A/UX 2.0: Fitting It on a 40MB Disk (9/94)

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TOPIC ---

Can a usable A/UX 2.0 be squeezed onto a 40MB disk? Is there a suggested
configuration or list of directories to remove to "shoehorn" it into that size?
What is the minimum, suggested swap space?

DISCUSSION --

The following is a list of "du" (disk usage) from the A/UX 2.0 Root system,
which tells the size of each directory in 512-byte blocks.

```
        /*UNIX*        2900
        /bin           5122
        /dev             38
        /etc          12874
        /shlib          458
        /usr/bin       8926
        /usr/adm         28
        /usr/catman    6218
        /usr/dict       410
        /usr/etc       1928
        /usr/games     1400
        /usr/include   2882
        /usr/lib      12394
        /usr/spool      448
        /usr/ucb       3296
        /lib           4464
        /mac/bin       4594
        /mac/lib       7344
        /mac/src        504
        /mac/sys       6238
        -------------------
        Total      82,466 blocks
```

If A/UX 2.0 is purely used for NFS purposes only, it might be possible to
squeeze the size and fit it on a 40MB disk. However, it might take some time to
go through each of the files and/or directories and determine which to keep or
to remove.

In general, a lot of files and/or directories like /usr/catman, /usr/games, /usr/dict, /mac/src, may be removed.

The default Swap size in A/UX 2.0 is about 18MB. 14MB was the default swap size used in A/UX 1.1.1 and before. This increase is mainly for A/UX 2.0 MultiFinder activities. If you do not have many Macintosh applications and/or specifically A/UX applications like C language compilations running on the system, it may be reduced to below 10MB. Furthermore, if you have plenty of physical RAM, 16MB or 32MB for example, you may reduce more swap space.

Again, this is still the "It depends..." type of question. We can't give an exact number on the size of Swap area and also, which files/directories should be kept or removed. You probably need to play the "try and error" game to knock the system below 40MB.

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