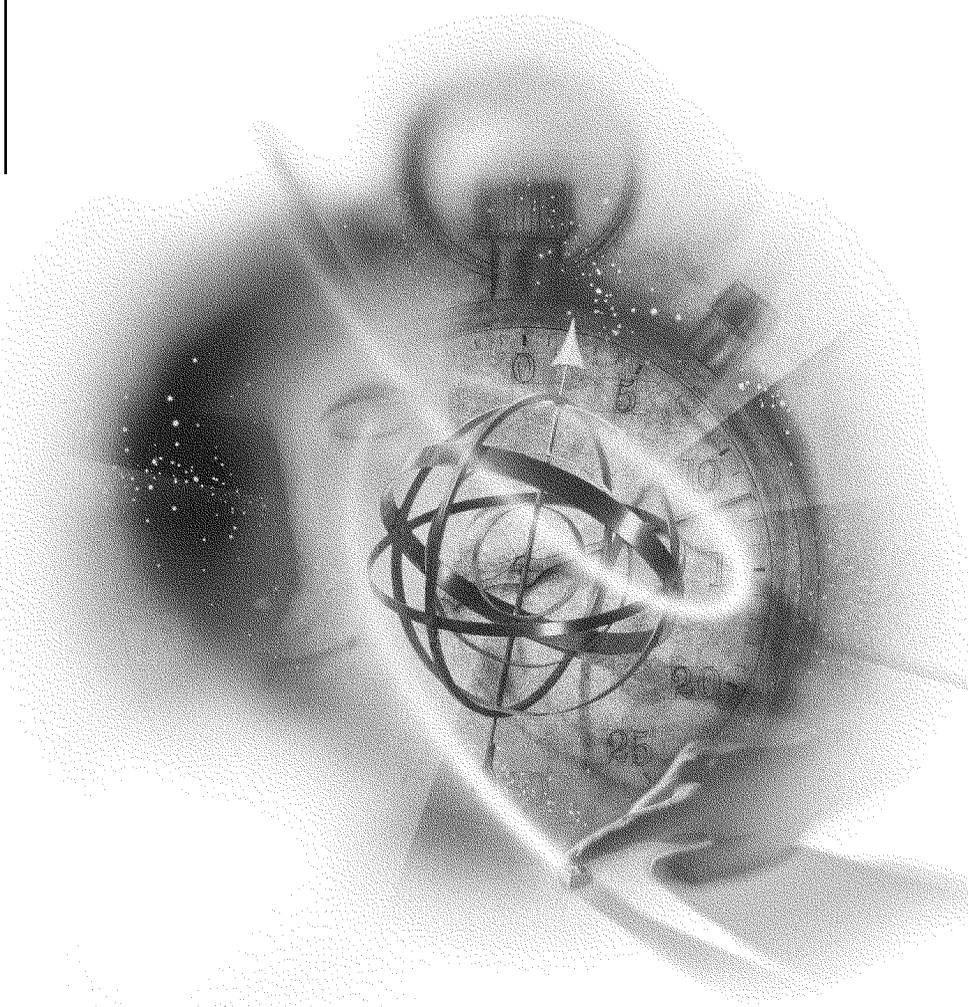


VERSION 4.2

Utilities Reference

NetWare[®] 4
NETWORK SOFTWARE



Novell[®]

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U.S. Patent Nos. 5,157,663; 5,349,642; and 5,455,932. U.S. Patent Application No. 5,572,528. U.S. and Foreign Patents Pending.

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Contents

How to Use This Manual

Overview	ix
--------------------	----

1 Command Syntax

2 Utilities

ABORT REMIRROR	3
ACTIVATE SERVER	4
ADD NAME SPACE.	6
ADDICON	8
AFP	10
ALIAS	11
ATCON	13
ATOTAL.	15
AUDITCON	17
BIND	19
BRGCON	23
BROADCAST	25
CAPTURE.	26
CD.	27
CDROM	40
CLEAR STATION	42
CLIB.	44
CLS	46
COLORPAL	47
CONFIG	49
CONLOG	51
CX.	54
DHPCCFG	58
DISABLE LOGIN	59
DISMOUNT	60
DISPLAY NETWORKS	61
DISPLAY SERVERS	62

DOSGEN	64
DOWN	65
DSMERGE	66
DSREPAIR	68
EDIT	69
ENABLE LOGIN	71
ENABLE TTS	72
EXIT	73
FILER	74
FILTCFG	81
FLAG	84
FPSM	92
HALT	93
HCSS	94
HELP	100
INETCFG	101
INITIALIZE SYSTEM	105
INSTALL	106
IPXCON	107
IPXPING	111
IPXS	112
KEYB	114
LANGUAGE	116
LIST DEVICES	118
LOAD	119
LOGIN	122
LOGOUT	125
MAGAZINE	127
MAP	128
MATHLIB	133
MATHLIBC	134
MEDIA	135
MEMORY	136
MEMORY MAP	137
MIRROR STATUS	138
MODULES	140
MONITOR	142
MOUNT	151
MPDRIVER	153
MSERVER	154
NAME	155
NCOPY	156
NCUPDATE	160
NDIR	163

NDS Manager	171
NETADMIN	173
NETSYNC3	182
NETSYNC4	183
NETUSER.	184
NetWare Administrator	187
NetWare Application Launcher	192
NetWare Application Manager	193
NetWare File Migration	195
NetWare Login	196
NetWare User Tools	197
NIT	201
NLIST	202
NLMLIB	211
NLS Manager	212
NMENU	214
NPAMS	215
NPATH	216
NPRINT	222
NPRINTER.EXE	223
NPRINTER.NLM	224
NPRINTER (Windows 95/98)	225
NVER	226
NWIPCFG.	227
NWXTRACT.	228
OFF	230
PARTMGR	231
PCONSOLE.	236
PING	237
PRINTCON	238
PRINTDEF	239
PROTOCOL.	240
PSC	242
PSERVER.	243
PUPGRADE.	244
PURGE	245
RCONSOLE.	248
REGISTER MEMORY	251
REINITIALIZE SYSTEM	256
REMAPID	258
REMIRROR PARTITION	259
REMOTE	260
REMOVE DOS	265
RENDIR	267

REQUESTR	269
RESET ROUTER	270
RESTART	271
RESTART SERVER	272
RIGHTS	273
ROUTE.	277
RPL	285
RS232	286
RSPX.	288
SBACKUP	290
SCAN FOR NEW DEVICES	291
SCHDELAY	292
SEARCH	294
SECURE CONSOLE.	296
SEND	298
SERVER	305
SERVMAN	307
SET	310
SET TIME	396
SET TIME ZONE.	399
SETPASS	402
SETTTS	404
SPEED.	407
SPXCONFIG	408
SPXS.	411
STREAMS	413
SYSTEME.	415
TCPCON	417
TECHWALK	420
THREADS	421
TIME	422
TIMESYNC.	424
TLI	425
TPING	426
TRACK OFF	427
TRACK ON.	428
UIMPORT	431
UNBIND	432
UNICON	435
UNLOAD	437
UPS	440
UPS_AIO.	443
UPS STATUS	448
UPS TIME	452

VERSION455
VIEW456
VOLUME457
VREPAIR459
WHOAMI467
WSUPDATE.470
WSUPGRD475

A LAN Driver Statistics

Monitoring Network Traffic479
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Third-Party Trademarks504

How to Use This Manual

Overview

Utilities Reference gives you essential information about NetWare® utilities. For more information about each utility, see the online help for that utility.

For step-by-step instructions to accomplish specific tasks, see *Supervising the Network* or other manuals or online help that apply to your task. For information on NetWare terminology and concepts, see *Concepts* .

Some new utilities have been included with NetWare 4™ . Some NetWare utilities have been discontinued, while others have been combined with related utilities.

Before you can work effectively with NetWare 4 utilities, you must understand basic information about Novell® Directory Services™ . See *Guide to NetWare 4 Networks* .

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Command Syntax

This section explains the command syntax used in NetWare® documentation. The following MAP example illustrates several syntax conventions:

```
MAP [P | NP] [option ] drive := [drive :|path ]
```

After typing the command line, press **Enter** to execute the command.

Table 1-1 Command Syntax

Convention	Explanation
Boldface characters	Boldface characters indicate items that you type at the prompt, such as commands.
<i>Italicized</i> characters	Italicized characters indicate variables that you replace with information pertinent to your task.
... (ellipses)	Ellipses indicate that parameters, options, or settings can be repeated.
[]	An item enclosed in square brackets is optional. You can enter the command with or without the item.
[[]]	Items enclosed by nested square brackets are optional, but if you use the items within the innermost brackets, you must also use the items within the outer brackets.
	When items are separated by a delimiter bar, you can use either item, but not both.
{ }	Braces indicate that you must choose at least one of the enclosed options.
< >	Angle brackets enclose a descriptive name for any value that is provided as output by a computer.

chapter **2** *Utilities*

ABORT REMIRROR

Purpose

Use at the server console to stop remirroring a logical partition.

Syntax

```
ABORT REMIRROR [number ]
```

Parameter	Use to
<i>number</i>	Specify the number of the logical partition you want to stop remirroring.

To view a list of disk partitions, execute the MIRROR STATUS command. See “MIRROR STATUS” on page 138

Example

To stop remirroring logical partition 2, type

```
ABORT REMIRROR 2
```

Additional Information

Topic	See
Restart remirroring	“REMIRROR PARTITION”

ACTIVATE SERVER

Purpose

Use at the server console to

- ◆ Load the MEngine for the NetWare 4 SFT III system™.
- ◆ Synchronize the memory of both SFT III servers.
- ◆ Remirror the disks from one SFT III server to the other. (The SFT III server where you type ACTIVATE SERVER becomes the primary server.)
- ◆ Execute MSSTART.NCF and MSAUTO.NCF.

Syntax

ACTIVATE SERVER [*parameter ...*]

Parameter	Use to
-na	Prevent running the MSAUTO.NCF file you created in INSTALL. This parameter is useful if you are changing commands in MSAUTO.NCF.
-ns	Prevent executing the MSSTART.NCF file you created in INSTALL. This parameter is useful if you want to change the boot process.
Both (-na -ns)	Load the MEngine without executing MSAUTO.NCF or MSSTART.NCF.

Using ACTIVATE SERVER

- ◆ You must execute MSERVER before using this utility.

- ◆ If the MSAUTO.NCF file does not exist, ACTIVATE SERVER prompts you for an MSEngine name and an IPX™ internal network number.
- ◆ Putting ACTIVATE SERVER in the IOSTART.NCF file might cause synchronization problems.

If both servers execute ACTIVATE SERVER simultaneously, the utility might load two separate, unsynchronized MSEngines, and both servers would assume the primary server role.

ADD NAME SPACE

Purpose

Use at the server console to store non-DOS files on a NetWare® volume.

Before you can use this command, you must load a name space module. See "LOAD"

Syntax

```
ADD NAME SPACE [name [TO [VOLUME]] volume_name ]
```

Parameter	Use to
(no parameter)	Display the loaded name spaces.
<i>name</i>	Specify the name of the name space module you loaded. Supported names are MAC (Macintosh) LONG (OS/2, Windows 95/98, Windows NT) NFS (NFS) FTAM (FTAM) FTAM is an add-on module that you can purchase from another provider.
<i>volume_name</i>	Specify the name of the volume you want to store the non-DOS files on.

Using ADD NAME SPACE

- ◆ You only need to add a name space to a volume once by using the ADD NAME SPACE command.

Each time you mount a volume to which you added a name space (for example, each time you bring up the server), the corresponding name space module is autoloaded.

Since you don't need to add a name space to a volume each time the server comes up, you don't need to put the ADD NAME SPACE command in the AUTOEXEC.NCF file.

- ◆ When name space support is added to a volume, another entry is created in the directory table for the directory and file naming conventions of that name space (file system).

Additional Information

Topic	See
Adding name space support	Setting Up a Volume to Store Non-DOS Files in <i>Supervising the Network</i> .

ADDICON

Purpose

From a workstation running Microsoft* Windows* 3.1x , use ADDICON at the DOS prompt or in login scripts to add icons to a Windows 3.1x Program Manager group. This utility modifies the existing group (.GRP) file to add the icon to the group's view.

Syntax

```
ADDICON {parameter... |@scriptfile } [/H]
```

Parameter	Use to
ICON= <i>filename</i>	Specify the file containing the icon, if different from the executable file.
EXE= <i>filename</i>	Specify the name of the executable file.
DESC= <i>text</i>	Specify a description of the executable file. Default: Executable filename.
CMD= <i>parameters</i>	Specify any command-line parameters required by the executable file.
WORK= <i>directory</i>	Specify the working directory of the executable file.
MIN=YES, NO	Set the minimize flag. Default: NO.
GROUP= <i>groupname</i>	Specify the name of the program group to modify. Default: Startup.

Parameter	Use to
WINDOWS= <i>path</i>	Specify the Windows directory path. If you do not specify a path, ADDICON searches the PATH environment variable for WIN.COM.
GROUPFILE= <i>filename</i> .GRP	Specify the name of the .GRP file to update. Use this parameter in place of GROUP and WINDOWS.
@ <i>scriptfile</i>	Specify a script file that contains all the needed parameters. If you use @ <i>scriptfile</i> , do not use the other parameters.

Option	Use to
/H	View online help. All parameters are ignored when /H is used.

Using ADDICON

- ◆ ADDICON does not create a new program group.
- ◆ ADDICON does not replace an existing icon with a new one.
- ◆ ADDICON does not distinguish differences in the Windows 3.1x , Windows 95/98* , and Windows NT* versions of WIN.COM. If you have multiple Windows operating systems installed on your computer, be sure to specify a Windows directory path that leads to the WIN.COM file you want.

AFP

Purpose

Load the AppleTalk* Filing Protocol (AFP) module on the server to allow Macintosh users to share files and applications with network users of other platforms.

Syntax

```
LOAD AFP
```

Using AFP

After loading AFP.NLM, use the AFPCON utility to configure the AFP module.

ALIAS

Purpose

Use at the server console to define a keyword to represent text. When you type the keyword at the command line, the server replaces the word with the text. The text can include spaces and punctuation.

The keyword remains in effect until you restart the server.

If you are associating a keyword with a command string, be sure that you do not inadvertently leave out the keyword. If you do leave out the keyword, the first word in the command string becomes the keyword. If you then try to execute the command, the server will interpret it as a keyword, not as a command.

For example, if you enter ALIAS LOAD INSTALL, LOAD becomes a keyword for INSTALL. If you then try to execute a LOAD command, the server displays ??? Unknown command ???.

Syntax

ALIAS [*keyword* [*text*]]

Parameter	Use to
(no parameter)	Display all defined aliases and the text they represent.
<i>keyword</i> and <i>text</i>	Assign the keyword to the text.
<i>keyword</i>	Delete the keyword as an alias for the text.

Examples

In the following example, ALIAS is used to associate the keyword proto with a command to bind a protocol.

```
ALIAS PROTO BIND IPX NE3200 NET=12345678
```

ALIAS

To use the keyword, you would enter the following at the server console prompt, instead of the BIND command:

PROTO

Executing ALIAS with no parameter would display the following:

1. `PROTO alias for <BIND IPX NE3200 NET =12345678>`

To delete the keyword, you would enter the following at the server console prompt:

ALIAS PROTO

ATCON

Purpose

Use at the server console to

- ◆ Monitor the activity of AppleTalk* network segments
- ◆ Examine the configuration of the local AppleTalk router
- ◆ Diagnose operational problems in network segments that support AppleTalk
- ◆ Verify the connectivity of an AppleTalk router to the rest of the internetwork
- ◆ Monitor the status of AppleTalk Update-based Routing Protocol (AURP)

Syntax

LOAD ATCON

Using ATCON

When you load ATCON, an Available Actions menu appears. You access ATCON features from this menu. Menu options are shown in the following table.

ATCON Menu Options

Option	Use to
AURP Information	View the status of the Internetwork Protocol (IP) Tunnel for AURP and its peers. (Available only if AURP is enabled.)

Option	Use to
Interfaces	View addressing information about interfaces directly connected to the AppleTalk router.
Log Files	Set logging levels for AppleTalk messages. View NetWare system log and volume log files.
Lookup Network Entities	Query for services available on the AppleTalk network.
Packet Statistics	View statistics maintained by the AppleTalk router.
Protocol Configuration	View the configuration of the AppleTalk protocol stack. This is a read-only screen.
Routing Table	View the AppleTalk router's Routing Table Maintenance Protocol (RTMP) table. This table lists all destinations the AppleTalk router can reach.

ATOTAL

Purpose

Use at a workstation to total the accounting charges on your network.

Syntax

```
ATOTAL [destination path\filename] [/C]
        [/? | /VER]
```

Parameter	Use to
<i>destination path</i> <i>/filename</i>	Redirect the output of ATOTAL to a file.
/C	Scroll continuously through the report of accounting charges.
/?	View online help. All other parameters are ignored when /? is used.
/VER	View the version number of the utility and the list of files it uses to execute. All other parameters are ignored when /VER is used.

Using ATOTAL

- ◆ You must have access to the SYS:SYSTEM directory of the server you want information for. (You can either run ATOTAL from the SYS:SYSTEM directory, or have a search drive mapped to it.)
- ◆ You must have the Supervisor object right on the server.
- ◆ Accounting must be activated before ATOTAL so that ATOTAL has access to the data file accounting creates (NET\$ACCT.DAT).
- ◆ Use ATOTAL to display the accounting information for a server. ATOTAL displays the following information for each day:

ATOTAL

- ◆ Connect time
- ◆ Blocks read
- ◆ Blocks stored per day
- ◆ Server requests
- ◆ Blocks written

Examples

- ◆ To redirect the output of ATOTAL to a file named ACCT on C:, type

```
ATOTAL >C:\ACCT
```

- ◆ To scroll the display continuously, type

```
ATOTAL /c
```

Additional Information

Topic	See
Accounting	Accounting in <i>Concepts</i> .

AUDITCON

Purpose

Use at DOS workstations to allow an auditor to configure and review the server's volume and container audit trails.

Options available at the initial AUDITCON screen are

- ◆ Audit directory services
- ◆ External auditing
- ◆ Change current server
- ◆ Change current volume
- ◆ Enable volume auditing

Syntax

AUDITCON [/VER]

Parameter	Use to
/VER	View the version number of the utility and the list of files it uses to execute.

For help with tasks, press <F1> in the utility.

Using AUDITCON

- ◆ AUDITCON allows individuals, acting independently of network supervisors and others, to audit network transactions.
- ◆ Auditors can audit Novell Directory Services™ (NDS) events and those events specific to a volume's file system or server.

File system auditing is enabled at the volume level; NDS™ auditing is enabled at the container level.

- ◆ Auditors can track network events and activities, but they can't open or modify files (other than audit data and audit history files) unless they are granted appropriate rights by the network supervisor.

Additional Information

Topic	See
Auditing	<i>Auditing in Concepts</i> <i>Auditing the Network</i>
Using AUDITCON	Using the AUDITCON Utility in <i>Auditing the Network</i>
Volume auditing	Using AUDITCON for Volume Auditing in <i>Auditing the Network</i>
Container auditing	Using AUDITCON for Container Auditing in <i>Auditing the Network</i>
External audit trails	Using AUDITCON to Audit External Audit Trails in <i>Auditing the Network</i>

BIND

Purpose

- ◆ Use at the server console to link a communication protocol to a network board and its LAN driver. Unless you link the protocol to the board, the board can't process packets.
- ◆ You can also use either INETCFG or INSTALL to link the network boards and their LAN drivers to the communication protocols. See “INETCFG” or Loading and Binding LAN Drivers in *Supervising the Network*.

Before you bind a protocol to a network board and LAN driver, you must install the network board and load the LAN driver.

Syntax

```
BIND protocol [TO] lan driver | board name [driver parameter ...] [protocol parameter ...]
```

Bind Parameters

Parameter	Use to
<i>protocol</i>	Specify the communication protocol.
<i>lan driver</i> <i>board name</i>	Specify either the LAN driver name or the network board name.

Parameter	Use to
<i>driver parameter</i>	<p>Identify a particular network board.</p> <p>If you specified a network board name, you do not need to specify driver parameters.</p> <p>If you specified a LAN driver and your server has more than one instance of the LAN driver loaded, use a driver parameter to specify the particular board the driver is running.</p> <p>For a list of valid driver parameters, see “Driver Parameters”</p>
<i>protocol parameter</i>	<p>Specify the protocol parameters required for the protocol you are binding. See “Protocol Parameters”</p>

Driver Parameters

Depending on your system, one or more of the following parameters can be used to identify a particular board.

Parameter	Use to
<i>DMA=number</i>	Specify the DMA channel for the board. Use the same channel number you did when you loaded the driver.
<i>FRAME=number</i>	Specify the frame type for the board. Use the same type you did when you loaded the driver.
<i>INT=number</i>	Specify the interrupt number for the board. Use the same interrupt number you did when you loaded the driver.
<i>MEM=number</i>	Specify the memory address for the board. Use the same memory address you did when you loaded the driver.
<i>PORT=number</i>	Specify the I/O port for the board. Use the same I/O port number you did when you loaded the driver.

Parameter	Use to
SLOT= <i>number</i>	Specify the network board by the lot it was installed in. Use this parameter with microchannel and EISA computers. Specify the same slot number you used when you loaded the driver.
NODE= <i>number</i>	Specify the node address for the board. This is a 12-digit hexadecimal number.

Protocol Parameters

Protocol/Parameter	Use to
For IPX protocol: NET= <i>number</i>	<p>Specify the IPX external network number. This is the number of the cabling system attached to the board.</p> <p>If the board is attached to an existing cabling system, use the same IPX external network number as used by other boards of the same frame type attached to this cabling system. Do <i>not</i> use the same number that was used by boards of a different frame type.</p> <p>If the board is attached to a new cabling system or if it is the first board of its frame type attached to the cabling system, you can enter any hexadecimal number of up to eight digits, as long as the number is different from all other network numbers. (See Network numbering in <i>Concepts</i>.)</p> <p>Remember that all boards of the same frame type attached to the same cabling system must use the same IPX external network number for that cabling system.</p>

Protocol/Parameter	Use to
For other protocols: Refer to the documentation that comes with the protocol and consult NetWire® or your Novell Authorized Reseller SM .	Specify the information required by the particular protocol.

Using BIND

- ◆ You may not need to use the BIND command unless you want to add new LAN drivers after the initial server installation.
- ◆ You can use INSTALL to load LAN drivers and bind them with the IPX protocol or nonrouting TCP/IP or AppleTalk protocols. INSTALL places the BIND commands in the AUTOEXEC.NCF file after you load the LAN drivers. Then each time the server comes up, the LAN drivers are automatically bound to the protocols.
- ◆ You can also use INETCFG to load and bind LAN drivers. INETCFG places the BIND statements in the INITSYS.NCF file.
- ◆ If you use only the IPX/SPX protocol, you can add the BIND statement to the AUTOEXEC.NCF file.

Additional Information

Topic	See
Binding a protocol to a driver	“INETCFG” Loading and Binding LAN Drivers in <i>Supervising the Network</i>
Viewing a list of communication protocols	“PROTOCOL”
Loading LAN drivers	“LOAD”

BRGCON

Purpose

Use at the server console to view the following managed objects implemented through Simple Network Management Protocol (SNMP) on your NetWare for OS/2* bridge:

- ◆ Basic bridge configuration information
- ◆ Spanning tree information for the bridge
- ◆ Transparent bridging information
- ◆ Port information and statistics, including spanning tree configuration, source route bridge configuration, and transparent bridge configuration
- ◆ Interfaces table

Syntax

LOAD BRGCON

Using BRGCON

- ◆ When you load BRGCON, an Available Options menu appears. You access BRGCON features from this menu.

The menu options are:

Option	Use to
SNMP Access Configuration	Select a bridge to monitor. You can monitor the local system (the default), or you can monitor a remote system by using IPX or TCP/IP. You can also set the poll interval to specify how often the information is retrieved through SNMP.
View Configuration	View basic bridge configuration information.
Spanning Tree Information	View spanning tree protocol information.
Transparent Bridging Information	View information about transparent bridging, or view the Filtering/Forwarding table.
Ports	View a list of active ports for the bridge. (View information about a port by selecting it.) You can also access source route, transparent, and spanning tree per port information.
Interfaces	View a list of supported network interfaces. (View information about an interface by selecting it.)

- ◆ BRGCON also lets you set some objects through SNMP, such as
 - ◆ The label and priority of the spanning tree
 - ◆ The maximum age, hello time, and forward delay of the spanning tree when it is the root bridge
 - ◆ The aging time of the transparent bridge
- ◆ Generally, the local NetWare node is the target of BRGCON. However, you can access any bridge that implements the Management Information Base (MIB) bridge by using BRGCON. This can be done over UDP/IP or IPX transports.

BROADCAST

Purpose

The SEND console command has the same functionality as the BROADCAST command from NetWare 3. (The BROADCAST command is also available in NetWare 4.)

See “SEND”

CAPTURE

Purpose

Use at a workstation to set printer and printing parameters for applications' use.

Syntax

```
CAPTURE [P=printer | Q=queue ] L=number [/option  
...]  
[/? | /VER]
```

Additional Information

Topic	See
Using CAPTURE	Using CAPTURE in <i>Print Services</i> .

CD

Purpose

Use at the server console to monitor and administer a CD-ROM disc used as a NetWare volume.

CD is available only after you have loaded CDROM. If you use CD without CDROM loaded, you will get an Unknown command error message.

Syntax

CD parameter

Parameter	Use to
HELP	Display help information for CD.
MOUNT	Mount a CD-ROM volume. For more information on using this parameter and its options, see "MOUNT Parameter"
DEVICE LIST	List CD-ROM devices. For more information, see "DEVICE LIST Parameter"
VOLUME LIST	List volumes identified on CD-ROM devices. For more information, see "VOLUME LIST Parameter"
DISMOUNT	Dismount a CD-ROM volume. For more information, see "DISMOUNT Parameter"
CHANGE	Change the mounted media in a CD-ROM drive. For more information, see "CHANGE Parameter"

Parameter	Use to
RENAME	Rename a CD-ROM volume. For more information, see “RENAME Parameter”
DIR	View the contents at the root level of a CD-ROM volume. For more information, see “DIR Parameter”
GROUP	Assign a NetWare trustee group. List defined groups and their group numbers. For more information, see “GROUP Parameter”
PURGE	Purge hidden index and cache files created by CD-ROM volumes. For more information, see “PURGE Parameter”
IMAGE	Mount a CD-ROM image file as a CD. Mounting the image lets you test the image before making a master CD. For more information, see “IMAGE Parameter”

Using CD

The following subsections describe the use of each CD command parameter.

HELP Parameter

To display information about the CD command and its parameters and options, type

CD HELP

There are several pages to the help display; repeat the CD HELP command to see each page.

MOUNT Parameter

To mount a CD-ROM volume, type

```
CD MOUNT {object number | volume name } [/name space ]
        [/option ...]
```

- ◆ Specify either the object number or volume name. The mounted CD-ROM volume names must be unique.

To determine the object number or volume name, execute either CD DEVICE LIST or CD VOLUME LIST. Both commands display CD-ROM volume names. The volume name is found in a column labeled Volume Name and the object number is found in a column labeled No.

- ◆ Supported name spaces: NFS and Macintosh. To add Macintosh name space support, use /MAC. To add NFS* name space support, use /NFS.

If the name space module isn't loaded, the volume with the specified name space support won't mount.

CD MOUNT Options

Option	Use to
/R	<p>Rebuild the index file for a CD-ROM volume. For example, use this option when remounting a volume if you are changing its name space support since the last time you mounted it (either adding or deleting name space support).</p> <p>Important: If you don't rebuild the index file, the parameters you used the first time you mounted the volume will be used.</p> <p>If you erroneously enabled block suballocation or turned on file compression and subsequently corrupted the data, use this command to rebuild the volume's index file.</p>

Option	Use to
/I	Mount a volume even if importing errors are found and only some files on the CD-ROM disc are available.
/X	Exclude one or more directories on the CD-ROM. For example, to exclude the DOS directory that is at the root of the CD-ROM (and any subdirectories beneath it), type CD MOUNT 3 /X=DOS To reestablish access to the excluded directory, remount the volume with the /R option to rebuild the index file.
/G = <i>group number</i>	Assign a predefined group to the volume. This gives the group members all access rights to the volume. The default is group EVERYONE (group 0). You don't need to assign this value. To view existing group numbers or to set a new group number, use the CD GROUP command. See "GROUP Parameter"
/dup	Check for duplicate patterns on filenames in the same directory.
/all	Mount or dismount all of the CD-ROM volumes.

Option	Use to
<i>/DNVC=number</i>	<p data-bbox="745 239 1239 291">Add Direct Map caching to a CD volume when creating a new index during the mount process.</p> <p data-bbox="745 317 1239 517">This caching method allows information from the CD to be cached on the hard drive, providing faster recall. Of the three caching options (<i>/DNVC</i>, <i>/ANVC</i>, <i>/LNVC</i>), Direct Map caching provides the fastest performance, but information won't remain in the cache as long as with the other options.</p> <p data-bbox="745 543 1239 656">The number is the number of megabytes that will be used as a nonvolatile cache. This space is created on the same volume that holds the current indexes.</p> <p data-bbox="745 682 1239 734">Be sure there is enough space on the selected index volume.</p> <p data-bbox="745 760 1239 817">This option cannot be used with any other caching option.</p>
<i>/ANVC=number</i>	<p data-bbox="745 852 1239 933">Add Set Associative caching to a CD volume when creating a new index during the mount process.</p> <p data-bbox="745 960 1239 1133">This caching method allows information from the CD to be cached on the hard drive, providing faster recall. Of the three caching options (<i>/DNVC</i>, <i>/ANVC</i>, <i>/LNVC</i>), Set Associative caching provides a medium level of performance.</p> <p data-bbox="745 1159 1239 1272">The number is the number of megabytes that will be used as a nonvolatile cache. This space is created on the same volume that holds the current indexes.</p> <p data-bbox="745 1298 1239 1350">Be sure there is enough space on the selected index volume.</p> <p data-bbox="745 1376 1239 1430">This option cannot be used with any other caching option.</p>

Option	Use to
<i>/LNVC=number</i>	<p>Add Associative (LRU) caching to a CD volume when creating a new index during the mount process.</p> <p>This caching method allows information from the CD to be cached on the hard drive, providing faster recall. Of the three caching options (<i>/DNVC</i>, <i>/ANVC</i>, <i>/LNVC</i>), Associative (LRU) caching provides slower performance, but information will remain in the cache longer than with the other options.</p> <p>The number is the number of megabytes that will be used as a nonvolatile cache. This space is created on the same volume that holds the current indexes.</p> <p>Be sure there is enough space on the selected index volume.</p> <p>This option cannot be used with any other caching option.</p>

When a CD-ROM disc is being mounted or changed, CD-ROM devices are deactivated so device configuration information can be updated.

DEVICE LIST Parameter

This parameter displays the list of CD-ROM devices, as shown in Figure 2-1 .

Figure 2-1
CD-ROM Device List

CD ROM Device List						
No.	Act.	Device Name		Vol Name	Mounted	
9	Y	Device #1 SONY	CDROM CDU-541 (5D000000	ALR_DISC	Y	

Devices are listed in groups of 10. Repeat the command to display the next group of 10 devices.

Information on the Device List

- ◆ No. (Media Manager object number): Identifies each CD-ROM device.

The object number can be used in the CD MOUNT and DISMOUNT commands. (This number is not the same as the SCSI ID associated with this device or the device number.)

The Media Manager object number is hereafter called *object number*.

- ◆ Act. (Active status): Indicates whether the CD device is active.
- ◆ Device Name: Indicates the number of the device and lists hardware-specific information about the CD device.
- ◆ Vol. Name: Indicates the name of the CD volume that is established when the CD-ROM label is scanned by the device.
- ◆ Mounted: Indicates whether the volume is mounted.

VOLUME LIST Parameter

To list volumes identified on CD-ROM devices that the system knows about, type

CD VOLUME LIST

Volumes are listed in groups of 10. Repeat the command to display the next group of 10 volumes. The list includes the following for each volume: object number, volume name, and mounted device name. For a definition of these terms, see “DEVICE LIST Parameter”

The CD VOLUME LIST command doesn't display information for devices that don't have media present.

DISMOUNT Parameter

To dismount a CD-ROM volume, type

```
CD DISMOUNT { object number | volume name } [option... ]
```

After CD DISMOUNT is executed, all system resources are returned to the system.

CD DISMOUNT Options

Option	Use to
/eject	Eject the CD-ROM disc from the device after the volume has been dismounted.
/purge	Allow the index file for the volume to be removed when the volume is dismounted.

CHANGE Parameter

To change the media in a CD-ROM drive, type

```
CD CHANGE { object number | volume name }
  [ /name space ] [ /option ]]
```

- ◆ Specify either the object number or volume name.
- ◆ Using name space parameters is optional. To add name space support, enter the /MAC or /NFS name space, or use both name spaces.
- ◆ The CHANGE parameter has the same options as the MOUNT parameter, plus the /purge option of the DISMOUNT parameter. For a description of valid options, see “MOUNT Parameter” and “DISMOUNT Parameter”

The CD CHANGE command dismounts the volume. Then you are prompted to replace the media.

Don't remove a CD that is mounted until you're prompted to do so. After you remove the CD, replace it with a new disc. Wait for it to completely spin up and

then press <Enter> . If you do not wait for the disc to spin up, an error will occur and the media will not be mounted

The media is mounted as a NetWare volume with the options you set.

RENAME Parameter

Use the CD RENAME command when you have multiple CD-ROM discs with the same volume name. The system will not allow you to mount multiple volumes with the same name.

To view the names of mounted volumes, use the CD RENAME command with no parameter.

You must dismount the volume before you can rename it.

To rename the CD-ROM volume, type

```
CD RENAME /D = object number new_volume_name
```

Enter the object number and the new volume name. This new name is assigned to the volume.

DIR Parameter

CD DIR allows you to view the contents at the root level of a CD-ROM volume. (Each CD-ROM is treated as one volume for NetWare access.)

To view the contents of a root directory, type

```
CD DIR {object number | volume name }
```

Specify either the object number or the volume name

Directory entries are listed in DOS format.

GROUP Parameter

Because CD-ROM volumes are not part of the Directory tree, you cannot assign trustees to them in the standard way.

The **GROUP** parameter allows you to associate a predefined group with a CD-ROM volume, thus giving the members of the group access rights to the volume.

First, you create a group within the Directory tree and assign members to it, using standard NetWare utilities such as NetWare Administrator. Do not assign any trustee rights to the group. By default, the group receives all access rights to the volume.

Then, use the **GROUP** parameter to assign a group number to the predefined group. To assign a group number, type

```
CD GROUP [group_name] [group_number]
```

- ◆ Replace *group_name* with the group name defined in the Directory. The group name must not have any spaces in it. Replace *group_number* with a group number (1 through 9). You can assign numbers in any order.
- ◆ By default, group **EVERYONE** is group zero (0). You do not need to assign this group a number.

When you mount a CD-ROM volume, use the **/G** option to associate the group number with the volume. This gives the members of the group all access rights to the volume and prevents anyone else, other than the Administrator, from accessing the volume. See “**MOUNT** Parameter”

Only one group can have access rights to a CD-ROM volume at a time. The default group is **EVERYONE**.

You can also use the **GROUP** parameter to list defined groups with their group numbers and to delete a group from the list.

To see a list of groups and group numbers, type

```
CD GROUP
```

To delete a group, type

```
CD GROUP DEL group_number
```

PURGE Parameter

Use the CD PURGE command to purge hidden index and cache files created by CD-ROM volumes. (If you mount many different CD-ROM discs, hidden index files can accumulate and take up disk space.)

Dismount all CD-ROM volumes before executing the CD PURGE command.

To purge index files for all CD-ROM volumes, type

```
CD PURGE
```

IMAGE Parameter

The IMAGE parameter lets you mount a CD image as a standard CD so you can test the image before creating a master CD.

The image must be a sector-by-sector bit image of a CD-ROM disc. If the image is not a sector-by-sector bit image, it will not mount successfully.

The following CD IMAGE commands are available:

```
CD IMAGE server_pathname :image_filename
```

```
CD IMAGE LIST
```

```
CD IMAGE DEL ID_number
```

```
CD IMAGE MOUNT ID_number
```

```
CD IMAGE DISMOUNT ID_number
```

CD IMAGE Commands

Command	Use to
CD IMAGE <i>server_pathname</i> : <i>image_filename</i>	Add this CD image to the active list of CD images.

Command	Use to
CD IMAGE LIST	<p>Display the list of all active CD images. Each CD device is identified by a hexadecimal number, which is the image ID number. For example:</p> <pre>IMAGE FILE: 1A2B3C4D</pre> <p>Use this number where required in other CD IMAGE commands.</p>
CD IMAGE DEL <i>ID_number</i>	<p>Remove a CD image from the list of active images.</p> <p>To determine the ID number, execute the CD IMAGE LIST command. The ID number is the hexadecimal number shown as part of the CD device name.</p>
CD IMAGE MOUNT <i>ID_number</i>	<p>Mount a CD image as a CD.</p> <p>To determine the ID number, execute the CD IMAGE LIST command. The ID number is the hexadecimal number shown as part of the CD device name.</p>
CD IMAGE DISMOUNT <i>ID_number</i>	<p>Dismount a CD image that has been mounted as a CD.</p> <p>To determine the ID number, execute the CD IMAGE LIST command. The ID number is the hexadecimal number shown as part of the CD device name.</p>

Additional Information

Topic	See
Mounting and using a CD-ROM as a volume	Using CD-ROM as a NetWare Volume in <i>Supervising the Network</i> .

Topic	See
Administering a CD-ROM as a volume	Administering a CD-ROM as a NetWare Volume in <i>Supervising the Network</i> .
Media commands	"MEDIA"
Magazine commands	"MAGAZINE"

CDROM

Purpose

Use at the server console to allow a CD-ROM disc to function as a NetWare volume.

Syntax

```
LOAD [path] CDROM [/option... ]
```

All options are case sensitive.

Parameter	Use to
<i>path</i>	Specify the path to CDROM.NLM if you moved it from the default directory.
<i>/option</i>	Replace <i>option</i> with any available option.

Option	Use to
/H, /h, or /?	Display a help screen that explains the available options. When you use this option, the CD-ROM module is not loaded. You must execute the LOAD CDROM command again.
<i>/N=volume_name</i>	Specify a volume to hold the index files. Use this option only if you don't want to use the default volume. Default: SYS: volume
/DISPLAYON	Display filenames and a directory and file count as the volume is mounting.

Using CDROM

Treat the CD-ROM as a read-only volume. Don't enable block suballocation or use file compression on the volume. These actions corrupt the CD-ROM volume index data.

- ◆ CDROM won't load unless you have loaded the NWPA.NLM NPA driver (an I/O device-independent driver that interfaces with the Media Manager).
- ◆ NetWare 4 supports CD-ROM volumes mounted with the MAC and NFS name spaces.
- ◆ CDROM supports High Sierra and ISO 9660 formats. It also supports HFS (Apple) file systems with an add-on module called HFSLFS.NLM, which is included with the NetWare operating system. To enable HFS support, load CDROM and then load the HFSLFS module.

Additional Information

Topic	See
CD console commands	"CD"
Administering CD-ROM volumes	Using a CD-ROM as a NetWare Volume in <i>Supervising the Network</i> .
Media commands	"MEDIA"
Magazine commands	"MAGAZINE"

CLEAR STATION

Purpose

Use at the server console to clear a workstation connection.

If you use CLEAR STATION while the workstation is in the middle of a transaction or a file update, files might be saved with incomplete data.

Syntax

```
CLEAR STATION {n | all}
```

Parameter	Use to
<i>n</i>	Specify the connection number of the workstation you want to clear from the server.
all	Clear all workstation connections to the server.

Using CLEAR STATION

- ◆ To determine the connection number, select **Connection Information** from the **MONITOR** screen at the server console or use **NLIST** on a workstation.
- ◆ You can use **CLEAR STATION** either after a workstation has crashed and left files open on a server or before you need to down the server.
- ◆ **CLEAR STATION** closes the workstation files and erases the server's internal tables for the station, including drive mappings not saved in the login script.
- ◆ The communication link between server and station is broken.

Additional Information

Topic	See
Removing server resources from a workstation	Clearing a Workstation Connection in <i>Supervising the Network</i> .

CLIB

Purpose

CLIB.NLM is a library of C functions that provides an ANSI-compliant runtime interface for other NetWare Loadable Module™ (NLM) programs. You do not need to load CLIB manually because it is autoloaded by any other module that needs it.

The functionality of earlier versions of CLIB has been divided among six NLM™ programs, of which the current CLIB.NLM is one.

The six NLM programs are

- ◆ **FPSM.NLM:** A library of functions providing floating-point support for NLM programs
- ◆ **THREADS.NLM:** A library of functions that constitute the NetWare threads package
- ◆ **REQUESTR.NLM:** A library of functions that make up the NetWare requester
- ◆ **NLMLIB.NLM:** A library of functions that provide basic runtime support for NLM programs, including POSIX-mandated functionality
- ◆ **NIT.NLM:** A library of NetWare interface tools needed by some NLM programs
- ◆ **CLIB.NLM:** The standard C runtime library containing ANSI-mandated functions

All six NLM programs are autoloaded by any module that needs them.

The NetWare operating system requires all six modules, not just CLIB.NLM. If you download modules from an online service, be sure to download current versions of all the modules, not just CLIB.NLM.

Using CLIB

If you receive an error message indicating that a third-party NetWare Loadable Module™ (NLM) program is not allowing low-priority processes to run, load the NLM using this CLIB option: (CLIB_OPT)/y. This option instructs the system to run lower-priority processes as well as higher-priority processes. The command syntax is:

```
LOAD third-party NLM (CLIB_OPT)/Y
```

The parentheses are required.

CLS

Purpose

Use at the server console to clear the console screen. (You can also use `OFF` to clear the screen.)

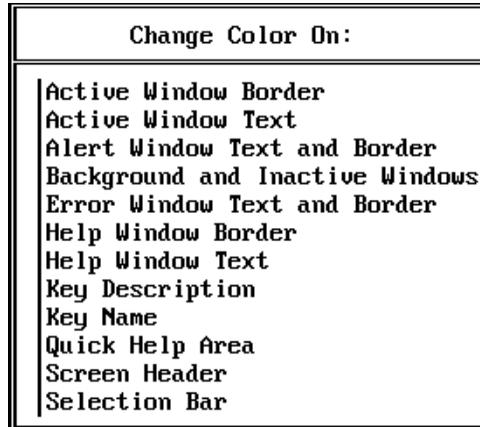
Syntax

`CLS`

COLORPAL

Purpose

Use at a workstation to change the color of menu elements. The following COLORPAL menu shows the elements you can change.



Syntax

COLORPAL [/VER]

Parameter	Use to
/VER	View the version number of the utility and the list of files it uses to execute.

For help with tasks, press <F1> in the utility.

Using COLORPAL

- ◆ Menu elements set with COLORPAL are saved to the IBM_RUN.OVL file. By default, the IBM_RUN.OVL file is in the SYS:PUBLIC directory.

- ◆ You must have the Write right to the IBM_RUN.OVL file. Therefore, a copy of the file must reside in the directory you run NetWare text utilities from (including the NMENU utility).
- ◆ The colors used by any NetWare text utility are determined by the copy of IBM_RUN.OVL found when the utility executes.
- ◆ You can have multiple copies of IBM_RUN.OVL in multiple directories. Each copy of the overlay file can have different menu element settings, providing different menus with varying color combinations.
- ◆ Unless you set your own color combinations with COLORPAL, the colors set by default, or by the network supervisor, will be the colors displayed by every NetWare text utility you open.

CONFIG

Purpose

Use at the server console to view the following:

- ◆ NetWare server name, internal network number, server uptime, and loaded LAN drivers
- ◆ Hardware settings, node (station) addresses, external network number of the cabling scheme, board name, frame type, and communication protocol for each network board
- ◆ The server's Directory tree and bindery context

Syntax

CONFIG

Using CONFIG

- ◆ Before installing memory boards, network boards, or host bus adapters, execute CONFIG to see a list of hardware settings already in use by LAN drivers.
- ◆ On some systems, CONFIG may also display information about NetWare Loadable Modules (NLMs). The kind and amount of NLM information depends on the system.

Additional Information

Topic	See
Internal network numbers	Network numbering in <i>Concepts</i> .
Network numbers for cabling	Network numbering in <i>Concepts</i> .

Topic	See
Node addresses	Node number in <i>Concepts</i> .
Loadable modules	“MODULES” and “MONITOR”
Configuration information for disk drivers	Load the Device Drivers in <i>Installation and Upgrade</i> “MONITOR”
Network numbers in use by your server	“DISPLAY NETWORKS”

CONLOG

Purpose

Use at the server console to

- ◆ Capture all console messages generated at the server while CONLOG is loaded
- ◆ Write the messages to the SYS:\ETC\CONSOLE.LOG default file (or to another file of your choice)

Syntax

```
LOAD CONLOG [FILE=log filename ] [SAVE=backup
  filename ] [MAXIMUM=max file size ] [ENTIRE=YES ] |
HELP
```

Parameter	Use to
FILE=log filename	Specify the log file you want to use if you don't want CONLOG to write to the default log file (CONSOLE.LOG). The <i>log filename</i> parameter is used with SFT III servers, whose three engines must each write to a different log file.
SAVE=backup file name	Specify the filename in which you want to save the preexisting console log. This parameter enables AUTOEXEC.NCF to load CONLOG without overwriting the previous console log. Use this parameter if you want to examine the old console log for troubleshooting purposes.

Parameter	Use to
MAXIMUM= <i>max file size</i>	Specify the maximum size, in kilobytes, of the log file. If the log file exceeds the <i>max file size</i> , it is deleted—or renamed if <i>backup filename</i> was specified. In either case, logging starts over with an empty log file.
ENTIRE=YES	Capture the lines already on the screen at the time CONLOG is loaded. Without this parameter, CONLOG starts logging with the next output to the console after it is loaded.
HELP	View a description of each CONLOG command parameter.

Using CONLOG

- ◆ You can view the console log from the Internetworking Configuration utility (INETCFG) or with any text editor. Console messages can reveal errors that occur during system initialization.

Do not use EDIT to view the console log while INETCFG is loaded.

- ◆ The command LOAD CONLOG is typically added to the AUTOEXEC.NCF file, as in the following example:

```
FILE SERVER NAME NETW41_SVR
IPX INTERNAL NET C92556E
LOAD CONLOG
LOAD REMOTE
LOAD RSPX
```

Examples

- ◆ To start capturing console messages during system initialization, type

LOAD CONLOG

- ◆ To load CONLOG but save the current log file as CLOG.BAK and limit the size of CONSOLE.LOG to 100 KB, type

```
LOAD CONLOG SAVE=CLOG.BAK MAXIMUM=100
```

- ◆ To stop capturing console messages, type

```
UNLOAD CONLOG
```

Additional Information

Topic	See
INETCFG	"INETCFG"

CX

Purpose

Use at a workstation to view or change your context, or to view containers and leaf objects in your tree structure.

Syntax

```
CX [new context ] [/option ...] [/? | /VER]
```

Parameter	To
(no parameter)	View the current context.
<i>new context</i>	Move to a new context or specify the context you want for an option.
/ <i>option</i>	Replace <i>option</i> with any available option. See “CX Options.”
/?	View online help. All other parameters are ignored when /? is used.
/VER	View the version number of the utility and the list of files it uses to execute. All other parameters are ignored when /VER is used.

Using CX

- ◆ CX is similar to the DOS CD and DIR commands in that CX allows you to change contexts and view all objects below a given container.
- ◆ CX doesn't recognize spaces in object names. If you have spaces in container names, put quotation marks around the names or use underscores (_) in place of the spaces.

For example, for container CORPORATE ADMIN, type Corporate Admin or Corporate_Admin.

- ◆ You may need to use CX before logging in to set your context to the same value as the name context specified in your NET.CFG file.

CX Options

Option	Use to
/R	List containers at the root level, or change context in relation to the root.
/T	List containers below the current context or a specified context in a tree structure.
/CONT	List containers at the current context or a specified context in a vertical list with no structure.
/A	Include all objects at or below the context. Use with /T or /CONT.
/C	Scroll continuously through output.

Examples

- ◆ To see your context in the Directory before logging in, type
CX
- ◆ To set a new context from the root
 - ◆ Place a period in front of the new context you type, or
 - ◆ Enter the proper number of trailing periods to reach the root level, or
 - ◆ Use the /R option.
- ◆ To back up one level in the Directory tree, type
CX .

(You must put a space between the command and the trailing period.)

- ◆ To go down two levels from PROVO.NOVELL to SYSTEM.ENGINEERING. PROVO.NOVELL, type

CX SYSTEM.ENGINEERING

- ◆ To change your current context from TESTING.PROVO.NOVELL.US to SYSTEM.MARKETING.PROVO.NOVELL.US, type

CX .SYSTEM.MARKETING.PROVO.NOVELL.US

or

CX SYSTEM.MARKETING.

- ◆ To change to the root when your context is TEST.PROVO.NOVELL, type

CX . . .

or

CX /R

- ◆ To change the complete context from TESTING.PROVO.NOVELL to TESTING.PARIS.NOVELL, type

CX .TESTING.PARIS.NOVELL

- ◆ To show all containers in the current context, type

CX /CONT

- ◆ To show all containers in the context SALES.NOVELL in a tree structure, type

CX .SALES.NOVELL /T

-
- ◆ To show all containers and leaf objects in the current context in a tree structure, type

CX /T /A

Additional Information

Topic	See
Context	Context in <i>Concepts</i> .
Root object	Root object in <i>Concepts</i> .

DHCPCFG

Purpose

Use at the server console to manage the NetWare Dynamic Host Configuration Protocol (DHCP) service.

Syntax

LOAD DHCPCFG

Additional Information

Topic	See
Installing or configuring the DHCP software	Configuring a DHCP Server in <i>NetWare/IP Administrator's Guide</i> .

DISABLE LOGIN

Purpose

Use at the server console to prevent users from logging in.

Syntax

DISABLE LOGIN

Using DISABLE LOGIN

- ◆ Use this command to prevent users from logging in when you are making repairs, backing up files, or loading software.
- ◆ Users already logged in aren't affected. However, a user who logs out can't log in again until you execute ENABLE LOGIN. (See "ENABLE LOGIN" on page 71)

DISMOUNT

Purpose

Use at the server console to make a volume unavailable to users.

Syntax

DISMOUNT *volume name*

Parameter	Use to
<i>volume name</i>	Specify the name of the volume you want to dismount.

Using DISMOUNT

- ◆ DISMOUNT allows you to maintain or repair a volume and to upgrade disk drivers while the NetWare server is up.
- ◆ Use this command to unmount all volumes residing on a removable drive before you remove the drive.
- ◆ If you are running out of memory and can't add more RAM, consider dismounting a volume that isn't used often.

Mounted volumes take up memory allocated for file caching and thus affect server performance.
- ◆ You can also use INSTALL to dismount a volume.

Additional Information

Topic	See
Dismounting a volume	Mounting and Dismounting Volumes in <i>Supervising the Network</i> .

DISPLAY NETWORKS

Purpose

Use at the server console to list all networks and assigned network numbers that the NetWare server's internal router recognizes.

Syntax

DISPLAY NETWORKS

Using DISPLAY NETWORKS

DISPLAY NETWORKS lists the IPX external network numbers of networks recognized by your server. The following example illustrates a portion of the command display:

000000D 2/3	0000016 5/11	0000070 5/11
0000097 6/12	00000ED 5/6	00000F1 3/3
00000FF 2/2	0000101 6/11	0000111 5/11
00003E8 5/11	0000456 6/12	0000666 5/17

Each address is followed by two numbers separated by a slash. The first number is the number of hops between your server and the network at that address. The second number is the number of ticks (1/18th of a second) required to send a packet to that address.

Additional Information

Topic	See
Listing servers on the network	"DISPLAY SERVERS"

DISPLAY SERVERS

Purpose

Use at the server console to view a list of servers and services being advertised by Service Advertising Protocol (SAP) packets.

Syntax

DISPLAY SERVERS [*string*]

Parameter	Use to
(no parameter)	Display a list of all servers.
<i>string</i>	Specify the name of the server you want to display information about. The string can include an asterisk (*) as the last character. In this case, the system displays a list of all servers whose names begin with the string. For example, DISPLAY SERVERS D* displays a list of all servers with names beginning with D.

Using DISPLAY SERVERS

- ◆ DISPLAY SERVERS lists server address names for services such as

- File services

- Novell Directory Services (NDS)

- Print services

- Storage Management Services™ (SMS)

- Services for Structured Query Language (SQL) servers

The following illustrates a line of a typical display:

MKTSERVER 1

SALES 3

TESTSERVER 0

- ◆ The number listed after the server name indicates the number of hops between your server and the listed server. Your server is indicated by 0 hops.

Servers more than 16 hops away aren't recognized.

- ◆ DISPLAY SERVERS also displays Directory trees and network addresses. A server can be displayed many times, once for each service that it advertises.

For example, all NetWare 4 servers are listed at least two times because they advertise file services and Novell Directory Services.

Additional Information

Topic	See
Listing networks	"DISPLAY NETWORKS"
Service advertising	Service Advertising Protocol in <i>Concepts</i> .

DOSGEN

Purpose

Use at a workstation to boot a DOS workstation from remote boot image files on the server (rather than booting from a local drive).

Syntax

DOSGEN [/? | /VER]

You must first load RPL on the server and bind it to the network board. See the Novell Client documentation.

Parameter	Use to
/?	View online help.
/VER	View the version number of the utility and the list of files it uses to execute.

Additional Information

Topic	See
Creating remote boot image files.	See the Novell Client documentation.

DOWN

Purpose

Use at the server console to ensure data integrity before turning off power to the NetWare server.

Syntax

DOWN

Using DOWN

- ◆ DOWN ensures data integrity by writing cache buffers to disk, closing files, and updating Directory tables and File Allocation Tables.
- ◆ Changes held in cache buffers are lost if you turn off power without using DOWN first.

Additional Information

Topic	See
Downing the NetWare server	Bringing Down a Server in <i>Supervising the Network</i> .
Restarting the server	"RESTART SERVER"

DSMERGE

Purpose

Use at the server console to

- ◆ Merge the roots of two separate Novell Directory Services (NDS) trees
- ◆ Rename a tree to verify that all servers in the tree are responding properly and have the same tree name
- ◆ View time synchronization information and display the time server for all servers in the tree

Syntax

LOAD [*path*] **DSMERGE**

Parameter	Use to
<i>path</i>	Specify the path to DSMERGE.NLM if you moved it from the default directory of SYS:SYSTEM.

Additional Information

Topic	See
Configuring time synchronization	Maintaining Network Time Synchronization in <i>Supervising the Network</i>
Merging partitions	Merging Partitions in <i>Supervising the Network</i>
Moving leaf objects	Moving Objects in the Directory Tree in <i>Supervising the Network</i>

Topic	See
Using DSMERGE	Merging NDS Trees in <i>Supervising the Network</i>

DSREPAIR

Purpose

Use at the server console to repair and correct problems in the NetWare Directory Services database, such as records, schema, bindery objects, and external references.

Syntax

```
LOAD [path] DSREPAIR [-U]
```

Option	Use to
<i>path</i>	Specify the path to DSREPAIR.NLM if you moved it from the default directory.
-U	Instruct DSREPAIR to run and exit, and then unload from memory, without further user assistance.

Additional Information

Topic	See
Using DSREPAIR	Repairing the Novell Directory Database in <i>Supervising the Network</i> .

EDIT

Purpose

Use at the server console to create or modify a text file on either a DOS or NetWare partition.

Syntax

```
LOAD [path] EDIT pathname
```

Parameter	Use to
<i>path</i>	Specify the path to EDIT.NLM if you moved it from the default directory.
<i>pathname</i>	Specify the pathname of the file you want to edit.

Using EDIT

- ◆ If you don't enter a pathname when you load EDIT, EDIT displays a dialog box where you can enter the pathname.

You can also press <Ins> to display a browse window from which you can select a file. To see the contents of a volume or directory, highlight the volume or directory name in the window and press <Enter>. Use the arrow keys to scroll up and down the list of files and directories. When the file you want to edit is highlighted, press <Enter> to select and display the file.
- ◆ If the file doesn't exist, EDIT displays a prompt asking if the file should be created.
- ◆ When you create a new file, the file can be no larger than 8 KB. Each time you open the file after that, you can increase the file size by up to 4 KB.
- ◆ You can use EDIT to view read-only files.

- ◆ EDIT is particularly useful for creating .NCF batch files that automatically execute server commands.

Additional Information

Topic	See
Editing or creating text files	Editing Text Files from the Server Console in <i>Supervising the Network</i> .

ENABLE LOGIN

Purpose

Use this command at the server console prompt to

- ◆ Reenable the login function after using DISABLE LOGIN.
- ◆ Enable the supervisor account when the account has been locked by the intruder detection function. (The supervisor account exists only on bindery-based servers or on NetWare 4 servers when bindery emulation is active.)

Syntax

ENABLE LOGIN

Using ENABLE LOGIN

You don't need to use ENABLE LOGIN when you start the NetWare server or workstation. The login function is enabled during the startup process.

ENABLE TTS

Purpose

Use at the server console to start the Transaction Tracking System™ (TTS) in the network server.

Syntax

ENABLE TTS

Using TTS

Normally, TTS™ is enabled. Use ENABLE TTS only if the TTS has been disabled, automatically or manually.

Do not ever disable TTS intentionally because this will prevent updates to the Novell Directory Services replicas on the server.

Additional Information

Topic	See
Enabling TTS	Protecting Database Integrity with TTS in <i>Supervising the Network</i> .
TTS description	Transaction Tracking System in <i>Concepts</i> .
TTS\$LOG.ERR file	Keeping a Log of Backed-Out Data in <i>Supervising the Network</i> .

EXIT

Purpose

Use at the server console to return to DOS after you down a network server.

Syntax

EXIT

Using EXIT

You must use the DOWN command to down the server before using EXIT.

- ◆ EXIT allows you to access DOS files or to rerun SERVER.EXE with new parameters.
- ◆ If you have removed DOS from the server, using EXIT reboots the server.

Additional Information

Topic	See
Returning to DOS after downing the server	Bringing Down a Server in <i>Supervising the Network</i> .
Restarting the server without rebooting it	"RESTART SERVER"
Bringing down the server	"DOWN"
Warm booting the server with EXIT	"REMOVE DOS"

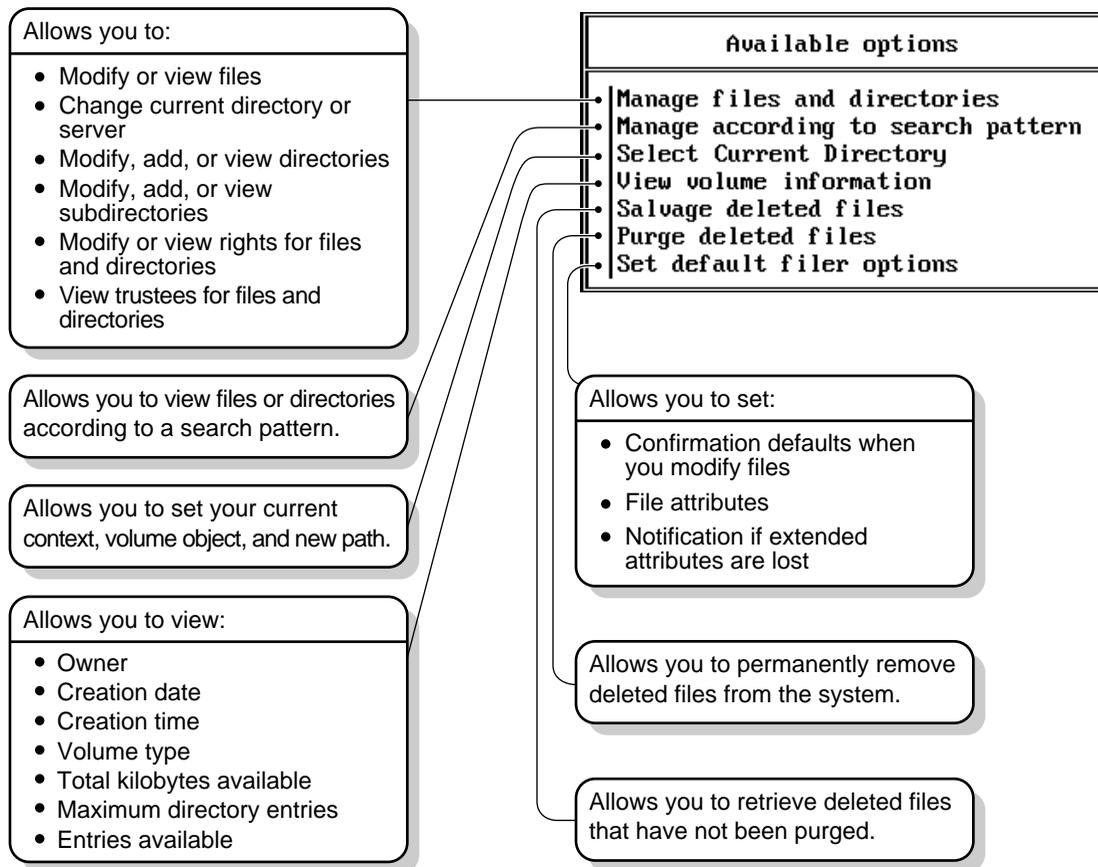
FILER

Purpose

Use at a workstation to manage files and directories. **FILER** works with the file system; it doesn't affect Novell Directory Services objects.

Figure 2-2 shows the functions of **FILER**.

Figure 2-2
FILER Functions



Syntax

FILER [/VER]

Parameter	Use to
/VER	View the version number of the utility and the list of files it uses to execute.

For help with tasks, press <F1> while you are in the utility.

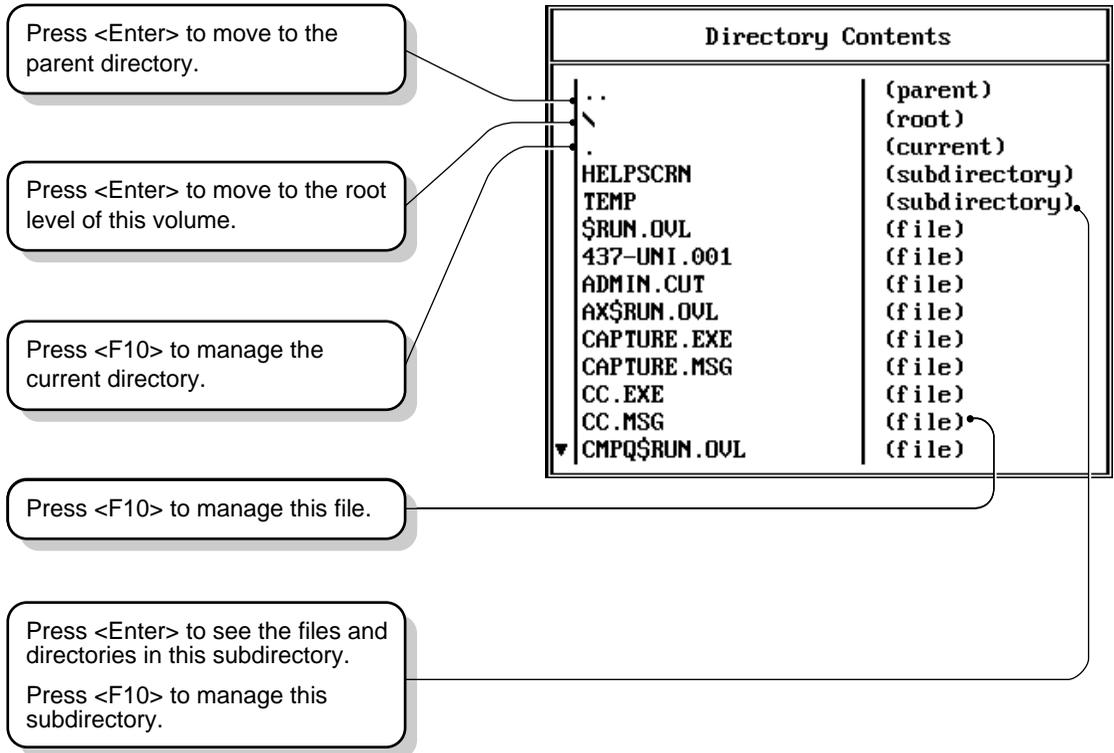
Using FILER

This section describes features of FILER and explains how to use them.

Using the Browse Screen

By selecting different items in a list, you can either view or edit an item, or you can select a different level of the directory structure to view or edit. Figure 2-3 shows the main tasks you can perform from the browse screen.

Figure 2-3
The Browse Screen



Managing File or Directory Information

Each file and directory can be managed separately. Figure 2-4 displays the various areas you can view or edit.

Figure 2-4
File Information

The screenshot shows a window titled "File Information for ADMIN.CUT". The text inside is as follows:

```
Attributes: [Rw---A] [-----] Status: ---
Owner: CN=Admin.O=NOVELL
Inherited Rights Filter: [SRWCEMFA]
Trustees: ↓ <empty>
Current effective rights: [SRWCEMFA]
Owning name space: DOS
File size: 938 bytes
EA Size: 0 bytes

Creation date: 9-2-1992
Last accessed date: 9-2-1992
Last archived date: (Not Archived)
Last modified date: 9-2-1992
```

Callouts explain the following fields:

- "This shows DOS attributes." points to the first part of the Attributes field.
- "This shows NetWare attributes." points to the second part of the Attributes field.
- "This shows whether the file has been compressed or migrated." points to the Status field.
- "The arrow indicates that there can be more than one item for this field. Press <Enter> on this field to view the list." points to the Trustees field.

Restoring Deleted Files or Directories

To restore deleted files and directories, from the initial menu choose Salvage Deleted Files. You can restore only those files you have the Create right for.

Examples

Modify File or Directory Attributes

1. Select Manage Files and Directories.
2. Highlight the file or directory whose attributes you want to modify. Press <F10> .
3. Select View/Set File (Directory) Information.
4. Press <Enter> on Attributes.

5. Press <F1> for help from here.

View Volume Information

1. Select **Select Current Directory**.
2. Highlight the volume whose information you want to view. Press <F10>.
3. Select **View volume information**.
4. Press <F1> for help from here.

View File or Directory Effective Rights

1. Select **Manage files and directories**.
2. Highlight the file or directory whose effective rights you want to view. Press <F10> .
3. Select **View/Set File (Directory) Information**.
4. Find **Current Effective Rights on the form**.
5. Press <F1> for help from here.

Copy a File or All Files in a Directory

1. Select **Manage files and directories**.
2. Press <F5> to mark each file you want to copy.
3. Press <Enter> .
4. Select **Copy Marked Files**.
5. Enter the destination path.

Purge Deleted Files

1. **Select Purge deleted files.**
2. **Press <F1> for help from here.**

Salvage Deleted Files

1. **Select Salvage deleted files.**
2. **Press <F1> for help from here.**

Additional Information

Topic	See
Directory attributes	Attributes in <i>Concepts</i> .
File attributes	Attributes in <i>Concepts</i> .
Hidden attribute	Attributes in <i>Concepts</i> .

FILTCFG

Purpose

Use at the server console to set up and configure filters for IPX, TCP/IP, and AppleTalk protocols.

Syntax

LOAD FILTCFG

Using FILTCFG

Filters help you control what kind of information is sent and received by a router by selectively discarding packets of specified types.

Filters help you to limit specific kinds of traffic to a certain part of your network, or to provide security.

NetWare 4 provides the following filter types:

- ◆ Packet forwarding
- ◆ Service information
- ◆ Routing information

The following table shows filtering support for protocols:

Table 2-1 Filtering Support for Protocols

Protocol	Packet Forwarding Filter	Service Information Filter	Routing Information Filter
IPX	X	X	X
AppleTalk		X	X
TCP/IP	X		X

Packet Forwarding Filters

Packet forwarding filters restrict access to services by filtering data packets sent by the restricted location to the service location.

Because these filters don't restrict Service Advertising Protocol (SAP) packets sent by servers, restricted users might see advertisements of services even when they cannot access the service.

Although these filters provide the highest level of security of all the filters, they might affect the performance of the router because the filters are applied to each data packet the router receives.

Service Information Filters

Service information filters restrict service advertisement on a router's internetwork.

This type of filtering provides low-level security by preventing users from finding the network addresses of services.

It also reduces the network bandwidth consumed by periodic service broadcasts.

Service information filters are of two types:

- ◆ Service advertisement filters limit the service advertisements sent by a router for a specified set of services to a specified set of networks.
- ◆ Service acceptance filters limit the acceptance of service advertisements received by the router for a specified set of

services at a specified set of networks. (By filtering what a router sees, you are restricting the set of services that are advertised by the router on any other interface.)

Routing Information Filters

Routing information filters restrict the exchange of routing information between routers by limiting the routes added to the routing tables of specified routers.

These filters increase network security by limiting the visibility of specified networks. They also reduce the bandwidth used by the periodic exchange of routing information between routers.

Routing information filters are of two types:

- ◆ Route advertisement
- ◆ Route acceptance

When you add a routing information filter, an implicit server filter is also added for all services residing on the filtered networks.

FLAG

Purpose

Use at a workstation to

- ◆ View or modify file and directory attributes to determine which operations can be performed with the file or directory
- ◆ Modify the owner of a file or directory
- ◆ View or modify the search mode of executable files to determine how the program uses search drives when looking for a file

Syntax

```
FLAG path [[+ | -] attribute ...] [/option ...]
           [/? | /VER]
```

Parameter	Use to
(no parameter)	If you type FLAG with no parameters, the attribute status of all the files in the current directory appears.
<i>path</i>	Specify the path to the file or directory whose attributes or search modes you want to modify.
+ -	<p>Add attributes to a file or directory with the + (plus).</p> <p>Remove attributes from a file or directory with the - (minus).</p> <p>If neither + nor - is used, the attributes will be assigned to the file/directory as specified.</p> <p>If you add and remove attributes in the same command, group all + (plus) attributes together and all - (minus) attributes together.</p>

Parameter	Use to
<i>attribute</i>	Specify one or more file or directory attributes. See “Directory Attributes” and “File Attributes”
<i>/option</i>	Replace option with any available option. See “General FLAG Options”
<i>/?</i>	View online help. All other parameters are ignored when <i>/?</i> is used.
<i>/VER</i>	View the version number of the utility and the list of files it uses to execute. All other parameters are ignored when <i>/VER</i> is used.

For help with tasks, press <F1> in the utility.

Using FLAG

- ◆ Use FLAG options to add or delete directory and file attributes, as defined in the preceding parameters table.
For attributes that can be applied to directories, see “Directory Attributes”
For attributes that can be applied to files, see “File Attributes”
- ◆ When you add or delete multiple attributes, include a space between attribute abbreviations.
- ◆ You can't remove the Execute Only attribute. You must delete the file and then reinstall it.
- ◆ You can use wildcard characters.

General FLAG Options

Option	Use to
/NAME GROUP <i>name</i>	Change the owner of a file or directory.
/D	View details about a file or directory.
/DO	View or modify only directories in the specified path.
/FO	View or modify only files in the specified path.
/OWNER= <i>name</i>	View all files or directories owned by a user.
/M= <i>mode</i>	Modify search modes of executable files. See "Search Modes for Executable Files"
/S	Search the subdirectory in the specified path and any subdirectories below that level.
/C	Scroll continuously through output.

Directory Attributes

Option	Use to
ALL	Specify the Di, H, Ic, P, Ri, and Sy attributes as a group. Primarily used to assign directories these specific attributes.
Di (Delete Inhibit)	Prevent the directory from being deleted.
Dc (Don't Compress)	Prevent the directory from being compressed (regardless of what the volume is set to).
Dm (Don't Migrate)	Prevent the directory from being migrated to a secondary backup system (regardless of what the volume is set to).
H (Hidden)	Prevent the directory from being seen with a DOS DIR command.

Option	Use to
Ic (Immediate Compress)	Compress the directory as soon as the OS can.
N (Normal)	Specify no attributes.
P (Purge)	Purge the directory immediately when the directory is deleted.
Ri (Rename Inhibit)	Prevent the directory from being renamed.
Sy (System)	Prevent the directory from being seen with a DOS DIR command; also to prevent it from being copied or deleted.

File Attributes

Option	Use to
ALL	Specify the A, Ci, Di, H, Ic, P, Ri, Ro, Sh, Sy and T attributes as a group. Primarily used to assign files these specific attributes.
A (Archive needed)	Indicate that the file has been modified since the last backup.
Dc (Don't Compress)	Prevent a file from being compressed (regardless of what the volume or directory is set to).
Di (Delete Inhibit)	Prevent a file from being deleted or copied over.
Dm (Don't Migrate)	Prevent a file from being migrated to a secondary backup system (regardless of what the volume or directory is set to).
Ds (Don't Suballocate)	Prevent an individual file from being suballocated, even if suballocation is enabled for the system. Use on files which are enlarged or appended to frequently, such as certain database files.

Option	Use to
H (Hidden)	Prevent a filename from being displayed with the DOS DIR command. The file can't be copied or deleted.
Ic (Immediate compress)	Compress a file as soon as the OS can.
N (Normal)	Specify the Rw attribute.
P (Purge)	Purge a file immediately if the file is deleted.
Ri (Rename Inhibit)	Prevent a file from being renamed.
Ro (Read Only)	Allow a file to only be read; it can't be written to or deleted (in other words, Ro includes Ri and Di).
Rw (Read Write)	Allow a file to be read and written to.
Sh (Shareable)	Allow a file to be used by several users simultaneously.
Sy (System)	Prevent a filename from being displayed with the DOS DIR command. It can't be copied or deleted.
T (Transactional)	Protect a file by using the Transaction Tracking System.
X (Execute Only)	Prevent a file from being copied or copied over. This attribute can be given only to .EXE or .COM files, <i>and cannot be removed</i> .

Search Modes for Executable Files

The syntax is `/M=mode` . Replace *mode* with a mode number from the following table .

Mode	Use to
0	Search for instructions in the NET.CFG file (the default mode).

Mode	Use to
1	Search the path specified in the file. If there is no path, the file searches the default directory, and then all search drives.
2	Search the path specified in the file. If there is no path, the file searches only the default directory.
3	Search the path specified in the file. If there is no path, the file searches the default directory; then if the open request is read only, the file searches the search drives.
4	Reserved; don't use.
5	First search the path specified and then all search drives. If there is no path, the file searches the default directory and then all search drives.
6	Reserved; don't use.
7	First search the path specified. If the open request is read only, the file searches the search drives. If there is no path, the file searches the default directory and then all search drives.

Status Flags

Status flags show attribute information for a file or directory. You can't change these flags.

Status	Indicates
Cc (Can't Compress)	The file can't be compressed because of limited space savings.
Co (Compressed)	The file has been compressed.
M (Migrated)	The file has been migrated.

Examples

- ◆ To add Rw and Ic and remove Di and A from all files in the current directory, type

```
FLAG *.* +R W Ic -Di A
```

- ◆ To view attributes for file STUDENTS in directory SYS:\COURSE\WINTER, type

```
FLAG SYS:\COURSE\WINTER\STUDENTS
```

- ◆ To give files in drive G: the Hidden attribute, type

```
FLAG G:*.* H /FO
```

- ◆ To set the search mode to 7 for all executable files in the current directory, type

```
FLAG *.* /M=7
```

- ◆ To set the search mode to 1 and assign all files in the current directory the Read Write attribute, type

```
FLAG *.* RW /M=1
```

Additional Information

Topic	See
Search modes	Search modes in <i>Concepts</i> .
Directory attributes	Attributes in <i>Concepts</i> .
File attributes	Attributes in <i>Concepts</i> .
System directory	Attributes in <i>Concepts</i> .
Hidden attribute	Attributes in <i>Concepts</i> .

Topic	See
File compression	Enabling File Compression on a Volume in <i>Supervising the Network</i> .

FPSM

Purpose

FPSM.NLM is a library of C functions that provides floating-point support for NLM programs. You don't need to load FPSM.NLM; it's autoloaded by any module that needs it.

See "CLIB" for more information.

HALT

Purpose

Use at a NetWare 4 SFT III server console to bring down an IOEngine on one SFT III server while leaving the other IOEngine running.

Syntax

HALT

Using HALT

- ◆ HALT is valid only when SFT III servers are mirrored (or before SFT III servers are activated).
- ◆ Execute HALT from the appropriate IOEngine, not from the MSEngine. If you execute HALT from the MSEngine, you receive an unknown command error.
- ◆ When the primary IOEngine is brought down using HALT, the secondary server automatically takes over as the new primary server. When the secondary IOEngine is brought down using HALT, the primary server continues running.

Disks should be mirrored before you halt the primary IOEngine. If the disks aren't mirrored when you execute HALT, a warning similar to the following appears:

```
WARNING!!! Not every disk is remirrored.  
Answering yes may cause some volumes to dismount  
and open files to be lost.  
Are you sure you wish to halt the primary server?
```

HCSS

Purpose

Use at the server console to

- ◆ View a listing of High Capacity Storage System (HCSS) commands and current settings
- ◆ Change current HCSS settings

You can also use NetWare Administrator to change HCSS parameter settings.

Syntax

HCSS [*parameter = setting*]

You must first install the HCSS software and load HCSS.NLM before using the HCSS command to set parameters. See Migrating Data Using the High Capacity Storage System in *Supervising the Network* .

The HCSS parameters are case sensitive and must be entered exactly as they appear in the following table.

Parameter settings marked with an asterisk are persistent; that is, they are saved in memory for the next time HCSS is loaded. The nonpersistent parameter settings reset to the default every time HCSS is loaded.

Parameter	Explanation
(no parameter = setting)	Allows you to view a list of HCSS parameters and current settings.
Eject Media Override = <i>setting</i>	Stops media in the jukebox from being ejected. Supported settings: ON, OFF. <i>Default:</i> OFF

Parameter	Explanation
Delete Through = <i>setting</i>	<p>Determines the method of file-deletion notification.</p> <p>When turned off, expedites the delete request, placing requested file deletions in a delete queue.</p> <p>When turned on, notifies you that the deletion was successful only when the deletion is complete through to the media. (This method provides higher security.)</p> <p>Supported settings: ON, OFF. <i>Default:</i> OFF</p>
Migrate Unarchived Files = <i>setting</i>	<p>Specifies whether unarchived files are migrated.</p> <p>Supported settings: ON, OFF. <i>Default:</i> OFF</p>
Migrate Compressed Files Only = <i>setting</i>	<p>Specifies if only compressed files or files that can't be compressed are migrated.</p> <p>Supported settings: ON, OFF. <i>Default:</i> OFF</p>
Minimum Time In Drive = <i>setting</i>	<p>Sets the minimum amount of time (in seconds) a side of media can remain active before it is switched for another side of media.</p> <p>This value includes the amount of time it takes for the jukebox to move the media into place.</p> <p>Supported settings: 0 to 3600. <i>Default:</i> 20.</p>
Maximum Time In Drive = <i>setting</i>	<p>Sets the maximum amount of time (in seconds) that a side of media can remain active before it is switched for another side of media.</p> <p>Supported settings: 0 to 3600. <i>Default:</i> 30.</p>

Parameter	Explanation
Request Idle Time = <i>setting</i>	<p>Sets the grace period that HCSS waits before removing one side of media from the drive to load another side of media. The period begins when the Minimum Time In Drive time expires.</p> <p>Supported settings: Any time period less than the difference between the Maximum Time in Drive and the Minimum Time In Drive settings.</p> <p>Default: 2.</p>
Migration = <i>setting</i>	<p>Enables or disables migration.</p> <p>Supported settings: ON, OFF (ON=migration enabled).</p> <p><i>Default:</i> ON.</p>
Upper Threshold = <i>setting</i> *	<p>Sets the upper threshold (as a percentage of total volume space) that can be reached before files begin migrating to magneto-optical disc.</p> <p>For example, if this command is set at 70, migration begins when the volume has 30% free volume space remaining.</p> <p>Supported settings: 1 to 100.*</p> <p><i>Default:</i> 80.</p>
Lower Threshold = <i>setting</i> *	<p>Sets the lower threshold (as a percentage of total volume space) at which files stop migrating to magneto-optical disc.</p> <p>Supported settings: 0 to 99.*</p> <p><i>Default:</i> 50.</p>

Parameter	Explanation
Migrate to Lower Threshold Hour = <i>setting</i> *	<p>Sets the hour when files begin migrating automatically, whether or not the upper threshold is reached.</p> <p>When this parameter and the Migrate to Lower Threshold Minute parameter are both set to exactly 0 (the equivalent of 12:00 a.m.), the parameter is disabled. Files will not be migrated automatically to the lower threshold once a day.</p> <p>Supported settings : 0 to 23.* <i>Default:</i> 3.</p>
Migrate to Lower Threshold Minute = <i>setting</i> *	<p>Sets the minute of the hour when files begin migrating automatically, whether or not the upper threshold is reached.</p> <p>When this parameter and the Migrate to Lower Threshold Hour parameter are both set to exactly 0 (the equivalent of 12:00 a.m.), the parameter is disabled. Files will not be migrated automatically to the lower threshold once a day.</p> <p>Supported settings: 0 to 59.* <i>Default:</i> 0.</p>
Remaining Capacity Before Warning = <i>setting</i>	<p>Sets (as a percentage of free space remaining) when you want to be alerted about the volume's remaining capacity.</p> <p>For example, if you set this command to 30, you will be alerted that the volume is getting full when there is 30% of its free space remaining.</p> <p>Supported settings: 10 to 100. <i>Default:</i> 20.</p>

Parameter	Explanation
Polling Frequency = <i>setting</i> *	<p>Sets how often (in minutes) you want HCSS to check the thresholds you have set.</p> <p>If the threshold has been met or exceeded during this time interval, migration will begin automatically.</p> <p>Supported settings: 1 to 34560.* <i>Default:</i> 1.</p>
Marking Frequency = <i>setting</i> *	<p>Sets how often (in minutes) you want to build a list of least recently used (LRU) directories that are managed by HCSS.</p> <p>Supported settings: 1 to 34560.* <i>Default:</i> 30.</p>
Warning Frequency = <i>setting</i>	<p>Sets how often (in minutes) you want to be warned that the volume has exceeded its upper capacity threshold.</p> <p>Supported settings: 1 to 34560.* <i>Default:</i> 2.</p>
Marked Files Limit = <i>setting</i>	<p>Limits the number of migratable files that are scanned for the LRU lists with any setting other than zero (0).</p> <p>When this is set to zero (0), it means there is no limit; every migratable file in the HCSS domain is scanned—even if it is already migrated—and it goes on the LRU list.</p> <p>Supported settings: The total number of files flagged for migration, or any number smaller than the total.</p> <p>Default: 0 (no limit).</p>

Additional Information

Topic	See
HCSS	Migrating Data Using the High Capacity Storage System in <i>Supervising the Network</i> .
HCSS concepts	High Capacity Storage System in <i>Concepts</i> .

HELP

Purpose

Use at the server console to view the syntax, a brief description, and an example of a console command.

Syntax

HELP [*console command*] [**ALL**]

Parameter	Use to
(no parameter)	View a list of all console commands.
<i>console command</i>	Specify the name of the console command you want to view help for.
ALL	View a short description of each console command. Press <Enter> after each description to view the next description. Press <Esc> to exit.

Examples

- ◆ To view help for SEND, type
HELP SEND
- ◆ To view a description of each command, type
HELP ALL

INETCFG

Purpose

Use at the server console to set up and customize your internetworking configuration for IPX and IP.

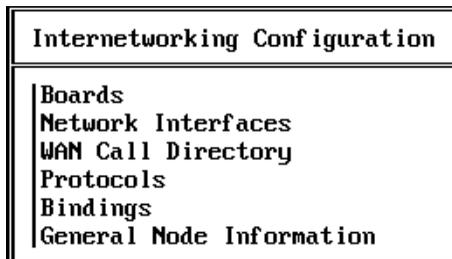
INETCFG simplifies the process of configuring local area networks (LANs) to work with network and routing protocols supported by NetWare.

Syntax

```
LOAD INETCFG
```

Using INETCFG

When you load INETCFG, the Internetworking Configuration menu appears, as shown in the following figure. You access INETCFG features from this menu.



Menu options are:

Option	Use to
Boards	<p>Select and configure boards. To configure a board, you choose a driver, assign a name to the board, and specify values for the board parameters.</p> <p>Each driver that is compatible with NetWare has a driver description file, sometimes called the LDI file. The LDI file defines the parameters necessary for the driver to operate with the board you select. It also specifies the valid range of values for each parameter.</p> <p>If a driver has an LDI file, the parameters are presented in the Board Configuration window; you simply choose a value for each parameter.</p> <p>If a driver has no LDI file, you must enter the values yourself in the Board Parameters field.</p>
Network Interfaces	<p>Applies only to Wide Area Network (WAN) configurations for multiple interface WAN boards. (NetWare does not support WANs.)</p>
WAN Call Directory	<p>Applies only to WAN configurations. (NetWare does not support WANs.)</p>
Protocols	<p>Select and configure network protocols. To configure a protocol, you select the protocol, such as IPX or IP, and configure the protocol-specific parameters that pertain to routing, packet forwarding, etc.</p>
Bindings	<ul style="list-style-type: none"> ◆ Bind a network protocol to an interface. ◆ Configure protocol and interface-specific parameters, such as frame type, network number (for IPX), local IP address (for IP), and zone information (for AppleTalk). ◆ Delete a bound interface from the configuration.

Option	Use to
Manage Configuration	Specify Simple Network Management Protocol (SNMP) information, such as the SNMP device name, hardware description, physical location, and human contact for the server or router.
View Configuration	<ul style="list-style-type: none"> ◆ View the INETCFG configuration information file and the console messages captured during system initialization ◆ Import or export configuration information to or from a diskette.

INETCFG records information in various configuration (.CFG) files located in SYS:\ETC. Some of these files are present at system startup; others are created by INETCFG, depending on what you configure. Here is a partial list of these files:

- ◆ AURP.CFG
- ◆ TCPIP.CGF
- ◆ IPXSPX.CFG
- ◆ NLSP.CFG
- ◆ NETINFO.CFG

INETCFG creates these files strictly for its own use; do not delete them or change their contents.

Additional Information

Topic	See
AUTOEXEC.NCF file	AUTOEXEC.NCF in <i>Concepts</i> .

Topic	See
Capturing console messages	"CONLOG"

INITIALIZE SYSTEM

Purpose

Use at the server console to enable the multiprotocol router configuration by executing all commands in the system NETINFO.CFG file.

Syntax

INITIALIZE SYSTEM

Using INITIALIZE SYSTEM

This command is typically executed from the INITSYS.NCF file during server startup.

Executing INITIALIZE SYSTEM on a system that has already been initialized can generate errors when the system discovers that the commands in the NETINFO.CFG file have already been executed.

Additional Information

Topic	See
Server startup	"SERVER"

INSTALL

Purpose

Use at the server console to

- ◆ Install or upgrade the NetWare operating system on your server
- ◆ Modify your NetWare server's configuration
- ◆ Perform some server maintenance operations

Syntax

```
LOAD [path]INSTALL
```

Parameter	Use to
<i>path</i>	Specify the path to INSTALL if you moved it from the default directory.

Additional Information

Topic	See
Installing NetWare	<i>Installation and Upgrade</i>
Server maintenance	Maintaining the NetWare Server in <i>Supervising the Network</i> .

IPXCON

Purpose

Use at the server console to

- ◆ Monitor and troubleshoot IPX routers and network segments throughout your IPX internetwork
- ◆ View the status of an IPX router or network segment
- ◆ View all paths through which IPX packets can flow
- ◆ Locate all active IPX routers on your internetwork
- ◆ Monitor remote IPX routers that are running NetWare IPX Router software

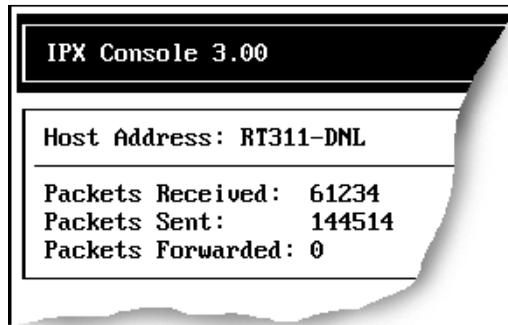
Syntax

LOAD IPXCON [/P]

Parameter	Use to
/P	View the Link State Packets (LSPs) received by the router, if the remote router is running NetWare Link Services Protocol™ (NLSP).

Using IPXCON

When you load IPXCON, the top of the screen displays a summary of routing statistics for the selected router. (The following figure shows a partial display of routing statistics.) The bottom of the screen displays an Available Options menu.



The following table explains the fields in the summary display. Because IPXCON is a real-time monitor, these fields are always active, and some values in the fields change as the router processes IPX packets.

Field	Explanation
Host Address	Name of the router being monitored.
Packets Received	Number of IPX packets received by the selected router.
Packets Sent	Number of IPX packets sent by the selected router.
Packets Forwarded	Number of IPX packets forwarded by the selected router.
Circuits	Number of circuits in use on the router. A circuit is a logical attachment to a network segment through which a router can reach other systems. A circuit can be a local or wide area connection.
Networks	Number of networks known to the selected router.
Services	Number of services that can be reached from the selected router.

The Available Options menu allows access to additional features of IPXCON. These features are described in the following table.

Option	Use to
SNMP Access Configuration	<p>Select the server you want to monitor.</p> <p>You can monitor the local system, which is the default, or a remote system.</p> <p>You can monitor the remote system through IPX or TCP/IP.</p> <p>You can also set the poll interval to specify how often the information will be retrieved through SNMP.</p>
IPX Information	<p>View statistics for the selected router's IPX packet routing.</p> <p>To display additional packet routing statistics, select Detailed IPX Information from the bottom of the IPX Information window.</p>
IPX Router Information	View general information about the selected IPX router.
NLSP Information	<p>View the following NLSP™ information about the selected router:</p> <p>System information Area addresses Neighbors Routers LANs LSPs</p> <p>To view the Link State Packets (LSPs) received by the system, load IPXCON by typing</p> <p>LOAD IPXCON /P</p> <p>The LSP option is enabled only if the server is running NLSP.</p>
Circuits	View circuit information.

Option	Use to
Forwarding	View the Forwarding table.
Services	View information for the currently reachable services.

- ◆ IPXCON uses Simple Network Management Protocol (SNMP) to exchange management information and operational statistics with remote IPX routers.
- ◆ IPXCON operates over both IPX and TCP/IP networks.
- ◆ To execute IPXCON automatically each time you boot the server, add the LOAD IPXCON command after the INITSYS.NCF line in your AUTOEXEC.NCF file.

IPXPING

Purpose

Use at the server console to check connectivity to an IPX server on your internetwork.

Syntax

```
LOAD IPXPING
```

Using IPXPING

- ◆ IPXPING sends an IPX ping request packet to an IPX target node (server or workstation). When the target node receives the request packet, it sends back a reply packet.
- ◆ To select an IPX server or workstation, enter its IPX internal network number and node number.

You can also specify the number of seconds between each request packet transmission.
- ◆ To start sending request packets, press <Esc> . The sending node continues to send request packets and collect response time statistics until you press <Esc> again to exit IPXPING.
- ◆ Request and reply packets use the same format; each packet contains the standard IPX header.
- ◆ To add other nodes, press <Insert > and select another server.

IPXS

Purpose

Provides IPX protocol to NLM programs that require STREAMS™ -based IPX.

Syntax

```
LOAD [path]IPXS [LDFILE = [path]filename [.ext ]]
```

Parameter	Use to
<i>path</i>	Specify the path to IPXS.NLM if you moved it from the default directory.
LDFILE = [<i>path</i>] <i>filename</i> [<i>.ext</i>]	(Optional) Specify a filename that contains the SAP filtering, SAP and RIP timers, and IPX configuration parameters. Note: If you don't specify a filename, IPXS sets the parameters defined in the IPXSPX.CFG file. If you don't specify a file extension, the default is .CFG. For example, to load an alternate configuration file, type LOAD IPXS LDFILE = IPXSPX2.CFG

Using IPXS

The IPXSPX.CFG file is modified from the INETCFG utility when you set SPX/IPX parameters.

- ◆ When you load IPXS, STREAMS is autoloading.

- ◆ IPXSPX.CFG contains the Service Advertising Protocol (SAP) filtering, SAP and Router Information Protocol (RIP) timers, and the IPX configuration defaults.
- ◆ You can create multiple configuration files in addition to IPXSPX.CFG. Use this feature if you frequently alternate between two or more IPX/SPX configurations.

To create multiple configuration files, copy the IPXSPX.CFG file to a new filename (IPXSPX2.CFG, for example). Then you can change the IPXSPX.CFG file (by using INETCFG) and still preserve the original configuration in the IPXSPX2.CFG file.

- ◆ To load a configuration file other than the default IPXSPX.CFG file, use the LDFILE option.

For example, if you have a second configuration file called IPXSPX2.CFG, you can load that configuration by typing

```
LOAD IPXS LDFILE = IPXSPX2
```

Additional Information

Topic	See
Filtering RIP and SAP packets using SET	"SET"
Filtering RIP and SAP packets using FILTCFG	"FILTCFG"
Setting IPX parameters using SET	"SET"
Setting IPX parameters using INETCFG	"INETCFG"
STREAMS-based protocols	STREAMS in <i>Concepts</i> .

KEYB

Purpose

Use at the server console to change the console keyboard type to the language of your keyboard.

The language you specify with KEYB must match the language of your keyboard, not the server language.

Changing the keyboard type causes some keys to represent different characters. Therefore, do not use this command unless you have the appropriate keyboard for the language you are specifying and you are familiar with the keyboard's use.

Syntax

```
LOAD [path ]KEYB [keyboard_type ]
```

Parameter	Use to
(no parameter)	View a list of available keyboard types.
<i>path</i>	Specify the path to KEYB.NLM if you moved it from the default directory.

Parameter	Use to
<i>keyboard_type</i>	Specify one of the following keyboard types: Belgium Canadian French Denmark France Germany Italy Latin America Netherlands Norway Portugal Russia Spain Sweden Swiss French Swiss German United Kingdom United States

Using KEYB

To change the keyboard type, unload KEYB and then reload it, specifying the new keyboard type parameter.

Additional Information

Topic	See
Changing the server keyboard type	Changing the Server Keyboard Type in <i>Supervising the Network</i> .

LANGUAGE

Purpose

Use at the server console to set the language for subsequently loaded modules.

LANGUAGE does not change the language of the operating system or of currently loaded modules.

The LANGUAGE command gives the modules access to directories containing message files in the specified language. This directory structure is under SYS:SYSTEM as follows:

SYS:SYSTEM\NLS\Language_number

Syntax

LANGUAGE [*language_name* | *number*] [**LIST** | **REN** *number new_name*]

Parameter	Use to
(no parameter)	View the current language setting for modules.
<i>language_name</i> <i>number</i>	Specify a language by its name or number.
LIST	Display a list of language names and numbers. (Not all languages in the list are supported.)
REN <i>number new_name</i>	Rename a language specified by a language number. The syntax is: LANGUAGE REN <i>number new_name</i>

Examples

- ◆ To set a module to use the German message files, type

LANGUAGE GERMAN

or

LANGUAGE 7

- ◆ To change the name of Spanish to Espanol, type

LANGUAGE REN 14 ESPANOL

- ◆ To display a list of language names and numbers, type

LANGUAGE LIST

Additional Information

Topic	See
Specifying a language for modules	Specifying a Language for an NLM in <i>Supervising the Network</i> .

LIST DEVICES

Purpose

Use at the server console to display a list of the devices on the server and to register new devices with the server.

A device can be a disk drive, magneto-optical disc drive, CD-ROM, or any other physical device.

Syntax

LIST DEVICES

Using LIST DEVICES

The command output is returned by the device drivers. The information for each device includes the device number and name, as well as additional information that varies by device and by manufacturer.

Following is an example of a device listing:

1. Device #0 Conner Peripherals 121MB - CF3
2. Device #1 Compaq IDA Slot 1 Dsk 1 NFT

LOAD

Purpose

Use LOAD to link loadable modules to the operating system. Loadable modules include disk drivers, LAN drivers, NLM programs, and name space modules.

Use the LOAD command at the server console to load server NLM programs or at a workstation running the NetWare Client 32™ software to load Client 32 NLM programs.

Syntax

```
LOAD [path ]loadable_module_name [parameter ...]
```

Parameter	Use to
<i>path</i>	Specify the path to the loadable module if you moved it from the default directory.
<i>loadable_module_name</i>	Specify the name of the loadable module. To determine the name, see the documentation for the loadable module.
<i>parameters</i>	Include parameters specific to the module you are loading. See the documentation for the loadable module.

Using LOAD

- ◆ When a module is loaded, it links itself to the system and allocates a portion of the computer's memory for its use, thus using system resources. When modules are unloaded, allocated resources are returned to the system.

Some modules, such as LAN drivers and disk drivers, need to be loaded every time the server is booted. To load modules automatically when the server boots, include LOAD commands in

the AUTOEXEC.NCF or STARTUP.NCF file. (See *Creating or Editing a Server Batch (.NCF) File* in *Supervising the Network*)

Other modules, such as INSTALL, can be loaded, used, and then unloaded. Refer to the documentation for the specific module.

- ◆ LAN drivers can also be loaded with INSTALL and with INETCFG. (See *Loading and Binding LAN Drivers* in *Supervising the Network* and “INETCFG”)
- ◆ When you install SYSTEM and PUBLIC files on the server, any .NLM and .LAN modules are copied to SYS:SYSTEM. The .DSK and .NAM modules are copied to the boot directory of the server.
- ◆ If you receive an error message indicating that a third-party server NLM is not allowing low-priority processes to run, load the NLM on the server using this option: (CLIB_OPT)/Y. This option instructs the system to run low-priority processes as well as high-priority ones. The command syntax is:

```
LOAD third-party NLM (CLIB_OPT)/Y
```

The parentheses are required.

Examples

- ◆ To load a DCB driver, type

```
LOAD A:DCB PORT=320
```
- ◆ To load an ISADISK driver, type

```
LOAD A:ISADISK
```
- ◆ To load the NE3200™ driver (without parameters), type

```
LOAD NE3200
```
- ◆ To load the TRXNET driver (with parameters), type

```
LOAD TRXNET INT=3 PORT=2E0 MEM=C0000
```

-
- ◆ To load the Macintosh name space module, type

LOAD MAC

- ◆ To load the INSTALL module, type

LOAD INSTALL

Additional Information

Topic	See
Loading disk drivers	Load the Device Drivers in <i>Installation and Upgrade</i>
Loading LAN drivers	Loading and Binding LAN Drivers in <i>Supervising the Network</i>
Loading name space modules	Setting Up a Volume to Store Non-DOS Files in <i>Supervising the Network</i>
Loading modules	Loading a NetWare Loadable Module in <i>Supervising the Network</i>

LOGIN

Purpose

Use at a workstation to access the network by logging in to a server and running a login script.

Syntax

```
LOGIN [server name/ | tree/ ][user ] [/option ...][/  
? | /VER]
```

Parameter	Use to
(no parameter)	Request a login prompt.
<i>server name</i> /	Specify the server you want to log in to.
<i>tree</i> /	Specify the tree you want to log in to.
<i>user</i>	Specify the username you want to log in with.
/ <i>option</i>	Replace option with any available option. See “LOGIN Options”
/?	View online help. All other parameters are ignored when /? is used.
/VER	View the version number of the utility and the list of files it uses to execute. All other parameters are ignored when /VER is used.

Using LOGIN

- ◆ Using LOGIN implies use of the LOGOUT command. That is, using LOGIN to access an additional server logs you out of all other servers.

To remain logged in to other servers, use the no script (/NS) option.

Using the /NS option is similar to using the ATTACH command in NetWare 3.

- ◆ To use another object's login script, you need the Read property right to the Login Script property of that object. This login script replaces the profile script (if one is specified).
- ◆ To set your context before you log in, either use the CX command or set your context in the NET.CFG file using the following statement:

```
name context = complete name
```

LOGIN Options

Option	Use to
/NS	Prevent a login script from running and prevent you from being logged out of other servers you are logged in to.
/NB	Prevent the Welcome to NetWare banner from being displayed during the login process.
/S <i>path</i> <i>object name</i>	Specify a login script file. Replace <i>path</i> with the path to the script. Replace <i>object name</i> with the object whose script you want to run.
/B	Specify a bindery login.
/PR= <i>profile object name</i>	Specify the Profile object script you want to run.
/NOSWAP	Prevent LOGIN from swapping to extended or expanded memory, or to disk.
SWAP= <i>path</i>	Tells login to swap to this path when external commands are executed. DOS only.
/TREE	Specify that you want to log in to a tree.

Examples

- ◆ To log in to server MOUSE as user RICKY without logging out of other servers you are logged in to, type

```
LOGIN MOUSE/RICKY /NS
```

- ◆ To log in to tree TERMINAL as user RICK, type

```
LOGIN TERMINAL/RICK /TREE
```

- ◆ To log in to the Directory tree as user SAM (if current context is set to SAM's container), type

```
LOGIN SAM
```

- ◆ To log in as user SAM and specify a Profile object to use as a login script, type

```
LOGIN SAM /PR=WPGROUP.NOVELL
```

Additional Information

Topic	See
Login scripts	Login scripts in <i>Concepts</i> and About Login Scripts in <i>Supervising the Network</i> .
Using NOSWAP with LOGIN.EXE	NOSWAP in <i>Supervising the Network</i> .

LOGOUT

Purpose

Use at a workstation to exit the network or to log out of servers.

Syntax

LOGOUT [*server name* | /T][/? | /VER]

Parameter	Use to
(no parameter)	Exit the network by logging out of all servers and Directory Services.
<i>server name</i>	Specify the server you want to log out of if you want to log out of one server but remain logged in to other servers or to the Directory tree.
<i>/option</i>	Replace option with any available option.
/T	Log out of Directory Services and all servers in the Directory tree, but not out of bindery servers (NetWare 3 servers).
/?	View online help. All other parameters are ignored when /? is used.
/VER	View the version number of the utility and the list of files it uses to execute. All other parameters are ignored when /VER is used.

Using LOGOUT

You can use wildcard characters in the *server name* parameter.

Examples

- ◆ To log out of all servers, type

LOGOUT

- ◆ To log out of server EXODUS while remaining logged in to other servers, type

LOGOUT EXODUS

- ◆ To log out of all servers that begin with TEST, type

LOGOUT TEST*

MAGAZINE

Purpose

Use at the server console in response to the screen prompts Insert Magazine and Remove Magazine. The screen prompts refer to media magazines (hardware devices that hold several pieces of media).

Syntax

MAGAZINE [*parameter*]

Parameter	Use to
Inserted	Confirm that the media magazine was inserted in response to the Insert Magazine prompt.
Not Inserted	Confirm that the media magazine was not inserted in response to the Insert Magazine prompt.
Not Removed	Confirm that the media magazine was not removed in response to the Remove Magazine prompt.
Removed	Confirm that the media magazine was removed in response to the Remove Magazine prompt.

MAP

Purpose

Use at a workstation to

- ◆ View drive mappings
- ◆ Create or change network or search drive mappings
- ◆ Map a drive to a fake root directory (for applications that must use a root directory)

Syntax

```
MAP [P | NP] [option ...] drive:= [drive : | path ]
    [/? | /VER]
```

Parameter	Use to
(no parameter)	View drive mappings.
P	Map to a physical volume. Must be listed first or second.
NP	Overwrite local or search drives without being prompted. Must be listed first or second.
<i>option</i>	Replace <i>option</i> with any available option. See “MAP Options”
<i>drive</i> :	Specify the drive you want to change.
<i>path</i>	Specify the path you want to map a drive to. To map to a physical volume on a server that is not your default server, specify the entire path (including server, volume, and directory name). For example, MACBETH/SYS:ACCOUNTS\PAY (server/volume:directory\subdirectory)

Parameter	Use to
/?	View online help. All other parameters are ignored when /? is used.
/VER	View the version number of the utility and the files it uses to execute. All other parameters are ignored when /VER is used.

Using MAP

- ◆ If you don't include drive mappings in your login script, they will have to be manually recreated each time the user logs in. (See *Creating Login Scripts* in *Supervising the Network*.)
- ◆ You can have up to 26 mappings, including local drives.
- ◆ Search drive mappings begin with the letter Z and continue backward through the alphabet.
- ◆ To map a search drive, use S and a number. (See "MAP Options")
- ◆ If you don't want to overwrite existing search drives, use the INS option.
- ◆ To map to the next available search drive, use S16:=

MAP Options

Option	Use to
P	Map to a physical volume. Must be listed first or second.
Np	Overwrite local or search drives without being prompted. Must be listed first or second.
C	Change a regular drive to a search drive, or a search drive to a regular drive.

Option	Use to
DEL	Delete a drive mapping.
INS	Insert a search drive mapping without replacing an existing mapping.
N	Map the next available drive to the specified path.
ROOT	Map a drive to a fake root directory for applications that require rights in a root directory.
W	Do not change master environment.

Examples

- ◆ To view mappings, type
MAP
- ◆ To map drive G: to SYS:\HOME\JAN on the current server, type
MAP G:=SYS:\HOME\JAN
- ◆ To extend the mapping for drive G: above to SYS:\HOME\JAN\PROJECTS, type
MAP G:=PROJECTS
- ◆ To map search drive 4 to PRUFROCK (server) SYS (volume) APP (directory), type
MAP S4:=PRUFROCK/SYS:APP
- ◆ To change Y: from a regular NetWare drive to a search drive, type
MAP C Y:
- ◆ To delete the mapping for drive G:, type

MAP DEL G :

- ◆ To map drive F: to the DOSGAMES volume of the GAMES directory as a fake root, type

MAP ROOT F:=GAMES\DOSGAMES :

- ◆ To map the last possible search drive to IZARD (server) SYS (volume) PUBLIC (directory), type

MAP S16:=IZARD/SYS:PUBLIC

- ◆ To map the next available drive to Z:\PUBLIC\DOS\APP from Z:\PUBLIC, type

MAP N DOS\APP

- ◆ To map the next available drive to BRUTUS/SYS:ACCT\OLD, type

MAP N BRUTUS/SYS:ACCT\OLD

- ◆ To insert COUNT (server) SYS (volume) PUBLIC (directory) as a new search drive, type

MAP INS S4:=COUNT/SYS:PUBLIC

- ◆ To map to PUBLIC\RPTS under Volume object SYS.ACCOUNTING.ACME.US from the root, type

MAP H:=.SYS.ACCOUNTING.ACME.US:PUBLIC\RPTS

Additional Information

Topic	See
Directory Map objects	Directory Map object in <i>Concepts</i> .
Fake roots	Fake root in <i>Concepts</i> .

Topic	See
Login scripts	Login scripts in <i>Concepts</i> . About Login Scripts in <i>Supervising the Network</i> .
Search drive mappings	Drive mapping and Search drive in <i>Concepts</i> .

MATHLIB

Purpose

The MATHLIB module was used originally to provide mathematical functions to CLIB if your server had a math coprocessor.

However, MATHLIB functionality is now incorporated into the CLIB module, which is automatically loaded by any other module that needs it. Therefore, you don't need to load MATHLIB.

MATHLIB now exists as a stub that can be called by older NLM programs.

Additional Information

Topic	See
CLIB module	"CLIB"

MATHLIBC

Purpose

The MATHLIBC module was used originally to provide mathematical functions to CLIB if your server didn't have a math coprocessor.

However, MATHLIBC functionality is now incorporated into the CLIB module, which is automatically loaded by any other module that needs it. Therefore, you don't need to load MATHLIBC.

MATHLIBC now exists as a stub that can be called by older NLM programs.

Additional Information

Topic	See
MATHLIB	"MATHLIB"

MEDIA

Purpose

Use at the server console in response to the screen prompts Insert Media and Remove Media.

Syntax

MEDIA [*parameter*]

Parameter	Use to
Inserted	Confirm that the specified media was inserted in response to the Insert Media prompt.
Not Inserted	Confirm that the specified media was not inserted in response to the Insert Media prompt.
Not Removed	Confirm that the specified media was not removed in response to the Remove Media prompt.
Removed	Confirm that the specified media was removed in response to the Remove Media prompt.

MEMORY

Purpose

Use at the server console to display the total amount of installed memory that the operating system can address.

Syntax

MEMORY

About Memory Addressing

- ◆ On EISA bus computers, NetWare 3.1 and later versions address memory above 16 MB.
- ◆ On microchannel and ISA (AT) bus computers, NetWare (all versions) can address memory only up to 16 MB.
- ◆ On PCI bus computers, NetWare 4 can address up to 64 MB.

Additional Information

Topic	See
Enabling the operating system to address memory above 16 MB	"REGISTER MEMORY"

MEMORY MAP

Purpose

Use at the server console to display the amount of memory (in bytes) allocated to DOS and to the server.

Syntax

MEMORY MAP

Using MEMORY MAP

In NetWare 4 SFT III, MEMORY MAP displays the memory allocated to DOS, the IOEngine, and the MEngine (the unclaimed memory if the MEngine is not loaded). SFT III allocates the unclaimed memory to the MEngine during synchronization.

- ◆ MEMORY MAP can help you determine if your SFT III servers are addressing equal amounts of memory. If the two servers have unequal amounts of RAM installed, you may experience synchronization problems.
- ◆ In SFT III, you must execute MEMORY MAP from the IOEngine. If you execute MEMORY MAP while in the MEngine, the system recognizes MEMORY MAP as the MEMORY command.

In native NetWare, MEMORY MAP displays the memory allocated to DOS and to the server's memory.

MIRROR STATUS

Purpose

Use at the server console to

- ◆ View the status of mirrored disk partitions
- ◆ View the percentage of mirrored data on each partition

Syntax

MIRROR STATUS [*logical_partition_number*]

Parameter	Use to
(no parameter)	View a list of all logical disk partitions.
<i>logical_partition_number</i>	Display the partition's physical device number(s), as well as its mirrored status.

Using MIRROR STATUS

If you specify a logical partition number, MIRROR STATUS displays the partition's physical device number as well as its mirrored status. The possible status messages are explained in the following table.

Status	Explanation
Being remirrored	Remirroring is in progress, and the percent completed is displayed.
Fully synchronized	The mirrored partitions have the same data. Remirroring is complete. For SFT III systems, this message refers to unmirrored drives synchronized with themselves.

Status	Explanation
Not mirrored	Disk mirroring was not set up for this partition. It has no mirrored partner.
Orphaned state	An error occurred during remirroring with the result that the partition was not remirrored. Note: You can restore the orphaned partition to its mirrored partner with INSTALL.
Out of synchronization	One partition does not have the same data as its partner, and it is not being remirrored.

In SFT III systems, MIRROR STATUS must be executed from the MSEngine. If you execute MIRROR STATUS from either IOEngine, you receive an Unknown command error message.

Additional Information

Topic	See
Mirroring disks	Mirroring and Duplexing a Hard Disk in <i>Supervising the Network</i> .

MODULES

Purpose

Use at the server console or a workstation running the Novell Client Software to display a list of currently loaded modules. For each module, the command displays the following information:

- ◆ The module short name
- ◆ A descriptive string or long name for each module
- ◆ The version number if the module is a disk driver, LAN driver, or NLM

Syntax

MODULES [*string*]

Parameter	Use to
(no parameter)	View a list of all loaded modules.
<i>string</i>	Display a list of all modules with names matching the string. The string can contain an asterisk (*) as the last character. In this case, the system displays a list of all modules whose names begin with the string. For example, MODULES D* displays a list of all modules beginning with the letter D.

Additional Information

Topic	See
Loadable modules	NetWare Loadable Module in <i>Concepts</i> .

Topic	See
Loading modules	Loading a NetWare Loadable Module in <i>Supervising the Network</i> . "LOAD"

MONITOR

Purpose

Use at the server console to

- ◆ View server activity
- ◆ Lock the console
- ◆ Assess server RAM and CPU utilization
- ◆ Set server parameters

Syntax

```
LOAD [path]MONITOR [option ]
```

Parameter	Use to
<i>path</i>	Specify the path leading to MONITOR if you moved it from the default directory.
<i>option</i>	Specify a MONITOR option.

MONITOR Options

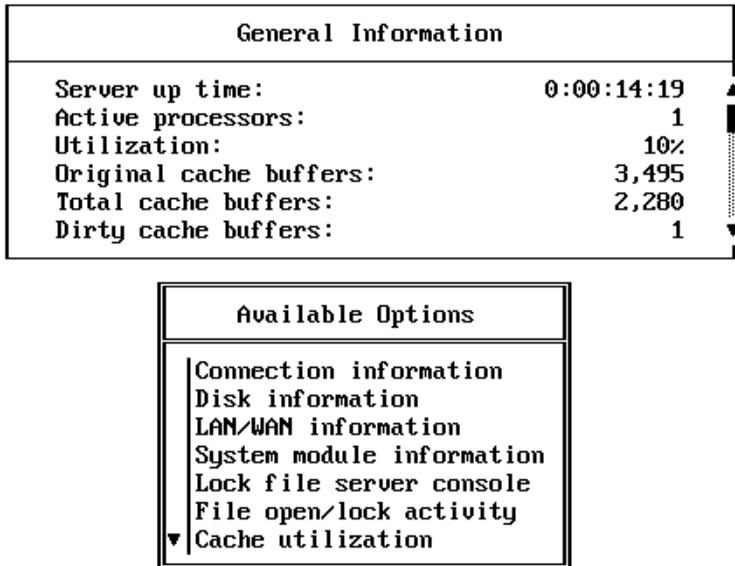
Option	Use to
L	Lock the console upon loading MONITOR. To lock the console upon booting, place this option in the AUTOEXEC.NCF file. Note: If you use this option, use the supervisor password to unlock the console.

Option	Use to
N	<p>Load MONITOR without the screen saver.</p> <p>By default, NetWare has a snake-like screen saver that moves randomly on the server screen.</p> <p>If you load MONITOR without the N option, a snake appears on the screen after 1 minute of inactivity if the console is locked (after 10 minutes if it is not locked).</p> <p>As network use increases, the snake moves faster and the tail gets longer. To retrieve the MONITOR display, press any key.</p>
<i>Tnn</i>	<p>Specify the number of seconds of keyboard inactivity before the screen saver is activated. Replace <i>nn</i> with a number in seconds</p>
M	<p>Activate the screen saver only if the MONITOR window is displayed on the screen.</p> <p>Without the M option, the screen saver is activated no matter what window is displayed.</p>

Using MONITOR

The main MONITOR screen displays server statistics and a menu that allows you to access additional information. The following figure shows a typical main screen display.

Figure 2-5
The MONITOR Main Screen



See the following tables for explanations of the information on the MONITOR screen:

- ◆ Table 2-2 , Statistics in the MONITOR 'General Information' Display
- ◆ Table 2-3 , MONITOR 'Available Options' Menu

For information about all MONITOR statistics and menu options, press <F1> for online help.

Table 2-2 Statistics in the MONITOR General Information Display

Statistic	Explanation
Operating system version and date	The version and release date of the system (upper left corner of the screen).
Server <i>server name</i> on network <i>tree name</i>	The name of the server and the Novell® Directory Services tree name.
Server Up Time	The length of time the server has been running since it was last booted.
Active Processors	The number of enabled processors.
Utilization	<p>On a uniprocessor server, reflects CPU utilization. This number is relative to the amount of time the kernel spends in the idle loop process.</p> <p>On a multiprocessor server, this value is the average utilization of all active processors. For utilization information about individual processors, select Multiprocessor Information from the Available Options menu.</p> <p>This value is reset when a change in system configuration occurs such as an NLM being loaded or unloaded, or a volume being mounted or dismounted.</p> <p>Note: To measure CPU utilization exactly, see the histogram displayed when you select either Scheduling Information or Processor Utilization from the Available Options menu.</p>
Original Cache Buffers	The number of cache buffers available when the server is booted. The figure represents the number of blocks installed as cache memory in your server. Default block size: 4 KB.
Total Cache Buffers	The number of blocks available for file caching. This number decreases as modules are loaded.
Dirty Cache Buffers	The number of file blocks in memory waiting to be written to disk.
Current Disk Requests	The number of disk requests (in a queue) the server is waiting to service.
Packet Receive Buffers	The number of buffers available to handle station requests. Default: 10.
Directory Cache Buffers	The number of buffers allocated to handle directory caching.

MONITOR

Statistic	Explanation
Maximum Service Processes	<p>Indicates the number of task handlers the system allocates to service client requests.</p> <p>Once memory is allocated for service processes, it remains allocated even when no longer required. Each service process requires 4 KB of RAM.</p> <p>You can set this parameter using SET. For more information, press <F1> for online help.</p>
Current Service Processes	<p>The number of service processes currently allocated. If this number corresponds to the Maximum Service Processes value, performance will be adversely affected. You should allocate more service processes. Use the SET utility to set the Maximum Service Processes parameter.</p>
Maximum Licensed Connections	<p>The maximum number of licensed server connections possible. This number corresponds with the number-of-users version of NetWare you purchased.</p>
Current Licensed Connections	<p>The number of active licensed connections. These connections count toward the limit on your NetWare license.</p> <p>For example, if you have a NetWare license for 50 users and there are currently 45 licensed connections, you have 5 unused connections.</p> <p>To view the current licensed connections, choose the Connection Information option from the Available Options menu.</p>
Open Files	<p>The number of files being accessed by the server and by workstations.</p>

Table 2-3 MONITOR Available Options Menu

Menu Option	Use to
Connection Information	<p>List active connections. List licensed and unlicensed connections. List record locks for a user. Clear a connection. List open files. List record lock status of open files. Send a message to a workstation connection.</p> <p>Note: Press <F3> to sort the items in the connection list.</p>
Disk Information	<p>List system hard disks. List volume segments per hard disk. Change the Read After Write Verify status of the hard disk. Flash the hard disk light. Change the drive light status. Activate/deactivate a hard disk. Mount/dismount a removable media device. Lock/unlock a removable media device.</p>
LAN/WAN Information	<p>List LAN driver configuration and statistics. View the LAN driver version and the protocols bound to it. View node and network address.</p> <p>Note: For information on each LAN driver statistic, see “LAN Driver Statistics” on page 479</p> <p>Note: MONITOR does not provide LAN driver statistics for SFT III servers.</p>
System Module Information	<p>List modules loaded on the system by name, size, and version. List size of module code and data image. List resources allocated by the module (resource tags). View resource tag memory usage.</p>
Lock File Server Console	<p>Lock or unlock the server console keyboard.</p> <p>Once the keyboard is locked, you cannot change screens until you unlock the keyboard, using either the password that you used to lock the console or the ADMIN password.</p>
File Open/Lock Activity	<p>Check a file's lock activity and status. View which stations have open files. View mounted volumes and directories on each volume. View files in a directory.</p>

Menu Option	Use to
Cache Utilization	<p>View disk cache block request statistics including: total cache block requests, the number of times a block request had to wait because there were no available cache blocks, long and short term cache hits and dirty cache hits.</p> <p>Use the Long Term Cache Hits information (the percentage of time the operating system retrieves the data it needs directly from cache) to assess server RAM.</p> <p>Note: For more information on these statistics, press <F1> for help while in this screen.</p>
Processor Utilization	<p>Select an active process or multiple processes and available interrupts to sample for a histogram.</p> <p>View a histogram for the selected processes.</p> <p>The histogram displays CPU usage and the number of times the CPU has serviced the process during the sample period.</p> <p>To measure CPU utilization, view the Idle Loop process in this screen and find the LOAD percentage associated with this process.</p> <p>To calculate exact CPU utilization, subtract this percentage from 100%.</p> <p>Note: On a multiprocessor server, this information is for processor 0. For information about other processors, select the Multiprocessor Information menu option.</p>
Resource Utilization	<p>View memory usage statistics for the cache buffer pool, allocated memory in movable and non-movable memory pools, and code and data memory.</p> <p>View tracked resources (resource tags) allocated by the operating system and NLM programs.</p> <p>When you select Resource Utilization, the upper screen displays a Server Memory Statistics window.</p>

Menu Option	Use to
Memory Utilization	<p>View allocated memory information for the entire system or for one selected system module.</p> <p>View memory statistics such as the percent of allocated memory in use, memory blocks and bytes in use, free blocks.</p> <p>Perform garbage collection for the system or for one module. Press <F3> in the System Modules window to perform garbage collection for the whole system. Or select one module from the System Modules window and then press <F3> to perform garbage collection on that module.</p> <p>Note: For more information, press <F1> for help while in the System Modules window.</p>
Scheduling Information	<p>View and change the priority of a process by delaying CPU execution of a process.</p> <p>View the number of times the process ran during the sample period and the CPU time spent executing code for that process.</p>
Server Parameters	Set values for server parameters. This menu item functions the same way as the SERVMAN utility.
Exit	Exit MONITOR.

Additional Information

Topic	See
Assessing server RAM	Assessing Server RAM in <i>Supervising the Network</i> .
Checking a server's processor utilization	Checking a Server's Processor Utilization in <i>Supervising the Network</i> .
Checking for disk errors	Checking For Disk Errors in <i>Supervising the Network</i> .
Listing LAN drivers and statistics	Viewing LAN Driver Statistics in <i>Supervising the Network</i> .

Topic	See
LAN driver statistics	Appendix A, "LAN Driver Statistics"
Clearing workstation connections	Clearing a Workstation Connection in <i>Supervising the Network</i> . "CLEAR STATION"
Sending a message to a workstation connection	Sending a Message Using MONITOR in <i>Supervising the Network</i>
Increasing communications buffers	Increasing the Maximum Number of Packet Receive Buffers in <i>Supervising the Network</i> .
Prioritizing server processes	"SCHDELAY" Prioritizing Server Processes in <i>Supervising the Network</i> .
Setting server parameters	"SERVMAN" or "SET"

MOUNT

Purpose

Use at the server console to make a volume available to users.

CD-ROM volumes must be mounted using the CD command. For more information, see “CD” on page 27

Syntax

```
MOUNT volume_name | ALL
```

Parameter	Use to
<i>volume_name</i>	Specify the name of the volume you want to mount.
ALL	Mount all volumes not mounted.

Using MOUNT

- ◆ If you set up the AUTOEXEC.NCF file to mount all volumes automatically each time the server comes up, then you would use the MOUNT command only if you have dismounted a volume and want to remount it.
- ◆ After you replace a removable drive, use this command to mount all volumes residing on the removable drive.
- ◆ You can mount and dismount volumes while the server is running.
- ◆ You can also use INSTALL to mount a volume. Select Volume Options from the Installation Options menu.

Examples

- ◆ To mount volume STATISTICS, type
`MOUNT STATISTICS`
- ◆ To mount all unmounted volumes at once, type
`MOUNT ALL`

MPDRIVER

Purpose

Use at the server console to enable processors in a multiprocessor server running NetWare Symmetric MultiProcessing (SMP) software.

Before you can use MPDRIVER, you must first install NetWare SMP.

Syntax

```
LOAD MPDRIVER {processor_number | ALL}
```

Parameter	Use to
<i>processor_number</i>	Specify the number of a processor to enable.
ALL	Enable all licensed processors.

Using MPDRIVER

- ◆ Once NetWare SMP has been installed, you can use MPDRIVER to enable and disable individual processors dynamically. You must first unload all the processors (except processor 0) by executing the following command at the server console prompt:

```
UNLOAD MPDRIVER
```

You can then reenable one or more individual processors by executing the LOAD MPDRIVER command with a processor number as a parameter.

- ◆ You cannot enable or disable processor 0.

MSERVER

Purpose

Use at the server console to load the IOEngine on each NetWare 4 SFT III server.

Syntax

MSERVER [*parameter ...*]

Parameter	Use to
-ns	Prevent execution of the IOSTART.NCF file. This parameter is useful if you are changing commands in your IOSTART.NCF file.
-na	Prevent execution of the IOAUTO.NCF file. This parameter is useful if you are changing the modules loaded by your IOAUTO.NCF file.
Both (-ns -na)	Load the IOEngine without executing the IOSTART.NCF and IOAUTO.NCF files.

Using MSERVER

- ◆ MSERVER executes the IOSTART.NCF and IOAUTO.NCF files.
- ◆ Execute MSERVER from the DOS prompt of each SFT III server.
- ◆ Type MSERVER parameters in lowercase.
- ◆ If the IOSTART.NCF file doesn't exist, MSERVER prompts you for an IOEngine name and an IPX internal network number.

NAME

Purpose

Use at the server console to display the server name.

Syntax

NAME

NCOPY

Purpose

Use at a workstation to copy files or directories from one location to another.

Syntax

```
NCOPY [source_path] filename target_path [filename
    ] [/option... ] [/? | /VER]
```

Parameter	Use to
<i>source_path</i>	Specify the path leading to the source file. (You can use a drive letter.) Include this if the file is not in your current directory.
<i>filename</i>	Specify the file you want to copy.
<i>target_path</i>	Specify the path for the directory you are copying the file to. (You can use a drive letter.)
[<i>filename</i>]	Specify a new name for the file (if you want to rename the file.)
<i>/option</i>	Replace <i>option</i> with any available option. See “NCOPY Options”
<i>/?</i>	View online help. All other parameters are ignored when <i>/?</i> is used.
<i>/VER</i>	View the version number of the utility and the files it uses to execute. All other parameters are ignored when <i>/VER</i> is used.

Using NCOPY

- ◆ You can use drive letters instead of directory paths to specify source and target paths.

- ◆ You can use wildcard characters.

Earlier versions of NCOPY are not supported by NetWare 4. If you have any servers in your Directory tree that are running earlier versions of the NetWare operating system (and thus have older versions of NCOPY), you should copy the 4 version of NCOPY to them.

NCOPY Options

Option (Option Name)	Use to
A (Archive Bit Only)	Copy only those files that have the archive bit set. The attribute of the source file is not changed.
M (Archive Bit Set)	Copy files that have the archive bit set. Turns off the archive bit of the source file. This option allows NCOPY to be used in backup.
C (Copy)	Copy files without preserving extended attributes and name space information.
F (Force Sparse Files)	Force the operating system to copy sparse files.
I (Inform)	Notify you when extended attributes or name space information cannot be copied because the target volume doesn't support those features.
R (Retain Compression)	Keep compressed files compressed.
/R/U (Retain Unsupported Compression)	Keep compressed files compressed even when they are copied to media that doesn't support compression.
S (Subdirectories)	Copy subdirectories as well as files.

Option (Option Name)	Use to
/S /E (Subdirectories Empty)	Copy empty subdirectories as well as files.
V (Verify)	Verify that the original and the new files are identical. For local DOS drives only.

Examples

- ◆ To copy an empty subdirectory to the subdirectory above your current drive, type


```
NCOPY WORK .. /S /E
```
- ◆ To copy files that start with S and have a .TXT extension and have the archive bit set to a subdirectory named TEST below your current directory, type


```
NCOPY S*.TXT TEST /A
```
- ◆ To copy all files from C:\DOS to D:\TEMP when you are not in either directory, type


```
NCOPY C:\DOS *.* D:\TEMP
```
- ◆ To copy all files with the .RPT extension to SERVER1_SYS:PUBLIC\SHARE on another volume and be notified if extended attributes or name space information cannot be copied, type


```
NCOPY *.RPT SERVER1_SYS:PUBLIC\SHARE /I
```
- ◆ To copy all files with the .DOC extension to directory ACCT and verify that the original and the new files are identical, type


```
NCOPY *.DOC ACCT /V
```
- ◆ To copy a file named MARCH.RPT to drive G:, type

NCPY MARCH.RPT G:

- ◆ To copy all files and subdirectories in the current directory to a subdirectory, type

NCPY *.* .. \TEMP /S

- ◆ To copy all files with the .RPT extension to PUBLIC\RPTS under Volume object ACCT_SYS.ACCOUNTING.ACME.US from the root, type

**NCPY *.RPT .ACCT_SYS.ACCOUNTING
.ACME.US:PUBLIC\RPTS**

Additional Information

Topic	See
Sparse files	Sparse file in <i>Concepts</i> .
Name space	Name space support in <i>Concepts</i> .
Archive bit	Attributes in <i>Concepts</i> .

NCUPDATE

Purpose

Use at a workstation to automatically update users' NET.CFG files with a new name context after a container has been moved or renamed.

Syntax

NCUPDATE [/? | /VER] [/NP]

Parameter	Use to
/?	View online help. All other parameters are ignored when /? is used.
/VER	View the version number of the utility and the files it uses to execute. All other parameters are ignored when /VER is used.
/NP	Avoid getting the prompt that asks whether to update the name context in the NET.CFG file.

Using NCUPDATE

- ◆ You can execute NCUPDATE at the command line, but it is designed to be run from a container login script.
- ◆ When you move or rename a container object using NetWare Administrator or NETADMIN, you can create an alias that points to the moved or renamed container.

An alias allows users who don't know the container has been moved or renamed to continue seeing the container (and the objects in it) by its original name or in its original location.

In addition, an alias allows users whose name context in their NET.CFG file refers to the moved or renamed container to continue to be able to log in, even though their actual context in the Directory tree has changed.

- ◆ Since moving or renaming a container object changes the context of both the container and any users below the container, users in and below that container must update their name context in their NET.CFG file.
- ◆ To automatically update user NET.CFG files, place a command to execute NCUPDATE in the login script of the moved or renamed container and every container in and below it.
- ◆ When users who are in or below the moved or renamed container log in, LOGIN will recognize that the context used to log in contains an alias. Then LOGIN will set the internal script variable LOGIN_ALIAS_CONTEXT to Y.
- ◆ The network supervisor can place a command to run NCUPDATE in the login script of a container using NetWare Administrator or NETADMIN.

Examples

The network supervisor—or a user with the Supervisor object right to the moved or renamed container—can place the following lines in the login script of the container and every container in and below the container:

```
IF LOGIN_ALIAS_CONTEXT = Y THEN BEGIN
  MAP INS S1:=<server name >/SYS:PUBLIC
  #NCUPDATE /NP
  MAP DEL S1:
END
```

When users log in to the server using an alias context, NCUPDATE updates each user's name context in the NET.CFG file.

NCUPDATE updates the NET.CFG file. The location of this NET.CFG file on users' workstations may vary, so the path to the NET.CFG file that will be updated is listed on the screen as NCUPDATE executes.

In the example login script, the supervisor maps a temporary search drive to SYS:PUBLIC so the container login script can locate NCUPDATE.EXE in the PUBLIC directory. Then the search drive is deleted.

The supervisor deletes the /NP in the example login script if he or she wants the users to be prompted to update their NET.CFG files.

Once all user NET.CFG files are updated, the supervisor deletes the alias that points to the moved or renamed container.

Additional Information

Topic	See
Alias objects	Alias object in <i>Concepts</i> .
Login scripts	About Login Scripts in <i>Supervising the Network</i> .
Moving container objects	Moving Objects in the Directory Tree in <i>Supervising the Network</i> .
Renaming container objects	Renaming Leaf and Container Objects in <i>Supervising the Network</i> .

NDIR

Purpose

Use at a workstation to

- ◆ View information about files (date, size, owner, attributes, archive information)
- ◆ View information about directories (creation date, owner, subdirectories, Inherited Rights Filter, effective rights)
- ◆ View volume information
- ◆ Sort information according to creation date, owner, file or directory attributes, etc.

Syntax

NDIR [*path*] [/*option...*] [/? | /**VER**]

Parameter	Use to
<i>path</i>	Specify the path leading to the information you want to view. Include the volume, directory, or filename.
<i>/option</i>	Replace option with any available option. See the following NDIR options: “NDIR Display Options”, “NDIR Format Options”, “NDIR Sort Options”, “NDIR Attribute Options”, “NDIR Restriction Options”
<i>/?</i>	View online help. All other parameters are ignored when <i>/?</i> is used.

Parameter	Use to
/VER	View the version number of the utility and the files it uses to execute. All other parameters are ignored when /VER is used.

Using NDIR

- ◆ A forward slash (/) must precede the first option of the option list. Use backslashes (\) in pathnames.
- ◆ You can use several options, but separate the options by spaces.
- ◆ To view several files in your default directory, include a comma between filenames.
- ◆ You can use wildcard characters.

NDIR Display Options

Option	Use to
DO	Sort and view directories only.
FO	Sort and view files only.
FI	View every occurrence of the specified files within your current directory and your PATH environment.
SUB	Sort and view all subdirectories and their files.
VOL	View volume information for the specified volume.
SPA	View directory space limitation information for the specified directory.
C	Scroll continuously through a display.

NDIR Format Options

Option	Use to
DA	View dates when files were last updated, archived, accessed, created, and copied.
DE	View file details.
COMP	View file and compression sizes for NetWare 4 files.
LONG	View name space long filenames.
R	View file attributes, the compression and migration status, your effective rights, and the rights allowed to pass through the Inherited Rights Filter.

NDIR Sort Options

Option	Use to
REV	Reverse the direction of a sort. Put REV before SORT. Example: /REV SORT OW.
SORT CR	Sort by creation or copy date, from earliest to latest.
SORT UN	Suspend sorting.
SORT AC	Sort by date last accessed, from earliest to latest.
SORT AR	Sort by date last archived, from earliest to latest.
SORT UP	Sort by last update, from earliest to latest.
SORT OW	Sort alphabetically by file owner names.
SORT SI	Sort by file size, from smallest to largest.

NDIR Attribute Options

Option (option name)	Use to
NOT	View files that don't have a specified attribute. For example, to display all files in the current context that do not have the Di (Delete Inhibit) attribute, type: NDIR *.* /NOT /DI
A (Archive Needed)	View files modified since the last backup.
Di (Delete Inhibit)	Prevent the file from being deleted.
Dc (Don't Compress)	Prevent the file from being compressed (regardless of what the volume or directory is set to).
Dm (Don't Migrate)	Prevent the file from being migrated to a secondary backup (regardless of what the volume or directory is set to).
Ds (Don't Suballocate)	Prevent an individual file from being suballocated, even if suballocation is enabled for the system.
X (Execute Only)	Prevent a file from being copied or copied over. This attribute can be given only to .EXE or .COM files, <i>and cannot be removed</i> .
H (Hidden)	Prevent a file from being seen with the DOS DIR command. The file can't be copied or deleted.
Ic (Immediate Compress)	Compress a file as soon as possible.
P (Purge)	Purge a file immediately if the file is deleted.

Option (option name)	Use to
R (Rename Inhibit)	Prevent a file from being renamed.
Ro (Read Only)	Allow a file to only be read—it can't be written to or deleted.
Rw (Read Write)	Allow a file to be read and written to.
S (Shareable)	Allow a file to be used by several users simultaneously.
Sy (System)	Prevent a file from being seen with the DOS DIR command. The file can't be copied or deleted.
T (Transactional)	Protect a file by using the Transaction Tracking System (TTS).

NDIR Status Flags

Status flags provide you with information only. You can't change them.

Flag (flag name)	This flag means
Cc (Can't Compress)	The file won't be compressed because of limited space savings.
Co (Compressed)	The file is compressed.
M (Migrated)	The file has been migrated.

NDIR Restriction Options

Option (option name)	Use to
[NOT] (Not)	View all files <i>except</i> those the option specifies. Syntax: /CR [NOT] BEF EQ AFT <i>mm-dd-yy</i>
/CR BEF EQ AFT <i>mm-dd-yy</i> (Creation date)	View files created on, before, or after the date specified.
/AC BEF EQ AFT <i>mm-dd-yy</i> (Last access)	View file last accessed before, on, or after the date specified.
/AR BEF EQ AFT <i>mm-dd-yy</i> (Last archive)	View files last archived on, before, or after the date specified.
/UP BEF EQ AFT <i>mm-dd-yy</i> (Last update)	View files last updated on, before, or after the date specified.
/OW EQ <i>user</i> (Owner)	View files created by a specific user.
/SI GR EQ LE <i>number</i> (Size)	View files with byte sizes greater than, equal to, or less than a specified number.

Examples

- ◆ To view all files in the current directory, type

`NDIR *.*`
- ◆ To view the version of all .EXE files on drive Z:, type

`NDIR Z:*.EXE /VER`
- ◆ To view only directories on drive F:, type

```
NDIR F:\*.* /DO
```

- ◆ To view rights for all files in the current directory, type

```
NDIR *.* /R
```

- ◆ To view the date of file RECORD.TXT, type

```
NDIR RECORD.TXT /DA
```

- ◆ To view detailed file information on RECORD.TXT, type

```
NDIR RECORD.TXT /D
```

- ◆ To view all Read Only files in SYS:PUBLIC, type

```
NDIR SYS:PUBLIC\*.* /RO
```

- ◆ To search for all batch files on drive C:, type

```
NDIR C:\*.BAT /SUB
```

- ◆ To search (from the root) all subdirectories on your current drive for TEXTUTIL.MSG, type

```
NDIR TEXTUTIL.MSG /S
```

- ◆ To view all files in the current directory that are not Read Only, type

```
NDIR *.* /NOT RO
```

- ◆ To view all files on the current directory by file size from smallest to largest, type

```
NDIR *.* /SORT SI
```

- ◆ To view all files in drive Z: by the most recent access date first, type

```
NDIR Z:\*.* /REV SORT AC
```

- ◆ To view all files updated before June 5, 1998, type

NDIR *.* /UP BEF 6-05-98

- ◆ To view all files not owned by user PAT, type

NDIR *.* /OW NOT EQ PAT.SALES

You must type the user's complete name.

- ◆ To find where COMMAND.COM is located, type

NDIR COMMAND.COM /FI

Additional Information

Topic	See
Complete name	Context in <i>Concepts</i> .
Transactional attribute	Attributes in <i>Concepts</i> .
File and directory attributes	Attributes in <i>Concepts</i> . "FLAG"

NDS Manager

Purpose

Use at a Windows 3.1x, Windows 95/98, or Windows NT workstation to manage Novell Directory Services (NDS) partitions and replicas on a NetWare server.

NDS Manager provides

- ◆ Partitioning and replication services for the NDS database, as well as repair capabilities for repairing the database from a client workstation
- ◆ Server and workstation services at a single client location, which reduces the need for administrators of NDS to use RCONSOLE or to work directly with a server console
- ◆ Version update capability so that any or all NetWare servers in a network can be updated to a newer version of the DS.NLM

NDS Manager replaces the Partition Manager utility that was accessed from the Tools menu in the NetWare Administrator utility in earlier versions of the NetWare 4 operating system. NDS Manager has a graphical, hierarchical browser and many new features that were not available in Partition Manager.

Starting NDS Manager

NDS Manager can be run as a standalone executable from SYS:PUBLIC.

You can also configure NDS manager to run as a tool under the Tools menu in NetWare Administrator. For instructions, see *Setting Up NDS Manager in Supervising the Network*.

Using NDS Manager

NDS Manager's Help system provides complete documentation. In the Help you will find overview information, procedural information, and context-sensitive help.

To get help from a view in NDS Manager, click the ? icon in the toolbar. For help on a specific dialog box, choose the Help button. To browse the Help contents, choose Contents from the Help menu.

NETADMIN

Purpose

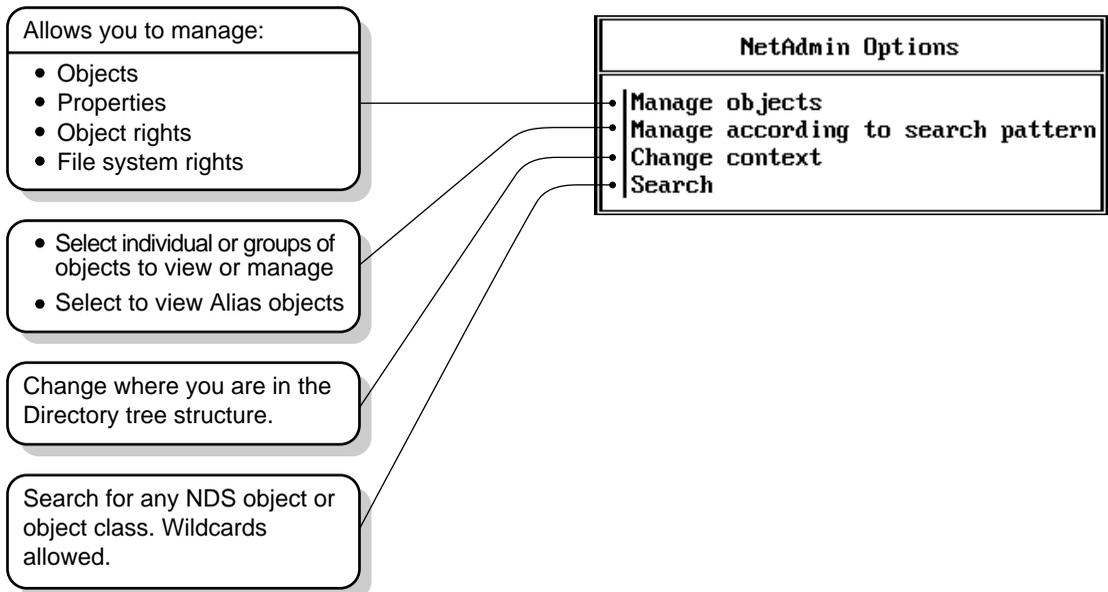
Use at a workstation to manage Novell Directory Services (NDS) objects and their properties. Users can view, create, move, delete, and assign rights to any NDS object under their jurisdiction.

You can't manage printing and file system environments from NETADMIN. Use PCONSOLE and FILER, respectively.

“NETADMIN Functions” on page 173 shows the functions you can select from the NetAdmin Options main menu.

Figure 2-6

NETADMIN Functions



Syntax

```
NETADMIN [ /VER ]
```

Parameter	Use to
/VER	View the version number of the utility and the list of files it uses to execute.

For help with tasks, press <F1> while you are in the utility.

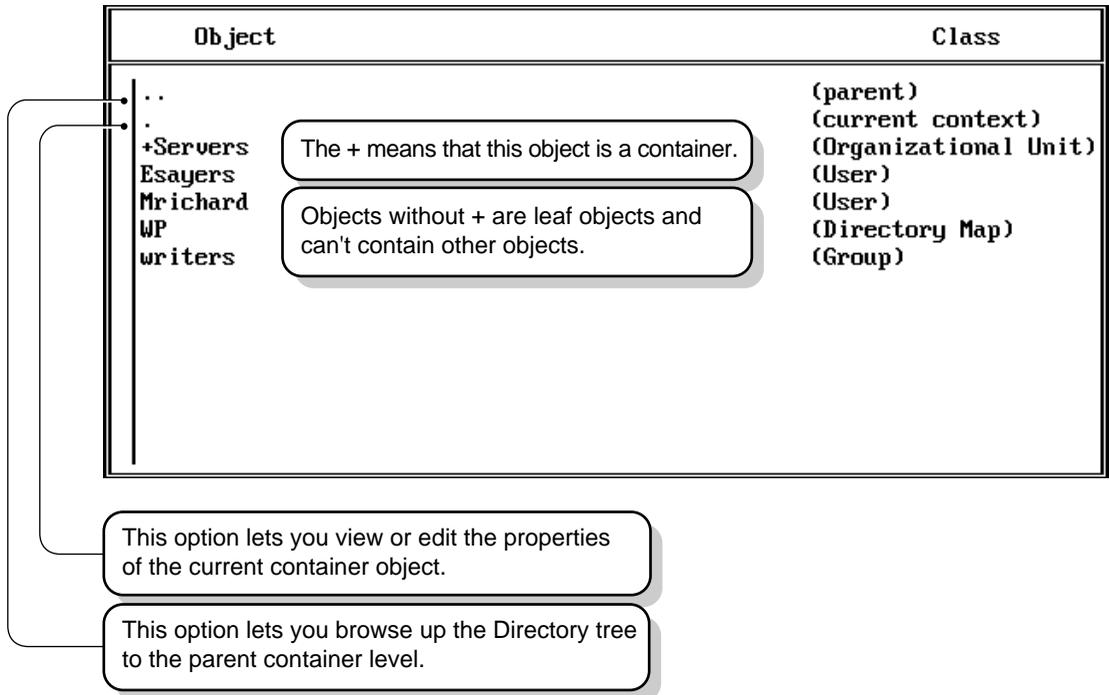
Using NETADMIN

NETADMIN displays information in windows, representing layers of the Directory tree. You can select the level of the tree in either of two ways: browsing the tree or choosing Search from the main menu.

Using the Browse Screen

Browsing is selecting objects to work with by moving through the Directory tree. As shown in the following figure, you select a container and press <Enter> to open it. When you have found the object you want, highlight it and press <F10> to view the available options.

Figure 2-7
NETADMIN Browse Screen



Use the following table as a guide in browsing the tree.

To	Do this
Browse up the Directory tree to the parent container	Choose .. (parent).
View or edit the properties of the current container object	Select . (current context) and press <F10> .
Browse down the Directory tree	Choose objects with a plus (+) in front of them. When you choose a container object, you can see the objects in that container.
View or modify an object's properties	Press <F10> on the object.

Searching for an Object

You can define where and what you want to search for. The following figure shows elements that can be defined for a search.

Figure 2-8
Search Criteria

Search	
Context:	
Search Depth:	All containers in all sub-trees
Class:	/All classes/
Property:	
Operator:	
Value:	

Highlight each field to define the required criteria and press <Enter> . When all fields are defined properly, press <F10> to start the search. All objects found are displayed in a new window.

Select the appropriate object and press <Enter >. From the Actions for: menu, select View or Edit Properties or View or Edit Trustees of This Object.

Managing Object Properties

All objects have properties that define them. Some properties are mandatory. You must specify their values before the object can be created. (Mandatory properties are listed on the screen where you create a new object.)

Other properties are optional; they help define the object or help you search for an object.

The following screen appears when you press <F10 > to view or edit an object's properties. The last name and login name are mandatory for the User object.

Figure 2-9
User Properties

Identification information	
Login Name:	scott
Last name:	jones
Other name:	↓ (Empty List)
Title:	↓ (Empty List)
Description:	
Telephone:	↓ (Empty List)
Fax number:	↓ (Empty List)
Location:	↓ (Empty List)
Department:	↓ (Empty List)

The arrow indicates that there can be more than one item for this field.
Select this field and press <Enter> to view the list.

Assigning Rights

After you select an object, you can view or change access rights by

- ◆ Changing that object's rights to files on a volume
- ◆ Changing who has rights to view or change the properties of that object

Rights to Files and Directories

To make trustee assignments, you must choose the level of the Directory tree you want. "View or Edit Object Rights" shows the window where you will make this choice.

Figure 2-10
View or Edit Object Rights

Rights to files and/or directories	
Volume object name:	
Beginning Path:	
Directories/Files:	Directory
Trustee Search Depth:	All subdirectories

- ◆ After you select a volume object and its path, all of the object's trustee assignments in that directory are listed. You can change the rights granted, or add or remove other trustee assignments.
- ◆ You must have the Access Control right to a file or directory to change an object's rights to it.
- ◆ For procedures to perform these tasks, press <F1> in the utility.

Rights to Objects

If you select View or Edit the Trustees of this Object from the Actions for Organizational Role: menu, and then select Trustees, the following screen appears, listing all trustee assignments that grant rights to access this object and its properties.

- ◆ You can change the rights that any trustee has to this object, or add and delete trustee assignments from the list.
- ◆ You can also view or change the Inherited Rights Filter of the object, if you have sufficient rights.

Figure 2-11
Trustee Assignments

Property	Rights	Trustee
Login Script	[RW]	Admin
Message Server	[R]	[Public]
[All Property Rights]	[R]	Admin
[Object Rights]	[B]	[Root]

Example: Assigning Rights to Objects and Properties

If you press <Ins> at the screen shown in the previous figure, a screen appears, allowing you to select a property (or the object) that a new trustee should be granted rights to.

To change the trustees who have rights to it, you must have at least the Write property right to the ACL property of this object. (For procedures to perform these tasks, press <F1> while you are in the utility.)

Creating User Templates

If you need to create many users in the same container who need some of the same information in their properties, you can create a user template.

A user template is an object that contains default information that you can apply to users when you create them. This makes creating a large number of users easier.

You can create a user template in any Organization or Organizational Unit. When you create an Organization or Organizational Unit, you are asked if you want to create a user template.

Press <F1 > to get more information.

Examples

Create Objects

1. **Select Manage Objects; browse the Directory tree and select the container object where the new object will be located.**
2. **Press <Ins> and select the object type.**
3. **Press <F1> for help from here.**

Edit User Password Expiration Date

1. **Select Manage Objects; highlight the user object and press <F10> .**
2. **Select View or Edit Properties of This Object; select Account Restrictions; then select Password Restrictions from the menu.**
3. **Press <F1> for help from here.**

Manage Directory and File Rights for an Object

1. **Select Manage Objects; highlight the object and press <F10> .**
2. **Select View or Edit This Object's Rights to Files and Directories.**
3. **Press <F1> for help from here.**

Manage Other Objects' Rights for an Object

1. **Select Manage Objects; highlight the object and press <F10> .**
2. **Select View or Edit Trustees of This Object.**
3. **Press <F1> for help from here.**

Modify Object Properties

1. **Select Manage Objects; highlight the object whose properties you want to modify and press <F10> .**
2. **Select View or Edit Properties of This Object; select the property to modify, such as Groups, Login Script, Account Restrictions, etc., from the menu.**
3. **Press <F1> for help from here.**

Move Objects to Another Location in the Directory Tree

1. **Select Manage Objects; highlight the object you want to move and press <F10> .**
2. **Select Move from the menu.**
3. **Press <F1> for help from here.**

Additional Information

Topic	See
Objects	Object in Concepts
User template	User template in <i>Concepts</i> .
Container objects	Container object in <i>Concepts</i> .
Leaf objects	Leaf objects in <i>Concepts</i> .
Context	Context in <i>Concepts</i> .

NETSYNC3

Purpose

Load at a NetWare 3 file server console to enable the NetWare Bindery Synchronizer.

You need to load NETSYNC4 on the NetWare 4 server before loading NETSYNC3 on the NetWare 3 servers.

- ◆ Copies (uploads) the NetWare 3 server's bindery information to the NetWare 4 server's bindery context, and then continues to communicate with the NetWare 4 server in order to receive updates to Directory information.
- ◆ Moves printing objects and converts the NetWare 3 PRINTDEF database into a NetWare 4-compatible database.
- ◆ Creates a working directory (NETSYNC) for the NetSync™ log files under SYS:SYSTEM.
- ◆ NETSYNC3 should run continuously, so you should add it to the AUTOEXEC.NCF file on the NetWare 3 server.

Syntax

LOAD NETSYNC3

For help with tasks, press <F1> in the utility.

Additional Information

For information on	See
Installing and Using NETSYNC3	<i>Installing and Using NetSync .</i>

NETSYNC4

Purpose

Load at the NetWare 4 host server console to enable the NetWare Bindery Synchronizer.

- ◆ Authorizes NetWare 3 servers to be part of the NetSync cluster.
- ◆ Receives information from the NetWare 3 binderies in its cluster, and then continually copies (downloads) updated Directory information to all of the attached NetWare 3 servers.

Syntax

LOAD NETSYNC4

For help with tasks, press <F1> in the utility.

Additional Information

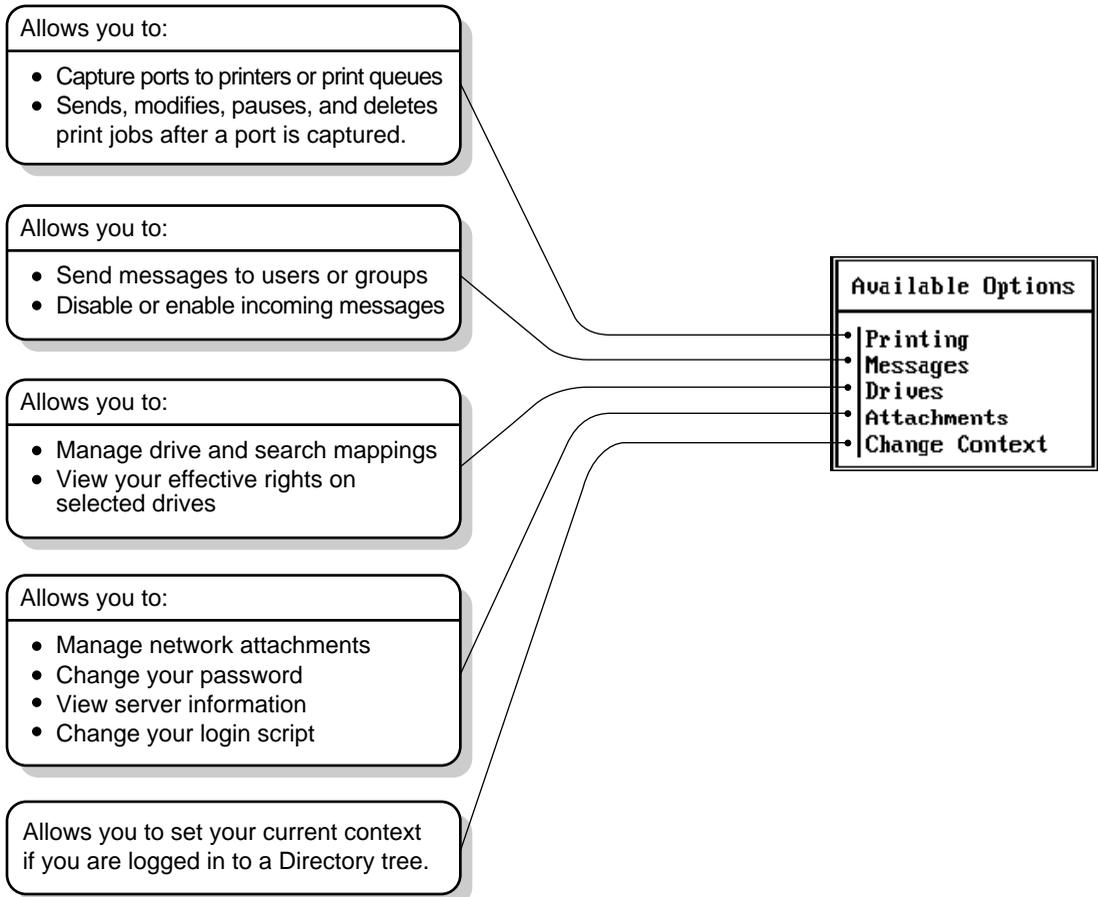
Topic	See
Installing and Using NETSYNC4	<i>Installing and Using NetSync .</i>

NETUSER

Purpose

Use at a workstation to manage network tasks.

Figure 2-12
NETUSER Functions



Syntax

NETUSER [/VER]

Parameter	Use to
/VER	View the version number of the utility and the list of files it uses to execute.

For help with tasks, press <F1> in the utility.

Examples

Capture a Printer

1. **Select Printing.**
2. **Select the printer port from the available list.**
3. **Select Change Printers.**
4. **Press <F1> for help from here.**

Print a Job

1. **Select Printing.**
2. **Select Print Jobs.**
3. **Press <F1> for help from here.**

Send Messages

1. **Select Messages.**
2. **Select Send Messages to Users or Send Messages to Groups.**
3. **Press <F1> for help from here.**

Map a Drive

1. **Select Drives.**
2. **Select Drive mappings or Search mappings.**
3. **Press <F1> for help from here.**

Change a Password

1. **Select Attachments.**
2. **Select the NetWare server and the username for which you want to change the password.**
3. **Select Password.**
4. **Press <F1> for help from here.**

Attach to a NetWare Server

1. **Select Attachments; press <Alt><F1> to display more options at the bottom of the screen.**
2. **Press <Ins> to display a list of available servers.**
3. **Press <F1> for help from here.**

Additional Information

Topic	See
NetWare User Tools in DOS	The Novell Client documentation.

NetWare Administrator

Purpose

From a workstation running Windows 3.1x, Windows 95/98, or Windows NT use this utility to perform the following supervisory tasks.:

- ◆ Create users and group
- ◆ Create and delete Novell Directory Services (NDS) objects
- ◆ Move and rename NDS objects
- ◆ Assign rights in the Directory tree and in the file system
- ◆ Set up printing services
- ◆ Set up licensing services

NetWare Administrator incorporates all the functions available in FILER, NETADMIN, PARTMGR, and PCONSOLE.

Starting NetWare Administrator

During installation, files for the Windows 3.1x NetWare Administrator are copied to the SYS:PUBLIC directory. For the Windows 95/98 NetWare Administrator, the files are copied to the SYS:PUBLIC\WIN95 directory. For the Windows NT NetWare Administrator, the files are copied to the SYS:PUBLIC\WINNT directory

Before you start NetWare Administrator for the first time, create an NWADMIN icon. Thereafter, you can choose the icon to start the utility.

For instructions, see *Setting Up Administration Utilities* in *Supervising the Network* .

Using NetWare Administrator

NetWare Administrator has a graphical user interface (GUI) and runs as a multiple-document interface (MDI) application.

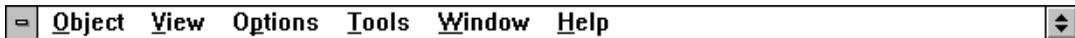
For help in NetWare Administrator, choose the Help button on the screen, press <F1> , or use the pull-down Help menu.

Using the Menu Bar

The menu bar displays headings for several menus. To complete a task, you first select an object in the browser, next select a menu heading, and then choose the option you want to use in the menu.

Figure 2-13

NetWare Administrator Menu Bar



Each time you select a menu option, a message appears in the title bar explaining briefly what the menu option does. If an option is grayed, it is not available for the object you selected.

Using the Browser

When you launch NetWare Administrator, you will notice that its primary window is a browser that displays the Novell Directory Services (NDS) container objects and leaf objects at your current context in the Directory tree.

You can open up to nine additional browsers. You might want to open an additional browser to see a different context in the Directory tree.

To open another browser, select a container object (this will be the root object in the browser window) and, from the Tools menu, select Browser.

Working with Objects

- ◆ To view the file system of a server in your tree, double-click on the Volume object associated with that server.

For example, to see the file system in the SYS: volume of server KATT, double-click on the Volume object KATT_SYS.

- ◆ To open a container object and view the objects in it
 - ◆ Double-click anywhere on the container object's name or icon.
 - ◆ Select the container object and, from the View menu, choose Expand.
- ◆ To view the object dialog (object details) of a container object
 - ◆ Select the container object and from the Object menu, choose Details.
 - ◆ Select the container object, right-click once, and choose Details from the short menu that appears.
- ◆ To view the object dialog (object details) of a leaf object
 - ◆ Select the leaf object and double-click.
 - ◆ Select the leaf object and from the Object menu, choose Details.
 - ◆ Select the leaf object, right-click once, and choose Details from the short menu that appears.

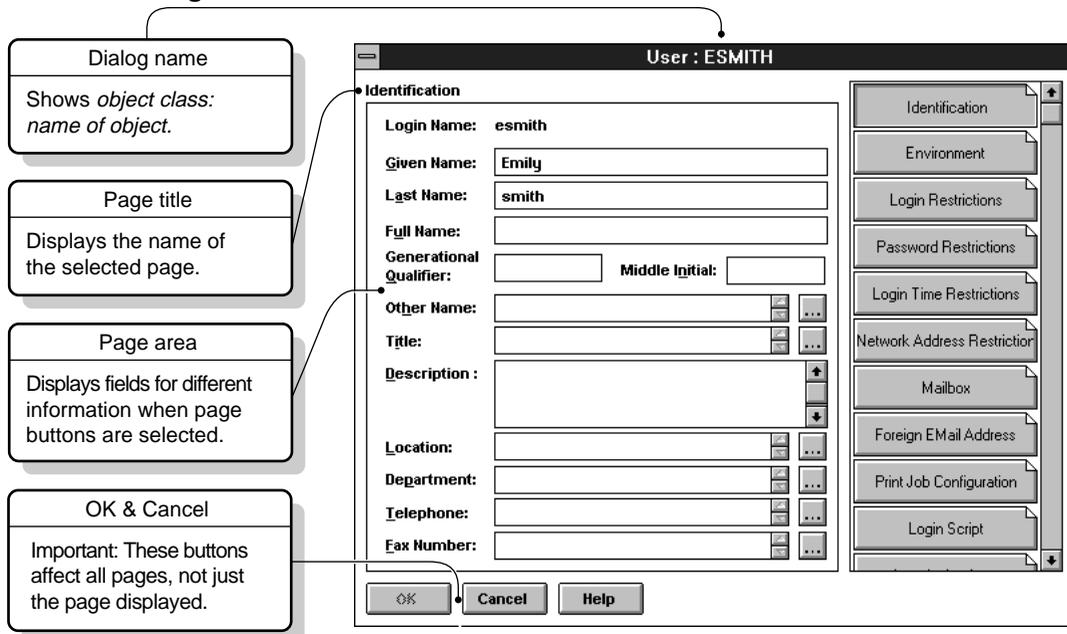
Using the Object Dialog

The object dialog allows you to view and edit information about an object's properties. When you open an object details dialog box, you see property pages along the right side of the dialog box. Although you view these pages one at a time, they are all part of one dialog. When you select a different page, you're still in the same dialog.

The property pages are configurable; you can order them however you like. To change the page order, click Page Options, and from the Page Options dialog, sort the property pages according to your specific needs.

The Identification page is the first page you see when you open an object dialog. Figure 2-14 shows the Identification page of a User object.

Figure 2-14
Identification Page



Additional Information

Topic	See
Creating container objects with NetWare Administrator	Creating Container Objects in <i>Supervising the Network</i> .
Creating leaf objects with NetWare Administrator	Creating Leaf Objects in <i>Supervising the Network</i> .
Moving objects with NetWare Administrator	Moving Objects in the Directory Tree in <i>Supervising the Network</i> .
Assigning rights to the file system in NetWare Administrator	Understanding File and Directory Rights in <i>Supervising the Network</i> .

Topic	See
Assigning rights to NDS objects	Managing Trustee Assignments to Objects in <i>Supervising the Network</i> .
Printing in NetWare Administrator	Managing Print Services with the NetWare Administrator Utility in <i>Print Services</i> .
Managing NDS partitions and replicas and NDS repair functions (from the client)	"NDS Manager"
Managing the High Capacity Storage System	Migrating Data Using the High Capacity Storage System in <i>Supervising the Network</i> .
Managing licensing services	Managing NetWare Licensing Services in <i>Supervising the Network</i> .
	"NLS Manager"

NetWare Application Launcher

Purpose

Use at a Windows 3.1x, Windows 95/98, or Windows NT workstation to run applications associated with Application objects.

Starting NetWare Application Launcher

Open the NetWare Application Launcher™ (NAL) program group in Windows 3.1x or the NAL folder in Windows 95/98 or Windows NT.

Using NetWare Application Launcher

An Application object is an extension to the NetWare schema that allows you to manage applications the same way you manage other objects.

Application objects require Novell Directory Services for their functionality. You cannot run applications associated with Application objects if you are using a bindery connection.

NetWare Application Launcher runs on the desktop, allowing the user to view Application objects and run the associated application. Application objects that the network supervisor creates and manages appear as NetWare-delivered applications in the main window of NetWare Application Launcher.

Use NetWare Application Manager to create and manage Application objects.

Additional Information

Topic	See
Installing NetWare Application Launcher	SYS:PUBLIC\NLS\ENGLISH\NAL.HLP
Creating Application objects	“NetWare Application Manager”

NetWare Application Manager

Purpose

Use to create and manage Application objects. NetWare Application Manager™ runs under NetWare Administrator on Windows 3.1x, Windows 95/98, or Windows NT workstations.

Using NetWare Application Manager

An Application object is an extension to the NetWare schema that allows you to manage applications the same way you manage other objects, using NetWare Administrator

Application objects require Novell Directory Services for their functionality. You cannot work with Application objects if you are using a bindery connection.

To create an Application object, first run NetWare Administrator and create an object. NetWare Administrator displays a list of object classes you can choose from. Choose the class appropriate for the application executable. Then assign the appropriate properties to the Application object for your network.

Application object classes include the following:

- ◆ DOS
- ◆ Windows 3.1x
- ◆ Windows 95/98
- ◆ Windows NT

By setting an Application object's properties, you enable the executable associated with the Application object to allocate resources such as drive mappings or printer ports. Properties you can set include the following:

Property	Use to
Identification	Set icon title, path to executable file.

Property	Use to
Environment	Set command-line parameters, working directory.
Drives/Ports	Set drive mappings and port captures.
Description	Describe the application (optional).
Scripts	Define prelaunch setup and post-termination cleanup scripts.
Contacts	Define a technical support contact for the application.
Associations	Define associations with User and container objects.

Application objects appear as NetWare-delivered applications in the main window of NetWare Application Launcher.

Additional information

Topic	See
Installing NetWare Application Manager	SYS:PUBLIC\APPSNAP.HLP.
NetWare Application Launcher	“NetWare Application Launcher”
NetWare Administrator	“NetWare Administrator”

NetWare File Migration

Purpose

Use at a Windows 3.x, Windows 95/98, or Windows NT workstation to migrate files from NetWare 3.1x servers to NetWare 4 servers. The NetWare File Migration utility is used after the NetWare 3.1x bindery has been migrated using the INSTALL.NLM.

Starting NetWare File Migration

NetWare File Migration runs under NetWare Administrator. Start NetWare Administrator and then, from the Tools menu, choose File Migration.

Additional Information

Topic	See
Upgrade and Migration	Installation and Upgrade

NetWare Login

Purpose

Use at a Windows 3.1x, Windows 95/98, or Windows NT workstation to

- ◆ Access a Novell Directory tree or a NetWare server
- ◆ Run a login script

Starting NetWare Login

By default, NetWare Login runs when you start Windows. However, you can start NetWare Login any time by choosing its icon in Windows.

Depending on your Windows platform, type the appropriate executable filename: either LOGINW31 or LOGINW95.

Example: `loginw95 /a`

An additional parameter, /A, is provided to cause the advanced tabs to appear in the NetWare Login dialog box.

Using NetWare Login

Use the options provided in the NetWare Login dialog box or in your Client 32 settings. For more information, see the online Help for NetWare Login.

Additional Information

Topic	See
NetWare Login dialog box	Online Help within the dialog box.
Command-line options	“LOGIN”
Client 32 settings	Online Help within the dialog box.

NetWare User Tools

Purpose

Use at a client workstation running Windows 3.1x to complete tasks that use network resources. These tasks include:

- ◆ Capturing a printer
- ◆ Printing
- ◆ Sending a network message
- ◆ Mapping a drive
- ◆ Changing a password
- ◆ Attaching to a NetWare server
- ◆ Authenticating to a Novell Directory Services tree
- ◆ Changing NetWare Client settings

Starting NetWare User Tools

During installation of NetWare Administrator, NetWare User Tools is copied to the SYS:PUBLIC directory. During installation of NetWare Client 32 on the Client workstation, the setup program creates a Program Manager group called NetWare Tools and adds to it the NetWare User Tools icon.

There are two ways to start NetWare User Tools:

- ◆ Double-click the NWUser icon in Program Manager or File Manager
- ◆ Under the File pull-down menu in Program Manager or File Manager, choose Run. In the Run dialog box, type the full path to NWUser on the network server and click OK.

Using NetWare User Tools

Like the NETUSER text-based utility, NetWare User Tools allows you to complete tasks with network resources. But in contrast to NETUSER, NetWare User Tools uses a graphical user interface. The interface's main window contains the following areas:

- ◆ **Tool bar**

Displays buttons with icons that represent the task categories available in User Tools.

- ◆ **Resources browser and buttons**

The browser displays resources available in the current task and operations you can complete as part of the current resources. It also displays the current task in a status text field.

The resources buttons allow you to perform operations on current resources.

- ◆ **Tabbed settings notebook (Client 32 workstations only)**

Displays NetWare and User Tools settings, Client startup tasks, and login options.

Using the Tool Bar

The tool bar displays buttons with icons representing the tasks available in User Tools. To work on a task, click the button that represents the task.

For help in using NetWare User Tools, press <F1> or click the Help button on the tool bar.

When the cursor moves over a button on the tool bar, the status text field in the resources window displays the description of that button's task. When you double-click a button on the tool bar, the window title bar displays the description of that button's task.

Using the Resources Window

The resources browser displays the current resources in use in the left column and the available resources in the right column. Current resources include drive connections (or mappings), printer port mappings, and Novell Directory Services connections.

To use an available resource, drag it from the right column to the left column. For example, when NetWare User Tools is launched, the default resources browser displays the current drive mappings in one column and NetWare resources in the other. To create a new drive mapping, drag a NetWare resource from the right column and drop it on a drive letter on the left column.

Double-clicking a current resource displays information about that resource. For example, double-clicking a current drive mapping displays information about the connection, such as the NetWare version, the path, the current user name, and effective rights.

You can use the resources buttons to modify the properties of resources. For example, when you drag a printer from the resources list and drop it on a port, you can change the settings of the port, make the printer port capture (connection) permanent, or end the capture.

To map a drive or capture a printer port without dragging and dropping resources, choose the drive letter or port from the left column, choose the network volume or printer resource from the right column, then click the Map or Capture resource button.

Using the Tabbed Settings Notebook

The tabbed settings notebook is available in NetWare User Tools on Client 32 workstations. It displays NetWare settings you can modify.

To modify a NetWare setting, click on the notebook tab for the settings category you want. Categories include how User Tools displays resources and maps drives; how the NetWare Client displays network messages and jobs in the print queue; what tasks the NetWare Client completes at startup; and login options.

On 16-bit workstations, some of these settings can be modified by clicking the Key button on the tool bar.

Additional Information

Topic	See
NetWare User Tools in Windows	Online Help. Novell client documentation.

NIT

Purpose

NIT.NLM provides a set of NetWare interface tools needed by other NLM programs. You don't need to load NIT.NLM; it's autoloaded by any module that needs it.

See "CLIB" on page 44 for more information.

NLIST

Purpose

Use at a workstation to

- ◆ View information about objects such as users, groups, volumes, servers, etc.
- ◆ Search on objects and object properties

Syntax

```
NLIST [class type [property search option ]
      [object name ] [/basic option ] [display option
      ]] |
      [/? | /VER]
```

Parameter	Use to
<i>class type</i>	Specify an object type, such as USER, SERVER, PRINTER, GROUP, VOLUME, etc. For bindery servers (NetWare 3), replace class type with USER, SERVER, QUEUE, GROUP, or VOLUME. These are the only objects available in bindery services mode for NetWare 3.
<i>property search option</i>	Specify a search option. For online help, type NLIST /? R.
<i>object name</i>	Specify the name of the object you want information about.
<i>/basic option</i>	Specify any available option. See "NLIST Options"
<i>display option</i>	Select how data is displayed. For online help, type NLIST /? D.

Parameter	Use to
/?	View online help. All other parameters are ignored when /? is used.
/VER	View the version number of the utility and the files it uses to execute. All other parameters are ignored when /VER is used.

NLIST Options

Option	Use to
A	View users who are logged in.
B[= <i>server name</i>]	View information stored in the bindery of the specified server. (Bindery servers only.)
C	Scroll continuously through information.
CO[= <i>context</i>]	Set the context to be searched (NDS servers only).
D	View all object properties.
N	View object names.
S	Search all levels of the database, beginning at the current context.
SHOW[<i>property</i>]	View a specific property of an object.
TREE	View all tree names visible from this login.

Using NLIST

- ◆ Searching on objects and properties allows you to view specific groups of objects.

For example, you can view all users whose passwords will expire on a certain date. Or you can view all groups that have a particular user as a member.

- ◆ You can use Property groups only with a bindery connection, or with bindery services.
- ◆ USER, SERVER, QUEUE, GROUP, and VOLUME are the only objects you can search on in a bindery context.
- ◆ Table 2-4 , NLIST Syntax, shows the syntax for some of the most frequently use NLIST operations.

For detailed information on the parameters in this table, see the online help.

Table 2-4NLIST Syntax

To list	Use this syntax
Any information	NLIST [<i>class type</i>] [= <i>object name</i>] [/option ...]
User information	NLIST user=[<i>username</i>] [WHERE [<i>property</i>] [<i>operator</i>] [<i>value</i>]] [SHOW [<i>property</i>]] [/option ...] For bindery servers, use [<i>property group</i>] instead of [<i>property</i>]
Server information	NLIST server=[<i>server name</i>] [WHERE [<i>property</i>] [<i>operator</i>] [<i>value</i>]] [SHOW [<i>property</i>]] [/option ...] For bindery servers, use [<i>property group</i>] instead of [<i>property</i>]
Group information	NLIST group=[<i>group</i>] [WHERE [<i>property</i>] [<i>operator</i>] [<i>value</i>]] [SHOW [<i>property</i>]] [/option ...] For bindery servers, use [<i>property group</i>] instead of [<i>property</i>]
Printer information	NLIST printer=[<i>printer</i>] [WHERE [<i>property</i>] [<i>operator</i>] [<i>value</i>]] [SHOW [<i>property</i>]] [/option ...] For bindery servers, use [<i>property group</i>] instead of [<i>property</i>]
Print Queue information	NLIST queue=[<i>queue</i>] [WHERE [<i>property</i>] [<i>operator</i>] [<i>value</i>]] [SHOW [<i>property</i>]] [/option ...]
Volume information	NLIST volume=[<i>volume</i>] [WHERE [<i>property</i>] [<i>operator</i>] [<i>value</i>]] [SHOW [<i>property</i>]] [/option ...]
Object information	NLIST [<i>class type</i>] [= <i>object name</i>] [[WHERE <i>name</i> [<i>operator</i>] [<i>value 1</i>] WHERE <i>object</i>] [<i>operator</i>] [<i>value 2</i>]] [/option ...]
Bindery object information	NLIST /OT [= <i>value</i>] [WHERE <i>name</i> [<i>operator</i>] [<i>value 1</i>] WHERE <i>object</i>] [<i>operator</i>] [<i>value 2</i>]] [/option ...]

Examples

Users

- ◆ To list all users whose password length is less than 5, type

```
NLIST USER WHERE PASSWORD MINIMUM LENGTH LT 5
```

- ◆ To list all users whose accounts will expire by June 30, 1998, type
`NLIST USER WHERE ACCOUNT EXPIRATION LE 06-30-98`
- ◆ To list all users who are members of group MANAGERS, type
`NLIST USER WHERE GROUP MEMBERSHIP = MANAGERS`
- ◆ To list all users logged in, type
`NLIST USER /A`
- ◆ To list all users who have supervisor equivalence, type
`NLIST USER WHERE SECURITY EQUAL TO = SUPERVISOR`
- ◆ To list all properties of user CINDY, type
`NLIST USER=CINDY /D`
- ◆ To list all users managed by JOE (bindery users only), type
`NLIST USER WHERE MANAGERS=JOE`
- ◆ To list users logged in to the database, type
`NLIST USER /A /S`
- ◆ To list properties of users in the current context, type
`NLIST USER /D`
- ◆ To list the login script of every user who has a login script in all contexts, type
`NLIST USER SHOW LOGIN SCRIPT /S`
- ◆ To list users whose telephone numbers begin with 4 (search all subordinate containers), type
`NLIST USER WHERE TELEPHONE NUMBER = 4* /S`

- ◆ To list users at a context, type
`NLIST USER /CO <context >`
- ◆ To list telephone numbers of all users in the current context, type
`NLIST USER SHOW TELEPHONE NUMBER`

Servers

- ◆ To list servers running NetWare 4.2 , type
`NLIST SERVER WHERE VERSION = NOVELL NetWare 4.2
[DS]`

If you don't know the version number of a server, use the SHOW option. In this case, you can use `NLIST SERVER SHOW VERSION`.

- ◆ To list the network address of server ACCT (search all subordinate containers), type
`NLIST SERVER=ACCT SHOW NETWORK ADDRESS /S`
- ◆ For bindery servers, type,
`NLIST SERVER=ACCT SHOW ATTACHMENT INFORMATION`
- ◆ To list servers in the current context, type
`NLIST SERVER`
- ◆ To search for servers in the Directory tree, type
`NLIST SERVER /S`
- ◆ To see if server ACCT is up, type
`NLIST SERVER=ACCT /A`
- ◆ To list servers whose name begins with L, type

```
NLIST SERVER = L*
```

Groups

- ◆ To list members of group TEMPORARY, type

```
NLIST GROUP=TEMPORARY SHOW MEMBERS
```
- ◆ To list groups with MSMITH as a member, type

```
NLIST GROUP WHERE MEMBER EQ MSMITH
```
- ◆ To list the owner of group RECORDS, type

```
NLIST GROUP=RECORDS SHOW OWNER
```
- ◆ To list all information about group RECORDS (bindery servers only), type

```
NLIST GROUP=RECORDS SHOW MISC
```

Printers

- ◆ To list operators for printer P1, type

```
NLIST PRINTER=Q1 SHOW OPERATOR
```
- ◆ To list users for printer P1, type

```
NLIST PRINTER=Q1 SHOW USER
```
- ◆ To list printers whose name begins with P, type

```
NLIST PRINTER WHERE NAME = P*
```
- ◆ To list printers in the current context and below, type

```
NLIST PRINTER /S
```

Print Queues (Bindery Servers)

- ◆ To list operators for print queue Q1, type
`NLIST QUEUE=Q1 SHOW OPERATORS`
- ◆ To list users for print queue Q1, type
`NLIST QUEUE=Q1 SHOW USERS`
- ◆ To list print queue names, type
`NLIST QUEUE /N`

Volumes

- ◆ To list host servers where all volumes beginning with A reside, type
`NLIST VOLUME=A* SHOW HOST SERVER`
- ◆ To list the bindery server where volume VOL1: resides, type
`NLIST VOLUME=VOL1 SHOW SERVER`
- ◆ To list the server running Directory Services where volume VOL1 resides, type
`NLIST VOLUME=VOL1 SHOW HOST SERVER`

Objects

- ◆ To list objects named MYSERVER, type
`NLIST * WHERE NAME = MYSERVER`
- ◆ To list objects in the current context, type
`NLIST *`

Additional Information

Topic	See
Current Context	Context in Concepts.
Properties	Property in Concepts.

NLMLIB

Purpose

NLMLIB.NLM is a library of functions providing runtime support for POSIX and other NLM programs. You don't need to load NLMLIB.NLM; it's autoloaded by any module that needs it.

See "CLIB" for more information.

NLS Manager

Purpose

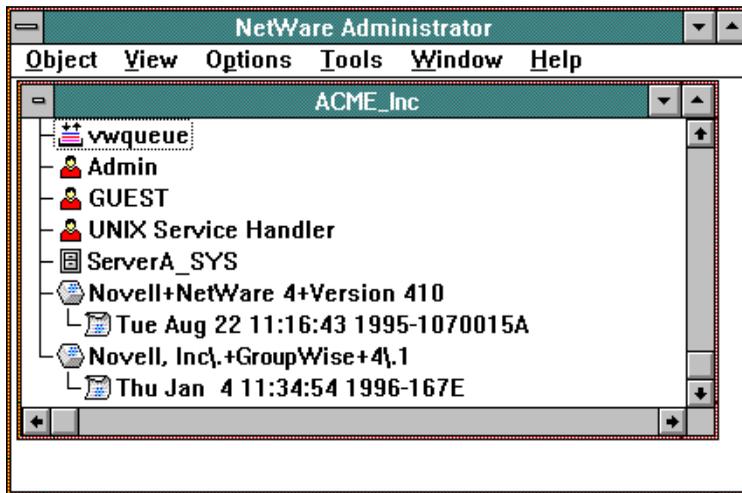
Use at a Windows 3.1x, Windows 95/98, or Windows NT workstation to manage NetWare Licensing Services (NLS).

With NLS Manager, you can perform the following administrative tasks:

- ◆ Install a license certificate
- ◆ Create a metering certificate
- ◆ View licensing information on licensed products
- ◆ View license certificate details
- ◆ Assign users to license certificates
- ◆ View or change a license certificate's owner
- ◆ View LSP (License Service Provider) Server information

Figure 2-15 shows the browser in NetWare Administrator with NLS objects visible.

Figure 2-15
NLS Objects in the NetWare Administrator
Browser



In Figure 2-15 , notice that License Certificate objects are contained by Licensed Product container objects. For example, Novell+NetWare 4+Version 410 is the licensed product, and Tue Aug 22 11:16:43 1995-1070015A indicates the license certificate.

Using NLS Manager

See the online Help in NetWare Administrator for complete information on how to use the NLS Manager utility.

Additional Information

Topic	See
NetWare Licensing Services	Managing NetWare Licensing Services in <i>Supervising the Network</i> .

NMENU

Purpose

Use at a workstation to access customized menus that have been created.

Syntax

NMENU *menu_name* [/?]

Parameter	Use to
<i>menu_name</i>	Specify the name of the .DAT menu file.
/?	View online help. All other parameters are ignored when /? is used.

Using NMENU

- ◆ You can only use NMENU when a menu file already exists.
- ◆ You must know the name and location of the menu file and have Read and File Scan rights to the directory containing the menu file.

Additional Information

Topic	See
Creating menu files	Creating a Menu File in <i>Supervising the Network</i> .

NPAMS

Purpose

Load on a NetWare 4 SFT III server to enable the mounting of a CD-ROM as a NetWare volume.

Syntax

LOAD NPAMS

Using NPAMS

- ◆ NPAMS (NetWare Peripheral Architecture™ Mirrored Server) is a custom device module that is required for mounting a CD-ROM as a NetWare SFT III volume.
- ◆ Load NPAMS in the MEngine *after* loading the CD-ROM driver and the NetWare Peripheral Architecture driver (NPAIO.DSK) in the IOEngine.

Additional Information

Topic	See
Mounting a CD-ROM as an SFT III volume	Mounting a CD-ROM as a NetWare 4 SFT III Volume in <i>Supervising the Network</i> .

NPATH

Purpose

Use at a workstation to view the NetWare search sequence for a file.

This information helps you troubleshoot why your station can't find a particular file, why it's finding an incorrect version of the file, or why it's displaying a foreign language.

Syntax

```
NPATH [utility ][filename [,filename... ]] [/option  
...]  
[/? | /VER]
```

When you view your workstation's search sequence for a file, include the name of the utility in the command. The search sequence depends on the drive and directory that the utility is executed from.

Parameter	Use to
<i>utility</i>	Specify the name of the utility you are trying to execute.
<i>filename</i>	Specify either the message or the Unicode* filename (and its extension) that your workstation either can't find or can't find the correct version of.
<i>/option</i>	Replace <i>option</i> with any available option. See "NPATH Options"
<i>/?</i>	View online help. All other parameters are ignored when <i>/?</i> is used.
<i>/VER</i>	View the version number of the utility and the files it uses to execute. All other parameters are ignored when <i>/VER</i> is used.

Using NPATH

- ◆ Use NPATH when you try to execute a utility and have one of these problems:
 - ◆ You get a message that you're missing a message file (either an .MSG, .HEP, .IDX, or .XLT file), or a Unicode file. This message identifies the file you're missing.
 - ◆ You get a message that you have an incorrect version of a message file (an .MSG, .HEP, .IDX, or .XLT file). This message shows the version of the file your workstation found, and the version you need.
 - ◆ You get a foreign language displayed on your screen.
 - ◆ Your workstation does not find a particular file in its search sequence.
- ◆ To find your workstation's file search sequence for message files, use NPATH with no parameters.
- ◆ If you include a filename in the command, NPATH displays the path to the first occurrence of the file in the search sequence.
- ◆ To search for multiple files at the same time, separate the filenames with commas.
- ◆ A Unicode file without an extension defaults to the country code.
- ◆ Unicode files are not required to run NPATH. NPATH runs without a message file if the correct file is not available.
- ◆ The way the file search sequence is designed for NetWare utilities, the same path may be looked at more than once.

NPATH Options

Option (option name)	Use to
A (All)	List the path to all occurrences of the file you specify.
D (Details)	View the language, version number, date, and time of the file you specify.
/Uni /D (Unicode details)	View the code page and country code your workstation is set to, the Unicode files needed to run the NetWare utility, and the path to the first occurrence of each file. Does not require a filename.
Uni (Unicode)	List all paths to Unicode files.

Troubleshooting with NPATH

If	Do the following
You get a message that you're missing a file but you know the file is located in a particular directory	<ol style="list-style-type: none">1. Map a search drive to the directory that the file is in. (To make the search drive permanent, add it to your login script.)2. Use NPATH if you want to confirm that your workstation can now find the file in its search sequence.

If	Do the following
You get a message that you're missing a file and you don't know where the file is located	<ol style="list-style-type: none"><li data-bbox="744 284 1166 340">1. Check the PUBLIC\NLS\<i><language></i> directory.<li data-bbox="744 366 1190 421">2. If not in PUBLIC\NLS\<i><language></i>, use NDIR to locate the directory.<li data-bbox="744 447 1233 560">3. If the file isn't on any of your drives (it's not in PUBLIC\NLS\<i><language></i> and NDIR can't find it), use NWXTRACT to get the file from diskette or CD.<li data-bbox="744 586 1233 673">4. Map a search drive to the directory that the file is in. (To make the search drive permanent, add it to your login script.)<li data-bbox="744 699 1233 748">5. Use NPATH to confirm that your workstation can now find the file in its search sequence.
You get a message that you have the incorrect version of a file	<ol style="list-style-type: none"><li data-bbox="744 831 1210 918">1. Use NPATH to view the search sequence your workstation is using to find each occurrence and version number of the file.<li data-bbox="744 944 1233 1083">2. Identify whether the version of the file you need is in the search sequence. <i>Note:</i> If your workstation finds an older version of a file before a newer version, it loads the older version.<li data-bbox="744 1109 1233 1222">3. Run the utility from the directory that the version you need is in if that version is displayed in the search sequence, or copy the file to your current directory.<li data-bbox="744 1248 1233 1334">4. Use NWXTRACT to get the file from diskette or CD if the version you need is not in the search sequence.<li data-bbox="744 1361 1233 1472">5. Use NPATH if you want to confirm that your workstation can now find the correct version (before any other versions) in its search sequence.

If	Do the following
You get a foreign language displayed on your screen	<ol style="list-style-type: none">1. Change your NWLANGUAGE environment variable to your native language.2. Use the SET NWLANGUAGE= command in the AUTOEXEC.BAT file.3. Use NPATH to confirm that your workstation can now find your native language message files in its search sequence.

Examples

- ◆ To view your workstation's search sequence for message files, type

NPATH
- ◆ To view the path to the first occurrence of NCOPY.MSG found in the search sequence, type

NPATH NCOPY NCOPY.MSG
- ◆ To view the path to each occurrence of FILER.MSG found in the search sequence, type

NPATH FILER FILER.MSG /A
- ◆ To view the path to the first occurrence of SEND.HEP found in the search sequence, as well as its language, version number, date, and time, type

NPATH SEND SEND.HEP /D
- ◆ To view the path to each occurrence of TEXTUTIL.MSG (for NETADMIN) found in the search sequence, as well as each file's language, version number, date, and time, type

NPATH NETADMIN TEXTUTIL.MSG /A /D

- ◆ To view your workstation's search sequence for the Unicode files needed to execute FLAG, type

```
NPATH FLAG /Uni
```

- ◆ To view which code page and country code your workstation is set to, the Unicode files needed to execute RIGHTS, and the path to the first occurrence of each Unicode file found in the search sequence, type

```
NPATH RIGHTS /Uni /D
```

- ◆ To view the path to the first occurrence of UNI_MON.001 found in the search sequence, type

```
NPATH UNI_MON.001 /Uni
```

- ◆ To view the path to each occurrence of UNI_MON.001 found in the search sequence, type

```
NPATH UNI_MON.001 /Uni /A
```

- ◆ To view the code page and country code your workstation is set to, the Unicode files your workstation needs to run NetWare utilities, and the path to each occurrence of each file, type

```
NPATH /Uni /D /A
```

Additional Information

Topic	See
Unicode files	Unicode in <i>Concepts</i> .
Search drive mappings	Drive mapping in <i>Concepts</i> . Search drive in <i>Concepts</i> .
NetWare utilities' search sequence	Search modes in <i>Concepts</i> .

NPRINT

Purpose

Use at a workstation to print plain text files or files from outside an application.

Syntax

```
NPRINT filename [P=printername | Q=queueName ]  
                [/option ...] [/? | /VER]
```

Additional Information

Topic	Refer to
Using NPRINT	Using NPRINT in <i>Print Services</i> .

NPRINTER.EXE

Purpose

Use at a Windows 3.1x workstation to attach a printer to the workstation.

Syntax

```
NPRINTER printername [/options ...]
```

or

```
NPRINTER printservername printername [/options  
...]
```

Additional Information

Topic	See
Using NPRINTER.EXE	Setting Up Printers Attached to Workstations or Servers in <i>Print Services</i> .

NPRINTER.NLM

Purpose

Use to attach a printer to a NetWare server.

Multiple NPRINTER.NLMs can be loaded on a NetWare server.

Syntax

```
LOAD NPRINTER printername
```

or

```
LOAD NPRINTER printservername printername
```

Additional Information

Topic	See
Using NPRINTER.NLM	Setting Up Printers Attached to Workstations or Servers in <i>Print Services</i> .

NPRINTER (Windows 95/98)

Purpose

Use at a Windows 95/98 or Windows NT workstation to make a printer that is attached to the workstation available as a network printer.

Using NPRINTER (Windows 95/98)

After starting the Client 32 software, double-click NPTWIN95.EXE, which is usually located in the SYS:PUBLIC\WIN95 folder on your server.

When the NetWare Nprinter Manager window opens, you can add a printer to the window either by completing the dialog box that displays initially, or by choosing the Printers menu, choosing Add, and then completing the dialog box.

After the initial setup when you choose NPTWIN95.EXE, the program checks which printers need to be loaded on startup. If the print server is running and the printer specified is free, that printer is loaded and its icon is displayed in the Nprinter window.

Additional Information

Topic	See
Using NPRINTER (Windows 95/98)	Setting Up Printers Attached to Workstations or Servers in <i>Print Services</i> .

NVER

Purpose

Use at a workstation to view version information for the workstation and attached servers

Syntax

NVER [/C] [/? | /VER]

Parameter	Use to
/C	Scroll continuously through information.
/?	View online help. All other parameters are ignored when /? is used.
/VER	View the version number of the utility and the files it uses to execute. All other parameters are ignored when /VER is used.

NWIPCFG

Purpose

Use at the server console to configure and manage the NetWare/IP™ server software.

With NWIPCFG, you can perform the following tasks:

- ◆ Configure a NetWare server as a NetWare Domain Name System (DNS) client
- ◆ Configure the NetWare/IP server software
- ◆ Start the NetWare/IP service

Syntax

```
LOAD NWIPCFG
```

Additional Information

Topics	See
Installing the NetWare/IP software	Installing the NetWare/IP Software in <i>NetWare/IP Administrator's Guide</i> .
Using NWIPCFG	Introducing UNICON and NWIPCFG and Configuring NetWare/IP Servers in <i>NetWare/IP Administrator's Guide</i> .

NWXTRACT

Purpose

Use at a workstation to extract and copy files from CD-ROM or from the installation diskettes to the network or to local drives.

Syntax

```
NWXTRACT path filename | groupname [destination ]
        [/option ...] [/? | /VER]
```

Parameter	Use to
<i>path</i>	Specify the path to the master data file (FILES.DAT). Note: Master data files are language-specific and are located in their respective language subdirectories in the Directory tree. For example, the master data file for English (FILES.DAT) is located in the \NETWARE.40\ENGLISH directory.
<i>filename</i>	Specify the name of the file you want to extract.
<i>groupname</i>	Specify the name of the group of files you want to extract. A list of group names is available in online help.
<i>destination</i>	Specify the path where you want the extracted files copied to (if you don't want them copied to the directories they were copied to at installation).
<i>/option</i>	Replace option with any available option. See "NWXTRACT Options"
<i>/?</i>	View online help. All other parameters are ignored when <i>/?</i> is used.

Parameter	Use to
<i>/VER</i>	View the version number of the utility and the files it uses to execute. All other parameters are ignored when <i>/VER</i> is used.

NWXTRACT Options

Option	Use to
<i>S=server server object</i>	Copy files to their normal location on the specified server.
<i>T=type</i>	Specify the type of file to be extracted. Types: DOS, SER (server), UNX, WIN.

Examples

- ◆ To extract **FILER.EXE** from the diskette and put it in the normal location on server **ACCT**, type

```
NWXTRACT A:FILER.EXE /S=ACCT
```

- ◆ To extract **NCOPY.MSG** from the diskette and put it on drive **C:**, type

```
NWXTRACT A:NCOPY.MSG C
```

OFF

OFF

Purpose

Use at the server console to clear the console screen. (You can also use *CLS* to clear the screen.)

Syntax

OFF

PARTMGR

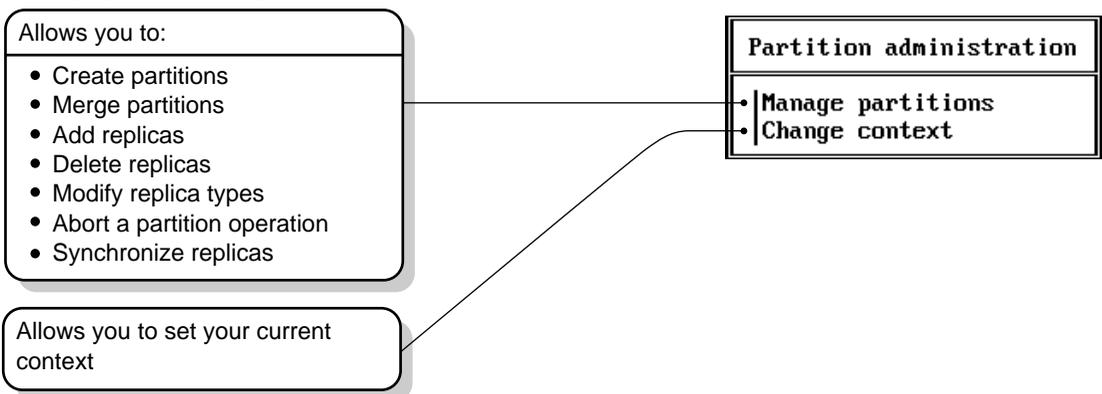
Purpose

Use at a workstation to manage partitions and their replicas. Figure 2-16 shows the functions available in PARTMGR.

If you have a Windows 3.1x, Windows 95/98, or Windows NT workstation, you can use NDS Manager instead of PARTMGR to manage Novell® Directory Services (NDS) partitions and replicas. NDS Manager provides partitioning and replication services for the Directory database, as well as repair capabilities for repairing the database from a client workstation.

NDS Manager provides server and workstation services at a single client location, which reduces the need for administrators of NDS to use RCONSOLE or to work directly with a server console. See “NDS Manager”

Figure 2-16
Functions in PARTMGR



Syntax

PARTMGR [/VER]

Parameter	Use to
/VER	View the version number of the utility and the list of files it uses to execute.

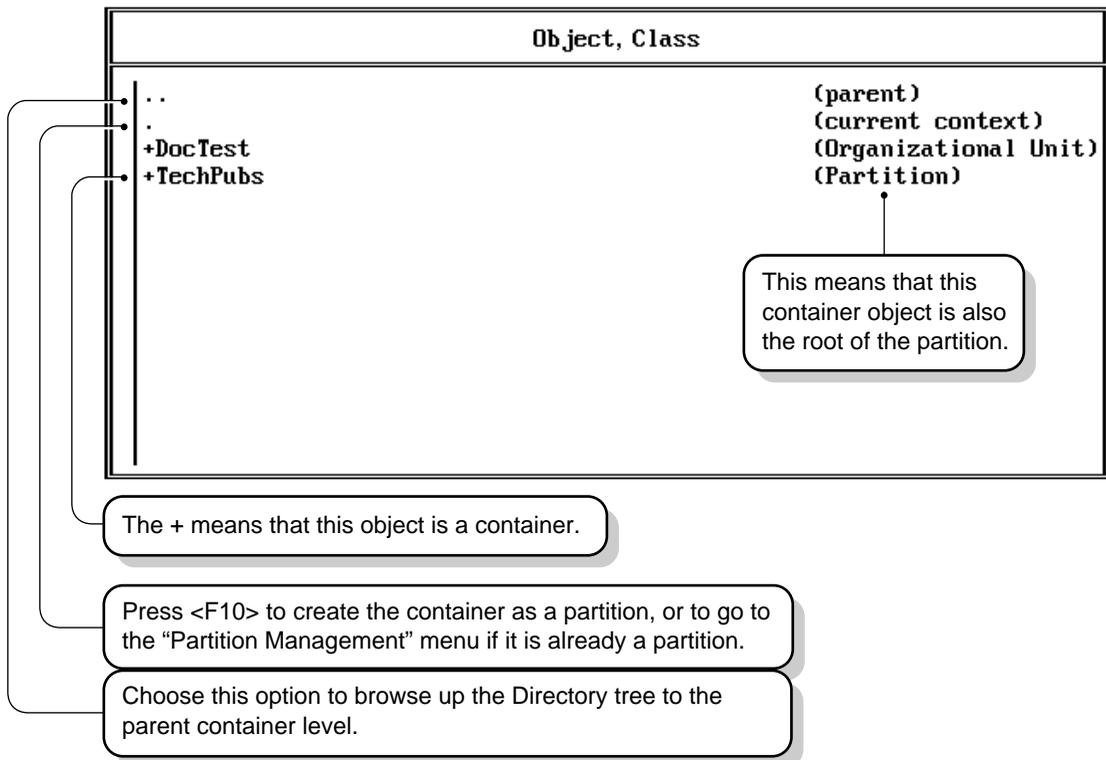
For help with tasks, press <F1> in the utility.

Using PARTMGR

Using the PARTMGR Browser

Figure 2-17 shows the PARTMGR browser that opens when you choose Manage Partitions from the Partition Administration menu.

Figure 2-17
The PARTMGR Browser



- ◆ To browse up the Directory tree to the parent container, choose .. (parent).

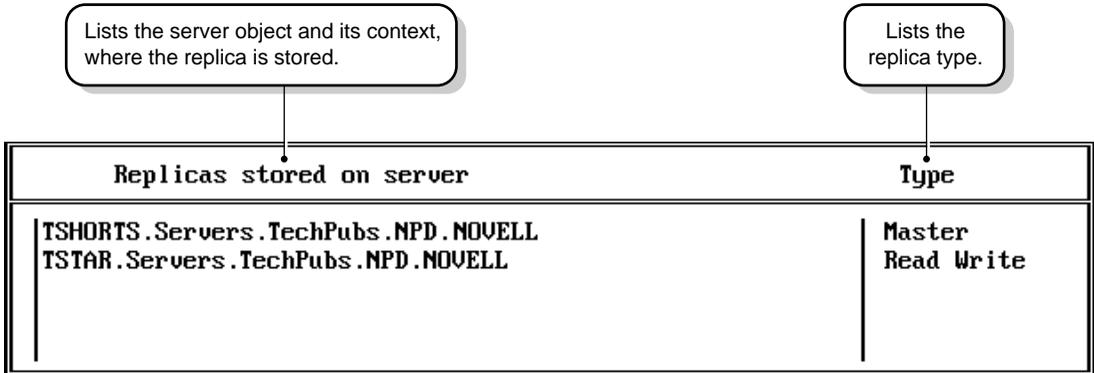
- ◆ To view or edit the replicas of the current container object (if that container object is a partition), select . (current context) and press <F10> .
- ◆ To browse down the Directory tree, choose objects with a plus (+) in front of them. When you choose a container object, you can see the objects in that container.
- ◆ To create a new partition with a container object as the root of the partition, press <F10> on the container that you want to be the root of the partition.
- ◆ To view or modify a partition's replicas, to merge a partition with its parent partition, or to abort a partition operation that's in progress, select the partition and press <F10> .
- ◆ Objects that don't have a plus (+) sign are servers. To see a list of the replicas stored on a server, select a server object and press <F10> .

Managing Replicas

Replicas are copies of the information in the partition. They are stored on servers in the Directory tree. There are four types of replicas: master read/ write, read-only, and subordinate. For an explanation of replica types, see *Replica* in *Concepts* .

Figure 2-18 shows the replica list, which includes the servers where the replicas are stored.

Figure 2-18
Replicas Stored on a Server



Examples

Merge Partitions

1. From the PARTMGR menu, select **Manage Partitions** and browse the **Directory tree** to select the partition you want to merge with its parent.
2. Press **<F10>** and select **Merge with Parent Partition**.
3. Press **<F1>** for help from here.

Create Partitions

1. From the PARTMGR menu, select **Manage Partitions** and browse the **Directory tree** to select the container you want to be the root object for the partition.
2. Press **<F10 >**.
3. Press **<F1>** for help from here.

View or Manage Replicas

1. From the PARTMGR menu, select **Manage Partitions** and browse the **Directory tree** to select the partition whose replicas you want to manage.
2. Press <F10> and select **View/Edit Replicas**.
3. To manage replicas, press <F10> .
4. Press <F1> for help from here.

Additional Information

Topic	See
Partitions	Partition (Novell Directory) in <i>Concepts</i> .
Replicas	Replica in <i>Concepts</i> .
Partition and replica operations	Managing the Novell Directory Tree in <i>Supervising the Network</i> .
NDS Manager	"NDS Manager"

PCONSOLE

Purpose

Use at a workstation to

- ◆ Create, assign, modify, delete, and monitor print queues, print servers, and printers
- ◆ Send, monitor, modify, pause, resume, and delete print jobs
- ◆ Quickly install basic print services using Quick Setup
- ◆ Enable and view the print server auditing log
- ◆ Change your Novell Directory Services context

PCONSOLE is the primary administrative utility for NetWare print services. NetWare Administrator provides functionality in the graphical environment similar to that provided by PCONSOLE in a menu environment.

Syntax

PCONSOLE

Additional Information

Topic	See
Using PCONSOLE	Managing Print Services Using PCONSOLE in <i>Print Services</i> .

PING

Purpose

Use at the server console to send an Internet Control Message Protocol (ICMP) echo request packet to an IP node on your internetwork.

PING determines whether an IP node is reachable on your internetwork.

Syntax

`LOAD PING`

Using PING

- ◆ PING sends an ICMP echo request packet to an IP node on your internetwork. If the target node receives the packet, it sends back a reply packet.
- ◆ To select an IP node, enter its hostname or IP address in the Host Name field.

You can also specify the number of seconds between each packet transmission and the size of the packet, in bytes.
- ◆ To start sending packets, press <Esc> . The sending node continues to send request packets and collect response time statistics until you press <Esc> again to exit PING.
- ◆ To select additional IP nodes, press <Ins> . Enter the hostname or IP address of the node in the Host Name field. Press <Esc> to start sending packets.

PRINTCON

Purpose

Use to create or modify print job configurations to specify a default printer and other options for users who use CAPTURE, NPRINT, NETUSER, or PCONSOLE.

PRINTCON also allows you to change your current User or container object (in Novell Directory Services) or your NetWare server (in bindery mode).

Syntax

PRINTCON

Additional Information

Topic	See
Using PRINTCON	Creating and Managing Print Job Configurations in <i>Print Services</i> .

PRINTDEF

Purpose

Use to view, modify, import, or export print device definitions and to monitor, modify, or create printer forms.

Syntax

PRINTDEF

Additional Information

Topic	See
Using PRINTDEF	Working with Print Device Definitions and Printer Forms in <i>Print Services</i> .

PROTOCOL

Purpose

Use at the server console to

- ◆ View the protocols registered on your NetWare server
- ◆ Register additional protocols and frame types

Syntax

PROTOCOL [**REGISTER** *protocol frame id#*]

Parameter	Use to
(no parameter)	Display the protocols registered on your server.
REGISTER	Register a protocol. It is only necessary to use PROTOCOL REGISTER in unusual cases, such as when using a new media.
<i>protocol</i>	Specify the protocol name.
<i>frame</i>	Specify the name representing the frame type that is to be bound to the communication protocol.
<i>id#</i>	Specify the protocol identification number (also called a protocol ID, PID, an Ethernet type or E-type, or an SAP). This number is a unique, assigned hexadecimal number that tells the server how to recognize data coming from a certain network board through a designated communication protocol (such as IPX).

Using PROTOCOL

- ◆ LAN drivers automatically register IPX; other protocol stacks register themselves.
- ◆ For approved protocol loadable modules, consult your reseller. For the protocol name, check the documentation that comes with the protocol module.
- ◆ LAN drivers automatically register a frame type when they are loaded. If the LAN driver supports more than one frame type, the frame type is registered when you load the driver with that frame type.

Additional Information

Topic	See
Binding protocols to a LAN driver	Load the LAN Drivers in <i>Installation and Upgrade</i> "BIND"

PSC

Purpose

Use at a workstation to perform tasks that you might otherwise perform in PCONSOLE. Specifically, use PSC to

- ◆ View network printer information
- ◆ Control network printers
- ◆ Control the print server

Syntax

```
PSC ps=printserver p=printer [/option ...] [/? | /  
VER]
```

Additional Information

Topic	Refer to
Using PSC	Using PSC in <i>Print Services</i>

PSEVER

Purpose

Use at the server console to monitor and manage printers and print queues.

Multiple PSEVER modules cannot run concurrently on the same NetWare server.

Syntax

```
LOAD PSEVER .CN=printservername  
          .OU=container .O=container
```

Additional Information

Topic	Refer to
Using PSEVER	Setting Up and Servicing Print Servers in <i>Print Services</i> .

PUPGRADE

Purpose

Use at the sever console to

- ◆ Upgrade your NetWare 3 print servers and printers to NetWare 4 Directory Service objects
- ◆ Upgrade your NetWare 3 PRINTCON and PRINTDEF databases to NetWare 4 format

Unless you run PUPGRADE, your NetWare 3 bindery print objects will not be upgraded.

Syntax

```
LOAD PUPGRADE
```

Additional Information

Topic	Refer to
Using PUPGRADE	Using PUPGRADE.NLM in <i>Print Services</i> .

PURGE

Purpose

Use at the workstation to permanently remove previously deleted files from the file system.

Syntax

```
PURGE [filename | path] [/option ...] [/? | /VER]
```

Parameters

Parameter	Use to
<i>filename</i>	Replace <i>filename</i> with the names of the files you want to purge. Wildcards are allowed.
<i>path</i>	Replace <i>path</i> with the complete path of the directory containing the files you want to purge.
<i>/option</i>	Replace <i>option</i> with any available option. See “PURGE Options”
<i>/?</i>	View online help. All other parameters are ignored when <i>/?</i> is used.
<i>/VER</i>	View the version number of the utility and the list of files it uses to execute. All other parameters are ignored when <i>/VER</i> is used.

Using PURGE

- ◆ You must have the Delete right to the specified directory.

If you have the Delete right in the directory, and you don't specify deleted files to be removed, all deleted files are removed, even if you don't own them.

PURGE

- ◆ If you have the Delete right at the root, you can use PURGE to remove all deleted files in the entire volume.

PURGE Options

Option	Use to
/A	Purge all files in the current directory and its subdirectories.

If you don't use /A, PURGE removes only the files in the specified directory.

Examples

- ◆ To purge all files in the current directory, type

```
PURGE *.*
```
- ◆ To purge all .RPT files in the current directory and the subdirectories, type

```
PURGE *.RPT /A
```
- ◆ To purge all files starting at the root of the volume (you must have delete rights to the entire volume), type

```
PURGE \*.* /A
```

Additional Information

Topic	See
Using FILER	"FILER"
Using RIGHTS	"RIGHTS"

Topic	See
Salvaging deleted files	Salvaging and Purging Deleted Files and Directories in <i>Supervising the Network</i> .

RCONSOLE

Purpose

Use at a workstation to access the server by creating a remote server console.

RCONSOLE will not allow remote access to a server if the network supervisor has not enabled remote connections using REMOTE.

During a remote console session, you can load and unload modules, execute console commands, and copy files to NetWare directories or to non-NetWare partitions. You cannot transfer files from a server.

Syntax

RCONSOLE [*server name*] | [*server name**]

Parameter	Use to
(no parameter)	Start a remote session either through a direct connection (SPX) or through an asynchronous connection (a modem). The system displays a menu from which you choose the connection type.
<i>server name</i>	Specify the name of the server or the IPX address you want to reach through a direct connection. Note: You can only specify the server name if you are establishing an SPX connection. You can't use this parameter when establishing an asynchronous connection.

Parameter	Use to
<i>server_name</i> *	<p>Specify the partial name of the server you want to connect to via SPX.</p> <p>RCONSOLE then lists servers that begin with the specified sequence of letters.</p> <p>For example, to list servers that begin with SLS, type</p> <p>RCONSOLE SLS*</p>

Using RCONSOLE

- ◆ You can access a remote server on the same network (a direct connection) or through a modem or null modem cable (an asynchronous connection). Instructions for establishing each kind of connection are found in *Using Remote Console to Manage a Server* in *Supervising the Network*.
- ◆ To access a server remotely, the necessary remote modules must be loaded on the server, the RCONSOLE.EXE file must be loaded on the workstation, and you must know the remote password.

The remote modules that must be loaded on the server depend upon the way you are accessing the server: through a direct or an asynchronous connection. For more information, refer to *Using Remote Console to Manage a Server* in *Supervising the Network*.

The supervisor password doesn't allow remote access unless you set it as the password when you load REMOTE.
- ◆ You can execute RCONSOLE from your local hard drive or from a network drive.
- ◆ You don't need Supervisor object rights to the remote server, since RCONSOLE doesn't use Novell Directory Services.
- ◆ During a remote console session, you can press <Alt>+<F1> to display the RCONSOLE Available Options menu. This menu allows you to do the following:

- ◆ Cycle through the screens being managed by the server
- ◆ View lists of files and directories on the server
- ◆ Transfer files to a server
- ◆ Display the operating system prompt
- ◆ Exit RCONSOLE
- ◆ Display the address of the workstation
- ◆ Buffer keystrokes sent to the server

While the menu is displayed, press <F1> to display a help screen.

- ◆ You can use the following keystrokes during a remote console session. All other keys function as if you were at the server console.

To	Press
Access the RCONSOLE Available Options menu	<Alt>+<F1>
Exit RCONSOLE	<Alt>+<F2>
Cycle through the console screens	<Alt>+<F3> or <Alt>+<F4>
Show the address of the workstation you are using	<Alt>+<F5>

Additional Information

Topic	See
Using RCONSOLE	Using Remote Console to Manage a Server in <i>Supervising the Network</i> .
Using REMOTE	“REMOTE”

REGISTER MEMORY

Purpose

Use at the server console to configure the operating system to recognize installed memory above the amount of memory that is automatically registered.

NetWare 4 can address up to 3.25 gigabytes. This limitation is due to the size of the cache block tables used for memory management.

Syntax

REGISTER MEMORY *start_address amount*

Parameter	Use to
<i>start_address</i>	<p>Specify the hexadecimal address where the memory you're adding will start. This is the amount of RAM your server currently recognizes and addresses.</p> <p>This number is usually 16 MB (1000000h); however, the default varies depending on the machine type.</p> <p>To obtain the start address, use the MEMORY command and convert its output to hexadecimal.</p>
<i>amount</i>	<p>Specify an amount of memory, expressed in hexadecimal, that is installed beyond the start address. This number must be divisible by 10h.</p>

In the preceding table and in the following sections, the h after the number denotes a hexadecimal number. The d denotes a decimal number.

For example, 1000000h is 1 million in hexadecimal, and 1000000d is 1 million in decimal.

The hexadecimal numbers A through F correspond to the decimal numbers 10 through 15, respectively.

Using REGISTER MEMORY

- ◆ NetWare registers all memory that it recognizes according to bus type. On an ISA bus, NetWare recognizes up to 16 MB. On an EISA or MCA bus, NetWare recognizes all of the memory that is present. On a computer with a Peripheral Component Interconnect (PCI) bus, NetWare 4 recognizes up to 64 MB.
- ◆ To have the additional memory registered automatically when the server boots, add the REGISTER MEMORY line to the STARTUP.NCF file.

Add this line just after the commands for the server name and internal network number, and before the volumes are mounted.

Place the REGISTER MEMORY command before the MOUNT ALL command in the STARUTP.NCF file so that the registered memory will be available to all volumes.

Failure to register memory before the SYS: volume is mounted can result in error messages indicating that the cache memory allocator is out of available memory, or that there is insufficient memory to mount volumes.

- ◆ If the memory does not register, check for the following possible errors:
 - ◆ An incorrect hexadecimal value was specified for *start address* or *amount* .
 - ◆ The *amount* value exceeds the total installed memory. Use the setup or reference diskette that came with the computer to determine the total amount of installed memory.

If you have more than 16 MB of server memory installed, you must avoid memory address conflicts. A conflict occurs if an adapter board uses 16- or 24-bit DMA or Bus-Master DMA.

To resolve this conflict, upgrade to 32-bit bus adapters or use drivers that are modified and certified to compensate for memory-addressing limitations. Or use the machine's configuration program to move system memory around the adapter if the program allows.

- ◆ In some cases, the ISA (16-bit) host adapter driver must be loaded in memory below 16 MB. To do so, add the following to the STARTUP.NCF file:

```
SET AUTO REGISTER MEMORY ABOVE 16 MEGABYTES=OFF
LOAD disk_driver
REGISTER MEMORY amount of memory to add
```

For more information, consult the driver documentation.

Determining the Amount of Memory

The following table lists common start address and amount values for standard computers.

In the table, total memory = start address + amount of memory to add.

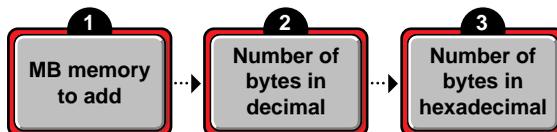
Total Memory	Start Address	Amount of Memory to Add
20 MB	16 MB = 1000000h	4 MB = 400000h
24 MB	16 MB = 1000000h	8 MB = 800000h
28 MB	16 MB = 1000000h	12 MB = C00000h
32 MB	16 MB = 1000000h	16 MB = 1000000h
36 MB	16 MB = 1000000h	20 MB = 1400000h
40 MB	16 MB = 1000000h	24 MB = 1800000h
64 MB	16 MB = 1000000h	48 MB = 3000000h
112 MB	16 MB = 1000000h	96 MB = 6000000h
128 MB	16 MB = 1000000h	112 MB = 7000000h
256 MB	16 MB = 1000000h	240 MB = F000000h
400 MB	16 MB = 1000000h	384 MB = 18000000h
1 GB (1000 MB)	16 MB = 1000000h	984 MB = 3D80000h
3 GB (3000 MB)	16 MB = 1000000h	2984 MB = BA800000h

Total Memory	Start Address	Amount of Memory to Add
3 GB (3000 MB)	64 MB = 4000000h	2936 MB = B7800000h

REGISTER MEMORY requires that the amount of memory to be registered is stated in hexadecimal format. If you are adding an amount of memory that is not in the preceding table, then you need to calculate the amount.

Calculating the Amount of Memory

The following figure illustrates how to calculate the amount of memory you are adding:



1. Start with the amount of memory you are adding stated in decimal MB.

Obtain this number from the documentation that came with the memory you are adding.

2. Convert the memory value from MB to bytes.

A megabyte of memory is more than a million bytes. One megabyte equals 1,048,576 bytes in decimal.

3. Convert the number of bytes from decimal to hexadecimal notation.

To do this calculation, you can either use a calculator that converts decimal numbers to hexadecimal, or you can convert manually.

For example, 1 megabyte = 1,048,576d, which is the same as 100000h.

So 1,048,576 bytes in decimal equals 100000 in hexadecimal.

To convert manually, consult a specialized manual.

Examples

- ◆ To add 4 MB of memory above 16 MB, type

```
REGISTER MEMORY 1000000 400000
```

- ◆ To add 24 MB of memory above 16 MB, type

```
REGISTER MEMORY 1000000 1800000
```

Additional Information

Topic	See
Editing the AUTOEXEC.NCF file	Modify the AUTOEXEC.NCF File in <i>Installation and Upgrade</i> . Creating or Editing a Server Batch (.NCF) File in <i>Supervising the Network</i> .
Displaying the total amount of memory the server is addressing	"MEMORY"

REINITIALIZE SYSTEM

Purpose

Use at the server console to enable configuration changes made since the commands in the NETINFO.CFG file were executed.

Syntax

REINITIALIZE SYSTEM

Using REINITIALIZE SYSTEM

- ◆ REINITIALIZE SYSTEM compares the current NETINFO.CFG file with the previous one, which became effective the last time you ran the INITIALIZE SYSTEM or REINITIALIZE SYSTEM command. If REINITIALIZE SYSTEM finds any new commands in the current NETINFO.CFG file, it executes them.
- ◆ REINITIALIZE SYSTEM also informs any Simple Network Management Protocol (SNMP)-registered NLM file that it is executing. This is a call-back mechanism that enables NLM files that store configuration information outside the NETINFO.CFG file to know that changes to the configuration have taken place.

Limitations of REINITIALIZE SYSTEM

- ◆ REINITIALIZE SYSTEM unloads any NLM affected by a configuration change. If REINITIALIZE SYSTEM cannot unload the NLM because of interdependencies with other modules, the configuration change will not take effect. Additionally, not all NLM files register with SNMP for notification of REINITIALIZE SYSTEM.
- ◆ When you create a new configuration or delete an existing configuration, REINITIALIZE SYSTEM recognizes the change. However, REINITIALIZE SYTEM may not recognize changes to

an already configured NLM that involve more than loading, unloading, binding, or unbinding protocol stacks.

If you are changing an existing configuration, the most effective way to ensure the changes are recognized is to down the server. Alternatively, if you know which NLM files have been changed by your modifications, you can unload them, then execute REINITIALIZE SYSTEM.

Additional Information

Topic	See
NETINFO.CFG file	"INETCFG"
INITIALIZE SYSTEM	"INITIALIZE SYSTEM"

REMAPID

Purpose

Assists NETSYNC3 in handling password changes.

REMAPID is autoloaded by NETSYNC3 on every NetWare 3.1x server in the NetSync cluster.

REMAPID also handles password IDs that are changed by NetSync. It must remain loaded even after NETSYNC3 is unloaded so that users can continue to log in to the NetWare 3.1x server.

The NetSync installation program adds the command to load REMAPID to the AUTOEXEC.NCF file on the 3.1x server.

Syntax

Autoloaded by NETSYNC3.NLM.

Additional Information

Topic	See
Installing REMAPID	<i>Installing and Using NetSync .</i>

REMIRROR PARTITION

Purpose

Use at the server console to start the remirroring of a logical partition.

Because the server remirrors partitions automatically, you should use **REMIRROR PARTITION** only if you have stopped remirroring or something has caused your server to cease remirroring.

Syntax

REMIRROR PARTITION *number*

Parameter	Use to
<i>number</i>	Specify the number of the logical partition you want to start remirroring.

Example

To start remirroring for logical partition 4, type

```
REMIRROR PARTITION 4
```

Additional Information

Topic	See
Stopping remirroring	“ABORT REMIRROR”
Mirroring and unmirroring hard disks	Mirroring and Duplexing a Hard Disk and Unmirroring Hard Disks in <i>Supervising the Network</i> .

REMOTE

Purpose

Load at the server console to allow remote access to the server from a workstation.

Syntax

LOAD [*path*] **REMOTE** *password* | **-E** *Epassword*

Parameter	Use to
<i>path</i>	Specify the path to REMOTE.NLM if you moved it from the default directory.
<i>password</i>	<p>Specify the password you want administrators of the remote server to use. REMOTE requires either a password or an encrypted password.</p> <p>When you execute RCONSOLE, you use the password you established when you loaded REMOTE.</p> <p>Note: In NetWare 4, the supervisor password doesn't allow remote access unless it is set as the password when you load REMOTE.</p>
-E	<p>If you specify this parameter, the password that follows must be an encrypted password.</p> <p>Note: You can't use this parameter until you have first loaded REMOTE using the unencrypted password and then determined the encrypted value of the password by executing the REMOTE ENCRYPT command. Refer to the next section for more information about encrypting passwords.</p>
<i>Epassword</i>	<p>Specify the encrypted value of the password you want administrators of the remote server to use.</p> <p>To obtain the encrypted value of a password, use REMOTE ENCRYPT as described in the next section.</p>

Using REMOTE

- ◆ Before RCONSOLE can be used to access a server from a workstation, you must load REMOTE on the server. When you load REMOTE, you establish a password that must also be entered when you execute RCONSOLE on the workstation.

To optimize security, use an encrypted password when loading REMOTE.

To encrypt the password, load REMOTE with the unencrypted password, then type:

```
REMOTE ENCRYPT
```

The system prompts you for a password to encrypt. Type the password and press <Enter> .

The system displays the encrypted value and a message asking if the LOAD REMOTE command should be written to the SYS:SYSTEM\LDREMOTE.NCF file.

If you respond Yes, the system places a LOAD REMOTE command into the LDREMOTE.NCF file with the encrypted password as a parameter. You can execute this file to load the REMOTE module with the encrypted password

- ◆ After you load REMOTE, you must load other modules to make remote console sessions available.
 - ◆ For direct connections, load the following:
RSPX
 - ◆ For asynchronous connections, load the following in the order shown:
AIOCOMX (or other communication port driver)
AIO
RS232
- If you load AIOCOMX, you do not need to load AIO, because it is autoloaded by AIOCOMX. However, if you

load another communication port driver, you may have to load AIO manually.

- ◆ To make RCONSOLE sessions available whenever you boot the server, enter the following commands in the AUTOEXEC.NCF file in the order shown.

- ◆ For direct connections:

LDREMOTE

LOAD RSPX

- ◆ For asynchronous connections:

LDREMOTE

LOAD AIOCOMX (or other communication port driver)

LOAD AIO

LOAD RS232 *com_port baud_rate* [N] [C]

Include the N parameter if you are using a null modem cable. Include the C parameter if you are using a callback list. For more information about these parameters, see *Running a Remote Console Session Over a Modem* in Chapter 7 of *Supervising the Network*.

If you load AIOCOMX, you do not need to include the command to load AIO. However, if you load another communication port driver, you may have to include the LOAD AIO command.

- ◆ Once you load REMOTE, you can use the REMOTE command to enable or disable remote connections. The syntax is

REMOTE [*parameter*]

Parameter	Use to
LOCK OUT	Prevent new remote connections. This parameter prevents new remote console sessions from being established with the server.

Parameter	Use to
UNLOCK	Allow new remote connections. This parameter is used to reenable remote sessions after the LOCK OUT parameter disabled them.
HELP	View online help.

Examples

- ◆ To load REMOTE with password SECRET, type

`LOAD REMOTE SECRET`
- ◆ To obtain the encrypted value of a password, type

`REMOTE ENCRYPT`
- ◆ To load REMOTE with an encrypted password, previously obtained by executing REMOTE ENCRYPT, type

`LOAD REMOTE -E 870B7E366363`
- ◆ To disable new remote connections to the server, type

`REMOTE LOCK OUT`
- ◆ To enable new connections to the server, type

`REMOTE UNLOCK`
- ◆ To view help information for the REMOTE command, type

`REMOTE HELP`

Additional Information

Topic	See
Loading RSPX	"RSPX"
Loading RS232	"RS232"
Setting up a remote console	Using Remote Console to Manage a Server <i>Supervising the Network</i> .
Using RCONSOLE	"RCONSOLE"
Editing the AUTOEXEC.NCF file	Modify the AUTOEXEC.NCF File in <i>Installation and Upgrade</i> . Creating or Editing a Server Batch (.NCF) File in <i>Supervising the Network</i> .

REMOVE DOS

Purpose

Use at the server console to

- ◆ Remove DOS from the server's memory
- ◆ Cause the server to be cold booted with the EXIT command

A cold boot powers down the machine, clears memory and internal settings, and boots the machine.

Syntax

```
REMOVE DOS
```

Using REMOVE DOS

- ◆ If available memory in the server is low, use this command to free additional memory for file caching.
- ◆ When you execute REMOVE DOS, the memory used for DOS is returned to the system for file caching.
- ◆ Removing DOS increases network security because loadable modules can't be loaded from the server's DOS drives.
- ◆ Once this command is issued, DOS is no longer resident in the server and NLM programs on DOS drives aren't accessible. If you need to load these modules, copy them to a network drive before executing REMOVE DOS.
- ◆ If you remove DOS from the server, then when you use the EXIT command to exit the server console, you are not returned to DOS as you normally would be. Instead, the server reboots. This functionality of the REMOVE DOS command allows those using RCONSOLE to reboot the server remotely.

Additional Information

Topic	See
Remote booting a server	Rebooting a Remote Server in <i>Supervising the Network</i> .

RENDIR

Purpose

Use at a workstation to rename a directory.

Syntax

```
RENDIR path [TO] directory name [/? | /VER]
```

Parameter	Use to
<i>path</i>	Specify the path leading to and including the directory you want to rename.
<i>directory name</i>	Specify the new name of the directory.
/?	View online help. All other parameters are ignored when /? is used.
/VER	View the version number of the utility and the list of files it uses to execute. All other parameters are ignored when /VER is used.

Using RENDIR

- ◆ If you rename a directory, change any drive mappings that include the directory to reflect the new name.
- ◆ You can use a period to represent your default directory.
- ◆ You can use :/ to represent your current drive and volume.

Examples

- ◆ To rename DOSAPPS (your current directory) to WINAPPS, type

```
RENDIR DOSAPPS WINAPPS
```

- ◆ To rename directory USE on drive Z: to USERS, type
`RENDIR Z:USE USERS`

- ◆ To rename your current directory to PROGRAMS, type
`RENDIR . PROGRAMS`

- ◆ To rename the directory where drive G: is mapped to PROGRAMS, type
`RENDIR G: PROGRAMS`

- ◆ To rename directory TOOL to TOOLKIT on your current drive and volume, type
`RENDIR :/TOOL TOOLKIT`

Additional Information

Topic	See
Directory structure	Directory structure in <i>Concepts</i> .
Drive mappings	Drive mapping in <i>Concepts</i> . MAP in <i>Supervising the Network</i> .

REQUESTR

Purpose

REQUESTR.NLM is a library of functions that make up the standard NetWare Requester™. You don't need to load REQUESTR.NLM; it's autoloaded by any modules that need it.

See "CLIB" for more information.

RESET ROUTER

Purpose

Use at the server console to reset the router table in the server if the table becomes inaccurate or corrupted.

Syntax

```
RESET ROUTER
```

Using RESET ROUTER

- ◆ If several servers or bridges go down, packets sent to or through their routers are lost. Use **RESET ROUTER** to update router tables on active servers.
- ◆ Normally, the router updates its tables every minute. This command updates the router table immediately.

RESTART

Purpose

Use at the server console to reload the IOEngine on one NetWare 4 SFT III server while leaving the other server running, or to force a server to switch over from primary to secondary.

Syntax

RESTART

Using RESTART

- ◆ RESTART is valid only when servers are mirrored.
- ◆ Execute RESTART from the appropriate IOEngine. If you execute RESTART from an MEngine, you receive an unknown command message.
- ◆ When the primary IOEngine is reloaded using RESTART, the secondary server takes over as the primary server. When the secondary IOEngine is restarted, the primary server remains running.

Disks should be mirrored before you restart the primary IOEngine. If disks aren't mirrored when you execute RESTART, the following message appears:

```
WARNING!!! Not every disk is remirrored.  
Answering yes may cause some volumes to dismount  
and open files to be lost.  
Are you sure you wish to halt then restart the  
primary server?
```

RESTART SERVER

Purpose

Use at the server console to restart the server after downing it.

Syntax

RESTART SERVER [*-parameter*]

Parameter	Use to
(no parameter)	Restart the server and invoke all .NCF files.
-ns	Restart the server without invoking the STARTUP.NCF file. For example, type: RESTART SERVER -ns
-na	Restart the server without invoking the AUTOEXEC.NCF file.

Using RESTART SERVER

RESTART SERVER is useful when troubleshooting requires that you frequently down the server.

Additional Information

Topic	See
Restarting the server from DOS	“SERVER”

RIGHTS

Purpose

Use at a workstation to

- ◆ View or modify user or group rights for files
- ◆ View or modify user or group rights for directories and volumes

Syntax

```
RIGHTS path [[ + | - ] rights ] [/option ...]
          [/? | /VER]
```

Parameter	Use to
<i>path</i>	Specify the path to the file, directory, or volume you want to modify or view rights to (you must always specify a path).
+ -	Add or delete the specified rights. See “Using RIGHTS”
<i>rights</i>	Specify one or more file or directory rights. See “File and Directory Rights”
/ <i>option</i>	Replace <i>option</i> with any available option. See “RIGHTS Options”
/?	View online help. All other parameters are ignored when /? is used.
/VER	View the version number of the utility and the list of files it uses to execute. All other parameters are ignored when /VER is used.

RIGHTS Options

Option	Use to
/C	Scroll continuously through output.
/F	View the Inherited Rights Filter (IRF).
/I	View the trustee and group rights that created the inherited rights, and view where the inherited rights came from.
/NAME= <i>username</i>	View or modify rights for the user or group listed. Replace <i>username</i> with the name of the user or group whose rights you want to view or modify.
/S	View or modify subdirectories below the current level.
/T	View trustee assignments in a directory.

File and Directory Rights

The following table lists the rights, the letter to use for each right, and what the right is used for.

Right	Use to
S (Supervisor)	Grant all rights to the file or directory.
R (Read)	Open and read files in the directory.
W (Write)	Open and write to files in the directory.
C (Create)	Create files and subdirectories.
E (Erase)	Erase files and directories.
M (Modify)	Rename files and directories, and change file attributes.

Right	Use to
F (File Scan)	View and search on file and directory names in the file system structure.
A (Access Control)	Add and remove trustees and change trustee rights to files and directories.
N (No Rights)	Remove all rights.
REM (Remove)	Remove the user or group as a trustee of the specified file or directory.
ALL	Add All rights except Supervisor.

Using RIGHTS

- ◆ If you use + (plus) to add rights, the rights you list are added to the existing rights.
- ◆ If you use - (minus) to remove rights, the rights you list are deleted from the existing rights.
- ◆ If you add and delete rights in the same command, group all added rights together and all deleted rights together.
- ◆ If you list rights without using + or -, the rights you list replace the existing rights.
- ◆ You must always specify a path. You can use a period (.) to represent your current directory.
- ◆ You can use wildcard characters.

Examples

- ◆ To set the trustee rights in the current directory for user JANICE to Read, Write, and File Scan, type

```
RIGHTS . R W F /NAME=JANICE
```

RIGHTS

- ◆ To remove user JACIE from ALICE/SYS:USERS, type

```
RIGHTS ALICE/SYS:USERS REM /NAME=JACIE
```
- ◆ To see where user PAT's inherited rights came from for SYS:USERS/HOME, type

```
RIGHTS SYS:USERS/HOME /NAME=PAT /I
```

Additional Information

Topic	See
Trustee assignments	Trustee in <i>Concepts</i> .
Inherited rights	Security in <i>Concepts</i> .

ROUTE

Purpose

Use at the server console on a token ring cabling system to pass frames (packets) from NetWare through IBM-compatible source route bridges.

ROUTE enables the operating system to

- ◆ Keep track of the source routing information in the frames
- ◆ Configure the source routing information in the frames according to the parameters with which ROUTE is loaded

You must load the token ring LAN driver before you load ROUTE.

ROUTE and most ROUTE parameters can also be configured using the INETCFG utility. See the section below, “Configuring Source Route End Station Parameters with INETCFG.”

Syntax

```
LOAD [path]ROUTE [BOARD=number] [NAME=board_name]
    [DEF|GBR|MBR] [TIME=number] [RSP=AR|NR] [CLEAR] |
    [REMOVE=number] [XTX=number] [UNLOAD
    [BOARD=number]]
```

Parameter	Use to
<i>path</i>	Specify the path to ROUTE.NLM if you moved it from the default directory.

ROUTE

Parameter	Use to
BOARD= <i>number</i>	<p>Specify the board you want to change parameters on or load ROUTE for. Replace <i>number</i> with the board number.</p> <p>If you don't specify a board number, the default is board number 1, or the board name specified in the NAME parameter.</p> <p>The system numbers the boards, using 1 for the first driver loaded. (Check the order in the AUTOEXEC.NCF file.)</p>
NAME= <i>board_name</i>	<p>Specify the board name.</p>
DEF (Default)	<p>Specify that all Unknown Unicast frames are to be sent as All Routes Broadcast frames.</p> <p>If DEF is specified, all frames with addresses not in the server's Source Routing table are forwarded as All Routes Broadcast frames.</p> <p>If DEF is not specified, all frames with addresses not in the server's Source Routing table are forwarded as Single Route Broadcast frames.</p> <p>If ROUTE is already loaded with the DEF parameter, reloading ROUTE with DEF sends all Unknown Unicast frames as All Routes Broadcast frames.</p>
GBR (General Broadcast frames)	<p>Specify that all General Broadcast frames are to be sent as All Routes Broadcast frames.</p> <p>If this parameter is not specified when ROUTE is loaded, all General Broadcast frames are broadcast as Single Route Broadcast frames.</p> <p>If ROUTE is already loaded with the GBR parameter, reloading ROUTE with GBR broadcasts all General Broadcast frames as All Routes Broadcast frames.</p>

Parameter	Use to
MBR (Multicast Broadcast frames)	<p>Specify that all Multicast frames are to be sent as All Routes Broadcast frames.</p> <p>If the parameter is not specified when ROUTE is loaded, all Multicast frames are broadcast as Single Route Broadcast frames.</p> <p>If ROUTE is already loaded with the MBR parameter, reloading ROUTE with MBR broadcasts all Multicast frames as All Routes Broadcast frames.</p>
TIME= <i>number</i>	<p>Specify how often the Source Routing table should be updated.</p> <p>Replace <i>number</i> with a value from 3 to 255 seconds. The default is 10 seconds.</p> <p>This parameter forces the table to be updated with a new route if the route isn't used during the specified time.</p> <p>It enables ROUTE to determine alternate routes dynamically when an IBM bridge goes down.</p>
RSP= <i>value</i> (Respond)	<p>Specify how the server should respond to a broadcast request.</p> <p>Replace <i>value</i> with one of the following:</p> <p>NR: Specifies that all Broadcast Requests are to be responded to directly; a Broadcast Response isn't required.</p> <p>AR (the default): Specifies that all Broadcast Requests are to be responded to with an All Routes Broadcast frame.</p>

ROUTE

Parameter	Use to
CLEAR	<p>Clear the Source Routing table. Use when an IBM bridge has gone down and an alternate route is available.</p> <p>CLEAR forces a dynamic rebuilding of the table by sending a default frame to each specific node in the network.</p> <p>Use CLEAR to completely clear the Source Routing table, or use REMOVE to clear only one node address from the Source Routing table.</p>
REMOVE= <i>number</i>	<p>Remove a specified node address from the server's Source Routing table.</p> <p>Replace <i>number</i> with a 12-digit (6-byte) hexadecimal number.</p> <p>If you enter fewer than nine digits, ROUTE prefixes the address with 4000 in hexadecimal.</p> <p>For example, REMOVE=2 becomes REMOVE=400000000002.</p> <p>Use REMOVE when a bridge has gone down. When you remove the node from the Source Routing table, you force the server to determine an alternate route.</p>
XTX= <i>number</i>	<p>Specify the number of times to transmit on a timed-out route, using the old route.</p> <p>Replace <i>number</i> with a value between 00 and 255 seconds. The default is 02 times.</p>

Parameter	Use to
UNLOAD [BOARD= <i>number</i>]	<p>Use to remove source routing support for a specified board.</p> <p>If you don't specify a board number, the default is 1.</p> <p>Example:</p> <pre>LOAD ROUTE UNLOAD BOARD=2</pre> <p>Note: This parameter does not unload ROUTE.NLM, but disables source routing only for the board that you specify.</p>

Using ROUTE

- ◆ No parameters are required. However, you can load ROUTE a second time with a specified parameter to change the configuration.
- ◆ Most of the parameters have default values that should work with simple configurations for IBM bridges.

If you have parallel IBM bridges, you can change some of the parameters to reduce traffic on some of the paths.
- ◆ As frames pass through an IBM bridge, source routing information is added to the frame header at the Media Access Control (MAC) layer. The operating system's bridging is done above this layer.
- ◆ ROUTE can be loaded re-entrantly.
 - ◆ If you have two token ring boards in the server, load ROUTE twice. The second time you load it, use the BOARD or NAME parameter to specify a particular board.
 - ◆ To change the configuration, load ROUTE with the parameter that needs to be changed.

Configuring Source Route End Station Parameters with INETCFG

You can use INETCFG to load ROUTE and configure many source route end station parameters.

To use INETCFG, follow these steps.

1. **Load INETCFG.**
2. **From the Internetwork Configuration menu, choose the Boards option to load a token ring board.**
3. **Return to the Internetwork Configuration menu and use the Protocols option to enable Source Route End Station.**
4. **Return to the Internetwork Configuration menu and select Bindings.**

A list of bindings appears.

5. **Select an existing binding or press <Insert> to add a new binding.**

A list of enabled protocols appears.

6. **Select Source Route End Station.**

A list of boards is displayed.

7. **Select the token ring board you configured with the Boards option.**

The Attach Source Route End Station to an Interface menu appears.

The following Source Route End Station parameters are available:

Table 2-5 Source Route End Station Parameters

Parameter	Use to
Interface Name (same as NAME= <i>board_name</i> command line parameter)	View the name of the interface to which the end station source router is bound. This field is read-only.
Frame Type	View or modify the source route end station list of frame types. Press <Enter> to see the list. Press <Insert> to select a frame type. Press <Delete> to remove a frame type.
Send Frames with Unknown Address (same as DEF [Default] command line parameter)	Specify the type of explorer frame the end station source router sends to an unknown node address. Options: Single Route Explorer Frame, All Routes Explorer Frame Default: Single Route Explorer Frame
Send Broadcast Frames (same as GBR command line parameter)	Specify the type of explorer frame the end station source router sends to a broadcast destination address. Options: Single Route Explorer Frame, All Routes Explorer Frame Default: Single Route Explorer Frame
Send Multicast Frames (same as MBR command line parameter)	Specify the type of explorer frame the end station source router sends to a multicast, group, or functional address. Options: Single Route Explorer Frame, All Routes Explorer Frame Default: Single Route Explorer Frame
Respond to Broadcast Request (same as RSP command line parameter)	Specify how the end station source router responds to a single route explorer frame. Options: Specifically Routed Frame, All Routes Explorer Frame Default: All Routes Explorer Frame
Route Update Interval (same as TIME= <i>number</i> command line parameter)	Specify the minimum delay in seconds before the end station source router updates the route for a given node. Range: 0 to 65,535 seconds (0=infinite) Default: 10

ROUTE

To remove source route bridge support for the specified board, disable the binding.

Additional Information

Topic	See
INETCFG	"INETCFG"
Source routing	Source routing in <i>Concepts</i>
Source routing and broadcast frames	<i>IBM Token-Ring Network Architecture Reference</i>

RPL

Purpose

Use at the server console to enable the remote booting of diskless workstations that have network boards installed.

Syntax

```
LOAD [path]RPL
```

Parameter	Use to
<i>path</i>	Specify the path to RPL.NLM if you moved it from the default directory.

Using RPL

- ◆ The RPL.NLM program is used in networks that have diskless workstations installed with the RPL BIOS module. RPL.NLM provides the Remote Program Load protocol stack to the server.
- ◆ After loading the RPL protocol stack, you must bind RPL to the network board in the server.

Additional Information

Topic	See
Using RPL to set up Remote DOS workstations	The Novell Client documentation.

RS232

Purpose

Use at the server console to set up a communication port for remote management over a modem or null modem cable.

The RS232 module is an asynchronous communications driver that initiates the server's communication port and transfers screen and keystroke information to and from REMOTE.

Syntax

```
LOAD [path] RS232 [COM port] [modem speed] [N][C]
```

Parameter	Use to
<i>path</i>	Specify the path to RS232.NLM if you moved it from the default directory.
<i>COM port</i>	Specify the communication port (1 or 2). If you don't specify a COM port with the LOAD command, you are prompted for it.
<i>modem speed</i>	Specify the baud rate of your modem (2400, 4800, or 9600). If you don't enter the modem speed with the LOAD command, you are prompted for it.
N	Specify that a null modem cable will be used.
C	Enable callback functions.

Using RS232

You must load a communication port driver (such as AIOCOMX) and AIO before you load RS232. (If you load AIOCOMX first, it autoloads AIO. If you use a third-party communication port driver, you may need to load AIO manually.)

After RS232 is loaded, you can execute the following commands while in the utility:

Command	Use to
RS232	View RS232 driver settings.
MODEM	Interact with the modem.
MODEM @ <i>filename</i>	Retrieve modem commands from a file.
MODEM <i>modem_command</i>	Send commands directly to the modem.

Additional Information

Topic	See
Using RS232	Using Remote Console to Manage a Server in <i>Supervising the Network</i> .

RSPX

Purpose

Use at the server console to allow RCONSOLE to access a server over a direct connection. RSPX loads the SPX driver for REMOTE and advertises the server to workstations.

RSPX provides an optional security feature requiring that all RSPX packets contain signatures.

RSPX packet signatures are not related to NCP packet signatures. To modify RSPX packet signature requirements, use RSPX. To modify NCP packet signature requirements, use SERVMAN or SET. See “SERVMAN” or “SET”

Syntax

```
LOAD [path] RSPX [SIGNATURES OFF]
```

Parameter	Use to
<i>path</i>	Specify the path to RSPX.NLM if you moved it from the default directory.
SIGNATURES OFF	Allow remote console RSPX packets without signatures. The default is packet signatures ON. Note: If you use a NetWare 3.11 of RCONSOLE to access a NetWare 4 server, turn packet signatures off when you load RSPX.

Using RSPX

After RSPX is loaded, the following commands are valid:

```
RSPX [parameter ]
```

Parameter	Use to
(no parameter)	View RSPX status information.
SIGNATURES ON	Require all RCONSOLE client RSPX packets to contain signatures.
SIGNATURES OFF	Allow RCONSOLE client packets without signatures. Note: If you use a NetWare 3.11 version of RCONSOLE to access a NetWare 4 server, turn packet signatures off when you load RSPX on the server.
HELP	View online help.

Additional Information

Topic	See
Using RSPX	Using Remote Console to Manage a Server in <i>Supervising the Network</i> .

SBACKUP

Purpose

Use at the server console to back up and restore specified data on a server, workstation, or service that you select.

Syntax

```
LOAD [path] SBACKUP SIZE=xx BUFFER=x
```

Parameter	Use to
<i>path</i>	Specify the path to SBACKUP.NLM if you moved it from the default directory.
SIZE= <i>xx</i>	Specify the size of the buffer (in KB). Supported values: 16, 32, 64, 128, or 256. Default: 64 KB.
BUFFER = <i>x</i>	Specify the number of buffers. Supported values: 2 to 10. Default: 4.

Additional Information

Topic	See
Using SBACKUP	Backing Up and Restoring Data in <i>Supervising the Network</i> .

SCAN FOR NEW DEVICES

Purpose

Use at the server console to register new devices with the media manager so they are available to the operating system.

Syntax

SCAN FOR NEW DEVICES

Using SCAN FOR NEW DEVICES

- ◆ Use this utility if you add new devices after you boot your server and the devices do not then appear with the LIST DEVICES command.
- ◆ If devices have been added, but the drivers aren't loaded in STARTUP.NCF, use SCAN FOR NEW DEVICES after loading the drivers to register the devices with the system.
- ◆ If NetWare detects new devices since you booted the server, SCAN FOR NEW DEVICES registers the devices with the operating system. It does not return a message to the screen.
- ◆ SCAN FOR NEW DEVICES does not produce any output.
- ◆ If you remove a hot-plug mirrored disk without bringing down the server, you must execute SCAN FOR NEW DEVICES as soon as you remove the disk. This lets the system know that the remaining disk in the mirrored pair is no longer synchronized with a mirrored partner. If you unmirror the disk before removing it, you do not need to run SCAN FOR NEW DEVICES.

SCHDELAY

Purpose

Use at the server console to

- ◆ Prioritize server processes
- ◆ Schedule processes to use less of the server's CPU
- ◆ Slow processes when the server is very busy

Syntax

```
LOAD SCHDELAY [process_name = number ...]
```

Parameter	Use to
(no parameter)	View a list of all valid process names and their current SCHDELAY values. If the list scrolls off the screen, you may choose to view the list in the Scheduling Information option in MONITOR.
<i>process_name</i>	Specify a process that will use the scheduling delay. Valid processes are those that access the server's CPU.
<i>number</i>	Specify the frequency at which the process should run. Valid values are 0 (run every cycle) and from 2 to 10000. For example, 2 means run every second cycle.

You can undo SCHDELAY values for all processes by replacing *process_name* with *ALL PROCESSES* and replacing *number* with *0*. This causes all processes to run with no delays. The command syntax is

```
LOAD SCHDELAY ALL PROCESSES = 0
```

Using SCHDELAY

The SCHDELAY value affects processes only when the system is busy.

- ◆ You can specify multiple process delays at one time.
- ◆ To slow specific processes and use less of the server's CPU each time the server boots, place a SCHDELAY command in your AUTOEXEC.NCF file.
- ◆ You can also view scheduling delays with the Scheduling Information option in MONITOR.

Example

To schedule the Remirror process to skip every other cycle, type

```
LOAD SCHDELAY REMIRROR PROCESS = 2
```

Additional Information

Topic	See
Determining which processes are hoarding CPU time or which SCHDELAY value to assign to a process	Prioritizing Server Processes in <i>Supervising the Network</i> .
Editing the AUTOEXEC.NCF file	Modify the AUTOEXEC.NCF File in <i>Installation and Upgrade</i> . Creating or Editing a Server Batch (.NCF) File in <i>Supervising the Network</i> .

SEARCH

Purpose

Use at the server console to

- ◆ Tell the server where to look for loadable module files and .NCF files
- ◆ Add other search paths or delete current search paths
- ◆ View the current search paths for the operating system

Syntax

```
SEARCH [ADD [number ] path ]
```

or

```
SEARCH DEL [number ]
```

Parameter	Use to
(no parameter)	View the current search paths.
<i>number</i>	Specify the number of the search drive you want to add or remove.
<i>path</i>	Specify the complete path of the directory you want searched. (The default is SYS:SYSTEM.) Begin the path with a DOS drive letter or a NetWare volume name.

Using SEARCH

- ◆ To set search paths each time the server comes up, place the SEARCH commands in the AUTOEXEC.NCF file.

- ◆ If you execute `SECURE CONSOLE`, `SEARCH` is disabled. The `SYS:SYSTEM` search path remains in effect, but you cannot create new search paths.

Once you execute `SECURE CONSOLE`, you must bring down the server and reboot it to create additional search paths.

When the server comes up and the `SYS:` volume is mounted, the search path to the boot partition is deleted.

Example

- ◆ To display the current server search paths, type
`SEARCH`
- ◆ To add `VOL1:NCF` (a network directory) as a search path, type
`SEARCH ADD VOL1:NCF`

Additional Information

Topic	See
Adding a search path	Viewing and Adding Server Search Paths in <i>Supervising the Network</i> .

SECURE CONSOLE

Purpose

Use at the server console to increase network security by

- ◆ Preventing loadable modules from being loaded from any directory other than SYS:SYSTEM
- ◆ Preventing keyboard entry into the operating system debugger
- ◆ Preventing the server date and time from being changed

Syntax

SECURE CONSOLE

Using SECURE CONSOLE

- ◆ When you execute SECURE CONSOLE, path specifiers are disabled. The SYS:SYSTEM search path remains in effect, but you cannot create new search paths.
- ◆ Use of SECURE CONSOLE is recommended, especially in security-sensitive environments. SECURE CONSOLE prevents the following types of breaches in security:
 - ◆ *Trojan Horse Modules.* If you don't use SECURE CONSOLE, a module can be loaded from a DOS partition, a diskette drive, or any directory on a NetWare volume.

If you allow modules to be loaded from all these drives, anyone who has access to the server console can load a loadable module. An intruder could create a module to access or alter any information on the server, or to change user account information at the server security level.
 - ◆ *Date and Time Modifications.* Some security and accounting features (such as password expiration, time restrictions,

intruder detection, and lockout intervals) depend on date and time for their enforcement.

If you don't use SECURE CONSOLE, an intruder can change the date and time at the server and bypass these time-dependent features.

- ◆ To disable SECURE CONSOLE, down the server properly, and then reboot the server.

Additional Information

Topic	See
Additional security tips	Server console in <i>Concepts</i> .

SEND

Purpose

Use at a workstation or the server console to

- ◆ Send messages to users attached to the server
- ◆ Set a workstation to receive all messages, only system messages, or no messages
- ◆ View the current broadcast mode at the client
- ◆ Poll for messages
- ◆ Send a message to all users logged in or attached to the NetWare server, or to a list of users or connection numbers

The console command SEND has the same functionality as the BROADCAST command from previous versions of NetWare. The BROADCAST command is also available in NetWare 4.

You can also use MONITOR.NLM to send messages to workstations. See *Sending a Message Using MONITOR* in *Supervising the Network*.

Syntax

At the Server Console

```
SEND message [[TO] username | connection number ]  
                [[AND | ,] username | connection number ]
```

Unlike the client SEND command, *groupname* is not a valid parameter at the server.

Parameter	Use to
<i>message</i>	<p>Specify the message (up to 55 characters) you want to send.</p> <p>Note: Quotation marks around the message are not required if you send the message to all users.</p>
<i>username</i>	<p>Specify the users you want to send the message to.</p> <p>To send to all users, don't include any usernames or connection numbers.</p> <p>Separate users with a comma, a space, or <i>and</i>.</p> <p>Depending on the connection type, you need to specify either the user's complete name (for example, BOB.SALES.NOVELL), or the user's name (For example, BOB).</p> <p>Use the user name as it appears in Connection Information in MONITOR.</p>
<i>connection number</i>	<p>Specify the number of the station you want to send the message to.</p> <p>Separate connection numbers with a comma, a space, or <i>and</i>.</p> <p>To determine the connection number, find the corresponding connection number next to the user's name in Connection Information in MONITOR.</p>

At a Workstation

Workstations on NDS Servers (NetWare 4)

```
SEND [message [TO] [username | groupname |
servername ]] [/options ...] [/? | /VER]
```

Parameter	Use to
<i>message</i>	Specify the message you want to send.
<i>username</i> , <i>groupname</i> , or <i>servername</i>	Specify the recipient of the message. Separate multiple names with a comma, a space, or <i>and</i> .
<i>/option</i>	Replace option with any available option. See "SEND Options"
<i>/?</i>	View online help. All other parameters are ignored when <i>/?</i> is used.

SEND Options

Option	Use to
<i>/A=A</i> or <i>/A</i>	Accept all messages.
<i>/A=C</i>	Accept messages only from the server console.
<i>/A=N</i>	Accept no messages.
<i>/A=P</i>	Stores the last message sent until you poll to receive it.
<i>/P</i>	Poll the server for the last stored message.
<i>/S</i>	Show the current broadcast mode.
<i>/B</i>	Send across a bindery connection when logged in to NDS.

Workstations on Bindery Servers (NetWare 2 and 3)

```
SEND message [TO] [servername / [username |
groupname | station number ]]
[servername / [/option ...]] [/? | /VER]
```

Parameter	Use to
<i>message</i>	Specify the message you want to send.
<i>servername</i>	Specify the server the user is logged in to. If no server is specified, the message is sent to the server your current drive is mapped to.
<i>username or groupname</i>	Specify the recipient of the message. Separate multiple names with a comma, a space, or <i>and</i> .
<i>station number</i>	Specify a workstation connection number. Separate multiple numbers with a comma, a space, or <i>and</i> .
<i>/option</i>	Specify any available option. See "Options for Workstations on Bindery Servers."
<i>/?</i>	View online help.
<i>/VER</i>	View the version number of the utility and the list of files it uses to execute.

Options for Workstations on Bindery Servers

Option	Use this option to
EVERYONE	Sends message to members of the group EVERYONE.
CONSOLE	Sends message to the server console.
<i>/B</i>	Allows bindery syntax from an NDS connection.

Using SEND

- ◆ All users except the following receive messages:

- ◆ Those who used SEND at the workstation with the Accept None option.
 - ◆ Those logged in using ACS or NACS.
 - ◆ Those logged in on remote workstations.
 - ◆ Those using some graphics applications.
 - ◆ Those who are attached to the server but not logged in.
- ◆ Messages don't interfere with a workstation's display; however, the user can't make entries on the screen until messages are cleared.

Examples

Workstation Examples

- ◆ To send the message Time for the meeting to Bob, Sue, and Jeff, type

`SEND TIME FOR THE MEETING BOB, SUE, JEFF`
- ◆ To send the message Time for the meeting to Bob, using a complete name, type

`SEND TIME FOR THE MEETING .BOB.NOVELL`
- ◆ To send the message Time for the meeting to KELLEY on bindery server FRIENDLY (if you are logged in to NDS), type

`SEND TIME FOR THE MEETING FRIENDLY/KELLEY /B`

(If you are not logged in to NDS, you don't need to use /B.)
- ◆ To set your workstation to receive only console or system messages, type

`SEND /A=C`
- ◆ To clear a message from a workstation and resume work, type

<Ctrl>+<Enter>

Server Examples

- ◆ To send the message The server is going down to all users logged in or attached to the server, type

SEND THE SERVER IS GOING DOWN

- ◆ To send The server is going down to user ANDREA, type

SEND THE SERVER IS GOING DOWN ANDREA

- ◆ To send Log out please to user ANDREA, using the complete name, type

SEND LOG OUT PLEASE ANDREA.SALES.NOVELL

- ◆ To send Paychecks are here! to connection 1 (from a bindery connection), type

Paychecks are here! 1

- ◆ To send Meeting time to users ANDREA, BRYAN, and MICHAEL and to stations 1 and 4, type

SEND MEETING TIME TO ANDREA, BRYAN, MICHAEL, 1, 4

Additional Information

Topic	See
Using SEND to send a message from the console	Sending Console Messages to Workstations in <i>Supervising the Network</i> .
Bindery-based server	Bindery in <i>Concepts</i> .
Stopping message displays	Sending Console Messages to Workstations in <i>Supervising the Network</i> .

SEND

Topic	See
Using MONITOR.NLM to send a message to a workstation	Sending a Message Using MONITOR in <i>Supervising the Network</i> .

SERVER

Purpose

Use at the server console from the DOS prompt to

- ◆ Boot NetWare on your server
- ◆ Execute the STARTUP.NCF file
- ◆ Mount volume SYS:
- ◆ Execute the AUTOEXEC.NCF file
- ◆ Execute the INITSYS.NCF file

Syntax

SERVER [*parameter*]

Parameter	Use to
-s [<i>path</i>] <i>filename</i> .NCF	Specify an alternative to STARTUP.NCF. Replace <i>filename</i> with the name of the alternate file. (The file extension must be .NCF) The system looks for the file in the current boot directory, unless you specify a path.
-na	Prevent the AUTOEXEC.NCF file that you created in INSTALL from executing. This parameter is useful if you are changing drivers or other commands in your AUTOEXEC.NCF file.

Parameter	Use to
-ns	Prevent the STARTUP.NCF and AUTOEXEC.NCF files created in INSTALL from executing. This parameter is useful for changing the boot process.

Using SERVER

- ◆ SERVER is a DOS-executable file that boots the NetWare operating system.
- ◆ If neither of the .NCF files exists, SERVER prompts you for a server name and an IPX internal network number; SERVER then brings up the console prompt (:).
- ◆ To automatically bring up the server when you boot up the machine, you can do one of the following:
 - ◆ Place the SERVER command in the AUTOEXEC.BAT file in your boot partition.
 - ◆ Use REMOVE DOS to boot the NetWare operating system automatically after you down the server and use the EXIT command.
- ◆ SERVER executes STARTUP.NCF and AUTOEXEC.NCF, if they exist.

Additional Information

Topic	See
Restarting server execution from the console prompt	"RESTART SERVER"
Editing NCF files	Creating or Editing a Server Batch (.NCF) File in <i>Supervising the Network</i> .

SERVMAN

Purpose

Use at the server console to

- ◆ View and configure system parameters
- ◆ Change system parameter values in the AUTOEXEC.NCF, STARTUP.NCF, and TIMESYNC.CFG files
- ◆ View volume, storage, network, adapter, device, and disk partition information

SERVMAN has the same functionality as the SET command.

Syntax

```
LOAD SERVMAN
```

Using SERVMAN

The SERVMAN (Server Manager) main screen displays statistics about the server, such as processor use, processor speed, and number of modules loaded. See Figure 2-19 .

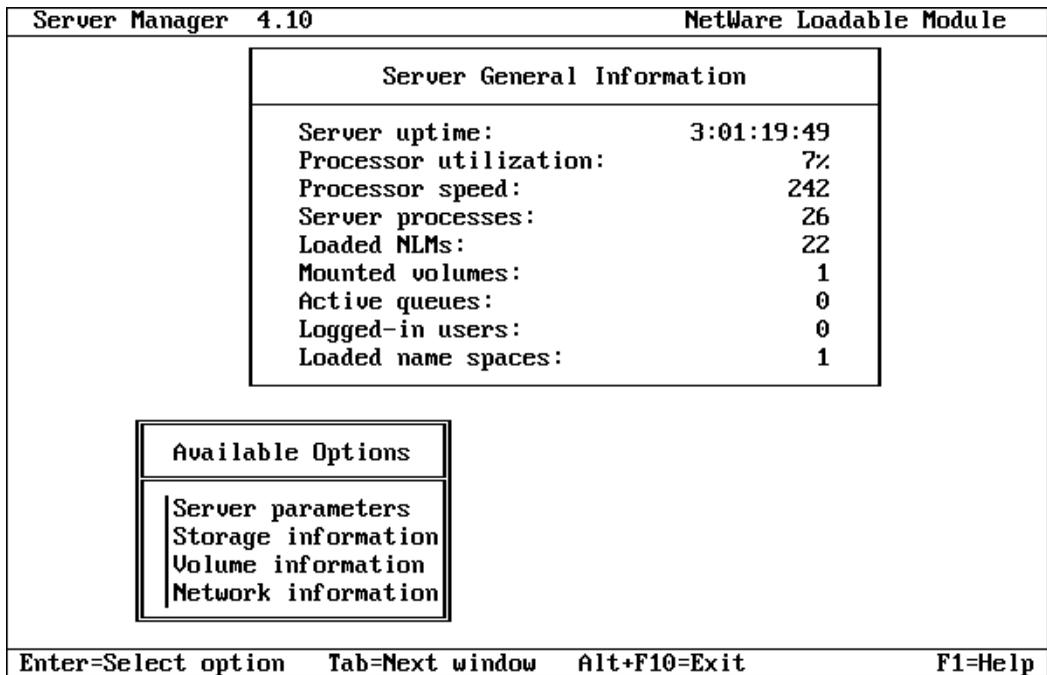
The main screen also displays an Available Options menu. These options give you access to more detailed information.

Earlier versions of SERVMAN allowed you to configure IPX/SPX. Configuration of IPX/SPX is now done through the INETCFG utility. See “INETCFG”

For more information, press <F1> while you are in the utility.

Figure 2-19

The SERVMAN Main Screen



Statistics Displayed on the SERVMAN Main Screen

The SERVMAN utility updates statistics every second.

Statistic	Explanation
Server uptime	Length of time the server has been running since it was last booted.
Processor utilization	Percentage of time that the server CPU is busy.
Processor speed	Speed at which the processor is running, based on CPU clock speed, CPU type, and the number of memory wait states.
Server processes	Number of processes running on the server.
Loaded NLMs	Number of modules loaded on the server.

Statistic	Explanation
Mounted volumes	Number of volumes mounted on the server.
Active queues	Number of active queues on the server.
Logged-in users	Number of users logged in to the server.
Loaded name spaces	Number of name spaces loaded on the server.

Selections in the SERVMAN Available Options Menu

Menu Option	Use to
Server parameters	<ul style="list-style-type: none"> ◆ View and configure operating system parameters. ◆ Change system parameter values in the AUTOEXEC.NCF and STARTUP.NCF files.
Storage information	View adapter, device, and partition information.
Volume information	View information about volumes mounted on the server.
Network information	View network information, such as number of packets received and transmitted.

Additional Information

Topic	See
SET command	"SET"

SET

Purpose

Use at the server console to view and configure operating system parameters.

You can also use SERVMAN or MONITOR to configure and set operating system parameters.

The default SET parameters give maximum performance for most systems. Network supervisors should seldom need to change parameters.

Syntax

```
SET [parameter] = [value]
```

Parameters:

- “Communication Parameters”
- “Memory Parameters”
- “File Caching Parameters”
- “Directory Caching Parameters”
- “File System Parameters”
- “Lock Parameters”
- “Transaction Tracking Parameters”
- “Disk Parameters”
- “Time Synchronization Parameters”
- “NCP Parameters”
- “Miscellaneous Parameters”
- “Error Handling Parameters”
- “Novell Directory Services Parameters”
- “SFT III Parameters”

Using SET

Although most parameters don't need to be changed, you might increase the performance of your system by changing some parameters. Suggestions for improving server performance can be found in Monitoring and Optimizing the Server in *Supervising the Network* .

Displaying and Changing Current Settings

- ◆ If you type SET without a parameter, a list of categories appears. When you select a category, the current settings for the parameters in that category appear, along with the setting limits and a brief description of each parameter.
- ◆ If you type SET with a parameter but no value, the current setting, setting limits, and a brief description of the parameter appear.
- ◆ If you type SET with a parameter and a value, the operating system is reconfigured according to the specified value.
- ◆ You can also use the SERVMAN NLM to display and modify parameter settings. See “SERVER”

Entering Parameters

- ◆ You can use most SET parameters at the console prompt. The system is immediately configured to that setting. Any setting in the AUTOEXEC.NCF file is overridden until the server is rebooted.
- ◆ You can save SET commands you execute at the console prompt in the AUTOEXEC.NCF file. When a parameter is saved, the server configures itself to the parameter each time the server is booted.

If the parameter isn't saved in the file, the system returns to the default setting for the parameter when the server is booted. Some commands can be saved in the STARTUP.NCF file.

Edit the AUTOEXEC.NCF or the STARTUP.NCF file with INSTALL. If you use SERVMAN to change SET parameters, you are prompted to update .NCF files before exiting the utility.

Parameters that Control the Allocation of Services

Some SET parameters control how the system dynamically allocates services. Three types of parameters interact to control the allocation of a service:

- ◆ **Maximum limits** control how many resources the operating system can allocate for a particular service.
- ◆ **Minimum limits** allow the operating system to allocate a minimum number of resources as soon as a request is received.

Low minimum limits slow the growth of a particular service. High minimum limits allow rapid growth.

For example, if the minimum number of directory cache buffers is set to 20, the system allocates another buffer resource as soon as a request is made until 20 cache buffers have been allocated.

When 20 directory cache buffers are allocated, the system waits 2.2 seconds (default) when a request comes in, and then allocates another buffer if the request is still active.

However, if the minimum number of directory cache buffers is set to 40, the system allocates 40 directory cache buffers before it starts slowing the growth by waiting 2.2 seconds after each request.

- ◆ **Wait time limits** control how rapidly the operating system can allocate a new resource.

Communication Parameters

Communication parameters control settings for communication buffers. Four parameters configure packet receive buffers; four control the watchdog.

- ◆ **Packet Receive Buffers** are areas in the server's memory that are set aside to hold data packets. The packets remain in the buffers while the server processes them.

To view the number of packet receive buffers allocated, use `MONITOR`.

- ◆ Watchdog Packets make sure stations are connected. If the server doesn't receive a packet from a station within a set time (Delay Before First Watchdog Packet), a watchdog packet is sent to the station.
- ◆ If the station doesn't respond within a set time (Delay Between Watchdog Packets), another packet is sent. If the station doesn't respond to a set number of packets, the server assumes that the station is no longer connected and clears the station's connection.

See Table 2-6 for a description of communication parameters.

Table 2-6 Communication Parameters

Parameter	Use to
Maximum Packet Receive Buffers = <i>number</i>	<p data-bbox="521 256 1202 314">Specify the maximum number of packet receive buffers the operating system can allocate.</p> <p data-bbox="521 340 874 397">Supported values: 50 to 25000. <i>Default:</i> 100.</p> <p data-bbox="521 423 1005 446">Note: For SFT III systems, the default is 400.</p> <p data-bbox="521 472 1166 529">Before increasing this parameter, use MONITOR to view the server's use of packet receive buffers and service processes.</p> <p data-bbox="521 555 1202 637">If the number of packet receive buffers is at maximum, increase this parameter in increments of 10 until you have one packet receive buffer per workstation.</p> <p data-bbox="521 663 1202 744">If you have EISA or microchannel bus master boards in your server, increase this parameter to provide at least five buffers per board.</p> <p data-bbox="521 770 1202 852">If the board is producing No ECB available count errors, provide 10 buffers per board. Use MONITOR (LAN Information) to determine if the board is producing errors.</p> <p data-bbox="521 878 1202 960">If the number of allocated service processes is at maximum, you can increase the Maximum Service Processes parameter to decrease the need for more packet receive buffers.</p> <p data-bbox="521 986 1202 1102">The value of this parameter should be greater than the value of the Minimum Packet Receive Buffers parameter. If it is less, the system increases the value to match that of the Minimum Packet Receive Buffers parameter.</p> <p data-bbox="521 1128 1180 1150">This parameter can be set in the appropriate startup .NCF file.</p>

Parameter	Use to
Minimum Packet Receive Buffers = <i>number</i>	<p>Specify the minimum number of packet receive buffers the operating system can allocate. The operating system allocates this number of buffers as soon as the server boots. You must add this command to the STARTUP.NCF file. You cannot change the setting at the console prompt.</p> <p>Supported values: 10 to 20000. <i>Default:</i> 50.</p> <p>Note: For SFT III systems, the default is 100. This parameter must be set to the same value in the MSSTART.NCF and IOSTART.NCF files.</p> <p>Before increasing this parameter, use MONITOR to view the server's use of packet receive buffers.</p> <p>If you have EISA or microchannel bus master boards in your server and are receiving No ECB available count errors (see LAN Information in "MONITOR" on page 142) right after the server boots, increase this parameter so that each board can have at least five packet receive buffers.</p> <p>If the allocated number is higher than 10 and the server doesn't respond immediately after booting, increase this parameter.</p> <p>In NetWare 4.2, the value of this parameter must be less than the value of the Maximum Packet Receive Buffers parameter. If it is greater, the system increases the value of the Maximum Packet Receive Buffers parameter to match that of the Minimum Packet Receive Buffers parameter.</p>
Maximum Physical Receive Packet Size = <i>number</i>	<p>Specify the maximum size of packets that can be transmitted on the network. You must add this command to the STARTUP.NCF file. You cannot change the setting at the console prompt.</p> <p>Supported values: 618 to 24682. <i>Default:</i> 4202.</p> <p>The default allows 2 KB (data with the packet header). If you use token ring or Ethernet boards, the default is acceptable.</p> <p>If some of your network boards transmit more than 512 bytes of data per packet, set this parameter for the largest packet size.</p>

SET

Parameter	Use to
IPX NetBIOS Replication Option = <i>number</i>	<p>Specify how the IPX router handles replicated NetBIOS broadcasts.</p> <p>Supported values:</p> <p>0 = Do not replicate NetBIOS broadcasts. 1 = Duplicate broadcasts when there are redundant routes. 2 = Suppress duplicate broadcasts.</p> <p>Default: 2.</p>
Maximum Interrupt Events = <i>number</i>	<p>Specify the maximum number of interrupt time events (such as IPX routing) allowed before a thread switch is guaranteed to have occurred.</p> <p>Supported values: 1 to 1000000. <i>Default:</i> 10.</p>
Reply to Get Nearest Server = <i>value</i>	<p>Specify whether the server responds to Get Nearest Server requests from stations trying to locate directory and file servers.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON.</p>
Number of Watchdog Packets = <i>number</i>	<p>Specify the number of unanswered watchdog packets that the server sends to a workstation before closing its connection.</p> <p>Supported values: 5 to 100. <i>Default:</i> 10.</p>
Delay Between Watchdog Packets = <i>time</i>	<p>Specify the amount of time between watchdog packets.</p> <p>Supported values: 9.9 seconds to 10 minutes 26.2 seconds. <i>Default:</i> 59.3 seconds.</p> <p>After a server sends out the first watchdog packet, it waits the specified time before sending out succeeding packets if it receives no reply.</p>

Parameter	Use to
Delay Before First Watchdog Packet= <i>time</i>	<p>Specify the amount of time the server waits without receiving a request from a workstation before sending out the first watchdog packet to that station.</p> <p>Supported values: 15.7 seconds to 14 days. <i>Default:</i> 4 minutes 56.6 seconds.</p>
New Packet Receive Buffer Wait Time = <i>time</i>	<p>Specify how long the operating system waits after receiving a request for a packet receive buffer before granting a new buffer.</p> <p>Supported values: 0.1 second to 20 seconds. <i>Default:</i> 0.1 second.</p> <p>This parameter prevents the system from granting too many buffers during a sudden peak in usage.</p> <p>If you have an EISA bus master board in your server, don't change this parameter.</p>
Console Display Watchdog Logouts = <i>value</i>	<p>Specify whether a console message is displayed when a connection is cleared.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p> <p>If your network is running smoothly, you don't need to display watchdog logouts.</p> <p>If your workstations are having connection problems, the watchdog logout messages can help you isolate which stations aren't receiving or sending watchdog packets.</p>

Memory Parameters

Memory parameters control the size of the dynamic memory pool and the automatic registering of memory on EISA bus computers.

For a description of memory parameters, see Table 2-7 .

Table 2-7Memory Parameters

Parameter	Use to
Allow Invalid Pointers = <i>value</i>	<p>Specify whether invalid pointers are allowed to cause a nonexistent page to be mapped in with only one notification.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p>
Read Fault Notification = <i>value</i>	<p>Specify whether the console and error log are notified of emulated read page faults.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON.</p>
Read Fault Emulation = <i>value</i>	<p>Specify whether a read that occurs from a nonpresent page is emulated.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p>
Write Fault Notification = <i>value</i>	<p>Specify whether the console and error log are notified of emulated write page faults.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON.</p>
Write Fault Emulation = <i>value</i>	<p>Specify whether a write that occurs from a nonpresent page is emulated.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p>

Parameter	Use to
Garbage Collection Interval = <i>number</i>	<p>Specify the maximum time between garbage collections.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p> <p>Supported values: 1 minute to 1 hour. <i>Default:</i> 15 minutes.</p>
Number of Frees for Garbage Collection = <i>number</i>	<p>Specify the minimum number of times memory must be freed before a garbage collection can occur.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p> <p>Supported values: 100 to 100000. <i>Default:</i> 5000.</p>
Minimum Free Memory for Garbage Collection = <i>number</i>	<p>Specify the minimum free allocation bytes needed for garbage collection.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p> <p>Supported values: 1000 to 1000000. <i>Default:</i> 8000.</p>
Alloc Memory Check Flag = <i>value</i>	<p>Specify whether the server will do corruption checking in the alloc memory nodes.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p>

Parameter	Use to
Auto Register Memory Above 16 Megabytes = <i>value</i>	<p>Control the automatic registering of memory above 16 MB in EISA computers.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON.</p> <p>You must set this parameter in the STARTUP.NCF file. You cannot set the value at the command line.</p> <p>Use OFF if you have installed a network board or a disk adapter board that uses an online DMA or AT bus. (The board can address only 16 MB of memory correctly.)</p> <p>If you install one of these boards and the server addresses more than 16 MB of memory, the board corrupts server memory because it addresses low memory instead of its assigned high memory and corrupts the low memory in use.</p> <p>Use ON if you want memory above 16 MB to be registered with the operating system.</p>
Reserved Buffers Below 16 Meg = <i>number</i>	<p>Specify the number of file cache buffers reserved for device drivers that can't access memory above 16 MB.</p> <p>Supported values: 8 to 300. <i>Default:</i> 16.</p> <p>You must set this parameter in the STARTUP.NCF file. You cannot set the value at the command line.</p>

File Caching Parameters

File caching allows faster access to frequently used files by holding a file (or a portion of it) in memory. Files being read from or written to are kept in file cache buffers.

The number of files kept in memory depends on the number of file cache buffers allowed. This is determined by the amount of memory available and the Minimum File Cache Buffers parameter.

See Table 2-8 for a description of file caching parameters.

Table 2-8 File Caching Parameters

Parameter	Use to
Read Ahead Enabled = <i>value</i>	<p>Specify whether the system conducts background reads to cache in advance of blocks soon to be requested.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON</p> <p>Read-aheads can happen only when sequential file accesses are occurring.</p>
Read Ahead LRU Sitting Time Threshold = <i>number</i>	<p>Specify the minimum cache LRU (least recently used) sitting time for read-aheads to take place.</p> <p>Supported values: 0 seconds to 1 hour. <i>Default:</i> 10 seconds.</p>
Minimum File Cache Buffers = <i>number</i>	<p>Set the minimum number of cache buffers the operating system can allow for file caching.</p> <p>Supported values: 20 to 1000. <i>Default:</i> 20.</p> <p>All memory not allocated for other processes is given to file caching. As memory is requested for other processes, the server gives up cache buffers.</p> <p>This limit specifies when the server must stop giving file cache buffers to other processes.</p> <p>If you set the minimum too high, other processes may not be able to allocate necessary memory resources.</p> <p>For example, a module could fail to load because the server is out of available memory.</p>

SET

Parameter	Use to
Maximum Concurrent Disk Cache Writes = <i>number</i>	<p>Specify the number of write requests for changed file data that can be put in the elevator before the disk head begins a sweep across the disk.</p> <p>Supported values: 10 to 4000. <i>Default:</i> 50.</p> <p>A high number creates more efficient write requests. A low number creates more efficient read requests.</p> <p>Monitor the number of dirty cache buffers on the information screen in MONITOR.</p> <p>If this number is above 70% of total cache buffers, optimize the write speed by increasing this parameter.</p>
Dirty Disk Cache Delay Time = <i>time</i>	<p>Specify how long the system keeps a write request (that does not fill a cache buffer) in memory before writing the request to disk.</p> <p>Supported values: 0.1 second to 10 seconds. <i>Default:</i> 3.3 seconds.</p> <p>Increasing the time makes disk writing more efficient if your users make many small write requests.</p> <p>Decreasing the time can reduce performance drastically, and reduces the chances of losing data only slightly.</p>
Minimum File Cache Report Threshold = <i>number</i>	<p>Specify how few cache buffers can be available before the operating system warns you that the number of buffers is getting low.</p> <p>Supported values: 0 to 1000. <i>Default:</i> 20</p> <p>For example, if the Minimum File Cache Buffers parameter is set to 20 and this parameter is set to 25, you are warned when all but 45 cache buffers are allocated for other processes.</p> <p>Regardless of how this parameter is set, the operating system warns you when it reaches the minimum number of cache buffers. You receive the following message: Cache memory allocator exceeded minimum cache buffer left limit.</p>

Directory Caching Parameters

Directory caching allows fast access to frequently used directories. A *directory cache buffer* is a portion of NetWare server memory that holds entries from the directory table.

A directory entry stays in a cache buffer as long as it is accessed frequently (default: 33 seconds). The system can overwrite the directory entry if the allocated directory cache buffers are accessed more frequently.

See Table 2-9 for a description of directory caching parameters.

Allocation of Directory Cache Buffers

When the server boots, the system allocates a minimum number of directory cache buffers (default: 20). It creates these buffers immediately when it receives a request for a new buffer.

When the minimum number of buffers is allocated and another is needed, the system must wait a specified amount of time before allocating another buffer.

If necessary, the system allocates buffers until it reaches the maximum. If enough directory cache buffers are allocated and enough memory is available for directory caching, all directory tables can be cached in memory.

How Directory Caching and File Caching Work Together

As directory cache buffers increase, file cache buffers decrease. Thus, a tradeoff exists between directory caching and file caching.

Directory caching and file caching must be balanced carefully for maximum performance.

If you adjust the system to use too much memory for directory caching, you can leave too little memory for file caching, and vice versa.

Table 2-9 Directory Caching Parameters

Parameter	Use to
Dirty Directory Cache Delay Time = <i>time</i>	<p>Specify how long the system keeps a directory table write request in memory before writing it to disk.</p> <p>Supported values: 0 to 10 seconds. <i>Default:</i> 0.5 second</p> <p>Increasing the delay time gives slightly quicker performance but increases the probability of the directory tables becoming corrupted.</p> <p>Decreasing the delay time slightly reduces the chance of directory tables becoming corrupted, but can reduce performance slightly.</p> <p>A zero setting reduces performance dramatically.</p>
Maximum Concurrent Directory Cache Writes = <i>number</i>	<p>Specify how many write requests from directory cache buffers are put in the elevator before the disk head begins a sweep across the disk.</p> <p>Supported values: 5 to 50. <i>Default:</i> 10.</p> <p>A high number creates more efficient write requests. A low number creates more efficient read requests.</p>
Directory Cache Allocation Wait Time = <i>number</i>	<p>Specify how long the system must wait after allocating a new directory cache buffer before it can allocate another buffer.</p> <p>Supported values: 0.5 second to 2 minutes. <i>Default:</i> 2.2 seconds.</p> <p>During this time, all requests for a new directory cache buffer are ignored.</p> <p>If the wait time is too low, peak usage requests cause more resources than necessary to be allocated to directory caching.</p> <p>If the wait time is too high, the system is very slow in allocating the directory cache buffers necessary to service the usual number of directory requests.</p> <p>If directory searches seem slow even after the server has been running for 15 minutes, you may want to decrease this parameter.</p>

Parameter	Use to
Directory Cache Buffer NonReferenced Delay = <i>time</i>	<p>Specify how long a directory entry must be cached before it can be overwritten by another directory entry.</p> <p>Supported values: 1 second to 5 minutes. <i>Default:</i> 5.5 seconds.</p> <p>Increasing this parameter speeds directory access. The system allocates more directory cache buffers, and a directory is more likely to be cached in memory.</p> <p>Decreasing this parameter slows directory access but also reduces the need for directory cache buffers.</p>
Maximum Directory Cache Buffers = <i>number</i>	<p>Specify the maximum number of cache buffers that the system can allocate for directory caching.</p> <p>Supported values: 20 to 4000. <i>Default:</i> 500.</p> <p>This parameter keeps the system from allocating too many directory cache buffers so that memory is available for other server processes.</p> <p>Increase this limit if the server responds slowly to directory searches.</p> <p>Decrease this limit if too much memory is being allocated for directory caching.</p> <p>If users are warned that the server is low on memory, this parameter should be one of the first to be reduced. (Reboot the server to return the memory to the cache buffer memory pool.)</p> <p>When a directory cache buffer is allocated, the allocation is permanent until the server reboots; the buffers don't return to file caching when the need for directory cache buffers decreases.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p>

Parameter	Use to
Minimum Directory Cache Buffers = <i>number</i>	<p>Specify the minimum number of cache buffers that the system can allocate for directory caching.</p> <p>Supported values: 10 to 2000. <i>Default:</i> 20.</p> <p>The number needs to be high enough that directory searches can be done quickly, but no higher than necessary.</p> <p>If the system doesn't need the minimum number of directory cache buffers, the buffers can't be reallocated to file caching. The unneeded portion remains unused.</p> <p>If the server responds slowly to directory searches after it is booted, monitor the number of directory cache buffers usually allocated for directory caching.</p> <p>If the number is significantly higher than this limit, consider increasing the limit to remove the delay time that normally occurs while the server is self-configuring. Use MONITOR to view the current statistics.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p>
Maximum Number of Internal Directory Handles = <i>number</i>	<p>Specify the maximum number of directory handles available for internal NLMs that use connection 0.</p> <p>Supported values: 40 to 1000. <i>Default:</i> 100.</p> <p>A directory handle is a version of the directory access rights that is held in cache memory. Caching the access rights speeds mapping to the rights.</p> <p>Connection 0 is the connection number reserved for use by the server itself and by NLMs operating within the server.</p> <p>Each time an NLM program using connection zero accesses a file or directory, a directory handle is allocated (up to the total specified by this parameter). This value represents the total number of handles available to be shared by all NLMs using connection 0.</p>

Parameter	Use to
Maximum Number of Directory Handles = <i>number</i>	<p>Specify the maximum number of directory handles available for each connection.</p> <p>Supported values: 20 to 1000. <i>Default:</i> 20.</p> <p>A directory handle is a version of the directory access rights that is held in cache memory. Caching the access rights speeds mapping to the rights.</p> <p>Each time a connection accesses a file or directory, a directory handle is allocated (up to the total specified by this parameter).</p>

File System Parameters

- ◆ Three parameters control warnings about volumes that are almost full.
- ◆ Four parameters control file purging. File-purging parameters influence other parameters, which in turn control warnings about almost-full volumes.

All deleted files remain on the disk for a specified minimum amount of time. The system calculates a volume's remaining space by subtracting the following from the total space:

- ◆ Actual files
- ◆ Salvageable files that can't be purged because their Minimum File Delete Wait Times have not expired
- ◆ One parameter controls the reuse of turbo FATs.
- ◆ Eight parameters control file compression.

See Table 2-10 for a description of file system parameters.

Table 2-10 File System Parameters

Parameter	Use to
Minimum File Delete Wait Time = <i>time</i>	<p>Specify how long a deleted file remains salvageable on the volume.</p> <p>Supported values: 0 seconds to 7 days. <i>Default:</i> 1 minute 5.9 seconds.</p> <p>Files deleted for less than this minimum aren't automatically purged even if the volume is full and users can't create new files.</p>
File Delete Wait Time = <i>time</i>	<p>Specify when a salvageable file can be purged to create free space on a volume.</p> <p>Supported values: 0 seconds to 7 days. <i>Default:</i> 5 minutes 29.6 seconds.</p> <p>Set this parameter as high as is useful for your users, but this parameter doesn't guarantee that a file remains salvageable.</p> <p>The system tries to keep at least 1/32 of available space on the volume free for new files.</p> <p>This parameter only guarantees that files aren't purged to maintain this free disk space.</p> <p>Files that haven't met this time limit are purged if the volume is full and the system needs space for a user to create a new file.</p> <p>When a deleted file remains on the server longer than the File Delete Wait Time parameter setting, the system marks the file as purgeable.</p> <p>When the volume is full of purgeable files and needs free space, the oldest purgeable files are purged.</p>
Allow Deletion of Active Directories = <i>value</i>	<p>Specify whether a directory can be deleted when another connection has a drive mapped to it.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON.</p>

Parameter	Use to
Maximum Percent of Volume Space Allowed for Extended Attributes = <i>percentage</i>	<p>Limit the portion of volume space used for extended attribute storage. The setting takes effect only when the volume is being mounted.</p> <p>Supported values: 5 to 50. <i>Default:</i> 10.</p>
Maximum Extended Attributes per File or Path = <i>number</i>	<p>Limit the number of extended attributes that can be assigned to a file or path (subdirectory). This limit applies to all volumes on the server.</p> <p>Supported values: 4 to 512. <i>Default:</i> 16.</p>
Fast Volume Mounts	<p>Increase the speed at which volumes are mounted.</p> <p>Supported values: ON, OFF <i>Default:</i> ON.</p> <p>The operating system checks only the most important fields during the mounting process. Use this parameter only if volumes were dismounted normally.</p> <p>This parameter can be set in the STARTUP.NCF file.</p>
Maximum Percent of Volume Used by Directory = <i>percentage</i>	<p>Limit the portion of a volume that can be used as directory space.</p> <p>Supported values: 5 to 85. <i>Default:</i> 13.</p>
Immediate Purge of Deleted Files = <i>value</i>	<p>Controls whether deleted files can be salvaged. If this parameter is set to OFF, files can be salvaged with the FILER utility. See "FILER"</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p> <p>If this parameter is set to ON, all files are purged immediately when they are deleted.</p>

SET

Parameter	Use to
Maximum Subdirectory Tree Depth = <i>number</i>	<p>Specify how many levels of subdirectories the system supports.</p> <p>Supported values: 10 to 100. <i>Default:</i> 25.</p> <p>You must set this parameter in the STARTUP.NCF file. You cannot set the parameter at the command line.</p> <p>Increase the number if your applications support trees deeper than 25.</p> <p>Decrease the number if your applications support only shallow tree structures.</p> <p>(Some DOS applications can't support more than 10 levels if the subdirectories have 11-character names.)</p>
Volume Low Warn All Users = <i>value</i>	<p>Have the system notify users when a volume is almost full.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON.</p> <p>If you choose not to have your server warn users, monitor volume statistics at least daily with SERVMAN or MONITOR.</p>

Parameter	Use to
Volume Low Warning Reset Threshold = <i>number</i>	<p>Control how much disk space must be freed up before a second warning is issued that the volume is almost full. (The first warning is controlled by the Volume Low Warn All Users parameter.)</p> <p>Supported values: 0 to 100000 blocks. <i>Default:</i> 256 blocks.</p> <p>When a volume is almost full, it can hover at its warning threshold as users create and delete files.</p> <p>This parameter controls the minimum amount of space that must be made available above the threshold before the warning message disappears.</p> <p>Example: Assume the volume block size is 4 KB, the Volume Low Warning Reset Threshold is set to 256, the Volume Low Warning Threshold is set to 256, and the volume has less than 1 MB of free space.</p> <p>Given these conditions, the volume must gain at least 1 MB of free space (for a total of 2 MB of free space) and then dip below 1 MB before the system sends another warning that the volume is almost full.</p>
Volume Low Warning Threshold = <i>number</i>	<p>Specify the number of blocks of free disk space that can remain on a volume before the system issues a warning.</p> <p>Supported values: 0 to 1000000 blocks. <i>Default:</i> 256 blocks.</p> <p>Consider the following: A block is the minimum space allocated to a file; a file can grow only in multiples of the block size.</p> <p>The block's physical size is determined when the volume is created. A volume can be assigned these block sizes: 4 KB, 8 KB, 16 KB, 32 KB, or 64 KB.</p> <p>For example, if you enter 256 blocks for this parameter and the volume's block size is 4 KB, the system warns you that the volume is full when about 1 MB of space is left.</p> <p>If your volumes are assigned different block sizes, each volume has a different amount of free space when the warning is issued.</p>

Parameter	Use to
Turbo FAT Re-Use Wait Time = <i>time</i>	<p>Specify how long a turbo FAT buffer remains in memory after an indexed file is closed.</p> <p>Supported values: 0.3 second to 1 hour 5 minutes 54.6 seconds. <i>Default:</i> 5 minutes 29.6 seconds.</p> <p>Once the wait-time value has passed, the system can allocate the buffer to another indexed file.</p> <p>Increase the wait time if</p> <ul style="list-style-type: none">◆ You want the turbo FAT index to remain in memory for long periods of time, even when the file is closed.◆ You frequently reopen the same file after a specific delay and know that another file opened during that delay will reuse the index. <p>Decrease the wait time if you want the memory released immediately to service the next file that needs to be indexed.</p> <p>When a program randomly accesses a file that contains more than 64 FAT entries, the system builds a turbo FAT index for the file so that information is accessed quickly. (The NetWare 3 system indexes any randomly accessed file with 64 entries in the FAT.)</p> <p>The system doesn't immediately delete the index from its buffer when the file is closed.</p> <p>Having the turbo FAT index in memory makes reopening the file and accessing information faster.</p>
Compression Daily Check Stop Hour = <i>number</i>	<p>Specify the hour when you want the file compressor to stop scanning enabled volumes for files that need to be compressed.</p> <p>Supported values: 0 to 23. <i>Default:</i> 6.</p> <p>Hours are specified by a 24-hour clock: 0 = midnight; 23 = 11 p.m.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p>

Parameter	Use to
Compression Daily Check Starting Hour = <i>number</i>	<p>Specify the hour when you want the file compressor to start scanning enabled volumes for files that need to be compressed.</p> <p>Supported values: 0 to 23. <i>Default:</i> 0.</p> <p>Hours are specified by a 24-hour clock: 0 = midnight; 23 = 11 p.m.</p> <p>Note: If the Compression Daily Check Stop Hour parameter is the same as the Compression Daily Check Starting Hour, then the file compressor starts checking every day at the Compression Daily Starting Hour time and runs as long as necessary to finish all files that meet the compressible criteria.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p>
Minimum Compression Percentage Gain = <i>number</i>	<p>Set the minimum percentage a file must compress to remain in a compressed state.</p> <p>Supported values: 0 to 50. <i>Default:</i> 20.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p>
Enable File Compression = <i>value</i>	<p>Specify whether file compression is suspended.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON.</p> <p>ON allows file compression on compression-enabled volumes.</p> <p>OFF suspends compression; immediate compress requests are queued until value is reset to ON, when the files meeting criteria will be compressed.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p>

SET

Parameter	Use to
Maximum Concurrent Compressions = <i>number</i>	<p>Specify the maximum concurrent or simultaneous compressions allowed.</p> <p>Supported values: 1 to 8. <i>Default:</i> 2.</p> <p>Concurrent compressions can occur only if there are multiple volumes.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p>
Convert Compressed to Uncompressed Option = <i>value</i>	<p>Specify what the system does with an uncompressed version of a file after the server has uncompressed it.</p> <p>Supported values:</p> <ul style="list-style-type: none">0 = Always leave the file compressed.1 = Leave the file compressed until second access if it is read only once during the time specified by the Days Untouched Before Compression parameter.2 = Always leave the file uncompressed. <p>Default: 1</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p>
Decompress Percent Disk Space Free to Allow Commit = <i>number</i>	<p>Specify the percentage of free disk space required on a volume for file uncompression to permanently change compressed files to uncompressed.</p> <p>Supported values: 0 to 75. <i>Default:</i> 10.</p> <p>This parameter prevents newly uncompressed files from filling up the volume.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p>

Parameter	Use to
Decompress Free Space Warning Interval = <i>number</i>	<p>Specify the time between alerts when the file system is not changing compressed files to uncompressed because of insufficient disk space.</p> <p>Supported values: 0 seconds to 29 days 15 hours 50 minutes 3.8 seconds. <i>Default:</i> 31 minutes 18.5 seconds.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p>
Deleted Files Compression Option = <i>number</i>	<p>Specify whether and when deleted files are compressed.</p> <p>Supported values:</p> <p>0 = Don't Compress deleted files. 1 = Compress deleted files the next day. 2 = Compress deleted files immediately.</p> <p>Default: 1.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p>
Days Untouched Before Compression = <i>number</i>	<p>Specify the number of days the system waits after a file was last accessed before it is compressed</p> <p>Supported values: 0 to 100000. <i>Default:</i> 14.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p>
Allow Unowned Files To Be Extended = <i>value</i>	<p>Specify whether files can be modified when the owner has been lost or deleted.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p>

Lock Parameters

Lock parameters control

- ◆ How many open files each workstation can have

- ◆ How many open files the system can handle
- ◆ How many record locks each connection can have
- ◆ How many record locks the system can handle

There are three types of locks:

- ◆ File locks secure the file and prevent other stations from accessing it.
- ◆ Physical record locks control data access by multiple users. They prevent other users from accessing or changing a range of bytes (a record) in a file.

Physical record locks are enforced by the system. If a user tries to access a range of bytes that is physically locked, the user receives an Access Denied error message.

- ◆ Logical record locks also control data access by multiple users. The application assigns a name to each section of data that needs to be locked. The application then locks this name whenever it accesses the data.

Logical locks are enforced only to the extent that the application checks the name each time it needs access to data.

See Table 2-11 for a description of lock parameters.

Table 2-11 Lock Parameters

Parameter	Use to
Maximum Record Locks Per Connection = <i>number</i>	<p>Control how many record locks a workstation can use at one time. (Use MONITOR to view how many record locks a station is using.)</p> <p>Supported values: 10 to 100000. <i>Default:</i> 500.</p> <p>Increase this parameter when an application can't lock enough records and fails.</p> <p>Decrease this parameter if stations are using too many server resources.</p>
Maximum File Locks Per Connection = <i>number</i>	<p>Control how many opened and locked files a station can use at one time. (Use MONITOR to view how many opened and locked files a station is using.)</p> <p>Supported values: 10 to 1000. <i>Default:</i> 250.</p> <p>Increase this parameter when an application can't open enough files and fails.</p> <p>Decrease this parameter if stations are using too many server resources.</p>
Maximum Record Locks = <i>number</i>	<p>Control how many record locks the operating system can handle. (Use MONITOR to view how many record locks a station is using on that server.)</p> <p>Supported values: 100 to 400000. <i>Default:</i> 20000.</p> <p>Increase this parameter if users have problems running applications and receive messages indicating that not enough record locks are available.</p> <p>Decrease this parameter if users are using too many server resources.</p>

Parameter	Use to
Maximum File Locks = <i>number</i>	<p>Control how many opened and locked files the operating system can handle. (Use MONITOR to view the number of files that are open during peak usage.)</p> <p>Supported values: 100 to 100000. <i>Default:</i> 10000.</p> <p>Increase this parameter if the number of open files is near or equal to the default.</p> <p>Decrease this parameter to restrict the number of available server resources.</p>

Transaction Tracking Parameters

- ◆ A *transaction* is a set of write operations that must be completed together to maintain file and database integrity.
- ◆ *Write operations* consist not only of data and data records, but also of changes to the index and the key structures that are important to an application's continual operation.
- ◆ The Transaction Tracking System™ (TTS) guarantees that a transaction is written to disk in its complete form or is backed out if incomplete. This ensures database integrity in case a failure occurs before a transaction is completed.

See Table 2-12 for a description of transaction tracking parameters.

Table 2-12 Transaction Tracking Parameters

Parameter	Use to
Auto TTS Backout Flag = <i>value</i>	<p>Specify whether a crashed server with transactional files can automatically back out of incomplete transactions when the server is booted.</p> <p>Supported values:</p> <p>ON = The server backs out incomplete transactions when booting. OFF = The server waits for you to answer a prompt before it boots.</p> <p>Default: ON.</p> <p>You must set this parameter in STARTUP.NCF. You cannot set the parameter at the command line.</p>
TTS Abort Dump Flag = <i>value</i>	<p>Specify whether a file is created to log transactional backout data.</p> <p>Supported values:</p> <p>ON = The information is saved in TTS\$LOG.ERR. OFF = The information backed out is not saved.</p> <p>Default: OFF.</p> <p>When a server fails during a data write to a file flagged Transactional, the system can back out the incomplete write.</p> <p>The backed-out information is written to file TTS\$LOG.ERR on volume SYS:. You can print the file or view it with a text editor.</p>
Maximum Transactions = <i>number</i>	<p>Specify how many transactions can occur at the same time.</p> <p>Supported values: 100 to 10000. Default: 10000.</p>

Parameter	Use to
TTS UnWritten Cache Wait Time = <i>time</i>	<p>Specify how long a block of transactional data can be held in memory.</p> <p>Supported values: 11 seconds to 10 minutes 59.1 seconds. <i>Default:</i> 1 minute 5.9 seconds.</p> <p>Some blocks of transactional data wait for other transactional blocks to be written first.</p> <p>If one of these blocks reaches its maximum time limit, other write requests are held up and this block is written to disk.</p>
TTS Backout File Truncation Wait Time = <i>time</i>	<p>Specify how long allocated blocks remain available for the TTS backout file when these blocks are not in use.</p> <p>Supported values: 1 minute 5.9 seconds to 1 day 2 hours 21 minutes 51.3 seconds. <i>Default:</i> 59 minutes 19.2 seconds.</p>

Disk Parameters

Disk parameters control one part of Hot Fix™ redirection. Hot Fix redirection can occur during a write request, a read request, or a read-after-write verification.

- ◆ Write redirection occurs when the disk reports an error during a write request. The system marks the block as bad and redirects the data to a different block.
- ◆ Read redirection occurs when a disk error happens during a read request.

If the disk is mirrored, the system retrieves the data from the mirrored disk and redirects the data on the primary disk. If the disk isn't mirrored, the data is lost, but the block is marked as bad.
- ◆ Read-after-write verify redirection occurs after data is written to disk. The data on disk is then read and compared to that in memory.

If the two don't match, the system marks the block as bad and redirects the data to a different block.

See Table 2-13 for a description of disk parameters.

Table 2-13 Disk Parameters

Parameter	Use to
Enable Disk Read After Write Verify = <i>value</i>	<p>Control whether information written to disk is compared with that in memory. Usually, you shouldn't disable this portion of Hot Fix.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON.</p> <p>If your disks are mirrored and reliable and you need extra speed on disk writes, using OFF can almost double the speed of disk writes.</p> <p>Some disks and drivers provide their own read-after-write verify procedure. In this case, set the parameter to OFF, so the read-after-write-verify operation isn't done twice.</p> <p>Changing this value affects only disks loaded after the parameter is changed. To set this value for currently loaded disks, use the Disk Information option of the MONITOR utility. See "MONITOR" on page 142</p> <p>You can set this parameter in the STARTUP.NCF file.</p>
Remirror Block Size = <i>value</i>	<p>Sets the remirror block size in 4 KB increments. (1=4 KB, 2=8 KB, 8=32 KB, etc.)</p> <p>Supported values: 1 to 8. <i>Default:</i> 1.</p>
Concurrent Remirror Requests = <i>value</i>	<p>Sets the number of remirror requests per logical partition.</p> <p>Supported values: 2 to 32. <i>Default:</i> 4.</p>
Mirrored Devices Are Out of Sync Message Frequency = <i>time</i>	<p>Sets the frequency (in minutes) for checking out-of-sync devices.</p> <p>Supported values: 5 to 9999 minutes. <i>Default:</i> 30 minutes.</p> <p>You can set this parameter in the STARTUP.NCF file.</p>

Parameter	Use to
Ignore Disk Geometry = <i>value</i>	<p>Create nonstandard and unsupported partitions.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p> <p>If you set this parameter to ON before modifying or creating a partition, the software ignores disk geometry when reading or writing the disk partition. This allows you to create nonstandard partitions.</p> <p>Caution: Setting this parameter to ON may harm other file systems contained on the disk.</p> <p>You can set this parameter in the STARTUP.NCF file.</p>
Enable IO Handicap Attribute = <i>value</i>	<p>Enable drivers and applications to set an attribute to inhibit read requests from one or more devices.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p> <p>Setting this parameter to ON enables the inhibit attribute to function. Setting this parameter to OFF prevents the attribute from functioning.</p> <p>Do not set this attribute to ON unless instructed to do so by a device manufacturer.</p> <p>You can set this parameter in the STARTUP.NCF file.</p>

Time Synchronization Parameters

Time parameters control time synchronization, the TIMESYNC.CFG file, and time zone settings to insure that the time reported by all servers is consistent, or synchronized. (See Time Synchronization in *Concepts*.)

See Table 2-14 for a description of time parameters.

Table 2-14 Time Synchronization Parameters

Parameter	Use to
TIMESYNC ADD Time Source = <i>server name</i>	<p>Specify a server as a time source. Use EDIT, rather than this parameter, to add a server to the time source list in the TIMESYNC.CFG file.</p> <p>Maximum: 48 characters.</p>
TIMESYNC Configuration File = <i>path</i>	<p>Specify the path where the TIMESYNC.CFG configuration file is located.</p> <p>Maximum: 255 characters.</p> <p>Example: SET TIMESYNC CONFIGURATION FILE = SYS:SYSTEM\TIMESYNC.CFG</p>
TIMESYNC Configured Sources = <i>value</i>	<p>Specify what time sources the server listens to.</p> <p>Supported values:</p> <p>ON = The server ignores SAP time sources and relies on time sources custom-configured with the TIMESYNC Time Source parameter.</p> <p>OFF = The server listens to any advertising time source.</p> <p>Default: OFF.</p>
TIMESYNC Directory Tree Mode = <i>value</i>	<p>Control the use of SAP packets in the Directory tree.</p> <p>Supported values:</p> <p>ON = Time synchronization ignores SAP packets that don't originate from within the Directory tree the server is on.</p> <p>OFF = The server can receive SAP packets from any time source on the network.</p> <p>Default: ON.</p> <p>Don't set this parameter to OFF if SAP is set to ON. Using OFF could corrupt the time synchronization for this server's Directory tree.</p>

Parameter	Use to
TIMESYNC Hardware Clock = <i>value</i>	<p>Controls hardware clock synchronization.</p> <p>Supported values:</p> <p>ON = The Primary and Secondary time servers set the hardware clock, and the Single Reference and Reference Servers set their time from the hardware clock at the beginning of each polling interval.</p> <p>OFF = Use <i>only</i> if this server uses an external time source (such as a radio clock).</p> <p>Default: ON.</p>
TIMESYNC Polling Count = <i>number</i>	<p>Specify how many time packets to exchange while polling. Increasing the number of packets adds unnecessary traffic to the network.</p> <p>Supported values: 1 to 1000. <i>Default:</i> 3.</p>
TIMESYNC Polling Interval = <i>number</i>	<p>Specify the long polling interval, in seconds.</p> <p>Supported values: 10 to 2678400 seconds (31 days). <i>Default:</i> 600 seconds (10 minutes).</p> <p>All servers in the same tree must use the same setting.</p>
TIMESYNC REMOVE Time Source = <i>server name</i>	<p>Delete a server as a time source.</p> <p>Use EDIT, rather than this parameter, to delete a server from the time source list in the TIMESYNC.CFG file.</p> <p>Maximum: 48 characters.</p>

SET

Parameter	Use to
TIMESYNC RESET = <i>value</i>	<p>Reset time synchronization and clear the time source list.</p> <p>Use EDIT, rather than this parameter, to reset values in the TIMESYNC.CFG file and to remove the time source list from the file.</p> <p>Supported values:</p> <p>ON = Selected internal values are reset and the configured server list is cleared. Flag automatically resets to OFF.</p> <p>Default: OFF.</p>
TIMESYNC Restart Flag = <i>value</i>	<p>Control restarts of time synchronization.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p> <p>Set this parameter to ON only if you want to reload TIMESYNC without rebooting the server.</p>
TIMESYNC Service Advertising = <i>value</i>	<p>Control time source advertising.</p> <p>Supported values:</p> <p>ON = The Single Reference, Reference, and Primary time source advertise using SAP.</p> <p>OFF = Use only if you are using a custom-configured list of time sources.</p> <p>Default: ON.</p> <p>Note: Secondary time services do not advertise.</p>

Parameter	Use to
TIMESYNC Synchronization Radius = <i>number</i>	<p>Control the maximum time adjustment (in milliseconds) a server is allowed while still being considered synchronized.</p> <p>Supported values: 0 to 2147483647 milliseconds. <i>Default:</i> 2000.</p> <p>Increase this parameter to allow a wider margin of error for time synchronization between servers.</p> <p>Important: Lowering the synchronization radius increases the chance of servers losing synchronization due to randomness between clocks.</p> <p>Setting the synchronization radius for under 2000 milliseconds (2 seconds) is not recommended.</p> <p>Set the synchronization radius for under 2 seconds only if you are using an application that uses synchronized time stamps which do not tolerate a 2-second deviation between time sources.</p>
TIMESYNC Time Adjustment = [+ or -]] <i>hour:minute:second</i> [at <i>month/day</i> <i>/year hour:minute:second</i> AM or PM]	<p>Specify when a time adjustment will take place.</p> <p>Note: You cannot use this parameter on a Secondary time server.</p> <p>Maximum: 99 characters. <i>Default:</i> None scheduled.</p> <p>Use this parameter sparingly to correct network-wide time errors.</p> <p>Default date and time is six polling intervals or 1 hour (whichever is longer) from the current time.</p> <p>Misuse of this parameter can corrupt time synchronization and the order of events on your network.</p>
TIMESYNC Time Source: <i>server</i> <i>name</i>	<p>Specify a server as time source. If no server name is entered, the parameter displays the list of configured servers.</p> <p>Use EDIT, rather than this parameter, to add a server to the configuration list in the TIMESYNC.CFG file.</p> <p>Maximum: 48 characters.</p>

SET

Parameter	Use to
TIMESYNC Type = <i>type of time source</i>	<p>Specify the default time source type.</p> <p>Use EDIT, rather than this parameter, to specify the default time source type in the TIMESYNC.CFG file.</p> <p>Supported types: Reference, Primary, Secondary, Single Reference.</p> <p><i>Maximum:</i> 23 characters.</p> <p><i>Default:</i> Single Reference.</p>
TIMESYNC Write Parameters = <i>value</i>	<p>Specify whether parameters specified by the TIMESYNC Write Value parameter are written to the configuration file.</p> <p>Supported values: ON, OFF.</p> <p><i>Default:</i> OFF.</p>
TIMESYNC Write Value = <i>number</i>	<p>Control which parameters are written by TIMESYNC Write Parameters.</p> <p>Supported values:</p> <ul style="list-style-type: none">1 = Write internal parameters only.2 = Write configured time sources only.3 = Write both parameters and configured time sources. <p>Default: 3</p>
Time Zone = <i>time zone string</i>	<p>Specifies the time zone string, which indicates:</p> <ul style="list-style-type: none">◆ The abbreviated time zone name.◆ The offset from Universal Time (UTC).◆ The alternate abbreviated time zone name to be used when daylight saving time is in effect. <p>Maximum: 80 characters.</p> <p><i>Default:</i> No Time Zone.</p> <p>This parameter causes UTC time to be recalculated from local time.</p> <p>You can set this parameter in the STARTUP.NCF file.</p>

Parameter	Use to
Default Time Server Type = <i>type of time source</i>	<p>Specify the default time synchronization server type. This parameter can be overridden by other time synchronization parameters.</p> <p>Supported types: Reference, Primary, Secondary, Single Reference.</p> <p>Maximum: 50. <i>Default:</i> Secondary.</p> <p>You can set this parameter in the STARTUP.NCF file.</p>
Start of Daylight Savings Time = <i>date and time</i>	<p>Specify the local date and time when the change to daylight saving time should occur.</p> <p>Maximum: 79 characters.</p> <p>Important: You must set both the start and end of daylight saving time before either date is actually scheduled.</p>
End of Daylight Savings Time = <i>date and time</i>	<p>Specify the local date and time when the change from daylight saving time should occur.</p> <p>Maximum: 79 characters.</p> <p>Important: You must set both the start and the end of daylight saving time before either date is actually scheduled.</p>
Daylight Savings Time Offset = [+ or -] <i>hour :minute :second</i>	<p>Control the offset applied to time calculations when daylight saving time is in effect.</p> <p>Default: +1:00:00.</p> <p>This parameter causes UTC time to be recalculated from local time.</p> <p>You can set this parameter in the STARTUP.NCF file.</p>

SET

Parameter	Use to
Daylight Savings Time Status = <i>value</i>	<p>Indicate whether daylight saving time is in effect.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p> <p>If this parameter is set to ON, you should also use the Daylight Savings Time Offset parameter.</p> <p>Changing the daylight saving time status does not change the local time.</p> <p>You can set this parameter in the STARTUP.NCF file.</p>
New Time With Daylight Savings Time Status = <i>value</i>	<p>Control the adjustment of local time when daylight saving time is in effect.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p> <p>ON = Adjust the local time by adding or subtracting the Daylight Saving Time Offset parameter.</p>

NCP Parameters

With NetWare Core Protocol™ (NCP) parameters, you can

- ◆ Control NCP™ packets
- ◆ Control boundary checking
- ◆ Assign the NCP Server Packet Signature levels

See Table 2-15 for a description of NCP parameters.

Table 2-15 NCP Parameters

Parameter	Use to
NCP File Commit = <i>value</i>	<p>Control whether applications can flush pending file writes to disk.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON.</p> <p>If the value is set to ON then when a File Commit NCP is issued, a file is sent from cache to disk immediately, instead of waiting for the cache manager to send it to disk later.</p>
Display NCP Bad Component Warnings = <i>value</i>	<p>Control whether NCP bad component alert messages are displayed.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p>
Reject NCP Packets with Bad Components = <i>value</i>	<p>Specify whether NCP packets that fail component checking are rejected.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p> <p>This parameter must be set to ON for the NetWare operating system to run in the Enhanced Security configuration. If the Enable SECURE.NCF parameter is set to ON, the Reject NCP Packets with Bad Components parameter is automatically set to ON at server startup. The Enable SECURE.NCF parameter is located in the Miscellaneous parameters.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p>
Display NCP Bad Length Warnings = <i>value</i>	<p>Control whether NCP bad length alert messages are displayed.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p>

Parameter	Use to
Reject NCP Packets with Bad Lengths = <i>value</i>	<p data-bbox="521 236 1174 291">Specify whether NCP packets that fail boundary checking are rejected. This parameter can be used as a debugging tool.</p> <p data-bbox="521 315 848 371">Supported values: ON, OFF. <i>Default:</i> OFF.</p> <p data-bbox="521 395 1204 569">This parameter must be set to ON for the NetWare operating system to run in the Enhanced Security configuration. If the Enable SECURE.NCF parameter is set to ON, the Reject NCP Packets with Bad Lengths parameter is automatically set to ON at server startup. The Enable SECURE.NCF parameter is located in the Miscellaneous parameters.</p> <p data-bbox="521 593 1190 621">This parameter can be set in the STARTUP.NCF file, if desired.</p>
Maximum Outstanding NCP Searches = <i>number</i>	<p data-bbox="521 652 1204 708">Specify the maximum number of NCP directory searches that can be processed simultaneously.</p> <p data-bbox="521 732 865 788">Supported values: 10 to 1000. <i>Default:</i> 51.</p> <p data-bbox="521 812 1137 840">Normally, only one NCP directory search occurs at a time.</p> <p data-bbox="521 864 1190 947">Increase the default only if you use applications that support multiple outstanding directory search operations <i>and</i> you have problems with corrupted or invalid directory information.</p>

Parameter	Use to
NCP Packet Signature Option = <i>number</i>	<p>Control the NCP packet signature level on the server.</p> <p>Supported values:</p> <p>0 = Server doesn't sign packets (regardless of the client level).</p> <p>1 = Server signs packets only if the client requests it (client level is 2 or higher).</p> <p>2 = Server signs packets if the client is capable of signing (client level is 1 or higher).</p> <p>3 = Server signs packets and requires all clients to sign packets (or logging in will fail).</p> <p>Default: 1.</p> <p>NCP Packet Signature prevents packet forgery on servers and clients using NCP by requiring server and client to sign each NCP packet.</p> <p>Note: Because Packet Signature consumes CPU resources and slows performance on both client and server, NCP Packet Signature is optional.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p>
Enable IPX Checksums = <i>number</i>	<p>Specify the enabling of IPX checksums.</p> <p>Supported values:</p> <p>0 = For no checksums.</p> <p>1 = To checksum if enabled at the client.</p> <p>2 = To require checksums.</p> <p>Default: 1.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p>

SET

Parameter	Use to
Allow Change to Client Rights = <i>value</i>	<p>Control whether a job server can assume the rights of a client for NCP packet signatures.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON.</p> <p>Note: Some job servers and third-party applications can't function without changing to client rights.</p> <p>Using OFF may prevent some job servers from getting access to the files they need, but it prevents the forging of a packet through the job or print server.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p>
Allow LIP = <i>value</i>	<p>Set Large Internet Packet (LIP) support.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON.</p> <p>This parameter can be set in the STARTUP.NCF file, if desired.</p>

Miscellaneous Parameters

These parameters include various alert settings, as well as other miscellaneous parameters.

If you have loaded the NetWare Symmetric MultiProcessing (SMP) system, this category includes SMP parameters.

See the parameter descriptions in Table 2-16 .

Table 2-16 Miscellaneous Parameters

Parameter	Use to
Command Line Prompt Default Choice = <i>value</i>	<p>Specify a default response to an optional command in a .NCF file.</p> <p>An optional command in a .NCF file is preceded by a question mark (?). The question mark causes the file to prompt you to execute the command. For information about optional commands in .NCF files, see Maintaining the NetWare Server in <i>Supervising the Network</i> .</p> <p>Supported Values: ON, OFF. <i>Default:</i> ON.</p> <p>ON means the default response to the command prompt is Y (yes). If the user does not respond to the prompt within a specified time period, the command is executed by default.</p> <p>OFF means the default response to the command prompt is N (no). If the user does not respond to the prompt within a specified time period, the command is not executed.</p> <p>To specify the time period before the response is executed, use the Command Line Prompt Time Out parameter.</p>
Command Line Prompt Time Out = <i>time</i>	<p>Specify how long a .NCF file waits before executing the default response to an optional command.</p> <p>An optional command in a .NCF file is preceded by a question mark (?). The question mark causes the file to prompt you to execute the command. For information about optional commands in .NCF files, see Chapter 7, Maintaining the NetWare Server , in <i>Supervising the Network</i> .</p> <p>Supported Values: 0 to 4294967295 seconds. <i>Default:</i> 10 seconds.</p>
Sound Bell for Alerts = <i>value</i>	<p>Control whether a bell sounds when an alert message appears on the console.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON.</p>

SET

Parameter	Use to
Replace Console Prompt with Server Name = <i>value</i>	<p>Control whether the console prompt is replaced with the NetWare server name.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON.</p> <p>You can set this parameter in the STARTUP.NCF file.</p>
Alert Message Nodes = <i>number</i>	<p>Specify the number of alert message nodes that have been previously allocated.</p> <p>Supported values: 10 to 256. <i>Default:</i> 20.</p> <p>You can set this parameter in the STARTUP.NCF file.</p>
Worker Thread Execute In a Row Count = <i>number</i>	<p>Specify the number of times the scheduler consecutively dispatches new work before allowing other threads to run.</p> <p>Supported values: 1 to 20. <i>Default:</i> 10.</p>
Halt System on Invalid Parameters = <i>value</i>	<p>Specify whether to stop the system when invalid parameters are detected.</p> <p>Supported values:</p> <p>ON = You want the system to halt when an invalid parameter or condition is detected.</p> <p>OFF = You want the system to display an alert and continue running when an invalid parameter or condition is detected.</p> <p>Default: OFF.</p> <p>You can set this parameter in the STARTUP.NCF file.</p>
Upgrade Low Priority Threads = <i>value</i>	<p>Specify whether low-priority threads are scheduled at regular priority.</p> <p>Some modules can freeze up low-priority threads, causing file compression to shut down and other problems.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p>

Parameter	Use to
Display Relinquish Control Alerts = <i>value</i>	<p data-bbox="555 239 1237 288">Control whether messages about CPU control are sent to the server console. This parameter can be used as a debugging tool.</p> <p data-bbox="555 319 763 343">Supported values:</p> <p data-bbox="555 368 1130 392">ON = Use if you're writing your own loadable modules.</p> <p data-bbox="555 399 1190 423">OFF = Use if you're not writing your own loadable modules.</p> <p data-bbox="555 447 713 472">Default: OFF.</p> <p data-bbox="555 496 1231 583">If a module uses the processor for more than 0.4 second without relinquishing control to other processes, the following types of messages appear:</p> <p data-bbox="555 607 1217 631"><<i>process name</i>> Process did not relinquish control frequently.</p> <p data-bbox="555 638 834 663">Module: <<i>module name</i>></p> <p data-bbox="555 670 1018 694">Code offset in module: <<i>memory address</i>></p> <p data-bbox="555 718 1116 743">You can set this parameter in the STARTUP.NCF file.</p>
Display Incomplete IPX Packet Alerts = <i>value</i>	<p data-bbox="555 777 1231 864">Specify whether alert messages are displayed when IPX receives incomplete packets. This parameter can be used as a debugging tool.</p> <p data-bbox="555 888 878 913">Supported values: ON, OFF.</p> <p data-bbox="555 920 700 944"><i>Default:</i> ON.</p> <p data-bbox="555 968 1116 992">You can set this parameter in the STARTUP.NCF file.</p>

SET

Parameter	Use to
Display Old API Names = <i>value</i>	<p>Control messages about NetWare 3 API calls. This parameter can be used as a debugging tool.</p> <p>Supported values:</p> <p>ON = Use if you write your own modules and you are upgrading NetWare 3.0 modules to modules using newer APIs.</p> <p>OFF = Use if you aren't upgrading modules.</p> <p>Default: OFF</p> <p>The following types of messages appear when a module is loaded that uses the old APIs:</p> <p>Module is using old API: SetInterruptVector Module is using old API: ReturnPermanentMemory Module is using old API: AllocateReturnablePermMemory</p> <p>The old APIs work, but more slowly than the new APIs. If you receive these messages, contact the vender of the module.</p> <p>You can set this parameter in the STARTUP.NCF file.</p>
Developer Option = <i>value</i>	<p>Control whether options associated with a developer environment are enabled.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p> <p>You can set this parameter in the STARTUP.NCF file.</p>

Parameter	Use to
Display Spurious Interrupt Alerts = <i>value</i>	<p>Control alert messages about spurious interrupts.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON.</p> <p>A spurious interrupt occurs when hardware in the server creates an interrupt that is defined and reserved for another device.</p> <p>Spurious interrupts generate the following message: Spurious hardware interrupt <number> detected.</p> <p>This message indicates a serious error in the hardware.</p> <p>If your server console displays this message, remove all add-on boards and run SERVER.</p> <p>If the message doesn't appear, add the boards one at a time to determine the hardware creating the spurious interrupt. Then contact the vendor.</p> <p>Set the parameter to OFF while you are waiting for a resolution.</p> <p>You can set this parameter in the STARTUP.NCF file.</p>
Display Lost Interrupt Alerts = <i>value</i>	<p>Control alert messages about lost interrupts.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON.</p> <p>A lost interrupt occurs when a driver or board requests a service with an interrupt call and then drops the request before the CPU can respond.</p> <p>Lost interrupts generate the following message: Interrupt controller detected a lost hardware interrupt.</p> <p>This message indicates a hardware or driver problem that could degrade performance.</p> <p>Unload all drivers and then reload them one at a time to determine which driver has a problem. Then contact the vendor of the driver.</p> <p>Set the parameter to OFF while you are waiting for a resolution.</p> <p>You can set this parameter in the STARTUP.NCF file.</p>

SET

Parameter	Use to
Pseudo Preemption Count = <i>number</i>	<p>Specify the number of times threads are allowed to make file read or write system calls before a relinquish is forced.</p> <p>Supported values: 1 to 4294967295. <i>Default:</i> 10.</p>
Global Pseudo Preemption = <i>value</i>	<p>Specify whether or not all threads use pseudo preemption.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF</p>
Minimum Service Processes = <i>number</i>	<p>Specify the minimum number of service processes the operating system can create without having to wait for the time specified by the New Service Process Wait Time parameter.</p> <p>Supported values: 10 to 500. <i>Default:</i> 10.</p>
Maximum Service Processes = <i>number</i>	<p>Specify the maximum number of service processes that the operating system can create. (View the number of service processes in MONITOR.)</p> <p>Supported values: 5 to 1000. <i>Default:</i> 40.</p> <p>Decrease this parameter temporarily if the server is low on memory. If the server is always low on memory, add memory.</p> <p>Increase this parameter if the number of service processes is at the maximum.</p> <p>Increasing this number helps only if more than 20 requests are being delayed simultaneously for a disk I/O to be completed.</p>
New Service Process Wait Time = <i>number</i>	<p>Specify how long the system should wait to make an allocation when it receives a request for another service process.</p> <p>Supported values: 0.3 second to 20 seconds. <i>Default:</i> 2.2 seconds.</p>

Parameter	Use to
Automatically Repair Bad Volumes = <i>value</i>	<p>Specify whether VREPAIR runs automatically on a volume that fails to mount.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON.</p> <p>This parameter must be set to ON for the NetWare operating system to run in the Enhanced Security configuration. If the Enable SECURE.NCF parameter is set to ON, the Automatically Repair Bad Volumes parameter is automatically set to ON at server startup. The Enable SECURE.NCF parameter is located in the Miscellaneous parameters.</p> <p>You can set this parameter in the STARTUP.NCF file.</p>
Enable SECURE.NCF= <i>value</i>	<p>Execute the SECURE.NCF file at server startup.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p> <p>When this parameter is set to ON, the SECURE.NCF file is executed at server startup. The SECURE.NCF file sets the options required to run the NetWare operating system in the Enhanced Security configuration.</p> <p>For more information about the Enhanced Security configuration, see <i>Auditing the Network</i> .</p> <p>You can set this parameter in the AUTOEXEC.NCF or STARTUP.NCF file.</p>
Allow Audit Passwords = <i>value</i>	<p>Specify whether passwords can be used to identify auditors.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p> <p>This parameter must be set to OFF for the NetWare operating system to run in the Enhanced Security configuration. If the Enable SECURE.NCF parameter is set to ON, the Allow Audit Passwords parameter is automatically set to OFF at server startup. The Enable SECURE.NCF parameter is located in the Miscellaneous parameters.</p>

SET

Parameter	Use to
Allow Unencrypted Passwords = <i>value</i>	<p>Control the use of unencrypted passwords. If your servers run NetWare 3.1x, use OFF.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p> <p>This parameter must be set to OFF for the NetWare operating system to run in the Enhanced Security configuration. If the Enable SECURE.NCF parameter is set to ON, the Allow Unencrypted Passwords parameter is automatically set to OFF at server startup. The Enable SECURE.NCF parameter is located in the Miscellaneous parameters.</p> <p>If your servers run versions of NetWare earlier than NetWare 3.0 and you leave the parameter set to OFF, your users might have problems logging in.</p> <p>If you have servers that run NetWare 2.12 and later versions, copy the NetWare 3.1x utilities to those servers and set this parameter to OFF.</p> <p>If you don't copy NetWare 3.1x utilities to NetWare 2 servers, use ON.</p>
SMP Stack Size = <i>number</i>	<p>Specify the minimum stack size for threads created by the SMP kernel APIs. Allocation requests for stacks smaller than this size will return the smallest value specified by this SET parameter.</p> <p>Do not change this parameter value unless an application package instructs you to specify a certain minimum stack size.</p> <p>A NetWare Loadable Module™ (NLM) program can specify stack sizes on a per-thread basis independently of this parameter.</p> <p>Minimum value: 8192. <i>Maximum value:</i> 1048576. <i>Default:</i> 8192.</p>

Parameter	Use to
SMP Polling Count = <i>number</i>	<p data-bbox="555 239 1233 291">Specify the maximum number of thread switches that will occur before NetWare runs symmetric polling procedures.</p> <p data-bbox="555 319 1233 371">Do not change this value unless an application package instructs you to do so.</p> <p data-bbox="555 399 1233 451">Polling procedures affected by this parameter include network board, disk adapter, and internal maintenance routines.</p> <p data-bbox="555 479 780 560">Minimum value: 70 <i>Maximum value:</i> 200 <i>Default:</i> 70</p>
SMP NetWare Kernel Mode = <i>value</i>	<p data-bbox="555 595 1233 682">Specify whether processor 0 is dedicated to native NetWare, shared by both the SMP and native NetWare kernels, or shared but with priority given to native NetWare.</p> <p data-bbox="555 710 1170 762">Dedicated means native NetWare has exclusive access to processor 0.</p> <p data-bbox="555 789 1233 841">Shared means native NetWare threads and SMP threads share processor 0, and SMP threads preempt native NetWare threads.</p> <p data-bbox="555 869 1233 947">Priority means that native NetWare threads have priority while sharing processor 0. This setting is most useful when your system runs more than seven processors.</p> <p data-bbox="555 975 1063 1029">Supported values: Dedicated, Shared, Priority <i>Default:</i> Shared</p>
SMP Flush Processor Cache = <i>value</i>	<p data-bbox="555 1064 1233 1203">Issue a WBINVD instruction that will cause the entire level 1 and level 2 processor caches to be flushed into core memory on processor shutdown. This is often necessary in systems that do not maintain the cache controller in a warm state following processor shutdown.</p> <p data-bbox="555 1230 1233 1282">Do not change this value unless your hardware documentation instructs you to do so.</p> <p data-bbox="555 1310 874 1364">Supported values: ON, OFF <i>Default:</i> OFF</p>

Parameter	Use to
SMP Intrusive Abend Mode = <i>value</i>	<p data-bbox="521 236 1184 288">Specify whether the server starts the SMP debugger when the server abends.</p> <p data-bbox="521 317 1157 369">When this parameter is set to ON, the server starts the SMP debugger whenever the system abends.</p> <p data-bbox="521 399 1201 510">When this parameter is set to OFF, the server does not start the debugger. Instead, it halts the offending thread and continues to run. However, if the system abends during an interrupt, the server starts the debugger even if the parameter is set to OFF.</p> <p data-bbox="521 539 1083 560">To exit the debugger, type <i>x</i> at the debugger prompt.</p> <p data-bbox="521 590 1201 642">For more information about the SMP debugger, see the NetWare SMP Software Developer Kit.</p> <p data-bbox="521 671 841 718">Supported values: ON, OFF <i>Default:</i> ON</p>
SMP Developer Option = <i>value</i>	<p data-bbox="521 753 1201 835">Specify whether the server starts the SMP debugger both when the server abends and when the server memory protection detects a memory fault.</p> <p data-bbox="521 864 1163 946">When this parameter is set to ON, the server starts the SMP debugger both when the server abends and when the server memory protection detects a memory fault.</p> <p data-bbox="521 975 1201 1086">When this parameter is set to OFF, the server does not start the debugger. Instead, it halts the offending thread and continues to run. However, if the server abends during an interrupt, the server starts the debugger even if the parameter is set to OFF.</p> <p data-bbox="521 1116 1083 1137">To exit the debugger, type <i>x</i> at the debugger prompt.</p> <p data-bbox="521 1166 1201 1218">For more information about the SMP debugger, see the NetWare SMP Software Developer Kit.</p> <p data-bbox="521 1248 841 1296">Supported values: ON, OFF <i>Default:</i> OFF</p>

Parameter	Use to
SMP Memory Protection = <i>value</i>	<p data-bbox="555 236 841 258">Enable memory protection.</p> <p data-bbox="555 288 1233 430">When this parameter is set to ON, the server automatically handles page faults and general protection interrupts and tries to halt the thread causing the problem. The processor continues to operate. However, if the problem occurs during an interrupt, the server starts the SMP debugger.</p> <p data-bbox="555 458 1154 508">When this parameter is set to OFF, memory protection is disabled.</p> <p data-bbox="555 536 1103 558">To exit the debugger, type <code>q</code> at the debugger prompt.</p> <p data-bbox="555 586 1233 637">For more information about the SMP debugger, see the NetWare SMP Software Developer Kit.</p> <p data-bbox="555 664 873 687">Supported values: ON, OFF</p> <p data-bbox="555 696 697 718"><i>Default:</i> OFF</p>

Error Handling Parameters

Error handling parameters control the size of error logs and what happens when logs exceed the specified size.

See Table 2-17 for descriptions of error handling parameters.

Table 2-17 Error Handling Parameters

Parameter	Use to
Server Log File State = <i>number</i>	<p>Control what happens when the SYS\$LOG.ERR file is larger than the size specified by the Server Log File Overflow Size parameter.</p> <p>Supported values:</p> <p>0 = Use to leave SYS\$LOG.ERR as is. 1 = Use to delete SYS\$LOG.ERR. 2 = Use to rename SYS\$ERR.LOG.</p> <p>Default: 1</p> <p>You can set this parameter in the STARTUP.NCF file.</p>
Volume Log File State = <i>number</i>	<p>Control what happens when the VOL\$LOG.ERR file is larger than the size specified by the Volume Log File Overflow Size parameter.</p> <p>Supported values:</p> <p>0 = Use to leave VOL\$LOG.ERR as is. 1 = Use to delete VOL\$LOG.ERR. 2 = Use to rename VOL\$ERR.LOG.</p> <p>Default: 1.</p> <p>You can set this parameter in the STARTUP.NCF file.</p>
Volume TTS Log File State = <i>number</i>	<p>Control what happens when the TTSS\$LOG.ERR file is larger than the size specified by the Volume TTS Log File Overflow Size parameter.</p> <p>Supported values:</p> <p>0 = Use to leave TTSS\$LOG.ERR as is. 1 = Use to delete TTSS\$LOG.ERR. 2 = Use to rename TTSS\$ERR.LOG.</p> <p>Default: 1.</p> <p>You can set this parameter in the STARTUP.NCF file.</p>

Parameter	Use to
Server Log File Overflow Size = <i>number</i>	<p>Specify the maximum size of the SYS\$LOG.ERR file before the action specified by the Server Log File State parameter occurs.</p> <p>Supported values: 65536 to 4294967295. <i>Default:</i> 4194304.</p> <p>You can set this parameter in STARTUP.NCF.</p>
Volume Log File Overflow Size = <i>number</i>	<p>Specify the maximum size of the VOL\$LOG.ERR file before the action specified by the Volume Log File State parameter occurs.</p> <p>Supported values: 65536 to 4294967295. <i>Default:</i> 4194304.</p> <p>You can set this parameter in the STARTUP.NCF file.</p>
Volume TTS Log File Overflow Size = <i>number</i>	<p>Specify the maximum size of the TTS\$LOG.ERR file before the action specified by the Volume TTS Log File State parameter occurs.</p> <p>Supported values: 65536 to 4294967295. <i>Default:</i> 4194304.</p> <p>You can set this parameter in the STARTUP.NCF file.</p>
Enable Deadlock Detection = <i>value</i>	<p>Detect deadlocks in code.</p> <p>Supported values: ON, OFF <i>Default:</i> OFF</p> <p>This parameter is used by software developers only.</p>
Auto Restart After Abend Delay Time = <i>number</i>	<p>Specify the amount of time (in minutes) before the server is brought down after an abend, if the Auto Restart After Abend parameter is in effect.</p> <p>Supported values: 2 to 15 minutes. <i>Default:</i> 2 minutes.</p> <p>Regardless of what time is set, the server sends a message every 2 minutes to warn users that the server will be brought down.</p>

Parameter	Use to
Auto Restart After Abend = <i>value</i>	<p>Cause the system to respond automatically to an abend.</p> <p>Supported values: 0 = The system does not automatically respond to the abend. 1 = After an abend, the system determines the source of the abend. Based on findings, the system either keeps the computer running or shuts down the computer and attempts to restart it. 2 = After an abend, the system always shuts down the computer and attempts to restart it. <i>Default:</i> 1</p> <p>For value 1 or 2 to take effect, the Developer Option parameter (located in the Miscellaneous category of parameters) must also be set to ON.</p> <p>If the server is to be shut down, the system sends a message every 2 minutes to warn all connections.</p> <p>To configure the amount of time the system waits before shutting down the server, use the Auto Restart After Abend Delay Time parameter.</p> <p>After an abend, the screen displays information about the abend. This information is sent to the ABEND.LOG file on the C: drive. Once the server is shut down and restarted, the ABEND.LOG file is transferred to SYS:SYSTEM.</p> <p>Important: Because the server can abend and be restarted automatically, the system administrator should periodically check the ABEND.LOG file or the General Information screen of MONITOR to find out if there have been any abends.</p>

Novell Directory Services Parameters

Novell® Directory Services (NDS) parameters allow you to do the following:

- ◆ Control the NDS trace file.
- ◆ Set time intervals for maintenance processes that reclaim disk space, remove external references, and check the consistency of backlinks.

- ◆ Set NDS synchronization intervals and restrictions.
- ◆ Specify the number of NCP retries before timeout.
- ◆ Mark the status of other servers in the namebase as UP or DOWN.
- ◆ Specify bindery services contexts.

See Table 2-18 for descriptions of NDS parameters.

Table 2-18 Novell Directory Services Parameters

Parameter	Use to
NDS Trace to Screen = ON/OFF	<p>Enable the NDS trace screen; this displays information about NDS events on the monitor.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p>
NDS Trace to File = ON/OFF	<p>Send messages about NDS events to the NDS trace file on the SYS: volume. The default file is SYSTEM\DSTRACE.DBG.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p> <p>The file path and name can be changed with the NDS Trace Filename parameter.</p> <p>The file is circular; it grows to a maximum length of approximately 500 KB and then starts to overwrite itself at the beginning of the file.</p> <p>If this parameter is set to ON, the trace information is also scrolled on the screen.</p>
NDS Trace Filename = <i>path\name</i>	<p>Set the path and name of the NDS trace file on SYS: volume.</p> <p>Maximum length: 254. <i>Default:</i> SYSTEM\DSTRACE.DBG.</p>
NDS Client NCP Retries = <i>number</i>	<p>Specify the number of NCP retries before the NDS client times out a connection.</p> <p>Supported values: 1 to 20. <i>Default:</i> 3.</p> <p>Lower settings are useful for smaller networks or those in which cables are disconnected frequently.</p> <p>Higher settings are useful for larger networks with heavy traffic. A setting of 4, 5, or 6 should be sufficient for large networks.</p>

Parameter	Use to
NDS External Reference Life Span = <i>number in hours</i>	<p>Specify the number of hours unused external references are allowed to exist before being removed.</p> <p>Supported values: 1 to 384 hours. <i>Default:</i> 192.</p> <p>External references are local IDs assigned to users when they access other servers. When users no longer have access, the external references should be removed.</p>
NDS Inactivity Synchronization Interval = <i>number in minutes</i>	<p>Specify the maximum elapsed time between exhaustive synchronization checks. As soon as you change this value, the system executes the synchronization check. Synchronization checks then recur at the specified interval.</p> <p>Supported values: 2 to 1440 minutes. <i>Default:</i> 30.</p> <p>If the system has replicas across a WAN link, this value should be set as high as 240 minutes (4 hours) to reduce WAN traffic.</p>
NDS Synchronization Restrictions = OFF/ON, <i>version number list</i>	<p>Specify which versions of Novell Directory Services the server can synchronize with.</p> <p>Supported values: OFF, ON, <i>list of version numbers</i>. Maximum length of version number list: 131 characters.</p> <p>Default: OFF.</p> <p>To determine what version is currently loaded on a server, type MODULES at the server prompt. The Novell Directory Services version number is displayed under the heading DS.NLM.</p> <p>If this parameter is set to OFF, the server synchronizes with all versions available.</p> <p>If this parameter is set to ON, the server synchronizes only with those versions specified as parameters to the ON value.</p> <p>Example: ON,420,421</p>

Parameter	Use to
NDS Servers Status = <i>value</i>	<p>Mark the status of all server objects in the local namebase as UP or DOWN.</p> <p>Supported values: UP, DOWN</p> <p>Use this parameter to reset the status of all the servers if the status of one server isn't accurately recognized by the system.</p> <p>For example, if a server is up but the system recognizes it as down, set this parameter to mark all servers as up.</p> <p>Subsequently, the system would reassess the status of all servers and change the status to down for those servers that were truly down.</p>
NDS Janitor Interval = <i>number in minutes</i>	<p>Set the interval in minutes at which the janitor process is executed. The janitor process is executed as soon as you change this value and then recurs at the specified interval.</p> <p>Supported values: 1 to 10080 minutes. <i>Default:</i> 60.</p> <p>The janitor process cleans up unused records, reclaims disk space, and purges objects flagged for deletion.</p>
NDS Backlink Interval = <i>number in minutes</i>	<p>Set the interval in minutes at which backlink consistency checking is performed. Backlink consistency checking is executed as soon as you change this value. It then recurs at the specified interval.</p> <p>Supported values: 2 to 10080 minutes. <i>Default:</i> 780.</p> <p>A backlink indicates that an object in a replica has an ID on a server where the replica doesn't exist.</p> <p>This process creates needed backlinks and deletes unnecessary ones.</p>

Parameter	Use to
NDS Trace File Length to Zero = OFF	<p>Delete the contents of the trace file. This parameter does not delete the file itself. As soon as the file is cleared, the parameter resets to OFF.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p> <p>To use this parameter, you must also set the NDS trace to file parameter to ON, because the trace file must be open for the system to delete its contents.</p>
Check Equivalent to Me = <i>value</i>	<p>Enforce checking of the Equivalent To Me attribute on authentication.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF</p> <p>Set this parameter to ON for enhanced security.</p> <p>If this parameter is set to ON, DSREPAIR must be used to synchronize the Equivalence attribute and the Equivalent To Me attribute.</p> <p>Setting this parameter to ON might adversely affect communication performance.</p>
Bindery Context = <i>context;context</i>	<p>Specify one or more containers to be used by Novell Directory Services when it provides bindery services.</p> <p>Maximum: 2047 characters. Up to 16 contexts.</p> <p>Multiple contexts are separated by semicolons. To set multiple contexts, you must have a replica of the container you specify in the context on the same partition.</p> <p>Example: SET BINDERY CONTEXT = OU=SALES_LA.OU=SALES.O=NOVELL_US;OU=ACCOUNTING.O=NOVELL</p> <p>This parameter can be set in the STARTUP.NCF file.</p>

SFT III Parameters

A NetWare 4.2 SFT III™ system provides additional SET parameters to help you test and customize your mirrored server environment.

Some SET parameters affect only one engine (the MSEngine or the IOEngine). A few parameters can be set in both engines (see “SFT III Parameters Settable in Both Engines”).

You must execute SET parameters in the correct engine. To toggle to the appropriate console display (IOEngine or MSEngine), use the <Alt>+<Esc> keys before typing a SET command.

The NetWare 4.2 SET parameters listed in previous sections can also be used with a NetWare SFT III system.

Changing one SFT III SET parameter may affect other parameters. As a general rule, don't change more than one parameter at a time.

MSEngine Parameters Only Settable at Startup

The following MSEngine SET parameters are settable only at startup:

Minimum Packet Receive Buffers

Cache Buffer Size

Maximum Subdirectory Tree Depth

Auto TTS Backout Flag

Concurrent Remirror Requests

To change the default for these parameters, put the SET parameter in the MSSTART.NCF file.

If you change the Minimum Packet Receive Buffers parameter in the MSSTART.NCF file, you must also put the same SET parameter in the IOSTART.NCF file.

Changes to the MSSTART.NCF file do not take effect until after you bring down both servers and reactivate them.

IOEngine Parameters Only Settable at Startup

The following IOEngine SET parameters are settable only at startup:

Minimum Packet Receive Buffers
Auto Register Memory Above 16 Megabytes

To change the default for these parameters, include the SET parameter in the IOSTART.NCF file and restart that server.

SFT III Parameters Settable in Both Engines

The following parameters can be set in either the IOEngine or the MEngine, or both engines. In most cases, the parameter setting in the IOEngine and the MEngine should match.

Maximum Packet Receive Buffers
Minimum Packet Receive Buffers
Allow Invalid Pointers
Read Fault Notification
Read Fault Emulation
Write Fault Notification
Write Fault Emulation
Sound Bell for Alerts
Replace Console Prompt With Server Name
Alert Message Nodes
Worker Thread Execute in a Row Count
Halt System on Invalid Parameters
Upgrade Low Priority Threads
Display Relinquish Control Alerts
Display Incomplete IPX Packet Alerts
Display Old API Names

Related SFT III Wait Time Parameters

Six SFT III SET parameters are closely related:

SFT3 Error Wait Time (default: 3 seconds)

MSL Error Wait Time (default: 0.8 second)

Secondary Take Over Wait Time (default: 1 second)

IPX Internet Down Wait Time (default: 4 seconds)

MSL Deadlock Wait Time (default: 5 seconds)

Check LAN Extra Wait Time (default: 0 seconds + 5 seconds)

Because their wait time settings affect server switchover, you should understand the interrelationships of these parameters before you change any of their default settings.

- ◆ The SFT3 Error Wait Time automatically adjusts the time of the other five wait time parameters. This parameter should be adjusted only for systems experiencing multiple timeouts.
- ◆ Of the related wait time values, the MSL Error Wait Time should be the shortest. It should be shorter by 1 second than the Secondary Take Over Wait Time.
- ◆ Both the MSL Error Wait Time and the Secondary Take Over Wait Time should be shorter than the IPX Internet Down Wait Time.
- ◆ For hardware failures, you need to find out if the Mirrored Server Link™ (MSL) is down (so the secondary server can shut down) before you start checking the LAN hardware. Therefore, the MSL Error Wait Time also should be shorter than the Check LAN Extra Wait Time.
- ◆ For software failures, you need to find out if the LAN is down before you find out if the MSL is down. Otherwise, both servers could fail at the same time. Therefore, the IPX Internet Down Wait Time should be shorter than the MSL Deadlock Wait Time.

Parameter Descriptions

SFT III SET parameters are described in the following tables:

MSEngine Communication Parameters, Table 2-19 on page 378

MSEngine Miscellaneous Parameters (SFT III), Table 2-20 on page 378

IOEngine Communication Parameters, Table 2-21 on page 380

IOEngine Memory Parameters, Table 2-22 on page 381

- IOEngine Mirrored Server Parameters (SFT III), Table 2-23 on page 382
- IOEngine Mirrored Servers Error Recovery Options Parameters (SFT III), Table 2-24 on page 388
- IOEngine Mirrored Servers Test Options Parameters (SFT III), Table 2-25 on page 392
- IOEngine Error Handling Parameters (SFT III), Table 2-26 on page 394

Table 2-19 MSEngine Communication Parameters (SFT III)

Parameter	Use to
Clear Extra ECB Space = <i>number</i>	<p>Specify whether to fill the leftover space in a receive event control block (ECB) with zeroes to prevent abends caused by undersized packets.</p> <p>Supported values: 0 to 2. <i>Default:</i> 1.</p> <p>0 = Don't fill the leftover space in the ECB with zeroes. 1 = Fill up to 64 extra bytes in the ECB with zeroes. 2 = Fill the rest of the ECB with zeroes.</p> <p>To improve server performance, set this parameter to 0. To prevent recurring MSEngine outputs different errors, set it to 2.</p>

Table 2-20 MSEngine Miscellaneous Parameters (SFT III)

Parameter	Use to
Notify All Users Of Mirrored Server Synchronization = <i>value</i>	<p>Specify whether to broadcast a message to all logged-in users when the mirrored servers begin synchronizing. If the SFT III server:notifying users of synchronizationserver has more than 64 MB of RAM, or if server synchronization takes more than 5 seconds, set this parameter to ON.</p> <p>Supported values : ON, OFF <i>Default :</i> OFF.</p>
Server Failure Notification Name = <i>name</i>	<p>Specify the user or group name to notify with a broadcast message in case of a server or disk SFT III server:failure, notifying about;Failure:notifying SFT III users aboutfailure or disk-out-of-sync condition. To send the broadcast to all logged-in users, use group EVERYONE.</p> <p>Note : If you use an invalid user or group name, the broadcast message will fail.</p> <p>Supported values : any valid user or group name. <i>Default :</i> no group or user name.</p>

Parameter	Use to
MSEngine Use Primary Server For DOS I/O for MSEngine, setting;MSEngine:DOS I/O, setting;Floppy drive input to MSEngine, settingDOS I/O = <i>value</i>	Specify which server to use for DOS input to the MSEngine. To copy data from the secondary server's DOS partition or floppy drive, set this parameter to OFF. Supported values : ON, OFF. <i>Default</i> : ON.

Table 2-21 IOEngine Communication Parameters (SFT III)

Parameter	Use to
Check LAN Option = <i>number</i>	<p>Check the functionality of the LAN boards in the server and prevent loss of service to clients by providing early warning of LAN board problems.</p> <p>Supported values: 0 to 2. 0 = Don't check the server LAN boards. 1 = If a LAN board problem is detected, notify the server console but don't restart the primary server. 2 = If the secondary server's LAN boards are more functional, restart the primary server.</p> <p>Default: 2.</p> <p>Note: The secondary server uses the same value for this parameter as the primary server.</p>
Check LAN Extra Wait Time = <i>time</i>	<p>Specify the additional time the server waits (5 seconds plus the value of this parameter) before taking the action specified in the Check LAN Option parameter. If traffic is heavy on your network, or if MAUs need more time to reset, increase this setting.</p> <p>Supported values: 0 seconds to 59.3 seconds. <i>Default:</i> 0.</p>
Use Diagnostic Responder to Validate LAN Functionality = <i>value</i>	<p>Specify whether to broadcast an IPX diagnostic request to verify that LAN boards are functional. If the SFT server is running standalone, or if the system isn't detecting bad boards, set this parameter to ON.</p> <p>Supported values: ON, OFF.</p> <p>If you have a router that replicates broadcast, don't set this parameter to ON or a flood of network traffic will result.</p> <p>If your SFT III server is the only server on the network, set this parameter to ON.</p> <p>Default: OFF.</p>

Table 2-22 IOEngine Memory Parameters (SFT III)

Parameter	Use to
Borrow Short Term Memory Ahead Amount = <i>number</i>	Specify the amount of memory the system keeps available for processes that temporarily need extra memory. If you get an insufficient short-term memory error while running a module, set this parameter to a higher value and reload the module. Supported values: 0 to 100000 bytes. <i>Default:</i> 32768 bytes.

Table 2-23 IOEngine Mirrored Server Parameters (SFT III)

Parameter	Use to
SFT3 Error Wait Time = <i>time</i>	<p>Adjust all SFT III wait time parameters.</p> <p>Supported values: 0.5 second to 10 seconds. <i>Default:</i> 3 seconds.</p> <p>Change this parameter only if the systems are experiencing multiple timeouts.</p> <p>Note: Multiple timeouts might indicate a problem in the system.</p>
Secondary Take Over Wait Time= <i>time</i>	<p>Specify the number of seconds that the secondary server waits for an I'm alive packet from the primary server before taking over as the new primary server. (For more information, see I'm Alive Packet in <i>Concepts</i>.)</p> <p>Supported values: 0.5 second to 20 seconds. <i>Default:</i> 1 second.</p> <p>Set this time to be longer than the MSL Error Wait Time. (For more about related SET parameters, see "Related SFT III Wait Time Parameters" on page 375)</p> <p>If your network is connected to a busy internetwork and packets take longer to travel across it, increase the value of this parameter.</p> <p>Important: If the message This server should not have become the primary server because the primary server is still alive appears, increase the Secondary Take Over Wait Time by 0.5 second or more.</p> <p>However, setting this parameter too high may cause workstations to time out while the servers are determining if a switchover is needed.</p>
Display Mirrored Server Too Many Hops Away Message= <i>value</i>	<p>Specify whether to display a warning message if the hops between the mirrored servers exceed the Maximum Pseudo Hop Count parameter.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON.</p>

Parameter	Use to
Maximum Pseudo Hop Count= <i>number</i>	<p>Specify the maximum number of hops that the primary server will advertise as its pseudo hop count. (For more information, see Pseudo hop count in <i>Concepts</i>.)</p> <p>Supported values: 1 to 8. <i>Default:</i> 4.</p> <p>If your SFT III servers are installed on different network segments, with several hops between them, you may need to specify a higher Maximum Pseudo Hop Count.</p> <p>Important: Increasing the pseudo hop count reduces the number of hops available to stations on the internetwork.</p> <p>The total hop count (the pseudo hop count plus the actual number of hops from the router to the MEngine) between a station and server cannot exceed 16.</p> <p>If the actual number of hops between mirrored servers is greater than the value specified by this parameter, the primary server advertises only the Maximum Pseudo Hop Count.</p>
Enable Pseudo Hop Count= <i>value</i>	<p>Specify whether the primary server advertises an artificially high hop count when it is mirrored to a secondary server on a different network segment. (For more information, see Pseudo hop count in <i>Concepts</i>.)</p> <p>Supported values: ON, OFF. <i>Default:</i> ON.</p>
New End Address For Unclaimed Memory Block= <i>number</i>	<p>Define the end of the MEngine's memory range. The IOEngine claims any memory blocks numbered after the New End Address.</p> <p>If your servers have unequal amounts of RAM, use this parameter to align the memory of the larger-RAM server with the memory of the smaller-RAM server. (See Responding to Secondary Server is Missing RAM Messages in <i>Supervising the Network</i>.)</p> <p>Note: Reducing the MEngine's memory too much (by setting a low New End Address number) might prevent volumes from mounting.</p> <p>Supported values: 2097152 to 1073741824 bytes. <i>Default:</i> highest memory installed in the server.</p>

SET

Parameter	Use to
New Start Address For Unclaimed Memory Block= <i>number</i>	<p>Define the start of the MEngine's memory range. The IOEngine claims any memory blocks that fall before the New Start Address.</p> <p>Supported values: 2097152 to 1073741824 bytes. <i>Default:</i> 5242880 bytes.</p> <p>If the IOEngine is frequently borrowing memory from the MEngine, set the New Start Address to a higher number to give the IOEngine more memory.</p>
MSL Error Wait Time= <i>time</i>	<p>Specify the number of seconds that the MSL driver waits for an acknowledgment of a sent packet before signaling that the other server or the MSL has failed.</p> <p>Supported values: 0.2 second to 4.4 seconds. <i>Default:</i> 0.8 second.</p> <p>If your servers are very busy (CPU utilization over 60%), use this parameter to give them more time to communicate. The value of this parameter should be less than the Secondary Take Over Wait Time parameter.</p> <p>Note: Changing the default on this parameter makes it take longer to determine that the other server has failed.</p>
Comprehensive MEngine Synchronization Check= <i>value</i>	<p>Specify whether to do a comprehensive verification that both MEngine outputs are the same.</p> <p>Supported values: ON, OFF. <i>Default:</i> OFF.</p> <p>Note: The OFF setting provides a faster, simpler check of MEngine outputs. Though it reduces synchronization time, the OFF setting may increase the risk of undetected synchronization errors.</p>

Parameter	Use to
IPX Internet Down Wait Time= <i>time</i>	<p>Specify how many seconds the server waits before concluding that the IPX internetwork is not delivering packets.</p> <p>Supported values: 0.5 second to 59.3 seconds. Default: 4 seconds.</p> <p>If you have a busy network or hardware reliability problems, use this parameter to allow more time for the server to get IPX packets.</p> <p>The value of this parameter should be more than the Secondary Take Over Wait Time, but less than the MSL Deadlock Wait Time.</p>
Display IPX Route to Other Server= <i>value</i>	<p>Specify whether to display the IPX route to the other server. This parameter is useful for troubleshooting internetwork problems.</p> <p>Supported values: ON, OFF. Default: OFF.</p> <p>The IPX route can show how efficient the network routing is by displaying the node numbers, the addresses, and the number of hops to the other server.</p>
MSL Deadlock Wait Time= <i>time</i>	<p>Specify how many seconds the server waits before concluding that the MSL driver is deadlocked (receive packets are being held off indefinitely).</p> <p>Supported values: 1 second to 59.3 seconds. Default: 5 seconds.</p> <p>If you have very busy servers, use this parameter to allow more time for the two servers to communicate. This setting times 4 is the time-out value that determines when the server exercises the MSL Send Blocked Recovery Option.</p> <p>Note: If you increase the IPX Internet Down Wait Time, you must also increase the MSL Deadlock Wait Time. Otherwise, if the MSL is deadlocked, the IPX connection may time out before the deadlock is detected.</p> <p>It is best if the MSL Deadlock Wait Time is at least one second longer than the IPX Internet Down Wait Time.</p>

SET

Parameter	Use to
Extra MSL Checking= <i>value</i>	<p>Specify whether to do extra checking of MSL messages to ensure data integrity.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON.</p> <p>Note: Setting this parameter to OFF may improve performance, but it increases the risk of undetected MSL errors.</p>
IOEngine Error Log Use DOS= <i>value</i>	<p>Specify whether to log system alerts to the default DOS drive if volume SYS: is not mounted.</p> <p>Supported values: ON, OFF. <i>Default:</i> ON.</p> <p>When the servers are resynchronized, the DOS error log is appended to the IO\$LOG.ERR file on volume SYS:.</p>
Always Down Server When Power Fails= <i>value</i>	<p>Specify whether the MEngine is shut down when a power failure is detected.</p> <p>Supported parameters: ON, OFF. <i>Default:</i> ON.</p> <p>Set this parameter to OFF to allow for continued service when both SFT III servers are on separate UPS devices.</p> <p>If the servers are fully synchronized and mirrored, and this parameter is set to OFF, the UPS halts only the IOEngine (rather than shutting down the MEngine) when power fails.</p> <p>If only one of your SFT III servers has a UPS installed, leave this parameter set to ON.</p>
Turbo Memory Sync= <i>value</i>	<p>Change how the memory is synchronized on the server.</p> <p>Supported values: 0 = Disable. 1 = Enable and clear the memory. 2 = Enable, but don't clear the memory. <i>Default:</i> 2.</p> <p>The default gives you the best performance. Use the other methods only when instructed in troubleshooting.</p>

Don't change the settings for the parameters in Table 2-24 unless you are running SFT III in a testing environment.

Table 2-24 IOEngine Mirrored Servers Error Recovery Options Parameters (SFTIII)

Parameter	Use to
Secondary Server MSL Send Blocked Recovery Option= <i>option</i>	<p>Specify the recovery strategy for the secondary server if it detects that the MSL driver is not sending data to the other server at the correct rate.</p> <p>Supported options: 0 = Halt the secondary server. 1 = Halt the primary and secondary servers. 2 = Restart the secondary server.</p> <p>Default: 2.</p>
Primary Server MSL Send Blocked Recovery Option= <i>option</i>	<p>Specify the recovery strategy for the primary server if it detects that the MSL driver is not sending data to the other server at the correct rate.</p> <p>Supported options: 0 = Halt the secondary server. 1 = Halt the primary and secondary servers. 2 = Restart the secondary server.</p> <p>Default: 2.</p>
MSEngine Abend And Processor Exception Recovery Option= <i>option</i>	<p>Specify the recovery strategy for the server that detects MSEngine software abends and MSEngine hardware exceptions.</p> <p>Supported options: 0 = Halt the server. 1 = Restart the server.</p> <p>Default: 1.</p>
Always Halt Secondary If Sync Error= <i>value</i>	<p>Specify whether to halt the secondary server every time an error is detected during mirrored server synchronization.</p> <p>Supported values: ON, OFF. Default: OFF.</p>

Parameter	Use to
IOEngine Abend And Processor Exception Recovery Option= <i>option</i>	<p>Specify the recovery strategy for the server that detects IOEngine software abends and IOEngine hardware exceptions.</p> <p>Supported options: 0 = Halt the server. 1 = Restart the server.</p> <p>Default: 1.</p>
Machine Check Recovery Option= <i>option</i>	<p>Specify the recovery strategy for the server that detects hardware errors (other than memory parity errors).</p> <p>Supported options: 0 = Halt the server. 1 = Restart the server.</p> <p>Default: 1.</p>
Memory Parity Error Recovery Option= <i>option</i>	<p>Specify the recovery strategy for the server that detects memory parity errors.</p> <p>Supported options: 0 = Halt the server. 1 = Restart the server.</p> <p>Default: 1.</p>
Secondary Server MSL Hardware Failure Recovery Option= <i>option</i>	<p>Specify the recovery strategy for the secondary server detecting an MSL hardware failure.</p> <p>Supported options: 0 = Halt the secondary server. 1 = Halt the primary and secondary servers. 2 = Restart the secondary server using the same MSL. 3 = Restart the secondary server using the alternate MSL.</p> <p>Default: 2.</p> <p>The secondary server performs the set option unless the primary server has failed. If the primary server has failed, the secondary server becomes the new primary server.</p>

SET

Parameter	Use to
Primary Server MSL Hardware Failure Recovery Option= <i>option</i>	<p>Specify the recovery strategy for the primary server detecting an MSL hardware failure.</p> <p>Supported options:</p> <ul style="list-style-type: none">0 = Halt the secondary server.1 = Halt the primary and secondary servers.2 = Restart the secondary server using the same MSL.3 = Restart the secondary server using the alternate MSL. <p>Default: 2.</p>
MSEngine Outputs Different Recovery Option= <i>option</i>	<p>Specify the recovery strategy for the secondary server detecting that its MSEngine outputs are different from the primary server's MSEngine outputs.</p> <p>Supported options:</p> <ul style="list-style-type: none">0 = Halt the secondary server.1 = Halt the primary and secondary servers.2 = Restart the secondary server <p>Default: 0.</p>
Secondary Server MSL Consistency Error Recovery Option= <i>option</i>	<p>Specify the recovery strategy for the secondary server detecting communications consistency errors, such as checksum errors, invalid sequence number, or invalid packet type.</p> <p>Supported options:</p> <ul style="list-style-type: none">0 = Halt the secondary server.1 = Halt the primary and secondary servers.2 = Restart the secondary server using the same MSL.3 = Restart the secondary server using the alternate MSL. <p>Default: 2.</p> <p>The secondary server performs the set option unless the primary server has failed. If the primary server has failed, the secondary server becomes the new primary server.</p>

Parameter	Use to
Primary Server MSL Consistency Error Recovery Option = <i>option</i>	<p>Specify the recovery strategy for the primary server detecting communications consistency errors, such as checksum errors, invalid sequence number, or invalid packet type.</p> <p>Supported options: 0 = Halt the secondary server. 1 = Halt the primary and secondary servers. 2 = Restart the secondary server using the same MSL. 3 = Restart the secondary server using the alternate MSL.</p> <p>Default: 2.</p>
Secondary Server MSL Deadlock Recovery Option = <i>option</i>	<p>Specify the recovery strategy for the secondary server detecting an MSL communications delivery deadlock.</p> <p>Supported options: 0 = Halt the secondary server. 1 = Halt the primary and secondary servers. 2 = Restart the secondary server</p> <p>Default: 2.</p>
Primary Server MSL Deadlock Recovery Option = <i>option</i>	<p>Specify the recovery strategy for the primary server detecting an MSL communications delivery deadlock.</p> <p>Supported options: 0 = Halt the secondary server. 1 = Halt the primary and secondary servers. 2 = Restart the secondary server</p> <p>Default: 2.</p>

Don't change the settings for the parameters in Table 2-25 unless you are running SFT III in a testing environment.

Table 2-25 IOEngine Mirrored Servers Test Options Parameters (SFTIII)

Parameter	Use to
Test Mode = <i>option</i>	<p>Test server switchover and recovery with four failure scenarios.</p> <p>Supported options: 0 = Don't initiate Test Mode. 1 = Enable a simple halt/restart server test. 2 = Generate MSL errors. 3 = Generate system errors. 4 = Generate errors of types 1, 2, and 3.</p> <p>Default: 0.</p> <p>Note: When you change the Test Mode setting back to 0, all settings for Mirrored Servers Error Recovery Options return to their defaults</p> <p>Suggestion: Because Test Mode options apply only to the primary server, you can set different test options in each server's IOSTART.NCF file. For best performance, however, set the <i>same</i> test options in each server's IOSTART.NCF file.</p>
Stop On Server Test Unexpected Error = <i>value</i>	<p>Specify whether to stop both servers if an unexpected error (not generated by the Test Mode) occurs.</p> <p>Supported values: ON, OFF. Default: ON.</p>
Restart Minimum Delay Amount = <i>time</i>	<p>Specify how many seconds the server waits before executing a restart in Test Mode.</p> <p>Supported times: 0 seconds to 23 hours 43 minutes 40.1 seconds. Default: 10 seconds.</p> <p>This setting is added to the random number generated by the Restart Maximum Random Delay Amount parameter to determine the actual delay amount.</p> <p>If you notice several communications deadlocks or initialization failures while running your servers in Test Mode, use this parameter to allow more time for the server to finish switchover before restarting.</p>

Parameter	Use to
Server Test Minimum Delay Amount = <i>time</i>	<p>Specify how many seconds the server waits before initiating the Test Mode option.</p> <p>Supported times: 0 seconds to 23 hours 43 minutes 40.1 seconds. <i>Default:</i> 3 minutes.</p> <p>This setting is added to the random number generated by the Server Test Maximum Random Delay Amount parameter to determine the actual delay amount.</p> <p>Use this parameter to reduce the number of workstation pauses caused by frequent server resynchronization while running in Server Test Mode.</p>
Restart Maximum Random Delay Amount = <i>time</i>	<p>Specify the maximum random number that the server generates to add to the Restart Minimum Delay Amount. The resulting sum is the number of seconds the server waits before executing a restart in Test Mode.</p> <p>Supported times: 0 seconds to 59 minutes 19.2 seconds. <i>Default:</i> 0 seconds.</p>
Server Test Maximum Random Delay Amount = <i>time</i>	<p>Specify the maximum random number that the server generates to add to the Server Test Minimum Delay Amount. The resulting sum is the number of seconds the server waits before initiating the Test Mode option.</p> <p>Supported times: 0 seconds to 59 minutes 19.2 seconds. <i>Default:</i> 19.8 seconds.</p>

Table 2-26 IOEngine Error Handling Parameters (SFT III)

Parameter	Use to
Status Dump File State = <i>number</i>	<p>Specify the action to take if the MSSTATUS.DMP file size exceeds the size limit.</p> <p>Supported values: 0 = Take no action if the file grows too large. 1 = Delete the log file if it grows too large. 2 = Rename the log file if it grows too large.</p> <p>Default: 1.</p>
IOEngine Error Log File State = <i>number</i>	<p>Specify the action to take if the IO\$LOG.ERR file size exceeds the size limit.</p> <p>Supported values: 0 = Take no action if the file grows too large. 1 = Delete the log file if it grows too large. 2 = Rename the log file if it grows too large.</p> <p>Default: 1.</p>
Status Dump File Overflow Size = <i>number</i>	<p>Specify the size limit for the MSSTATUS.DMP file.</p> <p>Supported values: 65536 to 4294967295 bytes. <i>Default:</i> 4194304 bytes.</p>
IOEngine Error Log File Overflow Size = <i>number</i>	<p>Specify the size limit for the IO\$LOG.ERR file.</p> <p>Supported values: 65536 to 4294967295 bytes. <i>Default:</i> 4194304 bytes.</p>

Additional Information

Topic	See
Using SERVMAN to change set parameters	“SERVMAN”
Controlling file compression	Using SET to Control File Compression in <i>Supervising the Network</i> .

Topic	See
Improving server performance	Improving Server Performance in <i>Supervising the Network</i> .
Editing .NCF files	Creating or Editing a Server Batch (.NCF) File in <i>Supervising the Network</i> .
Time synchronization and the TIMESYNC.CFG file	Maintaining Network Time Synchronization in <i>Supervising the Network</i> .

SET TIME

Purpose

Use at the server console to set the date and time kept by the server.

Setting the time incorrectly can adversely affect the performance of Novell Directory Services (NDS).

Because time synchronization between servers is critical to NDS, make sure you understand time synchronization before you change the time or time zone on a server. (For more information, see *Maintaining Network Time Synchronization* in *Supervising the Network*.)

Syntax

```
SET TIME mo /day /yr hr :min :sec
```

Parameter	Use to
<i>mo /day /yr</i>	Specify the date. Use any of these formats for the date: 9/28/98 September 28, 1998 28 September 1998

Parameter	Use to
<i>hr :min :sec</i>	<p>Specify the time.</p> <p>Enter the time in either standard or 24-hour-clock format:</p> <p>1:15:32 p.m. (standard format) 13:15:32 (24-hour-clock format)</p> <p>Separate hours, minutes, and seconds with colons. You can omit the minute and second entries, but you must include the colon after the hour.</p> <p>Specify a.m. or p.m. (for example, 7:14:32 AM). If you don't specify a.m. or p.m., NetWare assumes you are entering the time in 24-hour-clock format.</p> <p>For example, if you enter 1:00, the time is set to 1:00 a.m. If you enter 13:00, the time is set to 1:00 p.m.</p>

Using SET TIME

- ◆ SET TIME is most appropriately used on a Reference or Single Reference time server. These types of time servers don't change their time to converge with other servers, but supply the time for other servers.

If you change the time on a Primary, Reference, or Single Reference time server, you will affect the time on all other servers that refer to that time server. (They will converge to the new time.)

- ◆ You can set both the date and the time in the same command or separately. You can enter either the date or the time first. If you replace only one variable, the other remains unaffected.
- ◆ The time display is formatted according to the server language standards. (For example, in the U.S. the format is 1:15:32 PM.)

SET TIME

Examples

To set the date and time on your server to December 19, 1998 at 2:15 PM, type

```
SET TIME 12/19/98 2:15:00 PM
```

or

```
SET TIME DECEMBER 19, 1998 14:15:00
```

Additional Information

Topic	See
Displaying the server's time	"TIME"
Setting the time zone	"SET TIME ZONE"
Network time synchronization	Maintaining Network Time Synchronization in <i>Supervising the Network</i> .

SET TIME ZONE

Purpose

Use at the server console to configure time zone information.

Because time synchronization between servers is critical to Novell Directory Services, make sure you understand time synchronization before you change the time or time zone on a server. (For more information, see *Maintaining Network Time Synchronization* in *Supervising the Network* .

Syntax

```
SET TIME ZONE zone [+|-] hr :min :sec [daylight ]
```

Parameter	Use to
(no parameter)	Display time zone setting.
zone	Specify a standard abbreviation for the name of the time zone. Examples: EST (Eastern Standard Time) CST (Central Standard Time) MST (Mountain Standard Time) PST (Pacific Standard Time)
[+ -]	Specify the number of hours east or west of the Coordinated Universal Time (UTC) meridian. Note: UTC has been known historically as Greenwich Mean Time or GMT. Use + (plus) to set time zones west of UTC. Use - (minus) to set time zones east of UTC. (If you don't enter this parameter, the default is +.)

SET TIME_ZONE

Parameter	Use to
<i>hr :min :sec</i>	<p>Specify the time difference between UTC and the local time zone. You can specify this difference simply in hours. Or, for extreme accuracy, specify hours, minutes and seconds.</p> <p>Examples:</p> <p>EST is 5 hours west of UTC; CST is 6 hours west; MST is 7 hours west; PST is 8 hours west.</p>
<i>daylight</i>	<p>Specify the standard abbreviation for the time zone during Daylight Saving Time (DST).</p> <p>Don't enter this abbreviation if you don't observe DST.</p> <p>Examples:</p> <p>EDT (Eastern Daylight Time) CDT (Central Daylight Time) MDT (Mountain Daylight Time) PDT (Pacific Daylight Time)</p> <p>Important: This parameter does not turn on Daylight Saving Time. You turn on Daylight Saving Time (and configure related parameters) by using the SET command.</p>

Using SET TIME_ZONE

- ◆ Time zone information is critical to time synchronization for Novell Directory Services. Additionally, time zone information is provided to modules that make calls to CLIB and related modules.
- ◆ You specify the abbreviation the operating system uses for daylight saving time with the SET TIME_ZONE *daylight* parameter. You turn on daylight saving time and set the start and end date with the SET command.
- ◆ If you don't set the time zone, there are no standard abbreviations and the time zone offset is zero.

Examples

- ◆ To display the time zone setting, type

```
SET TIME ZONE
```

- ◆ To set the time zone to mountain standard time, type

```
SET TIME ZONE MST7
```

(This example applies to an area that doesn't observe daylight saving time.)

- ◆ To set the time zone to Pacific standard time and set the abbreviation for daylight saving time, type

```
SET TIME ZONE PST8PDT
```

(When daylight saving time is active, PST will be known as PDT.)

- ◆ To set the time zone for Germany (Mid-European Time), type

```
SET TIME ZONE MET-1
```

The -1 sets the time zone 1 hour ahead of UTC, since Germany is 1 hour east of the UTC meridian.

Additional Information

Topic	See
Displaying the server's time	"TIME"
Setting the server's time	"SET TIME"
Turning on daylight saving time and setting related parameters	"SET"
Network time synchronization	Maintaining Network Time Synchronization in <i>Supervising the Network</i> .

SETPASS

Purpose

Use at a workstation to change a user's password.

Syntax

SETPASS [*servername* /] [*username*] [/? | /**VER**]

Parameter	Use to
(no parameter)	Change your password on the network.
<i>servername</i> /	Replace with the name of the server where you want to change the user's password.
<i>username</i>	Replace with the name of the user whose password you want to change.
/?	View online help. All other parameters are ignored when /? is used.
/VER	View the version number of the utility and the list of files it uses to execute. All other parameters are ignored when /VER is used.

Examples

- ◆ To change your password on the network, type
SETPASS
- ◆ To change user BARNEY's password (if you have rights), type
SETPASS BARNEY
- ◆ To change user JAY's password on server HACKER, type
SETPASS HACKER/JAY

- ◆ To change your password on server FRIENDLY, type

SETPASS FRIENDLY/

SETTTS

Purpose

Use at a workstation to

- ◆ Set the logical record locks for the Transaction Tracking System (TTS)
- ◆ Set the physical record locks for TTS
- ◆ View the logical and physical locks for TTS

Syntax

```
SETTTS [logical level [physical level ] [/options  
...]]  
      [/? | /VER]
```

Parameter	Use to
<i>logical level</i>	Specify the logical number value you want to set.
<i>physical level</i>	Specify the physical number value you want to set.
<i>/?</i>	View online help.
<i>/option</i>	Replace option with any available option. See “SETTTS Options”
<i>/VER</i>	View the version number of the utility and the list of files needed to run the utility.

Using SETTTS

- ◆ When you log out from or turn off your workstation, the settings are reset to 0.

- ◆ TTS values are 0 to 254. The *logical level* and *physical level* values indicate how many record locks TTS will ignore before tracking the transaction.

Setting the to 1 means that TTS tracks each transaction; setting it to 254 means that TTS ignores 253 record locks before it tracks.

- ◆ A value of 255 or /D disables a level.

SETTTS Options

Option	Use to
/C	Scroll continuously through the report of accounting charges.
/N	Set the logical and physical settings to 0.
/D	Disable the logical and physical settings.

Examples

- ◆ To see the logical and physical settings, type
`SETTTS`
- ◆ To reset both logical and physical settings to the default (0), type
`SETTTS /N`
- ◆ To disable both logical and physical settings, type
`SETTTS /D`
- ◆ To disable the logical level and set the physical level to 4, type
`SETTTS /D 4`

Additional Information

Topic	See
Transaction tracking	Transaction Tracking System in Concepts.

SPEED

Purpose

Use at the server console to display the speed at which the processor is running.

Syntax

SPEED

About Processor Speed

- ◆ Processor speed rating is determined by
 - ◆ CPU clock speed (33 MHz, 50 MHz, 66 MHz, or 90 MHz)
 - ◆ CPU type (80386, 80486, Pentium, etc.)
 - ◆ Number of memory wait states (0, 1, 2, etc.)
- ◆ If your computer has a slower rating than you expected, use **SPEED** to check the CPU speed rating.

An 80386 CPU running at 33 MHz should get a rating of about 320. An 80486 CPU running at 50 MHz should get a rating of about 1370. A Pentium CPU running at 66 MHz should get a rating of about 3660.
- ◆ Some computers have an Auto or Common CPU speed mode that can reduce the clock speed to as little as 6 MHz.
- ◆ For NetWare 4 operation, the CPU should be set to the highest speed. If your machine has a slower rating than expected, check the CPU speed setting.

See your computer's documentation for instructions on how to set the CPU speed.

SPXCONFIG

Purpose

Use at the server console to configure certain SPX™ parameters.

These parameters can also be configured from the INETCFG utility.

Syntax

```
LOAD SPXCONFIG [option [=value ]]
```

Parameter	Use to
(no parameter)	Load SPXCONFIG and display configuration menu.
<i>option</i>	Replace <i>option</i> with any available option. See “SPXCONFIG Options”
<i>value</i>	Specify a numerical value for an option. For information on setting these values, see “INETCFG”

SPXCONFIG Options

Option	Use to
A=	Specify SPX Watchdog Abort timeout (in ticks).
V=	Specify SPX Watchdog Verify timeout (in ticks).
W=	Specify SPX Ack Wait timeout (in ticks).
R=	Specify SPX Default Retry count.
S=	Specify maximum concurrent SPX sessions.

Option	Use to
Q=1	Specify quiet mode (suppresses display of changed settings).
H	Display SPXCONFG help screen.
I=	Specify IPX maximum socket table size.

Using SPXCONFG

- ◆ You can use SPXCONFG in your AUTOEXEC.NCF file, as a console command, as a menu utility, or as a configuration file that is invoked by INETCFG.

- ◆ If you don't specify a parameter, the following menu appears:

```

SPX Configuration Control Program
1. SPX Watchdog Abort timeout 540
2. SPX Watchdog Verify timeout 54
3. SPX Ack wait timeout 108
4. SPX Default Retry count 10
5. Maximum concurrent SPX sessions 2048
6. IPX maximum socket table size 1200

```

You can then select parameters to change.

- ◆ SPXCONFG changes the configuration of SPX as well as the STREAMS-based SPXS (SPXII).
- ◆ If you enabled TCP/IP on the server, you can use either INETCFG or SPXCONFG to set SPX parameters.

When you set the parameters using INETCFG, a load line for SPXCONFG is automatically added to the NETINFO.CFG file so it runs each time you bring up the server.

- ◆ If you have only IPX/SPX enabled on the server (and not TCP/IP) and you want to use the SPXCONFG parameters each time you

boot the server, place the following command in your AUTOEXEC.NCF file:

```
LOAD [path] SPXCONFIG [option [=value] ]
```

Examples

To set SPX options to 1000 ticks for the SPX Watchdog Abort timeout and suppress the display of changed settings, type

```
LOAD SPXCONFIG A=1000 Q=1
```

Additional Information

Topic	See
Setting parameters in an .NCF file	Creating or Editing a Server Batch (.NCF) File in <i>Supervising the Network</i> .
Setting SPX parameters with INETCFG	"INETCFG"

SPXS

Purpose

Use at the server console to provide STREAMS-based SPX protocol services.

Syntax

```
LOAD [path] SPXS [LDFILE = [path] filename [ext ]]
```

Parameter	Use to
<i>path</i>	Specify the path to SPXS if you moved it from the default directory.
LDFILE = [<i>path</i>] <i>filename</i> [<i>ext</i>]	<p>Load the data file that contains the SPX timer defaults and physical packet size tables.</p> <p>If you don't specify a filename, SPXS sets the parameters defined in the IPXSPX.CFG file.</p> <p>If you don't specify a file extension, the default is .CFG.</p>

Using SPXS

- ◆ When you load SPXS, the parameters in the IPXSPX.CFG file are set, unless you specify an alternate configuration filename.

The IPXSPX.CFG file is modified from the INETCFG utility when you set SPX/IPX parameters.

- ◆ You can create multiple configuration files in addition to IPXSPX.CFG. Use this feature if you frequently alternate between two or more IPX/SPX configurations.

To create multiple configuration files, copy the IPXSPX.CFG file to a new filename (IPXSPX2.CFG, for example). Then you can change the IPXSPX.CFG file (by using INETCFG) and still preserve the original configuration in the IPXSPX2.CFG file.

- ◆ To load a configuration file other than the default IPXSPX.CFG file, use the LDFILE option.

For example, if you have a second configuration file called IPXSPX2.CFG, you can load that configuration by typing

```
LOAD SPXS LDFILE = IPXSPX2
```

- ◆ When you load SPXS, STREAMS is autoloading.

Additional Information

Topic	See
Setting SPX parameters using SPXCONFIG	"SPXCONFIG"
Setting parameters in an .NCF file	Creating or Editing a Server Batch (.NCF) File in <i>Supervising the Network</i> .
Setting SPX parameters using INETCFG	"INETCFG"

STREAMS

Purpose

Use at the server console with a loadable module that requires the CLIB-related modules or uses STREAMS-based protocol services.

Normally, you won't need to load STREAMS because it is autoloaded by other modules when needed.

Syntax

```
LOAD [path] STREAMS [MAX MESSAGE SIZE = n ]
```

Parameter	Use to
<i>path</i>	Specify the path to STREAMS if you moved it from the default directory.
MAX MESSAGE SIZE = <i>n</i>	Specify the maximum message size in bytes. This value can be between 4,096 and 65,535 bytes. The default is 8,192 bytes.

Using STREAMS

- ◆ STREAMS will not load unless CLIB and its related modules are loaded. When these modules load, they autoload STREAMS.
- ◆ Increasing maximum message size can improve the performance of some protocol stacks.
- ◆ If STREAMS is autoloaded, the default value for MAX MESSAGE SIZE is used. To change this size, unload STREAMS and load again, specifying a new MAX MESSAGE SIZE value.
- ◆ Both SPX II and AppleTalk Filing Protocol (AFP) can use a larger maximum message size.

STREAMS

SPX II is an improved version of SPX that yields better performance with some applications. STREAMS uses SPX II.

- ◆ Don't set maximum message size higher than 16K. The performance benefit gained doesn't compensate for the extra server memory consumed by the protocol stacks.

Additional Information

Topic	See
CLIB modules	"CLIB"

SYSTIME

Purpose

Use at a workstation to synchronize the date and time set on your station with those of the server.

Syntax

```
SYSTIME [server name] [/? | /VER]
```

Parameters	Use to
<i>server name</i>	Specify the name of the server that you want to synchronize your workstation with.
/?	View online help. All other parameters are ignored when /? is used.
/VER	View the version number of the utility and the list of files it uses to execute. All other parameters are ignored when /VER is used.

Examples

- ◆ To synchronize your workstation's date and time with those of the default server, type

```
SYSTIME
```

- ◆ To synchronize your workstation's date and time with those of server SCOTTY, type

```
SYSTIME SCOTTY
```

- ◆ To synchronize your workstation's date and time with those of server FISHBONE in the context NOVELL.US, type

```
SYSTIME .FISHBONE.NOVELL.US
```

Additional Information

Topic	See
Synchronization	Time Synchronization in <i>Concepts</i> .

TCPCON

Purpose

Use at the server console to

- ◆ Monitor activity in the TCP/IP network segments of your internetwork
- ◆ View configuration and statistics information about the following TCP/IP protocols: IP, ICMP, UDP, TCP, OSPF, and EGP
- ◆ View IP routes known to a TCP/IP node
- ◆ View network interfaces supported by a TCP/IP node
- ◆ Access the trap log maintained by SNMPLOG (local systems only)
- ◆ Use Simple Network Management Protocol (SNMP) over TCP/IP or IPX to access TCP/IP information in any remote protocol stack supporting the TCP/IP Management Information Base (MIB)

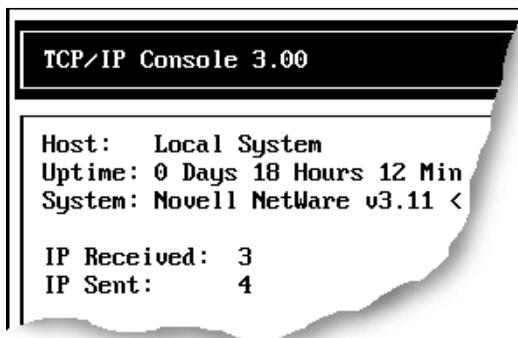
Syntax

LOAD TCPCON

Using TCPCON

- ◆ By default, TCPCON monitors and gathers information from the local NetWare TCP/IP node.

You can, however, access another TCP/IP node on your internetwork if you know the symbolic hostname or host IP address of that node.
- ◆ When you load TCPCON, the TCPCON main screen appears:



- ◆ The top of the main screen displays a summary of statistics for the selected host, as follows:

Field	Explanation
Host	Symbolic host name or IP address of the selected TCP/IP host (or server name if accessing a remote node using IPX) being queried. This is the host specified in SNMP Access Configuration in the Available Options menu.
Uptime	Amount of time that has elapsed since the selected host was last initialized.
System	Brief description of the selected host.
IP Received	Number of IP datagrams received from all interfaces, including those received in error.
IP Sent	Number of datagrams sent to IP for transmission. This number does not include datagrams forwarded by this host.
IP Forwarded	Number of IP packets forwarded from one node to another. This field displays the value Disabled if this host is not configured to be an IP router.

Field	Explanation
TCP Received	Number of TCP segments received, including those received in error.
TCP Sent	Number of TCP segments sent, excluding those containing retransmitted data.
TCP Connections	Number of currently established TCP connections.

- ◆ The Available Options menu on the main screen allows access to additional features of TCPCON, as follows:

Option	Use to
SNMP Access Configuration	View and modify TCPCON options.
Protocol Information	View protocol information for the selected host.
IP Routing Table	View IP routers known to the selected host.
Statistics	View TCP/IP statistics.
Interfaces	View the network interfaces supported by the selected host.
Display Local Traps	View the local SNMP trap log maintained by SNMPLOG.NLM.

TECHWALK

Purpose

Use at the server console to record NetWare configuration information.

Syntax

```
LOAD TECHWALK [console_NLM_name]
```

Parameter	Use to
(no parameter)	Record configuration information for the NetWare MultiProtocol Router 3.1 INETCFG NLM program.
<i>console_NLM_name</i>	Record configuration information for the specified NLM program.

Using TECHWALK

TECHWALK saves the configuration information for INETCFG (or the specified NLM program) to a file named SYS:ETC\TECHWALK.OUT. All enabled items and summary lists are recorded.

You might prefer to exit INETCFG (or the specified NLM program) before you run TECHWALK. Running TECHWALK takes from 5 to 60 minutes, depending on your configuration and the network traffic, and dedicates your machine to the process during that period.

THREADS

Purpose

THREADS.NLM is a library of functions that constitute the threads package for NetWare 4. You don't need to load THREADS.NLM; it's autoloaded by any module that needs it.

See "CLIB" for more information.

TIME

Purpose

Use at the server console to display

- ◆ Date and time kept by the NetWare server's clock
- ◆ Daylight-saving-time status
- ◆ Time synchronization information

Syntax

TIME

Using TIME

- ◆ When you execute TIME, information similar to the following appears on the console screen:

The output is formatted according to your locale configuration.

Figure 2-20
TIME Output

```
SALES:time
  Time zone string: "MST7MDT"
  DST status: OFF
  DST start:  Sunday, April 4, 1993  2:00:00 am MST
  DST end:   Sunday, October 31, 1993 2:00:00 am MDT
  Time synchronization is active.
  Time is synchronized to the network.
Monday, June 11, 1993  7:06:59 pm UTC
Monday, June 11, 1993 12:06:59 pm MST
```

- ◆ To reset the server's date or time, use SET TIME.

Additional Information

Topic	See
Setting the server's time	"SET TIME"
Setting the time zone	"SET TIME ZONE"
Network time synchronization	Maintaining Network Time Synchronization in <i>Supervising the Network</i> .

TIMESYNC

Purpose

Use at the server console to monitor the internal time on a server to ensure that the time reported by all servers across the network is consistent, or synchronized.

TIMESYNC autoloads when the server boots. Under very few circumstances will you ever load or unload TIMESYNC. You may, however, want to load TIMESYNC to use an alternate configuration (.CFG) file.

Syntax

LOAD [*path*] **TIMESYNC**

Parameter	Use to
<i>path</i>	Specify the path to TIMESYNC.NLM if you moved it from the default directory.

You can set TIMESYNC parameters in the configuration file (TIMESYNC.CFG) or with the SET and SERVMAN utilities).

Additional Information

Topic	See
Setting time synchronization parameters	“Time Synchronization Parameters” in SET
Managing network time synchronization	Maintaining Network Time Synchronization in <i>Supervising the Network</i>

TLI

Purpose

Use at the server console to provide Transport Level Interface (TLI) communication services.

Syntax

```
LOAD [path] TLI
```

Parameter	Use to
<i>path</i>	Specify the path to TLI.NLM if you moved it from the default directory.

Using TLI

- ◆ To use TLI, you must have one or more protocol service modules loaded, such as SPXS or IPXS.
- ◆ TLI also requires STREAMS, CLIB, and CLIB-related modules and autoloads them if they are not already loaded.

TPING

Purpose

Use at the server console to send an Internet Control Message Protocol (ICMP) echo request packet to an IP node on your internetwork.

TPING is a command line utility that determines whether an IP target node on your internetwork is reachable.

Syntax

```
LOAD TPING host [packet size [retry count ]]
```

Parameter	Use to
<i>host</i>	Specify the symbolic host name or IP address of a TCP/IP system on the network.
<i>packet size</i>	Specify the size, in bytes, of the ICMP packet.
<i>retry count</i>	Specify the number of times you want to resend an ICMP packet to the host system if a reply is not received (default = 5).

Using TPING

TPING sends an ICMP echo request packet to the IP target node. If the target node receives the request packet, it sends back a reply packet.

If TPING doesn't receive a reply, it resends the request packet the specified number of times.

When TPING receives a reply, it stops sending requests and displays a message indicating that the target node is reachable. (If it doesn't receive a reply, TPING also notifies you.)

TRACK OFF

Purpose

Use at the server console to prevent the server from displaying the RIP Tracking Screen. This screen displays Router Information Protocol (RIP) traffic on the server.

Syntax

TRACK OFF

Additional Information

Topic	See
RIP Tracking Screen	"TRACK ON"

TRACK ON

Purpose

Use at the server console to view the RIP Tracking Screen and make it the active screen. This screen displays Router Information Protocol (RIP) traffic on the server.

Syntax

```
TRACK ON
```

Using TRACK ON

- ◆ TRACK ON signals the router to display all server and network routing (RIP) packets that are received or sent.
- ◆ TRACK ON displays information about servers, networks, and connection requests.

This information is formatted according to whether the NetWare server is

- ◆ Receiving incoming information (IN)
- ◆ Broadcasting outgoing information (OUT)
- ◆ Receiving a connection request

Incoming Information

Incoming information looks similar to the following:

```
IN [00D0C200:00001B026C09] 10:53:01am 010123C5 11/22  
5300DEEF 3/4 00001EF0 5/365  
FADE2401 12/98 00001EEE 2/3 C9008617 5/11
```

The packet is incoming from network address 00D0C200 and from the server at node address 0001B026C09. The packet was sent at 10:53 am.

The columns of data that follow the line labeled IN are network numbers that the sending server knows about. For example, 010123C5 and 5300DEEF are the network numbers recognized by the server at address 00001B026C09

The numbers 11/22 and 3/4 indicate routing information about that network. For example, the 11/ and 3/ indicate the hop count, or number of hops (gateways or routers) from the sending server to this network.

The maximum number of hops a RIP packet travels is 16.

The /22 and /4 indicate the number of ticks (1/18th of a second) that a packet took to reach this network from the sending server.

Outgoing Information

Outgoing information looks similar to the following:

```
OUT [1986DAD0:8941A801] 11:00:01am
00001EEE 2/3 5300DEEF 3/4 00001EF0 5/365
FADE2401 2/3 FEED00BB 4/5 ACCCDDD 5/11
```

The packet is outgoing from network address 1986DAD0 and from the server at node address 8941A801. The packet was sent at 11:00 am.

The columns of data that follow the line labeled OUT are network numbers that the sending server knows about. The associated hop and tick count information is listed after each network. For an explanation of these, see “Incoming Information.”

Connection Request

When a client boots and loads a NetWare Requester™ (such as DOS Requester), a Get Nearest Server request is broadcast on the network the station is cabled to.

Any connected server can receive the message and respond to the station with a Give Nearest Server response.

The station initially attaches to the first server that responds to the Get Nearest Server request.

Additional Information

Topic	See
Turning off the RIP Tracking Screen	"TRACK OFF"
Displaying advertised networks (SAP traffic)	"DISPLAY NETWORKS"
Displaying advertised servers (SAP traffic)	"DISPLAY SERVERS"
Resetting routers	"RESET ROUTER"

UIMPORT

Purpose

Use at a workstation to import user information from an existing database into the Novell Directory Services (NDS) database.

Syntax

```
UIMPORT [control file] [data file] [/C] [/? | /VER]
```

Parameter	Use to
<i>control file</i>	Specify the name of the file that gives UIMPORT information on how to load user data into the directory.
<i>data file</i>	Specify the name of the ASCII file that contains attribute values.
/C	Scroll continuously through output. UIMPORT without /C will pause after outputting each page of information.
/?	View online help. All other parameters are ignored when /? is used.
/VER	View the version number of the utility and the list of files it uses to execute. All other parameters are ignored when /VER is used.

UNBIND

Purpose

Use at the server console to

- ◆ Remove a communication protocol from the LAN driver of a network board
- ◆ Disable communication on a specific board

Syntax

```
UNBIND protocol [FROM] LAN_driver | board_name  
    [[driver parameter... ]]
```

Parameter	Use to
<i>protocol</i>	Specify the name of the protocol you want to unbind.
<i>LAN_driver</i> <i>board_name</i>	Specify the name of the LAN driver or the network board from which you are unbinding the protocol.
<i>driver parameter</i>	Specify one or more driver parameters if you have more than one network board of the same type in your server. See “UNBIND Driver Parameters” Note: Enclose driver parameters in square brackets.

UNBIND Driver Parameters

Driver parameter	Use to
[DMA= <i>number</i>]	Specify the DMA channel for the board. Use the same channel you did when you loaded the driver.
[FRAME= <i>number</i>]	Specify the frame type for the board. Use the same frame type you did when you loaded the driver.
[INT= <i>number</i>]	Specify the interrupt for the board. Use the same interrupt you did when you loaded the driver.
[MEM= <i>number</i>]	Specify the memory address for the board. Use the same memory address you did when you loaded the driver.
[PORT= <i>number</i>]	Specify the I/O port for the board. Use the same I/O port you did when you loaded the driver.
[SLOT= <i>number</i>]	Specify the network board by the slot that it was installed in. Use this parameter with microchannel and EISA computers. Use the same slot number you did when you loaded the driver.
[NODE= <i>number</i>]	Specify the node number of the board.

Using Driver Parameters

- ◆ You must tell the operating system which network board or LAN driver to unbind the communication protocol from.
- ◆ If you have multiple boards or LAN drivers, you must unbind each one separately.

UNBIND

- ◆ If your server has more than one instance of the LAN driver loaded, use one or more driver parameters to specify the particular board you are unbinding.
- ◆ To prevent a driver from binding automatically when the server boots, delete the following line from the AUTOEXEC.NCF file:

```
BIND IPX TO LAN_driver NET=number
```

Examples

- ◆ To unbind IPX from an NE3200 driver that has been loaded only once, type

```
UNBIND IPX FROM NE3200
```

- ◆ To unbind IPX from an NE3200 driver that has been loaded more than once, using driver parameters to specify the particular network board, type

```
UNBIND IPX FROM NE3200 [SLOT=3,  
FRAME=ETHERNET_II]
```

Additional Information

Topic	See
Viewing a list of communication protocols	"PROTOCOL"

UNICON

Purpose

Use at the server console to manage certain NetWare products installed on a server, such as the NetWare Domain Name System (DNS) and the NetWare/IP Domain SAP/RIP Service (DSS).

You can perform the following tasks with the UNICON utility:

- ◆ Change to another server to configure and manage a different NetWare server running UNICON
- ◆ Configure the server's global parameters
- ◆ Start, stop, and monitor certain services
- ◆ Configure and manage NetWare DNS and DSS services
- ◆ Configure error reporting
- ◆ Monitor performance and adjust parameters affecting performance

Syntax

`LOAD UNICON`

Using UNICON

Initially, the utility displays the following login form with the Server Name and User Name fields filled in.

Server Login
Server Name: <code>servername</code> Username: <code>.CN=admin.O=acme</code> Password:

To access the UNICON utility, type the appropriate password in the Password field and press <Enter>.

Additional Information

Topic	See
Installing the NetWare/IP software	Installing the NetWare/IP Software in <i>NetWare/IP Administrator's Guide</i> .
Using the UNICON utility	Introducing UNICON and NWIPCFG in <i>NetWare/IP Administrator's Guide</i> .

UNLOAD

Purpose

Use at the server console or a workstation running NetWare Client 32 software to

- ◆ Unload a module that was previously loaded with the LOAD command
- ◆ Unload old NLM files so that updated modules can be loaded

Syntax

UNLOAD *NLM_name*

Parameter	Use to
<i>NLM_name</i>	Specify the module you want to unload.

Before unloading a module, read the following section, Unloading Modules.

Unloading Modules

When you unload a module, all resources are returned to the system.

Some modules will not unload because other modules depend on them. For example, STREAMS and MSM load automatically when they are needed by another module.

Keep the following information in mind when unloading LAN drivers, name space modules, or disk drivers.

- ◆ LAN Drivers

When you unload a LAN driver, the driver is unbound from all communication protocols and removed from all network boards it was linked to.

After a LAN driver is unloaded, users with network boards that require the unloaded driver receive the following error message:

```
Network error on Server <fileserv>: Error
receiving from network.Abort, Retry?
```

If this occurs, do the following:

- ◆ Retry once to see if an alternate route to the NetWare server is available on another network.
- ◆ If the retry fails, retry again after the LAN driver is reloaded and bound to the communication protocol.

A user who receives the error message must reestablish a connection within 15 minutes. If the connection is broken for more than 15 minutes, the server watchdog terminates the station's connection.

If the LAN driver will be unloaded for 15 minutes or longer, have users log out before unloading the LAN driver.

- ◆ **Name Space Modules**

Before unloading name space modules, dismount all volumes that are using the module. These volumes cannot be remounted until the module is loaded again.

To permanently delete a name space from a volume before you unload the name space module, use VREPAIR.

- ◆ **Disk Drivers**

Before unloading a disk driver, dismount all volumes stored on the hard disks connected to the controller or host bus adapter.

If you don't dismount the volumes, the system warns you that the driver is in use and lists the volumes using the driver.

If you override the warning and unload the driver without dismounting the volumes, the server dismounts the volumes and notifies those who are using the volumes.

Examples

To unload MONITOR, type

UNLOAD MONITOR

UPS

Purpose

- ◆ Provide the software link between your server and an uninterruptible power supply (UPS) attached to the server
- ◆ Activate UPS monitoring

The UPS module does not use a serial port or AIO device driver. If you use a serial port or AIO device driver, you should use the UPS_AIO module. Refer to “UPS_AIO”

Syntax

LOAD [*path*] **UPS** [*parameter ...*]

Parameter	Use to
<i>path</i>	Specify the path to UPS if you moved it from the default directory.
TYPE= <i>name</i>	Specify the name of the hardware interface for your UPS (DCB,STANDALONE, KEYCARD, MOUSE, other). Note: If you enter STANDALONE and it is not accepted, try KEYCARD.
PORT= <i>number</i>	Specify the hexadecimal number corresponding to the jumper setting on the board. Possible values for each type of board are: DCB: 346, 34E, 326, 32E, 386, 38E. Standalone: 240, 231 Keycard: 230, 238. Mouse (no number required). Other (see board documentation).

Parameter	Use to
DISCHARGE = <i>number</i>	Specify an estimate of the number of minutes the server can operate on battery power before depleting the battery. (Consult the battery's documentation.) <i>Range:</i> 1 to 3976821 minutes. <i>Default:</i> 20.
RECHARGE = <i>number</i>	Specify an estimate of the minutes the battery needs to fully charge. <i>Range:</i> 1 to 3976821 minutes. <i>Default:</i> 60.
WAIT = <i>number</i>	Specify the number of seconds you want the UPS to wait following a power interruption before being activated. <i>Range:</i> 1 to 300 seconds. <i>Default:</i> 15.

Using UPS

- ◆ If you load UPS without parameters, the software prompts you for each parameter.
- ◆ As your UPS becomes older, you may need to decrease the discharge time or increase the recharge time. See “UPS TIME” for more information.
- ◆ Place the LOAD UPS command in your AUTOEXEC.NCF file to load it each time the server comes up.

Additional Information

Topic	See
Adding an uninterruptible power supply (UPS)	Activating UPS Monitoring in <i>Supervising the Network</i> .

UPS_AIO

Purpose

If your uninterruptible power supply (UPS) is connected to the server through a serial port, use UPS_AIO to provide the software link between your server and the UPS.

The UPS_AIO module uses a serial port and AIO device driver. If you use a different port or driver, you might need to use the UPS module. Refer to “UPS”

Syntax

```
LOAD [path] UPS_AIO [parameter ...]
```

Parameter	Use to
<i>path</i>	Specify the path to UPS_AIO if you moved it from the default directory
DOWNTIME= <i>number</i>	Specify the amount of time to run on battery before system shutdown. If power is restored before this time elapses, no shutdown will occur. If a low battery condition occurs before this time elapses, an immediate shutdown will occur. Supported values: 30 seconds minimum, no practical maximum limit. Default: 300 seconds.

Parameter	Use to
MSGDELAY= <i>number</i>	<p>Specify the elapsed time before a broadcast message is first sent to users.</p> <p>Supported values: 0 seconds minimum, no practical maximum limit.</p> <p>Default: 5 seconds</p> <p>The broadcast message states the time remaining until shutdown. This message is created automatically by the UPS.</p>
MSGINTERVAL= <i>number</i>	<p>Specify the time interval between broadcast messages sent to users.</p> <p>Supported values: 20 seconds minimum, no practical maximum limit</p> <p>Default: 30 seconds</p> <p>The broadcast message states the time remaining until shutdown. This message is created automatically by the UPS.</p>
DRIVERTYPE= <i>number</i>	<p>Specify the AIO device driver type.</p> <p>Supported values: 1, 2, 3</p> <p>Default: 1</p> <p>The default value of 1 represents the AIOCOMX driver, which comes with NetWare. Other drivers may be represented by other driver type numbers. Refer to the documentation that came with the driver.</p>

Parameter	Use to
<i>BOARD=number</i>	<p>Specify the AIO board number.</p> <p>Supported values: Determined by the driver manufacturer.</p> <p>Default: 0.</p> <p>To determine the board number, read the driver information when the AIOCOMX driver is loaded. This information includes both the board and port numbers.</p> <p>If you do not use the AIOCOMX driver, refer to the driver documentation to determine the board number.</p>
<i>PORT=number</i>	<p>Specify the port number.</p> <p>Supported values: Determined by the driver manufacturer.</p> <p>Default: 0.</p> <p>To determine the port number, read the driver information when the AIOCOMX driver is loaded. This information includes both the port and board numbers.</p> <p>If you do not use the AIOCOMX driver, refer to your driver documentation to determine the port number.</p>

Parameter	Use to
SIGNAL_HIGH	<p>Specify the signal_high parameter to set the normal RS232 signaling state to high.</p> <p>Supported values: SIGNAL_HIGH or no value.</p> <p>Use this parameter only if your UPS system uses high values, instead of low values, to determine if power is off or the battery is low. Most UPS systems use low values. Refer to your UPS hardware documentation to determine whether you need to use the parameter.</p>
?	<p>Display a help screen that explains the other parameters. When you use this parameter, the UPS_AIO module is not loaded. To load UPS_AIO, you must execute LOAD UPS_AIO again, without the ? parameter.</p>

Using UPS_AIO

The serial cable between the UPS and the server must be designed for use with the UPS. Contact the manufacturer of your UPS for information on the correct cable to use for your system.

- ◆ You must load an AIO device driver before loading UPS_AIO; the driver is not loaded automatically. The AIOCOMX driver is included with the NetWare operating system. If you want to use a different driver, consult the UPS hardware and driver documentation.
- ◆ The UPS_AIO module does not provide the same options as the UPS module. For example, UPS_AIO does not allow you to change parameter settings after loading the module. To change the settings, you must reload the module with the new parameter values.

- ◆ Place the commands to load the device driver and UPS_AIO in your AUTOEXEC.NCF file to load them each time the server comes up.
- ◆ After you load UPS_AIO, a status screen displays messages about the current status and activities of the UPS. To toggle between this and other screens, press <Alt>+<Esc>. These messages are also logged to SYS:SYSTEM\SYSSLOG.ERR.

Additional Information

Topic	See
Adding an uninterruptible power supply (UPS)	Activating UPS Monitoring in <i>Supervising the Network</i> .

UPS STATUS

Purpose

Use at the server console to view information about the uninterruptible power supply (UPS) attached to the NetWare server.

Use this command only if you loaded the UPS module to run your uninterruptible power supply. If you loaded the UPS_AIO module, see "UPS_AIO" for information about that module.

Syntax

UPS STATUS

Using UPS STATUS

- ◆ This command is valid only if the UPS module is loaded and either the type is specified or the UPS adapter driver module is loaded.

If the UPS module has not been loaded, the error message ??? Unknown command??? is displayed when you try to execute UPS STATUS.

- ◆ When UPS STATUS is executed, information similar to the following appears:

Figure 2-21
UPS STATUS screen

```

Uninterruptible Power Supply
      Type: DCB
      Power being used: Commercial
Discharge time requested: 20 minutes
      Remaining: 20 minutes
                  0 seconds
      Battery status: Charged
Recharge time requested: 60 minutes
      Remaining: 0 minutes
                  0 seconds
Current server power status: Normal
      Wait time requested: 15 seconds
      Remaining: 15 seconds

NOTICE: If your battery is over 6 months old, you may need to lower the
discharge time. (Consult the uninterruptible power supply
documentation for details.)

```

The fields in the UPS STATUS display are explained in the following table.

Screen Output	Explanation
UPS Type	The type of hardware handling the UPS. This line shows the name of the module if there is not a recognizable UPS hardware type.
Power being used	Possible values: Commercial, Battery
Discharge time requested / Remaining	Discharge time requested: an estimate of the time that the network can run safely on battery power. Remaining: the safe time remaining if the network is on battery power. If the network is running on commercial power and the battery is charged, the two values are the same.

Screen Output	Explanation
Battery status	<p>Possible values: Charged, Low, Being Charged.</p> <p>If the battery status is low, repair or replace the battery.</p>
Recharge time requested / Remaining	<p>Recharge time requested: an estimate of the time needed to charge the battery after it has been totally discharged.</p> <p>Remaining: an estimate of the time needed to charge the battery in its current state.</p> <p>If the network is running on commercial power, the time needed to charge the battery is 0 if the battery is fully charged.</p> <p>If the network is running on battery power, this number increases as the battery is discharged.</p>
Current server power status	<p>Possible values are as follows:</p> <p>Normal: running on commercial power.</p> <p>Server down: running on battery power.</p> <p>Server going down in x minutes: running on battery power. Enough power is left to run the network for the indicated number of minutes.</p>
Wait time requested/ Remaining	<p>Wait time requested: the number of seconds the UPS waits before being activated after a power interruption.</p> <p>Remaining: the time left before the UPS is activated.</p> <p>If there has been no power interruption (the network is running on commercial power), the two values are the same</p>

Additional Information

Topic	See
Changing UPS time parameters	"UPS TIME"

UPS TIME

Purpose

Use at the server console to

- ◆ Change the amount of time you want to allow the server to function on battery power
- ◆ Change the time you estimate the battery needs to charge fully
- ◆ Change the time interval between a power interruption and UPS activation

Use this command only if you loaded the UPS module to run your uninterruptible power supply. If you loaded the UPS_AIO module, see “UPS_AIO” for information about that module.

Syntax

UPS TIME [*parameter ...*]

Parameter	Use to
DISCHARGE = <i>number</i>	Specify an estimate of the number of minutes the server can operate on battery power before depleting the battery. (Consult the battery's documentation.) <i>Range:</i> 1 to 3976821 minutes. <i>Default:</i> 20.
RECHARGE = <i>number</i>	Specify an estimate of the minutes the battery needs to fully charge. <i>Range:</i> 1 to 3976821 minutes. <i>Default:</i> 60.

Parameter	Use to
WAIT = <i>number</i>	Specify the number of seconds you want the UPS to wait following a power interruption before being activated. <i>Range:</i> 1 to 300 seconds. <i>Default:</i> 15.

Using UPS TIME

- ◆ The parameters described in the preceding table are identical to some of the parameters used when loading UPS.NLM. Use UPS TIME to change these parameters, or change them when you load UPS.NLM.
- ◆ If the UPS module has not been loaded, the error message ??? Unknown command??? is displayed when you try to execute UPS TIME.
- ◆ This command is valid only if the UPS module is loaded and either the type is specified or the UPS adapter driver is loaded.
- ◆ If you don't specify the parameters, you are prompted for them.
- ◆ As your UPS becomes older, you may need to decrease the discharge time or increase the recharge time. Use the UPS TIME command to change these values.
- ◆ Changes made with UPS TIME aren't reflected on the UPS status display until you run UPS STATUS or UPS TIME again.
- ◆ Changes made remain in effect until you bring down the server.

Examples

To change the discharge time to 20 minutes and the recharge time to 120 minutes, type

```
UPS TIME DISCHARGE=20 RECHARGE=120
```

Additional Information

Topic	See
Loading UPS	"UPS"
Viewing UPS status information	"UPS STATUS"

VERSION

Purpose

Use at the server console to view the server's version information, license information, and copyright notice.

Syntax

VERSION

Using VERSION

When you execute VERSION, a message similar to the following appears:

```
Novell NetWare 4.2 10/1/98
(c) Copyright 1983-1998 Novell Inc.
All rights reserved.
Patent Pending Novell Inc.
Maximum number of License Connections: 1000
Current License Chain:
```

Serial Number	Connections	License Type	Version
xxxxxxxx	1000	MAIN	4.1
xxxxxxxx	1000	UPGRADE	4.2

VIEW

Purpose

Use to view a file from the NetWare server console.

VIEW does not let you create or modify files. To create or modify a file, use the EDIT NLM program. See "EDIT"

Syntax

```
LOAD VIEW [filename ]
```

Parameter	Use to
<i>filename</i>	Specify a file to view.

Using VIEW

If you do not specify a filename, VIEW prompts you for the name.

VOLUME

Purpose

Use at the server console to list mounted volumes.

CD-ROM volumes are not displayed by this command. For more information, see “CD” on page 27

Syntax

VOLUME [*name*]

Parameter	Use to
(no parameter)	List general information about all mounted volumes.
<i>name</i>	Specify the volume you want to display information about.

Using VOLUME

When you execute **VOLUME** without the *name* parameter, a message similar to the following appears:

Mounted Volumes	Name Spaces	Flags
SYS	DOS	Cp Sa Mg

The output lists each mounted volume, its name spaces, and the flags that are set for that volume. The three possible flags are:

- Cp—indicates that file compression is enabled on the volume
- Sa—indicates that block suballocation is enabled on the volume
- Mg—indicates that migration is enabled on the volume

When you execute `VOLUME name`, the screen displays more detailed information about the specific volume, such as the following:

Figure 2-22

Volume Information

Volume SYS information:

```
Block Usage: 4 FAT blocks, 34 Directories blocks, 0 EDS blocks
Blocks: 1569 used of 4084      Directory Entries: 1314 used of 2176
EDS: 0 used of 0 extants      Extended Attributes: 0
Data Streams: 590, 668 (Cp), 9 (Cp Limbo), 242 (Cant Cp)
Sub Alloc Blocks: 321
NameSpaces: DOS                Flags: Cp Sa
```

VREPAIR

Purpose

Use at the server console to

- ◆ Correct volume problems
- ◆ Remove name space entries from Directory tables

You can't use VREPAIR on a volume that is mounted.

Syntax

```
LOAD [path] VREPAIR [volume name] [log filename]
```

Parameter	Use to
<i>path</i>	Specify the path to VREPAIR.NLM if you moved it from the default directory.
<i>volume name</i>	Specify the name of a volume to repair.
<i>log filename</i>	Specify a text filename to log errors into.

Using VREPAIR

- ◆ See “VREPAIR Options” for an explanation of the VREPAIR main menu.
- ◆ If a volume fails to mount when the server is brought up, VREPAIR loads automatically and tries to repair the failed volume.

If you don't want VREPAIR to automatically repair a volume that won't mount, load SERVMAN or MONITOR, select Server Parameters and then Miscellaneous, then set the Automatically Repair Bad Volume parameter to OFF. (For more information, see “SERVMAN” or “MONITOR”)

- ◆ Use the version of VREPAIR that matches the operating system. (You can't use a NetWare 4 version of VREPAIR on a NetWare 3 volume.)
- ◆ The majority of all problems fixed by VREPAIR are caused by hardware failures. If a volume frequently needs repair, consider replacing the hard disk or controller.

Copy VREPAIR.NLM and the VREPAIR name space support modules (*V_NAMESPACE.NLM*) to the boot partition of your server. Then, if volume SYS: fails to mount, you can load and run VREPAIR from the DOS boot directory.

How VREPAIR Works

Minor problems can occur on a volume if the primary File Allocation Table (FAT) or Directory Entry Table (DET) becomes corrupted.

VREPAIR compares the primary tables with their mirrored counterparts. (The operating system keeps two copies of all tables. If hard disks are mirrored, then four copies are kept.)

VREPAIR checks the sets of mirrored tables for errors. If it finds inconsistencies, it uses the most correct table entry as the corrected entry. VREPAIR then writes the corrected entry to both the primary and mirrored tables.

VREPAIR may have to delete some corrupted files or tables. For more information, see "Viewing Deleted Files"

VREPAIR will log bad block information into a file if you specify a log filename when you load VREPAIR. You can also specify a log filename after you load VREPAIR, when VREPAIR displays an error.

When to Use VREPAIR

VREPAIR can repair a bad volume that you have dismounted while other NetWare server volumes are functioning. After you finish running VREPAIR, you can mount the repaired volume (in most cases).

Use VREPAIR when

- ◆ A hardware failure either prevented a volume from mounting or caused a disk read error.

Although VREPAIR can't fix hardware problems, it can sometimes fix related volume damage.

- ◆ A power failure corrupted a volume.
- ◆ The server displays memory errors and can't mount a volume after a name space (such as Macintosh) is added to the volume.

For this type of problem, either add more memory to the server or use VREPAIR to remove the newly added name space.

- ◆ The volume has bad blocks.

The following kinds of errors in FATs or Directory tables signal bad blocks:

- ◆ Read errors
- ◆ Data mirror mismatch errors
- ◆ Multiple allocation errors
- ◆ Fatal DIR errors
- ◆ Write errors

This information is reported in the log file.

VREPAIR Options

The VREPAIR main screen displays the following menu:

Options:

- 1 - Repair a volume
- 2 - Set VRepair options
- 3 - Exit

Main Menu Selection	Use to
Repair a volume	Begin or continue with volume repair. You can also use this option to stop a volume repair in process or change the method of displaying errors during the repair.
Set VRepair options	Set VREPAIR configuration options.
Exit	Exit VREPAIR.

In the Set VREPAIR Options menu, there are two settings for each option, a default option and an alternate option. When VREPAIR autoloads and tries to repair a volume that will not mount, the default settings are used.

You can configure the VREPAIR alternate options by selecting the associated option number to toggle between the alternate and default options.

For example, option 2 settings are Write All Directory And FAT Entries Out To Disk and Write Only Changed Directory And FAT Entries Out To Disk.

The default for option 2 is Write Only Changed Directory And FAT Entries Out To Disk. If you select option 2, your current VREPAIR configuration reflects the change from the default to the new setting: Write All Directory And FAT Entries Out To Disk.

The VREPAIR configuration options are described in Table 2-27 .

Table 2-27 VREPAIR Configuration Options

Default Option	Alternate Option	Explanation
1. Quit if a VREPAIR Name Space Support NLM is Not Loaded	Remove Name Space Support From The Volume	<p>These options control whether name space support for non-DOS files is retained in the volume tables.</p> <p>If you add a name space to a volume and the system doesn't have enough memory, select Remove Name Space Support From the Volume. Then select a name space to delete.</p> <p>If you remove a name space, the accompanying extended file information is destroyed.</p> <p>For example, if you remove Macintosh name support, the Macintosh long names, the finder icons, and the resource forks are destroyed.</p> <p>(The DOS name and its data file are kept and are accessible from DOS workstations.)</p> <p>Important: To repair a volume with non-DOS name space entries, VREPAIR must find the corresponding name space support modules. (For example, to repair a volume with the Windows 95/98, or Windows NT name space, load V_LONG.NLM.)</p> <p>For more information on removing name space entries, see <i>Repairing Volumes in Supervising the Network</i>.</p>
2. Write Only Changed Directory And FAT Entries Out To Disk	Write All Directory And FAT Entries Out To Disk	<p>These options control the changes that are made to the FATs and Directory tables.</p> <p>If you repair a mirrored or duplexed volume, select the alternate option to force an update of all tables on both hard disks.</p>

VREPAIR

Default Option	Alternate Option	Explanation
3. Write Changes Immediately To Disk	Keep Changes In Memory For Later Update	<p>NetWare 4 defaults to writing changes immediately to disk. In most cases, this default option speeds the repair.</p> <p>Disks requiring very few changes will repair faster if the alternate option is used.</p>
4. Retain Deleted Files	Purge All Deleted Files	<p>These options control whether deleted files are purged or retained.</p> <p>If a file is deleted, but not purged, it can be salvaged.</p> <p>Purge deleted files if you are concerned about the amount of disk space being used to retain deleted files or if you don't want users to salvage files (for example, for security reasons)</p>
5. Return to Main Menu		<p>After you select the VREPAIR configuration options, press menu item 5 to return to the VREPAIR main menu.</p>

Displaying Errors During Repair

There are run-time options you can modify during the VREPAIR process to change the way errors are displayed. To view the options, select the main menu option Repair a volume.

- ◆ Select Option 1 if you do not want VREPAIR to pause after each error.
- ◆ Select Option 2 if you want VREPAIR to log errors in a text file.
- ◆ Select Option 3 to stop the repair of the volume.
- ◆ Select Option 4 to continue with a volume repair after you have temporarily suspended the repair.

Viewing Deleted Files

The repair operation can create new files containing data that VREPAIR deleted. You can access these files if you select the default configuration option Retain Deleted Files. The files are numbered and named *VRNNNNNN.FIL* where *N* is any number.

These numbered files are created in any of the following circumstances:

- ◆ VREPAIR found a filename that has an invalid DOS name. The filename might contain invalid characters or might be too long.
- ◆ VREPAIR found that the filename is not unique. (Another file exists with the same name.)
- ◆ VREPAIR found a FAT chain without a file showing ownership of it.

A file is divided into a series of data blocks that are linked together in a FAT chain.

- ◆ No files in the Directory Entry Table (DET) claimed ownership of the data, so a new filename was generated to point to this data.

VREPAIR might create as many as several thousand of these files. These numbered files are created in the directory where they were found during the volume repair operation.

Recovering Files

You might be able to recover some or all of the files deleted by VREPAIR. Contact Technical Support for more information.

Additional Information

Topic	See
Repairing a volume or removing name space entries	Repairing Volumes in <i>Supervising the Network</i>

VREPAIR

Topic	See
Setting VREPAIR options	Repairing Volumes in <i>Supervising the Network</i>

WHOAMI

Purpose

Use at a workstation to view connection information.

Syntax

```
WHOAMI [servername ] [/option ...] [/? | /VER]
```

Parameter	Use to
<i>servername</i>	Replace with the server name whose connection information you want to see.
/ <i>option</i>	Replace option with any available option. See “WHOAMI Options”
/?	View online help. All other parameters are ignored when /? is used.
/VER	View the version number of the utility and the list of files it uses to execute. All other parameters are ignored when /VER is used.

Using WHOAMI

WHOAMI displays the following information when no parameters are entered.

- ◆ If you are logged in to Novell Directory Services, you see
 - ◆ The current tree name
 - ◆ Your other names
 - ◆ Your titles
 - ◆ Your description
 - ◆ Your User ID (name) on each server to which you are attached

- ◆ The name and version information of each server
- ◆ The server's connection number for your connection and the type of the connection (Bindery or Directory Services)
- ◆ The date and time when you logged in to the server.
- ◆ If you are attached to a server in bindery mode, you see
 - ◆ Your workgroup manager
 - ◆ Your security equivalences
 - ◆ Groups to which you belong
 - ◆ Your bindery object's supervisor
 - ◆ Your rights to files and directories on the server

WHOAMI Options

Option	Use to
/C (Continuous)	Scroll output continuously.
/ALL (All)	View all information.
/G (Group)	View the groups you belong to (bindery).
/O (Object Supervisor)	View the supervisor of the object (bindery).
/R (Right)	View effective rights (bindery).
/S (Security Equivalences)	View security equivalences of the object (bindery).
/W (Workgroup Manager)	View the workgroup manager of the object (bindery).

Additional Information

Topic	See
Security	Security in <i>Concepts</i> .

WSUPDATE

Purpose

Use at a workstation to update a file on multiple drives and subdirectories.

The files that are to be copied to the workstation must reside in the same directory on the server as the WSUPDATE utility (the default is SYS:PUBLIC). Each workstation you want to update files on must have a drive mapped to the directory where the utility and files are stored.

Syntax

```
WSUPDATE [<source path > [drive letter : | volume name :] [path \filename ] [/option ...]] | [/? | /VER]
```

Parameter	Use to specify
<i>source path</i>	The path of the file you are updating from, including the filename. You can't use wildcard characters.
<i>drive letter</i>	A directory to search for outdated files. To search all mapped drives, use the /ALL option. To search all local drives, use the /Local option.
<i>volume name</i>	An NDS Volume object. To search an NDS volume for outdated files, enter the full Volume object name relative to your current context. To search all mapped drives, use the /ALL option. To search all local drives, use the /Local option.
<i>path \filename</i>	A specific path, including the filename, so the search does not begin at the root.

Parameter	Use to specify
<i>/option</i>	Replace option with any available option. See “WSUPDATE Options”
<i>/?</i>	View online help.
<i>/VER</i>	View the version number of the utility and the list of files it uses to execute.

Using WSUPDATE

- ◆ Use to update workstation files from the server.
- ◆ WSUPDATE compares the date and time of the source and destination files. If the source file is more current, WSUPDATE updates the destination file.
- ◆ If you update a file, but want to keep a copy of the old one, use the */R* option.
- ◆ WSUPDATE can be run from a batch file. In that case, you may want to use options such as */L*, */F*, or */P*.

WSUPDATE Options

Option	Use to
<i>/ALL</i>	Search all mapped drives. You can't specify a drive or volume with this option.
<i>/C</i>	Copy the new file over the old one, with no backup of the old file.
<i>/CON</i>	Continuously scroll the output.
<i>/E</i>	Erase the existing log file. Use with the <i>/L</i> option.

WSUPDATE

Option	Use to
<i>/F=[path\file]</i>	Specify an ASCII file that contains a list of target files to be updated. The ASCII file and the files to be updated must be in the same directory. All other options are ignored when you use this option.
<i>/LOCAL</i>	Search all local drives. You can't specify a drive or volume with this option.
<i>/L=[path\file]</i>	Specify the location and filename of a log file where WSUPDATE can store information. The log file can be erased with the <i>/E</i> option or with a DOS delete command.
<i>/N</i>	Create the directory specified by the destination drive and path.
<i>/P</i>	Get a prompt asking you whether to proceed. If there are no files to be updated, this option allows you to abort the session before it begins.
<i>/O</i>	Tell WSUPDATE to update all files, even those flagged Read Only.
<i>/R</i>	Rename the old file with an <i>.OLD</i> extension before copying the new file.
<i>/S</i>	Specify that WSUPDATE should search for the outdated files in all subdirectories of the destination path.

Option	Use to
<i>N[=path]</i>	<p>Update the CONFIG.SYS file in the root directory of the C: drive with the string LASTDRIVE=Z. If your CONFIG.SYS file is not in the root of drive C:, then type the path up to, but not including, the filename.</p> <p>If the CONFIG.SYS file already has a LASTDRIVE= parameter, it is replaced with LASTDRIVE=Z.</p> <p>If your CONFIG.SYS file doesn't have a LASTDRIVE= parameter, WSUPDATE will add one.</p>

Examples

- ◆ To search all mapped drives and copy over old NET5.COM files, type

```
WSUPDATE VOL:SYSTEM\NET5.COM /ALL /C
```

- ◆ To search local drives and rename the old NET5.COM files, type

```
WSUPDATE VOL:SYSTEM\NET5.COM /LOCAL /R
```

- ◆ To update a group of files all in the same directory, place the filenames in an ASCII file and use the /F option. For example,

```
WSUPDATE /F=C:\NWCLIENT\UPDATES.UPD
```

- ◆ To update the CONFIG.SYS file in the root of drive C:, type

```
WSUPDATE /V
```

- ◆ To update the CONFIG.SYS file in the ODI directory on drive C:, type

```
WSUPDATE /V C:\ODI
```

Additional Information

Topic	See
Using WSUPDATE in login scripts	The Novell Client documentation

WSUPGRD

Purpose

Use at a workstation to upgrade the IPX LAN driver on the workstation to the corresponding ODI driver.

Syntax

```
WSUPGRD [path ] [/option ...] [/? | /VER]
```

Parameter	Use to
<i>path</i>	Specify the path to and including the existing IPX driver name. Default: \IPX.COM.
/ <i>option</i>	Replace option with any available option. See "WSUPGRD Options"
/?	View online help. All other parameters are ignored when /? is used.
/VER	View the version number of the utility and the list of files it uses to execute. All other parameters are ignored when /VER is used.

WSUPGRD Options

Option	Use to
/C	<p>Cause the utility to exit with error level 1 if no upgrade is performed.</p> <p>By default, the utility exits with no error code whether or not an upgrade is performed.</p> <p>This allows a batch file to conditionally perform other upgrade actions.</p> <p>If an error occurs, the utility exits with an error level 3, whether or not /C is specified</p>
/N	<p>Cause the utility to not delete the IPX driver.</p> <p>By default the old driver is deleted before the ODI driver is installed.</p> <p>Note: If /N is specified and the ODI driver has the same name as the IPX driver, the former will overwrite the latter—deleting it even if /N is specified.</p>
/E0 E1 E2	<p>Control the changes that the utility makes to the AUTOEXEC.BAT file.</p> <p>Default: E2.</p> <p>E0: Specify that no changes be made to the AUTOEXEC.BAT file.</p> <p>E1: Specify that the line which loads the IPX driver is to be deleted (if it is present) from the AUTOEXEC.BAT file and replaced by lines to load the LSL, ODI driver, and the IPX driver.</p> <p>E2: Specify that the line that loads the IPX driver is to be deleted (if present) from the AUTOEXEC.BAT file and replaced by a call to a new batch file called NWSTART.BAT which is to be created to load the LSL, the ODI driver, and IPX.</p>

Option	Use to
/S	Suppress the generation of a NET.CFG file from the information in the IPX driver's configuration table. Note: A NET.CFG file may be generated even if this switch is present if an LDC file is present with the ODI driver.
/I	Cause the utility to print out the hardware ID in the master configuration table of the ODI driver. You cannot use this option with any other option. If this switch is specified, no upgrade is performed and thus no other switches are allowed.

Examples

- ◆ To save the IPX driver and update the AUTOEXEC.BAT file, type

```
WSUPGRD NE2000 /N /E1
```
- ◆ To print out the hardware ID, type

```
WSUPGRD NE2000 /I
```
- ◆ To specify the location of the IPX driver for upgrading, type

```
WSUPGRD NE2000 C:\NE2000.COM
```


A LAN Driver Statistics

Monitoring Network Traffic

By comparing information about LAN drivers installed on your server, you can tell which cabling system is handling the most traffic.

If errors occur frequently on a high-traffic system, you may want to switch some of the stations on the busy system to a new or less busy cabling system.

For information on how to view LAN driver statistics, see Viewing LAN Driver Statistics in *Supervising the Network*.

Common LAN Driver Statistics

The generic statistics common to most of the drivers are maintained by two modules in the NetWare operating system that are autoloaded by LAN drivers. The modules are:

- ◆ The Media Support Module™ (MSM.NLM)
- ◆ The Topology Specific Module™ (TSM.NLM)

There are four TSMs. The one that is autoloaded will depend on your server's LAN driver. The four are: EHERTSM (Ethernet), RXNETTSM (ARCnet), TOKENTSM (token ring), and FDDITSM.

For more information on the MSM and the TSMs, see Open Data-Link Interface in *Concepts*.

These common LAN driver statistics can be viewed with MONITOR. Select the LAN/WAN Information option from the MONITOR menu, and then select a driver. The system displays a window containing both the generic and custom statistics for the selected driver.

Brief descriptions of the statistics maintained by the MSM and each of the TSMs are found in the following tables:

- ◆ Table B-28 , LAN Driver Statistics
- ◆ Table B-29 , Generic Statistics for Ethernet Drivers That Use ETHERTSM.NLM
- ◆ Table B-30 , Generic Statistics for RX-Net Drivers That Use RXNETTSM.NLM
- ◆ Table B-31 , Generic Statistics for Token Ring Drivers That Use TOKENTSM.NLM
- ◆ Table B-32 , Generic Statistics for FDDI Drivers That Use FDDITSM.NLM

Custom LAN Driver Statistics

Custom statistics describe LAN activity for specific LAN device drivers.

The custom LAN driver statistics can be viewed with MONITOR. Select the LAN/WAN Information option from the MONITOR menu, and then select a driver. The system displays a window containing both the generic and custom statistics for the selected driver.

Brief descriptions of statistics for selected drivers are found in the following tables:

- ◆ Table B-33 , Custom Statistics for Ethernet Drivers
- ◆ Table B-34 , Custom Statistics for Token Ring Drivers
- ◆ Table B-35 , Custom Statistics for IBM Baseband PCN2L Drivers

Custom statistics vary, depending on the LAN driver installed. For statistical information about third-party drivers, check the documentation that comes with the driver.

If your network board is not listed in the custom statistics section, contact the manufacturer of the board and its driver for custom statistics documentation.

Table B-28 LAN Driver Statistics

Statistic	Description
Driver Name	The driver name and parameters that correspond to the hardware settings on the network board.
Version	The current version of the driver.
Node Address	The station or node address of the network board in the NetWare server.
Protocols	The communication protocols bound to the driver with BIND.
Network Address	The network number assigned to the cabling system the LAN driver is operating on. Appears only if the IPX protocol has been bound to the board.
Total Packets Sent	<p>The number of packets sent from the NetWare server through this LAN driver since the server was last booted.</p> <p>(By comparing this figure with the figures for other LAN drivers, you can see which driver is handling the most traffic.)</p> <p>This value is maintained by the TSM.</p>
Total Packets Received	<p>The number of packets received by the NetWare server since it was last booted. This includes file service requests, packets routed to another network, and packets sent to other IPX sockets in the NetWare server.</p> <p>This value is maintained by the TSM.</p>

Statistic	Description
No ECB Available Count	<p>A counter that is incremented when a device sends a packet to your NetWare server, but no packet receive buffer is available.</p> <p>The server allocates more packet receive buffers after each incident until it reaches its maximum limit (configured with a SET parameter).</p> <p>If you are using an EISA or microchannel bus-master board (such as the NE3200), you will probably need to increase both the minimum and maximum number of packet receive buffers.</p> <p>See Minimum Packet Receive Buffers and Maximum Packet Receive Buffers in "SET" on page 310</p> <p>No ECB Available Count messages can also indicate that the driver is not configured correctly or that the TSM and the Hardware Specific Module (HSM) are incompatible.</p> <p>This value is maintained by the TSM.</p>
Send Packet Too Big Count	<p>A counter that is incremented when the NetWare server tries to transmit a packet that is too large for the hardware to handle.</p> <p>This value is maintained by the TSM.</p>
Reserved	<p>This field is not currently used.</p>
Receive Packet Overflow Count	<p>The LAN driver uses this counter to indicate the number of times the adapter's receive buffers overflowed, causing subsequent incoming packets to be discarded.</p> <p>This value is a counter that is incremented when the NetWare server receives a packet that is too big to store in a cache buffer.</p> <p>This happens rarely, unless you are running a software program that does not negotiate packet size. Contact the vender for an updated version of the software.</p> <p>This value is maintained by the HSM.</p>
Receive Packet Too Big Count	<p>A counter that is incremented when the NetWare server receives a packet that is too big for the provided receive buffers.</p> <p>This value is maintained by the TSM.</p>

Statistic	Description
Receive Packet Too Small Count	<p>A counter that is incremented when the NetWare server receives a packet that is too small.</p> <p>Currently only the RX-Net TSM maintains this counter.</p>
Send Packet Miscellaneous Errors	<p>A counter that is incremented when errors with send packets occur.</p> <p>This value is maintained by the HSM.</p>
Receive Packet Miscellaneous Errors	<p>A counter that is incremented when errors with receive packets occur. This value is maintained by the HSM.</p>
Send Packet Retry Count	<p>A counter that is incremented when the NetWare server tries to send a packet but fails because of a hardware error.</p> <p>The server tries to send the packet until either it succeeds or the retry setting is reached.</p> <p>This value is maintained by the HSM.</p>
Checksum Errors	<p>A counter that is incremented when the checksum byte at the end of the packet does not match the sum of the bytes contained in the packet.</p> <p>This indicates a data error.</p> <p>This value is maintained by the HSM.</p>
Hardware Receive Mismatch Count	<p>A counter that is incremented when the packet length received by the hardware and the length specified by the packet do not match.</p> <p>Currently only the Ethernet TSM maintains this counter.</p>
Total Send OK Byte Count Low	<p>The number of bytes, including low-level headers, successfully transmitted.</p> <p>This value is maintained by the TSM.</p>
Total Send OK Byte Count High	<p>Upper 32 bits of the Total Send OK Byte Count Low. The Total Send OK Byte Count High statistic is incremented to 1 when the Total Send OK Byte Count Low counter reaches 4 GB.</p> <p>This value is maintained by the TSM.</p>
Total Receive OK Byte Count Low	<p>The number of bytes, including low-level headers, successfully received. This value is maintained by the TSM.</p>

Statistic	Description
Total Receive OK Byte Count High	<p>Upper 32 bits of the Total Receive OK Byte Count Low.</p> <p>The Total Receive OK Byte Count High statistic is incremented to 1 when the Total Receive OK Byte Count Low value reaches 4 GB.</p> <p>This field is maintained by the TSM.</p>
Total Group Address Send Count	<p>The number of packets transmitted with a group or multicast destination address. This field is maintained by the TSM.</p>
Total Group Address Receive Count	<p>The number of packets received with a group or multicast destination address. This field is maintained by the TSM.</p>
Adapter Reset Count	<p>The number of times the adapter was reset because of internal failures or other calls to the Driver Reset routine.</p> <p>This field is maintained by the HSM.</p>
Adapter Operating Time Stamp	<p>The time stamp indicating when the adapter last changed operational state (such as load, shutdown, or reset).</p> <p>This value is maintained by the MSM.</p>
Adapter Queue Depth	<p>The number of transmit packets (transmit ECBs) that are queued for the adapter.</p> <p>This is an indication of throughput overload on transmits.</p> <p>This field is maintained by the TSM.</p>

Table B-29 Generic Statistics for Ethernet Drivers That Use ETHERTSM.NLM

Statistic	Description
Send OK Single Collision Count	<p>The number of frames involved in a single collision that are subsequently transmitted successfully.</p> <p>When the Ethernet controller detects a collision, it backs off and then retries the transmission.</p>
Send OK Multiple Collision Count	<p>The number of frames involved in more than one collision that are transmitted successfully.</p> <p>This happens if the Ethernet controller had to back off more than once due to collisions.</p>
Send OK But Deferred	<p>The number of frames whose transmission was delayed because of a busy medium.</p> <p>This happens if another station is transmitting on the wire when the adapter receives the command to transmit a packet.</p>
Send Abort From Late Collision	<p>The number of transmits that had a collision after 512 bits of the packet were transmitted.</p> <p>This can be caused by faulty adapters, faulty network equipment, cables that are too long, or faulty terminators.</p>
Send Abort From Excess Collisions	<p>The number of transmits that were aborted because of too many collisions.</p> <p>This usually indicates that a board in the network is bad or jabbering. (Jabbering means the board has been on the channel longer than the time needed to transmit the maximum size packet.)</p> <p>This condition could also occur in very heavy traffic conditions.</p>
Send Abort From Carrier Sense	<p>The number of transmits aborted because of loss of carrier sense while transmitting without any collisions.</p> <p>This is usually caused by a faulty adapter in the network, faulty cabling, an unterminated cable, or a faulty repeater.</p>

Statistic	Description
Send Abort From Excessive Deferral	<p>The number of transmits aborted because of excessive deferrals.</p> <p>This is usually caused by a faulty adapter or repeater in the system that is jabbering on the wire.</p> <p>It can also occur under very heavy traffic conditions.</p>
Receive Abort From Bad Frame Alignment	<p>The number of received frames that were misaligned.</p> <p>This occurs when the number of octets in the frame is not correct or the frame does not pass the FCS check.</p> <p>These bad packets are usually caused by a faulty adapter or repeater in the system. They can also be caused by a collision.</p>

Table B-30 Generic Statistics for RX-Net Drivers That Use RXNETTSM.NLM

Statistic	Description
NoResponseToFreeBufferEnquiry	A counter that is incremented each time there is no response from the receiving node to a Free Buffer Enquiry.
NetworkReconfigurationCount	A counter that is incremented each time a Network Reconfiguration occurs.
InvalidSplitFlagInPacketFlag	<p>A counter that is incremented each time the Split Flag in the packet fragment is not the value expected.</p> <p>Packet fragments received out of order can cause this value to increase.</p>
OrphanPacketFragmentCount	A counter that is incremented each time a packet fragment is received that is not a part of a previously received packet and therefore cannot be appended.
ReceivePacketTimeout	A counter that is incremented each time a received packet times out while waiting for the rest of the packet fragments to arrive.
FreeBufferEnquiryNAKTimeout	A counter that is incremented each time a transmit packet times out while waiting for an acknowledgment to a Free Buffer Enquiry from the receiving node.
TotalSendPacketFragmentsOK	<p>A counter that is incremented each time a packet fragment is sent successfully.</p> <p>This number is high because packets are made up of multiple fragments.</p> <p>For example a 4-KB packet is actually eight 512-byte packet fragments.</p>
TotalReceivePacketFragmentsOK	<p>A counter that is incremented each time a packet fragment is received successfully.</p> <p>This number is high because packets are made up of multiple fragments.</p> <p>For example a 4-KB packet is actually eight 512-byte packet fragments.</p>

Table B-31 Generic Statistics for Token Ring Drivers That Use TOKENTSM.NLM

Statistic	Description
AC Error Counter	This counter is incremented when a ring station receives a Standby Monitor Present MAC frame with the A/C bits in the Frame Status field equal to zero without first receiving an Active Monitor Present MAC frame.
Abort Delimiter	<p>This counter is incremented when a ring station transmits an abort delimiter.</p> <p>An abort delimiter is transmitted when a ring station receives a frame in which the token bit of the access control field is set to show Token and not Frame.</p> <p>A ring station can also transmit an abort delimiter if an internal hardware error has occurred.</p>
Burst Error Counter	<p>This counter is incremented when a ring station detects the absence of five half-bit times (a burst-five error).</p> <p>Other stations will detect a burst-four error followed by idles.</p>
Frame Copied Error Counter	This counter is incremented when a ring station recognizes (receives or repeats) a frame addressed to its specific address and detects that the FC field A bits are set to 1, indicating a possible line hit or a duplicate address.
Frequency Error Counter	This counter is incremented when the frequency of the incoming signal differs from the expected frequency by more than that specified in Section 7 of IEEE Standard 802.5-1989.
Internal Error Counter	This counts the times a ring station has a recoverable internal error, which means a ring station is probably marginal.
Last Ring Status	<p>This code changes each time the ring status changes. Status codes are reported by the physical hardware.</p> <p>See the <i>IBM Token-Ring Network Architecture Reference</i> for the status code, function, and meaning.</p>
Line Error Counter	<p>This counter is incremented when a frame or token is repeated by the ring station.</p> <p>A frame is repeated when a Frame Check Sequence error occurs or a code violation exists between the starting and ending delimiters of the frame.</p>

Statistic	Description
Lost Frame Counter	<p>This counter is incremented when a ring station transmits a frame that does not return to the station.</p> <p>The active monitor sends a new token.</p>
Token Error Counter	<p>This counter is incremented when a station acting as the active monitor recognizes an error condition that needs a token transmitted.</p> <p>This occurs when the TVX timer expires.</p>
Up Stream Node High Dword	The first eight digits of the Up Stream node address of the next node up stream on the ring.
Up Stream Node Low Dword	The next four digits of the Up Stream node address of the next node up stream on the ring.
Last Ring ID	This contains the value of the local ring ID.
Last Beacon Type	This contains the value of the last beacon type.

Table B-32 Generic Statistics for FDDI Drivers That Use FDDITSM.NLM

Statistic	Description
Configuration State	The attachment configuration for the station or concentrator: 0=isolated; 1=local_a; 2=local_b; 3=local_ab; 4=local_s; 5=wrap_a; 6=wrap_b; 7=wrap_ab; 8=wrap_s; 9=c_wrap_a; 10=c_wrap_b; 11=c_wrap_s; 12=thru
Upstream Node Address	The upstream neighbor's MAC address (0 if unknown).
Downstream Node Address	The downstream neighbor's MAC address (0 if unknown).
Frame Error Counter	The number of frames that were detected in error by this MAC that had not been detected in error by another MAC.
Frames Lost Counter	The number of instances that this MAC detected a format error during frame reception such that the frame was stripped.
Ring Management State	Indicates the current state of the Ring Management state machine: 0=Isolated; 1=Non_Op; 2=Ring_Op; 3=Detect; 4=Non_Op_Dup; 5=Ring_Op_Dup; 6=Directed; 7=Trace
LCT Failure Counter	The count of the consecutive times the link confidence test (LCT) has failed during connection management.
LEM Link Reject Counter	The link error monitor (LEM) count of the times that a link was rejected
LEM Error Counter	The aggregate link error monitor (LEM) error count.
Connection State	The state of this port's Physical Connection Management (PCM) state machine: 0=Off; 1=Break; 2=Trace; 3=Connect; 4=Next; 5=Signal; 6=Join; 7=Verify; 8=Active; 9=Maint

Table B-33 Custom Statistics for NE2000, NE2, NE2_32, NE1000, and Other Ethernet Drivers

Statistic	Description
UnderrunErrorCount	This counter is incremented when the RAM buffer on the network board is full; the board cannot accept any more packets until the RAM buffer is cleared.

Statistic	Description
TransmitTimeoutCount	<p>This counter is incremented when a network board interrupts the file server with the message that the send bit is lost.</p> <p>This is a hardware problem caused by faulty cabling, a bad network board, or a missing terminator.</p>
RxPagingErrorCount	<p>This is a count of the errors that occur when internal buffers on the card are corrupted.</p>
ReceiveFIFOOverrunErrorCount	<p>This counter is incremented when an incoming packet causes an overflow because FIFO was not serviced.</p>
ReceiverMissedPacketCount	<p>This counter is incremented when a packet is sent to a network board that cannot accept the packet because all its receive buffers are full.</p>
GotNothingCount	<p>This counter is incremented when the file server receives an interrupt from a network board that is not transmitting or receiving anything.</p> <p>This is not serious.</p>
UnsupportedFramePacketCount	<p>This counter is incremented when a packet is received by the LAN driver with a frame type that hasn't been loaded for the given board.</p>
UnsupportedMulticastCount	<p>This counter is incremented for each multicast packet received by the board that is not registered with the driver.</p>
BackToBackSendCount	<p>This counter is incremented each time the driver can buffer a send packet onto the network board while the board is sending a previous buffer.</p> <p>Use this counter to track congestion on the network board.</p> <p>See also EnqueuedSendsCount.</p>
EnqueuedSendCount	<p>This counter is incremented when the driver is unable to transmit a packet and must put the packet in a queue until the transmitter is available.</p> <p>Use the counter to track congestion on the network board.</p> <p>See also BackToBackSendCount.</p>

Statistic	Description
In32BitModeCount	<p>(NE1000 only) This counter is incremented if a network board is ever found in 32-bit mode.</p> <p>(Currently, workstations run in 8-bit mode.)</p> <p>Occasionally, older NE1000 boards have bad chips that make the boards go into 32-bit mode.</p> <p>If this counter is ever incremented, there is probably an older board on the network.</p>
HeartBeatError	<p>(NE2100 or NE1500T) This counter is incremented when there is a signal quality error.</p> <p>This function is also known as the heartbeat or Signal Quality Error (SQE) test.</p> <p>This counter indicates a hardware problem.</p>
MemoryTimeout	<p>(NE2100 or NE1500T) This counter is incremented when there is contention on the bus.</p> <p>If this counter is incremented, there may be multiple boards in the server or another bus-mastering device in the server, such as a LAN or disk channel device.</p>
TxBabblingError	<p>(NE2100 or NE1500T) This counter is incremented when there is excessive length in the transmit buffer.</p> <p>It will increment after 1519 data bytes have been transmitted from the buffer.</p> <p>It indicates that the transmitter has been on the channel longer than the time required to send the maximum length packet.</p> <p>If this counter is incremented, it indicates a hardware problem with the network interface card in the server.</p>
TxUnderflowError	<p>(NE2100 or NE1500T) This counter is incremented when something else on the bus takes control of the bus while the LAN driver is putting the data on the wire.</p> <p>If this occurs, the packet must be retransmitted.</p>

Statistic	Description
TXBufferError	<p>(NE2100 or NE1500T) This counter is incremented when there is a problem with the transmit buffer.</p> <p>This counter is usually incremented when TxUnderflowError is incremented; it indicates a hardware problem in the server.</p>
RxECBsOver16MegCount TxECBsOver16MegCount	<p>(NE2100 or NE1500T) One of these counters is incremented when either a transmit or receive occurs and the driver has double buffered the ECB in the reserved buffers below 16 MB in memory.</p> <p>These boards require double buffering because they have a physical limitation that prevents them from accessing memory above 16 MB.</p> <p>Therefore, if the operating system issues an Event Control Block (ECB) with a memory address above 16 MB, the board uses some of the reserved buffers below 16 MB to queue the request.</p> <p>These are not errors. This value tracks how many ECBs are redirected to the buffers below 16 MB.</p> <p>In many cases, this counter can be as high as the total packets sent and received. This double buffering decreases performance.</p> <p>If you have more than 16 MB of RAM and a board that is bus-mastering or using DMA that is not a 32-bit adapter, performance may be degraded.</p>
PacketUsed2ECBs	<p>(NE2100 or NE1500T) This counter is incremented if the Server Maximum Physical Receive Packet Size is set to 1514 bytes (default for NetWare 3.11 servers), and you need to receive a near-full-size packet</p> <p>In this instance, two ECBs are used instead of one, since the CRC on the end of the packet requires an extra four bytes.</p> <p>Using two ECBs instead of one may decrease performance slightly.</p> <p>Note: For Netware 3.12 and 4.x the default Maximum Physical Receive Packet Size is 4202.</p>

Statistic	Description
TransmitRetryFailure	<p>(NE3200) This counter is incremented when the driver is unable to transmit a packet after a specified number of times.</p> <p>This may indicate a hardware problem.</p>
TxClearToSendsErrors	<p>(NE3200) This counter tracks an 82586 error.</p> <p>There are some conditions when the Clear to Send signal from the 82586 chip is incorrect.</p> <p>This counter indicates the number of times the corrective code on the adapter was executed to work around this condition in the 82586.</p>
TxDMAUnderrunErrors	<p>(NE3200) This counter tracks an 82586 error.</p> <p>Contention among the BMIC, 80186, and 82586 can occur on the adapter, causing the 82586 to assume it did not receive all of the packet for transmission. The transmit operation must then be retried.</p> <p>This counter indicates the number of times the corrective code on the adapter was executed to work around this condition.</p>
RxDMAOverrunErrors	<p>(NE3200) This counter tracks an 82586 error.</p> <p>If two packets are received back-to-back at close to 9.6 microseconds (the minimum Ethernet interframe spacing), then the chip may report an overrun.</p> <p>If so, the frames are lost by the chip and the source must retransmit.</p> <p>This counter indicates the number of times this error has occurred.</p>
RxPacketSlideErrors	<p>(NE3200) This counter tracks the number of instances of an 82586 anomaly.</p> <p>In some conditions, the 82586 may be off by two bytes in the receive packet descriptors. In this case, the sending station must retransmit the packet.</p> <p>This counter indicates the number of times this condition has occurred.</p>

Statistic	Description
RxDummyRCBUsedErrors	<p>(NE3200) This counter tracks an 82586 error.</p> <p>In some cases, the 82586 may attempt to receive data into a nonexistent receive buffer at the end of its receive buffer list.</p> <p>To catch this condition and avoid internal data corruption, a dummy receive buffer is added to the end of the list.</p> <p>This variable counts the number of times the 82586 attempted to write into the dummy buffer.</p>
InternalAdapterReset	<p>(NE3200) This counts the number of resets (by the 80186) that occurred on the adapter due to failures on the adapter.</p> <p>This counter is incremented when the software corrects itself for minor problems or if the adapter is in an unknown state.</p> <p>It is common for this counter to be incremented.</p> <p>Under normal conditions, more of these errors should occur during idle time than when the driver is busy.</p> <p>This counter would only indicate a hardware problem if it registered thousands of these errors when the network is busy.</p>
MondoFragmentLengthErrors	<p>(NE3200) This counter tracks the number of instances in which an NLM on the server has passed the NE3200 driver an ECB whose logical memory address could not be translated to a physical memory address.</p> <p>You should check other NLMs on the system and upgrade them.</p> <p>If you are still experiencing problems, identify which NLM is causing the problem and contact the third-party manufacturer of the NLM.</p>
PollingTimeout	<p>(NE3200) This counter tracks the number of times the adapter's request was put on the queue but was not serviced within 800 nanoseconds (default).</p> <p>After this occurs, the adapter fires an interrupt.</p>
ResetBecauseHardwareDiedErrors	<p>(NE3200) If the adapter is in an unknown state or stops transmitting on the host side, the driver increments this counter and resets or restarts the adapter.</p>

Statistic	Description
NumberOfInterruptsFired	(NE3200) This counter is incremented each time the adapter had to fire an interrupt to service a request because the polled request wasn't serviced.
FIFOUnderRunCount	(NE32HUB) This counter is incremented during high utilization or high bus usage if a packet cannot be sent. This event should rarely occur.
ByteCountMismatchCount	(NE32HUB) This counter is incremented when the transmit packet size is not equal to the sum of fragments passed to the SONIC chip on the board. This event should rarely occur.
HardTransmitErrorCount	(NE32HUB) This counter is incremented when a CRC, Excessive Deferral, ByteCount MismatchCount, or FIFOUnderRunCount occurs on a transmit. This is a general transmit error counter.
TransmitCollisionsCount	(NE32HUB) This counter is incremented when the board can't transmit on the wire. If the board requires five tries to transmit the packet, this counter is incremented by 4.
OutOfWindowCollisionCount	(NE32HUB) This counter is incremented when an illegal collision occurs. Collision should normally occur during the preamble. This counter is incremented if the collision occurs after the preamble. This event should rarely occur.
CRCErrorsCount	(NE32HUB) This counter is incremented when a packet with a bad CRC is received by the card.
FIFOOverrunCount	(NE32HUB) This counter is incremented when a packet with errors is received. The driver looks at the FIFO overrun counter to determine if there are errors. If there are errors, the packet is thrown away.

Statistic	Description
RDAExhaustCount	<p>(NE32HUB) This counter is incremented when the driver can't take the data out of the buffer fast enough to process it, and the Receive Descriptor Area has overflowed.</p> <p>This should not happen very often, but it is more likely under high utilization.</p>
RRAExhaustCount	<p>(NE32HUB) This counter is incremented when the driver can't take the data out of the buffer fast enough to process it, and the Receive Resource Area has overflowed.</p> <p>This shouldn't occur very often, but it is more likely to occur during high usage.</p>
RBAExceedCount	<p>(NE32HUB) This counter is incremented when the driver can't take the data out of the buffer fast enough to process it, and the Receive Buffer Area has overflowed.</p> <p>This shouldn't occur very often, but is more likely to occur during high usage.</p>
FlagFoundCount	<p>(NE32HUB) This counter is incremented when the RIC chip on the adapter reports an error such as Jabber, Out of Window Collision, etc.</p>
PacketsCompressedCount	<p>(NE32HUB) This counter is incremented when the driver is in promiscuous mode and is looking at every packet.</p> <p>To get management information efficiently, the driver copies only the first 50 bytes of the packet into the buffer and then adds the 7 bytes of management information to the end of the packet.</p> <p>This occurs only on the packets that are not destined for the server when the driver is loaded with PCOMP=ENABLE (default).</p>
RICAddressWasInvalidCount	<p>(NE32HUB) This counter is incremented when the RIC address was corrupted on a receive management packet.</p> <p>The driver expects this number to be correct.</p>
TxTimeOutCount	<p>(NE32HUB) This counter is incremented when a transmit doesn't occur in 2 seconds.</p>

Statistic	Description
Port0ErrorCount	<p>(NE32HUB) This counter is incremented when the port address is set to zero.</p> <p>The port address should always be between 1 and 12.</p> <p>This will not occur frequently.</p>
PortBigErrorCount	<p>(NE32HUB) This counter is incremented when the port address is above 13.</p> <p>The port address should always be between 1 and 12.</p> <p>This will not occur frequently.</p>
ValidCRCCount	<p>(NE32HUB) This counter is incremented when the Management Information overlaying the CRC is correct.</p> <p>The Management Information should be incorrect.</p> <p>This event should rarely occur.</p>

Table B-34 Custom Statistics for Token Ring Drivers

Statistic	Description
Bad Correlator Count	<p>(TOKEN, NTR2000) This counter is incremented when a network board responds with a request for data from the file server that the file server does not have.</p> <p>The ECB or some other code may be corrupted. Eventually, this error will abend the server.</p> <p>If this counter is non-zero, you should try to find the software that is corrupting the data.</p>
Unknown ARB requests	<p>(TOKEN, NTR2000) This counts bad Adapter Request Blocks (ARBs).</p> <p>Normally the network board (adapter) uses one of four known commands to communicate with the driver.</p> <p>If a network board sends a command that is not one of the four, the driver does not recognize the request.</p> <p>This error is not a catastrophic error.</p> <p>Sometimes old adapters send bad ARB requests because of software problems on the board.</p> <p>NetWare responds to the network board so that the board will not hang.</p>
MicroChannel Error Count	<p>(TOKENDMA) This counter tracks the number of times the adapter had a problem transmitting on the bus.</p> <p>The adapter interrupt occurred from the firmware on the card.</p>
ECBs Over 16Meg	<p>(TOKENDMA) This counter tracks the number of packets received that had to use an ECB over 16 MB.</p> <p>This number should only increment when more than 16 MB of RAM is used in the server.</p>
DMA Bus Errors Count	<p>(TOKENDMA) This counter is incremented when a DMA transfer completes with a bus error.</p> <p>If this counter is incremented, it could indicate a hardware problem.</p>

Statistic	Description
DMA Parity Errors Count	<p>(TOKENDMA) This counter is incremented when a DMA transfer completes with a parity error.</p> <p>If this is incremented, it could indicate a hardware problem.</p>
Command Reject Count	<p>(TOKENDMA) This counter is incremented when the driver sends a command to the board and the command is either invalid or the board is still busy processing the previous command.</p> <p>This number should be zero or a low number.</p>
Tx Timeout Count	<p>(TOKENDMA) This counter is incremented and the adapter is reset if 2 seconds elapse before the driver learns from the firmware that the transmit was or wasn't successful.</p> <p>This counter shows the driver is successfully recovering from the lost hardware transmit.</p> <p>It isn't a problem if this number is incremented.</p>
Transmit Late Count	<p>(TOKENDMA) This counter is incremented when the firmware reports that the card transmitted more than it actually did.</p> <p>After this event occurs, the data that wasn't transmitted will be sent in the next packet.</p> <p>This problem is more likely to occur on busier networks.</p>
Transmit Defragment Count	<p>(TOKENDMA) This counter tracks how many ECBs are redirected to the buffer below 16 MB.</p> <p>The IBM Token-Ring DMA LAN boards are not able to access memory above 16 MB. Therefore, if the operating system issues an Event Control Block (ECB) with a memory address above 16 MB, the board uses some of the reserved buffers below 16 MB to double buffer the ECB.</p> <p>These are not errors. In many cases, this counter can be as high as the total packets sent and received. However, this double buffering decreases performance.</p> <p>If the system has more than 16 MB of RAM and a board that is bus-mastering or using DMA that is not a 32-bit adapter, performance may decrease.</p>

Table B-35 Custom Statistics for IBM Baseband PCN2L Drivers

Statistic	Description
HotCarrierInterruptCount	<p>(PCN2L) This counter is incremented when the board detects a carrier longer than expected without a transmit.</p> <p>This indicates that some board on the network has failed or is beginning to fail.</p>
No82588InterruptCount	<p>(PCN2L) This counter is incremented each time the server receives an interrupt from the board, but not from the 82588 chip.</p> <p>This should very seldom, if ever, happen.</p>
WeirdInterruptCount	<p>(PCN2L) This counter is incremented when the server has received an interrupt from the board, but the board claims not to have sent one.</p> <p>This should very seldom, if ever, happen.</p>
BadTransmitComplete-InterruptCount	<p>(PCN2L) This counter is incremented for each complete transmission with no transmit active.</p>
HardTransmitErrorCount	<p>(PCN2L) This counter is incremented when a transmit fails and the driver retries the transmit.</p>
GotNothingCount	<p>(PCN2L) This counter is incremented when the driver receives an interrupt from the board indicating that it has completed a receive but there is no data in the board's receive buffer.</p> <p>This is not serious.</p>
ReceiveUnderrunErrorCount	<p>(PCN2L) This counter is incremented when the driver finds less data in the board's buffer than the board reported.</p>
ReceivedShortPacketCount	<p>(PCN2L) This counter is incremented when a packet of less than 17 bytes is received.</p>
BadReceiveConditionCodeCount	<p>(PCN2L) This counter is incremented when the buffer is flushed because the board hasn't received the incoming packets properly.</p>

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