FAQ zu Urlichs-ISDN

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Contents

1 Einführung **1**

1.1 Copyright 1

2 Für Einserkandidaten ;-) **2**

2.1 Wo finde ich weiterführende allgemeine Informationen zu ISDN? 2

3 Some examples **2**

3.1 This is a subsection 2

3.1.1 This is a subsubsection 2

3.2 Example text 2

3.3 Cross references 3

3.4 Using fonts 3

3.5 Lists 3

1 Einführung

Matthias Urlichs hat seinem "Kind" nie einen eigenen Namen gegeben. *Dirk Steinberg* (mailto:Dirk.Steinberg@gmd.de) hat in seinem Artikelbeitrag zu "Auf zwei Beinen" (*iX* 7/95, S. 164) das Kürzel **U-ISDN** geprägt, das auch in diesem Dokument zur Verwendung kommt.

Diese FAQ liegt aktuell auf *www.ix.de* (http://www.ix.de/ix/linux/U-ISDN-FAQ.html) sowie in ASCII-, DVI- und Postscript-Format auf *ftp.ix.de* (ftp://ftp.ix.de/pub/ix/Linux/docs/).

1.1 Copyright

Dieses Dokument ist Copyright © 1995 *Kai Dupke* (mailto:dupke@koma.han.de).

2 Für Einserkandidaten ;-)

2.1 Wo finde ich weiterführende allgemeine Informationen zu ISDN?

Um ISDN allgemein (wie Tk-Anlagen, ISDN unter Windows etc.) geht es in der Newsgruppe *de.comm.isdn* (`news:de.comm.isdn`).

Fragen zu ISDN beantwortet auch die gemischt deutsch/englische ISDN-FAQ "TCP/IP over ISDN. Frequently Asked Questions". Ansprechpartner: *isdn-faq@gin.pfm-mainz.de* (`isdn-faq@gin.pfm-mainz.de`). Sie wird regelmäßig in *de.comm.isdn* (`news:de.comm.isdn`) gepostet und von *Winfried Haug* (`haug@seicom.net`) auf *ftp.uni-stuttgart.de* (`ftp://ftp.uni-stuttgart.de/pub/systems/pc/comm/isdn`) abgelegt. Die letzte mir vorliegende Fassung ist allerdings vom 30.11.94, kann sein, daß das Projekt entschlafen ist. Die aktuelle FTP-Version ist gar vom 02.09.94.

Dann gibt es noch eine "Frequently Asked Questions zu ISDN" von *Christian Dura* (`mailto:sysop@atlantis.zer.sub.org`), er postet sie regelmäßig in *de.comm.isdn* (`news:de.comm.isdn`) und `z-netz/isdn`.

ISDN unter Linux ist das Thema meiner *Linux-ISDN-WWW-Seite* (`http://www.ix.de/ix/linux/linux-isdn.html`). Weitere Infos zu ISDN, auch international, enthält *Dan Kegels ISDN-Homepage* (`http://alumni.caltech.edu/ dank/isdn/`). Dort sind auch jede Menge Hyperlinks auf andere WWW-Seiten zu ISDN.

3 Some examples

Here are examples of things that you'll be using in the source. First, let's decend into a subsection:

3.1 This is a subsection

As the header says. Note that you need to use the `p` command to start the body of the section, after the `sect1` command. Here's a subsubsection:

3.1.1 This is a subsubsection

Right. 5 levels of sections are available. Use the commands `sect`, `sect1`, `sect2`, `sect3`, and `sect4` to get them. This document uses the `article` document style, which is appropriate for HOWTOs and other docs; the `report` style (which includes the `chapt` sectioning command) should be used for the LDP docs.

3.2 Example text

All right, so you're typing along, and you want to show some example code, or example I/O with a program, whatever. Use the `code` or `verb` "environments" for this, wrapped in a `tscreen` environment, as so:

```
This is an example verb environment.
```

As well as:

```
This is an example code environment.
```

The `tscreen` environment just sets the font to small type and indents it nicely. It's not required for using `verb` or `code`, but I suggest that you do.

The *Linuxdoc-SGML User's Guide* explains what special characters you can and can't use in the `verb` and `code` environments.

3.3 Cross references

What about cross-references? This section has been marked with the `label` command; using `ref` will provide a cross reference, as in "See Section 3.3" for more.

Right now cross-references don't work in the `nroff` translation for plain ASCII.

3.4 Using fonts

You want fonts, we got fonts. Of course these won't show up in the plain ASCII text, but they all map into the various output formats: **boldface**, *emphasis*, , , `typewriter`, and *italics*.

3.5 Lists

Lists are easy as well. Just use the `itemize` element with the `item` commands, seen here:

- This is a list.
- Nothing exciting about that.
  - Multiple levels are supported as well.
  - Again, that's no surprise.

  1. Enumerated lists using `enum` also work.
  2. Description environments using `descrip` along with `tag` are also available, as seen here.

  First item.
  Here's one item.

  Second item.
  Here's another.

  Third item.
  Can we go for three?
- A final item to top it all off.

This is just about everything that you need to get started with writing SGML docs using the `linuxdoc-sgml` DTD. Please let me know if you think something should be changed or added to this document.