

Q: Where can I find administrative information, error logs, etc. in NEXTSTEP?

Getting User Information

- console
- **/usr/adm/messages**
- NMI Monitor (NeXT hardware only)
- UNIX Accounting

Finding Information On-Line

- Digital Librarian
 - UNIX Manual Pages
 - NeXT Manuals
- Network and System Administration

Developer Documentation
User Documentation

- Release Notes

- Header Files (in **/usr/include**)

- NeXTanswers

- UNIX **man**(1) command

- UNIX Manual Pages

- 1 User-level commands

Commands used by ordinary UNIX users

ls, vi, csh

- 2 System calls

Low-level system facilities

open(), pipe(), fork()

- 3 Library calls

Higher-level, frequently-used facilities
fopen(), printf(), malloc(), cos()

4 Device interfaces

Information about accessing, controlling (usually) I/O devices

sg, sd, null

5 File formats

What various system files look like
aliases, Mach-O, dumpdates, fstab

6 Games

Not shipped

7 Miscellaneous

Stuff which belongs nowhere else
ASCII collating sequence, xroff macros

8 Maintenance commands

Commands used to administer the system
su, dump, ifconfig, ping

The UNIX File System and NFS

| | |
|---------|----------------------------|
| . | Hierarchy |
| / | File system root directory |
| bin | Standard binaries |
| dev | → /private/dev |
| etc | → /private/etc |
| usr | User-related things |
| bin | More binaries |
| ucb | Berkeley extensions to V7 |
| etc | Other things (executable) |
| adm | → /private/adm |
| lib | Libraries |
| local | Local enhancements |
| ... | |
| private | Local files |

| | |
|------------|---------------------------|
| adm | Administrative stuff |
| dev | Device special files |
| etc | Local configuration files |
| tmp | Temporary file storage |

...

| | |
|-------------------|--|
| tmp | → /private/tmp |
| lib | More library stuff |
| lost+found | Files fsck(8) ^a reconnected ^o |

- File system integrity

- NFS Ð the Network File System

- ^aTransparent^o network file access

- Heterogeneous, multi-vendor (including non-UNIX)

- Mount options: rw, hard, bg, intr

Valid for 1.0, 2.0, 3.0, 3.1