

# APPENDIX C. LAYOUT OF INSTALLATION TAPE FILES

## Layout of Installation Tape

Below follows the layout of the Medley Installation Tape with a description of the individual files.



File	Contents	Description
1	<code>./install-medley</code>	The Medley installation utility
2	<code>./medley</code>	The Medley startup script
3	<code>./install.sunos3/</code> (only on the Sun3 installation tape) <code>./install.sunos4/</code> <code>./install.sunos4.1/</code>	Each subdirectory contains:  <code>lde</code> Used as a bootstrapper to load the right emulator, depending on the frame-buffer of your host and whether X Windows is running.  <code>ldeether</code> Used when you want to use the XNS protocol from within Medley on a Sun. It will set up your system to intercept XNS and PUP packets and then immediately runs <code>lde</code> .  <code>ldesingle</code> The emulator used to run Medley on a workstation with a monochrome display or one with a color frame-buffer of type <code>cg2</code> , <code>cg4</code> , or <code>cg9</code> .  <code>ldemulti</code> The emulator used to run Medley on a workstation with a color frame-buffer of type <code>cg3</code> or <code>cg6</code> .  <code>ldex</code> The emulator used to run Medley on a workstation where an X Windows server is running.  <code>ldesingle.o</code> <code>ldemulti.o</code> <code>ldex.o</code> These object files are used when recompiling the emulators to either include your own C subroutines or when problems arise.  <code>makefile</code> <code>usersubrs.c</code> Used when you wish to link your own C subroutines into the emulator (a non-documented feature).  <code>ldeether.c</code> The source code for the <code>ldeether</code> . Its only purpose is to allow you to recompile the ethernet set-up code should you run into any problems.

4	<code>./lisplibrary</code>	Contains all the Medley 2.0 Lisp Library files
5	<code>./checksumdir</code>	Contains <code>ldchecksum</code> , <code>checksum</code> and <code>X.sum</code> checksum files (See Appendix B for a detailed explanation)
	<code>./lispsysouts</code>	Contains the <code>sysout</code> , <code>lisp.sysout</code>
6	<code>./fonts/display</code>	Contains the display fonts (See Table C-1 for a detailed description of the individual font files)
	<code>./fonts/interpress</code>	Contains the Interpress printer fonts (See Table C-1 for a detailed description of the individual font files)

## Font Directories

Table C-1 shows the organization of the font directories, as well as the descriptions and contents of the directories.

**Table C-1. Font Directories**

Directory Name	Description	Font Families	Font Types
./fonts/display/presentation ./fonts/interpress/presentation	All presentation fonts for display and user interface applications	Helvetica Gacha Times Roman	Sans serif Monospace screen font in 8, 10, 12 MRR Serif
./fonts/display/publishing ./fonts/interpress/publishing	All publishing fonts for character sets, foreign characters, and technical alphabets	Classic Modern Terminal	Serif; in all character sets, sizes, faces sans serif; in all character sets, faces, but with selected sizes Monospaced, in all character sets, faces, but with selected sizes
./fonts/display/printwheel ./fonts/interpress/printwheel	All printwheel fonts for word processing applications	BoldPS LetterGothic Titan	Proportional serif Monospaced sans serif Monospaced serif
./fonts/display/JIS1 ./fonts/interpress/JIS1	Japanese Kanji fonts, character set 1	Classic	Point sizes 8 through 24
./fonts/display/JIS2 ./fonts/interpress/JIS2	Japanese Kanji fonts, character set 2	Classic	Point sizes 8 through 24
./fonts/display/chinese ./fonts/interpress/chinese	Chinese character fonts	Classic Modern	Point sizes 12 and 24 12 point
./fonts/display/miscellaneous ./fonts/interpress/miscellaneous	Miscellaneous fonts for nonstandard and rare applications	ClassicThin Hippo Logo Math OldEnglish Symbol Tonto	Brackets and parentheses in point sizes 16, 20, 26, and 30 Greek or Latin Xerox logo Math symbols Point sizes 10 and 18 Math symbols Thick monospaced 14 point MRR
./fonts/press	All metric information for Press printers.		

## Manually Extracting Files from the Installation Tape

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You can manually extract individual files or directories from the Medley installation tape. For example, if you want to extract the X-window emulator **ldex** for SunOS release 4.1 from the tape do the following:

```
prompt% mt -f /dev/nrst0 rewind
```

Ensures that the tape is positioned at the beginning of the tape.

```
prompt% mt -f /dev/nrst0 fsf 2
```

Positions the tape at the beginning of the third file on the tape. The **n** in the **/dev/nrst0** makes sure the tape is not rewound after the command has been completed.

```
prompt% tar xvf /dev/nrst0 ./install.sunos4.1/ldex
```

Extracts **ldex** from the Medley installation tape and puts it in your current working directory.