

---

# Title: Vorlage XML Docbook

Stotz Urs <stotz@gmx.ch>

Copyright © 2004 Stotz Urs

This material may be distributed only subject to the terms and conditions set forth in the Open Publication License, vX.Y or later (the latest version is presently available at <ulink url="http://www.opencontent.org/openpub/">OpenContent</ulink>).

## Disclaimer

Use the information in this document at your own risk.

I disavow any potential liability for the contents of this document. Use of the concepts, examples, and/or other content of this document is entirely at your own risk.

All copyrights are owned by their owners, unless specifically noted otherwise. Use of a term in this document should not be regarded as affecting the validity of any trademark or service mark.

Naming of particular products or brands should not be seen as endorsements.

You are strongly recommended to take a backup of your system before major installation and backups at regular intervals.

	Revision History
Revision v0.0.1	2004-07-06

All HOWTOs have an abstract, a single, brief paragraph that should tell your readers what this HOWTO is going to be about.

Avoid using linebreaks.

## Table of Contents

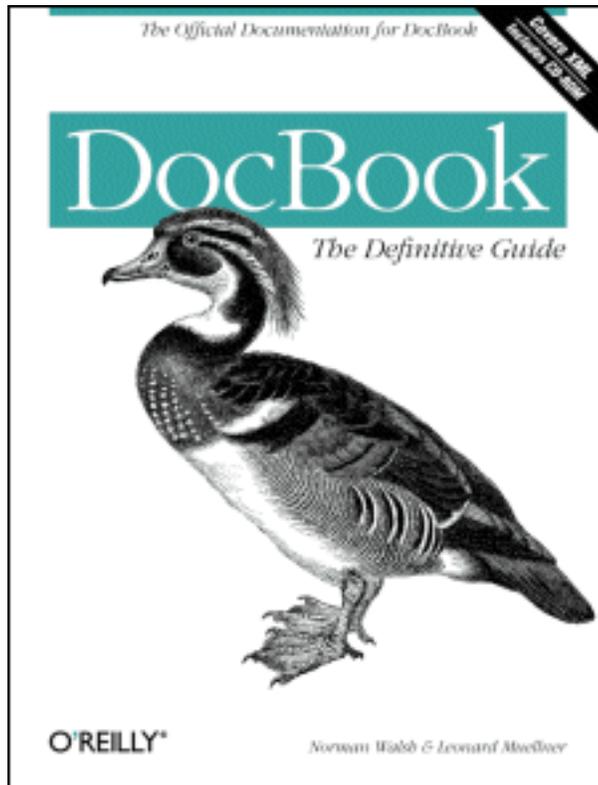
Introduction .....	2
Image .....	2
News .....	2
Credits .....	2
Structure .....	3
Technologies .....	3
Implementation .....	3
Maintenance .....	3
Advanced Issues .....	3
Further Information .....	4
Getting Help .....	4
Concluding Remarks .....	4
Questions and Answers .....	4
Examples .....	4

## Introduction

As the title suggests, an introduction. Expand on the abstract, give the background, be creative.

## Image

**Figure 1. The Cover of DocBook: The Definitive Guide**



## News

This is where you make a summary of news and recent updates to your document. For a new document this isn't expected to be much. When a HOWTO exceeds 20 pages it takes more than a casual read to find the updates. This is where you help your readers with that, alerting them to specific and important news. A pointer to where to get the latest version would also be useful. Many authors keep the latest version on their own home pages too.

## Credits

It is always nice to acknowledge people who help you with inputs, it is also regarded by many as important in the Linux world new economy. Example:

This Text is only copy pasted from The\_LDP\_HOWTO\_Generator and generated

[http://www.nyx.net/~sgjoen/The\\_LDP\\_HOWTO\\_Generator.html](http://www.nyx.net/~sgjoen/The_LDP_HOWTO_Generator.html)

corff (at) ZEDAT.FU-Berlin.DE

dwood (at) plugged.net.au

lcl (at) spiretech.com

kgh12351 (at) nifty.ne.jp

dave (at) lafn.org

name (at) site.org

Also Somecompany is acknowledged for sending me documentation on their gizmos as well as permission to quote from the material. These quotes have been approved before appearing here and will be clearly labelled.

Scramble the addresses so email harvesters cannot get addresses from your HOWTO and then spam people. That has happened in the past.

## Structure

A quick overview on how all parts fit together in the structure. Here I use an example from my Multi Disk HOWTO.

As this type of document is supposed to be as much for learning as a technical reference document I have rearranged the structure to this end. For the designer of a system it is more useful to have the information presented in terms of the goals of this exercise than from the point of view of the logical layer structure of the devices themselves. Nevertheless this document would not be complete without such a layer structure the computer field is so full of, so I will include it here as an introduction to how it works.

## Technologies

Introduction of technology for the newbie with a few references to detailed works. Remember that not everyone has Internet access so you have to explain in sufficient details so even the newbie can get by.

## Implementation

Now your readers should have a sufficient knowledge of what this is about and now we come to the hands on of implementing your clever scheme.

## Maintenance

Few systems and designs are maintenance free, here you explain how to keep the system running.

## Advanced Issues

You can get most things up and running in a quick and dirty fashion, useful for testing and getting used

to how things work. For more serious use you would need to be a little more advanced. This is the place to explain it all, if applicable.

## Further Information

- \* Usenet Newsgroups and related FAQs where appropriate
- \* Mailing lists
- \* Other HOWTOs and man pages
- \* Local resources, files on disks that can be used as examples
- \* Web pages

## Getting Help

Your reader might still end up in a situation where extra help is needed from someone else, perhaps on the net. In order to get fast and efficient help it is best first to get some details on your system. What details matter depends on type of problem. For disk problems you need to know the disk controllers etc, for networking problems you have to know what ethernet card is used and version of drivers etc. Here is the place to suggest what details to have ready when asking for help.

## Concluding Remarks

Just summing up... Also a place for general recommendations.

## Questions and Answers

Q:How many physical disk drives (spindles) does a Linux system need?

A: Linux can run just fine on one drive (spindle). Having enough RAM (around 32 MB, and up to 64 MB) to support swapping is a better price/performance choice than getting a second disk. (E)IDE disk is usually cheaper (but a little slower) than SCSI.

## Examples

Example designs and sample configuration files and other relevant details is always handy. Keep large samples at the end to avoid breaking the flow of the HOWTO reading. Small samples are useful within the main body of the HOWTO.