There is extra disk space to use for data that doesn't need to be backed up and is too large to fit in the user disk quota.

This disk space is available over the network and is accessible by default on the computer lab machines. On the Windows lab machines this appears as Drive S: (scratch). On Linux and Mac lab machines it's in /fs/scratch.

If you use scratch, please follow these guidelines:

- Create a sub-directory for your data named the same as your EES system user name. Don't clutter the main directory with files.
- Don't hog the space. Check to see how much space is available before adding large amounts of data.
- If the scratch directory gets full, it will need to be cleaned out and oldest files will go first.
- REMEMBER, the scratch directory is not backed up! Only keep data that is replaceable from another source in scratch.

Other machines on the NMT network can also connect to scratch as follows:

Windows
For users of *Microsoft Windows*, access to *scratch* can be achieved by selecting the *run* command from the main menu and typing in

\eessamba.nmt.eduscratch

Where your actual *EES* account log in name is to be substituted for scratch. You will be prompted for your *EES* system password. This will open a *Windows Explorer* window that shows the contents of *scratch*. Alternatively, you can choose *My Computer* and then *Tools* -> *Map network drive*. Pick a drive letter and fill in \eessamba.nmt.eduscratch as above. If you use a different log in name on your local computer, you'll also need to click on the *Connect using a different user name* link in that same dialog. If you check the *Reconnect at log on* option, *scratch* will automatically be available when you log in.

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**Mac**

*Mac* access to *scratch* can be achieved by

1. Click on the *Finder* icon
At the top of the screen you will see Go in the menu bar. Click on it and go to Connect to Server

3.

A new window will appear. In the box labeled Server Address: enter

smb://eessamba.nmt.edu/scratch

4. Click Connect
5. You may be asked for your password, if so enter it and press OK.

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**Linux**

Linux can use Samba utilities to connect to scratch.

1.

`smbmount`: Create a directory anywhere under your home directory for the file system mount, e.g.

    mkdir ~/mnt

Then use the `smbmount` command to mount scratch to that directory.

    smbmount //eessamba.nmt.edu/scratch ~/mnt

You will be prompted to enter your EES user name and password. If this is successful, you will see the contents of `scratch` in ~/mnt. You can use any name instead of mnt.
2.

`smbclient`: This works like a ftp client. This is handy to get or put a few files from the `scratch` directory. See the man page for `smbclient`. Basic usage is

`smbclient //eessamba.nmt.edu/scratch`

You will be prompted for your `EES` user name and password. The result will be the `smbclient` prompt and you can type a `?` or help at the prompt to see a list of commands. Type `help` to get specific help for a listed command.

You may need to install these utilities to your `Linux` system. Consult your particular distribution, but typically these are in packages like `samba-client`

(`Red Hat`, `Debian`, and `Ubuntu`).

3. Some distributions also have GUI tool typically called `Connect to Server` under the `Places` menu to make connections using samba.

`smb://eessamba.nmt.edu/scratch`

You will be prompted for your `EES` user name and password.