# VAXstation 100 USER'S GUIDE

Order Number AA-N660A-TE

**June 1984**

This document describes how to use the VAXstation 100 system.

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# VAXSTATION 100 USER'S GUIDE

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# VAXSTATION 100 USER'S GUIDE

# Preface

The purpose of this guide is to provide new users of the VAXstation 100 with enough information to allow comfortable access to the system's primary resources. This guide is small, not because needed information has been omitted nor because the VAXstation itself is unsophisticated, but because the system requires few specialized skills of its users. Those skills that are required are natural and consistent: once you have learned how to perform one control operation, others will seem self-evident.

## What the VAXstation Is

**The VAXstation can simulate as many terminals as you need – all readily accessible and all simultaneously in communication with VAX/VMS.**

The VAXstation 100 expands the utility and convenience of the VAX/VMS operating system by providing each VAXstation user with as many terminals (simulated on the VAXstation screen) as he or she needs. Each of these simulated terminals is connected to the VAX/VMS host and can run processes independently of the others, and each terminal permits the VAXstation keyboard to be associated with it at any time.

Control of these simulated terminals is simple and straightforward: they are created moved, printed, and discarded by pointing and by using menus. The result is a world in which a variety of activities can be viewed or managed in parallel. For example, you can:

- Examine a compilation listing while editing the source file.
- Read notices without exiting from other programs.
- Start one task and follow its progress while interacting with another.

If your normal work at a video terminal involves you explicitly with the VAX operating system, you can continue the same involvement when using a VAXstation. And if you rely on software that shields you from the need to issue explicit VAX/VMS commands in response to $ prompts, those software shields can remain in place. The point is that the VAXstation does not change the behavior of the operating system. Once a simulated terminal has been created on the VAXstation, it can be used just as if it were a real terminal. The operating system is neither changed nor simplified by the VAXstation – but it may be made significantly more convenient.

## What We Assume About Our Readers

Our assumption as we wrote this guide was that all of our readers would have prior experience of some kind with VAX systems and would either recognize elementary VAX/VMS terms or not have to worry about them because some sort of applications interface would make such knowledge unnecessary. If you have had no experience of any kind with VAX systems, you should probably not read this guide until you have learned (from other users and the VAX/VMS document set) something about what your particular VAX system requires of you.

## Other Documents for VAXstation Users

Other printed VAXstation documents are available in addition to this guide.

- VAXstation 100 Software Installation Guide (AA-N661A-TE). For VAX system managers and operators. Covers the details of installing, tuning, and testing VAXstation software on existing VAX systems.
- *Programming for the VAXstation Display System* (AA-P153A-TE). For programmers who are developing applications for the VAXstation Display System. Describes the procedures in the VAXstation Display Management Library and the VAXstation CORE Graphics Library.
- *VAXstation Native Grahpics Procedures* (AA-AG30A-TE). For graphics programmers whose applications require access to the native graphics commands that drive the VAXstation Display system hardware. Describes the five native graphics procedures in the VAXstation Display Management Library.

# Getting Started
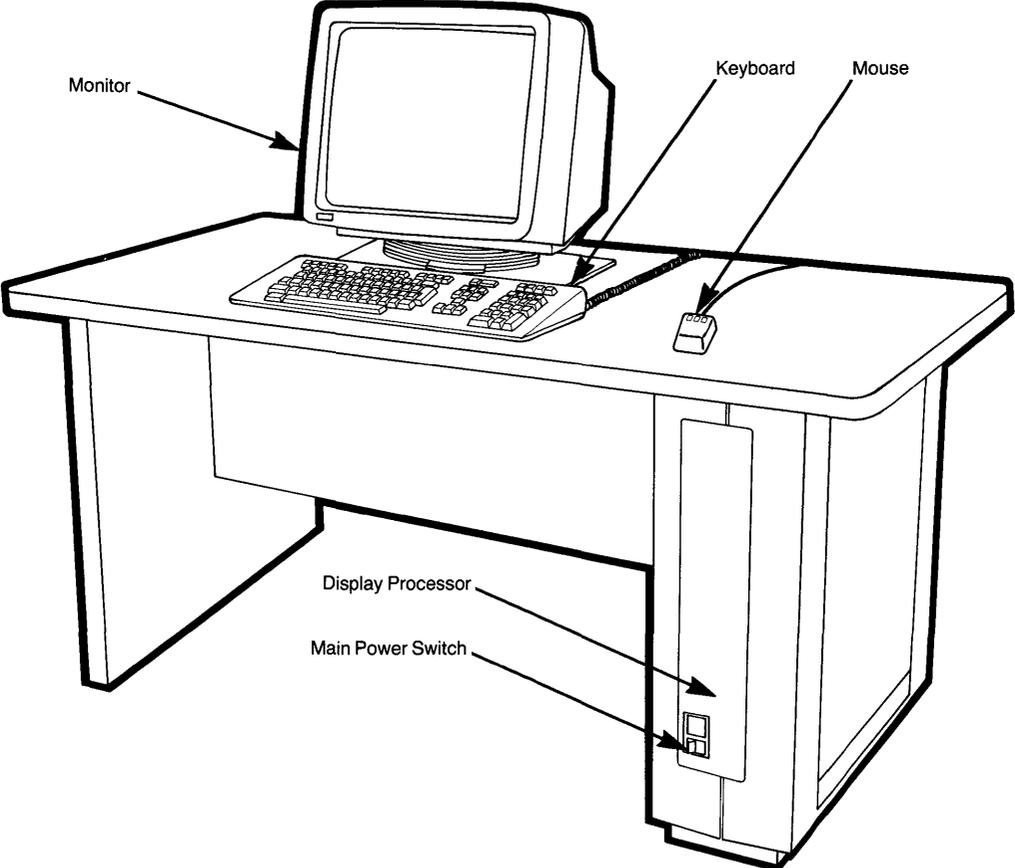


**Figure 1. The VAXstation 100**

Status Lamps

Monitor Power
Switch

Brightness
Control

Video Cable

Contrast Control

Monitor Power Cable

Fiber Optic Cable
to the VAX/VMS host

LED's

To Active AC Power Outlet
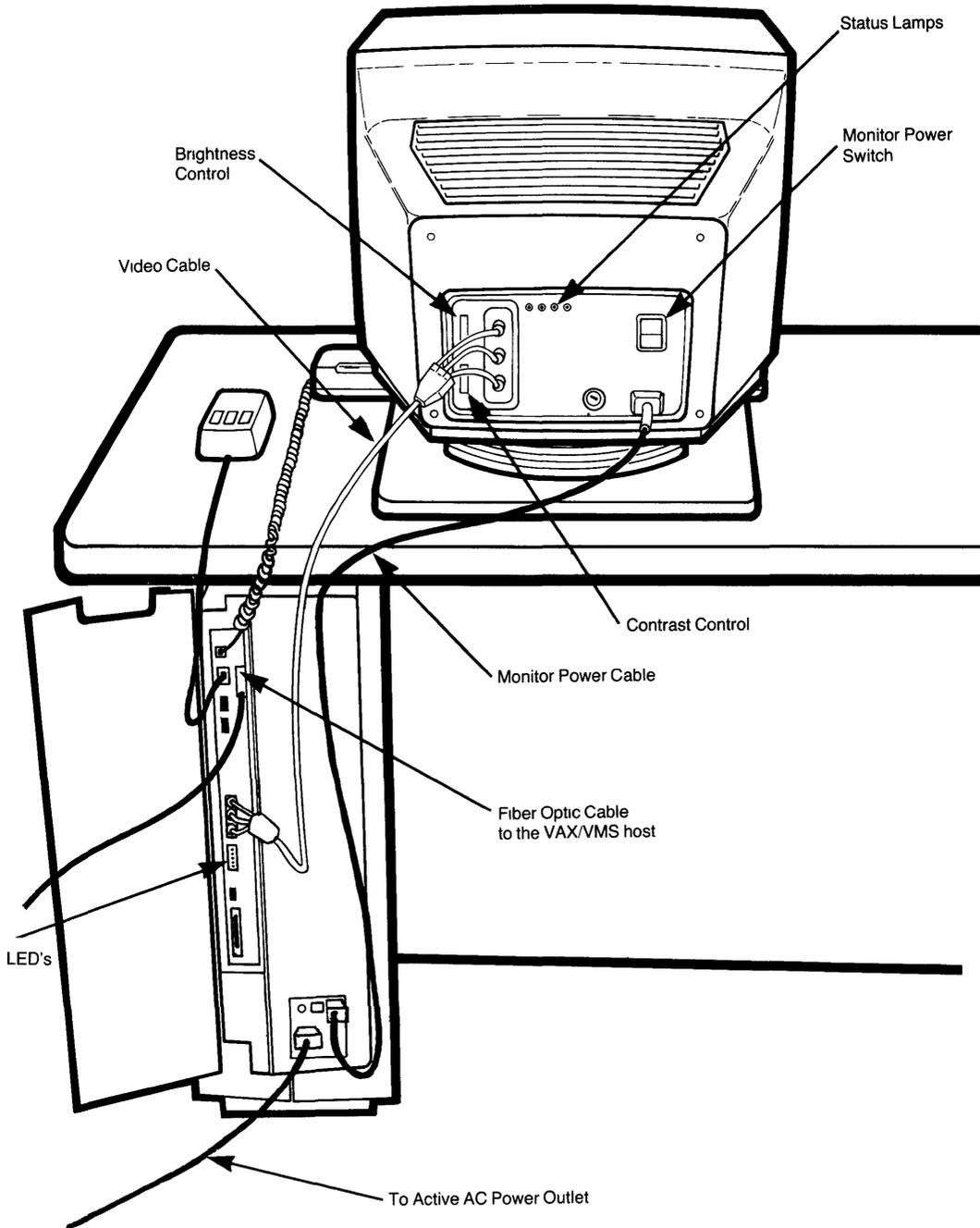
**Figure 2.  The VAXstation 100 (Rear View)**
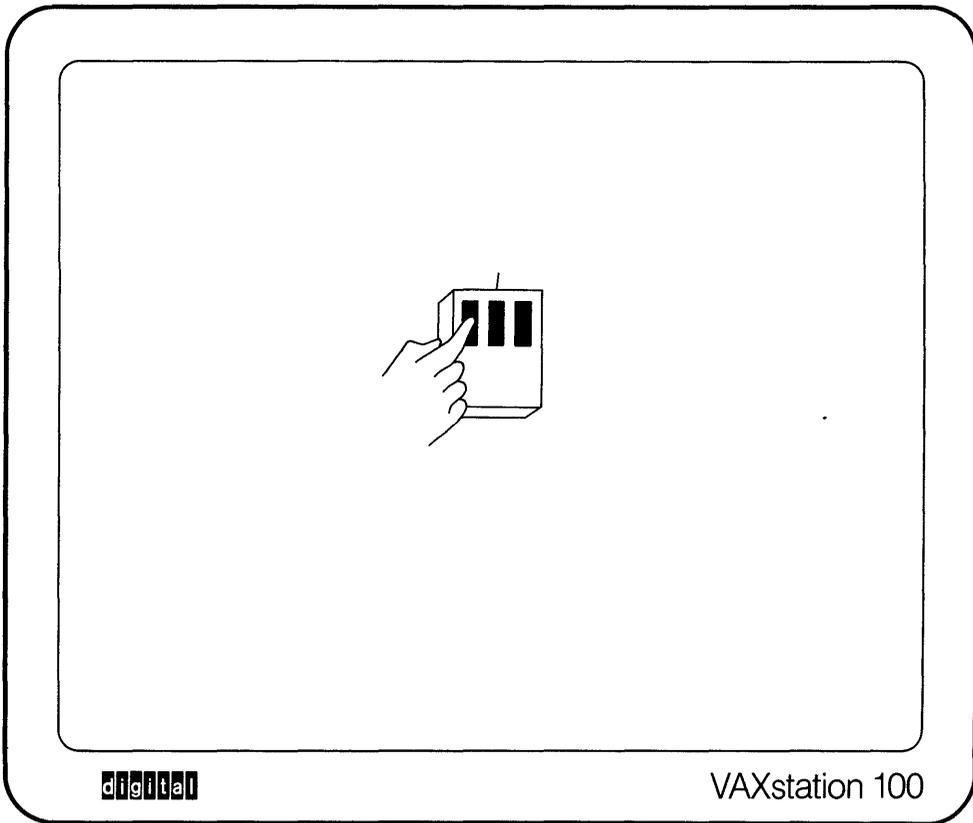
**Figure 3. VAXstation Screen at Start-up**

# Turning on the VAXstation 100

**Press any *mouse* button
to start.**

1. Turn on the main power switch (see Figure 1). When the system has warmed up, you should see a display like that shown in Figure 3. If a different display (or no display) appears on the screen after about 30 seconds, refer to Figure 2 and the "In Case of Trouble" section.

2. Press any button on the *mouse*.
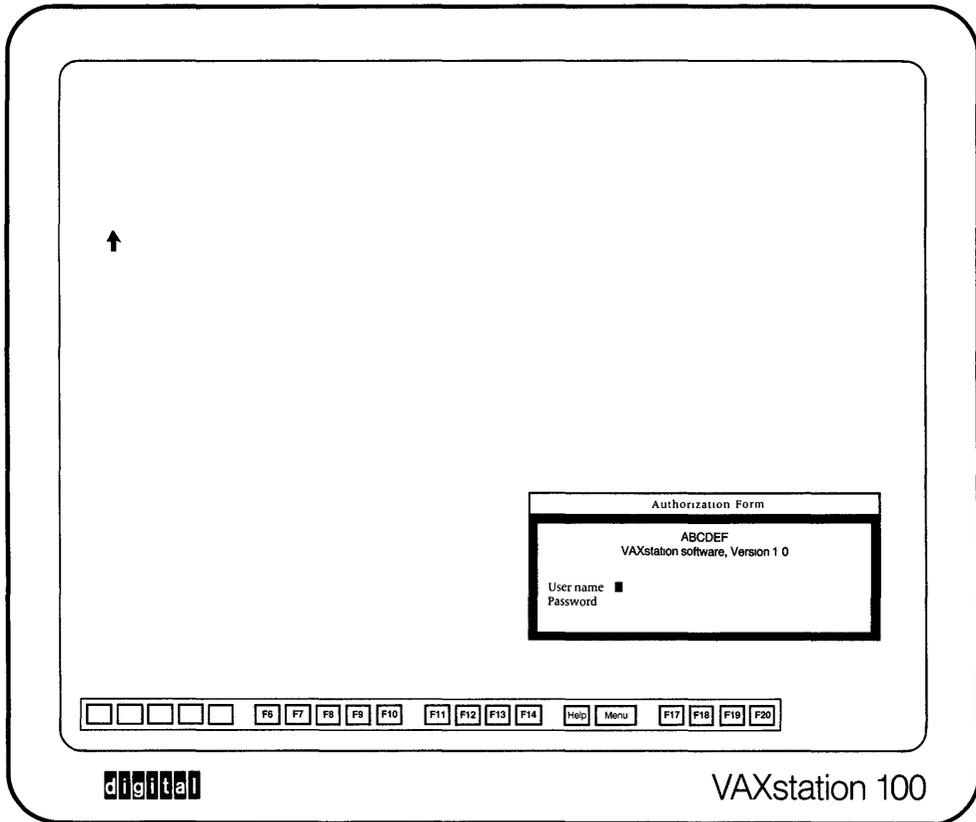
**Figure 4. VAXstation Screen with the Authorization Form**

## User Authorization

**Type your name and password to begin a session.**

The VAXstation will clear the screen and display a small hour-glass to indicate that you must wait for the startup process to take place. After a few seconds, the hourglass will change to an up-pointing arrow and the screen will display the Authorization Form shown in Figure 4.

An input marker appears beside "User name:" indicating that the system will accept input from the keyboard. This marker moves forward as you type.

1.  Type the name by which the VAXstation knows you (previously assigned by the manager of the VMS system your VAXstation is connected to). If you mistype, you can erase characters by pressing the ⟨X⟩ key.
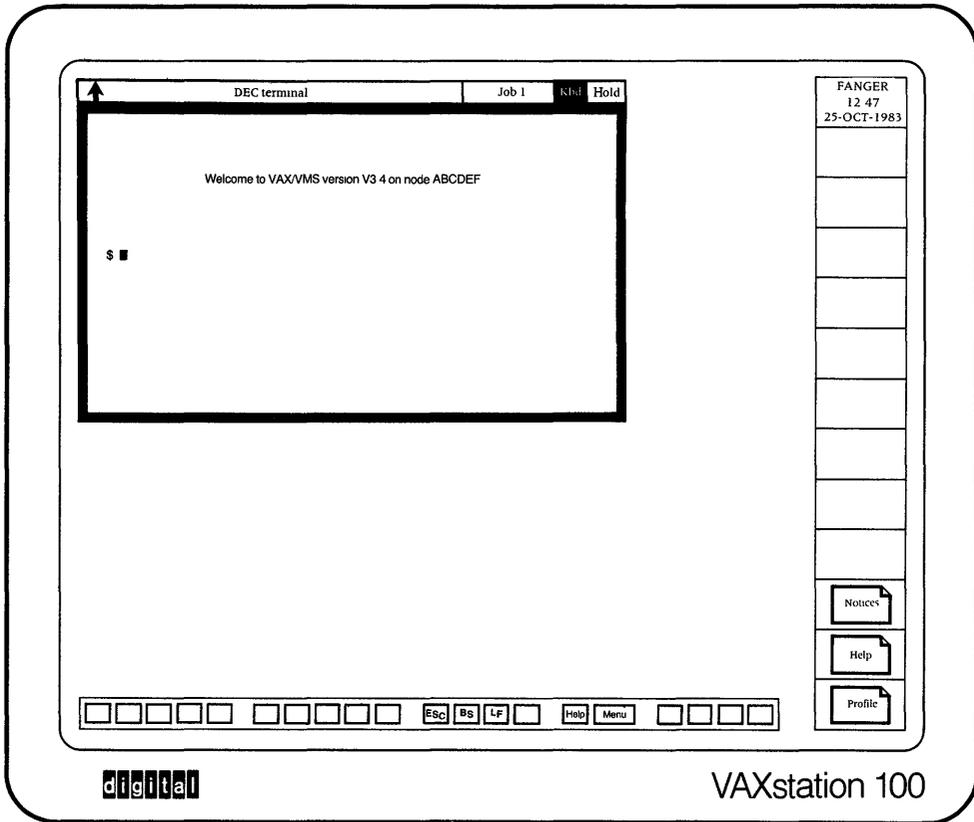
**Figure 5. VAXstation Screen After Authorization**

2. Press (RET). The input marker will move to the password line. Type your password (to protect its secrecy, it will not be displayed legibly); then press (RET) again.

If your name and password are accepted, the Authorization Form will be erased, and the screen will appear as shown in Figure 5.

If you mistype either your name or your password, the message "Invalid user name or password" will appear in the blank area at the bottom of the Authorization Form. The input marker will move back to the end of your name and you can correct it, if it is wrong, by deleting characters (with the (X) key) and retyping. When it is correct, press (RET) and carefully enter your password again, followed by another (RET). this should produce the display shown in Figure 5. If it does not, refer to the "In Case of Trouble" section.

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You are now authorized to use the VAXstation. A simulated DEC Terminal (see "Glossary of VAXstation Terms") is displayed on the VAXstation screen. The keyboard is attached to this terminal and the terminal can be used very much as you would use an actual VT100-family terminal logged in to the VAX system.

# Some Preliminary Concepts

## The Utility and Work Areas

**The VAXstation screen is divided into utility and work areas.**

The VAXstation screen is divided into two major areas:

- The utility area: this area occupies the right side and the bottom of the screen. After authorization, the right utility area contains your name and the date and time, and three rectangles resembling small pieces of paper with one corner folded over. These are labeled "Notices," "Help," and "Profile." (Throughout this guide such representations are called "icons.") Between the date/time and the Notices icon.are a number of empty slots that can be used to store VAX/VMS jobs.

  The bottom utility area depicts the top row of VAXstation keyboard keys. Except for the (HELP) key and the (MENU) key, these depicted keys may either be blank or contain the "Fxx" labels associated with the physical keyboard keys. The significance of these labels is discussed later in this guide.

- The work area: this area includes all of the screen not occupied by the two VAXstation utility areas. The work area contains the terminals, viewports, and documents you are currently working with. In Figure 5, only a DEC Terminal occupies the work area.

## The Pointer

**Move the *pointer* with the *mouse*.**

In general, you do things with VAXstation objects, first by *pointing* at them, then by indicating that you are choosing the object thus identified as the target for an action. *Pointing* is always done by means of the *mouse* which, when moved around your desk top, generates corresponding movements of the *pointer*, the black up-arrow shown on the screen in Figure 6. For best results, use the mouse on a piece of paper.
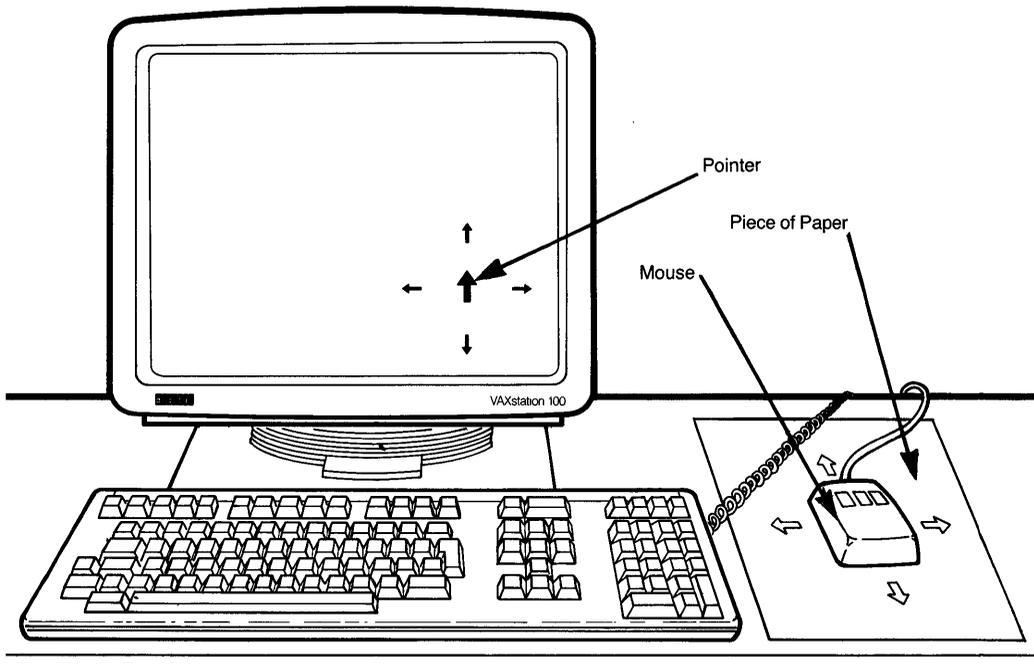
**Figure 6. The *Mouse* and the *Pointer***

**Point at a VAXstation object by moving the pointer until a box appears around the object.**

Move the *mouse* around on the desk top to see how it affects the *pointer*. If you have before you the display shown in Figure 6, you will see not only that the pointer moves as you move the mouse, but also that when you *point* at the terminal border, a thin line appears inside the border, in effect enclosing the terminal in a box. This transient "boxing" of the terminal – and many other VAXstation objects – indicates that the VAXstation has sensed the pointer's proximity to the object and will permit you to take action relating to whatever is thus enclosed.

Throughout this guide, "point at" an object means to move the *pointer* so that the object is "boxed" as described above.

## Selecting Things

**Select an object by pointing at it, then pressing SELECT.**

Most VAXstation operations are performed by *selecting* an object and then requesting some action with respect to that object. You *select* an object by:

1. *Pointing* at the object as defined above.
2. Pressing the leftmost *mouse* button (SELECT).
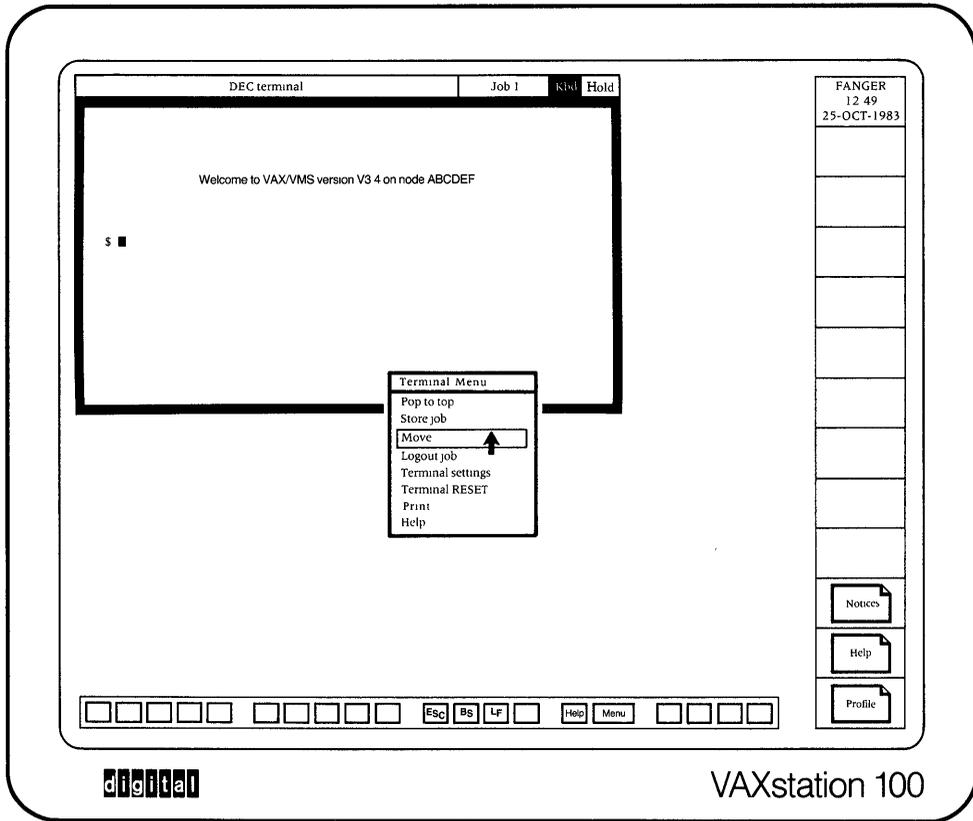
**Figure 7. Screen After *Selecting* a Terminal Border**

# Moving Things

**Move a terminal or document by *selecting* it, *selecting* the "Move" menu item, then by moving the *mouse*.**

Terminals and documents in the VAXstation work area can be moved anywhere on the screen. To move such objects:

- *Select* the border of the terminal or document you wish to move. A menu will materialize around the *pointer* (see Figure 7).

- If you *select* "Move", the menu will disappear, and after a short delay the *pointer* will become a 4-way arrow.

  Moving the pointer off the menu also causes the menu to disappear.
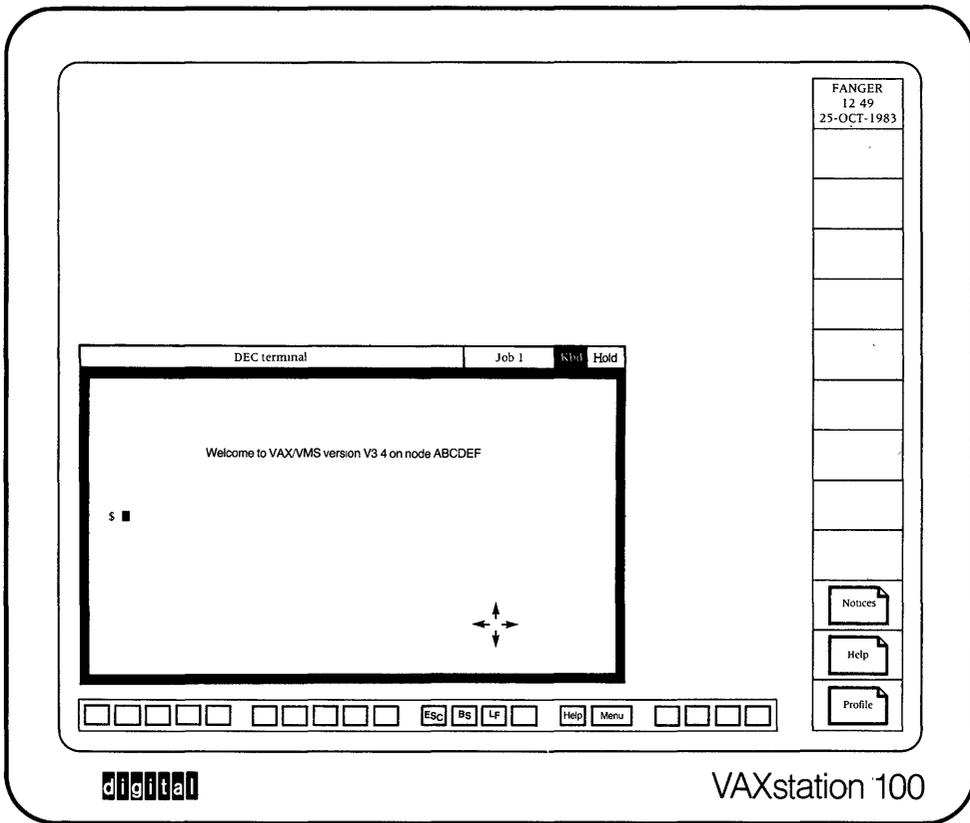
**Figure 8. Screen During the Move Process**

**Fix the moved object in a new position by again pressing the mouse button.**

The object is now attached to the *pointer* and will move with the pointer about the screen. Figure 8 shows the DEC Terminal moved to a new position. Pressing SELECT again will deposit the object in the new location and detach the pointer from the border. The pointer again becomes an up-arrow.
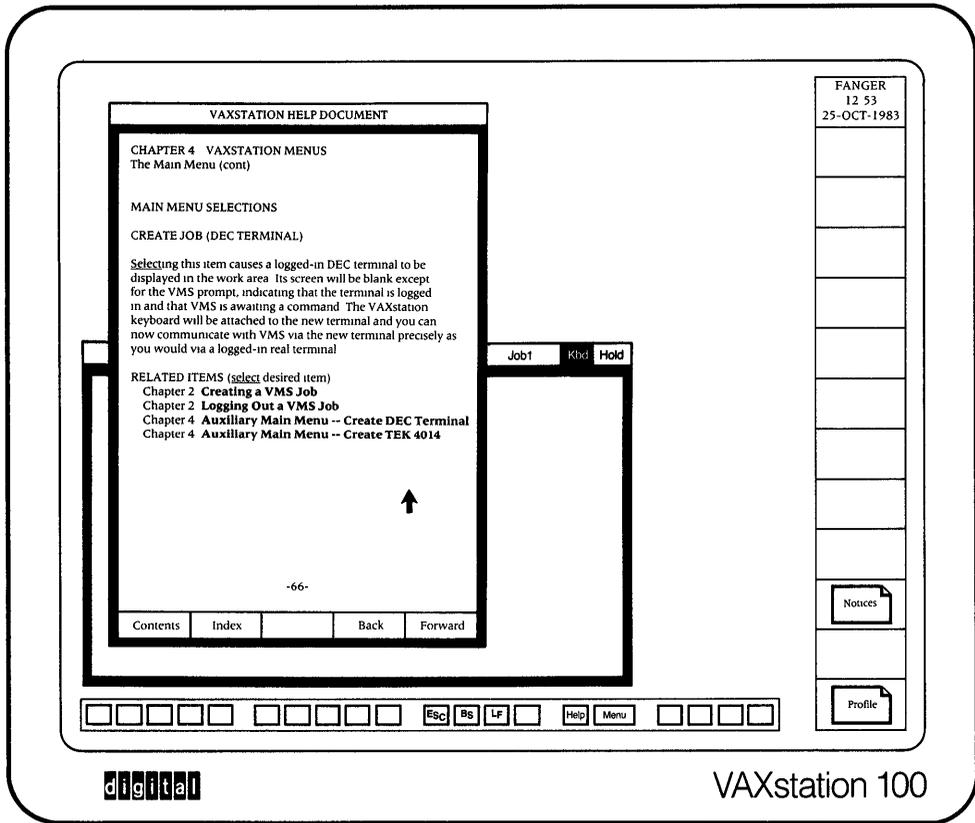
**Figure 9. Screen Displaying a Help Page**

# Getting Help

**Get Help by pressing the (HELP) key.**

You can get help at any time by:

- pressing the (HELP) key on the keyboard, or
- *selecting* the "Help" item in a menu, or
- *selecting* the Help icon in the right utility area

To get help about something on the screen, *point* at it and press the (HELP) key on the keyboard. The VAXstation will display the Help Document opened to a page that contains information about whatever you pointed at. The displayed page will resemble that shown in Figure 9.

*Selecting* "Help" in a menu displays the Help Document opened to a page that contains information about the menu.

*Selecting the Help icon in the right utility area displays the Help Document opened to the Table of Contents or to the last page previously accessed during the current VAXstation session.*
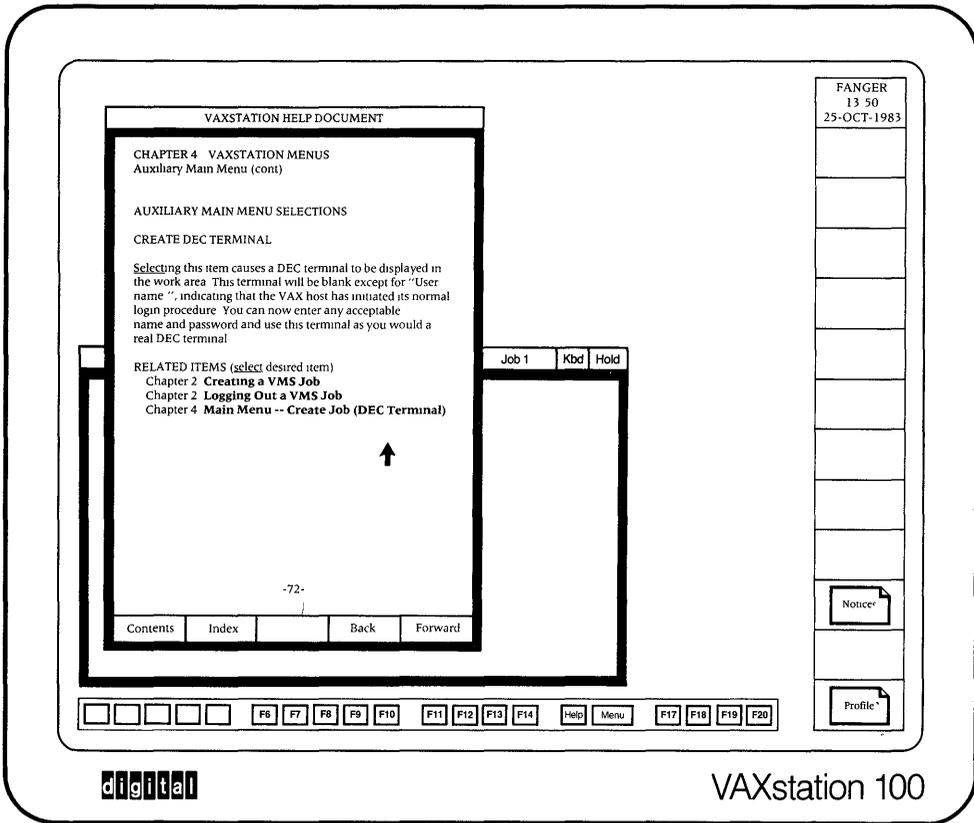
**Figure 10. Screen Displaying Help on Menus**

**Page through the Help Document by *selecting* references or icons.**

In addition to the Table of contents, the Help Document has numbered pages and an index. You can page through this document in the following ways:

- by *Selecting* the "Contents" or "Index" item at the bottom of the page to open the Help Document to these locations (at which points you can select any listed topic in the document)
- by *Selecting* the preceding page ("Back") or next page ("Forward") icon
- by *Selecting* internal references (displayed in boldface type), either in the body of the text or in the "Related Items" lists.

For example, *selecting* the Related Item *"Auxiliary Main Menu"* would open the Help Document to the page beginning the discussions of this subject shown in Figure 10.

```
                                                          FANGER
                                                           13 52
                                                        25-OCT-1983




                          ┌─────────────────────┐
                          │ Main Menu           │
                          │ Create job (▮AC terminal)│
         DEC terminal     │ Create job (TEK4014)│    Kbd │ Hold
                          │ Other choices       │
                          │ End session         │
                          │ Help                │


              Welcome to VAX/VMS version V3 4 on node ABCDEF



         $ ▮

                                                          Notices

                                                           Help

                                                          Profile

  □ □ □ □ □ □  F6 F7 F8 F9 F10  F11 F12 F13 F14  Help Menu  F17 F18 F19 F20

  digital                                      VAXstation 100
```
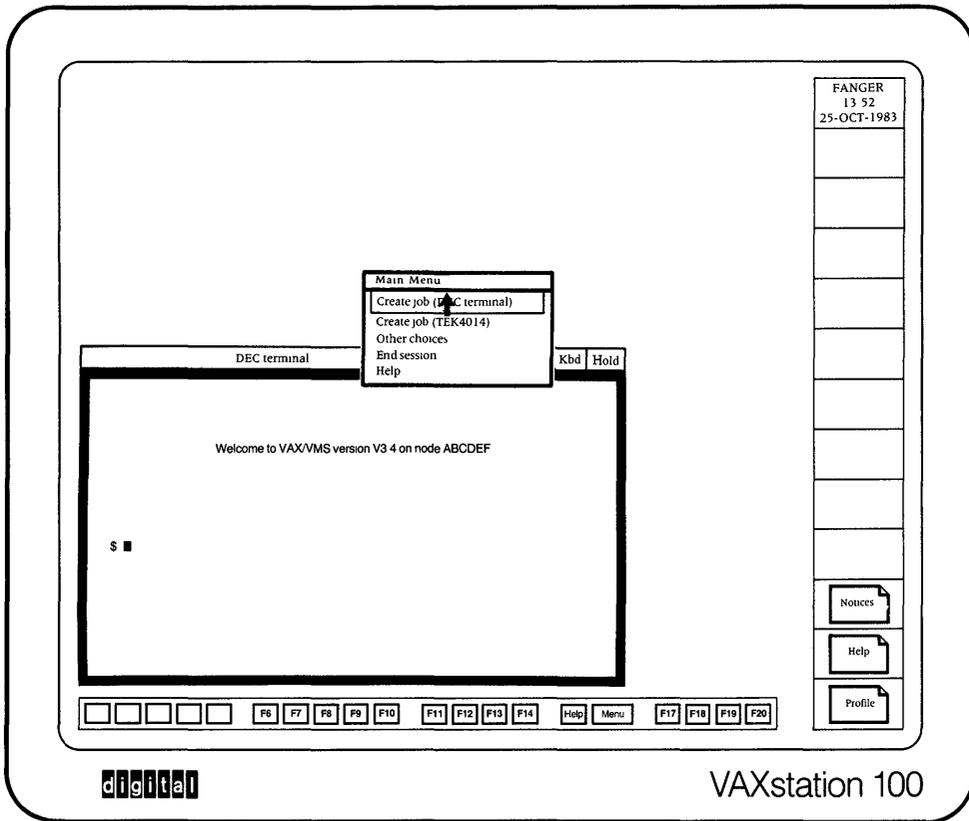
**Figure 11. Screen Displaying the Main Menu**

## Storing the Help Document

**Remove the Help Document by *selecting* its border and then selecting "Store" from the resulting menu.**

Remove the Help Document from the screen by *selecting* its border and then selecting "Store" from the resulting menu. The currently displayed Help page will disappear from the work area and the Help icon will reappear in the right utility area.

# Doing Things

## Creating a VAX/VMS Job

**Create a VAX/VMS job by using the (MENU) key.**

A VAX/VMS job on the VAXstation is a collection of one or more terminals under the control of a VAX/VMS process. To create a new VAX/VMS job:

- Press the (MENU) key. The VAXstation Main Menu will be displayed (see Figure 11).

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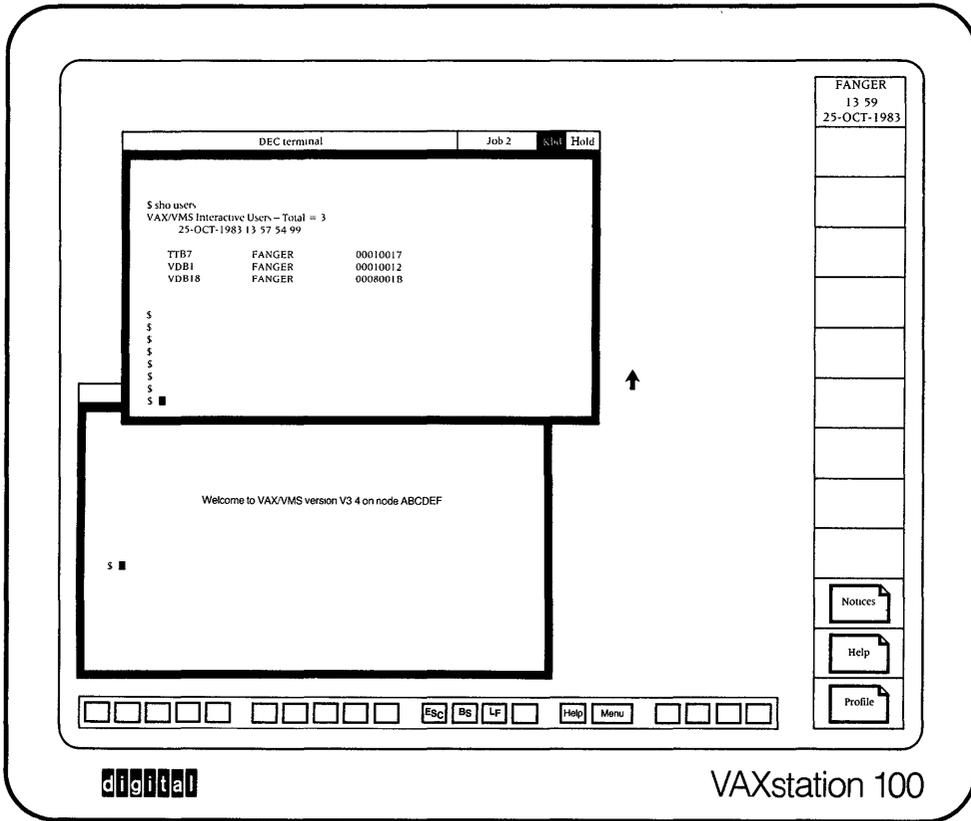
**Figure 12. Screen Displaying a New Job**

To create a new VAX/VMS job, you can then:

- *Select* the "Create Job" item that will provide the desired type of terminal. The menu will be replaced by this terminal running a logged-in VAX/VMS job (Figure 12 shows two DEC terminals).

You can now use VAX/VMS commands, illustrated in Figure 12.
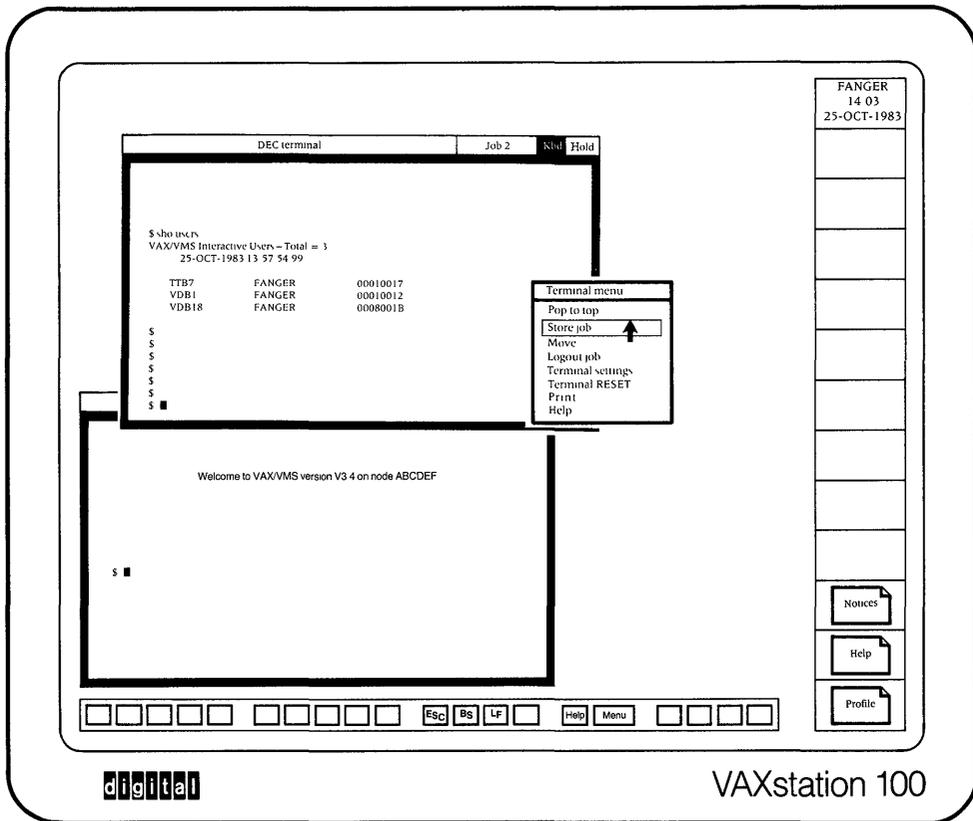
**Figure 13. Screen After Invocation of the Terminal Menu**

# Storing and Retrieving a VAX/VMS Job

**Store a job by *selecting* one of its terminals and then selecting "Store job" in the Terminal Menu.**

The VAXstation imposes no specific limit on the number of jobs that can simultaneously display terminals in the work area. As you create new jobs, they may obscure older ones.

This stacking of objects creates a limit to the number of objects that you can keep track of on the screen. For that reason, the VAXstation permits you to "store" as many as 9 jobs – that is, to move them out of the work area into utility area storage slots, where they can be easily accessed when needed. See Figure 13.

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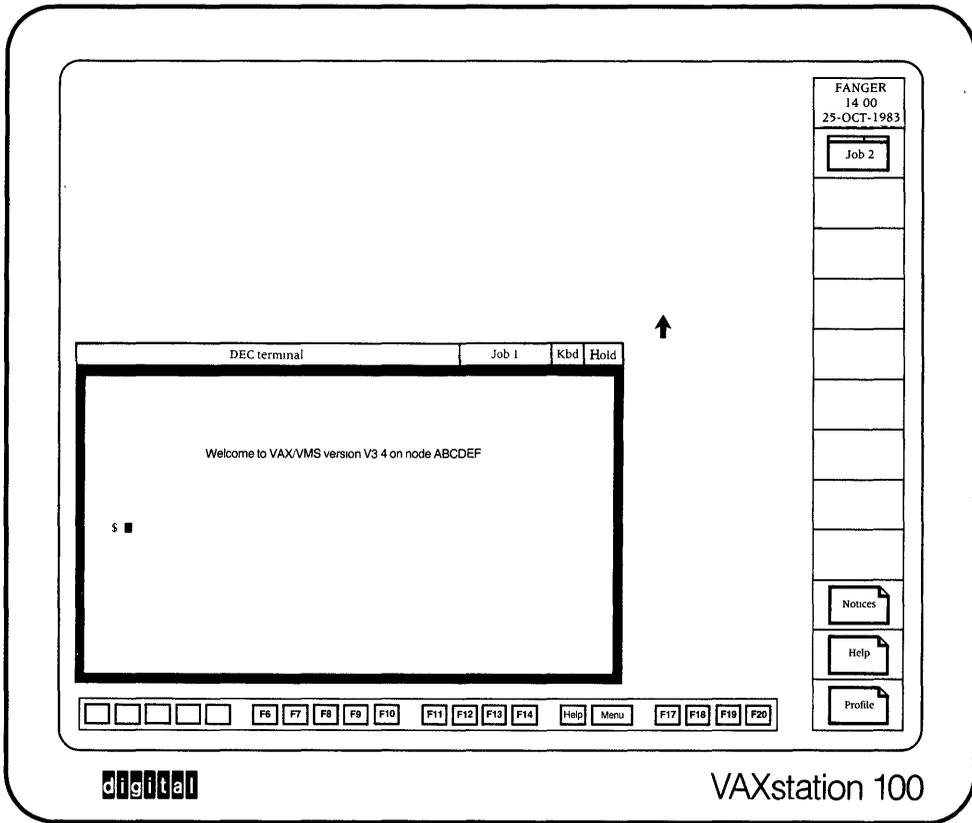
**Figure 14. Screen After Storing a VAX/VMS Job**

**Retrieve a stored job by *selecting* its icon in the storage area.**

A job or document can be retrieved from storage by *selecting* its icon in the utility area. This will cause the object to reappear in its position prior to storage. You can move the object elsewhere in the work area (see the "Moving Things" section).

If you wish to preserve a slow or temporarily unneeded VAX/VMS job but want to keep the work area uncluttered for other uses, store the job as follows:

1. *Select* any terminal in the job. A Terminal Menu will materialize around the *pointer.*
2. *Select* "Store job." All terminals associated with the job will disappear from the work area, and a job icon containing the job identification will appear in the first available storage slot in the utility area as shown in Figure 14.

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# Discarding a VAX/VMS Job

**Logout a VAX/VMS job by means of the Terminal Menu.**

To log out a VAX/VMS job, you can either:

- Issue the LOGOUT command to VAX/VMS. This will cause the job to be logged out and the terminal to disappear from the VAXstation screen.

- *Select* the terminal border and then select "Logout job" from the resulting menu. This action will also cause the job to be logged out and the terminal to disappear from the VAXstation screen.

# Changing Operating Characteristics

The VAXstation allows you to control a variety of behavior characteristics both of individual terminals and of the VAXstation as a whole.
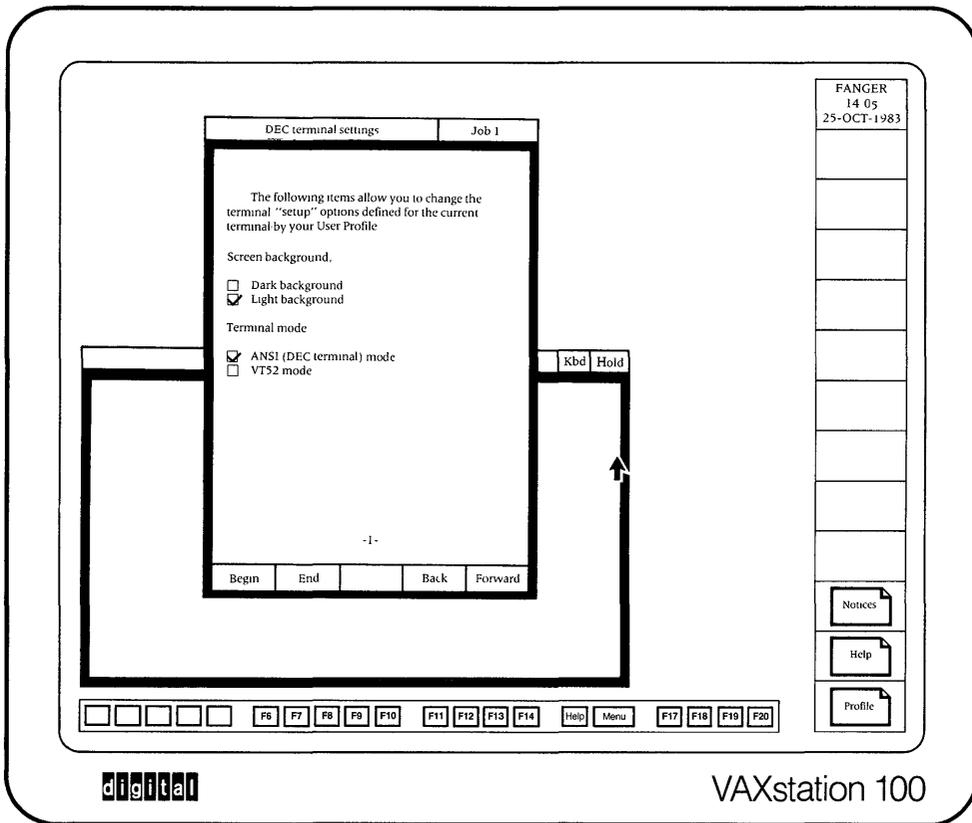
**Figure 15. Screen Displaying a Settings Document Page**

### Short-term Changes in Terminal Characteristics

**Make short-term changes in terminal characteristics by means of the Settings Document.**

To make short-term changes in an individual terminal setting (screen background, for example):

1. *Select* the border of the terminal to be changed.
2. *Select* the "Terminal settings" item in the resulting menu. The system will display a Settings Document specific to the terminal. Figure 15 shows a portion of the Settings Document for a DEC terminal. You can page through this document by selecting the "Back" and "Forward" controls at the bottom of each page.
3. *Select* the characteristics you want from this document. Changes will take place as you specify them

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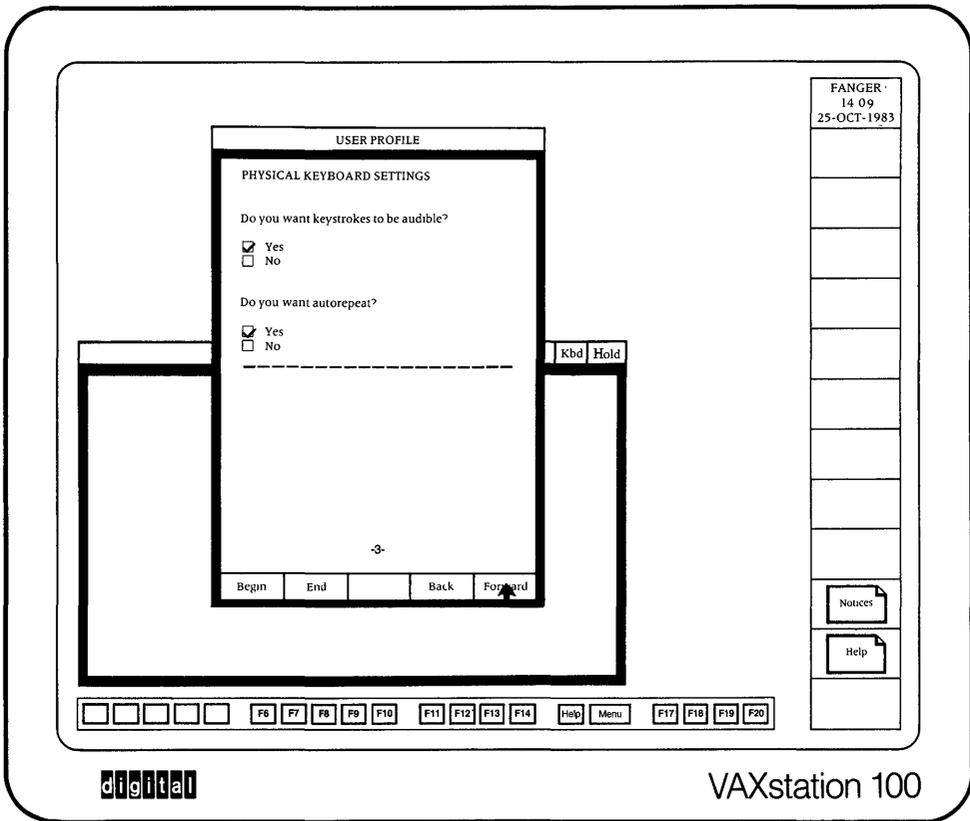
**Figure 16. Screen Displaying a Profile Page**

and persist until you discard the terminal, make subsequent changes by using the Setting Document, or select "Terminal RESET" in the Terminal Menu.

4. *Select* the border of the Settings Document when you have completed your changes. The VAXstation will display a short menu.

5. *Select* "Done." The Settings Document and menu will disappear.

### Long-term Changes in VAXstation Characteristics

**Make long-term changes in VAXstation characteristics by means of the Profile.**

To make long-term changes in the behavior of the overall VAXstation (initial terminal characteristics, time/date format, start-up terminal type, and so on):

1. *Select* the Profile icon in the utility area to display the Profile Document in the work area. Figure 16 shows a portion of a typical page of the User Profile.

You can page through the Profile by selecting the "Back" and "Forward" controls at the bottom of each page. Indicate your choices by selecting the items you want or by selecting and filling in the editable fields. Some changes will take effect as soon as you enter them.

2. When you have made the desired changes in the Profile, *select* the Profile border, then select "Store" from the resulting menu.

## Attaching the Keyboard to a Terminal

**Attach the keyboard to a terminal by selecting the terminal's interior.**

Although the VAXstation allows any number of terminals to exist simultaneously, it never permits attaching the keyboard to more than one terminal at a time. An active Kbd (keyboard) indicator in the upper terminal control bar identifies which terminal on the VAXstation screen presently has the keyboard attached.

> **Note**: Indicators in VAXstation terminal control bars signal their "on" or "active" condition by reversing their visual state – changing from black characters on a white field to white characters on a black field.

To change the terminal that the keyboard is attached to, *select* the interior of the terminal or the keyboard (Kbd) indicator.
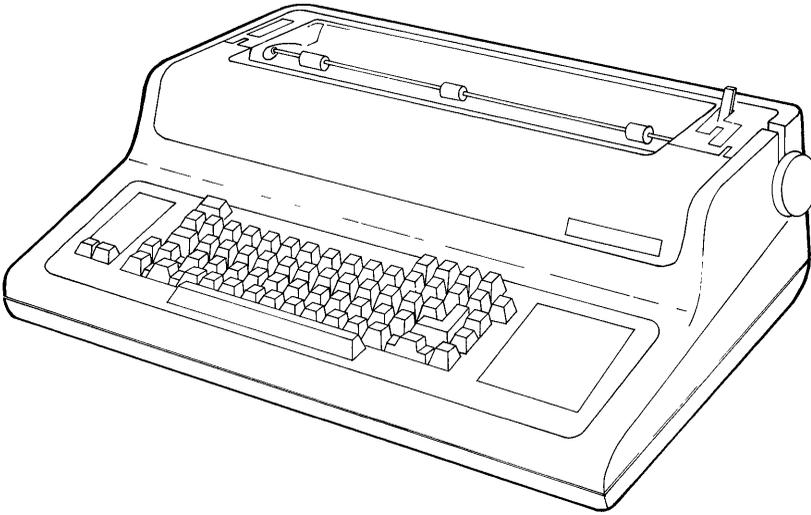
**Figure 17. The Printer**

## Printing an Object

**Print an object by selecting a "Print" menu item.**

You can print an object that is displayed on the screen if you have the printer option as shown in Figure 17. To print an object, select the "Print" menu item from a menu for a document, terminal, or viewport.

When you select a "Print" menu item, the pointer changes to an hourglass indicating "Please wait." The pointer then returns to its normal arrow shape, and you can resume working. After a short time, the printer prints the page of the document or the terminal or viewport that you selected.

**Use the "Print" menu item to print a VAXstation object.**

Turn the knob on the printer to position the paper so that printing can begin at the top of the form.

If the printer has a keyboard, do not type the keys on the keyboard. (The printer is a spooled terminal device connected to the VAX/VMS system.)

The printer can print an object that measures 864 x 864 pixels. Thus, if you try to print an object that is 900 pixels wide, the printer truncates the printed object to a width of 864 pixels.

By selecting a "Print" menu item, you can print the current page of the Help Document, the User Profile Document, the Notices Document, or the Terminal Settings Documents. You can also print the current display of an emulated terminal or a viewport.

## Uncovering Covered Terminals

**Uncover an object by selecting "Pop to top."**

If a terminal or document you wish to see is partially obscured by other VAXstation objects, *select* the border of the desired object and then select "Pop to top" from the resulting menu. The VAXstation displays the selected object at the top display level. (Selecting "Move" from the action menu will also place the object at the top display level.) If an object is entirely obscured by other VAXstation objects, you may have to move one or more of them far enough to allow you to *point* at the desired object.

## Reading Notices

**Read notices by selecting the Notices icon.**

The Notices icon in the utility area turns black when system messages, or VAXphone calls arrive. If you *select* this icon, a Notices Document is displayed in the work area. this document, shown in Figure 18, will display system messages that have arrived since the beginning of the current session. when the Notices Document is filled with accumulated messages, it scrolls to accommodate new messages, discarding the topmost message.

```
┌─────────────────────────────────────────────────────────────┐
│                          Notices                             │
├─────────────────────────────────────────────────────────────┤
│                                                              │
│  ABCDEF::USER  12:24:20  (DCL)  CPU=00:00:16.60  PF=661  IO=254  MEM=102 ,│
│                                                              │
│                                                              │
│                                                              │
│                                                              │
└─────────────────────────────────────────────────────────────┘
```

**Figure 18. The Notices Document**

When you are done reading notices, *select* the Notices Document border and then select "Store" from the resulting menu. The Notices Document will disappear from the work area and its icon will reappear in the utility area.
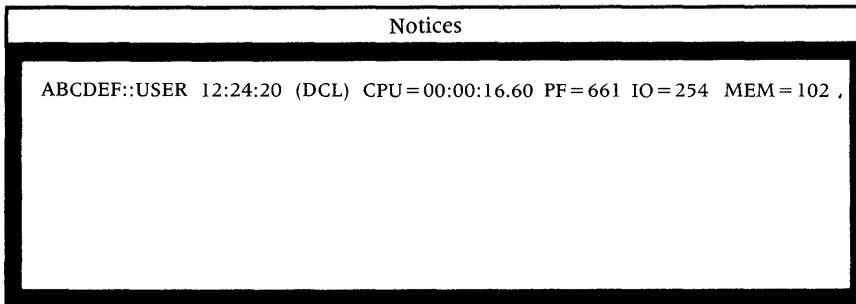
## Ending a VAXstation Session

**End a VAXstation session by means of the Main Menu.**

To end a VAXstation session:

1. Get the Main Menu by pressing the (MENU) key.
2. *Select* "End session." A Confirmation Menu will appear on the screen.
3. *Select* "Yes" if you are sure you are done and want all remaining jobs automatically logged out.

# Some Advanced Concepts

Details regarding the following VAXstation features will not be needed by all VAXstation users. If you are reading this guide for the first time, you may wish to skim this section for later reference.

## Control Bars

Simulated terminals have an elongated bar attached to the top – and, in the case of the TEK 4014, a bar attached to the bottom as well. These bars contain labels and icons that provide information about and permit control of the associated terminal.

### Upper Terminal Control Bars

Upper terminal control bars are similar for both DEC and TEK 4014 terminals.
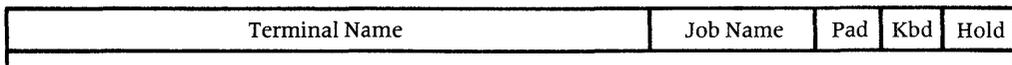
| Terminal Name | Job Name | Pad | Kbd | Hold |
|---|---|---|---|---|

**Figure 19.  Upper Terminal Control Bar**

Each upper terminal control bar can have five regions (see Figure 19), identified from left to right below:

- Terminal Name. A region that normally defines the type of terminal: "DEC terminal" or "TEK 4014." (Programs that create terminals can fill this field with other text.) You can, if you wish, *select* this region and edit its contents – deleting characters with the ⟨x⟩ key, and entering characters by typing on the keyboard.
- Job name. A region that identifies each job ("Job 1" or "Job 2"). You can, if you wish, change the text in this region by *selecting* the Job name region and editing its contents as described above.
- Pad. An indicator/switch icon that appears when a DEC Graphics Data Pad is specified for this terminal. (This specification is controlled by the program being run; if no data pad is identified by the program, this region does not appear in the terminal control bar.) This function turns black when you *select* the icon. If the pad is attached to one terminal (icon reversed) and you select the pad icon in another terminal, the pad is detached from the first terminal and attached to the other.

- Kbd (Keyboard). An indicator/switch icon that shows a dark (active) background when the VAXstation keyboard is attached to this terminal. The Keyboard indicator becomes active when you *select* the icon or the interior of the terminal. If the keyboard is attached to one terminal (icon active) and you select the keyboard icon (or body) of another terminal, the keyboard will be detached from the first terminal and attached to the other.
- Hold (not present on TEK 4014). An indicator/switch icon that shows a dark (active) background whenever output to the terminal is stopped. To stop (or hold) output to the terminal, you can type (CTRL/S) or you can *select* the terminal's inactive (white background) HOLD icon.

  You can restart output to a terminal by typing (CTRL/Q) or by *selecting* the active Hold icon.
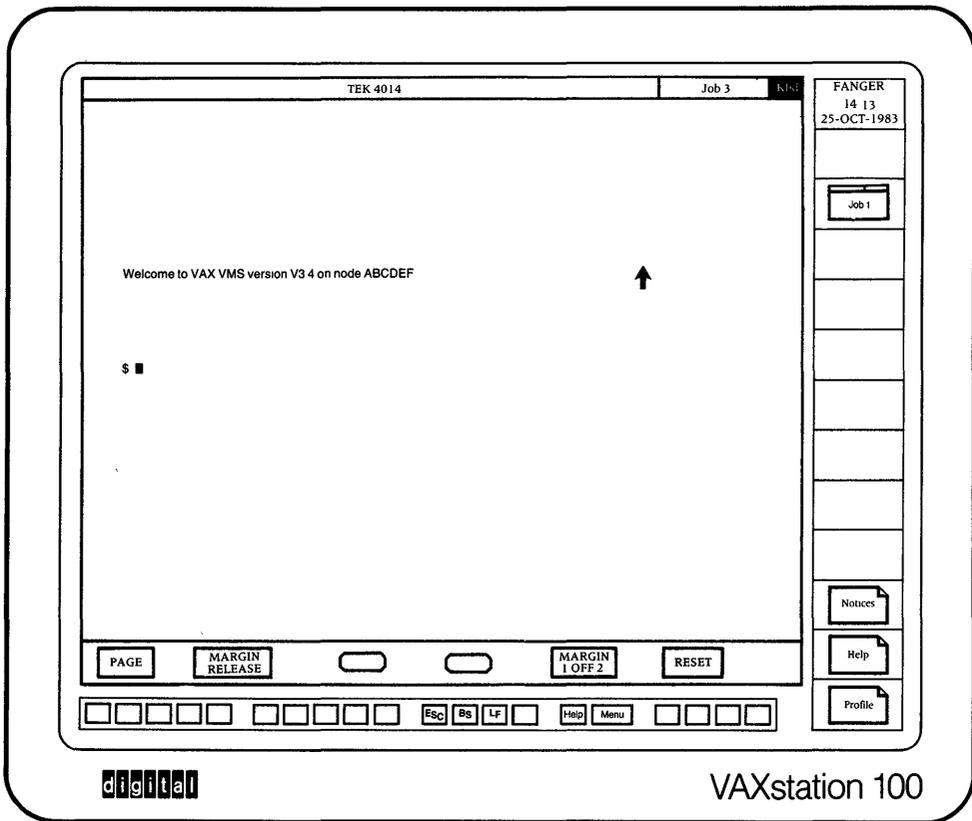
**Figure 20. Screen Displaying a TEK 4014 Terminal**

### Lower Terminal Control Bars

Only the simulated TEK 4014 terminal has a lower control bar.

The TEK 4014 Lower Terminal Control Bar (see Figure 20) contains six regions:

- PAGE. A *selectable* switch that clears the screen, forces the terminal into alphanumeric mode, and resets the cursor.
- MARGIN RELEASE. A *selectable* switch that releases the terminal from a page full condition.
- FULL. An indicator that becomes active when no more lines can be written onto the screen.
- GIN. An indicator that becomes active when graphics input mode is in effect.
- MARGIN. A *selectable* switch/indicator that permits users to define page full conditions. Selecting "1"

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causes the page full condition to occur when the terminal reaches the right margin of the bottom alphanumeric line on the screen, regardless of the margin width. Selecting "2" causes the page full condition to occur only after the terminal reaches the right margin of the bottom alphanumeric line in the second column. Selecting "OFF" prevents generation of the page full condition.

- RESET. A *selectable* switch that moves the cursor to the home position without erasing the screen. Selecting RESET also resets the characteristics of the TEK 4014 to those specified in the User Profile.

## VAX/VMS Jobs with Multiple Terminals

The VAXstation allows a VAX/VMS program to create terminals (or viewports) in addition to the one from which the RUN command was issued and to assign them logical names that the programs can access as required. When such terminal clusters are created, you can change individual terminal positions by means of the Terminal Menu "Move" item. Multiple-terminal jobs can also be stored and retrieved precisely like other jobs.
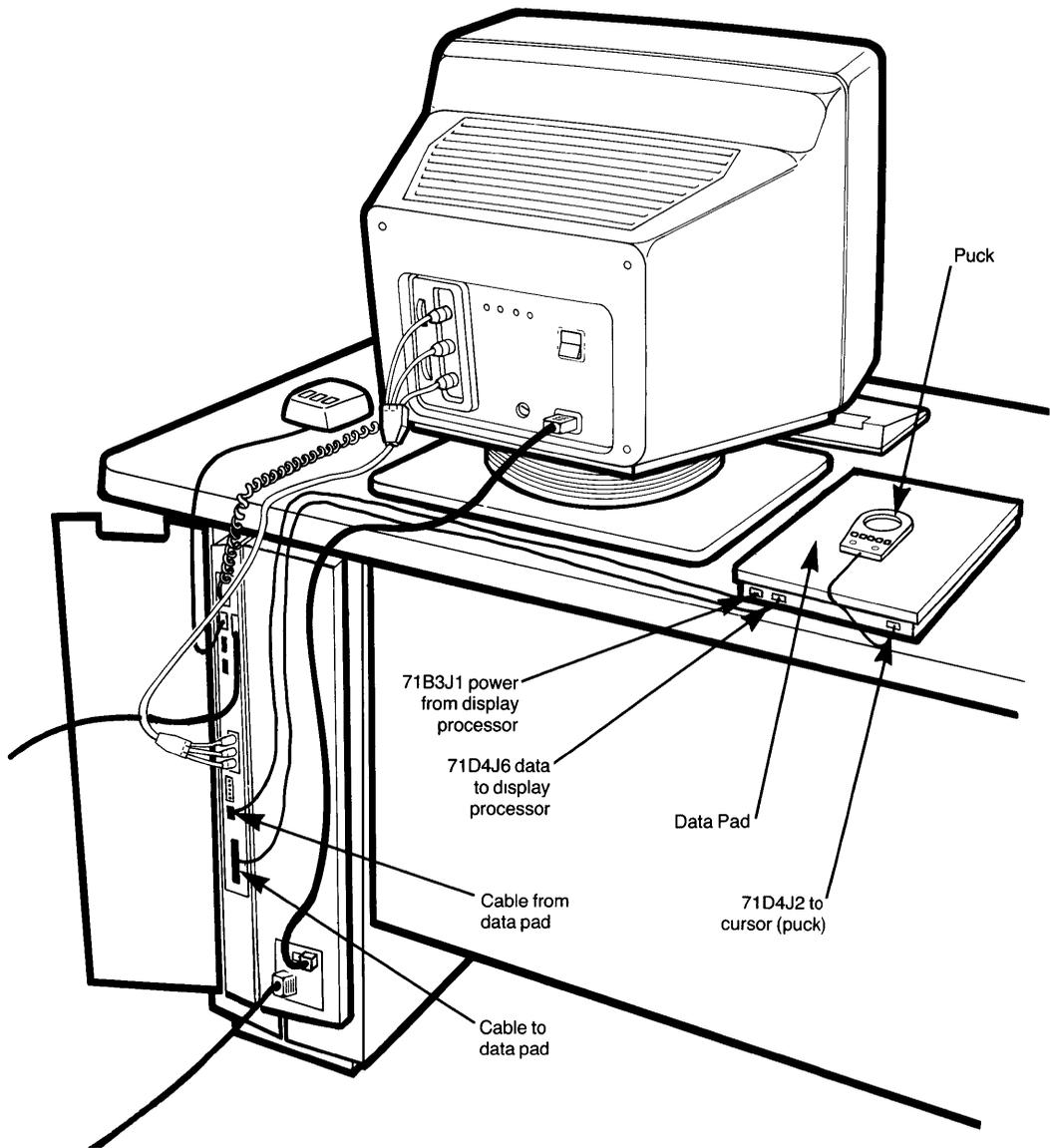
**Figure 21. Connecting the Data Pad**

## VAXstations with Graphics Data Pads

One of the options for the VAXstation 100 is the DEC Graphics Data Pad. This unit affects the behavior of the VAXstation only when programs that require it are running.

Connect the DEC Graphics Data Pad as shown in Figure 21.

**Use programs to control the DEC Graphics Data Pad.**

When the VAXstation system starts, the connected data pad responds with four beeps to indicate proper operation.

The DEC Graphics Data Pad has a crosshair cursor (puck) with 5 buttons that you can use to control graphic data. (The application program that you are using should provide information about how to use the puck.) The puck also has a red lamp and a green lamp.

The red proximity lamp on the puck indicates when data can be sent to the VAX/VMS host by pushing one of the buttons on the puck. Although the pad is approximately 16 inches square, you can use only 11 square inches in the center of the surface area. When the puck is within the 11-inch area and less than approximately 1 inch above the surface of the data pad, the red proximity lamp lights.

The green lamp on the puck indicates when operation of the puck changes from point mode to line mode. Point mode yields one point for each depression of a button; line mode yields a stream of points for as long as you depress a button.

# VAXstation Special Symbols

**Type special symbols by means of the (SYMBOL) key.**

The VAXstation permits you to create and display a large variety of special symbols in addition to the standard characters available on the keyboard  To type such symbols you must use the (SYMBOL) key in conjunction with a "seed" character key to temporarily assign symbols to the F1-F5 keys on your keyboard. These assignments are depicted along the bottom of the VAXstation screen as shown in Figure 22.

To type a special symbol, hold down the (SYMBOL) key and then press the desired "seed" key on the keyboard. If your terminal is set to the 8-bit DEC multinational symbol condition, the system will change the depiction of the leftmost five keys to show the symbols that will be generated if you press the corresponding key on the keyboard  In most cases, the special symbols are visibly related to the seed key: (A) , for example, gives access to all accent-bearing forms of the letter *A*, as well as the diphthong "Æ." Some special characters, however, are arbitrarily associated with one or more keyboard keys: the yen sign with the (4$) and the (Y) key, for example. These associations can be ascertained by reference to Figure 23 on the next page.

If you hold down (SYMBOL) and press the (A) key, the symbol key depictions at the bottom of the screen will take the form shown in Figure 22.
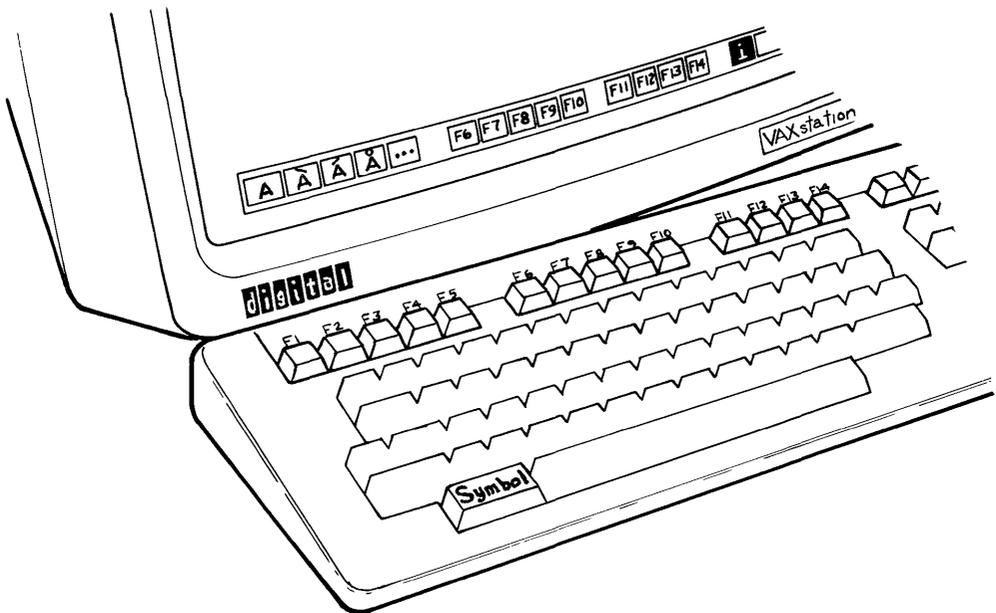


**Figure 22.  Special Symbol Selection (the "A" series)**

| Keyboard Key | Symbols Presented |
|---|---|
| A | À  Á  Â  Ã     Ä  Å  Æ  ª |
| B | ß |
| C | Ç  Ç  © |
| E | È  É  Ê  Ë |
| I | Ì  Í  Î  Ï |
| L | £ |
| N | Ñ |
| O | Ò  Ó  Ô  Õ     Ö  Ø  °  Œ   º  ☿ |
| P | ¶ |
| S | §  ß |
| U | Ù  Ú  Û  Ü  μ |
| X | ☿ |
| Y | Ÿ  ¥ |
| `~ | À  È  Ì  Ò     Ù  Ã  Ñ |
| 1! | ¹  ¡  ¼  ½ |
| 2@ | ²  ½ |
| 3# | ³  £ |
| 4$ | ¼  £  ¥  ☿ |
| 6^ | Â  Ê  Î  Ô  Û |
| 8* | ° |
| -_ | ±  º  ª |
| =+ | ±  ¥ |
| '" | Á  É  Í  Ó   Ú  Ä  Ë  Ï   Ö  Ü  Ÿ  «   » |
| \| | Ç |
| <> | «    » |
| . | · |
| , | Ç |
| /? | ¿  Ø  Ç  ¼  ½ |

**Figure 23.  VAXstation Special Symbols**

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# In Case of Trouble

The following table contains several of the more likely VAXstation trouble symptoms, each coupled with a short list of possible cures. If you encounter problems that do not appear in this table, call Digital Field Service 1-800-DEC-8000.

| Problem | Possible Cause | Possible Solution |
|---|---|---|
| No image on screen | No power to system | Turn on main power switch (on display processor) Plug display processor into active power outlet |
| | No power to monitor | Turn on monitor power switch (on rear of monitor) Plug monitor into switched outlet on display processor |
| | Screen intensity too low | Rotate brightness control (see Figure 2) |
| | Video cable not connected | Check all three connectors at both ends of video cable |
| Keyboard does not respond | Keyboard is not plugged in | Connect keyboard cable to display processor (see Figure 2); check plug underneath keyboard |
| | Keyboard is not attached to desired terminal | Select body of terminal or Kbd icon |
| Mouse does not move pointer | Mouse is not connected | Connect mouse cable to main chassis |
| | VAXstation is stuck | Turn main power switch OFF then ON |
| Application program does not detect data pad puck operations | Data pad is not connected | Connect data pad (see Figure 21) |
| Authorization failure | Wrong name or password | Consult system manager |
| "Trouble" icon appears on screen | Internal VAXstation failure | Call Digital Field Service 1-800-DEC-8000 |
| "Unable to connect to host" icon appears on screen | VAX/VMS host is not running VAXstation software; communications failure | Turn main power switch OFF then ON. Consult system manager. |

# Glossary of VAXstation Terms

Although the VAXstation has been designed with the intent of avoiding needless specialized terms, a few terms, used both in this guide and in the Help Document, have unavoidably taken on special meaning. These terms are discussed below.

- DEC Terminal. A simulated terminal for the VAXstation that duplicates the relevant characteristics of the current video terminals manufactured by Digital Equipment Corporation. For most practical purposes, the VAXstation DEC Terminal behaves like Digital VT200 family terminals. These are units similar to the Digital VT100 and VT102, but with the additional ability to generate and display the DEC multinational character set.

- Documents. VAXstation displays that simulate many of the characteristics of printed media. They are often characterized by having pages which can be "turned;" they may also have tables of contents and indexes. The VAXstation has Notices, Help, Profile, and Settings Documents.

- Help. The assistance that the VAXstation makes available to users by means of the (HELP) key and certain menu items. Pressing the (HELP) key at any time causes the VAXstation to display the Help Document opened to a related page. If the pointer has no specific context, the Help Document is displayed opened to the first page of the table of contents. From there the user can *select* any other page in the Help Document, including the Index – which in turn allows opening the document to any of its entries.

- Icon. A pictographic or alphanumeric symbol that identifies a VAXstation action, object, or function. The hand pressing a *mouse* button that appears prior to authorization is an icon that means "Press the mouse button to start." Alphanumeric icons are "Kbd," "Hold," and "Pad" in terminal control bars. Combining pictographic and alphanumeric techniques are the Notices, Help, and Profile icons (which depict a labeled piece of paper with one corner folded over).

- Job. A VAX/VMS job on the VAXstation that is a collection of one or more terminals (or viewports) under the control of a VAX/VMS process.

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- Menu. Any of several short selection forms displayed at certain times in the operation of the VAXstation. These forms allow the user to *select* VAXstation actions from a variety of options by *pointing* at the desired item and pressing the SELECT button on the *mouse*.

- Move. An explicit menu item that allows the *pointer* to be connected to an object so that, when the pointer is moved, the associated object moves with it. The VAXstation informs the user of the move state by converting the pointer from an up-arrow to a four-way arrow.

  Objects that have been moved are fixed in the current position when the SELECT button on the *mouse* is pressed. The *pointer* resumes its up-arrow form.

- Mouse. The small unit attached to the VAXstation. The *mouse* has three control buttons (the leftmost of which is SELECT), a movement-sensing ball in its belly, and a tail (oriented away from the user) through which it transmits ball motions and button operations to the VAXstation.

  The *mouse* is used to move the *pointer* about the VAXstation screen and to *select* screen locations defined by the pointer.

- Multinational symbols. The graphics symbols (defined by Digital Equipment Corporation) that uses eight bits to encode all of the standard ASCII characters as well as an additional set of special characters aimed at satisfying the requirements of a large variety of Western European languages.

- Point. The act of identifying an object or a location on the VAXstation screen by bringing the *pointer* to that object or location.

  *Selectable* VAXstation objects acknowledge being *pointed* at by surrounding themselves with a box. This is true of terminal borders, menu items, Help cross-references, and Profile and Settings choices.

  Whenever an object acknowledges being *pointed* at, pressing the SELECT button on the *mouse* produces an action related to that object. A terminal border displays the Terminal Menu, a menu item executes the named action, a Help cross-reference opens the Help Document to the referenced page, a Profile item sets the VAXstation to the named state.

- Pointer. The location identifying arrow that moves in close synchronism with the movements of the *mouse.* When a *selected* object is capable of being moved, the *pointer* becomes a four-way arrow. The pointer changes to an hourglass to indicate "Please wait."

- Profile. A VAXstation document that allows the user to define and confirm the operating characteristics of the VAXstation. The Profile allows user control of such features as date and time display format, kind of terminal (if any) to be created after authorization, and default characteristics of DEC and TEK 4014 terminals.

- Select. The act of moving the *pointer* until an object acknowledges being pointed at, then pressing the leftmost button on the *mouse* (SELECT).

- Store. The act of *selecting* the "Store" item in a menu and thereby moving a storable object into the storage area. Jobs are the most commonly stored VAXstation objects, although the Notices, Help, and Profile Documents are also "stored" when not in use.

  Storing a job does not affect its state (running or paused).

- Storage area. The group of twelve compartments immediately below the date/time box in the right utility area. Nine of these compartments are dedicated to storing jobs, and three to storing the Notices, Help, and Profile Documents.

- Utility area. The two VAXstation control blocks normally visible at the right and along the bottom of the screen. The right utility area contains the date/time utility, nine job storage slots, and three storage slots containing the Notices, Help, and Profile icons. The bottom utility area contains a depiction of the top row of keyboard function keys. The leftmost group of five keys are used in conjunction with the (SYMBOL) key to produce special DEC multinational symbols.

- Work area. All of the VAXstation screen that is not occupied by the utility areas. This is the region in which you use simulated terminals (or viewports).

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