application.

When you choose any menu item from the Help menu, or press Help while clicking on MB1 on a screen object, a Help window is displayed.

```
┌─────────────────────────────────────────────────────────┐
│ ▦  Help on Calendar                                  ⊞⊡ │
├─────────────────────────────────────────────────────────┤
│   File    Edit    View    Search                   Help  │
├─────────────────────────────────────────────────────────┤
│        DECwindows Calendar                            △  │
│                                                          │
│        This is the Overview topic for the DECwindows     │
│        Calendar Help library. The Calendar provides a    │
│        simple facility for recording your meetings and   │
│        other events. Like a paper calendar, several      │
│        different views are available. For example, it    │
│        can display the whole year in a window, or just   │
│        one day, with all its appointments.               │
│   Help                                                   │
│  Topic  You can use the Help library as a source of task-│
│         oriented or descriptive information. Task-oriented Help│
│         describes how to use the features of Calendar to carry│
│         out specific tasks. For a list of the tasks, select│
│         Using Calendar from the list of additional topics. Each│
│         Calendar feature is also described. Features are listed│
│         below. Much of the information found here can be  │
│         accessed more quickly using context-sensitive Help.│
│                                                          │
│         For information about using Help, choose the Overview│
│         menu item from the Help menu.                 ▽  │
├─────────────────────────────────────────────────────────┤
│   Additional topics:                                     │
├─────────────────────────────────────────────────────────┤
│         Using Calendar                                △  │
│         Menus                                            │
│  Additional  DECwindows Calendar Displays                │
│  Topics   Brief History of the Gregorian Calendar        │
│           Julian Period                               ▽  │
├─────────────────────────────────────────────────────────┤
│        ┌──────────────┐              ┌──────────────┐    │
│        │   Go Back     │              │    Exit      │    │
│        └──────────────┘              └──────────────┘    │
└─────────────────────────────────────────────────────────┘
```

ZK-0498A-GE

- The **menu bar** displays the names of menus available in Help.

- The **help topic** contains text describing the current topic.

- The **Additional topics list** contains topics you can select to display more information. Select an additional topic by pointing to it and double clicking MB1.

- The **help buttons**, Go Back and Exit, let you display the previous Help topic or exit from Help.

Recording a History of Your Help Session

Help records every topic that you select while in a Help session. This provides you with the ability to track your requests for help topics, step back to a previous topic at any given time, or take a short cut back to a previously-displayed topic.

To see the record of your help session, select History... from the Search menu. A dialog box appears, listing all the topics viewed during the current Help session. The list is in chronological order, but duplicates are discarded.

Select a topic in the usual way: double click on the topic to Go To the topic, or single click and then choose an operation by clicking on the desired push buttons.

Searching Help for Titles and Keywords

Help lets you search for words or phrases that may appear in topic titles or in help text. For example, you might want to see whether there is a topic title in Mail that contains the word "Sending," or a topic in which the phrase "message" appears.

To search for a word or phrase contained in a topic title:

1   Choose Title... from Help's Search menu.

    Help displays a dialog box.

2   In the Title text field, type the word or phrase you want to search for.

    Leave this field empty if you want Help to display a list of every topic title.

3   Click on Apply.

    Help displays the topics whose titles contain the word or phrase you specified.

To display the topic whose title contains the word or phrase you searched for, double click on the topic or select it and click on the Visit button. Help displays the topic in another window. The Search Topic Titles dialog box remains open for you to continue your topic search.

Help for each application has predefined words or phrases called **keywords** that you can search for. To search for a keyword used in a topic:

1   Choose Keyword... from Help's Search menu.

    Help displays a dialog box that lists the keywords defined for that application.

2   Double click on the keyword you want to search for.

    Help lists the topics in which the keyword is used.

To display the topic in which the keyword in used, double click on the topic or select it and click on the Visit button. Help displays the topic in another window. The Search Topic Keywords dialog box remains open for you to continue your keyword search.

Saving help Text in a File

You can select text from a help topic and save it in a file for later use. For example, you may want to print the file for reference or mail the file to another user.

You can save all the help text for one given topic at a time. For example, to save the text that is displayed when you choose Overview from the help menu:

1   Choose Overview from an application's help menu

2   Choose Save As... from the File menu.

Help displays a dialog box.

3   Enter a name for the file in which you want to save the text.

The default file name **Help_Topic** already appears in the Selection field. Click on OK to accept the default, or delete the **Help_Topic** file name, enter a new name, then click on OK or press ⎡Return⎤.

Exiting from Help

To exit from Help, click on the Exit button. If you have multiple help windows open, you must close each one.

Composing Special Characters

In DECwindows, you can use **compose sequences** to create special characters. A compose sequence is a series of keystrokes that creates characters that do not exist as standard keys on your keyboard, such as the cents symbol (¢), or the Japanese yen symbol (¥.) See the list of multinational character and ISO Latin 1 compose sequences and instructions for composing characters in the *DECwindows Desktop Applications Guide*.

3

Using the Session Manager

The Session Manager is displayed on your screen at the start of every DECwindows session. It acts as a control panel for your current session. From the Session Manager, you can create DECterm windows and other applications, lock your workstation, take snapshots of your screen, and end your DECwindows session.

You can also use the Session Manager to customize your DECwindows environment. You can make these changes for the current session only or save them so that every subsequent DECwindows session reflects your specifications.

For more information on customizing your environment, see the Introduction to the UWS Environment.

This chapter describes how to customize your workstation and DECwindows environment by choosing and saving new settings. Where appropriate, this chapter also describes how to customize the screen display for three types of workstations:

- Monochrome system—supports black and white output only

- Intensity system—supports shades of gray

- Color system—supports a full spectrum of color

The Session Manager window on your screen looks like this:

| Session | Applications | Customize | Print Screen | Help |

Messages

Starting Process 6801 "dxterm"

- The menu bar displays the names of menus available from the Session Manager.

- The Messages region displays system status information. When you start your session, this information includes a welcome message.

Starting Applications

Applications

CDA Viewer
Calculator
Calendar
Cardfiler
Clock
DECterm
Mail
Notepad
Paint
Postscript Previewer
Puzzle
User Executive
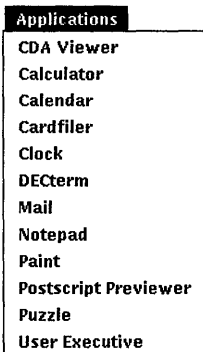
When your system starts up, your DECwindows environment automatically includes one DECterm terminal emulator window.

From this DECterm window, you can use any command line interface to enter commands. If your system is part of a network, you can communicate with other systems and share information and resources. See the *DECwindows Desktop Applications Guide* for more information about using a DECterm window.

To start an additional DECterm window or another application, choose the application from the Applications menu. The Applications menu lists the standard DECwindows applications. You can also customize the menu to add other X-based applications that are available on your system, as the next section explains.

Customizing Your DECwindows Environment

DECwindows comes to you with many preset options that you can change. You can work successfully with DECwindows and never change these options, but, by taking advantage of these customization features, you can design an environment to fit your own working style.

These options—which include keyboard, window, pointer, and security settings—are accessible from the Session Manager's Customize menu. By using the Customize menu, you can look at the current settings and choose and save new settings.

Choosing any menu item from the Customize menu displays a dialog box. In any of the Customize dialog boxes, you can record your settings or dismiss the dialog box.

Click On	To
OK	Record new settings and dismiss the dialog box.
Apply	Record new settings without dismissing the dialog box.
Dismiss	Dismiss the dialog box without changing any settings. If you made any changes without applying them, clicking on the Dismiss button cancels those changes.

The sections that follow list the various preset options and describe how to change and save them.

Defining Applications

For more information about customizing the Session Manager, see the UWS reference page dxsession(1X).

An application definition tells the Session Manager what command to use when starting an application. Once an application is defined, you can make it available on the Applications menu. You can also have the application start up automatically whenever a session starts.

To define an application, choose Applications Definitions... from the Session Manager's Customize menu. The Session Manager displays the Applications Definitions dialog box.

```
┌─────────────────────────────────────────────┐
│ Customize Applications Definitions      ▣    │
├─────────────────────────────────────────────┤
│                                             │
│  Application Menu Items                     │
│  ┌──────────────────┬─┐                     │
│  │ CDA Viewer       │▲│      ┌──────────┐   │
│  │ Calculator       │ │      │   OK     │   │
│  │ Calendar         │ │      └──────────┘   │
│  │ Cardfiler        │ │      ┌──────────┐   │
│  │ Clock            │▼│      │  Apply   │   │
│  ├─◁──────────▷─┬───┤      └──────────┘   │
│                                             │
│                              ┌──────────┐   │
│                              │  Cancel  │   │
│                              └──────────┘   │
│         ┌──────────┐                         │
│         │ Remove   │                         │
│         └──────────┘                         │
│  Menu Item:                                 │
│  │_____   │
│                                             │
│  Menu Command:                              │
│  I_____   │
│         ┌──────────┐                         │
│         │   Add    │                         │
│         └──────────┘                         │
└─────────────────────────────────────────────┘
```

To define an application:

1   At the Menu Item text field, supply the name to appear on the
    Applications menu.

2   At the Menu Command text field, specify the command that
    executes the application, as if you were typing the command
    on a command line.

3   Click on the Add button.

    The name is added to the list of Applications Menu Items.

4   Click on the OK or Apply button.

As an example of an application definition, click on one of the
applications already on the menu. The menu item name and
command for that application appear in the text fields.

To remove an application definition:

1   Click on the application name.

2   Click on the Remove button.

3   Click on the OK or Apply button.

If you change the command associated with a menu item, the Session Manager uses the new command when it next invokes the application. For example, if the application is on the Applications menu, the Session Manager uses the new command when you next choose that application from the Applications menu.

Changing Items on the Applications Menu

To add a defined application to the Applications Menu, select the Applications Menu... item from the Customize menu.

The Customize Applications Menu dialog box contains two lists. The applications on the left are not on the Applications menu; those on the right are on the Applications menu.
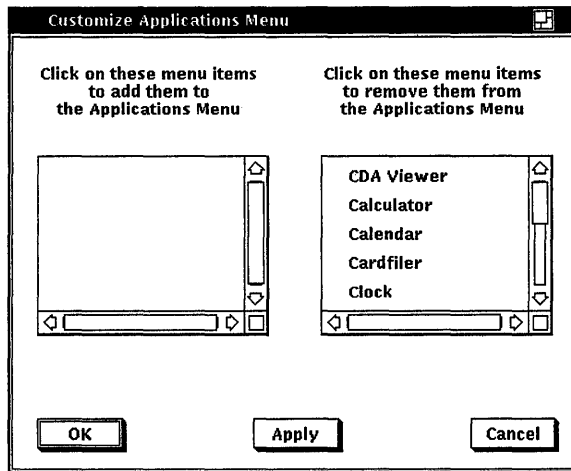
To add an item to the Applications Menu:

1 Click on the name of the application in the left-hand list.

   The application name disappears from the left-hand list and appears on the right-hand list.

2 Click on the OK or Apply button.

   The item is added to the Applications Menu.

To remove an item from the Applications Menu:

1 Click on the name of the application in the right-hand list.

   The application name disappears from the right-hand list and appears on the left-hand list.

2 Click on the OK or Apply button.

The item is removed from the Applications Menu.

If you remove an application from the Applications Menu, its name continues to appear on the Customize Applications Menu dialog box, so you can add it again at a later time. To remove the application entirely or to change the command associated with it, remove or edit the application definition.

Specifying Applications That Start Up Automatically

You can have the applications that you usually use start up whenever you start a session. To add applications to the automatic startup (AutoStartup) list, choose Autostartup... from the Customize menu. The Customize AutoStartup dialog box contains two lists. The applications on the left are not on the AutoStartup list; those on the right are on the AutoStartup list.
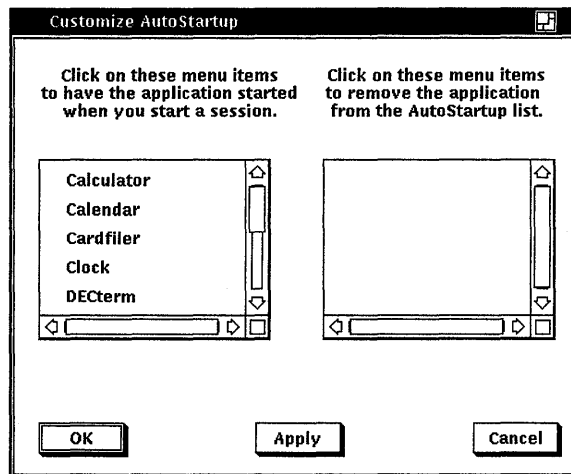
To add a defined application to the AutoStartup list:

1 Click on the application name.

   The name appears in the AutoStartup list on the right. Each click adds another copy to the AutoStartup list, so you can start multiple copies of the same application.

2 Click on the OK or Apply button.

To remove an application from the AutoStartup list:

1 Click on the application name in the list on the right.

   The name disappears.

2   Click on the OK or Apply button.

Changing Your Keyboard Settings

To change your keyboard settings, choose Keyboard... from
the Session Manager's Customize menu. The Session Manager
displays the Keyboard dialog box.
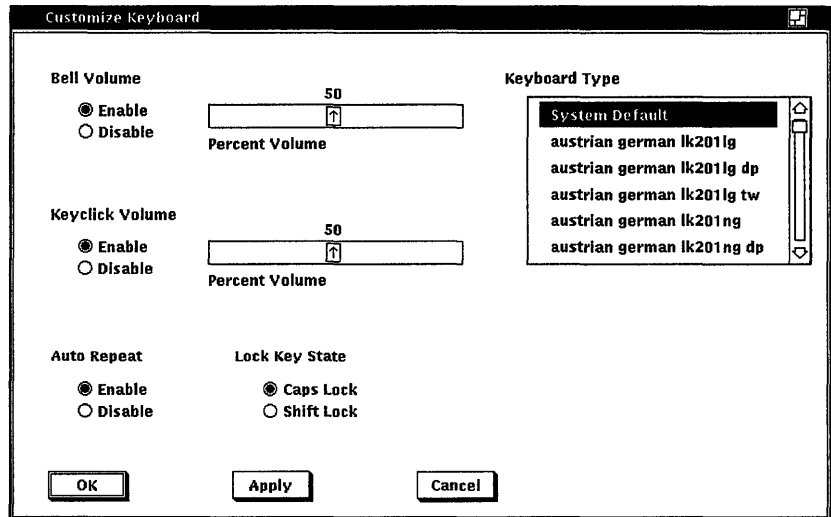
From the Customize Keyboard dialog box, you can change any of
the following settings:

Bell Volume
A warning bell sounds to alert you to system messages. Adjust
the bell's volume by dragging the arrow in the Percent Volume
slider right or left, or move the pointer to a location on the slider
and click MB1. Click on the Disable button to disable the bell.

Keyclick Volume
Each time you press a key, the keyboard makes a clicking sound.
This setting is indicated by a shaded button. Adjust the clicking
volume by dragging the arrow in the Percent Volume slider right
or left, or move the pointer to a location on the slider and click
MB1. Click on the Disable button to disable keyclick.

Auto Repeat
When a key is pressed longer than normal, it repeats until it is
released. This setting is indicated by a shaded button. Click on
the Disable button to disable auto repeat.

Lock Key State

Normally, you can produce capital letters but not shifted number keys when you press the Lock key on your keyboard. You can, however, make your keyboard work just like a typewriter keyboard by clicking on the Shift Lock button. Choosing the Shift Lock option produces both capital letters and shifted number keys when you press the Lock key.

Keyboard Type

The location of specific characters on the keyboard varies depending on the language for which the keyboard is designed. Selecting the keyboard type that matches your keyboard model allows the system to echo the correct character when you press the corresponding key.

Unless you specify otherwise, the keyboard type is North American. Most languages have multiple keyboard models. The model number appears on the underside of your keyboard. Make sure the keyboard type you select matches that model number. For example, if your keyboard model is LK201 NG, and you are using an Austrian German keyboard, select the Austrian German LK201 NG keyboard type. To change the keyboard type, scroll through the list of keyboard types and select the one you want.

For any language other than North American or US, you can specify whether you want the keyboard to act as a data processing (DP) or as a typewriter (TW) keyboard. When your keycaps show two characters side by side, a data processing keyboard type enables the characters on the right half of the keycaps. A typewriter keyboard enables the characters on the left half of the keycaps.

Specifying Your Language Preference

The Session Manager and many applications are available in a number of languages. You can specify your preferred language so that whenever possible, applications appear in that language.

To specify your language preference, choose Language... from the Customize menu. The Customize Language dialog box appears.
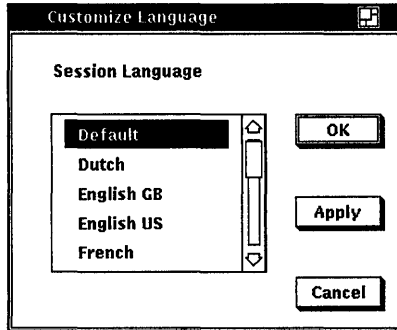
Click on one of the languages in the list and then click on the Apply or OK button.

The next time you start up an application, it appears in your preferred language if it is available in that language. However, all applications are not available in all languages. If the application is not available in your preferred language, it appears in English.

To use a language other than English, DECwindows applications and the Session Manager require that support for the language be installed. If you choose a language that is not installed on your system, the DECwindows applications appear in English.

Changing Your Mouse and Pointer Settings

You can change the shape and color of the pointer, as well as certain mouse characteristics. To change your mouse and pointer settings, choose Pointer... from the Session Manager's Customize menu. The Session Manager displays the Pointer dialog box. The Pointer dialog box on a monochrome system looks like this:
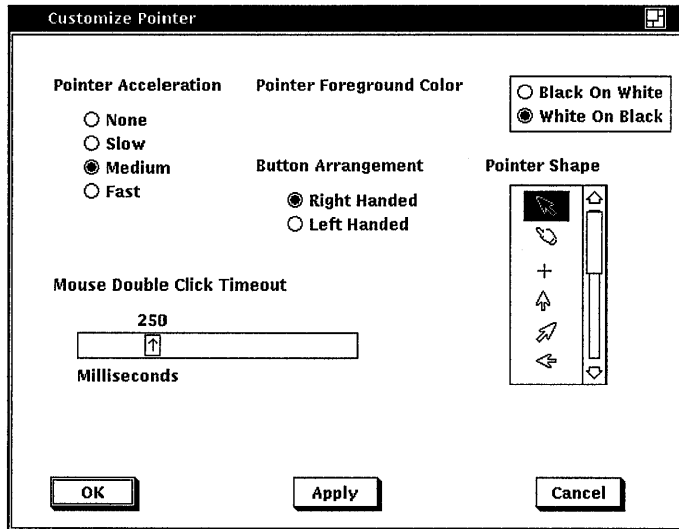
```
┌─────────────────────────────────────────────────────────────────┐
│ Customize Pointer                                            [⊞]  │
├─────────────────────────────────────────────────────────────────┤
│                                                                   │
│   Pointer Acceleration    Pointer Foreground Color  ┌───────────┐ │
│                                                     │○ Black On White│
│       ○ None                                        │⦿ White On Black│
│       ○ Slow                                        └───────────┘ │
│       ⦿ Medium            Button Arrangement     Pointer Shape    │
│       ○ Fast                                     ┌──────┐         │
│                              ⦿ Right Handed      │ ▨  ⌖ │△│       │
│                              ○ Left Handed       │ ◊    │ │       │
│                                                  │ +    │ │       │
│   Mouse Double Click Timeout                     │ ⇧    │ │       │
│                                                  │ ⌁    │ │       │
│            250                                   │ ⇦    │ │       │
│         ┌─────[↑]──────────────────────┐        └──────┘│▽│      │
│         └──────────────────────────────┘                         │
│         Milliseconds                                              │
│                                                                   │
│                                                                   │
│      ┌────────┐           ┌─────────┐          ┌─────────┐        │
│      │   OK   │           │  Apply  │          │ Cancel  │        │
│      └────────┘           └─────────┘          └─────────┘        │
└─────────────────────────────────────────────────────────────────┘
```

The Pointer dialog box on intensity and color systems looks like
this:

```
┌─────────────────────────────────────────────────────────────────┐
│ Customize Pointer                                            [⊞]  │
├─────────────────────────────────────────────────────────────────┤
│                                                                   │
│   Pointer Acceleration    Pointer Foreground Color    ▭           │
│                                                                   │
│       ○ None              Pointer Background Color    ▬           │
│       ○ Slow                                                      │
│       ⦿ Medium            Button Arrangement     Pointer Shape    │
│       ○ Fast                                     ┌──────┐         │
│                              ⦿ Right Handed      │ ▨  ⌖ │△│       │
│                              ○ Left Handed       │ ◊    │ │       │
│                                                  │ +    │ │       │
│   Mouse Double Click Timeout                     │ ⇧    │ │       │
│                                                  │ ⌁    │ │       │
│            250                                   │ ⇦    │ │       │
│         ┌─────[↑]──────────────────────┐        └──────┘│▽│      │
│         └──────────────────────────────┘                         │
│         Milliseconds                                              │
│                                                                   │
│                                                                   │
│      ┌────────┐           ┌─────────┐          ┌─────────┐        │
│      │   OK   │           │  Apply  │          │ Cancel  │        │
│      └────────┘           └─────────┘          └─────────┘        │
└─────────────────────────────────────────────────────────────────┘
```
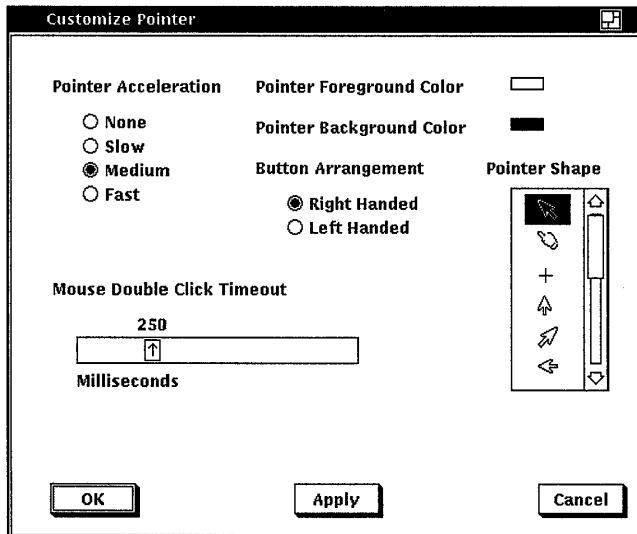
On intensity and color systems, clicking on some of the pointer
settings displays a color box, which allows you to set specific colors
for your session.
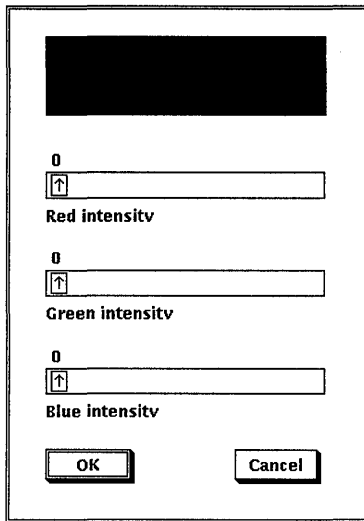
```

0
┌─────────────────────────────────────┐
│↑                                    │
└─────────────────────────────────────┘
Red intensitv

0
┌─────────────────────────────────────┐
│↑                                    │
└─────────────────────────────────────┘
Green intensitv

0
┌─────────────────────────────────────┐
│↑                                    │
└─────────────────────────────────────┘
Blue intensitv

┌──────────┐        ┌──────────┐
│   OK     │        │  Cancel  │
└──────────┘        └──────────┘
```

On an intensity system, you can mix black and white to create
shades of gray. On a color system, you can mix amounts of red,
green and blue. To create these mixes on either system, drag the
arrows in the slider right or left, or move the pointer to a location
on the slider and click MB1. Click on the OK button in the color
box when you have created the color you want. To see your new
setting in effect, click on the OK or Apply button in the Customize
Window dialog box and start a new application.

From the Customize Pointer dialog box, you can change any of the
following settings:

Pointer Acceleration

Click on one of the four options to vary the rate at which the
pointer moves in relation to the mouse. The "None" setting keeps
the pointer speed constant. The "Fast" setting makes the pointer
move farther as you move the mouse faster. Thus, you can move
the pointer to another part of the screen without moving the
mouse the same relative distance. The preset option is "Medium."

Mouse Double Click Timeout

DECwindows can tell two successive single clicks from a double
click. To change the speed by which DECwindows expects one
click to follow another in a double click sequence, drag the arrow
in the slider right or left, or move the pointer to a location on the
slider and click MB1.

Pointer Foreground Color

The pointer consists of an outline and filled center.

On a monochrome system, the pointer's filled area is normally white with a black outline. Click on the Black On White button to reverse the fill and outline colors.

On intensity and color systems, the pointer's filled area or foreground is normally white. To change this setting, click on the Pointer Foreground Color button. The Session Manager displays a color box. Click on the OK button in the color box when you have created the color you want.

To see your changes, click on the OK or Apply button in the Pointer dialog box.

Pointer Background Color

This setting applies to color and intensity systems only.

The pointer's outline or background is normally black. To change this setting, click on the Pointer Background Color button. The Session Manager displays a color box. Click on the OK button in the color box when you have created the color you want. To see your changes, click on the OK or Apply button in the Pointer dialog box.

Button Arrangement

The preset mouse button arrangement (MB1 on the left and MB3 on the right side of the mouse) is natural for a right-handed user. You can switch the mouse button arrangement by clicking on the Left Handed option. The right mouse button becomes MB1 and the left mouse button becomes MB3. MB2 stays the same.

Pointer Shape

Normally, the pointer is a left arrow. You can choose from shapes that include a pointer, pencil, or plus sign. To change the pointer shape, scroll through the list of shapes and select the one you want.

Changing Your Print Screen Settings

DECwindow's print screen feature lets you take a snapshot of an entire window or just a portion of it and print the file containing this snapshot.

To change the print screen settings, choose Print Screen... from the Session Manager's Customize menu. The Session Manager displays the Customize Print Screen dialog box.

```
┌─────────────────────────────────────────────────────────────────────┐
│ Customize Print Screen                                            ▣  │
├─────────────────────────────────────────────────────────────────────┤
│                                                                     │
│  Output Format     Output Color      Aspect Ratio    Ribbon Or Toner Saver │
│                                                                     │
│     ◉ PostScript     ◉ Black and White   ◉ 1 to 1      ◉ Positive Image │
│     ○ Sixel          ○ Color             ○ 2 to 1      ○ Negative Image │
│     ○ DDIF           ○ Gray Scale                                    │
│                                                                     │
│                                                                     │
│   ■ Rotate/Scale Picture to Fit Paper                               │
│                                                                     │
│   ■ Prompt For File Name      Output File Name  │printscreen.ps│     │
│                                                                     │
│   ┌──────────┐          ┌──────────┐      ┌──────────┐              │
│   │   OK     │          │  Apply   │      │  Cancel  │              │
│   └──────────┘          └──────────┘      └──────────┘              │
│                                                                     │
└─────────────────────────────────────────────────────────────────────┘
```
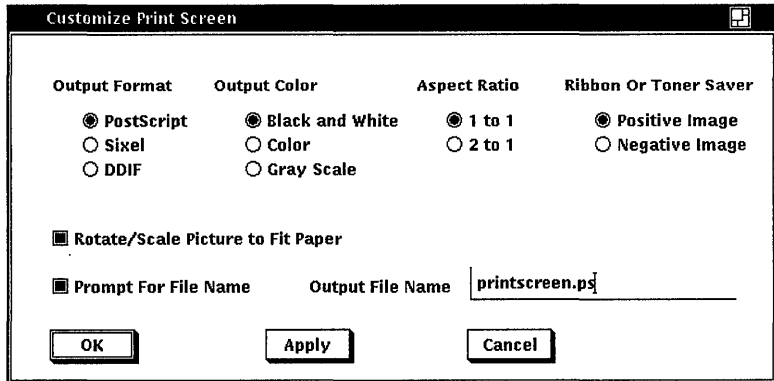
From the Customize Print Screen dialog box, you can change any
of the following settings:

Output Format
Normally, DECwindows captures a snapshot of a window in files
formatted for PostScript® . Click on the Sixel or DDIF buttons to
change this output format.

Output Color
Window snapshots are usually printed or captured in black and
white. Click on the Color option to produce color pictures (if you
have a printer that can print colors). Click on the Gray Scale
option to produce pictures that combine black and white into
various gray tones. Gray scale makes screen colors easier to view
and distinguish in black and white.

Aspect Ratio
The 1 to 1 setting allows captured window snapshots to be printed
without distortion on most devices, including both hardcopy
printers and terminals. This setting is indicated by a shaded
button. To print captured window snapshots without distortion on
an LA50 sixel device, click on the 2-to-1 button.

Modify this setting only if you have chosen a sixel output format,
and you want to print captured window snapshots on an LA50
sixel device.

® PostScript is a registered trademark of Adobe Systems Incorporated.

Ribbon or Toner Saver

Normally, captured window snapshots are printed as you would expect: the image is black and the background (the portion of the paper not printed on) stays white. Printing an image that is nearly or completely solid using the conventional method consumes a great deal of printer ribbon or toner. To reverse the dark and light portions of the printed output and conserve ribbon or toner, click on the Negative Image button.

Rotate/Scale Picture to Fit Paper

The Print Screen operation can ensure that the snapshot you take is laid out appropriately on the paper. For example, if you select a portion of the screen whose horizontal dimension is longer than 8 1/2 inches, the picture is rotated so that it appears in landscape mode (with the paper horizontal). The Print Screen operation can also scale the picture to an appropriate size for the page.

If you prefer to disable this feature and have snapshots retain their original orientation and scale, click on the Rotate/Scale Picture to Fit Paper button.

Prompt for Filename

When you take a snapshot of a window, DECwindows displays a dialog box that asks you for the name of the output file. This gives you the opportunity to override the output file name specified in this Customize Print Screen dialog box. This means that you can redirect the output to another directory or give it another file name.

This setting is indicated by the shaded button. To prevent DECwindows from asking you for the output file name each time you take a snapshot of a window, click on the Prompt For Filename button.

Output Filename

By default, DECwindows names the output file containing a window snapshot **printscreen.psc**. This file is placed in your current directory. To change this output file name, type the new file name in the Output Filename text entry field.

Changing Your Security Settings

In a network environment, DECwindows software on your workstation lets you display DECwindows and other compatible applications that are running on other computers. Although the application appears to be running on your workstation, execution is taking place elsewhere on the network, on a remote computer (or "host"). The remote host can be running either ULTRIX or VMS, but you must have an account there so that you can log in and start the application.

Using your workstation to display remotely run applications lets you use the resources of other computers from your own workstation. However, because your workstation's security features usually prevent other computers from accessing yours, you must grant access to the hosts you want to use. To do this, you should know the names of hosts in your network environment or have the assistance of a system manager.

To grant display access to specified remote hosts, choose Security... from the Customize menu. The Customize Security dialog box appears.
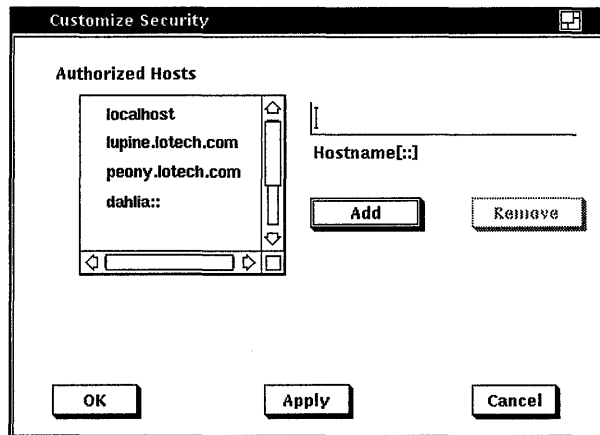
Your own workstation is always listed, as "localhost." Your system manager might have prepared your workstation and granted access to the commonly-used hosts; in this case, those host names also appear.

To add a name to the list of authorized hosts:

1 Enter the host name.

If the connection between your system and the remote host is through DECnet, use DECnet syntax, which requires two colons (::) after the host name. If your connection to the remote host is through TCP/IP, do not use colons.

The Session Manager checks the name to make sure it is a valid network host name. If you enter a registered network host name, it appears in the list box. If you enter a short version (or alias) of the name, the full name appears instead.

If the name is incorrect, the host is not registered on the network, or you do not have the network software that verifies the name, a message appears. If that happens, check your spelling; if the name is again rejected, see your system manager.

To specify hosts that are part of a VAXcluster, specify the names of individual hosts in the cluster. Do not use a cluster alias that collectively represents the cluster.

2   Click on the Add button.

The name appears on the list of authorized hosts.

3   Click on the OK or Apply button.

The hosts are authorized for this DECwindows session.

To revoke a host's authorization:

1   Choose Security... from the Customize menu.

The Session Manager displays the Security dialog box.

2   Select the name of the host you want to remove.

3   Click on the Remove button.
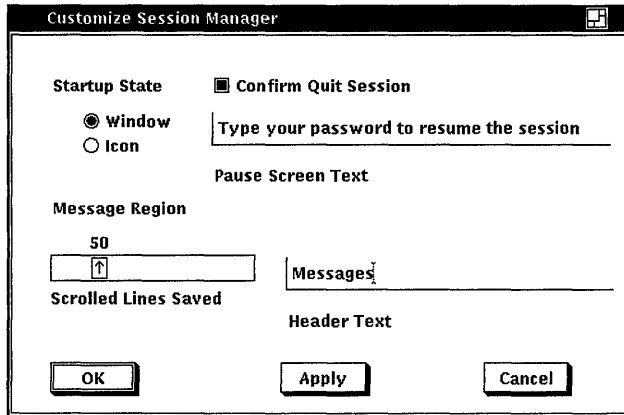
The selected name disappears from the list.

4   Click on the OK or Apply button.

The host can no longer display applications at your workstation during this DECwindows session.

Changing Your Session Manager Settings

To change your Session Manager settings, choose Session Manager... from the Session Manager's Customize menu. The Session Manager displays the Session Manager dialog box.

```
┌──────────────────────────────────────────────────────────────┐
│ Customize Session Manager                              ▣      │
├──────────────────────────────────────────────────────────────┤
│                                                              │
│    Startup State      ■ Confirm Quit Session                 │
│                                                              │
│      ◉ Window         │Type your password to resume the session│
│      ○ Icon           └──────────────────────────────────────│
│                                                              │
│                       Pause Screen Text                      │
│    Message Region                                            │
│                                                              │
│      50                                                      │
│      ┌────┬───────────┐   ┌──────────────────────────────────│
│      │ ↑  │           │   │Messages│                         │
│      └────┴───────────┘   └──────────────────────────────────│
│    Scrolled Lines Saved                                      │
│                           Header Text                        │
│                                                              │
│    ┌──────────┐        ┌──────────┐      ┌──────────┐        │
│    │   OK     │        │  Apply   │      │  Cancel  │        │
│    └──────────┘        └──────────┘      └──────────┘        │
└──────────────────────────────────────────────────────────────┘
```

From the Customize Session Manager dialog box, you can change
any of the following settings:

Startup State
The Session Manager is displayed as a window at the start of
each session. Click on the Icon button to specify that the Session
Manager be stored as an icon at the start of every session.

Quit Session Confirmation
When you end a session, the Session Manager asks you for
confirmation. This setting is indicated by the shaded option
button. Clicking on the Confirm Quit Session button suppresses
that confirmation request when you quit a DECwindows session.

Pause Screen Text
When your session is in the paused state, your session is on hold
and hidden from view until you enter your password. You can
specify what words appear on the screen when your workstation is
paused. To change the text, type new text into the Pause Screen
Text field.

Message Region Scrolled Lines Saved
The Session Manager message region displays system messages.
Sometimes you might want to review messages that have already
scrolled past, to review a message or see whether you have missed
any. The Scrolled Lines Saved slider lets you specify how far back
you can scroll.

To change the number of lines you can view, drag the arrow in the
slider right or left, or move the pointer to a location on the slider
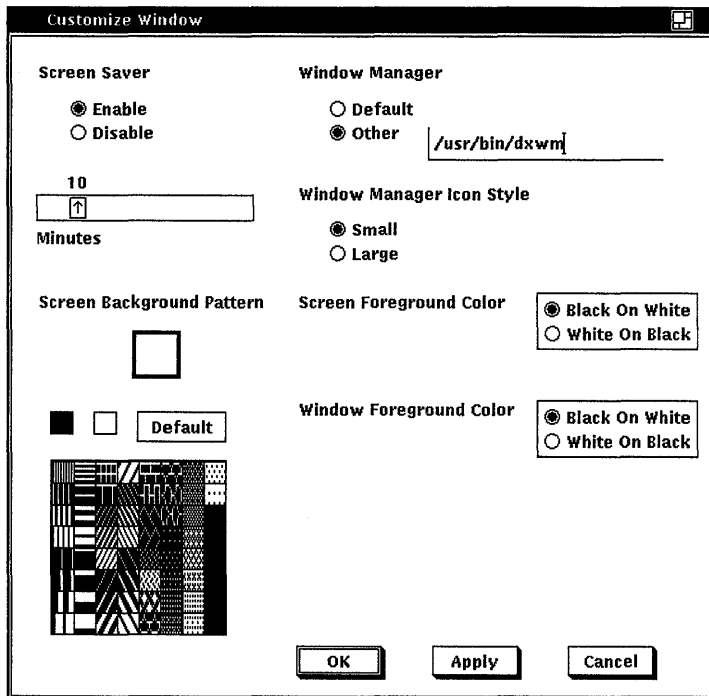and click MB1.

Message Region Header Text

The Session Manager message area is labeled Messages. To change this heading, type a new heading in this text field.
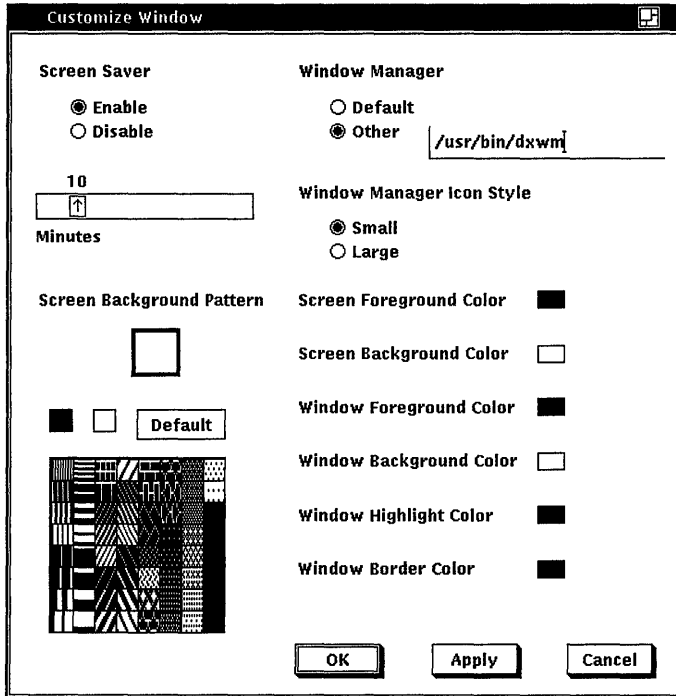
Changing Your Window and Screen Settings

Whether you have a monochrome, intensity, or color system, you can change the look of your DECwindows display. For example, you can alter the background and foreground pattern and the window and screen colors. If you have a color system, you can choose from a wide palette of colors to design a visually pleasing display.

To change your window settings, choose Window... from the Session Manager's Customize menu. The Session Manager displays the Window dialog box. The Window dialog box on a monochrome system looks like this:

```
Customize Window

    Screen Saver              Window Manager

       ● Enable                  ○ Default
       ○ Disable                 ● Other   /usr/bin/dxwm

         10                    Window Manager Icon Style
       ┌────────────┐
       │↑           │            ● Small
       └────────────┘            ○ Large
    Minutes

    Screen Background Pattern   Screen Foreground Color    ● Black On White
                                                           ○ White On Black
              ┌─────┐
              │     │
              └─────┘

       ■ □  ┌─────────┐       Window Foreground Color    ● Black On White
            │ Default │                                   ○ White On Black
            └─────────┘


                              ┌──────┐  ┌────────┐  ┌────────┐
                              │  OK  │  │ Apply  │  │ Cancel │
                              └──────┘  └────────┘  └────────┘
```

The Window dialog box on intensity and color systems looks like this:

```
┌─────────────────────────────────────────────────────────────┐
│ Customize Window                                          [▣] │
├─────────────────────────────────────────────────────────────┤
│                                                               │
│  Screen Saver              Window Manager                     │
│                                                               │
│     ⦿ Enable                  ◯ Default                       │
│     ◯ Disable                 ⦿ Other    /usr/bin/dxwm│       │
│                                                               │
│        10                  Window Manager Icon Style          │
│     ┌──────────────┐                                          │
│     │ ⬆             │          ⦿ Small                        │
│     └──────────────┘          ◯ Large                         │
│  Minutes                                                      │
│                                                               │
│  Screen Background Pattern  Screen Foreground Color    ▆      │
│                                                               │
│           ┌────┐           Screen Background Color    ☐       │
│           │    │                                              │
│           └────┘           Window Foreground Color    ▆       │
│                                                               │
│   ▆  ☐  ┌─────────┐        Window Background Color    ☐       │
│         │ Default │                                           │
│         └─────────┘        Window Highlight Color     ▆       │
│                                                               │
│                            Window Border Color        ▆       │
│                                                               │
│                                                               │
│                  ┌──────┐  ┌─────────┐  ┌─────────┐           │
│                  │  OK  │  │  Apply  │  │ Cancel  │           │
│                  └──────┘  └─────────┘  └─────────┘           │
└─────────────────────────────────────────────────────────────┘
```

On intensity and color systems, clicking on most of the window
and screen settings displays a color box, which allows you to set
specific colors for your session.
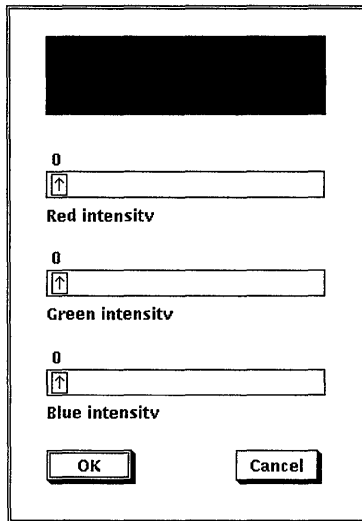
0

Red intensitv

0

Green intensitv

0

Blue intensitv

OK   Cancel

On an intensity system, you can mix black and white to create shades of gray. On a color system, you can mix amounts of red, green, and blue. To create these mixes on either system, drag the arrows in the slider right or left, or move the pointer to a location on the slider and click MB1. Click on the OK button in the color box when you have created the color you want. To see your new setting in effect, click on the OK or Apply button in the Customize Window dialog box and start a new application (like Clock or Notepad).

From the Customize Window dialog box, you can change any of the following settings:

Screen Saver

Screen Saver extends the life of your monitor by shutting off its display after a specified time. Normally, the monitor shuts off its display after ten minutes of keyboard or mouse inactivity. To vary the time screen saver waits before shutting down the display, drag the arrow in the slider right or left, or move the pointer to a specific location on the slider and click MB1. Click on the Disable button to keep the display on indefinitely.

Window Manager
The Window Manager is software that controls the behavior of windows on the screen. The window manager is involved when you use the mouse to change the location or size of a window, when you shrink a window to an icon, or when you stack and reorder windows in relation to each other.

If you have access to a window manager other than the default DECwindows one, you can use it in your DECwindows environment. Click on Other and specify the window manager file name in the text input field.

Window Manager Icon Style
Icons can be either small or large. Normally, they are small; to use large icons, click on the Large setting.

Screen Background Pattern
The screen background can be the screen background color, the screen foreground color, or a pattern made from the background and foreground colors. The Screen Background Pattern box displays and magnifies the current pattern.

The default screen background pattern is represented by an X in the Screen Background Pattern box; it is equivalent to "no pattern" and is a plain black and white pattern, or gray, depending on your monitor. For a plain colored screen background, click on the screen foreground color box or the screen background color box under the Screen Background Pattern. The Screen Background Pattern box changes to show the current selection.

You can also click on any of the patterns in the pattern box. The Screen Pattern Box previews your choice; click on the Apply button to see it in effect.

Screen Foreground Color
When the screen pattern is set to anything other than the default pattern, the screen pattern consists of a screen foreground (the filled area in the pattern) and a screen background (the pattern's outline).

On a monochrome system, the screen foreground color is normally black on white. Click on the White On Black option button to reverse the fill and outline colors.

On intensity and color systems, the screen foreground color is normally black. To change this setting, click on the Screen Foreground Color button. The Session Manager displays a color

box. Click on the OK button in the color box when you have
created the color you want.

To see your new setting in effect, click on the OK or Apply button
in the Window dialog box and start a new application.

Screen Background Color
This setting applies to intensity and color systems only.

When the screen pattern is set to anything other than the default
pattern, the screen pattern consists of a screen foreground (the
filled area in the pattern) and a screen background (the pattern's
outline).

On intensity and color systems, the screen background color is
white by default. To change this setting, click on the Screen
Background Color button. The Session Manager displays a color
box. Click on the OK button in the color box when you have
created the color you want. To see your new setting in effect, click
on the OK or Apply button in the Pointer dialog box and start a
new application.

Window Foreground Color
Changing the Window Foreground Color setting in a window
containing text changes the color of that text. If the window
contains graphics, the color of the graphics is changed.

On a monochrome system, the window foreground is normally
black on white. Click on the White On Black option button to
change the window foreground to white.

On intensity and color systems, the window foreground is black by
default. To change this setting, click on the Window Foreground
Color button. The Session Manager displays a color box. Click on
the OK button in the color box when you have created the color
you want.

To see your new setting in effect, click on the OK or Apply button
in the Window dialog box and start a new application.

Window Background Color
This setting applies to intensity and color systems only.

On intensity and color systems, the window background is
normally white. To change this setting, click on the Window
Background Color button. The Session Manager displays a color
box. Click on the OK button in the color box when you have
created the color you want.

To see your new setting in effect, click on the OK or Apply button in the Window dialog box and start a new application.

Window Highlight Color

This setting applies to intensity and color systems only.

Screen objects, for example, toggle and option buttons and title bars, are normally black to indicate the current setting or input focus. To change this setting, click on the Window Highlight Color button. The Session Manager displays a color box. Click on the OK button in the color box when you have created the color you want.

To see your new setting in effect, click on the OK or Apply button in the Window dialog box and start a new application.

Window Border Color

This setting applies to intensity and color systems only.

On intensity and color systems, the window border is normally black. To change this setting, click on the Window Background Color button. The Session Manager displays a color box. Click on the OK button in the color box when you have created the color you want. To see your new setting in effect, click on the OK or Apply button in the Window dialog box and start a new application.

Saving Your New Settings

Customize
Applications Definitions...
Applications Menu...
AutoStartup...
Keyboard...
Language...
Pointer...
Print Screen...
Security...
Session Manager...
Window...
Use Last Saved Settings
Use System Defaults
Save Current Settings

It is not enough just to choose new settings. The settings you choose are in effect for the current session only unless you save them. From the Customize menu, you can choose any of the the following menu items to save new settings or reinstate old ones:

Choose	To
Use Last Saved Settings	Reinstates the last settings you saved. Choose this menu item if you want to reset any attributes that you changed temporarily but did not save.
Use System Defaults	Reinstates the system default settings defined when you installed DECwindows.
Save Current Defaults	Saves the settings you just changed for use in every subsequent session.

Note that some new settings you save will not be in effect until you end your current session and begin another one.

If you have changed any settings and try to end your session without saving them, DECwindows asks you whether you want to save your settings before you end your session.

Click On	To
Yes	Save your workstation settings and end your session.
No	End your session without changing the current settings.
Cancel	Continue working in your current session. The settings you chose are still in effect, but you must remember to save them when you eventually end your session.

Printing and Capturing Screen Images

The Print Screen menu lets you take a snapshot of what is on your screen. You can print the picture immediately or capture it in a file. If you capture the picture in a file, you can print the file later or use it with a viewing application such as the PostScript Previewer.

Sending Screen Images to the Printer

See Chapter 5 for more information about printing in DECwindows.

For a printed picture of your screen, choose Print Entire Screen or Print Portion of Screen from the Print Screen menu. The Queue Options dialog box appears. The relevant options are as follows:

Number of Copies
Enter a number in the text field if you want more than one copy of your snapshot.

Printer
The list shows all of the printers available on your system and highlights the default choice. Click on any other printer you prefer to send your output to, but note that the printer must be able to print PostScript files.

Orientation
A picture can be laid out on a page so that you view it when the page is vertical (in portrait orientation) or horizontal (in landscape orientation). The default layout is specified by system management commands at the printer. To have the picture print specifically in portrait or landscape mode, click on one of the icons. To restore the default layout, click on the Default button.

If you have not disabled the Rotate/Scale Picture to Fit Paper feature in the Customize Print Screen dialog box, the Print Screen operation ensures that the picture fits properly on the page, and you need not specify an orientation here.

Click on the OK button to continue the Print Screen operation. If you chose Print Entire Screen, the Session Manager sends the picture to the print queue.

If you choose Print Portion of Screen, you must mark the portion you want to print. Position the pointer at one corner of the area you want to print and press MB1. The outline of a box appears and changes size as you move the mouse. When the box encompasses everything that you want to print, release MB1. The Session Manager sends the print queue a picture of the area enclosed by the box.

Placing Screen Images in a File

To place a picture of what is on your screen in a file:

1 Choose Capture Entire Screen or Capture Portion of Screen from the Print Screen menu.

   A dialog box appears and asks for the name of the file to receive the picture. The default file name, **printscreen.psc**, appears in the text field.

See the DECwindows Desktop Applications Guide for instructions on how to use the PostScript Previewer to display your picture.

2 To specify a file name other than the displayed default, replace the text in the text field.

3 Click on the OK button when the text field displays the file name you want to use.

You cannot display the picture as you display the contents of a plain text file, because the images are encoded. However, if the picture is in PostScript format (the default format), you can print it or use the PostScript Previewer to display it.
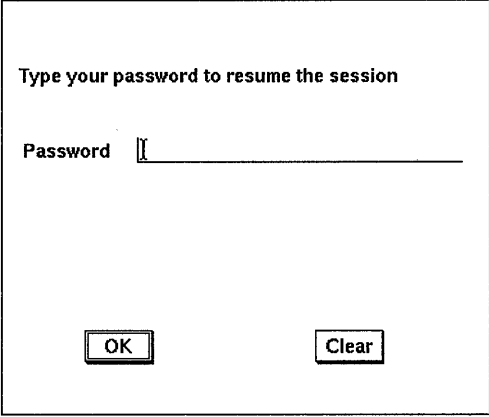
To change the default file name or format, choose Print Screen... from the Customize menu.

Putting a Session on Hold

From the Session Manager, you can put your current session on hold indefinitely and lock your workstation without ending your session. When you put your session on hold, your screen is cleared. Your session is maintained exactly as it was. This means you can resume working without having to recreate your screen environment.

To put your current session on hold, choose Pause from the Session menu. Your screen is cleared and the Continue Session dialog box is displayed.

```
┌──────────────────────────────────────────────┐
│                                              │
│                                              │
│   Type your password to resume the session   │
│                                              │
│                                              │
│   Password    [                           ]  │
│                                              │
│                                              │
│                                              │
│                                              │
│      ┌────────┐              ┌───────┐        │
│      │   OK   │              │ Clear │        │
│      └────────┘              └───────┘        │
│                                              │
└──────────────────────────────────────────────┘
```

To continue your session:

1 Type your password.

2 Click on the OK button.

Once DECwindows verifies your password, your session resumes.

Ending a Session

You can end a session at any time. When you end a session, DECwindows stops all applications and clears the screen.

```
┌──────────┐
│ Session  │
├──────────┤
│ Pause    │
│ Quit     │
└──────────┘
```

To end your session, choose Quit from the Session menu. Unless you have disabled the confirmation option, DECwindows asks you to confirm that you indeed want to end your session. Click on the OK button or press the Return key to confirm that you do. All windows are closed and the session ends. DECwindows displays the DIGITAL logo and Start Session dialog box, ready to begin another session.

If you change your mind and decide not to end your session, click on the Cancel button to return to your session, maintained exactly as it was.

4

Using the User Executive

The User Executive (UE) provides a window that lets you access the ULTRIX operating system and run DECwindows applications. UE provides commands for you to work with directories and files. You can use these commands to copy, search, remove, and display files.
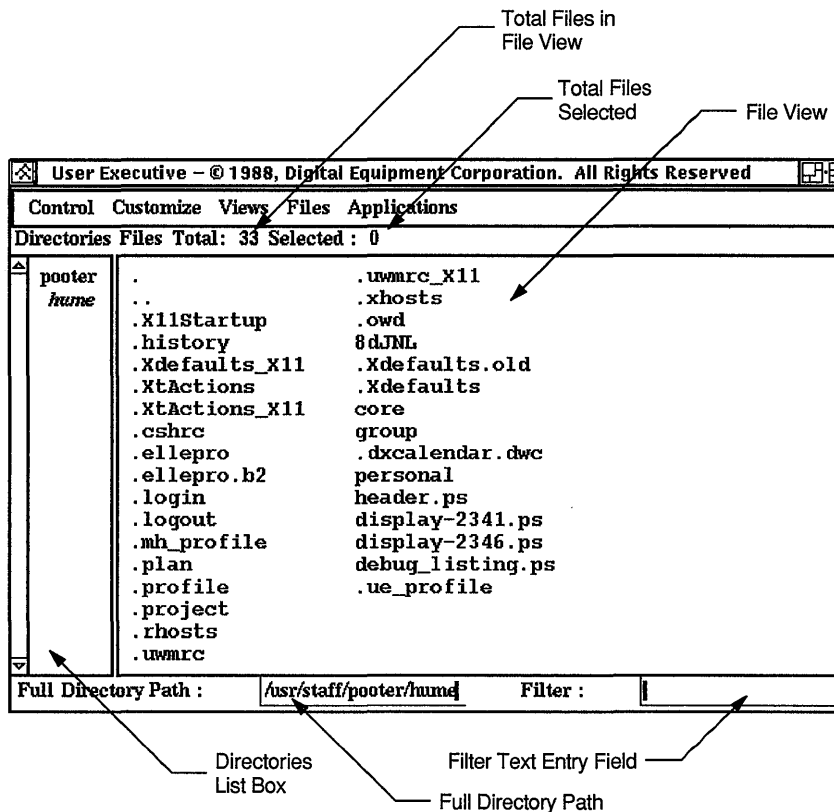
In this chapter, you will learn how to run applications, use commands to perform file tasks, get helpful information about files, and navigate the directory structure to gain quick access to files.

Starting the User Executive

To start the UE window, choose User Executive from the Session Manager Applications menu, or enter the following command in a DECterm window:

```
% dxue &
```

The User Executive window appears on your screen.

Total Files in
File View

Total Files
Selected

File View


```
┌──────────────────────────────────────────────────────────────────────────┐
│ ⌂  User Executive – © 1988, Digital Equipment Corporation. All Rights Reserved  ⊞⊟│
├──────────────────────────────────────────────────────────────────────────┤
│  Control  Customize  Views  Files  Applications                            │
├──────────────────────────────────────────────────────────────────────────┤
│ Directories Files Total:  33  Selected :  0                                │
├──────────────────────────────────────────────────────────────────────────┤
│ △ │ pooter │     .                      .uwmrc_X11                         │
│   │ hume   │     ..                      .xhosts                           │
│   │        │ .X11Startup                 .owd                             │
│   │        │ .history                   8dJNL                             │
│   │        │ .Xdefaults_X11              .Xdefaults.old                   │
│   │        │ .XtActions                  .Xdefaults                       │
│   │        │ .XtActions_X11              core                            │
│   │        │ .cshrc                      group                           │
│   │        │ .ellepro                    .dxcalendar.dwc                  │
│   │        │ .ellepro.b2                 personal                        │
│   │        │ .login                      header.ps                       │
│   │        │ .logout                     display-2341.ps                 │
│   │        │ .mh_profile                 display-2346.ps                 │
│   │        │ .plan                       debug_listing.ps                │
│   │        │ .profile                    .ue_profile                     │
│   │        │ .project                                                    │
│   │        │ .rhosts                                                     │
│ ▽ │        │ .uwmrc                                                      │
├──────────────────────────────────────────────────────────────────────────┤
│ Full Directory Path :   │/usr/staff/pooter/hume│   Filter :  │          │ │
└──────────────────────────────────────────────────────────────────────────┘
```

Directories
List Box

Filter Text Entry Field

Full Directory Path

- The title bar displays the name of the file view and the current directory.

- The menu bar displays the names of UE's menus: Control, Customize, Views, Files, and Applications.

- The **Directories** list box displays a list of your directories, including the current directory, the directory directly above it, and any subdirectories. The name of the current directory appears in italics.

- The **Total** field displays the number of files in the current directory.

- The **Selected** field displays the number of files currently selected.

- The **File view** contains information about the files in the current directory. When you first start UE, this file view contains a list of the files in the current directory.

- The **Full Directory Path** text entry field displays the name of the current directory. Unless you specify otherwise, you are placed in this directory whenever you start the UE.

- The **Filter** text entry field lets you list a subset of files in the current file view. By entering a file specification here, you can also list the contents of a directory without changing your current directory.

Working with UE

The UE window makes it easy to access the ULTRIX operating system and DECwindows applications. From the UE, you can run applications and perform file operations on files that you select. Because you select commands from a menu, you don't need to remember the format of system commands.

Running Applications

You can start many DECwindows applications from UE. To start an application, choose the application you want to run from UE'S Applications menu. DECwindows starts the application in a new window and places its icon in the icon box. The UE window remains available for you to start additional applications or to perform other tasks.

Shortcuts for Accessing Commands

To make your session easier to use and more efficient, UE gives you two shortcuts when using commands: pop-up menus and double-click command definitions.

Using Predefined Pop-Up Menus   Because you often perform the same few tasks on certain files, UE provides a pop-up menu that makes it easier for you to work with files.

Mail
Copy...
Display
Search...
Move...
Remove
Print File...

To see which commands are predefined on a pop-up menu for a specific file, press and hold MB2 on a file in your file view. A pop-up box appears with the commands listed that can be performed on that file. Choose the command from the pop-up menu by releasing MB2 on the command that you want to perform.

Using Double-Click Commands   UE executes specific predefined commands when you double-click on certain types of files. Double-clicking on most file names displays file information, such as the creation date, permissions set, and type of file.

Double-clicking on other types of files, however, executes different commands. For example, double-clicking on a **.card** file opens the Cardfiler, double-clicking on a **.ps** file opens the PostScript Previewer, and double-clicking on a directory name lets you change directory in one step.

Making Selections

Before you perform a task, you can select the file or files you want to work with. The next command you choose affects that selected file. Table 4–1 lists the ways you can select files in UE. Whichever method you use to select a file, DECwindows highlights the file or files you select, and reports the number of files selected in the Selected field (located above the file view.)

Table 4–1   Selecting Files

To	Do This
Select a file	Point to the file and click MB1.
Select more than one adjacent files	Point to the first file then drag the pointer through the files you want to select.
Select two or more nonadjacent files	**1** Click MB1 on the first file you want to select **2** Press and hold Shift and click MB1 on the other files you want to select. **3** Release the Shift key.
Select all of the files in your file view	Choose Select All from UE's Control menu. Choose Select None to cancel a select operation.

If you choose a command without first selecting a file, UE will open a dialog box and prompt you to type one or more file names.

If you select a file or files and then perform a command on them UE displays a dialog box that lists the selected files or files that you selected. You can make changes to this list of files at this time.

Keeping Track of Work in Progress

You can monitor and control the processes you start from a UE window. These processes include:

- DECwindows applications currently running and started from UE.

- Processes started as the result of choosing a command from UE's File menu (such as Copy, Search, Create Directory, and so forth.)

To monitor your processes, choose the Processes... menu item from UE's Control menu. The Processes dialog box opens.

```
┌──────────────────────────────────────────────────┐
│ ■ Processes                                   [⊞] │
│  ┌───────────────────────────────────────┬──┐     │
│  │ Calculator   pid 29216  (Running)     │◇ │     │
│  │ Notepad   pid 29217  (Running)        │  │     │
│  │                                       │  │ ┌──────┐  │
│  │                                       │  │ │ Kill │  │
│  │                                       │  │ └──────┘  │
│  │                                       │  │ ┌─────────┐│
│  │                                       │  │ │ Suspend ││
│  │                                       │  │ └─────────┘│
│  │                                       │  │ ┌──────────┐│
│  │                                       │  │ │ Continue ││
│  │                                       │  │ └──────────┘│
│  │                                       │◇ │     │
│  └───────────────────────────────────────┴──┘     │
│        ┌──────┐                                    │
│        │  OK  │                                    │
│        └──────┘                                    │
└──────────────────────────────────────────────────┘
```
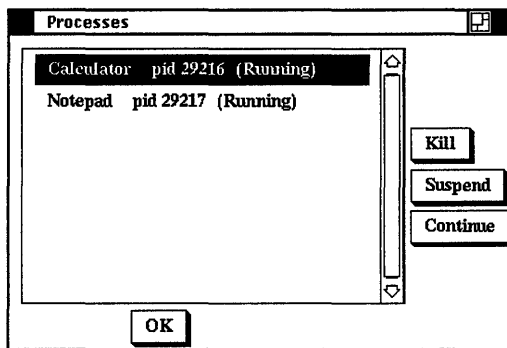
The dialog box displays the processes currently running. Status for each process is displayed in parentheses. Push buttons let you suspend, continue, or permanently stop a process you select.

To suspend a process:

1 Choose Processes... from UE's Control menu.

2 Select the process you want to suspend.

   The process name is highlighted.

3 Click on the Suspend button.

   In the highlighted process name, the word Stopped appears in parentheses to indicate that the process is suspended.

   Click on the Continue button to restart a suspended process.

4 Click on the OK button or press [Return].

To permanently stop a process, select the process you want to permanently stop, then click on the Kill button. UE stops the process and removes the highlighted item from the list box.
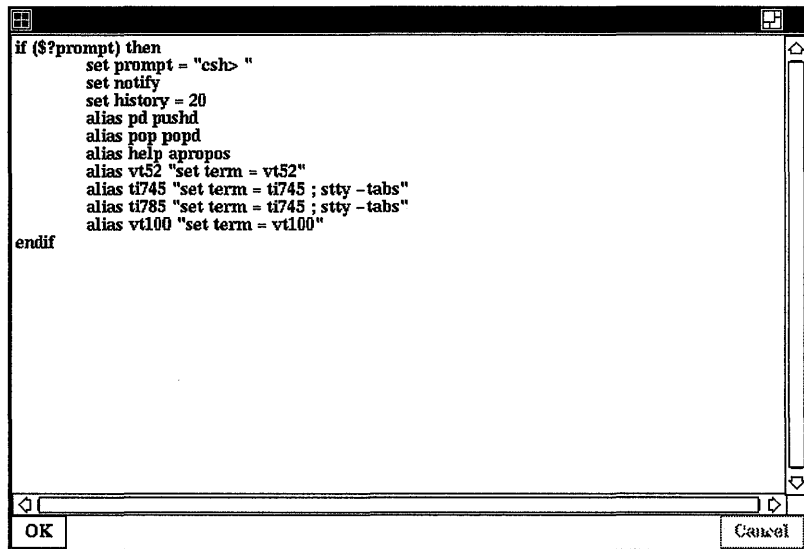
Understanding the TaskStatus Window

In addition to the Processes dialog box, UE uses the TaskStatus window to convey information to you. When you choose a command from the Files menu, UE's TaskStatus window opens and displays status of the command, or displays the command's result. UE uses the TaskStatus window to display:

- Error messages

- Status messages

- Output from a command such as Search or Display

For example, if you choose Search... from the Files menu, and specify a file name that does not exist, UE opens the TaskStatus box and displays a message telling you that the operation you requested cannot be completed. Or, if you choose Display... from the Files menu, UE opens the TaskStatus box and displays the contents of the file you specified.

The following shows output displayed in the TaskStatus window as a result of choosing Display on the selected file **.login**.

```
if ($?prompt) then
        set prompt = "csh> "
        set notify
        set history = 20
        alias pd pushd
        alias pop popd
        alias help apropos
        alias vt52 "set term = vt52"
        alias ti745 "set term = ti745 ; stty -tabs"
        alias ti785 "set term = ti745 ; stty -tabs"
        alias vt100 "set term = vt100"
endif
```

OK   Cancel

Use the scroll bars to read messages or output that contain more than one screen of text. After you finish reading, click on the OK button to dismiss the TaskStatus window.

Sometimes the TaskStatus window displays information about a command while it's executing. If you want to cancel a command while it's executing, click on the Cancel button.

Working with a File View

When you first start the UE, your file view lists the files in your current directory. When you change directory, the file view accordingly lists the files in the different directory. With UE, you can:

- Change the way a file view displays files

- Update your file view

- Save a file view

- Restore a saved file view

- Delete a file view

Changing the Way a File View Looks

You can change the way the files in your file view are listed. You might want to list each file by its size or the date it was created, or change the order in which the files are listed.

To change the way that files are listed, choose the File Properties... menu item from UE's Customize menu. The Layout dialog box is displayed.

Customize
File Properties...
Edit Menus...
Double Click Actions...

FileView – Layout
Sort   Display   Fields
○   ▓   File Name
○   □   Protections
○   □   Link Count
○   □   Owner
○   □   Size
○   □   Creation time
Sort Order: ○ Ascending ○ Descending ● Unsorted
Sample: Mail
OK | Cancel | Apply | Reset
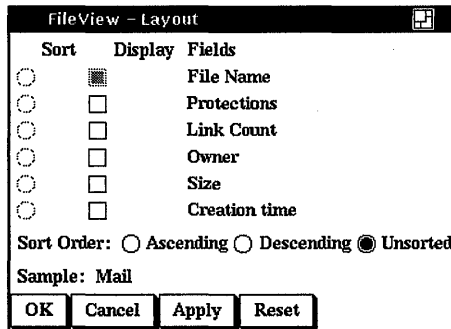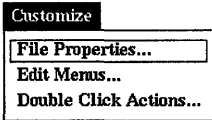
The Layout dialog box is divided into two sections: a Sort column and a Display Fields column. Some settings are preset and are already in effect. When you use the Layout dialog box, the changes you make are set for every subsequent file view until you change the setting again.

Changing the Fields in Your File View By using the toggle
buttons in the Display Fields column, you can display the
following information about each file in your file view:

- The **File Name** displays the unique file name for the file.

- The **Protections** field displays the protection settings for the
  file.

- The **Link Count** field displays the number of links for the
  file.

- The **Owner** field displays the owner, in numeric or textual
  format, of the file.

- The **Size** field displays the size, in bytes, of the file.

- The **Creation Time** field displays the date and time the file
  was created.

Notice that the file name toggle button is preset. The file view
shown in these examples reflects this.

Changing the File Order in Your File View Unless you specify
otherwise, the files in your file view are listed in the order
in which they appear in the directory structure. Because UE
imposes no order on these files, they are considered unsorted.

You can change the file order by clicking on either the Ascending
or Descending Sort Order button, then clicking on one of the toggle
buttons in the Sort column. For example, click on the File Name
toggle button under the Sort column to list files alphabetically. Or,
click on the Size toggle button to list files by size. You can choose
only one option from the Sort column at a time.

Displaying a Partial File View Sometimes you want to display
only a subset of files, for example, only files that start with
"chapter". You can display a partial file view by blocking out those
files you don't need to see. To display a partial file view:

1   Give the Filter text entry field input focus.

2   Type the file or files you want to list in your file view.

    For example, to see all files that begin with "Chapter" in your
    current directory, type Chapter*.

3   Press ⌷Return⌷ .

When you use the asterisk wildcard, the file view displays only
the files that match the characters you specified.

Updating Your File View
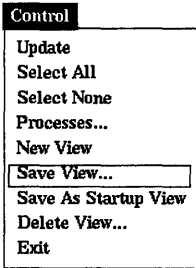
When you make changes to the contents of your directory, for example, by renaming or deleting a file, UE automatically updates your file view to reflect those changes.

If you change any information in the Full Directory Path or Filter text entry field, choose the Update menu item from UE's Control menu, or press the RETURN key to update the file view.

Saving a File View

Once you have modified a file view to your satisfaction, you can save it. You might want to save a file view that you need to redisplay often, for example, a file view of a subdirectory you use frequently. Using a saved file view in this way establishes a shortcut for ascending and descending the directory structure.

To save a file view, choose the Save View menu item from the Control menu. The Save View dialog box is displayed.

Save View

Save View

Name of View: | |

The saved view includes the following settings

■ Files String   ☐ Window Position
☐ Default Directory   ☐ Fields (Layout)
☐ Window Size   ☐ Order (Layout)

OK   Cancel
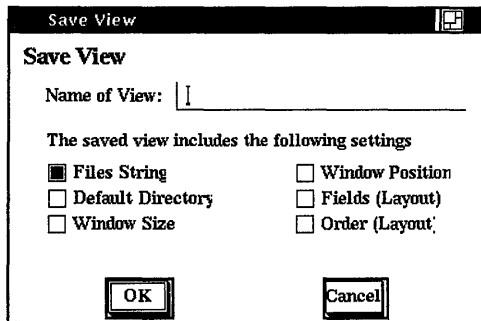
Click MB1 on

- **Files String** to preserve the text you specify in the file view.

- **Default Directory** to preserve the directory you specify in the Full Directory Path text field.

- **Window Size** to preserve the size of the UE window on your screen.

- **Window Position** to preserve the location of the UE window on your screen.

- **Fields** to preserve the field settings–such as Create Date and Size Used–you specify in the Layout dialog box.

- **Order** to preserve the order settings–such as Unsorted or By Name–you specify in the Layout dialog box.

After choosing portions of the view you want to save, click on OK or press ⌷Return⌷. The file view is saved. The name of the saved view appears as a menu item in UE's Views menu.

1   Display the file view you want to save.

2   Choose Save View... from UE's Control menu.

      UE displays a dialog box.

3   In the Name of View text entry field, type the name of the view you want to save.

4   Choose portions of the view that you want to save.

5   Click on OK or press ⌷Return⌷

      The file view is saved. The name of the saved view appears as a menu item in UE's Views menu.

Your login directory is a file view that has already been saved for you under the name **Startup**. You can redisplay a saved view by choosing its corresponding menu item in UE's Views menu.

You can supersede a saved file view by saving another file view under the same name. To supersede a saved file view, display the new file view you want to supersede the old and then save it, giving it the same name as the old file view.

Restoring a Saved File View

When you restore a saved view, those components not saved are obtained from the current file view. By saving some components of a file view, such as the fields and order, but not a full file view, you can quickly change the look of your current file view.

To restore a saved file view in the current UE window:

1   Move the pointer to the Views menu.

2   Press and hold MB1.

      A list of your saved file views is displayed.

3   Drag the pointer to the saved view you want to restore and release MB1.

      The saved file view is displayed in a new UE window.

Views
Startup
Screens

Deleting a Saved File View

To delete a file view you no longer need:

1 Choose Delete View... from UE's Control menu.

UE displays a dialog box.
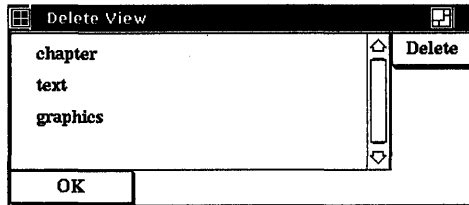
The Delete View dialog box lists the file views that you have saved.

2 Click MB1 on the name of the file view you want to delete.

3 Click on the Delete button, then click on OK to dismiss the dialog box.

The file view is deleted.

Working with Directories

To access files on your system, you need to know how to work with and navigate directory structures. By default, you can access your own directory and any other directories that are set up to allow public access.

With UE, you can perform the following directory operations:

- Create a directory

- Navigate a directory structure

- Remove a directory

- Change directories

Creating a Directory

You can do all your work, including using files and running applications, in your login directory and never move from it. However, by creating and using subdirectories, you can organize your files into convenient groups.

To create a directory:

1 Choose the Create Directory menu item from the Files menu.

UE displays a dialog box.

New Directory

New Directory

Name:

OK   Cancel
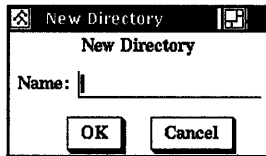
2 Type the name of the directory you want to create.

3 Click on the OK button or press Return.

Navigating a Directory Structure

UE 's Directories list box lets you move up and down your directory structure and access files easily. When you select another directory, you can display the files in that different directory in the file view.

When you first run UE, the current directory in the file view is your own login directory. The Directories box lists the names of the subdirectories that you have in your home directory, plus the directory above. The current directory is always displayed in an italic font to help keep you oriented. The file view lists all the files, including directories, in your login directory.

To display files in a different directory, select that directory in the Directory box. For example, if you click MB1 on the directory Mail, your file view displays a list of files and directories in your Mail directory.

If you want to display a directory that doesn't appear in the Directories box, you can type the name of that directory in the Full Directory Path text entry field and press the Return key. To return to your home directory, type the name of your directory in the Full Directory Path text field and press Return.

Removing a Directory

Remove a directory by using the Remove... menu item from the Files menu.

To remove one or more directory files:

1 Choose Remove... from the Files menu.

A dialog box appears. Enter the name of the directory you want to remove.

```
┌─────────────────────────────┐
│ ◢ Remove            │⊞│     │
│         Remove              │
│ Files: ┃                    │
│        ─────────────────    │
│     ┌──────┐ ┌────────┐     │
│     │  OK  │ │ Cancel │     │
│     └──────┘ └────────┘     │
└─────────────────────────────┘
```
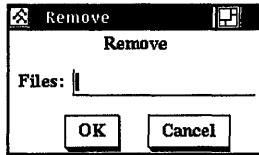
2 Click on the OK button.

The directory you specify and any files in that directory will be removed.

Working with Files

UE provides commands that let you:

- Copy files

- Display the contents of files

- Move files

- Search files for text strings

- Remove files

- Print files

- Look at a print queue

Because you select commands from a menu, you don't need to remember the format of system commands. To execute a command, simply choose the command from UE's Files menu. UE runs a script associated with the command you choose.

When you choose a command, UE displays a dialog box to prompt you for any command parameters and provides status information until the task has completed.

Copying Files

You can copy a file to a new file name or copy a group of files to a group of new files. When you copy a file to another file name, the original file remains unchanged.

To copy a file to a new name or to a different directory:

Files

Copy...
Display...
Search...
Create Directory...
Move...
Remove...
Print Queue...
Print File...

1 Select the file you want to copy.

2 Choose Copy... from the Files menu.

UE displays a dialog box.

```
Copy                    
          Copy
From: |
To:   |

      [ OK ]   [ Cancel ]
```
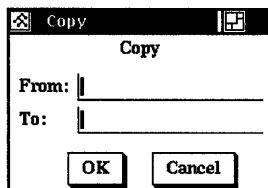
3 Type the new file name, or the file name and full directory path to which you want the file copied.

4 Click on the OK button or press Return.

If UE cannot copy the file, the TaskStatus box appears and displays an error message. Click on the OK button when you finish viewing the message.

If you choose the Copy command without first selecting a file, the Copy dialog box prompts you for the file name. If you specify multiple files, separate each file name with a space.

You can copy multiple input files to multiple output files. To copy a group of files at the same time, you select the files and then copy them in one operation.

To copy a group of files in one operation:

1 Select the files you want to copy.

2 Choose Copy... from the Files menu.

UE displays a dialog box that prompts you for a destination name for each file you selected.

3 Type the new file name or the full directory path you want the files copied to.

If you enter a directory name here, for example, **/usr/users/new_directory/**, the directory name will appear as the destination in succeeding dialog boxes. You can enter new file names or, by entering a directory name only, have the new files keep the same name.

4 Click on the OK button or press Return.

Viewing the Contents of Files

To view the contents of one or more files without making any changes, use the Display command.

```
┌─────────────────┐
│ Files           │
├─────────────────┤
│ Copy...         │
│ ┌─────────────┐ │
│ │ Display...  │ │
│ └─────────────┘ │
│ Search...       │
│ Create Directory...│
│ Move...         │
│ Remove...       │
│ Print Queue...  │
│ Print File...   │
└─────────────────┘
```

1   Select the files you want to view.

2   Choose Display... from the Files menu.

UE displays a dialog box prompting you to confirm your file selection.

```
┌──────────────────────────┐
│ ◿  Display           ▣   │
│          Display         │
│                          │
│ Files: │                 │
│      ──────────────────  │
│      ┌──────┐ ┌────────┐ │
│      │  OK  │ │ Cancel │ │
│      └──────┘ └────────┘ │
└──────────────────────────┘
```
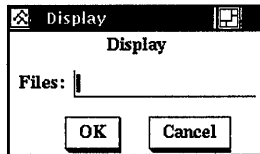
3   Click on the OK button when you're satisfied with your selection.

UE opens a TaskStatus window and displays the file you want to view.

If the file contains more than one screen of text, use the scroll bar to read the remaining text.

4   Click on the OK button when you finish viewing the file.

Searching Files for Text Strings

To search one or more files for one or more text strings, use the Search command.

```
┌─────────────────┐
│ Files           │
├─────────────────┤
│ Copy...         │
│ Display...      │
│ ┌─────────────┐ │
│ │ Search...   │ │
│ └─────────────┘ │
│ Create Directory...│
│ Move...         │
│ Remove...       │
│ Print Queue...  │
│ Print File...   │
└─────────────────┘
```

1   Select the file or files you want to search.

2   Choose Search... from the Files menu.

UE displays a dialog box.

```
┌──────────────────────────┐
│ ◹  Search            ▣   │
│          Search          │
│                          │
│ Files:     │             │
│          ──────────────  │
│ Search For: │            │
│          ──────────────  │
│      ┌──────┐ ┌────────┐ │
│      │  OK  │ │ Cancel │ │
│      └──────┘ └────────┘ │
└──────────────────────────┘
```
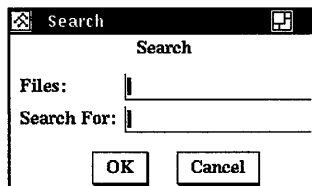
3   Enter the text string you want to search for.

Separate multiple text strings with spaces.

4   Click on the OK button or press ⌊Return⌋.

The TaskStatus window opens, displaying the lines in the files you specified that contain the text string you entered. If the output is more than one screen of text, use the scroll bars to redisplay the remaining text.

Click on the OK button when you finish viewing the text.

To use wildcards in the file specifications of the files you want to search, choose the Search command without first selecting any files. Use any of the wildcards and pattern matching ability provided by the **grep** command. For example, if you choose the Search command, enter the file specification ***.script** in the Files text field, and the string "write" in the Search For text entry field, UE will search for the text string "write" in all the files in the current directory with the file extension of ***.script**. The TaskStatus window displays each occurrence.

Removing Files

By removing the files you no longer need, you make room on your disk for other files. You remove files by using the Remove command from the Files menu.

To remove one or more files:

1   Select the files you no longer need.

2   Choose Remove... from the Files menu.

A dialog box appears asking you to confirm the file specifications you selected.

```
Files

Copy...
Display...
Search...
Create Directory...
Move...
Remove...
Print Queue...
Print File...
```

```
Remove

         Remove

Files: |

     OK      Cancel
```
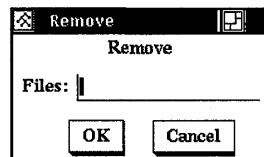
3   Click on the OK button or press Return.

To use wildcards in the file specifications of the files you want deleted, choose the Remove command without first selecting any files.

Printing Files

You can queue files for printing to a print queue you specify by using the Print File... command.

To queue one or more files for printing:

1   Select the files you want to print.

2   Choose Print File... from the Files menu.

UE displays a dialog box.

Type the name of the printer you wish to use then specify the number of copies to be printed.

3   Click on the OK button.

Opening a New UE Window

You can open a new UE window that maintains the file and directory context of the current UE window. When you choose the New View menu item from UE's Control menu, UE copies the file view from the current window into the new UE window and updates it, leaving the current file view in its original state. Any changes you made to the current file view (such as deleting a file) without updating it are reflected in the new file view.

You can also open a new UE window that reflects changes you make to the Files or Default fields in the current file view:

1   Edit the Files or Default fields to reflect the new file view you want to see.

2   Choose New View from the Control menu.

A new UE window is opened whose file view reflects the new file and directory information you specified. The Files and Default fields in the current UE window are reset to the original text.

Customizing UE Menus and Commands

The UE makes it easy to start DECwindows applications and execute ULTRIX commands. You can use UE as it comes packaged for you or you can create a personalized environment.

The following sections tell how to customize your UE menus. You will learn how to add items to and remove items from UE menus. You'll also learn how to add new menu names to your UE window, create accompanying pull-down menus, and customize double-click commands.

Modifying Menus

Use UE's Customize menu to add items to your UE menus. When you choose Edit Menus... from the Customize menu, UE displays the Menu Profile dialog box.
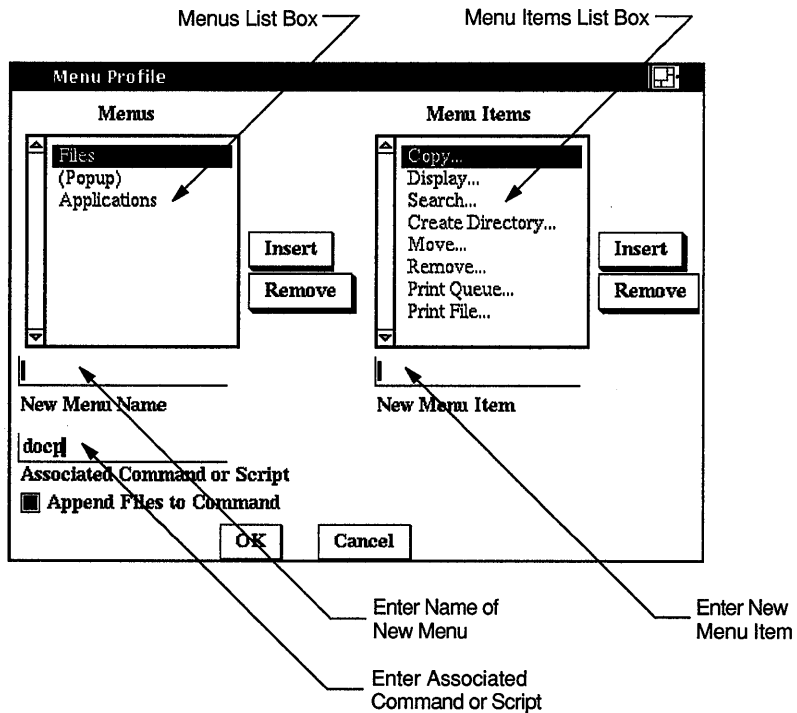
- The **Menus** list box contains the names of all defined menus.

- The **Menu Items** list box lists the menu items that are in the currently highlighted menu in the Menus list box.

- The **New Menu Name** text field lets you add a new menu name.

- The **New Menu Item** text field lets you add a new menu item.

- The **Associated Command or Script** text field shows you the command or script that runs when you choose a specific menu item. Use this text field to add a command or script to a new menu item.

The Menu Profile dialog box control buttons let you control how the changes take effect.

Click On	To
OK	Record new settings and dismiss the dialog box.
Cancel	Dismiss the dialog box without changing any settings.
Insert	Add a new name or item to the Menus or Menu Items list boxes.
Remove	Remove a name or item from the Menus or Menu Items list boxes.
Append Files to Command	Add a command or script to a new menu item.

Adding an Item to an Existing Menu   You can add items to UE's Files, Applications, and pop-up menus. To add an item to a UE menu:

1   Choose Edit Menus... from the Customize menu.

UE displays the Menu Profile dialog box.

2   Select a name from the Menus list box.

For example, click on Applications to select the Applications menu. Note that the item names for this menu now appear in the Menu Items list box.

3   Give the New Menu Item text entry field input focus.

4   Type the name of the new item and then click on the Insert button or press Return.

For example, click on the New Menu Item field and then type the word "Paint." Click on the Insert button. Notice that the item "Paint" now appears in the Menu Items list box.

```
Menu Profile                                          ⬚

      Menus                          Menu Items

  ┌─┬──────────────┐            ┌─┬──────────────┐
  │▲│ Files        │            │▲│ Calculator   │
  │ │ (Popup)      │            │ │ Clock        │
  │ │ Applications │            │ │ Mail         │
  │ │              │            │ │ Notepad      │
  │ │       ┌──────────┐        │ │ CDA Viewer   │     ┌──────────┐
  │ │       │  Insert  │        │ │ Paint        │     │  Insert  │
  │ │       └──────────┘        │ │              │     └──────────┘
  │ │       ┌──────────┐        │ │              │     ┌──────────┐
  │ │       │  Remove  │        │ │              │     │  Remove  │
  │▼│       └──────────┘        │▼│              │     └──────────┘
  └─┴──────────────┘            └─┴──────────────┘

  ┃                              ┃
  ─────────────────             ─────────────────
  New Menu Name                  New Menu Item

  │usr/bin/dxpaint┃
  ───────────────────
  Associated Command or Script
  ☐ Append Files to Command
                    ┌──────┐   ┌────────┐
                    │  OK  │   │ Cancel │
                    └──────┘   └────────┘
```
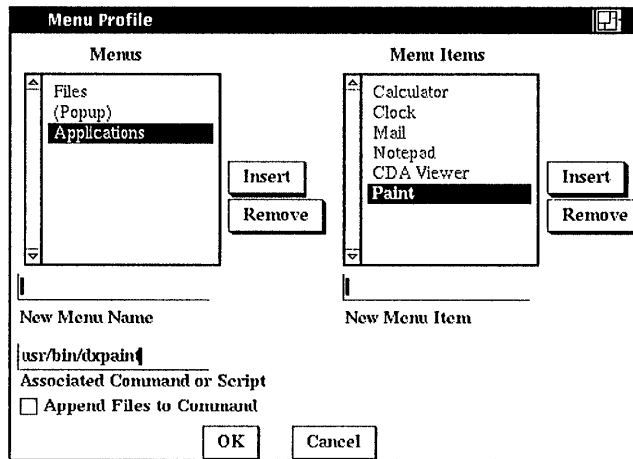
5 Give the Associated Command or Script text entry field input
focus.

Type the associated command needed to start the new item
and then press ⎡Return⎤.

For example, click on the Associated Command or Script text
field and type: **/usr/bin/dxpaint**.

6 Click on the OK button or press ⎡Return⎤.

The new item is now displayed in a UE pull-down or pop-up
menu. If you added the Paint menu item, Paint is now listed as a
selection in UE's Applications menu.

Adding Commands to the Files Menu   You can add commands
to the Files menu. When you select a command from the Files
menu, UE runs a script to execute that command. Scripts for
existing UE commands exist in the directory **/usr/lib/X11/ue**. When
you add new commands to the Files menu, be sure to create an
accompanying script. Use the pre-existing scripts as a guide.

One of the commands you may wish to add to the Files menu
is "Edit". The following example shows how to add the Edit
command to the Files menu. Note that this example opens the
DECwindows Notepad editor. However, if you try this example,
you can substitute any editor available on your system.

To add a command called Edit to the Files menu:

1 Choose Edit Menus... from the Customize menu.

UE displays the Menu Profile dialog box.

2   Select the Files menu in the Menus list box.

3   Click on the New Menu Item text entry field and type the word "Edit". Click on the Insert button or press ⌷Return⌷.

4   Click on the Associated Command or Script and type this command: **docmd -token FILE dxnotepad FILE.**

5   Click on the OK button or press ⌷Return⌷.

The Edit command now appears in the Files menu. To edit a file, select a file from the file view, then choose Edit from the Files menu. Notepad opens a window on your screen and displays the file you wish to edit.

Removing Menu Items   You can easily remove menu items that you don't want. To remove an item from a UE menu:

1   Choose Edit Menus... from the Customize menu.

2   Select the menu name that contains the menu item you want to remove.

The menu name is highlighted. The menu items are displayed in the Menu Items list box.

3   Select the menu item you want to remove and click on the Remove button.

The item you selected is removed from the Menu Item list.

4   Click on the OK button or press ⌷Return⌷.

Adding New Menus

The Customize menu also makes it easy to add new menus to your UE window.

Adding a Menu   You can create a new menu name and build an accompanying pull-down menu.

To add a menu to UE:

1   Choose Edit Menus... from the Customize menu.

2   Give the New Menu Name text entry field input focus.

3   Type the name of the new menu and then click on the Insert button. The name you type automatically appears in the Menus list box.

For example, click on the New Menu name text entry field
and type the word Hosts. This menu could be a collection of
remote systems to which you want to connect.
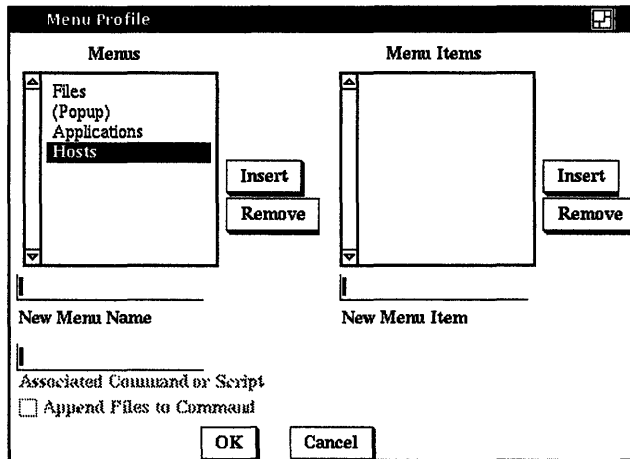
Adding Items to a New Menu   A menu is made up of one or
more items. To add a menu item to the menu you just created:

1   Give the New Menu Item text entry field input focus.

2   Type the name of the new menu item and then click on the
Insert button.

The name you type appears in the Menu Items list box.

3   Give the Associated Command or Script text entry field input
focus.

4   Type the command or script you want run when the item is
chosen from a menu and then press Return .

Repeat steps 1 through 4 to add each new menu item.

5   Click on the OK button or press Return .

When you dismiss the Menu Profile dialog box by clicking on OK,
the UE window is automatically updated. The menu you created
now appears in the UE menu bar.

⬧ Startup –					🗗🗟
Control Customize Views Files Applications Hosts					
Directories Files Total: 33 Selected : 0					

⬧ nootor ‖   immrc Y11
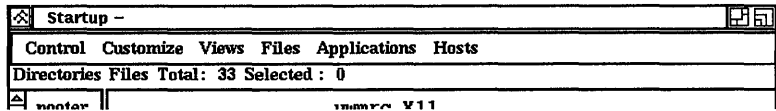
Removing a Menu

You can remove menus that you do not need. To remove a menu from UE's menu bar:

1   Select the menu name that you want to remove from the Menus list box.

2   Click on the Remove button.

3   Click on the OK button or press [Return].

Customizing Double-Click Commands

You can change the way UE executes double-click commands. To customize double-click commands, choose Double Click Actions... from the Customize menu. UE displays the Define actions dialog box.

⬧ User Executive – © 1988, Digital E 🗗🗟
Select File Type   **To change order:**

Directory	⬧	Move Up
Character Device		Move Down
Block Device	

The order of types is their precedence
....

Action : [...   ]
Arguments :
        ☐ Set Directory to Selected File

        |
        ○ True ○ False

| Ok | Cancel | Define File Type |
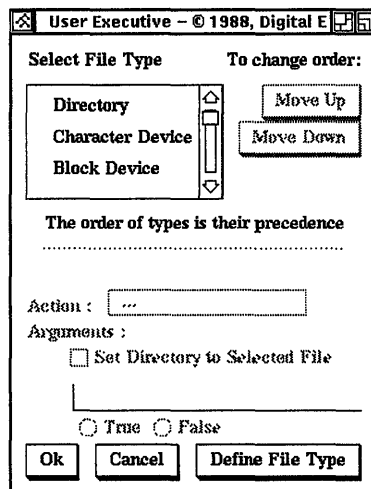
Select a file type from the list box, then select an action (no action, Shell command, or Set Current Directory) you wish to invoke with the double-click command. If you select Shell command, type the command in the Shell Command text entry field then click on OK

or press [Return]. If you need to further define the file type, click on Define File Type to display a dialog box.

The following describes how to customize UE so that the Notepad editor starts when you double-click on a text file.

1   Choose Double Click Actions from the Customize menu.

2   Select Any File from the Select File Type list box.

3   Press and hold MB1 on the Action options menu, then select the Shell Command option.

4   Click on the Shell Command text field and type **docmd -token FILE dxnotepad FILE**.

5   Click on OK or press [Return] to dismiss the dialog box.

Now, to edit a file, simply double-click on a text file. The Notepad editor opens a window on your screens and displays the file you wish to edit.

Exiting From UE

Control
Update
Select All
Select None
Processes...
New View
Save View...
Save As Startup View
Delete View...
Exit
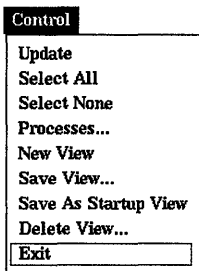
To exit from UE, choose the Exit menu item from UE's Control menu. If processes you started from UE are still active, UE displays a dialog box to confirm that you really want to exit.

Confirm
You have active tasks. Do you really want to exit?
Yes   No
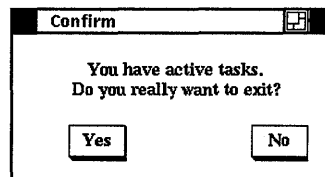
Click on the Yes button when you are ready to exit UE.

5

Printing with DECwindows

DECwindows allows you to print the files that you create and work with in applications. For example, you can print a Cardfiler card file or a drawing you created in Paint. This chapter describes how to print the files you create.

Whenever you choose the Print command in an application, the application creates a file that it then sends to the printer. You can also specify further printing instructions if you want to execute more sophisticated printing tasks. While your job is being printed, you can continue to work in your current application or go on to other tasks.

Printing Files You Create in Applications

Within some DECwindows applications, you can print the files you create. When you simply want to print something currently displayed, for example, a mail message, choose the Print menu item from the application's File menu, or click on a Print button. The file is sent to a **print queue**, which holds jobs waiting to be printed. Your print job is sent to the next available printer that can accept print jobs from that application.

DECwindows lets you provide additional information about how you want your job printed. This information might include the print queue to which you want your job sent and how many copies you want printed.

To provide this additional printing information to DECwindows, choose Print... from the application's File menu. The application displays a dialog box.

```
┌─────────────────────────────────────────────────────────────────┐
│ Cardfiler Printing                                          [■]   │
├─────────────────────────────────────────────────────────────────┤
│                                                                   │
│  Number of Copies: |                          ┌──────────────┐    │
│                                               │      OK       │    │
│  Page Range: From |_____   To |          └──────────────┘    │
│                                               ┌──────────────┐    │
│  Print Format              Printer            │    Cancel     │    │
│  ┌──────────────────┬─┐   ┌──────────────┬─┐  └──────────────┘    │
│  │ Text             │△│   │ gloomy       │△│  ┌──────────────┐    │
│  │                  │ │   │ rainy        │ │  │   Options...  │    │
│  │                  │ │   │ thnder       │ │  └──────────────┘    │
│  │                  │ │   │ haze         │ │                      │
│  │                  │▽│   │ gusty        │▽│                      │
│  ├◁─────────────▷┼─┤   ├◁─────────────▷┼─┤                   │
│                                                                   │
│  Orientation               Print After |now                       │
│  ● Default   ▤  ▤                                                  │
│                                                                   │
└─────────────────────────────────────────────────────────────────┘
```
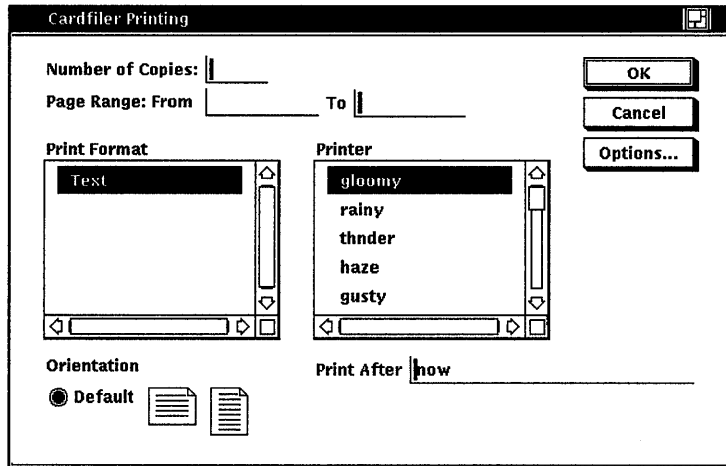
In the Print dialog box, you can record your settings or dismiss
the dialog box.

Click On	To
OK	Record new settings, dismiss the dialog box, and print your job.
Cancel	Dismiss the dialog box without changing any settings and cancel your print request.
Options...	Display the advanced print settings dialog box.

From the Print dialog box, you can change any of the following
settings:

Number of Copies
Normally, one copy of a job is printed. To increase the number of
copies printed, double click on the Number Of Copies text field
and type the number of copies you want.

Page Range
When you send a file for printing, the entire file is printed. If,
however, you want to see page 2 of a 5-page mail message, you
can print only that page. To change the page number at which the
file starts printing, double click on the From text field and type
another number. Do the same in the To text field. To print only
page 2 of a 5-page mail message, type 2 in both text fields.

Print Format

The Print Format list box contains the file formats that are produced by the current application for printing. These formatted files can be printed only on those printers that recognize the specific format. For example, card files you create with the Cardfiler are formatted as text files. Any printer that can print text files—from line printers to sophisticated laser printers—can print these card files. Paint, however, produces files formatted for either PostScript® or ANSI2 (sixel) output. The list of printers that can print these files is more restrictive: sixel files can be printed on LN03 and LPS40 printers; PostScript files can be printed on LN03R and LPS40 printers only.

Printer

If your system manager assigned the appropriate print queue to each print format, the Printer list box displays only those printers that can support the selected print format. The Printer list box changes its display accordingly.

The Printer list box lists those print queues that can accept files in the format produced by the current application. Your print job will be sent to the selected queue. To change the print queue to which your print job will be sent, select another print queue. Use the scroll bars to view the list of available print queues.

If an application produces files formatted for more than one type of output, the Printer list box displays those print queues that can accept files in the format currently selected. For example, Paint produces files formatted for either PostScript or ANSI2 output. When the selected print format is PostScript, the Printer list box displays only those print queues that can accept PostScript files. When you select the ANSI2 print format, the Printer list box responds dynamically and displays only those print queues that can accept ANSI2 files.

You or your system manager have defined which print queues will be displayed when a specific print format is selected. These print queues are defined as environment variables at login time.

Orientation

All printers except line printers can print pages in two different page orientations, portrait and landscape. In **portrait** orientation, characters print parallel to the short edge of the paper. For example, this page is printed in a portrait orientation. In **landscape** orientation, characters print parallel to the long edge

---

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of the paper. Note that the definition of portrait and landscape can be altered if you choose advanced print settings.

Your system manager set up each printer with a default orientation. Unless you change the orientation, the printer uses this orientation when it prints your job. To change the orientation for your print job:

1   Point to the Default button

2   Press and hold MB1 to display the option menu.

3   Choose the Portrait or Landscape menu item.

Print After Time
DECwindows submits your job to the print queue immediately. You can change the time at which your job is printed by changing the information in the Print After Time text field. By requesting that a print job be held until a specific time, you can ensure that a large print job is printed after hours when fewer users are sharing printers.

To change the time at which your job is printed, double click on the Print After Time text field and type the time using the following format:

```
19-APR-1990 14:32
```

The print job in this example will be held for printing until April 19, 1990 at 2:32 p.m.

Delete File When Printed
When you tell DECwindows to print a text or graphics file, it sends a copy of that file to the printer. These print files are not deleted once they are printed. This setting is indicated by an unshaded button. If you want to delete the print file after it is printed, click on the Delete File When Printed button.

This button may not be displayed in all applications.

Using Advanced Print Settings

Click on the Options... button to display the Print Options dialog box. The Print Options dialog box lets you specify advanced print settings for your print job.

```
Print Options                                                      ⊞

Page Size │ Default        │      □ Header                  ┌─────────────┐
Sides     │ Default        │      ▦ Automatic Pagination    │     OK      │
                                  □ Double Spacing          └─────────────┘
║                                                           ┌─────────────┐
│           │                     │                         │   Cancel    │
Number Up    Sheet Count          Layup Definition          └─────────────┘

File Start Sheet │ Default │
File End Sheet   │ Default │       │
File Burst Sheet │ Default │       Start Sheet Comment

Message Log │ Default │            Pass All Control Characters │ No │

□ Hold Print Job                   Printer Forms
▦ Notify when Done                 ┌──────────────────────────────┬─┐
                                   │  Default                     │△│
Sheet Size  │ Default      │       │                              │ │
Input Tray  │ Default │            │                              │▽│
Output Tray │ Default     │        ├──────────────────────────────┴─┤
                                   │◁│                         │▷│□│
║                                  └──────────────────────────────┘
│                     │            ║        │
Job name                          Priority   Setup

│                                  │
Operator Message
```

Some of these advanced settings, such as Sides and Layup
Definition correspond to options available on certain LPS printers.
See the manual for your printer, your system manager, or the
ULTRIX reference page **lpr (1)** if you need more information
about specifying these settings.

6

Running Remote Applications

A typical work environment might include a single workstation
running DECwindows and displaying applications. Because
DECwindows can also function across networks and operating
systems, you can make the most of your computer resources by
running applications remotely from another computer for local
display on your workstation monitor.

Remotely run applications always appear to be running on your
workstation, but allow you to take advantage of larger computers
that may be better suited for a specific computing task.

This chapter describes how to run a remote application from a
remote node and includes how to

- Authorize access to your workstation

- Log on to a remote host running either the ULTRIX or VMS
  operating system

- Run applications for display on your workstation

Authorizing Access to Your Workstation

Before using your workstation to display remotely run
applications, you must authorize the remote computers, or hosts,
to access your display. Use the Session Manager's Customize
menu to add the names of those hosts to which to wish to grant
access. You can name any host to which you are connected by
means of a DECnet or TCP/IP network. You must have an account
on the remote node so that you can log in to start the application.

To grant display access to specified remote hosts, choose the
Security menu item from Session Manager's Customize menu.
The Customize Security dialog box appears.

```
┌─────────────────────────────────────────────────────────┐
│ Customize Security                                   ⊞    │
│ ┌───────────────────────────────────────────────────────┐│
│  Authorized Hosts                                        │
│     ┌──────────────────┐  ┌─────────────────────────────┐│
│     │ localhost      △ │  │ I_____││
│     │ lupine.iotech.com│                                 │
│     │                  │  Hostname[::]                   │
│     │ peony.iotech.com │                                 │
│     │ dahlia::         │  ┌──────────┐    ┌──────────┐   │
│     │                ▽ │  │   Add    │    │  Remove  │   │
│     │ ◁ [_____] ▷ □ │  └──────────┘    └──────────┘   │
│     └──────────────────┘                                 │
│                                                          │
│                                                          │
│   ┌──────────┐      ┌──────────┐      ┌──────────┐      │
│   │    OK    │      │  Apply   │      │  Cancel  │      │
│   └──────────┘      └──────────┘      └──────────┘      │
└─────────────────────────────────────────────────────────┘
```
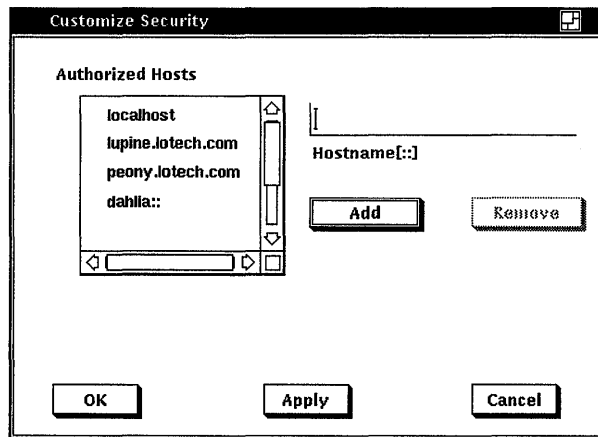
To add a name to the list of authorized hosts:

1   Enter the host name.

    If the connection between your system and the remote host
    is through DECnet, use DECnet syntax, which requires two
    colons (::) after the host name. If your connection to the
    remote host is through TCP/IP, colons are unnecessary.

2   Click on the Add button.

    The name appears on the list of authorized hosts.

3   Click on the OK or Apply button.

See Chapter 3 if you need more information on using the Session
Manager Customize menu to change your workstation's security
settings.

Enabling the Remote Display

After registering remote hosts, you are ready to run remote
applications. Remember, you must have an account on the remote
host so that you can log on to start the application.

To run remote applications for display on your workstation:

1   Open a DECterm window on your workstation and, using the
    rlogin (for TCP/IP) or **dlogin** (for DECnet) command, log on to
    a remote host.

2 Type one of the following commands to tell DECwindows to display the applications that you start on your workstation.

From an ULTRIX Host:

Type this command at the system prompt or add this line to your .login file:

```
% setenv DISPLAY your_workstation:[0|1]
```

Here, *your_workstation* is the name of your workstation. The colon indicates that connection between your system and the remote node is through TCP/IP. Use two colons (::) after your workstation name if the connection is through DECnet. The 0 or 1 indicates the monitor, attached to your workstation, to which you want to send the display.

From a VMS Host:

Type the following command at the system prompt or add this line to your LOGIN.COM file:

```
$ set display/create/node=your_workstation
```

Here, *your_workstation* is the name of your workstation. The network connection is assumed to be DECnet. If the VMS node is running a product such as the *ULTRIX/VMS Connection*, you can specify TCP/IP as the network transport with the following command:

```
$ set display/create/transport=tcpip/node=your_workstation
```

Typically, VMS translates your workstation's host name to all uppercase letters. However, the name of your workstation may have been explicitly entered in lowercase in the VMS TCP/IP hosts database. If so, you must enclose the workstation name (in the above command) in double quotes to preserve any lowercase letters in the name. Ask your system manager to check the host name entry if you're not sure how your workstation name has been entered.

3 Type the command line to start the application.

See Table 6–1 for a list of the applications you can run and their corresponding commands. Note, to run multiple applications simultaneously from a VMS host, add SPAWN/NOWAIT to the beginning of each VMS command line listed in Table 6–1.

Running Applications from a DECterm Window

When you have redefined your display, you are ready to run remote applications.

Run the User Executive and other applications from a remote node for display on your workstation monitor by using the command lines shown in Table 6–1.

Table 6–1   Commands for Running Remote Applications

Application	ULTRIX Command Line	VMS Command Line
Calculator	/usr/bin/dxcalc &	RUN SYS$SYSTEM:DECW$CALC
Calendar	/usr/bin/dxcalendar &	RUN SYS$SYSTEM:DECW$CALENDAR
Cardfiler	/usr/bin/dxcardfiler &	RUN SYS$SYSTEM:DECW$CARDFILER
CDA Viewer	/usr/bin/dxvdoc &	VIEW/INTERFACE=DECwindows *filename*
Clock	/usr/bin/dxclock &	RUN SYS$SYSTEM:DECW$CLOCK
DECterm	/usr/bin/dxterm &	Not available for remote display
Mail	/usr/bin/dxmail &	RUN SYS$SYSTEM:DECW$MAIL
Notepad	/usr/bin/dxnotepad &	RUN SYS$SYSTEM:DECW$NOTEPAD
Paint	/usr/bin/dxpaint &	RUN SYS$SYSTEM:DECW$PAINT
PostScript Previewer	/usr/bin/dxpsview &	Not available
Puzzle	/usr/bin/dxpuzzle &	RUN SYS$SYSTEM:DECW$PUZZLE
User Executive	/usr/bin/dxue &	RUN SYS$SYSTEM:VUE$MASTER
Window Manager	/usr/bin/dxwm &	RUN SYS$SYSTEM:DECW$WINMGR

Note *You cannot run the Session Manager from a remote node for display on your workstation.*

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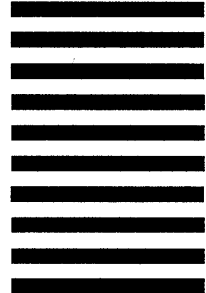   Country

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