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A/UX 2.0: Fitting It on a 40MB Disk (9/94)

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TOPIC -----

Can a usable A/UX 2.0 be squeezed onto a 40MB disk? Is there a suggested configuration or list of directories to remove to "shoehorn" it into that size? What is the minimum, suggested swap space?

DISCUSSION -----

The following is a list of "du" (disk usage) from the A/UX 2.0 Root system, which tells the size of each directory in 512-byte blocks.

/*UNIX*	2900
/bin	5122
/dev	38
/etc	12874
/shlib	458
/usr/bin	8926
/usr/adm	28
/usr/catman	6218
/usr/dict	410
/usr/etc	1928
/usr/games	1400
/usr/include	2882
/usr/lib	12394
/usr/spool	448
/usr/ucb	3296
/lib	4464
/mac/bin	4594
/mac/lib	7344
/mac/src	504
/mac/sys	6238

Total	82,466 blocks

If A/UX 2.0 is purely used for NFS purposes only, it might be possible to squeeze the size and fit it on a 40MB disk. However, it might take some time to go through each of the files and/or directories and determine which to keep or to remove.

In general, a lot of files and/or directories like /usr/catman, /usr/games, /usr/dict, /mac/src, may be removed.

The default Swap size in A/UX 2.0 is about 18MB. 14MB was the default swap size used in A/UX 1.1.1 and before. This increase is mainly for A/UX 2.0 MultiFinder activities. If you do not have many Macintosh applications and/or specifically A/UX applications like C language compilations running on the system, it may be reduced to below 10MB. Furthermore, if you have plenty of physical RAM, 16MB or 32MB for example, you may reduce more swap space.

Again, this is still the "It depends..." type of question. We can't give an exact number on the size of Swap area and also, which files/directories should be kept or removed. You probably need to play the "try and error" game to knock the system below 40MB.

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