al sceptor [-phw] <interceptee>

where the flags mean: p -> Don't print the messages being received. w -> Don't send watch dogs on to the destination. h -> Hold the message until manually released.

AL_SCEPTOR(IL)

Valid Intercepted Processes and Abbreviations are:

k

ad	almdst
t1	ompr
a2	a12
m 1	mmtpars
ac	acme
ab	almbld
tf	trfde
d1	datacler

2. PURPOSE:

This command will intercept UNIX messages being sent to the named process. It is assumed that the messages correspond to the PIPE structure named in "/usr/include/alert.h". The contents of the message are displayed and the message then sent on to the destination process.

Options are available to eliminate watch dog messages and to hold messages until manually released (by typing a new-line char).

When a non-watchdog message is received, the screen is cleared, the contents of the message header and corresponding message are displayed, and the program sleeps for 5 seconds. As we dogs are received, a message indicating reception is printed the screen is not cleared. A sequence number is added to each watchdog for convenience of viewing.

EXAMPLE:

al sceptor

will print help information for running the command.

al sceptor ompr

will cause all messages being received by ompr to be displayed.

al_sceptor -w almdst will cause all non-watchdog messages to be sent to the almdst.

al_sceptor -wh acme will cause all non-watchdog messages to be sent to acme but each message received will only be sent on to acme after al_sceptor receives any new-line terminated input.



If the interceptee process is not running, al sceptor will sit in a loop and try every 10 seconds to arouse that process. If the interceptee process should die while running al sceptor, al sceptor will again try every 10 seconds to talk to the destination.

A delete will terminate al sceptor.

Race conditions may occur while reading/setting process semaphores. BUGS: When al sceptor is run, the process id and semaphore number of the intercepted process is printed. When al sceptor is terminated, the process id restored is also printed. If the process ids printed on entrance and exit are not the same, you may have to kill the intercepted process to restore sanity.

This procedure should rarely have to be used.

