

SCSI Developer's Kit)

BeOS

support. It also brought additional drivers and support for the most common SCSI controllers on the x86 platform - from Adaptec and Symbios Logic. The bootloader - BeOS is a discontinued operating system for personal computers that was developed by Be Inc. It was conceived for the company's BeBox personal computer which was released in 1995. BeOS was designed for multitasking, multithreading, and a graphical user interface. The OS was later sold to OEMs, retail, and directly to users; its last version was released as freeware.

Early BeOS releases are for PowerPC. It was ported to Macintosh, then x86. Be was ultimately unable to achieve a significant market share and ended development with dwindling finances, so Palm acquired the BeOS assets in 2001. Enthusiasts have since created derivate operating systems including Haiku, which will retain BeOS 5 compatibility as of Release R1.

SCST

licensed SCSI target software stack. The design goals of this software stack are high performance, high reliability, strict conformance to existing SCSI standards - SCST is a GPL licensed SCSI target software stack.

The design goals of this software stack are high performance, high reliability, strict conformance to existing SCSI standards, being easy to extend and easy to use. SCST does not only support multiple SCSI protocols (iSCSI, FC, SRP, ...) but also supports multiple local storage interfaces (SCSI pass-through, block I/O and file I/O) and also storage drivers implemented in user-space via the scst_user driver.

In order to reach maximum performance SCST has been implemented as a set of kernel drivers. SCST is often combined with RAID, data deduplication and/or high-availability cluster software to augment its functionality. The SCST software stack is the basis software of many SAN systems. Several world records have been set with SAN systems based on SCST.

SCST competes with LIO Target for the same purpose of providing a generic SCSI target module inside the Linux kernel. For the narrower purpose providing a Linux iSCSI target, the older IET and STGT modules also enjoy industry support.

Between 2013 and 2017 SCST was primarily maintained by SanDisk personnel, after Fusion-io acquired the start-up ID7 in 2013, a driving force behind SCST and after SanDisk acquired Fusion-io in 2014.

SBus

founded Troubador Technologies. Sun also published a set of books as a "developer's kit" to encourage third-party products. At the peak of the market over - SBus is a computer bus system that was used in most SPARC-based computers (including all SPARCstations) from Sun Microsystems and others during the 1990s. It was introduced by Sun in 1989 to be a high-speed bus counterpart to their high-speed SPARC processors, replacing the earlier (and by this time, outdated) VMEbus used in their Motorola 68020- and 68030-based systems and early SPARC boxes. When Sun moved to open the SPARC definition in the

early 1990s, SBus was likewise standardized and became IEEE-1496. In 1997 Sun started to migrate away from SBus to the Peripheral Component Interconnect (PCI) bus, and today SBus is no longer used.

The industry's first third-party SBus cards were announced in 1989 by Antares Microsystems; these were a 10BASE2 Ethernet controller, a SCSI-SNS host adapter, a parallel port, and an 8-channel serial controller.

The specification was published by Edward H. Frank and James D. Lyle.

A technical guide to the bus was published in 1992 in book form by Lyle, who founded Troubador Technologies. Sun also published a set of books as a "developer's kit" to encourage third-party products.

At the peak of the market over 250 manufacturers were listed in the SBus Product Directory, which was renamed to the SPARC Product Directory in 1996.

SBus is in many ways a "clean" design. It was targeted only to be used with SPARC processors, so most cross-platform issues were not a consideration. SBus is based on a big-endian 32-bit address and data bus, can run at speeds ranging from 16.67 MHz to 25 MHz, and is capable of transferring up to 100 MB/s. Devices are each mapped onto a 28-bit address space (256 MB). Only eight masters are supported, although there can be an unlimited number of slaves.

When the 64-bit UltraSPARC was introduced, SBus was modified to support extended transfers of a 64 bits doubleword per cycle to produce a 200 MB/s 64-bit bus. This variant of the SBus architecture used the same form factor and was backward-compatible with existing devices, as extended transfers are an optional feature.

SBus cards had a very compact form factor for the time. A single-width card was 83.82 millimetres (3.300 in) wide by 146.7 millimetres (5.78 in) long and is designed to be mounted parallel to the motherboard. This allowed for three expansion slots in the slim "pizza box" enclosure of the SPARCstation 1. The design also allows for double- or triple-width cards that take up two or three slots, as well as double-height (two 3x5 inch boards mounted in a "sandwich" configuration) cards.

SBus was originally announced as both a system bus and a peripheral interconnect that allowed input and output devices relatively low latency access to memory. However, soon memory and central processing unit (CPU) speeds outpaced I/O performance. Within a year some Sun systems used MBus, another interconnection standard, as a CPU—memory bus. The SBus served as an input/output bus for the rest of its lifetime.

Windows 98

general, provides improved — and a broader range of — support for IDE and SCSI drives and drive controllers, floppy drive controllers and all other classes - Windows 98 is a consumer-oriented operating system developed by Microsoft as part of its Windows 9x family of Microsoft Windows operating systems. It was the second operating system in the 9x line, as the successor to Windows 95. It was released to manufacturing on May 15, 1998, and generally to retail on June 25, 1998. Like its predecessor, it is a hybrid 16-bit and 32-bit monolithic product with the boot stage based on MS-DOS.

Windows 98 is web-integrated and bears numerous similarities to its predecessor. Most of its improvements were cosmetic or designed to improve the user experience, but there were also a handful of features introduced to enhance system functionality and capabilities, including improved USB support and accessibility, and support for hardware advancements such as DVD players. Windows 98 was the first edition of Windows to adopt the Windows Driver Model, and introduced features that would become standard in future generations of Windows, such as Disk Cleanup, Windows Update, multi-monitor support, and Internet Connection Sharing.

Microsoft had marketed Windows 98 as a "tune-up" to Windows 95, rather than an entirely improved next generation of Windows. Upon release, Windows 98 was generally well-received for its web-integrated interface and ease of use, as well as its addressing of issues present in Windows 95, although some pointed out that it was not significantly more stable than Windows 95. In 2003 Windows 98 had approximately 58 million users. It saw one major update, known as Windows 98 Second Edition (SE), released on June 10, 1999. After the release of its successor, Windows Me in 2000, mainstream support for Windows 98 and 98 SE ended on June 30, 2002, followed by extended support on July 11, 2006 along with Windows Me's end of extended support.

UEFI

and iSCSI.[page needed] OS images can be remotely stored on storage area networks (SANs), with Internet Small Computer System Interface (iSCSI) and Fibre - Unified Extensible Firmware Interface (UEFI, as an acronym) is a specification for the firmware architecture of a computing platform. When a computer is powered on, the UEFI implementation is typically the first that runs, before starting the operating system. Examples include AMI Aptio, Phoenix SecureCore, TianoCore EDK II, and InsydeH2O.

UEFI replaces the BIOS that was present in the boot ROM of all personal computers that are IBM PC compatible, although it can provide backwards compatibility with the BIOS using CSM booting. Unlike its predecessor, BIOS, which is a de facto standard originally created by IBM as proprietary software, UEFI is an open standard maintained by an industry consortium. Like BIOS, most UEFI implementations are proprietary.

Intel developed the original Extensible Firmware Interface (EFI) specification. The last Intel version of EFI was 1.10 released in 2005. Subsequent versions have been developed as UEFI by the UEFI Forum.

UEFI is independent of platform and programming language, but C is used for the reference implementation TianoCore EDKII.

Apple Network Server

possibly the CD-ROM. UW-SCSI hard disks are seldom an issue and Apple even released an U-SCSI (but narrow) hard disk installation kit for the ANS even though - The Apple Network Server (ANS) was a line of PowerPC-based server computers designed, manufactured and sold by Apple Computer, Inc. from February 1996 to April 1997. It was codenamed "Shiner" and originally consisted of two models, the Network Server 500/132 ("Shiner LE", i.e., "low-end") and the Network Server 700/150 ("Shiner HE", i.e., "high-end"), which got a companion model, the Network Server 700/200 (also "Shiner HE") with a faster CPU in November 1996.

The machines were not a part of the Apple Macintosh line of computers; they were designed to run IBM's AIX operating system and their ROM specifically prevented booting the classic Mac OS. This makes them

the last non-Macintosh desktop computers made by Apple to date. The 500/132, 700/150, and 700/200 sold in the U.S. market for \$11,000, \$15,000 and \$19,000, respectively.

Apple Network Servers are not to be confused with the Apple Workgroup Servers and the Macintosh Servers, which were Macintosh workstations that shipped with server software and used Mac OS; the sole exception, the Workgroup Server 95—a Quadra 950 with an added SCSI controller that shipped with A/UX—was also capable of running Mac OS. Apple did not have comparable server hardware in their product lineup again until the introduction of the Xserve in 2002.

The product's short lifespan is attributed to significant financial troubles at Apple in early 1997. CEO Gil Amelio cancelled both Network Server and OpenDoc in the same meeting as it was determined that they were low priorities.

Macintosh Plus

The SCSI implementation of the Plus was engineered shortly before the initial SCSI spec was finalized and, as such, is not 100% SCSI-compliant. SCSI ports - The Macintosh Plus computer is the third model in the Macintosh line, introduced on January 16, 1986, two years after the original Macintosh and a little more than a year after the Macintosh 512K, with a price tag of US\$2,599. As an evolutionary improvement over the 512K, it shipped with 1 MB of RAM standard, expandable to 4 MB, and an external SCSI peripheral bus, among smaller improvements. Originally, the computer's case was the same beige color as the original Macintosh, Pantone 453; however, in 1987, the case color was changed to the long-lived, warm gray "Platinum" color. It is the earliest Macintosh model able to run System Software 5, System 6, and System 7, up to System 7.5.5, but not System 7.5.2.

Power Macintosh G3

standard ATA hard disk drives instead of the SCSI drives used in most previous Apple systems. A Fast SCSI internal bus is still included with 10 MB/s speed - The Power Macintosh G3 (also sold with additional software as the Macintosh Server G3) is a series of personal computers designed, manufactured, and sold by Apple Computer from November 1997 to August 1999. It represented Apple's first step towards eliminating redundancy and complexity in the product line by replacing eight Power Macintosh models (and the Twentieth Anniversary Macintosh) with three: Desktop and Mini Tower models for professional and home use, and an all-in-one model for education. The introduction of the Desktop and Mini Tower models coincided with Apple starting to sell build-to-order Macs directly from its web site in an online store, which was unusual for the time as Dell was the only major computer manufacturer doing this. Apple's move to build-to-order sales of the Power Macintosh G3 also coincided with the acquisition of Power Computing Corporation, which had been providing telephone sales of Macintosh clones for more than two years.

The Power Macintosh G3 is named for its third-generation PowerPC chip, and introduced large, fast Level 2 backside CPU cache, running at half processor speed. As a result, these machines benchmarked significantly faster than Intel PCs of similar CPU clock speed at launch, which prompted Apple to create the "Snail" and "Toasted Bunnies" television commercials. Magazine benchmarks showed the G3/266 CPU outperforming the 350 MHz PowerPC 604ev chip in the Power Macintosh 9600 as well.

Two generations of the Power Macintosh G3 were released. The first generation, known colloquially as "Beige" was introduced at a special event on November 10, 1997. The second generation, known officially as "Blue and White", was introduced at MacWorld San Francisco on January 5, 1999. Its replacement, the Power Mac G4, was introduced in August of the same year.

SMP

for electronic components Serial Management Protocol for Serial attached SCSI (SAS) System Modification Program, IBM mainframe software SMP/E (System Modification - SMP may refer to:

Apple Pippin

external 50-pin SCSI interface on the back of the unit. To develop content, Katz Media worked with a variety of multimedia developers and publishers to - The Pippin (stylized as PiPP!N) is a defunct open multimedia technology platform, designed by Apple Computer. According to Apple, Pippin was directed at the home market as "an integral part of the consumer audiovisual, stereo, and television environment".

Pippin is based on the Macintosh platform, including the classic Mac OS architecture. Apple built a demonstration device based on Pippin called Pippin Power Player and used it to demonstrate the platform at trade shows and to the media, to attract potential software developers and hardware manufacturers. Apple licensed the Pippin technology to third-party companies. Bandai Company Ltd. developed the ATMARK and @WORLD models, and focused them on the gaming and entertainment business in Japan, Canada and the United States. Katz Media developed the KMP 2000, and focused it on vertical markets throughout Europe and Canada.

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