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A/UX: Questions and Answers (11/95)

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TOPIC ---

This article contains frequently asked questions (FAQ) about A/UX?

DISCUSSION --

Question: A/UX supports the Comm Toolbox. Can I drag tools from Mac OS and use
them with A/UX, or must they be special versions?

Answer: If the tool uses a low-level communication protocol that A/UX supports
(for example, serial, MacTCP), there is a good chance that the tool will work
under A/UX. However, if the tool uses something unsupported, such as DECnet, it
will not function properly under A/UX.

Question: MacTCP works on A/UX. Is it the same as on Macintosh OS, a special
version, or a switch toward "native TCP/IP on A/UX"?

Answer: The MacTCP on A/UX is a special version of MacTCP for A/UX. The
Macintosh OS version of MacTCP lets a non-Ethernet-based Macintosh run IP-based
communications programs over LocalTalk by encapsulating IP packets into DDP
packets. The A/UX version of MacTCP does not support this option.

Question: MacX works on A/UX. Is it the same as on Macintosh OS, and in this
case, is the "MacTCP tool" in the Comm Toolbox the same as on Macintosh OS?

Answer: The MacX server under A/UX is identical to the MacX under Macintosh OS.
So is the "MacTCP Tool" in the A/UX Extensions folder. If you intend to use a
version other than that supplied with A/UX, refer to the MacX User's Guide for
correct installation instructions.

Question: Does "X Window System native" work only in the Console Emulator
session type, or does it work with other sessions types?

Answer: The "Native X11 Window System" can work only in the "Console Emulator"
session type under A/UX.

Question: Why is UFS quicker than SVFS?

Answer: According to the original implementors of Berkeley Fast File System
(UFS), the UFS provides up to ten times the file access rate of the traditional
UNIX file system (SVFS). The performance enhancements include better locality of
reference in the file system structures and support for large block sizes. In
addition, the BSD UFS provides support for file-locking, symbolic links, "long"
file names, 32-bit inodes, and resource quotas. In A/UX, however, A/UX UFS does
not support resource quotas.

Question: What are the main improvements of X11R4 compared with X11R3?

Answer: In general, compared to X11R3, the code of X11R4 is smaller, and the
performance of X11R4 is faster. It also provides a variety of bug fixes in
X11R3.

Question: What is the Xaw Athena Widget Set?

Answer: The Xaw Athena Widget Set is a set of user interface components known as
widgets, including scroll bars, menus, and buttons, and so on. The Xaw Athena
Widget Set is included in the standard X11 distribution. In A/UX Native X Window
System, the /usr/lib/libXaw.a library is the Xaw Anthena Widget Set.

Question: How does A/UX manage an A/UX Toolbox application, compared with the
MultiFinder Toolbox, which is not "re-entrant"? Are all managed by the startmac
process?

Answer: It is managed by the UI (User Interface) device driver and the MF
(MultiFinder) under A/UX. Note that MultiFinder under A/UX follows the Macintosh
paradigm for cooperative tasks and does NOT create a new or different one from
the Macintosh.

Question: When an application uses the Toolbox, the calls are trapped (GetFile
is changed in open or fopen, for instance). Is it the same for A/UX and
Macintosh OS applications?

Answer: Yes, A/UX performs the same as it does under Macintosh OS. Toolbox
applications share the same address space with Macintosh applications in that
they have access to the application and system heaps, low-memory globals, and so
on.

Question: Do communications cards, like Serial NB and others, work under A/UX?

Answer: It seems that the Apple Serial NB Card does not have a driver for A/UX yet. We would think both the AST-ICP card and the SuperMac Comm card should continue to work under A/UX.

Question: Is there an implementation of Open Look on A/UX?

Answer: Neither Tech.Comm nor A/UX Engineering knows of a port of AT&T Open Look for A/UX.

Question: Can MacX on A/UX manage several screens?

Answer: MacX server under A/UX supports only one screen (display). It does the same as under Macintosh OS.

Article Change History:
28 Nov 1995 - Updated format and added keyword.
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