

Startup

These are cold start steps. For warm start:

If system console shows *Filename?*, go to step 8.
If system console shows *!*, go to step 6.

1. Without a hard disk, insert the DG/RDOS system diskette in DJ0.
2. Make sure printer (if any) is on and on line.
3. Turn on tape drive (if any) and second hard disk (if any).
4. Turn on system console.
5. Turn on computer unit.

Model 10 or 10/SP computer runs a test program.
Without a hard disk, skip to step 7.

6. **!** **26H** (Type **26H** for hard disk, or, for diskette, **20H**.)
7. *Filename?*
8. **↓** (Press **↓** or type program name and **↓**.)

DG/RDOS REV x.xx
9. *DATE (M/D/Y)?* **12 14 84 ↓** (Type the date.)
10. *TIME (H:M:S)?* **14 30 ↓** (Type the time, using 24-hour clock.)

.
.
(emulator messages on Model 10 or 10/SP)
.
R

Shutdown

1. Shut down any non-CLI program running on the system console.

R

2. **FGND ↓**

NO FOREGROUND PROGRAM RUNNING
or
FOREGROUND PROGRAM RUNNING

If no foreground program is running, skip to step 5.

3. Warn foreground users of impending shutdown.
4. **CTRL-C CTRL-F** (To terminate foreground program.)
FG TERM
5. **DIR DE0 ↓** (Or for diskette, type **DIR DJ0 ↓**.)
6. **BYE ↓**

STARTING SYSTEM SHUTDOWN

MASTER DEVICE RELEASED

Filename?

7. Type break sequence (CMD and BREAK/ESC keys).
!

Turn off devices (computer and system console last) if desired.

 DataGeneral



DG/RDOS
Summary Card

DG/RDOS Commands, Macros, and Programs

BOOT { disk:program
 program }

Starts a new DG/RDOS system or program like DKINIT.

BUILD newfilename filename [filename] [...]

Builds a file consisting of filenames.

BYE

Shuts down the DG/RDOS system.

CDIR directory-name

Creates a subdirectory (variable-size directory).

CHATR filename { +
 - } attributes [...]
 0 }

Changes file attributes (like P or R), for permanence or read protection

CONFIG [system-name] [dialog-file/V]

Checks or changes parameters in a DG/RDOS system.

CPART directory-name max-disk-blocks

Creates a secondary partition (fixed-size directory).

DELETE filename [...]

Deletes one or more files.

DIR [directory-pathname]

Changes the current directory.

DISK

Displays both the amount of disk space left and used.

EXFG program

Executes a program in foreground memory.

FCOPY [[source-diskette destination-diskette]
 [source-file destination-file]]

Copies a diskette or file.

GDIR

Gets the current directory name.

GMEM

Gets the amount of memory in background and foreground.

GTOD

Gets the system time and date.

IMOVE/D { DJ0
 DJ1 } [filename] [...]
 MTO }

Copies files to or from diskette or tape.

INIT { directory-pathname
 disk(ette)
 MTO }

Opens a directory or tape.

INIT/F disk(ette)

Creates a new file directory.

LINK link-entry-name [directory:] resolution-file

Creates a link entry to a file in any directory.

LIST [pathname] [...]

Describes file names and statistics.

LOADEM

Loads a terminal emulator into memory or disk(ette).

LOG [password]

Starts logging terminal dialog in a disk file.

MESSAGE [" [text] "]

Displays text on the screen.

MOVE dir-name [filename] [...] [old-filename/S
new-filename]

Copies one or more files to any directory.

PRINT pathname [...]

Starts printing a file.

RELEASE { directory
 MTO }

Releases (closes) a directory or tape drive.

RENAME oldname newname [...]

Renames a file.

SDAY mm-dd-yy

Sets the system date; for example,
SDAY 12-21-84).

SEDIT filename

Edits disk file locations.

SMEM memory-pages-for-background

Sets memory for background and foreground programs.

SPKILL \$LPT

Stops printing and deletes the spool file.

STOD [hh [mm [ss]]]

Sets the system time.

TYPE pathname [...]

Types one or more files on the terminal screen.

UNLINK link-entry-pathname

Removes a link entry.

XFER source-file destination-file

Copies the contents of a file into another file.