

Re: remote x sessions

Source: <http://unix.derkeiler.com/Newsgroups/comp.unix.sco.misc/2005-01/0205.html>

From: Bob Bailin (72027.3605_at_compuserve.com)

Date: 01/27/05

Date: Thu, 27 Jan 2005 21:07:10 GMT

"chabral" <chabral@hotmail.com> wrote in message
news:41f68872\$0\$48322\$14726298@news.sunsite.dk...
>
> "Jean-Pierre Radley" <jpr@jpr.com> escribió en el mensaje
> news:20050125164408.GA22656@jpradley.jpr.com...
>> chabral typed (on Tue, Jan 25, 2005 at 12:44:05PM -0300):
>> | "Bob Bailin" <72027.3605@compuserve.com> escribió en el mensaje
>> | news:_sdJd.12776\$Vj3.12188@newssvr17.news.prodigy.com...
>> | >
>> | > "chabral" <chabral@hotmail.com> wrote in message
>> | > news:41f535da\$0\$48322\$14726298@news.sunsite.dk...
>> | > > Hi,
>> | > > I'm trying to configure one sco 5.0.7 box to accept remote x
>> | sessions.
>> | > > In the client side, I'm using the X-Win32 program, which allows me
> to
>> | use
>> | > > three connection methods:
>> | > > - rsh
>> | > > - rexec
>> | > > - XDMCP
>> | > >
>> | > > Until now, I've no success. Using XDMCP, I get a gray-dotted
> screen.
>> | > > Using rsh I get "permission denied" errors. And using rexec I get
>> | > > :connection refused.
>> | > > Any ideas? Should I start a service in the server side? I've an X
>> | > > session open, and have seen the configuration parameters for Xsco,
> but
>> | no
>> | > > luck up to now.
>> | > > Any tip?
>> | >
>> | > You must have scologin enabled.
>> | > Logged in as root, type: scologin query
>> | > to get the current status of scologin. If it's disabled, type:
> scologin

```
>> | enable
>> | >
>> | > This has the default side effect of starting an X-windows login on
> tty02,
>> | > the 2nd console multiscreen. You can disable this behavior by
> modifying
>> | > the file /usr/lib/X11/scolgin/Xservers and commenting out the line
>> | > :0 local /usr/bin/X11/X :0 -crt /dev/tty02
>> | >
>> | > Once scolgin is running, you should be able to connect using XDMCP.
>> | > Make sure your firewall allows access to/from the Xwin-32 program.
>> | >
>> | > Bob
>> | >
>> | Looking at the scolgin script code, I found this:
>> |
>> | enable)
>> | if [ $is_mouse_val -eq 0 ]
>> | then
>> | dspmsg $CATNAME -s 1 15 'Enabling scolgin ... ' >&2
>> | STATE=disable
>> | rm -f $INITD
>> | echo $SCL > $INITD
>> | mkinittab
>> | STATE=
>> | dspmsg $CATNAME -s 1 9 'done.\n' >&2
>> | configure start
>> | else
>> | dspmsg $CATNAME -s 1 14 'Scolgin: mouse needs to be
>> | configured.\n' >&2
>> | fi
>> | ;;
>> |
>> | When I try scolgin enable I get the error in the else section. So,
> how
>> | do I change the value of is_mouse_val ?
>> | Thanks in advance,
>> |
>> |
>> | 1) attach a mouse to the computer
>> | 2) run 'mkdev mouse'
>> |
>> | --
>> | JP
>
> Thanks JP!. Now a question (assuming the risk of being hit). The mkdev
> mouse command presents a program asking for the mouse type. In my case, it's
> a PS/2 mouse, but available options are:
>
> 1. Serial mouse
> 2. Bus mouse
```

- > 3. *PS/2-style keyboard mouse (IRQ 12)*
- > 4. *USB Mouse/Trackball mouse*
- >
- > *Should I choose option 3 regardless that it's related to a "keyboard*
- > *mouse"?*
- > *Thanks for your help,*

It's called a "keyboard mouse" because it has the same mini-DIN connector that PS/2 keyboards have. Serial mice have a DB-9 or DB-25 connector and plug into a standard serial port. Bus mice are ancient and obsolete; they also have a DIN connector, but plug into a dedicated 8-bit ISA adapter card provided by MS with the mouse. And USB mice have a rectangular USB connector and plug into a USB port.

Bob