Utilities Reference

for release version 0.2.11

mu-sys

mu-server

mu-exec

[file ...] load source file(s)

manifest

```
Name: manifest - system development tool
Synopsis: manifest command [options...]
```

Commands: 0.0.16

help this message
version manifest version
init init / as workspace
env print dev environment
clean clean all artifacts

build release build system profile

debug

symbols reference [--module=name]
 crossref [--module=name]
 metrics [--module=name]
 symbol reports

install release system-wide, may

need sudo(8)

commit rustfmt and clippy, pre-commit linting

test run regression test suite

bench base [--ntests=number]
 current [--ntests=number]
 footprint [--ntests=number]
 run benchmarks

General options:

--verbose verbose operation

mu-listener

Name: mu-listener - mu system REPL Synopsis: mu-listener

Description: 0.0.2

mu-listener is a generalized command-line REPL that can be configured to load and run in any of the mu namespaces.

It is intended for debugging and exploration during development.

mu-listener has no command-line arguments, it is configured
by a JSOM-format dotfile named .mu-listener. An example
dotfile can be found in /opt/mu/listener. If a
.mu-listener is not found in the current directory, the
user's home directory will be searched and if found there
will be used. mu-listener does not require a .mu-listener
file.

```
{
    "config": "npages: 2048",
    "namespace": "core",
    "rc": "mu-listener.rc"
}
```

The configuration syntax can specify three options, none of which are required.

The *config* option supplies a *mu* Env configuration specification in *JSON* format, see the *mu-ref* refcard *environment* section for details. If this option is not specified, the *mu* Env will be created with default values.

The *namespace* option supplies the namespaces that should be loaded, see the *mu-ref* refeard *namespaces* section for details. If this option is not specified *mu-listener* will load only the *mu* namespace.

The rc option supplies the name of a source file to be loaded before the REPL runs. Additional symbols may be supplied there.