Volunteering a machine

1) While you sit at the individual machine in question, launch Zilla.app.
2) You will get a User Authentication panel.   Enter your name and usual password,
     then hit Login.
2) Go to Info> menu, goto Preferences...
3) Select (usually) Partial Permission, then hit OK.   (Total Permission is chosen in the case
     where you would allow anyone may intervene at any time, such as in a public address
     setup where everyone's speaker would bark announcements).
4) You may now just quit the application.

Remote users who need to repel Zilla

If you ever modem-in or otherwise do remote login, there is a Zilla repellant available   that
brightens the screen.   This brightening makes Zilla back off, assuming that "Partial Permission"
is in force.   Most people do not need repellant, but if you do, run the repellant utility in a terminal
window, giving the number of seconds of bright screen and an ampersand, e.g.:

> repellant 3600&

will give one hour of brightness, which will keep Zilla at bay for that hour.

The repellant utility is found in the Zilla.app directory.

Note for super users

The current arrangement assumes that any user who can login can change a machine's Zilla
permission.   A super user can, however, prevent machines from being changed.   For details, e-
mail jdoenias@next.com.

Supercomputing runs

Networks of Zilla machines appear as windows.   Use Network -> New to get a fresh network
window.   To add a new machine to this network, select 'Add Hosts...' from the 'Hosts' menu.
The top half of the panel which appears shows the various network domains in which computers
reside.   The browser will automatically move to your computer's domain.   The bottom half
shows a list of all the computers within that domain.   It is from this bottom list that you will chose
computers to be used in your network.

Choose some computers from this list and then click 'OK'.   Zilla will display these computers as icons in your main window.   The color of the icons is indicative of the permission which is set on these machines.

Selecting 'Legend...' from the 'Hosts' menu will bring up a panel which describes the various icons.

You can always do Hosts-> Update to get the latest status of a network window, although all of the network windows are slowly updated as the days and nights wear on.

A step-by-step "Total Permission" example: audio paging

(This example is not worthwhile if you plan to do straightforward computations in the most common mode: Partial Permission.   When a machine is set to Total Permission, Zilla does not back off when the screen is brightened.   Unless you have a special interest in Total Permission mode, you should probably skip this section entirely.)

As an example of how Total Permission might be used, we now provide an example of how to play a sound on a set of remote NeXT Computers.   Partial Permission would not be useful in this context, because attended machines would not play until their screens went dim!

Remember that unless you have permission to use a machine, you will not be able to execute this or any other task.   See 'Volunteering a machine' above for information on changing the permission of a particular machine.   If the permission of a machine changes once you have added it to your network, you should select 'Update' from the 'Hosts' menu.   Zilla will go out and check the permissions on all machines and update the icons if necessary.
NOTE: Because of special sound-oriented security issues, you will need to logout and login again once you have changed your permission.   This requirement for logout/login only affects audio paging experiments (by changing a certain Preferences default).

Once you have selected the machines, you must supply the appropriate information to tell Zilla what to execute on each of these machines.   Double-click on the first machine's icon.   This will bring up the host inspector panel.   You must enter a valid login name and password for the remote machine in the spaces provided. In the area marked 'command:' you can enter the unix command line to be executed on that machine.   For our example, enter the following:

sndplay Apps/Zilla.app/Graham-Bell.snd

Once you have entered all of the necessary information, click 'OK'.
When you click on a machine icon, the inspector will display that machine's information.

Examine all of the machines which you have added to your network, and enter the appropriate login, password, and command information.   Make sure to click the 'OK' button to save any data you have entered.

If you select the 'Run...' command from the 'Control' menu, Zilla will now play a sound on indicated machines for which you have entered valid information, and for which you have permission.   If you only have partial permission on a machine, the sound will not be played immediately.   Instead, Zilla will wait until the screen becomes dim on that machine before playing the sound.   For this reason, it is better to have Total Permission for any machine on which you would like to broadcast public-address sounds.