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A/UX: Connecting to TCP/IP and NFS Network (9/94)

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TOPIC -----

I am taking A/UX into an environment that consists of many Sun workstations and IBM systems with AIX. I want to evaluate A/UX with regard to the following:

- Connecting to NFS
- TCP/IP
- X Window System

What is required to make the A/UX ready to connect to the NFS network, and what do I have to do to make the A/UX ready to connect to TCP/IP?

DISCUSSION -----

To connect A/UX 2.0 and 3.0 to a network with TCP/IP and NFS:

- 1) Prepare Ethernet hardware (EtherTalk Card, Coax Ethernet cable, and terminators) and Internet information (Host name, Domain name, IP address, Broadcast address, and netmask), which will be asked for later.
- 2) Bring A/UX 2.0 or 3.0 up in single-user mode.
- 3) Create an NFS kernel with both client and server capabilities. To do this type the command:

```
# /etc/newconfig nfs
```

The "/etc/newconfig nfs" command automatically adds the appropriate modules to the kernel for using NFS.

While newconfig is running, the Internet information mentioned in step 1 will be asked for.

- 4) Restart A/UX, by selecting Restart from the Special menu:

- 5) If A/UX is to be a NFS server, the exported file system(s) must be

listed in the /etc/exports file. For instance, the entire root file system exported to a host named "sun1", the file should contain:

```
/          sun1
```

- 6) Update the /etc/hosts file to include all hosts that A/UX communicates with, and update the /etc/hosts.equiv file to include your trusted hosts. Also, let other hosts, like Sun or AIX, know about your A/UX hostname and IP address.
- 7) Modify the /etc/fstab file to mount your local and remote NFS file systems.
- 8) Bring A/UX to multi-user mode. To do this, boot to single user mode and then type the command:

```
# init 2
```

- 9) All TCP/IP and NFS network services, like "rlogin", "ftp", "rcp", "telnet", "showmount", "netstat", "nfsstat", "mount", "ping" and so on, are now ready to perform. "ping" is a nice tool to use to see if your A/UX and/or other hosts are talking to each other.

This process is described in more detail in the "A/UX Network System Administration" manual.

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