



# Getting Started with VMS

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## Logging In

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Local>	Type <b>c gemini</b> to connect to node Gemini
Username:	Type your username (your three initials and the last four digits of your social security number)
Password:	Type your password. Your password will not appear on screen.

To log out, type **lo** at the VAX prompt.

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## Files

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A **file** is used to store information in the computer. Each file must have a filename and an extension.

A **filename** is the label you assign to each file for identification. Filenames may contain up to 39 characters. The filename is followed by a period, an extension, and a version in the format *filename.extension;version*. Filenames should be descriptive of the file contents to make them easier to identify. Use the characters *a-z* and the numbers *0-9* to name your file. No spaces are allowed.

**Extensions** are the characters that follow the period in a filename. They are used to help group related files. For instance, *letter.txt*, *papers.txt*, and *homework.txt* would all be text files. Other commonly used extensions include *for* for a FORTRAN file, *dat* for a data file, *out* for an output file, and *pas* for a Pascal file. Extensions may also be up to 39 characters, consisting of the letters *a-z* and the numbers *0-9*, with no spaces.

Each file also has a **version** number, separated from the extension by a semicolon, which usually represents how many times the file has been modified. For example, if the *project1.dat* file has been updated three times, the VAX would display the file as *project1.dat;3*. In most cases, it is not necessary to specify the version number.

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## Using EVE

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### EVE Sample Screen

You can edit a file by using the EVE editor. This example opens a file called *sample.txt*. At the \$ prompt, type `edit sample.txt`. You should see a screen like this:

[End of file]





Buffer: SAMPLE.TXT

Write | Insert | Forward

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## Cursor Movement

The following are the four basic cursor movements:

-  moves the cursor to the previous line
-  moves the cursor to the next line
-  moves the cursor forward one character at a time
-  moves the cursor backward one character at a time

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## Help

To see a list of available EVE commands, do the following:

1. Press the **PF4** key (the **[Do]** key); on PCs, the **PF4** key is the **-** key on the keypad. On Macintoshes, **PF4** is the **\*** on the keypad.
2. At the **Command:** prompt, type **help**
3. Scroll up and down the help list using the **[PgUp]** and **[PgDn]** or **[Prev Screen]** and **[Next Screen]** keys.
4. Type the topic on which you want help and press **[Return]**
5. Press **[Return]** to exit the Help facility

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## Exit and Save

1. Press the **PF4** key (the **[Do]** key)
2. Type **Exit**

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## Exit Without Saving

1. Press the **PF4** key (the **[Do]** key)
2. Type **Quit**

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## The EVE keypad

PF1 FIND	PF2 HELP	PF3 CHANGE DIRECTION	PF4 DO
7 SELECT	8 REMOVE	9 INSERT HERE	- MOVE BY LINE
4	5 MOVE UP	6	· ERASE WORD
1 MOVE LEFT	2 MOVE DOWN	3 MOVE RIGHT	Enter CHANGE MODE
0 NEXT SCREEN		· PREV SCREEN	

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## Finding Usernames

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The *finger* command allows you to see which users are currently logged onto the system or the last time a specific user logged in. You can also use finger to find someone's username from a portion of their real name.

<code>finger</code>	List all users currently logged in
<code>finger username</code>	Lists information about a specific user
<code>finger realname</code>	Lists usernames that correspond with a given portion of a real name

## VMS MAIL

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### Entering MAIL

<code>\$ mail</code>	Enters the mail program
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### Customizing MAIL

<code>MAIL&gt; set copy_self send,reply</code>	Sends a copy of your mail messages to you each time you send or reply
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*Note: This customization needs to be done only once; it will remain in effect from this point on.*

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### Sending a Message

<code>MAIL&gt; send</code>	Initiates a mail message
<code>To:</code>	Enter recipient's username
<code>Subj:</code>	Enter subject of message, then the text

The EVE editor will be automatically invoked. After entering your message, press [Do] `exit` to send your file, or [Do] `quit` to cancel the message.

<code>MAIL&gt;reply</code>	Reply to the current message
<code>MAIL&gt; forward</code>	Forwards the message you are reading to another user. You provide your own subject information

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### Reading a Message

<code>MAIL&gt; read/new</code>	Allows you to read new mail messages
<code>MAIL&gt; dir</code>	Lists all messages you have in the current folder
<code>MAIL&gt; delete #</code>	Deletes a message from the directory
<code>MAIL&gt; exit</code>	Leave the mail facility and go back to the \$ prompt

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## Sending Mail To a Group of Usernames

`$ edit somegroup.dis`

First, use an editor to create a distribution list containing usernames, e.g:

`acb1111`

`xyz4567`

`vvv9008`

`$ mail`

Type `mail` at the `$` prompt to enter the VMS mail utility

`MAIL> send`

`TO: @somegroup`

`Subj:`

Next, send a message to that group using the `@` sign before the distribution list, then type your message.

`MAIL>send filename`

`TO: @somegroup`

`Subj:`

Sends a file to users in the distribution list

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## The Internet

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### Services

The Internet is a worldwide collection of regional networks communicating using a common protocol called TCP/IP. Electronic mail, remote login, and file transfer capabilities are among the services available. The Internet is available through node Gemini on the Academic and Research Cluster.

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### Lynx and the World-Wide Web

TTU's World-Wide Web (WWW) server offers up-to-date campus information as well as easy accessibility to the rest of the Internet, and is accessed through *lynx*.

To access the WWW, type **lynx** at the `$` prompt. You will see the main TTU WWW Server appear.

The highlighted words and phrases represent **hypertext** links (hotlinks) to other documents on the WWW. These hotlinks may be local (here on campus) or across the world. To move from link to link, use the **up and down arrow keys**. To follow a link, use the **right arrow key**. To move back to a previous link, use the **left arrow key**. Type **h** for help, or **q** to quit.

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### Help

You may access the online help for lynx by typing **h**. If you need additional help, contact Academic Computing Support, or refer to the *Getting Started With the Internet* handout available in CH313.

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## Digital Command Language (DCL) commands

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### Getting Help

help	Enter the VMS HELP utility; to exit HELP, press [ ENTER ]
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### Changing A Password

\$ set password	Command to reset a password
Old Password:	Enter your current password
New Password:	Enter the new password you wish to set
Verification:	Retype the new password exactly the same way

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### Logging Out

lo	Type <i>lo</i> to log off the VAX
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### Directory

dir	Display filenames
dir/size	Display file size
dir/prot	Display protection for files

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### Deleting Files

del <i>filename.ext.</i>	Delete latest version of the specified file
del <i>filename.ext;version</i>	Delete the specified version of the file
del <i>filename.*;*</i>	Delete all files with specified filename
del <i>*.ext;*</i>	Delete all files with specified extension
del <i>filename.ext;*</i>	Delete all versions of specified file
del <i>*.*;*</i>	Delete all files
del/confirm <i>filename.ext.</i>	Delete the latest version of a file only after confirmation by the user

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### Creating Subdirectories

create/dir [ <i>username.subname</i> ]	Creates a lower level directory
set default [ <i>username.subname</i> ]	Makes a subdirectory the default directory
down <i>subname</i>	Move down one level
set default [-]	Move up one level

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### Deleting a Subdirectory

<code>delete [.subname]*.*;*</code>	Deletes the contents of the specified subdirectory
<code>set prot=o:d subname.dir</code>	Change the protection on the subdirectory file so you (the owner) can delete it.
<code>delete subname.dir;*</code>	Deletes the subdirectory file.

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### Making Files Public

<code>public filename.extension</code>	Changes the protection on a file so that others can read and execute it
<code>private filename.extension</code>	Changes the file's protection so that others may not access it

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### Copying A File

<code>copy oldname.ext newname.ext</code>	Copies from the old filename to the new filename
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### Copying Files Between Accounts

The file you want to copy must be a *public* file. Issue the *copy* command from your account. Note that student accounts reside on the *user* disk; faculty and staff accounts exist on the *research* disk.

For example, if you want to copy a file called *names.txt* from student John Q. Public's (JQU6789) account to your student account (ABC1234) and retain the same filename, type:

```
copy user:[jqu6789]names.txt *.*
```

To copy a file called *notes.txt* from faculty member John Q. Professor's *class* subdirectory (JPQ1234) to your student account and assign a new filename, type:

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copy disk$research:[jqp1234.class]notes.txt newnotes.txt
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### Displaying a File At the Terminal

<code>type filename.ext</code>	Display file from your directory
<code>type [directory]filename.ext</code>	Display file from another directory.
<code>most filename.ext</code>	Display file using the Most file viewer; press <code>q</code> to quit

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## Printing a File

<code>print filename.ext</code>	Print file on system printer
<code>print [directory]filename.ext</code>	Print a file from another directory. You need READ access from the owner

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## Using the Attached Printer as a Remote Printer

<code>rprint filename.ext</code>	Print a file without displaying it. Recognizes form feeds
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## Creating Login.com Files

A *login.com* file contains commands that will be executed each time you login to the VAX. A basic *login.com* is created with each new account. To enhance your *login.com* file, edit the file with your favorite editor. Most commands should be inserted in the section for commands to be executed in interactive mode. Each *command* line must begin with a \$. Lines that serve as *comments* begin with \$!. Here are some sample commands you may wish to enter:

*Changing your DCL prompt*  
\$ set prompt = "Ready! >"

*Establishing some shortcuts*  
\$ tp == "type/page"  
\$ ds == "directory/size"  
\$ home == "set default sys\$login"  
\$ sq == "show quota"

*Defining keys for special functions*  
\$ define/key/nolog pf1 "clear"/terminate  
\$ define/key/nolog pf2 "mail"/terminate

Any changes you make to your *login.com* file will automatically take effect the next time you log in.

