NAME

environ, pref, variables – user-preference variables files for AT&T FACE

SYNOPSIS

$HOME/pref/.environ

$HOME/pref/.variables

$HOME/FILECABINET/.pref

$HOME/WASTEBASKET/.pref

DESCRIPTION

The **.environ**, **.pref**, and **.variables** files contain variables that indicate user preferences for a variety of operations. The **.environ** and **.variables** files are located under the user's **$HOME/pref** directory. The **.pref** files are found under **$HOME/FILECABINET**, **$HOME/WASTEBASKET**, and any directory where preferences were set via the **organize** command. Names and descriptions for each variable are presented below. Variables are listed one per line and are of the form *variable***=***value*.

.environ Variables

Variables found in **.environ** include:

LOGINWIN[1-4] Windows that are opened when FACE is initialized

SORTMODE Sort mode for file folder listings. Values include the following hexadecimal digits:

- **1** sorted alphabetically by name
- **2** files most recently modified first
- **800** sorted alphabetically by object type

The values above may be listed in reverse order by ORing the following value:

- **1000** list objects in reverse order. For example, a value of **1002** will produce a folder listing with files LEAST recently modified displayed first. A value of **1001** would produce a "reverse" alphabetical by name listing of the folder

DISPLAYMODE Display mode for file folders. Values include the following hexadecimal digits:

- **0** file names only
- **4** file names and brief description
- **8** file names, description, plus additional information

WASTEPROMPT Prompt before emptying wastebasket (yes/no)?

WASTEDAYS Number of days before emptying wastebasket

PRINCMD[1-3] Print command defined to print files.

UMASK Holds default permissions that files will be created with.

.pref Variables

Variables found in **.pref** are the following:

SORTMODE which has the same values as the **SORTMODE** variable described in **.environ** above.

DISPMODE which has the same values as the **DISPLAYMODE** variable described in **.environ** above.

.variable Variables

Variables found in **.variables** include:

EDITOR Default editor

PS1 shell prompt