

## Startup

These are cold start steps. For warm start:

If system console shows *Filename?*, go to step 8.  
If system console shows *!*, go to step 6.

1. Without a hard disk, insert the DG/RDOS system diskette in DJ0.
2. Make sure printer (if any) is on and on line.
3. Turn on tape drive (if any) and second hard disk (if any).
4. Turn on system console.
5. Turn on computer unit.

Model 10 or 10/SP computer runs a test program.  
Without a hard disk, skip to step 7.

6. **!** **26H** (Type **26H** for hard disk, or, for diskette, **20H**.)
7. *Filename?*
8. **↓** (Press **↓** or type program name and **↓**.)  
  
*DG/RDOS REV x.xx*
9. *DATE (M/D/Y)?* **12 14 84 ↓** (Type the date.)
10. *TIME (H:M:S)?* **14 30 ↓** (Type the time, using 24-hour clock.)  
  
.  
.  
(emulator messages on Model 10 or 10/SP)  
.  
**R**

## Shutdown

1. Shut down any non-CLI program running on the system console.

*R*

2. **FGND ↓**

*NO FOREGROUND PROGRAM RUNNING*  
or  
*FOREGROUND PROGRAM RUNNING*

If no foreground program is running, skip to step 5.

3. Warn foreground users of impending shutdown.
4. **CTRL-C CTRL-F** (To terminate foreground program.)  
*FG TERM*
5. **DIR DE0 ↓** (Or for diskette, type **DIR DJ0 ↓**.)
6. **BYE ↓**

*STARTING SYSTEM SHUTDOWN*

*MASTER DEVICE RELEASED*

*Filename?*

7. Type break sequence (CMD and BREAK/ESC keys).  
**!**

Turn off devices (computer and system console last) if desired.



DG/RDOS  
Summary Card

# DG/RDOS Commands, Macros, and Programs

**BOOT** { disk:program  
          program }

Starts a new DG/RDOS system or program like DKINIT.

**BUILD** newfilename filename [filename] [...]

Builds a file consisting of filenames.

**BYE**

Shuts down the DG/RDOS system.

**CDIR** directory-name

Creates a subdirectory (variable-size directory).

**CHATR** filename { +  
                  - } attributes [...]  
                  0 }

Changes file attributes (like P or R), for permanence or read protection

**CONFIG** [system-name] [dialog-file/V]

Checks or changes parameters in a DG/RDOS system.

**CPART** directory-name max-disk-blocks

Creates a secondary partition (fixed-size directory).

**DELETE** filename [...]

Deletes one or more files.

**DIR** [directory-pathname]

Changes the current directory.

**DISK**

Displays both the amount of disk space left and used.

**EXFG** program

Executes a program in foreground memory.

**FCOPY** [ [source-diskette destination-diskette]  
          [source-file destination-file] ]

Copies a diskette or file.

**GDIR**

Gets the current directory name.

**GMEM**

Gets the amount of memory in background and foreground.

**GTOD**

Gets the system time and date.

**IMOVE/D** { DJ0  
           DJ1 } [filename] [...]  
           MTO }

Copies files to or from diskette or tape.

**INIT** { directory-pathname  
       disk(ette)  
       MTO }

Opens a directory or tape.

**INIT/F** disk(ette)

Creates a new file directory.

**LINK** link-entry-name [directory:] resolution-file

Creates a link entry to a file in any directory.

**LIST** [pathname] [...]

Describes file names and statistics.

**LOADEM**

Loads a terminal emulator into memory or disk(ette).

**LOG** [password]

Starts logging terminal dialog in a disk file.

**MESSAGE** [" [text] "]

Displays text on the screen.

**MOVE** dir-name [filename] [...] [old-filename/S  
new-filename]

Copies one or more files to any directory.

**PRINT** pathname [...]

Starts printing a file.

**RELEASE** { directory  
           MTO }

Releases (closes) a directory or tape drive.

**RENAME** oldname newname [...]

Renames a file.

**SDAY** mm-dd-yy

Sets the system date; for example,  
SDAY 12-21-84 ).

**SEdit** filename

Edits disk file locations.

**SMEM** memory-pages-for-background

Sets memory for background and foreground programs.

**SPKILL** \$LPT

Stops printing and deletes the spool file.

**STOD** [hh [mm [ss] ]]

Sets the system time.

**TYPE** pathname [...]

Types one or more files on the terminal screen.

**UNLINK** link-entry-pathname

Removes a link entry.

**XFER** source-file destination-file

Copies the contents of a file into another file.