

# Release Notice:

## FrameMaker<sup>®</sup> Revision 1.3

April 1990

Part Number 085-600223-00

This Release Notice applies to Model:  
A012A

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## 1. Introduction

This release notice describes the FrameMaker<sup>®</sup> software product for Data General's family of AViiON<sup>™</sup> computers. In addition, this notice also includes information not currently available in the product manuals (e.g., information developed after the current manuals were printed, or corrections to current manuals).

This product consists of the following parts:

Description	Part Number
FrameMaker 1.3 release notice, English	085-600223-00
FrameMaker 1.3 release notice, French	085-600226-00
FrameMaker 1.3 release notice, German	085-600227-00
FrameMaker 1.3 release media	Listed in sect. 7.1 of this release notice

You may print additional copies of this release notice, and the others mentioned above, once you have installed the appropriate release of FrameMaker 1.3. You will find these release notices in /usr/release. The release notices are named as follows: FrameMaker\_1.3.rn, FrameMaker\_1.3\_rn.ps, FrameMaker\_1.3\_German.ps, and FrameMaker\_1.3\_French.ps. All of these files are in PostScript format except for FrameMaker\_1.3.rn, which is the ascii version of FrameMaker\_1.3\_rn.ps. Please read this release notice completely before installing FrameMaker 1.3. Detailed installation instructions are provided in this notice.

## 2. Product Description

FrameMaker is a computer-aided publishing software package, developed by Frame Technology, that runs under the X Window System<sup>™</sup>. FrameMaker combines text handling, page layout, and graphics into one powerful package. The commands are straight forward and completely interactive and the results are truly WYSIWYG. The user interface includes pull-down menu bars and icons, a fully programmable keyboard, and allows data exchange between windows and other X Applications. A complete drawing package is provided that allows you to create sophisticated drawings, professional charts, and company logos. FrameMaker also includes a powerful extraction and formatting program that creates a table of contents, index, and customized list. It also prints your entire book as a unit. FrameMaker supports both bit-map and postscript files which allow you to integrate complex graphics with your text.

International FrameMaker 1.3 is available with a completely localized French and German user interface, including translated on-line help and user's manual. The German and French versions offer hyphenation and a spell checker for those languages. Using the paragraph language attribute, you can specify which spell checker and hyphenation rules to use for each paragraph. This is a welcomed functionality for multilingual documents. Fonts for multiple languages can also be mixed within the same document.

The FrameMaker Graphics FilterPak and the Document FilterPak provide conversion programs from popular formats to FrameMaker compatible formats. These filters are available as separate products from Data General Corporation.

In addition, sample Clip Art is provided with the FrameMaker release. This Clip Art was provided by Fusion Graphics. Additional Clip Art can be ordered directly from Fusion Graphics.

### **3. Environment**

#### **3.1 Hardware**

FrameMaker will run on the Data General AViiON series machines with a minimum of 12 MB of memory and with a cartridge tape drive. You will need 10 MB of free disk space in order to install the USEnglish version of FrameMaker. In order to install the International version of FrameMaker, you will need approximately 12.5 MB of free disk space. An AV-30 X-Window Display Station for the AViiON server series and an AV Series Monitor, model 6486 (monochrome) and model 6487 (color), for the AViiON workstation series are required for full graphics support. If you choose to use an AV-30 X-Window Display Station, you will need a minimum of 1.5 MB of memory for the X-Window Display. Supported printers include the Data General 12 PPM Laser Printer with PostScript® Interpreter (Model 6480).

#### **3.2 Software**

FrameMaker requires DG/UX release 4.20 or later and X11 revision 3. Both NFS and DG TCP/IP must be installed on your system.

### **4. Enhancements and Changes**

This is the first release of FrameMaker.

### **5. Notes and Warnings**

#### **5.1 Notes**

1. If you are previously familiar with FrameMaker, please remember that on the Data General family of AViiON computers, the Alt key, on the 101-key keyboard, replaces the Meta key on other keyboards. The Alt key is located on both sides of the space bar.
2. For FrameMaker Revision 1.3, the *install\_dir* used in the FrameMaker manuals, refers to `/usr/opt/frame1.3`.
3. Data General does not currently support FrameWriter, FrameViewer, or the Impress printer driver.

4. FrameMaker can print to any PostScript and PostScript-compatible printer. In order to print, the PostScript printer must be installed on your system. Refer to your PostScript installation instructions for more information, if needed. FrameMaker normally sends its output to the printer device known as `ps`, which is an abbreviation of PostScript.
5. FrameMaker allocates additional virtual memory when you open documents, and that memory is not released until you quit FrameMaker. If you open a very large document (more than 100 pages), you may want to restart FrameMaker when you are done editing this file so other applications can use this virtual memory.
6. If FrameMaker is unable to find the `.makerinit` directory, it displays the following message:

Where is .makerinit?

There are two possible reasons FrameMaker is unable to find `.makerinit`:

- ) `.makerinit` may not be in one of the places where FrameMaker looks for it. (FrameMaker searches in this order: the current directory, your home directory, the directory in which FrameMaker was installed)
  - ) You do not have read permission to this directory or to the files and directories it contains. You must have read permission to all the files and directories in `.makerinit`. If you are unfamiliar with permissions, consult your operating system documentation or your system administrator.
7. You must have read permission on a file to open it with FrameMaker. If you don't have permission, an alert box tells you that the file is unreadable. To set permissions on a file, use the DG/UX `chmod` command.
  8. The "classic" LaserWriter (PostScript version 23.0) has a problem in its serial I/O driver that causes the printer to time out. If you have this model LaserWriter, you should send the LaserWriter patch (`uartpatch.ps`) to the printer whenever you turn it on. To send the patch to the LaserWriter, type this command:

```
lp -dps /usr/opt/frame1.3/uartpatch.ps
```

In the `/usr/opt/frame1.3/postscript` directory, you'll also find a PostScript program, `BannerOff.ps`, that suppresses the printing of the banner page when you turn the LaserWriter on and extends the serial I/O time out to 90 seconds. Unlike the UART patch, the printer "remembers" this patch; you do not have to send it each time the printer is turned on.

9. If there is insufficient memory for the printer driver or if the printer is in an unusual state, documents may be printed with missing images. Quit some windows and print the document again. Another possible cause is that the image file is invalid; try importing the image file again.
10. If large sections of your page are hard to read, first make sure the print density on your printer is set correctly. If this is not the problem, your toner cartridge may need to be replaced.

11. If the bitmap images contain white lines or dots or the output is not what you expected, some previous job has either put the printer in an unknown state or left objects in the printer's memory. Therefore, there is not enough memory for the printer to compose the current page. Turn the printer off and on and print the document again.
12. Support for PostScript printers is not delivered with DG/UX 4.20. The complete PostScript driver is available from Data General and is distributed as part of the Contributed Software tape, model number R006AZN20A. If you do not have this tape, you can use one of the PostScript drivers that are provided with FrameMaker. `/usr/opt/frame1.3/release/fps_9600` is the 9600 baud PostScript print driver and `fps_2400` is the 2400 PostScript print driver. These drivers will only allow you to print PostScript files to your PostScript printer. In order to print regular text files to the PostScript printer, you will need to purchase the Contributed Software tape. If you choose to use one of the PostScript drivers offered with FrameMaker, copy `fps_9600` or `fps_2400` to `/usr/spool/lp/model` on your system. When you set up the printer using `sysadm lpadm`, use `fps_9600` or `fps_2400` as your model. If you are setting up your printer off your server, you will need to move the print driver to your server. Only use `fps_2400` if your printer does not print complex documents correctly at 9600 baud.
13. FrameMaker stores the filename of an imported bitmap, instead of copying the file into the document. If the filename is a full pathname, FrameMaker searches for the file as specified. If the filename is relative, FrameMaker searches in this order for the files: directory specified in the image file's relative pathname; directory containing the document file; directory you were in when you started FrameMaker; your home directory; and the first `.makerinit` directory FrameMaker finds.
14. FrameMaker supplies you with two different font sets; one available for a standard PostScript printer and one available for a PostScript "plus" printer. Refer to your *FrameMaker Reference Manual*, Appendix D, "Customizing FrameMaker", for further information on setting up FrameMaker for a particular font set.
15. Set your `DISPLAY` environment variable to the workstation where your X Server resides using the appropriate DG/UX command for your specific shell (bourne or C shell). For example, to set the display on workstation london in the C shell, type  

```
setenv DISPLAY london:0
```
16. If FrameMaker returns the message, "Server Protocol Violation", check the date on your server and your workstation to make sure that dates are within 4 hours of each other.
17. If you draw a frame on a document's master page and put objects in that frame, those objects will not appear on the screen when viewing other pages in the document, but will print out correctly on each page.
18. If you have text in an anchored frame at the bottom of a column, and the anchor symbol moves to the top of the next column as you add text, the text in the anchored frame may blink on and off. If the text is not visible when you stop typing, you can re-display the window by typing `Ctrl-l`.

19. The license server process (`rpc.frameusersd`) controls licensing, keeps track of how many licenses are available, and how long FrameMaker has been idle on a certain machine.
20. FrameMaker environment variable, `FRAMEUSERSD_HOST`, is automatically defined by either the `env.sh` or `env.csh` shell scripts when you install FrameMaker. This variable is set to the hostname of the machine running the license server process (`rps.frameusersd`).
21. FrameMaker environment variable, `FRAMEUSERSD_RC`, is automatically set by the `env.sh` or the `env.csh` shell scripts during FrameMaker installation. The variable is set to the pathname of the `autostart` script that starts the license server process.
22. If mouse and keyboard commands don't work as documented, make sure that your X window manager isn't set up to operate based on the same events. It has top priority for all mouse and keyboard events.
23. If you use the autoraise feature with your window manager, you may have a situation that seems to freeze up your monitor. If you move the mouse pointer to a window at the same time FrameMaker is displaying a dialog window, the non-FrameMaker window may raise above the FrameMaker dialog window. FrameMaker is now waiting for you to respond with an answer to the dialog box. However, you cannot type into the FrameMaker dialog box and cannot move the other windows to get to it. In this case, type `Ctrl-c` to abort the FrameMaker dialog window or press `Enter` to take the default FrameMaker answer.
24. If a graphic does not display correctly after inserting or deleting text that is located on the same line, type `Ctrl-l` to refresh the screen.
25. In order to generate the dagger (†) character, you must use the following key sequence:

`Ctrl-q Shift-space`

26. In the FrameMaker documentation, we refer to certain keys which are labeled differently on the International keyboards than on the U.S. English keyboard. These keys are as follows: Enter, Shift, Ctrl, Delete, and Backspace. We also refer to keys by their character names; such as period, comma, hyphen, and space. The table below listed these keys with their equivalent labels and names for the corresponding keyboard.

<u>U.S. English</u>	<u>Italian</u>	<u>French</u>	<u>German</u>	<u>Spanish</u>	<u>U.K.</u>	<u>Swiss</u>	<u>Swedish</u>
Enter	Invio	Entrée	↵	↵	Enter	Enter	Enter
Shift	Shift	↑	↑	↑	↑ Shift	↑	Shift
Ctrl	Ctrl	Ctrl	Strg	Control	Ctrl	Ctrl	Ctrl
Delete	Canc	Suppr	Entf	Supr	Delete	Delete	Delete
Period	Punto	Point	Punkt	Punto	Period	Period	punkt
Comma	Virgola	Virgule	Komma	Coma	Comma	Comma	Kamma
Hyphen	Trattino	Cesure	Bindestrich	Guión	Hyphen	Hyphen	Bindestreck
Backspace	Spazio	Espace	Rücktaste	Retroceso	Backspace	Backspace	Backspace
	Precedente	arrière					
Space	Barra	barre	Leertaste	Barra	Space	Space	Blanksteg
	Spaziatrice	d'espacement		espaciadora			

27. The sequences documented in Appendix B of the *FrameMaker Reference Manual* works correctly on the German and the Swiss keyboard. In addition keys such as ß and ä, which appear on the keyboards are supported in the Standard Set. (In Appendix B, the middle column displays the Standard Set of "text" characters.) For example, in addition to using F8 to display the "ß" character, you can also use the key labeled with ß to display this character.
28. The sequences documented in Appendix B of the *FrameMaker Reference Manual* work correctly on the French keyboard. In addition, keys such as ç which appear on the keyboard are supported in the Standard Set. (In Appendix B, the middle column displays the Standard Set of "text" characters.) For example, in addition to using F9 to display the "ç" character, you can also use the key labeled with ç to display this character. The only exception to this, is the μ key. In order to create the μ key, you must use the key sequence 'm' and change the font set for the 'm' to Symbol.
29. The sequences documented in Appendix B of the *FrameMaker Reference Manual* work correctly on the Swedish and the UK English keyboards. In addition keys such as £ which appear on the keyboard are supported in the Standard Set. (In Appendix B, the middle column displays the Standard Set of "text" characters.) For example, in addition to using the sequence Ctrl-Q # to display "£" you can also use the key labeled with £.
30. The Spanish keyboard does not have an ascitilde (~) on any of the keys. The sequence AltGr-6 displays an ascitilde. Therefore any key sequence documented in Appendix B of the *FrameMaker Reference Manual*, which requires the use of an ascitilde, will require that the user generate the tilde by pressing AltGr-6. For example to obtain Ñ, the user presses the following sequence: Esc AltGr-6 A.



31. The Italian keyboard does not have a grave ( ` ), an asciitilde ( ~ ), a braceleft ( { ), or a braceright ( } ). The Italian keyboard has been mapped so that these characters are available via the key labeled AltGr. The keys to which these characters are assigned are as follows:

grave	Key ? and '
asciitilde	Key ^ and `
braceleft	Key ( and 8
braceright	Key ) and 9

## 5.2 Warnings

1. If you are running FrameMaker under the Motif Window Manager (mwm), do not use the CLOSE option from the mwm menu. This option will stop the FrameMaker application.
2. If you store a marker or anchor character within a word, such as the word xxxx, the Search command will not find that word if asked to search for xxxx (the imbedded marker or anchor character stops search from recognizing the word). To avoid this problem, store markers and anchor characters only at the beginning or end of words. See the Markers and Anchored Frames commands for instructions.
3. The Edge Gap option on the Distribute command can be used to spread objects out in such a way that they move to a position that is beyond the edge of the page. On the screen, it looks as if some of the objects have disappeared. If those objects are then deselected, it will not be possible to reselect them for use in the document. To correct this problem, either use the Undo command immediately after using the Distribute command, or reuse the Distribute command immediately (to specify a smaller edge gap).
4. Due to a PostScript limitation, a document containing a large polygon that has many intersecting edges may not print correctly. To correct this problem, construct the complicated polygon by drawing several less complex polygons.
5. If a link to an imported image in a document does not resolve to an existing image, and you use this file within fmbook, fmbook will terminate abnormally.
6. One of the options on the Print dialog allows you to print your document to a file. You can specify the filename and directory FrameMaker prints the file to in the Printer File box on the Printer dialog. After converting the file in a temporary directory, the printer driver attempts to copy the printer file to the filename shown in the Printer File box. If the file system becomes full during the copy, however, the printer driver stops, displaying a message in the Console window and leaving a partially complete printer file. To correct this problem, try printing to a file in a file system that has enough room for your printer file. You can also remove files from the file system that is full and try again.

7. When you are positioned in a textrect that is not connected to another textrect, and try to type beyond the available space within the textrect, the system bell will beep each time you type a key. If you type beyond this available space, you may lose characters and/or repeat characters. To avoid this, make sure that your textrects are connected to other textrects when you want to type beyond the available space within that textrect. This does not occur on the X terminal.
8. International users of FrameMaker should be aware that ASCII text file created with vi and other editors which contain characters from the extended character set are not imported correctly into FrameMaker. Characters such as ü, ç and ò will be displayed as a series of question marks, rather than the actual characters.

## 6. Documentation

The following manuals are available for release 1.3 of FrameMaker:

Publication	Part Number
FrameMaker User's Manual, English	069-100333-00
FrameMaker User's Manual, French	069-000468-00
FrameMaker User's Manual, German	069-000469-00
FrameMaker Reference Manual	069-100332-00

## 7. Software

This section describes the FrameMaker release media organization and files.

### 7.1 Media

The media distribution format for FrameMaker is a QIC cartridge tape(37mb).

Part Number	Description
079-600049-00	37MB QIC Cartridge tape

## 7.2 Organization

### Magnetic Tape Organization

Vol	File	Name	Size	Type
1	0	empty	248	image
1	1	XDRTOC	500	toc
1	2	USEnglish_FrameMaker_1.3__usropt	8204288	tar /usr/opt
1	3	USEnglish_FrameMaker_1.3__usr	5120	tar /usr
1	4	International_FrameMaker_1.3__usropt	11968512	tar /usr/opt
1	5	International_FrameMaker_1.3__usr	5120	tar /usr
1	6	Clip_art__usropt	1982464	tar /usr/opt

## 7.3 Files

This is a list of the main directories and files on the FrameMaker release tape. For a complete list of files distributed on the FrameMaker Revision 1.3 release tape, refer to the file `/usr/opt/frame1.3/release/FrameMaker_1.3.fl` for the USEnglish version, to the file `/usr/opt/frame1.3/release/Inter_FrameMaker_1.3.fl` for the International version, and to the file `/usr/opt/ClipArt/release/ClipArt.fl` for the ClipArt samples.

### Directories (`/usr/opt/frame1.3`)

#### Contents

<code>.makerinit</code>	Miscellaneous files used by FrameMaker including font, help, template, and configuration files.
<code>bin</code>	User-executable files and shell scripts.
<code>docs</code>	Sample documents. Within this directory is a subdirectory containing the training materials for USEnglish. If International FrameMaker is installed, this directory will also contain UKEnglish, German, and French training materials.†
<code>postscript</code>	Sample PostScript files.†
<code>source</code>	C source code to help you write your own input filters, etc.†

† You can delete this directory without affecting the function or operation of the system.

## Executable files and scripts (/usr/opt/frame1.3)

### Function

- fminstall** An installation script that puts `/usr/opt/frame1.3/bin` on the user's path. It also sets the value of `FMHOME` to `/usr/opt/frame1.3` and can be used to install LaserWriter Plus fonts.
- fmlicense** A script that prompts for password and licensing information and then stores the information in the `frameusers` file.

## Executable files and scripts (bin)

### Function

- fmbook** A program that creates tables of contents, indexes, and can be used to batch print a list of documents without entering FrameMaker. See also `fmprint` in this section.
- fmindexer** A program called by `fmbook` to generate indexes.
- fmliater** A program called by `fmbook` to generate lists such as tables of contents.
- fmcolor** A script that converts color (or monochrome) bitmaps files, such as `color xwd` files, into monochrome, `xwd` files. For instructions, type `fmcolor` at the prompt.
- fmcopy** A script that copies directories from one place to another, preserving symbolic links and permissions.
- fmmail / fmmaili** Scripts that send FrameMaker documents using DG/UX uucp and internet mail facilities. For instructions, type `fmmail` and/or `fmmaili` at the DG/UX prompt.
- fmprint** A script that prints a list of FrameMaker documents without your having to start FrameMaker. For instructions, type `fmprint` at the DG/UX prompt.
- lwinit** A script that sends the `uartpatch.ps` file to the LaserWriter. To avoid timeout messages, execute this shell script whenever the LaserWriter is turned on. This script is not necessary if you have a LaserWriter Plus.
- lwrestart** A script that restarts the LaserWriter spooler program if it is hung.

## Executable files and scripts (.makerinit)

### Function

- autostart** A script that starts the license server process automatically.
- env.csh** A C shell script that automatically sets environment variables for the licensing process.

env.sh A Bourne shell script that automatically sets environment variables for the licensing process.

### **Filters (bin)**

#### **Function**

fmAfm2bfm A filter that converts Adobe font metric files to FrameMaker bfm files.

fmMacPaint2rf A filter that converts a MacPaint file into FrameMaker raster format.

fmMfont2bfont A filter that converts a single Macintosh font created by `fmScreen2mfonts` to a FrameMaker bfont.

fmScreen2mfonts A filter that splits a Macintosh screen font set into individual Macintosh font files.

fmAdobeMacFont A filter that converts Adobe printer fonts (from Macintosh disks) to fonts that you can download to the PostScript printer using the `lp` command.

fmAdobePCFont A filter that converts Adobe printer fonts (from IBM PC disks) to fonts that you can download to the PostScript printer using the `lp` command.

fmAbf2bfont A filter that converts PC screen font files into FrameMaker bfont files, creating the "official" PostScript font names.

### **Sample documents (docs)**

#### **Contents**

BarChart.mif A sample Maker Interchange Format (MIF) document. MIF is an ASCII interchange language for importing and exporting complete documents. This file, along with other MIF sample files, is stored in `docs`.

BigLetters.doc A document containing PostScript samples that create large or rotated text.

ClipArt.doc Business clip art.

Demo.doc The standard demonstration document for FrameMaker that shows you some of FrameMaker's features. Use this document to give demos.

Formats.mml A Maker Markup Language (MML) file called by `sample.mml` (see below).

HelpSymbols.doc A keyboard map for Symbol font and Times Roman. Common math symbols (such as large parentheses) are also available.

PieChart.mif Like `BarChart.mif`, a MIF document.

Sample.mml A sample Document in MML.

### **PostScript files (postscript)**

#### **Contents**

BannerOff.ps PostScript code to suppress printing of the banner page when you turn on the PostScript printer. By changing this file, you can also increase the speed of the serial port.

ehandler.ps            PostScript code to turn on error handling when it has been turned off in your printer. Download this file to the printer to enable error handling.

test.ps                A simple PostScript program used to test printing.

uartpatch.ps          PostScript code to correct an intermittent bug in the serial port of all LaserWriters (not LaserWriter Plus).

## 8. Installation Instructions

### 8.1 Load FrameMaker

Before you begin the FrameMaker installation process, we suggest that you first create a logical disk that will be used for FrameMaker. If your physical disks are already completely partitioned, you must skip this step, but you must have at least 20,000 free blocks available in `/usr/opt` to load FrameMaker, 25,000 free blocks available in `/usr/opt` to load International FrameMaker and 4000 free blocks available in `/usr/opt` to load Clip Art. If you plan to load the FrameMaker FilterPaks, you must also have an additional 1000 blocks for the Document FilterPak and an additional 2000 blocks for the Graphic FilterPak. The FrameMaker and International FrameMaker packages will be installed in the `/usr/opt/frame1.3` directory. The Clip Art package will be installed in `/usr/opt/ClipArt`.

To create a separate logical disk for FrameMaker, follow the steps in *Installing and Managing DG/UX*, chapters six and seven.

To install USEnglish FrameMaker, International FrameMaker, and/or Clip Art samples, log in as root, and type the following:

```
# sysadm loadpackage
Release Area? [PRIMARY] <NL>
Tape Drive [0]? 0
Is the tape mounted and ready? y
```

The `loadpackage` program will prompt you with the name of each package on the tape and ask if it should be loaded. If you wish to use both USEnglish and International versions of FrameMaker, you only need to load International FrameMaker. If you load both USEnglish FrameMaker and International FrameMaker, the packages will NOT load correctly. Take the default answer (yes) for the packages you would like load, otherwise type `n <NL>`.

You will then be prompted for some additional information before loading will begin:

```
List file names while loading [yes]? <NL>
Mount Volume 1.
Is the tape mounted and ready? y
```

To setup the package and install the maker(1) or imaker(1) man pages, type the following:

```
# sysadm setuppackage
```

The Clip Art samples do not require additional set up procedures after loading.

If you are installing FrameMaker for more than one user, you must put the files in a directory for which all users have read and execute permission. The directory must also be mounted on all users' machines.

After setuppackage completes, you must contact Data General to obtain a password and licensing information.

## 8.2 Obtain a Password

If your FrameMaker package contains a notice stating your Password number, please skip to *8.7 Applying the Password*. If it does not, you will need to determine your system's Hostid (see instructions under 8.3), and gather your licensing information using one of the forms in sections 8.4 or 8.5.

## 8.3 Obtain the Hostid

The license server host is the machine that runs the license server process. It can be any machine; it does not have to be the machine on which you have installed the FrameMaker files (the installation machine). However, `/usr/opt/frame1.3`, the installation directory, must be mounted on the license server host. If you do choose to mount the installation directory, you must verify that the NFS lock servers are running on both systems (the system with the installation directory and the system mounting the installation directory). To verify, view the file `/etc/nfs.params` and check to see that the `NFSSERV_DEMONS` line is set up as below:

```
NFSSERV_DEMONS="mountd nfsd lockd"
```

If the line is not set up correctly, work with your system manager to change the file. You must export the NFS mounted file system with root access. Please refer to the `exports(5)` man page for further information. Be aware that once you export the file system with root access, anyone with superuser privileges can tamper with the root owned files.

If you are installing FrameMaker on a network, we recommend that you specify a backup server host. (If you are installing FrameMaker on a single workstation, then you won't have a backup server host.) The backup server host is a machine that can run the license server process if the main server host is shut down for a while. The installation directory, `/usr/opt/frame1.3`, on this machine must be mounted by all FrameMaker users.

There are a number of options available to you as you decide which machine will run the license server program. If you plan to run FrameMaker on workstations which are not

networked, then you will have to run the FrameMaker license server on each individual workstation. However, if you are installing FrameMaker 1.3 in a networked environment, then you have a number of options available to you. In a networked environment FrameMaker users can obtain licenses from any host which runs the license server program. You may wish to designate one machine on your network or subnet as a license server. For example, if you have an AV5000 on a network with an AV310 and a diskless AV300, you may wish to run the FrameMaker license server on the AV5000. Users on the AV310 and AV300 could then mount the FrameMaker file system from the AV5000 and would obtain FrameMaker licenses from the AV5000. In this scenario, you would need to configure the AV5000 to provide a license for the AV310, a license for the AV300 and possibly a license for a user accessing FrameMaker via an Xterminal attached to the AV5000. This would require a total of 3 FrameMaker licenses. For more information on the FrameMaker Floating License Server, refer to Appendix H of the FrameMaker Reference Manual.

Now that you've determined which machines will require a password, type the following command (you must be superuser to type this command):

```
cd /usr/opt/frame1.3/bin
./fmorder
```

Initially you will choose selection b. create a new work group. Record the host id on the Licensing Information Form, located on the following page, along with your answers to the remaining questions. If you are adding additional licenses to an existing work group, follow the instructions on the License Information Form in section 8.5.



## 8.4 LIF for new Work Groups

### FRAMEMAKER LICENSING INFORMATION FORM

If you are adding additional licenses to an existing FrameMaker license server, complete the form on the following page. Otherwise, complete this form.

Customer Name: \_\_\_\_\_ Date: \_\_\_\_\_

Contact Name: \_\_\_\_\_ Phone: \_\_\_\_\_

Sales Order No.: \_\_\_\_\_

#### 1. Server-installed FrameMaker

- Host Id of license server host: \_\_\_\_\_

- Host Id of backup server host: \_\_\_\_\_ (optional)

#### 2. Workstation-installed FrameMaker

(Please submit a separate Licensing Information Form for each workstation requiring a Password)

- Host Id of workstation: \_\_\_\_\_

Number of Licensed FrameMaker users: \_\_\_\_\_

Number of Licensed International FrameMaker users: \_\_\_\_\_

Specify how many of the following versions you have ordered:

USEnglish version of FrameMaker

International version of FrameMaker

Specify here if you have ordered Software Subscription Services for the above licenses:

YES       NO

Upon receipt of the above information, Data General will generate a Password and will return it to you in the same fashion we received the request, e.g, if you sent us a fax (see 8.5 Sending in your Password request), we will fax the Password back to you, together with the Frame Serial Number.

Return information: \_\_\_\_\_ Fax Number  
\_\_\_\_\_ Telephone Number

## 8.5 LIF for existing Work Groups

### FRAMEMAKER LICENSING INFORMATION FORM

Customer Name: \_\_\_\_\_ Date: \_\_\_\_\_

Contact Name: \_\_\_\_\_ Phone: \_\_\_\_\_

Sales Order No.: \_\_\_\_\_

Login as root on your existing FrameMaker license server (this is the system where you are adding additional FrameMaker licenses). Run the program

/usr/opt/frame1.3/fmorder

and record the information returned when you select option a. add licenses to your existing work group.

#### 1. Information on the existing License Server

- Your Primary License Server Host ID \_\_\_\_\_

- Your Backup License Server Host ID \_\_\_\_\_ (optional)

- Your Frame Serial Number \_\_\_\_\_

- Number of FrameMaker Users \_\_\_\_\_

- Number of International Users \_\_\_\_\_

#### 2. Additional licenses required

Specify how many additional licenses have been ordered:

- USEnglish version of FrameMaker
- International version of FrameMaker

Specify here if you have ordered Software Subscription Services for the above licenses:

- YES
- NO

Upon receipt of the above information, Data General will generate a Password and will return it to you in the same fashion we received the request, e.g, if you sent us a fax (see 8.5 Sending in your Password request), we will fax the Password back to you, together with the Frame Serial Number.

Return information: \_\_\_\_\_ Fax Number  
\_\_\_\_\_ Telephone Number

## 8.6 Send in your Password Request

Now that you have established your systems' host id, and have the licensing information ready, select the option below that applies best to your situation.

### Type of Installation

### Contact

DG Customer

Call your local sales office, **or**  
FAX the Licensing Information Form to **1-508-480-7800**.  
DG Europe customers may also contact their local  
Software Support Centers once they have completed  
the Licensing Information Form.

Purchase from a DG  
Reseller (VAR)

Call your Supplier who will contact DG

Data General is committed to deliver the Password to the contact person named in the Licensing Information Form within 48 business hours of the request.

## 8.7 Apply the Password

Once you have received your password, you are ready to run the `fmlicense` script. This script prompts you for information such as the number of licensed users and the password; Data General supplies you with this information when you contact us. When you have finished the script, the information is stored in the file `/usr/opt/frame1.3/.makerinit/frameusers`. The `frameusers` file controls how many users can use FrameMaker simultaneously and what kind of license access they have. Later, you can edit the `frameusers` file to tailor it to your licensing needs (see Appendix H, *Licensing Procedures* in the *FrameMaker Reference Manual*).

On the server host, run the `fmlicense` script to set up licenses for your site. You must be superuser in order to run this script.

```
cd /usr/opt/frame1.3
./fmlicense
```

**Note:** The `fmlicense` script also creates and runs the `autostart` and `env.sh` scripts so that the server process can be started automatically. Refer to the section 7.3, *Files*, in this notice for further information on these scripts.

At this point, you are ready to run the licensed version of FrameMaker. If you are installing FrameMaker for only one user, or if you want to keep all your licenses available to everyone on the network as floating licenses, then you have completed the installation process. If you would like to exercise other licensing options, refer to Appendix H in the *FrameMaker Reference Manual*.

## 8.8 Start FrameMaker

If FrameMaker users (including demonstration version users) would like to start FrameMaker and its auxiliary programs (such as `fmbook`) from any directory, then **each** FrameMaker user should change to the directory in which FrameMaker is installed and run the `fminstall` script:

```
cd /usr/opt/frame1.3
./fminstall
```

(This script puts the FrameMaker directory on your path and installs LaserWriter Plus fonts, if you choose this option. It automatically defines the environment variable `FMHOME` (the FrameMaker installation directory) and adds execute permission to your home directory.)

**Important:** If you set the path absolutely in your `.login` or `.profile` file (in other words, the path statement does not have the environment variable `$path` on the right side of the equal sign), then you must edit the file after `fminstall` changes it. Specifically, you must move the two lines that `fminstall` added so that they occur after the path assignment statement.

Log out of your workstation and log in again. (Be sure to run the X Window system when you log in.)

To start the FrameMaker program, type the following:

To Start:	For the licensed version:	For the demonstration version:
FrameMaker	<code>maker</code>	<code>demomaker</code>
International FrameMaker (French interface)	<code>imakerfrench</code>	<code>demoimakerfrench</code>
International FrameMaker (German interface)	<code>imakergerman</code>	<code>demoimakergerman</code>
International FrameMaker (U.K. English interface)	<code>imakerenglish</code>	<code>demoimakerenglish</code>
International FrameMaker (default language interface)	<code>imaker</code>	<code>demoimaker</code>

In order to set the default language interface for International FrameMaker, refer to Appendix D, "Customizing FrameMaker", in the *FrameMaker Reference Manual*.

When you start FrameMaker, the startup scripts look for the environment variable `FRAMEUSERSD_HOST`. If this variable hasn't been defined in the user's environment, then FrameMaker looks for the script `env.sh` or `env.csh` in `~/.makerinit` and `install_dir/.makerinit`. If FrameMaker finds one of the scripts in either `.makerinit` directory, then it sources the script. This shell script sets the necessary environment variables. If FrameMaker can't find either script, then `FRAMEUSERSD_HOST` is set to its default, `lo-`

calhost, and FRAMEUSERSD\_RC is not set. (When FRAMEUSERSD\_RC is not set, FrameMaker is unable to start the license server process automatically.)

To increase the number of licenses that you have, you can purchase additional licenses by calling Data General. Before calling, run the `fmorder` script in `/usr/opt/frame1.3/bin`.

## 8.9 International Keyboard Support

Data General supports the following eight keyboards: USEnglish, UKEnglish, German, French, Swiss, Italian, Spanish, and Swedish. International users of FrameMaker should consult the DG/UX Release Notice for specific information on setting up an AViiON system for use with international keyboards. The USEnglish, UKEnglish, Swiss, Italian, Spanish, and Swedish keyboards are supported by `maker` and `imakerenglish`. The German keyboard is supported by `imakergerman` and the French keyboard is supported by `imakerfrench`. In order for `imakerenglish` to support any keyboard other than the default USEnglish keyboard, you must become superuser and run the script

```
/usr/opt/frame1.3/bin/fmkbmap.
```

If each FrameMaker user wants to customize FrameMaker for use with their particular keyboard, refer to Appendix D, "Customizing FrameMaker", in your *FrameMaker Reference Manual*. The keyboard maps for each keyboard are located in `/usr/opt/frame1.3/release`.

If you are using the German keyboard, you must specify a font for the FrameMaker menus. The default menu font does not support special German characters. Refer to Appendix D, "Customizing FrameMaker", in your *FrameMaker Reference Manual* for detailed information.

## 8.10 NFS and TCP/IP Installation

You must install both NFS and DG TCP/IP on your system in order to successfully install and execute FrameMaker. In order to install NFS, refer to Chapter 2, "Installing and Administering NFS" in your manual, *Managing NFS and Its Facilities on the DG/UX System*. To install and set up DG TCP/IP, refer to Chapter 5, "Setting up DG TCP/IP (DG/UX)" in your manual, *Installing and Managing DG TCP/IP (DG/UX)*. Make sure that you set up TCP/IP for loop interface support. If you are installing FrameMaker on a system that is not physically connected to a network, you must customize two parameter files, `/etc/nfs.params` and `/etc/tcpip.params`, after you have installed NFS and DG TCP/IP. The following variables must be set to null in the file, `/etc/nfs.params`:

```
domainname_ARG=""  
ypserv_START=""  
yppasswd_ARG=""
```

The following parameters must be modified, as shown below, in the file /etc/tcpip.params:

```
hostname_ARG="localhost"  
HOSTNAMES= "localhost"  
DEVICES= "loop0"  
BROADCAST= "127.255.255.255"  
NETMASKS= "0xff000000"
```

In order to make all of the above changes, you must become superuser and use your favorite editor, such as vi. After making the changes, reboot your system. If you had already started your license server, by running the fmlicense script, re-execute the script after rebooting.

## **9. Preparing a Software Trouble Report (STR)**

If you believe you have found an error in the FrameMaker 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 online. 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:

### **9.1 Gathering STR Information**

List the name of the product as "FrameMaker". List the release number as 1.3. Also list the model number(s) that appears on your distribution tape.

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.

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

If the problem occurred soon after installing a new revision of the operating system, after installing FrameMaker, or after installing new hardware, note this.

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.

## **9.2 Isolate 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.

## **9.3 Sending Media**

If we cannot reproduce a problem because you did not send necessary software (program module, breakfile, macro, or other crucial file), it will delay answering the STR. Sometimes, we have 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 ---