NAME

    intro — introduction to commands and application programs

DESCRIPTION

    This section describes, in alphabetical order, publicly-accessible commands. Certain distinctions of purpose are made in the headings:

    (1)   Commands of general utility.
    (1C)   Commands for communication with other systems.
    (1G)   Commands used primarily for graphics and computer-aided design.
    (1M)   Commands used primarily for system maintenance.
    (1S)   Commands used for Source Code Control.
    (1X)   Games and useful commands.

SEE ALSO

    How to Get Started, at the front of this volume.

DIAGNOSTICS

    Upon termination, each command returns two bytes of status, one supplied by the system and giving the cause for termination, and (in the case of "normal" termination) one supplied by the program (see *wait*(2) and *exit*(2)). The former byte is 0 for normal termination; the latter is customarily 0 for successful execution and non-zero to indicate troubles such as erroneous parameters, bad or inaccessible data, or other inability to cope with the task at hand. It is called variously "exit code", "exit status", or "return code", and is described only where special conventions are involved.