

Release Notice:

Looking Glass® for AViiON® Computers

Revision 2.2

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Part Number

085-600302-01

This release notice applies to Model Number P001A

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CONTENTS

- 1. Introduction3
- 2. Product Description3
- 3. Environment3
 - 3.1 Hardware3
 - 3.2 Software3
- 4. Enhancements and Changes3
 - 4.1 New features in Looking Glass4
 - 4.1.1 OPEN LOOK GUI look-and-feel4
 - 4.1.2 Drag and Drop capability4
 - 4.1.3 Motif keyboard navigation5
- 5. Notes and Warnings5
 - 5.1 Notes5
 - 5.2 Warnings6
- 6. Documentation6
- 7. Software Distribution7
 - 7.1 Media7
 - 7.2 Files7
- 8. Installation Instructions7
- 9. Preparing a Software Trouble Report (STR)7
 - 9.1 Software Problems8

1. Introduction

This release notice describes Looking Glass® (LG) a desktop manager for DG/UX™ X Windows. Included are instructions for installation and notes on getting started. A line printer version of the document can be found in `/usr/opt/X11/release/X11.lg_2.2.rn`.

2. Product Description

Looking Glass is a desktop manager for DG/UX X Window system providing a visual environment for running programs and manipulating files. Extensive use of icons and OSF/Motif™ compliance provide power and ease of use. The product allows the user to copy files by dragging them between directories, and to start programs by double-clicking on their icons. Its behavior can be customized to fit a particular user's needs.

3. Environment

3.1 Hardware

Looking Glass requires an AViiON® system with a minimum of 12Mb of memory. An X display system, such as an AVX-30 or AViiON workstation, is also required.

3.2 Software

The AViiON system must be running DG/UX 5.4.1 or later and a compatible revision of the X Window System™.

4. Enhancements and Changes

Looking Glass and the Looking Glass Professional product are now combined into a single binary, providing the user with either Looking Glass or Looking Glass Professional, depending upon the licence number used.

You have received a single user license number with your DG/UX package which will activate the Looking Glass component of the product. If you would like to increase the number of users able to access your LG product at one time, please see your license number sheet for whom to contact. Note that license numbers for the LG 1.0 product line will not activate LG 2.0 and beyond product revisions.

Please reference the *Looking Glass User's Guide* for a complete list of LG features. LGP portions of the product are grayed out in the *Looking Glass User's Guide*. Note that many LG 1.0 features are not present in LG 2.2, but can be obtained by upgrading to LGP 2.2.

lg_merge is no longer part of the Looking Glass release. Please see the *Looking Glass User's Guide* for the **icon_merge** utility which provides similar functionality.

4.1 New features in Looking Glass

This section describes the following new features available in Looking Glass 2.2 which are not documented in the *Looking Glass User's Guide*:

- OPEN LOOK® GUI look-and-feel
- Drag and drop capability
- Motif keyboard navigation

4.1.1 OPEN LOOK GUI look-and-feel

Looking Glass now supports the OPEN LOOK GUI look-and-feel. There are many visual differences between the Motif look-and-feel (illustrated in the Looking Glass User's Guide) and the OPEN LOOK GUI look-and-feel, but most of the user interface items function in the same way.

Looking Glass automatically invokes the appropriate look-and-feel based on which window manager you are using. If the Motif Window Manager (**mwm**) is running, Looking Glass starts up with the Motif look-and-feel. If the OPEN LOOK GUI window manager (**olwm**) is running, Looking Glass starts up with the OPEN LOOK GUI look-and-feel. OPEN LOOK GUI's two-dimensional appearance is supported on monochrome monitors, and the three-dimensional appearance is supported on color monitors.

It is recommended that you use the look-and-feel corresponding to your window manager, but it is possible to force one or the other look-and-feel by running Looking Glass with the `motif` or `openlook` argument. For example:

```
lg -laf motif &
```

or

```
lg -laf openlook &
```

For more information on specifying arguments at start-up, refer to Chapter 1, "Getting started in Looking Glass" in the *Looking Glass User's Guide*.

If you are using the OPEN LOOK GUI look-and-feel and a color monitor, you have the option of setting user interface colors with Looking Glass's Color Preferences dialog, or with the Open Windows Workspace Properties window.

If you use the Looking Glass Color Preferences command, any color preferences you have previously set with the Workspace Properties window will be overridden in Looking Glass.

If you have set colors using the Color Preferences dialog, you can force Looking Glass to use the colors specified in the Workspace Properties window by removing the **lg_colors** file from the **lg** subdirectory of your home directory. For more information on setting color preferences with Looking Glass, refer to Chapter 12, "Changing Looking Glass preferences" in the *Looking Glass User's Guide*.

4.1.2 Drag and Drop capability

Looking Glass now supports the "drag and drop" method for loading a file. The drag and drop method works with applications that conform to Sun Microsystems' drag and drop protocol. This protocol provides the connection between directories or files that you drag and drop, and running

applications that receive the drop. The receiving program must be running; however, you can drop objects on an application whose window has been iconified. The receiving program determines the action taken on the dropped directory or file. For instance, if you drop a text file into a window that is running a text editor program, the text file may be displayed in the window (it may replace the contents of the window). You can still move or copy files in Looking Glass by dragging and dropping them onto a directory icon or into a Directory window.

To drag and drop objects:

- Select a directory or file that you want to drop.
- Drag the directory or file to the window in which the receiving program is running.
- Drop the selected directory or file by releasing the mouse button.

The receiving application then decides what action to take on the dropped directory or file.

4.1.3 Motif keyboard navigation

If you use Looking Glass with the Motif look-and-feel, you can now navigate Looking Glass without the mouse, using keyboard functions only. Full keyboard operation of Looking Glass is only available under the Motif look-and-feel.

Under the Motif look-and-feel, you'll notice that menus and menu items now have an underlined letter in their name. This letter, in combination with the Alt key, lets you open the menu or select an item without using the mouse. All Looking Glass accelerator keys still work as described in the *Looking Glass User's Guide*. Using keyboard navigation, you can do anything you can do with a mouse, including:

- Open menus
- Choose menu items
- Select and unselect check boxes
- Move from item to item in a dialog
- Move from window to window on the workspace

For complete instructions on using keyboard navigation, refer to Section 2.10 of the *OSF/Motif User's Guide*.

5. Notes and Warnings

This section offers helpful hints for setting up and using Looking Glass. Please read through this section before installing the product and use it as a reference if any problems occur during installation or anytime you use Looking Glass. You have also received the *Looking Glass Installation Guide* with your DG/UX package. Refer to that guide for additional installation information to complement the information in this section.

5.1 Notes

1. Looking Glass executables are located in the directory: **/usr/opt/X11/lg/bin**. They are also linked to **/usr/X11/bin**. One of these two directories must be on each users path.
2. Looking Glass files are located in the directory: **/usr/opt/X11/lg/visix**.

3. This release includes the **icon_merge** development tool. **icon_merge** is a shell script that installs rules and icons into the Looking Glass rule and icon sets.

5.2 Warnings

Please read this section carefully as it contains important information on alterations to the Looking Glass product.

1. If you have created your own file typing rules within the `ftc` directory for Looking Glass 1.0, you will need to do one of the following:
 - re-create them in the `/usr/opt/X11/g/visix/ftc` directory and install the new rules. See chapter 13 of the *Looking Glass User's Guide* for directions.
 - or save them prior to LG 2.2 installation and install those rules in `/usr/opt/X11/g/visix/ftc` for Looking Glass 2.2. See the *Looking Glass User's Guide* for details on how to define, compile and install file typing rules.
2. Your Looking Glass 1.0 license number will not work for Looking Glass 2.2. You have been given a 2.2 Looking Glass single user license number with your DG/UX package, be sure to use the new license number when starting up **vls**. If you would like to increase the number of users able to access your LG product at one time, please see your LG 2.2 license number sheet for whom to contact.
3. Looking Glass 1.0 and Looking Glass 2.2 passwords and file structures are not the same. A network with multiple versions of DG/UX (for example 5.4 and 5.4.1 systems) can not expect compatibility between LG 1.0 and LG 2.2 license numbers and license servers (**vls**). Only 5.4.1 systems can use the LG 2.2 license server residing on a 5.4.1 system.
4. Whenever the user opens a directory window on a writable directory, Looking Glass creates a small file, **.lgdb**, in that directory. This can conflict with some programs and tools. In particular, the directory `/etc/sm` should not be left with a **.lgdb** file, as it will cause an error the next time the network is brought up.
5. Looking Glass and the icon editor cannot be run concurrently on an AVX-30 with 1.5Mb of memory. To run the icon editor, quit Looking Glass and start `vice` from your shell.

6. Documentation

The following documentation is provided with Looking Glass:

Part Number	Description
085-600302-01	<i>Looking Glass Release Notice</i>
069-100357-01	<i>Looking Glass User's Guide</i>
069-100466-00	<i>Looking Glass Installation Guide</i>

Please read this release notice before reading the *Looking Glass Installation Guide* and/or the *Looking Glass User's Guide*. Initial installation instructions are provided in this notice.

7. Software Distribution

7.1 Media

Looking Glass software is included with DG/UX 5.4.1 X Windows. See the DG/UX X Windows release notice for a description of the media.

Additional Looking Glass license numbers can be obtained via the following part number:

Part Number	Description
069-100467-00	Looking Glass License

7.2 Files

Looking Glass file names are listed in the file `/usr/opt/X11/release/X11.lg_2.2.fl`. Also, `.lgdb` files are created in every directory opened as a Looking Glass directory window. These files enhance product performance.

8. Installation Instructions

Installation of this package requires 3000 blocks of free space. The load point is `/usr/opt/X11/lg`. The name of the package is **X11.lg**

See *Installing the DG/UX™ System* for details on installation of Looking Glass. Typically, Looking Glass is installed along with DG/UX X Window System.

Additional steps are necessary if you need to run the Visix License Server or wish to build the Looking Glass directory database. These procedures are explained in the *Looking Glass Installation Guide* provided with your DG/UX documentation set.

Note: Exactly one machine per network must run the Visix license server (**vls**).

9. Preparing a Software Trouble Report (STR)

If you believe you have found an error with the Looking Glass software or its documentation, or if you have a suggestion for enhancing or improving the product, use a Data General Software Trouble Report (STR) to communicate this to DG.

The standard STR form is available on-line. It is called `/usr/release/STR_form` and is line printer ready. STR forms are also available from the nearest DG office or DG representative, or the Software Support Center. If your contract permits, you may report the information called for in this section to your Data General representative. To help us process STRs quickly, **please include only one problem or suggestion on each STR form**. Please follow these guidelines when filling out your Software Trouble Report:

1. List the name of the product as **Looking Glass**. List the release number as **LG 2.2**. Also list model number as **P001A**

2. Decide what kind of STR you are writing:
 - Enhancement: describe the proposed enhancement clearly and tell why you want it. The better we understand your desire, the easier it is for us to evaluate your request.
 - Documentation Error: list the title and part number of the document and list the page and paragraph (or section) containing the error. Please state exactly why you think there is an error.
 - Software Problem: clearly and specifically state the problem so that support personnel can try to reproduce it. See the section Software Problems below for more details.
3. On the STR form provide all of the following information:
 - Date
 - Name and revision of the product
 - Revision of the operating system
 - Names and revisions of other software this product uses
 - The CPU type and amount of memory
 - Terminal and printer types, if relevant
 - The command line, complete instruction, or program name that caused the problem
 - How often the problem occurs and how serious it is
 - The action(s) necessary to reproduce the problem
4. If the problem occurred soon after installing a new revision of the operating system, after installing Looking Glass, or after installing new hardware, note this.
5. If you received an error message, please write down the exact text (and number, if present) of the message. Also, note when you received the message.

9.1 Software Problems

Report any particular activity or program running on the system that seems to cause the problem. If the program is supplied by DG, report in detail the exact steps used to reproduce the problem. If the program is supplied by another vendor or written by an installation, include a copy of the program and its source code if possible. **Again, report in detail the exact steps used to reproduce the problem.**

You can shorten the time it takes to solve the problem by isolating the problem to the best of your ability. To do this, you might try to identify whether the problem is hardware dependent by trying it on different machines (if available).

For problems with terminals, printers, or modems send the device characteristics and the hardware settings.

If we cannot reproduce a problem due to lack of detail (i.e. program module, breakfile, macro, or other crucial file), it will delay answering the STR. Sometimes, it is necessary to close the STR with the answer "not reproducible" or "insufficient information".

To avoid this, please:

- Include the smallest possible application that demonstrates the problem. This can be a shortened version of the original application. Make sure you send any necessary shell scripts or configuration files needed to reproduce the problem.
- Include a text file on the media describing the application sent, calling hierarchy (if one exists), and what you've done to track down the problem. You can send hard copy, but a text file is preferable.
- Clearly label the media, giving format, contents, density, buffersize, and date. Verify that the media is readable.

End of Release Notice

