Networks • Communications

DECnet–DOS

Mini-Reference Guide

AA–GV32A–TV

DECnet

DECnet–DOS

Mini-Reference Guide

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This document contains quick reference information on the commands and command syntax for DECnet–DOS utilities. The utilities and their commands (or parameters and switches) are listed in alphabetical order by utility.

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The postage prepaid Reader's Comments form on the last page of this document requests the user's critical evaluation to assist us in preparing future documentation.

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FAL SWITCHES

The File Access Listener (FAL) provides a way for you to let other nodes access files on your node. The purpose of the FAL utility is to listen for and receive remote access requests from the network. When FAL detects a request to copy a file from your node, it first checks the type of access privilege contained in the request. If it has the proper privileges for access to your node, FAL sends the file data back to the requesting node. You can control the way FAL operates by using switches.

Format

FAL [/switch]

Valid FAL switches are:

/ASCII (/A)
/BINARY (/B)
/LHHO=(/L)
/LOG (/L)

To use these switches, you must type them on the command line after the FAL command.

/ASCII

When you use the /ASCII switch, all files are transferred as ASCII files.

Format

/ASCII

/BINARY

When you use the /BINARY switch, all files are transferred as binary or image files.

Format

/BINARY

/ERROR

When you use the /ERROR switch, FAL will report an error to the remote node if the receiving node is attempting to overwrite an existing file.

Format

/ERROR

/LOG

When you use the /LOG switch, FAL logs the type of data contained in every request it receives. The information is displayed on the screen (if any) and (if you found one), the information is appended to your terminal, you can redirect it to a disk file.

Format

/LOG[filename]

MAIL COMMANDS

The MAIL utility lets you send mail messages and text files to other nodes in the network. The MAIL commands are:

EXIT
HELP
MAIL
SEND

EXIT

The EXIT command allows you to leave the Mail utility.

Format

EXIT

HELP

HELP provides information about the MAIL commands and switches.

Format

HELP [topic]

Mail HELP options and qualifiers include:

/EDIT	MAIL Examples
EXIT	SEND
INIT FILE	SEND Examples
MAIL	/SUBJECT

MAIL and SEND

Both the MAIL command and the SEND command allow you to send mail messages and text files to other users in the network. These commands may be used interchangeably.

Format

MAIL/switch[filename]

Valid MAIL or SEND switches are:

/EDIT
/SUBJECT

MAIL PARAMETERS

When you first use the MAIL utility, you are prompted for information. The MAIL program uses this information the next time you run the utility. The information is stored in a file called the INIT file, called MAIL.DAT. The INIT file can contain the following parameters:

DEFAULT_ADDRESS
DEFAULT_NODE
DIRECTORY_COPY
EDITOR
PERSONAL_MESSAGE

REPLY_ADDRESS

You must define the REPLY_ADDRESS parameter when you first use the MAIL utility. This is necessary for other users to know ways to respond to your messages or to send you mail. The REPLY_ADDRESS appears at bottom of the "Reply to" information string.

Format:

REPLY_ADDRESS = nodename.username

DEFAULT_NODE

DEFAULT_NODE allows you to shorten the address for nodes that you send mail to. Once you have defined the DEFAULT_NODE in the INIT file, you need only type in that node simply by specifying the node name.

Format:

DEFAULT_NODE = nodename

CARBON_COPY

CARBON_COPY is the address to which a copy of your mail message is sent. Each time you send a mail message, a copy of that message automatically goes to the CARBON_COPY address.

Format

CARBON_COPY = nodename:username

EDITOR

EDITOR specifies an editor for the mail program to use when you want to edit mail messages. You must include the -EDIT switch with the mail command if you want to edit a message in a text file before you send it.

Format

EDITOR = pathname

PERSONAL_MESSAGE

The PERSONAL_MESSAGE is a message that other users see whenever you send them mail. The message can contain your name and phone number, or it can be any other descriptive text you want to create.

Format

PERSONAL_MESSAGE = [illegible]

NCP COMMANDS

The Network Control Program (NCP) is the DECnet management utility that accepts commands from your terminal to perform certain network functions. The NCP commands let you identify your node to other nodes in the network, establish node names and default access control information for other nodes, change network parameters and monitor network activity and network errors and events.

The NCP commands are:

CLEAR ACCESS	SET LINE
CLEAR EXECUTOR	SET LINK
CLEAR NODE	SET KNOWN LINKS
COPY KNOWN NODES	SET NODE
DEFINE CIRCUIT	SHOW ACCESS
DEFINE EXECUTOR	SHOW CIRCUIT
DEFINE LINE	SHOW EXECUTOR
EXIT	SHOW LAT
HELP	SHOW LINE
MONITOR LOGGING	SHOW LINKS
QUIT	SHOW NODE
READ LOGGING	ZERO CIRCUIT
SET ACCESS	ZERO EXECUTOR
SET CIRCUIT	ZERO LAT
SET EXECUTOR	ZERO LINE
SET EXECUTOR	

CLEAR ACCESS

The CLEAR ACCESS command removes access information for files created jointly for all users. The access information is stored on a per-user basis. It includes the password and access type. All access information for files is lost.

Format

CLEAR ACCESS USER username

or

CLEAR KNOWN ACCESS

CLEAR EXECUTOR

The CLEAR EXECUTOR command removes specified executor node parameters from the local node's database.

Format

CLEAR EXECUTOR {RECEIVE PASSWORD }
{TRANSMIT PASSWORD}

NOTE

These passwords are used to connect to DECnet/RSX DDCMP connections directly.

CLEAR NODE

The CLEAR NODE command removes parameters stored on the local node for all or the specified remote node(s) or all remote nodes known to the local node.

Format

CLEAR KNOWN NODES

or

CLEAR NODE node-id [ALL | JSLH | PASSWORD | ACCOUNT | LAT HOST]

COPY KNOWN NODES

This COPY KNOWN NODES command copies the node database to a file, leaving out any access information that may be contained in the database.

Format

COPY KNOWN NODES file-id

DEFINE CIRCUIT

The DEFINE CIRCUIT command defines characteristics for the circuit state (ON or OFF). The state you choose will not take effect until the next time you reboot your system.

Format

```
DEFINE CIRCUIT STATE {ON }
                     {OFF}
```

DEFINE EXECUTOR

The DEFINE EXECUTOR command sets executor characteristics. These characteristics will not take effect until the next time you reboot your system.

Format

```
DEFINE EXECUTOR      ADDRESS area-address
                     MAXIMUM BUFFERS number
                     MAXIMUM LINKS number
                     NAME node name
                     SECONDARY BUFFER SIZE number
```

DEFINE LINE

The DEFINE LINE command defines the state of the line. It becomes effective with the next system reboot.

Format

```
DEFINE LINE STATE {ON }
                  {OFF}
        RECEIVE BUFFERS n
```

EXIT

The EXIT command allows you to exit from NCP and save parameter changes.

Format

```
EXIT
```

HELP

The HELP command displays information about NCP commands on your screen.

Format

```
HELP [command verb [qualifier]]
```

MONITOR LOGGING

The MONITOR LOGGING command displays network events as they are being logged. You can stop the display of information logging by pressing any key on the keyboard. You can also use CTRL/C to stop the display and exit from NCP at the same time.

Format

MONITOR LOGGING [TO file]

QUIT

The QUIT command allows you to exit from NCP and gives you the choice of saving or deleting any changes you may have made. If you have not made any changes, NCP simply exits. If you have made changes, NCP responds with a prompt to allow you to specify either or not you want to save these changes.

Format

QUIT

READ LOGGING

The READ LOGGING command displays the contents of the event logging buffer. It may be redirected to a specified output file.

Format

READ LOGGING [TO file]

SET ACCESS

The SET ACCESS command sets the access information for the designated user. The access information is stored on a per-user basis, and includes the password and access type.

Format

```
SET ACCESS  USER username
            | PASSWORD password
            | access type
```

There are four types of access. They are:

NONE – no access for this user. This is the default.

READ – provides read only access.

WRITE – provides write only access.

ALL – provides both read and write access.

SET CIRCUIT

The SET CIRCUIT command defines or modifies circuit information.

Format

```
SET CIRCUIT [pvc/svc]  { TIMEOUT seconds
                       { OWNER [DECnet]
                       {       [MOP  ]
                       { SERVICE [DISABLED]
                       {         [ENABLED ]
                       { STATE [ON ]
                       {       [OFF]
```

SET ECHO

The SET ECHO command determines whether a redirected input file is displayed on your screen as the file is executed. The default is OFF (no echo).

Format

```
SET ECHO [ON ]
         [OFF]
```

SET EXECUTOR

The SET EXECUTOR [illegible] sets the executor node's parameters or characteristics.

Format

```
SET EXECUTOR        ACCESS node address
                    DELAY FACTOR number
                    DELAY WEIGHT number
                    IDENTIFICATION string
                    INACTIVITY TIMER seconds
                    INCOMING TIMER seconds
                    NAME node name
                    OUTGOING TIMER seconds
                    RECEIVE PASSWORD password
                    RECEIVE PIPE QUOTA number
                    RETRANSMIT FACTOR number
                    SEGMENT BUFFER SIZE bytes
                    STATION
                    TRANSMIT PASSWORD password
                    TRANSMIT PIPE QUOTA number
```

SET KNOWN (or ACTIVE) LINKS

The SET KNOWN (or ACTIVE) LINKS command breaks all link connections that are not set with the socket option, SO_KEEPALIVE, and frees the associated sockets.

Format

```
SET (KNOWN LINKS) (STATE OFF)
    (ACTIVE LINKS)
```

SET LINE

This SET LINE command defines or modifies line information.

Format

```
SET LINE [name]  { DEVICE (COM 1)
                   (COM 2)
                 MODEM (NULL)
                   (NULL)
                 SPEED baud rate
                 STATE (OFF)
                   (ON)  }
```

NOTE

Information for DEVICE, MODEM, and the SPEED applies only to the group "COM" configuration only.

SET LINK

The SET LINK command terminates logical link connections from [illegible] with a specific socket. The socket is also detached.

Format

SET LINK [illegible] STATE OFF

SET NODE

The SET NODE [illegible] command assigns a node name plus access control information to a unique node address.

Format

```
SET { NODE [illegible] NAME [node-name] [access-info]
      [LAT-HOST]
    { KNOWN NODES FROM [illegible]
    { NODE [illegible] FROM [node-id]
```

SHOW CIRCUIT

The SHOW CIRCUIT command displays dynamic information about the SET CIRCUIT command, as well as certain system information. You can either display the information on your screen or redirect it to an output file at the local node.

Format

```
SHOW CIRCUIT (circuit-id) [CHARACTERISTICS] [TO (file-id)]
                          [COUNTERS]
                          [STATUS]
                          [SUMMARY]
```

SHOW EXECUTOR

The SHOW EXECUTOR command displays the executor node information. You can either display the information on your screen, or redirect it to an output file at the local node.

Format

```
SHOW EXECUTOR [CHARACTERISTICS] [TO (file-id)]
              [COUNTERS]
              [STATUS]
              [SUMMARY]
```

SHOW KNOWN ACCESS

The SHOW KNOWN ACCESS command displays the contents of the incoming access database, which is stored in the file DLCACCUSAT. The password is part of the database, but only appears on the screen as three dots (...).

Format

SHOW KNOWN ACCESS [TO file]

SHOW LAT

The SHOW LAT command displays information about the LAT link you may be using. The information may be directed to a file. This command only works if you have LAT installed on your node.

Format

SHOW LAT [COUNTERS] [TO file]

SHOW LINE

The SHOW LINE command displays line information. You can choose display via information on your screen or redirect it to an output file at the local node.

Format

```
SHOW LINE [line-id] [CHARACTERISTICS]  [TO file-id]
                    [COUNTERS]
                    [STATUS]
                    [SUMMARY]
```

SHOW LINKS

The SHOW LINKS command displays summary type information for the specified logical links.

Format

```
SHOW {KNOWN LINKS} [TO file-id]
     {ACTIVE LINKS}
```

SHOW NODE

The SHOW NODE command displays remote node information. You can either display the information on your screen, or redirect it to an output file at your choice.

Format

SHOW NODE [node-id] [STATUS | SUMMARY] [TO file-id]

or

SHOW { KNOWN NODES | ACTIVE NODES | ADJACENT NODE }

ZERO CIRCUIT

The ZERO CIRCUIT command zeroes the counters for the circuit.

Format

ZERO CIRCUIT [circuit-id] [COUNTERS]

ZERO EXECUTOR

The ZERO EXECUTOR command zeroes the counters associated with a non-routing node, or the executor node.

Format

ZERO EXECUTOR [COUNTERS]

ZERO LAT

The ZERO LAT command zeroes the counters for the LAT line. This command only works if you have LAT installed on your node.

Format

ZERO LAT [COUNTERS]

ZERO LINE

The ZERO LINE command zeroes the counters for the line.

Format

ZERO LINE [Wnnn] [COUNTERS]

NDU COMMANDS FOR VIRTUAL DISKS

The Network Device Utility (NDU) allows you to access up to four virtual disk volumes at a time. Each remote volume or file appears as if it were a hard disk.

The following NDU commands allow you to control the use of remote files as virtual disk volumes.

CLOSE

The CLOSE command ends the connection between the specified drive and the virtual disk file on the remote node.

Format

CLOSE DRIVE <drive>

or

CLOSE NODE <node-name> NDISK <volume>

CREATE

The CREATE command creates and formats a new remote disk file, which is treated as a hard disk, and establishes a connection between a volume name at your local node and the file.

Format

CREATE NODE node name NDISK /volume name [DRIVE drive | USER access code | ACCESS {RW | RO} | ALLOCATION n | MAX n]

DELETE

The DELETE command deletes an existing virtual disk file on a remote node.

Format

DELETE NODE node name NDISK /volume name [USER access code]

or

DELETE DRIVE drive

HELP

The HELP command displays information about NDU commands and qualifiers.

Format:

HELP [command-keyword] [qualifier]

OPEN

The OPEN command establishes a connection between your local node and an existing virtual disk at a remote DeUnet node.

Format

OPEN NODE node-name VDISK device [DRIVE drive | USER username | ADDRESS (SAP) (SID)]

SHOW

The SHOW command causes NDU to report on the status of all virtual disk(s) in a pool.

Format

SHOW STATUS

NDU COMMANDS FOR VIRTUAL PRINTERS

The Network Device Utility (NDU) allows you to access a remote virtual printer [illegible]. The [illegible] virtual printer saves any text you output to the printer device NPRN in a temporary file. When you stop using the virtual printer, the temporary file is queued for printing on the default printer on the remote node.

The following NDU commands allow you to direct text to a remote node [illegible] printing a [illegible] file.

CLOSL

The CLOSL command ends the connection between the device NPRN and the file on the remote node. The file is then queued to be printed on the remote printer. After the file is printed, it is deleted.

Format

CLOSL PRINTER

CREATL and OPEN

The CREATL and OPEN commands function in the same way. Either [illegible] a new virtual printer file and makes it ready for use. The printer file is created and then linked to the device NPRN.

Format

CREATL PRINTER NODE node name [NPRINT file name] [USER [illegible]]

OPEN PRINTER VOUL node name [NPRINT file name] [USER [illegible]]

HELP

The HELP command displays information about NOU commands on your screen.

Format

HELP [command-verb | entity]

SHOW

The SHOW command causes NOU to display the status of all virtual disk(s) and printer.

Format

SHOW STATUS

NFT COMMANDS

The Network File Transfer Utility (NFT) is a [illegible] program that allows you to access remote files. Using NFT, you can copy files between the local [illegible] and remote [illegible], delete [illegible] and remote files, display remote file contents, run [illegible] files [illegible], and [illegible] files on remote [illegible].

The following NFT commands allow you to perform [illegible] on remote files.

APPEND

The APPEND command adds the contents of one or more ASCII files to the end of an existing output file. You can append either ASCII or binary files to or from remote nodes.

Depending on its position in a command, a file specification is either input (source) or output (destination).

Format

APPEND /switch[] input file output file

or

APPEND /switch[]
File(s) /input file
To / output file

Valid APPEND switches are:

/ASCI
/DELETE
/IMAGE
/VOLCS
/PRINT
/SUBMIT

COPY

The COPY command creates a new file or a new version of a file with the selected attributes. You can use the COPY command to copy files from the local node, other nodes, etc. from data sets to the local node.

Format

COPY[/switch] /[/switch] /output file

or

COPY[/switch]
File(s) /input file
To/ output file

Valid switches to COPY to a remote node are

/ALLOCATION = xxx	/AUDITT
/ASC	/BRS = nnn
/BLOCK	/NOLOG
/CC = xx	/NOSPAN
/DELETE	/PRINT
/PXFD = xxx	/SUBMIT
/RACF	/VARIABLE
/SA	/VTC = xxx

Valid switches to COPY from a remote node are

/ASCII
/BLOCK
/RACF
/NOCONVERT
/NOLOG

DELETE

The DELETE command deletes one or more specified files from a remote file-

Format

DELETE[/WCLOG]/[/Wo-spec

or

DELETE[/WCLOG]
FIS[:]/Wo-spec

DIRECTORY

The DIRECTORY command displays a list of local or remote file names, including their size (in blocks) and the time and date the file was last modified or created.

Format

DIRECTORY[/switch/s] [/Wo-spec]

Valid DIRECTORY switches are:

/BRIEF
/FULL

EXIT

The EXIT command exits to from an NET session or returns control to the DOS operating system.

Format

EXIT

HELP

The HELP command displays information about NET commands and switches on your screen.

Format

HELP [command-name | /switch]

PRINT

The PRINT command queues a remote file to be printed on a local or a remote printer. You must release the file to be printed. The file will be printed on the system default printer.

Format

PRINT [drive:]path[filename]

or

PRINT[/switch]
File/[/Wc-spec

Valid PRINT switches are:

/DELETE
/NOLOG

SL

The SET command allows you to set default access control information as well as default exclusive or shared access.

There are no valid switches for the SET command.

Format

SET node-spec::[/switch]

or

SET
Node/[/node-spec::[/switch]

The node-spec in this case is a remote node name, allowed by access control information or (if quorum control). For example:

REPORT "BUTTON pressed"

SHOW

The SHOW command displays the temporary default table of remote access information for the specified node. The password is not displayed on the screen, instead the character string (password) is displayed in its place.

There are no valid switches for the SHOW command.

Format

SHOW (node-name)

SUBMIT

The SUBMIT command requests that the specified command file be run on the remote node. The specified remote node must support command file submission and execution.

Format

SUBMIT [/NOLOG] *node-filespec*

or

SUBMIT [/NOLOG]
File-spec node-filespec

TYPE

The TYPE command displays the contents of a [illegible] or [illegible] file on your screen. You should use it only for ASCII files only.

Format

TYPE [illegible]

or

TYPE [illegible]

NTU COMMANDS

The Network Test Utility (NTU) allows you to display information about your node and [illegible] the network. You can use NTU to troubleshoot problems you may have [illegible] the network. It has a table [illegible] of the network components. The NTU commands let you perform various tasks [illegible] or check [illegible]. The tests check the operation of your local node, the communication [illegible] remote node, and the communication hardware between them.

CLEAR ACCESS
CLEAR ACCOUNT
CLEAR COUNT
CLEAR DEFAULTS
CLEAR LENGTH
CLEAR PASSWORD
CLEAR USER
CLEAR WITH
EXIT
HELP
LOOP CIRCUIT TO XXVP;
LOOP CIRCUIT ETHER;
LOOP EXECUTOR
LOOP LINE CONTROLLER
LOOP NODE
MIRROR
MONITOR LOGGING
READ LOGGING
SET ACCOUNT
SET CIRCUIT
SET COLA
SET ECHO
SET LENGTH
SET LINE STATE
SET LINK
SET PASSWORD
SET USER
SET WITH
SHOW ACTIVE LINKS
SHOW ACTIVE NODES
SHOW ADJACENT NODE
SHOW CIRCUIT
SHOW DEFAULTS
SHOW EXECUTOR
SHOW KNOWN LINKS
SHOW KNOWN NODES
SHOW LINE
SHOW NODE
ZERO CIRCUIT
ZERO EXECUTOR
ZERO LINE

CLEAR ACCESS

The CLEAR ACCESS command removes the [illegible] password, and accounting info matter that was stored by a previous SET or LOGIN command.

Format

CLEAR ACCESS

CLEAR ACCOUNT

The CLEAR ACCOUNT command clears the accounting info matter that was stored by a previous SET or LOGIN command.

Format

CLEAR ACCOUNT

CLEAR COUNT

The CLEAR COUNT command clears the number that indicates how many times you want the [illegible] specified text to its default value of 1.

Format

CLEAR COUNT

CLEAR DEFAULTS

The CLEAR DEFAULTS command resets all the logbook parameters to their original values, which are: null for account, password and account; 10 for COUNT; 40 for LENGTH; and MIXED for TYPE.

Format

CLEAR DEFAULTS

CLEAR LENGTH

The CLEAR LENGTH command resets the number that indicates the message length to its default value of 40.

Format

CLEAR LENGTH

CLEAR PASSWORD

The CLEAR PASSWORD command removes the password that was stored by a previous SET or LOGON command.

Format

CLEAR PASSWORD

CLEAR USER

The CLEAR USER command removes the user-defined text which is stored with the SET USER command.

Format

CLEAR USER

CLEAR WITH

The CLEAR WITH command resets the binary format indicator for the get message to its default value of MIXED. (See SET WITH for more details.)

Format

CLEAR WITH

EXIT

The EXIT command (for unix-like NTL). Whenever you execute this command, NTL attempts to restore the DECnet line to the ON state. (You can use the CTRL/Z RET to exit from NTL.)

Format

EXIT

HELP

The HELP command provides information about the NTU commands. Entering HELP alone results in a display of the available commands. You can further qualify the information you seek by specifying HELP followed by a command name (or portion thereof) and/or qualifier.

Format

HELP [command [verb [qualifier]]]

LOOP CIRCUIT (or Asynchronous DDCMP Only (parameters)

The LOOP CIRCUIT command provides loopbacks for the DECnet circuit. These tests verify that network communication is possible between your local node and the adjacent node, or between your local node and a loopback plug or modem.

For synchronous DDCMP configurations, the command causes NTU to initiate a loopback test to a loopback plug, a modem, or an adjacent node. When you issue this command, NTU displays a menu for you to select the kind of the loopback connector.

Format

LOOP CIRCUIT [COUNT n] [WITH ONES/ZEROES/RVXED] [LENGTH n]

LOOP CIRCUIT (for Ethernet Configurations)

The LOOP CIRCUIT command [illegible] loopbacks for the DECnet circuit. These tests verify that network communication is possible between your local node and a remote node.

For Ethernet configurations, this command causes NTU to run a loopback test to a specific Ethernet address or to a multicast Ethernet address.

Format

LOOP CIRCUIT [WITH [OVERSIZE/FIXED] [LENGTH=n] [COUNT=n]

or

LOOP CIRCUIT NODE name/#

[WITH [OVERSIZE/FIXED] [LENGTH=n] [COUNT=n]

or

LOOP CIRCUIT PHYSICAL ADDRESS nn-nn-nn-nn-nn-nn

[WITH [OVERSIZE/FIXED] [LENGTH=n] [COUNT=n]

LOOP EXECUTOR

The LOOP EXECUTOR command invokes the loop test for your local (near-end) node. It verifies the operation of your local node by checking its internal software. This test verifies that your local node is functional and properly installed.

Format

LOOP EXECUTOR [COUNT n][WITH MIXED/ONES/ZEROES] [LENGTH n]

LOOP LINE CONTROLLER

The LOOP LINE CONTROLLER command performs loopback tests within your local node, and to distant nodes. This command is only available when Bridge is not configured, and requires the use of the DECNA Ethernet Connector (part number 18-22196-01).

Format

LOOP LINE CONTROLLER

LOOP NODE

The LOOP NODE command invokes the loop test for the remote node. It verifies that your node can communicate with a specified remote node. To perform this test, you must supply any network parameters that are necessary for accessing the loopback mirror on the remote node. These parameters may include the node-id, the user-id, the password and the account.

Format

LOOP NODE node-id [USER user-id
PASSWORD password
ACCOUNT account
COUNT n
WITH ONES/ZEROES/MIXED
LENGTH n]

MIRROR

The MIRROR command allows a LOOP NODE test to be run from a remote system that supports the NCP loop node test (such as a DECnet-DOS V1.1 system). The maximum size of a message that NCP will loop back is 512 bytes.

Format

MIRROR

MONITOR LOGGING

The MONITOR LOGGING command displays network events as they are being logged. You can stop the display of information logging by pressing any key on the keyboard. You can also use CTRL-C to stop the display and return to NTU at the same time.

Format

MONITOR LOGGING [TO file-id]

READ LOGGING

The READ LOGGING command causes the system to display information about network events that is contained in the event logging buffer. These events are logged continuously. READ LOGGING lets you read the most current network information.

The information appears on the screen in front of you, or you can direct the output to a specific file.

Format

READ LOGGING [TO file-id]

SET ACCOUNT

The SET ACCOUNT command lets you specify the account to use for accessing the mirror or a remote node. You can use up to 39 characters to define the account.

Format

SET ACCOUNT account

SET CIRCUIT

The SET CIRCUIT command defines or modifies circuit information.

Format

```
SET CIRCUIT [xxxxxx]  { HELLO TIMER xxxxx
                      { OWNER {TAFCuni}
                      {       {VOC   }
                      { SERVICE {DISABLED}
                      {         {ENABLED }
                      { STATE {ON }
                      {       {OFF}
```

SET COUNT

The SET COUNT command lets you specify the number of times to repeat any of the NTU tests. The default value is 1. You can change this at any time using SET COUNT. You can assign any value that is in the range of 1 to 32,767.

Format

SET COUNT n

SET ECHO

The SET ECHO command determines whether or not received input (the data you send to the network) is displayed on your terminal screen as it is received. The default is OFF (no echo).

Format

```
SET ECHO {ON}
         {OFF}
```

SET LENGTH

The SET LENGTH command lets you quickly change the length of the messages to be sent over the network. The default value is 40, but you can change it to any length using SET LENGTH. You can assign any value from 1 up to 512.

Format

```
SET LENGTH n
```

SET LINE STATE

This command allows you to turn the state of the line to OFF or ON. The line is the communications channel that connects your node to the adjacent node.

Format

```
SET LINE STATE {OFF}
               {ON}
```

SET LINK

The SET LINK command allows logical link connections, as associated with a specified [illegible]. The default is [illegible].

Format

SET LINK *[illegible]* STATE OFF

SET PASSWORD

The SET PASSWORD command lets you specify the password to use for accessing a mirror on the remote node. You can use up to 16 characters to define the password.

Format

SET PASSWORD *[illegible]*

SET USER

The SET USER command lets you specify the access control information necessary for accessing the remote file system. You [illegible] the user's name or the [illegible] access with this command. (If you decide to provide the [illegible], you must also provide the appropriate password for that name.)

Format

SET USER *[illegible]*

SET WITH

The SET WITH command lets you specify the type of format to use for sending loopback messages. The format is a way-to-say (ONES and ZEROES), or you have a choice as to how the binary numbers are arranged. There are three ways to arrange the binary to mail:

- ALL ONES (11111111)
- ALL ZEROES (00000000)
- MIXED ONES and ZEROES (10101010)

The default format is MIXED.

Format

```
SET WITH {ONES   }
         {ZEROES }
         {MIXED  }
```

SHOW ACTIVE LINKS

The SHOW ACTIVE LINKS command displays a summary type information for all active links between the executor node and its adjacent node (or other remote nodes with active logical links to your node).

Format

SHOW ACTIVE LINKS [TO node]

SHOW ACTIVE NODES

The SHOW ACTIVE NODES command displays the executor node, the adjacent node, and a list of all the nodes that currently have active links to your local node.

Format

SHOW ACTIVE NODES [TO Area]

SHOW ADJACENT NODE

The SHOW ADJACENT NODE command displays information for the adjacent node.

Format

SHOW ADJACENT NODE [TO Area]

SHOW CIRCUIT

The SHOW CIRCUIT command displays information about the specified circuit.

Format

SHOW CIRCUIT [circuit-id] [CHARACTERISTICS | COUNTERS | STATUS | SUMMARY] [TO Area]

SHOW DEFAULTS

The SHOW DEFAULTS command displays all of the current default values specified by the system or by the SET or LOOP command. SHOW DEFAULTS displays the values for the following:

- Loop Count
- Data Length
- Data Type
- User-ID (if applicable)
- Password (if applicable)
- Account (if applicable)

Format

SHOW DEFAULTS

SHOW EXECUTOR

The SHOW EXECUTOR command displays information about the local node.

Format

```
SHOW EXECUTOR [CHARACTERISTICS]  [TO file]
              [COUNTERS]
              [STATUS]
              [SUMMARY]
```

SHOW KNOWN LINKS

The SHOW KNOWN LINKS command displays summary type information for all logical links known to the local node.

Format

SHOW KNOWN LINKS [TO file]

SHOW KNOWN NODES

The SHOW KNOWN NODES command displays a list of all nodes that are known to DECnet on your local node. You can set those nodes by using NCP. You can perform NTL tests (ping) at require the use of node names) only to nodes that are known by your system.

Format

SHOW KNOWN NODES [TO file]

SHOW LINE

The SHOW LINE command displays information about the DECnet line (ASYNC or STHER) that you are using to communicate with the node.

Format

```
SHOW LINE [line-id] [ CHARACTERISTICS* ]  [TO line-id]
                    [ COUNTERS         ]
                    [ STATUS           ]
                    [ SUMMARY          ]
```

SHOW NODE

The SHOW NODE command displays information about a remote node, which you specify by its name or address. The node information appears on the screen to monitor it for you.

Format

```
SHOW NODE node-id [ STATUS  ]  [TO line-id]
                  [ SUMMARY ]
```

ZERO CIRCUIT

The ZERO CIRCUIT command resets all the counters on the circuit to zero.

Format

```
ZERO CIRCUIT circuit-id [COUNTERS]
```

ZERO EXECUTOR

The ZERO EXECUTOR command resets all the counters for your local node to zero.

Format

ZERO EXECUTOR [COUNTERS]

ZERO LINE

The ZERO LINE command resets all the counters for your line to zero.

Format

ZERO LINE [node id [COUNTERS]]

SETHOST PARAMETERS AND SWITCHES

The network virtual terminal utility (referred to as SETHOST) connects your system to a host node and allows your system to emulate (act like) a terminal connected to the host node. Each time you connect or log on to a host, the connection is called a session.

There are two techniques for connecting to a host node: LAT and CTERM. When SETHOST connects your node to another node, it checks to see if you have a LAT driver installed. If so, SETHOST first attempts to connect your node to a LAT line. This is the default. If LAT is not available, then SETHOST attempts to connect you using CTERM. You can enable CTERM over LAT as the default by using the /CTERM switch.

The maximum number of concurrent sessions you can create depends on the number of network links you established with the NCP command, DEFINE EXECUTOR MAXIMUM LINKS. The number of sessions also depends on the number of links that are currently active.

SETHOST provides a command interface to create and modify network sessions. SETHOST also provides a menu interface which is displayed whenever a session is interrupted. This guide describes the switches used with the SETHOST command interface. For information about the SETHOST menu, refer to the *DECnet-DOS User's Guide*.

The SETHOST command, its parameters, and various switches allow you to create, resume, and modify your network sessions. You can use the parameters and the switches in the command line, or you can use them at the SETHOST prompt.

Format

SETHOST [node-spec or latservicename] [/switch]

NOTE

> Any switches that can take arguments will accept a space, a colon (:), or an equal sign (=) as delimiters to separate the switch from its argument.

/ABORT

The /ABORT switch lets you specify which session you want to abort. You can abort a single session or all the sessions. To view the current sessions, use the /SHOW switch.

Format

/ABORT=n
/ALL

/CTERM

The /CTERM switch specifies that CTERM protocol be used to connect to a remote node. The default is to attempt to use LAT protocol first. If the LAT attempt fails, the connection is made using CTERM. Only CTERM provides support for multiple sessions.

Format

/CTERM

/EDIT

The /EDIT switch lets you specify the type of command line editing you can perform during your remote session. This switch only applies to OpenVMS systems that support command line editing.

Format

/EDIT=keyword

The preceding modes are:

OVERSTRIKE
INSERT
NONE

/EXIT

The /EXIT switch lets you exit from SETHOST. You can enter the switch after you have typed the SETHOST command.

Format

/EXIT

/HELP

The /HELP switch displays the main help text screen for SETHOST.

Format

/HELP [switch]

You can get help on the following switches:

node-spec	@	'	>	
/BERRION	/TAKE	/LOG	/HELP	/SAVEDEFAULT
/SHOW	/EDIT	/ABORT	/EXIT	/STERM
keyboard-keywords		printer-switch-[illegible]		
syntax		change-default-[illegible]-editing-[illegible]		

LATSERVICENAME

The LATSERVICENAME parameter lets you specify the LAT service name to use for establishing a remote session.

Format

SET HOST latservicename

/LOG

The /LOG switch directs you to record the remote session in a log file. You can specify a file name to record in the session. If you do not specify a name, the default file name is REMOTE.LOG.

Format

/LOG[file-spec]

NODE-SPEC

The NODE-SPEC parameter lets you specify an DECnet node name or DECnet node address to use for establishing a remote session.

Format

SET HOST node-spec

/SAVEDEFAULT

This switch allows you to save the switch settings to be used as the default for all future sessions. The /SAVEDEFAULT switch only works with the /EDIT and the /CTERM switches. If you use /SAVEDEFAULT and do not specify any switches to be saved, it has no effect.

When you use this switch, EFTHOST places your specified switches in a file called SETHOST.DEF in the DEC root directory. BUT OS/2 reads this file whenever you start the utility.

Format

/SAVEDEFAULT

/SESSION

The /SESSION switch specifies the session number to use for reconnecting to a host. You can use the /FROM switch to select the which hosts are available. You can then use /SESSION to re-establish a connection to a particular session. This switch only applies to CTERM hosts or systems that support multiple sessions.

Format

/SESSION=n

/SHOW

The /SHOW switch displays a list of the current sessions and the users that connect them to your node. This switch only applies to CTERM nodes or systems that support multiple sessions.

Format

/SHOW

/TAKE

The /TAKE switch calls connection to one user file and sends the file to a remote node's processor.

Format

/TAKE [illegible]

[illegible]

@[illegible]

DECnet–DOS
Mini-Reference Guide
AA–HW37A–TV

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