ACCOUNT ELIGIBILITY AND PRIVILEGES

Over 50,000 students and faculty are in the Eos/Unity computing realm. They access it through hundreds of workstations in public labs and many smaller clusters and offices on campus. Students pay for their access through the Education and Technology fee, which was put in place by the Office of the Provost. All registered students, faculty, and staff automatically get accounts on the system.

Account Identification

At one time, Eos and Unity accounts were handled differently and given different privileges. Now, the accounts have been merged into one realm and are virtually the same. The only differences that remain are: (1) a different location for engineering faculty, staff, and student accounts created before 1996, in /afs/eos/users/ rather than in /afs/unity/users/; (2) restricted access to equipment, which makes a difference where users can log in; and (3) special engineering applications in Eos Windows labs.

Since Fall 1996, accounts for engineering students, faculty and staff have been created in Unity file space. As for equipment access, engineering students pay an additional technology fee, which permits them to use the COE-only Eos labs in the engineering buildings. In addition, Eos Windows labs provide a number of engineering applications in addition to the standard Unity applications. This is true of other colleges also, which add their specialty applications to the base suite of applications that is provided with the standard Unity lab configuration across campus.

New student accounts are automatically generated before New Student Orientation and are fully activated before the beginning of the semester. Accounts remain active as long as students are registered. New accounts for faculty and staff are automatically generated when their employee information appears in the NCSU Human Resources (HR) database. Accounts remain active for the duration of faculty and staff employment.

Users, including faculty and staff, are issued a unique username (or userid) and password to use in logging in. The username is generally composed of the first and middle initials and the first six characters of the last name. For example, if the user’s name is John Q. Public, then the username would be jqpublic.

Knowing your Unity login name and password is essential for access to campus online services, forms, and secured web pages.

A user’s account identification is composed of two parts:

(1) a **username**, usually 8 characters composed of the user’s first and middle initials and the first six characters of the last name.

(2) an initial **password**, which is the user’s ID number. This password must be changed to a password of the user’s choosing as soon as s/he logs in for the first time.

For individual information about your account, including your file space, email, and print quotas, class schedule, etc:

Go to [http://sysnews.ncsu.edu](http://sysnews.ncsu.edu) and select
User Info –> Account Information
or go directly to:
[https://sysnews.ncsu.edu/tools-bin/user-lookup](https://sysnews.ncsu.edu/tools-bin/user-lookup)
The password that users are given initially is their student ID number, which is typed in the password field without dashes or spaces. To prevent unauthorized access to their files and quotas, users must change their passwords at the password web site, http://www.ncsu.edu/password/, when they log in for the first time. After that, users should regularly change their passwords at least once a semester.

The facilities cannot handle more users than they were designed for and are restricted to NCSU faculty, staff, and fee-paying students only. Users must never share their passwords and accounts with anyone!

**Account Privileges**

Users access a common environment and suite of software. Some software may not be accessible to all workstations and users, but in general, users can use nearly everything on the system, including electronic mail and connection to the Internet and the Web.

An account includes 50 Megabytes (MB) of disk quota and 30 MB of IMAP email quota. Users may also acquire additional storage (see http://www.ncsu.edu/it/rulesregs/services.html). For printing, users must purchase print quota from WolfCopy centers on campus. One of the first things a user should do before logging in for the first time is to buy print quota ($5 minimum purchase).

**Deactivating and Deleting Accounts**

Student accounts are deactivated on census day (the last day of drop-add) of the first semester that a student is not registered. When an account is deactivated, no one will be able to log in with that userid or have access to files stored under it. Accounts are deleted one year after account deactivation. For example, if a student is not registered by census day of the spring semester his or her account will be deactivated. If that student is also not registered the following fall semester’s census day, the account is deleted. Summer is not considered a separate semester for this purpose.

Faculty and staff computing accounts are normally deactivated when an individual is no longer on the University payroll. Accounts and account files are deleted one year after deactivation.

**After graduation:** Student access to e-mail and Eos/Unity file space is extended for four months after graduation, free of charge. This policy was put in place as a courtesy to help students who use e-mail and Web resumes as part of their job search and career-planning strategies. Web pages on the www4.ncsu.edu server, where student Web sites reside, remain accessible via the Internet while accounts are active. However, recent graduates will not be able to log in to public workstations in campus computing facilities and labs.
**Summer Accounts**

Students who do not take classes during the summer but who pre-register for fall semester classes will continue to have computing privileges throughout the summer. This means that students who are pre-registered for the fall will continue to be able to use the workstations in labs, check e-mail, log in to campus servers, and transfer files to and from Eos/Unity file space using FTP software via ftp.ncsu.edu. Web pages on the www4.ncsu.edu server will also remain accessible during the summer. There are no extra fees.

However, students who are not pre-registered for the fall semester will lose their account access, including the ability to access their Eos/Unity e-mail from off campus. This procedure applies to graduate and undergraduate students registered for both spring and fall classes.

Users who leave the university for any length of time, even for a summer, should copy any important information they wish to keep to floppy, CD, or Zip disk. If an account is ever disabled, the user will not be able to access it until s/he is again registered for classes.

**Account Names: Eos or Unity?**

Eos/Unity, referred to as the “realm,” is an expansion of the College of Engineering’s Eos system. The campus-wide implementation of Eos outside of engineering is called “Unity.” Faculty, staff, and students are allowed only one realm account, which has come to be called the Unity account. There is no separate Eos account. The same basic resources are available to the entire Eos/Unity realm.

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**What’s in a Name? Eos, not EOS**

The word “Eos” is a proper noun, not an acronym. The Project Eos computing system is named after Eos, the Greek goddess of the dawn. Those who gave Eos its name hoped that the project would introduce new technologies and approaches to computing on campus.

Users have been interested in the source of this name. Because MIT’s Athena project was the forerunner of ours, many assume that Eos follows Athena or is her daughter. In fact, Eos precedes Athena in Greek mythology.

In this mythology, the world began when Gaea, the Earth, bore a son, Uranus. Their union produced the first race of gods, the twelve Titans, six brothers and six sisters. The union of two of these siblings, Hyperion and Theia, produced Eos, Helios (god of the sun), and Selene (goddess of the moon). Two other Titans, Cronus and Rhea, gave birth to Zeus. It was from Zeus’ head that Athena, the goddess of wisdom and war, sprang full grown.

Eos’ marriage to Astraeus, the starry sky, produced the four winds, including Zephyr, the West Wind (also a member of the MIT and NCSU computing pantheon). All was well with Eos until the god Ares fell in love with her. This made the goddess Aphrodite jealous, and in her anger, she cursed Eos with a “fondness” for mortal men. From that time on, Eos fell for every man she saw.

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One mortal, Tithonos, she liked especially well. Eos persuaded Zeus to make Tithonos immortal so they could live together forever. Unfortunately, she forgot to ask Zeus to grant him eternal youth. In time, Tithonos grew so old and dried-up that Zeus finally turned him into a cicada. Through it all, the saffron-robed Eos rode daily through the heavens in her purple chariot bringing the rosy-fingered dawn to the human world below.