

**TOPS-10  
Monitor Calls Manual  
Volume 2**

AA-K039D-TB

**October 1988**

This manual describes the monitor calls used by TOPS-10 MACRO programmers to request services that are controlled by the TOPS-10 monitor. The TOPS-10 Monitor Calls Manual consists of two volumes. Volume 1 is an overview of the services available to the programmer. Volume 2 is a detailed list of the calls and coding sequences that are used to invoke those services.

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## CHAPTER 22

### MONITOR CALL DESCRIPTIONS

This chapter describes each of the TOPS-10 monitor calls. For each description the following information is included, if applicable:

- o FUNCTION: briefly describes the general use of the call.
- o CALLING SEQUENCE: shows the format for the call. Cases where a word may contain one of a number of types of information are indicated by the presence of braces containing the options. Braces are included as:

/ \    or    / \  
|    |    |    |  
\  
/

- o RESTRICTIONS: describes any unusual conditions that might affect the operation of the call or its effect on the calling program.
- o SKIP RETURN: describes the result of a skip return from the call and any operational aspects with which you should be concerned.
- o ERROR RETURN: describes the result of an error on return.
- o EXAMPLE: shows one or more examples of the call.
- o RELATED CALLS: lists other, related monitor calls.
- o COMMON PROGRAMMING ERRORS: describes common user errors.

In the calling sequences shown, the following definitions apply throughout this section:

- o ac: an arbitrary accumulator; often used for passing arguments to the call and to store an error code returned from a call.
- o return: the statement to which control passes on return from a call.
- o skip return: the statement to which control passes if no error occurs in executing a call.
- o error return: the statement to which control passes if an error occurs in executing a call.

The monitor call names are defined in the file UUOSYM.MAC; the CALLI, MTAPE, and TTCALL monitor calls offer extensions through parameters passed to the monitor.

ACCLG. [CALLI 204]

## 22.1 ACCLG. [CALLI 204]

### FUNCTION

Used by the LOGIN system program to increment LOGNUM and ensure that LOGIN does not exceed the maximum number of logged-in jobs. The monitor performs the following functions for the ACCLG. call:

1. Increments LOGNUM (a word containing the number of logged-in jobs).
2. Checks the LOGNUM against the appropriate access maximum (LOGMAX for timesharing jobs or BATMAX for batch jobs).

### CALLING SEQUENCE

```
MOVSI    ac, (flags)
ACCLG.   ac
         error return
         skip return
```

In the calling sequence, you can supply the flags indicated by the following bit settings:

<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>
0	AC.MAX	Check LOGMAX.
1	AC.BMX	Check BATMAX.
2	AC.DCR	Decrement LOGNUM count.

### SKIP RETURN

On a skip return, LOGNUM has been incremented and the maximum is not exceeded. If the LOGIN program is halted before the LOGIN UUU has successfully completed, however, the program should trap the CTRL/C exit and perform another ACCLG. call, setting the AC.DCR flag to decrement the LOGNUM count before allowing the program to exit.

### ERROR RETURN

When this call takes the error return, one of the following error codes will be returned in the accumulator:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	ACLMX%	LOGMAX check failed. That is, to log in this job would exceed LOGMAX.
2	ACLBM%	BATMAX check failed.
3	ACLIL%	Invalid argument to ACCLG. call.
4	ACLJL%	ACCLG. with AC.DCR set produced an invalid value after decrementing.
5	ACLDC%	An ACCLG. with AC.DCR had been attempted when the LOGNUM had not been incremented.

**22.2 ACCT. [CALLI 167]**FUNCTION

Reads or changes the account string for a job.

CALLING SEQUENCE

```

                MOVE      ac, [XWD function, addr]
                ACCT.    ac,
                        error return
                        skip return
addr:          EXP      length
                argument list

```

In the calling sequence, you may supply the following variables:

- o function, as one of the function codes described below.
- o addr, as the location of the argument block.
- o length, as the length of the argument block (not including this word)
- o argument list, which is specific to the function.

**22.2.1 Function 0 (.ACTCH)**

Changes the account string for the specified job.

You must have JACCT privileges to use Function 0. Note that [1,2] privileges alone do not provide ability to perform this function.

The argument list is formatted as:

<u>Word</u>	<u>Contents</u>
0	Must contain a 1.
1	A byte pointer to the ASCIZ account string, or the word [-1,,address], where <u>address</u> is the location of the account string. In the latter case, account strings must be left-justified on a word boundary.

**22.2.2 Function 1 (.ACTRD)**

Reads the account string for the specified job.

The maximum length for account strings is set by the system administrator when the monitor is generated by MONGEN (symbol name MFACTS). This default can be changed if your installation uses fewer than 39 characters in its account strings.

ACCT. [CALLI 167]

<u>Word</u>	<u>Contents</u>
0	Must contain a 2.
1	The job number for the desired account string (-1 for the calling job).
2	The location where the monitor should return the account string.

#### SKIP RETURN

For Function .ACTCH, the account string is changed.

For Function .ACTRD, the account string for the job is in the location pointed to by addr+2, and addr+1 contains the job number.

#### ERROR RETURN

An error code is returned in the accumulator. The error codes and their meanings are:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	ACTTL%	Account string too long for the monitor's buffer; only the leftmost characters have been stored.
2	ACTAC%	Address check error.
3	ACTIL%	Illegal argument.
4	ACTNJ%	Nonexistent job number.
5	ACTPS%	JACCT privileges required.

#### EXAMPLE

```
MOVE      T1, [XWD .ACTRD,ARGLST]
ACCT.     T1,
          JRST  ERROR
          JRST  CONTIN
          . . .
ARGLST:   EXP      2
JOBNO:    EXP     -1
ACCADR:   EXP     ACCSTR
ACCSTR:   BLOCK   ^D8
```

ERROR: error routine  
CONTIN: success routine

This code sequence places the ASCIZ account string for the calling job into the locations starting at ACCSTR.

#### RELATED CALLS

- o GETPPN
- o PJOB

## 22.3 APRENB [CALLI 16]

FUNCTION

Enables trap servicing for a program. When a condition enabled for trap servicing occurs, control is transferred to the address given by .JBAPR in the job data area. See Chapter 6 for more information about handling traps.

CALLING SEQUENCE

```

        MOVEI      ac, flags
        APRENB    ac,
        return

```

In the calling sequence, you can supply the following flags, indicated by these flag bits:

<u>Bit</u>	<u>Symbol</u>	<u>Trap Condition</u>
18	AP.REN	Repetitive enable.
19	AP.POV	Pushdown list overflow.
21	AP.ABK	Reserved.
22	AP.ILM	Memory protection violation.
23	AP.NXM	Nonexistent memory.
24	AP.PAR	Memory parity error.
26	AP.CLK	Clock tick. The clock ticked while your program was actively running; this trap does not occur for every clock tick.
29	AP.FOV	Floating-point overflow.
32	AP.AOV	Arithmetic overflow.

When one of these conditions occurs while the processor is in user mode, the monitor:

1. Stores the PC in location .JBTPC in the Job Data Area. If the PC is equal to the first or second location in your trap servicing routine, the program is terminated.
2. Clears the arithmetic and floating-point overflow flags.
3. Transfers control to your trap-servicing routine; the location is given by the right half of location .JBAPR in the Job Data Area.

Your program must place the address of the trap-servicing routine into .JBAPR before executing the APRENB monitor call.

## NOTES

- o If your trap-servicing routine contains the instruction

```
JRSTF @.JBTPC
```

the processor bits are cleared and the state of the CPU is restored; control resumes where the interrupt occurred.

- o The APRENB monitor call clears the trap after an occurrence of any selected condition; therefore your program must call APRENB after each trap occurs.
- o To enable repeated trap interceptions, your program should set AP.REN (bit 18) when executing the APRENB call; however, clock interrupts must be reenabled after each trap occurs.
- o If your program does not enable for traps, overflow conditions and clock ticks are ignored, but the other conditions listed above produce fatal errors.

EXAMPLE

```

MOVEI      T1,OVERFL ;Get address of overflow handler
MOVEM     T1,.JBAPR ;Put into .JBAPR
MOVEI     T1,AP.AOV ;Arithmetic overflow flag
APRENB    T1,        ;To .JBAPR on arith ovflw
JRST     CONTIN    ;On to something else
OVERFL:   OUTSTR    [ASCIZ /ARITHMETIC OVERFLOW ERROR/]
JRSTF    @.JBTPC   ;Resume execution
CONTIN:   . . . . . ;Something else

```

This code sequence sets up an overflow message for the first arithmetic overflow; note that this example will not handle more than one arithmetic overflow.

COMMON PROGRAMMING ERRORS

- o Not reenabling the interrupt after each trap has occurred.
- o Failing to set up .JBAPR prior to the APRENB call.

RELATED CALLS

- o PISYS.
- o UTRP.

**22.4 ATTACH [CALLI 104]**FUNCTION

Attaches a terminal line to a job. For example, this call is used by the BATCON program to attach and detach jobs from their terminals at system shutdown. This call is more powerful than the ATTACH monitor command.

An unprivileged job can use the ATTACH monitor call only if its terminal is in user mode, and it can only detach from its own controlling terminal.

CALLING SEQUENCE

```

MOVE      ac, [EXP <flag>+<lineno>B17+<jobno>B35]
ATTACH    ac,
          error return
          skip return

```

In the calling sequence, you can supply the following variables:

- o flag is one of the bits described below.
- o lineno is a line number (restricted to 16 bits).
- o jobno is the number of a logged-in job (use -1 for the current job).

If jobno is -1, your job is detached from the current line and attached to the specified line; if jobno is 0, the job attached to the line specified by lineno is detached; if jobno is positive (requires JACCT or [1,2] privileges), the monitor detaches the specified job from its current line and attaches it to the specified line.

Flags you can supply in the accumulator are:

<u>Bit</u>	<u>Symbol</u>	<u>Terminal Mode</u>
0	AT.UMM	Puts terminal in monitor (command) mode. However, .STPGR of the SETUO may force the terminal into user mode.
1	AT.UUM	Puts terminal in user mode.

If neither flag is set, the terminal mode is not changed. Note that this is the terminal mode, not the job mode.

Using the ATTACH UO, you perform the following functions with the following information:

To attach an arbitrary job to a terminal:

```

jobno      should be the number of the job to be attached.

lineno     should be the number of the terminal to which the
              job is to be attached.

flag       is the mode to which the new terminal will be set.

```

The previous terminal will be left in monitor mode.

ATTACH [CALLI 104]

To attach your current job to a terminal, follow the above definitions, with the following exception:

jobno should be less than 0 (-1 is recommended).

To detach an arbitrary terminal:

jobno must be zero.

lineno should be the number of the terminal to be detached.

flags will be ignored. The terminal will be left in monitor mode.

To detach your job's controlling terminal:

jobno must be zero.

lineno should be -1 or 777777. If you explicitly include 777777, the first two bits of the value are ignored, producing 177777 (both flag bits are off).

flags are ignored. The terminal is placed in monitor mode.

SKIP RETURN

The job is attached or detached as specified, and the terminal is in the specified mode.

ERROR RETURN

The accumulator is cleared. An error return occurs only if you use an illegal line or job number, or if you do not have the required privileges for the call.

EXAMPLE

```
MOVSI    T1,-1
ATTACH   T1,
        JRST  ATTERR
JRST     CONTIN
```

ATTERR: error routine  
CONTIN: success routine

This example detaches the current job from its terminal line; the mode is not changed.

## 22.5 CALLI [OPCODE 047]

FUNCTION

Passes the monitor a function-index for an extended set of monitor calls, called CALLIs. The negative CALLI indexes are reserved for customer-defined monitor calls. All non-negative codes are reserved for use by DIGITAL. Obsolete CALLIs are marked as such, and they are not described further in this manual.

The defined CALLIs also have symbolic function-names; in this chapter they are listed in alphabetical order by symbol name. For example, CALLI 215 is the CTX. UUO, described in this chapter under "CTX".

CALLING SEQUENCE

```
CALLI    ac,function-index
        error return
        skip return
```

In the calling sequence, you can supply the function-index. The alternate method of specifying a monitor call is to use the following syntax:

```
function-name ac,
        error return
        skip return
```

The function-name is the name of the monitor call. For example, CTX. is the function-name for the CALLI with function-index 215.

You can use the UU.PHY bit in the ac to indicate that addresses you specify are physical references. For monitor calls that take device names, this bit indicates that physical device referencing is being used.

To indicate physical references, rather than virtual or logical, set Bits 18 and 19 in the ac, or include the symbolic representation (UU.PHY).

For example, to indicate physical referencing in DIGITAL CALLIs, such as the CTX. UUO, use the following CALLI syntax:

```
CALLI    ac,215!UU.PHY
```

Or you can specify UU.PHY in symbolic representation of the CALLI using the following syntax:

```
CTX.     ac,UU.PHY
```

For customer-supplied CALLIs, remember to use the negative representation of UU.PHY:

```
CALLI    ac,-1,-UU.PHY
```

CALLI [OPCODE 047]

Or, in symbolic representation:

LIGHTS ac,-UU.PHY

The UU.PHY symbol represents the settings of Bits 18 and 19 in the ac. When the settings of these bits differ, physical referencing is assumed by the monitor. For DIGITAL-supplied CALLIs, Bit 18 is clear and Bit 19 is set to indicate physical referencing. For customer CALLIs, Bit 18 is set; therefore, Bit 19 must be cleared to indicate physical referencing.

The CALLI "function-index" is one of the following:

<u>Function-Index</u>	<u>Name</u>	<u>Meaning</u>
-n through -1		Reserved for customer definition.
0	RESET	Refer to the description of the monitor call.
n		DIGITAL-supplied CALLI functions.

The CALLIs and their symbolic names are listed in numerical order on the following pages.

<u>Symbol</u>	<u>CALLI Function</u>	<u>Symbol</u>	<u>CALLI Function</u>
LIGHTS	(Obsolete)	FRECHN	(Obsolete)
RESET	[CALLI 0]	DEVTYP	[CALLI 53]
DDTIN	(Unsupported)	DEVSTS	[CALLI 54]
SETDDT	[CALLI 2]	DEVPPN	[CALLI 55]
DDTOUT	(Unsupported)	SEEK	(Obsolete)
DEVCHR	[CALLI 4]	RTTRP	[CALLI 57]
DDTGT	(Obsolete)	LOCK	[CALLI 60]
DDTRL	(Obsolete)	JOBSTS	[CALLI 61]
GETCHR	(Obsolete; use DEVCHR)	LOCATE	[CALLI 62]
WAIT	[CALLI 10]	WHERE	[CALLI 63]
CORE	[CALLI 11]	DEVNAM	[CALLI 64]
EXIT	[CALLI 12]	CTLJOB	[CALLI 65]
MONRT.	[CALLI 1,12]	GOBSTR	[CALLI 66]
UTPCLR	[CALLI 13]	ACTIVA	(Unimplemented)
DATE	[CALLI 14]	DEACTI	(Unimplemented)
LOGIN	[CALLI 15]	HPQ	[CALLI 71]
APRENB	[CALLI 16]	HIBER	[CALLI 72]
LOGOUT	[CALLI 17]	WAKE	[CALLI 73]
SWITCH	(Obsolete)	CHGPPN	[CALLI 74]
REASSI	[CALLI 21]	SETUOO	[CALLI 75]
TIMER	[CALLI 22]	DEVGEN	(Unimplemented)
MSTIME	[CALLI 23]	OTHUSR	[CALLI 77]
GETPPN	[CALLI 24]	CHKACC	[CALLI 100]
TRPSET	[CALLI 25]	DEVSIZ	[CALLI 101]
TRPJEN	[CALLI 26]	DAEMON	[CALLI 102]
RUNTIM	[CALLI 27]	JOBPEK	[CALLI 103]
PJOB	[CALLI 30]	ATTACH	[CALLI 104]
SLEEP	[CALLI 31]	DAEFIN	[CALLI 105]
SETPOV	(Unsupported)	FRCUOO	[CALLI 106]
PEEK	[CALLI 33]	DEVLNM	[CALLI 107]
GETLIN	[CALLI 34]	PATH.	[CALLI 110]
RUN	[CALLI 35]	METER.	(Unsupported)
SETUWP	[CALLI 36]	MTCHR.	[CALLI 112]
REMAP	[CALLI 37]	JBSET.	[CALLI 113]
GETSEG	[CALLI 40]	POKE.	[CALLI 114]
GETTAB	[CALLI 41]	TRMNO.	[CALLI 115]
SPY	[CALLI 42]	TRMOP.	[CALLI 116]
SETNAM	[CALLI 43]	RESDV.	[CALLI 117]
TMPCOR	[CALLI 44]	UNLOK.	[CALLI 120]
DSKCHR	[CALLI 45]	DISK.	[CALLI 121]
SYSSTR	[CALLI 46]	DVRST.	[CALLI 122]
JOBSTR	[CALLI 47]	DVURS.	[CALLI 123]
STRUOO	[CALLI 50]	XTTSK.	(Unsupported)
SYSPHY	[CALLI 51]	CAL11.	[CALLI 125]

## CALLI [OPCODE 047]

<u>Symbol</u>	<u>CALLI Function</u>	<u>Symbol</u>	<u>CALLI Function</u>
MTAID.	[CALLI 126]	QUEUE.	[CALLI 201]
IONDX.	[CALLI 127]	RECON.	[CALLI 202]
CNECT.	[CALLI 130]	PITMR.	[CALLI 203]
MVHDR.	[CALLI 131]	ACCLG.	[CALLI 204]
ERLST.	[CALLI 132]	NSP.	[CALLI 205]
SENSE.	[CALLI 133]	NTMAN.	[CALLI 206]
CLRST.	[CALLI 134]	DNET.	[CALLI 207]
PIINI.	[CALLI 135]	SAVE.	[CALLI 210]
PISYS.	[CALLI 136]	CMAND.	[CALLI 211]
DEBRK.	[CALLI 137]	PIBLK.	[CALLI 212]
PISAV.	[CALLI 140]	SCS.	[CALLI 213]
PIRST.	[CALLI 141]	SEBLK.	[CALLI 214]
IPCFR.	[CALLI 142]	CTX.	[CALLI 215]
IPCFS.	[CALLI 143]	PIFLG.	[CALLI 216]
IPCFQ.	[CALLI 144]	IPCFM.	[CALLI 217]
PAGE.	[CALLI 145]	LLMOP.	[CALLI 220]
SUSET.	[CALLI 146]	LATOP.	[CALLI 221]
COMPT.	(Reserved)	KNIBT.	(Obsolete)
SCHED.	[CALLI 150]	CHTRN.	[CALLI 223]
ENQ.	[CALLI 151151]	ETHNT.	[CALLI 224]
DEQ.	[CALLI 152]	ENTVC.	[CALLI 225]
ENQC.	[CALLI 153]	NETOP.	[CALLI 226]
TAPOP.	[CALLI 154]	DDP.	(Unsupported)
FILOP.	[CALLI 155]	SEGOP.	[CALLI 230]
CAL78.	(Unsupported)		
NODE.	[CALLI 157]		
ERRPT.	[CALLI 160]		
ALLOC.	[CALLI 161]		
PERF.	[CALLI 162]		
DIAG.	[CALLI 163]		
DVPHY.	[CALLI 164]		
GTNTN.	[CALLI 165]		
GTXTN.	[CALLI 166]		
ACCT.	[CALLI 167]		
DTE.	[CALLI 170]		
DEVOP.	[CALLI 171]		
SPPRM.	[CALLI 172]		
MERGE.	[CALLI 173]		
UTRP.	[CALLI 174]		
PIJBI.	[CALLI 175]		
SNOOP.	[CALLI 176]		
TSK.	[CALLI 177]		
KDP.	[CALLI 200]		

## 22.6 CAL11. [CALLI 125]

FUNCTION

Performs front-end testing and debugging functions. Using this call, you can obtain information about PDP-11 based front end nodes, send and receive front-end messages, and examine and deposit into the front-end software.

CALLING SEQUENCE

```

        MOVE      ac, [XWD length, addr]
        CAL11.   ac,
            error return
            skip return
        .
        .
        .
addr:   XWD port, function
        address
        value
        qstart

```

In the calling sequence, you may supply the following variables:

- o length is the length of the argument block.
- o addr is the location of the argument block. Starting at this address, the call accepts one to four words, depending on the function code.

The format of the argument list for CAL11. is:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.C11FC	Function word, containing the port specification and the function code. The left half of this word contains the type of port. The right half must contain a function code. The argument list following the function word may include the following words, depending on the function.
1	.C11AD	Address of a buffer where the monitor will store requested data.
2	.C11CN	A value that the function uses as data to deposit in memory.
3	.C11EN	Address of a buffer where the monitor will store information about a device.

The first word of the argument list (.C11FC) is required for all functions. The left half of this word specifies the type of port by which the front end is connected to the central processor. The port specification can take either of the following formats. The first format is old, and may be used by existing programs. However, the new format is recommended for new programs.

The old format for the port specification is:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
9-17	C1.1NO	Port identifier, made up of the following fields:
9-14	C1.1NT	Type of port (see .C11TY below).
15-17	C1.1NN	Port number.

The new format is signified by the setting of Bit 0, the sign bit. With the new format, the following fields are defined:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>															
0	C1.1NF	New format for port specification.															
1-8	C1.1XX	Reserved for use by DIGITAL.															
9-11	C1.1TY	Type code, one of the following:															
		<table border="1"> <thead> <tr> <th><u>Code</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>.C11DL</td> <td>DL-10</td> </tr> <tr> <td>1</td> <td>.C11DT</td> <td>DTE-20</td> </tr> <tr> <td>2</td> <td>.C11KD</td> <td>KMC/DUP</td> </tr> <tr> <td>3</td> <td>.C11DR</td> <td>DMR-11</td> </tr> </tbody> </table>	<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>	0	.C11DL	DL-10	1	.C11DT	DTE-20	2	.C11KD	KMC/DUP	3	.C11DR	DMR-11
<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>															
0	.C11DL	DL-10															
1	.C11DT	DTE-20															
2	.C11KD	KMC/DUP															
3	.C11DR	DMR-11															
12-14	C1.1CN	CPU number.															
15-17	C1.1PN	Port number.															
18-35	C1.1FC	Function code.															

The arguments following .C11FC depend on the function. Therefore, the argument lists are described for each function code listed below.

The function codes and their meanings are described in the following sections:

### 22.6.1 FUNCTION 0 (.C11DP)

Deposits the specified data in the specified location. The argument block for this function is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.C11FC	Port specification in the left half. Function name (.C11DP) in the right half.
1	.C11AD	Address where the data will be deposited.
2	.C11CN	Value, or data, to be deposited at location specified in .C11AD.

This function requires the JP.POK privilege, and works for DN60 and DN8x front ends only.

**22.6.2 FUNCTION 1 (.C11EX)**

Examines the specified location. The argument list for this function is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.C11FC	Left half contains the port specification. Right half contains .C11EX.
1	.C11AD	The address to be examined.

The data at the specified location is returned in the accumulator.

This function requires the JP.POK privilege and works for DN60 and DN8x front ends only.

**22.6.3 FUNCTION 2 (.C11QU)**

The argument list for this function is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.C11FC	Left half contains the port specification. Right half contains .C11QU.
1	.C11AD	Zero
2	.C11CN	Zero
3	.C11EN	The address of a data block containing information regarding the front end function.

This function requires the JP.POK privilege and works only for DN60 front ends.

**22.6.4 FUNCTION 3 (.C11NM)**

For DL10-based ANF-10 front ends, returns the name of the program running on the PDP-11. The SIXBIT program name is returned in ac. For all other front ends, .C11NM returns the name of the protocol enabled by the monitor for a given front end. The argument list for this function contains only the function word, .C11FC.

**22.6.5 FUNCTION 4 (.C11UP)**

This function is obsolete.

**22.6.6 FUNCTION 5 (.C11SM)**

This function is obsolete.

**22.6.7 FUNCTION 6 (.C11RM)**

Receives a message from a DN8x type of front end. This function requires only the first word of the argument list, .C11FC.

**22.6.8 FUNCTION 7 (.C11TY)**

Returns the node type and node number of the PDP-11. This function requires only the first word of the argument list, .C11FC.

For DECnet and ANF-10 front ends, the node number is returned in the left half of the ac. The node type is returned in the right half, as one of the following type codes:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	.C1D76	DC76.
2	.C1D75	DC75/DN87.
3	.C1D60	DN60.
4	.C1D8S	DN87S.
5	.C1CFE	Console front end.
6	.C1MCB	DECnet-10 MCB front end.

**ERROR RETURN**

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	C11NP%	Job not privileged.
2	C11UF%	Unknown function.
3	C11ND%	Wrong type of PDP-11 specified.
4	C11IU%	Examine/deposit function already in use.
5	C11NA%	No answer to examine/deposit.
6	C11TS%	Queue entry too short.
7	C11NE%	Not enough arguments.
10	C11IA%	Invalid address specified for examine/deposit.
11	C11IQ%	Invalid argument for queue request function.
12	C11IC%	Insufficient core.
13	C11RP%	DTE-reload bit is set, or primary protocol is not running.
14	C11IE%	Insufficient exec virtual memory.
15	C11IL%	Illegal packet length.
16	C11NC%	CPU is not running.
17	C11IT%	Illegal type code specified.
20	C11IP%	Illegal port number specified.
21	C11DL%	No DL10 support in this monitor.
22	C11DT%	No DTE support in this monitor.
23	C11KD%	No KDP support in this monitor.
24	C11DR%	No DMR support in this monitor.

## 22.7 CHGPPN [CALLI 74]

### FUNCTION

Changes the project-programmer number (PPN) for the current job. This call is reserved for the exclusive use of the LOGIN and INITIA programs.

### CALLING SEQUENCE

```

        MOVE      ac, [XWD projno, progno]
        CHGPPN   ac,
                error return
                skip return

```

In the calling sequence, you can supply projno, progno as the new project-programmer number (PPN).

### SKIP RETURN

The PPN for the current job is changed to the given number. This call always takes the skip return when the calling program has [1,2], JACCT, or POKE privileged, or if the program has CHGPPN privileges as set by MONGEN.

### ERROR RETURN

Occurs if the calling job is already logged in, or if either the project or programmer number is zero. The ac is unchanged.

### EXAMPLE

```

        MOVE      T1, [XWD 27,5031]
        CHGPPN   T1,
                JRST ERROR

```

This code sequence changes the PPN for the current job to 27,5031.

### RELATED CALLS

- o GETPPN
- o LOGIN

## 22.8 CHKACC [CALLI 100]

FUNCTION

Determines whether a file may be accessed, based on your job's current PPN and the file access protection code. Your programs should not make assumptions concerning the access codes associated with a file; they should use the CHKACC monitor call to determine if access is permitted to that file. This is especially true for privileged programs that are constrained by the access privileges of a non-privileged project-programmer number for which they are performing a task.

The CHKACC call does not function correctly on systems that are running a file daemon program, such as FILDAE. So, if your system is running a FILDAE type program, use the FILOP. call. The FILOP. monitor call allows a privileged program to specify that an operation is to be performed only when the operation would be legal if performed by a specified project-programmer number. In most cases, the FILOP. function eliminates the need for the CHKACC monitor call. New programs should be written using the FILOP. "in your behalf" capability (.FOPPN).

CALLING SEQUENCE

```

        MOVEI      ac,addr
        CHKACC     ac,
            error return
            skip return
        .
addr:   XWD        fcn-code,<ufdprot>B26+<filprot>B35
        XWD        projno,progno ;For file
        XWD        projno,progno ;For accessing program

```

In the calling sequence, you can provide the following information:

- o addr is the address of the argument block.
- o fcn-code is one of the function codes described below.
- o ufdprot is a directory protection code.
- o filprot is a file protection code.
- o projno,progno is a project-programmer number (PPN).

## NOTE

When your program specifies Function codes 0 through 6, the monitor ignores the directory protection. When your program specifies function codes 7 and 10, the monitor ignores the file protection.

The function codes and their meanings are:

<u>Code</u>	<u>Symbol</u>	<u>Access</u>
0	.ACCPR	Checks whether your job can change the protection for the file.
1	.ACREN	Checks whether your job can rename the file.
2	.ACWRI	Checks whether your job can write the file.

3	.ACUPD	Checks whether your job can update the file (in old update mode).
4	.ACAPP	Checks whether your job can append to the file.
5	.ACRED	Checks whether your job can read the file.
6	.ACEXO	Checks whether your job can execute the file.
7	.ACCRE	Checks whether your job can create the file in the user's UFD.
10	.ACSRC	Checks whether your job can read the directory as a file.

The right to access a file is determined by:

- o The type of access desired.
- o The project-programmer number of the user desiring access to the file.
- o The project-programmer number of the directory containing the file.
- o The protection field of the file or the protection field of the directory.

Note that access to a file is not dependent on the file name. However, the file name is needed if your program is going to perform a LOOKUP.

The owner of a UFD or an SFD can always read the UFD or SFD as a directory.

#### SKIP RETURN

The monitor returns 0 in the ac if access to the file is allowed, or -1 if access is not allowed.

#### ERROR RETURN

The ac is unchanged; this occurs only if you gave an invalid function code or CHKACC is not implemented on your system.

#### EXAMPLE

The following code checks to see if the user logged in as [11,315] can change a file with protection <055> in the directory area [27,5031].

```

                MOVEI    T1,ARGLST
                CHKACC   T1,
                JRST     ERROR
                JRST     CONTIN
ARGLST:        XWD      .ACCPR,<775>B26+<055>B35
                XWD      27,5031      ;For files
                XWD      11,315      ;For accessing program

```

CHKACC [CALLI 100]

RELATED CALLS

FILOP.

COMMON PROGRAMMING ERRORS

Assuming that the CHKACC call grants access to a file. Remember that it only tests the accessibility of the file. FILDAE can still deny access to the file on a LOOKUP, ENTER, RENAME, or FILOP. call. The File Daemon program is described in Appendix C.

## 22.9 CHTRN. [CALLI 223]

FUNCTION

CHTRN. is used to translate characters from one representation to another. For instance, CHTRN. may be used to convert 8-bit characters to 7-bit characters.

CALLING SEQUENCE

```
XMOVEI    ac, addr
CHTRN.   ac,
          error return
          skip return
```

addr:	XWD	flags, source count
	EXP	source byte pointer (first word)
	EXP	source byte pointer (second word)
	XWD	reserved, destination count
	EXP	destination byte pointer (first word)
	EXP	destination byte pointer (second word)

In the calling sequence, you specify addr, the location of the argument list. Supply the argument list in the following format:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.CHFLG	Bits 0-17 (CH.FLG) contain the <u>flags</u> described below.
	.CHSCT	Bits 18-35 (CH.SCR) contain the <u>source count</u> , which is the number of bytes stored where the source byte pointer indicates.
1	.CHSB1	The <u>source byte pointer</u> is a two-word byte pointer to the location where the characters are stored. This is the first word.
2	.CHSB2	This is the second word of the <u>source byte pointer</u> .
3	.CHDCT	<u>destination count</u> is the number of bytes available at the location the destination byte pointer indicates.
4	.CHDB1	<u>destination byte pointer</u> is a two-word byte pointer to the buffer reserved for storing the translated characters. This is the first word.
5	.CHDB2	This is the second word of the <u>destination byte pointer</u> .

The flag bits are:

<u>Flag</u>	<u>Symbol</u>	<u>Meaning</u>
0	CH.FBR	Fallback representation (translates 8-bit to 7-bit).
1	CH.OVR	Includes overprinting in the fallback representation.
2	CH.RAI	Changes lower case to upper case.
3	CH.6BT	Converts ASCII characters to SIXBIT.
4	CH.IGN	Ignores extra bits; does not range-check characters.
5	CH.ESC	Maps 7-bits ESCape sequences to 8-bit wherever possible.
6	CH.X6B	Expands SIXBIT source to ASCII destination.

SKIP RETURN

The ac is unchanged. The monitor returns the byte pointers in the argument list with all indirection and indexing resolved. If you specify one-word global byte pointers, the pointers will be expanded from one-word global format to two-word global format.

ERROR RETURN

One of the following codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	CHADC%	Address check while reading or writing arguments.
2	CHBYP%	Illegal byte pointer.
3	CHINV%	Unknown or reserved flag bit specified.
4	CHILC%	Illegal character encountered during translation.
5	CHDCE%	Destination count exhausted prematurely.
6	CHIBC%	Invalid bit combination specified.

## 22.10 CLOSE [OPCODE 070]

FUNCTION

Terminates transmission of data to or from a file. Closes the file for both input and output. The default functions of the CLOSE call for unbuffered data modes are:

- o The output side of the channel is closed. In unbuffered data modes, the effect is to execute a device-dependent function.
- o The input side of the channel is closed. The end-of-file flag is cleared. Further actions depend on the data mode. The effect is to execute a device-dependent function.

In buffered data modes, the following operations are performed on the output side of the channel:

- o All data in the buffers that have not been transmitted to the the device is written to the device.
- o Device-dependent functions are performed.
- o The ring use bit is set to 1, indicating that the ring is not in use.
- o The buffer byte count, the third word of the buffer header, is set to 0.
- o Control returns to the user program when transmission is complete.

In buffered data modes, if a ring buffer exists, the following operations are performed to close the input side of the channel:

- o The monitor waits until the device is inactive.
- o The use bit of each buffer is cleared, to indicate that the buffer is empty.
- o The use bit of the buffer ring is set to 1, to indicate that the ring is not in use.
- o The buffer byte count is set to 0.
- o Control returns to the user program.

If a file is being written to disk at the time of the output CLOSE, the unwritten blocks at the end of the disk file are deallocated. On input CLOSE, the access date of a disk file is updated if any data was actually read. (LOOKUP followed by CLOSE does not change the access date.)

If the file is being output to the card punch, the last card is punched, followed by an end-of-file card. This end-of-file card and the header card contain the file identification punch in column 1, which is ignored by the card reader service routine.

If a file is being output to magtape, two EOF marks are written and the tape position is backspaced over one EOF.

If a file is being output to the line printer, a form-feed character is appended to the last block of data.

CLOSE [OPCODE 070]

CALLING SEQUENCE

CLOSE channel, flags  
return

In the calling sequence, you can supply the following information:

- o channel is the channel number for the file.
- o flags are one or more of the function flags described below.

The function flags and their meanings are:

<u>Bits</u>	<u>Symbol</u>	<u>Function</u>
29	CL.DAT	Deletes the name block and access tables from the disk data base and the space is returned to monitor free core. For example, this function is used by BACKUP on a RESTORE operation.
30	CL.RST	Inhibits deletion of the original file, if any, for an ENTER call that creates or supersedes the file. The new copy of the file is discarded.
31	CL.NMB	Inhibits deletion of the name block and access tables in monitor memory; this function is effective only if a LOOKUP call was executed for the channel, but no subsequent INPUT call for the channel was executed.
32	CL.ACS	Prevents updating of the file access date. For example, this feature is used by BACKUP, to save files on magtape without changing their access dates.
33	CL.DLL	Inhibits deallocation of any unwritten blocks at the end of a disk file.
34	CL.IN	Inhibits closing of the input side of the channel.
35	CL.OUT	Inhibits closing of the output side of the channel.

RETURN

The function is performed.

EXAMPLE

See Chapter 11, Monitor Calls Manual Vol. 1.

RELATED CALLS

- o ENTER
- o FILOP.
- o LOOKUP
- o RENAME

## 22.11 CLRBFI [TTCALL 11,]

### FUNCTION

Clears text from the terminal input buffer. This call is often used to clear any further user commands when an error occurs; otherwise, incorrect processing (due to user type-ahead) could follow the error.

### CALLING SEQUENCE

```
CLRBFI  
return
```

### RETURN

All text is cleared from the input buffer.

### RELATED CALLS

- o CLRBFO
- o TTCALLs
- o TRMOP.

CLRBFO [TTCALL 12,]

## 22.12 CLRBFO [TTCALL 12,]

### FUNCTION

Clears the terminal output buffer. This monitor call is normally equivalent to typing CTRL/O.

### CALLING SEQUENCE

CLRBFO  
return

### RETURN

The terminal output buffer is cleared.

### RELATED CALLS

- o CLRBF1
- o TTCALLs
- o TRMOP.

## 22.13 CLRST. [CALLI 134]

FUNCTION

Clears or sets the I/O status bits for a device. This enables your program to continue after an I/O error has occurred. The CLRST. UUO functions like SETSTS, taking the list of devices and I/O status bits for each device, with the additional ability to specify devices not explicitly OPENed on an I/O channel.

You can examine the current setting of the I/O status bits by using the SENSE. monitor call.

CALLING SEQUENCE

```

                MOVE      ac, [XWD len, addr]
                CLRST.   ac,
                    error return
                    skip return
                .
                .
addr:  | / SIXBIT/device/ \
      | \ EXP      channo |
addr+1: | \ EXP      udx   |
      | / XWD      0, setsts-value
addr+2: | / SIXBIT/device/ \
      | \ EXP      channo |
      | \ EXP      udx   /
addr+3: | \ XWD      0, setsts-value
      | . . .

```

In the calling sequence, you can supply the following information:

- o len is the length of the argument list.
- o addr is the address of the argument list, containing one or more 2-word entries. Each two-word entry contains the following information:
  - o In the first word of the pair (.CLRSX), store a device specification, in the form of a SIXBIT device name, channo as a channel number, or the device udx.
  - o In the second word of the pair (.CLRST), store the setsts-value, or the halfword value of the I/O status bits for the given device, channel, or udx. This word specifies the new settings for the I/O status bits.

Your program can clear the I/O status bits for more than one device. The argument block contains a 2-word entry for each device.

For a complete list of I/O status bits, see Chapter 11. Each type of device has a unique set of I/O status bits, which are described in the chapter about the appropriate device.

SKIP RETURN

The I/O status bits for each specified device are cleared or set as specified.

CLRST. [CALLI 134]

ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	CLRID%	Illegal device specified.
2	CLRNO%	Specified device does not belong to your job.

EXAMPLE

```
                MOVE      T1, [XWD <CONTIN-ARGLST>, ARGLST]
                CLRST.    T1,
                JRST      ERROR
                JRST      CONTIN
ARGLST:         SIXBIT    /DTA0/
                EXP        0
                EXP        CHANNO
                EXP        0
```

CONTIN:

This code sequence clears the I/O status bits for DTA0 and the device associated with the channel whose number is the value of CHANNO.

RELATED CALLS

- o ERLST.
- o GETSTS
- o SENSE.
- o SETSTS

**22.14 CMAND. [CALLI 211]**FUNCTION

Defines commands that run specified programs, and manipulates the job's user-defined command list. In the argument list to this call, your program defines a command name that, when typed as a monitor command, will run the program specified by the file specification that is also included in the command list. The CMAND. UO allows you to define multiple command names in the argument list, and allows you to read the command list that is already defined for your job.

CALLING SEQUENCE

```

        MOVE      ac, [XWD fcn-code, addr]
        CMAND.   ac,
                error return
                skip return
addr:    argument-list

```

In the calling sequence, you can supply the following information:

- o fcn-code is the function code. The function codes are listed in the following sections.
- o addr is the address of the argument list. The argument list for each function code is described in the following list of function codes.

**22.14.1 FUNCTION 0 (.CMINT)**

Initializes (clears) any current command definitions and creates a new command list as specified at addr. The argument list stored at addr, you supply the command flags, the command name, and the file specification of the program to run when the command is invoked.

The argument list for this function is formatted as follows:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.CMFLA	In the left half, one or more of the flags described below. In the right half (CM.COU), store the length of this definition.
1	.CMNAM	Command name
2	.CMDVC	Device name
3	.CMFLE	File name
4	.CMEXT	File extension
5	.CMPPN	Project-programmer number
6	.CMSFD	First SFD name
7-10		Remaining SFD names

In argument list, you can supply the following flags to indicate the number of characters in the command that must be input to define the command uniquely. The flags are:

<u>Mask</u>	<u>Symbol</u>	<u>Meaning</u>
10B17	CM.UN1	Command is uniquely identified by the first character of its name.
4B17	CM.UN2	Command is uniquely identified by the first two characters.

CMAND. [CALLI 211]

2B17	CM.UN3	Command is uniquely identified by the first three characters.
1B17	CM.UN4	Command is uniquely identified by the first four characters.
1B12	CM.AUT	Command is defined as automatically saving the job's current context. The command will create a new context, in which the called program will run. The original context is restored when the program terminates.

You can define more than one command by including a command block for each command, and storing them in contiguous blocks. The last word, where the next .CMFLA might be expected, must be set to zero.

#### 22.14.2 FUNCTION 1 (.CMADD)

Adds one or more command definitions to the current command list. The argument block for this function is identical to that used by Function 0 (.CMINT).

#### 22.14.3 FUNCTION 2 (.CMDEL)

Deletes one or more commands from the current list of defined commands. The argument list for this function is formatted as:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.CMSIZ	Length of the argument list
1	.CMCMN	Command name to be deleted
n		More command names.

The length of the argument list is equal to the entire length of the argument list, including .CMSIZ. The commands to be deleted are listed in the following words, and each must be equivalent to the .CMNAM word where the command was defined (see .CMINT argument list). Note that commands in the command list that are not listed in the .CMDEL argument list are not affected by this function.

#### 22.14.4 FUNCTION 3 (.CMLST)

Lists all the currently defined command names. The argument list for this function is formatted as:

addr:        length  
             BLOCK length-1

In the argument list, you supply the following information:

- o length is the length of the argument block
- o length-1 is the number of commands to return.

On a successful skip return, the argument block appears as:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.CMSIZ	Length of returned list
1	.CMNAM	First command in the list
n		Remaining commands in the list

The monitor returns, in .CMSIZ, the total number of defined commands. The command names are returned starting at .CMNAM. If the reserved block is not long enough, the list of command names is limited to the reserved space.

#### 22.14.5 FUNCTION 4 (.CMRET)

Returns information about a command. You must include the argument list as:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.CMSIZ	Length of argument list
1	.CMCNM	Command name for which information is to be returned.

In this argument list, specify the length of the block to be returned in .CMSIZ, and the name of the defined command for which information is desired, in .CMCNM. The information is returned in the form of a command block (same as argument list for .CMINT), for the command name.

#### 22.14.6 FUNCTION 5 (.CMDMP)

Dumps the entire command definition data base. This function uses the following argument list:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.CMSIZ	Length of argument list
1-n		BLOCK length-1 to reserve space to return information.

After the call returns successfully, a list of all the command blocks for defined commands will be returned starting at Word 1. See Function 0 (.CMINT) for the format of the returned command blocks. Note that the last command block will be followed by a zero word to indicate the end of the command list.

#### SKIP RETURN

The state of a return from CMAND. UUO is described for each function listed above.

CMAND. [CALLI 211]

### ERROR RETURN

On an error return, the CMAND. UO takes the non-skip return and returns the appropriate code from the following list of error codes:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	CMIAL%	Your program specified an illegal argument list. The argument list length was either too long or too short.
2	CMADC%	Address check occurred.
3	CMNER%	Not enough room to define commands in your job's per-process space.
4	CMDNF%	Your program did not finish reading the command list. The buffer size you allowed at <u>addr</u> was not enough to contain all the information to be returned.
5	CMNSN%	No such command name. On a .CMRET or .CMDEL function, you specified a command that is not defined.

### EXAMPLE

```
MOVE AC, [XWD .CMADD, CMBLK]
CMAND. AC,
    error return
    skip return          ;Command has been defined
CMBLK:  CM.UN3!6          ;/UNIQUE:3, and 6 words in block
        SIXBIT /XDDT/    ;Command name
        SIXBIT /DSKA/    ;Device name
        SIXBIT /DDT/     ;File name
        EXP 0            ;Extension (assumed to be EXE)
        XWD 1,4         ;PPN
```

This coding sequence will define the XDDT command to run DSKA:DDT[1,4].

### COMMON PROGRAMMING ERRORS

Assuming that .CMFLA in .CMINT or .CMADD specifies the length of the entire argument list.

## 22.15 CNECT. [CALLI 130]

FUNCTION

Connects or disconnects a device associated with an MPX channel. You can use CNECT. only with devices that are MPX-controllable (specifically, terminals, pseudo-terminals, line printers, card readers, paper tape punches, and remote data terminals).

CALLING SEQUENCE

```

        MOVEI   ac,addr
        CNECT. ac,
            error return
            skip return
addr:   XWD     fcn-code,channel
        / SIXBIT /device/ \
        \ EXP   idx       /

```

In the calling sequence, you can supply the following variables:

- o addr is the address of the argument block.
- o fcn-code is one of the function codes described below.
- o channel is the number of an initialized MPX channel.
- o device is the SIXBIT physical, generic, or logical name of a device.
- o idx is the Universal Device Index for the device.

Your program must initialize an MPX channel for the device using an OPEN call, before using the CNECT. call to connect the device to an MPX channel. The device must be initialized and connected to the MPX channel before it can be used for any I/O.

The function codes and their meanings are:

<u>Code</u>	<u>Symbol</u>	<u>Function</u>
1	.CNCCN	Connects the device to an MPX channel.
2	.CNDCDC	Equivalent to CLOSE and disconnect from MPX channel.
3	.CNCDDR	Equivalent to RESET and disconnect from MPX channel.
4	.CNOFE	Determines output feasibility.

CNECT. [CALLI 130]

### SKIP RETURN

The specified device is connected, disconnected, reset, and/or closed, as appropriate for the given function code. For the .CNCCN function, the Universal Device Index for the device is returned in the ac.

For the .CNOFE function, two values are returned in the ac. The left half of the ac contains the user address of the current output buffer, or 0 if none. The right half of the ac contains the number of data requests for a network device (except terminals, which return a 1 if output is possible), 0 if there are no data requests for the network device, or -1 if the device is local. The number of data requests indicates the number of buffers that the remote device can accept before your job will block in output wait state.

Your program can perform an output UUO to the device if the left half of the ac contains 0 and the right half is non-zero.

### ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	CNCNM%	MPX channel not initialized.
2	CNCUD%	Nonexistent device.
3	CNCCM%	Illegal device for MPX.
4	CNCNF%	Not enough memory for control blocks.
5	CNCNC%	Device not connected.
6	CNCNO%	Device illegal or not initialized.
7	CNCII%	Invalid Universal Device Index.
10	CNCUF%	Invalid function code.
11	CNCDU%	Device is not available to your job.
12	CNCSD%	Device is spooled; not MPX-controllable.

### EXAMPLE

```
MOVEI    T1,ARGLST
CNECT.   T1,
        JRST ERROR
JRST     CONTIN

ARGLST:  . . .
        XWD      .CNCDC,CHANNO
        SIXBIT   /TTY111/
```

This code sequence disconnects the device TTY111, which is associated with the MPX channel given by CHANNO, from an MPX channel.

## 22.16 CORE [CALLI 11]

FUNCTION

Allows your program to dynamically expand or contract its core allocation in either or both segments. Note that neither of the segments may be locked in core.

The program with JACCT privileges expands the segment in physical memory. A program without JACCT privileges must use UU.PHY to indicate physical addressing.

CALLING SEQUENCE

```

MOVE      ac, [XWD hiseg, lowseg]
CORE      ac, flag
          error return
          skip return

```

In the calling sequence, you can supply the following variables:

- o hiseg is the highest relative address to be used in the program's high segment. If hiseg = 0, the core assignment for the high segment is left unchanged.
- o lowseg is the highest relative address to be used in the program's low segment. If lowseg = 0, the core assignment for the low segment is left unchanged.
- o flag is the physical flag bit (UU.PHY) to indicate that the core assignment applies to physical memory. Refer to the CALLI UUO for more information.

Note that if the CORE UUO is executed in a non-zero section, all core address arguments will be interpreted as section-relative values. That is, all references are assumed to be relative to the current section.

If you give a non-zero hiseg that is less than 400000 or the length of the low segment (whichever is greater), the high segment is eliminated. Doing this from the high segment causes an illegal memory reference.

If your program has no high segment, or if you give a CORE call that eliminates the high segment, you can create a new, non-sharable high segment by giving hiseg greater than 400000. You can make the new high segment sharable by doing the following:

- o Giving it a .EXE extension.
- o Writing it onto a storage device.
- o Closing the file.
- o Using the SSAVE monitor command, or the SAVE. UUO with the SS%SSH flag, to save the entire core image.
- o Initializing the program with a GET, R, or RUN monitor command, or with a RUN, MERGE., or GETSEG monitor call.

If you use the CORE monitor call giving a value for lowseg that is less than or equal to .JBREL, the monitor removes any noncontiguous pages from your address space; these pages may include the page fault handler (PFH) or VMDDT. To avoid this, use the PAGE. monitor call to choose only the needed pages.

## CORE [CALLI 11]

Before expanding core, you should compare the highest required address with the highest legal address (stored in .JBREL). The example below shows how to expand core only if necessary.

You can specify the beginning of your program's high segment by using the REMAP monitor call, the /NEWPAGE or /SET switches to LINK, or the TWOSEG pseudo-op to MACRO.

### SKIP RETURN

The ac contains the current virtual memory limit in 1K blocks. However, if the CORE monitor call is issued from a non-zero section, the virtual memory limit is not returned in the ac.

### ERROR RETURN

The error return occurs if any of the following conditions occurs:

- o You give hiseq a value less than 400001 (or the hiseq origin), but you do not have write-access privileges.
- o You give both hiseq and lowseg as zero. In this case, the number of free 1K blocks is returned in the ac.
- o The sum of the requested new low segment and the previously existing high segment exceeds your allowed program size. Core assignment is not changed; the maximum allowed program size (in 1K blocks) is returned in the ac.
- o The sum of the requested new low and high segments exceeds your allowed program size. Core assignment is not changed; the maximum allowed program size (in 1K blocks) is returned in the ac.
- o You give a lowseg argument that would extend the low segment into the high segment.
- o One or both segments are locked.

### EXAMPLE

```
MOVE      T1,NEWSIZ ;Set up for call
PUSHJ     P,CHKCOR  ;Call for core
JRST      CONTIN

;Subroutine to get core only if needed

CHKCOR:   CAMG      T1,.JBREL##          ;Core size OK?
          POPJ     P,                    ;Yes
          CORE     T1,                    ;Get more core
          JRST     ERROR                  ;To error routine
          POPJ     P,                    ;Core increase OK
```

### RELATED CALLS

- o PAGE.
- o SEGOP.

## 22.17 CTLJOB [CALLI 65]

FUNCTION

Obtains the number of the job that is controlling a specified subjob. The subjob must be attached to a pseudo-terminal.

CALLING SEQUENCE

```

      MOVEI      ac, jobno
      CTLJOB    ac,
              error return
              skip return

```

In the calling sequence, you supply jobno, which is the number of the controlled job, or -1 to specify your current job.

SKIP RETURN

The number of the controlling job is returned in the ac. If the job given by jobno is not controlled by a pseudo-terminal (PTY), the number returned in the ac is -1.

ERROR RETURN

Occurs if the job number is illegal.

EXAMPLE

```

      MOVNI      T1, 1
      CTLJOB    T1,
              JRST  ERROR

```

This code sequence returns the number of the controlling job in T1.

RELATED CALLS

PJOB

CTX. [CALLI 215]

## 22.18 CTX. [CALLI 215]

### FUNCTION

CTX. allows you to manipulate contexts. (For a discussion of contexts, see Volume 1.) Since the argument block of CTX. is never written by the monitor, it may reside in a write-protected page or in a literal.

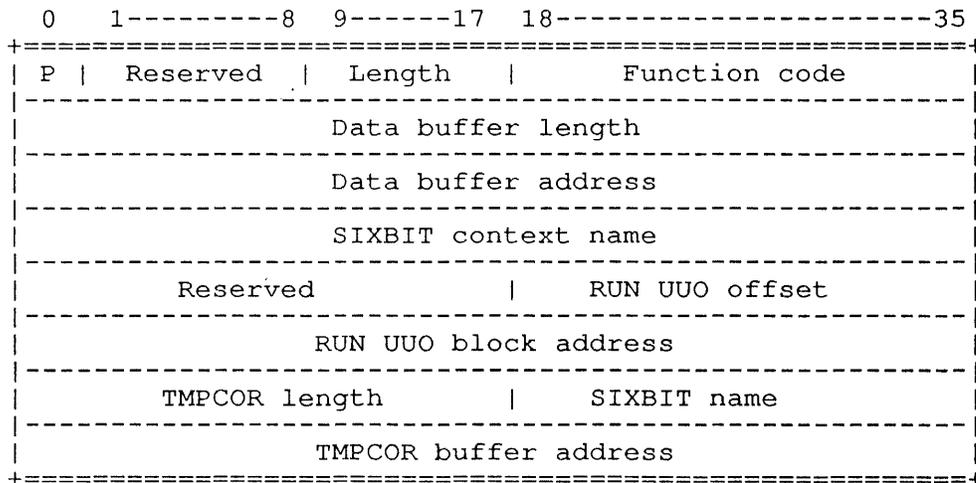
### CALLING SEQUENCE

```

        XMOVEI    ac,addr
        CTX.      ac
            error return
            skip return
addr:    argument-list

```

In the calling sequence, you supply addr as the location of the argument list. The argument block is formatted in the following fashion:



The format of the argument block is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>															
0	.CTFNC	The function code word. It also contains one of the following flags, and the length of the argument block, in the following format:															
		<table border="1"> <thead> <tr> <th><u>Bits</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>CT.PHY</td> <td>Physical-only RUN UO.</td> </tr> <tr> <td>1-8</td> <td></td> <td>Reserved for DIGITAL.</td> </tr> <tr> <td>9-17</td> <td>CT.LEN</td> <td>Specifies the length of the argument block, including .CTFNC.</td> </tr> <tr> <td>18-35</td> <td>CT.FNC</td> <td>Contains one of the function codes listed below.</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>	0	CT.PHY	Physical-only RUN UO.	1-8		Reserved for DIGITAL.	9-17	CT.LEN	Specifies the length of the argument block, including .CTFNC.	18-35	CT.FNC	Contains one of the function codes listed below.
<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>															
0	CT.PHY	Physical-only RUN UO.															
1-8		Reserved for DIGITAL.															
9-17	CT.LEN	Specifies the length of the argument block, including .CTFNC.															
18-35	CT.FNC	Contains one of the function codes listed below.															
1	.CTDBL	Holds the data buffer length in words. 510 decimal words is the maximum.															
2	.CTDBA	Contains the full 30-bit address of the data buffer. If the IFIW (sign bit) is on, a section local address, relative to the section CTX. is executed in, is referenced.															

3	.CTNAM	Used to hold a context name when creating a new context. When manipulating contexts, this word may contain a context name or context number.
4	.CTRNO	(RUN UUO word) This holds the offset that would normally go into the left half of the RUN UUO accumulator (0 for terminal input, or 1 for indirect command file input).
5	.CTRNB	Holds the 30-bit block address that would ordinarily go into the right half of the RUN UUO accumulator.
6	.CTTMN	Contains the TMPCOR length in the left half (Bits 0-17), and its SIXBIT name in the right half (Bits 18-35).
7	.CTTMB	Contains the 30-bit TMPCOR buffer address.

Valid function codes you can specify for .CTFNC and their argument lists are described in the following sections.

#### 22.18.1 FUNCTION 0 (.CTSVH)

Saves the current context and halts the job. This has the effect of a PUSH command (refer to the TOPS-10 Operating System Commands Manual).

The context created is inferior. The inferior context is deleted as soon as you switch from it back to the superior one.

#### 22.18.2 FUNCTION 1 (.CRSVR)

Saves the current context, and runs a program in an inferior context. This is the equivalent of an auto-save, then a restore, at monitor level.

#### 22.18.3 FUNCTION 2 (.CVSVT)

Creates a parallel context by saving the current one and creating a new top level context. The new context is different from one formed by a PUSH chain, as it is not inferior, nor is it associated with a chain of PUSHed contexts.

#### 22.18.4 FUNCTION 3 (.CTSVS)

Saves the current context, and switches to another (already existing) parallel context.

For instance, you could use .CTSVR to create a new context running a program, and switch back to the previous context using .CTSVS. You could later return to the context created by .CTSVR (using the .CTSVS function), and restart the program in that context, without waiting for it to re-initialize.

CTX. [CALLI 215]

#### 22.18.5 FUNCTION 4 (.CTSVD)

Switches to the specified context, deletes it, and returns to the previous (saved) context. You need to specify this function for parallel contexts only, since inferior contexts are automatically deleted when you return to its superior

#### 22.18.6 FUNCTION 5 (.CTRDB)

Reads the data buffer without changing the information. An inferior context uses this to read data when a superior context passes to it.

#### 22.18.7 FUNCTION 6 (.CTWDB)

Writes the data buffer. An inferior context writes data to its superior using this. Once data has been written, the old data in the superior context is lost.

#### 22.18.8 FUNCTION 7 (.CTRQT)

Reads the context quota and saved-page quota for a job. The following data buffer is returned for this function and for Function 10 (.CTSQT).

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.CTJOB	Job number, supplied by program.
1	.CTCTQ	Returned context quota.
2	.CTPGQ	Returned saved-pages quota.

#### 22.18.9 FUNCTION 10 (.CTSQT)

Sets the context quota and saved-pages quota. The argument list is the same as the buffer returned for Function 7 (.CTRQT).

#### 22.18.10 FUNCTION 11 (.CTDIR)

| Returns a directory map of all contexts. (GETTAB Table 175 (.GTCTX)  
| word %CTBDM contains the byte pointer to the directory byte-stream.)  
| The data buffer is returned in the following format:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.CTJOB	Target job number.
1	.CTWCT	Word count of byte-stream data.
2	.CTFDW	First data word of the directory byte-stream.

**22.18.11 FUNCTION 12 (.CTINF)**

Returns information about a particular context. The data buffer is returned in the following format:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.CTJOB	Target job number.
1	.CTCNO	Number of target context.
2	.CTCNM	Name of target context.
3	.CTSNO	Superior context's number.
4	.CTSNM	Superior context's name.
5	.CTPGM	Program running or saved in target context, if any.
6	.CTITM	Idle time (in clock ticks).

SKIP RETURN

On all returns, the ac contains the following information:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0	CT.DAT	Set if data returned to the buffer.
1	CT.DBT	Returned if the buffer is truncated.
2	CT.ETX	Set if UWO error text in the buffer.
3	CT.RUN	Set for a RUN UWO error.
18-27	CT.RDL	Count of words returned in the buffer.
28-35	CT.ERR	CTX. or RUN UWO error code. This code is returned regardless of whether or not the data buffer contains error text.

On the skip return, no flags are set in the ac fields CT.ETX, CT.RUN, and CT.ERR. If any information is returned, it is stored in data buffers.

ERROR RETURN

The ac contains the information described for the skip return. An error code is returned in CT.ERR (Bits 28 through 35) If a data buffer is specified, error text is returned in the data buffer.

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
0	CXIFC%	Illegal function code.
1	CXACR%	Address check performed while reading arguments.
2	CXACS%	Address check performed while storing answers.
3	CXNEA%	Insufficient number of arguments.
4	CXNLI%	User not logged in.
5	CXLOK%	Program locked in core.
6	CXDET%	Job detached.
7	CXSCE%	System context quota exceeded.
10	CXSPE%	System page quota exceeded.
11	CXJCE%	Job context quota exceeded.
12	CXJPE%	Job page quota exceeded.
13	CXNCS%	Insufficient core to save context.
14	CXNCD%	Not enough core to return data block.
15	CXICN%	Illegal context number.
16	CXNSC%	No superior context.
17	CXNPV%	No privileges to set quotas.
20	CXIJN%	Illegal job number.
21	CXCST%	Users cannot switch to an intermediate context.
22	CXCDD%	Users cannot delete an intermediate context.
23	CXCDC%	Users cannot delete the current context.
24	CXCNP%	Context not privileged.

CTX. [CALLI 215]

25	CXNDA%	No data block is available.	
26	CXCCC%	Cannot create context from captive program.	(The
		program has not issued a RUN UUO.)	

**22.19 DAEFIN [CALLI 105]**FUNCTION

Indicates that a request to the DAEMON program has been completed. This monitor call is reserved for the exclusive use of the DAEMON program.

If the specified job was in the DAEMON wait state, the monitor requeues the specified job to the run queue.

CALLING SEQUENCE

```

        MOVE      ac, [XWD length, addr]
        DAEFIN   ac,
                error return
                skip return
        .
        .
        .
addr:   jobno

```

In the calling sequence, you can specify the following information:

- o length is the length of the argument block.
- o addr is the address of the argument block.
- o jobno is the number of the logged-in job to be restarted.

SKIP RETURN

The monitor leaves the ac unchanged, requeues the specified job, and clears the JDC bit in the job status word JBTSTS (refer to the TOPS-10 Monitor Tables Descriptions).

ERROR RETURN

The monitor clears the ac. This occurs if you are not privileged, if the job number is illegal or zero, or if the request could not be completed.

EXAMPLE

```

        MOVE      T1, [XWD 1,ARGLST]
        DAEFIN   T1,
                JRST  ERROR
        JRST     CONTIN
ARGLST:  EXP      JOBNO

```

RELATED CALLS

DAEMON

DAEMON [CALLI 102]

## 22.20 DAEMON [CALLI 102]

### FUNCTION

Invokes the system program DAEMON. When a job executes the DAEMON monitor call, the monitor puts the job into JD wait (sets the JDC bit in the job table JBTSTS) and wakes DAEMON. DAEMON examines the status word .GTSTS for each job in the system; for each job in the JDC wait state, DAEMON performs the requested function. When the specified function has been completed, DAEMON issues a DAEFIN monitor call to make the job runnable.

### CALLING SEQUENCE

```
                MOVE      ac, [XWD length, addr]
                DAEMON   ac,
                    error return
                    skip return
addr:           . . .
                EXP      fcn-code
                argument-list
```

In the calling sequence, you can supply the following information:

- o addr is the address of the argument block.
- o fcn-code is the function code in the first word of the argument block.
- o argument-list depends on the function code.

The function codes and argument lists are described in the following sections.

#### 22.20.1 FUNCTION 1 (Obsolete)

#### 22.20.2 FUNCTION 2 (.CLOCK)

Enters a request in the clock queue to wake your job after a specified number of seconds has elapsed. As soon as the request has been entered in the queue, you should issue a call to HIBER with no time argument. An argument of zero clears the job's entry in the clock queue and wakes the job.

The argument list for the .CLOCK function is:

```
addr:           .CLOCK
                EXP      seconds
```

In this argument list, you supply seconds as the number of seconds before the job DAEMON should wake the program. The preferred method for awakening the program after a short amount of time is by using the HIBER. call.

22.20.3 FUNCTION 3 (Obsolete)

22.20.4 FUNCTION 4 (.DMQUE)

Reserved for use by DIGITAL.

22.20.5 FUNCTION 5 (.DMERR)

Makes an entry in the error file; the third and following words of the argument block are written into the error file SYS:ERROR.SYS. Your job must have JACCT or [1,2] privileges.

The argument block for the .DMERR function is:

```
addr:      .DMERR
           EXP      error-type
           argument-list
```

In addr+1, error-type is the type of entry to be entered into the sytem error file. The error types you can supply are listed below.

Words of data to be included in the error record are stored in the argument-list.

Table 22-1: Error File Entry Types

Type	Symbol	Meaning																					
1	.ESWHY	Answer to ONCE's Why Reload question, and comment, if any.																					
2	.ESMSE	Continuable stopcode.																					
3	.ESMPE	KI memory parity error.																					
4	.ESNXM	KI non-existent memory error.																					
5	.ESCIN	Information extracted from a crash.																					
6	.ESCPE	Channel-detected memory parity error or non-existent memory.																					
7	.ESDRE	DAEMON restarted.																					
10	.ESHDE	Hardware-detected device error.																					
11	.ESMDE	Massbus device error.																					
12	.ESDXE	DX20 device error.																					
14	.ESSWE	Software event. The events are:																					
		<table border="1"> <thead> <tr> <th>Code</th> <th>Symbol</th> <th>Event</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>.SWEPK</td> <td>POKE. function.</td> </tr> <tr> <td>2</td> <td>.SWESN</td> <td>SNOOP. function.</td> </tr> <tr> <td>3</td> <td>.SWETP</td> <td>TRPSET function.</td> </tr> <tr> <td>4</td> <td>.SWERT</td> <td>RTTRP. function.</td> </tr> <tr> <td>5</td> <td>.SWMS1</td> <td>Miscellaneous debugging event number 1.</td> </tr> <tr> <td>6</td> <td>.SWMS2</td> <td>Miscellaneous debugging event number 2.</td> </tr> </tbody> </table>	Code	Symbol	Event	1	.SWEPK	POKE. function.	2	.SWESN	SNOOP. function.	3	.SWETP	TRPSET function.	4	.SWERT	RTTRP. function.	5	.SWMS1	Miscellaneous debugging event number 1.	6	.SWMS2	Miscellaneous debugging event number 2.
Code	Symbol	Event																					
1	.SWEPK	POKE. function.																					
2	.SWESN	SNOOP. function.																					
3	.SWETP	TRPSET function.																					
4	.SWERT	RTTRP. function.																					
5	.SWMS1	Miscellaneous debugging event number 1.																					
6	.SWMS2	Miscellaneous debugging event number 2.																					

15 .ESCSE Configuration status change. The condition change codes are listed below:

	<u>Code</u>	<u>Symbol</u>	<u>Status Change</u>
	0	.CSCAT	Attach function
	1	.CSCDT	Detach function.
	2	.CSCXC	Exchange function.
	3	.CSCTC	Date/time change.
	4	.CSCCF	DETACH CPU function.
	5	.CSCCO	ATTACH CPU function.
	6	.CSCNF	Node off-line.
	7	.CSCNO	Node on-line.
	10	.CSCMO	Set memory on-line.
	11	.CSCMF	Set memory off-line.
16	.ESSLM		System log message.
17	.ESDEB		Software requests data.
21	.ESTAP		Magnetic tape errors (see TAPSER).
30	.ESKLE		KL processor error data from RSX-20F front end.
31	.ESFER		Front end reload.
33	.ESHSB		KS processor halt status block.
42	.ESTPS		Magnetic tape performance statistics code (see TAPSER).
43	.ESCFG		Maximum configuration in AVAIL.SYS.
44	.ESMRV		Monitor run values in AVAIL.SYS.
45	.ESDSC		Disk statistics (usually from a crash).
46	.ESBAV		Beginning of AVAIL.SYS time stamp.
47	.ESEAV		End of AVAIL.SYS time stamp.
50	.ESDLE		DL10 hardware error.
51	.ESKIP		KI parity/non-existent memory interrupt.
52	.ESKLP		KL parity/non-existent memory interrupt.
54	.ESKSN		KS non-existent memory trap.
55	.ESKPT		KL/KS parity trap.
56	.ESSNX		Non-existent memory scan.
57	.ESSPR		Parity memory scan.
61	.ESKDT		KL data parity trap.
62	.ESMOT		KL data parity interrupt.
63	.ESCSB		CPU status block.
64	.ESDSB		Device status block.
67	.ESKAE		KL addressing failure.
71	.ESLPT		Line printer error.
72	.ESHCC		Hard copy controller entry.
73	.ESULD		Microcode load.
74	.ESCIE		CI disk error
75	.ESICD		IPA20 channel dump.
100	.ESDTC		Date/time change (obsolete).
201	.ESNUS		Network utility started.
202	.ESNDL		Network down-line load.
203	.ESNUD		Network up-line dump.
210	.ESNHE		Network hardware error.
211	.ESNSE		Network software error.
220	.ESNOE		Network operator entry.
221	.ESNTC		Network topology change.
230	.ESNLC		Network line counter.
231	.ESNNS		Network node statistic entry.
377	.ESHIA		Hiatus in ERROR.SYS.
775	.ESOFF		Marker for first word of block as pointer to start of first entry.
777	.ESEOF		End-of-file flag.

.DMERR is a privileged function; to use it you must have the JACCT privilege, or be logged in under [1,2].

## NOTE

For a complete description of the format of the SYS:ERROR.SYS file, refer to the TOPS-10/20 SPEAR Reference Manual.

## 22.20.6 FUNCTION 6 (.DMCTL)

Reserved for use by DIGITAL.

SKIP RETURN

The monitor performs the specified function and issues a DAEFIN monitor call to make the job runnable. The ac is cleared.

ERROR RETURN

If DAEMON is not running, control returns to the error return, but the ac is unchanged.

If DAEMON is running, an error code is returned in the ac, and control returns to the error return. The error codes and their meanings are:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	DMILF%	Illegal function code.
2	DMACK%	Address check.
3	DMWNA%	Incorrect number of arguments.
4	DMSNH%	Impossible error. If this occurs, please report it to your Software Support Specialist.
5	DMCWF%	File cannot be written.
6	DMNPV%	Not enough privileges.
7	DMFFB%	Incorrect format for FACT file entry.
10	DMPH%	Invalid path.

EXAMPLE

```

MOVE      T1, [2,,ADDR]
DAEMON    T1,
          JRST ERROR
          JRST CONTIN
ADDR:     .CLOCK
          EXP      5

```

This code queues a request for a WAKE. UUC from the system DAEMON on this job in 5 seconds.

RELATED CALLS

DAEFIN

DATE [CALLI 14]

## 22.21 DATE [CALLI 14]

### FUNCTION

Returns a code giving the system date. The code is an integer given by the formula:

$$\text{code} = 31[12(\text{year}-1964)+(\text{month}-1)]+(\text{day}-1)$$

You can obtain the current day, month, and year using the formulas:

```
day    = mod(code,31)+1
month  = mod(code/31,12)+1
year   = (code/372)+1964
```

The DATE call is equivalent to using GETTAB to obtain item %CNDAT. The day, month, and year are stored in GETTAB items %CNDAY, %CNMON, and %CNYER, respectively. Your program can avoid the computations needed to interpret the data returned from the DATE call by GETTABing the specific items, but the efficient program will avoid performing three separate GETTAB calls by GETTABing %CNDAT and then dividing the data into its appropriate components.

### CALLING SEQUENCE

```
DATE      ac,
return
```

### EXAMPLE

The following macro computes the current day, month, and year.

```
DEFINE    CURDAT(DAY,MONTH,YEAR) <
DATE      T1,
IDIVI     T1,^D31
ADDI      T2,1
MOVEM     T2,DAY
IDIVI     T1,^D12
ADDI      T2,1
MOVEM     T2,MONTH
ADDI      T1,^D1964
MOVEM     T1,YEAR
>
```

### RELATED CALLS

TIMER

## 22.22 DEBRK. [CALLI 137]

FUNCTION

Dismisses a PSI software interrupt, reenabling any conditions disabled by the interrupt. See Chapter 6 for a discussion of the software interrupt system.

On a DEBRK. monitor call, the monitor scans the queue of pending interrupts, looking for conditions requiring service by an interrupt routine. If one is found, the interrupt occurs and control passes to the interrupt routine. If no such condition is found, DEBRK. restarts the interrupted process beginning at the point within your job where the interrupt occurred (usually the instruction after the last instruction that was executed).

CALLING SEQUENCE

```

DEBRK.
    error return
    skip return

```

SKIP RETURN

The DEBRK. call normally returns to the location before the interrupt occurred. The skip return is taken if there is no interrupt in progress. The PSI interrupt system is restored if the PS.VTO flag is set in the PSI interrupt vector block (refer to PISYS. UUO).

ERROR RETURN

The error return is taken if the DEBRK. UUO is not implemented.

RELATED CALLS

- o PIBLK.
- o PIINI.
- o FIRST.
- o PISAV.
- o PISYS.

DEQ. [CALLI 152]

## 22.23 DEQ. [CALLI 152]

### FUNCTION

Dequeues one or more requests for enqueued resources, or relinquishes ownership of one or more enqueued resources. See Chapter 8 for a discussion of the ENQ/DEQ facility.

### CALLING SEQUENCE

```
        MOVE      ac, [XWD function, argument]
        DEQ.      ac,
            error return
            skip return
addr:    argument-list
```

In the calling sequence, you provide the following information:

- o function is one of the following function codes:
  - .DEQDR to dequeue a lock request.
  - .DEQDA to dequeue all lock requests for this job.
  - .DEQID to dequeue all lock requests related to the specified request-id.
- o argument-list depends on the function code.

Functions and their arguments are described in the following sections.

#### 22.23.1 FUNCTION 0 (.DEQDR)

This function dequeues a specific request. Specify this function by placing the following information into the ac:

```
[XWD .DEQDR, addr]
```

The argument addr is the address of the ENQ. argument block. Refer to the ENQ. UUO for the format of this block.

After a skip return, the monitor has removed the specified request from the specified queue, or the monitor has dissolved the lock between the job and the specified resource. The error return is taken if you set up the call in an incorrect format, or if you have no pending requests and you are not the owner of the specified resource. On an error return, the monitor returns an error code in the ac.

#### 22.23.2 FUNCTION 1 (.DEQDA)

This function removes all of your requests for ownership and dissolves all of your resource locks. Specify this function by placing the following information into the ac:

```
[XWD .DEQDA, 0]
```

The error return is taken if you write the call in an incorrect format, or if you do not have any pending requests or locks. On an error return, the monitor returns an error code in the ac. You should perform this function before EXITing; otherwise, when you perform a CLOSE, the function will fail but the nature of the failure will be difficult to determine. The monitor automatically performs the .DEQDA function when you issue a LOGOUT monitor call.

### 22.23.3 FUNCTION 2 (.DEQID)

This function requires the request-id in the right half of the ac. Specify this function by placing the following information into the ac:

```
[XWD .DEQID,request-id]
```

The request-id is the request-identifier that you specify in the ENQ. argument block. Refer to the ENQ. UO for more information.

The monitor removes all requests of yours with the specified request-id from resource queues, and it dissolves all locks of yours with the specified request-id. You should specify this function when you are dequeuing requests that were made in the same ENQ. argument block. The error return is taken if you have set up the call incorrectly, if you have no pending requests, or if you are not the owner of a resource.

#### SKIP RETURN

The specified requests are dequeued and the specified locks are dissolved.

#### ERROR RETURN

If an error is found in one of the requests in a multiple request DEQ. monitor call, the error return is taken and the monitor returns an error code in the ac. However, the ENQ/DEQ facility continues processing until all of the dequeue requests have been performed. Therefore, the monitor will have dequeued all valid requests whether or not an error resulted from another request in the same monitor call. If errors are found in several requests of the same monitor call, the error code returned in the ac reflects the last error found.

If you specify that you want to dequeue a request or dissolve a lock associated with a pooled resource, the monitor will return an error code if you attempt to dequeue more resources than you own within the pool. However, you can dequeue a subset of those resources that you own within a pool, still retaining ownership of those you did not dequeue. Therefore, you cannot dequeue more resources than you own, but you do not have to dequeue all that you own in one request.

The error codes for the DEQ. call are identical to those of the ENQ. call. They are listed in the description of the ENQ. call.

DEQ. [CALLI 152]

### EXAMPLE

DEQ. monitor calls that specify multiple requests are treated as multiple DEQ. monitor calls, each specifying a single request. This is not true for the ENQ. monitor call. For example:

```
                MOVE      T1 [XWD .DEQDR,DEQBLK]
DEQ.            T1,
                JRST ERROR
DEQBLK:        JRST      SUBR
                2,, ^D8
                0,, 400000
                0,, 2
                POINT 7, [ASCIZ/TEST/]
                ^D10,, 1
                0,, 4
                POINT 7, [ASCIZ/TESER/]
                ^D10,, 1
```

The above code is, in effect, identical to the following, but the following is less efficient:

```
                MOVE      T1, [XWD .DEQDR,DEQ1]
DEQ.            T1,
                JRST ERROR
DEQ:           MOVE      T1, [XWD .DEQDR,DEQ2]
DEQ.            T1,
                JRST ERROR
DEQ1:          JRST      SUBR
                1,, ^D5
                0,, 400000
                0,, 2
                POINT 7, [ASCIZ/TEST/]
                ^D10,, 1
DEQ2:          1,, ^D5
                0,, 400000
                0,, 4
                POINT 7, [ASCIZ/TESER/]
                ^D10,, 1
```

### RELATED CALLS

- o ENQ.
- o ENQC.

## 22.24 DEVCHR [CALLI 4]

FUNCTION

Returns the physical characteristics of a specified device.

CALLING SEQUENCE

```

      / MOVE      ac, [SIXBIT/device/] \
    | MOVEI     ac, channo              |
    \ MOVEI     ac, udx                  /
      DEVCHR    ac,
      return

```

In the calling sequence, you can provide the following information:

- o device is the SIXBIT physical or logical name of a device.
- o channo is the number of an initialized channel.
- o udx is the Universal Device Index for a device.

RETURN

If the device is not found, or if your program has not initialized the device, the monitor clears the ac. Otherwise, the ac contains flags giving the physical characteristics of the device. The flags and their meanings are:

<u>Bits</u>	<u>Symbol</u>	<u>Device or Mode</u>
0	DV.DRI	DECTape whose directory is in memory; you can clear this bit by using the REASSI monitor call for the device.
1	DV.DSK	Disk.
2	DV.CDR	Card device. If DV.IN is set, it is a card reader; if DV.OUT is set, it is a card punch.
3	DV.LPT	Line printer.
4	DV.TTA	Terminal that is currently controlling a job.
5	DV.TTU	Terminal that is in use.
6	DV.2IO	Device can do input and output at the same time.
7	DV.DIS	Special display device. Note that this does not indicate the "display" terminal characteristic.
8	DV.LNG	Device with long dispatch table; this means that monitor calls other than INPUT, OUTPUT, CLOSE, and RELEAS can perform real functions.
9	DV.PTP	Papertape punch.
10	DV.PTR	Papertape reader.
11	DV.DTA	DECTape.
12	DV.AVL	The device is available or is assigned to your job.

DEVCHR [CALLI 4]

- 13 DV.MTA Magnetic tape.
- 14 DV.TTY Terminal.
- 15 DV.DIR The device is a directory device. You can test this bit to determine whether ENTER/LOOKUP must be done before you can start I/O to the device.
- 16 DV.IN Input device.
- 17 DV.OUT Output device.
- 18 DV.ASC The device has been initialized by the ASSIGN monitor command.
- 19 DV.ASP The device has been assigned by the INIT, OPEN, or FILOP. monitor call.

Bits 20-35 specify the modes that are legal for the device.

- 20 DV.M17 Mode 17, dump. This is the same as IO.MOD = .IODMP returned from a GETSTS monitor call.
- 21 DV.M16 Mode 16, dump records. This is the same as IO.MOD = .IODPR returned from a GETSTS monitor call.
- 22 DV.M15 Mode 15, image dump. This is the same as IO.MOD = .IOIDP returned from a GETSTS monitor call.
- 23 DV.M14 Mode 14, binary. This is the same as IO.MOD = .IOBIN returned from a GETSTS monitor call.
- 24 DV.M13 Mode 13, image binary. This is the same as IO.MOD = .IOIBN returned from a GETSTS monitor call.
- 25 DV.M12 Mode 12, reserved for use by DIGITAL.
- 26 DV.M11 Mode 11, reserved for use by DIGITAL.
- 27 DV.M10 Mode 10, image. This is the same as IO.MOD = .IOIMG returned from a GETSTS monitor call.
- 28 DV.M7 Mode 7, reserved for use by customers.
- 29 DV.M6 Mode 6, reserved for use by customers.
- 30 DV.M5 Mode 5, reserved for use by DIGITAL.
- 31 DV.M4 Mode 4, reserved for use by DIGITAL.
- 32 DV.M3 Mode 3, byte. This is the same as IO.MOD = .IOBYT returned from a GETSTS monitor call.
- 33 DV.M2 Mode 2, packed image. This is the same as IO.MOD = .IOPIM returned from a GETSTS monitor call.
- 34 DV.M1 Mode 1, ASCII line. This is the same as IO.MOD = .IOASL returned from a GETSTS monitor call.
- 35 DV.M0 Mode 0, ASCII. This is the same as IO.MOD = .IOASC returned from a GETSTS monitor call.

## NOTE

To check for the NUL device, use DEVCHR to see if both DV.DSK and DV.TTY are set.

EXAMPLE

```
MOVE      T1,[SIXBIT/DEV/]
DEVCHR    T1,
TLNN      T1,(DV.DSK)
          JRST  NOTDSK
          JRST  ISDSK
```

This example checks to see if device DEV (assumed to be a logical name) is a disk. The call returns to NOTDSK if it is not and returns to ISDSK if it is.

RELATED CALLS

- o DEVLNM
- o DEVTYP

DEVLNM [CALLI 107]

## 22.25 DEVLNM [CALLI 107]

### FUNCTION

Assigns (or clears) a logical device name to a device.

### CALLING SEQUENCE

```
    / MOVE      ac, [SIXBIT/device/] \  
  | MOVEI     ac, channo                |  
  \ MOVEI     ac, udx                    /  
    MOVE      ac+1, [SIXBIT/name/]  
    DEVLNM    ac,  
              error return  
              skip return
```

In the calling sequence, you can provide the following information:

- o device is the SIXBIT physical or logical name of a device to which you wish to assign a logical name.
- o channo is the number of an initialized channel.
- o udx is the Universal Device Index for a device.
- o name is the logical name to be assigned to the device. If name is binary zero, any existing logical name assignment will be cleared.

### SKIP RETURN

The logical name is assigned to the device; the contents of the ac and the following word are unchanged.

### ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
-3	DVLNA%	Device not assigned to your job.
-2	DVLIU%	Logical name already in use.
-1	DVLNX%	No such device or channel.

### RELATED CALLS

- o DEVCHR
- o DEVNAM
- o DEVOP.
- o DEVPPN
- o DEVSIZ
- o DEVSTS
- o DEVTYP
- o REASSI

COMMON PROGRAMMING ERRORS

Assuming that DEVLNM also causes the device to become associated with your job. Use the REASSI call to actually obtain the device.

DEVNAM [CALLI 64]

## 22.26 DEVNAM [CALLI 64]

### FUNCTION

Returns the physical name of a device.

### CALLING SEQUENCE

```
    / MOVE      ac, [SIXBIT/device/] \
  | MOVEI      ac, channo              |
  \ MOVEI      ac, udx                 /
    DEVNAM     ac,
      error return
      skip return
```

In the calling sequence, you can provide the following information:

- o device is the logical device name whose physical name is desired.
- o channo is the number of an initialized channel.
- o udx is the Universal Device Index for a device.

### SKIP RETURN

The SIXBIT physical name of the device is returned in the ac.

The skip return is also taken if a device has been partially deassigned. For example, if the user halts the program before the deassignment operation is complete. In this case, the ac is returned clear.

### ERROR RETURN

If the specified device does not exist or if the specified channel is not initialized, the ac is cleared.

### RELATED CALLS

- o DEVCHR
- o DEVLNM
- o DEVOP.
- o DEVPPN
- o DEVSIZ
- o DEVSTS
- o DEVTYP

## 22.27 DEVOP. [CALLI 171]

FUNCTION

Performs miscellaneous device functions for devices other than terminals, tapes, disks, or TSKs. Use TRMOP. for terminal functions, TAPOP. for tape functions, DISK. for disk functions, or TSK. for TSK functions.

CALLING SEQUENCE

```

                MOVE      ac, [XWD length, addr]
                DEVOP.    ac,
                error return
                skip return
addr:          . . .
              / EXP      fcn-code
              / SIXBIT   /device/ \
              | EXP      channo   |
              \ EXP      udx      /
addr+2:       argument-list

```

In the calling sequence, the following variables are supplied by the program:

- o length is the length of the argument block.
- o addr is the address of the argument block.
- o fcn-code is one of the function codes described below.
- o device is the SIXBIT physical or logical name of a device.
- o channo is the number of an initialized channel.
- o udx is the Universal Device Index for a device.
- o arglst begins the list of arguments for the given function.

All function codes listed below use the two-word argument list shown above. Additionally, some function codes accept a longer argument list. For those codes that accept an argument list longer than two words, the argument list format is shown with the description of the function code.

The function codes are defined within the following four ranges:

<u>Range</u>	<u>Usage</u>
0000-0777	Performs a specific action.
1000-1777	Reads a parameter.
2000-2777	Sets a parameter.
3000-3777	Reserved for customer definition.

The Read/Set function codes are parallel (for example, function code 1002 reads a parameter and code 2002 sets the same parameter). The symbol .DFSET is equal to 1000, and can be added to the read parameter to establish the offset for the set parameter. Therefore, to read the page counter, use function .DFPCT. To set the page counter, use .DFPCT+.DFSET.

The monitor returns values in the ac for the Read functions.

The function codes, their calling sequences, and the actions taken are listed in the following sections.

DEVOP. [CALLI 171]

#### 22.27.1 FUNCTION 1 (.DFLLV)

Loads the standard vertical forms control unit.

#### 22.27.2 FUNCTION 2 (.DFENV)

Enables the system to load a non-standard vertical forms control unit.

#### 22.27.3 FUNCTION 3 (.DFDVL)

Disables loading non-standard vertical forms control unit.

#### 22.27.4 FUNCTIONS 4-10

Reserved for use by DIGITAL.

#### 22.27.5 FUNCTION 11 (.DFLR2)

Loads a translation RAM into LP20. This function takes a four-word argument list of the form:

```
addr:      .DFLR2
           / SIXBIT      /device/ \
           |  EXP        channo   |
           \  EXP        udx       /
           8-bit byte count for RAM
           address of RAM buffer
```

#### 22.27.6 FUNCTION 12 (.DFLV2)

Loads a VFU through LP20. This function takes a four-word argument list of the form:

```
addr:      .DFLV2
           / SIXBIT      /device/ \
           |  EXP        channo   |
           \  EXP        udx       /
           7-bit byte count of VFU
           address of VFU data
```

#### 22.27.7 FUNCTION 13 (.DFMDC)

Clears DVCMDA. This is the flag indicating whether the device is controlled by MDA (in GALAXY Version 4.1 and later). This function requires privileges.

**22.27.8 FUNCTION 14 (.DFMDS)**

Sets DVCMDA. This is the flag indicating whether the device is controlled by MDA (in GALAXY Version 4.1 and later). This function requires privileges.

**22.27.9 FUNCTIONS 15-777**

Reserved for use by DIGITAL.

**22.27.10 FUNCTION 1000 (.DFPCT)**

Returns the line printer's page counter in the ac.

**22.27.11 FUNCTION 2000 (.DFPCT)**

Sets the page counter value in addr+2. The page counter is limited to 12 bits. The argument list for .DFPCT is:

```
addr:      .DFPCT
           / SIXBIT   /device/ \
           |  EXP     channo   |
           \  EXP     udx      /
           EXP       counter
```

**22.27.12 FUNCTION 1002 (.DFHCW)**

Reads the line printer characteristics. The printer characteristics are returned in the ac in the form:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>															
0	DF.LCP	Lowercase capability.															
1	DF.PGC	Has page counter.															
2		Reserved.															
3-5	DF.VFT	Code for type of vertical forms control unit (VFU). The type codes are:															
		<table border="1"> <thead> <tr> <th><u>Code</u></th> <th><u>Symbol</u></th> <th><u>Type</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>.DFVTO</td> <td>Papertape VFU.</td> </tr> <tr> <td>1</td> <td>.DFVTD</td> <td>DAVFU.</td> </tr> <tr> <td>2</td> <td>.DFVTN</td> <td>No VFU.</td> </tr> </tbody> </table>	<u>Code</u>	<u>Symbol</u>	<u>Type</u>	0	.DFVTO	Papertape VFU.	1	.DFVTD	DAVFU.	2	.DFVTN	No VFU.			
<u>Code</u>	<u>Symbol</u>	<u>Type</u>															
0	.DFVTO	Papertape VFU.															
1	.DFVTD	DAVFU.															
2	.DFVTN	No VFU.															
6-8	DF.TYP	Code for character set codes. The set codes are:															
		<table border="1"> <thead> <tr> <th><u>Code</u></th> <th><u>Symbol</u></th> <th><u>Character set</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>.DFC64</td> <td>Set of 64 characters.</td> </tr> <tr> <td>1</td> <td>.DFC95</td> <td>Set of 95 characters.</td> </tr> <tr> <td>2</td> <td>.DFC28</td> <td>Set of 128 characters.</td> </tr> <tr> <td>3</td> <td>.DFVAR</td> <td>Variable size set.</td> </tr> </tbody> </table>	<u>Code</u>	<u>Symbol</u>	<u>Character set</u>	0	.DFC64	Set of 64 characters.	1	.DFC95	Set of 95 characters.	2	.DFC28	Set of 128 characters.	3	.DFVAR	Variable size set.
<u>Code</u>	<u>Symbol</u>	<u>Character set</u>															
0	.DFC64	Set of 64 characters.															
1	.DFC95	Set of 95 characters.															
2	.DFC28	Set of 128 characters.															
3	.DFVAR	Variable size set.															

9-11 DF.CLS Code for line printer class. The class codes are:

<u>Code</u>	<u>Symbol</u>	<u>Class</u>
0	.DFSUK	Unknown.
1	.DFSBX	BA10.
2	.DFSLC	LP100.
3	.DFS20	LP20 (20F).
4	.DFSA1	LP11.
5	.DFSA2	LP20 (ANF DN8X).

12-14 DF.CLU Line printer class, as the type of unit. The unit codes are:

<u>Code</u>	<u>Symbol</u>	<u>Type</u>
0	.DFUUK	Unknown.
1	.DFUFG	LP05-type.
2	.DFULN	LN01-type.

18-35 DF.CSN Character set name, in SIXBIT.

### 22.27.13 FUNCTION 2002 (.DFHCW)

Sets the line printer characteristics. The argument list for .DFHCW is:

```

addr:      .DFHCW
          / SIXBIT      /device/ \
          |  EXP        channo   |
          \  EXP        udx       /
          EXP          characteristics
    
```

Defines the characteristics using the definitions listed above for the Read function.

### 22.27.14 FUNCTION 1003 (.DFRES)

The extended I/O error status for the given device is returned in the ac.

The error status is returned as one of the following codes:

<u>Code</u>	<u>Symbol</u>	<u>Device</u>	<u>Error</u>
1	IOPLE%	LPT	Page limit exceeded.
1	IONOP%	MTA	Monitor Continued operation.
2	IOVFE%	LPT	VFU format error.
2	IOEOF%	MTA	Tape at end-of-file.
3	IOLTE%	MTA	Label Type error.
4	IOHLE%	MTA	Header Label error.
5	IOTLE%	MTA	Trailer Label error.
6	IOVLE%	MTA	Volume Label error.
7	IODER%		Hard device error.
10	IOPAR%		Parity error.
11	IOWLE%		Write-lock error.
12	IOIPO%	MTA	Illegal positioning error.
13	IOBOT%	MTA	Beginning of tape.
14	IOIOP%	MTA	Illegal operation.
15	IOFNF%	MTA	File not found.

16	IOCAN%	MTA	Operator cancelled volume switch request.
17	IOTMV%	MTA	Too many volumes in the volume set.
20	IONND%		Network node down.
21	IOUNC%	LP20	Undefined Character interrupt.
22	IORPE%	LP20	RAM Parity error.
23	IOLRA%	MTA	Tape labelling request was aborted by a RESET UUO.
24	IOVPF%	MTA	Volume Protection error.
25	IOFPF%	MTA	File protection failure.
26	IOUEF%	MTA	Unexpired file.
27	IONDD%		Network device is disconnected.

**22.27.15 FUNCTION 1004 (.DFRDS)**

Reads the device status for a specified device. A status code for the specified device is returned in the ac.

The status codes and their meanings are:

<u>Bit</u>	<u>Symbol</u>	<u>Status</u>
0	DF.OFL	Device off-line.
34	DF.LLE	DAVFU load-enabled.
35	DF.LVE	A VFU error occurred.

The bits returned in the left half of the ac are device-independent; the bits returned in the right half are device-specific.

**22.27.16 FUNCTION 1005 (.DFFRM)**

Reads and sets the names of forms types. The name of the form type is stored at addr+2.

**22.27.17 FUNCTION 1006 (.DFDTI)**

Reads and sets DECTape information. For example, you can read the read/write counts. Use this function to set DECTape reelid information. This DEVOP. function requires the following argument list:

```

addr:  .DFDTI
        / SIXBIT      /device/ \
        |  EXP        channo   |
        \  EXP        udx      /
        SIXBIT      /reelid/
        EXP          n (no. of words read)
        EXP          m (no. of words written)

```

**SKIP RETURN**

The specified function is executed.

DEVOP. [CALLI 171]

### ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
-1	DFACS%	Address check.
0	DFIFC%	Illegal function code.
1	DFPRV%	Not enough privileges.
2	DFIFD%	Function invalid for device.
3	DFNLR%	Value out of range.
4	DFNXD%	Nonexistent device.
5	DFNDV%	No DAVFU (LPT only).
6	DFNIA%	Device not initialized.
7	DFDOL%	Device off-line.
10	DFCNS%	Page counter not set (LPT only).
11	DFNPC%	No page counter (LPT only).
12	DFENI%	Extended error recovery not implemented.
13	DFNVC%	Non-variable character set.

If the monitor call has not been implemented on your system, the error return is taken and the monitor leaves the ac unchanged.

### RELATED CALLS

- o DEVCHR
- o DEVLNM
- o DEVNAM
- o DEVPPN
- o DEVSIZ
- o DEVSTS
- o DEVTYP

**22.28 DEVPPN [CALLI 55]**FUNCTION

Returns the project-programmer number (PPN) associated with a disk device or an ersatz device. Note that the DEVPPN UVO does not return SFD names. It is recommended that programs use the PATH. call to return complete directory names.

CALLING SEQUENCE

```

      / MOVE      ac, [SIXBIT/device/] \
      | MOVEI     ac, channo             |
      \ MOVEI     ac, udx                 /
      DEVPPN     ac,
      error return
      skip return

```

In the calling sequence, the program supplies the following variables:

- o device is the SIXBIT physical, logical, or ersatz name of a disk device.
- o channo is a channel number for a disk device.
- o udx is the Universal Device Index for a disk device.

SKIP RETURN

The PPN for the specified device is returned in the ac. Note that if you have enabled /NEW in your search list, the returned PPN for SYS will be [1,5] instead of [1,4].

ERROR RETURN

The error return occurs in two cases. The cause of the error is indicated by the value returned:

- o If zero is returned in the ac; the device does not exist, or you have not initialized it.
- o If your own PPN is returned; the device is not a disk device.

RELATED CALLS

- o DEVCHR
- o DEVLNM
- o DEVNAM
- o DEVOP.
- o DEVSIZ
- o DEVSTS
- o DEVTYP
- o PATH.

DEVSIZ [CALLI 101]

## 22.29 DEVSIZ [CALLI 101]

### FUNCTION

Returns the buffer size and standard number of buffers for a device.

### CALLING SEQUENCE

```
        MOVEI   ac,addr
        DEVSIZ ac,
            error return
            skip return
addr:   . . .
        EXP     status
        / SIXBIT/device/ \
        | EXP     channo |
        \ EXP     udx     /
```

In the calling sequence, the program supplies the following variables:

- o addr is the address of the argument block. Normally, the address points to the OPEN block used to initialize the device.
- o status is the I/O status word, which must match the information given when the channel was initialized with INIT, OPEN, or FILOP.
- o device is the SIXBIT physical or logical name of a device.
- o channo is the number of an initialized channel.
- o udx is the Universal Device Index for a device.

Note that the format for the argument block is identical to the format used for the OPEN monitor call and that the OPEN block is ordinarily used as the DEVSIZ block. The number and sizes of buffers differ among different data modes, and depending on mode modifier bits.

### SKIP RETURN

The ac contains the default number of buffers in its left half, and the default buffer size (including a 3-word header) in its right half. If you specify a device that was initialized in dump mode, the monitor clears the ac and takes the skip return.

### ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
0	DVSDM%	Dump mode specified; therefore, buffer size is not applicable.
-1	DVSNX%	Nonexistent device.
-2	DVSIM%	Illegal data mode.

RELATED CALLS

- DEVCHR
- DEVLNM
- DEVNAM
- DEVOP.
- DEVPPN
- DEVSTS
- DEVTYP

DEVSTS [CALLI 54]

## 22.30 DEVSTS [CALLI 54]

### FUNCTION

Returns the device status word from the device data block (DDB). This call returns the last CONI performed for the device, which is different for each device type and model. To interpret the device status word, refer to the hardware manual for the specific device.

### CALLING SEQUENCE

```
    / MOVE      ac,[SIXBIT/device/] \
  | MOVEI      ac,channo             |
  \ MOVEI      ac,udx                /
    DEVSTS     ac,
      error return
      skip return
```

In the calling sequence, the program supplies the following variables:

- o device is the SIXBIT physical or logical name of a device.
- o channo is the number of a channel.
- o udx is the Universal Device Index for a device.

You can specify any device on an I/O bus. Where multiple units are on a single controller, the status of the controller is returned.

### SKIP RETURN

The device status word is returned in the ac. If the service routine for the device does not store a CONI, the returned word may be useless. Devices having both a controller and data interrupt store the controller CONI.

### ERROR RETURN

If the device does not exist or is not initialized, the ac is cleared.

### RELATED CALLS

- o DEVCHR
- o DEVLNM
- o DEVNAM
- o DEVOP.
- o DEVPPN
- o DEVSIZ
- o DEVTYP

| The device status block is also returned by the .SNSDS function of the  
| SENSE. UUO.

COMMON PROGRAMMING ERRORS

- o Confusing "device status" (DEVSTS) with "I/O status" (GETSTS). GETSTS returns the file (I/O) status bits, which are documented in Volume 1. DEVSTS returns the hardware device status.
- o Confusing the "device status" returned by DEVSTS with the I/O error status that is returned by the DEVOP. UUO.

DEVTYP [CALLI 53]

### 22.31 DEVTYP [CALLI 53]

#### FUNCTION

Returns the physical properties for a device.

#### CALLING SEQUENCE

```

      / MOVE      ac, [SIXBIT/device/] \
      | MOVEI     ac, channo             |
      \ MOVEI     ac, udx                /
      DEVTYP     ac,
      error return
      skip return

```

In the calling sequence, the program provides the following variables:

- o device is the SIXBIT physical or logical name of a device.
- o channo is the number of an initialized channel.
- o udx is the Universal Device Index for a device.

```

| To specify physical device searching, use UU.PHY (Bit 19) in the ac.
| (More information about UU.PHY is included in the description of
| CALLI.)

```

#### SKIP RETURN

If the ac is 0, there was no such device; otherwise, the device type bits are returned in the ac as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Characteristic</u>
0	TY.MAN	Directory device; a LOOKUP/ENTER is mandatory.
1-7		Reserved.
8	TY.GEN	If the argument is a SIXBIT name, this bit is set if the device is generic.
9	TY.MDA	Controlled by MDA (mountable device allocator).
10	TY.EHF	Extended hardware features; for example, this bit is set for a line printer with lowercase capability.
11	TY.MPX	MPX-controllable.
12	TY.AVL	Available to your job.
13	TY.SPL	Spooled.
14	TY.INT	Interactive; there is output after each break character.
15	TY.VAR	Capable of variable buffer size.
16	TY.IN	Input capability.
17	TY.OUT	Output capability.

18-26 TY.JOB Job number to which the device is currently assigned.

27-28 Reserved.

29 TY.RAS Restricted; assigned only to privileged job or by MOUNT command.

30-35 TY.DEV One of the following device type codes:

<u>Code</u>	<u>Symbol</u>	<u>Device Type</u>
0	.TYDSK	Disk.
1	.TYDTA	DEctape.
2	.TYMTA	Magnetic tape.
3	.TYTTY	Terminal.
4	.TYPTR	Papertape reader.
5	.TYPTP	Papertape punch.
6	.TYDIS	Display unit.
7	.TYLPT	Line printer.
10	.TYCDR	Card reader.
11	.TYCDP	Card punch.
12	.TYPTY	Pseudo-terminal.
13	.TYPLT	Plotter.
14	.TYEXT	External task.
15	.TYMPX	MPX-controlled.
16	.TYPAR	PA611R on a DC44.
17	.TYPCR	PC11(R) on a DC44.
20	.TYPAP	PA611P on a DC44.
21	.TYLPC	LPC-11 on a DC44.
22	.TYPCP	PC-11(P) on a DC44.
23	.TYWTY	WTY device on a DC44.
24	.TYTSK	Network task.
25	.TYD78	DAS78 device.
26	.TYRDA	Remote data entry device.
27	.TYMCR	Monitor command interpreter (MCR) device.
30	.TYDRA	DTR01/DR01 device.
31	.TYKDP	KMC/DUP interface.
32	.TYDTE	DTE interface.
33	.TYDDP	ANF-10 DDCMP device.
34	.TYDMR	DMR11 as a network device.
35	.TYRX2	RX02 floppy disk controller.
36	.TYKLP	CI20 (KLIPA) device.
37	.TYKNI	NIA20 (KLNI) device.
40	.TYSAX	SA10 device.
41-57		Reserved for use by DIGITAL.
60-77		Reserved for use by customers.

ERROR RETURN

The DEVTYPE monitor call should never take the error return.

DEVTYP [CALLI 53]

RELATED CALLS

- o DEVCHR
- o DEVLNM
- o DEVNAM
- o DEVOP.
- o DEVPPN
- o DEVSIZ
- o DEVSTS

COMMON PROGRAMMING ERRORS

Assuming that a skip return indicates that the device exists.

**22.32 DIAG. [CALLI 163]**FUNCTION

Provides diagnostic functions for devices, device controllers, and CPUs.

CALLING SEQUENCE

```

        MOVE      ac, [-length,,addr]
        DIAG.    ac,
                error return
                skip return
addr:    function-code
        argument-list

```

In the calling sequence, you can provide the following information:

- o -length is the negative integer of the length of the argument list.
- o addr is the address of the argument list.
- o function-code is one of the function codes listed below.
- o argument-list is different for each function code. The argument lists are documented with the functions, below.

Most DIAG. UVO functions request a device specification in the second word of the argument list (addr+1), as:

```
SIXBIT /device/
```

The device name can be any one of the following:

- o CPU name (as SIXBIT /CPU0/)
- o Controller name (as SIXBIT /MTA/)
- o DDB name (as SIXBIT /MTA0/)
- o Controller and drive name, formatted as shown below.

<u>Bits</u>	<u>Contents</u>
0-6	Controller device code
7-8	Ignored
27-29	Unit number
33-35	Slave unit number (for multi-unit controllers)

The DIAG. functions and their arguments are described in the following sections.

DIAG. [CALLI 163]

### 22.32.1 FUNCTION 1 (.DIASU)

Assigns a single unit on the channel or controller. The format of the argument list is:

```
addr:      EXP      .DIASU
           SIXBIT   /device/
           timeout value
```

In the argument list, you supply an optional timeout value, which is the number of milliseconds to wait for the assignment to be completed.

### 22.32.2 FUNCTION 2 (.DIAAU)

Assigns all units on the channel or controller. The format of the argument list is:

```
addr:      EXP      .DIAAU
           SIXBIT   /device/
           timeout value
```

In the argument list, you supply an optional timeout value, which is the number of milliseconds to wait for the assignment to be completed.

### 22.32.3 FUNCTION 3 (.DIARU)

Releases all units on the channel or controller. The format of the argument list is:

```
addr:      EXP      .DIARU
           SIXBIT   /device/
```

### 22.32.4 FUNCTION 4 (.DISCP)

Specifies a channel program. The format of the argument list is:

```
addr:      EXP      .DISCP
           SIXBIT   /device/
           I/O word (IOWD format)
```

On a successful return, the address of the initial channel command word is returned in the accumulator.

### 22.32.5 FUNCTION 5 (.DIRCP)

Releases a channel program. The format of the argument list is:

```
addr:      EXP      .DIRCP
           SIXBIT   /device/
```

**22.32.6 FUNCTION 6 (.DIGCS)**

Gets the channel status.

```
addr:      EXP      .DIGCS
           SIXBIT   /device/
```

On a successful return, up to four words of channel logout data may be returned in the argument block at addr+2 through addr+6.

**22.32.7 FUNCTION 7 (.DIAKU)**

Returns the controller and unit numbers for a device. The format of the argument list is:

```
addr:      EXP      .DIAKU
           SIXBIT   /device/
```

On a skip return, the accumulator contains the following information:

<u>Bits</u>	<u>Contents</u>
0-8	Zero.
9-17	Controller device code.
30-32	Unit number.
33-35	Slave unit number.

**22.32.8 FUNCTION 10 (.DIACS)**

Forces a CPU status block read on a CPU and forces DAEMON to make an error entry (code 63) in ERROR.SYS. (The error types are listed in Table 22-1 with the DAEMON monitor call.) This function requires that you have JP.POK, [1,2], or JACCT privileges. The format of the argument list is:

```
addr:      EXP .DIACS
           EXP CPU-number
```

**22.32.9 FUNCTION 11 (.DIADS)**

Reads the device status for all devices on the specified CPU into a GETTAB table in the monitor and forces DAEMON to make an error entry (code 64) in ERROR.SYS. (The error codes and entry types are listed with the DAEMON call.) This function requires that you have JP.POK, [1,2], or JACCT privileges. The format for the argument list is:

```
addr:      EXP .DIADS
           EXP CPU-number
```

**22.32.10 FUNCTION 12 (.DISCR)**

Specify channel program for read-reverse (RH20 devices only).

addr:       EXP .DISCR  
              SIXBIT /device/  
              I/O word (IOWD format)

On a successful return, the address of the initial channel command word is returned in the accumulator.

**22.32.11 FUNCTION 13 (Obsolete)**

**22.32.12 FUNCTION 14 (.DIGUI)**

Sets the user-I/O mode bit in the PC word.

addr:       EXP .DIGUI

On a successful return, the program is enabled for user-I/O operations, such as CONSO, DATAO, and so forth.

**22.32.13 FUNCTION 15 (Obsolete)**

**22.32.14 FUNCTION 16 (Obsolete)**

**22.32.15 FUNCTION 17 (.DIELD)**

Enables microcode loading. The argument list is formatted as:

addr:       XWD            CPUNo, .DIELD  
              SIXBIT       /device/

**22.32.16 FUNCTION 20 (.DIDLD)**

Disables microcode loading. The format of the argument list is:

addr:       XWD            CPUNo, .DIDLD  
              SIXBIT       /device/

**22.32.17 FUNCTION 21 (.DILOD)**

Loads the microcode. The format of the argument block is:

addr:       XWD            CPUNo, .DILOD  
              SIXBIT       /device/

**22.32.18 FUNCTION 22 (.DISSM)**

Sets IPA channel (CI20 or NIA20) maintenance mode. The format of the argument block is:

```
addr:      XWD          CPUno, .DISSM
           controller-device-code (Bits 0-6)
```

**22.32.19 FUNCTION 23 (.DIICM)**

Clears IPA channel maintenance mode. The format of the argument block is:

```
addr:      XWD          CPUno, .DIICM
           controller-device-code (Bits 0-6)
```

**22.32.20 FUNCTION 24 (.DISBD)**

Execute S-bus diagnostic function (SBDIAG). The format of the argument block is:

```
addr:      XWD          CPUno, .DISDB
           To-memory word
           From-memory word
```

In the argument list, you can supply the following information:

- o CPUn is the CPU number.
- o To-memory word, where, on a successful return from the UUO, the monitor places the updated word into this argument.
- o The monitor writes the From-memory word into addr+2.

**22.32.21 FUNCTION 25 (.DIDSN)**

Returns a unit's device serial number.

```
addr:      EXP          .DIDSN
           SIXBIT      /device/
           Serial number (word 0)
           Serial number (word 1)
```

The monitor returns the serial number in addr+2 and addr+3.

**22.32.22 FUNCTION 26 (.DIRUR)**

Reads the UNIBUS register.

```
addr:      EXP          .DIRUR
           register-address
```

In the argument list, you supply the address of the UNIBUS register. The monitor returns the contents of the UNIBUS register in the ac.



**22.32.25 FUNCTION 31 (.DIOUI)**

Obtains information about a specific device unit. The argument list is:

```
addr:   EXP      .DIOUI
        SIXBIT   /unit/
        BLOCK 5
```

The information is returned by the monitor in the words you reserved in the argument list. The format of the information returned in Words 2-7 of the argument list is:

<u>Word</u>	<u>Contents</u>
2	Program specifies -n,,addr1; where <u>addr1</u> contains the KDB names.
3	High-order word of drive serial number.
4	Low-order word of drive serial number.
5	In the left half, the CPU-accessibility mask. In the right half, the physical drive number.

**22.32.26 FUNCTION 32 (.DILKU)**

Lists names of units on a controller. The argument list is:

```
addr:   EXP      .DILKU
        SIXBIT   /controller/
        BLOCK n
```

In the argument list, you supply n as the number of units on the controller. Use the DIAG. U $\bar{U}$ O function .DIOKI to determine the number of words to reserve in the argument list for this function. The monitor returns the device unit names, in SIXBIT, in the argument list starting at addr+2. The actual number of units returned is stored in the accumulator.

**22.32.27 FUNCTION 33 (.DISDS)**

Sets the status of a device. Using this function, a device can be set to be attached or detached. This function also provides an "Ignore" state, where the device service routine will ignore the unit until the operator performs an explicit ATTACH function. The argument list for this function is:

```
addr:   EXP      .DISDS
        SIXBIT   /device/
        state-code
```

In the argument list, you can supply any of the following state-codes:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
0	.DISSI	Set the Ignore flag.
1	.DISCI	Clear the Ignore flag.
2	.DISSD	Set the Detached flag.
3	.DISSA	Set the Attached flag.

**22.32.28 FUNCTION 34 (.DIDVR)**

Reads the device status registers of devices that yield this information.

The argument list for this function is:

```
addr:      EXP          .DIDVR
           SIXBIT      /device/
           -n,,offset
```

In the argument list, you can supply the unit or controller name at addr+1. At addr+2, you supply a negative expression of the number of words to return, in the left half. In the right half, you can include the offset into the appropriate data block.

**22.32.29 FUNCTIONS 35-77 (Reserved for DIGITAL)**

**22.32.30 FUNCTION 100 (.DIGTM)**

Gets MOS memory (defined in MOSSER).

**22.32.31 FUNCTION 101 (.DIGVM)**

Sets MOS memory (defined in MOSSER).

**22.32.32 FUNCTIONS 102-104 (Reserved)**

**22.32.33 FUNCTION 105 (.DIRRS)**

Resets remote CI node (defined in KLP SER).

**22.32.34 FUNCTION 106 (.DISRS)**

Starts remote CI node (defined in KLP SER).

**22.32.35 FUNCTION 107 (.DIACC)**

Manipulates the CI port counters (defined in KLP SER). The format of the argument list is:

```
addr:      XWD          CPUNo, .DIACC
           XWD          channo,sub-function
```

In the argument list you supply the following information:

- o channo is the channel number. The only valid channel number is 7.
- o sub-function is a function code for manipulating counters.

The sub-function codes are:

<u>Code</u>	<u>Symbol</u>	<u>Function</u>
0	.DICGT	Gets counters.
1	.DICRL	Releases counters.
2	.DICPT	Points to counters.
3	.DICRD	Reads counters.

### 22.32.36 FUNCTIONS 110-111 (Reserved for DIGITAL)

### 22.32.37 FUNCTION 112 (.DIWCM)

Writes CI maintenance data (defined in KLP SER).

### 22.32.38 FUNCTION 113 (.DIRCM)

Reads CI maintenance data (defined in KLP SER).

### SKIP RETURN

The specified function has been performed. Information returned in the argument list and/or the accumulator is described for each function listed above.

### ERROR RETURN

The ac is unchanged if the DIAG. monitor call is not implemented on the system. Otherwise, one of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	DIANP%	Not enough privileges.
2	DIAIA%	Illegal number of arguments.
3	DIAIC%	Illegal controller number.
4	DIAIU%	Illegal unit number.
5	DIAAA%	Some units already assigned.
6	DIADM%	Unit not in diagnostic mode.
7	DIAAJ%	Unit assigned to another job.
10	DIAFC%	Not enough free core.
11	DIAAU%	No assigned units.
12	DIACP%	IOWD crosses page boundary.
13	DIAIF%	Illegal function.
14	DIAVC%	Job must not be virtual.
15	DIANC%	No such CPU.
16	DIANR%	CPU not running.
17	DIABA%	Invalid argument list.
20	DIACI%	No CI port on specified CPU.
21	DIATO%	The Read Port Counters function timed out.
22	DIANK%	No NI port on specified CPU.
23	DIARF%	Microcode reload failed.
24	DIANM%	No microcode available.
25	DIAPN%	CI or NI port not running.
26	DIANU%	Non-existent UNIBUS address.
27	DIAAF%	Attach function failed.
30	DIADF%	Detach function failed.

DISK. [CALLI 121]

### 22.33 DISK. [CALLI 121]

#### FUNCTION

Performs miscellaneous disk functions.

#### CALLING SEQUENCE

```
        MOVE      ac, [XWD function-code, addr]
        DISK.     ac,
                error return
        skip return
addr:   argument-list
```

In the calling sequence, you can supply the following information:

- o function-code is one of the function codes described below.
- o addr is the address of the argument list.
- o argument-list depends on the function code.

The function codes and their arguments are described below.

#### SKIP RETURN

On a successful return from the call, the function you specified is accomplished, and neither the ac nor the argument list is affected.

#### ERROR RETURN

Each function can produce its own set of error codes on an error return from the DISK. call. The error code is returned in the ac. A negative error code is one of the following, general-purpose error codes:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
-1	DUILF%	Illegal function requested.
-2	DUIIN%	Not enough privileges to perform the function.

A positive error code indicates an error that is specific to the function code. The ac is unchanged if DISK. is not implemented on your system.

In the argument lists described in the following sections, you can supply the following information:

- o device is the SIXBIT physical or logical name of a device.
- o channo is the number of an initialized channel. You can use -2 to indicate all channels for the job, or -1 for all explicitly initialized channels for this job
- o udx is the Universal Device Index for a device.
- o structure is the SIXBIT name of a file structure.

The function codes, their meanings, argument lists, and error codes are described in the following sections.

**22.33.1 FUNCTION 0 (.DUPRI)**

Sets the disk priority level. The argument list for .DUPRI is:

addr:       XWD            channo,priority

In the argument, priority is in the range -3 to +3 (0 is normal priority and +3 is the highest priority).

If you set the priority for a channel, the setting overrides the setting for the job, and remains in effect until you change it or release the channel.

If you set the priority for the entire job, the setting remains in effect until you change it with another DISK. call or with a SET DSKPRI monitor command.

The maximum priority level you can use for your job is stored in Bits 1-2 (JP.DPR) of the job privilege table (GETTAB Table 6, .GTPRV).

On an error return from this function, one of the following error codes may be stored in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	DUPIP%	Priority higher than JP.DPR.
2	DUPNO%	Channel not initialized.
3	DUPIA%	Illegal channel number or code.

**22.33.2 FUNCTION 1 (.DUSEM)**

Sets PDP-10/PDP-11 compatibility mode (22-sector mode on the RP04/RP06) for the channel. .DUSEM is a privileged function. The argument list for .DUSEM is:

addr:       EXP            channo

On an error return from this function, one of the following error codes may be returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	DUSID%	Illegal device.
2	DUSCM%	The device does not support 22-sector mode.

**22.33.3 FUNCTION 2 (.DUSTM)**

Clears PDP-10/PDP-11 compatibility mode. .DUSTM is a privileged function. The argument list for .DUSTM is:

addr:       EXP            channo

On an error return from this function, one of the following error codes may be returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	DUSID%	Illegal device.
2	DUSCM%	The device does not support 22-sector mode.

DISK. [CALLI 121]

#### 22.33.4 FUNCTION 3 (.DUUNL)

Unloads an RP04 or RP06 drive. .DUUNL is a privileged function. The argument list for .DUUNL is:

addr: SIXBIT /device/

On an error return from this function, one of the following error codes may be returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	DUUIU%	Illegal unit name.
2	DUUNI%	Structure is illegal or not available.
3	DUUNU%	Device cannot be unloaded.

#### 22.33.5 FUNCTION 4 (.DUOLS)

Takes a controller/channel off-line soon. The monitor will continue I/O that is in progress, but will not use the controller for new I/O requests. .DUOLS is a privileged function. The argument list for .DUOLS is:

addr: SIXBIT /controller/

On an error return from this function, one of the following error codes may be returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	DUOIP%	Specified controller/channel is being put off-line.
2	DUOSK%	Nonexistent controller.
3	DUOSS%	If controller were set off-line, there would not be enough swapping space.
4	DUOIS%	Unit in structure cannot be set off-line.
5	DUOES%	Not enough space for IOWDs.
6	DUOPI%	Obsolete

#### 22.33.6 FUNCTION 5 (.DUOLN)

Takes a controller/channel off-line now. The monitor stops current I/O on that controller and will not use the controller for new I/O requests. .DUOLN is a privileged function. The argument list for .DUOLN is:

addr: SIXBIT /controller/

On an error return from this function, one of the following error codes may be returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	DUOIP%	Specified controller/channel is being put off-line.
2	DUOSK%	Nonexistent controller.
3	DUOSS%	If controller were set off-line, there would not be enough swapping space.
4	DUOIS%	Unit in structure cannot be set off-line.
5	DUOES%	Not enough space for IOWDs.
6	DUOPI%	Obsolete

**22.33.7 FUNCTION 6 (.DUONL)**

Puts a controller/channel on-line. This function makes the controller available for I/O. .DUONL is a privileged function. The argument list for .DUONL is:

addr: SIXBIT /controller/

On an error return from this function, one of the following error codes may be returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	DUOIP%	Specified controller/channel is being put off-line.
2	DUOSK%	Nonexistent controller.
5	DUOES%	Not enough space for IOWDs.
6	DUOPI%	Obsolete

**22.33.8 FUNCTION 7 (.DUUFD)**

Sets call for UFD compressor. The argument list for .DUUFD is:

addr: EXP channo

In the argument, you specify the channo of the channel on which a file is open. The UFD in which the file exists will be compressed.

This function does not force the compression to take place immediately, but sets the compression to be performed on the next output CLOSE for a file in this UFD. By default, the compression is performed on an output CLOSE only if the directory contains an empty block.

**22.33.9 FUNCTION 10 (.DUSWP)**

Removes a disk unit from the active swapping list. .DUSWP is a privileged function. The argument list for .DUSWP is:

addr: SIXBIT /device/

On an error return from this function, one of the following error codes may be returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	DUOIP%	Specified controller/channel is being put off-line.
2	DUOSK%	Nonexistent controller.
3	DUOSS%	If controller were set off-line, there would not be enough swapping space.
4	DUOIS%	Unit in structure cannot be set off-line.
5	DUOES%	Not enough space for IOWDs.
6	DUOPI%	Obsolete

DISK. [CALLI 121]

### 22.33.10 FUNCTION 11 (.DUASW)

Adds a disk unit to the active swapping list. .DUASW is a privileged function. The argument list for .DUASW is:

addr: SIXBIT /device/

On an error return from this function, one of the following error codes may be returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	DUANU%	No such unit.
2	DUAAI%	Unit already in active swapping list.
3	DUASF%	SWPTAB is full.
4	DUAN4%	This error code is obsolete.
5	DUANS%	No swapping space (SWAP.SYS) on pack.

### 22.33.11 FUNCTION 12 (.DUASD)

Adds a structure to the system dump list. The argument list for .DUASD is:

addr: SIXBIT /structure/

On an error return from this function, one of the following error codes may be returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	DUDND%	No such structure.
2	DUDNC%	No crash space on structure.
3	DUDAD%	Structure already on system dump list.
4	DUDDF%	System dump list full.

### 22.33.12 FUNCTION 13 (.DURSD)

Removes a structure from the system dump list. The argument list for .DURSD is:

addr: SIXBIT /structure/

On an error return from this function, the following error code may be returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	DUDNS%	Structure not in system dump list.

### 22.33.13 FUNCTION 14 (.DULEN)

Returns the number of written blocks in the file in ac. The argument list for .DULEN is:

addr: EXP channo

**22.33.14 FUNCTION 15 (.DUCLM)**

Clears MDA wait for the specified unit. The argument list for .DUCLM is:

addr:       SIXBIT     /device/

This function is used by the GALAXY batch and spooling system and requires [1,2] or JACCT privileges.

**22.33.15 FUNCTION 16 (.DUFRE)**

Returns the amount of free space in a given UFD before the logged in quota is exhausted. The argument list for .DUFRE is:

addr:       SIXBIT     /structure/  
            XWD p,pn

If there is no job logged in with the specified PPN, the skip return is taken with bit 0 set. This bit setting is returned by the DSKCHR call, when DC.NPA is returned in .DCUFT (arg+1). This signifies the fact that the quota is not available.

On an error return from this function, the following error code may be returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	DUFND%	No such structure.

RELATED CALLS

DSKCHR

DNET. [CALLI 207]

## 22.34 DNET. [CALLI 207]

### FUNCTION

Obtains information about DECnet network nodes and environment in your network area only. This monitor call is for use in system programs associated with DECnet-10 Versions 3.0 and 4.0.

### NOTE

In a multi-area DECnet environment, the DNET.UUO only returns information about nodes in the same area as the DECnet-10 host.

If DECnet-10 is running as an Ethernet endnode, the DNET.UUO only returns information about the DECnet-10 host node.

### CALLING SEQUENCE

```
        XMOVEI    ac,addr
        DNET.     ac,
            error return
            skip return
addr:   argument-list
```

In the calling sequence, you provide the following information:

- o addr is the address of the argument list.
- o argument-list depends on the function code you specify in the first word of the argument list (.DNFFL), which is provided in the following format:

```
addr:   flags+function-code,,length
```

In this word, the following flags are defined:

<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>
0	DN.FLS	Used with functions that return information about single entities (a node or link). Indicates that the function should step through the list, returning information about the next entity in the list.
1	DN.FLK	List information only about known nodes.
2	DN.FLR	List information only about reachable nodes.
3	DN.FLE	List information only about EXECUTOR nodes. Refer to the <u>TOPS-10 DECnet-10 User's Guide</u> for more information.

The function codes and argument lists are described in the following sections.

**22.34.1 FUNCTION 1 (.DNLNN)**

Lists node names. You specify the following at addr:

```
addr:    flag+<.DNLNN,,length>
         BLOCK    length-1
```

In the argument list, you must include one of the following flags:

- o DN.FLK to list known nodes.
- o DN.FLR to list reachable nodes.
- o DN.FLE to list EXECUTOR nodes.

And length is the length of the block to reserve.

The monitor returns the argument list in the following form:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
1	.DNCNT	Number of node names returned in the list.
2	.DNNMS	First node name
3		Second node name
4-n		Remaining node names

**22.34.2 FUNCTION 2 (.DNNDI)**

Returns information about a node. You specify the following at addr:

```
addr:    flag+<.DNNDI,,length>
         node-name
         BLOCK length-2
```

You must include one of the following flags:

- o DN.FLS to step through list of nodes. If you set this flag, you must be sure that addr+1 will contain 0 on the first call, to start at the first node in the node list. The nodes are listed in numerical order, by address.
- o DN.FLK to list only known nodes.
- o DN.FLR to list only reachable nodes.
- o DN.FLE to list only EXECUTOR nodes.

And length is the length of the argument block returned. If you do not specify step mode by setting DN.FLS, you must specify the node-name in addr+1.

The monitor returns the argument list in the following form:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>												
1	.DNNAM	Node name.												
2	.DNRTR	Router information, in the following format:												
		<table border="1"> <thead> <tr> <th><u>Bits</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>DN.RCH</td> <td>Set if the node is reachable.</td> </tr> <tr> <td>1-17</td> <td>DN.HOP</td> <td>The number of hops to the specified node.</td> </tr> <tr> <td>18-35</td> <td>DN.CST</td> <td>The cost of the path to the specified node.</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>	0	DN.RCH	Set if the node is reachable.	1-17	DN.HOP	The number of hops to the specified node.	18-35	DN.CST	The cost of the path to the specified node.
<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>												
0	DN.RCH	Set if the node is reachable.												
1-17	DN.HOP	The number of hops to the specified node.												
18-35	DN.CST	The cost of the path to the specified node.												
3	.DNLLI	Link information, in the following format:												
		<table border="1"> <thead> <tr> <th><u>Bits</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>DN.VLD</td> <td>On if the word contains valid information.</td> </tr> <tr> <td>1-17</td> <td>DN.LNK</td> <td>The number of active links to the node.</td> </tr> <tr> <td>18-35</td> <td>DN.DLY</td> <td>The message delay time to the node.</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>	0	DN.VLD	On if the word contains valid information.	1-17	DN.LNK	The number of active links to the node.	18-35	DN.DLY	The message delay time to the node.
<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>												
0	DN.VLD	On if the word contains valid information.												
1-17	DN.LNK	The number of active links to the node.												
18-35	DN.DLY	The message delay time to the node.												
4	.DNADR	Node address.												
5-10	.DNCKT	Circuit name, up to 4 ASCIZ words. This string may contain up to 16 characters.												

### 22.34.3 FUNCTION 3 (.DNSLS)

Shows link status. You must specify the following at addr:

addr: DN.FLS+<.DNSLS,,length>  
 jobno,,channo

In the argument list, you can supply the following information:

- o The optional flag, DN.FLS, to step through the node list. If you set DN.FLS, be sure that addr+1 is 0 on the first call, so that the information is returned starting at the first node in the node list.
- o length is the number of words reserved for the returned argument list.

The monitor returns the argument list in the following form:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
1	.DNJCN	Currently displayed job number (DN.JOB) and link number (DN.CHN).
2	.DNNOD	Remote node name, in SIXBIT.
3	.DNOBJ	Object types, where the left half (DN.DOB) contains the destination object type, and the right half (DN.SOB) contains the source object type.

4 .DNSTA Status word. The left half of this word (DN.LSW) contains the status variable bits and the link status code. The variable bits are:

<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>
0	NS.IDA	Interrupt data is available.
1	NS.IDR	Interrupt data may be sent.
2	NS.NDA	Normal data is available.
3	NS.NDR	Normal data may be sent.

The remainder of the left half contains a numeric code associated with the symbol that is stored in the right half.

The right half of this word (DN.STA) contains a SIXBIT symbol representing the status of the link. The status codes and associated SIXBIT symbols are:

<u>Code</u>	<u>Symbol</u>	<u>State</u>
1	CW	Connect wait.
2	CR	Connect message received.
3	CS	Connect message sent.
4	RJ	Remote task rejected connect initiation message.
5	RN	Link is up and running.
6	DR	Disconnect message received.
7	DS	Disconnect message sent.
10	DC	Disconnect message has been confirmed.
11	CF	No confidence in link.
12	LK	No link exists.
13	CM	No communication has taken place.
14	NR	No resources exist.

5 .DNQUO Quota word, where the left half (DN.IQT) contains the input quota, and the right half (DN.OQT) contains the output quota.

6 .DNSEG Segment size.

7 .DNFLO Flow control option, where the left half (DN.XMF) contains the flow control option used for transmission, and the right half (DN.RCF) contains the flow control option used for receiving messages.

10 .DNMSG Message count word, where the left half (DN.MRC) contains the number of messages received, and the right half (DN:MXM) contains the number of messages transmitted.

11 .DNMPR Monitor process word. If the job number at .DNJCN is -1, this is the terminal number that NRTSER has been given for this particular link. This word is 0 for any job number other than -1.

DNET. [CALLI 207]

ERROR RETURN

On an error, one of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	DNADE%	Address error.
2	DNWNA%	Wrong number of arguments.
3	DNIDN%	Illegal job number.
4	DNFNE%	Illegal function number.
5	DNILF%	Illegal flag set.
6	DNNSN%	No such node name.
7	DNNSC%	No such channel.
10	DNDA%	Node is in a different DECnet area.

SKIP RETURN

Function has been performed successfully.

EXAMPLE

The following example shows the programming sequence used to list known nodes, up to the specified length, starting at location DNARG.

```
        MOVE      T1, [DN.FLK+<.DNLNN,,100>]
        MOVEM     T1, DNARG
        MOVEI     T1, DNARG
        DNET.     T1,
                HALT                ;Error return
DNARG:   BLOCK    100
```

On a skip return, the argument block is filled with the following information:

```
DNARG:   DN.FLK!<.DNLNN,,100>      ;Function-code+flags
        20                          ;Number of nodes
        SIXBIT    /ONE/              ;Node names
        SIXBIT    /TWO/
        SIXBIT    /THREE/
        SIXBIT    /KL1026/
        SIXBIT    /JINX/
        SIXBIT    /GNOME/
        .
        .
        .
```

## 22.35 DSKCHR [CALLI 45]

FUNCTION

Returns the characteristics of a disk device. These characteristics are needed to allocate storage efficiently on the disk.

CALLING SEQUENCE

```

        MOVE      ac, [XWD len, addr]
        DSKCHR   ac,
            error return
            skip return
addr:   SIXBIT   /name/
        BLOCK   length-1

```

In the calling sequence, you can provide the following information:

- o name is the SIXBIT name of a file structure, a controller type, a controller, a logical unit, a physical unit, a physical device, or a channel number.
- o length-1 is the number of words in the argument list.

If more than one unit was specified, the monitor returns values in the ac and the argument block, pertinent to the first unit specified. If more than one file structure was specified, the monitor returns values in the ac and argument block, pertinent to the first unit on the first file structure.

SKIP RETURN

On a successful return, the disk characteristics are returned in addr+1 through addr+<length-1>, and disk status flags are returned in the ac.

The contents of the returned argument block are:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.DCNAM	The argument supplied for the call. This is the only word in the argument block that the user program supplies. The .DCNAM argument may be a channel number.
1	.DCUFT	The number of blocks left in your job's quota before the UFD is exhausted. If this value is negative (DC.NPA==1B0), the UFD has not been accessed since the job logged in, and the quota is not available. To obtain this information for jobs other than your own, use the .DUFRE function of the DISK. UUO.
2	.DCFCT	The number of first-come, first-served blocks available to all users.
3	.DCUNT	The number of blocks available to all users on this file structure.
4	.DCSNM	SIXBIT name of the structure to which this unit belongs.

5	.DCUCH	The size characteristics are:		
		<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
		0-8	DC.UCC	Number of blocks per cluster.
		9-17	DC.UCT	Number of blocks per track.
		18-35	DC.UCY	Number of blocks per cylinder.
6	.DCUSZ	Number of 128-word blocks on the unit.		
7	.DCSMT	Mount count for the structure. This count is the number of jobs that performed a MOUNT command for this file structure without executing a DISMOUNT command. Note that LOGIN performs an implied MOUNT of all structures in DSK, the default job search list.		
10	.DCWPS	Number of words per SAT block.		
11	.DCSPU	Number of SAT blocks for each unit.		
12	.DCK4S	Space (in K) allocated for swapping.		
13	.DCSAJ	Mount word for the structure:		
		<u>Value</u>	<u>Meaning</u>	
		0,,0	No job or more than one job has the structure mounted.	
		-1,,n	One job (number <u>n</u> ) has the structure mounted and the structure is not single-access.	
		0,,n	One job (number <u>n</u> ) has the structure mounted and the structure is single-access.	
14	.DCULN	SIXBIT logical name of the unit.		
15	.DCUPN	SIXBIT physical name of the unit.		
16	.DCUID	SIXBIT identification of the unit.		
17	.DCUFS	First logical block to be used for swapping.		
20	.DCBUM	Number of blocks per unit (including maintenance cylinders).		
21	.DCCYL	Current cylinder number.		
22	.DCBUC	Number of blocks per unit in PDP-11 compatibility mode.		
23	.DCLPQ	Length of the position wait queue.		
24	.DCLTQ	Length of the transfer wait queue.		
25	.DCALT	Unit name for alternate port.		
26	.DCOWN	Owner PPN of structure.		
27	.DCPAS	Position in active swapping list if argument was a physical unit; -1 if not in list.		

30	.DCPSD	Position in system dump list if argument was a structure; -1 if not in list.															
31	.DCBSC	Blocks per super-cluster.															
32	.DCXCH	The extended unit characteristics:															
		<table> <thead> <tr> <th><u>Bits</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0-8</td> <td>DC.XCC</td> <td>Data channel number</td> </tr> <tr> <td>9-17</td> <td>DC.XCK</td> <td>Unit controller number</td> </tr> <tr> <td>18-26</td> <td>DC.XCU</td> <td>Physical unit number</td> </tr> <tr> <td>27-35</td> <td>DC.XCA</td> <td>Bit mask of accessible CPUs (1B35=CPU0, 1B34=CPU1, etc.)</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>	0-8	DC.XCC	Data channel number	9-17	DC.XCK	Unit controller number	18-26	DC.XCU	Physical unit number	27-35	DC.XCA	Bit mask of accessible CPUs (1B35=CPU0, 1B34=CPU1, etc.)
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18-26	DC.XCU	Physical unit number															
27-35	DC.XCA	Bit mask of accessible CPUs (1B35=CPU0, 1B34=CPU1, etc.)															
33	.DCDET	Name of the alternate port. The port does not have to be attached.															
34	.DCNUS	The name of the next unit in the specified file structure.															
35	.DCBRC	Count of blocks read by buffered I/O.															
36	.DCBWC	Count of blocks written by buffered I/O.															
37	.DCDRC	Count of blocks read by dump I/O.															
40	.DCDWC	Count of blocks written by dump I/O.															
41	.DCMRC	Count of blocks read by monitor I/O.															
42	.DCMWC	Count of blocks written by monitor I/O.															
43	.DCSRC	Count of blocks read by swap I/O.															
44	.DCSWC	Count of blocks written by swap I/O.															
45	.DCPRC	Count of blocks read by paging I/O.															
46	.DCPWC	Count of blocks written by paging I/O.															
47	.DCFKS	Remaining swap space.															
50	.DCCBK	Count of disk cache blocks in use.															
51	.DCCRC	Count of disk cache read calls.															
52	.DCCRH	Count of disk cache read hits.															
53	.DCCWC	Count of disk cache write calls.															
54	.DCCWH	Count of disk cache write hits.															
55	.DCSDV	Count of soft device/search errors.															
56	.DCSDT	Count of soft data errors.															
57	.DCHDV	Count of hard device/search errors.															
60	.DCHDT	Count of hard data errors.															
61	.DCECT	Count of retries on last error.															

DSKCHR [CALLI 45]

62 .DCSER Count of SAT errors.  
 63 .DCRER Count of RIB errors.  
 64 .DCCER Count of software checksum/consistency errors.  
 65 .DCHBN Logical block number of last error (within unit).  
 66 .DCERR Last error status.  
 67 .DCSDF Last error status.  
 70 .DCHDI Last error status.  
 71 .DCSDI Last error status.  
 72 .DCNHG Count of non-recoverable transfer-hung errors.  
 73 .DCTHG Count of transfer-hung errors.  
 74 .DCPHG Count of position-hung errors.  
 75 .DCSHG Count of software-hung errors.  
 76 .DCXSF Status flags:

<u>Bits</u>	<u>Symbol</u>	<u>Contents</u>
0-1	DC.FES	Front end port status code. The port status codes are:
<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
0		Monitor cannot determine the status.
1	.DCFEN	Not accessible from this front end.
1	.DCFEA	Accessible from this front end.
2	.DCFEB	This is the front-end boot device.

SKIP RETURN

The flags returned in the ac are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0	DC.RHB	Disk pack off-line; the monitor must reread the home block before the next operation to verify the pack identification.
1	DC.OFL	Unit is off-line.
2	DC.HWP	Hardware write-protected.
3	DC.SWP	Belongs to write-protected file structure.
4	DC.SAF	Belongs to single-access file structure.

5	DC.ZMT	Mount count is zero.																								
6	DC.PRIV	Belongs to private file structure.																								
7-8	DC.STS	Status code for unit:																								
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0	.DCSTP	Has pack mounted.																								
2	.DCSTN	No pack mounted.																								
3	.DCSTD	Unit down.																								
9	DC.MSB	Unit has more than one SAT block.																								
10	DC.NNA	Belongs to a structure that has a lock to prevent further INIT, LOOKUP, ENTER, OPEN, and FILOP. calls (NNA indicates "no new access"). This lock is set by a privileged STRUUO function.																								
11	DC.AWL	Write-locked for all jobs.																								
12-13	DC.CPU	CPU number of the CPU to which the device is connected. DC.XCC in word .DCXCH supersedes DC.CPU.																								
14	DC.ALT	Dual-ported device.																								
15-17	DC.TYP	Type of argument passed with the DSKCHR call:																								
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6	.DCTPU	Physical unit, such as RPA0.																								
18-20	DC.DCN	Data channel number that software lists as connected to hardware; first data channel is 0.																								
21-26	DC.CNT	Controller type:																								
		<table border="0"> <thead> <tr> <th><u>Code</u></th> <th><u>Symbol</u></th> <th><u>Controller Type</u></th> </tr> </thead> <tbody> <tr> <td>1</td> <td>.DCCFH</td> <td>RC10 for RD10 and RM10-B.</td> </tr> <tr> <td>2</td> <td>.DCCDP</td> <td>RP10 for RP02 and RP03.</td> </tr> <tr> <td>4</td> <td>.DCCFS</td> <td>RH10 for fixed head disk.</td> </tr> <tr> <td>5</td> <td>.DCCRP</td> <td>RH10/RH20/RH11 for moving head disk (RP04, RP06, RP07, and RM03).</td> </tr> <tr> <td>6</td> <td>.DCCRN</td> <td>RH20 for RP20.</td> </tr> <tr> <td>7</td> <td>.DCCRA</td> <td>HSC for CI disks.</td> </tr> <tr> <td>10</td> <td>.DCCSX</td> <td>SA10 for IBM disks (3330, for example).</td> </tr> </tbody> </table>	<u>Code</u>	<u>Symbol</u>	<u>Controller Type</u>	1	.DCCFH	RC10 for RD10 and RM10-B.	2	.DCCDP	RP10 for RP02 and RP03.	4	.DCCFS	RH10 for fixed head disk.	5	.DCCRP	RH10/RH20/RH11 for moving head disk (RP04, RP06, RP07, and RM03).	6	.DCCRN	RH20 for RP20.	7	.DCCRA	HSC for CI disks.	10	.DCCSX	SA10 for IBM disks (3330, for example).
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7	.DCCRA	HSC for CI disks.																								
10	.DCCSX	SA10 for IBM disks (3330, for example).																								
27-29	DC.CNN	Controller number; first one of each type is 0.																								

DSKCHR [CALLI 45]

30-32 DC.UNT Unit type:

	<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>	<u>When</u>
	0	.DCUFD	RD10	(DC.CNT=1)
	0	.DCUS4	RS04	(DC.CNT=4)
	0	.DCUR4	RP04	(DC.CNT=5)
	0	.DCUN0	RP20	(DC.CNT=6)
	0	.DCU80	RA80	(DC.CNT=7)
	0	.DCUS0	3330	(DC.CNT=17)
	1	.DCUFM	RM10-B	(DC.CNT=1)
	1	.DCUD2	RP02	(DC.CNT=2)
	1	.DCUR6	RP06	(DC.CNT=5)
	1	.DCU81	RA81	(DC.CNT=7)
	1	.DCUS1	3331	(DC.CNT=17)
	2	.DCUD3	RP03	(DC.CNT=2)
	2	.DCUR3	RM03	(DC.CNT=5)
	2	.DCU60	RA60	(DC.CNT=7)
	3	.DCUR7	RP07	(DC.CNT=5)

33-35 DC.UNN Physical unit number within the controller; first one is 0.

#### ERROR RETURN

The error return occurs under one of the following conditions:

- o The argument at addr is 0.
- o The device does not exist or channel is not initialized.
- o The argument is illegal.

#### EXAMPLE

The following example checks a user's logged-in quota on structure DSKB:

```
MOVE      T1, [2,,ADDR]
DSKCHR    T1,
JRST     NOQTA
SKIPGE   ADDR+.DCUFT
JRST     NOQTA

ADDR:     SIXBIT    /DSKB/
          BLOCK 1
```

This code tests the value returned from the DSKCHR call. When DSKCHR fails, or when no quota is returned at ADDR+1, the program jumps to NOQTA, where it must act on the possibility that the structure is not mounted or there is no quota on the structure.

**22.36 DTE. [CALLI 170]**FUNCTION

Performs functions for the DTE (KL systems only), and is not recommended for customer programs. To use the DTE. monitor call, you must have the JP.POK or JACCT privilege, or be logged in under [1,2].

CALLING SEQUENCE

```
MOVE ac, [fcn-code, addr]
DTE. ac,
    error return
    skip return
```

addr:     argument-list

In the calling sequence, the program provides the following variables:

- o fcn-code is one of the function codes described below.
- o addr is the address of the argument list. Each function requires a different argument list. These are described below.

In the following discussion of the DTE. functions,

- o cpuno is the number of a CPU.
- o dteno is the number of a DTE.
- o fedno is the unit number of a front-end device.

The function codes and their meanings are:

<u>Code</u>	<u>Symbol</u>	<u>Function</u>
0	.DTECL	Clears a PDP-11 on a DTE. The argument list for the .DTECL function is:  addr:   XWD       cpuno, dteno
1	.DTEST	Starts primary protocol on a DTE. The argument list for the .DTEST function is:  addr:   XWD       cpuno, dteno
2	.DTETB	Sets the byte pointer for messages being transferred to the DECsystem-10. The argument list for the .DTETB function is:  addr:   XWD       cpuno, dteno EXP       <byte pointer to DECsystem-10>
3	.DTEEB	Sets the byte pointer for messages transmitted to the PDP-11. The argument list for the .DTEEB function is:  addr:   XWD       cpuno, dteno EXP       <byte pointer to PDP-11>

DTE. [CALLI 170]

4 .DTERW Returns the PDP-11 reload ROM word in the ac. The argument list for the .DTERW function is:

addr: XWD cpuno, dteno

If bit 4 (DT.RP4) is set on return, the PDP-11 got code from the disk.

5 .DTEMN Return (in ac) the master DTE number for the CPU. The argument list for the .DTEMN function is:

addr: XWD cpuno, dteno

6 .DTEPR Presses the PDP-11 reload button. The argument list for the .DTEPR function is:

addr: XWD cpuno, dteno

7 .DTEGS Returns the status word for the DTE. The status word for the specified DTE is returned in ac. The argument list for the .DTEGS function is:

addr: XWD cpuno, dteno

The status flags that can be returned are:

<u>Flag</u>	<u>Symbol</u>	<u>Meaning</u>
6	DT.DTX	DTE exists.
7	DT.DTM	DTE is master DTE.
8	DT.PPC	DTE is running primary protocol.
9	DT.SPC	DTE is running secondary protocol.
10	DT.RLD	DTE needs reloading.

10 .DTERJ Sets reload job number. The argument list for the .DTERJ function is:

addr: EXP jobno

In the argument word, jobno is the job number for the reload.

11 .DTEGF Assigns the specified Front End Device (FED) to the current job in its current job context. The FED can then be operated using the DTE. functions for FEDs (.DTEIF, .DTEOF, .DTEFG., .DTEFS, and .DTEFR). Privileged programs can use the FED functions to communicate with the software running on PDP-11 devices connected to the system with a DTE. That software includes GALAXY, DDT11, and the FE program.

To assign a FED, use the following argument block:

addr: XWD cpuno, dteno  
EXP fedno

In the argument word:

- o cpuno is the CPU number.
- o dteno is the number of the DTE to which the FED is connected.

In addr+1, specify the unit number of the FED. On a successful return from the DTE. function, the contents of the ac are indeterminate.

You can use this function to assign the first free FED unit on the specified CPU and DTE by specifying -1 for fedno. In this case, the FED unit number will be returned in the ac.

12 .DTEIF Front-end device input. The argument list for the .DTEIF function is:

```
addr:  XWD    cpuno,dteno
        EXP    fedno
        XWD    byte-count, addr-of-input-buffer
```

13 .DTEOF Front-end device output. The argument list for the .DTEOF function is:

```
addr:  XWD    cpuno,dteno
        EXP    fedno
        XWD    byte-count,addr-of-output-buffer
```

14 .DTEFG Returns (in ac) the front-end device status. The argument list for the .DTEFG function is:

```
addr:  XWD    cpuno,dteno
        EXP    fedno
```

The returned device status flags are:

<u>Flag</u>	<u>Symbol</u>	<u>Meaning</u>
28	DT.FER	Fatal error.
29		Reserved.
30	DT.EOF	End of file.
31	DT.IOP	I/O in progress.
32	DT.SER	Soft error.
33	DT.HER	Hard error.
34	DT.OFL	Off-line.
35	DT.NXD	Nonexistent device.

15 .DTEFS Sets front-end device status. The argument list for the .DTEFS function is:

```
addr:  XWD    cpuno,dteno
        EXP    fedno
        EXP    status
```

In the argument word, status is the status word for the front-end device.

DTE. [CALLI 170]

- 16            .DTEFR       Releases a front-end device.    The argument list  
                          for the .DTEFR function is:  
  
                  addr:    XWD        cpuno,dteno  
                          EXP        fedno
- 17            .DTERC       Releases KL error chunks.    The argument list for  
                          the .DTERC function is:  
  
                  addr:    XWD        cpuno,0
- 20            .DTERT       Releases the KL error timer.    The argument list  
                          for the .DTERT function is:  
  
                  addr:    XWD        cpuno,0
- 21            .DTEDT       Returns Universal Device Indexes for terminal  
                          lines leading to the DL11s on the specified DTE.  
                          The argument list for this function is:  
  
                  addr:    XWD        cpuno,dteno  
  
                  On a successful return, the UDX is returned in the  
                  ac. However, for DTE 0, which is dedicated to the  
                  console front end (RSX-20F), the ac contains the  
                  KLINIK line's UDX in the left half, and the CTY's  
                  UDX in the right half.
- 22            .DTESU       Specifies the type of protocol that will run on  
                          the DTE. The argument list for this function is:  
  
                  addr:    XWD        cpuno,dteno  
                          SIXBIT/user-name/  
  
                  where the user-name is one of the following  
                  protocol types:  
  
                          DECNET    for DECnet-10.  
                          ANF        for ANF-10.  
                          IBM        for IBM communications.  
                          NOBODY    if the DTE is not running a  
                                    protocol.  
                          PROGRA    if the DTE is dedicated to a job.
- 23            .DTERU       Reads the protocol type of the protocol that is  
                          running on the DTE. The argument list is:  
  
                  addr:    XWD        cpuno,dteno  
                          BLOCK    2  
  
                  The information is returned in the following  
                  format:  
  
                  addr:    XWD        cpuno,dteno  
                          SIXBIT/user-name/  
                          EXP        jobn  
  
                  where user-name is the name of the protocol  
                  running on the DTE (refer to .DTESU above). The  
                  job number (jobn) is returned in addr+2 only if  
                  user-name is PROGRA.

- 24            .DTELS       Loads a secondary bootstrap from your job's memory area, using the PDP-11 bootstrap ROM. This function must be preceded by the .DTECL (clear) and .DTEPR (press reload) functions. You must also use function .DTEDM (dump) before you can load any bootstrap. The argument list for this function is:
- ```

addr:   XWD       cpuno,dteno
         POINT    16,addr1
         EXP       length

```
- where addr+1 contains a byte pointer indicating the location of the secondary loader, and length is the length of the loader, in 16-bit bytes.
- 25            .DTEDM       Dumps PDP-11 memory, using the PDP-11 bootstrap ROM. Before you use this function, be sure to use functions .DTECL (clear) and .DTEPR (press reload). You must always dump the PDP-11 memory before you can load a program into its memory. The argument list for this function is:
- ```

addr:   XWD       cpuno,dteno
         POINT    16,addr1
         EXP       count

```
- where addr+1 contains a byte-pointer to the memory that must be dumped, and where count is the number of 16-bit bytes to dump from the PDP-11.
- 26            .DTKPS       Set KLINIK parameters. (Not intended for customer use.)
- 27            .DTKPR       Read KLINIK parameters. (Not intended for customer use.)

SKIP RETURN

The function is performed, and any requested value is stored in the ac.

ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	DTENP%	Not enough privileges.
2	DTEUF%	Illegal function code.
3	DTEDC%	Illegal CPU or DTE number.
4	DTEAP%	Primary protocol already running.
5	DTEPT%	Power fail did not come up.
6	DTEDE%	Doorbell did not clear.
7	DTTTE%	To TOPS-10 error during BOOT sequence.
10	DTEDD%	No response from PDP-11 after BOOT sequence.
11	DTEIJ%	Illegal job number.
12	DTEIB%	Illegal byte count.
13	DTENI%	Front-end device not initialized.
14	DTEFB%	Front-end device in use by another job.
15	DTEFN%	Nonexistent front-end device.
16	DTEFE%	Fatal error on front-end device.
17	DTESE%	Error starting primary protocol.
20	DTENC%	No free core for front-end device buffers.

DTE. [CALLI 170]

21	DTEFE%	KL error data timer expired.
22	DTECM%	The FEDSER monitor module was told not to send messages to the PDP-11.
23	DTEIU%	Tried to set line to illegal user value.
24	DTEWU%	Wrong line user for function.
25	DTEEV%	No exec virtual memory to perform function.
26	DTEIP%	Illegal byte pointer.

## 22.37 DVPHY. [CALLI 164]

FUNCTION

Returns the physical names of devices and controllers (except pseudo-terminals, terminals, MPX devices, and disks).

By specifying the device type (as returned by DVTYP. UUO), you can return all the physical device names for a specific device or all devices.

CALLING SEQUENCE

```

        MOVE      ac, [XWD len, addr]
        DVPHY.   ac,
                error return
                skip return
addr:   / EXP      device-type \
        \ EXP      -1           /
        BLOCK    1

```

In the calling sequence, the program supplies the following variables:

- o len is the length of the argument block (must be 2).
- o addr is the address of the argument block. The first word of the argument list specifies the devices to list:
- o device-type is one of the device type codes returned from the DEVTYP monitor call, such as .TYLPT for a line printer.

To list all the devices, use -1 instead of the device type.

To list all controllers for a specific type of device, use the [-n,,m] format, where n is the number device types to return, and m is the device type code.

On the first DVPHY. call, addr+1 should contain 0. The monitor returns the name of the first device. If you leave this name in addr+1, the next DVPHY. call returns the name of the next device, and so forth. When all devices have been returned (by several calls), the monitor returns 0 in addr+1.

SKIP RETURN

For 0 in addr+1, the monitor returns the name of the first device; for a device name in addr+1, the monitor returns the name of the next device, or, if there are no more devices, 0. The ac is unchanged.

ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	DVPIA%	Illegal argument length.
2	DVPIT%	Illegal device type.
3	DVPNP%	Nonexistent physical device.
4	DVPNT%	Nonexistent device type.

DVPHY. [CALLI 164]

### EXAMPLE

The following example shows how to obtain the physical names of all line printers on the system:

```

TAG1:      SETZB      T1,ADDR+1 ;Initialize counter and device name
           MOVE      T2,[XWD 2,ADDR] ;Set up call
           DVPHY.    T2,          ;Get name
           JRST     ERROR      ;Error
           SKIPN    T3,ADDR+1 ;Get name, skip if not at end
           JRST     TAG2       ;0 means we're done
           MOVEM    T3,LPTNAM(T1) ;Save in next block-slot
           AOJA     T1,TAG1     ;Increment count and loop
TAG2:      MOVEM    T1,NLPT     ;Save count
           JRST     CONTIN
NLPT:      BLOCK    1
LPTNAM:    BLOCK    10
ADDR:      EXP      .TYLPT     ;Type is LPT
           EXP      0          ;Start with first device
CONTIN:
```

### RELATED CALLS

- o SYSPHY
- o SYSSTR

### COMMON PROGRAMMING ERRORS

Using a SIXBIT name for device type.

**22.38 DVRST. [CALLI 122]**FUNCTION

Restricts the use of a device. Once restricted, the device is then assignable only by the operator; unprivileged users must request assignment through the MOUNT monitor command before using the OPEN/INIT monitor call. (See the Commands Manual.) Privileged users (JACCT or [1,2]) can still use the OPEN or INIT monitor call, or the ASSIGN command, if the device is not controlled by MDA.

The DVRST. monitor call requires the JACCT privilege or that you be logged in under [1,2].

CALLING SEQUENCE

```

/ MOVE    ac, [SIXBIT/device/] \
| MOVEI   ac, channo             |
\ MOVEI   ac, udx                /
  DVRST.  ac,
          error return
          skip return

```

In the calling sequence, the program supplies the following variables:

- o device is the SIXBIT physical or logical name of a device to be designated as being restricted.
- o channo is the number of an initialized channel.
- o udx is the Universal Device Index for a device.

SKIP RETURN

The device is restricted.

ERROR RETURN

The error return occurs if any of the following conditions is found (the ac is unchanged):

- o You do not have the JACCT privilege or are not logged in under [1,2].
- o The specified device does not exist.
- o The device is a disk.

RELATED CALLS

DVURS.

DVURS. [CALLI 123]

## 22.39 DVURS. [CALLI 123]

### FUNCTION

Removes the restriction created by a DVRST. monitor call. DVURS. requires the JACCT privilege or that you be logged in under [1,2].

### CALLING SEQUENCE

```
    / MOVE    ac, [SIXBIT/device/] \  
  | MOVEI   ac, channo                |  
  \ MOVEI   ac, udx                    /  
    DVURS.  ac,  
           error return  
           skip return
```

In the calling sequence, the program supplies the following variables:

- o device is the SIXBIT physical or logical name of a device that is to be returned to unrestricted status.
- o channo is the number of an initialized channel.
- o udx is the Universal Device Index for a device.

### SKIP RETURN

The restriction is removed. The device is available for public use and returned to the monitor's pool of available devices.

### ERROR RETURN

The error return occurs if any of the following conditions is found (the ac is unchanged):

- o You do not have the JACCT privilege or are not logged in under [1,2].
- o The given device does not exist.

### RELATED CALLS

DVRST.

**22.40 ENQ. [CALLI 151]**FUNCTION

Requests access to resources that are defined by cooperating user programs. The ENQ. call is one of three monitor calls that provide control over the ENQ/DEQ facility, which provides resource definition, control over access to resources, and deadlock detection for the resources. The ENQ/DEQ facility is described in Chapter 8.

CALLING SEQUENCE

```

        MOVE      ac, [XWD fcn-code, addr]
        ENQ.      ac,
                error return
                skip return
        .
        .
addr:   EXP       <size>B5+<number>B17+<len>B35   ;header block
        XWD       0, request-id
        XWD       time-limit
        <lock block>
        <lock block>
        .
        .
        .

```

In the calling sequence, the program supplies the following variables:

- o fcn-code is one of the function codes listed below.
- o addr is the address of the argument block, which consists of a header block followed by one or more lock blocks.

The header block contains 1 to 3 words, in the following order:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>												
0	.ENQLL	The header size, the number of lock requests, and the total length of the argument, including the header and all the words in all the lock blocks. Specifically, the .ENQLL word is formatted as follows:												
		<table border="1"> <thead> <tr> <th><u>Bits</u></th> <th><u>Symbol</u></th> <th><u>Value</u></th> </tr> </thead> <tbody> <tr> <td>0-5</td> <td>EQ.BHS</td> <td>Size of the header block. This value is between 1 and 3, because the second and third words are optional. If you omit this value, the default is 2.</td> </tr> <tr> <td>6-17</td> <td>EQ.LNL</td> <td>Number of lock blocks following the header block. Include one lock block for each resource requested.</td> </tr> <tr> <td>18-35</td> <td>EQ.LLB</td> <td>Total length (in words) of the argument block. All the lock blocks in a single request must be the same length. Thus, the value of EQ.LLB is the header block length (EQ.BHS) plus the length of each lock block times the number of resources requested (EQ.LNL).</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Symbol</u>	<u>Value</u>	0-5	EQ.BHS	Size of the header block. This value is between 1 and 3, because the second and third words are optional. If you omit this value, the default is 2.	6-17	EQ.LNL	Number of lock blocks following the header block. Include one lock block for each resource requested.	18-35	EQ.LLB	Total length (in words) of the argument block. All the lock blocks in a single request must be the same length. Thus, the value of EQ.LLB is the header block length (EQ.BHS) plus the length of each lock block times the number of resources requested (EQ.LNL).
<u>Bits</u>	<u>Symbol</u>	<u>Value</u>												
0-5	EQ.BHS	Size of the header block. This value is between 1 and 3, because the second and third words are optional. If you omit this value, the default is 2.												
6-17	EQ.LNL	Number of lock blocks following the header block. Include one lock block for each resource requested.												
18-35	EQ.LLB	Total length (in words) of the argument block. All the lock blocks in a single request must be the same length. Thus, the value of EQ.LLB is the header block length (EQ.BHS) plus the length of each lock block times the number of resources requested (EQ.LNL).												

ENQ. [CALLI 151]

- 1            .ENQRI     An 18-bit request-id identifying this request. This optional value identifies the ENQ. request, enabling you to identify it when it causes a software interrupt. This is useful when you use the ENQ/DEQ facility in conjunction with the software interrupt (PSI) system. After an interrupt is generated, the request-ids of the granted requests are inclusively ORed into the status word of the interrupt block. To receive a software interrupt, use function code 2 (.ENQSI) when you issue the ENQ. monitor call. The request-id can also be used with the DEQ. call to dequeue a specific request.
  
- 2            .ENQTL     Time limit specifying the number of seconds to wait for each request in the call to be granted. If any resource is not available within that time limit, the call takes the error return with the ENQTL% error code in the ac. This word is optional. If you include the time limit in the header block, specify 3 for size in word 0.

Each lock block represents a separate ENQ. request. There is no limit to the number of locks that can be requested, but multiple requests in the same ENQ. call must be given level numbers. The locks will be granted in the order of the level numbers.

The format of a lock block is shown here and described in more detail on the following pages

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.ENQFL	flags+<level>B17+channo
1	.ENQBP	/ flags+user-code \   user-code   \ string-pointer /
2	.ENQPS	/ pool-size,,number \ \ 0,,sharer-group /
3	.ENQMS	mask-length,,mask-addr
4	.ENQTB	block-length,,block-addr

A lock block is two to five words long, identifying the resource to be locked and describing the characteristics of the lock. The first requestor of a resource defines lock characteristics. Subsequent requests for the same resource must conform to those characteristics or wait until the resource is released by the first requestor.

In the case of multiple-lock requests, all the lock blocks in a single ENQ. request must be the same length. Specifically, a lock block can contain the following words:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>																		
0	.ENQFL	Contains the flag bits, level number, and channel number. The flags are:																		
		<table border="1"> <thead> <tr> <th><u>Bit</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>EQ.FSR</td> <td>The lock request allows sharers. If you do not set this bit, the monitor assumes that you require exclusive access to the resource. Unless the first requestor for the resource sets this flag, no requests for the same resource (specified in the next word, .ENQBP) can be granted until the first requestor dequeues it (using DEQ. or RESET). If the first requestor sets this bit, other programs with the same sharer group number as that specified in .ENQPS can obtain access to the resource while it is locked for your job.</td> </tr> <tr> <td>1</td> <td>EQ.FLB</td> <td>Bypass level checking. When multiple request blocks are made in a single ENQ. call, you must assign a level number to each request. When EQ.FLB is not set, lower-level resources will be granted before higher-level resources are considered. The EQ.FLB flag prevents this level-checking, allowing resources to be granted regardless of their order by level number.</td> </tr> <tr> <td>2</td> <td>EQ.FLT</td> <td>Grant a long-term lock. That is, after the resource is dequeued by all users, the lock data is preserved for about 5 minutes.</td> </tr> <tr> <td>3</td> <td>EQ.FEL</td> <td>Grant an eternal lock. This prevents the resources from being dequeued automatically when your program performs a RESET function.</td> </tr> <tr> <td>4</td> <td>EQ.FAB</td> <td>Abort the resource. This prevents the resource from being accessible to any other user. A request for an aborted lock causes error code ENQAB% to be returned in the ac. The resource cannot be granted to another user until it is dequeued.</td> </tr> </tbody> </table>	<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>	0	EQ.FSR	The lock request allows sharers. If you do not set this bit, the monitor assumes that you require exclusive access to the resource. Unless the first requestor for the resource sets this flag, no requests for the same resource (specified in the next word, .ENQBP) can be granted until the first requestor dequeues it (using DEQ. or RESET). If the first requestor sets this bit, other programs with the same sharer group number as that specified in .ENQPS can obtain access to the resource while it is locked for your job.	1	EQ.FLB	Bypass level checking. When multiple request blocks are made in a single ENQ. call, you must assign a level number to each request. When EQ.FLB is not set, lower-level resources will be granted before higher-level resources are considered. The EQ.FLB flag prevents this level-checking, allowing resources to be granted regardless of their order by level number.	2	EQ.FLT	Grant a long-term lock. That is, after the resource is dequeued by all users, the lock data is preserved for about 5 minutes.	3	EQ.FEL	Grant an eternal lock. This prevents the resources from being dequeued automatically when your program performs a RESET function.	4	EQ.FAB	Abort the resource. This prevents the resource from being accessible to any other user. A request for an aborted lock causes error code ENQAB% to be returned in the ac. The resource cannot be granted to another user until it is dequeued.
<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>																		
0	EQ.FSR	The lock request allows sharers. If you do not set this bit, the monitor assumes that you require exclusive access to the resource. Unless the first requestor for the resource sets this flag, no requests for the same resource (specified in the next word, .ENQBP) can be granted until the first requestor dequeues it (using DEQ. or RESET). If the first requestor sets this bit, other programs with the same sharer group number as that specified in .ENQPS can obtain access to the resource while it is locked for your job.																		
1	EQ.FLB	Bypass level checking. When multiple request blocks are made in a single ENQ. call, you must assign a level number to each request. When EQ.FLB is not set, lower-level resources will be granted before higher-level resources are considered. The EQ.FLB flag prevents this level-checking, allowing resources to be granted regardless of their order by level number.																		
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3	EQ.FEL	Grant an eternal lock. This prevents the resources from being dequeued automatically when your program performs a RESET function.																		
4	EQ.FAB	Abort the resource. This prevents the resource from being accessible to any other user. A request for an aborted lock causes error code ENQAB% to be returned in the ac. The resource cannot be granted to another user until it is dequeued.																		

- 5            EQ.FDD    Set deadlock detection. This flag prevents your request from causing a deadlock among resource users. If this flag is set, and granting your request would cause a deadlock, the ENQ. call takes the error return with error code ENQDD% in the ac.
  
- 6            EQ.FCW    Specifies that a 36-bit user code is included in the next word (.ENQBP). This is the preferred method of specifying a user code in the lock block.
  
- 7-8                    Reserved for use by DIGITAL.
  
- 9-17        EQ.FLV    9-bit level-number that you assign to each request in a multiple-lock request. In a multiple-lock request (a single ENQ. call containing multiple lock blocks), each lock block must be assigned a level number; the locks will be granted in ascending numerical order according to level number, unless you set EQ.FLB (bypass level checking) in the flag word.
  
- 18-35      EQ.FCC    The number of the channel on which the resource is being accessed (positive integer), to associate the lock with the file that is open on that channel. Alternatively, you can specify a negative number indicating one of the following conditions:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
-3	.EQFPL	The lock requested is a privileged global lock and the resource is available only to [1,2] or JACCT jobs. This code allows privileged jobs to define locks on resources to prevent access from unprivileged jobs.

-2 .EQFGL The lock you are requesting is a global lock. Specifying this code prevents access to the resource from any other job. To use this code, your job must have JP.ENQ set in its privilege word.

-1 .EQFJB The lock is a job-wide lock, preventing access to the resource from any other requests by your job.

1 .ENQBP Specifies the resource to be locked. You can use a pointer to an ASCIZ string, or a user-code in this word (more on this later). You must include this word in every lock block because it defines the resource you are requesting.

When the first program to request the resource is granted a lock, it is said to have ownership of the resource. When a second program makes an ENQ. call with the same value in this word (if a user-code is specified) or the same ASCIZ string (if a byte pointer is used), the request is for the same resource that was granted to the first job.

The contents of the word to which the byte pointer refers, or the user code itself, are purely arbitrary values to the monitor. The monitor only checks lock requests for matches, granting or preventing locks on the basis of matching strings. This is the key to the ENQ/DEQ access-checking mechanism.

If the flag EQ.FCW is set in the previous word (.ENQFL), .ENQBP must contain a 36-bit value as a user-code.

If EQ.FCW is not set, and the flag EQ.BUC is set in .ENQBP (that is, a value of 5 is placed in bits 0-2), the rest of the word must contain a 33-bit user-code.

If neither flag is set, this word (.ENQBP) must contain a pointer to an ASCIZ text string. This may be either a standard byte pointer in the form:

POINT 7,address,bit-location

Or, if the ASCIZ string is stored in 7-bit bytes, starting at the first byte of the location being referenced, the pointer can take the form:

XWD -1, address

The ASCIZ string at address can be up to 30 (decimal) words. The maximum string length for your system is stored in %EQMSS in GETTAB table .GTENQ.

Cooperating programs (those requesting the same resources) must specify exactly the same user code or ASCIZ string.

2 .ENQPS Specifies either a pool number for a pooled resource, or a sharer group number for a sharable resource. This word is optional and defaults to 0.

For a pooled resource, the word contains the pool-size in the left half and the number of resources requested from the pool in the right half. For a sharable resource, the left half is zero, and the right half contains the sharer-group number. Thus, a resource cannot be pooled and also be accessible to a sharer group.

A pooled resource is defined by the first requestor of the resource. By specifying the number of resources in the pool, the requestor is defining the number of "copies" of the resource to be made available. Each copy of the resource can be requested for exclusive access by specifying the same resource identifier in word .ENQBP and the same pool-size in word .ENQPS. The requestor must also specify, in the right half of .ENQPS (EQ.PPR), the number of copies of the resource to lock.

If the left half of .ENQPS (EQ.PPS) is 0, the right half (EQ.PPR) specifies the sharer-group number, thus defining a group of jobs that can simultaneously share the resource. Any program that sets the flag EQ.FSR and specifies the same resource and the same sharer group number will be granted its request. Therefore, when you share the ownership of a resource, only other jobs in the same sharer group are allowed ownership of the resource. The sharer group number defaults to 0. Therefore, if the first requestor specifies a sharable resource but omits the sharer group number, all subsequent sharable requests for the resource that also omit the sharer group number, or that set it to 0, will be granted immediately.

- 3            .ENQMS       Contains a pointer to the bit mask representing the portions of a resource to be locked. The pointer consists of the mask-len stored in the left half, and the mask-addr in the right half. The bit mask, describing fields of bits to be locked, is stored at the location specified in mask-addr, and the length of the bit mask (in words) is stored in the mask-len. This provides a facility for partitioning the resource, allowing locks on portions of a resource. This word is optional and defaults to 0.
- 4            .ENQTB       Contains the block-length and block-addr of a lock-associated data block. This data block can be used to pass information to subsequent users of a resource. To use this facility, you should set EQ.FLT, thus preserving all lock request data for the resource for at least 5 minutes after you dequeue the resource. This word is optional and defaults to 0.

The function codes and their meanings are:

<u>Code</u>	<u>Symbol</u>	<u>Function</u>
0	.ENQBL	Requests ownership of a resource. Your job will block if the resource is not available. Your request is placed in a queue associated with the specified resource. If more than one request was included in your ENQ. call, your job will block until all the requests have been granted. After all requests have been granted, the skip return is taken and the monitor clears the <u>ac</u> . If you set the flag EQ.FBL in .ENQFL of the request block (to bypass level checking), the monitor could return a nonzero value. A nonzero value indicates that a level number sequencing error occurred, but it was ignored because you specified that level numbers were to be bypassed.
1	.ENQAA	Requests ownership of a resource and returns immediately if the resource is unavailable. If all requests specified in this argument cannot be granted immediately, the system will not enter any requests in the queues associated with those resources and the error return is taken with error code 1 (ENQRU%) in the <u>ac</u> . However, if the system can grant all of your requests immediately, the skip return is taken and the monitor leaves the <u>ac</u> unchanged.

ENQ. [CALLI 151]

2            .ENQSI     Requests ownership of a resource and, if the resource is not immediately available, causes a software interrupt when the resource becomes available. You can use this function when the Programmable Software Interrupt (PSI) system is enabled, to prevent your job from blocking while waiting for the requests to be granted.

If all the requests in the call can be granted immediately, this function is equivalent to function code 0 (.ENQBL). If any of the requests are not available, the call takes the error return with error code 1 (ENQRU%) in the ac. In this case, your job can continue processing until it receives a .PCQUE software interrupt. The interrupt control block will contain the request-ids of the requests that are granted, inclusively ORed into the status word. The PSI system is described in Chapter 6.

3            .ENQMA     Modifies an existing request made by your job. If the modification you specify in this request is identical to the request you made earlier, no action is taken and the skip return is taken from the call. If you do not have a request in any queue, the error return is taken and the monitor returns error code 24 (ENQNE%) in the ac. If you specify more than one request with this function code and the error return is taken, you must issue the ENQC. monitor call to determine which (if any) modification request was granted. The error code that the monitor returns in the ac reflects only the last error that occurred as the result of this call.

You can modify a request from exclusive ownership to shared ownership, but you will receive an error code if you attempt to modify a request from shared to exclusive ownership if other jobs are also sharing the resource. To modify a request from shared to exclusive ownership when other jobs are sharing the resource, you must first DEQ. the request. Then, enqueue it again as an exclusive ownership request.

#### SKIP RETURN

All requests in the call are granted, and the resources are locked for your program.

ERROR RETURN

One of the following error codes is returned in the ac on an error return. These error codes are also returned on an error from a DEQ. or ENQC. call. They are described in more detail in Chapter 8.

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	ENQRU%	At least one of the requested resources is not available.
2	ENQBP%	You requested an illegal number of pooled resources.
3	ENQBJ%	You specified an illegal job number.
4	ENQBB%	You specified an illegal byte size for the byte pointer. The byte size must be between 1 and 36, inclusive.
5	ENQST%	The ASCII string is too long. It must be less than 30 (decimal) words. (Refer to GETTAB table .GTENQ, item %EQMSS for current maximum message length.)
6	ENQBF%	You specified an illegal function code.
7	ENQBL%	You specified an illegal argument list length. The total argument list for the call must be header-block-size plus (request-block-size times number-of-requests).
10	ENQIC%	You specified an illegal number of requests.
11	ENQBC%	You specified an illegal channel number.
12	ENQPI%	Your program does not have enough privileges for the given function.
13	ENQNC%	Not enough core available, or the maximum number of active locks (item %EQMAQ in GETTAB table .GTENQ) has been exceeded.
14	ENQFN%	Device is not initialized or is not a disk.
15	ENQIN%	The address for the byte pointer is indirect or indexed; this is not allowed.
16	ENQNO%	Your program cannot dequeue resources it does not own.
17	ENQLS%	Levels are not specified in ascending order.
20	ENQCC%	Illegal modification of ownership; you cannot change a request from shared to exclusive ownership. You must DEQ. the request, then ENQ. it with EQ.FSR set.
21	ENQQE%	Your ENQ quota has been exceeded; your quota is set by the system administrator.
22	ENQPD%	The number of resources in the pool disagrees with the number in your request.
23	ENQDR%	Duplicate request; identical to a request already in the queue.
24	ENQNE%	Not enqueued on this lock.
25	ENQLD%	Level in request does not match lock.
26	ENQED%	Insufficient privileges for this function; you must have JP.ENQ set.
27	ENQME%	Mask too long or lengths do not match.
30	ENQTE%	Lock-associated table is too long.
31	ENQAB%	A resource that was requested has been marked as aborted.
32	ENQGF%	Attempt to ENQ. with EQ.FEL option on a ghost file.
33	ENQDD%	Deadlock detected.
34	ENQTL%	Time limit exceeded.

ENQ. [CALLI 151]

EXAMPLE

```
.
.
.
MOVE      T2,[XWD 10,ADDR]      ;Initialize channel
FILOP.    T2,
          JRST ERROR1           ;Error return
JRST      ENQ                   ;Skip return
ADDR:     XWD CHAN,1             ;Channel and LOOKUP
          EXP MODE               ;Data mode
          SIXBIT/DSK/           ;Device
          0,,0                   ;Buffer addresses
          0,,0
          0,,ADDR1              ;LOOKUP block
          0,,0
          0,,0
ADDR1:    SIXBIT/FILE/           ;File name
          SIXBIT/EXT/           ;Extension
          XWD 0,0
          XWD 27,4072            ;PPN
ENQ:      MOVE      T3,[XWD 0,ADDR3] ;Function and address
          ENQ.      T3,
          JRST ERROR3           ;Error return
          JRST NORM              ;Skip return
ADDR3:    XWD 1,5                ;Number of locks, length of
block
          XWD 0,1                ;Request identifier
          XWD 0,CHAN             ;Resource on chan
          POINT 7,[ASCIZ/NAME/] ;Pointer to resource
          0,,0                   ;Not a pooled resource
.
.
.
ERROR1:   OUTSTR ERROR2
          JRST DONE
.
.
ERROR3:   OUTSTR ERROR4
          JRST DONE
.
.
ERROR2:   ASCIZ/ERROR WITH FILOP./
.
.
ERROR4:   ASCIZ/ERROR WITH ENQ./
.
.
.
DONE:     EXIT
```

RELATED CALLS

- o DEQ.
- o ENQC.

**22.41 ENQC. [CALLI 153]**FUNCTION

Returns information about the current state of ENQ/DEQ requests and sets access rights for the ENQ/DEQ facility (privileged). Refer to Volume 1 for more information about using the ENQ/DEQ calls. For more information about the contents of the argument block, refer to the ENQ. call.

CALLING SEQUENCE

Each function of the ENQC. call requires a different calling sequence. The calling sequence for each ENQC. function is described below, for the appropriate function.

The ENQC. function codes and their meanings are:

**22.41.1 FUNCTION 0 (.ENQCS)**

Returns a 3-word status block for each specified lock. The calling sequence for the .ENQCS function is:

```

        MOVE    ac,[XWD .ENQCS,addr]
        MOVEI   ac+1,buffer
        ENQC.   ac,
                error return
                skip return
        . . .
addr:    EXP    parameters
        XWD    0,request-id
        EXP    time limit
        first word of first lock block
        . . .
        last word of last lock block
buffer:  BLOCK  <locks>*3
        . . .

```

In the argument word:

- o addr is the address of the argument list.
- o buffer is the address of a buffer (of length locks\*3) for storing the returned three-word status blocks.
- o parameters is a word of the form:  
 $\langle \text{size} \rangle \text{B}5 + \langle \text{locks} \rangle \text{B}17 + \langle \text{length} \rangle \text{B}35$
- o size is the size of the header block (1 to 3).
- o locks is the number of lock blocks in the argument list.
- o length is the length of each lock block (size plus number of locks times the length of each lock block).

The right half of addr+1 may contain request-id, an optional request identifier.

- o time limit is an optional time limit for the request to be granted.

ENQC. [CALLI 153]

On a skip return, the monitor returns a three-word status block for each request, at buffer. The format of each block is:

<u>Offset</u>	<u>Symbol</u>	<u>Meaning</u>																											
0	.ENQCF	Flags:																											
		<table><thead><tr><th><u>Bits</u></th><th><u>Symbol</u></th><th><u>Meaning</u></th></tr></thead><tbody><tr><td>0</td><td>EQ.CFI</td><td>Invalid lock.</td></tr><tr><td>1</td><td>EQ.CFO</td><td>This user is owner.</td></tr><tr><td>2</td><td>EQ.CFQ</td><td>This user is in queue for specified resource.</td></tr><tr><td>3</td><td>EQ.CFX</td><td>Owner's access is exclusive.</td></tr><tr><td>4-8</td><td></td><td>Reserved.</td></tr><tr><td>9-17</td><td>EQ.CFL</td><td>Level number.</td></tr><tr><td>18-26</td><td>EQ.CFC</td><td>The owner's context number.</td></tr><tr><td>27-35</td><td>EQ.CFJ</td><td>The owner's job number or an error code.</td></tr></tbody></table>	<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>	0	EQ.CFI	Invalid lock.	1	EQ.CFO	This user is owner.	2	EQ.CFQ	This user is in queue for specified resource.	3	EQ.CFX	Owner's access is exclusive.	4-8		Reserved.	9-17	EQ.CFL	Level number.	18-26	EQ.CFC	The owner's context number.	27-35	EQ.CFJ	The owner's job number or an error code.
<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>																											
0	EQ.CFI	Invalid lock.																											
1	EQ.CFO	This user is owner.																											
2	EQ.CFQ	This user is in queue for specified resource.																											
3	EQ.CFX	Owner's access is exclusive.																											
4-8		Reserved.																											
9-17	EQ.CFL	Level number.																											
18-26	EQ.CFC	The owner's context number.																											
27-35	EQ.CFJ	The owner's job number or an error code.																											
1	.ENQCT	A time stamp, in universal date-time format, indicating the time that the lock was granted; or 0, indicating that the resource is available.																											
2	.ENQCI	The left half (EQ.CIQ) contains the number of users sharing the resource. The right half (EQ.CID) contains the request-id of the owner of the lock.																											

#### 22.41.2 FUNCTION 1 (.ENQCG)

Returns user's quota in ac. The calling sequence for the .ENQCG function is:

```
MOVE      ac, [XWD .ENQCG, addr]
ENQC.    ac,
        error return
        skip return
addr:    XWD      0, jobno
```

In the argument word, jobno is the number of the job whose ENQ quota is required. If jobno is -1, your own job is assumed.

#### 22.41.3 FUNCTION 2 (.ENQCC)

Changes user's quota. The calling sequence for the .ENQCC function is:

```
MOVE      ac, [XWD .ENQCC, addr]
ENQC.    ac,
        error return
        skip return
addr:    XWD      quota, jobno
```

In the argument word:

- o quota is the new ENQ/DEQ quota.
- o jobno is the number of the job whose quota is to be changed. If jobno is -1, your own job is assumed.

This function sets the lock quota for a specific job. To perform this function, you must have POKE privileges, be a [1,2] job, or be running with the JACCT bit set. The ENQ/DEQ quota for the specified job will be set to the value you specify in the left half of the argument word on a normal return. On a skip return, the ac is cleared. If you attempt to use this function without the required privileges, the error return is taken and the monitor returns an error code in the ac.

#### 22.41.4 FUNCTION 3 (.ENQCD)

Dumps the data base. The calling sequence for the .ENQCD function is:

```

MOVE      ac, [XWD .ENQCD, addr]
ENQC.    ac,
          error return
          skip return

```

```

addr:    XWD      0, len

```

In the argument word:

- o addr is the address of a buffer to receive the returned data.
- o len is the length of the data block to be returned, minus one word.

This function dumps the data base (all lock and queue entries). The entire data base is placed in your area, beginning with addr+1. If this length is not large enough to accommodate the entire data base, the monitor returns as much as possible of the data base. The end of the data base is indicated by a word containing -1. You must have SPY privileges to specify this function code. The format of the returned data is described in Chapter 8.

#### SKIP RETURN

The requested function is performed.

#### ERROR RETURN

The error codes that can be returned in the ac on an error return are identical to those that can be returned from the ENQ. and DEQ. calls. The error codes are listed in the description of the ENQ. call.

#### RELATED CALLS

- o DEQ.
- o ENQ.

ENTER [OPCODE 077]

## 22.42 ENTER [OPCODE 077]

### FUNCTION

Specifies an output file to create, supersede, or update a file. Use FILOP. to perform an ENTER for an extended I/O channel.

### CALLING SEQUENCE

The ENTER monitor call has two types of argument lists: one using a four-word argument list and one using an extended argument list. The extended argument list offers many additional options for ENTERing a file. For complete information about the argument lists, refer to Section 11.13.

The calling sequence for the ENTER UVO is:

```
ENTER   channo,addr
        error return
        skip return
```

In the call sequence, the program supplies the addr, which is the address of the argument list. Refer to Section 11.13 for more information about the argument list.

### SKIP RETURN

When you use the short form of the argument block, the monitor returns a four-word argument block at addr.

Refer to Section 11.13.1 for information about the argument block that is returned.

When you use the extended argument list, the monitor returns the information that is listed on Section 11.13.2.

### ERROR RETURN

On an error return from ENTER, the monitor returns an error code in either of the following:

- o For the short-form argument block, the error code is stored in the right half of addr+1 of the 4-word argument block
- o For the extended-form argument block, the error code is returned in the right half of addr+3.

It is possible to LOOKUP/RENAME a file after using an ENTER to specify the argument list, referring to the same argument list with subsequent calls. Note, however, that on an error return from the ENTER, the error code overwrites the high-order three bits of the creation date and the entire access date. Because most programs recover from these errors by either aborting or by reinitializing the entire argument block, this overwriting of data normally does not cause any problems. However, a program may attempt to recover from an error by fixing only the incorrect portion of the argument block and then reexecuting the monitor call. These programs should always initialize the contents of these locations before reexecuting the ENTER monitor call.

Error codes are restricted to a maximum of 15 bits to eliminate problems when recovering from an error in a file with a zero creation date. The error codes are described in Section 11.14.

EXAMPLES

See Chapter 11.

RELATED CALLS

- CLOSE
- FILOP.
- INIT
- LOOKUP
- OPEN
- RENAME

ENTVC. [CALLI 225]

## 22.43 ENTVC. [CALLI 225]

### FUNCTION

Reads or sets an entry vector. An entry vector indicates the entry point for a program. (Refer to the TOPS-10 LINK Reference Manual and the TOPS-10 MACRO Assembler Manual for more information on entry vectors.)

### CALLING SEQUENCE

```
        XMOVEI  ac,addr
        ENTVC.  ac,
            error return
            skip return

addr:   flag,,function
        length
        vector-addr
```

In the calling sequence, the program supplies the following variables:

- o addr is the address of the argument list.
- o flag indicates whether the vector is read (0) or set (EN.SET).
- o function is the function code described below.
- o length is a value returned by the monitor on a read, and supplied by you on a set. A (JRST) in the right half indicates that you are supplying a start address only in vector-addr (if setting), or that the monitor is returning the start address in vector-addr (if reading). Otherwise, you supply a length for the entry vector (0-37 words, octal), or the monitor returns the length of the entry vector.
- o vector-addr contains the 30-bit address of the entry vector, or the start address, returned on a read, or to be set for the set function. The vector-addr is a user address.

The function code for ENTVC. is:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
0	.ENVRS	Reads or sets the entry vector. Set the EN.SET flag in the left half of the first word of the argument block to perform a set. 0 in the left half indicates a read should be performed.

### SKIP RETURN

The specified function is performed.

### ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	EVIAL%	Illegal argument list.
2	EVIFC%	Illegal function code.
3	EVADR%	An address check was encountered.

**22.44 ERLST. [CALLI 132]**FUNCTION

Returns data giving the status of each device on an MPX channel that has errors.

CALLING SEQUENCE

```

        MOVEI   ac,addr
        ERLST.  ac,
            error return
            skip return
        .
        .
        .
addr:   XWD     length,channo
        BLOCK  length-1

```

In the calling sequence, the program supplies the following variables:

- o addr is the address of the argument block.
- o length is the length of the argument block; the length should be the number of devices connected to the channel plus two.
- o channo is the number of an initialized channel.

SKIP RETURN

The monitor returns data at addr+1 for devices on the channel that have errors. The data at addr is in the format:

```

addr:   XWD     length,channo
        EXP     number of devices
        XWD     udx,status
        .
        .
        XWD     udx,status

```

In the argument list, the program supplies the following variables:

- o length and channo were given in the call.
- o number of devices is the number of devices on the channel that have encountered errors.
- o udx is the Universal Device Index of a device having errors.
- o status is a halfword containing I/O status bits for the device. These bits are identical to those returned for a GETSTS monitor call.

The monitor continues to return device error information in the argument block until all space allocated by your program has been filled. Your program should check the value of addr+1. If addr+1 is greater than the length of the argument block minus two, the device error list is incomplete because of lack of space.

For a list of I/O status bits, see the appropriate device in Volume 1.

ERLST. [CALLI 132]

ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	ERLBC%	Illegal channel number.
2	ERLNM%	Not an MPX-channel.

RELATED CALLS

- o CLRST.
- o GETSTS
- o SENSE.

## 22.45 ERRPT. [CALLI 160]

FUNCTION

ERRPT. is a privileged monitor call used only by the DAEMON program to ask the monitor for the next error condition to be logged in the error file.

CALLING SEQUENCE

```

        MOVE    ac, [XWD len, addr]
        ERRPT. ac,
            error return
        skip return
addr:   . . .
        BLOCK 4

```

In the calling sequence, the program supplies the following variables:

- o len is the length
- o addr is the address of the argument list that is filled in by the monitor on a skip return.

SKIP RETURN

If an error condition (such as a stopcode or a hardware error) is found, the monitor places values in the locations at addr as follows:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>												
0	.ERPT0	Address, job number, and error code:												
		<table border="1"> <thead> <tr> <th><u>Bits</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0-17</td> <td>ER.PAD</td> <td>Address used by DAEMON.</td> </tr> <tr> <td>18-26</td> <td>ER.PJN</td> <td>Job number.</td> </tr> <tr> <td>27-35</td> <td>ER.PCD</td> <td>Error code for the error file.</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>	0-17	ER.PAD	Address used by DAEMON.	18-26	ER.PJN	Job number.	27-35	ER.PCD	Error code for the error file.
<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>												
0-17	ER.PAD	Address used by DAEMON.												
18-26	ER.PJN	Job number.												
27-35	ER.PCD	Error code for the error file.												
1	.ERPT1	Two monitor internal addresses:												
		<table border="1"> <thead> <tr> <th><u>Bits</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0-17</td> <td>ER.PDA</td> <td>Address of DDB for device with error condition.</td> </tr> <tr> <td>18-35</td> <td>ER.PUA</td> <td>Address of UDB for device with error.</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>	0-17	ER.PDA	Address of DDB for device with error condition.	18-35	ER.PUA	Address of UDB for device with error.			
<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>												
0-17	ER.PDA	Address of DDB for device with error condition.												
18-35	ER.PUA	Address of UDB for device with error.												
2	.ERPT2	CPU number.												
		<table border="1"> <thead> <tr> <th><u>Bits</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0-14</td> <td></td> <td>Reserved for use by DIGITAL.</td> </tr> <tr> <td>15-17</td> <td>ER.CPU</td> <td>CPU number on which error was detected.</td> </tr> <tr> <td>18-35</td> <td></td> <td>Reserved for use by DIGITAL.</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>	0-14		Reserved for use by DIGITAL.	15-17	ER.CPU	CPU number on which error was detected.	18-35		Reserved for use by DIGITAL.
<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>												
0-14		Reserved for use by DIGITAL.												
15-17	ER.CPU	CPU number on which error was detected.												
18-35		Reserved for use by DIGITAL.												
3	.ERPT3	Reserved for use by DIGITAL.												

ERRPT. [CALLI 160]

ERROR RETURN

One of the following conditions occurred:

- o The ERRPT. call is not implemented.
- o The calling sequence was improper.
- o No appropriate error condition was found. In this case, the values of the words at addr are unchanged.

## 22.46 ETHNT. [CALLI 223]

FUNCTION

The ETHNT. monitor call accesses the Ethernet. ETHNT. allows you to read the Ethernet configuration, enable and disable protocols, enable and disable multicast addresses, and send and receive datagrams. For an overview of Ethernet, as well as a full description of datagram buffers (addressed using .ETUBL) and function buffers (addressed using .ETBFL and .ETBFA), refer to Chapter 5, Volume 1.

CALLING SEQUENCE

```

XMOVEI ac,addr
ETHNT. ac,
      error return
      skip return

```

In the calling sequence, the program supplies the addr, which is the address of the ETHNT. argument block.

The format of the argument block is:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.ETFCN	Function code word for the argument block. This word contains the length of the argument block, and may also contain a flag. Its format is:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
-------------	---------------	----------------

0-8	ET.FFL	Function-specific flags.
-----	--------	--------------------------

<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>
------------	---------------	----------------

1	ET.FZC	Zero counters after they have been read. Use this flag with functions .ETRCC, .ETRPC, and .ETRKC.
---	--------	---

9-17	ET.FFN	One of the function codes listed at the end of the argument block description.
------	--------	--

18-35	ET.FLN	Length of the argument block.
-------	--------	-------------------------------

1	.ETPSW	Contains the portal status and the assigned portal ID. ET.PST (Bits 0-8) may contain one or more of the following flags:
---	--------	--

<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>
------------	---------------	----------------

0	ET.PON	Portal is online.
---	--------	-------------------

1	ET.PXB	Transmit buffers available.
---	--------	-----------------------------

2	ET.PRB	Receive buffers available.
---	--------	----------------------------

The rest of .ETPSW contains the portal ID, .ETPID, assigned by the monitor.

ETHNT. [CALLI 223]

- 1            .ETCSW    Contains the channel status and channel ID. ET.CST (Bits 0-8) contains the channel status. If the ET.CON flag in ET.CST is on, the channel is online. ET.CID (Bits 9-35) contains the channel ID.
- 1            .ETKSW    Contains the status and ID of a controller. ET.KST (Bits 0-8) contains the controller status. If the ET.KON flag in ET.KST is on, the controller is online. ET.KID (Bits 9-35) contains the controller ID.
- 2            .ETAR1    Contains the first function-specific argument. Function-specific arguments are described in each of the function codes below.
- 3            .ETAR2    Contains the second function-specific argument.

Valid function codes for .ETFCN are:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	.ETOPN	Opens a user portal. This function requires JP.POK privileges. This function specifies the protocol type to be enabled, and protocol specific flags. The argument block is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.ETFCN	Contains the function code .ETOPN in Bits 9-17, and the length of the argument block, 4, in the right half.
1	.ETPSW	Contains the portal-id in Bits 9-35. Returns an updated portal status in Bits 0-8.
2	.ETCIW	Identifies the Ethernet channel on which the protocol should be enabled.
3	.ETPIW	Identifies the protocol type to be enabled on the Ethernet channel. Set the ET.PAD flag in the left half of .ETPIW to enable padding for the protocol.

2	.ETCLS	Closes a user portal and releases all resources associated with it. The argument block contains:
---	--------	--

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.ETFCN	Contains the function code .ETCLS in Bits 9-17, and the length of the argument block, 2, in the right half.
1	.ETPSW	Contains the portal-id in Bits 9-35. Returns an updated portal status in Bits 0-8.

3            .ETQRB   Queues receive datagram buffers. The argument block contains:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.ETFCN	Contains the function code .ETQRB in Bits 9-17, and the length of the argument block, 3, in the right half.
1	.ETPSW	Contains the portal-id in Bits 9-35. Returns an updated portal status in Bits 0-8.
2	.ETUBL	Contains the address of the user buffer descriptor list. Refer to Chapter 5, Volume 1 for the format of the user buffer descriptor list.

4            .ETRRQ   Reads receive queue. This function fills each block in the buffer descriptor list with data appropriate to a received datagram. The argument block contains:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.ETFCN	Contains the function code .ETRRQ in Bits 9-17 and the length of the argument block, 3, in the right half.
1	.ETPSW	Contains the portal-id in Bits 9-35. Returns an updated portal status in Bits 0-8.
2	.ETUBL	Contains the address of the user buffer descriptor list. Refer to Chapter 5, Volume 1 for the format of the user buffer descriptor list. The status field in .UBSTS of the buffer descriptor contains zero if the datagram was received successfully.

5            .ETQXB     Transmits datagram buffer to the destination Ethernet address specified in the buffer descriptor block. The argument block contains:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.ETFCN	Contains the function code .ETQXB in Bits 9-17, and the length of the argument block, 3, in the right half.
1	.ETPSW	Contains the portal-id in Bits 9-35. Returns an updated portal status in Bits 0-8.
2	.ETUBL	Contains the address of the user buffer descriptor list. Refer to Chapter 5, Volume 1 for the format of the user buffer descriptor list.

6            .ETRXQ     Returns data associated with transmitted datagrams. The argument block contains:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.ETFCN	Contains the function code .ETRXQ in Bits 9-17, and the length of the argument block, 3, in the right half.
1	.ETPSW	Contains the portal-id in Bits 9-35. Returns an updated portal status in Bits 0-8.
2	.ETUBL	Contains the address of the user buffer descriptor list. Refer to Chapter 5, Volume 1 for the format of the user buffer descriptor list. On a successful transmission, the returned status is zero.

7            .ETEMA     Enables a portal to receive datagrams destined for an Ethernet multicast address. .ETEMA may not be used while a promiscuous receiver is active. The argument block for .ETEMA contains:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.ETFCN	Contains the function code .ETEMA in Bits 9-17, and the length of the argument block, 4, in the right half.
1	.ETPSW	Contains the portal-id in Bits 9-35. Returns an updated portal status in Bits 0-8.
2	.ETMCA	Contains the two word Ethernet multicast address.

10            .ETDMA       Disables a portal from receiving datagrams bound for a multicast address. The multicast address you disable must have been previously enabled using the .ETEMA function. The argument block contains:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.ETFCN	Contains the function code .ETDMA in Bits 9-17, and the length of the argument block, 4, in the right half.
1	.ETPSW	Contains the portal-id in Bits 9-35. Returns an updated portal status in Bits 0-8.
2	.ETMCA	Contains the two word Ethernet multicast address.

11            .ETRCL       Returns a list of all known channels. The argument block contains:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.ETFCN	Contains the function code .ETRCL in Bits 9-17, and the length of the argument block, 4, in the right half.
1	.ETCSW	Reserved.
2	.ETBFL	Contains the length of the destination buffer.
3	.ETBFA	Contains the address of the destination buffer.

12            .ETRCI       Returns information about a specific channel. The argument block contains:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.ETFCN	Contains the function code .ETRCI in Bits 9-17, and the length of the argument block, 4, in the right half.
1	.ETCSW	Contains the channel-id in Bits 9-35. Returns an updated channel status in Bits 0-8. Flag ET.CON indicates whether the channel is on- or off-line.
2	.ETBFL	Contains the length of the destination buffer.
3	.ETBFA	Contains the address of the destination buffer.

13           .ETRCC   Returns a list of the counters associated with a channel, and (optionally) zeroes them. Zeroing the counters requires JP.POK privileges. The argument block contains:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.ETFCN	Contains the function code .ETRCC in Bits 9-17, and the length of the argument block, 4, in the right half. Set the ET.FZC flag of .ETFCN if you want the counters zeroed after information is returned.
1	.ETCSW	Contains the channel-id in Bits 9-35. Returns an updated channel status in Bits 0-8. Flag ET.CON indicates whether the channel is on- or off-line.
2	.ETBFL	Contains the length of the destination buffer.
3	.ETBFA	Contains the address of the destination buffer.

14           .ETSCA   Sets the physical address associated with a channel. The argument block contains:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.ETFCN	Contains the function code .ETSCA in Bits 9-17, and the length of the argument block, 4, in the right half.
1	.ETCSW	Contains the channel-id in Bits 9-35. Returns an updated channel status in Bits 0-8. Flag ET.CON indicates whether the channel is on- or off-line.
2	.ETEAD	Specifies the physical address. .ETEAD is two words long. It may not be a multicast address.

15            .ETRPL      Returns a list of all portals on a channel. The argument block contains:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.ETFCN	Contains the function code .ETRPL in Bits 9-17, and the length of the argument block, 4, in the right half.
1	.ETCSW	Contains the channel-id in Bits 9-35. Returns an updated channel status in Bits 0-8. Flag ET.CON indicates whether the channel is on- or off-line.
2	.ETBFL	Contains the length of the destination buffer.
3	.ETBFA	Contains the address of the destination buffer.

The list is returned in the specified buffer, with each portal ID occupying a full word, right justified (.ETPSW format).

16            .ETRPI      Returns all information (except counters) about a specific portal. The argument block contains:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.ETFCN	Contains the function code .ETRPI in Bits 9-17, and the length of the argument block, 4, in the right half.
1	.ETPSW	Contains the portal-id in Bits 9-35. Returns an updated portal status in Bits 0-8.
2	.ETBFL	Contains the length of the destination buffer.
3	.ETBFA	Contains the address of the destination buffer.

The information is returned in the specified buffer.

17           .ETRPC   Returns a list of the counters associated with a portal, and (optionally) zeroes them. Zeroing the counters requires JP.POK privileges. The argument block contains:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.ETFCN	Contains the function code .ETRPC in Bits 9-17, and the length of the argument block, 4, in the right half. Set the ET.FZC flag if you want the counters zeroed after the information is returned.
1	.ETPSW	Contains the portal-id in Bits 9-35. Returns an updated portal status in Bits 0-8.
2	.ETBFL	Contains the length of the destination buffer.
3	.ETBFA	Contains the address of the destination buffer.

20           .ETRKL   Returns a list of all controllers on a channel. The argument block contains:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.ETFCN	Contains the function code .ETRKL in Bits 9-17, and the length of the argument block, 4, in the right half.
1	.ETCSW	Contains the channel-id in Bits 9-35. Returns an updated channel status in Bits 0-8. Flag ET.CON indicates whether the channel is on- or off-line.
2	.ETBFL	Contains the length of the destination buffer.
3	.ETBFA	Contains the address of the destination buffer.

The list is returned in the specified buffer, with each portal ID occupying a full word, right justified (.ETKSW format).

21            .ETRKI      Returns all information (except counters) about a specific controller. The argument block contains:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.ETFCN	Contains the function code .ETRKI in Bits 9-17, and the length of the argument block, 4, in the right half.
1	.ETKSW	Contains the controller-id in Bits 9-35. Returns an updated controller status in Bits 0-8. Flag ET.KON indicates whether the controller is on- or off-line.
2	.ETBFL	Contains the length of the destination buffer.
3	.ETBFA	Contains the address of the destination buffer.

The information is returned in the specified buffer.

22            .ETRKC      Returns a list of the counters associated with a controller, and (optionally) zeroes them. Zeroing the counters requires JP.POK privileges. The argument block contains:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.ETFCN	Contains the function code .ETRKC in Bits 9-17, and the length of the argument block, 4, in the right half. Set the ET.FZC flag if you want the counters zeroed after the information is returned.
1	.ETKSW	Contains the controller-id in Bits 9-35. Returns an updated controller status in Bits 0-8. Flag ET.KON indicates whether the controller is on- or off-line.
2	.ETBFL	Contains the length of the destination buffer.
3	.ETBFA	Contains the address of the destination buffer.

#### SKIP RETURN

The requested function is performed, and information is returned as specified in the description of the function.

ETHNT. [CALLI 223]

ERROR RETURN

One of the following codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	ETPRV%	Program has insufficient privileges.
2	ETADC%	Address check attempting to read argument block.
3	ETIAL%	Illegal argument list length.
4	ETILF%	Illegal function code specified.
5	ETUEE%	Unexpected Ethernet error.
6	ETRES%	Insufficient resources.
7	ETIPI%	Invalid portal ID.
10	ETICI%	Invalid channel ID.
11	ETIPT%	Invalid protocol type.
12	ETPIU%	Protocol type already in use.
13	ETPRA%	Promiscuous receiver active.
14	ETBAC%	Buffer address check.
15	ETIBS%	Invalid buffer size.
16	ETIBP%	Invalid byte pointer.
17	ETIEA%	Invalid Ethernet address.
20	ETPQE%	Portal quota exceeded.
21	ETBQE%	Buffer quota exceeded.
22	ETPWS%	Protocol in wrong state.
23	ETIKI%	Invalid controller ID.

**22.47 EXIT [CALLI 12]**FUNCTION

Stops job execution and optionally resets the job.

CALLING SEQUENCE

```
EXIT    fcn-code,
        continue return
```

In the calling sequence, the program supplies the following variables:

- o fcn-code is one of the function codes described below.  
For either code, when you EXIT from a job in an auto-pushed context, you are returned to the superior context and the inferior one is deleted.
- o continue return is the instruction to be executed if the user issues a valid CONTINUE monitor command.

The function codes and their meanings are:

<u>Code</u>	<u>Function</u>
0	Performs the following: <ul style="list-style-type: none"> <li>o Releases all I/O devices, closing files if necessary.</li> <li>o Unlocks the job from core.</li> <li>o Sets the user-mode write-protect bit for the high segment.</li> <li>o Resets APR traps to zero.</li> <li>o Clears PC flags.</li> <li>o Performs a RESET and stops the job.</li> </ul>

If timesharing was stopped by a TRPSET monitor call, the monitor resumes timesharing. A RESET monitor call is executed, and the word EXIT is typed on your terminal, and the terminal is left in monitor mode. You cannot continue with the CONT or CCONT monitor command.

1	Performs the following: <ul style="list-style-type: none"> <li>o Clears PC flags.</li> <li>o Stops the job.</li> </ul>
---	--

EXIT is not printed on your terminal, and you can continue program execution with the CONT or CCONT monitor command. If you use function code 1, you should first RELEASE all devices and channels; a convenient way to do this is to use the RESET monitor call. The symbol for EXIT 1, is MONRT.

2-17	Reserved for use by DIGITAL.
------	------------------------------

EXIT [CALLI 12]

RELATED CALLS

- LOGOUT
- MONRT.

22.48 FILOP. [CALLI 155]

FUNCTION

Performs various file operations, including initializing channels and creating, deleting, writing, reading, renaming, appending to, and superseding files.

CALLING SEQUENCE

```

        MOVE    ac, [XWD length, addr]
        FILOP. ac,
            error return
            skip return
        .
        .
        .
addr:    argument-list
    
```

In the calling sequence, you supply the following information:

- o length is the length of the argument list.
- o addr is the address of the argument list.
- o argument-list format depends on the function specified in the right half of the first word of the argument list.

The FILOP. functions are:

<u>Function Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	.FORED	Opens a file. Uses the FILOP. extended argument list.
2	.FOCRE	Creates a file. Uses the FILOP. extended argument list.
3	.FOWRT	Write a file. Uses the FILOP. extended argument list.
4	.FOSAU	Updates a file in exclusive access mode. Uses the FILOP. extended argument list.
5	.FOMAU	Updates a file in multiple-access mode. Uses the FILOP. extended argument list.
6	.FOAPP	Appends data to a file. Uses the FILOP. extended argument list.
7	.FOCLS	Closes a file associated with a specified channel. This function requires a special argument list.
10	.FOURB	Checkpoints a file. This function requires a special argument list.
11	.FOUSI	Performs a USETI function. This function requires a special argument list.
12	.FOUSO	Performs a USETO function. This functions requires a special argument list.
13	.FORNM	Renames a file. Uses the FILOP. extended argument list.

FILOP. [CALLI 155]

14	.FODLT	Deletes a file. Uses the FILOP. extended argument list.
15	.FOPRE	Allocates disk space for a file. Uses the FILOP. extended argument list.
16	.FOSIO	Opens a device for super-I/O. Uses the FILOP. extended argument list.
17	.FOINP	Performs an INPUT function. This function requires a special argument list.
20	.FOOUT	Performs an OUTPUT function. This function requires a special argument list.
21	.FOSET	Performs a SETSTS function. This function requires a special argument list.
22	.FOGET	Performs a GETSTS function. This function requires a special argument list.
23	.FOREL	Performs a RELEAS function. This function requires a special argument list.
24	.FOWAT	Waits for I/O to finish. This function requires a special argument list.
26	.FORRC	Updates a file's RIB. This function requires a special argument list.
27	.FOGTF	Gets the block number of the first file on a DECTape. This function requires a special argument list.
30	.FOMTP	Performs a MTAPE function with extended channels. This function requires a special argument list.
31	.FOUTP	Clears a DECTape. This function requires a special argument list.
32	.FORAW	Renames a file with allocation specified in words. This function requires a special argument list.
33	.FOFIL	Obtains the file specification of any file. This function requires a special argument list.
34	.FOFXI	Performs a IN function. This function requires a special argument list.
35	.FOFXO	Performs an OUT function. This function requires a special argument list.

The FILOP. extended argument list is described below, followed by detailed descriptions of the each FILOP. function.

22.48.1 FILOP. Extended Argument List

The argument block for FILOP. Functions 1 through 6, and Functions 13 through 15, looks like this:

Table 22-2: FILOP Argument Block

0-----8	9-----17	18-----35	
! Flags !	FO.CHN !	Function Code	! (.FOFNC)
I/O mode			! (.FOIOS)
Device name or UDX			! (.FODEV)
Output buffer header	! Input buffer header		! (.FOBRH)
Number of output buffers	! Number of input buffers		! (.FONBF)
Ptr to RENAME block	! Ptr to LOOKUP block		! (.FOLEB)
Length of PATH block	! Ptr to PATH block		! (.FOPAT)
Project number	! Programmer number		! (.FOPPN)
Length of filespec block	! Ptr to filespec block		! (.FOFSP)
Output buffer starting addr	! Input buffer starting addr		! (.FOBSA)
Output buffer size	! Input buffer size		! (.FOBSZ)

The format of the argument list (for Functions 1-6 and 13-15) is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.FOFNC	Flags, channel number, and function code:
		<u>Flag</u>
		<u>Bits</u>
		<u>Symbol</u>
		<u>Meaning</u>
	0	FO.PRV
		Indicates that the program with appropriate privileges ([1,2] or JACCT) will perform privileged FILOP. functions. You must set this bit to use privileged FILOP. functions.

- |       |        |   |
|-------|--------|---|
| 1     | FO.ASC | <p>Assigns an extended channel number, one that is greater than 17. When you set this bit for an OPEN function (function codes 1 through 6) the monitor assigns the next available channel number. It then performs the requested function. On return, the monitor returns the assigned channel number in FO.CHN in the argument block or, if FO.CFW is set, in the address pointed to by the left half of the word at the location specified in FO.FNC. The number will be equal to or greater than 20 so that existing channel number allocations will not be affected.</p> |
| 2     | FO.UOC | <p>Specifies the file that is open on the indicated channel. Normally, a RENAME function is performed on the file specified in the right half of .FOLEB, and after it is completed successfully, the I/O channel is automatically closed.</p> <p>When you set FO.UOC, however, the right half of .FOLEB is ignored, and the function is performed on the file that is open on the specified channel.</p>  |
| 3     | FO.CFW | <p>Indicates that the right half of this function word contains an address. At that address, you must store the following information:</p> <p style="padding-left: 40px;">channel-addr,,function-code</p> <p>In the word pointed-to by FO.CFW, you specify the address of the channel number in the left half, and the function code in the right half. For this format, the field FO.CHN is ignored.</p>   |
| 4-8   |        | Reserved for use by DIGITAL.  |
| 9-17  | FO.CHN | Channel number.   |
| 18-35 | FO.FNC | Function code. The FILOP. functions are described following the argument list definition.   |

- 1           .FOIOS     I/O status (open mode). Note that any bits appearing here may also be set by OPEN call (see .OPMOD in OPEN call).
- 2           .FODEV     SIXBIT device name or Universal Device Index.
- 3           .FOBRH     Buffer ring header pointers:
- Bits    Meaning
- 0-17     Address of output buffer ring header.
- 18-35    Address of input buffer ring header.
- If the value of this word is 0, there is no corresponding buffer ring header.
- 4           .FONBF     Number of buffers needed. The left half is the number of output buffers needed. The right half is the number of input buffers needed. If zero buffers are requested in a FILOP. monitor call, the monitor does not set up any buffers. It also does not clear any buffer ring that is already set up, and does not clear the first word of the buffer ring header. Thus, a FILOP. causing an OPEN allows an old buffer ring to be recycled.
- This word allows a user program to set up its own buffer ring. If you specify 777777 octal, the monitor sets up a ring of 2 buffers for non-disk devices. If no default has been set for this job, the monitor uses the system default for non-disk devices, or a ring of n buffers for disk devices, where n is specified by the SET DEFAULT BUFFERS monitor command or SETU00. This argument to FILOP. performs the same action as the INBUF and OUTBUF monitor calls and is needed only for buffered I/O.
- 5           .FOLEB     Pointers to RENAME and LOOKUP/ENTER blocks:
- Bits    Meaning
- 0-17     Address of RENAME block (see RENAME monitor call).
- 18-35    Address of LOOKUP/ENTER block (see LOOKUP/ENTER monitor call).
- 6           .FOPAT     Length of, and pointer to PATH. block (see PATH. monitor call). The actual path of the file found or created is returned in this block. A specific path for finding or creating the file must still be specified in the LOOKUP, ENTER, or RENAME argument block.

- 7            .FOPPN      Project-programmer number. Set the FO.PRV flag if you include this word and want it to take effect. The monitor then performs the file operation as if the current job were logged in under the given PPN. If FO.PRV is set in Word 0 (.FOFNC), and a PPN is supplied in this word, your program acquires the file access rights and restrictions of that PPN. This allows you to do file operations in behalf of the user whose PPN you include here. If you specify [1,2] in this word, you lose full file access. This word is ignored if the job is not logged in under [1,2] or does not have JACCT privileges.
- 8            .FOFSP      Length of and pointer to a block in which the full file specification of the new file should be stored. If you include this word, the file specification is returned automatically. Alternatively, you can specify Function 33 (.FOFIL) to only return the file specification. Refer to the SKIP RETURN section for the format of the returned block.
- 9            .FOBSA      Buffer starting address. The left half contains the starting address of the output buffer ring, (FO.OSA) the right half holds the starting address of the input buffer ring, (FO.ISA).
- 10          .FOBSZ      Size of the input and output buffers. The left half, FO.OSZ, contains the output buffer size. FO.ISZ, the right half, holds the size of the input buffer.

**22.48.2 FILOP. Functions**

The function codes and their meanings are described below.

<u>Code</u>	<u>Symbol</u>	<u>Function</u>
1	.FORED	Opens the file described by the LOOKUP/ENTER block for reading (duplicates LOOKUP call). You must include the LOOKUP/ENTER block pointer for directory devices when you are using this function.
2	.FOCRE	Creates the file described by the LOOKUP/ENTER block. This function strictly requires creation of the file; if a matching file is found in the directory, the error return is taken. The LOOKUP/ENTER block pointer is required for the .FOCRE function.
3	.FOWRT	Writes the file described by the LOOKUP/ENTER block. This function supersedes any matching file in the directory, or creates a new file. The LOOKUP/ENTER block pointer is required for the .FOWRT function.

- 4 .FOSAU Updates the file described by the LOOKUP/ENTER block in exclusive access mode. No other user can write to this file until it is closed. The LOOKUP/ENTER block pointer is required for the .FOSAU function. If the specified file does not exist, it will be created automatically for this function.
- 5 .FOMAU Updates the file described by the LOOKUP/ENTER block, in multi-access mode. This allows other users to read and write the file. The LOOKUP/ENTER block pointer is required for the .FOMAU function.
- 6 .FOAPP Appends to the file described in the LOOKUP/ENTER block. Note that if the buffers were built by this FILOP. call, the last block of the file will be read into the first buffer. The byte count and byte pointer are set to write data immediately after the last word of the file. The LOOKUP/ENTER block pointer is required for the .FOAPP function.
- 7 .FOCLS Closes the file associated with the channel specified in the word at addr. This function requires a special argument list:
- addr:       EXP           channo  
              EXP           CLOSE-flags
- Include the CLOSE flags from the CLOSE UUO in addr+1.
- The monitor executes a GETSTS call for the file. The I/O status bits are returned in the ac. For a list of I/O status bits, refer to the appropriate device chapter in Volume 1.
- 10 .FOURB Checkpoints the file associated with the channel specified in the word at addr. Only the function word of the FILOP. argument block is required. The monitor writes all output buffers to disk, updates directories, updates checksums in RIB pointers, and updates the end-of-file pointer. The file remains open for further I/O.
- The .FOURB function is meaningful only for files that are being written.

NOTE

If output is not complete, the monitor writes the last partially filled word; this may leave null bytes in the word.

11           .FOUSI     Performs a USETI monitor call (specifies next block number to be input) for a specified block of the file associated with the channel specified at addr, setting that block for next input. The format of the argument list for the .FOUSI function is:

```
addr:       XWD        channo, .FOUSI
          EXP        blockno
```

In the argument list, channo and blockno give the channel number and block number of the file. Refer to the USETI call for more information.

On a skip return, the I/O status bits are returned in the ac. The monitor takes the error return if the block number is larger than the specified file or no previous LOOKUP was executed. .FOUSI returns error code %ERILU if the argument block is not exactly two words long.

12           .FOUSO     Performs a USETO monitor call for a specified block of the file associated with the channel specified at addr, setting that block for next output. The format of the argument list for the .FOUSO function is:

```
addr:       XWD        channo, .FOUSO
          EXP        blockno
```

In the argument list, channo and blockno give the channel number and block number of the file. Refer to the USETO call for more information.

The monitor takes the error return if not enough space is available or no previous ENTER was executed. The I/O status word is returned in the ac for a successful return. .FOUSO returns error code %ERILU if the argument block is not exactly two words long.

13           .FORN     Renames the file described by the RENAME block. The LOOKUP/ENTER block pointer and the RENAME block pointer are required for the .FORN function, unless the file is already open on the specified channel. However, if a file is open on the channel specified in .FOFNC, and if you set the flag FO.UOC in the same word, then the right half of .FOLEB is ignored, and the function is performed on the open file.

14           .FODLT     Deletes the file described by the LOOKUP block. Pointers to both LOOKUP and RENAME blocks are required for this function, unless you set the flag FO.UOC, and a file is open on the channel specified in .FOFNC. In this case, the right half of .FOLEB is ignored and the function is performed on the open file.

15 .FOPRE Preallocates space for the file described by the LOOKUP/ENTER block. This function is most useful for batch jobs. If a preallocated file is entered but not written, the space is still allocated; a CLOSE for the file will not deallocate the space.

If the file is entered immediately after being preallocated, it is not superseded; any subsequent ENTER to the file will supersede it. The LOOKUP/ENTER block pointer is required for the .FOPRE function.

16 .FOSIO Opens a device for super-I/O (refer to the SUSET. UUU). The first four words of the argument list are required for this function. This function does not require .FOLEB.

17 .FOINP Performs INPUT monitor call. Reads data from the file opened on the specified channel. The argument list is:

```
addr:      XWD      channo, .FOINP
           addr1
           addr2
```

In the argument list:

- o addr1 is the address of the next buffer to be used in non-dump I/O, or the address of the dump mode command list if using dump I/O. This word is optional for non-dump I/O.
- o addr2 is the optional address of a word containing the block number of the file to perform a USETI to before writing.

20 .FOOUT The I/O status bits are returned in the ac. Performs OUTPUT monitor call. Writes data to the file opened on the specified channel. The argument list is:

```
addr:      XWD      channo, .FOOUT
           addr1
           addr2
```

In the argument list:

- o addr1 is the address of the next buffer to be used in non-dump I/O, or the address of the dump mode command list.
- o addr2 is the optional address of a word that contains the block number of the file to perform a USETO to before reading.

21 .FOSET The I/O status bits are returned in the ac. Performs SETSTS monitor call. The format of the argument list is:

```
addr:      XWD      channo, .FOSET
           EXP      setsts-bits
```

This function returns error code %ERILU if the argument block is not exactly two words long.

- 22        .FOGET        Performs GETSTS monitor call. The I/O status bits are returned in the ac. The format of the argument list is:  
               addr:        XWD                channo, .FOGET
- 23        .FOREL        Performs RELEAS monitor call. The format of the argument list is:  
               addr:        XWD                channo, .FOREL
- 24        .FOWAT        Waits for I/O to finish. The format of the argument list is:  
               addr:        XWD                channo, .FOWAT
- 25        .FOSEK        Obsolete.
- 26        .FORRC        Rewrites the RIB of a file if it has changed. This function is ignored and the skip return is taken if the channel is not a disk or if the RIB has not changed. The argument list for this function is:  
               addr:        XWD                channo, .FORRC
- 27        .FOGTF        Returns the block number of the first file on a DECTape. If the device on the channel is not a DECTape, the ac is not changed. This duplicates the UGETF call, but allows you to use extended channel numbers. The argument list for this function is:  
               addr:        XWD                channo, .FOGTF
- 30        .FOMTP        Performs the function of an MTAPE. call, but allows you to use extended channel numbers. The MTAPE. code is included in the FILOP. argument list as shown:  
               addr:        XWD                channo, .FOMTP  
                           EXP                n
- In the argument list shown here, the value of n is equivalent to the MTAPE. code for the function to be employed. For example, EXP 1 would perform the MTREW. function.
- This function returns error code %ERILU if the argument block is not two or more words long.
- 31        .FOUTP        Clears a DECTape directory. Duplicates the UTPCLR call. The argument list for this function is:  
               addr:        XWD                channo, .FOUTP
- This function returns the ac unchanged if successful.
- 32        .FORAW        Renames the file with the specified number of words for allocation. Same function as .FORNM, but allocation in words is specified in .RBSIZ of extended RENAME argument block.

33            .FOFIL      Returns the file specification of the file that is open on this channel. To return the file specification as well as to perform another function, include Word 10 (.FOFSP) in the argument block instead of using the .FOFIL function. The argument list for this function is:

```
addr:        XWD            channo, .FOFIL
             XWD            len, addr2
```

The second word contains the length (len) and address (addr2) of the block where the file specification should be stored. This block format is described in the SKIP RETURN section.

34            .FOFXI      Performs an IN monitor call, using extended addressing and dump mode I/O. The argument list is:

```
addr:        XWD            channo, .FOFXI
             addr1
             addr2
```

In the argument list:

- o channo is the channel number from which data is read from the opened file.
- o addr1 is the address of the command list, which has a two-word format:
  1. The first word of each command word pair contains the length of the command list.
  2. The second word of each command word pair holds the address where I/O should be performed. If the length is zero, the address in the second word is the location of the next command list. When both the length and the address are zero, the end of the list has been encountered.
- o addr2 is the optional address of a word containing the block number of the file to perform a USETI to before reading.

The I/O status bits are returned in the ac.

35           .FOFXO     Performs an OUT monitor call, using extended addressing and dump-mode I/O. The argument list is:

addr:       XWD           channo, .FOFXO  
              addr1  
              addr2

In the argument list:

- o channo is the channel number on which data is written to the opened file.
- o addr1 is the address of the command list. Command list format is described above in .FOFXI.
- o addr2 is the (optional) address of a word containing the block number of the file to perform a USETO to before writing.

The I/O status bits are returned in the ac.

### 22.48.3 Simultaneous File Access with FILOP. UUU

Multiple channels of a single job and/or multiple jobs can update a file simultaneously using FILOP. The monitor imposes no restrictions or interlocks when a file is being simultaneously updated. Therefore, users must ensure that separate jobs do not update the same block of the same file at the same time. The ENQ/DEQ Facility (refer to Chapter 8) may be used to ensure that such interference does not occur, but the monitor does not require its use when simultaneously updating a file.

To update a file simultaneously, your program performs a FILOP. monitor call using function code 5 (.FOMAU). A file can be updated in this manner when the file is idle, when it is being read, or when it is being updated by other jobs. A file cannot be simultaneously updated if the file is in single-access update mode; that is, when a LOOKUP and an ENTER have been performed or a FILOP. has been performed with Function code 4 (.FOSAU) or Function 6 (.FOAPP).

| Note that although an extended LOOKUP/ENTER/RENAME block can be  
| specified by the FILOP. monitor call, your program cannot change the  
| file attributes of a simultaneously updated file. The FILOP. monitor  
| call uses the first four words of the extended argument list.

In order to prevent excessive monitor overhead, files that are to be simultaneously updated should be pre-allocated into contiguous blocks, if possible. This will prevent the creation of inefficient retrieval pointers, and will lessen the chance that extended RIBs will be created.

SKIP RETURN

The requested function has been performed.

The file specification is returned when you use function .FOFIL or when you specify an address in .FOFSP (Word 10 in the argument block). For .FOFSP, the following data block is returned at the address you specify in the right half of the word. For .FOFIL, this data is returned in the argument block at addr2.

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.FOFND	Reserved for use by DIGITAL.
1	.FOFDV	Device name.
2	.FOFFN	File name.
3	.FOFEX	File extension.
4	.FOFPP	PPN.
5	.FOFSF	First SFD.
6-10		Subsequent levels of SFDs.

NOTE

Words 5 through 10 are returned only where appropriate.

The returned block is ended by a zero word. When you reserve the block for the file specification, be sure to include space for this zero word.

ERROR RETURN

Error codes are returned in the ac for the FILOP. call. If -1 is returned in the ac, an invalid argument list was supplied. Other error codes are identical to those used by LOOKUP/ENTER. These are listed in Section 11.14, in Volume 1. Several functions return the I/O status word, as mentioned in the function descriptions.

RELATED CALLS

- o CLOSE,
- o ENTER
- o GETSTS
- o IN/INPUT
- o LOOKUP
- o MTAPE
- o OPEN
- o OUT/OUTPUT
- o PATH.
- o RELEAS
- o RENAME
- o SETSTS

FILOP. [CALLI 155]

- SUSET.
- UGETF
- USETI/USETO
- UTPCLR
- WAIT

**22.49 FRCUO [CALLI 106]**FUNCTION

Forces a monitor command for a job or a terminal. This monitor call requires JP.POK, JACCT, or [1,2] privileges.

CALLING SEQUENCE

```

        MOVE    ac, [XWD len, addr]
        FRCUO  ac,
            error return
            skip return
addr    .
        SIXBIT /command/
        / XWD 0, jobno \ ; optional arguments
        \ XWD 0, udx   /

```

In the calling sequence, the program supplies the following variables:

- o len is the length of the argument list. If you give a zero len, the default is 1.
- o addr is the address of the argument list.
- o command is the name of a command (from the list below).
- o jobno is the number of a logged-in job. If you omit the jobno, or specify it as zero, the current job is assumed.
- o udx is the Universal Device Index for the terminal.

The names of the commands that can be forced are:

<u>Command</u>	<u>Meaning</u>
.BPT	Forces a DDT breakpoint trap, simulating <CTRL/D>.
.BYE	Detaches the job, this command is forced when a dataset disconnects.
.FCONT	Continues the job; this command is forced when a job is continued after it was halted by "Waiting for operator action." (Refer to JCONTINUE monitor command in the Commands Manual.)
.HALT	Stops the job; this command is forced when you type CTRL/C.
.HELLO	Connects (greet) the job; this command is forced when a dataset or network connect occurs, and runs INITIA.
.NETLD	Invokes execution of the program which does automatic down-line loading for ANF-10 series remote software.
.RESTA	Greet the job but does not run INITIA.
.TYPE	Types the current input buffer; this is equivalent to typing CTRL/R.
HALT	Stops the job (regardless of CTRL/C trapping).
INITIA	This command is forced when the system is initialized and is used to run INITIA for certain terminals.

FRCUUO [CALLI 106]

KJOB                Kills the job; this command is used to force a job to terminate.

USESTA             Types status information; this is equivalent to typing either CTRL/T or the USESTAT command.

SKIP RETURN

The command is executed; the ac is unchanged.

ERROR RETURN

The ac is cleared.

EXAMPLES

```
                MOVE    T1,[XWD 2,ADDR]
                FRCUUO  T1,
                JRST   FRCERR
                JRST   CONTIN
ADDR:          SIXBIT  /.TYPE/
                XWD    0,0
```

This code sequence displays the contents of the terminal input buffer for the current job, as though the user had typed <CTRL/R>.

**22.50 GETLCH [TTCALL 6,]**FUNCTION

Returns the line characteristics for a terminal line.

CALLING SEQUENCE

```

          GETLCH  addr
          return
addr:    XWD      0,lineno

```

In the calling sequence, the program supplies the following variables:

- o addr is the address of the argument list.
- o lineno is the line number for the terminal whose characteristics are required.

RETURN

If the job is detached and addr contained -1, the monitor returns a 0 word. On a skip return, the monitor returns the terminal's UDX in the right half of addr (.UXTRM + lineno).

The following line characteristics are returned in the left half of the word at addr:

<u>Bit</u>	<u>Symbol</u>	<u>Characteristic</u>
0	GL.ITY	Pseudo-terminal (PTY).
1	GL.CTY	Operator's terminal (CTY).
2	GL.DSP	Display console (DIS).
3	GL.DSL	Dataset line.
4	GL.CNE	No characters are echoed.
5	GL.HDP	Half-duplex line.
6	GL.REM	Remote terminal.
7	GL.RBS	Remote batch terminal.
8-9		Reserved for use by DIGITAL.
10	GL.8BM	Terminal is open in 8-bit I/O mode.
11	GL.LIN	User has typed some input.
12	GL.SLV	TTY SLAVE is in effect.
13	GL.LCM	Terminal in lowercase mode.
14	GL.TAB	Terminal has tab capability.
15	GL.LCP	Local copy only (no echo).
16	GL.PTM	Papertape mode is on (CTRL/Q, CTRL/S, and so forth, control papertape motion instead of terminal output).
17	GL.NEC	Terminal is in no-echo mode. This characteristic is set by setting IO.SUP in the OPEN call, or by SETSTS, or by TRMOP function .TOECH. This setting is overridden when the job goes to monitor level, and echoing resumes. You can clear this bit using a RESET call.

If you use an invalid line number, the monitor returns 0 in the left half of the word at addr.

GETLCH [TTCALL 6,]

RELATED CALLS

- o GETLIN
- o SETLCH
- o SETSTS
- o TRMOP.
- o TTCALL

COMMON PROGRAMMING ERRORS

Typing a comma after addr.

## 22.51 GETLIN [CALLI 34]

FUNCTION

Returns the SIXBIT monitor-assigned name of the terminal attached to your job.

CALLING SEQUENCE

```
GETLIN ac,
return
```

RETURN

The SIXBIT name of the terminal is in the ac, left-justified, in the form TTYnnn, where nnn is the dynamic terminal number associated with your job's terminal.

If your job is not attached to any terminal, the ac contains:

```
XWD      0,'nnn'
```

In this format, nnn is the right half of the name of the terminal to which your job was last attached (that is, nnn in TTYnnn).

EXAMPLES

```
GETLIN T1,      ;Get terminal name
TLNN  T1,-1     ;Job detached?
JRST  NOTTY     ;Yes
. . .          ;No
```

This sequence gets the name of the terminal for the job and checks whether the job is currently detached.

COMMON PROGRAMMING ERRORS

Omitting the comma after the ac.

GETPPN [CALLI 24]

## 22.52 GETPPN [CALLI 24]

### FUNCTION

Returns the project-programmer number (PPN) for your job.

### CALLING SEQUENCE

```
    GETPPN  ac,  
    normal return  
    skip return
```

### NORMAL RETURN

The GETPPN monitor call returns the project number in the left half of the ac, and the programmer number in the right half of the ac.

### SKIP RETURN

The skip return is taken if your program has the JACCT bit set and another job is logged in under the same PPN.

### EXAMPLES

```
    GETPPN  T1,  
    JFCL  
    MOVEM   T1,MYPPN
```

This code gets the PPN regardless of whether the program is JACCTed.

### RELATED CALLS

OTHUSR

### COMMON PROGRAMMING ERRORS

Forgetting the sequence of skip return followed by alternate return.

## 22.53 GETSEG [CALLI 40]

FUNCTION

Replaces the current program high segment with a given high segment. Refer to Chapter 2 for specific information about the implementation of this call and the state of memory during the GETSEG operation.

CALLING SEQUENCE

```

        MOVEI   ac,addr
        GETSEG  ac,
            error return
            skip return
addr:   . . .
        SIXBIT/device/
        SIXBIT/filename/
        SIXBIT/extension/
        EXP    0
        \ XWD  proj,prog \      ;or PATH. pointer
        \ XWD  0,addr2  /      ;core argument
        \ EXP  0        \
        \ XWD  -1,addr3 /

```

In the calling sequence, the program supplies addr, which is the address of the argument block. This argument block is identical to a LOOKUP/ENTER argument block. These types of argument blocks are described in Chapter 11 (Volume 1) of the TOPS-10 Monitor Calls Manual.

The core argument word is optional. If it is zero, the high segment is placed into the current PC section. Otherwise, addr3 is the address containing the section number where the high segment will be placed.

The GETSEG monitor call allows your program to initialize a high segment from a file or from a currently-loaded sharable segment without affecting your program's low segment. This facility can be used for shared data segments, shared program overlays, and runtime routines (such as FORTRAN and COBOL object-time systems).

On KL processors, if the high segment obtained by the GETSEG monitor call is an execute-only segment, it is a concealed high segment. You can give zeros for any argument except the file name or device. The defaults are:

```

extension  .EXE
PPN        default directory path

```

SKIP RETURN

The monitor replaces the current high segment with the given high segment.

## NOTES

If the given file contains both a high and a low segment, the monitor brings in only the high segment.

The contents of the accumulators are not preserved (this aspect varies from monitor version to monitor version).

The left half of .JBHRL is cleared.

## GETSEG [CALLI 40]

The right half of .JBHRL is set to the new highest legal user address in the high segment.

.JBSA and .JBREN are cleared if they contain addresses in the new high segment. This removes the program's start address, so that an error will occur on a START or REENTER command.

Channel 0 is released by the GETSEG call. Other channels are not released. Refer to the RELEAS UUO.

A GETSEG call made from the current program's high segment can succeed only if the start of the new high segment coincides with the skip return for the call. Program execution returns to the user program at the PC corresponding to the skip return from the GETSEG UUO in the previous segment. It is the user's responsibility to ensure that this PC contains instructions he wishes to be executed.

### ERROR RETURN

See Section 11.14 for a list of GETSEG errors.

| If the segment already exists in the user's address space, error code  
| 70 is returned in the ac.

### RELATED CALLS

- o MERGE.
- o RELEAS
- o RUN
- o SEGOP.

### COMMON PROGRAMMING ERRORS

- o Forgetting to save the acs over the GETSEG.
- o Forgetting that channel 0 is destroyed.
- o Forgetting that a GETSEG from a high segment returns control to the PC in the new high segment.

**22.54 GETSTS [OPCODE 062]**FUNCTION

Returns the I/O status bits for a device. Use FILOP. to perform GETSTS on an extended I/O channel. The specific I/O status bits for each device are listed in Volume 1 in the chapter specific to the device.

CALLING SEQUENCE

```

          GETSTS  channo,addr
          return
addr:    ...
          BLOCK  1

```

In the calling sequence, the program supplies the following variables:

- o channo is the channel number of the channel for which the I/O status word is desired.
- o addr is the address of the word to receive the I/O status word.

RETURN

The monitor returns the I/O status bits in the right half of the word at addr, and the data mode for I/O in the left half of the word at addr. The I/O status bits that are possible are:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
18-21	IO.ERR	Bit mask for device-independent I/O error flags.
18	IO.IMP	Software detected improper data mode, or checksum error occurred.
19	IO.DER	Device error. Refer to specific device for cause of this error.
20	IO.DTE	Data error.
21	IO.BKT	Block too large, quota exceeded, or file structure is full.
22	IO.EOF	End of file was reached.
23	IO.ACT	Device is active.
24-29		Device-dependant error flags. These are listed for each device in the appropriate chapter in Volume 1.
30	IO.SYN	Synchronous mode I/O.
31	IO.UWC	Use user's word count.
32-35		Data mode of the I/O, indicated by one of the codes that are listed in Table 11-2 in Volume 1.

## GETSTS [OPCODE 062]

### RELATED CALLS

- o CLRST.
- o ERLST.
- o FILOP.
- o SENSE.
- o SETSTS
- o STATO
- o STATZ

### COMMON PROGRAMMING ERRORS

- o Forgetting that there is only one return from the call.
- o If you give a nonexistent or uninitialized channel number, the monitor stops your job and prints the following message on your terminal:  
  
    ?I/O to unassigned channel at user PC address  
  
    where address gives the program counter for your job at the time of the failure.
- o Forgetting to clear the error status bits before retrying the GETSTS function. An INPUT function followed by GETSTS will not clear previously set bits. You should use SETSTS to clear the I/O error bits before attempting to read the new I/O error status.

**22.55 GETTAB [CALLI 41]**FUNCTION

Returns a word from one of the monitor's GETTAB tables, allowing your program to read many types of job and system information. The GETTAB tables are listed in Chapter 23.

CALLING SEQUENCE

```

      MOVE    ac,[XWD index,table]
      GETTAB  ac,
             error return
             skip return

```

In the calling sequence, the program supplies the following variables:

- o index is an index into the specified table. If the table is indexed by job number, you can use -1 to obtain information about your own job.

If the table is indexed by job number or segment number, you can use -2 to return information about your own high segment.

- o table gives the number of the GETTAB table.

SKIP RETURN

The requested word from the table is returned in the ac.

ERROR RETURN

The index or the table number was invalid.

EXAMPLES

See Chapter 23 for examples.

GOBSTR [CALLI 66]

## 22.56 GOBSTR [CALLI 66]

### FUNCTION

Returns file structure names from a job search list or the system search list. Privileges are not required to examine the search list of any job with your PPN or to examine the system search list.

To use the GOBSTR call for other jobs, you must have either the JP.SPA privilege or the JP.SPM privilege set in your .GTPRV word, or you must have JACCT privileges, or the job must be logged into [1,2].

For a discussion of file structures in a search list, see the SETSRC program in the TOPS-10 User Utilities Manual.

### CALLING SEQUENCE

```
        MOVE    ac,[XWD len,addr]
        GOBSTR  ac,
            error return
            skip return
addr:   . . .
        EXP     jobno           ;.DFGJN
        XWD     projno,progno   ;.DFGPP
        / EXP   -1              \ ;.DFGNM for first in list
        | EXP   0              | ;.DFGNM for first after FENCE
        \ SIXBIT/structure/ /   ;.DFGNM for next in list
        EXP     0              ;.DFGDR
        BLOCK  1
```

In the calling sequence, the program supplies the following variables:

- o len is the length of the argument list.
- o addr is the address of the argument list.
- o addr+2 contains the structure name, or 0, or -1. Therefore you can begin with the first name in the list by using -1 at addr+2; then when the monitor returns the first name in the list, you can leave the name in addr+2 to call for the second name, and so forth. If the next item in the list is FENCE, the monitor returns 0. If there are no more items in the list, the monitor returns -1.
- o jobno is the number of a logged-in job (use -1 for the current job; use 0 for the system search list).
- o projno,progno is a project-programmer number (PPN).
- o structure is the SIXBIT name of a file structure.

GOBSTR status bits are returned at addr+4 as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0	DF.SWL	If on, software write-protect is set.
1	DF.SNC	If on, creation of files is not allowed on this structure, unless the structure name is explicitly included in the file specification. Refer to Chapter 12 for more information.

SKIP RETURN

The monitor returns the required SIXBIT structure name (or 0 or -1) at addr+2, and the GOBSTR status word at addr+4.

ERROR RETURN

The monitor returns one of the following error codes in the **ac**:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
3	DFGIF%	File structure name is not 0, -1, or a file structure name in SIXBIT.
6	DFGPP%	The specified job number and project-programmer number do not correspond.
10	DFGNP%	Your job is not privileged.
12	DFGLN%	The specified length of the argument block is invalid.

EXAMPLES

The following code reads all the structures in the job search list.

```

LOOP:      MOVEI    T1,0                ;Initialize counter
           MOVE    T2,[.DFGST+1,,ADDR]
           GOBSTR  T2,                ;Get next structure
           JRST   ERROR
           MOVE    T2,ADDR+.DFGNM     ;Get structure name
           MOVEM  T2,STRTAB(T1)       ;Save in table
           AOJE   T2,CONTIN           ;Last one if -1
           AOJA   T1,LOOP             ;Bump table pointer and loop
ADDR:      EXP    JOBNO               ;Job number
           XWD    PROJ,PROG           ;PPN
           EXP    -1                  ;Get first one in list
           EXP    0
           EXP    0
STRTAB:    BLOCK  30                 ;Space to store search list
    
```

RELATED CALLS

- o DSKCHR
- o JOBSTR
- o STRUO
- o SYSSTR

GTNTN. [CALLI 165]

## 22.57 GTNTN. [CALLI 165]

### FUNCTION

Returns the node number and line number for a terminal. This call is applicable to network systems only.

### CALLING SEQUENCE

```
    / MOVE      ac, [SIXBIT/terminal-name/] \  
    | MOVEI     ac, channo                    |\  
    \ MOVEI     ac, udx                       /\  
    GTNTN.     ac,  
    error return  
    skip return
```

In the calling sequence, the program supplies the following variables:

- o terminal-name is the monitor-assigned name of the terminal, returned when you use the GETLIN monitor call.
- o udx is the Universal Device Index for the terminal.
- o channo is the channel number of the channel to which the terminal is connected.

### SKIP RETURN

The monitor returns the node number and the line number in the ac in the form:

```
node-number,,line-number
```

The node-number is the number of the node at which the specified terminal is located. The line-number on non-network systems is equivalent to the terminal number. On a network system, line-number is the physical line number of the terminal on the node to which the terminal is connected.

Networked terminals are assigned logical line numbers from a pool of network terminal numbers when they connect to a host. Therefore, the logical line number will change as the particular node to which the terminal is attached comes on-line, and as the terminal connects to, and disconnects from a host.

### ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
0	NTNSD%	Nonexistent device.
1	NTNAT%	Device is not a terminal.
2	NTTNC%	Terminal is not connected.

### RELATED CALLS

- o GTXTN.
- o NETOP.

**22.58 GTXTN. [CALLI 166]**

FUNCTION

Returns the physical name of the terminal for a given node and line number. This call applies to network systems only.

CALLING SEQUENCE

```

        MOVE      ac, [XWD nodeno,lineno]
        GTXTN.   ac,
                error return
                skip return
    
```

In the calling sequence, the program supplies the following variables:

- o nodeno is the node number for a terminal.
- o lineno is the physical line number for the terminal at the node.

SKIP RETURN

The physical name of the terminal is returned in ac in the form:

SIXBIT/name/

In the argument list, the program supplies the name, which is the physical name of the terminal (such as TTY427).

ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
0	XTUNT%	Unknown terminal (node number or the line number specified is not known or node or line is not connected to the DECsystem-10).
1	XTNLT%	Not a legal terminal.

RELATED CALLS

- o GTNTN.
- o NODE.

HIBER [CALLI 72]

## 22.59 HIBER [CALLI 72]

### FUNCTION

Suspends execution of the job until a specified event occurs.

### CALLING SEQUENCE

```
MOVE    ac, [flags+sleeptime]
HIBER   ac,
        error return
        skip return
```

In the calling sequence, the program supplies the following variables:

- o flags specify conditions described below.
- o sleeptime gives the amount of time for the job to sleep. If HB.SEC is set in flags, the sleeptime is specified in seconds; otherwise, it is specified in milliseconds.

The sleeptime is rounded upward to the next larger jiffy, with a maximum of 262 seconds. If you set HB.SEC, the maximum sleeptime is about 72 minutes (at 60 Hz) or 87 minutes (at 50 Hz). If you need a longer sleeptime, use the .CLOCK function of the DAEMON UUC. If you give the sleeptime as 0, the job sleeps until awakened by one of the specified events, or by a WAKE monitor call.

If your job is hibernating, it can be woken by another job if that job has sufficient privileges. Refer to the WAKE UUC.

To prevent your job from oversleeping and missing an event, the monitor sets the wakeup bit even if the job is already awake. You can use another HIBER call to clear the bit. You cannot assume that any of the specified events actually occurred to WAKE your job; therefore you should test for all the events that may have caused your job to awaken, and explicitly execute another HIBER call if you were WAKEd unexpectedly.

You can also clear the wake-enable bit for your job by using the RESET monitor call. Note that until the first HIBER call is executed, there is no protection against wakeup commands from other jobs. To guarantee your job's protection, you should execute a WAKE monitor call for your job, followed by a HIBER call giving the protection you want. The HIBER will return immediately, having set the protection codes as desired.

The bits and their meanings are:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0	HB.SWP	Clear the in-core protect time, making the job available for swapping out.
1	HB.SEC	The sleeptime is specified in seconds.
9	HB.DIN	When set in conjunction with HB.RTL and/or HB.RTC, enables the JB.UHI bit in JOBSTS, which allows terminal input from programs such as BATCON and OPR. The job is awakened on input to the terminal.
10	HB.IPC	Wake the job when an IPCF packet is placed in its input queue.

11	HB.RIO	Wake the job when asynchronous I/O is completed.
12	HB.RPT	Wake the job for PTY activity.
13	HB.RTL	Wake the job when a line of terminal input is typed on any terminal assigned to your job, or if there is a rescannable line available on the job's controlling terminal.
14	HB.RTC	Wake the job when a character of terminal input is ready.
15	HB.RWJ	Wake the job only on a WAKE monitor call from the job itself. Setting this bit prevents other jobs from waking your job, unless the other job is privileged.
16	HB.RWP	Wake the job only on a WAKE monitor call from a job having the same programmer number.
17	HB.RWT	Wake the job only on a WAKE monitor call from a job having the same project number.

SKIP RETURN

When an enabled HIBER condition occurs, execution resumes at the normal return.

ERROR RETURN

The HIBER call takes the error return only if it is not implemented on your system.

EXAMPLES

```

MOVSI   T1, (HB.RWP+HB.RWT)
HIBER   T1,
JRST    ERROR

```

This code sequence causes the job to sleep until awakened by a WAKE monitor call from another job having the same project-programmer number. See also RTTRP call.

RELATED CALLS

- o SLEEP
- o WAKE

COMMON PROGRAMMING ERRORS

- o Forgetting to protect against WAKES from other jobs.
- o Assuming a particular event woke your job, without actually checking.

HPQ [CALLI 71]

## 22.60 HPQ [CALLI 71]

### FUNCTION

Places your job in, or removes your job from a high-priority scheduler queue.

You cannot use HPQ unless your system administrator has set the privilege value JP.HPQ to a nonzero value. This value is the highest priority queue you can request. This monitor call is primarily intended for real-time programs where fast response time is critical. Refer to Chapter 9 of the Monitor Calls Manual, Volume 1, for more information.

### CALLING SEQUENCE

```
MOVEI  ac,queue
HPQ    ac,
      error return
      skip return
```

In the calling sequence, the program supplies the queue, which is the number of the required high priority queue. The lowest queue number is 1; the highest is a system parameter. If you give queue as 0, your job returns to the normal scheduler queue.

### SKIP RETURN

The monitor places your job in the given queue.

### ERROR RETURN

The ac contains -1, you gave an illegal value for queue, or you are not a privileged user.

### RELATED CALLS

- o RTTRP
- o TRPSET
- o UJEN

**22.61 IN [OPCODE 056]**FUNCTION

Reads data from an initialized channel into memory. Use FILOP. to perform an IN for an extended I/O channel.

CALLING SEQUENCE

```

      IN      channo, addr
      success return
      skip return

```

In the calling sequence, the program supplies the following variables:

- o channo is the number of an initialized I/O channel.
- o addr is one of the following:
  - If the channel was initialized for dump mode, then addr gives the address of an I/O command list.
  - If the channel was initialized for buffered mode, then addr gives the address of the second word of the next buffer to be used; if you give 0 (the normal case), the next buffer in the ring is used.

Note that the return locations for this call are in the reverse order from the convention for other calls, because the success return follows the calling instruction and the error return follows the success return.

SUCCESS RETURN

Data is input from the channel.

SKIP RETURN

The monitor found an end-of-file mark or errors in the data (reflected in the I/O status word). If using non-blocking I/O mode, the error return could indicate no available data. This is indicated by no error bits set in the I/O status word. Use the GETSTS call to read the I/O status bits.

EXAMPLES

See LOOKUP call.

RELATED CALLS

- o FILOP.
- o INPUT
- o OUT
- o OUTPUT

IN [OPCODE 056]

COMMON PROGRAMMING ERRORS

- o If the channel was not initialized, the monitor stops the job and prints:  
    ?I/O to unassigned channel at user PC xxxxx
- o If the specified address is illegal, the monitor stops the job and prints:  
    ?Address check for device yyyyyy: UWO at user PC xxxxx
- o If the monitor cannot allocate buffers in your address space, the monitor stops the job and prints (see INBUF):  
    ?Address check for device yyyyyy: UWO at user PC xxxxx

**22.62 INBUF [OPCODE 064]**FUNCTION

Sets up an input buffer ring with the specified number of buffers for a given initialized channel. Use FILOP. to perform an INBUF on an extended I/O channel.

NOTE

Buffers are allocated by the monitor in the user's address space starting at the location pointed to by the contents of .JBFF. This symbol represents a word in the Job Data Area. As the JDA exists only in Section 0, you cannot initialize a buffer in a non-zero section, unless that section is mapped to section 0. Use the FILOP. monitor call to specify buffer starting addresses in a non-zero section.

CALLING SEQUENCE

```
INBUF  channo, buffers
return
```

In the calling sequence, the program supplies the following variables:

- o channo is the number of an initialized channel.
- o buffers is the number of buffers to set up in the ring. For disk devices, if you give buffers as 0, the monitor uses the value given in the SET DEFAULT BUFFERS monitor command or SETUO. If no value has been set, the system default (a MONGEN parameter) is used. For non-disk devices, 2 buffers are assumed.

RETURN

The buffer ring is set up.

RELATED CALLS

- o FILOP.
- o OUTBUF

COMMON PROGRAMMING ERRORS

- o If the channel was not initialized, the monitor stops the job and prints:
  - ?I/O to unassigned channel at user PC xxxxx
- o If the monitor cannot allocate buffers in your address space, the monitor stops the job and prints:
  - ?Address check for device yyyyyy: UO at user PC xxxxx

INBUF [OPCODE 064]

- o If your program tries to use INBUF or OUTBUF to create buffers outside the job's core image, the job cannot expand because the system runs out of virtual memory and the monitor stops the job and prints:

?Illegal address in UUO at user PC xxxxx

- o If you use INBUF or OUTBUF to set up a buffer ring in a non-zero section, the monitor stops the job and displays the following error message:

?Illegal INBUF/OUTBUF for device [name]; UUO at user PC [loc]

**22.63 INCHRS [TTCALL 2,]**FUNCTION

Reads an ASCII character from the job's controlling terminal's input buffer, skipping on return if a character was available. INCHRS also sets "character mode," in which the program will not wait for the end of the line of input from the terminal. Therefore, CTRL/U, DELETE, and other line-editing characters will not function as they do for the monitor. See Chapter 15 for more specific information.

CALLING SEQUENCE

```

        INCHRS  addr
        return 1      ;no character in buffer
        return 2      ;character read from buffer
        ...
addr:   BLOCK 1

```

In the calling sequence, the program supplies the addr, which is the address of a word to contain the input character.

RETURN

If a character has been input, the monitor copies it, right-justified, into the word at addr. The remainder of the word is cleared.

RELATED CALLS

- o TRMOP.
- o TTCALL

COMMON PROGRAMMING ERRORS

Typing a comma after addr.

INCHRW [TTCALL 0,]

## 22.64 INCHRW [TTCALL 0,]

### FUNCTION

Inputs an ASCII character from the terminal's input buffer. The monitor waits for a character if none is available. INCHRW inputs the character regardless of whether a complete line has been typed. If the program is not prepared to handle every possible control character, you should consider using the INCHWL call instead of INCHRW.

### CALLING SEQUENCE

```
INCHRW addr  
return
```

In the calling sequence, the program supplies the addr, which is the address of the word to receive the ASCII input character.

If no character has been input, the monitor waits for a character.

### RETURN

If a character has been input, the monitor places the character, right-justified, into the word at addr. The remainder of the word is cleared.

### RELATED CALLS

- o TRMOP.
- o TTCALL

### COMMON PROGRAMMING ERRORS

Typing a comma after addr.

**22.65 INCHSL [TTCALL 5,]**FUNCTION

Inputs a character in line mode from the terminal's input buffer, skipping on return if the input was terminated by a line break character such as carriage-return/line-feed.

CALLING SEQUENCE

```
INCHSL addr
return 1
return 2
```

In the calling sequence, the program supplies the following variables:

- o addr is the address of the word to receive the character (right-justified; the rest of the word is cleared).
- o return 1 is the return instruction when a line break has not been input from the terminal
- o return 2 is the return instruction when a line break character has been input from the terminal.

RETURN

If a line break has been input from the terminal, the monitor returns at return 2 with the next character of the line, right-justified in addr; if not, it returns at return 1.

RELATED CALLS

- o TRMOP.
- o TTCALL

COMMON PROGRAMMING ERRORS

Typing a comma after addr.

INCHWL [TTCALL 4,]

## 22.66 INCHWL [TTCALL 4,]

### FUNCTION

Inputs a character from the terminal input buffer, waiting until a break character is encountered. With this type of input, the monitor handles line-editing characters like DELETE, CTRL/R, and so forth.

See Chapter 15 for a discussion of break characters.

### CALLING SEQUENCE

```
INCHWL addr  
return
```

In the calling sequence, the program supplies the addr, which gives the address of the word to contain the input character.

### RETURN

The character is right-justified in the word at addr. The remainder of the word is cleared.

### RELATED CALLS

- o TRMOP.
- o TTCALL

### COMMON PROGRAMMING ERRORS

Typing a comma after addr.

**22.67 INIT [OPCODE 041]**

Obsolete; use OPEN or FILOP. monitor calls.

INPUT [OPCODE 066]

## 22.68 INPUT [OPCODE 066]

### FUNCTION

Inputs data from an initialized channel to memory. Use FILOP. to perform an INPUT on an extended I/O channel. INPUT is the same as IN, except INPUT does not give an error return if an error or EOF condition occurs. The user must check for such conditions with GETSTS, STATZ, or STATO.

### NOTE

Programs doing non-blocking I/O should use the IN monitor call or FILOP. function .FOINP.

### CALLING SEQUENCE

INPUT channo,addr  
return

In the calling sequence, the program supplies the following variables:

- o channo is the number of an initialized channel.
- o addr is one of the following:
  - If the channel is initialized for dump mode, then addr gives the address of an I/O command list.
  - If the channel is initialized for buffered mode, then addr gives the address of the second word of the next buffer to be used; if you give 0 (the default), the next buffer in the ring is used.

### RETURN

Data is input from the channel.

### RELATED CALLS

- o FILOP.
- o IN
- o OUT
- o OUTPUT

### COMMON PROGRAMMING ERRORS

- o If the channel was not initialized, the monitor stops the job and prints:  
    ?I/O to unassigned channel at user PC [addr]
- o If the specified address is illegal, the monitor stops the job and prints:  
    ?Illegal address in UUO as user PC [addr]
- o If the monitor cannot allocate buffers in your address space, the monitor stops the job and prints:  
    ?Address check for device [name]: UUO at user PC [addr]

**22.69 IONDX. [CALLI 127]**FUNCTION

Returns the Universal Device Index (UDX) for a device or channel. For information about terminal names and their UDXs, refer to the TRMNO. UUO.

CALLING SEQUENCE

```

/ MOVE    ac,[SIXBIT/device/] \
\ MOVEI   ac,channo           /
  IONDX.  ac,
          error return
          skip return

```

In the calling sequence, the program supplies the following variables:

- o device is the SIXBIT physical or logical name of a device for which its UDX is desired.
- o channo is the number of an initialized channel.

SKIP RETURN

The Universal Device Index for the specified device or current device on the specified channel is returned in the ac.

ERROR RETURN

If the ac is cleared, you specified a nonexistent device or SIXBIT/MPX/ as a device name.

IONEOU [TTCALL 15,]

## 22.70 IONEOU [TTCALL 15,]

### FUNCTION

Sends an 8-bit image character to the terminal's output buffer.

### CALLING SEQUENCE

```
    IONEOU    addr  
    return
```

In the calling sequence, the program supplies the addr, which contains the 8-bit character in bits 28 to 35.

### RETURN

The 8-bit character is output to the terminal in image mode.

### RELATED CALLS

OUTCHR

### COMMON PROGRAMMING ERRORS

Typing a comma after addr.

22.71 IPCFM. [CALLI 217]

FUNCTION

Communicates with [SYSTEM]INFO and [SYSTEM]IPCC, replacing a message exchange.

CALLING SEQUENCE

```

        XMOVEI ac,addr
        IPCFM. ac,
            error return
            skip return
addr:   flags dest,,len
        addr1
        optional in-your-behalf process ID (PID)
addr1:  message block
    
```

In the calling sequence, the program supplies the following variables:

- o addr is the address of the packet header block.
- o flags are one or both of the flags in the packet header block.
- o dest is the destination PID.
- o len is the length of the packet header block.

The argument block at addr is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>																																							
0	.IPCMF	Flags, destination, and length fields, in the following format:																																							
		<table border="1"> <thead> <tr> <th><u>Bits</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>IP.CMP</td> <td>Invoking privileges. The job must have IPCF privileges to use this bit.</td> </tr> <tr> <td>1</td> <td>IP.CMI</td> <td>Indirect sender's PID.</td> </tr> <tr> <td>2-14</td> <td></td> <td>Reserved for DIGITAL.</td> </tr> <tr> <td>15-17</td> <td>IP.CMD</td> <td>Destination process code, one of the following:</td> </tr> <tr> <td></td> <td></td> <td> <table border="1"> <thead> <tr> <th><u>Code</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>1</td> <td>.IPCCC</td> <td>[SYSTEM]IPCC</td> </tr> <tr> <td>2</td> <td>.IPCCF</td> <td>System-wide [SYSTEM]INFO</td> </tr> <tr> <td>3</td> <td>.IPCCP</td> <td>Receiver's [SYSTEM]INFO</td> </tr> </tbody> </table> </td> </tr> <tr> <td></td> <td></td> <td>18-26</td> <td>Reserved for DIGITAL.</td> </tr> <tr> <td></td> <td></td> <td>27-35</td> <td>IP.CML</td> <td>Total length of argument block, including .IPCMF.</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>	0	IP.CMP	Invoking privileges. The job must have IPCF privileges to use this bit.	1	IP.CMI	Indirect sender's PID.	2-14		Reserved for DIGITAL.	15-17	IP.CMD	Destination process code, one of the following:			<table border="1"> <thead> <tr> <th><u>Code</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>1</td> <td>.IPCCC</td> <td>[SYSTEM]IPCC</td> </tr> <tr> <td>2</td> <td>.IPCCF</td> <td>System-wide [SYSTEM]INFO</td> </tr> <tr> <td>3</td> <td>.IPCCP</td> <td>Receiver's [SYSTEM]INFO</td> </tr> </tbody> </table>	<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>	1	.IPCCC	[SYSTEM]IPCC	2	.IPCCF	System-wide [SYSTEM]INFO	3	.IPCCP	Receiver's [SYSTEM]INFO			18-26	Reserved for DIGITAL.			27-35	IP.CML	Total length of argument block, including .IPCMF.
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IPCFM. [CALLI 217]

- 1 .IPCMP Pointer to [SYSTEM]IPCC or [SYSTEM]INFO message block detailed below. The pointer may be a 30-bit address or a section address (if an IFIW is given), relative to the section the message block is in. No indexing or indirection is allowed.
- 2 .IPCMI In-your-behalf word; the PID on whose behalf to perform this operation, 0 for your own job. If this word is non-zero, IPCE privileges must be enabled or the given PID must belong to your current JCH. If .IPCMI is on, it contains the address (30-bit or IFIW) of the PID.

The message block at addr1 for [SYSTEM]IPCC is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.IPCS0	Holds the message length identifier in the left half, and one of the [SYSTEM]IPCC function codes in the right half. The [SYSTEM]IPCC functions codes are documented in Chapter 7.
1	.IPCS1	First argument.
2	.IPCS2	Second argument.
3	.IPCS3	Third argument.

The message block for [SYSTEM]INFO is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.IPCI0	The left half holds the message block length; the right half contains one of [SYSTEM]INFO function codes documented in Chapter 7.
1	.IPCI1	First argument.
2	.IPCI2	Second argument.

#### SKIP RETURN

The system process returns data in a packet to the user's message block.

#### ERROR RETURN

The ac will contain one of the error messages documented under IPCFR. UUU.

#### RELATED CALLS

- o .IPCFQ
- o .IPCFR
- o .IPCFS

22.72 IPCFQ. [CALLI 144]

FUNCTION

Returns information about a job's IPCF input queue. The information returned is the packet header block for the next (if any) packet in the queue of packets sent by the inter-process communication facility. The IPCF calls are described in Chapter 7.

CALLING SEQUENCE

```

        MOVE      ac, [XWD len, addr]
        IPCFQ.   ac,
                error return
                skip return
addr:    .BLOCK  len
    
```

In this calling sequence, the program supplies the following variables:

- o len is the length of the block (4 to 6 words) at addr to receive returned data.
- o addr is the address of the block to receive the data.

SKIP RETURN

The ac is not changed. The packet header block for the next packet in the queue is returned at addr. The format of the information returned is described in Chapter 7.

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>						
0	.IPCFL	Flag word of the next packet in the queue.						
1	.IPCFS	Sender's PID.						
2	.IPCFR	Receiver's PID.						
3	.IPCFP	Length of next message and number of packets:						
		<table border="1"> <thead> <tr> <th><u>Bits</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0-17</td> <td>Length of next message.</td> </tr> <tr> <td>18-35</td> <td>Number of packets in your input queue.</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Meaning</u>	0-17	Length of next message.	18-35	Number of packets in your input queue.
<u>Bits</u>	<u>Meaning</u>							
0-17	Length of next message.							
18-35	Number of packets in your input queue.							
4	.IPCFU	Sender's PPN.						
5	.IPCFC	Sender's capability word. The format of this word is documented with the IPCFR. UUO.						

ERROR RETURN

If there is no packet in the input queue, IPCFQ. takes the error return and returns an error code in the ac. The error codes for all IPCF calls are listed under the IPCFR. call.

RELATED CALLS

- o IPCFM.
- o IPCFR.
- o IPCFS.

IPCFR. [CALLI 142]

## 22.73 IPCFR. [CALLI 142]

### FUNCTION

Retrieves a packet from the IPCF input queue for the calling process. The IPCF facility and the format of the argument blocks are described in Chapter 7.

### CALLING SEQUENCE

```
        MOVE    ac, [XWD len, addr]
        IPCFR.  ac,
            error return
            skip return
addr:    . . .
        EXP     flags
        BLOCK   2
        XWD     len2, addr2
addr:    . . .
        BLOCK  len2
```

In the calling sequence, the program supplies the following variables:

- o len is the length of the packet header block.
- o addr is the address of the packet header block.
- o flags is the flag word (.IPCFL) in the packet header block.
- o len2 is the length of the packet to be retrieved. If the packet is going to be a page of data, this field must contain 512 or an error code is returned in the ac and the IPCFR. monitor call takes the error return.
- o addr2 is the address of the packet message block.

The retrieving process should check the contents of the flag word. If there is an error condition associated with the packet, it will be indicated in bits 24-29. Error codes received in the ac indicate an error with the monitor call (for example, if the packet was not received).

If the IPCFR. monitor call is issued but there are no packets in the input queue, the job cannot continue executing until a packet is placed in the input queue. To prevent the job from blocking, bit 0 (IP.CFB) should be set in the flag word. When IP.CFB is set and there are no packets in the input queue when the IPCFR. call is issued, the call will take the error return and the monitor will return error code 3 (IPCNT%) in the ac.

When a process is retrieving a page of data, bit 19 (IP.CFV) in the flag word must be set and the length of the data message block (left half of .IPCFF) must contain 1000 or the IPCFR. monitor call fails and the monitor returns error code 21 (IPCPR%) in the ac.

If the retrieved packet is shorter than the number of reserved words (that is, len2), the packet is retrieved and the extra words are left unchanged. If, however, the number of reserved words is not long enough to store the packet, the IPCFR. monitor call takes the error return and the monitor returns error code 5 (IPCTL%) in the ac. To prevent this error, the receiver can set bit 4 (IP.CFT) in the flag word indicating that, if the packet is too long for the reserved space, the message should be truncated.

SKIP RETURN

On a skip return, the monitor returns the associated variable (see Chapter 7) in the ac indicating that there is another packet waiting in the queue. If there are no more packets in the queue, the monitor clears the ac. The packet retrieved from the process' input queue is returned to the address specified in the IPCFR. monitor call (beginning with addr). The packet header block is filled in as follows:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>																											
0	.IPCFL	The left half remains the same, the right half contains flags (see Chapter 7).																											
1	.IPCFS	Sender's PID.																											
2	.IPCFR	Receiver's PID.																											
3	.IPCFP	Length and location of data:																											
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4	.IPCFU	Sender's PPN. If the argument block length is less than 5, this word is not returned.																											
5	.IPCFC	Sender's capability word:																											
		<table border="0"> <thead> <tr> <th><u>Bits</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>IP.JAC</td> <td>Sending program has JACCT privileges.</td> </tr> <tr> <td>1</td> <td>IP.JLG</td> <td>Sender is logged in.</td> </tr> <tr> <td>2</td> <td>IP.SXO</td> <td>Sender is execute-only.</td> </tr> <tr> <td>3</td> <td>IP.POK</td> <td>Sender has POKE. privilege (JP.POK).</td> </tr> <tr> <td>4</td> <td>IP.IPC</td> <td>Sender has IPCF privilege (JP.IPC).</td> </tr> <tr> <td>5-17</td> <td></td> <td>Reserved.</td> </tr> <tr> <td>18-26</td> <td>IP.SCN</td> <td>Sender's context number.</td> </tr> <tr> <td>27-35</td> <td>IP.SJN</td> <td>Sender's job number.</td> </tr> </tbody> </table> <p>If the argument block length is less than 6, this word is not returned.</p>	<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>	0	IP.JAC	Sending program has JACCT privileges.	1	IP.JLG	Sender is logged in.	2	IP.SXO	Sender is execute-only.	3	IP.POK	Sender has POKE. privilege (JP.POK).	4	IP.IPC	Sender has IPCF privilege (JP.IPC).	5-17		Reserved.	18-26	IP.SCN	Sender's context number.	27-35	IP.SJN	Sender's job number.
<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>																											
0	IP.JAC	Sending program has JACCT privileges.																											
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3	IP.POK	Sender has POKE. privilege (JP.POK).																											
4	IP.IPC	Sender has IPCF privilege (JP.IPC).																											
5-17		Reserved.																											
18-26	IP.SCN	Sender's context number.																											
27-35	IP.SJN	Sender's job number.																											

ERROR RETURN

The packet is not retrieved and one of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	IPCAC%	Address check.
2	IPCNL%	Packet header not long enough.
3	IPCNP%	No packet in receiving queue.
4	IPCIU%	Page is in use (locked in core).
5	IPCTL%	Data too long for user's buffer.

IPCFR. [CALLI 142]

6	IPCDU%	Receiver's PID unknown.
7	IPCDD%	Receiver disabled.
10	IPCRS%	No room in sender's quota.
11	IPCRR%	No room in receiver's quota.
12	IPCRY%	No room in system storage.
13	IPCUP%	Unknown page (send) or duplicate page (receive).
14	IPCIS%	Invalid sender PID.
15	IPCPI%	Not enough privileges.
16	IPCUF%	Unknown function code.
17	IPCBJ%	Illegal job number.
20	IPCPF%	PID table full.
21	IPCPR%	Page requested, normal text.
22	IPCIE%	Paging I/O error.
23	IPCBI%	Bad index for system PID table.
24	IPCUI%	Undefined PID in system table.
25	IPCRU%	Receiver PID unknown or does not match job.
26	IPCRP%	Insufficient physical memory space available.
27	IPCRV%	Insufficient virtual memory space available to receive page.
70	IPCFU%	[SYSTEM]INFO has unknown internal error.
71	IPCCF%	[SYSTEM]IPCC request from [SYSTEM]INFO failed.
72	IPCFF%	[SYSTEM]INFO failed to complete an ASSIGN.
73	IPCQP%	PID quota exceeded.
74	IPCBP%	Unknown PID.
75	IPCDN%	Duplicate name.
76	IPCNN%	No such name.
77	IPCBN%	Name has illegal characters.

EXAMPLES

An example of the IPCFR. monitor call is shown below.

```

                MOVE      T2,[XWD 6,PHB]      ;Length and address of packet
                IPCFR.    T2,                  ; To be retrieved.
                JRST     ERR
                JRST     NORM
PHB:            EXP 0                          ;No flags
                EXP 0                          ;Sender's PID
                EXP 0                          ;Receiver's PID
                10,,PMB1                       ;Length and address of packet
                ;Message block to be retrieved
                EXP 0                          ;PPN of sender
                EXP 0                          ;Capabilities of sender
PMB1:          EXP 0
                EXP 0
                EXP 0
                .
                .
                .
                EXP 0
    
```

On a skip return from the IPCFR. monitor call, the packet has been retrieved from the input queue.

Below is an example of what a response from [SYSTEM]INFO could be after a request for a PID.

```

PHB            20                            ;The packet was sent by [SYSTEM]INFO
PHB+1          2001                          ;[SYSTEM]INFO's PID
PHB+2          31                            ;Job number of receiver
PHB+3          4,,PMB1                       ;Length and address of packet message block
PHB+4          1,,2                          ;PPN of sender
PHB+5          260000,,1014                  ;Capabilities of sender
    
```

```
PMB1      32,,3          ;User code and function code
PMB1+1    400004,,1001  ;The requested PID
PMB1+2    ASCIZ/CORP/   ;The symbolic name
PMB1+3    0
```

The IPCFR. monitor call can take the skip return and return an error code in the flag word of the packet header block. For example, word 0 of the packet header block could contain the following:

```
PHB/ 0520
```

This means that the length of the packet message block specified in the IPCFR. monitor call was not long enough, so the monitor returned error code 5 in the flag word. The 20 in the flag word indicates that the message in the receiver's input queue is from [SYSTEM]INFO.

If a process sends a request to [SYSTEM]INFO to obtain the PID associated with the symbolic name "FRED," the following could result:

Location    Contents

```
AC          0          ;indicating a skip return and no
                ;errors set in the AC; no more packets
                ;in queue.
PHB         7620       ;the flag word
PHB+1       2,,1003    ;the sender's PID
PHB+2       164,,1011  ;the receiver's PID
PHB+3       10,,PMB    ;length and addr of message block

PMB         11,,1      ;user code and function code
PMB+1       0          ;no response
PMB+2       ASCIZ/FRED/ ;symbolic name
```

The first word of the packet, PHB, contains 7620. This value indicates the following:

- o 76 is the error code indicating that the symbolic name "FRED" is not associated with any currently assigned PID.
- o 2 indicates that the call to [SYSTEM]INFO succeeded, and a normal return was taken. The number of packets still in the queue is stored in the ac.
- o 0 indicates that the packet is not a "returned to sender" packet.

The call to [SYSTEM]INFO succeeded, and a normal return was taken. The number of packets still in the queue is stored in the ac.

RELATED CALLS

- o IPCFM.
- o IPCFQ.
- o IPCFS.

IPCFS. [CALLI 143]

## 22.74 IPCFS. [CALLI 143]

### FUNCTION

Sends an IPCF packet to the specified process.

By giving the receiver's PID as the PID of [SYSTEM]INFO or [SYSTEM]IPCC, you can obtain information from the IPCF facility itself (see Chapter 7).

### CALLING SEQUENCE

```
        MOVE      ac, [XWD len, addr]
        IPCFS.   ac,
                error return
                skip return
        . . .
addr:    flags
        sender's PID
        receiver's PID
        XWD len, addr2
        . . .
addr2:  message-word-0
        .
        .
        message-word-(len-1)
```

In the calling sequence, the program supplies the following variables:

- o len is the length of the packet header block. The length of this block must be equal to or greater than 4 or the monitor returns error code 2 (IPCNL%) in the ac.
- o addr is the address of the packet header block.
- o flags is the flag word in the packet header block.
- o sender's PID is Word 1 of the packet header block.
- o receiver's PID is Word 2 in the packet header block.
- o len2 is the length of the packet message block. When sending a short-form message, this value should not exceed 12 octal. The limit may be GETTABed in %IPCML.
- o addr2 is the address of the packet message block.
- o message-word-0 through message-word-n are the words making up the packet message block. Refer to Chapter 7 for more information.

### SKIP RETURN

On a skip return, the ac is unchanged and the packet described by the packet header block at addr has been placed in the intended receiver's queue.

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.IPCFL	Flags are the same as those described in Chapter 7.
1	.IPCFS	Sender's PID.
2	.IPCFR	Receiver's PID. If you use the PID for [SYSTEM]INFO or for [SYSTEM]IPCC, you can retrieve information from the IPCF facility itself (see Chapter 7).
3	.IPCFF	Length and location of data:
		<u>Bits</u> <u>Contents</u>
		0-17            Message length.
		18-35          Address of message.

ERROR RETURN

On an error return, an error code is returned in the ac and the packet is not sent. The error codes are listed under the IPCFR. call.

EXAMPLES

This code fragment sends a packet to [SYSTEM]INFO, asking that a PID be assigned with the symbolic name LJC.

```

                MOVE     T1, [XWD 4,PHB]      ;Length and address of packet
                IPCFS.  T1,                    ; header block
                JRST  ERROR
                JRST  NORMAL
PHB:           0                               ;This is a packet header
                0                               ;Sender's PID
                0                               ;Receiver's PID (your [SYSTEM]INFO)
                XWD 3,PMB                       ;Length and addr of message block
PMB:           XWD 234,.IPCII                  ;Ack code and function (assigns PID)
                0                               ;No duplicate PID
                ASCIZ/LJC/                     ;Symbolic name

```

RELATED CALLS

- o IPCFM.
- o IPCFQ.
- o IPCFR.

JBSET. [CALLI 113]

## 22.75 JBSET. [CALLI 113]

### FUNCTION

Sets system or job parameters for another job. Your job must have the JACCT bit set, or must be logged in under [1,2]. You can use the SETUOO monitor call to set parameters for your current job.

### CALLING SEQUENCE

```
        MOVE    ac, [XWD len, addr]
        JBSET.  ac,
            error return
        skip return
addr:    XWD    0, jobno
        XWD    fcn-code, argument
```

In the calling sequence, the program supplies the following variables:

- o len is the length of the argument list.
- o addr is the address of the argument list.
- o jobno is the number of the job for which the SETUOO function is to be performed.
- o fcn-code is one of the function codes described under SETUOO.
- o argument is an argument for the given function code.

Refer to the SETUOO description for a list of all function codes and their meanings.

### SKIP RETURN

The function has been performed and the ac is left unchanged.

### ERROR RETURN

The error return is taken if the calling job is not privileged, the specified job number is illegal, or the SETUOO function failed.

**22.76 JOBPEK [CALLI 103]**FUNCTION

Reads from or writes into another job's memory space.

| To read the contents of another job's memory requires that your  
| program have SPY ALL privileged. To write into another job's memory,  
| you need POKE privileges.

Use the Format 1 calling sequence with 18-bit addresses. Use the Format 2 calling sequence if the core being read or written is either in a non-zero section or in a context other than the current one.

CALLING SEQUENCESFormat 1:

```

        MOVEI   ac,addr
        JOBPEK  ac,
            error return
            skip return
addr:   . . .
        EXP     <flags>+jobnoB17+countB35
        XWD     readaddr,writeaddr

```

In the calling sequence, the program supplies the following variables:

- o addr is the address of the argument list.
- o flags are one or more of the optional flags listed below.
- o jobno (JK.JOB) is the number of the logged-in job whose core is to be read or written, stored in Bits 9-17.
- o count (JK.WCT) is the number of words to be read or written (the maximum can be obtained using GETTAB to read item %CNJPK from table .GTCNF), stored in Bits 18-35.
- o readaddr is the location of the first word to be read.
- o writeaddr is the location of the first word to be written.

Format 2:

```

        MOVE    ac,[length,,addr]
        JOBPEK  ac,
            error return
            skip return
addr:   . . .
        EXP     <flags>+countB17+JCHB35
        EXP     0
        XWD     readaddr
        XWD     writeaddr

```

In the calling sequence, the program supplies the following variables:

- o addr is the address of the argument list.
- o flags are one or more of the flags listed below.
- o count (JK.EWC) is the number of words to be read or written (refer to GETTAB table .GTCNF, item %CNJPK), stored in Bits 8-17.
- o JCH (JK.JCH) is the job/context handle of the job whose core is to be read or written, stored in Bits 18-35.
- o readaddr is the 30-bit address giving the location of the first word to be read.
- o writeaddr is the 30-bit address giving the location of the first word to be written.

The flags and their meanings are:

<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>
0	JK.WRT	Write the other job's core; if not set, read the other job's core. When this bit is 0, the UWO requires SPY privileges only.
1	JK.UPM	Read the other job's UPMP (user page map page or user page table). JK.WRT must not be set.
2	JK.EVA	Source address is between .MCFV and .UUPMP; treat it as if it were an executive virtual address mapped through the specified job's UPMP. Both JK.WRT and JK.UPM must be off.
3	JK.AIO	Do not block if data is inaccessible (due to the state of cache on SMP systems); set this bit only if you set either JK.UPM or JK.EVA.

Notice that if the other job's core is to be read (JK.WRT is cleared), then readaddr is a location in the other job and writeaddr is a location in the current program. If the other job's core is to be written (JK.WRT is set), then readaddr is a location in the current program and writeaddr is a location in the other job.

SKIP RETURN

The specified words are transferred between the other job and the current job.

ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	JKNPV%	Job not privileged.
2	JKIJN%	Illegal job number.
3	JKSWP%	Job swapped out or in transit.
4	JKIAD%	Illegal address (source or destination).
5	JKDNA%	Data not addressable (if JK.AIO is set).
6	JKPNC%	Page not in core.
7	JKIOE%	I/O error occurred.
10	JKABZ%	Target address is in an "allocated but zero" page.

EXAMPLES

```
MOVEI  T1,ADDR
JOBPEK T1,
      JRST ERROR
JRST   CONTIN

ADDR:  . . .
      EXP   14B17+1000B35
      XWD   10000,12000
```

This example reads 1000 (octal) words from the core of job 14 into the current job's core. Reading begins at location 10000 in the other job; writing begins at location 12000 in the current job.

JOBSTR [CALLI 47]

## 22.77 JOBSTR [CALLI 47]

### FUNCTION

Returns names of file structures in your job's search list. For a discussion of file structures in a search list, see Chapter 11.

### CALLING SEQUENCE

```

        MOVE    ac, [XWD len, addr]
        JOBSTR ac,
            error return
            skip return
addr:   . . .
        SIXBIT/str/          ;.DFJNM
        EXP      0          ;reserved
        EXP      0          ;.DFJST

```

In the calling sequence, the program supplies the following variables:

- o len is the length of the argument list (.DFJBL).
- o addr is the address of the argument list. You can include a structure name (str) at addr to obtain the name of the next structure in your job search list, or -1 to obtain the first structure in your active search list, or 0 to obtain the first structure in your job's passive search list (after FENCE in search list returned by SETSRC program).
- o addr+1 (.DFJDR) is reserved.

At addr+2 (.DFJST), the monitor returns the write-protect flag for the structure. The flags are:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0	DF.SWL	Software write-protect.
1	DF.SNC	Do not create files on this structure; create only if specified as file structure or a physical device name.

### SKIP RETURN

If you give 0 at addr, the monitor returns the first structure in the search list after the FENCE.

If you give -1, the monitor returns the first structure in the list.

If you give a SIXBIT structure name (or leave the one the monitor last entered), the monitor returns the next structure name in the search list. When there are no more structures in the list, the monitor returns -1 at addr. If the next item in the list is FENCE, the monitor returns 0.

Therefore you can begin with the first name in the list by using -1 at addr. When the monitor returns the first name in the list, you can leave the name in addr to call for the second name, and so forth.

ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
3	DFGIF%	Illegal file structure name.
12	DFGLN%	Illegal argument length.

EXAMPLES

The following example reads all structures in the job's search list:

```

LOOP:      MOVEI    T1,0                ;Initialize counter
           MOVE     T2,[.DFJBL,,ADDR]  ;Pointer to argument block
           JOBSTR   T2,                ;Get next structure (on 0 or -1)
           JRST    ERROR
           MOVE     T2,ADDR+.DFJNM     ;Get structure
           MOVEM   T2,STRTAB(T1)      ;Save in table
           AOJE    T2,CONTIN          ;All done if -1
           AOJA    T1,LOOP            ;Bump table pointer and loop
ADDR:      EXP     -1                ;Start with the first one
           EXP     0
           EXP     0
STRTAB:    BLOCK   30                ;Where to store search list
CONTIN:    .
           .
           .

```

RELATED CALLS

- o DVPHY.
- o GOBSTR
- o SYSPHY
- o SYSTR

**22.78 JOBSTS [CALLI 61]**FUNCTION

Provides information (including checking statistics) about terminal devices, pseudo-terminals, and software states associated with terminals. For more information about terminals and pseudo-terminals, refer to Chapter 15.

CALLING SEQUENCE

```

/ MOVNI   ac,jobno \
| MOVEI   ac,channo |
\ MOVEI   ac,udx   /
  JOBSTS ac,
    error return
    skip return

```

In the calling sequence, the program supplies the following variables:

- o udx is the Universal Device Index of the pseudo-terminal for which information is desired.
- o channo is the number of an I/O channel on which a terminal device has been opened.
- o jobno is the number of a logged-in job associated with the terminal. To obtain status of a pseudo-terminal, provide the job number of the controlled job. Note that the negative of the job number is used because positive values are interpreted as channels or UDXs.

SKIP RETURN

The monitor returns a status word for the job, with the appropriate flags set from the following list.

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0	JB.UJA	The given job number is assigned.
1	JB.ULI	The job is logged in.
2	JB.UML	Terminal is at monitor level.
3	JB.UOA	Terminal output is available.
4	JB.UDI	The terminal is at user level and is in the input wait state, or the terminal is at monitor level and can accept a command. There is no command waiting to be decoded, the job is not running, and the job is not stopped waiting for operator intervention.
5	JB.UJC	JACCT is set for the job. Note that this means that two CTRL/Cs will not stop the job.
6	JB.URN	The job is running. This bit is zero if the job is in a wait state.
7	JB.UFC	The terminal device is in "full character set" mode. This characteristic can be set using the TRMOP. UUO.

8	JB.UBK	The terminal device is in "break on all characters" mode. This characteristic can be set using the TRMOP., OPEN, or FILOP. UUOs.
9-10		Reserved for use by DIGITAL.
11	JB.UNE	The terminal device is in "no echo" mode. This characteristic can be set using the TRMOP., OPEN, or FILOP. UUOs.
12	JB.UTO	The terminal is in terminal output state. In other words, the job is blocked waiting for terminal output.
13	JB.UCC	The terminal characteristics have changed since last JOBSTS.
14	JB.UNT	The terminal connected to the pseudo-terminal has used SET HOST to connect to another system.
15	JB.UHI	The terminal is HIBERing for input. If a program such as OPR or MIC is running under batch, and JB.UHI is set, the job will awaken on input to the terminal. (Refer to the HB.DIN bit in the HIBER monitor call.)
16-26		Reserved for use by DIGITAL.
27-35	JB.UJN	Bit mask to contain job number (0 if none assigned).

Since JB.UOA will be set if any output is pending, but JB.UTO will be set if the output buffer for the terminal is full, you can make each INPUT UUO transfer more data, by testing for JB.UTO before JB.UOA, then doing an INPUT for a PTY.

#### ERROR RETURN

One of the following occurred:

- o The specified job number or channel number is invalid.
- o There was no terminal on the specified channel.

KDP. [CALLI 200]

## 22.79 KDP. [CALLI 200]

### FUNCTION

Loads, dumps, and starts the KMC-11 (KS systems only).

### CALLING SEQUENCE:

```
        MOVE    ac, [XWD len, addr]
        KDP.    ac,
            error return
            skip return
        . . .
addr:    EXP     fcn-code
        argument 1
        argument 2
        argument 3
```

In the calling sequence, the program supplies the following variables:

- o len is the length of the argument block.
- o addr is location of the argument block. At addr, store the function code (fcn-code). The remainder of the argument block depends on the function to be performed.

The function codes are:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	.KDPKN	Returns in argument 1 the number of KMC-11s on the system.
2	.KDPDN	Returns in argument 2 the count of DUP-11s on the KMC that you specify in argument 1.
3	.KDPSS	Returns in argument 2 the status of KMC specified in argument 1.
4	.KDPHA	Halts the KMC-11 specified in argument 1.
5	.KDPMC	Master-clears the KMC specified in argument 1.
6	.KDPST	Starts the KMC specified in argument 1.
7	.KDPRE	Reads the CRAM location from the KMC specified in argument 1 and pointed to by the address in argument 2. The CRAM location is stored in argument 3.
10	.KDPWR	Writes in CRAM location from the KMC specified in argument 1, at the address specified in argument 2, from the value stored in argument 3.
101	.KDLRS	Reads line status of KMC specified in argument 1, on line of DUP specified in argument 2. The line status is returned in the address pointed to by argument 3. Argument 3 must be specified as [len,,addr], where <u>len</u> is the length and <u>addr</u> is the address of the block where status is to be stored.
102	.KDLHA	Stops DDCMP on a line specified by the KMC in argument 1 and the DUP in argument 2.

103	.KDLST	Starts DDCMP on a line specified by the KMC in argument 1 and the DUP in argument 2.
104	.KDLSU	Sets the line's user. Specify the KMC in argument 1, the DUP in argument 2, and the SIXBIT/user/ in argument 3. Refer to the DTE. call for more information about line users.
105	.KDLRU	Returns the line's user in argument 3. You must specify the KMC in argument 1 and the DUP in argument 2.

ERROR RETURN

One of the following error codes may be returned:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	KDILF%	Illegal function code.
2	KDILK%	Illegal KMC-11 number.
3	KDALS%	Argument list too short.
4	KDIWR%	Function is illegal when KMC-11 is running.
5	KDICA%	Illegal CRAM address (.KDPRE or .KDPWR).
6	KDILL%	Illegal line (DUP-11) number.
7	KDKNR%	Function is illegal when KMC-11 is not running.
10	KDLNS%	DDCMP was not started on the line.
11	KDLAS%	DDCMP was already started on the line.
13	KDUNP%	User not privileged to perform this function.

LATOP. [CALLI 221]

## 22.80 LATOP. [CALLI 221]

### FUNCTION

Performs Local Area Terminal (LAT) functions. This function is not intended for customer use.

### CALLING SEQUENCE

```
        MOVEI   ac,addr
        LATOP.  ac,
            error return
            skip return
addr:   EXP     length
        function-code
        argument list
        . . .
```

In the calling sequence, the program supplies the following information:

- o addr is the address of the argument list.
- o length is the total length of the argument list including this word
- o function-code is one of the following codes or symbols:

<u>Function Code</u>	<u>Symbol</u>	<u>Meaning</u>
0	.LASET	Sets a LAT parameter.
1	.LACLR	Clears a LAT parameter.
2	.LASCH	Shows LAT characteristics.
3	.LASTC	Shows terminal connects.
4	.LASAS	Shows adjacent servers.
5	.LASCO	Shows LAT counters.
6	.LAZCO	Clears LAT counters.
7	.LARHC	Requests host-initiated connect.
10	.LATHC	Terminates a host-initiated connect.
11	.LASHC	Shows information about host-initiated connects.

The argument list is different for each function code. Therefore, the arguments are described for each function code in the following sections.

### 22.80.1 FUNCTION 0 (.LASET)

Sets LAT parameters for the local node. The parameters you set using this function are dynamic parameters stored only in the host software. Your program must have JACCT or [1,2] privileges to set LAT parameters.

The parameters you can set with .LASET are:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	.LPMAC	Maximum number of active circuits.
2	.LPMCO	Maximum number of simultaneous connections.
3	.LPNUM	Host number.
4	.LPLAS	LAT access state.
5	.LPRLI	Circuit retransmit limit.

6	.LPTIM	Retransmit initial value.
7	.LPMTI	Multicast timer initial value.
10	.LPCOD	Group access codes.
11	.LPNNM	Host node name.
12	.LPNID	Host node identification string.
13	.LPSRV	Service rating and description.

To set the parameters, use one of the following argument lists to .LASET:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>								
0	.LAACT	Argument list length.								
1	.LAFCN	EXP .LASET.								
2	.LAPRM	Parameter code identifying the parameter to be set.								
3	.LAVAL	Contents depend on the parameter code:								
		<table border="0"> <thead> <tr> <th><u>For Codes</u></th> <th><u>.LAVAL Contains</u></th> </tr> </thead> <tbody> <tr> <td>1 through 7</td> <td>New parameter value</td> </tr> <tr> <td>10</td> <td>Address of a bit mask</td> </tr> <tr> <td>11 through 13</td> <td>ASCIZ string pointer</td> </tr> </tbody> </table>	<u>For Codes</u>	<u>.LAVAL Contains</u>	1 through 7	New parameter value	10	Address of a bit mask	11 through 13	ASCIZ string pointer
<u>For Codes</u>	<u>.LAVAL Contains</u>									
1 through 7	New parameter value									
10	Address of a bit mask									
11 through 13	ASCIZ string pointer									
4	.LAQUA	Qualifier (required for Parameter Code 13 only).								
5	.LADSC	ASCIZ string pointer to service description string. (Required only for Parameter Code 13 when LA%DSC is set in .LAQUA.)								

Depending on the parameter to be set, the argument list must be formatted appropriately.

- o Parameter Codes 1 through 7 accept an argument directly from .LAVAL. On a successful return, the parameter you specify will be set to the value you include in .LAVAL.
- o Parameter Code 10 (Group Codes) requires the address of a bit mask in .LAVAL. The Group Codes Bit Mask is 8 words long, representing the group codes of terminals that can access the host. The bit mask is numbered decimally from 0 to 255, signified by Bits 0 through 31 of each of eight words. Each bit you set represents a group number that is allowed to access the system.

Each word in the Group Code Bit Mask is formatted as:

```

0-----31      32-----35
+-----+
| Each bit represents a group number      | Ignored |
+-----+

```

The group numbers that are represented by each word, starting at the address stored in .LAVAL, are: are:

<u>Word</u>	<u>Group Numbers</u>
addr:	0 through 31
addr+1:	32 through 63
addr+2:	64 through 95
addr+3:	96 through 127
addr+4:	128 through 159
addr+5:	160 through 191
addr+6:	192 through 223
addr+7:	224 through 255

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To specify a group code number, set the corresponding bit in the bit mask. For example, to set Group 64, set Bit 0 in the addr+2 of the bit mask.

- o Parameter Codes 11 and 12 (Host Node Name and Host Id String) require an ASCIZ string pointer in .LAVAL. The pointer may be specified as a byte pointer, or in the form -1,,addr, where addr is the address of the ASCIZ string.
- o For Parameter Code 11, the .LAVAL contains a pointer to an ASCIZ string specifying the name of the host node.
- o For Parameter Code 12, .LAVAL points to a string specifying the Host Identification String.
- o Parameter Code 13 (Service Rating and Description) requires that flags be set in .LAVAL, and, depending on the setting of the flags, an optional pointer in the following argument word, .LADSC.

The flags you can set in .LAVAL for Parameter Code 13 are:

1. LA%RAT sets the rating as specified in the right half of this word. If this bit is not set, and no previous rating has been set, then the rating is automatically reset to the default value.
2. LA%DSC sets the service description. The service description is stored in an ASCIZ string.

If Bit 1 (LA%DSC) is set in .LAVAL, the following argument word (.LADSC) may contain an ASCIZ pointer to a service description string. If LA%DSC is set but .LADSC contains 0, the service description string is cleared.

## 22.80.2 FUNCTION 1 (.LACLR)

Clears specified LAT node parameters. The parameter codes and information required by each, are described for .LASET, Function Code 0.

This function requires JACCT or [1,2] privileges.

The argument list for .LACLR consists of the following words:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.LAACT	EXP len
1	.LAFCN	EXP .LACLR
2	.LAPRM	Parameter code
3	.LAVAL	Required only for Parameter Codes 10 and 13.

For Parameter Code 10, this word contains the address of the Group Code Bit Mask.

For Parameter Code 13, this word contains the ASCIZ pointer to the service name to clear.

This word is ignored for all other parameters.

**22.80.3 FUNCTION 2 (.LASCH)**

Shows the LAT characteristics. The monitor returns a Show Buffer containing the values of both permanent and dynamic parameters.

The argument block for this function is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.LAACT	EXP len
1	.LAFCN	EXP .LASCH
2	.LABCT	EXP buffer-length
3	.LABFA	EXP buffer-addr

Where len is the length of the argument block. Specify the number of words reserved for the Show Buffer in .LABCT, and the location of the Show Buffer in .LABFA.

The Show Buffer is returned at the location you specified, and the contents of .LABCT are adjusted by the monitor to reflect the actual number of words used.

The Show Buffer is formatted as shown below.

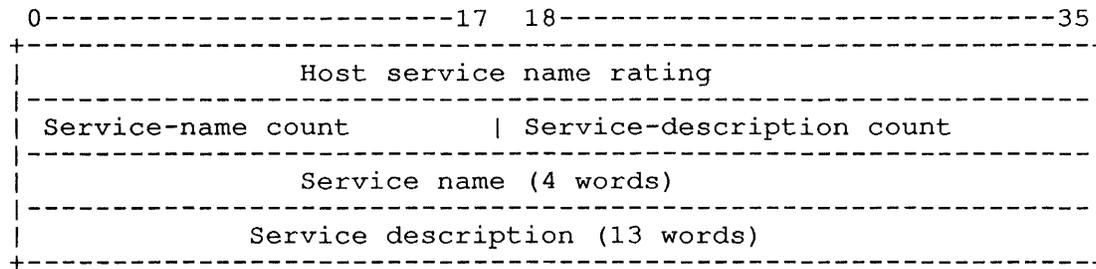
**Table 22-3: LATOP. Show Buffer Format**

0-----17		18-----35	
Maximum alloc. circuits		Number of alloc. circuits	
Maximum active circuits		Number of active circuits	
Maximum connects		Number of connects	
Host-number		LAT terminal access status	
Host retransmit limit		Host-circuit timer	
Host-multicast timer		Reserved	
High-protocol version		Low-protocol version	
Protocol ECO		Current-protocol version	
Maximum slot size		Maximum slots	
Frame size		Maximum services	
Host group codes (8 words)			
Host-name count		Host-id count	
Host name (2 words)			
Host-id (13 words)			
Service Blocks (19 words per service, described below)			

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Each Service Block is formatted as shown below:

**Table 22-4: LATOP. Service Block**



**22.80.4 FUNCTION 3 (.LASTC)**

Shows information about current terminal connections. This function returns the Connect Block for each active LAT connection at the local node.

The argument list is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.LAACT	Length of the argument block
1	.LAFCN	Function code (.LASTC)
2	.LABCT	Length of the buffer reserved for the returned block. In this word, you can include the following information:

<u>Bits</u>	<u>Symbol</u>	<u>Contents</u>
0	LA.ECB	If this bit is set, this function returns an extended connect block for each LAT connect. If the bit is clear, the short connect block is returned. (Refer to Tables 22-6 and 22-5, respectively.)
1-17		Reserved for use by DIGITAL.
18-35	LA.BCT	Number of words reserved for the returned connect block. On a skip return from the monitor call, this field will be filled in with actual number of words used.

3           .LABFN    Address of the reserved buffer space.

The monitor returns the Connect Block for each active connection starting at the address you specify in .LABFN. The contents of .LABCT are adjusted to reflect the actual number of words returned.

Each connect block returned starting at the location specified in .LABFN will take the form of a Short Connect Block, unless Bit 0 (LA.BCT) was set in the first word of the argument list. Table 22-6 describes the Extended Connect Block. In this case, the extended connect block format is returned for each active connection.

The Short Connect Block is described in Table 22-5.

**Table 22-5: LATOP. Short Connect Block**

0-----17	18-----35
Terminal Number	
Server name count	Indeterminate
Server Name (4 words)	

**Table 22-6: LATOP. Extended Connect Block**

0-----17	18-----35
Terminal number	
Server name count	Port type
Server name (4 words)	
Port name count	Server name count
Port name (4 words)	
Service name (4 words)	

The Port Type returned in the right half of addr+1 may be one of the following:

<u>Code</u>	<u>Symbol</u>	<u>Port Type</u>
1	.LATTY	Standard LAT terminal connection
2	.LADLP	Dial-up LAT terminal connection
3	.LAAPP	LAT application terminal

**22.80.5 FUNCTION 4 (.LASAS)**

Shows adjacent servers. This function returns information about LAT servers that are able to access the local node. The function can be used to obtain information about all the servers, or only information about a specific server.

The argument block for this function is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.LAACT	EXP len
1	.LAFCN	EXP .LASAS
2	.LABCT	EXP buffer-length
3	.LABFA	Buffer-addr
4	.LAQUA	Buffer-pointer (optional)

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Where len is the length of the argument list.

The buffer-length contains the number of words reserved for the Show Adjacent Servers Block. Buffer-addr is the location where the block is returned.

The Buffer-pointer (.LAQUA) is an optional word that may contain an ASCII string pointer to a location containing the server name. You specify .LAQUA to receive information about a specific LAT server. This returns a Full-format Server Block.

To return a summary of all servers, place a zero in .LAQUA. This returns the Short-format Server Block at the location in .LABFA.

**Table 22-7: LATOP. Show Adjacent Servers Full-Format Block**

0-----17	18-----35
+-----+   Server Ethernet Address (2 words)   +-----+   Frame size   Server version   +-----+   Maximum slots   Indeterminate   +-----+   Circuit timer   Keep-alive timer   +-----+   Product type   State   +-----+   Server-number   Server-name count   +-----+   Server-location count   Unused   +-----+   Server name (4 words)   +-----+   Server location (4 words)   +-----+	

**Table 22-8: LATOP. Show Adjacent Servers Short-Format Block**

0-----17	18-----35
+-----+   Server number   Server-name count   +-----+   Server name (4 words)   +-----+   Ethernet-address (2 words)   +-----+	

### 22.80.6 FUNCTION 5 (.LASCO)

Shows counters. This function returns information about the LAT counters in the Counter Block. The argument list is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.LAACT	EXP len
1	.LAFCN	EXP .LASCO
2	.LABCT	EXP buffer-length

3            .LABFA     Buffer-addr  
4            .LAQUA     Buffer-pointer (optional)

Where len is the length of the argument block.

The number of words reserved for the Counters Block is specified in .LABCT, and the location where the buffer should be returned is in .LABFA.

You can obtain counters information about a specific LAT server by including an optional ASCIZ string pointer in .LAQUA. The pointer must point to an ASCIZ string containing the server name. To obtain the counter totals for all servers, leave this word zero.

The monitor returns a Counter Block at the address Buffer-addr, and adjusts the value in .LABCT to reflect the actual number of words returned. The format of the Counter Block is show below.

**Table 22-9: LATOP. Counter Block Format**

0-----17	18-----35
Messages Received	
Messages Sent	
Messages Retransmitted	
Receive Sequence Errors	
Illegal Messages Received	
Resource Failures	

### 22.80.7 FUNCTION 6 (.LAZCO)

Zeroes counters. This function, which requires JACCT or [1,2] privileges, can be used to clear the counters reported in the Show Counters Block, returned by Function Code 5 (.LASCO).

The argument list is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.LAACT	EXP     length
1	.LAFCN	EXP     .LAZCO
2	.LABCT	EXP     buffer-length
3	.LABFA	Buffer-address
4	.LAQUA	Buffer-pointer

Where length is the length of the argument block.

Specify the number of words containing the Show Counters Block for buffer-length and the location of the block for buffer-address. You can use the argument block returned by the monitor from the Show Counters function (.LASCO) to set up the argument list for this function. Use the returned Counters Block to clear the counters before performing this function.

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As with .LASCO, this function allows an optional ASCIZ string pointer in the argument list in the word .LAQUA. This string point, if included, points to a word containing the server name. The counters specific to the server are returned when this pointer is specified in the Show Counters function. By including this word in the argument block for the Zero Counters function, you can clear counters for a specific server only.

### 22.80.8 FUNCTION 7 (.LARHC)

Request host-initiated connect. This function requires JACCT or [1,2] privileges. The argument list is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>															
0	.LAACT	EXP len															
1	.LAFCN	EXP .LARHC															
2	.LAPRM	Parameter word. The parameter word is formatted as follows:															
		<table><thead><tr><th><u>Bits</u></th><th><u>Symbol</u></th><th><u>Meaning</u></th></tr></thead><tbody><tr><td>0</td><td>LA.WAI</td><td>Blocking request. When this bit is set, the request will block until the connection is either made or rejected. When this bit is clear, the status must be checked repeatedly, or the program may use the PSI System (Software Interrupt System) to detect a completed connection.</td></tr><tr><td>1</td><td>LA.QUE</td><td>Queued request. The request for the application terminal will be queued at the LAT server.</td></tr><tr><td>2-17</td><td></td><td>Reserved for DIGITAL.</td></tr><tr><td>18-35</td><td>LA.CID</td><td>Contains the Connect-Id on the return.</td></tr></tbody></table>	<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>	0	LA.WAI	Blocking request. When this bit is set, the request will block until the connection is either made or rejected. When this bit is clear, the status must be checked repeatedly, or the program may use the PSI System (Software Interrupt System) to detect a completed connection.	1	LA.QUE	Queued request. The request for the application terminal will be queued at the LAT server.	2-17		Reserved for DIGITAL.	18-35	LA.CID	Contains the Connect-Id on the return.
<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>															
0	LA.WAI	Blocking request. When this bit is set, the request will block until the connection is either made or rejected. When this bit is clear, the status must be checked repeatedly, or the program may use the PSI System (Software Interrupt System) to detect a completed connection.															
1	LA.QUE	Queued request. The request for the application terminal will be queued at the LAT server.															
2-17		Reserved for DIGITAL.															
18-35	LA.CID	Contains the Connect-Id on the return.															
3	.LAVAL	Contains the terminal number and UDX on a successful return. If the return is unsuccessful, this word contains a rejection code. Rejection codes are listed in Table 22-10.															
4	.LASVR	Server name.															
5	.LASVC	Service name.															
6	.LAPRT	Port name.															

Each of the last three words of the argument list specify:

1. the server name to connect to
2. the service name requested
3. the port name to be connected to

Each of these words may contain a byte pointer to an ASCIZ string, where the server name, service name, or port name are stored. These arguments are optional.

You need not include all three arguments. If you include the server name, service name, and port name in the argument list, the connection request will fail if the specified port does not support the specified service. To initiate a connection successfully, you should supply the arguments required by the program, as described here:

- o To request a connection to any port on the specified server offering the specified service, include the server name (.LASVR) and service name (.LASVC).
- o To request a connection to the specified port on the specified server, include the server name (.LASVR) and the port name (.LAPRT).
- o If you specify the server Name (.LASVR) only, without a service name or port name, the call takes the error return with Error Code 6 (Invalid or unknown LAT service name (LASVC)).
- o If you specify the service name (.LASVC) only, without a server name or port name, the call takes the error return with Error Code 3 (Invalid or unknown LAT server name (LASVR)).
- o If you specify port name (.LAPRT) only, without a server name or service name, the call takes the error return with Error Code 3 (Invalid or unknown LAT server name (.LASVR)).

Rejection codes are returned in the .LAVAL word (if LA.WAI is set) and in the Status Block of the .LASHC function (described below). The possible rejection codes are:

**Table 22-10: LATOP. Rejection Codes**

Code	Symbol	Meaning
0	.LAUNK	Unknown error.
1	.LAURD	User requested disconnect.
2	.LASSP	System shutdown in progress.
3	.LAISR	Invalid slot received.
4	.LAISC	Invalid service class.
5	.LAIRS	Insufficient resources.
6	.LASIU	Service is in use.
7	.LANSS	No such service.
10	.LASDI	Service is disabled.
11	.LASNP	Service is not offered by requested port.
12	.LANSP	No such port name.
13	.LAIPW	Invalid password.
14	.LAENQ	Entry is not in the queue.
15	.LAIAR	Immediate access rejected.
16	.LAACD	Access denied.
17	.LACSR	Corrupted solicit request.
20	.LACTI	Command type code is illegal
21	.LASCS	Start slot can't be sent
22	.LAQED	Queue entry deleted by local node
23	.LAIRP	Inconsistent or illegal request parameters

**22.80.9 FUNCTION 10 (.LATHC)**

Terminates a host-initiated connection. This function requires JACCT or [1,2] privileges. The argument list is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.LAACT	EXP length
1	.LAFCN	EXP .LATHC
2	.LAPRM	Parameter word (described below)

Where the parameter word contains the following information:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0	LA.WAI	Ignored.
1	LA.QUE	Ignored.
2	LA.SYS	Ignored.
3	LA.JOB	If this bit is set, the LATOP.UUO will terminate all host-initiated requests for this job.
4-17		Reserved for Digital.
18-35	LA.CID	Connect-Id. If LA.JOB is cleared, then terminate the host-initiated request for this connect-id (returned by the .LARHC function).

**22.80.10 FUNCTION 11 (.LASHC)**

Shows information about host-initiated connections. This function requires JACCT or [1,2] privileges. The argument list is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.LAACT	EXP length
1	.LAFCN	EXP .LASHC
2	.LABCT	Buffer count word. Store the length of the buffer reserved for the information in the right half of this word. The monitor will return the number of words actually used in the left half of this word.
3	.LABFA	Address of the buffer where the information will be returned
		The information returned at the address specified in .LABFA takes the form of one Status Block for each pending connection. The format of the Status Block is shown in Table 22-11.
4	.LAQUA	Connect-id word. The word is formatted as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0-1		Ignored.
2	LA.SYS	Returns information on host-initiated connects.
18-35	LA.CID	Connect-id, or zero.

**Table 22-11: LATOP. Status Block**

Job number	Connect-id
Status Field (below)	Queue depth
Server-name count	Port-name count
Server-name (4 words)	
Port-name (4 words)	
Service-name count	Indeterminate
Service-name (4 words)	

The status field in the left half of addr+1 may contain any of the following:

- o A rejection code (described in Table 22-10)
- o A Universal Device Index for a terminal
- o One of the following status codes:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
377777	.LASOL	Soliciting.
377776	.LAQUE	Queued.
377775	.LACAN	Cancelled.
377774	.LATMO	Timed out.

#### SKIP RETURN

On a successful completion of the monitor call, the skip return is taken, the requested information is stored in the locations described in the argument list for each function, and the ac contains the address of the argument list.

Several LATOP. functions return information in a buffer starting at the address stored in Word 3 of the argument block, .LABFA. The functions and the format of the information returned are listed with the function codes.

#### ERROR RETURN

On an error return, the non-skip return is taken, and the ac contains an error code. The error codes are:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
0	LABTS%	The buffer size you allocated was too small for the amount of information available. The actual number of words that are required is stored in the left half of .LABCT.
1	LAVOR%	Value of a parameter is outside the allowed range.
2	LALNO%	LAT is not operational.
3	LASVR%	Invalid or unknown LAT server name.
4	LAIPN%	Invalid LAT parameter.
5	LAIPV%	Invalid LAT parameter value.

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6	LASVC%	Invalid or unknown LAT service name.
7	LAILR%	Insufficient LAT resources.
10	LAHAS%	LAT host name already set.
11	LAIVF%	Invalid function code.
12	LAABS%	Argument list too small.
13	LAADC%	Address check for argument list (specified address not in memory)
14	LAPRV%	Not enough privileges.
15	LAPRT%	Invalid or unknown LAT port name.
16	LACID%	Invalid or unknown LAT connect-id.
17	LAABL%	Argument list too large.

**22.81 LLMOP. [CALLI 220]****FUNCTION**

Performs functions for the network management layer of DECnet. This call is used only by the NML program and is not intended for use in customer programs. The LLMOP.UUO may change at any time without notice. This call requires [1,2], JP.POK, or JACCT privileges.

**CALLING SEQUENCE**

```

MOVE      ac1,fcncode
XMOVEI   ac2,addr
LLMOP.   ac2,
error return
skip return

```

In the calling sequence, the program supplies the following variables:

- o fcncode is the function code. The argument block found at addr is specific to the function code contained in ac1.
- o addr is the address of the argument block.

Function codes for LLMOP. are described in the following subsections.

**22.81.1 FUNCTION 0 (.ELDIR)**

Builds an Ethernet loopback message from data supplied in the argument block, and transmits it to the destination address. The argument block is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>												
0	.LMCID	Channel ID. Bits 34 and 35 (LM.CID) contain the value of the Ethernet port to use.												
1-2	.LMDST	Destination address.												
3	.LMREQ	Request number, containing: <table border="1" style="margin-left: 20px;"> <thead> <tr> <th><u>Bits</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>LM.AIC</td> <td>Assigns interrupt channel specified in LM.ICH.</td> </tr> <tr> <td>12-17</td> <td>LM.ICH</td> <td>Contains PSI channel to interrupt when the message arrives.</td> </tr> <tr> <td>18-35</td> <td>LM.REQ</td> <td>Contains the request number returned by LLMOP. This value is used in function .ELRPY.</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>	0	LM.AIC	Assigns interrupt channel specified in LM.ICH.	12-17	LM.ICH	Contains PSI channel to interrupt when the message arrives.	18-35	LM.REQ	Contains the request number returned by LLMOP. This value is used in function .ELRPY.
<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>												
0	LM.AIC	Assigns interrupt channel specified in LM.ICH.												
12-17	LM.ICH	Contains PSI channel to interrupt when the message arrives.												
18-35	LM.REQ	Contains the request number returned by LLMOP. This value is used in function .ELRPY.												
4	.LMRBL	Length of the loopback request data buffer. The right half (LM.MBL) contains the length of the data portion of the loopback message.												
5	.LMRBP	Pointer to loopback request data buffer.												

**22.81.2 FUNCTION 1 (.ELAST)**

Builds an Ethernet loopback message, and transmits it according to the type of assistance required. The first words in the argument block, .LMCID, .LMDST, .LMREQ, .LMRBL, and .LMRBP, are described in function .ELDIR. The remainder of the argument block is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
6-7	.LMAST	Address of the node used as the assistant in the loopback request. This may not be a multicast address.
10	.LMHLP	Assistance level. Level 1, .LMXMT, forwards the loopback message to both the destination and local nodes. Level 2, .LMRCV, forwards the loopback message to assistant and local nodes. Level 3, .LMFUL, forwards the message to destination, assistant, and local nodes.

**22.81.3 FUNCTION 2 (.ELRPY)**

Reads the loopback reply message. The argument block is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.LMCID	Channel ID. Bits 34 and 35 (LM.CID) contain the value of the Ethernet port to use.
1-2	.LMSRC	Address of the remote system that satisfied a loop assisted operation.
3	.LMREQ	Request number. The right half (LM.REQ) contains the request number of the reply to be read. The caller is blocked until the reply arrives.
4	.LMRBL	Length of the loop response buffer. The left half (LM.RML) contains on return the length of the received loop reply message data. The right half (LM.MBL) holds the maximum length of the loop response message buffer that you supply.
5	.LMRBP	Pointer to loop reply buffer.

**22.81.4 FUNCTION 3 (.ELAIC)**

Assigns interrupt channel for Ethernet loopback reply. The argument block is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.LMCID	Channel ID, where Bits 34 and 35 (LM.CID) contain the value of the Ethernet port to use.

1	.LMICF	Interrupt channel flags, in the form:		
		<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
		0	LM.AIC	Assigns the interrupt channel given in LM.ICH when lit.
		12-17	LM.ICH	Contains the PSI channel to interrupt when the loopback message arrives.

#### 22.81.5 FUNCTION 4 (.ELABT)

Aborts the loop request. The argument block is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.LMCID	Channel ID, where bits 34 and 35 contain the value of the Ethernet port to use.
3	.LMREQ	Request number. The right half, LM.REQ, contains the number of the request to be aborted.

#### 22.81.6 FUNCTION 5 (.ELSTS)

Obtains status of Ethernet loopback requests. The argument block is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>																		
0	.LMCID	Channel ID, where bits 34 and 35 contain the value of the Ethernet port to use.																		
1	.LMSTF	Status code for the request. The right half, LM.RTC, contains one of the following status codes:																		
		<table> <thead> <tr> <th><u>Code</u></th> <th><u>Symbol</u></th> <th><u>Status</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>.LMPND</td> <td>Request pending, incomplete.</td> </tr> <tr> <td>1</td> <td>.LMSUC</td> <td>Request was completed successfully.</td> </tr> <tr> <td>2</td> <td>.LMABT</td> <td>Request aborted.</td> </tr> <tr> <td>3</td> <td>.LMTXF</td> <td>Transmit failed.</td> </tr> <tr> <td>4</td> <td>.LMCCE</td> <td>Channel communication error.</td> </tr> </tbody> </table>	<u>Code</u>	<u>Symbol</u>	<u>Status</u>	0	.LMPND	Request pending, incomplete.	1	.LMSUC	Request was completed successfully.	2	.LMABT	Request aborted.	3	.LMTXF	Transmit failed.	4	.LMCCE	Channel communication error.
<u>Code</u>	<u>Symbol</u>	<u>Status</u>																		
0	.LMPND	Request pending, incomplete.																		
1	.LMSUC	Request was completed successfully.																		
2	.LMABT	Request aborted.																		
3	.LMTXF	Transmit failed.																		
4	.LMCCE	Channel communication error.																		
2	.LMCST	Status returned from the KLNI port driver.																		
3	.LMREQ	Request number. The right half, LM.REQ, contains the number of the request to be aborted.																		

**22.81.7 FUNCTION 6 (.RCRID)**

Transmits a Read Identify protocol message to the destination address node on the Ethernet. Use the .RCRPY function to read the System ID reply message. The argument block is identical to that of function .ELDIR. The value returned in LM.REQ of .LMREQ must be used in any subsequent .RCRPY, .RCABT, or .RCSTS calls.

**22.81.8 FUNCTION 7 (.RCRCT)**

Transmits a Read Counters protocol message to the destination address node on the Ethernet. Use the .RCRPY function to read the System ID reply message. The argument block is identical to that of function .ELDIR.

**22.81.9 FUNCTION 10 (.RCIDS)**

Transmits a System ID protocol message to the destination address node on the Ethernet. This function blocks the program until the transmit is completed. The argument block is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.LMCID	Channel ID, where bits 34 and 35 (LM.CID) contain the value of the Ethernet port to use.
1-2	.LMDST	Destination address.

**22.81.10 FUNCTION 11 (.RCRBT)**

Transmits a Boot protocol message to the destination address node on the Ethernet. .RCRBT blocks the issuing process until the transmit is completed. The argument block is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.LMCID	Channel ID, where bits 34 and 35 (LM.CID) contain the value of the Ethernet port to use.
1-2	.LMDST	Destination node address.
3-4	.LMPWD	8-byte verification code. The code is transmitted to the remote system, which uses it in deciding whether to allow the boot request. The 8-bit bytes are packed four to a word.

5	.LMCIF	Control information, in the form:	
		<u>Bits</u>	<u>Symbol</u> <u>Meaning</u>
		26	LM.BDV      Specifies the boot device, where 0 indicates the system default, and 1 represents a specified device.
		27	LM.BSV      Specifies the boot server, where 0 is the system default, and 1 indicates requesting a system.
		28-35	LM.PRO      Specifies the processor to boot. 0 indicates the system processor, and 1 represents the communication processor.
6	.LMDID	Device ID in an 8-bit byte string.	
7	.LMSID	Software ID in an 8-bit byte string.	

**22.81.11 FUNCTION 12 (.RCRPY)**

Reads the response to a request ID or Read Counters function. The format of the argument block is the same as for .ELRPY. .LMSRC contains the address of the responding node. .LMRBL contains the returned message length, and .LMRBP contains a pointer to the response buffer.

**22.81.12 FUNCTION 13 (.RCRSV)**

Transmits a reserve remote console MOP message. The argument block contains .LMCID, .LMDST, and .LMPWD, as described in function .RCRBT.

**22.81.13 FUNCTION 14 (.RCREL)**

Transmits a release remote console MOP message. The argument block contains .LMCID and .LMDST.

**22.81.14 FUNCTION 15 (.RCSND)**

Sends ASCII console command data to a remote console and polls for response data. If no command data is included, the function only polls for response data. The argument block is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>												
0	.LMCID	Channel ID, in the form: <table border="1"> <thead> <tr> <th><u>Bits</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>16</td> <td>LM.CBF</td> <td>Command break flag. If this bit is set, a break condition in the serial byte stream precedes the command data buffer.</td> </tr> <tr> <td>17</td> <td>LM.MNO</td> <td>Message number, which is a one-bit sequence number, indicating the current Console Requestor command message.</td> </tr> <tr> <td>34-35</td> <td>LM.CID</td> <td>Channel ID.</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>	16	LM.CBF	Command break flag. If this bit is set, a break condition in the serial byte stream precedes the command data buffer.	17	LM.MNO	Message number, which is a one-bit sequence number, indicating the current Console Requestor command message.	34-35	LM.CID	Channel ID.
<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>												
16	LM.CBF	Command break flag. If this bit is set, a break condition in the serial byte stream precedes the command data buffer.												
17	LM.MNO	Message number, which is a one-bit sequence number, indicating the current Console Requestor command message.												
34-35	LM.CID	Channel ID.												
1-2	.LMDST	Destination address.												
3	.LMREQ	Request number, as described in .ELDIR.												
4	.LMRBL	Length of console request buffer. The right half, LM.MBL, contains the maximum buffer length.												
5	.LMRBP	Pointer to the remote console data buffer.												

**22.81.15 FUNCTION 16 (.RCPOL)**

Polls for completion of the Send Console Command function. The argument block is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>												
0	.LMCID	Channel ID and returned flags, in the form: <table border="1"> <thead> <tr> <th><u>Bits</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>7</td> <td>LM.RDL</td> <td>Indicates that received data was lost. The flag is set by the local requestor if the response data buffer was too small to receive the data from the remote node.</td> </tr> <tr> <td>15</td> <td>LM.RDO</td> <td>Indicates that response data was lost, due to a buffer overrun or error condition.</td> </tr> <tr> <td>16</td> <td>LM.CDL</td> <td>Indicates that command data was lost. This flag is set if command data in the Console Command message was lost. The remote server sets this bit.</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>	7	LM.RDL	Indicates that received data was lost. The flag is set by the local requestor if the response data buffer was too small to receive the data from the remote node.	15	LM.RDO	Indicates that response data was lost, due to a buffer overrun or error condition.	16	LM.CDL	Indicates that command data was lost. This flag is set if command data in the Console Command message was lost. The remote server sets this bit.
<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>												
7	LM.RDL	Indicates that received data was lost. The flag is set by the local requestor if the response data buffer was too small to receive the data from the remote node.												
15	LM.RDO	Indicates that response data was lost, due to a buffer overrun or error condition.												
16	LM.CDL	Indicates that command data was lost. This flag is set if command data in the Console Command message was lost. The remote server sets this bit.												

		17	LM.MNO	Message number, which is a one-bit sequence number, indicating the current Console Requestor command message.
		34-35	LM.CID	Channel ID.
1-2	.LMSRC			Source node and physical address of the node that sent this reply.
3	.LMREQ			Request ID, assigned by .RCSND.
4	.LMRBL			Length of console response buffer. The format of the buffer is described in .ELRPY
5	.LMRBP			Pointer to the remote console data buffer.

**22.81.16 FUNCTION 17 (.RCAIC)**

Assigns an interrupt channel to a remote console. Argument block is identical to that of .ELAIC.

**22.81.17 FUNCTION 20 (.RCABT)**

Aborts an outstanding remote console request. The argument block is identical to that of .ELABT.

**22.81.18 FUNCTION 21 (.RCSTS)**

Obtains status of a remote console request. The argument block is identical to that of .ELSTS.

**22.81.19 FUNCTION 22 (.RCADR)**

Obtains a channel address. The argument block is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.LMCID	Channel ID, where bits 34 and 35 contain the value of the Ethernet port to use.
1-2	.LMHWA	Hardware address.
3-4	.LMPYA	Physical address.

**SKIP RETURN**

On a successful completion, the requested functions are performed, and any returns are made as specified in the description of the function code.

LLMOP. [CALLI 220]

ERROR RETURN

One of the following codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	LMPRV%	Program has insufficient privileges.
2	LMIIF%	Program specified an illegal function.
3	LMICN%	Program specified an illegal channel number.
4	LMOFF%	LLMOP. is off.
5	LMADC%	An address check was performed.

**22.82 LOCATE [CALLI 62]**FUNCTION

Changes the logical node number for the current job. This call functions in the ANF-10 network to allow you to route device I/O to devices at other nodes. Subsequent references to output devices (such as line printers) and input devices (such as card readers), when implicitly requested or generically referenced, will be assumed to refer to devices on the node you specify with this call.

CALLING SEQUENCE

```

/ MOVE    ac, [SIXBIT/nodename/] \
\ MOVEI   ac, nodenumber           /
  LOCATE  ac,
    error return
    skip return

```

In the calling sequence, the program supplies the following variables:

- o nodename is the SIXBIT physical name of a node.
- o nodenumber is one of the following:
  - 1 Changes your job's location to the physical node of your terminal.
  - 0 Changes your job's location to that of the host computer.
  - n Changes your job's location to node number n, where n is a positive integer.

SKIP RETURN

The location of your job is changed as specified. Any subsequent generic device specifications are associated with the new node number and node name.

ERROR RETURN

The error return occurs if the LOCATE monitor call is not implemented on your system, or if you specified an invalid node number or node name.

EXAMPLES

```

MOVEI    T1,3
LOCATE   T1,
JRST    ERROR

```

Locates your job at node number 3.

RELATED CALLS

WHERE

LOCK [CALLI 60]

## 22.83 LOCK [CALLI 60]

### FUNCTION

Locks the current job into user memory. Note that there are two calling sequences for LOCK. The standard calling sequence is described under Calling Sequence 1 and the extended calling sequence is described under Calling Sequence 2. The extended calling sequence locks a segment starting at a specified page in physical memory.

The default function of this call locks the segments of the program as set by bits 17 and 35 in the accumulator. Bit 17 must be set to lock the high segment; bit 35 must be set to lock the low segment. The specified segment(s) is locked into physically contiguous memory in contiguous executive virtual memory space, unless you set flags in the accumulator to specify otherwise.

### NOTE

Programs using user mode extended addressing cannot use the LOCK monitor call.

For more information about locking jobs, refer to Chapter 9.

### CALLING SEQUENCE 1

```
MOVE    ac, [flags]
LOCK    ac,
error return
skip return
```

In the calling sequence, the program supplies the flags, which include one or more of the following bits:

<u>Bit</u>	<u>Symbol</u>	<u>Function</u>
13	LK.HHP	Allows locking the high segment in core above the first 256K of physical core, if LK.HNP is not set. Without this provision, the UWO will fail if the high segment cannot be fit entirely within the first 256K of core.
14	LK.HLC	Locks the high segment in user core and sets its cache bit. If this bit is off, the high segment is locked with its cache bit off. KL10 processors will run your program faster if you use LK.HLC; however, for a real-time program that has direct access to memory, you should not set LK.HLC.
15	LK.HNP	Locks the high segment without forcing the job to be locked into physically contiguous locations. If this bit is not set, physical contiguity for the locked high segment is required. To expand the physically contiguous high segment beyond 256K, set the LK.HLP bit (Bit 13) instead of LK.HNP.
16	LK.HNE	Locks the high segment without forcing it to reside in executive virtual memory. If this bit is not set, the locked high segment must reside in executive virtual memory.

## NOTE

For executive-mode, real-time trapping, your high segment must be locked into contiguous executive virtual memory.

- |    |        |   |
|----|--------|---|
| 17 | LK.HLS | Locks the high segment. Without this bit set, the high segment will not be locked, and bits 14-16 will be ignored.  |
| 31 | LK.LLP | Allows locking the low segment in core above the first 256K of addressing space, if LK.LNP is not set. If you do not set LK.LLP, locking of physically contiguous memory is limited to 256K of core memory.   |
| 32 | LK.LLC | Locks the low segment in user core and sets its cache bit. If this bit is off, the low segment is locked with its cache bit off. Processors will run your program faster if you use LK.LLC; however, for a real-time program that has direct access to memory, you should not set LK.LLC.                                       |
| 33 | LK.LNP | Locks the low segment without requiring physically contiguous locations for the low segment. If this bit is not set, the low segment must be locked into physically contiguous locations. In this case, the low segment is restricted to 256K of memory. To expand beyond 256K, set the LK.LLP flag (Bit 31) instead of LK.LNP. |
| 34 | LK.LNE | Locks the low segment without requiring the low segment to reside in executive virtual memory. If this bit is not set, the low segment must be locked into executive virtual memory.  |

## NOTE

For executive-mode, real-time trapping, your low segment must be locked into contiguous executive virtual memory.

- |    |        |   |
|----|--------|---|
| 35 | LK.LLS | Locks the low segment. If this bit is clear, the lowseg will not be locked, and bits 32-35 will be ignored. |
|----|--------|---|

CALLING SEQUENCE 2

```

      MOVE    ac, [XWD -n, addr]
      LOCK   ac,
            error return
            skip return
      . . .
addr:  argument-list

```

In the calling sequence, the program supplies the following variables:

- o n is the number of arguments plus one, expressed as a negative value.
- o addr is the address of the argument list. The argument list depends on the function code you specify in this word.
- o fcn-code is one of the function codes described below.

- o hiseq is set if the high segment is to be locked. lowseg is set if the low segment is to be locked.

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
0	.LKPPN	Locks the high and/or the low segment into contiguous physical pages, starting at the physical page number specified in the <u>argument-list</u> . The argument list is formatted as follows:

```
addr:      EXP      .LKPPN
           XWD      high-seg,lowseg
```

The contents of addr+1 specify the pages to lock. The left half of addr+1 contains the starting page number of the high segment; if this halfword is 0, the high segment is not locked. The right half of addr+1 contains the starting page number of the low segment; if this halfword is 0, the low segment is not locked.

1	.LKSGL	Locks a list of segments. This function is used for locking multiple high segments for the same job. The argument-list for this function is formatted as follows:
---	--------	---

```
addr:      EXP      .LKSGL
           EXP      flags+segment-no
```

The contents of addr+1 include flag bits in the left half and the segment number of the segment to be locked in the right half. If you specify the segment number as 0, the low segment will be locked.

The flags you can include in the right half are:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
1	LK.2PC	Lock the segments into physically contiguous memory. The physical page number is returned in Bits 6-17 (LK.2PP).
2	LK.2EV	Lock the segments into Exec Virtual Memory (EVM). On a skip return, the virtual page number will be returned in Bits 6-17 (LK.2PP).
6-17	LK.2PP	Physical page number where the segments are to be locked in memory. This field requires that you also set Bit 1 (LK.2PC).
26-35	LK.2SN	This field specifies the segment number that you want locked. If this field is zero, the low segment is assumed.

If you use Calling Sequence 2 when the system is running with KL-paging the low segment is locked into the second higher physical page.

SKIP RETURN

When using Calling Sequence 1, the monitor has locked the program into core. If physical or executive virtual contiguity is required, the following information is stored in the ac:

XWD            hiseg,lowseg

In this format, the left half of the ac is the page number of the high segment (0 if no high segment exists). The right half contains lowseg, the page number of the low segment.

If no contiguity is required, the ac is cleared.

The monitor will lock your program into memory and take the skip return if all of the following conditions are met:

- o The lock privilege bit (JP.LCK) is set for your job.
- o The locked job would not prevent any other job from expanding to its guaranteed minimum (CORMIN).
- o The locked job would not prevent any other current job from running. (Note that unlocked jobs can exceed CORMIN.)
- o For executive virtual mapping, the locked job would not exceed the maximum amount of executive virtual memory available for locking.
- o The job either has no high segment, has a sharable high segment, or both segments were locked.
- o The job is not virtual and has a contiguous core image.

When using Calling Sequence 2, the monitor locks the specified segment (contiguously and physically) starting at the page in physical memory specified in your program. If you specify that the low segment is to be locked, the monitor locks your job into the next higher physical page location than the one you specified in the right half of your argument.

ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
0	LKNIS%	The LOCK call, or a feature you requested, is not implemented on your system; or you attempted to lock a nonsharable high segment.
1	LKNLP%	No locking privilege.
2	LKNCA%	Not enough core available; your locked job would prevent running an unlocked job.
3	LKNCM%	Not enough core for CORMIN; your job would prevent maintaining CORMIN for unlocked jobs.
4	LKNEM%	Not enough core for executive virtual memory; your locked job would exceed the maximum allowable executive virtual memory. You can obtain the executive virtual memory maximum and in-use values from the GETTAB table .GTCnV, where n is the CPU number. The maximum is in word 43 (%CVEVM) of the table and the in-use value is in word 44 (%CVEVU).

LOCK [CALLI 60]

5	LKNIA%	Illegal flags specified.
6	LKNPU%	Specified page not available. You would receive this error on an extended LOCK call if the two segments would overlap, one or both segments would overlap another locked job or the monitor, or one or both segments would be outside the range of on-line memory.
7	LKNAL%	Illegal movement specified. You tried to move a locked segment or place a segment into executive virtual memory.

RELATED CALLS

- o RESET
- o UNLOK.

**22.84 LOGIN [CALLI 15]**FUNCTION

Informs the monitor that a job has successfully logged in, and passes certain parameters to the monitor (including the project-programmer number). The calling job must not be logged in.

The LOGIN monitor call is used by the LOGIN and INITIA programs and is not intended for customer use.

CALLING SEQUENCE

```

        MOVE    ac, [XWD -len, addr]
        LOGIN  ac,
        return
        ...
addr:   proj,,prog           ;JBTPPN (.GTPPN)
        privilege bits      ;JBTPRV (.GTPRV)
        user-name           ;first half, .PDNM1 (.GTNM1)
        user-name           ;second half, .PDNM2 (.GTNM2)
        charge #            ;.PDCNO (.GTCNO)

```

In the calling sequence, the program supplies the following variables:

- o len is the length of the argument list.
- o addr is the address of the argument list. The data in the argument list is to be passed to the monitor.

RETURN

The job is logged in, if it is not already logged in.

RELATED CALLS

- o ACCLG.
- o CHGPPN
- o LOGOUT

LOGOUT [CALLI 17]

## 22.85 LOGOUT [CALLI 17]

### FUNCTION

Releases all I/O devices associated with the calling job and returns them to the monitor's pool of available devices, along with the job's allocated core and its job number.

| To perform this call, the user program should use the RUN UWO to call  
| SYS:LOGIN.EXE, where SYS is the [1,4] area.

| The LOGOUT UWO has no error return. If the calling program has JACCT  
| privileges and is named LOGIN.EXE, this call logs out the job.  
| Otherwise, the call functions like an EXIT UWO.

### CALLING SEQUENCE

LOGOUT  
return

### RELATED CALLS

EXIT

**22.86 LOOKUP [OPCODE 076]**FUNCTION

Selects a file for input. Use FILOP. to perform a LOOKUP for an extended I/O channel. The LOOKUP call is meaningful only for directory devices (disk, DECTape, labelled magnetic tape), and for TSK devices (initiated for task-to-task communication). It is a no-op for other devices, always taking the skip return for these.

CALLING SEQUENCE

The LOOKUP monitor call, like the ENTER call, has two calling sequences: one using a 4-word argument list and one using an extended argument list. The argument lists for LOOKUP, ENTER, and RENAME UUOs are identical. These are described in Section 11.13. The four-word argument list is detailed in Section 11.13.1. The extended argument list is described in Section 11.13.2.

The calling sequence for the LOOKUP UO is:

```
LOOKUP  channo,addr
        error return
        skip return
```

In the call sequence, the program supplies the addr, which is the address of the argument list. Refer to Volume 1, Section 11.13 for more information about the argument list.

SKIP RETURN

For DECTape, the monitor returns a 4-word block at addr in the following form:

<u>Word</u>	<u>Contents</u>										
0	The SIXBIT file name.										
1	The extension, creation date, and first block number:										
	<table border="0"> <thead> <tr> <th><u>Bits</u></th> <th><u>Contents</u></th> </tr> </thead> <tbody> <tr> <td>0-17</td> <td>The SIXBIT file extension.</td> </tr> <tr> <td>18-20</td> <td>The high-order three bits of the file creation date.</td> </tr> <tr> <td>21-25</td> <td>Reserved.</td> </tr> <tr> <td>26-35</td> <td>The first physical (data) block number.</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Contents</u>	0-17	The SIXBIT file extension.	18-20	The high-order three bits of the file creation date.	21-25	Reserved.	26-35	The first physical (data) block number.
<u>Bits</u>	<u>Contents</u>										
0-17	The SIXBIT file extension.										
18-20	The high-order three bits of the file creation date.										
21-25	Reserved.										
26-35	The first physical (data) block number.										
2	Remainder of creation date:										
	<table border="0"> <thead> <tr> <th><u>Bits</u></th> <th><u>Contents</u></th> </tr> </thead> <tbody> <tr> <td>0-23</td> <td>Reserved.</td> </tr> <tr> <td>24-35</td> <td>The low-order 12 bits of the file creation date.</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Contents</u>	0-23	Reserved.	24-35	The low-order 12 bits of the file creation date.				
<u>Bits</u>	<u>Contents</u>										
0-23	Reserved.										
24-35	The low-order 12 bits of the file creation date.										
3	Length and address of file:										
	<table border="0"> <thead> <tr> <th><u>Bits</u></th> <th><u>Contents</u></th> </tr> </thead> <tbody> <tr> <td>0-17</td> <td>Negative of number of words in zero-compressed file.</td> </tr> <tr> <td>18-35</td> <td>Address of word preceding the first word of the file.</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Contents</u>	0-17	Negative of number of words in zero-compressed file.	18-35	Address of word preceding the first word of the file.				
<u>Bits</u>	<u>Contents</u>										
0-17	Negative of number of words in zero-compressed file.										
18-35	Address of word preceding the first word of the file.										

LOOKUP [OPCODE 076]

For disk files, and labelled magtape files, refer to Sections 11.13.1 and 11.13.2 for the argument blocks returned by LOOKUP, ENTER, and RENAME UUOs.

ERROR RETURN

The error codes for LOOKUP are the same as those for ENTER, and are documented in Section 11.14.

EXAMPLES

For more information about doing I/O and examples using the LOOKUP call, refer to Chapter 11.

**22.87 MERGE. [CALLI 173]**FUNCTION

Merges an .EXE file or a portion of an .EXE file into the currently loaded low segment in memory.

CALLING SEQUENCE

```

        MOVEI   ac,addr
        MERGE.  ac,
            error return
            skip return
        ...
addr:   SIXBIT/device/
        SIXBIT/filename/
        SIXBIT/extension/
        EXP    0
        XWD    / proj,prog \
            \ 0,addr1 /
            / low-page,,hi-page \
            | -n,,addr2 |
            | EXP 0 |
            \ 0 (reserved) /
        ...
addr2:  section-offset
        low-page,,high-page*(n-1 times)

```

In the calling sequence, you supply addr, which is the address of the argument block (identical to the LOOKUP/ENTER argument block). This argument block is described more fully in Volume 1, Chapter 11.

At addr+5, however, the last word of the argument block has three possible forms:

1. low-page and hi-page specify the lower-bound virtual page number and the upper-bound virtual page number of the .EXE file to be loaded into your low segment.
2. -n,,addr2 indicates that each of the n ranges of pages given in addr2 (in low-page,,hi-page form) are to be MERGED. This format saves you from performing multiple MERGES.
3. Placing zero in the last word causes the low-segment pages in the .EXE file to be merged.

The last word of the argument-list is reserved and must be zero.

SKIP RETURN

The .EXE file pages are merged into the current low segment in memory. The accumulators are destroyed and channel 0 is released.

ERROR RETURN

The error return is taken if any errors are detected; the monitor returns an error code in the ac. The possible error codes are listed in Chapter 11.

RELATED CALLS

GETSEG, RUN

MERGE. [CALLI 173]

COMMON PROGRAMMING ERRORS

- o Forgetting to save the acs over the MERGE.
- o Forgetting that channel 0 is destroyed.
- o Attempting to MERGE high segment data.

**22.88 MONRT. [CALL 1,12]**

FUNCTION

Identical to the call:

EXIT 1,

See the EXIT monitor call. Note that this function does not perform a RESET for your job.

MSTIME [CALLI 23]

## 22.89 MSTIME [CALLI 23]

### FUNCTION

Returns the current time of day.

### CALLING SEQUENCE

```
MSTIME ac,  
return
```

### RETURN

The time elapsed (in milliseconds) since midnight is returned in the ac.

### RELATED CALLS

- o DATE
- o RUNTIM
- o TIMER

**22.90 MTAID [CALLI 126]**FUNCTION

Associates a SIXBIT reel identifier with a specified magnetic tape drive. This call requires JACCT or [1,2] privileges.

CALLING SEQUENCE

```

/ MOVE    ac, [SIXBIT/device/] \
| MOVEI   ac, channo             |
\ MOVEI   ac, udx                 /
  MOVE    ac+1, [SIXBIT/reelid/]
  MTAID.  ac,
          error return
          skip return

```

In the calling sequence, the program supplies the following variables:

- o device is the SIXBIT physical or logical name of a device.
- o channo is the number of an initialized channel.
- o udx is the Universal Device Index for a device.
- o reelid is the SIXBIT tape reel identifier, or 0 to clear the current reelid.

Note that your program can also clear the reel identifier by using function code 11 (MTUNL.) to the MTAPE monitor call; or by deassigning the drive, using the REASSI UUO. All reel-specific error counts are cleared by the MTAID. call in order that all accumulated data for the specific reel is accurate.

SKIP RETURN

The monitor has associated the tape reel identifier with the specified magtape device; the reel identifier is included in all media reports.

ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
-2	MTINA%	Specified device is not available to your job or your job is not privileged.
-1	MTINX%	Specified device is nonexistent or not a magtape device.

EXAMPLES

```

MOVE    T1, [SIXBIT/MTA0/]
MOVE    T1+1, [SIXBIT/REEL1/]
MTAID.  T1,
JRST    ERROR

```

RELATED CALLS

- o MTAPE
- o MTCHR.
- o TAPOP.

MTAPE [OPCODE 072]

## 22.91 MTAPE [OPCODE 072]

### FUNCTION

Passes the monitor a code for an extended set of calls; these calls perform functions for magnetic tapes and are usually called MTAPES. Use FILOP. or TAPOP. to perform magnetic tape functions on extended I/O channels.

Each defined MTAPE code also has a symbolic name; in this chapter the MTAPES are discussed in alphabetical order by their names. For example, MTAPE 3 has the name MTEOF.; its function is discussed under the name MTEOF.

Magtape I/O is described in Chapter 14.

The MTAPES are:

MTWAT.	[MTAPE 0]
MTREW.	[MTAPE 1]
MTEOF.	[MTAPE 3]
MTSKR.	[MTAPE 6]
MTBSR.	[MTAPE 7]
MTEOT.	[MTAPE 10]
MTUNL.	[MTAPE 11]
MTBLK.	[MTAPE 13]
MTSKF.	[MTAPE 16]
MTBSF.	[MTAPE 17]
MTDEC.	[MTAPE 100]
MTIND.	[MTAPE 101]
MTLTH.	[MTAPE 200]

After your program issues the MTAPE monitor call, the monitor waits for the magnetic tape to complete any action in progress. The monitor then clears bits 18-25 of the file status word, initiates the indicated MTAPE function, and returns control immediately to your program.

The I/O service routine may be reading several blocks ahead of your program when performing I/O in buffered mode. The execution of the MTAPE monitor call affects only the physical position of the magnetic tape and does not change the data that has already been read into the buffer. Therefore, when your program issues either an IN, INPUT, OUT, or OUTPUT call after the MTAPE monitor call, the monitor may not retrieve the buffer containing the block requested. To guarantee that the requested block will be in the buffer, your program can set up a single buffer ring. With a single buffer ring the monitor is prohibited from reading ahead, and it stops the device after every IN, INPUT, OUT, or OUTPUT monitor call. Alternatively, your program can set bit 30 (IO.SYN) in the I/O status word. Setting this bit causes the monitor to stop the device after each buffer is filled on an IN, INPUT, OUT, OUTPUT, or FILOP. monitor call. Note that the FILOP. monitor call provides the functions of the MTAPE calls.

**22.92 MTBLK. [MTAPE 13]**FUNCTION

Writes three inches of blank tape. Use FILOP. to perform an MTBLK. on an extended I/O channel.

CALLING SEQUENCE

```
    MTBLK.  channo,  
    return
```

In the calling sequence, the program supplies the channo, which is the number of a channel initialized for a magtape device.

RETURN

Three inches of blank tape are written on the device associated with the given channel.

EXAMPLES

```
    MTBLK.  5,
```

Three inches of blank tape is written to the magtape on the unit associated with channel 5.

RELATED CALLS

- o FILOP.
- o TAPOP.

COMMON PROGRAMMING ERRORS

Including an error return where none exists.

Forgetting to include a comma after the channel number.

MTBSF. [MTAPE 17]

## 22.93 MTBSF. [MTAPE 17]

### FUNCTION

Backspaces one file on a magtape. Use FILOP. to perform an MTBSF. on an extended I/O channel.

### CALLING SEQUENCE

```
MTBSF. channo,  
return
```

In the calling sequence, the program supplies the channo, which is the number of a channel initialized for a magtape device.

### RETURN

The monitor backspaces over one file on the device associated with the given channel. The monitor moves the tape in the reverse direction until the tape has passed a tape mark or reached the beginning of the tape. The backspace operation positions the tape heads either immediately in front of a tape mark or at the beginning of the tape.

In most cases, your program should skip forward over the file mark to the beginning of the file. However, when you have backspaced to the beginning of the tape and when your program issues the MTSKF. call, the monitor skips the entire first file on the tape, stopping at the beginning of the second file rather than leaving the tape positioned at the beginning of the first file. Therefore, a correct sequence for backspacing a file is:

1. MTBSF. to backspace the file.
2. MTWAT. to wait for completion
3. STATO MT,IO.BOT to determine whether this is the beginning of the tape.
4. MTSKF. to skip over the file mark if it is not the beginning of the tape.

It is necessary to wait after the MTBSF. instruction to ensure that the move is complete before testing to see whether or not this is the beginning of the tape, but your program can use the MTWAT. call to wait for the spacing operation to be completed.

### EXAMPLES

```
MTBSF. 5,
```

Backspaces over 1 file on the tape associated with channel 5.

### RELATED CALLS

- o FILOP.
- o TAPOP.

### COMMON PROGRAMMING ERRORS

Including an error return when none exists.

Forgetting to include a comma after the channel number.

**22.94 MTBSR. [MTAPE 7]**FUNCTION

Backspaces one record on a magtape device. Use FILOP. to perform an MTBSR. on an extended I/O channel.

CALLING SEQUENCE

```

    MTBSR.  channo,
    return

```

In the calling sequence, the program supplies the channo, which is the number of a channel initialized for a magtape device.

RETURN

The monitor backspaces over one record on the device associated with the given channel.

EXAMPLES

```

    MTBSR.  7,

```

This call backspaces over a record on the magtape associated with channel 7.

RELATED CALLS

- o FILOP.
- o TAPOP.

COMMON PROGRAMMING ERRORS

Including an error return where none exists.

Forgetting to include a comma after the channel number.

MTCHR. [CALLI 112]

22.95 MTCHR. [CALLI 112]

FUNCTION

Returns information about the state of a magtape drive.

CALLING SEQUENCE

```

      / MOVE      ac, [SIXBIT/device/] \
      | MOVEI     ac, channo             |
      | MOVEI     ac, udx                |
      \ MOVE      ac, [XWD len, addr]   /
      MTCHR.     ac,
                error return
                skip return
                . . .
addr:          device-identifier
                BLOCK      20

```

In the calling sequence, the program supplies the following variables:

- o device is the SIXBIT physical or logical name of a device.
- o channo is the number of an initialized channel.
- o udx is the Universal Device Index for a device.

Optionally, you can specify the length and location of the argument list where the device identifier is stored. In this case, the accumulator contains len,,addr, where len is the length of the argument list and addr is the address of the argument list.

At addr, specify the device-identifier. The device-identifier contains the device name, UDX, or channel number. On a successful return, the monitor will fill in the words starting at addr+1.

SKIP RETURN

The monitor returns a value in the ac, and, if you used the optional argument list, the monitor returns values beginning at addr+1.

The word returned in the ac is in the format:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0-17	MT.AWC	The word count of the last record read or written.
18-26	MT.CRC	If a 9-track NRZI tape, this field contains the last cyclic redundancy character (CRC); otherwise, this field contains 0.
27-29	MT.NCR	The number of characters not accounted for in MT.AWC, read from the tape into the last addressed location during the last read.
30		Reserved for use by DIGITAL. Should contain 0.
31	MT.7TR	The unit is a 7-track unit.
32	MT.WLK	The tape transport is write-locked.

33-35 MT.DEN The tape density code:

<u>Code</u>	<u>Symbol</u>	<u>Density</u>
1	.MTDN2	200 bits per inch (8.1 rows per mm).
2	.MTDN5	556 bits per inch (22.5 rows per mm).
3	.MTDN8	800 bits per inch (32.2 rows per mm).
4	.MTD16	1600 bits per inch (65.3 rows per mm).
5	.MTD62	6250 bits per inch (255.5 rows per mm).

When the monitor determines the value of the density indicator to be returned, it examines the I/O status bits you set in the OPEN call. The monitor returns the density identifier you set in the OPEN call. If you did not use OPEN to specify a density indicator, the monitor determines whether or not you issued the SET DENSITY monitor command. If you did, the monitor returns, in the ac, the same value you specified in the monitor command: If neither, the monitor returns the system-default density. (Note that when you issue a GETSTS, the monitor examines only the I/O status bits set by the OPEN. If you did not specify a density indicator with OPEN, the monitor returns a 0 when you issue a GETSTS. Therefore, when you issue a GETSTS, the monitor does not further investigate the density identifier or supply the system-default density indicator.)

If you use the optional argument list, the monitor returns data at addr and the subsequent locations. The information, starting addr, is returned as:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.MTCHN	Channel number.
1	.MTRID	SIXBIT reel identifier of the tape.
2	.MTWRD	Number of files read since the beginning of the tape.
3	.MTREC	Number of records since last end-of-file.
4	.MTCRD	Number of characters read since last tape unload.
5	.MTCWR	Number of characters written since last tape unload.
6	.MTSRE	Number of soft read errors since last unload.
7	.MTHRE	Number of hard read errors since last unload.
10	.MTSWE	Number of soft write errors since last unload.
11	.MTHWE	Number of hard write errors since last unload.
12	.MTTME	Total number of read and write errors since last tape unload.
13	.MTTDE	Number of device errors since system startup.
14	.MTTUN	Number of unloads since system reload.

MTCHR. [CALLI 112]

15	.MTRTY	Number of retries to resolve last error; if bit 1 is set, the error is a hard error.
16	.MTCCR	Character count of the last record read or written.
17	.MTPBE	Position before error. The file number before last error (right half), and record number before last error (left half).
20	.MTFES	Final error state. Refer to the <u>TOPS-10/TOPS-20 SPEAR Manual</u> .

ERROR RETURN

The error return is taken and -1 returned in the ac if the device you specified was not a magnetic tape unit or was nonexistent.

RELATED CALLS

TAPOP.

**22.96 MTDEC. [MTAPE 100]**FUNCTION

Initializes a channel for DIGITAL-compatible mode tape handling. Use FILOP. to perform an MTDEC. on an extended I/O channel.

In DIGITAL compatible mode, the monitor writes or reads 36 bits in 5 frames of a 9-track magnetic tape. The tape can be any density or parity and is not industry-compatible. DIGITAL compatible mode is the default mode that is set when the channel is opened.

The DIGITAL-compatible mode remains in effect until the channel is released, or until you issue the MTIND. monitor call for the channel.

CALLING SEQUENCE

```
MTDEC.  channo,
        return
```

In the calling sequence, the program supplies the channo, which is the number of a channel initialized for a magtape device.

RETURN

The device associated with the given channel is initialized for DIGITAL-compatible mode handling.

EXAMPLES

```
MTDEC.  11,
```

RELATED CALLS

- o FILOP.
- o TAPOP.

COMMON PROGRAMMING ERRORS

Including an error return where none exists.

Forgetting to include a comma after the channel number.

MTEOF. [MTAPE 3]

## 22.97 MTEOF. [MTAPE 3]

### FUNCTION

Writes an end-of-file mark on a magtape. Use FILOP. to perform an MTEOF. on an extended I/O channel.

### CALLING SEQUENCE

```
MTEOF. channo,  
return
```

In the calling sequence, the program supplies the channo, which is the number of a channel initialized for a magtape device.

### RETURN

The monitor writes an end-of-file mark on the specified device.

### EXAMPLES

```
MTEOF. 10,
```

### RELATED CALLS

- o FILOP.
- o TAPOP.

### COMMON PROGRAMMING ERRORS

Including an error return when none exists.

Forgetting to include a comma after the channel number.

**22.98 MTEOT. [MTAPE 10]**FUNCTION

Advances a magtape device to the logical or physical end-of-tape. Use FILOP. to perform an MTEOT on an extended I/O channel.

The logical end-of-tape is indicated by two consecutive end-of-file marks. The MTEOT. call positions the tape between these two marks, allowing files to be appended to the tape.

CALLING SEQUENCE

```
MTEOT.  channo,
        return
```

In the calling sequence, the program supplies the channo, which is the number of a channel initialized for a magtape device.

RETURN

The monitor positions the tape between the two end-of-file marks that indicate the end-of-tape.

EXAMPLES

```
MTEOT.  6,
```

RELATED CALLS

- o FILOP.
- o TAPOP.

COMMON PROGRAMMING ERRORS

Including an error return when none exists.

Forgetting to include a comma after the channel number.

MTIND. [MTAPE 101]

## 22.99 MTIND. [MTAPE 101]

### FUNCTION

Initializes a channel for industry-compatible mode tape handling. Use FILOP. to perform an MTIND. on an extended I/O channel.

In industry-compatible mode, the monitor writes or reads 32 bits in 4 frames of a 9-track magnetic tape, ignoring the low-order 4 bits of each PDP-10 word. MTIND. will set a default density to 1600 BPI, or the highest density allowed on the drive.

The industry-compatible mode remains in effect until the channel is released, or until you issue the MTDEC. monitor call for the channel.

### CALLING SEQUENCE

```
MTIND. channo,  
return
```

In the calling sequence, the program supplies the channo, which is the number of a channel initialized for a magtape device.

### RETURN

The device associated with the given channel is initialized for industry-compatible mode handling.

### EXAMPLES

```
MTIND. 10,
```

### RELATED CALLS

- o FILOP.
- o TAPOP.

### COMMON PROGRAMMING ERRORS

Including an error return when none exists.

Forgetting to include a comma after the channel number.

**22.100 MTLTH. [MTAPE 200]**

FUNCTION

Sets a flag to read the next record on the given device at low threshold (TM10 only). Use FILOP. to perform MTLTH. on an extended I/O channel.

CALLING SEQUENCE

MTLTH. channo,  
return

In the calling sequence, the program supplies the channo, which is the number of a channel initialized for a magtape device.

RETURN

The monitor sets a flag to read the next record from the given device at low threshold.

EXAMPLES

MTLTH. 5,

RELATED CALLS

- o FILOP.
- o TAPOP.

COMMON PROGRAMMING ERRORS

Including an error return when none exists.

Forgetting to include a comma after the channel number.

MTREW. [MTAPE 1]

## 22.101 MTREW. [MTAPE 1]

### FUNCTION

Rewinds a magtape. Use FILOP. to perform MTREW. on an extended I/O channel.

### CALLING SEQUENCE

```
MTREW. channo,  
return
```

In the calling sequence, the program supplies the channo, which is the number of a channel initialized for a magtape device.

### RETURN

The monitor rewinds the tape on the specified device.

### EXAMPLES

```
MTREW. 5,
```

Rewind the magtape associated with channel 5.

### RELATED CALLS

- o FILOP.
- o TAPOP.

### COMMON PROGRAMMING ERRORS

Including an error return when none exists.

Forgetting to include a comma after the channel number.

22.102 MTSKF. [MTAPE 16]

FUNCTION

Skips forward one file on a magtape device. Use FILOP. to perform MTSKF on an extended I/O channel.

CALLING SEQUENCE

```

    MTSKF.  channo,
    return
  
```

In the calling sequence, the program supplies the channo, which is the number of a channel initialized for a magtape device.

RETURN

The monitor skips forward one file on the specified device, using a series of skip record operations.

EXAMPLES

```

    MTSKF.  7,
  
```

This call skips over a file on the magtape associated with channel 7.

RELATED CALLS

- o FILOP.
- o TAPOP.

COMMON PROGRAMMING ERRORS

Including an error return when none exists.

Forgetting to include a comma after the channel number.

MTSKR. [MTAPE 6]

### 22.103 MTSKR. [MTAPE 6]

#### FUNCTION

Skips forward one record on a magtape device. Use FILOP. to perform MTSKR. on an extended I/O channel.

#### CALLING SEQUENCE

```
MTSKR. channo,  
return
```

In the calling sequence, the program supplies the channo, which is the number of a channel initialized for a magtape device.

#### RETURN

The monitor skips forward one record on the specified device.

#### EXAMPLES

```
MTSKR. 7,
```

This call skips a record on the magtape associated with channel 7.

#### RELATED CALLS

- o FILOP.
- o TAPOP.

#### COMMON PROGRAMMING ERRORS

Including an error return when none exists.

Forgetting to include a comma after the channel number.

**22.104 MTUNL. [MTAPE 11]**FUNCTION

Unloads a magnetic tape. Use FILOP. to perform MTUNL. on an extended I/O channel. If the drive is under the control of MDA (under GALAXY Version 4.1 and later), this call only rewinds the tape.

CALLING SEQUENCE

```
MTUNL. channo,
return
```

In the calling sequence, the program supplies channo, which is the number of a channel initialized for a magtape device.

The MTUNL. call initializes all automatic error reporting. Therefore, reel-specific errors can be summarized regardless of the method used to change reels. An entry into the system error log file (refer to the TOPS-10/TOPS-20 SPEAR Manual) is written in the following format:

```
Drive number (in the form MTxn)
SIXBIT/reelid/
Number of characters read since last MTUNL.
Number of characters written since the last MTUNL.
Number of soft-read errors since the last MTUNL.
Number of hard-read errors since the last MTUNL.
Number of soft-write errors since the last MTUNL.
Number of hard-write errors since the last MTUNL.
```

These numbers will be output on both the operator's terminal and your terminal (if WATCH MTA is set) in the following format:

```
[MTxn:reelid READ (c/h/s)=a/b/c WRITE (c/h/s)=d/e/f]
```

In the message, the following variables are supplied by the monitor:

- o x is an alphabetic representing the tape controller.
- o n is a number representing the drive number.
- o reelid is the reel identification.
- o a is the number of characters read.
- o b is the number of hard-read errors.
- o c is the number of soft-read errors.
- o d is the number of characters written.
- o e is the number of hard-write errors.
- o f is the number of soft-write errors.

When a, b, and c are 0, the information pertaining to READ will not be printed.

When d, e, and f are 0, the information pertaining to WRITE will not be printed.

MTUNL. [MTAPE 11]

To prevent this message from being printed, you can use SETUOO, or type the .STWTC function of the following monitor command:

.SET WATCH NO MTA

RETURN

The monitor rewinds the tape on the specified device.

EXAMPLES

MTUNL. 7,

This call rewinds the tape associated with channel 7.

RELATED CALLS

- o FILOP.
- o TAPOP.

COMMON PROGRAMMING ERRORS

Including an error return when none exists.

Forgetting to include a comma after the channel number.

**22.105 MTWAT. [MTAPE 0]**FUNCTION

Stops program execution until all spacing and I/O operations for a magnetic tape device are completed. Use FILOP. to perform MTWAT. on an extended I/O channel. Your program should execute this call after all tape-positioning operations.

CALLING SEQUENCE

```
    MTWAT.  channo,  
    return
```

In the calling sequence, the program supplies the channo, which is the number of a channel initialized for a magtape device.

RETURN

The monitor resumes execution at return after all spacing and I/O operations for the specified device are completed.

RELATED CALLS

TAPOP.

COMMON PROGRAMMING ERRORS

Including an error return.

Forgetting to include a comma after the channel number.

MVHDR. [CALLI 131]

## 22.106 MVHDR. [CALLI 131]

### FUNCTION

Allows you to move the buffer ring control block for an initialized channel from one location to another. This move is accomplished by changing the monitor's pointer to the ring control block.

### CALLING SEQUENCE

```
MOVEI   ac, channo
MOVE    ac+1, [XWD outring, inring]
MVHDR.  ac,
error return
skip return
```

In the calling sequence, the program supplies the following variables:

- o channo is the number of an initialized channel.
- o outring is the new address of the output buffer ring control block, or 0.
- o inring is the new address of the input buffer ring control block, or 0. outring and inring must be in your current low segment.

If you give 0 as the address of either buffer ring control block, the address is not changed.

### SKIP RETURN

The pointers to the specified control blocks are changed.

### ERROR RETURN

The following error code is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	MVHDR%	Channel not initialized.

If you specify an illegal address, the monitor halts your job and displays the following error message:

?Illegal address in UWO at user PC nnnnnn

## 22.107 NETOP. [CALLI 226]

FUNCTION

Indicates the node name and port name to which a terminal is connected.

CALLING SEQUENCE

```
XMOVEI ac, arglst
NETOP. ac,
      error return
      skip return
```

In the calling sequence, the program supplies the arglst, which is the address of the argument list described below:

<u>Word</u>	<u>Symbol</u>	<u>Meaning</u>												
0	.NOFCN	Contains the length of the argument block in the left half, and a function code in the right half. You supply this information. The only valid code is .NOGDI, function 1. .NOGDI obtains information about the specified terminal's connection.												
1	.NOFLG	Returns flags that indicate how your terminal is connected. If no flag is returned, the terminal is on a local line. Flags are: <table border="1" data-bbox="581 961 1453 1176"> <thead> <tr> <th><u>Bit</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>NO.ANF</td> <td>The terminal is on an ANF-10 node.</td> </tr> <tr> <td>1</td> <td>NO.DCN</td> <td>The terminal is hosted through DECnet.</td> </tr> <tr> <td>2</td> <td>NO.LAT</td> <td>The terminal is on a LAT terminal server.</td> </tr> </tbody> </table>	<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>	0	NO.ANF	The terminal is on an ANF-10 node.	1	NO.DCN	The terminal is hosted through DECnet.	2	NO.LAT	The terminal is on a LAT terminal server.
<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>												
0	NO.ANF	The terminal is on an ANF-10 node.												
1	NO.DCN	The terminal is hosted through DECnet.												
2	NO.LAT	The terminal is on a LAT terminal server.												
2	.NODEV	The SIXBIT device name, UDX, or open channel number of the TTY. You supply this information.												
3	.NODCH	Returns the physical characteristics of the terminal, in the same format as the return from a DEVCHR monitor call. Refer to the DEVCHR description for more information.												
4	.NODTY	Returns the physical properties of the terminal, in the same format as the return from a DEVTYP monitor call. Refer to the DEVTYP description for more information.												
5	.NONOD	The user-supplied address of a string block that contains the node name string on return. The left half of the string block's first word contains the length of the returned string. The block will contain up to 16 characters of node name.												
6	.NOPNM	The user-supplied address of a string block which contains the port name string on return. The left half contains the length of the returned block. ANF port names are returned as TTYnnn, where nnn is the node-local line number in octal. CTERM returns nnnnnn, which is a left-justified (octal) line number. NRT does not report a port name. LAT port names can be a maximum of 16 characters.												

NETOP. [CALLI 226]

SKIP RETURN

Information about the terminal connection is returned as indicated in the argument block description.

ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	NOADC%	An address check was encountered.
2	NOILF%	An illegal function code was specified.
3	NOLTS%	The argument list is too short.
4	NONSD%	No such device.
5	NODNC%	The specified device is not connected.
6	NONTY%	Device is not a TTY.

EXAMPLE

Example of the NETOP.UUO, which indicates where your own job's terminal is connected.

```
      SETO      T1,                ;Refers to your job
      TRMNO.   T1,                ;Get the TTY's UDX
      HALT
      MOVEM    T1,ARGBLK+.NODEV    ;Put into arg block
      MOVEI    T1,ARGBLK          ;Point to arg block
      NETOP.   T1,                ; or CALLI AC,226
      HALT
      ;

ARGBLK: XWD      7,.NOGDI        ;Length,,function code
ARGFLG: BLOCK    1              ;Flags returned from NETOP.
ARGDEV: BLOCK    1              ;User supplies device specifier
      ; here
ARGDCH: BLOCK    1              ;NETOP. returns DEVCHR UUO info here
ARGDTY: BLOCK    1              ;NETOP. returns DEVTYP UUO info here
ARGNOD: EXP      NODSPC         ;Address of string block to receive
      ; node name
ARGPNM: EXP      PORSPC         ;Address of string block to receive
      ; port name
NODSPC: XWD      0,5            ;Left half will receive string
      ; length and 4 words (16 chars)
      BLOCK      4              ; worth of node name
PORSPC: XWD      0,5            ;Left half will receive string length
      BLOCK      4              ; and 4 words worth of port name
```

**22.108 NODE. [CALLI 157]**

FUNCTION

Performs miscellaneous functions associated with ANF-10 network nodes.

CALLING SEQUENCE

```

                MOVE    ac, [XWD fcncode, addr]
                NODE.   ac,
                    error return
                    skip return
                .
                .
                .
addr:           EXP len
                first argument
                .
                .
                last argument
    
```

In the calling sequence, the program supplies the following variables:

- o fcncode is one of the function codes described below.
- o addr is the address of the argument list.
- o len is the length of the argument list (including this word); and the words up through last argument are arguments for the specified function.

The function codes and their meanings are described in the following sections.

**22.108.1 FUNCTION 1 (.NDALN)**

Reserved for use by DIGITAL.

**22.108.2 FUNCTION 2 (.NDRNN)**

Given either a node number or a node name, returns the other in the ac. The argument list for .NDRNN is:

```

addr:           EXP      2
                node-id
    
```

In the argument word, node-id is the SIXBIT name or the octal node number of the node. If you specify a node name, the node number is returned in the ac. If you specify the node number, the node name is returned in the ac.

**22.108.3 FUNCTION 3 (.NDSSM)**

Sends special network station control (maintenance) messages. This function requires that the calling job be logged-in under [1,2] or have POKE. privileges. The argument list for .NDSSM is:

```

addr:           XWD      seconds, 4
                node-id
                XWD      send-bytes, send-buffer
                XWD      receive-bytes, receive-buffer
    
```

NODE. [CALLI 157]

In the argument word:

- o seconds is the number of seconds to wait before a timeout error (NDTOE%) occurs. This field is ignored if an input buffer is not specified; the default is eight seconds if 0 is specified.
- o node-id is the SIXBIT node name or octal node number of the node.
- o send-bytes is the number of 8-bit bytes to be sent.
- o send-buffer is the address of the first byte of the message.
- o receive-bytes is the number of bytes in the receive buffer. When the receive buffer is filled, the monitor will set receive-bytes to the number of bytes actually stored in the buffer.
- o receive-buffer is the address of the buffer to store the response.

If the value for both receive-bytes and receive-buffer is 0, the monitor returns control to your program without waiting for a response from the node.

#### 22.108.4 FUNCTION 4 (.NDRBM)

Receives bootstrap messages from a remote node. This function requires that the calling job be logged-in under [1,2] or have POKE. privileges. The argument list for .NDRBM is:

```
addr:    EXP      4
         0                ;returned node number
         0                ;not used
         XWD      count,addr
```

In the argument word:

- o count is the number of 8-bit bytes to be received.
- o addr is the first address of the buffer. If there is a boot message to be read, the following occurs:
  1. The second word of the argument block is filled in with the number of the node that sent the boot request station control message.
  2. The boot request message is copied into the input buffer.
  3. The count field is updated to reflect the actual number of bytes stored.

**22.108.5 FUNCTION 5 (.NDRCI)**

Returns the number of devices at each node for a list of device types. The argument list for .NDRCI is:

```
addr:      EXP      len
           node-id
           EXP      0 ;reserved
           BLOCK    buflength
```

In the argument word:

- o len is the length of the argument list (len-1 = number of following arguments).
- o node-id is the SIXBIT name of the node or the octal node number.  
  
The word following the node-id must be zero because it is reserved for use by DIGITAL.
- o buflength is the number of words to reserve for the returned data.

Your program must supply the device types in the right half of each word starting at addr+3. The device types are returned by the DEVTYP call and are documented under that call. The monitor returns, in the left halves of these words, the count of devices whose type is given in the right half. Each word returned will appear as:

```
XWD device-count,device-type
```

**22.108.6 FUNCTION 6 (.NDOUT)**

Obsolete.

**22.108.7 FUNCTION 7 (.NDIN)**

Obsolete.

**22.108.8 FUNCTION 10 (.NDTCN)**

Connects remote terminals to the local system. The argument list for .NDTCN is:

```
addr:      EXP 2
           XWD node,line
```

In the argument word:

- o node is the octal number of the node to which the terminal is connected.
- o line is the remote line number of the terminal to be connected. On a skip return, the monitor returns the SIXBIT terminal number in the ac. The skip return is taken if the terminal is connected to the system on which the program is running. Therefore, a skip return from this call does not mean that the terminal is connected to your job.

NODE. [CALLI 157]

### 22.108.9 FUNCTION 11 (.NDTDS)

Disconnects a remote terminal from the local system and, optionally, reconnects it to another host system. The argument list is:

```
addr:      EXP m
           SIXBIT/TTYnnu/
           EXP node-number
```

In the argument word:

- o m is the length of the argument block (either 2 or 3).
- o TTYnnu is the terminal name of the local terminal to be reconnected or disconnected.
- o node-number is the number of the node to which you wish the terminal to be reconnected. This word is optional.

On a skip return, the terminal specified by TTYnnu is disconnected from the local system. If a node-number is specified, the terminal will be connected to that host. In this case, the action performed is the same as if you issued a SET HOST monitor command.

### 22.108.10 FUNCTION 12 (.NDLND)

Returns the list of defined nodes. The argument list is:

```
addr:      EXP n
           arg1
           ...
           argn
```

In the argument word, n is the length of the argument list.

On a skip return, the ac contains the number of known nodes and arg1 through argn contain the node numbers of the known nodes. If the argument block is not long enough to return the complete list of known nodes, the list is truncated.

### 22.108.11 FUNCTION 13 (.NDNDB)

Returns the specified type of information about a specified node. The argument list is:

```
addr:      EXP n
           node-id
           EXP sub-fcn-code
           arg1
           ...
           argn
```

In the argument word:

- o n is the length of the argument block.
- o node-id is either an octal node number or a SIXBIT node name.

- o sub-fcn-code is the sub-function code that specifies the type of information to be returned.
- o arg1 through argn are words that your program reserves for the information returned by the monitor.

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	ND.NNM	Returns the number of the node.
2	ND.SNM	Returns the SIXBIT name of the node.
3	ND.SID	Returns the software ID as an ASCIZ string.
4	ND.DAT	Returns the date the NODE software was generated as an ASCIZ string.
5	ND.LMA	Returns the last NCL (Network Command Language) message assigned (on output).
6	ND.LMS	Returns the last NCL message sent (on output).
7	ND.LAR	Returns the last NCL ACK received (on output).
10	ND.LAP	Returns the last NCL ACK processed (on output).
11	ND.LMR	Returns the last NCL message processed (on input).
12	ND.LMP	Returns the last NCL message received (on input).
13	ND.LAS	Returns the last NCL ACK message sent.
14	ND.MOM	Returns the counter for maximum outstanding messages.
15	ND.TOP	Returns a list of network link descriptors of the form:

XWD cost,node

In the argument word:

- o cost is the line cost.
- o node is the name of a node that is connected to the node specified in addr+1. One descriptor is returned for each neighboring node. A zero word signifies the end of the list.

16	ND.CNF	Returns the device configuration for a node in the following format:
----	--------	--

XWD obj-type,number

In the argument word:

- o obj-type is the NCL device type.
- o number is the count of devices.

One such descriptor is returned for each type of device on the node.

NODE. [CALLI 157]

17 ND.CTJ Returns the station control job number.  
20 ND.OPR Returns the terminal number of the OPR terminal.  
21 ND.NVR Returns the NCL version number of the remote node.

#### 22.108.12 FUNCTION 14 (.NDGNEF)

Sets or reads the "greeting" node flag. The format of the argument list is:

addr: EXP 2  
node-number  
arg

In the argument word, node-number is the number of the node for which the "greeted" node flag is to be set and/or read. The flag may be specified in arg and is returned in arg. If the node-number is specified as 0, the node number of the first "ungreeted" node is returned in addr+1. This function is intended to be used by privileged programs that perform a node-specific function to a node when it comes on line.

#### SKIP RETURN

The function is performed.

#### ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	NDIAL%	Illegal argument list.
2	NDINN%	Illegal node name or node number.
3	NDPRV%	Not enough privileges.
4	NDNNA%	Node not available.
5	NDNLC%	Job not locked in core.
6	NDTOE%	Timeout error.
7	NDRNZ%	Reserved word is not zero.
10	NDNND%	Channel not initialized or not a network device.
11	NDIOE%	I/O error occurred. The left half of <u>ac</u> contains I/O status bits. For a list of I/O status bits, see Volume 1.
12	NDNFC%	No free core.
13	NDIAJ%	In use by another job.
14	NDNMA%	No message available.
15	NDTNA%	Terminal not available.
16	NDNLT%	Not a legal terminal.
17	NDISF%	Illegal sub-function.
20	NDRBS%	Receive buffer too small.
21	NDNUG%	No ungreeted nodes.
22	NDILN%	Illegal line number in station-control message.
23	NDADC%	Address check performed while reading or writing arguments.

**22.109 NSP. [CALLI 205]****FUNCTION**

The NSP. monitor call enables task-to-task communication between programs running on nodes in DECnet-10 networks. The communicating programs may be on separate nodes or the same node. For information on using this call, refer to Chapter 5.

**CALLING SEQUENCE**

```

                XMOVEI ac,addr
                NSP.   ac,
                    error return
                    skip return
                . . .
addr:          argument 1
                argument 2
                argument 3

```

In the calling sequence, the program supplies addr, the address of an argument list appropriate to the function code given in bits 9-17 of argument 1. The function codes are:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	.NSFEA	Enter active state.
2	.NSFEP	Enter passive state.
3	.NSFRI	Read connect information.
4	.NSFAC	Accept connection.
5	.NSFRJ	Reject connection.
6	.NSFRC	Read connect confirm information.
7	.NSFSD	Synchronous disconnect.
10	.NSFAB	Abort connection.
11	.NSFRD	Read disconnect data.
12	.NSFRL	Release the channel.
13	.NSFRS	Read the channel status.
14	.NSFIS	Send interrupt data.
15	.NSFIR	Receive interrupt data.
16	.NSFDS	Send normal data.
17	.NSFDR	Receive normal data.
20	.NSFSQ	Set quotas.
21	.NSFRQ	Read quotas.
22	.NSFJS	Set job quotas.
23	.NSFJR	Read job quotas.
24	.NSFPI	Set PSI reasons for software interrupts.

NSP. [CALLI 205]

### SKIP RETURN

The specified function has been performed and the ac is not changed.

### ERROR RETURN

On an error return from NSP., one of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	NSABE%	The argument block was formatted incorrectly.
2	NSALF%	An allocation attempt failed.
3	NSBCN%	An invalid channel number was specified.
4	NSBFT%	An illegal format type was specified in the process descriptor block.
5	NSCFE%	The connect block was formatted incorrectly.
6	NSIDL%	Interrupt data block pointed to a string block that was too long.
7	NSIFM%	Illegal flow control.
10	NSILF%	Illegal function code specified.
11	NSJQX%	Job quota exhausted.
12	NSLQX%	Link quota exhausted.
13	NSNCD%	No connect data to read.
14	NSPIO%	Percentage input out of bounds.
15	NSPRV%	Insufficient privileges to perform specified function.
16	NSSTB%	Segment size too big.
17	NSUKN%	Unknown node name was specified.
20	NSUXS%	Unexpected or unspecified state.
21	NSWNA%	Wrong number of arguments.
22	NSWRS%	Function call while connected in wrong state.
23	NSCBL%	Wrong length for connect block.
24	NSPBL%	Wrong length for process block.
25	NSSBL%	Wrong length for string block.
26	NSUDS%	Unexpected state: disconnect sent.
27	NSUDC%	Unexpected state: disconnect confirmed.
30	NSUCF%	Unexpected state: no confidence.
31	NSULK%	Unexpected state: no link.
32	NSUCM%	Unexpected state: no communication.
33	NSUNR%	Unexpected state: no resources.

NSP. error codes 34 and up correspond to DECnet disconnect codes.

34	NSRBO%	Rejected by object.
35	NSDBO%	Disconnected by object when running.
36	NSRES%	No resources.
37	NSUNN%	Unrecognized node name.
40	NSRNS%	Remote node shut down.
41	NSURO%	Unrecognized object.
42	NSIOF%	Invalid object name format.
43	NSOTB%	Object too busy.
44	NSABM%	Abort by management.
45	NSABO%	Abort by object.
46	NSINF%	Invalid node name format.
47	NSLNS%	Local node shut down.
50	NSACR%	Access control rejection.
51	NSNRO%	No response from object.
52	NSNUR%	Node unreachable.
53	NSNLK%	No link.
54	NSDSC%	Disconnect complete.
55	NSIMG%	Image field too long.
56	NSREJ%	Reason for rejection was not specified.
57	NSBCF%	Invalid combination of NS.EOM and NS.WAI flags.
60	NSADE%	Address error.

## 22.110 NTMAN. [CALLI 206]

FUNCTION

Performs various functions for the network management layer of the DECnet-10 network product. This call is used only by the NML program and is not intended for use by customer programs. The NTMAN. call is common to both DECnet-10 and DECnet-20 products, and therefore may change at any time without notice. This call requires JACCT, [1,2], or JP.POK privileges.

CALLING SEQUENCE

```

        MOVEI   ac,addr
        NTMAN. ac,
        error return
        skip return
addr:   . . .
        len
        entity
        ptr to entity-id
        fcn-code
        info-type
        EXP     0
        ptr to data
        len of data
        BLOCK  1

```

In the calling sequence, the program supplies the addr, which is the address of the argument block.

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>															
0	.NTCNT	The number of words in the argument block ( <u>len</u> ).															
1	.NTENT	The <u>entity</u> on which the action is to be performed. The <u>types</u> of entities are:															
		<table border="1"> <thead> <tr> <th><u>Code</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>.NTNOD</td> <td>Network node.</td> </tr> <tr> <td>1</td> <td>.NTLIN</td> <td>Communications line.</td> </tr> <tr> <td>2</td> <td>.NTLOG</td> <td>Reserved for DIGITAL use.</td> </tr> <tr> <td>3</td> <td>.NTCKT</td> <td>Circuit.</td> </tr> </tbody> </table>	<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>	0	.NTNOD	Network node.	1	.NTLIN	Communications line.	2	.NTLOG	Reserved for DIGITAL use.	3	.NTCKT	Circuit.
<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>															
0	.NTNOD	Network node.															
1	.NTLIN	Communications line.															
2	.NTLOG	Reserved for DIGITAL use.															
3	.NTCKT	Circuit.															
2	.NTEID	A byte pointer to an entity identification. The byte pointer must point to a node number, line number, or circuit number.															

3            .NTFCN    Contains the function code.    The function codes are:

<u>Code</u>	<u>Symbol</u>	<u>Function</u>
-2	.NTMAP	Returns node number for node name, or node name for node number.
-1	.NTREX	Returns the node-id of the local node.
0	.NTSET	Sets a parameter.
1	.NTCLR	Clears a parameter.
2	.NTZRO	Zeroes counters.
3	.NTSHO	Shows selected items.
4	.NTSZC	Shows and zeroes counters.
5	.NTRET	Returns a list of entities.
6	.NTEVQ	Removes an item from the event queue.

4            .NTSEL    Selection criteria for function.    The following allow you to select the item on which the function is to be performed:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
-3 to -1		Used by .NTRET:
-3	.NTLOP	Loop.
-2	.NTACT	Active items.
-1	.NTKNO	Known items.
0 to 4		Used by .NTSHO:
0	.NTSUM	Summary.
1	.NTSTA	Status.
2	.NTCHA	Characteristics.
3	.NTCOU	Counters.
4	.NTEVT	Reserved for DIGITAL use.
5	.NTQUA	Reserved for DIGITAL use.
6	.NTBPT	Byte pointer to data.
7	.NTBYT	Byte count for data.
10	.NTERR	Returned information or error code.

SKIP RETURN

The requested information is returned in the address pointed to by .NTERR, or data is changed according to the function code. On a successful return, error code 1 (NESUC%) is returned in .NTERR.

ERROR RETURN

The error code is returned in the ac and in the .NTERR Word into the argument block. Note that a successful return from the call places error code 1 (NESUC%) into the offset .NTERR into the argument block, and error NEADC% is returned only in the ac. The error codes for NTMAN. are defined with decimal values and are:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	NESUC%	Successful call.
-1	NEUFO%	Invalid function or option.
-2	NEIMF%	Invalid message format.
-3	NEPRV%	Insufficient privileges.
-4		Reserved for use by DIGITAL
-5	NEMPE%	Management program error.
-6	NEUPT%	Invalid parameter.
-7		Reserved for use by DIGITAL
-8	NEURC%	Invalid entity.
-9	NTINI%	Invalid entity identifier.
-10	NELCE%	Line communication error.
-11	NECWS%	Component in wrong state.
-12 to -14		Reserved for use by DIGITAL.
-15	NERES%	Resource error.
-16	NEIPV%	Invalid parameter value.
-17 to -19		Reserved for use by DIGITAL.
-20	NENRM%	No room, or slot already taken.
-21		Reserved for use by DIGITAL.
-22	NEPNA%	Parameter not applicable to entity.
-23	NEPVL%	Parameter value too long.
-24		Reserved for use by DIGITAL.
-25	NEOPF%	Operational failure.
-26	NEFNS%	Function not supported.
-27	NEIPG%	Invalid parameter grouping.
-28		Reserved for use by DIGITAL.
-29	NEPAM%	Parameter missing from argument list.
-30 to -46		Reserved for use by DIGITAL.
-47	NEADC%	Address check (returned in <u>ac</u> only).

OPEN [OPCODE 050]

## 22.111 OPEN [OPCODE 050]

### FUNCTION

Initializes a channel for I/O operation. Use FILOP. to assign an extended I/O channel.

### CALLING SEQUENCE

```
OPEN      channo, addr
          error return
          skip return
addr:     argument list
```

In the calling sequence, the program supplies the following variables:

- o channo is the number of a channel.
- o addr is the address of the argument list.

The argument list is described in the following subsections.

### 22.111.1 ARGUMENT WORD 0 (.OPMOD)

Contains flags and status bits. The I/O status bits are a set of 18 bits (right halfword) that reflect the current state of a file transmission. They are initially set by your program with the OPEN monitor call. Thereafter, the monitor sets the bits, but your program can test and reset them using any of several monitor calls.

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0	UU.PHS	Only physical device names will be used in the search. All logical names defined by the job will be ignored.
1	UU.DEL	Disables error logging; only user-mode diagnostic programs may set this bit.
1	UU.FSP	Specifies a full SCNSER PTY (pseudo-terminal). That is, all terminal characteristics that are normally ignored for PTYs will be set and enforced. Refer to Chapter 15.
2	UU.DER	Disables error retry; only user-mode diagnostic programs may set this bit.
2	UU.BJP	If the given device is a PTY, and if the calling program is privileged, this bit specifies that jobs logging on this PTY are to be treated as batch jobs.
2	UU.DMR	Disables message re-assembly. This bit is used in ANF-10 intertask communication to allow the receipt of messages that do not have the EOM bit set. This flag should be set if UU.AIO is set for TSK devices. (Refer to Chapter 5.)

- 3           UU.AIO     I/O is nonblocking. This prevents the monitor from stopping your job to wait for I/O to be completed.
- 4           UU.IBC     Disables clearing of buffers after each output. Your program must also set BF.IBC in the .BFADR word of the buffer ring header. (This is applicable to buffered I/O only. Refer to Chapter 11.)
- 5           UU.SOE     Enables synchronization on each I/O error. The monitor does not perform more I/O until your program clears the error bits.
- 6           UU.RRC     Enables automatic rewrite of RIB on change. This bit pertains only to disk devices, causing the monitor to rewrite the file's RIB whenever a change to the file requires it. This is used to ensure file integrity in the event of system failure.
- 7           UU.LBF     Allows the use of large buffers (multiples of one block) for disk I/O on this channel.
- 8-14       UU.DEC     Reserved for use by DIGITAL.
- 15-17      UU.CUS     Reserved for use by customers.
- 18-21      IO.ERR     Error flags:

<u>Flag</u>	<u>Symbol</u>	<u>Error</u>
18	IO.IMP	Improper mode flag.
19	IO.DER	Error detected by device.
20	IO.DTE	Hard data error.
21	IO.BKT	Block too large.

22           IO.EOF     End-of-file reached.

23           IO.ACT     I/O active.

24-29       Device-dependent flags (some flags are repeated for different devices). Refer to the appropriate device chapter in Volume 1 for more information.

<u>Flag</u>	<u>Symbol</u>	<u>Meaning</u>
24	IO.BOT	Beginning of tape encountered (magtape only).
24	IO.PTI	Subjob is in terminal input wait state (PTY only).
25	IO.EOT	End of tape encountered (magtape only).
25	IO.PTO	Subjob is in terminal output wait state (PTY only).
25	IO.ABS	Enable user break mask (terminals only).
25	IO.SVF	Suppress VFU (LPT only).
26	IO.PAR	Parity of tape, where IO.PAR=1 for even parity. Odd parity (IO.PAR=0) is used only for EBCDIC labelled tapes (magtape only).

OPEN [OPCODE 050]

26	IO.PTM	Subjob is in monitor mode (PTY only).															
26	IO.BKA	Break on all characters (terminals only).															
27	IO.TEC	Truth in echoing mode (terminals only).															
27	IO.MAI	Maintenance DMR mode (KDP and DTE devices only).															
27-28	IO.DEN	Bit mask for tape density, where:  0 = standard 1 = 200 2 = 556 3 = 800  For densities of 1600 and 6250, IO.DEN=0 (magtape only). This flag is obsolete. Use TAPOP. to set tape density.															
28	IO.SSD	Semi-standard data mode (DEctape devices only).															
28	IO.SUP	Suppress echoing (terminals only).															
29	IO.D29	DEC029 mode (card punch only).															
29	IO.SIM	Super-image mode (card reader only).															
29	IO.WHD	Write disk-pack headers (disk only).															
29	IO.NSD	Non-standard data mode (DEctape devices only).															
29	IO.SFF	Suppress form feeds (line printers only).															
29	IO.NRC	Read with no reread check (magtape only).															
29	IO.FCS	Obsolete (terminals only).															
29	IO.LEM	Line editor mode (terminals only).															
30	IO.SYN	Synchronous input.															
31	IO.UWC	Uses user word count. By default this bit is not set, and the monitor computes the amount of data to be transmitted using the byte pointer in the buffer header. If this flag is set, however, the monitor uses the byte count. Meaningful for output only.															
32-35	IO.MOD	Data mode. In general, modes 0-14 are considered "buffered I/O modes" and modes 15-17 are "dump I/O modes." The possible values for the data mode (IO.MOD) in .OPMOD are:  <table border="0"> <thead> <tr> <th><u>Value</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>.IOASC</td> <td>ASCII mode (for any device except display).</td> </tr> <tr> <td>1</td> <td>.IOASL</td> <td>ASCII line mode (for any device except display).</td> </tr> <tr> <td>2</td> <td>.IOPIM</td> <td>Packed image mode (terminal only).</td> </tr> <tr> <td>3</td> <td>.IOBYT</td> <td>Byte mode (magtape device only).</td> </tr> </tbody> </table>	<u>Value</u>	<u>Symbol</u>	<u>Meaning</u>	0	.IOASC	ASCII mode (for any device except display).	1	.IOASL	ASCII line mode (for any device except display).	2	.IOPIM	Packed image mode (terminal only).	3	.IOBYT	Byte mode (magtape device only).
<u>Value</u>	<u>Symbol</u>	<u>Meaning</u>															
0	.IOASC	ASCII mode (for any device except display).															
1	.IOASL	ASCII line mode (for any device except display).															
2	.IOPIM	Packed image mode (terminal only).															
3	.IOBYT	Byte mode (magtape device only).															

4	.IOAS8	8-bit ASCII mode (terminal, pseudo-terminal, and line printers only).
5		Reserved for use by DIGITAL.
6-7		Reserved for use by customers.
10	.IOIMG	Image mode (for any except display device).
11-12		Reserved for use by DIGITAL.
13	.IOIBN	Image binary mode (for disk, DECTape, magtape, plotter, card device, or papertape device).
14	.IOBIN	Binary mode (for same devices as .IOIBN).
15	.IOIDP	Image dump mode (for display devices only).
16	.IODPR	Dump record mode (for disk, DECTape, or magtape devices).
17	.IODMP	Dump mode (for disk, DECTape, or magtape devices).

### 22.111.2 ARGUMENT WORD 1 (.OPDEV)

SIXBIT physical or logical name or UDX of the device to be initialized on the channel.

### 22.111.3 ARGUMENT WORD 2 (.OPBUF)

Buffer addresses (used for buffered I/O only):

<u>Bits</u>	<u>Meaning</u>
0-17	Address of the control block for the output buffers for the given channel. If buffered I/O is not to be used, specify 0 for the buffer control block address.
18-35	Address of the control block for the input buffers for the given channel. If buffered I/O is not to be used, specify 0 for the buffer control block address.

#### SKIP RETURN

The specified channel is initialized.

#### ERROR RETURN

The monitor takes the error return if the specified device is in use, if the device does not exist, or if the device is restricted. To assign a restricted device, use the MOUNT monitor command before running the program, or use the .QUMNT function of the QUEUE. call.

OPEN [OPCODE 050]

### EXAMPLES

```
;Subroutine to OPEN the disk in dump mode
;Call with:
;   PUSHJ    P,DMPINI
;   RETURN  HERE
DMPINI: OPEN   DSK,OPNBLK      ;OPEN the disk on channel "DSK"
        JRST  NOTAVL         ;Device is busy
        ENTER DSK,FILE       ;Create a new file
        JRST  FILBAD         ;Cannot ENTER file name in
                               ; disk directory.
        POPJ   P,            ;Return - file is now open for
                               ; Dump mode output.
;Here if device DSK: cannot be OPENed
NOTAVL: OUTSTR [ASCIZ "?CANNOT OPEN DSK:
"]
        EXIT                ;Print an error message
                               ;Return to the monitor
;Here if file cannot be created
FILBAD: OUTSTR [ASCIZ "?CANNOT CREATE DSK:DUMP.BIN
"]
        EXIT                ;Print an error message
                               ;Return to the monitor
OPNBLK: EXP    .IODMP        ;Select dump mode
        SIXBIT /DSK/        ;Device name
        EXP    0             ;No buffers
FILE:   SIXBIT /DUMP/       ;File name
        SIXBIT /BIN/        ;File name extension
        EXP    0             ;Default protection
        EXP    0             ;Default directory
;Subroutine to write data in buffer
;Call with:
;   FILL BUFFER WITH DATA
;   PUSHJ    P,DMPOUT
;   RETURN  HERE
DMPOUT: OUT    DSK,OUTLST    ;Write data
        POPJ   P,            ;No errors - Return to caller
        OUTSTR [ASCIZ "?OUTPUT ERROR FOR DSK:DUMP.BIN
"]
        EXIT                ;Output error message
                               ;Return to monitor
;Command list for output
OUTLST: IOWD   BUFSIZ,BUFFER ;Write BUFSIZ words from buffer
        EXP    0             ;End of command list
BUFFER: BLOCK  BUFSIZ       ;Output buffer
;Subroutine to close out file
;Call with:
;   PUSHJ    P,DMPDON
;   RETURN  HERE
;
DMPDON: CLOSE  DSK,         ;Write the end of file
        STATO DSK,IO.ERR   ;Are there any errors?
        POPJ   P,            ;No-return
        OUTSTR [ASCIZ "?ERROR CLOSING DSK:DUMP.BIN
"]
        EXIT                ;Print error message
                               ;Return to the monitor
```

### RELATED CALLS

- o FILOP.
- o INIT

**22.112 OTHUSR [CALLI 77]**FUNCTION

Determines whether other jobs are logged in under your project-programmer number (PPN).

CALLING SEQUENCE

```
    OTHUSR ac,  
        error return  
        skip return
```

SKIP RETURN

The ac contains your project-programmer number; the skip return occurs only if there are other jobs logged in under your project-programmer number.

ERROR RETURN

The alternate return is taken if no other jobs are logged in under your project-programmer number.

EXAMPLES

```
    OTHUSR T1,  
        JRST ONLY1
```

If other jobs are logged in under your project-programmer number, execution continues. If not, control is passed to ONLY1.

OUT [OPCODE 057]

## 22.113 OUT [OPCODE 057]

### FUNCTION

Transmits data from your job's physical memory area to the file selected for the given channel. Use FILOP. to perform an OUT UO on an extended I/O channel.

### CALLING SEQUENCE

```
OUT      channo,addr
success return
error return
```

In the calling sequence, the program supplies the following variables:

- o channo is the number of an initialized channel.
- o In buffered mode, addr contains the address of the .BFHDR (header) word of the buffer to be used. If you give addr as 0, the next buffer is used.
- o In dump mode, addr is the address of the first word of the command list. See IN call.

### SUCCESS RETURN

The data in the buffer at addr+1 is transferred.

### ERROR RETURN

If an error occurs, you should examine the I/O status bits to determine the cause of the error. Use the GETSTS call to obtain I/O status bits.

### NOTE

If, while using non-blocking I/O, your program takes the error return with no error bits set, that indicates you have exhausted all of the output buffers. You must wait until a buffer becomes available. The program at this point should not attempt to store any more data based on the state of the use bit. Instead, keep trying the OUT call until it succeeds.

### EXAMPLES

See Chapter 11.

### RELATED CALLS

- o FILOP.
- o IN
- o INPUT
- o OUTPUT

COMMON PROGRAMMING ERRORS

- o If the specified address is illegal, the monitor stops the job and prints:  
    ?Address check for device yyyyyy: UUO at user PC xxxxx
- o Failure to supply a command list address in dump mode.
- o Forgetting to initialize the channel.

OUTBUF [OPCODE 065]

## 22.114 OUTBUF [OPCODE 065]

### FUNCTION

Sets up an output buffer ring with the specified number of buffers for the specified initialized channel. Use FILOP. to perform an OUTBUF for an extended I/O channel.

### NOTE

The monitor allocates buffers in the user's address space starting at the location pointed to by the contents of .JBFF. This has no meaning in a non-zero section, unless that section is mapped to section 0. Use the FILOP. monitor call to specify buffer starting addresses in a non-zero section.

### CALLING SEQUENCE

```
OUTBUF channo,bufcnt
return
```

In the calling sequence, the program supplies the following variables:

- o channo is the number of an initialized channel.
- o bufcnt is the number of buffers to set up in the ring. If you give buffers as 0, the monitor uses its default number of buffers for the ring. This default varies according to the device. For disks, the number of buffers is a MONGEN parameter that can also be set with the SET DEFAULT BUFFERS monitor command.

### RETURN

The buffer ring is set up.

### RELATED CALLS

- o FILOP.
- o INBUF

### COMMON PROGRAMMING ERRORS

See the INBUF call for some common errors and their explanations.

**22.115 OUTCHR [TTCALL 1,]**FUNCTION

Sends an ASCII character to the job's controlling terminal.

CALLING SEQUENCE

OUTCHR location  
return

In the calling sequence, the program supplies the location, which is the address of the word containing the output character; the ASCII code for the character is right justified in bits 28-35 of location.

RETURN

The monitor takes a right-justified ASCII code from bits 28-35 of location and displays the character on the user terminal.

- o OUTSTR
- o TRMOP.

COMMON PROGRAMMING ERRORS

- o Typing a comma after location.
- o Assuming OUTCHR takes an immediate value in the effective address field.

OUTPUT [OPCODE 067]

## 22.116 OUTPUT [OPCODE 067]

### FUNCTION

Sends data from memory to an initialized channel. Use FILOP. to perform an OUTPUT for an extended I/O channel. The OUTPUT monitor call is the same as the OUT monitor call, except that OUT takes the error return if any error bits are set in the I/O status word, and OUTPUT ignores the error bits and has only one return location.

### CALLING SEQUENCE

OUTPUT channo, addr  
return

In the calling sequence, the program supplies the following variables:

- o channo is the number of an initialized channel.
- o addr is one of the following:
  - If the channel was initialized for dump mode, then addr is the address of an I/O command list.
  - In buffered mode, addr contains the address of the .BFHDR (header) word of the buffer to be used. If you give addr as 0, the next buffer is used.
  - If the channel was initialized for buffered mode, then addr is the address of the second word of the next buffer to be used; if you give 0 (the normal case), the next buffer in the ring is used.

### RETURN

Data is output to the device on the channel.

### RELATED CALLS

- o FILOP.
- o IN
- o INPUT
- o OUT

### COMMON PROGRAMMING ERRORS

Same as IN call.

**22.117 OUTSTR [TTCALL 3,]**FUNCTION

Sends an ASCIZ string to the user terminal.

CALLING SEQUENCE

```
        OUTSTR addr  
        return  
addr:   ASCIZ/string/
```

In the calling sequence, the program supplies the following variables:

- o addr is the address of the ASCIZ string to be displayed on the terminal.
- o string is the string to be sent.

RETURN

The string is displayed on the user terminal.

EXAMPLES

See OPEN call.

RELATED CALLS

- o OUTCHR
- o TRMOP.

COMMON PROGRAMMING ERRORS

Typing a comma after addr.

PAGE. [CALLI 145]

## 22.118 PAGE. [CALLI 145]

### FUNCTION

Manipulates pages and the data associated with those pages in your job's address space.

### CALLING SEQUENCE

```
        MOVE    ac, [XWD fncode, addr]
        PAGE.   ac,
              error return
              skip return
addr:   . . .
        length
        first argument
        . . .
        last argument
```

In the calling sequence, the program supplies the following information:

- o fncode is one of the function codes described below.
- o addr is the address of the argument list.
- o length is the number of words that follow in the argument list; and the words up through last argument are arguments for the given function, usually page numbers of memory pages being manipulated. The value of length cannot be 0.

The length can be specified as a negative value. In this case, the argument is the page number of the first page in a set, where the set contains that page plus the number of consecutive pages indicated by the value of length.

For example, when length contains a negative value (such as -3), the argument (for example, page number 401), is the first of 3 consecutive pages (for this example, pages 401, 402, and 403), to be manipulated.

Therefore, in functions such as .PAGEM, where the argument word contains two page numbers, a negative value in length indicates the number of pages in both halves of the argument word. For example, a value of -2 in length, for a PAGEM. function on the argument word [400,,200] includes the page numbers [401,,201].

The pages you can specify are restricted by the following attributes:

- o Page zero cannot be paged out or destroyed.
- o Page numbers must be specified in numerically increasing order.
- o If the high segment is sharable, it cannot be paged out.
- o If the page is a SPY page, it cannot be paged out.
- o If a page is locked in core, it cannot be paged out.

The function codes and their meanings are described in the following sections.

**22.118.1 FUNCTION 0 (.PAGIO)**

Swaps a page in or out. Pages swapped in are added to the working set; pages swapped out are moved to secondary storage.

Use one word in the argument list for each page to be swapped, or specify a negative list length to specify a set of consecutive pages. If you use more than one argument word, the page numbers must be in ascending order. Each argument word is in the form:

XWD flags,pageno

In the argument word:

- o pageno is the number of the page to be swapped (in the range 0-511 on a KS, or 0-16383 on a KL).
- o flags are optional and may include:

<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>
0	PA.GAF	Swap the page out if this bit is set; swap it in if not set.
1	PA.GSL	Swap to slow swapping space if this bit is set; swap to fast space if not set.
2	PA.GDC	Suppresses error codes PAGCE%, PAGME%, PAGSC%, and PAGSM%.

**22.118.2 FUNCTION 1 (.PAGCD)**

Creates or destroys a specified page. Use one argument word for each page to be created or destroyed. If you use more than one word, the specified pages must be in ascending order. Each argument word is of the form:

XWD flags,pageno

In the argument word:

- o pageno specifies the number of the page (in the range 0-511 on a KS, or 0-16383 on a KL) to be created or destroyed.
- o flags are optional and may include:

<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>
0	PA.GAF	Destroy the page if this bit is set; create the page if this bit is not set.
1	PA.GCD	Create the page on disk if this bit is set; create a page in the working set if this bit is not set.
2	PA.GDC	Ignores the fact that the page does not exist, suppressing error codes PAGME% and PAGCE%.

PAGE. [CALLI 145]

### 22.118.3 FUNCTION 2 (.PAGEM)

Moves or exchanges a page. The page is moved from one virtual address to another, or two pages exchange locations. You cannot move a page to a location that is allocated to another page and you cannot exchange pages unless the source pages are allocated.

Use one argument word for each page to be moved or exchanged. If you use more than one argument word, the specified pages must be in ascending order. Each argument word is of the form:

<flag>+<source>B17+<destination>B35

In the argument word:

- o source is the page number of the page to be moved.
- o destination is the page number of the location to receive the page.
- o The following flag can be set:

<u>Flag</u>	<u>Symbol</u>	<u>Meaning</u>
0	PA.GAF	Exchange the pages if this bit is set; move the source page if this bit is not set.

### 22.118.4 FUNCTION 3 (.PAGAA)

Sets or clears the access-allowed bit for a page. The access-allowed bit may be changed for any page in the working set. If a page is accessed that has this bit off, a page fault occurs.

Use one argument word for each page whose access-allowed bit is to be changed. If you use more than one argument, the specified pages must be in ascending order. Each argument word is of the form:

XWD flags,pageno

In the argument word:

- o pageno is the page number of the page whose bit is to be changed.
- o flags are optional and may include:

<u>Flag</u>	<u>Symbol</u>	<u>Meaning</u>
0	PA.GAF	Clear access-allowed for the page if this bit is set; set access-allowed if this bit is not set.
1	PA.GSA	Automatically sets access-allowed on page fault; dispatch to page handler on page fault if this bit is not set.
2	PA.GDC	Ignores the fact that the page does not exist, suppressing error codes PAGME% and PAGCE%.

**22.118.5 FUNCTION 4 (.PAGWS)**

This function returns a bit map of those pages in the current working set. In the PAGE. call, you specify the number of words that are to be returned. There is one bit for each possible page. If a bit is set, the page associated with that bit is a part of the working set. For example, Word 1 contains the bits associated with pages 0 through 35; Word 2 contains the bits associated with pages 36 through 71, and so on. The end of the bit map does not end on an integral word boundary, so the last word in the map is padded with zeroes. The bit map for another section begins on a new word.

**22.118.6 FUNCTION 5 (.PAGGA)**

Returns a bit map indicating which pages have their access-allowed bits set. This bit map has the same format as the one returned for function code 4 (.PAGWS). If a bit in the map is set, the page associated with that bit is accessible. In the PAGE. monitor call, you specify the number of words in the bit map that are to be returned.

**22.118.7 FUNCTION 6 (.PAGCA)**

Determines the type of access allowed for a given page. There is no argument block; instead, you specify the function code in the left half of the ac (bits 0-17) and the page number in the right half of the ac (bits 18-35): [function,,page-number]. On a skip return, the monitor will set one or more of the bits (in the accumulator) that are listed below:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0	PA.GNE	Page does not exist.
1	PA.GWR	Writable page.
2	PA.GRD	Readable page.
3	PA.GAA	Access allowed.
4	PA.GAZ	Allocated page, but zero.
5	PA.GCP	Page cannot be paged out.
6	PA.GPO	Page is paged out.
7	PA.GHI	Page is in high segment. If this bit is set and PA.GSP is clear, the high segment number is stored in Bits 25-35 (PA.GSG).
8	PA.GSH	Page is sharable.
9	PA.GSP	Page is SPYing (mapped onto running monitor). If this bit is set, the SPY page number is stored in Bits 22-35 (PA.GSC).
10	PA.GLK	Page is locked in memory.
11	PA.GNC	Page is not cached.
12	PA.GSN	Section does not exist.
13	PA.GVR	Page is virtual (SPY page).
14	PA.GIN	Page is in an indirect section, that is, a section mapped onto another section. If this bit is set, the new section number is stored in Bits 16-20 (PA.GSC).
15		Reserved for use by DIGITAL.
16-20	PA.GSC	Indirect section number; that is, a section that another section is mapped onto. PA.GIN is set to indicate that a section number is stored in PS.GSC.
21		Reserved for use by DIGITAL.

PAGE. [CALLI 145]

         	22-35	PA.GPN	Page number of the SPY page which the specified user page is SPYing on. If PA.GSP and PA.GVR are set, then this field contains a monitor virtual page number.  If PA.GSP is set but PS.GVR is clear, then PA.GPN contains a physical memory address.
	25-35	PA.GSG	Segment number of the segment that the page is in, if PA.GHI (Bit 7) is set and PA.GSP is clear.

### 22.118.8 FUNCTION 7 (.PAGCH)

Changes the pages in a high segment, or creates a high segment from a contiguous collection of pages. The argument block is written in the following format:

addr: Number of words following.  
addr+1: Number of pages to be remapped.  
addr+2: Start page number.  
addr+3: Destination page number.

addr+3 is an optional word of the argument block. If not specified, page 400 is assumed. This function waits for all I/O to stop before creating the high segment. On a skip return, the specified pages are REMAPPED into the high segment, which begins at destination page number. The error return is taken if all of the pages specified by start page number and number of pages to be remapped do not exist, or if a page included in the list already exists in your program's address space. If the number of pages specified is negative, those pages are remapped from the low segment to the high segment, and appended to the existing high segment.

Note that a sharable high segment cannot be created or affected with this function code. If only one argument is given, the number of pages specified is deleted from the end of the high segment.

| This function deletes any high segments existing in the current PC  
| section that are overwritten by the new high segment area.

### 22.118.9 FUNCTION 10 (.PAGCB)

Sets or clears the cache bit for the page.

This function sets or clears the cache bit on a per-page basis (KL10 and KS10 only). The argument word format is as follows:

<u>Bits</u>	<u>Meaning</u>
0	If this bit, PA.GAF, is set, the cache bit is set in the corresponding entry in the job's page map. If clear, the cache bit is clear.
1	Reserved.
2	This bit, PA.GDC, ignores the fact that a page doesn't exist, suppressing error code PAGME%.
3-26	Reserved.
27-35	The page number.

If there is more than one argument word in the argument block, the page numbers specified in those words must be in ascending numeric order.

The error return is taken if any of the following are true:

- o The function or call is not implemented.
- o A high segment page is specified in the argument list.
- o The argument list is not set up properly.
- o The job is not locked in core and does not have JACCT privileges.

#### 22.118.10 FUNCTION 11 (.PAGSP)

Allows your program to map an arbitrary set of pages from memory or from the monitor's virtual address space into the program's address space. Use one argument word for each page to be mapped. If you use more than one argument word, you must specify the pages in ascending order. The argument word is formatted as follows:

<flags>+<source>B17+<destination>B35

In the arguments,

- o flags are optional and may include:

<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>
0	PA.GAF	Remove the page from the user's addressing space. If not set, add the monitor page to the user's addressing space at the specified page number.
2	PA.GDC	On a create, this bit will overlay an already existing page. On a delete, if the page does not exist, it is ignored and error code PAGME% is suppressed.

- o source is the page number of the source page. If UU.PHY is set in the PAGE. monitor call itself, source is a physical page in memory. If UU.PHY is not set, source is a monitor virtual address mapped through the executive page map.
- o destination is the page number of the page to be mapped into your address space.

This function requires that the calling job have PEEK privileges on all of core.

#### 22.118.11 FUNCTION 12 (.PAGSC)

Creates or destroys a specified section. Use one argument word for each section to be created or destroyed. For more than one word, the sections or arguments must be specified in ascending order. Each argument word is of the form:

XWD <flag>+<source>B17+<destination>B35

In the argument, flag is one of the following:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0	PA.GSF	Delete the section if this bit is on, create the section if this bit is off.
1	PA.GMS	On a create, map the sections specified in PA.GSS and PA.GDS together.
2	PA.GDC	On a create, any existing section is emptied. On a delete, ignore a non-existent section.

If PA.GMS is set, give the source and destination sections using the following format:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
4-17	PA.GSS	The section number of the source section.
18-22		Reserved for use by DIGITAL.
22-35	PA.GDS	The section number of the destination section.

#### 22.118.12 FUNCTION 13 (.PAGBM)

Returns a bit map that indicates whether specified page accessibility attributes belong to a certain page. If, in the return, the bit map is set on, the page has the specified attributes.

The argument list is of the form:

```
EXP count
EXP attribute-settings
EXP care-mask
EXP starting-page-no
```

In the argument list:

- o count is the number of arguments.
- o attribute-settings is the word indicating the desired state of the given attribute. The page accessibility attribute bits are the same as those given for .PAGCA.
- o care-mask is the word specifying which bits of the attribute-settings word should be examined.

Note that PA.GSC, the independent section number, is checked only when PA.GIN is turned on in both .PAGCA and in the care mask in .PAGBM.

Likewise, PA.GPN, the SPY page number, is checked only when PA.GSP is on in .PAGCA and in the care mask in .PAGBM.

- o starting-page-no specifies the page number of the page that is mapped to Bit 0 of the mask.

The bit map is returned starting at addr+4.

**22.118.13 FUNCTION 14 (.PAGAL)**

Determines the type of access allowed for a given page. The argument block is:

```

EXP    count
EXP    starting-page

```

In the argument word:

- o count is the number of arguments.
- o starting-page is the starting page of the area in which information is to be returned. The bits returned are the same as for .PAGCA.

This function returns the access type starting at addr+3.

**22.118.14 FUNCTION 15 (.PAGLP)**

Locks and unlocks the specified pages in core. The argument word is formatted as:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0	PA.GAF	Locks the page.
1	PA.GEV	Modifier bit. If set, this function is for Exec Virtual Memory.
2	PA.GDC	Suppresses errors PAGWL% (already write-locked) and PAGWE% (already write-enabled).
3-17	PA.GVP	Virtual page number to be locked into core.
21-35	PA.GPP	Physical page number where the virtual page will be locked.

**22.118.15 FUNCTION 16 (.PAGWL)**

Write-locks and write-enables low-segment pages. The argument list is formatted as:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0	PA.GAF	If set, write-locks the page. If clear, write-enables the page.
2	PA.GDC	Disables the error return in the case that the page is already write-locked (if PA.GAF is set) or write-enabled if PA.GAF is clear.
27-35		Page number of page to be write-locked or write-enabled.

**SKIP RETURN**

The specified function has been performed; the ac is unchanged.

To perform paging functions without undue interruption, the monitor places pages in a private queue for the job. Thus, if the job blocks without successfully completing this call, the pages cannot be removed from the job. On a successful return from this monitor call, the pages are removed only as requested.

ERROR RETURN

On an error return, the pages are returned to the system queues.

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
0	PAGUF%	Function not implemented.
1	PAGIA%	Illegal argument.
2	PAGIP%	Illegal page number.
3	PAGCE%	Page should not exist, but does.
4	PAGME%	Page should exist, but does not.
5	PAGMI%	Page should be in core, but is not.
6	PAGCI%	Page should not be in core, but is.
7	PAGSH%	Page is in sharable high segment.
10	PAGIO%	Paging I/O error.
11	PAGNS%	No swapping space available.
12	PAGLE%	Core limit exceeded.
13	PAGIL%	Function illegal if page locked.
14	PAGNX%	Cannot allocate zero page with virtual limit zero.
15	PAGNP%	Not enough privileges.
16	PAGSC%	Section should not exist, but does.
17	PAGSM%	Section should exist, but does not.
20	PAGIS%	Illegal section.
21	PAGAL%	Page is already locked in core.
22	PAGAU%	Page is already unlocked in core.
23	PAGNA%	Page is not available. (For example, the physical page requested is already locked for a job.)
24	PAGNR%	Not enough memory space was reserved for the request to lock pages.
25	PAGNE%	Insufficient Exec Virtual Memory (EVM) space is available for locking the requested pages.
26	PAGNN%	There are no free high segment numbers.
27	PAGNC%	There is no free core available.
30	PAGWL%	A specified page is already write-locked.
31	PAGWE%	A specified page is already write-enabled.

**22.119 PATH. [CALLI 110]**FUNCTION

Sets or reads a user's default directory path, reads the default directory path for a device or channel, or sets or reads pathological device name definitions. A pathological device name is a logical name defining a directory search path in the form:

```
dev:file.ext[UFD,SFD1,SFD2,...SFD5].
```

Refer to Section 12.6.5 for more information.

CALLING SEQUENCE

```

      MOVE      ac,[XWD len,addr]
      PATH.    ac,
              error return
              skip return
addr:      . . .
           argument list

```

In the calling sequence, the program supplies the following variables:

- o len is the length of the argument list. The value in this word must be at least 3. If you specify 0, the length defaults to 3.
- o addr is the address of the argument list.

There are two types of argument blocks for the PATH. monitor call. Type 1 is used for reading and setting default directory paths for users, channels, or devices. Type 2 is used for reading or defining pathological names.

ARGUMENT BLOCK TYPE 1

Argument Block Type 1 is used for reading and setting default directory paths for users, channels, or devices. This argument type is used for all functions (specified in .PTFCN), except functions -6 and -5 (.PTFRN and .PTFSN). The function codes are listed below.

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.PTFCN	A SIXBIT device name; or a job number in the left half and a function code or channel number in the right half.

If you specify a device name, the monitor returns the default path for that device.

If you specify a job number and function code, or a job number and channel number, the word is formatted as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Contents</u>
0-17	PT.JBN	Job number. This job number defaults to your job number if not in the range of 1 to the highest legal job number.

18-35 PT.FCN Function code or channel number. The function codes and their meanings are listed below.

If you specify a channel number instead of a function code, the monitor returns the default path for the device currently open on that channel. If accessing a file that is open on the specified channel, the monitor returns the actual path for the file.

The function codes are:

<u>Code</u>	<u>Symbol</u>	<u>Function</u>
-6	.PTFRN	Reads a pathological name. Refer to Argument Block Type 2.
-5	.PTFSN	Sets a pathological name. Refer to Argument Block Type 2.
-4	.PTFRL	Returns an additional path to be searched when a file is not in your directory path. (For example, the monitor returns SYS, NEW, or LIB, if appropriate. See word .PTSWT below.)
-3	.PTFSL	Sets an additional path to be searched when a file is not found in your directory path. (See .PTFRL.) When you specify this function code, you must supply the following words in the argument block:  .PTFCN .PTSWT .PTPPN

- 2 .PTFSD Sets the default path to search if no path is specified.
- 1 .PTFRD Reads the default path that is searched if no path is specified.

1 .PTSWT Flags. The flags are only applicable to specific functions. All flags apply if you specify a device name or channel number in the previous word (.PTFCN).

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
25	PT.EDA	Returned to indicate that the device or channel number was both a pathological name and an ersatz device name. This flag is ignored for all functions that set the path.
26	PT.DLN	Returned to indicate that the device or channel specified in .PTFCN is a pathological name. Therefore, this flag is applicable only when a device or channel number is specified in .PTFCN.

27-29 PT.SLT Returned to indicate the type of search list associated with a device or channel. The search list types are:

<u>Code</u>	<u>Symbol</u>	<u>Type</u>
0	.PTSLN	No search list is associated with the specified device or channel.
1	.PTSLJ	Job search list.
2	.PTSLA	ALL search list.
3	.PTSLS	SYS search list.

PT.SLT is applicable only when a device name or channel number is specified in .PTFCN.

30 PT.IPP Returned to indicate that the device specified in .PTFCN has an implied PPN, as in the case of an ersatz device name. The implied PPN is returned in the following word, .PTPPN.

- 30      PT.DTL      Set to prevent any change to the status of LIB, allowing changes to NEW and SYS without changing LIB. This flag is useful only for function code .PTFSL.
- 31      PT.LIB      Returned to indicate that LIB: is defined for your job. If LIB: is defined, it will be searched on each structure in your job search list, after your default path for each structure in the job search list has been exhausted in the attempt to find a file. The LIB ersatz device name can be defined using function .PTFSL, or by setting flag PT.SEA in the LIB pathological name definition using function .PTFSN.
- 32      PT.NEW      Returned to indicate that, when SYS is specified or implied, the NEW area [1,5] will be searched before the SYS area [1,4].
- 33      PT.SYS      Returned to indicate that SYS (ersatz device name for [1,4]) will be searched on each structure in your job search list after your default path to each structure in the search list has been exhausted in the attempt to find a file.
- 34-35   PT.SCN      Controls searching of higher-level directories. (Similar to /SCAN switch to SETSRC program, but overrides the setting of /SCAN.) The values of this field can be 0 (use same scanning status as before the PATH. call), or one of the following:

<u>Value</u>	<u>Symbol</u>	<u>Switch</u>	<u>Setting</u>
0		Use	default setting.
1	.PTSCN	Turns	scanning off.
2	.PTSCY	Turns	scanning on.

The scanning status is returned if you specify a device or channel number in .PTFCN, or if you use function .PTFRD. The status is set using function .PTFSD. These bits are checked when the path block is given for LOOKUP, GETSEG, RUN, MERGE., and FILOP. calls.

- 34 PT.SNW Set to indicate that NEW (ersatz device name for [1,5]) will be searched before [1,4] whenever SYS is specified or implied.
- 35 PT.SSY Returned to indicate that SYS (ersatz device name for [1,4]) will be searched on each structure in your job search list after your default path to each structure in the search list has been exhausted in the attempt to find a file.

Table 22-1 lists the information that can be stored in .PTFCN and indicates the flags in .PTSWT that apply to each of the functions .PTFRD, .PTFSD, .PTFSL, and .PTFRL:

**Table 22-12: PATH. Functions and Flags**

Flag	Device or Channel	Functions			
		.PTFRD	.PTFSD	.PTFSL	.PTFRL
PT.EDA	X				
PT.DLN	X				
PT.SLT	X				
PI.IPP	X				
PT.DTL				X	
PT.LIB	X	X			
PT.NEW	X	X			
PT.SYS	X	X			
PT.SCN	X	X	X		
PT.SNW				X	X
PT.SSY				X	X

PATH. [CALLI 110]

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
2	.PTPPN	The PPN (UFD) of the path. For function .PTFRL, the library PPN, if any, is returned here. For function .PTFSL, the library PPN is set from this word unless PT.DTL is set in .PTSWT.
3	.PTSFD	The first level of SFD, as the SFD name, stored in SIXBIT. Subsequent words contain lower levels of SFDs. TOPS-10 allows up to 5 nested levels of SFDs, but MONGEN allows this value to be set at less than 5. You can obtain the maximum number of SFD levels allowed, from the right half of the item %LDSFD in GETTAB table .GTLVD.
4-10	. . .	Name of the following SFD levels.
11	.PTMAX	Maximum length. Contains a 0 to end the PATH. block.

ARGUMENT BLOCK TYPE 2

This argument block is used to read and define pathological names (logical names for directory paths) using functions .PTFSN to set the pathological name and .PTFRN to read the pathological name. The offsets into the argument block are:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>									
0	.PTFCN	Job number and function code in the following format:									
		<table border="1"> <thead> <tr> <th><u>Bits</u></th> <th><u>Symbol</u></th> <th><u>Contents</u></th> </tr> </thead> <tbody> <tr> <td>0-17</td> <td>PT.JBN</td> <td>Ignored for functions .PTFSN and .PTFRN.</td> </tr> <tr> <td>18-35</td> <td>PT.FCN</td> <td>Function code. The function codes and their meanings are:</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Symbol</u>	<u>Contents</u>	0-17	PT.JBN	Ignored for functions .PTFSN and .PTFRN.	18-35	PT.FCN	Function code. The function codes and their meanings are:
<u>Bits</u>	<u>Symbol</u>	<u>Contents</u>									
0-17	PT.JBN	Ignored for functions .PTFSN and .PTFRN.									
18-35	PT.FCN	Function code. The function codes and their meanings are:									
		<table border="1"> <thead> <tr> <th><u>Code</u></th> <th><u>Symbol</u></th> <th><u>Function</u></th> </tr> </thead> <tbody> <tr> <td>-6</td> <td>.PTFRN</td> <td>Returns information (in .PTLNM) about the current pathological name or returns the next pathological name in the list of defined names.</td> </tr> <tr> <td>-5</td> <td>.PTFSN</td> <td>Defines or deletes a pathological name. To delete a name, you must also set flag PT.UDF in .PTLNF and specify the name to be deleted in .PTLNM.</td> </tr> </tbody> </table>	<u>Code</u>	<u>Symbol</u>	<u>Function</u>	-6	.PTFRN	Returns information (in .PTLNM) about the current pathological name or returns the next pathological name in the list of defined names.	-5	.PTFSN	Defines or deletes a pathological name. To delete a name, you must also set flag PT.UDF in .PTLNF and specify the name to be deleted in .PTLNM.
<u>Code</u>	<u>Symbol</u>	<u>Function</u>									
-6	.PTFRN	Returns information (in .PTLNM) about the current pathological name or returns the next pathological name in the list of defined names.									
-5	.PTFSN	Defines or deletes a pathological name. To delete a name, you must also set flag PT.UDF in .PTLNF and specify the name to be deleted in .PTLNM.									

1	.PTLNF	Pathological name flags:	
			<u>Bits</u> <u>Symbol</u> <u>Meaning</u>
		0	PT.SEA    The directories included in the definition of this pathological name will be searched when a file is not found in the default directory path when you issue a LOOKUP monitor call. (This is similar to .PTFSL, but allows more flexibility.) PT.SEA can be set for only one pathological device. However, several directories can be specified for a single pathological name.
		1	PT.UDF    Deletes the definition of the pathological name specified in .PTLNM. You must also specify function code -5 (.PTFSN) above.
		2	PT.RCN    Returns data about the pathological name specified in .PTLNM when you specify function code -6 (.PTFRN). If this flag is 0 for function .PTFRN, the monitor returns, in .PTLNM, the next pathological name defined in the list.
		3	Reserved for use by DIGITAL.
		4	PT.OVR    Indicates that the file name and extension specified in the definition of the pathological device should override those in the argument block for LOOKUP/ENTER calls. Used with both .PTFRN and .PTFSN.  For example, when FOO/OVERRIDE is defined as DSKA:FOO.DAT[1,2], a LOOKUP of FOO:BAR.DAT will not find BAR.DAT; it will find FOO.DAT. When PT.OVR is not set, the pathological name is used to define defaults. For example, when FOO is defined as DSKA:FOO.DAT[1,2], a LOOKUP for FOO:BAR would find BAR.DAT
2	.PTLNM	For function .PTFRN, set this word to 0 to return the first pathological name in the list of names defined for your job, or the next path name in this word. For the .PTFSN function, this word contains the path name (in SIXBIT) that you wish to define or delete.	

PATH. [CALLI 110]

3 .PTLSB First word of the pathological name sub-block.

Each sub-block is in the format shown below. Offsets are from the start of the sub-block. The SFD list for the path begins at Word 5 and is terminated with a zero word. The zero word must not be past Word 12 (.PTLEL).

The entire list of sub-blocks must be terminated by two zero words following the last sub-block. These must be reserved in addition to .PTLEL.

Each path sub-block is formatted as:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.PTNOD	Reserved to DIGITAL for future expansion.
1	.PTLSL	SIXBIT device (such as DSKB, DSK, ALL, or SSL).
2	.PTFIL	File name.
3	.PTEXT	File extension.
4	.PTLPP	PPN.
5	.PTLSF	Start of SFD list.
6-11		Subsequent SFD levels.
12	.PTLEL	Zero word, to terminate SFD list.
13	.PTLZT	First of the two-word zero terminator for the entire list of path blocks.

You can include as many sub-blocks as you wish, except that the length of the entire list of sub-blocks (including the header) may not exceed 144 octal words.

#### SKIP RETURN

For Read functions, the argument block is filled in; for Set functions, the function is completed.

#### ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
-1	PTNSS%	No such SFD as that specified in search list.
0	PTNDD%	Specified channel was not OPEN, or specified device was not a disk device.
1	PTTME%	Too many entries in PATH. block.
2	PTTMN%	Too many pathological names defined.
3	PTNSN%	Attempt to delete nonexistent name.
4	PTNFS%	No per-process free core.
5	PTANE%	Tried to define a pathological name that already exists.
6	PTNEN%	Non-existent pathological name used in argument block for .PTFRN and .PTFSN.
7	PTNSJ%	No such job as the job number you specified in the argument block.
10		Reserved for use by DIGITAL.
11	PTNAI%	Invalid number of arguments specified. You must include 3 words in the block for calling sequence 1; 5 words in the block for calling sequence 2.

EXAMPLES

This example defines the following pathological name:

FOO/SEARCH=DSKB:[10,10,MON,NEW],DSKC:[10,11,OLD]

The code to define the pathological name FOO is:

```

        MOVE      T1, [XWD ARGLEN,ARGLST]
        PATH.    T1,
                JRST ERROR
        JRST     CONTIN
ARGLST:  EXP      .PTFSN      ;Function code
        EXP      PT.SEA      ;/SEARCH attribute
        SIXBIT/FOO/          ;Logical path name to define
        EXP      0           ;Start of first group
        SIXBIT/DSKB/
        0                ;File name
        0                ;Extension
        XWD      10,10
        SIXBIT/MON/
        SIXBIT/NEW/
        EXP      0           ;Word terminating PATH spec
        EXP      0           ;Start of second group
        SIXBIT/DSKC/
        0                ;File name
        0                ;Extension
        XWD      10,11
        SIXBIT/OLD/
        EXP      0           ;Word terminating PATH spec
        EXP      0           ;Two words terminating PATH block
        EXP      0
ARGLEN==.-ARGLST ;Length of arg list

```

PEEK [CALLI 33]

## 22.120 PEEK [CALLI 33]

### FUNCTION

Returns the contents of any location in the monitor. The PEEK monitor call requires that your program have bit 16 (JP.SPA) or bit 17 (JP.SPM) set in the GETTAB table .GTPRV, or your program must have JACCT privileges. If you do not have the proper privileges, the ac is cleared.

### CALLING SEQUENCE

```
MOVE    ac,addr
PEEK    ac,
return
```

In the calling sequence, the program supplies the addr, which is the 30 bit address of the word in the monitor virtual address space to be returned.

If you set UU.PHY in this call, using the instruction:

```
PEEK ac,UU.PHY
```

the specified address is assumed to be a physical memory address instead of a virtual address.

### RETURN

On return, the contents of the monitor location given by addr is returned in the ac. If the calling job does not have the required privileges, the monitor clears the ac.

### RELATED CALLS

- o PAGE.
- o POKE.
- o SPY

**22.121 PERF. [CALLI 162]**FUNCTION

Allows privileged programs to perform system measurements over a period of time. The PERF. call works only on the KL10 processor. Note that only one job at a time may use the performance meter on each CPU. The PERF. functions are discussed in Chapter 10.

CALLING SEQUENCE

```

        MOVE    ac, [XWD n, addr]
        PERF.   ac,
            error return
            skip return
addr:   . . .
        XWD    fcncode, faddr
        . . .
        XWD    fcncode, faddr

```

In the calling sequence, the program supplies the following variables:

- o n is the number of function words specified in the argument block, which begins at addr.
- o addr is the address of the argument block. The argument block is a list of the functions to be enabled and the address of the argument list that defines each function, allowing you to specify multiple functions in a single monitor call.
- o fcncode is one of the function codes described on the following pages of this manual.
- o faddr is the address of the function code argument list. Each function must have a corresponding argument list. These argument lists are described with the function codes.

The function codes and their meanings are:

<u>Code</u>	<u>Symbol</u>	<u>Function</u>
1	.PRSET	Sets up the performance meter.
2	.PRSTR	Starts the performance meter.
3	.PRRED	Reads the performance meter.
4	.PRSTP	Stops the performance meter.
5	.PRRES	Releases the performance meter.
6	.PRBPF	Turns background PERF analysis off.
7	.PRBPN	Turns background PERF analysis on.

The argument list at faddr for the .PRSET function is:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>																														
0	.PMLLEN	Length of the argument list.																														
1	.PMCPU	CPU type:																														
		<table border="1"> <thead> <tr> <th><u>Bit</u></th> <th><u>Symbol</u></th> <th><u>CPU Type</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>PM.PD6</td> <td>PDP-6.</td> </tr> <tr> <td>1</td> <td>PM.KA</td> <td>KA10.</td> </tr> <tr> <td>2</td> <td>PM.KI</td> <td>KI10.</td> </tr> <tr> <td>3</td> <td>PM.KL</td> <td>KL10.</td> </tr> <tr> <td>4</td> <td>PM.KS</td> <td>KS10.</td> </tr> </tbody> </table>	<u>Bit</u>	<u>Symbol</u>	<u>CPU Type</u>	0	PM.PD6	PDP-6.	1	PM.KA	KA10.	2	PM.KI	KI10.	3	PM.KL	KL10.	4	PM.KS	KS10.												
<u>Bit</u>	<u>Symbol</u>	<u>CPU Type</u>																														
0	PM.PD6	PDP-6.																														
1	PM.KA	KA10.																														
2	PM.KI	KI10.																														
3	PM.KL	KL10.																														
4	PM.KS	KS10.																														
2	.PMMOD	CPU number and mode:																														
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19	PM.CLR	Clears performance meter counts. Resets the counters when the call is issued. If you clear this bit, the meter will be set but any values currently in the counters are left unchanged.																														
3	.PMCSH	Cache enable flags:																														
		<table border="1"> <thead> <tr> <th><u>Flag</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>PM.CCR</td> <td>Count references.</td> </tr> <tr> <td>1</td> <td>PM.CCF</td> <td>Count fills.</td> </tr> <tr> <td>2</td> <td>PM.EWB</td> <td>Count EBOX writebacks.</td> </tr> <tr> <td>3</td> <td>PM.SWB</td> <td>Count sweep writebacks.</td> </tr> <tr> <td>4</td> <td>PM.SYN</td> <td>Synchronize performance and accounting meters.</td> </tr> </tbody> </table>	<u>Flag</u>	<u>Symbol</u>	<u>Meaning</u>	0	PM.CCR	Count references.	1	PM.CCF	Count fills.	2	PM.EWB	Count EBOX writebacks.	3	PM.SWB	Count sweep writebacks.	4	PM.SYN	Synchronize performance and accounting meters.												
<u>Flag</u>	<u>Symbol</u>	<u>Meaning</u>																														
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3	PM.SWB	Count sweep writebacks.																														
4	PM.SYN	Synchronize performance and accounting meters.																														
4	.PMPLE	Priority interrupt enable flags:																														
		<table border="1"> <thead> <tr> <th><u>Flag</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>PM.PI0</td> <td>Enable for channel 0 (DTE).</td> </tr> <tr> <td>1</td> <td>PM.PI1</td> <td>Enable for channel 1.</td> </tr> <tr> <td>2</td> <td>PM.PI2</td> <td>Enable for channel 2.</td> </tr> <tr> <td>3</td> <td>PM.PI3</td> <td>Enable for channel 3.</td> </tr> <tr> <td>4</td> <td>PM.PI4</td> <td>Enable for channel 4.</td> </tr> <tr> <td>5</td> <td>PM.PI5</td> <td>Enable for channel 5.</td> </tr> <tr> <td>6</td> <td>PM.PI6</td> <td>Enable for channel 6.</td> </tr> <tr> <td>7</td> <td>PM.PI7</td> <td>Enable for channel 7.</td> </tr> <tr> <td>8</td> <td>PM.NPI</td> <td>Enable for no interrupt in progress.</td> </tr> </tbody> </table>	<u>Flag</u>	<u>Symbol</u>	<u>Meaning</u>	0	PM.PI0	Enable for channel 0 (DTE).	1	PM.PI1	Enable for channel 1.	2	PM.PI2	Enable for channel 2.	3	PM.PI3	Enable for channel 3.	4	PM.PI4	Enable for channel 4.	5	PM.PI5	Enable for channel 5.	6	PM.PI6	Enable for channel 6.	7	PM.PI7	Enable for channel 7.	8	PM.NPI	Enable for no interrupt in progress.
<u>Flag</u>	<u>Symbol</u>	<u>Meaning</u>																														
0	PM.PI0	Enable for channel 0 (DTE).																														
1	PM.PI1	Enable for channel 1.																														
2	PM.PI2	Enable for channel 2.																														
3	PM.PI3	Enable for channel 3.																														
4	PM.PI4	Enable for channel 4.																														
5	PM.PI5	Enable for channel 5.																														
6	PM.PI6	Enable for channel 6.																														
7	PM.PI7	Enable for channel 7.																														
8	PM.NPI	Enable for no interrupt in progress.																														

5	.PMPCE	Program counter enable flags:
	<u>Flag</u>	<u>Symbol</u> <u>Meaning</u>
	0	PM.UPC      User-mode enable.
	1	PM.XPC      Executive-mode enable.
6	.PMMPE	Microcode probe enable flags:
	<u>Flag</u>	<u>Symbol</u> <u>Meaning</u>
	0	PM.MPE      Enable microcode probe.
7	.PMHPE	Hardware probe enable flags:
	<u>Flag</u>	<u>Symbol</u> <u>Meaning</u>
	0	PM.P0L      Probe zero low.
	1	PM.P0H      Probe zero high.
10	.PMJOB	Job enable flag:
	<u>Value</u>	<u>Symbol</u> <u>Meaning</u>
	-2	.PMNUL      Enable for null job.
	-1	.PMSLF      Enable for calling job.
11	.PMCHN	Channel enable flags:
	<u>Flag</u>	<u>Symbol</u> <u>Meaning</u>
	0	PM.EC0      Enable for channel 0.
	1	PM.EC1      Enable for channel 1.
	2	PM.EC2      Enable for channel 2.
	3	PM.EC3      Enable for channel 3.
	4	PM.EC4      Enable for channel 4.
	5	PM.EC5      Enable for channel 5.
	6	PM.EC6      Enable for channel 6.
	7	PM.EC7      Enable for channel 7.

The arguments at faddr and following for the .PRSTR, .PRRED, .PRSTP, and .PRRES functions are:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.PMLLEN	Length of the argument list.
1	.PMCPN	CPU number.
2	.PMHTB	High-order word of time-base.
3	.PMLTB	Low-order word of time-base.
4	.PMHPM	High-order word of performance counter.
5	.PMLPM	Low-order word of performance counter.
6	.PMHMC	High-order MBOX reference count.
7	.PMLMC	Low-order MBOX reference count.

The argument offsets for the .PRBPF and .PRBPN functions are:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.PMLLEN	Length of argument block.
1	.PMCPU	CPU type (same as .PRSET).
2	.PMMOD	CPU and flags (same as .PRSET).
3	.PMBPI	Sample interval in ticks.

PERF. [CALLI 162]

SKIP RETURN

For the .PRSET function, the performance meter is set.

For the .PRSTR function, the monitor starts the performance meter.

For the .PRRED function, the monitor has supplied the updated values for faddr+2 through faddr+7.

For the .PRSTP and .PRRES functions, the monitor stops the performance meter or releases the performance meter, respectively.

ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	PRCPU%	Invalid CPU specified.
2	PRNXC%	Nonexistent CPU specified.
3	PRMOD%	Improper mode specified.
4	PRSET%	Meter not set up.
5	PRUSE%	Meter already in use.
6	PRRUN%	Meter already running.
7	PRJOB%	Invalid job number.
10	PRNRN%	Meter not running.
11	PRNIM%	Function not implemented.
12	PRFUN%	Invalid function code.
13	PRPRV%	Not enough privileges.

## 22.122 PIBLK. [CALLI 212]

FUNCTION

Returns the address of the 4-word interrupt control block for the current interrupt in progress on the Programmable Software Interrupt (PSI) system. Refer to Chapter 6 for more information about using the (PSI) system.

This call is used by generic interrupt processes that service multiple interrupt conditions. Note that this call will not generate an interrupt when UWO interrupts are enabled.

CALLING SEQUENCE

```
PIBLK. ac,
        error return
        skip return
```

SKIP RETURN

On a successful return from this call, the address of the interrupt control block is stored in the ac.

ERROR RETURN

The call can take the error return with one of the following error codes stored in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
0	PSNIN%	The PSI system has not been initialized for this job.
1	PSNIP%	No interrupt is in progress.

RELATED CALLS

- o DEBRK.
- o PIFLG.
- o PIINI.
- o PIJBI.
- o PIRST.
- o PISAV.
- o PISYS.
- o PITMR.

PIFLG. [CALLI 216]

## 22.123 PIFLG. [CALLI 216]

### FUNCTION

The PIFLG. monitor call allows you to retrieve the PC flags of the highest level pending interrupt that have been stored in the monitor. Flags are stored in the monitor if you are using extended addressing format, set by the PS.IEA bit of the PIINI. monitor call.

This call does not cause an interrupt when UO interrupts are enabled.

### CALLING SEQUENCE

```
      / MOVEI ac, .PSFRD      \  
      \ MOVE ac, [flags,, .PSFWT] /  
      PIFLG. ac,  
      error return  
      skip return
```

In the calling sequence, the program supplies the flags, which are one or more of the interrupt PC flags. The function codes are:

<u>Code</u>	<u>Symbol</u>	<u>Function</u>
0	.PSFRD	Read interrupt flags.
1	.PSFWT	Write interrupt flags.

### SKIP RETURN

The requested action is performed. Flags are returned in the ac.

### ERROR RETURN

One of the following codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
0	PSFNI%	PSI system not initialized.
1	PSFNP%	No interrupt in progress.
2	PSFEA%	Extended addressing format for PI system not in use.
3	PSFIF%	Illegal function code.

### RELATED CALLS

- o DEBRK.
- o PIBLK.
- o PIINI.
- o PIJBI.
- o PIRST.
- o PISAV.
- o PISYS.
- o PITMR.

22.124 PIINI. [CALLI 135]

FUNCTION

Initializes the programmable software interrupt (PSI) facility by clearing any old interrupts and storing the base address of the interrupt vector block. Refer to Chapter 6 for more information about using the PSI system.

CALLING SEQUENCE

```

MOVE    ac, [flag + addr]
PIINI.  ac,
        error return
        skip return
    
```

addr:       interrupt vector block address

In the calling sequence, the program supplies the following variables:

- o flag is one or more of the following:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0	PS.UCS	Use the current (PC) section for the vector section. (IFIW) If PS.UCS is not set, addr is treated as a 30-bit address. This bit is ignored if PS.IEA is not set.
1	PS.IEA	Use extended addressing format. A 30-bit PC word is stored in the old PC location in the PSI block when an interrupt occurs. No flags are stored in the PC. Flags are stored in the monitor, and may be returned using the PIFLG. UUO.

If PS.IEA is clear, the entire contents of the left half of the ac will be ignored.

- o addr is the base address of the first interrupt vector block (described below).

The interrupt vector block is a list of one or more sub-blocks, each of which is formatted as follows:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.PSVNP	New program counter; this is the address of the interrupt service routine. This value is set by the program. The program supplies a 30-bit address if you have not set PS.IEA (above). If PS.IEA is not set, the left-hand half of this word is ignored.
1	.PSVOP	Old program counter; this is the address of the next instruction after the instruction that was being executed when the interrupt occurred. This value is returned by the monitor on a interrupt.

If the instruction was a monitor call, .PSVOP contains the return address for the call; however, if the monitor terminated the call, .PSVOP contains the address of the call itself.

2 .PSVFL Control flags, and either device condition flags or a non-I/O condition code. The control flags are set by the user.

The control flags are:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
1	PS.VPO	Disable all interrupts; they can be reenabled by a PISYS. monitor call.
2	PS.VTO	Disable all interrupts of higher priority until the program gives a DEBRK. monitor call.
3	PS.VAI	Allow control block to accept additional interrupts. Use DEBRK. to dismiss interrupts.
4	PS.VDS	Dismiss any additional interrupt requests for this condition or device until this interrupt is dismissed (using DEBRK.).
5	PS.VPM	Print any standard message that is relevant to this interrupt condition.
6	PS.VIP	Obsolete.
18-35		The right half of .PSVFL contains the condition (reason) for the interrupt. These are divided into device I/O conditions and non-I/O conditions, and are described under the PISYS. monitor call. The reason code is returned by the monitor on an interrupt.

3 .PSVIS Interrupt status. When this auxiliary word is returned by a device I/O interrupt, it contains:

udx,,file-status

SKIP RETURN

The program can use the PISYS. call to add or delete interrupt conditions.

ERROR RETURN

The call can take the error return with one of the following error codes stored in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	PIIBC%	Illegal bit or section number given.
2	PIADC%	Address check occurred.
3	PINF%	The monitor does not have sufficient free core.

EXAMPLES

See Chapter 6.

RELATED CALLS

- DEBRK.
- PIBLK.
- PIFLG.
- PIJBI.
- PIRST.
- PISAV.
- PISYS.
- PITMR.

22.125 PIJBI. [CALLI 175]

FUNCTION

The PIJBI. monitor call allows one job to interrupt another with a software interrupt. The interrupted job must be waiting for the interrupt; it cannot be busy handling a previous interrupt. The receiver enables cross-job interrupts by using the PISYS. UWO (non-I/O condition .PCJBI).

CALLING SEQUENCE

```

MOVE    ac,[XWD target,status]
PIJBI.  ac,
        error return
        skip return
    
```

In the calling sequence, the program supplies the following variables:

- o target is either the job context number of the job to interrupt, or the job number of the job to interrupt.
- o status is the status of the interrupt. The status word is described in Volume 1.

Specifically, the ac contains the following:

<u>Bits</u>	<u>Symbol</u>	<u>Contents</u>
0-8	PS.CTX	Context number or zero.
9-17	PS.JOB	Job number. (A -1 in the left half of this word indicates the job that is executing the monitor call.)
18-35	PS.STS	Status.

The job to be interrupted must be enabled for cross-job interrupts or else the call will fail. Note that this situation requires cooperation between two jobs, much like ENQ/DEQ or IPCF. If the target job is processing an interrupt, the sender must try again because requests are not queued.

SKIP RETURN

The interrupted job will receive a word of the following form:

[source,,status]

In the argument word:

- o source is the job context number of the job that performed the PIJBI. call.
- o status is the status that the job included in the call.

ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
0	PSJNE%	Job not enabled or the program specified an invalid job number.
1	PSJOP%	Job has an interrupt in progress. Try to interrupt again.

RELATED CALLS

- o DEBRK.
- o PIBLK.
- o PIFLG.
- o PIINI.
- o PIRST.
- o PISAV.
- o PISYS.
- o PITMR.

PIRST. [CALLI 141]

## 22.126 PIRST. [CALLI 141]

### FUNCTION

Restores the saved state of the interrupt facility. This does not restore any pending interrupts.

### CALLING SEQUENCE

```
MOVEI    ac,buffer
PIRST.   ac,
         error return
         skip return
```

In the calling sequence, the program supplies the buffer, which is the address of the data saved by a PISAV. monitor call.

### SKIP RETURN

The state of the interrupt facility as saved by PISAV. is restored.

### ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
0	PSNRS%	Not restoring what was saved.
1	PSNME%	Not enough monitor core to contain data base.

### RELATED CALLS

- o DEBRK.
- o PIBLK.
- o PIFLG.
- o PIINI.
- o PIJBI.
- o PISAV.
- o PISYS.
- o PITMR.

## 22.127 PISAV. [CALLI 140]

FUNCTION

Returns the monitor's data for the current state of the software interrupt facility. Use PIRST. to restore this data to current state.

CALLING SEQUENCE

```

        MOVE    ac, [XWD buflength,buffer]
        PISAV. ac,
            error return
            skip return

```

buffer:   BLOCK   buflength

In the calling sequence, the program supplies the following variables:

- o buflength is the length of the buffer for returned data (buflength = 2 + (3 \* blocks)). The data is returned in a series of 3-word blocks, one block for each interrupt vector.
- o buffer is the address of the buffer.

SKIP RETURN

The interrupt data is returned at buffer in the format:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>																		
0	.PSSFC	Flags and count:																		
		<table border="1"> <thead> <tr> <th><u>Bits</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>PS.SON</td> <td>The interrupt facility is on.</td> </tr> <tr> <td>1</td> <td></td> <td>Reserved.</td> </tr> <tr> <td>2</td> <td>PS.SEA</td> <td>System using extended addressing.</td> </tr> <tr> <td>3-17</td> <td></td> <td>Reserved.</td> </tr> <tr> <td>18-35</td> <td></td> <td>Count of words returned. If error code PSBTS% (0) is returned, this count is the number of words required to save the current interrupt system.</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>	0	PS.SON	The interrupt facility is on.	1		Reserved.	2	PS.SEA	System using extended addressing.	3-17		Reserved.	18-35		Count of words returned. If error code PSBTS% (0) is returned, this count is the number of words required to save the current interrupt system.
<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>																		
0	PS.SON	The interrupt facility is on.																		
1		Reserved.																		
2	PS.SEA	System using extended addressing.																		
3-17		Reserved.																		
18-35		Count of words returned. If error code PSBTS% (0) is returned, this count is the number of words required to save the current interrupt system.																		
1	.PSSIV	Address of interrupt control block vector.																		
2	.PSSBL	Address of first 3-word argument block.																		

Each 3-word argument block is in the form:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.PSECN	Condition or device.
1	.PSEOR	Offset,,reasons.
2	.PSEPR	Priority,,0.

Refer to the PISYS. UUU for lists of device conditions and reason codes.

PISAV. [CALLI 140]

ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
0	PSBTS%	Block too small.
1	PSBSZ%	Buffer size is 0 words.

EXAMPLES

See Chapter 6 for more information.

RELATED CALLS

- o DEBRK.
- o PIBLK.
- o PIFLG.
- o PIINI.
- o PIJBI.
- o PIRST.
- o PISYS.
- o PITMR.

**22.128 PISYS. [CALLI 136]**FUNCTION

Controls the program interrupt facility during execution.

CALLING SEQUENCE

```

        MOVE    ac, [EXP flags+addr]
        PISYS. ac,
            error return
            skip return
addr:   / SIXBIT/device/   \
        | EXP    channo   |
        | EXP    udx     |
        \ EXP    condition /
        XWD vector-offset, reasons
        XWD priority, 0

```

In the calling sequence, the program supplies the following variables:

- o flags are one or more of the function flags described below.
- o addr is the address of the argument list.
- o device is the SIXBIT physical or logical name of an initialized device.
- o channo is the number of an initialized channel.
- o udx is the Universal Device Index for a device.
- o condition is one of the non-I/O condition codes described below. (See Table 22-14.)
- o vector-offset is the relative address of the control block for the interrupt (maximum value for this is stored in GETTAB table .GTCNF, item %CNMVO).
- o reasons are flags (described below) specifying the device I/O conditions that can cause an interrupt.
- o priority is the priority level assigned to the interrupt. Priority 0 is the lowest level. Higher values indicate which events may interrupt other events. The maximum priority level is available in GETTAB table .GTCNF, item %CNMIP (normally 3).

The function flags and their meanings are listed below.

**Table 22-13: PISYS. Function Flags**

Bits	Symbol	Meaning
1	PS.FOF	Turns off the interrupt facility.
2	PS.FON	Turns on the interrupt facility.
3	PS.FCP	Clears all pending interrupts.
4	PS.FCS	Clears all pending interrupts for a given device or condition.
5	PS.FRC	Removes the specified device or condition.
6	PS.FAC	Adds the specified device or condition.

The non-I/O condition codes and their meanings are listed in the following table. You can include these codes in addr to enable PISYS. interrupts.

**Table 22-14: PSI Interrupt Codes (Non-I/O Interrupts)**

Code	Symbol	Meaning
-1	.PCTLE	Time limit exceeded for non-batch job. The job run time (in milliseconds) is returned in the status word. You can change the job's time limit with the SET TIME monitor command.
-2	.PCTMR	Timer interrupt occurred. After you enable this condition with PISYS., use the PITMR. call to control timer interrupts.
-3	.PCSTP	CTRL/C received from user terminal. If the job was in terminal input wait state, bit 0 of the status word is set.
-4	.PCUUO	A monitor call is about to be processed; the status word contains the monitor call.
-5	.PCIUU	An illegal monitor call has been processed; the status word contains the monitor call.
-6	.PCIMR	An illegal memory reference occurred; the status word contains the effective address.

- 7 .PCACK An address check occurred; the status word contains the device name.
- 10 .PCARI An exceptional arithmetic condition occurred.
- 11 .PCPDL A pushdown list overflow occurred.
- 12 .PCNSP The DECnet NSP. monitor call interrupt occurred. Refer to the NSP. UUU.
- 13 .PCNXM A reference to nonexistent memory occurred.
- 14 .PCAPC A line-frequency clock tick occurred while the job was running. Note that this does not mean an interrupt occurs on every clock tick, but only on those that occur while the job is being serviced by the CPU. The status word contains the date and time in universal format.
- 15 .PCUEJ A fatal error occurred for the job.
- 16 .PCXEJ An external condition caused a fatal error for the job.
- 17 .PCKSY A KSYS (end of timesharing) warning occurred; the status word contains the number of minutes left until KSYS.
- 20 .PCDSC The dataset status changed.
- 21 .PCDAT An ATTACH or DETACH monitor call was executed. For ATTACH the status word contains the Universal Device Index number for the terminal. For DETACH the status word contains -1.
- 22 .PCWAK A WAKE monitor call was executed; the status word contains the job number of the waker.
- 23 .PCABK An address break condition occurred.
- 24 .PCIPC An IPCF packet is in your job's input queue; the status word contains the associate variable.
- 25 .PCDVT DECnet logging event occurred. Returns DR.xxx conditions, indicating that an event occurred that the DECnet management layer must handle.
- 26 .PCQUE One or more resources requested by an ENQ. monitor call is now available; the status word contains the inclusive OR of the request-ids of the granted requests.
- 27 .PCNET The ANF-10 network topology changed. You can obtain the state of the network using a NODE. monitor call.
- 30 .PCJBI Cross-job interrupt.
- 31 .PCDTC Date/time changed. The offset from the previous UDT is returned in the status word. This offset should be added to a previously stored UDT.

PISYS. [CALLI 136]

-32	.PCOOB	An out-of-band character was received.
-33	.PCRC1	Reserved for customer use.
-34	.PCRC2	Reserved for customer use.
-35	.PCSCS	SCS event.
-36	.PCETH	ETHERNET event.
-37	.PCLLM	LLMOP. event.
-40	.PCLVT	LAT event.

---

The device interrupt reason flags and their meanings are listed in the following table:

**Table 22-15: PSI Reason Codes (I/O-Related Interrupts)**

---

Bit	Symbol	Device Condition
19	PS.RID	Input done.
20	PS.ROD	Output done.
21	PS.REF	End-of-file.
22	PS.RIE	Input error.
23	PS.ROE	Output error.
24	PS.RDO	Device off-line.
25	PS.RDF	Device full.
26	PS.RQE	Quota exceeded.
27	PS.RWT	I/O wait.
28	PS.ROL	Device on-line.
29	PS.RRC	RIB has changed.
30	PS.RDH	Device hung.
31	PS.RSW	Reel switch.
32	PS.RIA	Input available.

---

SKIP RETURN

The specified function is executed or the condition is enabled.

ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
0	PSTMA%	Although no bits in the left half of the <u>ac</u> require an argument list, the right half is nonzero.
1	PSNFS%	The left half of the <u>ac</u> is zero.
2	PSUKF%	Unknown function flag.
3	PSOOF%	Both the on and off function flags are set.
4	PSUKC%	Address check for <u>addr</u> .
5	PSDNO%	Device not initialized.
6	PSPRV%	Privilege failure.
7	PSIVO%	Invalid vector offset; not a multiple of 4, or too large. This value may not be larger than the limit given in the item %CNMVO in the GETTAB table .GTCNF.
10	PSUKR%	Nonzero value at <u>addr+2</u> .
11	PSPTL%	Priority too large. Highest priority allowed can be obtained from GETTAB table %CNMIP.
12	PSNRW%	Nonzero right halfword in control block.
13	PSPND%	Facility not initialized by PIINI.
14	PSARF%	Function flags for both "add" and "remove" are set.

EXAMPLES

See Chapter 6, Monitor Calls Manual, Volume 1.

RELATED CALLS

- o DEBRK.
- o PIBLK.
- o PIFLG.
- o PIINI.
- o PIJBI.
- o PIRST.
- o PISAV.
- o PITMR.

PITMR. [CALLI 203]

## 22.129 PITMR. [CALLI 203]

### FUNCTION

Enables the PSI system to interrupt after an interval of time. The PSI system must be initialized with the PIINI. call.

### CALLING SEQUENCE

```
MOVE    ac, [XWD flag, interval]
PITMR.  ac,
        error return
        skip return
```

In the calling sequence, the program supplies the following variables:

- o flag is Bit 0 (PS.TMS), which can be set to indicate that the interval is specified in milliseconds. If Bit 0 is off, the interval is assumed to be the number of seconds.
- o interval is the number of seconds to wait, then interrupt this job; if bit 0 is set, then the interval is taken as the number of milliseconds. If interval is specified as 0, the default is 1 clock tick.

### RESTRICTIONS

- o The job must enable the timer condition (.PCTMR), using PISYS.
- o A second request will override the first, because the job can have only one timer interrupt request pending at a time.
- o Specified in milliseconds, the maximum interval is 262.143 seconds.
- o In seconds, the maximum interval is 1 hour, 12 minutes, 49 seconds (at 60 Hz); or 1 hour, 27 minutes, and 22 seconds (at 50 Hz).

### SKIP RETURN

The program continues at the skip return and is interrupted with the timer condition after the specified interval.

### ERROR RETURN

The program receives one of the following error codes in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
0	PSTNE%	Timer interrupts are not enabled for your job. Use PISYS. call to enable for these types of interrupts.
1	PSUFB%	Unknown function bit. The only bit that may be set in the left half of the <u>ac</u> is bit 0.

RELATED CALLS

- DEBRK.
- PIBLK.
- PIFLG.
- PIINI.
- PIJBI.
- PIRST.
- PISAV.
- PISYS.

PJOB [CALLI 30]

**22.130 PJOB [CALLI 30]**

FUNCTION

Returns the job number of your job.

CALLING SEQUENCE

PJOB ac,  
only return

RETURN

Your job number is returned in the ac.

RELATED CALLS

CTLJOB

**22.131 POKE. [CALLI 114]**FUNCTION

Changes the value of a word in monitor core. Using the POKE. call requires [1,2], JACCT, or JP.POK privileges.

CALLING SEQUENCE

```

        MOVE    ac, [XWD 3, addr]
        POKE.   ac,
            error return
            skip return
        .
        .
        .
addr:   monitor-addr
        old-value
        new-value

```

In the calling sequence, the program supplies the following variables:

- o addr is the address of the argument list.
- o monitor-addr is the address of the monitor word to be changed.
- o monitor-addr is assumed to be an executive virtual address, unless you set UU.PHY to indicate physical memory referencing.
- o old-value is the value of the word before the change.
- o new-value is to be the value of the word after the change.

You can set UU.PHY using the instruction:

```
POKE. ac, UU.PHY
```

SKIP RETURN

The value of the specified monitor word is changed.

ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
0	PKNPV%	Your job is not properly privileged.
1	PKDIF%	The value of the given word is different from the value of <u>old-value</u> .
2	PKBAD%	The value of <u>monitor-addr</u> is not a valid monitor address.

RELATED CALLS

- o PAGE.
- o PEEK.
- o SPY

QUEUE. [CALLI 201]

## 22.132 QUEUE. [CALLI 201]

### FUNCTION

Allows your program to communicate with system components. The actual communication is accomplished by QUEUE., using IPCF in your behalf, but the QUEUE. call allows you to communicate with system components using standard argument block formats. Some functions provided by system components are not accessible through QUEUE., and in these cases you must format your own IPCF. messages. For example, QUEUE. allows you to send messages to the GALAXY batch and spooling system, the accounting system, and site-specific components.

Many of the implemented functions relate directly to monitor commands. Therefore, information about these functions can be obtained from the Commands Manual.

### CALLING SEQUENCE

```
MOVE    ac,[XWD len,addr]
QUEUE.  ac,
        error return
        skip return
        .
        .
addr:   argument list
```

In the calling sequence, the program supplies the following variables:

- o len is the length of the argument list, and must be 3 or greater.
- o addr is the address of the argument list, which is formatted as follows:

Argument Block Header	.QUFNC	=====	QF.FLG		QF.HLN		QF.FNC	=====
	.QUNOD	Node-id						
	.QURSP	Length of (QR.LEN) Response Block				Pointer to (QR.BLK) Response Block		
	.QUTIM	QT.TIM						
	.QUPID	Process-identifier Word						
Argument Block	.QUARH	I		QA.LEN		QA.TYP		
	.QUARD	Value or Pointer						

Figure 22-1: QUEUE. Argument List

Each word of the argument block header is described below:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>																					
0	.QUFNC	Flags, header block length, and function code. The flag field (QB.FLG) is in Bits 0-11 of the left half of the word, in which you can set any of the following flags:																					
		<table border="1"> <thead> <tr> <th><u>Bit</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>QF.RSP</td> <td>User wants acknowledgement text returned at the address specified in Word 2 of this block, .QURSP.</td> </tr> <tr> <td>1</td> <td>QF.PIP</td> <td>Your privileged job is invoking privileges to perform privileged QUEUE. call functions. You must set this flag to use privileged functions of QUEUE.</td> </tr> <tr> <td>2</td> <td>QF.NBR</td> <td>Non-blocking return. The call will return automatically, and the function will be performed while your program runs. This flag is useful with function .QUWTO and requires privileges.</td> </tr> <tr> <td>3-16</td> <td></td> <td>Reserved.</td> </tr> <tr> <td>12-17</td> <td>QB.HLN</td> <td>Contains the length of the header block. If you specify 0, the length defaults to 3.</td> </tr> <tr> <td>18-35</td> <td>QU.FNC</td> <td>Contains the function code. Function codes are listed at the end of the argument header block description.</td> </tr> </tbody> </table>	<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>	0	QF.RSP	User wants acknowledgement text returned at the address specified in Word 2 of this block, .QURSP.	1	QF.PIP	Your privileged job is invoking privileges to perform privileged QUEUE. call functions. You must set this flag to use privileged functions of QUEUE.	2	QF.NBR	Non-blocking return. The call will return automatically, and the function will be performed while your program runs. This flag is useful with function .QUWTO and requires privileges.	3-16		Reserved.	12-17	QB.HLN	Contains the length of the header block. If you specify 0, the length defaults to 3.	18-35	QU.FNC	Contains the function code. Function codes are listed at the end of the argument header block description.
<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>																					
0	QF.RSP	User wants acknowledgement text returned at the address specified in Word 2 of this block, .QURSP.																					
1	QF.PIP	Your privileged job is invoking privileges to perform privileged QUEUE. call functions. You must set this flag to use privileged functions of QUEUE.																					
2	QF.NBR	Non-blocking return. The call will return automatically, and the function will be performed while your program runs. This flag is useful with function .QUWTO and requires privileges.																					
3-16		Reserved.																					
12-17	QB.HLN	Contains the length of the header block. If you specify 0, the length defaults to 3.																					
18-35	QU.FNC	Contains the function code. Function codes are listed at the end of the argument header block description.																					
1	.QUNOD	Optional ANF-10 network node identifier. You must specify whether the function is to be performed at the central site (where the program is running) or at a remote station. If this word is 0, the central site is assumed. If you set this word to -1, the located node (defined by a LOCATE command or monitor call) is used.																					
2	.QURSP	Optional pointer to the first word of a block reserved for acknowledgement response from the system component. Data is read from this word if Bit 0 (QF.RSP) is set in the function word. If the .QURSP word is not zero, it must be formatted as follows:																					
		<table border="1"> <thead> <tr> <th><u>Bits</u></th> <th><u>Symbol</u></th> <th><u>Contents</u></th> </tr> </thead> <tbody> <tr> <td>9-17</td> <td>QR.LEN</td> <td>Length of the response block.</td> </tr> <tr> <td>18-35</td> <td>QR.BLK</td> <td>Address of the response block.</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Symbol</u>	<u>Contents</u>	9-17	QR.LEN	Length of the response block.	18-35	QR.BLK	Address of the response block.												
<u>Bits</u>	<u>Symbol</u>	<u>Contents</u>																					
9-17	QR.LEN	Length of the response block.																					
18-35	QR.BLK	Address of the response block.																					

QUEUE. [CALLI 201]

- 3 .QUTIM This optional header word contains the maximum number of seconds to wait for a response. The number of seconds is stored in Bits 26-35 (QT.TIM). If the time is exceeded, the call returns error code 11. If this word contains 0, or is non-existent, there is no implied time limit on the request.
- 4 .QUPID Optional argument list word containing the Process-ID of the process to receive messages from [SYSTEM]GOPHER. If this word is 0, use the PID implied by the function code.

The function codes that you can specify in Word 0 (.QUFNC) are:

<u>Code</u>	<u>Symbol</u>	<u>Function</u>
-n		Reserved for use by customers.
1	.QUPRT	Prints a file.
2	.QUCDP	Punches a file on cards.
3	.QUPTP	Punches a file on paper tape.
4	.QUPLT	Plots a file.
5	.QUBAT	Processes the file under BATCON, the batch controller.
6	.QUALC	Allocates a volume set.
7	.QUDAL	Deallocates a volume set.
10	.QUMNT	Mounts a volume set.
11	.QUDIS	Dismounts a volume set.
12	.QUWTO	Writes to operator.
13	.QUWTR	Writes to operator with reply.
14	.QUVAL	Validates an account.
15	.QUMAE	Makes an accounting entry by sending a message to the ACTDAE program. Refer to ACTSYM.MAC for the format of accounting entries.
16	.QUCAT	Makes a CATALOG validation request.
17	.QUMAI	Delivers a mail message.
20	.QUEVT	Creates an entry in the Event Queue.

Each argument block header is followed by one or more argument blocks. An argument block contains one header word and one or more data words.

The argument block is formatted as follows:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>									
0	.QUARH	Argument block header word, which contains information about the subsequent data word(s). The header word contains the following information:									
		<table border="1"> <thead> <tr> <th><u>Bits</u></th> <th><u>Symbol</u></th> <th><u>Contents</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>QA.IMM</td> <td>If this bit is set, data for the function starts at .QUARD. If this bit is clear, .QUARD contains the address of the data block.</td> </tr> <tr> <td>9-17</td> <td>QA.LEN</td> <td>This field contains the number of words in the data block. A value of zero is assumed to indicate a one-word data block.</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Symbol</u>	<u>Contents</u>	0	QA.IMM	If this bit is set, data for the function starts at .QUARD. If this bit is clear, .QUARD contains the address of the data block.	9-17	QA.LEN	This field contains the number of words in the data block. A value of zero is assumed to indicate a one-word data block.
<u>Bits</u>	<u>Symbol</u>	<u>Contents</u>									
0	QA.IMM	If this bit is set, data for the function starts at .QUARD. If this bit is clear, .QUARD contains the address of the data block.									
9-17	QA.LEN	This field contains the number of words in the data block. A value of zero is assumed to indicate a one-word data block.									

18-35 QA.TYP This field contains the code for the type of data block that the data word points to. The data block types are listed below.

1 .QUARD When QU.IMM is set, this word is used to contain a second argument word. When QU.IMM is clear, this word is the address of the data block.

NOTE

The former symbol for Word 1 (.QUARV) is obsolete.

Each function can be described by one or more types of data blocks. The data blocks are listed below in the order of their type codes. Include all the data block types that specify information that is needed to perform the function you specified in .QUFNC.

Use the value of QA.IMM to specify the location of the data. If QA.IMM=1, .QUARD and the following words contain the data. If QA.IMM=0, .QUARD points to a data block.

For the allocation, mounting, dismounting, and deallocation of volume sets (Functions 6-11), you must first specify Block Type 37 (.QBVSN) to specify the magtape volume set name or disk structure name. Then list the data blocks that contain or point to data about the request.

The data block types are:

<u>Type</u>	<u>Symbol</u>	<u>Contents</u>																														
10	.QBFIL	File specification block. You must include this type of data block for any function on a file (such as printing a file).																														
		<table border="0"> <thead> <tr> <th><u>Offset</u></th> <th><u>Symbol</u></th> <th><u>Contents</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>.QBFSR</td> <td>SIXBIT structure name.</td> </tr> <tr> <td>1</td> <td>.QBFFL</td> <td>SIXBIT file name.</td> </tr> <tr> <td>2</td> <td>.QBFEX</td> <td>SIXBIT extension. The right half of this word must be 0.</td> </tr> <tr> <td>3</td> <td>.QBFPF</td> <td>UFD number (PPN).</td> </tr> <tr> <td>4</td> <td>.QBFS1</td> <td>First level of SFD in SIXBIT.</td> </tr> <tr> <td>5</td> <td>.QBFS2</td> <td>Second level of SFD.</td> </tr> <tr> <td>6</td> <td>.QBFS3</td> <td>Third level of SFD.</td> </tr> <tr> <td>7</td> <td>.QBFS4</td> <td>Fourth level of SFD.</td> </tr> <tr> <td>10</td> <td>.QBFS5</td> <td>Fifth level of SFD.</td> </tr> </tbody> </table>	<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>	0	.QBFSR	SIXBIT structure name.	1	.QBFFL	SIXBIT file name.	2	.QBFEX	SIXBIT extension. The right half of this word must be 0.	3	.QBFPF	UFD number (PPN).	4	.QBFS1	First level of SFD in SIXBIT.	5	.QBFS2	Second level of SFD.	6	.QBFS3	Third level of SFD.	7	.QBFS4	Fourth level of SFD.	10	.QBFS5	Fifth level of SFD.
<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>																														
0	.QBFSR	SIXBIT structure name.																														
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6	.QBFS3	Third level of SFD.																														
7	.QBFS4	Fourth level of SFD.																														
10	.QBFS5	Fifth level of SFD.																														
11	.QBCOP	Number of copies block:																														
		<table border="0"> <thead> <tr> <th><u>Offset</u></th> <th><u>Symbol</u></th> <th><u>Contents</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>.QBCNO</td> <td>Number of copies of the file to be output.</td> </tr> </tbody> </table>	<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>	0	.QBCNO	Number of copies of the file to be output.																								
<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>																														
0	.QBCNO	Number of copies of the file to be output.																														
12	.QBFRM	Forms type block:																														
		<table border="0"> <thead> <tr> <th><u>Offset</u></th> <th><u>Symbol</u></th> <th><u>Contents</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>.QBFTY</td> <td>Forms type in SIXBIT.</td> </tr> </tbody> </table>	<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>	0	.QBFTY	Forms type in SIXBIT.																								
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0	.QBFTY	Forms type in SIXBIT.																														

- 13            .QBPTP     Print file type block (for function .QUPRT only):
- | <u>Offset</u> | <u>Symbol</u> | <u>Contents</u>  |             |               |               |   |        |        |   |         |           |   |        |        |   |        |                  |   |        |               |   |        |         |   |        |        |    |        |              |
|---------------|---------------|--|-------------|---------------|---------------|---|--------|--------|---|---------|-----------|---|--------|--------|---|--------|------------------|---|--------|---------------|---|--------|---------|---|--------|--------|----|--------|--------------|
| 0             | .QBPCD        | File format code. Include one of the following codes:  |             |               |               |   |        |        |   |         |           |   |        |        |   |        |                  |   |        |               |   |        |         |   |        |        |    |        |              |
|               |               | <table border="0"> <thead> <tr> <th><u>Code</u></th> <th><u>Symbol</u></th> <th><u>Format</u></th> </tr> </thead> <tbody> <tr> <td>1</td> <td>.QBPAS</td> <td>ASCII.</td> </tr> <tr> <td>2</td> <td>.QBPFER</td> <td>FORTTRAN.</td> </tr> <tr> <td>3</td> <td>.QBPCB</td> <td>COBOL.</td> </tr> <tr> <td>4</td> <td>.QBPAI</td> <td>Augmented image.</td> </tr> <tr> <td>5</td> <td>.QBPSA</td> <td>Stream ASCII.</td> </tr> <tr> <td>6</td> <td>.QBPl1</td> <td>Eleven.</td> </tr> <tr> <td>7</td> <td>.QBPIM</td> <td>Image.</td> </tr> <tr> <td>10</td> <td>.QBPSB</td> <td>8-bit ASCII.</td> </tr> </tbody> </table> | <u>Code</u> | <u>Symbol</u> | <u>Format</u> | 1 | .QBPAS | ASCII. | 2 | .QBPFER | FORTTRAN. | 3 | .QBPCB | COBOL. | 4 | .QBPAI | Augmented image. | 5 | .QBPSA | Stream ASCII. | 6 | .QBPl1 | Eleven. | 7 | .QBPIM | Image. | 10 | .QBPSB | 8-bit ASCII. |
| <u>Code</u>   | <u>Symbol</u> | <u>Format</u>  |             |               |               |   |        |        |   |         |           |   |        |        |   |        |                  |   |        |               |   |        |         |   |        |        |    |        |              |
| 1             | .QBPAS        | ASCII.   |             |               |               |   |        |        |   |         |           |   |        |        |   |        |                  |   |        |               |   |        |         |   |        |        |    |        |              |
| 2             | .QBPFER       | FORTTRAN.  |             |               |               |   |        |        |   |         |           |   |        |        |   |        |                  |   |        |               |   |        |         |   |        |        |    |        |              |
| 3             | .QBPCB        | COBOL.   |             |               |               |   |        |        |   |         |           |   |        |        |   |        |                  |   |        |               |   |        |         |   |        |        |    |        |              |
| 4             | .QBPAI        | Augmented image.   |             |               |               |   |        |        |   |         |           |   |        |        |   |        |                  |   |        |               |   |        |         |   |        |        |    |        |              |
| 5             | .QBPSA        | Stream ASCII.  |             |               |               |   |        |        |   |         |           |   |        |        |   |        |                  |   |        |               |   |        |         |   |        |        |    |        |              |
| 6             | .QBPl1        | Eleven.  |             |               |               |   |        |        |   |         |           |   |        |        |   |        |                  |   |        |               |   |        |         |   |        |        |    |        |              |
| 7             | .QBPIM        | Image.   |             |               |               |   |        |        |   |         |           |   |        |        |   |        |                  |   |        |               |   |        |         |   |        |        |    |        |              |
| 10            | .QBPSB        | 8-bit ASCII.   |             |               |               |   |        |        |   |         |           |   |        |        |   |        |                  |   |        |               |   |        |         |   |        |        |    |        |              |
- 14            .QBODP     Output disposition block. Specifies the fate of the file after the file is spooled.
- | <u>Offset</u> | <u>Symbol</u> | <u>Contents</u>   |             |               |                |   |        |  |   |        |                                      |   |        |   |
|---------------|---------------|---|-------------|---------------|----------------|---|--------|--|---|--------|--------------------------------------|---|--------|---|
| 0             | .QBODB        | Output file disposition, one of the following:  |             |               |                |   |        |  |   |        |                                      |   |        |   |
|               |               | <table border="0"> <thead> <tr> <th><u>Code</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>.QBODK</td> <td>Preserve the file after processing it.</td> </tr> <tr> <td>1</td> <td>.QBODD</td> <td>Delete the file after processing it.</td> </tr> <tr> <td>2</td> <td>.QBODR</td> <td>Rename the file into the spooling area, effectively deleting it from the original area immediately.</td> </tr> </tbody> </table> | <u>Code</u> | <u>Symbol</u> | <u>Meaning</u> | 0 | .QBODK | Preserve the file after processing it. | 1 | .QBODD | Delete the file after processing it. | 2 | .QBODR | Rename the file into the spooling area, effectively deleting it from the original area immediately. |
| <u>Code</u>   | <u>Symbol</u> | <u>Meaning</u>  |             |               |                |   |        |  |   |        |                                      |   |        |   |
| 0             | .QBODK        | Preserve the file after processing it.  |             |               |                |   |        |  |   |        |                                      |   |        |   |
| 1             | .QBODD        | Delete the file after processing it.  |             |               |                |   |        |  |   |        |                                      |   |        |   |
| 2             | .QBODR        | Rename the file into the spooling area, effectively deleting it from the original area immediately.   |             |               |                |   |        |  |   |        |                                      |   |        |   |
- 15            .QBUNT     Unit type:
- | <u>Offset</u> | <u>Symbol</u> | <u>Contents</u>   |             |               |                |   |        |                    |   |        |                    |   |        |  |   |        |                 |
|---------------|---------------|---|-------------|---------------|----------------|---|--------|--------------------|---|--------|--------------------|---|--------|--|---|--------|-----------------|
| 0             | .QBUDA        | Device attributes in the left half. If .QBUPH is specified in the left half, you must specify the unit number in the right half of this word. The device attribute codes are:   |             |               |                |   |        |                    |   |        |                    |   |        |  |   |        |                 |
|               |               | <table border="0"> <thead> <tr> <th><u>Code</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>1</td> <td>.QBULC</td> <td>Lowercase printer.</td> </tr> <tr> <td>2</td> <td>.QBUUC</td> <td>Uppercase printer.</td> </tr> <tr> <td>3</td> <td>.QBUPH</td> <td>Physical device (specify unit number in right half).</td> </tr> <tr> <td>4</td> <td>.QBUGN</td> <td>Generic device.</td> </tr> </tbody> </table> | <u>Code</u> | <u>Symbol</u> | <u>Meaning</u> | 1 | .QBULC | Lowercase printer. | 2 | .QBUUC | Uppercase printer. | 3 | .QBUPH | Physical device (specify unit number in right half). | 4 | .QBUGN | Generic device. |
| <u>Code</u>   | <u>Symbol</u> | <u>Meaning</u>  |             |               |                |   |        |                    |   |        |                    |   |        |  |   |        |                 |
| 1             | .QBULC        | Lowercase printer.  |             |               |                |   |        |                    |   |        |                    |   |        |  |   |        |                 |
| 2             | .QBUUC        | Uppercase printer.  |             |               |                |   |        |                    |   |        |                    |   |        |  |   |        |                 |
| 3             | .QBUPH        | Physical device (specify unit number in right half).  |             |               |                |   |        |                    |   |        |                    |   |        |  |   |        |                 |
| 4             | .QBUGN        | Generic device.   |             |               |                |   |        |                    |   |        |                    |   |        |  |   |        |                 |
- 16            .QBAFT     Specifies the date and time at which the request should be processed.
- | <u>Offset</u> | <u>Symbol</u> | <u>Meaning</u>                      |
|---------------|---------------|-------------------------------------|
| 0             | .QBADT        | Time in universal date/time format. |

17 .QBLIM Specifies the maximum number of units to which the job is limited. For printer requests, this is the number of pages. For batch processing, this refers to number of seconds of processing time, and so forth.

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.QBLNO	Number of pages, seconds, or appropriate limit.

20 .QBUNI Specifies whether a batch job can be processed at the same time as others from the same PPN, or if only one batch job from this PPN can run at a time.

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.QBNVL	Uniqueness code:
<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	.QBNNO	Does not need to be unique.
2	.QBNYE	Must be unique.

21 .QBRES Specifies whether a batch job should be restarted by the operator if the job is terminated unexpectedly (by a system failure, for example).

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.QBRVL	Restart code:
<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	.QBRNO	Do not restart the job.
2	.QBRYE	Restart the job.

22 .QBLOG Specifies the circumstances under which to print a log file of the batch job.

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.QBLVL	Output type code:
<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	.QBLNL	Never print a log file.
2	.QBLLG	Always print a log file.
3	.QBLLLE	Print a log file only when the batch job is terminated with an error.

23 .QBACT Account string block. Specifies the ASCIZ account string for a batch job. Argument words .QBAC1 through .QBAC8 contain the ASCIZ string.

24 .QBFCN Reserved for use by DIGITAL.

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25            .QBNOD       Specifies the node at which the actual job processing should be done (destination node). Node number must be a remote non-host station in an ANF-10 network.

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.QBNNND	Destination node number or SIXBIT node name.

26            .QBNAM       User's name block:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.QBNN1	First word of SIXBIT user name.
1	.QBNN2	Second word of SIXBIT user name.

27            .QBOID       Specifies the owner's PPN:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.QBOPP	Owner's PPN.

30            .QBNOT       Specifies whether to notify the job when the request is finished.

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.QBNTL	Notify value:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	.QBNTY	Notify job when request is complete.
2	.QBNTM	Reserved for use by DIGITAL.
3	.QBNTB	Reserved for use by DIGITAL.

31            .QBBLT       Specifies the action to take on the batch log file:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.QBBLV	One of the following:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	.QBBLD	Append output log file to existing log file.
2	.QBBLI	Supersede existing log file.
3	.QBBLP	Spool log file to printer without preserving it in your area.

32            .QBJBN       Specifies the job name:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.QBJNM	SIXBIT job name.

33 .QBEDI Contains the batch job's default path block for batch requests.

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.QBEP	PPN.
1	.QBES1	First word of PATH block.
2	.QBES2	Second word of PATH block.
3	.QBES3	Third word of PATH block.
4	.QBES4	Fourth word of PATH block.
5	.QBES5	Fifth word of PATH block.

34 .QBNE Specifies a note to include on output header pages.

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.QBNM1	1 to 6 SIXBIT characters.
1	.QBNM2	1 to 6 SIXBIT characters (maximum of 12 characters).

35 .QBBGN Specifies the page number of the file to begin printing, or the line number or tag in a batch file where processing should begin.

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.QBBPN	Beginning page number (for printing), line number (for batch jobs), or tag (in SIXBIT) at which to begin processing a batch job.

36 .QBPRI Specifies the relative priority of the request. Unprivileged users can specify priorities between 1 and 20, and privileged users can specify a priority in the range of 1 to 62. These limits can be changed by GALGEN, the GALAXY generation program. If you specify priority 0 or 63, the default priority is assumed.

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.QBPV	Priority value (1 to 62).

37 .QBVSN Contains the ASCIZ volume set name. This block must precede all other mount-specific blocks when you perform a disk or tape mount.

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.QBVAS	Beginning of ASCIZ volume set name.

40 .QBMSG Contains the WTO/WTOR message block:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.QBMA	Beginning of the ASCIZ message for the operator.

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41 .QB TYP Contains the privileged WTO/WTOR message type block. WTO sends message to operator without requiring response. WTOR requires response from operator.

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.QB T AS	Beginning of ASCIZ message for the operator.

42 .QB DEN Specifies the tape density:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.QB TD N	Tape density code. Refer to the .TFDEN function of the TAPOP. call.

43 .QB TRK Specified the tape track code:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.QB DR V	Tape track request code:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	.QB DR 9	9-track tape.
2	.QB DR 7	7-track tape.

44 .QB LTP Specifies the tape label type.

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.QB LAB	Label type code. Refer to the .TFLBL function of the TAPOP. call.

45 .QB RMK Specifies the remark text:

<u>Offset</u>	<u>Symbol</u>	<u>Meaning</u>
0	.QB REM	Start of ASCIZ remark to be sent to operator with request.

46 .QB VOL Specifies the tape volume list:

<u>Offset</u>	<u>Symbol</u>	<u>Meaning</u>
0	.QB VLS	Start of list of SIXBIT tape volume identifiers. A maximum of 63 volumes is allowed.

47 .QB LNM Specifies the volume set logical name:

<u>Offset</u>	<u>Symbol</u>	<u>Meaning</u>
0	.QB LG N	SIXBIT logical name for this volume set.

50 .QBMEG Specifies MOUNT/DISMOUNT flags, indicated by setting/clearing bits in the following word:

<u>Offset</u>	<u>Symbol</u>	<u>Meaning</u>
0	.QBMD	Flags to control the MOUNT or DISMOUNT request:

<u>Flag</u>	<u>Symbol</u>	<u>Meaning</u>
0	QB.PAS	Add the structure to the passive search list (active search list is default).
1	QB.EXC	Exclusive/sharable access (sharable is default for disk, exclusive is default for tapes).
2	QB.NOC	Prevent files from being created on the volume set. (The default is to allow file creation.)
3	QB.DSK	This is a disk file structure request.
4	QB.TAP	This is a magtape request.
5	QB.WLK	Write-lock the volume set (default for magtapes).
6	QB.WEN	Write-enable the volume set (default for disk).
7	QB.REM	Ask operator to remove the structure when you dismount it.
8	QB.SCR	Ask the operator to mount a scratch tape.
9	QB.ARD	Always recompute disk usage.
10	QB.DTA	This is a DECTape request.

51 .QBAFN Specifies the accounting daemon (ACTDAE) subfunction. .QBAFN is not intended for customer use.

52 .QBAET Specifies the usage entry type. This type is not intended for customer use.

53 .QBTTY Terminal name used by monitor for "SEND OPR" commands. This block is not intended for customer use. The two-word argument is formatted as follows:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.QBTTN	SIXBIT terminal name of sender.
1	.QBTLN	In the left half of this word, the ANF-10 node number of the user sending the message. In the right half of this word, the line number of that user.

54 .QBFNT Contains a six-word (maximum) argument block that specifies a font name. LPTSPL uses this ASCII string to locate the requested font file. Argument words are .QBFN0 to .QBFN5.

QUEUE. [CALLI 201]

55            .QBEVT       Specifies an event to take place at the interval requested in .QBREP (Type 56). .QBEV0 is the argument word containing one of the following event codes:

<u>Code</u>	<u>Symbol</u>	<u>Event</u>
2	EV.KSY	KSYS
4	EV.ATO	Time-of-day (TAKE file)
5	EV.USG	Usage file closure
6	EV.BIL	Billing file closure
7	EV.OPR	ORION log file closure

56            .QBREP       Repeats the event requested in .QBEVT at the interval given in the .QBRP0 argument word. .QBRP0 contains one of the following flags:

<u>Flag</u>	<u>Symbol</u>	<u>Meaning</u>
0	QB.NOW	Event happens now.
1	QB.DLY	Event happens daily.
2	QB.WKY	Event happens weekly.
3	QB.TIM	Event happens at specified time

An alternative form of this data block allows you to specify a day of the week on which the event should be scheduled, based on the system's Universal Date/Time. The day of the week (symbolized by QB.DAT) is [day,, -1], where day is a number (from 0-6) that indicates the day of the week. Specifically:

<u>Number</u>	<u>Day</u>
0	Wednesday
1	Thursday
2	Friday
3	Saturday
4	Sunday
5	Monday
6	Tuesday

57            .QBESW       Contains the event switch block. This block holds two words.

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.QBESD	Event-dependent switches.
1	.QBESI	Event-independent switches (listed below)

<u>Flag</u>	<u>Symbol</u>	<u>Meaning</u>
0	QB.FSF	Failsoft option, which retains the event in the queue after a system reload.
1	QB.NFS	No failsoft.

60	.QBAST	Sets the OPR intervention bit to one of the following:									
		<table border="0" style="margin-left: 40px;"> <thead> <tr> <th style="text-align: left;"><u>Bit</u></th> <th style="text-align: left;"><u>Symbol</u></th> <th style="text-align: left;"><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>1</td> <td>.QBOIY</td> <td>Enable OPR intervention.</td> </tr> <tr> <td>2</td> <td>.QBOIN</td> <td>Disable OPR intervention.</td> </tr> </tbody> </table>	<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>	1	.QBOIY	Enable OPR intervention.	2	.QBOIN	Disable OPR intervention.
<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>									
1	.QBOIY	Enable OPR intervention.									
2	.QBOIN	Disable OPR intervention.									
61	.QBPRC	Sets the IBM /PROCESSING node.									
62	.QBOPT	Specifies a SIXBIT batch option name. .QBOPO is the offset to the option name.									
63	.QBDIS	Specifies text to be printed for a DISTRIBUTION: header. .QBDI0 is the offset to the first word of ASCIZ data.									
64	.QBUSR	Specifies text to be printed for a USERNAME: header. .QBUS0 is the offset to the first word of 8-bit ASCIZ data.									
65	.QBUTY	Specifies a SIXBIT unit name, such as "LN01" to queue to an LN01 laser printer.									

SKIP RETURN

On the return from QUEUE., the IPCF messages have been sent to appropriate components. If you requested a response by setting QF.RSP, the following information is returned in the ac:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
18	QU.RBT	Response from GALAXY was too long for reserved space (as specified in .QURSP) and had to be truncated.
19	QU.RBR	Response from GALAXY was returned.
26-35	QU.RBL	Contains the length of the returned response from GALAXY.

ERROR RETURN

The error codes and their meanings are:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	QUIAL%	Illegal argument list.
2	QUILF%	Illegal function.
3	QUNFS%	No monitor free core.
4	QUADC%	Address check.
5	QUCNR%	Component not running or has no system PID.
6	QUFER%	Fatal error returned from ORION.
7	QUSOC%	Invalid message from ORION.
10	QUNPV%	Insufficient privileges.
11	QUTMO%	Timeout limit exceeded.

REASSI [CALLI 21]

## 22.133 REASSI [CALLI 21]

### FUNCTION

Reassigns or deassigns a device for a job. Your program can reassign a device if the device is assigned to your job, or if it is not assigned to any job. Restricted devices cannot be reassigned by unprivileged jobs. The logical name assignment is also cleared, unless the calling job has JACCT privileges or is logged in under [1,2].

### CALLING SEQUENCE

```
        MOVEI    ac,jobno
    /  MOVE     ac+1,[SIXBIT/device/] \
    |  MOVEI    ac+1,channo           |
    \  MOVEI    ac+1,udx             /
        REASSI  ac,
        return
```

In the calling sequence, the program supplies the following variables:

- o jobno is the number of a logged-in job to which the device is to be reassigned. Use -1 to indicate the current job or 0 to deassign the device.
- o device is the SIXBIT physical or logical name of a device.
- o channo is the number of an initialized channel.
- o udx is the Universal Device Index for a device.

### RETURN

If the ac is unchanged on the return from the call, the device is reassigned as requested.

If the device is restricted and you specified 0 for jobno to deassign the device, it is returned to the system's pool of restricted devices.

A restricted device can be reassigned to an unprivileged job only by a privileged job.

On the return from this call, the monitor performs an implicit RELEAS monitor call for the device, if you specified 0 for the jobno.

If the ac is cleared on the return, the jobno was not a valid job number.

If the ac contains -1 on the return, the device is not assigned to the specified job. The device is your job's controlling terminal, or the device name given is a duplicate of an existing logical device name.

If ac+1 is cleared on a return from the call, the device is not assigned to your job, or the device you specified was a disk or your job's controlling terminal.

COMMON ERRORS

- o Forgetting that there is only one return location from the call.
- o Attempting to assign a restricted device.

RELATED CALLS

DEVLNM

RECON. [CALLI 202]

## 22.134 RECON. [CALLI 202]

### FUNCTION

Performs tasks to aid system reconfiguration and diagnosis. This call is not recommended for use by customer programs and requires [1,2] or JACCT privileges. It is used by the CONFIG system facility to take system snapshots, suspend the system, and other system-wide functions. To perform the functions offered by the RECON. call, use the CONFIG command level from the OPR program (documented in the TOPS-10 Operator's Command Language Reference Manual), because the functions must be performed in the correct order or the system will fail to continue.

### CALLING SEQUENCE

```
MOVE    ac, [fcncode, , addr]
RECON.  ac
        error return
        skip return
addr:   argument-block
```

In the calling sequence, the program supplies the following variables:

- o fcncode is one of the functions described below.
- o addr contains an argument block. The data in the argument block depends on the function code. For functions that do not require an argument, use 0 for addr.

The function codes, their meanings, and argument blocks are:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
0	.RCROM	Unsupported.
1	.RCSPN	Causes an orderly suspension of system operations, through the following process: <ol style="list-style-type: none"><li>1. The monitor sends the following message to all users: "Expect an interruption of service."</li><li>2. The monitor performs an orderly shutdown of services.</li><li>3. The monitor writes a copy of memory to CRASH.EXE on disk.</li><li>4. The system is halted.</li></ol>

This function does not require an argument block. The calling sequence is:

```
MOVE    ac, [.RCSPN, , 0]
RECON.  ac,
        error return
        skip return
```

- 2            .RCCI7    Causes the monitor to perform a continuable stopcode (stopcode CI7), take a dump of memory, and continue automatically. This dump is called a "snapshot," and allows you to diagnose problems by obtaining a dump without halting the system. The .RCCI7 function does not require an argument block, so the calling sequence looks like:

```

MOVE     ac, [.RCCI7,,0]
RECON.  ac,
          error return
          skip return

```

- 3            .RCNAR    Clears and sets the DF.NAR bit in the DEBUGF word, which controls whether the system should automatically reload on non-continuable stopcodes.

bb When this bit is set, the auto-reload function is disabled and the system will not automatically reload. When this bit is clear, auto-reload is enabled. (This default can be changed in the MONGEN dialog.)

The DEBUGF word is defined in the monitor symbol file S.MAC, and is manipulated during analysis of system errors.

You can clear this bit to prevent automatic reloads when you are debugging the system. This function requires that you be logged in under [1,2].

The DF.NAR bit is set/cleared according to the second word in the argument block. If Word 1 of the argument is 0, the DF.NAR is cleared, and automatic reload is enabled (default state). If you place a non-zero value in Word 1, DF.NAR is set, and the system will not automatically reload on a non-continuable stopcode. The calling sequence for this function is:

```

MOVE     ac, [.RCNAR,,addr]
RECON.  ac,
          error return
          skip return

```

```

addr:    2            ;length of argument block
         -1           ;to disable auto-reload

```

- 4            .RCBTX    Changes the BOOTXT command string to the command string you specify in the argument. The calling sequence for this function is:

```

MOVE     ac, [.RCBTX,,addr]
RECON.  ac,
          error return
          skip return

```

```

addr:    n            ;length of argument block
         command-list ;first word

```

In the argument list, n is the length of the command string (in words) + 1. The command string cannot exceed 16 words, and cannot include line-feeds; therefore, the maximum value for n is 17. For information about the BOOTXT command string, refer to BTXLEN in the COMMON monitor source file.

5            .RCRLD    Causes the system to be reloaded. The monitor will be reloaded from the file specified in BOOTXT, and a crash dump may be taken. You must be logged into [1,2] to use this function (JACCT privileges alone are not sufficient). This function causes an RLD stopcode and does not require an argument list. The calling sequence for this function is:

```

                MOVE    ac, [.RCRLD,,0]
                RECON.  ac,
                    error return
                skip return
    
```

6            .RCRAC    Causes auto-configuration (AUTCON) to run on the specified CPU(s) to automatically configure disks and tapes into the monitor's data base. You must be logged in as [1,2] to use this function. The calling sequence for this function is:

```

                MOVE    ac, [.RCRAC,,addr]
                RECON.  ac,
                    error return
                skip return
    addr:      2          ;length of argument block
                n          ;CPU number
    
```

In the argument list, n specifies the CPU number. If n = -1, AUTCON will run on all CPUs.

7            .RCDET    Obsolete.

10           .RCATT    Obsolete

11           .RCMON    Sets a given range of memory on-line. The range is given in two words of the argument block. The first word specifies the first page of the range, and the second word indicates the first page beyond the range. The calling sequence is:

```

                MOVE    ac, [.RCMON,,addr]
                RECON.  ac,
                    error return
                skip return
    addr:      3          ;length of argument block
                first page in range
                last page in range +1
    
```

- 12            .RCMOF      Sets a given range of memory off-line. You specify the range the same way as for .RCMON. The calling sequence is:

```

MOVE    ac, [.RCMOF,,addr]
RECON.  ac
        error return
        skip return

```

addr:    3            ;length of argument block  
          first page in range  
          last page in range +1

- 13            .RCCPU      Returns the CPU accessibility mask. The mask indicates which CPU is using the specified device. The calling sequence for .RCCPU is:

```

MOVE    ac, [.RCCPU,,addr]
RECON.  ac,
        error return
        skip return

```

addr:    2            ;length of argument block  
          SIXBIT device name

The bit mask returned in the ac indicates which CPUs can access the device. The bits are defined as follows:

<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>
30	SP.CR5	CPU5 can access the device.
31	SP.CR4	CPU4 can access the device.
32	SP.CR3	CPU3 can access the device.
33	SP.CR2	CPU2 can access the device.
34	SP.CR1	CPU1 can access the device.
35	SP.CR0	CPU0 can access the device.

These bits are also defined for SETU00 function .STCPU.

- 14            .RCIOW      Obsolete

- 15            .RCSDF      Sets bits in DEBUGF that cause the monitor to reload for a CPU, DEBUG, or JOB stopcode. This function is used by ORION for the CONFIG program. The calling sequence is:

```

MOVE    ac, [.RCSDF,,addr]
RECON.  ac,
        error return
        skip return

```

addr:    2            ;length of argument block  
          DEBUGF bits

16           .RCCDF       Clears DEBUGF bits so that the monitor takes a  
 continuable dump on a CPU, DEBUG, or JOB stopcode.  
 This function is not intended for customer use.  
 The calling sequence is:

```

      MOVE     ac, [.RCCDF,,addr]
      RECON.  ac,
              error return
              skip return
  
```

addr:       2           ;length of argument block  
           DEBUGF bits

17           .RCRBM       Reads the bootstrap microcode information.       This  
 function is not intended for customer use.

```

      MOVE     ac, [.RCRBM,,addr]
      RECON.  ac,
              error return
              skip return
  
```

addr:       n           ;length of argument block  
           0  
           BLOCK m

The argument block consists of two words, the length of the argument block (n) followed by a zero word. After the zero word, reserve enough space for a two-word pair for each microcode supported by the BOOT program (m). The number of words you reserve should allow two returned words for each microcode. Since the maximum is 5 microcodes, you should reserve 12 (octal) words for microcode data.

The argument block contains the following information on a successful return from this function:

addr:       2           ;length  
           count  
           two-word pair

In the returned block, the monitor fills in the number of microcode entries that it found at addr+1. Following the count word, the monitor includes the following two-word pair for each microcode entry:

```

      XWD       ucode-index,length
      EXP       version
  
```

- o The ucode-index is the microcode name in the form .BTxxx.
- o The length is the number of words in the microcode.
- o The version is the microcode version number.

The two-word pair is repeated for each microcode entry.

20 .RCSBM Supplies information about new bootstrap microcode entries in the BOOT program. This function (which is not intended to be used in customer programs) provides a mechanism for the monitor to replace microcode. The new microcode can only replace an older version of the microcode that is the same length.

```
MOVE    ac, [.RCRBM,,addr]
RECON.  ac,
        error return
        skip return
```

```
addr:   3          ;length of argument block
        XWD        ucode-index,length
        EXP        ucode-addr
```

The information in the argument block that is supplied for this function consists of three words. The information at addr+1 is the microcode index, in the form of .BTxxx. The length of the microcode is specified in the right half of this word. The address of the new microcode is stored in addr+2.

#### SKIP RETURN

The specified function is performed.

#### ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	RCIAL%	Illegal argument list.
2	RCNPU%	Not privileged.
3	RCNTS%	Timesharing already stopped on some CPU.
4	RCNIJ%	Illegal job number.
5	RCNCD%	This function cannot be performed.
6	RCNAC%	Address check.
7	RCNIS%	Illegal command string for BOOTXT.
10	RCICN%	Illegal CPU number.
11	RCNCR%	CPU still running.
12	RCNCA%	Can't attach disk.
13	RCNDS%	Device is spooled.
14	RCNAA%	Device is already attached.
15	RCNID%	Illegal device.
16	RCNDU%	Device is in use.
17	RCNND%	Can't detach disk.
20	RCNNL%	Can't set memory off-line.
21	RCNMM%	Can't remove monitor memory.
22	RCNTB%	Job or jobs too big.
23	RCNLJ%	Can't move locked job(s).
24	RCNBN%	Bootstrap not available.
25	RCNEM%	Non-existent microcode was specified.
26	RCMLD%	Microcode lengths are different.

#### RELATED CALLS

SETUOO

RELEAS [OPCODE 071]

## 22.135 RELEAS [OPCODE 071]

### FUNCTION

Releases an I/O channel. Use FILOP. to perform a RELEAS on an extended I/O channel.

### CALLING SEQUENCE

```
        RELEAS channo,  
        return
```

In the calling sequence, the program supplies the channo, which is the number of an initialized channel.

### RETURN

The device is released, the channel is closed, any device-dependent operations are performed, and any enqueue locks are released.

If the given channel is not initialized, the monitor takes no action.

### EXAMPLES

See Chapter 11, Volume 1.

### COMMON PROGRAMMING ERRORS

Forgetting the comma after the channel number.

### RELATED CALLS

FILOP.

## 22.136 REMAP [CALLI 37]

FUNCTION

Moves the specified portion of a program's low segment into the high segment, discarding the old high segment from the user addressing space. The new low segment will be the previous low segment minus the amount remapped. This monitor call is used by the LINK program when you use the EXECUTE monitor command.

The .PAGCH function of the PAGE UO has the same capability as REMAP, but is more flexible.

CALLING SEQUENCE

```

      MOVE      ac, [XWD origin, addr]
      REMAP    ac,
              error return
              skip return

```

In the calling sequence, the program supplies the following variables:

- o addr is the highest address in the low segment (that is, the first address of the new high segment).
- o origin is the origin of the high segment.

The monitor waits until all I/O is completed in the low segment before executing the REMAP monitor call. Then the monitor rounds the address to the nearest core allocation unit (512 decimal words).

SKIP RETURN

The monitor performs the following functions for this monitor call:

- o Stores the value of addr in the location .JBREL in the job data area.
- o Sets the left half of .JBHRL to zero (it deletes the previous high segment).
- o Stores the highest legal user address for the high segment in the right half of .JBHRL.
- o Changes the hardware mapping.
- o Sets the user-mode write-protect bit (the new high segment is non-sharable).
- o Preserves the contents of the ac.
- o Deletes any high segments that already exist in the current PC section.

REMAP [CALLI 37]

ERROR RETURN

The monitor takes the error return under the following conditions:

- o A negative argument is specified.
- o The requested remapping would cause the high and the low segments to overlap.
- o The sum of the high segment origin plus its length would cause the high segment to start (or end) at an address outside the program's virtual address space (that is, greater than or equal to 256K).
- o The specified argument exceeds the length of the low segment. Also, remapping will not occur, and the high segment will remain unchanged in the user's address space.
- o The segment is locked in memory.

RELATED CALLS

- o CORE
- o GETSEG
- o MERGE.
- o PAGE.

## 22.137 RENAME [OPCODE 055]

FUNCTION

Performs one or more of the following functions:

- o Alters file attributes, including the file name, file extension, and access privilege code of the file.
- o Changes an SFD name.
- o Deletes the specified file.
- o Performs an implicit CLOSE.

Use FILOP. to perform a RENAME on an extended I/O channel.

CALLING SEQUENCE

```

    RENAME  channo,addr
           error return
           skip return

```

In the calling sequence, the program supplies the following variables:

- o channo is the number of an initialized channel. If the channel is an extended channel, use FILOP. function .FORNM.
- o addr is the address of the argument list. The argument list is equivalent to that of LOOKUP and ENTER calls and is described in Section 11.13.

RENAME has two forms of argument block: the four-word block and the extended argument block. The short-form (4-word) argument list is described in Section 11.13.1. The extended argument list is described in Section 11.13.2. For DECTape files, refer to Chapter 13 for descriptions of the arguments.

The only way that your program can RENAME a file into or out of an SFD is to refer to an explicit path using the PATH. argument block (by including an [XWD 0,addr] instruction as the PPN argument). If a RENAME is given that attempts to move a file into or out of an SFD without specifying an explicit path, it will take the skip return (assuming no other errors), but the file will not change directories.

To delete a file after all read references have been made, your program should specify the value of zero in the address of the file name word in the RENAME block.

A delete function on a channel that is open for output, to supersede a file, simply aborts the creation of the new file. This is equivalent to a CLOSE with CL.RST set.

Although only a privileged job can delete a UFD, an unprivileged job can delete an empty SFD. Note that you must set your path to a different area before you can delete the current SFD. If the directory is not empty or if a job is currently using the directory, the monitor returns the DIRECTORY NOT EMPTY error code.

A CLOSE is optional after a RENAME because a RENAME implicitly performs a CLOSE. A CLOSE should not be issued between a LOOKUP and a RENAME if the file is not in the default directory path, because the CLOSE erases all memory of the path. If RENAME is performed and the file is not in the default path, the monitor returns the FILE NOT FOUND error in the right half of addr+1.

RENAME [OPCODE 055]

#### RESTRICTION

If your program attempts to change the extension of an SFD, a protection error results. An error also results if your program attempts to alter the name, extension, or PPN associated with a UFD or the PPN associated with an ersatz device name.

#### SKIP RETURN

On a skip return, the monitor returns the same information on a RENAME as on a LOOKUP and ENTER. Refer to Section 11.13.

#### ERROR RETURN

The error return is taken under the following conditions:

- o No file has been opened on the specified channel.
- o The specified file cannot be found.
- o The specified file is currently in the process of being written, superseded, or renamed.
- o Your program does not have the appropriate privileges to RENAME the file.
- o The new file name already exists (occurs when changing file names).

The monitor returns the error code for the RENAME monitor call in the right half of addr+1 of the 4-word argument block, or in the right half of addr+3 in the extended argument block. The error code overwrites the high-order three bits of the creation date and the entire access date.

This overwriting of data does not cause any problems for programs that recover from RENAME errors by aborting or by re-initializing the argument list. However, programs that attempt to recover from an error by fixing only the incorrect portion of the argument block and then reexecuting the monitor call should restore the right half of addr+1 or addr+3 before reexecuting the RENAME monitor call. Error codes are restricted to a maximum of 15 bits to allow programs to recover from an error in a file with a zero creation date. See Section 11.14 for a list of error codes.

**22.138 RESCAN [TTCALL 10,]**FUNCTION

Resets the input buffer pointer to point to the beginning of the previous command. Note that if the RESCAN UUC is issued after the first terminal input or output instruction, the command is no longer in the buffer.

CALLING SEQUENCE

```

RESCAN flag
      return 1
      return 2

```

In the calling sequence, the program supplies the flag, which controls the action of returning from the call. The flag is bit 35 of the word. If the flag is not set, the call always returns at return 1. If the flag is set, the call returns at return 2 when no command is in the input buffer, otherwise, the call takes return 1.

EXAMPLE

```

RESCAN 1          ;Read TTY input
SKPINL           ;Is anything there?
JRST  PROMPT     ;No, must be typeahead
                ;Read command line
. . .

```

COMMON PROGRAMMING ERRORS

Placing a comma after the flag.

RESDV. [CALLI 117]

## 22.139 RESDV. [CALLI 117]

### FUNCTION

Resets a specified channel. RESDV. is similar to RESET, except that only one channel is reset and any outstanding data is discarded. If RESDV. is performed on a disk device, the file is discarded (refer to the CLOSE function CL.RST).

### CALLING SEQUENCE

```
MOVEI    ac, channo
RESDV.   ac,
         error return
         skip return
```

In the calling sequence, the program supplies the channo, which is the number of an initialized channel.

### SKIP RETURN

The channel is reset. Files that were being created on the channel are deleted; any older files with the same name remain. All I/O for the channel is stopped, and device allocations made on the channel by INIT, OPEN, or FILOP. are closed. If the device was not assigned by ASSIGN, ALLOCATE, REASSI, or MOUNT, it is returned to the monitor's pool of available devices. (See the TOPS-10 Operating System Commands Manual for descriptions of these user commands.)

### ERROR RETURN

If the ac contains -1, no device was associated with the channel.

### RELATED CALLS

- o CLOSE
- o RELEASE
- o RESET

### COMMON PROGRAMMING ERRORS

Placing the channel number in the ac field.

**22.140 RESET [CALLI 0]**FUNCTION

Initializes a program. Resets the program's runtime environment to its initial state.

CALLING SEQUENCE

```
RESET
return
```

RETURN

The monitor initializes the program. This includes the following functions:

- o Clears all device allocations except those for devices assigned by ASSIGN, REASSI, or MOUNT.
- o Sets the job's first free location (right half of .JBFF) to its starting value (left half of .JBSA). This allows buffer space to be reclaimed when the program is restarted.
- o Clears the left half of .JBFF (the job's first free location).
- o Aborts processing of any files that have not been closed to release the associated I/O channels.
- o Sets the user-mode write-protect bit for the high segment. This prevents inadvertent data storage in the high segment, and is done even if the segment is nonsharable.
- o Unlocks your program, if it is locked in core.
- o Releases any realtime devices.
- o Resets any high-priority queue values to the value given in the last HPQ command.
- o Resumes timesharing if it was stopped by a TRPSET monitor call.
- o Resets any actions taken by APRENB, HIBER, or UTRP. monitor calls in your program.
- o Clears all program counter flags for your program (except USRMODE and PUBLIC) that may be set.
- o Clears any process identifications (PIDs) for your job, except job-wide PIDs.
- o Clears the software interrupt facility for your job.
- o Releases and dequeues any enqueue locks or requests for your job.
- o Clears all of the data mode bits and the noecho bit for a terminal. However, if the RESET is executed for a not-logged-in job, whose program name is LOGIN, the noecho bit will not be cleared. This allows noecho to be set by the LOGIN command.

RESET [CALLI 0]

- o Removes and undefines all SNOOP. breakpoints.
- o Releases the performance meter.
- o Clears any large disk buffers set by a UUO.
- o Clears any address breaks set by a UUO.

**22.141 RTTRP [CALLI 57]**FUNCTION

Connects a device to or releases it from the realtime interrupt facility. For a discussion of realtime devices, interrupt modes, and traps, refer to Chapter 9, Volume 1.

To use the RTTRP call, your job must have the JP.RTT privilege. To use an EPT-mode trap, your job must have the JP.TRP privilege. Your job must also have the JP.LCK privilege in order to lock itself in core on the correct CPU.

CALLING SEQUENCE

```

        MOVEI   ac,addr
        RTTRP  ac,
            error return
            skip return
        . . .
addr:   argument list

```

In the calling sequence, the program supplies the addr, which is the address of the argument list.

The contents of the argument list depend on the interrupt mode your program is setting up.

SKIP RETURN

The device is connected to or released from the realtime interrupt facility.

ERROR RETURN

The monitor returns one or more of the following error flags in the ac. Before returning, the monitor scans the entire argument list to discover as many errors as possible.

<u>Bit</u>	<u>Symbol</u>	<u>Error</u>
23	RTNEC%	Nonexistent CPU.
24	RTJNP%	Not enough privileges.
25	RTNC0%	Not runnable on CPU0.
26	RTDIU%	Device in use by another job.
27	RTIAU%	Illegal accumulator used during RTTRP at interrupt.
28	RTJNL%	Job not locked (or not privileged).
29	RTSLE%	System limit for realtime devices exceeded.
30	RTILF%	Illegal format for I/O instruction.
31	RTPWI%	Pointer word illegal.
32	RTEAB%	Error address out of bounds.
33	RTTAB%	Trap address bad.
34	RTPNB%	PI channel not currently available for BLKI/BLKO.
35	RTPNA%	PI channel not available.

RELATED CALLS

- o HPQ
- o TRPSET
- o UJEN

RUN [CALLI 35]

## 22.142 RUN [CALLI 35]

### FUNCTION

Transfers execution control from the current program to another program. The monitor replaces both the high and low segments of your address space with the segments of the called program. The function of the RUN UVO is described in more detail in Chapter 2 Volume 1.

### CALLING SEQUENCE

```
|          MOVSI   ac,start-addr-increment
|          HRRRI   ac,addr
|          RUN     ac,
|              error return
|
|          . . .
| addr:        SIXBIT/device/
|              SIXBIT/filename/
|              SIXBIT/extension/           ;or zero
|          EXP     0
|          / XWD   proj,prog \           ;PPN word
|          \ XWD   0,addr1   /
|          / XWD   0,core    \           ;core word
|          \ XWD   -1,,addr2 /
```

In the calling sequence, the program supplies the following variables:

- o start-addr-increment is an increment to the starting address of the called program. This increment is used to call indirect command files and should be 0 or 1. If any other value is used, the meddling bit is set for the job, unless the program is execute-only. For an execute-only program, this value can be only 0 or 1.
- o addr is the address of the argument block, which is formatted like the ENTER argument block. See Volume 1, Chapter 11 for a description of ENTER/LOOKUP argument blocks.
- o core is the total amount of core to be reserved for the called program. This word must be included, but may be zero. For a program that contains both low and high segments, the amount of core required to load the high segment is subtracted from the core assignment first. The amount reserved for the low segment is the remainder.
- o addr2 contains a section offset indicating where the image should be loaded. Using this argument results in an error if the resulting section number is illegal.

| When the monitor returns control to the program after RUN monitor  
| call, the accumulators are overwritten and Channel 0 is cleared.

### SUCCESS RETURN

The new program is started at its new address plus start-addr-increment. The contents of ac may be changed on the return, and the new contents are unpredictable, because they vary from one monitor release to the next. The RUN call also performs an implicit RESET call.

ERROR RETURN

The error return is taken if any errors are detected; the monitor returns an error code in the ac. Your program can attempt to recover from an error and continue the program's execution. If you set the left half of the error return location to a HALT, the monitor will not return to the program but will print an error message. Your terminal will be at monitor level.

If you do not include a HALT in the left half of the error return location, your program can analyze the error code returned in the ac. If the error code indicates an error from which you can recover, your program can issue another RUN monitor call, possibly including a HALT instruction in the error return location.

If your program is using overlays, the monitor will not attempt to return to your program. Therefore, you should place the RUN monitor call in the low segment of your program, in case the error is discovered after the high segment has been released. If the call is issued from the low segment and an error occurs, the high segment of the program is cleared and must be re-initialized.

If the call is issued from the high segment and an error occurs, the monitor may halt the job and print the following message:

?Illegal address in UUO at user PC xxxxxx

For this reason, the RUN call should be given from the low segment.

See Section 11.14 for a list of error codes.

RELATED CALLS

- o GETSEG
- o MERGE.
- o SEGOP.

RUNTIM [CALLI 27]

## 22.143 RUNTIM [CALLI 27]

### FUNCTION

Returns the cumulative runtime (in milliseconds or ten microsecond units) for a specified job.

### CALLING SEQUENCE

```
MOVEI   ac, jobno
HRLI   ac, (RN.PCN)      ;optional for high precision
RUNTIM  ac,
return
```

In the calling sequence, the program supplies the jobno, which is the number of a logged-in job (use 0 for your own job). You may optionally set the sign bit 1B0 (RN.PCN), to return the runtime for the specified job in ten microsecond units (high-precision runtime).

### RETURN

The ac contains the cumulative runtime (in milliseconds) for the specified job. If no such job exists, the ac contains 0.

### EXAMPLES

```
MOVEI   T1, 0
RUNTIM  T1,
```

This code returns the cumulative runtime for the current job in T1.

**22.144 SAVE. [CALLI 210]**FUNCTION

Saves the program in memory as an executable (.EXE) file on disk. This call is similar to the SAVE monitor command.

CALLING SEQUENCE

```

        MOVE    ac, [flag,,addr]
        SAVE.   ac,
              error return
              skip return
addr:   SIXBIT/device/
        SIXBIT/filename/
        SIXBIT/extension/           ;or zero
        EXP      0
        / XWD    proj,prog \
        | XWD    0,,addr1  |           ;PPN argument
        \ XWD    0,0      /
        BLOCK   0

```

In the calling sequence, the program supplies the following variables:

- o flag is bit 0 of the ac. When set, this bit (SS%SSH) indicates that the program should be saved with a sharable high segment (similar to SSAVE monitor command).
- o addr is the address of the argument block, which is formatted like the ENTER argument block. See Volume 1, Chapter 11 for a description of ENTER/LOOKUP argument blocks.

When the monitor returns control to your program after a SAVE. monitor call, the accumulators are overwritten and Channel 0 is cleared.

Remember to leave addr+5 clear.

SKIP RETURN

The program in memory is written to disk in executable format. The contents of all accumulators may be changed; the new contents are not reliable and are subject to change from one monitor release to the next. The SAVE. call releases channel 0 implicitly.

On any return from this call, if the left half of the return location contains HALT, the job is stopped and the appropriate error message is issued to the job.

ERROR RETURN

If an error occurs in the process of executing the SAVE. call, the non-skip return is taken and an error code is returned in the ac. Refer to Section 11.14 for the list of error codes.

The error return is taken if any errors are detected; the monitor returns an error code in the ac. Your program can attempt to recover from an error and continue the program's execution. If you set the left half of the error return location to a HALT, the monitor will not return to the program but will print an error message. Your terminal will be at monitor level.

SCHED. [CALLI 150]

22.145 SCHED. [CALLI 150]

FUNCTION

Reads or sets system scheduling parameters. JACCT or [1,2] privileges are required to issue the SCHED. monitor call. However, the read functions may be used by a user with SPY privileges, and the write functions are available to users with POKE privileges.

CALLING SEQUENCE

```

        MOVE      ac, [XWD len, addr]
        SCHED.   ac,
            error return
            skip return
addr:    XWD      fcncode, fcncarg
        .
        XWD      fcncode, fcncarg

```

In the calling sequence, the program supplies the following variables:

- o len, which is the length of the argument list.
- o addr is the address of the argument list.
- o fcncode is one of the function codes described below.
- o fcncarg is the address of the argument list for the corresponding function code. Each argument list at fcncarg is formatted as:

```

        fcncarg:  length
                  function-specific information

```

The function codes, their meanings, and their arguments are:

<u>Code</u>	<u>Symbol</u>	<u>Function</u>						
0	.SCRSI	Reads the micro scheduling interval. The monitor returns the scheduling interval at <u>fcncarg</u> .						
400000	.SCSSI	Sets the micro scheduling interval. The word at <u>fcncarg</u> should contain:						
		<table border="0"> <thead> <tr> <th><u>Word</u></th> <th><u>Symbol</u></th> <th><u>Contents</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>.SCBSI</td> <td>Scheduling interval.</td> </tr> </tbody> </table>	<u>Word</u>	<u>Symbol</u>	<u>Contents</u>	0	.SCBSI	Scheduling interval.
<u>Word</u>	<u>Symbol</u>	<u>Contents</u>						
0	.SCBSI	Scheduling interval.						
1	.SCRMI	Reads the minimum core usage function evaluation interval. The monitor returns the interval at <u>fcncarg</u> .						
400001	.SCSMI	Sets the minimum core usage evaluation interval. The word at <u>fcncarg</u> should contain:						
		<table border="0"> <thead> <tr> <th><u>Word</u></th> <th><u>Symbol</u></th> <th><u>Contents</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>.SCBMI</td> <td>Minimum core usage interval.</td> </tr> </tbody> </table>	<u>Word</u>	<u>Symbol</u>	<u>Contents</u>	0	.SCBMI	Minimum core usage interval.
<u>Word</u>	<u>Symbol</u>	<u>Contents</u>						
0	.SCBMI	Minimum core usage interval.						

2            .SCRCQ      Reads class quotas and flags. The monitor returns the quotas and flags at fcnarg and following in the form:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.SCBCT	Count of following words.
1	.SCBCQ	Class and quota:
		<u>Bits</u> <u>Symbol</u> <u>Meaning</u>
		0        SC.FCQ   Set if quota is fixed.
		1-17    SC.CLN   Class number.
		18-35   SC.CLQ   Class quota.

There is one word of the form of .SCBCQ for each word specified in .SCBCT.

400002      .SCSCQ      Sets class quotas and flags. The data at fcnarg is the same as that returned by the .SCRCQ function.

3            .SCRTS      Reads the base quantum runtime. The monitor returns the time slices at fcnarg in the form:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.SCBCT	Count of following words.
1	.SCBP1	Base quantum runtime for PQ1.
2	.SCBP2	Base quantum runtime for PQ2.

400003      .SCSTS      Sets the base quantum runtime for one or both queues. The data at fcnarg is the same as that returned by the .SCRTS function.

4            .SCRUF      Reads the desired channel use fraction. This fraction is the swapping channel utilization percentage. The monitor returns the channel use fractions at fcnarg in the form:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.SCBCT	Count of following words.
1	.SCBUF	Channel number in left half; use fraction in right half.

There is one word of the form of .SCBUF for each word specified in .SCBCT.

400004      .SCSUF      Sets the desired channel use fraction. The data at fcnarg is the same as that returned by the .SCRUF function.

5 .SCRJC Reads the scheduler class for a job. The arguments at fcnarg are of the form:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.SCBCT	Count of following words.
1	.SCBJC	Job number in the left half; class in the right half.

There is one word of the form of .SCBJC for each word specified in .SCBCT. The monitor returns the scheduler class number for each given job.

400005 .SCSJC Sets the scheduler class for a job. The arguments at fcnarg are the same as those for the .SCRJC function.

6 .SCRMC Reads the minimum core usage per job. The total number of jobs is returned at .SCBCT. The monitor returns the minimum core usage for each job starting at fcnarg (.SCBMC). There is one word for each job specified in .SCBCT.

400006 .SCSMC Sets the minimum core usage per job. Store the number of jobs in .SCBCT. The monitor reads the core usage for each of these jobs starting at fcnarg (.SCBMC).

7 .SCRUC Reads the class usage since startup. The monitor returns the class runtimes at fcnarg in the form:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.SCBCT	Count of following words.
1	.SCBCU	Runtime for class 0.

There is one word of the form of .SCBCU for each word specified in .SCBCT.

10 .SCREF Obsolete. The offset symbol .SCBEF is also obsolete.

400010 .SCSEF Obsolete.

11 .SCRMM Reads the minimum core usage multiplier. The monitor returns the multiplier at fcnarg (.SCBMM).

400011 .SCSMM Sets the minimum core usage multiplier. The monitor reads the multiplier from fcnarg (.SCBMM).

12 .SCRDC Reads the default class for new jobs. The monitor returns the default class at fcnarg (.SCBDC).

400012 .SCSDC Sets the default class for new jobs. The monitor reads the default class from fcnarg (.SCBDC).

13 .SCRRC Reads the minimum core usage requeue constant. The monitor returns the constant at fcnarg (.SCBRC).

400013 .SCSRC Sets the minimum core usage requeue constant. The monitor reads the constant from fcnarg (.SCBRC).

14 .SCRPM Reads the minimum core usage maximum. The monitor returns the maximum (in microseconds) at fcnarg (.SCBPM).

400014 .SCSPM Sets the minimum core usage maximum. The monitor reads the maximum (in microseconds) from fcnarg (.SCBPM).

15 .SCRML Reads quantum multipliers for PQ1, PQ2, and scale factor. The monitor returns the values at fcnarg in the format:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.SCBCT	Count of the following words.
1	.SCBMP	For PQ1, the queue number in left half, quantum multiplier in right half.
2	.SCBMQ	For PQ2, the queue number in left half, quantum multiplier in right half.
3	.SCBMR	3 in left half, scale factor in right half (SC.BMR==3,,0).

400015 .SCSML Sets quantum multipliers for PQ1, PQ2, and scale factor. The data at fcnarg must be the same as that returned by the .SCRML function.

16 .SCRMX Reads the maximum quantum run for PQ1 and/or PQ2. The monitor returns the maximum quantum run at fcnarg in the format:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.SCBCT	Count of the following words.
1	.SCBMX	Queue number in left half, maximum time slice (in milliseconds) in right half. The returned block contains one word of the form of .SCBMX for each word specified in the word count.

400016 .SCSMX Sets the maximum quantum run for PQ1 and/or PQ2. The data at fcnarg must be in the same format as that returned by the .SCRMX function.

17 .SCRSQ Reads secondary class quotas. The monitor returns the quotas at fcnarg in the format:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.SCBCT	Count of following words.
1	.SCBSQ	Class in left half, quota in right half.

The data at fcnarg contains one word of the form of .SCBSQ for each word indicated by the word count.

400017 .SCSSQ Sets secondary class quotas. The data at fcnarg must be in the same form as that returned by the .SCRSQ function.

SCHED. [CALLI 150]

20	.SCRIQ	Reads the time percentage to scan queue just swapped in before subqueues. The monitor returns the time percentage at <u>fcnarg</u> (.SCBIQ).
400020	.SCSIQ	Sets the time percentage to scan queue just swapped in before subqueues. The monitor reads the time percentage from <u>fcnarg</u> (.SCBIQ).
21	.SCRSS	Reads swap scan time. The monitor returns the swap scan time at <u>fcnarg</u> (.SCBSS).
400021	.SCSSS	Sets swap scan time. The monitor reads the swap scan time from <u>fcnarg</u> (.SCBSS).
22	.SCRBB	Reads number for background batch subqueue. The monitor returns the number at <u>fcnarg</u> (.SCBBB).
400022	.SCSBB	Sets number for background batch subqueue. The monitor reads the number from <u>fcnarg</u> (.SCBBB).
23	.SCRBS	Reads background batch swap time interval. The monitor returns the interval at <u>fcnarg</u> (.SCBBS).
400023	.SCSBS	Sets background batch swap time interval. The monitor reads the interval from <u>fcnarg</u> (.SCBBS).
24	.SCRSF	Reads scheduler fairness factor. The monitor returns the fairness factor at <u>fcnarg</u> (.SCBSF).
400024	.SCSSF	Sets scheduler fairness factor. The monitor reads the fairness factor from <u>fcnarg</u> (.SCBSF).
25	.SCRSW	Reads swapper fairness factor. The monitor returns the fairness factor at <u>fcnarg</u> (.SCBSW).
400025	.SCSSW	Sets swapper fairness factor. The monitor reads the fairness factor from <u>fcnarg</u> (.SCBSW).
26	.SCRIO	Reads in-core fairness. The monitor returns the fairness at <u>fcnarg</u> (.SCBIO).
400026	.SCSIO	Sets in-core fairness. The monitor reads the fairness from <u>fcnarg</u> (.SCBIO).
27	.SCRSC	Reads SCDCOR. The monitor returns the value of SCDCOR at <u>fcnarg</u> (.SCBSC).
400027	.SCSSC	Sets SCDCOR. The monitor reads the value for SCDCOR from <u>fcnarg</u> (.SCBSC).
30	.SCRSO	Reads the CPU scan order. The monitor returns the scan order for each CPU at <u>fcnarg</u> +1. The argument block at <u>fcnarg</u> is the same as the information you give to set the scan order in function 400030 (.SCSSO).

400030 .SCSSO Sets the CPU scan order. The argument list at fcnarg should appear as:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.SCBCT	Word count.
1	.SCBSO	Scan order for CPU0.
. . .		

The number of CPUs is specified in .SCBCT. A word for each CPU follows the count (starting at fcnarg) containing a code that specifies the scan order for the CPU. A 0 indicates that the scan order is [HPQ,PQ1,PQ2]. A 1 indicates that CPU has the scan order [HPQ,PQ2,PQ1].

31 .SCRRT Reads dormant segment retention time (in jiffies). The monitor returns retention time at fcnarg (.SCBRT).

400031 .SCSRT Sets dormant segment retention time. The monitor reads retention time from fcnarg (.SCBRT).

32 .SCRFG Reads the free core goal. The monitor returns the free core goal at fcnarg in the following format:

<u>Word</u>	<u>Symbol</u>	<u>Meaning</u>
0	.SCBFG	Minimum free core size (goal).
1	.SCBFL	Maximum free core size.

Both .SCBFG and .SCBFL are percentages of user core as determined when the system was booted.

400032 .SCSFG Sets the free core goal. The monitor reads the goal from fcnarg in the format given in function .SCRFG.

SKIP RETURN

The function has been performed.

ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	SCHAC%	Address check.
2	SCHUF%	Unknown function code.
3	SCHUJ%	Unknown job.
4	SCHNP%	Not enough privileges.
5	SCHUC%	Unknown class.
6	SCHUQ%	Unknown queue.
7	SCHNC%	Nonexistent channel.
10	SCHEB%	Bad exponential factor.
11	SCHMI%	Cannot set protection if MCUINT is nonzero.
12		Obsolete.
13	SCHNH%	Not 100%.
14	SCHFN%	Fairness not positive.
15	SCHIC%	Illegal CPU number specified in function .SCSSO.
16	SCHUO%	Unknown scan order specified in function .SCSSO.

SCS. [CALLI 213]

22.146 SCS. [CALLI 213]

FUNCTION

Provides the diagnostic interface to the Systems Communications Service layer of the System Communications Architecture, allowing information to be exchanged between jobs on different systems connected over a CI20.

KS systems do not support System Communications Architecture.

This monitor call is used in DIGITAL-supplied hardware diagnostic programs and is not intended to be used in customer programs. The calling sequences and arguments of SCS. are subject to change without notice. The program must be run under [1,2] or have JACCT privileges to use the SCS. UUU.

CALLING SEQUENCE

```

|           / XMOVEI  ac,addr  \;for extended addressing
|           \ MOVEI   ac,addr  /
|           SCS.    ac,
|             error return
|             skip return

```

addr: len,,function

In the calling sequence, the program supplies the addr, which is the starting address of the argument block, len specifies the total length of the argument block, and function is one of the function codes described below. The function word is formatted as follows:

<u>Word</u>	<u>Field</u>	<u>Contents</u>
<u>Symbol</u>	<u>Symbol</u>	
.SQFNC	0-5	Reserved
	6-8	SS.CPU CPU number.
	9-17	SS.LEN Length of argument block, including this word.
	18-35	SS.FNC One of the function codes listed below.

Function codes are:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
0	.SSCON	Requests a connection.
1	.SSLIS	Listens for a connection.
2	.SSREJ	Rejects a connection request.
3	.SSDIS	Disconnects and closes a connection.
4	.SSSDG	Sends a datagram.
5	.SSQRD	Queues buffer(s) to receive datagram.
6	.SSSMG	Sends a message.
7	.SSQRM	Queues buffer(s) to receive message.
10	.SSCSP	Returns information about a status of a connection.
11	.SSRCD	Returns configuration data for a remote system.
12	.SSSTS	Returns information about status of a connection.
13	.SSRMG	Receives a message.
14	.SSMAP	Maps a buffer for DMA transfer.
15	.SSUMP	Unmaps a buffer for DMA transfer.
16	.SSSND	Sends data to remove host.
17	.SSREQ	Requests delivery of data.

20-21		Reserved.
22	.SSRDG	Receives a datagram.
23	.SSACC	Accepts a connection request.
24	.SSGDE	Returns entry from data request complete queue.
25	.SSEVT	Returns entry from event queue.
26	.SSCRD	Cancel datagram receive.
27	.SSCRM	Cancel message receive.
30	.SSGLN	Gets local node number.
31-34		Reserved.
35	.SSRBS	Returns minimum buffer sizes.
36	.SSRPS	Returns path status.

Each function requires a special form of argument block. The following pages list the argument blocks for each function:

1. Argument list for function .SSCON:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
1	.SQSPN	Byte pointer to source process name
2	.SQDPN	Byte pointer to destination process name
3	.SQSYS	Node number,,connect-id bits
4	.SQCDT	Address of initial connection data
5	.SQAMC	Address of message buffer chain
6	.SQADC	Address of datagram buffer chain
7	.SQRCI	Returned connect-id

2. Arguments for function .SSLIS:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
1	.SQSPN	Byte pointer to source process name
2	.SQDPN	Byte pointer to destination process name
3	.SQSYS	Node number,,connect-id bits
4	.SQLCI	Returned connect-id

3. Arguments for function .SSREJ:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
1	.QCID	Connect-id
2	.SQREJ	Rejection reason code

4. Arguments for function .SSDIS:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
1	.QCID	Connect-id
2	.SQDIS	Disconnect reason code

## 5. Arguments for functions .SSSDG and .SSSMG:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>															
1	.SQCID	Connect-id															
2	.SQAPT	Address of datagram/message text															
3	.SQLPT	Length of datagram/message text															
4	.SQFLG	Flags and optional path specification, in the form:															
		<table border="1"> <thead> <tr> <th><u>Bits</u></th> <th><u>Symbol</u></th> <th><u>Contents</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td></td> <td>Reserved</td> </tr> <tr> <td>1</td> <td>SC%MOD</td> <td>Mode flag. Set if industry-compatible, clear if high-density.</td> </tr> <tr> <td>3-29</td> <td>SC%FLG</td> <td>Reserved.</td> </tr> <tr> <td>33-35</td> <td>SC%OPS</td> <td>Optional path specification code.</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Symbol</u>	<u>Contents</u>	0		Reserved	1	SC%MOD	Mode flag. Set if industry-compatible, clear if high-density.	3-29	SC%FLG	Reserved.	33-35	SC%OPS	Optional path specification code.
<u>Bits</u>	<u>Symbol</u>	<u>Contents</u>															
0		Reserved															
1	SC%MOD	Mode flag. Set if industry-compatible, clear if high-density.															
3-29	SC%FLG	Reserved.															
33-35	SC%OPS	Optional path specification code.															
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<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>															
0	.SSAPS	Auto path select															
1	.SSPTA	Use Path A															
2	.SSPTB	Use Path B															

## 6. Arguments for function .SSQRD and .SSQRM:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
1	.SQCID	Connect-id
2	.SQAFB	Address of first buffer in chain. The buffer contains a pointer to the next queue buffer, or zero.

## 7. Arguments for function .SSCSP:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
1	.SQCID	Connect-id
2	.SQCST	Connection state
3	.SQDCI	Destination connect-id
4	.SQBDN	Byte pointer to destination process name
5	.SQNOD	Node number
6	.SQREA	Source,,destination disconnect codes

## 8. Arguments for function .SSRCD:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
1	.SQCID	Connect-id (or zero to use node number)
2	.SQOND	Node number (used if .SQCID is zero)
3	.SQVCS	Virtual circuit state,, destination node number
4	.SQSAD	System address (2 words)
6	.SQMDD	Maximum datagram size at destination
7	.SQMDM	Maximum message size at destination
10	.SQDST	Software type code at destination
11	.SQDSV	Software version at destination
12	.SQDSE	Software edit level at destination (2 words)
14	.SQDHT	Hardware type code at destination
15	.SQDHV	Hardware version at destination (3 words)
20	.SQNNM	Destination node name (2 words)
22	.SQPCW	Port characteristics
23	.SQLPN	Local channel number

## 9. Arguments for function .SSSTS:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
1	.SQCID	Connect-id
2	.SQFST	Status flags,, connection state
		<u>Bits</u> <u>Symbol</u> <u>Meaning</u>
		0        SC%MSA    Message available
		1        SC%DGA    Datagram available
		2        SC%DTA    DMA transfer complete
		3        SC%EVA    Event pending
3	.SQSBR	Destination node number

## 10. Arguments for functions .SSRMG and SSRDG:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
1	.SQCID	Connect-id
2	.SQARB	Address of returned buffer
3	.SQDFL	Flags and node number of remote system. (See .SSSDG for definition of flag bits.)
4	.SQLRP	Length of returned message/datagram. (Words if high density, bytes if industry-compatible.)

## 11. Arguments for function .SSMAP:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>												
1	.SQXFL	Flags:												
		<table border="1"> <thead> <tr> <th><u>Bits</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>32</td> <td>SQ%CVD</td> <td>Do not clear the valid bit if set</td> </tr> <tr> <td>33</td> <td>SQ%WRT</td> <td>If set, host memory is writable</td> </tr> <tr> <td>34-35</td> <td>SQ.DMD</td> <td>Code for mode field. If clear, this field indicates Industry-compatible mode.</td> </tr> </tbody> </table>	<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>	32	SQ%CVD	Do not clear the valid bit if set	33	SQ%WRT	If set, host memory is writable	34-35	SQ.DMD	Code for mode field. If clear, this field indicates Industry-compatible mode.
<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>												
32	SQ%CVD	Do not clear the valid bit if set												
33	SQ%WRT	If set, host memory is writable												
34-35	SQ.DMD	Code for mode field. If clear, this field indicates Industry-compatible mode.												
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<u>Code</u>	<u>Symbol</u>	<u>Mode</u>												
1	SQ%DCD	Core dump mode												
2	SQ%DHD	High density mode												
2	.SQBNA	Returned buffer name												
		Buffer length and address parts:												
		<table border="1"> <thead> <tr> <th><u>Word</u></th> <th><u>Symbol</u></th> <th><u>Contents</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>.SQBLN</td> <td>Length of buffer segment</td> </tr> <tr> <td>1</td> <td>.SQBAD</td> <td>Address of buffer segment</td> </tr> </tbody> </table>	<u>Word</u>	<u>Symbol</u>	<u>Contents</u>	0	.SQBLN	Length of buffer segment	1	.SQBAD	Address of buffer segment			
<u>Word</u>	<u>Symbol</u>	<u>Contents</u>												
0	.SQBLN	Length of buffer segment												
1	.SQBAD	Address of buffer segment												

## 12. Arguments for function .SSUMP:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
1	.SQNAM	Buffer name

## 13. Arguments for functions .SSSND and .SSREQ:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
1	.SQCID	Connect-id
2	.SQSNM	Send buffer name
3	.SQRNM	Receive buffer name
4	.SQOFS	Transmit,,receive buffer offsets

## 14. Arguments for function .SSACC:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
1	.SQCID	Connect-id
2	.SQCDA	Pointer to connection data

## 15. Arguments for function .SSGDE:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
1	.SQCID	Connect-id
2	.SQBID	Buffer id offset

## 16. Arguments for function .SSEVT:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>																																										
1	.SQCID	Connect-id																																										
2	.SQESB	Node number of remote system																																										
3	.SQEVT	Event code:																																										
		<table border="1"> <thead> <tr> <th><u>Code</u></th> <th><u>Symbol</u></th> <th><u>Event</u></th> </tr> </thead> <tbody> <tr> <td>1</td> <td>.SEVCC</td> <td>VC broken</td> </tr> <tr> <td>2</td> <td>.SECTL</td> <td>Connect to listen</td> </tr> <tr> <td>3</td> <td>.SECRA</td> <td>Connection was accepted</td> </tr> <tr> <td>4</td> <td>.SECRR</td> <td>Connection was rejected</td> </tr> <tr> <td>5</td> <td>.SEMSC</td> <td>Message/Datagram send complete</td> </tr> <tr> <td>6</td> <td>.SELCL</td> <td>Little credit left</td> </tr> <tr> <td>7</td> <td>.SENWO</td> <td>Node went offline</td> </tr> <tr> <td>10</td> <td>.SENCO</td> <td>Node came online</td> </tr> <tr> <td>11</td> <td>.SEOSD</td> <td>OK to send data</td> </tr> <tr> <td>12</td> <td>.SERID</td> <td>Remote initiated disconnect</td> </tr> <tr> <td>13</td> <td>.SEPBC</td> <td>Port broke connection</td> </tr> <tr> <td>14</td> <td>.SECIA</td> <td>Credit is available</td> </tr> <tr> <td>15</td> <td>.SEMDC</td> <td>Maintenance data transfer complete</td> </tr> </tbody> </table>	<u>Code</u>	<u>Symbol</u>	<u>Event</u>	1	.SEVCC	VC broken	2	.SECTL	Connect to listen	3	.SECRA	Connection was accepted	4	.SECRR	Connection was rejected	5	.SEMSC	Message/Datagram send complete	6	.SELCL	Little credit left	7	.SENWO	Node went offline	10	.SENCO	Node came online	11	.SEOSD	OK to send data	12	.SERID	Remote initiated disconnect	13	.SEPBC	Port broke connection	14	.SECIA	Credit is available	15	.SEMDC	Maintenance data transfer complete
<u>Code</u>	<u>Symbol</u>	<u>Event</u>																																										
1	.SEVCC	VC broken																																										
2	.SECTL	Connect to listen																																										
3	.SECRA	Connection was accepted																																										
4	.SECRR	Connection was rejected																																										
5	.SEMSC	Message/Datagram send complete																																										
6	.SELCL	Little credit left																																										
7	.SENWO	Node went offline																																										
10	.SENCO	Node came online																																										
11	.SEOSD	OK to send data																																										
12	.SERID	Remote initiated disconnect																																										
13	.SEPBC	Port broke connection																																										
14	.SECIA	Credit is available																																										
15	.SEMDC	Maintenance data transfer complete																																										
4	.SQDTA	Offset to event data (zero to four words)																																										

## 17. Arguments for functions .SSCRD and .SSCRM:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
1	.SQCID	Connect-id
2	.SQADB	Address of buffer to dequeue

## 18. Arguments for function .SSGLN:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
1	.SQLNN	(Returned) local node number

## 19. Arguments for function .SSRBS:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
1	.SQLMG	Length of message buffer
2	.SQLDG	Length of datagram buffer

## 20. Arguments for function .SSRPS:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
1	.SQRPN	Node number
2	.SQRPS	Path status (A,,B)

SKIP RETURN

The function is performed successfully and the program continues at the skip return.

ERROR RETURN

The function is not performed, and the error code is returned in the ac. The error codes and their meanings are:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
0	SSNPV%	Insufficient privileges.
1	SSIFC%	Illegal function code.
2	SSARG%	Bad argument list length.
3	SSACR%	Address check reading argument block.
4	SSACS%	Address check storing data.
5	SSCPN%	CPU number is out of range.
6	SSNPC%	No CI port on specified CPU.
7	SSNPK%	CI node number on specified CPU is not known.
10	SSINN%	Invalid CI node number.
11	SSNFC%	No free core.
12	SSVNO%	Virtual circuit is not open.
13	SSICI%	Invalid connect identification.
14	SSRQE%	Receive queue is empty.
15	SSNBQ%	No buffer queued for packet reception.
16	SSRCF%	Reject connection failed.
17	SSDCF%	Disconnect connection failed.
20	SSNFB%	No free buffers to send packet.
21	SSQBF%	Queue buffers failed.
22	SSCBF%	Cancel buffers failed.
23	SSPSF%	Packet send failed.
24	SSDQE%	Data entry queue empty.
25	SSEQE%	Event queue empty.
26	SSCRB%	Can't remove buffer from database.
27	SSCUB%	Can't unmap buffer.
30	SSNSB%	No such buffer name.
31	SSTMS%	Too many buffer segment descriptions.
32	SSIDM%	Illegal data mode.
33	SSSCP%	Segment crosses page boundary.
34	SSSTL%	Segment is greater than 1 page.

## 22.147 SEBLK. [CALLI 214]

FUNCTION

SEBLK. is a privileged monitor call used only by DAEMON. It returns system error block data.

CALLING SEQUENCE

```

MOVE    ac,[arglen,,arglst]
SEBLK.  ac
        error return
        skip return

```

In the calling sequence, the program supplies the arglen, which is length of the argument list stored at arglst.

SKIP RETURN

The monitor returns information about system errors in the block starting at arglst. The number of words stored in the monitor's error block is returned in the ac. This tells you whether your block was long enough to hold the information; if the block was not long enough, the monitor truncated the information.

ERROR RETURN

One of the following codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
0	SBNPV%	Job not privileged.
1	SBNEQ%	No error blocks on queue.

SEGOP. [CALLI 230]

## 22.148 SEGOP. [CALLI 230]

### FUNCTION

Provides functions by which an assembly-language program can manipulate high segments in the program's address space. Specifically, the SEGOP. UUO allows you to:

- o Put multiple high segments into a single program section.
- o Remove some or all of the high segments in the program's address space.
- o Read and write monitor data about high segments in sections other than that which is the PC origin. The monitor data describes the size of the segments, their origin sections, their sharable characteristics, and their write-only protection status.
- o Read and set writable characteristics of any high segment in the program's address space.
- o Translate segment names to segment numbers or numbers to names.
- o Change the size of any high segment in the program's address space.
- o List all of the high segments in the program's address space.
- o Remaps program segments in the program's address space.

### CALLING SEQUENCE

```
        XMOVEI ac,addr
        SEGOP. ac,
            error return
            skip return
addr:   length,,function
        flags word
        segment-number
        segment-name
        segment-origin
        segment-size
        filespec-pointer
```

For the SEGOP. UUO, store the address of the argument list in the accumulator. The argument list (beginning at addr above), is formatted differently depending on the function. The functions and their appropriate argument lists are described below.

The flags-word contains the SEGOP. flags and fields appropriate to the function. The following table shows the flags that can be set for each function and which flags may be returned by the monitor.

**Table 22-16: SEGOP. UWO Flags**

Functions	Flag Word								
Flags:	SG.STP	SG.USN	SG.FFS	SG.NSR	SG.SEC	SG.CTX	SG.JOB	SG.UWP	
Bits:	0	1	2	6-17	12-17	18-26	27-35	35	
.SGINF (0)	set					set/ret	set/ret		
.SGGET (1)		set/ret	set		set/ret	ret'd	ret'd		
.SGREL (2)		set			set				
.SGRMP (3)									
.SGSWP (4)									set/ret
.SGCOR (5)									
.SGDMP (6)	set			ret'd		set	set		

**22.148.1 FUNCTION 0 (.SGINF)**

Returns information about a specified high segment. The argument list for this function is:

```

addr:  length,,.SGINF
       flag-word
       BLOCK 4
       filespec-pointer
    
```

The flags that can be set in the the flag-word for this function are:

Bits	Symbol	Meaning
0	SG.STP	If set, the function will step through the list of high segments.
1	SG.USN	If set, the SG.SEC field contains an offset to the program section of the specified high segment.
12-17	SG.SEC	Contains the offset to the section number of the high segment.
18-26	SG.CTX	Contains the context number of the job context that owns the high segment.
27-35	SG.JOB	Contains the job number of the job that owns the high segment.

Use these flags and fields to perform the following operations:

- o To step through a list of all segments, starting with the first, set SG.STP and put a zero in addr+2 (.SGSGN).
- o To step through the list beginning at a specified point, set SG.STP and include the segment number in .SGSGN that is previous to the first segment that you want to return information on. ST.STP always returns the next segment in the list.

SEGOP. [CALLI 230]

- o To obtain information about a segment specified by name, clear ST.STP and do not specify the segment number in .SGSGN. Include the segment name in addr+3 (.SGSNM).
- o To obtain information about the segments owned by a specific job or job context, include the job/context handle in SG.CTX and SG.JOB.

On a skip return from this function, the monitor fills in the contents of the argument list.

This function will take the error return and error code ERSII% will be returned if the segment number and segment name specified in the argument list do not match.

### 22.148.2 FUNCTION 1 (.SGGET)

Obtains a new high segment without affecting current high segments. The argument list for this function is:

```
addr:  length,,.SGGET
       flags-word
       BLOCK 4
       filespec-pointer
```

In the flags-word, you can specify the following flags for this function:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
1	SG.USN	When set, indicates that a section number is stored in SG.SEC.
2	SG.FFS	If non-zero, the new high segment is placed into the first free section.
12-17	SG.SEC	If SG.USN is set, contains the section number where the new segment should be created.

On a skip return from this function, one of the following functions has been accomplished:

- o If SG.USN is set and SG.FFS is clear, the contents of SG.SEC indicate the section number to store the new high segment in.
- o If both SG.USN and SG.FFS are clear, the same section from which the argument list is given (usually the PC section).
- o If SG.FFS is set, the section number that is actually used will be returned in the SG.SEC field of the Flags-word. In addition, the SG.USN flag is set and the SG.FFS flag is cleared after the return.

The monitor fills in the argument list with information about the new high segment on a successful return from this call.

**22.148.3 FUNCTION 2 (.SGREL)**

Releases a segment or a list of segments. The argument list for this function is:

```

addr:  length, , .SGREL
       flags-word
       segment-number
       segment-number
       .
       .
       .
       0

```

In the flags-word, you can specify the following flags for this function:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
1	SG.USN	Indicates that a section number is in the field SG.SCN
12-17	SG.SEC	Specifies the section number of the section from which to release high segments.

On a skip return from this function, one of the following functions has been accomplished:

- o To delete all high segments in the program's address space, clear SG.USN and specify 0 for the segment-number (.SGSGN).
- o To delete only specified high segments, clear SG.USN and specify the segment numbers of the segments to release starting at .SGSGN. Terminate the list of segment numbers with a zero word.
- o To delete all high segments from a specific program section, set SG.USN and include the section number in SG.SEC. You can also specify additional segments to be released by including their segment numbers starting at .SGSGN.

**22.148.4 FUNCTION 3 (.SGRMP)**

Maps a local segment into high segment address space (similar to REMAP. UUO). The format of the argument list for this function is:

```

addr:  length, , .SGRMP
       0
       BLOCK 1
       new-segment name
       segment-origin
       segment-size

```

SEGOP. [CALLI 230]

In the argument list, the following information is stored in each word:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.SGFNC	Length,,.SGRMP
1	.SGFLG	Zero
2	.SGSGN	Segment number of the local segment returned (GETTAB .GETSGN).
3	.SGSNM	Name for the new high segment.
4	.SGORG	Segment origins. In the left half (SG.HSO), specify the origin address for the new high segment. In the right half (SG.LSO), specify the current low-segment origin for the local segment.
5	.SGSIZ	Specify the number of pages in the segment to remap, starting at the location in SG.HSO above.
6	.SGFSP	Include a pointer to a file specification block that specifies the program in the segment.

#### 22.148.5 FUNCTION 4 (.SGSWP)

Sets the user-write-protection bit for specified segments (similar to SETUWP UUU). The argument list for this function is:

```
addr:  length,,.SGSWP
       SG.UWP
       segment-number
```

In the flags-word, you can specify the SG.SWP bit. This bit specifies whether to set user-write-protection, or to clear the protection. On a success return, this bit reflects the previous setting for the segment.

#### 22.148.6 FUNCTION 5 (.SGCOR)

Changes the length of an existing high segment. The argument list for this function is:

```
addr:  length,,.SGCOR
       0
       segment-number
       segment-name
       segment-origin
       segment-size
```

The segment-number indicates the specified high segment.

The segment-size indicates the number of pages to be allocated for the high segment.

**22.148.7 FUNCTION 6 (.SGDMP)**

Returns the entire list of segments for the specified job/context. The argument list for this function is:

```

addr:  length,,.SGDMP
       flags-word
       segment-number
       BLOCK n

```

In the flags-word, you can specify the following flags for this function:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0	SG.STP	Indicates that the call will step through the list starting at the beginning.
18-26	SG.CTX	Specifies the job context.
27-35	SG.JOB	Specifies the job number.

At `addr+2` (.SGSGN), specify the segment number to begin returning, if SG.STP is not set.

On a skip return from this function, one of the following functions has been accomplished:

- o To return the segments starting at a specific segment, include the first segment number in .SGSGN. The segment numbers are returned starting at `addr+3`. The list is terminated with a zero word.
- o On a success return, the monitor stores the total number of segments in the flags-word in Bits 6-17 (SG.NSR).

On an error return, the error code ERFNF% is returned in the accumulator if SG.STP is clear and segment-number (.SGSGN) contains zero.

SKIP RETURN

On a skip return, the monitor performs the requested function and information is returned in the argument list as described above.

ERROR RETURN

On an error return, one of the LOOKUP/ENTER/RENAME extended error codes is returned in the accumulator. Refer to Chapter 11 for the list of extended error codes.

RELATED CALLS

- o CORE.
- o FILOP.
- o GETSEG
- o REMAP.
- o SETUWP

SENSE. [CALLI 133]

## 22.149 SENSE. [CALLI 133]

### FUNCTION

Returns the I/O status bits for a device. I/O status bits can be cleared individually using the CLRST. monitor call.

### CALLING SEQUENCE

```
                MOVE      ac, [XWD len, addr]
                SENSE.   ac,
                error return
                skip return
                .
                .
                .
addr:           / SIXBIT/device/ \
                | EXP   channo   |
                \ EXP   udx     /
                XWD   length, status
                .
                .
status:         . . . SIXBIT/name/
status+1:      XWD 0, GETSTS-bits
status+2:      DEVSTS-word
```

In the calling sequence, the program supplies the following variables:

- o len is the length of the argument list, which must be 2.
  - o addr is the address of the argument list.
  - o device is the SIXBIT physical or logical name of an initialized device.
  - o channo is the number of an initialized channel.
  - o udx is the Universal Device Index for a device.
- Device, channo, and UDX are alternate ways of specifying the device for which you desire the status bits.
- o length specifies the number of words in the status block. This value should equal the number of devices multiplied by 3.
  - o status is the address of the status block.

The status block is returned in the form:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.SNSDV	The SIXBIT name of the device.
1	.SNSST	The status bits for the device (GETSTS).
2	.SNSDS	The device status (DEVSTS) bits for the device. DEVSTS bits are from the device DDB, and are different for each device.

SKIP RETURN

The name and status bits for the device are returned at status.

ERROR RETURN

If the SENSE. monitor call is not implemented on your system, the ac is unchanged; otherwise, the following error code is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	SNSBD%	Illegal device specified.

RELATED CALLS

- o CLRST.
- o ERLST.

SETDDT [CALLI 2]

## 22.150 SETDDT [CALLI 2]

### FUNCTION

Sets the value of .JBDDT in the Job Data Area. Note that .JBDDT is protected from a direct MOVEM because the monitor has its own copy of .JBDDT and restores its value at every context switch.

### CALLING SEQUENCE

```
MOVE    ac, [last-addr, , start-addr]
SETDDT  ac,
return
```

In the calling sequence, the program supplies the following variables:

- o last-addr is the last address for DDT.
- o start-addr is the new start address.

### RETURN

The start address and last address for DDT are set.

**22.151 SETLCH [TTCALL 7,]**FUNCTION

Sets the line characteristics for your job's controlling terminal. The line characteristics can be read using the GETLCH call.

CALLING SEQUENCE

```
SETLCH [XWD flags,lineno]
return
```

The flags, stored in Bits 0-17, are described below.

The lineno, stored in Bits 18-35, is the numeric portion of the terminal name, (such as 37 for TTY37) or a UDX (such as .UXTRM+37 for TTY37).

If you give a negative number for lineno, the current user terminal is assumed. Flags can be changed only for the job's controlling terminal.

The flags are:

<u>Bit</u>	<u>Symbol</u>	<u>Characteristic</u>
2	GL.DSP	Terminal is a display (CRT) terminal.
13	GL.LCM	Terminal in lowercase mode.
14	GL.TAB	Terminal has tab capability.
15	GL.LCP	Local copy only (no echo).
16	GL.PTM	The CTRL/Q papertape switch is on.
17	GL.NEC	No echo from program.

RETURN

The line characteristics are set as requested. The argument block is not changed.

RELATED CALLS

- o GETLCH
- o TRMOP.

COMMON PROGRAMMING ERRORS

Using an ac in the calling sequence.

SETNAM [CALLI 43]

## 22.152 SETNAM [CALLI 43]

### FUNCTION

Changes the name of the current program in the monitor's job table. This name is used by some monitor commands, such as USESTAT (CTRL/T) and SYSTAT.

The SETNAM monitor call also clears the SYS program bit (which is used by GALAXY), clears the execute-only and JACCT bits, and causes a version typeout if a version watch has been set with the SET WATCH VERSION monitor command or with the .STWTC, ST.WVR function of SETU00.

### CALLING SEQUENCE

```
MOVE    ac, [SIXBIT/name/]
SETNAM  ac,
return
```

In the calling sequence, the program supplies the name, which is the new program name for the job.

### RETURN

The new program name is entered in the monitor's job table.

### EXAMPLE

```
MOVE    T1, [SIXBIT/NEWNAM/]
SETNAM  T1,
```

This code changes the program name for the job to NEWNAM.

**22.153 SETSTS [OPCODE 060]**FUNCTION

Sets bits in the file status word for a device. Use FILOP. to perform a SETSTS for an extended I/O channel.

CALLING SEQUENCE

```
SETSTS channo,bits
return
```

In the calling sequence, the program supplies the following variables:

- o channo is the number of an initialized channel.
- o bits are I/O status bits. For a complete list of I/O status bits, see the appropriate device chapter in Volume 1.

RETURN

The I/O status bits are set.

EXAMPLE

```
GETSTS CHN,T1 ;get status in T1
TRZ T1,IO.ERR ;keep mode and device-status
SETSTS CHN,(T1) ;clear errors
```

RELATED CALLS

- o CLRST.
- o ERLST.
- o FILOP.
- o GETSTS
- o SENSE.

COMMON PROGRAMMING ERRORS

1. If the SETSTS monitor call is done for a channel that has not been initialized, the monitor stops the job and prints:
 

```
?IO to unassigned channel at user PC nnnnnn
```
2. If the data mode is illegal for the device, the monitor prints:
 

```
?Illegal data mode for device xxxnnn; UUO at user PC nnnnnn
```
3. Forgetting that bits is an immediate argument, not an address as in GETSTS.

SETUOO [CALLI 75]

## 22.154 SETUOO [CALLI 75]

### FUNCTION

Sets system or job parameters. To set system parameters, your job must have the JACCT bit set, or must be logged in under [1,2], and may not be a batch job.

### CALLING SEQUENCE

```
MOVE    ac, [XWD fcncode, argument]
SETUOO  ac,
        error return
        skip return
```

In the calling sequence, the program supplies the following variables:

- o fcncode is one of the function codes described below.
- o argument is an argument for the given function code.

The function codes and their meanings are:

<u>Code</u>	<u>Symbol</u>	<u>Function</u>																											
0	.STCMX	Sets the maximum core size that a user job may use (the sum of the high and low segments, CORMAX). The minimum value is set by MONGEN. The maximum value is the size of user core in words.																											
1	.STCMN	Sets the guaranteed amount of contiguous core that a single unlocked job can use (CORMIN). The valid values are in the range 0 to CORMAX. This argument is referred to as CORMIN.																											
2	.STDAY	Obsolete (use the .STTIM function).																											
3	.STSCH	Sets parameters in the %CNSTS word in GETTAB Table 11. The argument gives the flags. The flags and their meanings are:																											
		<table><thead><tr><th><u>Bit</u></th><th><u>Symbol</u></th><th><u>Meaning</u></th></tr></thead><tbody><tr><td>26</td><td>ST%NDL</td><td>No automatic down-line load of DC72, DC71, or DAS80-series remote station.</td></tr><tr><td>27</td><td>ST%NOP</td><td>No operator coverage.</td></tr><tr><td>28</td><td>ST%NSP</td><td>Allow device unspooling.</td></tr><tr><td>29</td><td>ST%ASS</td><td>Allow device assignment and initialization.</td></tr><tr><td>32</td><td>ST%NRT</td><td>No remote TTYs.</td></tr><tr><td>33</td><td>ST%BON</td><td>LOGINS for batch jobs only.</td></tr><tr><td>34</td><td>ST%NRL</td><td>No remote LOGINS.</td></tr><tr><td>35</td><td>ST%NLG</td><td>No LOGINS except CTY.</td></tr></tbody></table>	<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>	26	ST%NDL	No automatic down-line load of DC72, DC71, or DAS80-series remote station.	27	ST%NOP	No operator coverage.	28	ST%NSP	Allow device unspooling.	29	ST%ASS	Allow device assignment and initialization.	32	ST%NRT	No remote TTYs.	33	ST%BON	LOGINS for batch jobs only.	34	ST%NRL	No remote LOGINS.	35	ST%NLG	No LOGINS except CTY.
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34	ST%NRL	No remote LOGINS.																											
35	ST%NLG	No LOGINS except CTY.																											
4	.STCDR	Specifies the input name for the card reader job, which is stored in the GETTAB Table .GTSPL. The argument is given in single quotes that contain three SIXBIT characters forming the job name. For example, the MOVE statement in the calling sequence might be:																											

```
MOVE AC1, [XWD .STCDR, 'XYZ']
```

to specify the input name XYZ.

5            .STSPL       Sets or clears the spooling state for the job's devices. You specify the flag bits in the ac and they are set in bits 31 to 35 of .GTSPL. The flags and their meanings are:

<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>
31	JS.PCR	Spool card reader.
32	JS.PCP	Spool card punch.
33	JS.PPT	Spool paper tape punch.
34	JS.PPL	Spool plotter.
35	JS.PLP	Spool line printer.

6            .STWTC       Sets flags for SET WATCH routine (refer to monitor command SET WATCH). The argument gives one or more of the flags, which are:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
9	ST.WCN	/MESSAGE:CONTINUATION.
10	ST.WFL	/MESSAGE:FIRST.
11	ST.WPR	/MESSAGE:PREFIX.
9-11	ST.WMS	/MESSAGE:ALL (bit mask).
18	ST.WCX	Watch contexts.
19	ST.WDY	Watch daytime at start.
20	ST.WRN	Watch runtime.
21	ST.WWT	Watch wait time.
22	ST.WDR	Watch disk reads.
23	ST.WDW	Watch disk writes.
24	ST.WVR	Watch versions.
25	ST.WMT	Watch statistics for magtapes.
26	ST.WFI	Watch file accessed.
18-26	ST.WAL	Watch all.

7            .STDAT       Sets the system date as the number of days since January 1, 1964, in 15-bit form. The argument gives the number of days as:

$$((\text{year}-1964)*12+(\text{month}-1))*31+(\text{day}-1)$$

10           .STOPR       Sets the SIXBIT name of the terminal to be used as the operator terminal. The argument gives the address of the word containing the name.

11           .STKSY       Sets the decimal number of minutes until timesharing ends; this value is stored in SYSKTM. If SYSKTM is 0, timesharing is continued indefinitely. If SYSKTM is -1, timesharing ends immediately.

12           .STCLM       Obsolete. Use .STCVM instead.

13           .STTLM       Sets the maximum number of seconds the job can run. The argument is the number of seconds permitted. This function cannot be used by batch jobs that already have a time limit. However, this function is allowed for non-batch jobs, batch jobs with no time limit, and privileged batch jobs with or without a time limit.

- 14 .STCPU Specifies the CPU on which the job is to run. The argument gives any of the following flags:

<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>
30	SP.CR5	Run on CPU5.
31	SP.CR4	Run on CPU4.
32	SP.CR3	Run on CPU3.
33	SP.CR2	Run on CPU2.
34	SP.CR1	Run on CPU1.
35	SP.CR0	Run on CPU0.

.STCPU is a privileged function, requiring JP.CCC privileges. The error return is taken if you attempt to change the CPU specification on a single-CPU system.

- 15 .STCRN Sets runnability for CPUs. The argument gives one or more of the following flags:

<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>
30	SP.CR5	CPU5 is runnable.
31	SP.CR4	CPU4 is runnable.
32	SP.CR3	CPU3 is runnable.
33	SP.CR2	CPU2 is runnable.
34	SP.CR1	CPU1 is runnable.
35	SP.CR0	CPU0 is runnable.

The error return is taken if you attempt to issue this function on a single-CPU system.

- 16 .STLMX Sets the maximum number of jobs that can be logged in at any one time; this value is stored in location LOGMAX. The argument gives the maximum number of jobs; this number must be at least 1, but no more than the system maximum, which is defined by the symbol JOBN. JOBN is the system limit defined when the monitor is generated by MONGEN.

If you give a number smaller than the number of jobs currently logged in, no new jobs can log in until the number of jobs falls below LOGMAX.

You can obtain the number of jobs currently logged in from the location %CNLNM in GETTAB table .GTCNF.

- 17 .STBMX Sets the maximum number of batch jobs that can be logged in at any one time; this value is stored in location BATMAX. The argument gives the maximum number of batch jobs; this number must be less than the system maximum, which is defined by the symbol JOBN.

You can obtain the number of batch jobs currently logged in from the location %CNBNM in GETTAB table .GTCNF.

- 20 .STBMN Sets the number of jobs reserved for batch processing (BATMIN). The argument gives the minimum number of jobs reserved. The value must be in the range 1 to the value of BATMAX-1.

21        .STDFL     Sets the action to occur if the user disk space is filled for the job. The argument is one of the following codes:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
0	.DFPSE	Pause when disk filled for job.
1	.DFERR	Error when disk filled for job or the user's quota has been exceeded.

Any other value for argument returns the current setting for .STDFL in the ac; the initial default setting is .DFERR.

22        .STMVM     Sets the system-wide virtual memory limit (GVPL). The value returned in ac depends on the given argument:

- o If the given argument is less than the current virtual memory page count, the value returned is the total amount of virtual memory in use by all virtual memory users.
- o If the given argument is greater than the current available swapping space, the value returned is the total amount of available swapping space.
- o If the given argument is greater than the total amount of virtual memory currently in use, the value returned is the given argument.

23        .STMVR     Obsolete. This historical SETUOO function always takes the error return and clears the ac.

24        .STUVM     Sets the maximum virtual memory page limit and the maximum physical memory page limit. The argument gives the address of the word whose format is:

LH = maximum virtual page limit (MVPL)  
RH = maximum physical page limit (MPPL)

If the left half of the word (MVPL) is 0, the user cannot use the virtual memory option. When MVPL is set to 0, MPPL should also be set to 0. If the right half (MPPL) is 0, the user can use all of the system's physical memory.

25        .STCVM     Sets the current memory maximum. The argument is the address of a word whose format is:

LH = current virtual page limit (CVPL)  
RH = current physical guideline or limit (CPPL)

The left half of the word at the indicated address sets the current virtual page limit (CVPL). The right half sets the current physical page limit (CPPL). If you leave the entire word zero, both limits are cleared, and the job has no constraints of memory use. If one half of the argument word is zero, only the limit for the non-zero half is changed.

If Bit 18 (ST.VSG) is 0, the right half (CPPL) contains the current physical page guideline; if Bit 18 is 1, CPPL contains the current physical page limit. A guideline is an approximate physical page limit.

The guideline algorithm allows you to set a memory limit that will not be strictly enforced. The page fault handler will attempt to meet the page limit within a window of approximation, allowing slight over-allocation to accommodate the program. If you set the ST.VSG bit, the allocation is taken as a limit, and that limit is strictly enforced.

26 .STTVM Sets the time interval between virtual time traps in milliseconds. A virtual time trap causes a Code 4 page fault to the page fault handler each time the time interval has elapsed. The argument gives the number of milliseconds between traps.

27 .STABK Sets the address break condition. On a skip return, the new address break condition and the break address have been set. The address conditions are specified in the word pointed to by the argument. These conditions are:

<u>Bits</u>	<u>Symbol</u>	<u>Contents</u>
0	ST.AEX	Set to break on EXECUTE.
1	ST.ARD	Set to break on READ.
2	ST.AWR	Set to break on WRITE.
3	ST.AUU	Set to break on monitor reference.
4-8	ST.ASN	Specify the section number for the break address.
9-17	ST.ACT	The number of times the break address is to be referenced before an interrupt occurs.
18-35	ST.ADR	Sets the break address.

To clear the address break, clear Bits 0 through 3.

If you have enabled for address break interrupts, the PSI system will interrupt on an address break. If the PSI system is not enabled, the monitor will stop your job and display the following message on your terminal:

```
%Address break at user PC xxxxxx
```

30 .STPGM Sets the name of a program that will run when the current program session finishes executing. You must run the program executing this SETUOO from SYS:, under [1,2], or with JACCT privilege set. The argument block is:

```
EXP      flag      ;Bits 1-35 reserved
SIXBIT /progra/   ;progra is program name
```

The monitor does an implied RUN UOO on SYS:progra.EXE when the current program session ends. Program session termination occurs under one of the following conditions:

- o When Bit 0 of the flag is set, the session terminates whenever the job would otherwise enter monitor mode (for instance, EXIT UOO, ^C, illegal memory reference, or swap read error). If the job becomes detached, issuing the unprivileged ATTACH command (or the ATTACH UOO) does not attach you to the job in monitor mode. You will attach in user mode instead. The DETACH function of the ATTACH UOO allows you to detach, leaving your terminal in monitor mode.
- o When Bit 0 of the flag is clear, the session terminates whenever you execute a command that destroys the core image. The RUN UOO executes SYS:progra.EXE instead of whatever command you issued. You can still enter monitor mode when your program terminates, or when you issue an ATTACH command. You may then execute any command that does not change the core image, as well as the KJOB command. Commands that automatically save the current context and push to a new one do not change the core image.

The status of .STPGM remains in effect until it is explicitly cleared by a privileged program, or the job logs out. Whenever .STPGM is in effect, the program may execute RUN UOOs on any file. Control may even transfer to a program that is not privileged to execute this SETUOO.

If .STPGM specifies an inaccessible file, the job will be logged out when the program session terminates.

- |    |        |   |
|----|--------|---|
| 31 | .STDFR | Sets deferred spooling. If argument is non-zero, spooled output will not be queued until the job logs out. If argument is zero, spooled output will be queued as each file is closed.   |
| 32 | .STHST | Sets the host system. This function logically attaches the controlling terminal to the specified host system in an ANF-10 network, and requires your program to have JACCT privileges or to run under [1,2]. When this call is returned, the job on the previous system becomes detached. |

The calling sequence is:

```

MOVE    ac, [.STHST,,addr]
SETUOO  ac,
        error return
skip return
. . .

```

addr: node number or SIXBIT node name

33 .STDEF Sets default values for job-wide parameters. The calling sequence for the .STDEF function is:

```

MOVE    ac, [XWD .STDEF, addr]
SETUOO  ac,
        error return
        skip return
    
```

addr: XWD arglen, subfcncode  
argument

In the argument word:

- o arglen gives the number of arguments to follow.
- o subfcncode is one of the following subfunction codes:

<u>Code</u>	<u>Symbol</u>	<u>Subfunction</u>
0	.STDPC	Set default protection code. <u>addr+1</u> contains the new default protection code.
1	.STDNB	Set default number of disk buffers. <u>addr+1</u> contains the new default number of disk buffers.
2	.STDAD	Controls whether LOGIN will ask you about attaching to this job should you previously have detached from it. JD.DAD in .GTDFL contains the value of this flag. If this flag is clear, LOGIN will ask about this job. If the flag is set, LOGIN does not ask if you want to attach to this job.
3	.STDSB	Sets the default size of a disk buffer. Refer to SET BIGBUF monitor command. The new disk buffer size is stored in <u>addr+1</u> . The value of the buffer size is specified in terms of the number of blocks per buffer). Big buffers are used until the program performs a RESET or halts.

If the right half of this word is zero and the left half is non-zero, the buffer size definition remains constant until the job is logged out or the buffer is explicitly redefined.

34 .STPRV Sets the privilege and capability words. The calling sequence for the .STPRV function is:

```
MOVE ac, [XWD .STPRV, arglst]
SETUOO ac,
```

```
arglst: XWD 0, subfcncode
        argument
```

subfcncode is one of the following subfunction codes:

<u>Code</u>	<u>Symbol</u>	<u>Subfunction</u>
0	.STCPW	Sets entire privilege word.
1	.STCPS	Sets specified bits of privilege word.
2	.STCPC	Clears specified bits of privilege word.
3	.STCCW	Sets entire capability word.
4	.STCCS	Sets specified bits of capability word.
5	.STCCC	Clears specified bits of capability word.

#### NOTE

You can always clear bits in the privilege word. However, you can set only those bits in the privilege word that are set in the capability word, unless you are a privileged job.

35 .STBSN Sets batch stream number (settable only once per instance).

36 .STWTO Sets write-to-operator values. Refer to GETTAB Table .GTOBI.

37 .STCDN Sets CPU up/down status. To control the CPU up/down status, set the appropriate bits in the argument, from the following list:

<u>Bit</u>	<u>Symbol</u>	<u>Function</u>
18	ST.URE	Remove CPU from system.
19	ST.USU	Suspend the CPU.

If both Bits 18 and 19 are clear, the CPU is added to the configuration.

The CPU number must be stored in Bits 33-35 of the argument.

40 .STCSB Sets or clears cache bits. The cache can be enabled or disabled for the monitor's low segment by setting the argument to 1 to enable cache, or 0 to disable cache.

41 .STFPS Sets or clears floating point simulation (unsupported).

SETUOO [CALLI 75]

- 42        .STOPP      Allows various levels of operators to run OPR without [1,2] privileges and without having full file access. This value may be read from GETTAB Table .GTOBI, and will be used by LOGIN.
- 43        .STQST      Sets queue structure. This sets the file structure on which GALAXY queues will be stored. Refer to GETTAB Table .GTLVD, item %LDQUS.
- 44        .STCSZ      Sets the size of the software disk cache in blocks. This value can be set with MONGEN symbol M.CBMX. The default value of M.CBMX is the number of jobs on the system. The .STCSZ function is illegal if M.CBMX=0. The argument for this function specifies the number of disk blocks for the cache. Refer to GETTAB Table .GTLVD, item %LDCSZ.
- 45        .STEBP      Sets the EDDT breakpoint facility. The argument to this function is either 0 (to disable the facility) or 1 (to enable the facility).
- 46        .STBPT      Sets the DDT breakpoint facility. The argument to this function is either 0 (to disable the facility) or 1 (to enable the facility). .STEBP requires [1,2] or JACCT privileges.
- 47        .STTMS      Sets the system time of day. Specify the time as the number of seconds past midnight.
- 50        .STCXP      Sets the maximum number of pages of memory that a user job may use (CORMAX). Set Bit 18 of this word to reduce the maximum size gradually ("soft CORMAX"). Larger jobs will continue to run until they contract below the soft CORMAX limit, then will not be allowed to expand beyond this size again.
- 51        .STCNP      Sets the guaranteed amount of contiguous core that a single unlocked job can use (CORMIN), with the argument in pages.
- 52        .STPCP      Changes the policy CPU. The policy CPU is the processor in a multi-processor system that will boot the software on a system crash. The calling sequence for this function is:

```

MOVSI  ac, .STPCP
HRRI   ac, CPUn
SETUOO ac,
      error return
      skip return

```

The value of CPUn is the CPU number of the CPU that will become the policy CPU. The monitor call takes the error return if there is no such CPU or the specified CPU is not running.

SKIP RETURN

The function is performed and the ac is unchanged.

ERROR RETURN

If the ac is cleared, you do not have sufficient privileges or you gave an illegal job number, CPU number, or argument.

If the ac is not changed on an error return, the function you requested is not implemented in the monitor.

For functions .STQST, .STCPU, .STPCP, and .STCRN, one of the following error codes may be returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
0	STNAR%	Specified CPU(s) not running.
1	STDHP%	Insufficient privileges to perform specified function.
2	STISN%	Illegal structure name.
3	STITM%	Illegal time (resulting time would be greater than 23:59:59).

RELATED CALLS

JBSET.

SETUWP [CALLI 36]

## 22.155 SETUWP [CALLI 36]

### FUNCTION

Sets or clears user-mode write protection for the job's high segment. You must use the SETUWP call to clear write protection before your program can modify its high segment.

Because the previous setting of this bit is returned in ac, you can write subroutines that preserve the previous setting and restore them before returning.

### CALLING SEQUENCE

```
MOVEI   ac,fcncode
SETUWP  ac,
        error return
        skip return
```

In the calling sequence, the program supplies the fcncode, which is one of the following function codes:

<u>Code</u>	<u>Function</u>
0	Write-enables the high segment.
1	Write-protects the high segment.

### SKIP RETURN

The user-mode write protection bit is set as specified, and the previous setting is returned in the ac.

### ERROR RETURN

The error return is taken under the following conditions:

- o If the high segment is a SPY segment.
- o If the high segment has been meddled.
- o If the user does not have the access privileges required to access the specified high segment.
- o If there are multiple high segments in the PC section, the ac contains 0 on an error return. (Use the SEGOP. UUO.)

### RELATED CALLS

SEGOP.

**22.156 SKPINC [TTCALL 13,]**FUNCTION

Skips the next program instruction if at least one character can be input from the job's controlling terminal. The SKPINC call does not input a character. SKPINC clears the CTRL/O output state and sets the terminal to "character mode", preventing the monitor from processing control characters, such as DELETE and CTRL/U, as input line editing commands.

This call is useful in a compute-bound program that should check occasionally for user input.

CALLING SEQUENCE

```
SKPINC
return 1
return 2
```

In the calling sequence, the program supplies the call, which returns to return 1 if there is no user input, or to return 2 if there is user input.

RELATED CALLS

SKPINL

SKPINL [TTCALL 14,]

## 22.157 SKPINL [TTCALL 14,]

### FUNCTION

Skips the next instruction if at least one line can be input from the job's controlling terminal. SKPINL sets the terminal to "line mode" and clears the CTRL/O output state.

| In deferred-echo mode, SKPINL allows the first line of unprocessed  
| input from the terminal.

### CALLING SEQUENCE

```
SKPINL
return 1
return 2
```

In the calling sequence, the program supplies the call, which returns to return 1 if a complete line has not been typed, or to return 2 if a complete line has been typed.

### RELATED CALLS

SKPINC

**22.158 SLEEP [CALLI 31]**FUNCTION

Causes your program to become dormant for a specified number of real-time seconds.

CALLING SEQUENCE

```

        MOVEI   ac,seconds
        SLEEP  ac,
        return

```

In the calling sequence, the program supplies the seconds, which gives the number of seconds that the job is to sleep. If you give seconds as 0, the program will sleep for one clock tick. The maximum sleep time is 68 seconds (or 82 seconds for systems using 50 Hz frequency). If you require a longer sleep period, use the HIBER monitor call.

RETURN

Your job becomes dormant and the monitor sets the JBTST2 bit, JS.SLP. The monitor will clear this bit when the specified time has elapsed and your job becomes runnable again. All potential job-wakers should check this bit and wake a job only if the bit is cleared.

EXAMPLES

```

        MOVEI   T1,1
        SLEEP  T1,

```

This code puts your job to sleep for 1 second.

RELATED CALLS

HIBER

SNOOP. [CALLI 176]

## 22.159 SNOOP. [CALLI 176]

### FUNCTION

Allows privileged programs to insert breakpoints in the monitor that trap to a user program. The user program must be locked in core when the trap occurs (refer to LOCK monitor call). This feature is used for fault insertion, performance analysis, and trace functions. Only one job can use SNOOP. at any time.

### CAUTION

Improper use of the SNOOP. call can cause the system to fail in a number of ways. User programs may require special code for multiprocessor systems because the monitor may be executing the same code simultaneously on several systems and at different interrupt levels.

Refer to Chapter 10 for more information about the SNOOP. monitor call. Do not attempt to use this call until you are familiar with its operation.

### CALLING SEQUENCE

```
MOVE    ac,[XWD fcncode,addr]
SNOOP.  ac,
        error return
        skip return
        . . .
addr:   argument list
```

In the calling sequence, the program supplies the following variables:

- o fcncode is one of the function codes described below.
- o addr is the address of the argument list. The words at addr depend on the given function.

The function codes and their meanings are:

<u>Code</u>	<u>Symbol</u>	<u>Function</u>
0	.SODBP	Defines breakpoints. This function is illegal if breakpoints have been inserted.

The argument list for the .SODPB function is:

```
arglst: EXP    arglength
        EXP    symbol checksum
        EXP    address
        instruction
        . . .
        EXP    address
        instruction
```

In the argument word:

- o arglength is the length of the argument list. This must be 2 + the number of address-instruction pairs in the argument list times 2 .

- o symbol checksum is the checksum from the current monitor's symbol table.

The checksum is required to ensure that the user is setting breakpoints in the intended monitor.

Specifically, the argument list for SNOOP. Function 0 is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.SOLEN	The length of the argument list, (the number of breakpoints being defined times two, plus two).
1	.SOMSC	The checksum of the monitor symbol table.
2	.SOMVA	Monitor virtual address where new instruction is to be inserted.
3	.SOBPI	New instruction.

.SOMVA and .SOBPI are repeated for each replaced instruction.

Your program can obtain the version of the monitor that is read in by BOOTS from GETTAB table .GTCNF, where the relevant items are:

<u>Offset</u>	<u>Item</u>	<u>Contents</u>
137	%CNBCP	Bootstrap CPU number.
140	%CNBCL	Bootstrap line number.
141	%CNNCR	Number of CPUs allowed to run.
142	%CNMBS	Bootstrap file structure.
143	%CNMBF	Bootstrap file name.
144	%CNMBX	Bootstrap file extension.
145	%CNMBD	Bootstrap file directory.
155	%CNSF1	Bootstrap first SFD.
156	%CNSF2	Bootstrap second SFD.
157	%CNSF3	Bootstrap third SFD.
160	%CNSF4	Bootstrap fourth SFD.
161	%CNSF5	Bootstrap fifth SFD.

The checksum is followed by a series of word pairs, each of which defines a breakpoint by specifying, in the first word of each pair, the monitor virtual address where the new instruction is to be placed, and, in the second word of the pair, the new instruction to be inserted.

1	.SOIBP	Inserts all breakpoints that have been defined using function 0. Your program must be locked in contiguous executive virtual memory to use this function (see the LOCK monitor call).
2	.SORBP	Removes inserted breakpoints from monitor code.
3	.SOUBP	Undefines breakpoints that have been removed using function 2.

SNOOP. [CALLI 176]

4 .SONUL Null function. This function allows you to execute code inserted at label BP\$000, after ensuring that your job owns the SNOOP resource. This may be used by a program that must execute code in monitor context and wants to ensure that only this program can invoke the inserted code.

If you do not own the SNOOP resource, the instruction at BP\$000 is not executed, and the error code SOSAS% is returned.

#### SKIP RETURN

The indicated function has been performed.

#### ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	SOIAL%	Illegal argument list.
2	SONPV%	Not enough privileges.
3	SOSAS%	Another program already snooping.
4	SOMBX%	Maximum number of breakpoints exceeded.
5	SOIBI%	Breakpoints already inserted.
6	SONFS%	No monitor free core available.
7	SOADC%	Address check.
10	SOINL%	Program not locked in contiguous executive virtual memory.
11	SOWMS%	Monitor symbol table checksum does not match.

#### EXAMPLES

The monitor computes the symbol table checksum in the following manner:

```

      MOVE    T1, .JBSYM
      SETZM   CHKSUM
LOOP:  MOVE    T2, (T1)
      EXCH   T2, CHKSUM
      ROT    T2, 1
      ADD    T2, CHKSUM
      EXCH   T2, CHKSUM
      AOBJN  T1, LOOP
      .
      .
      .
      MOVE    T1, [XWD .SODBP, PUTEM]
      SNOOP.  T1,
      JRST   NOGOOD
      MOVE    T1, [XWD .SOIBP, 0]
      SNOOP.  T1,
      JRST   NOBTTR
      .
      .
      .
PUTEM: EXP     6
      EXP    MONITOR-CHECKSUM
      EXP    12345
      JRST   HOOK1
      EXP    12355
      JRST   HOOK2
```

At this point the breakpoints have been inserted. To remove them:

```
.  
. .  
MOVE T1, [XWD .SORBP, 0]  
SNOOP. T1,  
JRST BUMMER  
MOVE T1, [XWD .SOUBP, 0]  
SNOOP. T1,  
JRST LOSTIT  
. .  
. .  
. .
```

SPPRM. [CALLI 172]

## 22.160 SPPRM. [CALLI 172]

### FUNCTION

Sets parameters for spooled files.

### CALLING SEQUENCE

```
        MOVE    ac, [length, addr]
        SPPRM.  ac,
              error return
              skip return
addr:    . . .
        function code
        device-id
        parameters
        .
        .
        .
```

In the calling sequence, the program supplies the following variables:

- o length is the length of the argument list.
- o addr is the address of the argument list; and the data at addr is listed below.
- o function code specifies the type of file.
- o device-id identifies the device.
- o parameters describes the characteristics of the file processing to be performed. These parameters are optional.

Specifically, the argument list is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>									
0	.SPPFN	Function code, one of the following: <table><thead><tr><th><u>Code</u></th><th><u>Symbol</u></th><th><u>Function</u></th></tr></thead><tbody><tr><td>1</td><td>.SPSFP</td><td>Sets spooled file parameters.</td></tr><tr><td>2</td><td>.SPSPR</td><td>Sets spooled parameters for renamed files.</td></tr></tbody></table>	<u>Code</u>	<u>Symbol</u>	<u>Function</u>	1	.SPSFP	Sets spooled file parameters.	2	.SPSPR	Sets spooled parameters for renamed files.
<u>Code</u>	<u>Symbol</u>	<u>Function</u>									
1	.SPSFP	Sets spooled file parameters.									
2	.SPSPR	Sets spooled parameters for renamed files.									
1	.SPPDN	SIXBIT name of spooled device, channel number of spooled file, or the UDX of the device. The following words are optional									
2	.SPPCP	Number of copies.									
3	.SPPFM	SIXBIT forms name.									
4	.SPPLM	Limit.									

- 5            .SPPSF      Spooling flags and device type.  
                          Bits 1-2 (SP.DFR) contain the "deferred request"  
                          flag.      This field contains a 1 (.SPDFD) to  
                          indicate the request should be deferred.      A  
                          deferred request is queued only after the user  
                          logs out.      If this field contains a 2 (.SPDFI),  
                          the request is queued immediately.      The device  
                          type is stored in Bits 30-35 (SP.TYP) as returned  
                          by the DEVTYP monitor call.
  
- 6            .SPPDA      Device attributes:  

<u>Bits</u>	<u>Symbol</u>	<u>Attribute</u>
0	SP.UPC	Uppercase (LPT).
1	SP.LWC	Lowercase (LPT).
18	SP.PHY	Physical unit is given in SP.UNI.
28-35	SP.UNI	Physical unit number (if SP.PHY set).
  
- 7            .SPPND      Node at which processing is to be done.
  
- 10           .SPPAF      Time at which to begin processing (similar to  
                          /AFTER switch).
  
- 11           .SPNM1      In-your-behalf user name (word 0 of word pair) in  
                          SIXBIT.
  
- 12           .SPNM2      Second word of user name, in SIXBIT.
  
- 13           .SPMAX      Maximum length of argument block.

SKIP RETURN

The specified parameters are set.

ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
-1	SPPAC%	Address check.
0	SPPIA%	Illegal length for argument list.
1	SPPID%	Illegal device.
2	SPPNA%	Device not assigned or initialized.
3	SPPNS%	Device not spooled.
4	SPPNC%	No free core for spooled parameter block.
5	SPPIF%	Illegal function code.

SPY [CALLI 42]

## 22.161 SPY [CALLI 42]

### FUNCTION

Maps the monitor's Section 0 low-segment address space into your program's high segment. Your program must have Bit 16 (JP.SPA) or Bit 17 (JP.SPM) set in the privilege word (.GTPRV).

The SPY segment cannot be write-enabled.

The SPY monitor call can be used to examine the monitor during timesharing; it allows read-only access to monitor locations.

The SPY segment size cannot be changed by a CORE monitor call; if you attempt to do this, the CORE call will take its error return.

### CALLING SEQUENCE

```
MOVEI  ac,monitoraddr
SPY    ac,
      error return
      skip return
```

In the calling sequence, the program supplies the monitoraddr, which is the highest exec virtual (monitor) address desired. Monitor low-segment core from 0 to monitoraddr is mapped into user high-segment core from Page 400 or the first free page above that, within the same program section. Therefore, the value of monitoraddr can be any value between 0 and 377777.

Note that you cannot save this portion of memory with the SAVE. monitor call.

### SKIP RETURN

The desired monitor core is mapped into your program's high segment. This call deletes all high segments that already exist in the current PC section.

### ERROR RETURN

The error return occurs if you use an invalid value for monitoraddr, or if your program does not have the required privileges.

### EXAMPLE

This code maps some of the monitor's section zero low segment.

```
MOVE   T1, [%CNSIZ]
GETTAB T1,
      HALT
SUBI   T1, 1
SPY    T1,
      JRST ERROR
```

### RELATED CALLS

- o PAGE.
- o PEEK
- o POKE.
- o SEGOP.

**22.162 STATO [OPCODE 061]**FUNCTION

Tests the I/O status word for a device and skips if any of the specified bits are set. Use FILOP. to perform a STATO for an extended I/O channel. The I/O status bits are defined differently for each device. Therefore, the bits appropriate to each device are described in Volume 1 in the chapter on that device.

CALLING SEQUENCE

```

        STATO  channo,mask
            return 1
            return 2

```

In the calling sequence, the program supplies the following variables:

- o channo is the number of an initialized channel.
- o mask is a halfword of bits, where each bit sets a corresponding bit in the I/O status word. The I/O status word is described in Volume 1, in each chapter that pertains to a specific device.

The I/O status bits are a set of 18 bits (right half) that reflect the current state of a file transmission. They are initially set by your program with the INIT/OPEN monitor call. Thereafter, the monitor sets the bits, but your program can test and reset them with any of several monitor calls.

RETURN

The call returns to return 1 if all of the specified bits are 0, or to return 2 if any of the specified bits are set to 1.

EXAMPLES

See OPEN call.

RELATED CALLS

- o FILOP.
- o GETSTS
- o SETSTS
- o STATZ

COMMON PROGRAMMING ERRORS

Forgetting to initialize the I/O channel.

STATZ [OPCODE 063]

## 22.163 STATZ [OPCODE 063]

### FUNCTION

Tests the I/O status (also called "file status") word for a device and skips if all of the specified bits are cleared. Use FILOP. to perform a STATZ on an extended I/O channel. For a complete list of I/O status bits, refer to the appropriate device chapter in Volume 1.

### CALLING SEQUENCE

```
    STATZ   channo,mask
    return 1
    return 2
```

In the calling sequence, the program supplies the following variables:

- o channo is the number of an initialized channel.
- o mask is a halfword in which each bit that you set corresponds to a bit in the I/O status word.

The I/O status bits are a set of 18 bits (right half) that reflect the current state of a file transmission. They are initially set by your program with the INIT/OPEN monitor call. Thereafter, the monitor sets the bits, but your program can test and reset them with any of several monitor calls.

### RETURN

The call returns to return 1 if one or more of the specified bits is 1, or to return 2 if all of the specified bits are 0.

### RELATED CALLS

- o FILOP.
- o SETSTS
- o STATO.

### COMMON PROGRAMMING ERRORS

Forgetting to initialize the I/O channel.

22.164 STRUUO [CALLI 50]

FUNCTION

Modifies the search list for a job or for the system. Except for function 0, the functions and calling sequence for the STRUUO monitor call are subject to change; therefore you should not use anything but function 0 in user programs. Most functions require privileges.

CALLING SEQUENCE

```

                MOVE      ac, [XWD len, addr]
                STRUUO   ac,
                    error return
                    skip return
                . . .
addr:           fcncode
                first argument
                . . .
                last argument
    
```

In the calling sequence, the program supplies the following variables:

- o len is the length of the argument list.
- o addr is the address of the argument list. The format of the argument block is different depending on the function code specified in the first word of the argument block.
- o fcncode is one of the function codes described in the following subsections. The words up through last argument are arguments for the given function.

The functions for STRUUO are:

0            .FSSRC    Defines a new job search list. Never requires privileges.

The format of the argument block is shown below:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.FSFCN	The function code (.FSSRC)
1	.FSCSO	Offset to first word of file structure block, as used for argument list to JOBSTR monitor call.

The first word of the argument block is followed by blocks of three words each. Each three-word block contains, in the first word, the structure name; in the second word, zero; and in the third word, flags that are described for the JOBSTR monitor call.

Your program cannot create files on a file structure unless it has access to the file structure. However, by using the .FSSRC function your program can add a file structure to its search list. If your program attempts to delete a file structure from its search list, the monitor moves the file structure's name from the job's active search list to its passive search list. To remove the file structure from the active or passive search list, issue the DISMOUNT monitor command.

1 .FSDSL Defines a new search list for a job or for SYS. PULSAR uses this function to complete the mounting or dismounting procedures and to add or delete file structures from another job's search list. .FSDSL requires privileges to define the search list for another job or if you set DF.SRM (in word 3 below). The argument block for the .FSDSL function is shown below:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.FSFCN	Function code (.FSDSL)
1	.FSDJN	The number of the job whose search list is to be defined.
2	.FSDPP	The project-programmer number of the job.
3	.FSDFL	The flag word. If bit 35 is set, (DF.SRM), the monitor removes all deleted file structures from the job's search list and decrements the file structure's mount count. If bit 35 is not set, the monitor places all deleted file structures in the passive search list. To delete a file structure, it must have been present in the current search list and not listed in the argument block.
4	.FSDSO	Offset to first word of JOBSTR argument block.

The argument block contains as its first four words: the function code, a job number, a project-programmer number, and a flag word. These four words are followed by one or more three-word entries (each is an argument block like that used by the JOBSTR call). The entries specify the file structures to be included in the search list. The order in which the file structures appear in the argument block is the order in which they will appear in the search list.

If the job number and the project-programmer number are both -1, the monitor assumes the search list for your job is to be defined. If the job number is 0, the monitor ignores the project-programmer number and modifies the system search list (SYS). If a value other than -1 or 0 is specified, the monitor defines the search list of the job with the specified job number and project-programmer number. To indicate the FENCE, your program must substitute XWD 0,0 for SIXBIT/name/ in the first word of the three-word entry. When your program specifies the FENCE there will be three consecutive zero words in the three-word entry.

2 .FSDEF

Makes a new file structure available to users (for example, defines a new file structure). The file structure name, status, list of drives and their associated units (packs), and information for initializing components of the monitor data base are specified in the argument block. .FSDEF requires privileges. Specifically, the function does the following:

- o Builds a prototype structure data block.
- o Links and initializes all necessary Unit Data Blocks.
- o Allocates core and initializes the SPT tables and SAB rings.
- o Sets the state of the units to PACK MOUNTED.
- o Creates a TABSTR entry (assigns a number to the file structure).

The argument block for the .FSDEF function is shown below:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.FSFCN	Function code (.FSDEF)
1	.FSNST	Pointer to the structure parameter block, in the form (length,,address).
2	.FSNUN	Pointer to the unit parameter block for unit 0, in the form (length,,address).
3		Pointer to the unit parameter block for unit 1, in the form (length,,address).
		.
		.
		.

The structure parameter block is formatted as follows:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.FSSNM	File structure name in SIXBIT (word HOMSNM in the HOME block).
1	.FSSNU	Number of units in the structure.
2	.FSSHL	Highest logical block number (that is, .FSSBU times .FSSNU - 1).
3	.FSSSZ	Size (in blocks) of the file structure. (That is, the sum of the values of UNIBPU for each unit. The value of UNIBPU can be found in word .DCUSZ returned by the DSKCHR. call).
4	.FSSRQ	Reserved-quota word (not used).
5	.FSSRF	Reserved free space (not used).
6	.FSSTL	Number of FCFS (first-come, first-served) blocks left. (That is, the sum of the values of .FSUTL for each unit).
7	.FSSOD	Number of blocks allowed for overdraw (stored as a negative number). See HOMOVR in the HOME block.
10	.FSSMP	First retrieval pointer to Master File Directory. See HOMPT1 in the HOME block.
11	.FSSML	-1 if .FSSMP is the only retrieval pointer to MFD. To set this word, you must read the RIB and test its contents. Do not use COPIPT from HOMUN1 in the HOME block.
12	.FSSUN	Logical unit number within the file structure where MFD begins. (See HOMUN1 from the HOME block.)
13	.FSSTR	Number of retries on an error. The suggested value for this word is 10 (decimal).
14	.FSSBU	Largest block on unit. (Largest value of UNIBPU, returned in .DCUSZ by DSKCHR.)
15	.FSSBC	Number of blocks per super-cluster (see HOMBSC in the HOME block).
16	.FSSSU	Number of super-clusters per unit (see HOMSCU in the HOME block).

17	.FSSIG	Obsolete.
20	.FSSCC	Byte pointer to cluster count (see HOMCNP in the HOME block).
21	.FSSCK	Byte pointer to retrieval pointer checksum (see HOMCKP in the HOME block).
22	.FSSCA	Byte pointer to retrieval pointer cluster address (see HOMCLP in the HOME block).
23	.FSPVT	-1 if this is a private structure (see the HOPPVS bit in HOMPVS in the HOME block).
24	.FSPPN	PPN of file structure owner (each half is -1 if wild) (see HOMOPP in the HOME block).
25	.FSSCR	Block in structure containing RIB for CRASH.EXE (see HOMCRS in the HOME block).
26	.FSK4C	Number of K to reserve for CRASH.EXE on disk (see HOMK4C in the HOME block).
27	.FSSET	Set number.

The format of the unit parameter block is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.FSUNM	Unit name in SIXBIT (such as RPA0).
1	.FSUID	Pack identifier (that is, the pack serial number in SIXBIT; see HOMHID in the HOME block).
2	.FSULN	Logical name within file structure (such as DSKB0, DSKB1,...DSKB77; see HOMLOG in the HOME block).
3	.FSULU	Logical unit-number within file structure (0,1,2,...FSSNU-1) (see HOMLUN in the HOME block).

4	.FSUDS	Status bits. These are:												
		<table border="0"> <thead> <tr> <th style="text-align: left;"><u>Bit</u></th> <th style="text-align: left;"><u>Symbol</u></th> <th style="text-align: left;"><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>FS.UWL</td> <td>Software write-lock. (Meaningful only for the first unit in the structure.)</td> </tr> <tr> <td>1</td> <td>FS.USA</td> <td>Single-access (not used).</td> </tr> <tr> <td>2</td> <td>FS.UNC</td> <td>Prevent monitor I/O on this structure from being cached.</td> </tr> </tbody> </table>	<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>	0	FS.UWL	Software write-lock. (Meaningful only for the first unit in the structure.)	1	FS.USA	Single-access (not used).	2	FS.UNC	Prevent monitor I/O on this structure from being cached.
<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>												
0	FS.UWL	Software write-lock. (Meaningful only for the first unit in the structure.)												
1	FS.USA	Single-access (not used).												
2	FS.UNC	Prevent monitor I/O on this structure from being cached.												
5	.FSUGP	Number of sequential blocks to try for on sequential output (see HOMGRP in the HOME block).												
6	.FSUTL	Number of free blocks on unit, minus a safety factor. The suggested safety factor is one block of safety for every 500 (decimal) blocks of disk. Do not allocate safety blocks for the swapping space. Thus, the suggested safety factor is $(UNIBPU - HOMK4S * 8) / 500$ . This value should be truncated to less than 500 (decimal) blocks per unit.												
7	.FSUBC	Number of blocks per cluster (see HOMBPC in the HOME block).												
10	.FSUCS	Number of clusters per SAT (that is, $(UNIBPU / HOMBPC - 1) / HOMSPU + 1$ ).												
11	.FSUWS	Number of words per SAT (that is, $(.FSUCS - 1) / 36 + 1$ ).												
12	.FSUSC	Number of SATs in core (see HOMSIC in the HOME block).												
13	.FSUSU	Number of SATs per unit (see HOMSPU in the HOME block).												
14	.FSUSP	Pointer to SPT table (length,, address).												

The format of the SPT table is:

<u>Word</u>	<u>Contents</u>
0	Pointer to 1st SAT block.
1	Pointer to 2nd SAT block.
.	.
.	.
n-1	Pointer to nth SAT block.

- 15 .FSUSB First block for swapping (see HOMSLB in the HOME block).
- 16 .FSUKS Number of K for SWAP.SYS. (See HOMK4S in the HOME block.)

Each word in the SPT table is in the form:

Bits    Contain

- 0-12 Number of free clusters in this SAT.
- 13-35 Address of SAT (as a cluster number).

- 3 .FSRDF Allows your program to change the status of a file structure if its mount count is 0 or 1. If the mount count is 1, the job number and project-programmer number arguments must be those for the job that has the structure mounted (in its search list). If the job number and project-programmer number are both -1, the search list for your job is assumed. .FSRDF requires privileges.

The argument block for the .FSRDF function is listed below.

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.FSFCN	The function code (.FSRDF)
1	.FSRJN	The job number or -1.
2	.FSRPP	The project-programmer number or -1.
3	.FSRNM	The file structure name.
4	.FSRST	The new status bits to be assigned:

Bits    Symbol    Meaning

- 0 FS.RWL Write-lock all users.
- 1 FS.RSA Single-access.

- 4 .FSLOK Allows your program to place a file structure in a state where no new LOOKUPS or ENTERs are allowed. The monitor will allow current reading and writing to continue until a CLOSE is issued. This function can be used to force a file structure into a dormant state so that it can be removed from the system with minimal damage to its users. For example, this function could be followed by .FSREM. .FSLOK requires privileges. The argument block for this function is described below:

Word    Symbol    Contents

0	.FSFCN	The function code (.FSRDF).
1	.FSLNM	The file structure name in SIXBIT.

5            .FSREM       Removes a file structure from the system. This removal takes place immediately, with no regard for the users of the file structure. Normally, this function is preceded by the .FSLOK function to prepare the structure for removal. .FSREM requires privileges. Specifically, the .FSREM function does the following:

- o Takes the non-error return if the file structure does not exist.
- o Removes the file structure name from the search list of all jobs and from the system search list.
- o Unlinks and returns to the free core pool any UFB or access blocks.
- o For every unit, sets the state to NO PACK MOUNTED and returns any core taken from the free core pool.
- o Clears KNOWLEDGE bits in the PPB and NMB blocks.
- o Unlinks STR data blocks and returns its core if taken from the free core pool.
- o Deletes (or marks for deletion) all sharable high segments initialized from the file structure.
- o Clears the TABSTR entry.
- o Takes the non-error return.

The .FSREM function fails if any unit in the structure is in the active swapping list.

The argument block for the .FSREM function is shown below:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.FSFCN	The function code (.FSREM).
1	.FSMNM	The file structure name in SIXBIT.

6 .FSULK Tests and sets the software interlock bit associated with each UFD. This function is used, along with the .FSUCL function, to control programs (such as PULSAR and LOGIN) attempting to modify a UFD at the same time. .FSULK requires privileges. The argument block for the .FSULK function is shown below.

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.FSFCN	The function code (.FSULK).
1	.FSINM	The file structure name in SIXBIT.
2	.FSIPP	The PPN of the UFD.

If the interlock bit is set, your program takes the error return.

7 .FSUCL Clears the software interlock associated with a UFD. Once a program has cleared the interlock, another program may set the interlock (function .FSULK) and modify the UFD. .FSUCL requires privileges. The argument block for the .FSUCL function is shown below:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.FSFCN	The function code (.FSUCL).
1	.FSGNM	The file structure name in SIXBIT.
2	.FSGPP	The PPN of the UFD.

10 .FSETS Tests error recovery procedures for the monitor and your programs by causing hard and soft errors to be simulated on the specified disk unit of the system. .FSETS requires privileges.

#### NOTE

This function is obsolete and applies only to RP10 and RC10 controllers.

All error recovery and reporting procedures are followed through by the monitor as if a real error had occurred. This function causes the monitor to enter the simulated hard errors in the BAT block just as it would enter a real error. Therefore, field service should be notified of any error simulations that are being done.

This function is implemented only for disk packs and should not be attempted for the fixed-head disk because the counts will not be decremented. When a unit is removed from the system, the error test sequence is terminated.

The argument block for the .FSETS function is listed below.

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.FSECN	The function code (.FSETS).
1	.FSEUN	The disk pack name.
2	.FSEGT	The number of good transfer interrupts before simulation of error.
3	.FSEDB	The number of bad DATAI operations before the end of the simulated error.
4	.FSEDO	Error DATAI bits are combined with DATAI bits received from the hardware, using OR operation.
5	.FSEDA	Error DATAI bits are combined with DATAI bits received from the hardware, using ANCAM operation.
6	.FSECB	The number of bad CONI operations before terminating simulated error sequence.
7	.FSECO	Error CONI bits are combined with CONI bits received from the hardware, using OR operation.
10	.FSECA	Error CONI bits combined with CONI bits received from the hardware, using ANDCAM operation.

Note that the CONI mentioned above is executed after a data transfer interrupt; the DATAI mentioned above is executed before connecting to the unit to initiate a position or transfer operation.

11 .FSMNW Modifies the 'nocreate' and 'write-lock' status of a file structure. .FSMNW never requires privileges. The argument block for this function is shown below.

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>									
0	.FSFCN	The function code (.FSNMW).									
1	.FSMFS	The file structure name.									
2	.FSMFL	The flag word:									
		<table border="1"> <thead> <tr> <th><u>Bit</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>FS.MWL</td> <td>Write-lock bit.</td> </tr> <tr> <td>1</td> <td>FS.MNC</td> <td>No-create bit.</td> </tr> </tbody> </table>	<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>	0	FS.MWL	Write-lock bit.	1	FS.MNC	No-create bit.
<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>									
0	FS.MWL	Write-lock bit.									
1	FS.MNC	No-create bit.									

12           .FSCLR    Unlocks a file structure. This function requires privileges. The argument list is:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.FSFCN	The function code (.FSCLR).
1	.FSCFS	The file structure name in SIXBIT.

13           .FSRSL    Returns the job search list. .FSRSL requires no privileges to read the system search list or the search list of a job which has your PPN.

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.FSFCN	Function code (.FSRSL)
1	.FSDJN	Job number. (Specify 0 for system search list.)
2	.FSDPP	Job's PPN (ignored if .FSDJN=0).
3	.FSDNS	Number of structures in search list, including FENCE. (Returned for this function).
4	.FSDSO	Start of returned structures.

The structures in the specified search list are returned starting at .FSDSO, in three-word triplets that reflect the following words from the JOBSTR UUO:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.DFJNM	Structure name.
1	.DFJDR	Directory name.
2	.DFJST	Status (accessibility bit).

The value of .FSDNS is always returned, regardless of whether enough space was reserved for all the triplets to be returned. Thus, a program could issue this call with a short argument list to get the count, then reissue the monitor call with adequate space for all the structures to be listed.

Alternatively, the program can reserve 37.\*3 words, which will guarantee that enough space is reserved.

The FENCE is returned as three zero words.

#### SKIP RETURN

The function is performed.

ERROR RETURN

Before the monitor accepts the newly-defined search list by copying it in the PDB, it checks that the number of structures defined is less than the system-defined maximum limit for the job. This limit is stored in GETTAB table %LDMSS. If the number exceeds the maximum, the error return is taken and the ac is cleared.

Otherwise, one of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
0	FSILF%	An illegal function code was specified.
1	FSSNF%	One or more of the specified file structures were not found.
2	FSSSA%	One or more of the specified file structures are in single-access mode.
3	FSILE%	One or more illegal entries are in the argument block.
4	FSTME%	There are too many entries in the search list.
5	FSUNA%	One or more of the specified units are not available.
6	FSPPN%	The specified job number and project-programmer number do not match.
7	FSMCN%	The mount count is greater than 1.
10	FSNPV%	Your job is not privileged but should be.
11	FSFSA%	The specified file structure already exists.
12	FSILL%	The argument block length has been specified incorrectly.
13	FSUNC%	Unable to complete the call.
14	FSNFS%	The system has reached the maximum number of file structures.
15	FSNCS%	There is not enough free core for the data block.
16	FSUNF%	An illegal unit has been specified.
17	FSRSL%	A file structure name is repeated in a search list
20	FSASL%	Structure contains units in active search list.
21	FSISN%	An illegal structure name was specified.

RELATED CALLS

- o DISK.
- o DSKCHR
- o GOBSTR
- o JOBSTR

## 22.165 SUSET. [CALLI 146]

FUNCTION

Selects a logical block number to be either read or written on subsequent IN/INPUT or OUT/OUTPUT monitor calls relating to either a file structure or a unit name. This call requires your program to have ownership of the disk.

The block number is relative to a file structure if the channel was initialized with a structure name (such as DSKB) and no file is open on the channel (that is, no LOOKUP or ENTER was performed).

The block number is relative to a unit number if the channel was initialized with a physical or logical unit name (such as RPA4 or DSKB0) and no file is open on the channel (that is, no LOOKUP or ENTER was performed).

Refer to Section 11.7.5 for more detailed discussion of SUSET.

CALLING SEQUENCE

```

MOVE      ac,[EXP flags]
SUSET.   ac,
         error return
         skip return

```

In the calling sequence, the program supplies the flags, which are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0		Reserved.
1	SU.SOT	Output (input if not set).
2	SU.SMN	Maintenance cylinder. You can set this bit only if your job is logged in under [6,6]. SU.SBL (below) must contain the maintenance cylinder.
3		Reserved.
4-12	SU.SCH	Channel number. The channel number may be an extended channel number obtained from the FILOP. monitor call.
13-35	SU.SBL	Block number or maintenance cylinder (if SU.SMN is on).

SKIP RETURN

The specified block will be the next one read/written on a subsequent IN/OUT monitor call. The SUSET. monitor call returns with the I/O status bit IO.BKT set if your job does not have enough privileges, or if the given block number is too large.

SUSET. [CALLI 146]

ERROR RETURN

The following error code is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
-1	SUSNP%	Not enough privileges.

RELATED CALLS

- o FILOP.
- o USETI
- o USETO

**22.166 SYSPHY [CALLI 51]**FUNCTION

Returns the name of a physical disk unit on the system.

CALLING SEQUENCE

```

      / MOVEI ac,0          \
     \ MOVE ac,[SIXBIT/device/] /
      SYSPHY ac,
        error return
        skip return

```

In the calling sequence, the program supplies the device, which is the physical unit name returned by a previous call (such as SIXBIT/RPA0/).

SKIP RETURN

If you set ac to 0, the monitor returns the first physical disk name in ac. If you gave the name of a disk, the monitor returns the next physical disk name, or, if there are no more disks, the monitor returns 0 in the ac.

ERROR RETURN

The monitor takes the error return if the device you gave was neither 0 nor the name of a disk unit.

EXAMPLES

Example to get all unit names in system

```

|          SETZB   T1,T2           ;T1=Table pointer, T2=unit name
| LOOP:    SYSPHY  T2,             ;Get next one
|          JRST   ERROR
|          JUMPE  T2,CONTIN       ;Done if zero
|          MOVEM T2,PHYTAB(T1)    ;Save in table
|          AOJA  T1,LOOP
| PHYTAB:  BLOCK  ^D64

```

RELATED CALLS

- o DVPHY.
- o SYSSTR

SYSSTR [CALLI 46]

## 22.167 SYSSTR [CALLI 46]

### FUNCTION

Returns the name of a file structure on the system.

### CALLING SEQUENCE

```
    / MOVEI ac,0          \  
    \ MOVE ac,[SIXBIT/device/] \  
    SYSSTR ac,  
    error return  
    skip return
```

In the calling sequence, the program supplies the device, which is the structure name returned by a previous call.

### SKIP RETURN

If you set ac to 0, the monitor returns the first structure name in ac. If you gave the name of a structure, the monitor returns the next structure name in ac, or if there are no more structures, the monitor returns a 0 in the ac.

### ERROR RETURN

The monitor takes the error return if the device you gave was neither 0 nor the name of a structure.

### EXAMPLES

Example to get all file structure names on system

```
        SETZB   T1,T2           ;Use T1 as table index, T2 as  
                                ; structure name  
LOOP:   SYSSTR  T2,             ;Get next structure  
        JRST   ERROR  
        JUMPE  T2,CONTIN       ;Done if structure is zero  
        MOVEM  T2,STRTAB(T1)   ;Save in table  
        AOJA   T1,LOOP         ;Get next one  
STRTAB: BLOCK   ^D36          ;Where to put structures
```

### RELATED CALLS

- o DVPHY.
- o SYSPHY

## 22.168 TAPOP. [CALLI 154]

FUNCTION

Performs various magnetic tape operations. Several TAPOP. functions are identical to or extensions of other monitor calls such as MTAPE and MTCHR. All TAPOP. functions assume that the specified device has been assigned to your job by the ASSIGN monitor command or the OPEN/INIT monitor call or that the calling job has SPY privileges.

CALLING SEQUENCE

```

                MOVE    ac, [XWD len, addr]
                TAPOP.  ac,
                    error return
                    skip return
                . . .
addr:          EXP      fncode
              / SIXBIT/device/ \
              | EXP      channo |
              \ EXP      udx   /
                first argument
                . . .
                last argument

```

In the calling sequence, the program supplies the following variables:

- o len is the length of the argument list.
- o addr is the address of the argument list.
- o fncode is one of the function codes described below.
- o device is the SIXBIT physical or logical name of a device.
- o channo is the number of an initialized channel.
- o udx is the Universal Device Index for a device and the words up through last argument are arguments for the given function.

The function codes fall into four groups:

<u>Codes</u>	<u>Functions</u>
0 - 777	Perform specific actions.
1000 - 1777	Read parameters.
2000 - 2777	Set parameters. These function codes are not explicitly listed in the descriptions below. To set a parameter, use the corresponding read function name plus the offset .TFSET (=1000). For example, to set the density indicator, use the read density indicator mnemonic plus .TFDEN+.TFSET
3000 - 3777	Reserved for customer-defined functions.

The function codes and their meanings are:

<u>Code</u>	<u>Symbol</u>	<u>Function</u>
1	.TFWAT	Waits for I/O to be completed.
2	.TFREW	Rewinds tape to load point.
3	.TFUNL	Rewinds and unloads tape.
4	.TFFSB	Skips forward one block.
5	.TFFSF	Skips forward one file.
6	.TFSLE	Skips to logical end-of-tape.
7	.TFBSB	Skips backward one block.
10	.TFBSF	Skips backward one file.
11	.TFWTM	Writes a tape mark.
12	.TFWLG	Writes 3 inches of blank tape.
13	.TFDSE	Erases entire tape for purposes of data security. This feature is supported on TX01/TX02 (on DX10/DX20 only) and on TU78/TM78 tape drives.
14	.TFWLE	Writes logical end-of-tape (two tape marks for unlabeled tapes).
15	.TFLBG	Gets the tape label device data block. Returns the name in <u>ac</u> . This is a privileged function for use by the label processor.
16	.TFLRL	Releases the tape label device data block. This is a privileged function for use by the label processor.
17	.TFLSU	Swaps units. This is a privileged function for use by the label processor.
20	.TFLDD	Destroys the tape label data base. This is a privileged function for use by the label processor.
21	.TFFEV	Forces end-of-volume processing. This allows your program to write the end-of-volume label before PULSAR finds the end-of-tape. The monitor assumes a multivolume file and automatically issues an operator MOUNT request for the next volume.
22	.TFURQ	Requests label processing. To clear a tape labelling error, include a value (.TFCLE) in <u>addr+2</u> . This function causes the tape to be positioned at BOT.
23	.TFSMM	Sets maintenance mode on the tape controller. This is a privileged function.

- 24 .TFCMM Clears maintenance mode on the tape controller. This is a privileged function.
- 25 .TFCEC Clears error counters. This privileged function is restricted for use by the tape label processor.
- 1000 .TFTRY Returns in the ac the number of retries on the last error.
- 1001 .TFDEN Returns in ac the density code for the tape. To set the density code, use .TFDEN+.TFSET; the monitor reads the new density code from addr+2. Note that in order to set the density with this function code, IO.DEN must be zero. The density codes and their meanings are:

<u>Code</u>	<u>Symbol</u>	<u>Density</u>
0	.TFD00	Unit default.
1	.TFD20	200 bits/inch (8.1 rows/mm).
2	.TFD55	556 bits/inch (22.5 rows/mm).
3	.TFD80	800 bits/inch (32.2 rows/mm).
4	.TFD16	1600 bits/inch (65.3 rows/mm).
5	.TFD62	6250 bits/inch (255.5 rows/mm).

- 1002 .TFKTP Returns in the ac the controller type code for the tape. The controller type codes and their meanings are:

<u>Code</u>	<u>Symbol</u>	<u>Controller Type</u>
0	.TFKTA	TM10A
1	.TFKTB	TM10B
2	.TFKTC	TM10C
3	.TFKTX	TX01/TX02/TX03
4	.TFKTM	TM02/TM03
5	.TFKRH	TM02/TM03
6	.TFKD2	TX02
7	.TFK78	TM78
17	.TFKSX	SA10 IBM channel magtape

- 1003 .TFRDB Returns in the ac the read-backwards bit (TM02, TX01, and TX02 only). The bit is on if the tape is set for read-backwards, or off for normal read. See Chapter 14. To set the read-backwards bit, use .TFRDB+.TFSET; the monitor reads the bit from addr+2.

- 1004 .TFLTH Returns in the ac the bit for read next record at low threshold (TM10A/B/C only). The bit is on if the tape is set for low threshold, or off if not. To set the bit, use .TFLTH+.TFSET; The monitor reads the bit from addr+2.

- 1005 .TFPAR Returns in the ac the status of the even parity bit (for 7-track tapes only). To set the status of the even parity bit, use .TFPAR+.TFSET; the monitor reads the status from addr+2.

- 1006 .TFBSZ Returns in the ac the block size for the tape. The returned value is one greater than the number of data words per record. To set the block size, use .TFBSZ+.TFSET; the monitor reads the block size from addr+2.

1007 .TFMOD Returns in the ac the data mode code for the tape. To set the data mode code, use .TFMOD+.TFSET; the monitor reads the data mode code from addr+2. The data mode codes and their meanings are:

<u>Code</u>	<u>Symbol</u>	<u>Data Mode</u>
0	.TFMDD	DIGITAL-compatible core dump mode for 7-track and 9-track tapes. The monitor uses the default mode, either code 1 (.TFMID) or code 5 (.TFM7T).
1	.TFMID	DIGITAL-compatible core dump mode for 9-track tapes. The monitor reads and writes 36-bit words in 5 frames. This mode is also settable with MTDEC. monitor call.
2	.TFM8B	Industry-compatible 8-bit mode, with 4 bytes per word. This mode is also settable with the .MTIND monitor call, except that the default density for this mode is 1600 BPI.
3	.TFM6B	6-bit mode, 6 bytes per word (9-track, TU70 only).
4	.TFM7B	ANSI/ASCII 7-bit mode, 5 bytes per word (TU70 only).
5	.TFM7T	DIGITAL-compatible 7-track core dump mode (SIXBIT).

1010 .TFTRK Returns in the ac the track status bit for the tape (0 for 9-track, 1 for 7-track).

1011 .TFWLK Returns in the ac the write-lock bit for the tape (1 if write-locked, 0 if not).

1012 .TFCNT Returns in the ac the character count of the last record (the actual record length).

1013 .TFRID Returns in the ac the SIXBIT reel identification for the tape. To set the reel identification, use .TFRID+.TFSET; the monitor reads the SIXBIT reel identification from addr+2.

1014 .TFCRC Returns in the ac the last cyclic redundancy character (9-track NRZI only).

1015 .TFSTS Returns in the ac the unit status flags for the tape. The unit status flags and their meanings are:

<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>
18	TF.UNS	Unit is not schedulable.
19	TF.BOT	Beginning-of-tape mark.
20	TF.WLK	Write-lock.
21	TF.REW	Unit is rewinding.

22-32                   Reserved.  
 33       TF.STA       Unit is started.  
 34       TF.SEL       Unit is selected.  
 35       TF.OFL       Unit is off-line.

1016       .TFSTA       Returns unit statistics for the tape device. Your program supplies the function code and device at addr and addr+1. (These values are identical to those returned for the MTCHR. monitor call.) The monitor returns the device statistics at addr in the format:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>
0	.TSFUN	Function code (user-supplied).
1	.TSDEV	Device (user-supplied).
2	.TSRID	SIXBIT reel identifier.
3	.TSFIL	Number of files read since the beginning of the tape.
4	.TSREC	Number of records since last tape unload.
5	.TSCRD	Number of characters read since last tape unload.
6	.TSCWR	Number of characters written since last tape unload.
7	.TSSRE	Soft read errors since last tape unload.
10	.TSHRE	Hard read errors since last tape unload.
11	.TSSWE	Soft write errors since last tape unload.
12	.TSHWE	Hard write errors since last tape unload.
13	.TSTME	Total number of errors since last tape unload.
14	.TSTDE	Total device errors since system startup.
15	.TSTUN	Total unloads since last system reload.
16	.TSRTY	Number of retries to resolve last error.
17	.TSCCR	Character count of last record read or written.
20	.TSPBE	Position before last error: file number (in left half); record number (in right half).
21	.TSFES	Final error state. See the <u>TOPS-10/TOPS-20 SPEAR Manual</u> .

1017       .TFIEP       Returns in the ac the initial error pointer.

1020       .TFFEPEP       Returns in the ac the final error pointer.

#### NOTE

Function codes 1021 and 1022 return the blocks pointed to by 1017 and 1020. These blocks are for communication of errors to DAEMON and may change without notice.

TAPOP. [CALLI 154]

- 1021 .TFIER Returns in the ac the initial error status.
- 1022 .TFFER Returns in the ac the final error status.
- 1023 .TFFED Returns in the ac the final error disposition.
- 1024 .TFLBL Returns in the ac the label processing type code. To set the label processing type code, use .TFLBL+.TFSET; the monitor reads the new code from addr+2. The label processing type codes and their meanings are:

<u>Code</u>	<u>Symbol</u>	<u>Label Processing Type</u>
0	.TFLBP	Bypass label processing. To set this value, the job must be privileged.
1	.TFLAL	ANSI labels.
2	.TFLAU	ANSI labels with user labels.
3	.TFLIL	IBM labels.
4	.TFLIU	IBM labels with user labels.
5	.TFLTM	Leading tape mark.
6	.TFLNS	Nonstandard labels.
7	.TFLNL	No labels. When tapes are processed with no labels, the label processor is used only to verify that the tape does not contain a tape label. Unlabeled tapes can be copied to create a labeled tape.
10	.TFCBA	DIGITAL COBOL ASCII labels.
11	.TFCBS	DIGITAL COBOL SIXBIT labels.
12	.TFLNV	Same as .TFLNL except that user program is responsible for dealing with an EOT. This type is the default. To switch reels after end-of-tape, use TAPOP. function .TFFEV.

- 1025 .TFPLT Performs functions identical to the .TFLBL function 1024 above, except that it allows access to files and tape labels. Using this function, you can examine and modify the contents of a label. The .TFPLT function requires the JP.POK, [1,2], or JACCT privilege.

- 1026 .TFLTC Returns the last tape label termination code from the tape label processor. It is recommended that you use DEVOP. function .DFRES, because more information can be returned by that function. The return codes are:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	.TFTCP	Continue processing.
2	.TFTRE	Returned EOF.
3	.TFTLT	Label type error.
4	.TFTHL	Header label error.
5	.TFTTL	Trailer label error.
6	.TFTVL	Volume label error.
7	.TFTDV	Device error.
10	.TFTDE	Data error.

- 11 .TFTWL Write lock error.
  - 12 .TFPSE Positioning error.
  - 13 .TFBOT Beginning of tape.
  - 14 .TFIOP Illegal operation.
  - 15 .TFFNF File not found.
  - 16 .TFCAN Operator cancelled request.
  - 17 .TFTMV Too many volumes requested.
- 1027 .TFDMS Returns in the ac the diagnostic mode set bit (TX01/TX02 on DX10 only). This bit is 1 for diagnostic mode, otherwise 0. To set this bit, use .TFDMS+.TFSET; the monitor reads the new bit from addr+2.
- 1030 .TFFSO Returns in the ac the bit showing whether a forced SENSE command will be issued to the controller (TX01/TX02 on DX10/DX20 only) after the completion of every operation. To set the bit, use .TFFSO+.TFSET; the monitor reads the new bit from addr+2. This bit should be set by diagnostic programs only, because it slows down tape operations considerably.
- 1031 .TFMFC Returns in the ac the maximum frame count. To set the count, use .TFMFC+.TFSET; the monitor reads the new count from addr+2. Use this function to speed tape throughput for a TU16, or TU45, TU70, TU71, or TU72 that does not have an integral number of bytes per word. The count stays in effect until your program performs a RESET, another TAPOP. monitor call, or until the tape is RELEASEd (if the device was ASSIGNED). This function allows a TU70 or a TU16 to read and write tapes that do not have an integral number of bytes per word. This function provides tape compatibility with other systems.
- 1032 .TFPDN Returns in the ac flags showing the possible densities for a tape. The flags and their meanings are:
- | <u>Bit</u> | <u>Symbol</u> | <u>Density</u>                  |
|------------|---------------|---------------------------------|
| 31         | TF.DN5        | 6250 bits/inch (255.5 rows/mm). |
| 32         | TF.DN4        | 1600 bits/inch (65.3 rows/mm).  |
| 33         | TF.DN3        | 800 bits/inch (32.2 rows/mm).   |
| 34         | TF.DN2        | 550 bits/inch (22.5 rows/mm).   |
| 35         | TF.DN1        | 200 bits/inch (8.1 rows/mm).    |

1033        .TFLPR        Returns at addr+2 the tape label parameters. This function causes the first input label processing if there is no file open for input. To set the parameters, use .TFLPR+.TFSET; the monitor reads the parameters beginning at addr+2. This set function is legal only if there is no file open for output on the given channel. The parameters given apply to the next file to be written. The format of the parameters at addr is:

<u>Offset</u>	<u>Symbol</u>	<u>Contents</u>																																																																								
0	.TPFUN	Function code (user-supplied).																																																																								
1	.TPDEV	Device (user-supplied).																																																																								
2	.TPREC	Record format and form control:																																																																								
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6	.TPPRO	Protection code.
7	.TPSEQ	File sequence number.
10	.TPFNM	File name (17 ASCII characters maximum).
14	.TPGEN	Generation and version numbers.

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0-17	TP.GEN	Generation number.
18-35	TP.VER	Generation version number.

Function code 1033 (to read label parameters) always returns these numbers and causes the first input label processing if there is no file open for input.

#### SKIP RETURN

The function is performed.

#### ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
-1	TPACS%	Address check while storing answer.
0	TPIFC%	Illegal function code.
1	TPPRV%	Not enough privileges.
2	TPNMT%	Not a magtape device.
3	TPVOR%	Specified value out of range.
4	TPACR%	Address check reading arguments.
5	TPCBS%	Parameter cannot be set.
6	TPNIA%	Tape not initialized or assigned.
7	TPNLP%	No label processor.
10	TPETC%	Termination code error.
11	TPIJN%	Illegal job number.
12	TPLRF%	Label release function required.
13	TPLSI%	Set label parameter function illegal after first output.
14	TPLOE%	Attempted to read information from a label DDB owned by someone else.
15	TPDNC%	Drive not capable of specified density.
16	TPWWL%	Write attempted to write-locked tape.

TAPOP. [CALLI 154]

EXAMPLES

```
      MOVE      T1,[XWD 2,ARGLST] ;Pointer to arg list
      TAPOP.    T1,                ;Get controller type
      JRST     ERROR                ;Error
      MOVSI    T2,-DSEKTN           ;Length of table
      CAME     T1,DSEKTB(T2)        ;Is this controller type
      AOBJN    T2,-1                ; in the table?
      JUMPGE   T2,NODSE             ;No, don't try it
      MOVE     T1,[XWD 2,DSELST]    ;Pointer to arg list
      TAPOP.   T1,                  ;Erase the entire tape
      JRST     ERROR                ;Error
      JRST     CONTIN               ;Skip argument blocks
ARGLST:  EXP    .TFKTP              ;Function to read
      ; controller types
      SIXBIT   /TAPE/              ;Device is "TAPE"
DSELST:  EXP    .TFDSE             ;Function to do
      ; data security erase
      SIXBIT   /TAPE/              ;Device is "TAPE"
DSEKTB:  EXP    .TFKD2             ;Data security erase works
      EXP     .TFKTX               ; for DX20, DX10,
      EXP     .TFK78              ; and TM78
DSEKTN==.-DSEKTB                  ;Number of table entries

CONTIN:                                     ;Continue
```

This example performs a data security erase on the logical device "TAPE" if and only if the controller is capable of doing so.

RELATED CALLS

- o MTAID.
- o MTAPE
- o MTCHR.

**22.169 TIMER [CALLI 22]**FUNCTION

Returns the time of day since midnight (00:00) in jiffies. (A jiffy is 1/60 second.)

## NOTE

For systems using 50 Hz power, jiffy = 1/50 second. Therefore it is good programming practice to use the MTIME monitor call on any system, because MTSIME call gives the time of day in milliseconds and is independent of the type of power used.

CALLING SEQUENCE

TIMER ac,  
only return

RETURN

The number of jiffies since midnight is returned in the ac.

RELATED CALLS

- o DATE
- o MTIME

22.170 TMPCOR [CALLI 44]

FUNCTION

Creates, reads, writes, or manipulates temporary files left in core from the running of one program to another. Those files are referenced by a three-character file name. All files are deleted when the job is logged out. If the monitor call fails, your program should write DSK:nnnNAM.TMP, where nnn is the job number. This arrangement improves response time and minimizes the number of disk reads.

CALLING SEQUENCE

```

        MOVE    ac,[XWD fcncode,addr]
        TMPCOR ac,
            error return
            skip return
addr:   XWD    'nam',0
        IOWD   buflen,buffer
    
```

In the calling sequence, the program supplies the following variables:

- o fcncode is one of the function codes described below.
- o addr gives the address of the argument list.
- o nam is a 3-character SIXBIT string that is the file name.
- o buflen is the length of the buffer for the call.
- o buffer gives the address of the buffer for the call.

The function codes and their meanings are:

<u>Code</u>	<u>Symbol</u>	<u>Function</u>
0	.TCRFS	Obtains free space. For this function, set the <u>ac</u> to 0 before the call; no argument list is required. On a skip return, the <u>ac</u> contains the number of free words available to your program (510 decimal).
1	.TCRRF	Reads a file. The length of the file is returned in the <u>ac</u> , and as much of the file as possible is copied into the buffer for the call. You can check for truncation by comparing the <u>ac</u> to <u>buflen</u> .  The error return occurs if the specified file is not found; in this case, the number of free words available to your program is returned in the <u>ac</u> .
2	.TCRDF	Reads and deletes a file. Performs all the same functions as .TCRRF and in addition deletes the file. Note that the file is deleted even if it is too long to fit in the buffer for the call.

3            .TCRWF     Writes the contents of the buffer into a file. The requested length of the file is the value of buflength. If there is already a file of the specified name, it is deleted and the space is reclaimed.

The requested size of the file is specified by buflength. If there is not enough space to write the entire file, nothing is written, the ac is set to the number of free words of space available to the user, and the error return is taken.

If there is enough space, the file is written. The ac is set to the amount of space left after the file has been written and the skip return is taken.

If insufficient space is available, none of the file is written, the error return occurs, and the number of free words available to your program is returned in the ac.

4            .TCRRD     Reads a directory. The number of .TMP files in your directory is returned in the ac, and their file names are written into the buffer for the call. You can check for truncation of the directory list by comparing the ac to buflength.

Each entry in the buffer is of the form:

XWD 'nam',length

In the argument word:

- o length is the length of the file in words.
- o nam is the file name.

The error return occurs only if the call is not implemented.

5            .TCRDD     Reads and deletes from directory. This performs all the same functions as .TCRRD and in addition deletes all files from your directory.

EXAMPLES

```

MOVE      T1,[XWD .TCRWF,ARGLST]
TMPCOR    T1,
JRST     TMCERR
JRST     CONTIN
ARGLST:   XWD      'XYZ',0
          IOWD     <BUFEND-BUFFER>,BUFFER
BUFFER:   ASCIZ   /THIS IS THE TEXT FOR THE FILE./
BUFEND:
CONTIN:
    
```

This example writes the text at BUFFER into the file XYZ if space is available.

TRMNO. [CALLI 115]

## 22.171 TRMNO. [CALLI 115]

### FUNCTION

Returns the number of the terminal controlling a specified job.

### CALLING SEQUENCE

```
    / MOVEI    ac,jobno \
    \ MOVNI    ac,1      /
    TRMNO.    ac,
              error return
              skip return
```

In the calling sequence, the program supplies the jobno, which is the number of a logged-in job (use -1 for the current job).

### SKIP RETURN

Returns the UDX for the controlling terminal in the ac. The format of Universal Device Index names is .UXxxx. The range of values is 200000 through 200777 (octal). The symbol .UXTRM (200000) is the offset for the terminal indexes.

### ERROR RETURN

Zero is returned in the ac and indicates one of the errors listed below:

- o The job is currently detached (that is, there is no controlling terminal).
- o The job number specified is unassigned.
- o The job number specified is illegal.
- o The job number specified is a negative number other than -1.

### EXAMPLES

Your program can determine which of the above error conditions occurred by using the JOBSTS monitor call. An example of a program using this call for this purpose is shown below.

```
    MOVE      T1,JOBN
    TRMNO.    T1,
    JRST      .+2
    JRST      OK                ;No error
    MOVN      T1,JOBN
    JOBSTS    T1,
    JRST      ILLNUM           ;Job number illegal
    JUMPL     T1,DETJOB        ;Job is detached
    JRST      NOJOB            ;No such job
```

### RELATED CALLS

TRMOP.

### COMMON PROGRAMMING ERRORS

Using .UXTRM as a mask instead of an offset.

## 22.172 TRMOP. [CALLI 116]

FUNCTION

Performs various operations for terminals. Several TRMOP. functions are identical to, or extensions of, TTCALL monitor calls.

CALLING SEQUENCE

```

        MOVE    ac, [XWD len, addr]
        TRMOP.  ac,
            error return
            skip return
        . . .
addr:   EXP     fcncode
        EXP     udx
        first argument
        . . .
        last argument

```

In the calling sequence, the program supplies the following variables:

- o len is the length of the argument list.
- o addr is the address of the argument list.
- o fcncode is one of the function codes described below.
- o udx is the Universal Device Index for a terminal, or -1 can be used to indicate the program's controlling terminal. The words up through last argument are arguments for the given function.

The argument list is formatted as follows:

<u>Word</u>	<u>Symbol</u>	<u>Contents</u>
0	.TOFNC	Function code.
1	.TOUDX	Universal Device Index or -1.
2	.TOAR2	Argument word.
3	.TOAR3	Argument word.
4	.TOAR4	Argument word.
5	.TOAR5	Argument word.
6	.TOAR6	Argument word.

The argument words contain values that are read or set by the function code, and they differ for each function. The function codes fall into four groups:

<u>Codes</u>	<u>Symbol</u>	<u>Actions</u>
0-777		Perform a specific action.
1000-1777		Read parameters.
1000	.TOSET	Add this value (symbol .TOSET) to the read function, thus setting the specified parameter(s).

TRMOP. [CALLI 116]

2000-2777 Set parameters. These functions are not explicitly listed in the descriptions below. To set a parameter, use the corresponding Read function plus the offset .TOSET (=1000). For example, to set a terminal's receive speed, use the receive speed function plus .TOSET:

.TORSP + .TOSET

3000-3777 Reserved for customer-defined functions.

The function codes and their meanings are:

<u>Code</u>	<u>Symbol</u>	<u>Function</u>
1	.TOSIP	Takes the error (non-skip) return if the terminal's input buffer is empty. The <u>ac</u> is unchanged.
2	.TOSOP	Takes the error (non-skip) return if the terminal's output buffer is empty. The <u>ac</u> is unchanged.
3	.TOCIB	Clears the terminal's input buffer.
4	.TOCOB	Clears the terminal's output buffer.
5	.TOOUC	Outputs a character to the terminal; the character is right-justified in bits 28 to 35 of .TOAR2.
6	.TOOIC	Outputs an image-mode character to the terminal; the character is in bits 28 to 35 of .TOAR2.
7	.TOOUS	Outputs an ASCIIZ string to the terminal; the address of the string is in .TOAR2. If the job number at the receiving terminal is different from your job number, the character string is limited to 128 characters. If you attempt to send more than 128 characters to a job other than your own, characters may be lost.
10	.TOINC	Inputs a character from the terminal in line mode; the character is stored right-justified in bits 28 to 35 of the <u>ac</u> .
11	.TOIIC	Inputs an image-mode character from the terminal; the character is stored in bits 28 to 35 of the <u>ac</u> . This function is not implemented by the monitor.
12	.TODSE	Enables a modem (dataset) for outgoing calls. This function always takes the skip return, but it is not implemented by the monitor.
13	.TODSC	Enables and places outgoing calls on a modem with a dialer. A telephone number of up to 17 decimal digits is stored in 4-bit bytes in .TOAR2 and .TOAR3 (terminated by a 17). If the caller must wait for a second dial tone (for example, after dialing 9), a 5-second wait is indicated by a 16 byte.
14	.TODSF	Disconnects a call (for example, hangs up a modem).

15	.TORSC	Rescans an input line.
16	.TOELE	Sets the terminal element to the number stored in .TOAR2 (obsolete).
17	.TOEAB	Enables autobaud detection.
20	.TOISC	Inputs a character from the terminal to the <u>ac</u> ; waiting in character mode if no input is available.
21	.TOTYP	Puts an ASCIZ string into the terminal's input buffer; the address of the string is in .TOAR2. A string of more than 300 characters results in a range error.
22	.TOGMS	Returns terminal's MIC status bits in <u>addr+2</u> . If MIC is not controlling the job, <u>addr+2</u> contains 0. The status bits are as follows:
	<u>Bits</u>	<u>Symbol</u> <u>Meaning</u>
	0	TO.CHK      Flag bit for word. If this bit is set, there are other set bits in the word.
	1	TO.CCT      A CTRL/C was typed.
	2	TO.OCS      An operator-sent character was received.
	3	TO.ECS      An error character was received.
	4	TO.CPT      A CTRL/P was typed.
	5	TO.CBT      A CTRL/B was typed.
	6	TO.STL      Silence this line.
	7	TO.LMM      Line is in monitor mode.
	8	TO.LUM      Line is in user mode.
	9	TO.C10      Line is in column 1 on output.
	10	TO.CAT      A CTRL/A was typed.
	11	TO.RSP      Error response.
	12	TO.RSY      Response code sync.
	13	TO.LOG      MIC is logging.
	14	TO.LUI      Controlling job should do a JOBSTS UUO for the controlled job or terminal.
	15-21	TO.AOC      The received operator character (ASCII).
	22-28	TO.AEC      The received error character (ASCII).
	29-35	TO.MMJ      MIC master job number.
23	.TOSMS	Sets the terminal's MIC status bits to the contents of .TOAR2. The bits are the same as those returned by the .TOGMS function above.
24	.TOCLR	Clears the MIC status bits.
25	.TODSP	Displays an ASCIZ string on the terminal. The address of the string is in .TOAR2.
26	.TOGMR	Returns the MIC response buffer. The address of the 21-word buffer is in .TOAR2.
27	.TOLOG	Returns the MIC log buffer. The address of the 21-word buffer is in .TOAR2.

30           .TODSS     A modem is present if the call takes a normal return. Bit 0 of the ac is set on return if a carrier is present. Bits 1 to 35 are reserved. If the line is not a dataset line, the monitor takes the error return and returns the TOIMP% error in ac.

31           .TOSBS     Sets the terminal break character set. Using this function, you can define the characters that, when typed on the terminal, will be interpreted by the monitor as break characters, indicating the end of the input line. In the argument block, you must specify the following:

```

addr:     .TOSBS                 ;function code
          udx                   ;terminal's UDX
          field-width         ;auto-break
          break mask          ;first word
          . . .                 ; of break table
          break mask          ;last word

```

Where the field-width defines the number of characters to be accepted on an input line. After the specified number of characters are typed, a break is automatically made. The field width must be between 1 and 255.

The break mask is an optional 4-word block indicating the mask of bits (in the left-hand 32 bits of each word from .TOAR3 through .TOAR6) that indicate the octal representation of characters to be defined as break characters. You must enable break set mode by setting flag IO.ABS in the I/O status word. Refer to Volume 1 for more information.

32           .TORBS     Reads the terminal break character set. The field width is returned in .TOAR2 of the argument block, and the break mask is returned in words .TOAR3 through .TOAR6. Refer to .TOSBS.

33           .TOISO     Sets counted image output string mode. This function allows your program to output a specified number of characters in a single sequence. This function allows screen editors and display-oriented programs to update the terminal screen more efficiently. The argument block for this function is:

```

addr:     .TOISO                 ;function
          udx                   ;terminal's UDX
          byte-size,,byte-count
          string-address

```

Where the size of each byte (1-36 bits) is specified in byte-size, and the length of the string is specified in byte-count. The string address is a pointer to the location of the output string.

34           .TOFLM     Returns the carriage to the left margin.

35 .TOGCS Reads the special character status. The conditions read are set in the TC.VAL field. Function 36 (.TOSCS) contains the explanation of TC.VAL. The argument block for .TOGCS is:

```
addr: .TOGCS
      udx
      len2,,addr2
addr2: characters to read
```

The number of words given in len at addr2 have the TC.VAL field filled in (right-justified) from the current settings described in .TOSCS.

36 .TOSCS Sets the special character status. The .TOSCS argument block is:

```
addr: .TOSCS
      udx
      len2,,addr2
addr2: mask + values + character
```

The fields in addr2 are:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0-13	TC.MOD	The mask of the fields to change.
14-27	TC.VAL	The conditions read or set. See below for a list of condition bits.
28-35	TC.CHR	The ASCII character code to which the condition(s) applies.

Bits which may be selected for special conditions are:

<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>
31	TC.CLR	For control characters only, clears the input buffer when the character's interrupt is posted.
32	TC.DFR	Defer the character's interrupt type.
33	TC.OOB	An out-of-band character. This character causes an interrupt when received.
34	TC.NSA	Disable special action.
35	TC.BRK	Line break character.

Note that bit locations documented here are relevant to Function 36 (.TOSCS) only. The bit locations of this field are right-justified in the designated field; therefore, the specific bit locations will differ depending on the field defined for the specific function.

LSH offsets TC.MDO and TC.VLO are defined to shift bits into the correct positions for use in TC.MOD and TC.VAL (respectively).

37        .TOUNR     Allows reading of only already echoed characters. No further echoing occurs until an empty buffer is returned, a no input available return is taken, or a null character is returned. The argument block is:

          addr:     .TOUNR  
                  udx           ;terminal UDX

40        .TOASO     Sets counted ASCII output string mode. The argument block is identical to .TOISO, function 33, except for the function code.

41        .TODNT     Disconnects a network terminal, without hanging up the dataset.

1000      .TOOIP     Returns, in the ac, the output-in-progress bit (1 in Bit 35 if output is in progress, otherwise ac=0).

1001      .TOCOM     Returns, in the ac, the monitor-mode bit (1 in bit 35 if terminal is in monitor mode, otherwise ac=0).

1002      .TOXON     Returns, in the ac, the papertape bit (1 in bit 35 if terminal is in papertape mode, otherwise ac=0). To set the bit, use .TOXON+.TOSET; the monitor reads the bit from .TOAR2. When this bit is set, the functions of CTRL/S and CTRL/Q are defined to control the papertape. If CTRL/S and CTRL/Q were defined previously for stopping and continuing terminal output, these functions are temporarily superseded by the papertape function. When you clear .TOXON, the terminal output function is restored.

1003      .TOLCT     Returns, in the ac, the lowercase translation bit (1 in bit 35 if no lowercase capability, otherwise ac=0). To set the bit, use .TOLCT+.TOSET; the monitor reads the bit from .TOAR2.

1004      .TOSLV     Returns, in the ac, the slave bit (1 in bit 35 if the terminal is slaved, otherwise ac=0). To set the bit, use .TOSLV+.TOSET; the monitor reads the bit from .TOAR2.

1005      .TOTAB     Returns, in the ac, the tab-capability bit for the terminal (1 in bit 35 if the terminal has tab capability, otherwise ac=0). To set the bit, use .TOTAB+.TOSET; the monitor reads the bit from .TOAR2.

1006      .TOFRM     Returns, in the ac, the formfeed-capability bit for the terminal (1 in bit 35 if the terminal performs formfeeds, otherwise ac=0). To set the bit, use .TOFRM+.TOSET; the monitor reads the bit from .TOAR2.

1007      .TOLCP     Returns, in the ac, the local-copy bit for the terminal (1 in bit 35 if the monitor is not echoing characters; otherwise, ac=0). To set the bit, use .TOLCP+.TOSET; the monitor reads the bit from .TOAR2.

- 1010 .TONFC Returns, in the ac, the free CRLF bit for the terminal (1 in bit 35 if free CRLFs are not performed, otherwise ac=0). To set the bit, use .TONFC+.TOSET; the monitor reads the bit from .TOAR2. The free CRLF (carriage-return/line-feed) is placed in the terminal output buffer when the maximum width of the line is reached. Set the terminal line width using .TOWID, SET TTY WIDTH monitor command, or by setting the terminal type. The default setting depends on the terminal type.
- 1011 .TOHPS Returns, in the ac, the horizontal position of the carriage or cursor (in the range 0 to octal 377).
- 1012 .TOWID Returns, in the ac, the carriage width for the terminal (in the range 16 to 255 decimal). To set this value, use .TOWID+.TOSET; the monitor reads the width from .TOAR2.
- 1013 .TOSND Returns, in the ac, the GAG bit for the terminal (1 in bit 35 if NOGAG, otherwise ac=0). To set this bit, use .TOSND+.TOSET; the monitor reads the bit from .TOAR2. Refer to the SET TTY monitor command in the Commands Manual.
- 1014 .TOHLF Returns, in the ac, the half-duplex bit for the terminal (1 in bit 35 if the terminal is in half-duplex mode, otherwise ac=0). (Obsolete.)
- 1015 .TORMT Returns, in the ac, the remote bit for the terminal (1 in bit 35 if the terminal is remote, otherwise ac=0). To set this bit, use .TORMT+.TOSET; the monitor reads the bit from .TOAR2. Your program must have [1,2], JACCT, or POKE privileges to set this bit. This bit cannot be set through FRCLIN or on the CTY.
- Refer to the SET TTY monitor command in the Commands Manual.
- 1016 .TODIS Returns, in the ac, the display bit for the terminal (1 in bit 35 if the terminal is a display device, otherwise ac=0). To set this bit, use .TODIS+.TOSET; the monitor reads the bit from .TOAR2. You may set this bit to indicate that the terminal is a display terminal if the following are true:
- o The terminal can backspace the cursor.
  - o A space character on the terminal erases the character pointed to by the cursor.
- Refer to the SET TTY monitor command in the Commands Manual.
- 1017 .TOFLC Returns, in the ac, the filler class code for the terminal (in the range 0 to 3). To set the code, use .TOFLC+.TOSET; the monitor reads the code from .TOAR2. Refer to the SET TTY monitor command in the Commands Manual.

- 1020 .TOTAP Returns, in the ac, the papertape-enable bit for the terminal (1 in bit 35 if papertape is enabled, otherwise ac=0). To set this bit, use .TOTAP+.TOSET; the monitor reads the bit from .TOAR2. Refer to the SET TTY monitor command in the Commands Manual.
- 1021 .TOXNF Process XON/XOFF signals from the terminal. Returns, in the ac, the bit setting for paged display mode (1 in bit 35 if the terminal is in paged display mode, otherwise ac=0). To set this bit, use .TOXNF+.TOSET; the monitor reads the bit from .TOAR2.
- 1022 .TOSTP Returns, in the ac, the output-stopped bit for the terminal (1 in bit 35 if output has stopped, otherwise ac=0). The output-stopped bit is set when, for example, the terminal reaches its page limit.
- 1023 .TOPSZ Obsolete. Use .TOLNB or .TOSSZ instead.
- 1024 .TOPCT Returns, in the ac, the value of the page counter (in the range 0 to 63).
- 1025 .TOBLK Returns, in the ac, the bit setting for blank line handling (1 in bit 35 if multiple blank lines are to be reduced to one blank line, otherwise ac=0). To set the bit, use .TOBLK+.TOSET; the monitor reads the bit setting from .TOAR2.
- 1026 .TOALT Returns, in the ac, the bit setting for ESCape (altmode) character handling (1 in bit 35 if no conversion, 0 if the ASCII codes 175 and 176 are converted to 033). To set the bit, use .TOALT+.TOSET; the monitor reads the bit setting from .TOAR2.
- 1027 .TOAPL Returns, in the ac, the bit setting for APL mode (1 in bit 35 if in APL mode, otherwise ac=0). To set the bit, use .TOAPL+.TOSET; the monitor reads the bit setting from .TOAR2.
- 1030 .TORSP Returns, in the ac, the code for the terminal's receive speed. To set the code, use .TORSP+.TOSET; the monitor reads the code from .TOAR2. The codes and their meanings are:

<u>Code</u>	<u>Symbol</u>	<u>Speed</u>
1	.TO005	50 baud.
2	.TO007	75 baud.
3	.TO011	110 baud.
4	.TO013	134.5 baud.
5	.TO015	150 baud.
6	.TO020*	200 baud.
7	.TO030	300 baud.
10	.TO060	600 baud.
11	.TO120	1200 baud.
12	.TO180	1800 baud.
13	.TO240	2400 baud.
14	.TO480	4800 baud.
15	.TO960	9600 baud.
16	.TOEXA	External A.
17	.TOEXB	External B.

- 1031 .TOTSP Returns, in the ac, the code for the terminal's transmit speed. To set the code, use .TORSP+.TOSET; the monitor reads the code from .TOAR2. The codes and their meanings are the same as those for the .TORSP function above.
- 1032 .TODBK Returns, in the ac, the bit setting for the terminal's debreak capability (1 in bit 35 if debreak is enabled, otherwise ac=0). To set the bit, use .TODBK+.TOSET; the monitor reads the bit setting from .TOAR2. (Obsolete: meaningful for model 2741 terminals only.)
- 1033 .TO274 Returns, in the ac, the bit to show whether the terminal is a 2741 (1 in bit 35 if so, otherwise ac=0). To set the bit, use .TO274+.TOSET; the monitor reads the bit from .TOAR2. Obsolete, because the 2741 terminal is no longer supported.
- 1034 .TOTDY Returns, in the ac, the terminal's TIDY setting (1 in bit 35 if TIDY, 0 if NOTIDY). (Obsolete: meaningful for model 2741 terminals only.)
- 1035 .TOACR Returns, in the ac, the auto-CRLF column number. If this value is not zero, the first space character received from the terminal, after the specified column, is converted to a carriage-return/line-feed sequence. If the value in the ac is zero, no automatic conversion on input is performed. To set this value, use .TOACR+.TOSET. Include the column number in .TOAR2 as a decimal value from 0 to 255.
- 1036 .TORTC Returns, in the ac, the bit for CTRL/R and CTRL/T compatibility (0 in bit 35 if compatibility is enabled, otherwise ac=1). To set the bit, use .TORTC; the monitor reads the bit from .TOAR2.
- 1037 .TOPBS Returns, in the ac, the word containing the PIM (packed image mode) break set (four 9-bit bytes). To set this word, use .TOPBS+.TOSET; the monitor reads the word from .TOAR2. If the ninth bit of the argument is set, the bytes are compared as 7-bit bytes. If the ninth bit is clear, the bytes are compared as 8-bit bytes.
- 1040 .TODEM Returns, in the ac, the bit showing the deferred-echo mode (1 in bit 35 if echo is deferred until input is required, otherwise ac=0). To set this bit, use .TODEM+.TOSET; the monitor reads the bit from .TOAR2.
- 1041 .TOTRM Returns, in the ac, the SIXBIT terminal type. To set the terminal type code, use .TOTRM+.TOSET; the monitor reads the SIXBIT name of the terminal type from .TOAR2. The valid terminal types may be obtained from GETTAB table .GTTNM.
- 1042 .TOBCT Returns, in the ac, number of commands processed in the left half, and the number of break characters received in the right half.
- 1043 .TOICT Returns, in the ac, number of input characters received.

## TRMOP. [CALLI 116]

1044	.TOOCT	Returns, in the <u>ac</u> , number of output characters sent.
1045	.TOOSU	Returns, in the <u>ac</u> , output suppression state (CTRL/O). (This is Bit 35 in the argument word .TOAR2.)
1046	.TOFCS	Returns, in the <u>ac</u> , Full Character Set bit. This bit can be set by the user.
1047	.TOBKA	"Break on all characters" mode. If this is off, the break occurs on each line. If it is set, breaks occur on each character.
1050		Reserved for use by DIGITAL.
1051		Reserved for use by DIGITAL.
1052	.TOTIC	Returns number of characters in input buffer.
1053		Reserved for use by DIGITAL.
1054	.TOBKC	Returns number of break characters in input buffer.
1055	.TOECC	Returns number of unprocessed (unechoed) characters in input buffer.
1056	.TOTTC	Returns total number of characters in monitor's input buffer.
1057	.TOTOC	Returns total number of characters in monitor's output buffer.
1060	.TOLNB	Returns length of terminal form/page. This bit can be set by the user.
1061	.TOLNC	Returns number of lines remaining in page. This bit can be set by the user.
1062	.TOSSZ	Returns stop size (number of lines to output) for automatic CTRL/S. This can be set by the user.
1063	.TOSTC	Returns page stop counter (number of lines remaining on page). This can be set by the user.
1064-1066		Reserved for use by DIGITAL.
1067	.TOSTO	Specifies that output will stop after the number of lines specified for .TOSSZ. This can be set by the user.
1070	.TOSST	Does not reset page stop counters after CTRL/S and CTRL/Q. This can be set by the user.
1071	.TOSBL	Sounds terminal bell on automatic page stop. This can be set by the user.
1072	.TOFSP	Provides pseudo-terminals with the screen-editing facilities of a physical terminal. This is a read-only function.

- 1073 .TOOFL Returns offline bit. If 0 is returned in the ac, the terminal exists. This is a read-only function.
- 1074 .TOECH Returns echo status. If set, echoing is enabled. This can be set by the user.
- 1075 .TOAPC Returns asynchronous port characteristics. This is a read-only function.

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
0	.TOUNK	Unknown.
1	.TOHWD	Hard-wired.
2	.TODSD	Dataset line.
3-4		Reserved
5	.TOADL	Auto-dial.
6		Reserved.
7	.TONRT	NRTSER line.
10	.TOLAT	LAT line.
11	.TOCTM	CTERM line.

- 1076 .TOUNP Enables unpaue character; continues output after CTRL/S. (The enabled character is interpreted, on input, like CTRL/Q.)
- 1077 .TOESC Enables ESCape character (behaves like ESC key). In other words, the enabled character is interpreted, on input, as the ESCape character, (ASCII character 033).
- 1100 .TOSWI Enables two-character switch sequence.
- 1101 .TO8BT Enables 8-bit terminal processing.
- 1102 .TO8BI Enables 8-bit I/O mode on a terminal.
- 1103 .TOQOT Enables the terminal quote (^V) character. This character, when combined with any other character, behaves as a single character. A ^V-character combination is deleted by a single rubout, and echoes as one character. ^V suppresses special action on the next character you type. The character is echoed without being processed.
- 1104 .TOMXT Returns maximum idle time before an automatic disconnect. This can be set by a user with [1,2]/JACCT or POKE. privileges.
- 1105 .TOADT Returns time remaining before automatic disconnect. This cannot be set by the user.
- 1106 .TOCLE Enables command-level echoing.
- 1107 .TOEDT Enables edit buffer (reserved for DIGITAL).
- 1110 .TOTTN Returns the terminal type name (model name).
- 1111 .TOTCN Returns the terminal class name (read-only).

1112 .TOATR Reads and sets terminal attributes (bit definitions). The attributes are indicated by the bit settings in addr+2 of the argument list. The following attributes are defined:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0	TA.8BT	Eight-bit terminal
1	TA.DIS	Display terminal
2	TA.OVR	Overprinting is supported.
3	TA.8BA	Eight-bit architecture is supported.
4	TA.NRC	National replacement character sets are supported.
5	TA.ISO	Eight-bit represents ISO/LATIN-1.
6	TA.LID	Line insertion/deletion are supported.
7	TA.CID	Character insertion/deletion are supported.
8	TA.SRM	Scrolling regions are supported.
9	TA.GAT	Guarded area transport is supported.
10	TA.SEM	Selective erase is supported.
11	TA.AVO	VT100 AVO option is supported or emulated.
12	TA.PPO	Printer port option is supported.
13	TA.GPO	Regis or graphics option is supported.
14	TA.SXL	Sixel graphics are supported.
15	TA.TEK	Emulates Tektronix 4010/4014.
16	TA.RCS	Dynamically redefinable character sets
17	TA.UDK	User-definable keys
18	TA.VFW	Variable forms width
19	TA.VFL	Variable forms length
20	TA.V52	Emulates the VT52 model terminal.
21	TA.ESL	Contains an extra status line.
22	TA.JTK	Contains the Katakana character set.
23	TA.TCS	Contains the DEC technical character set.
24	TA.TSI	Provides response to DEC terminal status interrogation.
25	TA.BMT	Allows block-mode transfers.
26	TA.BTA	Allows block-mode tranfers in ANSI-mode.
27	TA.HSR	Allows horizontal scrolling.
28	TA.UWN	User-definable windows are supported.
29	TA.SSU	Multiple sessions are supported.
30	TA.CLR	Supports a color terminal screen.
31	TA.NKB	Terminal has no keyboard (such as the LN03 asynchronous printer).

1113 .TOAT2 Reads and sets terminal attributes (stored in bytes). The argument word is formatted as:

<u>Bits</u>	<u>Symbol</u>	<u>Contents</u>												
0-2	T2.LDT	Type of locator device:												
		<table border="1"> <thead> <tr> <th><u>Code</u></th> <th><u>Symbol</u></th> <th><u>Meaning</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>.T2UNK</td> <td>Unknown</td> </tr> <tr> <td>1</td> <td>.T2MOU</td> <td>Mouse</td> </tr> <tr> <td>2</td> <td>.T2TAB</td> <td>Tablet</td> </tr> </tbody> </table>	<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>	0	.T2UNK	Unknown	1	.T2MOU	Mouse	2	.T2TAB	Tablet
<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>												
0	.T2UNK	Unknown												
1	.T2MOU	Mouse												
2	.T2TAB	Tablet												
3-6	T2.ACL	ANSI level to which the terminal conforms.												
7-10	T2.DCL	DEC-conformance level.												

1114 .TOAT3 Reads and sets terminal-attributes defined at customer-site. Symbols should be defined as T3.xxx.

#### SKIP RETURN

The monitor performs the function.

#### ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
0	TOILF%	Illegal function code.
1	TOPRC%	Not privileged.
2	TORGB%	Illegal range.
3	TOADB%	Illegal argument list address or length.
4	TOIMP%	Line is not a dataset line.
5	TODIL%	Error in dialing routine.
6	TOTNA%	Terminal not available.
7	TONBM%	Terminal is not in break set mode. You must set IO.ABS with the OPEN UJO before you can define and enable break characters.
10	TONIB%	Illegal byte size specified.
11	TONET%	Not a network-based terminal (not on a LAT, a DECnet node, or an ANF-10 remote station).

TRPSET [CALLI 25]

## 22.173 TRPSET [CALLI 25]

### FUNCTION

Prevents jobs other than the calling job from running. You can (if you have the JP.TRP privilege) use this call to guarantee fast response to realtime interrupts.

For a complete discussion of realtime traps and related programming practices, see Chapter 9, Volume 1.

### CALLING SEQUENCE

```
        MOVE    ac, [XWD len, addr]
        TRPSET  ac,
            error return
            skip return
addr:   JSR     address
        BLKI   address
```

In the calling sequence, the program supplies the following variables:

- o len is the length of the argument list.
- o addr is the address of the argument list.
- o address is the address of a location to be patched to trap directly to your program. This address must be in the range 40 to 57 (octal).

### SKIP RETURN

The monitor has suspended execution of other jobs.

### ERROR RETURN

The error return occurs if the TRPSET call is not implemented, or if your job is not privileged.

### RELATED CALLS

- o HPQ
- o LOCK
- o RTTRP
- o UJEN

**22.174 TSK. [CALLI 177]**FUNCTION

Performs miscellaneous functions for network nodes. This monitor call can be used by applications that wish to perform non-blocking connects and disconnects. Also, it can be used by applications translating ANF-10 protocol into another protocol. These applications usually require more control over the connect message than that provided by the standard LOOKUP/ENTER sequence.

The TSK. monitor call is an alternative to using the LOOKUP/ENTER method for opening/defining network links. Once the link enters the run state (.TKSOK), the normal OUT and IN monitor calls can be used to send or receive data over the network link. The TSK device cannot be designated as an MPX-controlled device, but asynchronous I/O can be performed.

Refer to Chapter 5 for more information about using the TSK. monitor call.

CALLING SEQUENCE

```

                MOVE    ac, [XWD length, addr]
                TSK.    ac,
                    error return
                    skip return
addr:          EXP     func-code      ;.TKAFN
                EXP     channo        ;.TKACH
                EXP     arg1          ;.TKAA1
                EXP     arg2          ;.TKAA2
                EXP     arg3          ;.TKAA3

```

In the calling sequence, the program supplies the following variables:

- o function is one of the function codes listed below.
- o channo is the I/O channel number on which the device TSK has been opened.

Each argument is an argument for the specified function code.

Most arguments will be pointers to Network Process Descriptors (NPDs), having the following format:

```

                XWD length, addr

```

- o length is the length of the NPD (must be at least 3).
- o addr is the location of the NPD.

Associated with each task link are two processes: the local process and remote process. The processes are named by the NPD. The format of the NPD is:

<u>Offset</u>	<u>Symbol</u>	<u>Meaning</u>
0	.TKNND	Node number (-1 implies any node, but is not valid when used in the remote passive NPD).
1	.TKNLN	Length of ASCII process name that follows (number of characters).
2	.TKNPN	First word of the ASCII process name.

TSK. [CALLI 177]

The following lists the function codes for TSK.:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>																		
1	.TKFRS	Returns the state of the link in <u>arg1</u> . The possible states are: <table><thead><tr><th><u>Code</u></th><th><u>State</u></th><th><u>Meaning</u></th></tr></thead><tbody><tr><td>0</td><td>.TKSID</td><td>The link is idle. The call destroys the contents of <u>arg2</u> and stores the reason for the disconnect. <u>arg3</u> is unchanged.</td></tr><tr><td>1</td><td>.TKSCI</td><td>The link is waiting for a connect initiate message. It returns the local NPD in the area pointed to by <u>arg2</u>. It returns the remote NPD in the area pointed to by <u>arg3</u>.</td></tr><tr><td>2</td><td>.TKSCC</td><td>The link is waiting for a connect confirmation message. It returns the local NPD at the location specified in <u>arg2</u> and the remote NPD at the location specified in <u>arg3</u>.</td></tr><tr><td>3</td><td>.TKSOK</td><td>The link is operational. It returns the local NPD at the location specified in <u>arg2</u> and the remote NPD at the location specified in <u>arg3</u>.</td></tr><tr><td>4</td><td>.TKSDC</td><td>The link is waiting for a disconnect confirmation message. It returns the local NPD at the location specified in <u>arg2</u> and the remote NPD at the location specified in <u>arg3</u>.</td></tr></tbody></table>	<u>Code</u>	<u>State</u>	<u>Meaning</u>	0	.TKSID	The link is idle. The call destroys the contents of <u>arg2</u> and stores the reason for the disconnect. <u>arg3</u> is unchanged.	1	.TKSCI	The link is waiting for a connect initiate message. It returns the local NPD in the area pointed to by <u>arg2</u> . It returns the remote NPD in the area pointed to by <u>arg3</u> .	2	.TKSCC	The link is waiting for a connect confirmation message. It returns the local NPD at the location specified in <u>arg2</u> and the remote NPD at the location specified in <u>arg3</u> .	3	.TKSOK	The link is operational. It returns the local NPD at the location specified in <u>arg2</u> and the remote NPD at the location specified in <u>arg3</u> .	4	.TKSDC	The link is waiting for a disconnect confirmation message. It returns the local NPD at the location specified in <u>arg2</u> and the remote NPD at the location specified in <u>arg3</u> .
<u>Code</u>	<u>State</u>	<u>Meaning</u>																		
0	.TKSID	The link is idle. The call destroys the contents of <u>arg2</u> and stores the reason for the disconnect. <u>arg3</u> is unchanged.																		
1	.TKSCI	The link is waiting for a connect initiate message. It returns the local NPD in the area pointed to by <u>arg2</u> . It returns the remote NPD in the area pointed to by <u>arg3</u> .																		
2	.TKSCC	The link is waiting for a connect confirmation message. It returns the local NPD at the location specified in <u>arg2</u> and the remote NPD at the location specified in <u>arg3</u> .																		
3	.TKSOK	The link is operational. It returns the local NPD at the location specified in <u>arg2</u> and the remote NPD at the location specified in <u>arg3</u> .																		
4	.TKSDC	The link is waiting for a disconnect confirmation message. It returns the local NPD at the location specified in <u>arg2</u> and the remote NPD at the location specified in <u>arg3</u> .																		

You may include a pointer (len,,addr) to the local NPD in arg2. You can include the pointer to the remote NPD in arg3. These words, however, are optional.

2 .TKFEP Enters the link into the passive state. The link must be in the .TKSID state. (If not, the error return includes the TKILS% error code.) The monitor reads and stores the local and remote NPDs pointed to by arg2 and arg3.

If, at a later time, the monitor receives a Connect Initiate message that "matches" the remote NPD, the following occurs:

- o The monitor deletes the remote NPD.
- o The monitor builds a new remote NPD from the information given in the connect message. The job can read the new NPD by using the .TKFRS function to determine the process that initiated the connection.

- o The monitor enters the link into the .TKSOK state.
- o The monitor issues a device on-line interrupt to the job if the job enabled this condition using the PSI system.

3           .TKFEA       Enters the link into the active state. Before issuing this function the link must be in the .TKSID state. All other states cause an error code (TKILS%) to be returned. When this code is issued, the monitor reads the local NPD pointed to by arg1 and the remote NPD pointed to by arg2. It then sends a Connect Initiate request to the node/task specified in the remote NPD. It puts the link into the .TKSCC state and takes the skip return. The link remains in the TKSCC state until a Connect Confirm or Disconnect function is issued.

If a Connect Confirm is issued, the monitor discards the remote NPD pointed to by arg2. It builds a new remote NPD using the information in the Connect Confirm message (so that it can be read by a .TKFRS function). The link is placed in the .TKSOK state and the controlling job is given a device on-line interrupt (if the condition was enabled using the PSI system).

If a Disconnect function is issued, the monitor discards both the local and remote NPD specifications. It places the link into the .TKSID (idle) state and gives the controlling job a device off-line interrupt (if the job enabled this condition using the PSI system).

4           .TKFEI       Enters the link into the idle state. This function is illegal for those tasks in .TKSDC or .TKSCC states and is a no-op for those already in the idle state (.TKSID). The monitor performs the following for those links in .TKSCI and .TKSOK states:

<u>State</u>	<u>Function</u>
.TKSCI	Both NPDs are released. The link state is set to .TKSID.
.TKSOK	A Disconnect Initiate is sent. The link state is set to .TKSDC.

When Disconnect Confirmed message is issued at a later time, the monitor frees both NPDs, sets the link state to .TKSID, and issues a "device off-line" interrupt.

- 5            .TKFWT       Puts the link into the wait state. If the link is in either the .TKSID or .TKSOK state, the monitor takes the skip return immediately. The monitor performs the following for those links in the other states:
- | <u>State</u> | <u>Function</u>   |
|--------------|---|
| .TKSCI       | Waits for a transition to the .TKSOK state and then returns.                |
| .TKSCC       | Waits for a transition to either the .TKSOK or .TKSID states, then returns. |
| .TKSDC       | Waits for a transition to .TKSID and then returns.                          |
- 6            .TKFOT       Performs output with control of message disassembly. This function is valid only for links in the .TKSOK state. This function performs an OUT monitor call on the specified channel. If the OUT is successful, the contents of the buffer will be sent without an EOF bit. If unsuccessful, the monitor places error code TKUDW% in the ac and returns the device status word in arg1.
- 7            .TKFIN       Performs input with message reassembly. This function is valid only for those links in the .TKSOK state. It performs an IN monitor call on the specified channel. If the IN is successful (non-skip return), and UU.DMR was not set on the OPEN, the monitor reads the message as one entire buffer and takes a skip return. If UU.DMR was set, the message is read without reassembly. If the IN fails, the monitor places error code TKUDW% in the ac and stores the device status word in ac+1.
- 10           .TKFRX       Returns the status of the link in arg1 (see .TKFRS for a list of codes) and the "segment size," or the maximum message size, in arg2. Note that the segment size is only returned if the link is in "OK" state (.TKSOK).

SKIP RETURN

The specified function has been performed.

ERROR RETURN

One of the following error codes is returned in the ac.

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
1	TKTNL%	TSKSER not loaded (intertask communication is not supported).
2	TKATS%	Argument list was too short.
3	TKUNP%	Insufficient privileges.
4	TKILF%	Illegal function.
5	TKILC%	Illegal channel (not a TSK device or channel not open).
6	TKILN%	Illegal NPD.
7	TKNTS%	NPD too short.
10	TKILS%	Function is illegal in this state.
11	TKNEFC%	Not enough monitor free-core to perform this function.
12	TKNFL%	No free links. (NETLAT is full.)
13	TKNXN%	Attempt to connect to a non-existent node.
14	TKUDW%	IN or OUT UUU (.TKFOT or .TKFIN) did not skip.

RELATED CALLS

NODE.

TTCALL [OPCODE 051]

## 22.175 TTCALL [OPCODE 051]

### FUNCTION

Passes the monitor a code for an extended set of calls; these calls perform terminal functions and are usually called TTCALLs.

Each defined TTCALL code also has a symbolic name; the TTCALLs are discussed in alphabetical order by their symbolic names in this section. For example, TTCALL 1, has the symbolic name OUTCHR; its function is discussed under the name OUTCHR in this section.

The TTCALLs and their symbolic names are:

<u>Symbol</u>	<u>TTCALL Function</u>
INCHRW	[TTCALL 0,]
OUTCHR	[TTCALL 1,]
INCHRS	[TTCALL 2,]
OUTSTR	[TTCALL 3,]
INCHWL	[TTCALL 4,]
INCHSL	[TTCALL 5,]
GETLCH	[TTCALL 6,]
SETLCH	[TTCALL 7,]
RESCAN	[TTCALL 10,]
CLRBFI	[TTCALL 11,]
CLRBFO	[TTCALL 12,]
SKPINC	[TTCALL 13,]
SKPINL	[TTCALL 14,]
IONEOU	[TTCALL 15,]

Note that TTCALL operations are performed only on physical terminals, not on a device with the logical name TTY.

**22.176 UGETF [OPCODE 073]**FUNCTION

Returns the block number of the next free block on a DEctape; the UGETF call is a no-op for other devices. Use FILOP. to perform UGETF for an extended I/O channel.

CALLING SEQUENCE

```

        UGETF  channo,addr
        return
addr:   . . .
        BLOCK  1

```

In the calling sequence, the program supplies the following variables:

- o channo is the channel number of an initialized device.
- o addr is the address of the location where the monitor will return a block number at addr.

RETURN

The block number of the next free block is returned at addr. If this call precedes an ENTER, the inter-block spacing factor used for output is reduced to that used for .SAV files. This function is used to reduce the number of times the tape must reverse direction when reading a large file.

RELATED CALLS

FILOP.

| UJEN [OPCODE 100]

| 22.177 UJEN [OPCODE 100]

| FUNCTION

| Dismisses a realtime interrupt from a user-supplied service routine,  
| if such a routine is in progress.

| CALLING SEQUENCE

        UJEN  
        return

| RETURN

| The monitor restores all accumulators and executes the instruction

        JEN     @counter

| In the calling sequence, the program supplies the counter, which is  
| the address of the program counter stored by a JSR instruction when  
| the interrupt occurred.

| Note that you can dismiss a user-mode interrupt with a JRST 12,  
| instruction.

| RELATED CALLS

- o RTRP
- o TRPSET

**22.178 UNLOK. [CALLI 120]**FUNCTION

Unlocks one or both segments for the current job. Your job can also be unlocked when the monitor implicitly executes a RESET for your program. This occurs in any of the following cases:

- o Your program executes a RUN monitor call.
- o You issue any of the monitor commands that invoke a program.

CALLING SEQUENCES

The UNLOK. monitor call allows two alternate calling methods. Format 1 is useful for unlocking a single segment or a low segment. Format 2 is used to unlock a list of multiple high segments.

Format 1

```

MOVE      ac, [XWD high, low]
UNLOK.   ac,
        error return
        skip return

```

In the accumulator, the left half (high) contains 1 to unlock the program's high segment. The right half (low) is set to unlock the low segment. If either half is 0, the segment's status is not changed.

Format 2

```

MOVE      ac, [-n, , addr]
UNLOK     ac,
        error return
        skip return
.
.
.
addr:     EXP      .UGSGL
          EXP      segment-number

```

In the accumulator, specify -n as the negative value of the number of words in the argument list and addr is the address of the argument list.

The first word of the argument list contains a function code (.ULSGL), followed by the list of segment numbers, stored in Bits 27-35 (UL.2SN). If UL.2SN is zero, the low segment is unlocked.

A high segment shared by several jobs cannot be unlocked unless the SN%LOK bit is off for all those jobs. This bit is bit 5 in GETTAB table 14, .GTSGN. This bit will be on for each job that issued the LOCK monitor call for the high segment, but has not issued a subsequent UNLOK. call for the high segment.

SKIP RETURN

The specified segments are unlocked and become eligible for swapping. Any existing meter points (set by the METER. monitor call) are cleared, and any real-time devices are reset. CORMAX is changed to show the newly available pages, if any.

| UNLOK. [CALLI 120]

| ERROR RETURN

| The error return with the ac unchanged occurs if the UNLOK. monitor call is not implemented on your system. You must use either a RESET or an EXIT monitor call instead.

| The error return is taken with error code 0 (ULNSH%) returned in the accumulator, if the indicated low segment requires non-sharable high-segments to be locked in memory.

| RELATED CALLS

- o LOCK
- o SEGOP.
- o PAGE.

**22.179 USETI [OPCODE 074]**FUNCTION

Specifies a block on disk or DECTape to be read, written, or updated. This function can also be performed by SUSET. and FILOP calls. (Use FILOP. to perform USETI on an extended I/O channel.)

The monitor call sequence for reading a file starting at a specific block is listed below:

```
LOOKUP
USETI
INPUT
```

The monitor call sequence for writing a file starting at a specific block is shown below:

```
ENTER
USETO
OUTPUT
```

The monitor call sequence for updating a file is:

```
LOOKUP
ENTER
USETO      ;or USETI
OUTPUT     ;or INPUT
```

If your job is privileged (that is, running with the JACCT bit set or running under [1,2]) and your program does not perform an ENTER before a USETO or a LOOKUP before a USETI, the monitor performs super I/O.

| This function is enabled and disabled with MONGEN symbol M.DSIO at the  
| end of the SYSGEN dialog. The IO.IMP bit is set in the I/O status  
| word if you attempt this call when the function has been disabled.  
| You can use FILOP. function .FOUSI to perform the function regardless  
| of whether it was disabled with MONGEN.

If your job is not privileged and your program does not perform an ENTER before a USETO or a LOOKUP before a USETI, the monitor sets IO.BKT in the I/O status word.

The OPEN-ENTER-USETI sequence does not perform super I/O. It returns an IO.IMP error. Likewise, an IO.IMP error results from OPEN-LOOKUP-USETO. Refer to Chapter 11, Volume 1, for more information about using file positioning calls.

CALLING SEQUENCE

```
USETI  channo,n
return
```

In the calling sequence, the program supplies the following variables:

- o channo is the channel number for an initialized device.
- o n is the number of the block to be used for I/O.

For DECTape, the block number is relative to the beginning of the tape.

## USETI [OPCODE 074]

For disk, n is a block number, when the file is open. When the call is not preceded by a LOOKUP, n is the address of a word where the block number is stored. This is a super-USETI call, because this method allows you to specify a block number, greater than 18 bits, relative to the beginning of the structure.

The action of the USETI call on disk devices is determined by the value of n as follows:

<u>Value</u>	<u>Meaning</u>
-n, n = 2 to 10 (octal)	The nth extended RIB is read.
-1	IO.EOF is set in the I/O status word, causing an end-of-file on the next INPUT. On the next OUTPUT, the data is appended to the file.
0	The prime RIB is read on the next INPUT.
1 to file size	The block specified is read on next INPUT. If the file size is greater than or equal to 777770, it is recommended that you use FILOP. function .FOUSI.
file size to 777770	The IO.EOF bit is set in the I/O status word, causing an end-of-file on the next INPUT.

### RELATED CALLS

- o FILOP.
- o SUSET.
- o USETO

### COMMON PROGRAMMING ERRORS

- o Not synchronizing I/O with USETI or USETO.
- o Not initializing a device on channo.

22.180 USETO [OPCODE 075]

FUNCTION

Selects a block on disk or DECTape to be written by an OUT monitor call. This function can be performed by SUSET. and FILOP. (Use FILOP. to perform USETO on an extended I/O channel.) Refer to the USETI UO and Chapter 11, Volume 1, for more information.

CALLING SEQUENCE

```

    USETO  channo,n
    return
  
```

In the calling sequence, the program supplies the following variables:

- o channo is the channel number for an initialized device.
- o n is the number of the I/O block.

For DECTape, n is the block number relative to the beginning of the tape.

For disk, n is a block number if a previous ENTER has been used to open a file. Otherwise, n is the address of a word that contains the block number relative to the beginning of the structure or unit (super-USETO), allowing you to specify a block number greater than 18 bits.

The action of the USETO call for disk is determined by the value of n as follows:

<u>Value</u>	<u>Meaning</u>
-n for n = 2 to 10 (octal)	Equivalent to a USETO 777776 to 777770; you may not write to the RIBs of a file.
-1	The most recently input or output block is re-written on the next OUTPUT.
0	The IO.BKT is set in the file status word.
1 to file size	The specified block is written on the next OUTPUT. If the file size is greater than or equal to 777777, it is recommended that you use FILOP. function .FOUSO.
file size to 777776	The monitor allocates all blocks from the block after file size to the block before the one specified. Each block allocated is written with zeros. The block specified is the next block written in the next OUTPUT.

RELATED CALLS

- o FILOP.
- o SUSET.
- o USETI

USETO [OPCODE 075]

COMMON PROGRAMMING ERRORS

- o Not synchronizing I/O with USETI or USETO.
- o Not initializing a device on channo.

**22.181 UTPCLR [CALLI 13]**FUNCTION

Clears a DEctape directory. Use FILOP. to perform UTPCLR on an extended I/O channel. The UTPCLR monitor call is a no-op for other devices.

CALLING SEQUENCE

```
    UTPCLR  channo,  
    return
```

In the calling sequence, the program supplies the channo, which is the channel number for an initialized device.

SKIP RETURN

The monitor clears the directory by clearing the first 83 words (except those 7-bit bytes describing blocks 0, 1, 2, 100, and 1102 through 1105 octal).

COMMON PROGRAMMING ERRORS

- o I/O to unassigned channel at user PC xxxxxx.
- o Forgetting to place the channel number in channo or forgetting the comma after channo.
- o Not initializing a DEctape on channo.

UTRP. [CALLI 174]

## 22.182 UTRP. [CALLI 174]

### FUNCTION

Sets or reads user trap instructions. This UO allows a user to handle non-zero section LUOs, arithmetic overflows, or pushdown list overflows by depositing instructions in locations 420, 421 and 422 in the UPMP. Usually these instructions are calls to user-supplied subroutines.

### CALLING SEQUENCE

```
                MOVE      ac, [XWD fcncode, addr]
                UTRP.    ac,
                    error return
                    skip return
                .
                .
addr:            length
                trapno
                trapinstr
                .
                .
                trapno
                trapinstr
```

In the calling sequence, the program supplies the following variables:

- o fcncode is one of the function codes described below.
- o addr is the address of the argument list.
- o length is the number of words in the argument list.
- o trapno is the number of a trap. Trap numbers are listed below.
- o trapinstr is the instruction to call the trap routine.

The function codes and their meanings are:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
0	.UTRED	Reads the contents of the trap location. A zero opcode cannot be used as a trap instruction, but a zero fullword here will restore monitor handling of the specific condition.
1	.UTSET	Sets the contents of the trap location.

The trap numbers are:

<u>Code</u>	<u>Symbol</u>	<u>Meaning</u>
0	.UTLUU	Stores the address of the 4-word LUUO trap block in the UPT.
1	.UTAOF	Arithmetic overflow trap instruction (location 421 in the UPMP).
2	.UTPOV	Pushdown list overflow trap instruction (location 422 in the UPMP).

#### SKIP RETURN

The specified traps are cleared or set.

#### ERROR RETURN

One of the following error codes is returned in the ac:

<u>Code</u>	<u>Symbol</u>	<u>Error</u>
1	UTIAD%	Illegal address.
2	UTUKF%	Unknown function.
3	UTITN%	Illegal trap number.
4	UTIUT%	Illegal user trap instruction.

#### RELATED CALLS

- o ABRENB
- o .JBINT trapping
- o PSI system

WAIT [CALLI 10]

## 22.183 WAIT [CALLI 10]

### FUNCTION

Causes program execution to wait until all data transmissions on a given channel are completed. Use FILOP. to perform WAIT on an extended I/O channel.

### CALLING SEQUENCE

```
        WAIT   channo,  
        return
```

In the calling sequence, the program supplies the channo, which is the channel number for an initialized device.

### SKIP RETURN

The monitor stops your program's execution until transmissions on the channel are completed.

### COMMON PROGRAMMING ERRORS

- o Using WAIT on a tape which is spacing (see MTWAT.).
- o Not initializing a device on channo.
- o Omitting the comma after channo.

## 22.184 WAKE [CALLI 73]

FUNCTION

Sets the wake bit for a specified job.

CALLING SEQUENCE

```

        MOVEI    ac, jobno
        WAKE     ac,
            error return
            skip return

```

In the calling sequence, the program supplies the jobno, which is the number of a logged-in job (use -1 for the current job).

You can design a real-time process control job to run other process control jobs when specific alarm conditions occur. WAKE can be called from an RTTRP job running at interrupt level; this allows the real-time job to wake its background quickly when necessary. See the RTTRP monitor call for restrictions on accumulators when calling from the interrupt level.

If your job does not have the required privileges, the error return occurs and the monitor clears the ac. A JACCT or [1,2] job may WAKE any job. If any condition enabled in the last HIBER call occurs, the wake bit for the job is set. At the next HIBER call, the wake bit is cleared and the monitor returns at the skip return immediately. The wake bit prevents the job from oversleeping a wake condition.

SKIP RETURN

The specified job is awake and resumes execution at the skip return for the HIBER call that made the job dormant.

ERROR RETURN

Your job did not have the required privileges. The ac is cleared.

RELATED CALLS

Refer to the HIBER monitor call.

WHERE [CALLI 63]

## 22.185 WHERE [CALLI 63]

### FUNCTION

Returns the node number for a device.

### CALLING SEQUENCE

```
      / MOVE      ac, [SIXBIT/device/] \
      | MOVEI     ac, channo             |
      \ MOVEI     ac, udx                 /
      WHERE      ac,
                error return
                skip return
```

In the calling sequence, the program supplies the following variables:

- o device is the SIXBIT physical or logical name of a device.
- o channo is the number of an initialized channel.
- o udx is the Universal Device Index for a device.

When your program specifies OPR as the device, the monitor returns the node number at which your job is logically located. Refer to the LOCATE command description in the Commands Manual.

When your program specifies CTY as the device, the monitor returns the node number of your job's host system.

When your program specifies TTY as the device, the monitor returns the node number to which your terminal is physically located.

### SKIP RETURN

The monitor returns the status flags for the node and the node number for the given device in the ac. The format of the returned word is:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0-12		Reserved for use by DIGITAL.
13	RM.SDU	Dial-up node.
14-17	RM.SUP	Status of the node:
	<u>Value</u>	<u>Symbol</u> <u>Status</u>
	1	.RMSUN      Not in contact with central site.
	2	.RMSUD      Down.
	4	.RMSUG      Loading.
	10	.RMSUL      Loaded.
18-35		Node number for device.

### ERROR RETURN

A nonexistent device was specified.

### RELATED CALLS

- o LOCATE
- o NODE.
- o NETOP.

## CHAPTER 23

### GETTAB TABLES

The TOPS-10 monitor maintains tables that contain system and job information. Values from some of these tables can be retrieved by a program using the GETTAB monitor call.

#### 23.1 HOW TO USE GETTAB TABLES

The calling sequence for GETTAB is:

```
MOVE    ac, [XWD index, table]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, you provide the following variables:

- o ac is an accumulator.
- o index is the index into the table, which may be a job number, a table item number, a high-segment number, or a class code, depending on the organization of the table.
- o table is the symbolic name of the desired table.

For those tables indexed by table item numbers, it is easier and more reliable to use the calling sequence:

```
MOVE    ac, [item]
GETTAB  ac,
        error return
        normal return
```

In this form of the calling sequence, item is the symbolic name of the desired item as defined in UUOSYM. Using this calling sequence eliminates the need to name both the table and the item desired.

For tables indexed by job or segment number, use the index -1 to specify the current job; use the index -2 to specify the job's current high segment.

In the following table descriptions, items marked by a number or a star in parentheses (such as (1) or (\*)) are described in more detail at the end of the table.

## GETTAB TABLES

### 23.2 HOW TO USE GETTAB SUBTABLES

This chapter describes the GETTAB subtables after each GETTAB table that points to them, including the calling sequence for reading the subtable.

Each subtable has a single entry in the GETTAB table. This entry returns  $\langle \text{length} \rangle \text{B}8 + \text{offset}$ , where length is the length of the subtable and offset is the first entry in the GETTAB table that corresponds to the subtable.

An example of the use of GETTAB subtables follows below:

```
TITLE      GTRSP - Example of CPU response sub-GETTAB
SUBTTTL   Hanley A. Strappman 13-June-80 /HAS

SEARCH    UUOSYM                ;Use standard symbols

T1=1
T2=T1+1
P1=5
P=17

PLN=100
ARRAY     PDL[PLN]              ;Length of program stack
                                      ;The program stack

NCPUS==6
                                      ;How many CPUs this program allows

GTRSP:    JFCL                    ;In case of CCL RUN
          RESET                   ;Reset the world
          MOVE     P, [IOWD PLN,PDL] ;Set up stack
          MOVSI    P1, -NCPUS      ;For loop control
LOOP:     HRRZ     T1, P1          ;Get number of next CPU
          PUSHJ    P, GETTIT       ;Get the data
          JRST     NEXT           ;No such table

;Insert here the code to process the data, then:

NEXT:     AOBJN    P1, LOOP        ;Go on to next CPU
          EXIT     ;Done

;Subroutine to return in T2 the number of TTY input-to-input
;UUO responses for the CPU specified by T1.

GETTIT:   LSH      T1, 1           ;Variables table numbers go up by twos
                                      ; (for example, .GTC1V=.GTC0V+2)
          MOVE     T2, [%CCRSP]    ;CPU0's subtable pointer
          ADD      T2, T1          ;CPU0's subtable pointer
          GETTAB   T2,             ;Get base index of subtable
          POPJ    P,              ; ??? Must be an old monitor
          JUMPE   T2, CPOPJ        ;No such subtable
          ADDI    T2, %CVRNI       ;Add entry offset to subtable base
          HRL     T2, T2           ;This becomes the item number
          HRRI    T2, .GTCOV       ;Right half is table number which
          ADD     T2, T1           ; equals <CPU0 index> + 2*<CPU number>
          GETTAB   T2,             ;Finally get the subtable entry
          POPJ    P,              ; ???Must be an old monitor
          AOS     (P)              ;Skip return means good data in T2
CPOPJ:    POPJ    P,
          END     GTRSP
```

### 23.3 ADDING ITEMS TO THE MONITOR'S GETTAB TABLES

System programmers can add words (items) to the monitor's GETTAB tables. The items added must have negative indexes, and must be added at the top of the table in the order  $-n$ ,  $-(n-1)$ ,  $-(n-2)$ , ...  $-2$ ,  $-1$ . When the monitor is assembled, the range of valid indexes for each table must begin with the lowest (most negative) index, and proceed to the highest index.

It is good programming practice to use a .UNV file containing symbols for these items for use in programs. This usage is similar to that of searching UUOSYM.UNV.

### 23.4 ADDING NEW GETTAB TABLES TO THE MONITOR

System programmers can add completely new GETTAB tables to the monitor. These tables must have negative table numbers, and must be added at the beginning of COMMON.MAC in the order  $-n$ ,  $-(n-1)$ ,  $-(n-2)$ , ...  $-2$ ,  $-1$ . When the monitor is assembled, the range of valid table numbers must begin with the lowest (most negative) table number, and proceed to the highest table number. Within these added tables, items must be indexed sequentially.

For example, the system programmer can add a new table with the number  $-1$ . This table must be added to the source code in the monitor module UUOCON. The items in this table could begin and end with negative indexes; for example, the indexes could begin with  $-14$  and end with  $-1$ . The items could begin with a negative index and end with a positive index; for example, the indexes could begin with  $-10$  and end with  $27$ . Or the items could begin and end with nonnegative indexes; for example the indexes could begin with  $0$  and end with  $15$ .

### 23.5 ALPHABETIC LISTING

Because GETTAB tables are often referred to by symbolic name, the following list of GETTAB tables is provided in alphabetical order:

<u>Symbol</u>	<u>Table No.</u>	<u>Description</u>
.GTABS	111	Address Break Word
.GTADR	1	Job Relocation and Protection
.GTBTX	206	BOOT Text String
.GTC0C	55	CPU0 CPU Data Block Constants
.GTC0V	56	CPU0 CPU Data Block Variables
.GTC1C	57	CPU1 CPU Data Block Constants
.GTC1V	60	CPU1 CPU Data Block Variables
.GTC2C	61	CPU2 CPU Data Block Constants
.GTC2V	62	CPU2 CPU Data Block Variables
.GTC3C	63	CPU3 CPU Data Block Constants
.GTC3V	64	CPU3 CPU Data Block Variables
.GTC4C	65	CPU4 CPU Data Block Constants
.GTC4V	66	CPU4 CPU Data Block Variables
.GTC5C	67	CPU5 CPU Data Block Constants
.GTC5V	70	CPU5 CPU Data Block Variables
.GTCAP	153	Job Capability Word
.GTCCM	204	Site-Specific Commands
.GTCHN	207	Channel Data Block Offsets
.GTCM2	43	SET Command Names
.GTCMP	112	Obsolete
.GTCMT	75	SET TTY Command Names

**GETTAB TABLES**

.GTCMW	101	SET WATCH Command Names
.GTCNF	11	System Configuration Table
.GTCNO	33	Charge Number
.GTCOJ	122	Obsolete
.GTCOM	30	Monitor Command Names
.GTCOR	27	Obsolete
.GTCQP	121	Scheduler Class Quota
.GTCRS	44	Hardware Status After Crash
.GTCRT	123	Class Runtime
.GTCTX	175	Context Table
.GTCVL	102	Current Page Limits
.GTDBS	21	Obsolete
.GTDCD	160	CONI/DATAI To Device Status Block
.GTDCF	116	Obsolete
.GTDCN	164	SET DEFAULT Command Argument(s)
.GTDDB	200	I/O Wait DDB
.GTDDH	211	Device Data Block Chain Headers
.GTDEV	24	Segment Device or Structure
.GTDFL	140	User Defaults for Job
.GTDVL	110	Obsolete
.GTEBR	132	EBOX Jiffy Remainder
.GTEBT	131	KL10 EBOX Time
.GTEDN	72	Ersatz Device Names
.GTENQ	127	ENQ/DEQ Statistics
.GTEQJ	163	ENQ/DEQ Queue Header
.GTETH	202	Ethernet Information
.GTFET	71	Feature Test Settings
.GTGTB	155	GETTAB Immediate
.GTIDX	154	Range of GETTAB Tables
.GTIMI	176	Job Page Count
.GTIMO	177	Swapped-Out Page Count
.GTIPA	104	IPCF Statistics
.GTIPC	77	IPCF Miscellaneous Data
.GTIPI	106	PID for [SYSTEM]INFO
.GTIPP	105	IPCF Pointers and Counts
.GTIPQ	107	IPCF Flags and Quotas
.GTISC	45	Swap-In Scan Tables
.GTJLT	130	LOGIN Time for Job
.GTJTC	120	Job Type and Scheduler Class
.GTKCT	5	Job Kilo-Core Ticks
.GTKDB	210	Controller Data Block Chain Headers
.GTLIM	40	Time Limit and Batch Status
.GTLOC	26	Remote Station Number
.GTLBS	165	Large Buffer Size
.GTLVD	16	Level D Disk Parameters
.GTMBR	134	MBOX Jiffy Remainder
.GTMBT	133	KL10 MBOX Time
.GTMVL	103	Maximum Page Limits
.GTNDB	161	Byte Pointers to Node Data Block
.GTNM1	31	User Name (first 6 characters)
.GTNM2	32	User Name (last 6 characters)
.GTNSW	12	Nonswapping Data Table
.GTNSP	172	Obsolete
.GTNTP	141	Network Performance Data
.GTNXM	205	Nonexistent Memory Bit Table
.GTOBI	157	WTO and Batch Data
.GTODP	15	ONCE-only Disk Parameters
.GTOSC	46	Swap-Out Scan Tables
.GTPC	152	Wait DDB and User PC
.GTPDB	162	Job PDB Word
.GTPID	76	Process Communication ID (IPCF)
.GTPPN	2	Job's PPN
.GTPRG	3	User Program Name
.GTPRV	6	Job Privilege Flags

.GTPTR	166	Program To Run
.GTQJB	42	Obsolete
.GTQQQ	41	Obsolete
.GTRCT	17	Disk Blocks Read
.GTRDI	136	Program Run Directory
.GTRDV	135	Program Run Device
.GTRFN	137	Program Run File name
.GTRS0	145	First SFD in Run Path
.GTRS1	146	Second SFD in Run Path
.GTRS2	147	Third SFD in Run Path
.GTRS3	150	Fourth SFD in Run Path
.GTRS4	151	Fifth SFD in Run Path
.GTRSP	50	Response Counter Table
.GTRTD	37	Realtime Status Words
.GTSCN	73	Scanner Data
.GTSDT	13	Swapping Data Table
.GTSGN	14	High Segment Parameters
.GTSG2	203	Obsolete
.GTSID	126	Special PID Table
.GTSLF	23	GETTAB Table Data
.GTSNA	74	Last SEND ALL in 9-bit
.GTSPA	142	Scheduler Performance Data
.GTSPL	36	Spooling Control Flags
.GTSPS	54	Status of Subsequent Processors
.GTSQ	125	Obsolete
.GTSQH	124	Obsolete
.GTSSC	47	Scheduler Scan Tables
.GTSST	115	Scheduler Statistics
.GTST2	117	Second Job Status Word
.GTSTS	0	Job Status Word
.GTSWP	7	Job Swapping Parameters
.GTSYS	51	System-Wide Data
.GTTCN	212	Terminal Class Names
.GTTDB	22	Obsolete
.GTTIM	4	User Runtime
.GTTMP	34	Obsolete
.GTTNM	156	Terminal Type Names
.GTTRQ	53	Time in Run Queue
.GTTTY	10	Job's Controlling Terminal
.GTUPM	100	Physical Page Number of UPMP
.GTUUC	144	Monitor Calls Executed
.GTVIR	201	Job's Virtual Size
.GTVKS	143	Virtual Kilo-Core Ticks
.GTVM	113	Virtual Memory Data
.GTVRT	114	Paging Rage
.GTWCH	35	Watch Bits
.GTWCT	20	Disk Blocks Written
.GTWHY	52	Operator Reload Comments
.GTWSN	25	Names of Wait States

### 23.6 TOPS-10 GETTAB TABLES

The remainder of this chapter describes the TOPS-10 GETTAB tables. For each table, the contents of the table, the indexing scheme, the GETTAB calling sequence, and a word map for the table are described. The description of each GETTAB table also includes the associated monitor table. The monitor tables are described in the TOPS-10 Monitor Tables descriptions, available in the TOPS-10 Software Notebook Set.

**GETTAB TABLES**

**.GTSTS - Job Status Word**  
GETTAB Table 0

CONTENTS

One word for each job running on the system, giving the status word for the job. (There is a second job status word in GETTAB table .GTST2, Number 117.) The bits in the job status word may vary from monitor to monitor; therefore you should not reference .GTSTS in a program that is monitor-independent.

INDEXED BY

Job number or segment number

| Monitor Table: JBTSTS

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTSTS]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is the number of a logged-in job (use -1 for the current job) or a high-segment number (use -2 for the current high segment).

```
|=====|
|                Job status                |
|=====|
```

The only documented bit in this word is JS.XO (Bit 25), which indicates a program that is execute-only. Refer to the Monitor Tables descriptions for more information about the job status bits.

**.GTADR - Job Relocation Word**  
 GETTAB Table 1

CONTENTS

One word for each job running on the system, giving the relocation memory address and the length of each job. vary from monitor to monitor; therefore you should not reference .GTADR in a program that is monitor-independent.

INDEXED BY

Job number or segment number.

Monitor Table: JBTADR

CALLING SEQUENCE

```

      MOVE    ac, [XWD jobno, .GTADR]
      GETTAB  ac,
             error return
             normal return
  
```

In the calling sequence, jobno is the number of a logged-in job (use -1 for the current job) or a high-segment number (use -2 for the current high segment).

```

| |=====| |
| | Length-1          | Job Relocation address |
| |=====|
  
```

**GETTAB TABLES**

**.GTPPN - Project-programmer Number**  
GETTAB Table 2

CONTENTS

One word for each job running on the system, giving the project-programmer number (PPN) for the job.

INDEXED BY

Job number or segment number.

Monitor Table: JBTPPN

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTPPN]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence jobno is the number of a logged-in job (use -1 for the current job) or a high-segment number (use -2 for the current high segment).

```
|=====|
|           Project-programmer number           |
|=====|
```

The project-programmer number is the job's PPN or the segment owner's PPN.

If the high segment's file is in an SFD, this word is returned as 0,,path-pointer, where path-pointer is a pointer to a path block in monitor memory. PEEK privileges are required to read the monitor's path block.

**.GTPRG - User Program Name**  
GETTAB Table 3

CONTENTS

One word for each job running on the system, giving the SIXBIT name of the current user program.

INDEXED BY

Job number or segment number.

| Monitor Table: JBTPRG

CALLING SEQUENCE

```

      MOVE    ac,[XWD jobno,.GTPRG]
      GETTAB  ac,
            error return
            normal return

```

In the calling sequence, jobno is the number of a logged-in job (use -1 for the current job) or a high-segment number (use -2 for the current high segment).

```

|=====|
|                SIXBIT program name                |
|=====|

```

For jobs, this is the program name that can be set by SETNAM. The default is the file name of the runnable program (.EXE file). For segments, this is the segment name. If the segment is not sharable, 0 is returned. If sharable, it is the file name of the .EXE file.

**GETTAB TABLES**

**.GTTIM - User Runtime**  
GETTAB Table 4

CONTENTS

One word for each job running on the system, giving the total runtime (in jiffies) for the job.

| INDEXED BY

| PDB Word

| Monitor Table: .PDTTM

CALLING SEQUENCE

```
MOVE    ac,[XWD jobno,.GTTIM]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is the number of a logged-in job (use -1 for the current job).

```
|=====|
|                Total runtime in ticks                |
|=====|
```

**.GTKCT - Job Kilo-Core Ticks**  
GETTAB Table 5

CONTENTS

One word for each job running on the system, giving the total kilo-core ticks for the job. This value is equivalent to the product of the number of clock ticks in the job's runtime and the average number of Ks of core used in each tick.

INDEXED BY

|  
|  
| PDB Word  
|

| Monitor Table: .PDKCT

CALLING SEQUENCE

```

      MOVE      ac, [XWD jobno, .GTKCT]
      GETTAB   ac,
              error return
              normal return

```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```

=====|
|              Kilo-core ticks              |
=====|

```

**GETTAB TABLES**

**.GTPRV - Job Privilege Flags**  
GETTAB Table 6

CONTENTS

One word for each job running on the system, giving the privilege bits for the job.

INDEXED BY

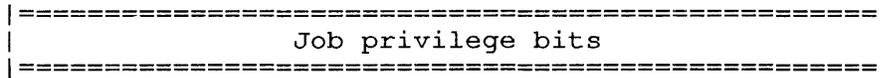
Job number.

Monitor Table JBTPRV

CALLING SEQUENCE

```
MOVE ac, [XWD jobno, .GTPRV]
GETTAB ac,
      error return
      normal return
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.



Privilege bits for each job are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Privilege</u>
0	JP.IPC	IPCF privilege.
1-2	JP.DPR	Highest disk priority for the job (a value in the range 0 to 3).
3	JP.MET	METER. privilege.
4	JP.POK	POKE. privilege.
5	JP.CCC	Privilege to change CPU specification with either a command or a monitor call.
6-9	JP.HPQ	Highest high-priority queue available to the job (a value in the range 0 to 17 octal).
10	JP.NSP	Device unspooling privilege.
11	JP.ENQ	ENQ/DEQ privilege (allows you to use -2 (.EQFGL) in the ENQ. block to set global privileges).
12	JP.ADM	System Administrator privilege (job can change REACT accounting files).
13	JP.RTT	RTRTP privilege.
14	JP.LCK	LOCK privilege.
15	JP.TRP	TRPSET privilege.
16	JP.SPA	PEEK and SPY privilege for any core.
17	JP.SPM	PEEK and SPY privilege for monitor core.

Bits in the right half are reserved for customer definition.



**GETTAB TABLES**

**.GTTY - Job's Controlling Terminal**  
GETTAB Table 10

CONTENTS

One word for each job running on the system, giving the controlling terminal for the job.

Restriction: The definitions of the bits in this table may vary from monitor release to monitor release; therefore you should not reference this GETTAB in a program that is monitor-independent.

INDEXED BY

Job number.

Monitor Table: TTYTAB

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTTY]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```
| |=====| |
| |   Reserved   | Controlling terminal's DDB |
| |=====|
```

The right half contains the address of the DDB for the job's controlling TTY. This is always the address of the DDB, even if the job is detached. If 0, there is no such job number.

**.GTCNF - System Configuration Table**  
GETTAB Table 11

CONTENTS

Data describing the current configuration of the system.

INDEXED BY

Item number.

Monitor Table: CNFTBL

CALLING SEQUENCE

```

MOVE      ac, [item]
GETTAB   ac,
          error return
          normal return

```

In the calling sequence, item is one of the symbols given in the word map below. When an item name is followed by a \*, that item is more fully described at the end of the table.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0,,11	%CNFG0	System name (1st of 5 ASCIZ words)
1,,11	%CNFG1	System name (2nd of 5 ASCIZ words)
2,,11	%CNFG2	System name (3rd of 5 ASCIZ words)
3,,11	%CNFG3	System name (4th of 5 ASCIZ words)
4,,11	%CNFG4	System name (5th of 5 ASCIZ words)
5,,11	%CNDF0	System creation date (1st of 2 ASCIZ words)
6,,11	%CNDF1	System creation date (2nd of 2 ASCIZ words)
7,,11	%CNTAP	SIXBIT name of system device
10,,11	%CNTIM	Encoded time of day in jiffies
11,,11	%CNDAT	Encoded date (15-bit binary format)
12,,11	%CNSIZ	System memory size (in words)
13,,11	%CNOPR	SIXBIT name of operator TTY
14,,11	%CNDEV	Start of DDB chain   Reserved
15,,11	%CNSJN	-(Max number of high segs)   Max number of current jobs
16,,11	%CNTWR	Two-register hardware and software flag
17,,11	%CNSTS*	Feature test switches   Switch states

**GETTAB TABLES**

20,,11	%CNSER	CPU0 serial number
21,,11	%CNNSM	Number of nanoseconds per memory cycle
22,,11	%CNPTY	Number of 1st PTY (CTY+1)   Number of PTYs in system
23,,11	%CNFRE	Pointer to bit map of core blocks
24,,11	%CNLOC	Address of low-segment core blocks
25,,11	%CNSTB	Obsolete
26,,11	%CNOPL	Pointer to line data block (LDB) of OPR TTY
27,,11	%CNTTF	Pointer to TTY free chunks
30,,11	%CNTTC	Number of TTY chunks   Address of 1st TTY chunk
31,,11	%CNTTN	Number of free TTY chunks
32,,11	%CNLNS	Pointer to current command TTY
33,,11	%CNLNP	-Number of TTY+PTY+CTY lines   Addr of LINTAB
34,,11	%CNVER	Monitor version number
35,,11	%CNDSC	-Len of dataset ctrl tbl   Address of control table
36,,11	%CNDLS	Obsolete
37,,11	%CNCCI	Obsolete
40,,11	%CNSGT	Ptr to last dormant seg deleted to free a seg number
41,,11	%CNPOK	Last location changed by a POKE. monitor call
42,,11	%CNPUC	Job that made last POKE.   Number of POKE.s made
43,,11	%CNWHY	SIXBIT reason, for last reload (operator input)
44,,11	%CNTIC	Number of clock ticks per second
45,,11	%CNPDB	Pointer to process data block (PDB) pointer tables
46,,11	%CNRTC	Resolution of runtime clock (units/sec)
47,,11	%CNCHN	Ptr to channel data block   Reserved
50,,11	%CNLMX	Maximum number of logged-in jobs allowed
51,,11	%CNBMX	Maximum number of batch jobs allowed
52,,11	%CNBMN	Minimum number of jobs reserved to batch
53,,11	%CNDTM	Date/time in universal date/time format
54,,11	%CNLNM	Number of jobs logged in
55,,11	%CNBNM	Number of batch jobs logged in

GETTAB TABLES

56,,11	%CNYER	Current year
57,,11	%CNMON	Current month
60,,11	%CNDAY	Current day of the month
61,,11	%CNHOR	Current hour (0-23)
62,,11	%CNMIN	Current minute (0-59)
63,,11	%CNSEC	Current second (0-59)
64,,11	%CNGMT	Offset from Greenwich Mean Time (such that %CNGMT +%CNDTM = GMT)
65,,11	%CNDBG *	Debug status
66,,11	%CNFRU	Number of free core blocks in use by monitor
67,,11	%CNTCM	Addr of last TTY chunk
70,,11	%CNCVN	Customer version number (JOB DAT loc. 136)
71,,11	%CNDVN	DIGITAL version number (JOB DAT loc. 137)
72,,11	%CNDFC	Number of DF10 data channels on the system
73,,11	%CNRTD	Number of realtime devices
74,,11	%CNHPQ	Number of high-priority queues
75,,11	%CNLDB	TTY device data blk wrd pointing to line data blk
76,,11	%CNMVO	Maximum vector offset for PISYS.
77,,11	%CNMIP	Maximum priority for PISYS.
100,,11	%CNMER	Offset of MTA err rep word   Address of 1st MTA DDB
101,,11	%CNET1	User address of exec AC T1 (for DAEMON)
102,,11	%CNLSL	Length of short device data block
103,,11	%CNLLD	Length of long device data block
104,,11	%CNLDD	Length of disk device data block
105,,11	%CNEXM	Addr in JOB DAT of last Examine or Deposit command
106,,11	%CNST2*	Software configuration flags
107,,11	%CNPIM	Minumum condition in PISYS.
110,,11	%CNPIL	Length of internal PITs
111,,11	%CNPIA	Address of JBTPIA
112,,11	%CNMNT*	Monitor type
113,,11	%CNOCR	Addr of 1st CDR DDB   Offset to card count
114,,11	%CNOCP	Addr of 1st CDP DDB   Offset to card count

**GETTAB TABLES**

115,,11	%CNPGS	Unit of core allocation (in words)
116,,11	%CNMMX	Maximum allowable CORMAX (total phys mem for all jobs)
117,,11	%CNNSC	Number of scheduler classes
120,,11	%CNUTF	Exponential user time factor
121,,11	%CNHSO	Address of start of monitor high segment
122,,11	%CNHSL	Length of monitor high segment
123,,11	%CNNWC	Number of words in core (highest addr of on-line mem)
124,,11	%CNNXM	AOBJN pointer to NXMTAB used to scan for zeros
125,,11	%CNNDDB	Addr of 1st network node data block
126,,11	%CNTKB	Offset in MTA KDB of addr of CDB
127,,11	%CNDDC	Offset into TTY DDB of character counts (Obsolete)
130,,11	%CNHDL	Obsolete
131,,11	%CNBTX	Address of reload .CCL text for BOOT
132,,11	%CNTDB	Offset in MTA UDB of addr of DDBs
133,,11	%CNMTK	Address of first MTA KDB in system (Obsolete)
134,,11	%CNCPU	Number of CPUs monitor was built for
135,,11	%CNDJB	Byte pointer to jobno in DDB
136,,11	%CNSUP	System uptime
137,,11	%CNBCP	Bootstrap CPU number
140,,11	%CNBCL	Bootstrap CTY line number
141,,11	%CNNCR	Number of CPUs allowed to run
142,,11	%CNMBS	Monitor bootstrap file structure (from BOOT)
143,,11	%CNMBF	Monitor bootstrap file name
144,,11	%CNMBX	Monitor bootstrap file extension
145,,11	%CNMBD	Monitor bootstrap file directory
146,,11	%CNBPM	Maximum number of SNOOP. breakpoints allowed
147,,11	%CNMXF	First free virtual address above the monitor
150,,11	%CNLVO	Virtual address where LDBs start
151,,11	%CNHXC	Maximum number of FILOP. extended channels
152,,11	%CNVSH	Monitor virtual start address of high segment
153,,11	%CNRST	Universal date/time of last role switch on multiple CPU systems

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154,,11	%CNDCH	Offset into LDB of LDBDCH
155,,11	%CNSF1	Monitor bootstrap 1st SFD
156,,11	%CNSF2	Monitor bootstrap 2nd SFD
157,,11	%CNSF3	Monitor bootstrap 3rd SFD
160,,11	%CNSF4	Monitor bootstrap 4th SFD
161,,11	%CNSF5	Monitor bootstrap 5th SFD
162,,11	%CNFLN	TTY number of FRCLIN
163,,11	%CNPNP	Pointer to PTY table
164,,11	%CNCAT	Pointer to network link address table
165,,11	%CNLPD	Length of PDB
166,,11	%CNJPK*	Max. size of JOBPEK transfers
167,,11	%CNDAE*	Previous and current monitor versions
170,,11	%CNHSH	AOBJN pointer to ENQ. HSHTAB
171,,11	%CNACS	Offset to PDB for account string
172,,11	%CNTOP	Pointer to TRMOP. dispatch table
173,,11	%CNSFD	Pointer to JBTSFD
174,,11	%CNCIP	Pointer to CIPWT
175,,11	%CNPRV	Privilege word to be used by privileged jobs (FRCLIN, INITIA)
176,,11	%CNCV1	First word of CTERM version string (8-bit)
177,,11	%CNCV2	Second word of CTERM version string (8-bit)
200,,11	%CNLHN	Pointer to LAT host node data base
201,,11	%CNIVM	"AND" mask for .GTIMI/.GTIMO/.GTVIR
202,,11	%CNACB	Address of first Allocation Control Block
203,,11	%CNAHB	Address of first Allocation Header Block
204,,11	%CNIDB	Address of IPA20 DRAM dump buffer
205,,11	%CNDTT	System-default terminal type
206,,11	%CNSUM	System update, in milliseconds
207,,11	%CNREM	Offset of LDBREMs in Line Data Blocks
210,,11	%CNK4S	Offset of UNIK4S in Line Data Blocks
211,,11	%CNOPT	SIXBIT startup option

## GETTAB TABLES

The items in the configuration table are defined below:

<u>Item</u>	<u>Symbol</u>	<u>Contains</u>
17	<u>%CNSTS</u>	Feature test switch flags and switch state flags are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Feature or State</u>
0	ST%DSK	Disk system.
1	ST%SWP	Swapping system.
2	ST%LOG	LOGIN system.
3	ST%FTT	Full duplex TTY software.
4	ST%PRV	Privileged features exist.
5	ST%TWR	Software is two-segment (reentrant).
6	ST%CYC	System clock runs at 50 Hz.
9	ST%TDS	Type of disk system: 0 = 4-series 1 = 5-series 2 = spooled disk
10	ST%IND	Independent PPNs on disk.
11	ST%IMG	Image mode supported on TTYs.
12	ST%DUL	Dual-processor system.
13	ST%MRB	Multiple RIBs supported.
14	ST%HPT	High-precision time accounting supported.
15	ST%EMO	Monitor overhead excluded from accounting.
16	ST%RTC	System has realtime clock (DK10).
17	ST%MBF	System supports FOROTS.
18-25		Reserved.
26	ST%NDL	No automatic down-line load of DC72, DC71, and DAS80 series remote stations.
27	ST%NOP	No operator coverage.
28	ST%NSP	Device unspooling allowed without privilege.
29	ST%ASS	System assigning/initializing restricted devices allowed.
32	ST%NRT	No remote TTYs.
33	ST%BON	Batch jobs only.
34	ST%NRL	No remote logging-in.
35	ST%NLG	No logging-in except operator CTY.

65	<u>%CNDBG</u>	Debugging flags are as follows:
----	---------------	---------------------------------

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0	ST%DBG	System debugging allowed.
1	ST%RDC	Reload system on DEBUG stopcode.
2	ST%RJE	Reload system on JOB stopcode.
3	ST%NAR	No automatic reloading.
4	ST%CP1	Reload on CPU stopcode.
5	ST%DDC	Disable the dump function on a DEBUG stopcode.
6	ST%DJE	Disable the dump function on a JOB stopcode.
7	ST%DCP	Disable the dump function on a CPU stopcode. 8-14 Reserved.
15	ST%RLD	Last stopcode that caused a reload.
16-17		Reserved.
18	ST%BP0	CPU0 can enter EDDT mode using XCT .C0DDT.

GETTAB TABLES

19	ST%BP1	CPU1 can enter EDDT mode using XCT .C1DDT.
20	ST%BP2	CPU2 can enter EDDT mode using XCT .C2DDT.
21	ST%BP3	CPU3 can enter EDDT mode using XCT .C3DDT.
22	ST%BP4	CPU4 can enter EDDT mode using XCT .C4DDT.
23	ST%BP5	CPU5 can enter EDDT mode using XCT .C5DDT.
77B23	ST%BPT	Mask for all CPU breakpoint bits.

106    %CNST2    Configuration feature flags are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Feature</u>
5	ST%NSE	Disable KS10 soft memory error messages.
6	ST%END	DECnet is running as an Ethernet end node.
7	ST%NPP	Disabled starting primary protocol on DTEs.
8	ST%RCM	Restricted commands monitor.
9	ST%EXA	Extended addressing in effect.
10	ST%D36	Monitor has DECnet Phase III code.
11	ST%KLP	Monitor uses KL-paging.
12	ST%MDA	Mountable device allocation is in effect.
13	ST%LSC	Low segment of monitor is cached.
14	ST%ACV	Account validation.
15	ST%NER	Version 6.03 error reporting.
16	ST%NCS	Scheduler is not a class system scheduler.
17	ST%ITA	Interval timer available.
18	ST%NDN	Network devices have names of the form ggg $\bar{nn}$ u, where ggg is a generic device name (such as TTY), $\bar{nn}$ is the last two digits of the node number, and $\bar{u}$ is the unit number.
19	ST%XPI	PI time excluded from runtime.
20	ST%ERT	EBOX/MBOX runtime (KL10 only).
21	ST%EXE	.EXE files written by SAVE and SSAVE.
22	ST%NJJ	System uses 9-bit job numbers.
23	ST%EER	Extended error reporting.
24	ST%TAP	TAPSER included in monitor.
25	ST%MBE	Massbus error reporting.
26	ST%GAL	GALAXY supported.
27	ST%ENQ	ENQ./DEQ. monitor calls included.
28	ST%SHC	Scheduler is a class type scheduler.
29	ST%NSE	Nonsuperseding ENTER call.
30	ST%MSG	MPX channels supported.
31	ST%PSI	Software interrupt supported.
32	ST%IPC	IPCF supported.
33	ST%VMS	VMSER included in monitor.
34	ST%MER	Magtape error reporting.
35	ST%SSP	Swapping done in page units.

**GETTAB TABLES**

112     %CNMNT   Monitor type flags are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Monitor Type</u>																		
0	CN%MNX	Unknown monitor.																		
77B23	CN%MNT	Monitor type:																		
		<table border="0"> <thead> <tr> <th><u>Value</u></th> <th><u>Symbol</u></th> <th><u>Type</u></th> </tr> </thead> <tbody> <tr> <td>1</td> <td>.CNT10</td> <td>TOPS-10</td> </tr> <tr> <td>2</td> <td>.CNITS</td> <td>ITS</td> </tr> <tr> <td>3</td> <td>.CNTNX</td> <td>TENEX</td> </tr> <tr> <td>4</td> <td>.CNT20</td> <td>TOPS-20</td> </tr> <tr> <td>5</td> <td>.CNTCX</td> <td>TYMCOM-X</td> </tr> </tbody> </table>	<u>Value</u>	<u>Symbol</u>	<u>Type</u>	1	.CNT10	TOPS-10	2	.CNITS	ITS	3	.CNTNX	TENEX	4	.CNT20	TOPS-20	5	.CNTCX	TYMCOM-X
<u>Value</u>	<u>Symbol</u>	<u>Type</u>																		
1	.CNT10	TOPS-10																		
2	.CNITS	ITS																		
3	.CNTNX	TENEX																		
4	.CNT20	TOPS-20																		
5	.CNTCX	TYMCOM-X																		
24-29	CN%MNS	DIGITAL monitor subtype.																		
30-35	CN%MNC	Customer monitor subtype.																		

This word is used by operating systems that have TOPS-20 UJO compatibility packages.

For example, a calling sequence to read this word may be:

```

MOVE ac, [112,,11]
GETTAB ac,
    MOVEI ac,0
LDB ac, [POINT ac,CN%MNT]
CAIN ac,1
    JRST TOPS10
CAIN ac,4
    JRST TOPS20
JRST UNKNOWN
    
```

166     %CNJPK   Bit 0 of this word is a flag. If not set, this flag indicates that JOBPEK transfers cannot cross page boundaries.

167     %CNDAE   In the left half is the previous version of the monitor in SIXBIT. In the right half is the current version of the monitor in binary.

**.GTNSW - Nonswapping Data Table**  
GETTAB Table 12

CONTENTS

Data about nonswapping memory utilization.

INDEXED BY

Item number.

Monitor Table: NSWTBL

CALLING SEQUENCE

```

MOVE    ac, [item]
GETTAB  ac,
        error return
        normal return

```

In the calling sequence, item is one of the symbols given in the word map below.

Some of this data is CPU-specific and exists in CDBs.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
10,,12	%NSCMX	System CORMAX (largest user job + 1)
11,,12	%NSCLS	Byte pointer to last free core area
12,,12	%NSCTL	Virtual core tally
13,,12	%NSSHW	Obsolete
14,,12	%NSHLF	Obsolete
15,,12	%NSUPT	System uptime (in ticks)
16,,12	%NSSHF	Obsolete
17,,12	%NSSTU	Obsolete
20,,12	%NSHJB	Highest job number in use
21,,12	%NSCLW	Words cleared by system
22,,12	%NSLST	Lost time
23,,12	%NSMMS	Memory size in words
24,,12	%NSTPE	Total memory parity errors
25,,12	%NSSPE	Spurious memory parity errors
26,,12	%NSMPC	Multiple memory parity errors
27,,12	%NSMPA	Absolute addr of last memory parity error

**GETTAB TABLES**

30,,12	%NSMPW	Contents of 1st bad wd on parity sweep
31,,12	%NSMPP	PC where last MEM PAR error was detected
32,,12	%NSEPO	Number of exec PDL overflows not recovered
33,,12	%NSEPR	Number of exec PDL overflows recovered
34,,12	%NSMXM	Maximum value of CORMAX
35,,12	%NSKTM	KSYS timer
36,,12	%NSCMN	Amt of memory guaranteed to non-locked jobs (COFMIN)
37,,12	%NSABC	Count of address breaks
40,,12	%NSABA	Address break addresses
41,,12	%NSLJR	Last job run
42,,12	%NSACR	Obsolete
43,,12	%NSNCR	Obsolete
44,,12	%NSSCR	Obsolete

**.GTSDDT - Swapping Data Table**  
 GETTAB Table 13

CONTENTS

Contains data pertinent to swapping.

INDEXED BY

Item number.

Monitor Table: SWPTBL

CALLING SEQUENCE

```

      MOVE    ac,[item]
      GETTAB  ac,
            error return
            normal return
  
```

In the calling sequence, is one of the symbols given in the word map below.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0,,13	%SWBGH	Size (in pages) of biggest hole in core
1,,13	%SWFIN	Job number of job Being swapped (Positive if swapping in, negative if swapping out)
2,,13	%SWFRC	Job number of job being forced to swap out
3,,13	%SWFIT	Job number of job waiting to swap in
4,,13	%SWVRT	Number of 1P blocks of virtual core left in system
5,,13	%SWERC*	Swap error count and flags
6,,13	%SWPIN*	PDB swapping flag
7,,13	%SWEUJ	Segment,,UDB-address

%SWERC contains the count of swap read or write errors in its left half; bits 18 to 21 of the right half are the same as status bits returned by a GETSTS monitor call for the disk; bits 22 to 35 contain the count of bad 1K blocks.

%SWPIN is -1 if the monitor swaps Process Data Blocks and a swap-in is in progress.

**GETTAB TABLES**

**.GTSGN - High Segment Parameters**  
GETTAB Table 14

CONTENTS

One word for each job running on the system, giving parameters for the job's high segment.

Restriction: The definitions of the bits in this table may vary from monitor release to monitor release; therefore you should not reference this GETTAB in a program that is monitor-independent.

INDEXED BY

Job number.

Monitor Table: JBTSNG

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTSGN]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

Word      Symbol      Map

0,,14	.GTSGN*	=====  High segment parameters =====
-------	---------	--

.GTSGN parameters are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0	SN%SPY	Job is spying. See bits 18-35 below.
1	SN%SHR	Job high segment is sharable.
2	SN%UWP	Job high segment is write-enabled.
3	SN%MDL	Job high segment has been meddled.
4		Reserved.
5	SN%LOK	Job high segment is locked into memory.
6	SN%NCS	Job high segment is not cached.
7-9		Reserved.
10	SN%GTS	Job high segment was obtained by GETSEG.
18-35		Defined as described below:

The right half of .GTSGN contains one of the following:

- o If bit 0 = 0, then the right half contains the job high segment index number.
- o If bit 0 = 1, then the job is spying and the right half contains the maximum exec virtual address that can be spied upon.

.GTODP - ONCE-Only Disk Parameters  
 GETTAB Table 15

CONTENTS

Disk parameters that are established at monitor generation time.

INDEXED BY

Item number.

Monitor Table: ODPTBL

CALLING SEQUENCE

```

MOVE    ac, [item]
GETTAB  ac,
        error return
        normal return
  
```

In the calling sequence, item is one of the symbols given in the word map below.

		=====	Obsolete	=====
1,,15	%ODK4S		Number of K of disk words available for swapping	
2,,15	%ODPRT		In-core protect time multiplier	
3,,15	%ODPRA		In-core protect time offset	
4,,15	%ODPMN		Minimum ICPT after requeue to back of PQ2	
5,,15	%ODPMX		Maximum value of ICPT	

## GETTAB TABLES

### .GTLVD - Level D Disk Parameters GETTAB Table 16

#### CONTENTS

Project-programmer numbers for libraries, file data, and other data. These PPNs are established at monitor generation time.

#### INDEXED BY

Item number.

Monitor Table: LVDTBL

#### CALLING SEQUENCE

```
MOVE    ac,[item]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, item is one of the symbols given in the word map below.

0,,16	%LDMFD	MFD PPN [1,1]
1,,16	%LDSYS	SYS PPN [1,4]
2,,16	%LDFFA	Full file access PPN [1,2]
3,,16	%LDHLP	Not-logged-in PPN [2,5]
4,,16	%LDQUE	Queue area PPN [3,3]
5,,16	%LDSPB	Addr of first PPB   Addr of next PPB to scan
6,,16	%LDSTR	First structure data block   Offset to next str data blk
7,,16	%LDUNI	First unit data block   Offset to nxt unit data blk
10,,16	%LDSWP	First swap unit   Offset to next swap unit
11,,16	%LDSCRN	Number of 4-wd blks allocated at ONCE-only
12,,16	%LDSTP	Standard file protection
13,,16	%LDUFP	Standard UFD protection
14,,16	%LDMBN	Obsolete
15,,16	%LDQUS	SIXBIT queue structure name
16,,16	%LDCRP	CRASH PPN [10,1]
17,,16	%LDSFD	Maximum depth of SFDs to write

## GETTAB TABLES

20,,16	%LDSPP	Spooled file protection
21,,16	%LDSYP	Standard SYS: protection
22,,16	%LDSPP	Standard SYS:filename.SYS protection
23,,16	%LDMNU	Maximum negative USETI that reads extended RIBs
24,,16	%LDMXT	Maximum blocks to transfer with 1 I/O operation
25,,16	%LDNEW	Experimental SYS PPN [1,5]
26,,16	%LDOLD	Old SYS PPN [1,3]
27,,16	%LDUMD	User-mode diagnostics PPN [6,10]
30,,16	%LDNDB	Default disk buffers in ring
31,,16	%LDMSL	Maximum units in active swapping list
32,,16	%LDALG	ALGOL library PPN [5,4]
33,,16	%LDBLI	BLISS library PPN [5,5]
34,,16	%LDFOR	FORTRAN library PPN [5,6]
35,,16	%LDMAC	MACRO source library PPN [5,7]
36,,16	%LDUNV	UNIVERSAL file library PPN [5,17]
37,,16	%LDPUB	Public user library PPN [1,6]
40,,16	%LDTED	Text editor library PPN [5,10]
41,,16	%LDREL	.REL file library PPN [5,11]
42,,16	%LDRNO	RUNOFF library PPN [5,12]
43,,16	%LDSNO	SNOBOL library PPN [5,13]
44,,16	%LDDOC	.DOC file library PPN [5,14]
45,,16	%LDFAI	FAIL library PPN [5,15]
46,,16	%LDMUS	Music library PPN [5,16]
47,,16	%LDDEC	Standard DIGITAL software [10,7]
50,,16	%LDSLP	AOBJN pointer to active swap list
51,,16	%LDBAS	BASIC library PPN [5,1]
52,,16	%LDCOB	COBOL library PPN [5,2]
53,,16	%LDMXI	PDP-11 library PPN [5,3]
54,,16	%LDNEL	NELIAC library PPN [5,20]
55,,16	%LDDMP	Dump PPN [5,21]

**GETTAB TABLES**

56,,16	%LDPOP	POP2 library PPN [5,22]
57,,16	%LDTST	TEST library PPN [5,23]
60,,16	%LDLSO*	If nonzero, call DAEMON to log soft overruns
61,,16	%LDMBR*	Massbus register pointers
62,,16	%LDDBP*	Pointer to BAT pointer  Channel terminal fail count
63,,16	%LDDBS	DBMS library PPN [5,24]
64,,16	%LDEXP*	Offset of expected channel term word in CDB
65,,16	%LDMIC	MIC macro library PPN [5,25]
66,16	%LDTPS	Text processing system library PPN [5,26]
67,,16	%LDCTL	.CTL file library PPN [5,27]
70,,16	%LDGAM	Games library PPN [5,30]
71,,16	%LDACT	System accounting PPN [1,7]
72,,16	%LDAPL	APL library PPN [5,31]
73,,16	%LDECT	RIB error threshold
74,,16	%LDTOT	Total RIB errors
75,,16	%LDDOR	Addr of first dormant acc table,,addr of last dormant acc table
76,,16	%LDCOR	Addr first free 4-wd core blk,,0
77,,16	%LDINT	Disk interference count
100,,16	%LDD60	D60 library PPN [5,32]
101,,16	%LDERT	Address of queue table for DAEMON error reporting
102,,16	%LDPT1	Pointer to extract entries for DAEMON queue table
103,,16	%LDPT2	Pointer to insert entries for DAEMON queue table
104,,16	%LDLTH	Length of DAEMON queue table
105,,16	%LDCDA	Offset of UNICDA in UDB
106,,16	%LDDES	Offset of UNIDES in UDB
107,,16	%LDPTR	Pointer to in-core copies of retrieval pointers
110,,16	%LDMSS	Max str in sys search list Max str in job search list
111,,16	%LDSLB	Offset of UNISLB in UDB
112,,16	%LDUTP	Define ersatz device UTP
113,,16	%LDINI	INI PPN
114,,16	%LDESZ	Size of 1 entry in ERPTBK

GETTAB TABLES

115,,16	%LDKON	Pointer to first controller's data block
116,,16	%LDLBF	Default number of disk buffers
117,,16	%LDDVU	Offset to device unit number
120,,16	%LDCSZ	Size of disk cache, in blocks
121,,16	%LDRDC	Monitor cache block read calls
122,,16	%LDRDH	Monitor cache block read hits
123,,16	%LDWRC	Monitor cache block write calls
124,,16	%LDWRH	Monitor cache block write hits
125,,16	%LDHSF	CSHFND calls
126,,16	%LDHSC	CSHFND collisions in hash table
127,,16	%LDHSL	Length of cache hash table
130,,16	%LDHST	Address of cache hash table
131,,16	%LDCHD	Address of cache list header
132,,16	%LDSPN	DDB offset for spooled file name
133,,16	%LDSPM	DDB offset for spooled parameter block pointer
134,,16	%LDBLK	DDB offset for I/O block number
135,,16	%LDRSU	DDB offset to retrieval/acc blocks
136,,16	%LDNMB	DDB offset for NMB of father SFD
137,,16	%LDUPS	PPN for use by mail programs (UPS: device)
140,,16	%LDSEB	Address of pointer to first system error block
141,,16	%LDROD	Number of times a Data Request Block was not available
142,,16	%LDFNT	Library PPN for printer fonts (FNT:)
143,,16	%LDSET	Bit mask of disk sets mounted on the system.
144,,16	%LDDDET	First detached UDB   Offset to next UDB
145,,16	%LDOCS	Original (configured) size of disk cache
146,,16	%LDSRT	Swap read error threshold (compare with %LDEC)
146,,16	%LDSRC	Swap read error count (compare with %LDTOT)

## GETTAB TABLES

<u>Item</u>	<u>Symbol</u>	<u>Contains</u>
60	%LDLSO	A flag for DAEMON. If %LDLSO is nonzero, and if an overrun is recovered on the first retry, then DAEMON is called.
61	%LDMBR	Massbus register pointers. The left half contains the offset into KBD of the number of registers. The right half contains the offset into UBD of the number of registers.
62	%LDBBP	Pointers. The left half contains the address of a byte pointer to the number remaining in the block access table. The right half contains the offset into the UDB of the channel terminal fail count.
64	%LDEXP	The offset of the expected channel terminal word in the channel data block.

**.GTRCT - Disk Blocks Read**  
GETTAB Table 17

CONTENTS

One word for each job running on the system, giving the number of disk blocks read by the job.

INDEXED BY

Job number.

Monitor Table: JBTRCT

CALLING SEQUENCE

```

MOVE      ac, [XWD jobno, .GTRCT]
GETTAB    ac,
          error return
          normal return

```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```

|=====|
|                Disk blocks read                |
|=====|

```

The word contains the number of incremental disk block reads in Bits 0 to 11 (RC.INC==7777B11 in UUOSYM), and the total number of disk block reads in Bits 12 to 35 (RC.TTL==77777777 in UUOSYM).

**GETTAB TABLES**

**.GTWCT - Disk Blocks Written**  
GETTAB Table 20

CONTENTS

One word for each job running on the system, giving the number of disk blocks written by the job.

INDEXED BY

Job number.

Monitor Table: JBTWCT

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTWCT]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```
|=====|
|                Disk blocks written                |
|=====|
```

The word contains the number of incremental disk block writes in Bits 0 to 11 (WC.INC==7777B11 in UUOSYM), and the total number of disk block writes in Bits 12 to 35 (WC.TTL==77777777 in UUOSYM).

**.GTSLF - GETTAB Table Data**  
**GETTAB Table 23**

CONTENTS

Data for each GETTAB table.

INDEXED BY

GETTAB table number.

Monitor Table: NUMTAB

CALLING SEQUENCE

```

MOVE      ac, [XWD table, .GTSLF]
GETTAB   ac,
          error return
          normal return
    
```

In the calling sequence, table is the symbolic name of the table whose data is required.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0,,23	.GTSLF	=====    GETTAB table data    =====

The word contains one word for each GETTAB table. The word gives the following information:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>																														
0-8	SL.MAX	If SL.TYP is 1, 2, 3, or 4, this field is the largest item number in the table. If SL.TYP is 5, this field is the index into the range table.																														
9-11	SL.TYP	Type of table.																														
		<table border="1"> <thead> <tr> <th><u>Value</u></th> <th><u>Symbol</u></th> <th><u>Type</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>.SLNIC</td> <td>Not included in this system.</td> </tr> <tr> <td>1</td> <td>.SLIXI</td> <td>Indexed by item number.</td> </tr> <tr> <td>2</td> <td>.SLIXJ</td> <td>Indexed by job number.</td> </tr> <tr> <td>3</td> <td>.SLIXS</td> <td>Indexed by job number or segment number.</td> </tr> <tr> <td>4</td> <td>.SLIXP</td> <td>Indexed by job number; data in PDB.</td> </tr> <tr> <td>5</td> <td>.SLIXR</td> <td>Indexed by negative and positive offsets (item numbers).</td> </tr> <tr> <td>12-13</td> <td></td> <td>Reserved for DIGITAL.</td> </tr> <tr> <td>14-17</td> <td>SL.MAC</td> <td>A monitor accumulator number.</td> </tr> <tr> <td>18-35</td> <td>SL.ADR</td> <td>If SL.TYP=1, 2, or 3, this halfword contains the executive mode address of the table. If SL.TYP=4, this halfword contains the offset in job's PDB. If SL.TYP is 5, this halfword is the executive mode address that would correspond to offset 0 in the table.</td> </tr> </tbody> </table>	<u>Value</u>	<u>Symbol</u>	<u>Type</u>	0	.SLNIC	Not included in this system.	1	.SLIXI	Indexed by item number.	2	.SLIXJ	Indexed by job number.	3	.SLIXS	Indexed by job number or segment number.	4	.SLIXP	Indexed by job number; data in PDB.	5	.SLIXR	Indexed by negative and positive offsets (item numbers).	12-13		Reserved for DIGITAL.	14-17	SL.MAC	A monitor accumulator number.	18-35	SL.ADR	If SL.TYP=1, 2, or 3, this halfword contains the executive mode address of the table. If SL.TYP=4, this halfword contains the offset in job's PDB. If SL.TYP is 5, this halfword is the executive mode address that would correspond to offset 0 in the table.
<u>Value</u>	<u>Symbol</u>	<u>Type</u>																														
0	.SLNIC	Not included in this system.																														
1	.SLIXI	Indexed by item number.																														
2	.SLIXJ	Indexed by job number.																														
3	.SLIXS	Indexed by job number or segment number.																														
4	.SLIXP	Indexed by job number; data in PDB.																														
5	.SLIXR	Indexed by negative and positive offsets (item numbers).																														
12-13		Reserved for DIGITAL.																														
14-17	SL.MAC	A monitor accumulator number.																														
18-35	SL.ADR	If SL.TYP=1, 2, or 3, this halfword contains the executive mode address of the table. If SL.TYP=4, this halfword contains the offset in job's PDB. If SL.TYP is 5, this halfword is the executive mode address that would correspond to offset 0 in the table.																														

**GETTAB TABLES**

**.GTDEV - Segment Device or Structure**  
GETTAB Table 24

CONTENTS

One word for each high segment running on the system, giving the device or file structure for the sharable high segment.

INDEXED BY

Job number or segment number

Monitor Table: JBTDEV

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTDEV]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is a job number or high-segment number. Use -2 for the current high segment. For the high segment of a different job, obtain the segment number using a GETTAB to .GTSGN.

```
|=====|
|          Device or structure (segments only)          |
|=====|
```

This returns 0 if there is no such segment or if the segment is not sharable.

.GTWSN - Names of Wait States  
GETTAB Table 25

CONTENTS

Names of wait states used in job queues.

Restriction: The definitions of the bits in this table may vary from monitor release to monitor release; therefore you should not reference this GETTAB in a program that is monitor-independent.

INDEXED BY

Item number.

Monitor Table: STSTBL

CALLING SEQUENCE

```

        MOVE    ac, [item]
        GETTAB  ac,
              error return
              normal return
    
```

In the calling sequence, item is one of the status names in the word map below.

```

+-----+
| SIXBIT /name1/ | SIXBIT /name2/ | SIXBIT /name3/ |
|-----|
| SIXBIT /name4/ | SIXBIT /name4/ | SIXBIT /name5/ |
|-----|
    
```

. . .

Each SIXBIT name consists of two characters; three names are stored in each word. The names are defined in COMMON at STSTBL.

**GETTAB TABLES**

**.GTLOC - Remote Station Number**  
GETTAB Table 26

CONTENTS

One word for each job running on the system, giving the station (ANF-10 network node) number for the job. This is the node at which the job is logically located (LOCATE call and monitor command).

INDEXED BY

Job number.

Monitor Table: JBTLOC

CALLING SEQUENCE

```
MOVE    ac,[XWD jobno,.GTLOC]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job or use 0 for the ANF-10 node number of the central station.

```
|=====|
|                Network node number                |
|=====|
```

.GTCOM - Monitor Command Names  
GETTAB Table 30

CONTENTS

Monitor command names as SIXBIT words.

INDEXED BY

Item number.

Monitor Table: COMTAB

CALLING SEQUENCE

```

MOVE    ac, [item]
GETTAB  ac,
        error return
        normal return

```

In the calling sequence, item is the position in the table of the required command name.

```

|=====|
|          SIXBIT monitor command name          |
|-----|
|          . . .          |
|-----|
|          SIXBIT monitor command name          |
|=====|

```

The HELP \* command displays a list of these command names.

GETTAB TABLES

.GTNM1 and .GTNM2 - User Name  
GETTAB Tables 31 and 32

CONTENTS

Two words for each job running on the system, giving the user's name in SIXBIT (up to 12 characters).

INDEXED BY

PDB word

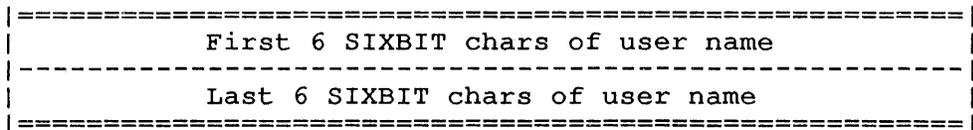
Monitor Table: .PTNM1, .PDNM2

CALLING SEQUENCE

```
MOVE    ac,[XWD jobno,.GTNM1]
GETTAB  ac,
        error return
MOVEM   ac,uname1
MOVE    ac,[XWD jobno,.GTNM2]
GETTAB  ac,
        error return
MOVEM   ac,uname2
```

uname1: block 1  
uname2: block 1

In the calling sequence, jobno is the number of a logged-in job (use -1 for the current job); and uname1 and uname2 are locations for storing the user name.



**.GTCNO - Charge Number**  
GETTAB Table 33

CONTENTS

One word for each job running on the system, giving the accounting charge number for the job.

| INDEXED BY

| PDB word

| Monitor Table: .PDCNO

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTCNO]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```
|=====|
|               User charge number               |
|=====|
```

**GETTAB TABLES**

**GTWCH - Watch Bits**  
GETTAB Table 35

CONTENTS

One word for each job running on the system, giving the watch bits for the job. These bits are set by defaults, by the SETUO or JBSET. monitor call, or by the SET WATCH monitor command.

INDEXED BY

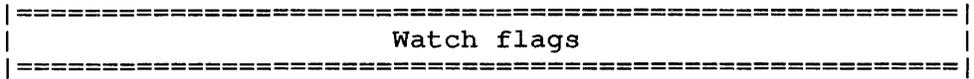
Job number.

Monitor Table: JBTWCH

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTWCH]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.



Watch flags are as follows:

<u>Flag</u>	<u>Symbol</u>	<u>Meaning</u>
0-8	JW.WAL	Watch all of the following:
0	JW.WCX	Watch context changes.
1	JW.WDY	Watch daytime at start.
2	JW.WRN	Watch runtime.
3	JW.WWT	Watch wait time.
4	JW.WDR	Watch disk reads.
5	JW.WDW	Watch disk writes.
6	JW.WVR	Watch versions.
7	JW.WMT	Watch magtape statistics.
8	JW.WFI	Watch file.
9	JW.WCN	Message continuations.
10	JW.WFL	First line of message.
11	JW.WPR	Message prefixes.
7B11	JW.WMS	Message level:

<u>Value</u>	<u>Symbol</u>	<u>Message level</u>
1	.JWWPR	Prefix only.
2	.JWWOL	One line.
3	.JWWPO	Prefix and first line.
6	.JWWLG	Long without prefix.
7	.JWWPL	Prefix and long.

12-35                   Reserved.



**GETTAB TABLES**

**.GTRTD - Realtime Status Word**  
GETTAB Table 37

CONTENTS

One word for each job running on the system, giving the realtime status word for the job.

Restriction: The definitions of the bits in this table may vary from monitor release to monitor release; therefore you should not reference this GETTAB in a program that is monitor-independent.

INDEXED BY

Job number.

Monitor Table: JBTRTD

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTRTD]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```
=====|
|               Realtime status               |
|=====|
```

**.GTLIM - Time Limit and Batch Status**  
GETTAB Table 40

CONTENTS

One word for each job running on the system, giving the time limit and batch status for the job.

INDEXED BY

Job number.

Monitor Table: JBTLIM

CALLING SEQUENCE

```

MOVE      ac, [XWD jobno, .GTLIM]
GETTAB    ac,
           error return
           normal return

```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```

|=====|
|                Time and batch status                |
|=====|

```

Time and batch status flags are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0	JB.LTL	Time limit set from forced DETACH command.
0-9	JB.LCR	Core limit (obsolete).
10	JB.LBT	Batch job.
11	JB.LSY	Job using program from system area (SYS:).
12-35	JB.LTM	Time to go, in jiffies

**GETTAB TABLES**

**.GTCM2 - SET Command Names**  
GETTAB Table 43

CONTENTS

The SIXBIT names of all SET monitor commands.

Restriction: The definitions of the bits in this table may vary from monitor release to monitor release; therefore you should not reference this GETTAB in a program that is monitor-independent.

INDEXED BY

Item number.

Monitor Table: COMTB2

CALLING SEQUENCE

```
MOVE    ac,[item]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, item is the command word in the following table of SET commands.

=====
SET command name in SIXBIT
-----
. . .
-----
SET command name in SIXBIT
=====

These names are defined by the SNames macro in COMCON and will be displayed if you type the monitor command HELP \*.

.GTCRS - Hardware Status After Crash  
 GETTAB Table 44

CONTENTS

Hardware status words after a crash. (Refer to the CPU status block subtable for the CDB Variables area.

INDEXED BY

Item number.

Monitor Table: APRSTS

CALLING SEQUENCE

```

MOVE    ac,[item]
GETTAB  ac,
        error return
        normal return
  
```

In the calling sequence, item is one of the symbols given in the word map below.

0,,44	CR.SAP	APR CONI
1,,44	CR.SPI	PI CONI
2,,44	CR.SSW	APR DATAI switches

**GETTAB TABLES**

**.GTISC - Swap In Scan Tables**  
GETTAB Table 45

CONTENTS

Swapper input scan list of queues.

Restriction: The definitions of the bits in this table may vary from monitor release to monitor release; therefore you should not reference this GETTAB in a program that is monitor-independent.

INDEXED BY

Queue number.

Monitor Table: Queue table for job scanning

CALLING SEQUENCE

```
MOVE    ac, [XWD index, .GTISC]
GETTAB  ac,
        error return
        normal return
```

Queue-name	Addr of ISCAN routine
------------	-----------------------

**.GTOSC - Swap Out Scan Tables**  
GETTAB Table 46

CONTENTS

Swapper output scan list of queues.

Restriction: The definitions of the bits in this table may vary from monitor release to monitor release; therefore you should not reference this GETTAB in a program that is monitor-independent.

INDEXED BY

Item number.

Monitor Table: ISCAN

CALLING SEQUENCE

```

MOVE    ac, [XWD index, .GTOSC]
GETTAB  ac,
        error return
        normal return

```

Queue-name	Addr of OSCAN routine

**GETTAB TABLES**

**.GTSSC - Scheduler Scan Tables**  
GETTAB Table 47

CONTENTS

Scheduler scan list of queues.

Restriction: The definitions of the bits in this table may vary from monitor release to monitor release; therefore you should not reference this GETTAB in a program that is monitor-independent.

INDEXED BY

Item number.

Monitor Table: SSCAN

CALLING SEQUENCE

```
MOVE    ac,[item]
GETTAB  ac,
        error return
        normal return
```

```
|=====|
| Queue-name           | Ptr to scheduler table |
|=====|
```

**.GTRSP - Response Counter Table**  
 GETTAB Table 50

CONTENTS

One word for each job running on the system, giving the system time when the job began its wait for running. This field is cleared when the job is placed in the run queue by the scheduler.

INDEXED BY

Job number.

Monitor Table: JBTRSP

CALLING SEQUENCE

```

      MOVE      ac, [XWD jobno, .GTRSP]
      GETTAB   ac,
              error return
              normal return
  
```

The value of jobno is the number of a logged-in job. Use -1 for the current job.

```

|=====|
| Response bits |      Time job started waiting      |
|=====|
  
```

**GETTAB TABLES**

**.GTSYS - System-Wide Data**  
**GETTAB Table 51**

CONTENTS

System-wide data concerning errors and stopcodes.

INDEXED BY

Item number.

Monitor Table: SYSTBL (COMMON)

CALLING SEQUENCE

```

MOVE    ac, [item]
GETTAB ac,
        error return
        normal return
    
```

In the calling sequence, item is one of the symbols given in the word map below.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0,,51	%SYERR	System-wide hardware error count
1,,51	%SYCCO	Number of times COMCNT was wrong
2,,51	%SYDEL	Disabled hardware error count
3,,51	%SYSPC	Last 3-char stopcode   Last stopcode addr+1
4,,51	%SYNDS	Number of DEBUG stopcodes
5,,51	%SYNJS	Number of JOB stopcodes (+ DEBUGs if stopped)
6,,51	%SYNCP	Number of commands processed
7,,51	%SYSJN	Last stopcode job number
10,,51	%SYSTN	Last stopcode TTY name
11,,51	%SYSPN	Last stopcode program name
12,,51	%SYSUU	Last stopcode monitor call
13,,51	%SYSUP	Last stopcode user PC
14,,51	%SYSPP	Last stopcode user PPN
15,,51	%SYSCD	Last stopcode stopcode name
16,,51	%SYNCS	Total number of CPU stopcodes
17,,51	%SYNIS	Number of No Dump (INFO) stopcodes
20,,51	%SYSTY	Type of last stopcode
21,,51	%SYSUD	Date/time of last stopcode
22,,51	%SYSCP	CPU number of last stopcode

**.GTWHY - Operator Reload Comments**  
GETTAB Table 52

CONTENTS

ASCIZ string giving the operator's reason for reloading.

INDEXED BY

Word of ASCIZ string.

| Monitor Table: WHYTXT

CALLING SEQUENCE

MOVE ac, [XWD word, .GTWHY]  
GETTAB ac,  
error return  
normal return

```
|=====|  
| Operator input, in ASCIZ |  
|=====|
```

**GETTAB TABLES**

**.GTTRQ - Time in Run Queues**  
GETTAB Table 53

CONTENTS

One word for each job running on the system, giving the total time the job was in the run queues (even if not running all the time).

NOTE

This table is usually set to 0, because it is expensive for the CPU to maintain.

INDEXED BY

Job number.

Monitor Table: JBTRQT

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTTRQ]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```
|=====|
| Total time in RUN queues (whether or not running) |
|=====|
```

**.GTSPS - Status Word for Subsequent Processors**  
**GETTAB Table 54**

CONTENTS

Status bits for processors other than CPU0.

Restriction: The definitions of the bits in this table may vary from monitor release to monitor release; therefore you should not reference this GETTAB in a program that is monitor-independent.

INDEXED BY

Job number.

Monitor Table: JBTSPS

CALLING SEQUENCE

```

MOVE    ac, [XWD jobno, .GTSPS]
GETTAB  ac,
        error return
        normal return
    
```

```

|=====|
|                Second processor status                |
|=====|
    
```

Status flags are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
28	SP.SC1	Can use SET CPU monitor command for CPU1.
29	SP.SC0	Can use SET CPU monitor command for CPU0.
34	SP.CR1	Can run on CPU1.
35	SP.CR0	Can run on CPU0.

**GETTAB TABLES**

**.GTCnC - CPU<sub>n</sub> CPU Data Block Constants**  
 GETTAB Tables 55, 57, 61, 63, 65, 67

CONTENTS

CPU data block constants for CPU<sub>n</sub>, where n is a CPU number from 0 to 5. For CPUs 0 to 5, respectively, these tables are called .GTC0C, .GTC1C, .GTC2C, .GTC3C, .GTC4C, and .GTC5C.

INDEXED BY

Item number.

Monitor Table: .CnCDB

CALLING SEQUENCE

```

MOVE    ac, [item + <2 * n>]
GETTAB  ac,
        error return
        normal return
  
```

where item is one of the symbols given in the word map below; and n is the number of a CPU (from 0 to 5).

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0,,55	%CCPTR	Pointer to next CDB   Reserved
1,,55	%CCSER	APR serial number
2,,55	%CCOKP	Jiffies CPU has been down (OK if less than/equal to 0)
3,,55	%CCTOS	EPT address for this CPU
4,,55	%CCLOG	Logical name (CPU <sub>n</sub> )
5,,55	%CCPHY	Physical name (CP <sub>x</sub> n) (x is I, L, or S; n is CPU number)
6,,55	%CCTYP*	Customer processor code   DIGITAL processor code
7,,55	%CCMPT*	Pointer to bad address subtable in variable area
10,,55	%CCRTC	Addr of realtime clock (DK10) DDB
11,,55	%CCRTD	Addr of realtime clock DDB (if precision accounting)
12,,55	%CCPAR*	Pointer to parity subtable in variable area
13,,55	%CCRSP*	Pointer to response subtable in variable area
14,,55	%CCDKX	Number of DK10s on this CPU
15,,55	%CCEBS	Number of EBOX ticks/second on KL10
16,,55	%CCMBS	Number of MBOX ticks/second on KL10
17,,55	%CCNXT*	Pointer to NXM subtable in variable area

20,,55	%CCCSB*	Pointer to CPU status block subtable in variable area
21,,55	%CCDSB*	Ptr to device status block subtable in variable area
22,,55	%CCSDP*	Ptr to SBDIAG subtable in variable area
23,,55	%CCBPA	Pointer to PERF. counts in variable subtable
24,,55	%CCCIP	CI port control block
25,,55	%CCNIP	NI port control block
26,,55	%CCMSS*	Pointer to KS10 memory error subtable

Word    Symbol    Contains

6        %CCTYP        Processor types are as follows:

<u>Value</u>	<u>Symbol</u>	<u>Processor Type</u>
1	.CC166	PDP-6
2	.CCKAX	KA10
3	.CCKIX	KI10
4	.CCKLX	KL10
5	.CCKSX	KS10

7        %CCMPT        The pointer to the bad address subtable is of the form:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0-8	CC%BLN	Length-1 of bad address subtable.
9-17		Reserved.
18-35	CC%BRA	Offset into .GTCnV of bad address subtable. The subtable is documented after the CDB Variables Table.

12       %CCPAR        The pointer to the parity subtable is of the form:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0-8	CC%PLN	Length-1 of parity subtable.
9-17		Reserved.
18-35	CC%PRA	Offset into .GTCnV of parity subtable. The subtables are documented after the CDB Variables Table.

13       %CCRSP        The pointer to the response subtable is of the form:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0-8	CC%RLN	Length-1 of response subtable.
9-17		Reserved.
18-35	CC%RRA	Offset into .GTCnV of response subtable. The subtables are documented after the CDB Variables Table.

**GETTAB TABLES**

17 %CCNXT is of the form:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0-8	CC%NLN	Length-1 of NXM subtable.
9-17		Reserved.
18-35	CC%NRA	Offset into .GTCnV of NXM subtable.

20 %CCCSB is of the form:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0-8	CC%CLN	Length-1 of CPU status block subtable.
9-17		Reserved.
18-35	CC%CRA	Offset into .GTCnV of CPU status block subtable.

21 %CCDSB is of the form:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0-8	CC%DLN	Length-1 of device status block subtable.
9-17		Reserved.
18-35	CC%DRA	Offset into .GTCnV of device status block subtable.

22 %CCSDP is of the form:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0-8	CC%SLN	Length-1 of SBDIAG subtable.
9-17		Reserved.
18-35	CC%SRA	Offset into .GTCnV of SBDIAG subtable.

23 %CCMSS is of the form:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0-8	CC%MLN	Length-1 of KS memory error subtable.
9-17		Reserved.
18-35	CC%MRA	Offset into .GTCnV of KS memory error subtable.

**.GTCnV - CPU<sub>n</sub> CPU Data Block Variables**  
 GETTAB Tables 56, 60, 62, 64, 66, 70

CONTENTS

CPU data block variables for CPU<sub>n</sub>, where n is a CPU number (from 0 to 5). For CPUs 0 to 5, respectively, these tables are called .GTC0V, .GTC1V, .GTC2V, .GTC3V, .GTC4V and .GTC5V.

INDEXED BY

Item number.

Monitor Table: .CnVBG

CALLING SEQUENCE

```

MOVE    ac,[item + <2 * n>]
GETTAB  ac,
        error return
        normal return
  
```

where item is one of the symbols given in the word map below and n is a CPU number (from 0 to 5).

<u>Words</u>	<u>Symbol</u>	<u>Map</u>
0-4,,56		Reserved
5,,56	%CVUPT	Uptime in jiffies
6-11,,56		Reserved
12,,56	%CVLST	Lost time
13,,56		Reserved
14,,56	%CVTPE	Total memory parity errors
15,,56	%CVSPE	Spurious memory parity errors
16,,56	%CVMPC	Multiple memory parity errors
17,,56	%CVMPA	Absolute addr of last MEM PAR error
20,,56	%CVMPW	Contents of 1st bad wd on parity sweep
21,,56	%CVMPP	PC where last MEM PAR was found
22-26,,56		Reserved
27,,56	%CVABC	Address break count
30,,56	%CVABA	Address break address
31,,56	%CVLJR	Last job run (obsolete)
32-34,56		Reserved

GETTAB TABLES

35,,56	%CVSTS	Number of job that stopped timesharing on this CPU
36,,56	%CVRUN*	Operator-controlled scheduling
37,,56	%CVNUL	Null time
40,,56	%CVEDI	PC  No. of exec don't care interrupts
41,,56	%CVJOB	Current job
42,,56	%CVOHT	Overhead time in jiffies (exec UUs)
43,,56	%CVEVM	Max exec virtual memory for LOCK mapping
44,,56	%CVEVU	Exec virtual memory used for LOCK mapping
45,,56	%CVLLC	No. of times CPU has looped waiting for interlock
46,,56	%CVTUC	Total monitor call count
47,,56	%CVTJC	Total job context switch count
50,,56	%CVTNE	Total nonexistent memory errors
51,,56	%CVSNE	Total nonreproducible NXM errors
52,,56	%CVNJA	Number of jobs affected by this NXM
53,,56	%CVMNA	First memory address with NXM
54,,56	%CVETJ	EBOX ticks/jiffy (computed)
55,,56	%CVNTJ	MBOX ticks/jiffy (computed)
56,,56	%CVBPA	Phys addr of bad parity word on last AR/ARX trap (KL)
57,,56	%CVTBD	Bad data on last AR/ARX trap
60,,56	%CVTGD	Good data after recovery from AR/ARX trap
61,,56	%CVNPT	Number of AR/ARX traps since reload
62,,56	%CVAER	RDERA results after unusual APR interrupt
63,,56	%CVPCN	CONI APR after parity interrupt
64,,56	%CVSB0	SBUS diagnostic function 0, word 0
65,,56	%CVS0A	SBUS diagnostic function 0, word 1
66,,56	%CVSB1	SBUS diagnostic function 1, word 0
67,,56	%CVS1A	SBUS diagnostic function 1, word 1
70,,56	%CVPPC	PC on AR/ARX trap
71,,56	%CVPEW	Page fail word on last AR/ARX trap
72,,56	%CVHPT	Number of hard AR/ARX traps
73,,56	%CVSPT	Number of soft AR/ARX traps
74,,56	%CVPTP	Number of page table parity errors

GETTAB TABLES

75,,56	%CVCSN	Number of cache sweeps since reload (cache sweep serial number)
76,,56	%CVCLN	Number of times a job couldn't run due to cache state
77,,56	%CVCLT	Lost time accrued due to cache state
100,,56	%CVCSN	Incr on swapper wait for cache sweep by another CPU
101,,56	%CVCRN	Cache sweep request sweep count (see COMMON.MAC)
102,,56	%CVCEC	Count nonrecoverable AR/ARX prty errs involving cache
103,,56	%CVPTR	Retry word for AR/ARX parity error trap routine
104,,56	%CVTSD	AR/ARX trap routine has saved APR ERA.SB Diags
105,,56	%CVREP	Used by NXM/parity recovery routines
106,,56	%CVNDB	Number of times this CPU's doorbell was rung
107,,56	%CVSBR	Status blocks read on this CPU
110,,56	%CVBPF	0 if performance counts being kept (%CCBPA)
111,,56	%CVFBI	Number of file blocks input (read)
112,,56	%CVFBO	Number of file blocks output (written)
113,,56	%CVSBI	Number of swapping blocks input (read)
114,,56	%CVSBO	Number of swapping blocks output (written)
115,,56	%CVSNC	Number of CPU stopcodes on this CPU
116,,56	%CVSND	Number of DEBUG stopcodes on this CPU
117,,56	%CVSNJ	Number of JOB stopcodes on this CPU
120,,56	%CVSJN	Last stopcode on this CPU - job number
121,,56	%CVSNM	Last stopcode name   Last stopcode PC+1
122,,56	%CVSPN	Program running at last stopcode
123,,56	%CVSPP	PPN of user running at last stopcode
124,,56	%CVSTN	TTY name of user running at last stopcode
125,,56	%CVSUP	User PC at last stopcode
126,,56	%CVSUU	UUC at last stopcode
127,,56	%CVEJN	Last parity/NXM error on this CPU - job number
130,,56	%CVEPN	Last parity/NXM error on this CPU - job name
131,,56	%CVPPI	CONI PI, at last parity/NXM interrupt
132,,56	%CVTPI	CONI PI, at last error trap
133,,56	%CVRQS	Requests for scheduler interlock

**GETTAB TABLES**

134,,56	%CVTFI	Number of magnetic tape frames read
135,,56	%CVTFO	Number of magnetic tape frames written
136,,56	%CVSNI	Number of INFO stopcodes (no dumps)
137,,56	%CVSTY	Type of last stopcode on this CPU
140,,56	%CVSUD	Date/time of last stopcode on this CPU

**Notes:**

The contents of Offset 36 (%CVRUN) include the following flag bits:

<u>Bit</u>	<u>Symbol</u>	<u>Meaning</u>
0	CV%RUN	Don't run jobs.
1	CV%RMV	Removed CPU.
2	CV%DET	Detached CPU.
3	CV%SPD	Suspended CPU.



**GETTAB TABLES**

**Subtable: Parity**  
Subtable of .GTCnV

CONTENTS

Parity error data for CPU<sub>n</sub>, where n is a CPU number (from 0 to 5).

INDEXED BY

Item number.

CALLING SEQUENCE

```
MOVE    ac, [%CCPAR+<2*n>]
GETTAB  ac,
        error return
ADDI    ac, item
HRLZS   ac
HRLI    ac, .GTC0V+<2*n>
GETTAB  ac,
        error return
        normal return
```

where n is the number of the required CPU (from 0 to 5); and item is one of the symbols given in the word map below.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0	%CVPLA	Last (highest) address of parity error
1	%CVPMR	Relative (not virtual) addr in low or high segment of last PAR ERR
2	%CVPTS	Number of PAR errors found on last sweep
3	%CVPSC	Number of parity sweeps by monitor
4	%CVPUE	Number of user-enabled parity errors
5	%CVPAA	AND of bad address on last parity sweep
6	%CVPAC	AND of bad contents last sweep
7	%CVPOA	IOR of bad address on last parity sweep
10	%CVPOC	IOR of bad contents last sweep
11	%CVPCS	Number of spurious channel errors
12	%CVMET	MOS errors this minute
13	%CVMEC	MOS errors sent to TGHA
14	%CVTME	Total MOS errors

**Subtable: Responses**  
Subtable of .GTCnV

CONTENTS

Response data.

INDEXED BY

Item number.

CALLING SEQUENCE

```

MOVE      ac, [%CCRSP+<2*n>]
GETTAB    ac,
           error return
ADDI      ac, item
HRLZS     ac
HRRI      ac, .GTC0V+<2*n>
GETTAB    ac,
           error return
           normal return
    
```

In the calling sequence, n is the number of the required CPU (from 0 to 5); and item is one of the symbols given in the word map below.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0	%CVRSO*	Sum of all terminal OUT UVO responses
1	%CVRNO	Number of terminal OUT UVO responses
2	%CVRHO	High-sum square of terminal OUT UVO responses
3	%CVRLO	Low-sum square of terminal OUT UVO responses
4	%CVRSI*	Sum of terminal IN UVO responses
5	%CVRNI	Number of terminal IN UVO responses
6	%CVRHI	High-sum square of terminal IN UVO responses
7	%CVRLI	Low-sum square of terminal IN UVO responses
10	%CVRSR	Sum of CPU quantum requeue responses
11	%CVRNR	Number of quantum requeue responses
12	%CVRHR	High-sum square of quantum requeue responses
13	%CVRLR	Low-sum square of quantum requeue responses
14	%CVRSX*	Sum of one of responses terminated by 1 of 3 above

**GETTAB TABLES**

15	%CVRNX	Number of responses reflected in %CVRSX
16	%CVRHX	High-sum square of responses in %CVRNX
17	%CVRLX	Low-sum square of responses in %CVRNX
20	%CVRSC*	Sum of CPU responses
21	%CVRNC	Number of CPU responses
22	%CVRHC	High-sum square of CPU responses
23	%CVRLC	Low-Sum Square of CPU Responses
24-31		Obsolete
32	%CVNRI	Number of characters received
33	%CVNXI	Number of characters sent
34	%CVNEI	Number of characters echoed

The Responses Subtable contains information concerning the response times calculated for user jobs, on a per-CPU basis. The responses subtable is made up of blocks of four words each. Each block contains information pertaining to a type of response that is measured. The following format is used for each block:

- Word 1: Sum of responses, where response time is measured in ticks
- Word 2: Number of responses
- Words 3 - 4: A double-word integer containing the sum of squares of response times.

%CVRSI is the input response time. This value is increased every time a job runs a program whose first event (of those measured and stored in %CVRSI, %CVRSO, and %CVRSR) is a terminal input operation. Note that the input response time is calculated only once for this program, the first time it does input from the terminal, and is measured from the time that the monitor receives the command to run the program, to the time the program does its first terminal input UUU.

%CVRSO is the output response time and is similar to the input response time. Only the first terminal output done by the program is calculated and added to this word.

%CVRSR is the quantum requeue response time. This time is measured for compute-bound jobs (jobs that finish a CPU quantum without performing a terminal input or output operation), and measures the amount of time from the time the monitor receives the command to run the program, to the time the program must be rescheduled for more CPU time. Again, this time is calculated only once for each program execution.

%CVRSX is the response time for the first of the above three events to occur for the job. If a program does an input operation before an output and before a quantum expires, the input response time (also calculated in %CVRSI) is stored in %CVRSX. If a second job runs a program that does an output operation first, the response time for the output is stored in %CVRSO and added to %CVRSX.

Before the values in these locations can be used, however, it is important to understand the way that response time is calculated. The intention of counting response time is to understand the amount of time it takes to reach one of the three measured events (input operation, output operation, or quantum expiration). The user may, for example, type a command. The response time is the lag between the time the monitor accepts the command and the time it takes to reach one of the three events. Note that this does not include the time the user spends typing the command. The response time is counted in jiffies (ticks).

The Responses Subtable collects response times for the first event for a job when it begins running a program. If the first event for a program is to output a \* as a command prompt, the amount of time between the time the "RUN program" command is accepted by the monitor and the time the monitor sends the \* to the user's terminal is measured as the response time for that program. If a job runs a program that immediately begins input from the terminal, the response time for that action is the amount of time between the time the "RUN program" command is accepted by the monitor and the time the terminal input operation is attempted. The response times are accumulated for all the jobs as they are scheduled to run.

**GETTAB TABLES**

**Subtable: Nonexistent Memory**  
Subtable of .GTCnV

CONTENTS

Nonexistent memory data.

INDEXED BY

Item number.

CALLING SEQUENCE

```
MOVE    ac, [%CCNXT+<2*n>]
GETTAB  ac,
        error return
ADDI    ac, item
HRLZS   ac
HRRI    ac, .GTC0V+<2*n>
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, n is the number of the required CPU (from 0 to 5); and item is one of the symbols given in the word map below.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0	%CVNLA	===== Last NXM address =====
1	%CVNMR	===== Last NXM relative address =====
2	%CVNTS	===== Number of NXMs found this sweep =====
3	%CVNSC	===== Number of NXM sweeps done =====
4	%CVNUE	===== Number of user-enabled NXMs =====
5	%CVNAA	===== AND of blad addresses =====
6	%CVNOA	===== IOR of bad addresses =====
7	%CVNCS	===== Number of spurious channel NXMs =====

**Subtable: CPU Status Block**  
Subtable of .GTCnV

CONTENTS

CPU status block data.

INDEXED BY

Item number.

CALLING SEQUENCE

```

MOVE    ac, [%CCCSB+<2*n>]
GETTAB  ac,
        error return
ADDI    ac, item
HRLZS   ac
HRRI    ac, .GTCOV+<2*n>
GETTAB  ac,
        error return
        normal return
    
```

In the calling sequence, n is the number of the required CPU (from 0 to 5); and item is one of the symbols given in the word map below.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0	%CVSAI	APRID
1	%CVSAP	CONI APR,
2	%CVSPI	CONI PI,
3	%CVSPD	DATAI PAG,
4	%CVSPC	CONI PAG,
5-10		Reserved
11	%CVSER	RDERA
12	%CVSRD	CONI RH20 for First RH
		. . .
		CONI RH20 for eighth RH
22	%CVSDT	Four words for the 4 DTEs on a CPU

GETTAB TABLES

26	%CVSE0	===== EPT location 0 -----
		. . .
		===== EPT location 37 -----
66	%CVSE1	===== EPT location 140 -----
		. . .
		===== EPT location 177 -----
126	%CVSU1	===== UPT location 500 -----
		. . .
		===== UPT location 503 -----
132	%CVSA6	===== AC block 6, register 0 -----
133		----- AC block 6, register 1 -----
134		----- AC block 6, register 2 -----
135		----- AC block 6, register 3 -----
136		----- AC block 6, register 12 -----
137	%CVSA7	===== AC block 7, register 0 -----
140		----- AC block 7, register 1 -----
141		----- AC block 7, register 2 -----
142 (1)	%CVSSB	===== First word of SBDIAG data -----
		. . .
		----- Up to 50 words of SBDIAG data =====

Notes:

- Each SBDIAG Block has the format:  
 Number of sub-block blocks,,offset to first
- Each sub-block has the format:  
 Number of words,,logical  
 controller#  
 function 0 word 1  
 function 1 word 1

**Subtable: Device Status Block**  
Subtable of .GTCnV

CONTENTS

Device status block data.

INDEXED BY

Item number.

CALLING SEQUENCE

```

MOVE      ac, [%CCDSB+<2*n>]
GETTAB    ac,
          error return
ADDI      ac, item
HRLZS     ac
HRRI      ac, .GTC0V+<2*n>
GETTAB    ac,
          error return
          normal return

```

In the calling sequence, n is the number of the required CPU (from 0 to 5); and item is the item number of the required item in the subtable.

The table of device status for devices on this CPU contains the results of executing the instructions in the table obtained with .GTDCD (GETTAB 17,,16Table 160).

| This table and .GTDCD are parallel tables with a one-for-one mapping  
 | of instructions in .GTDCD and resumes here. Intentionally, there is  
 | no order specified. It is intended that a program (such as DAEMON or  
 | SPEAR) should get one instruction from .GTDCD, display its symbol and  
 | device code in octal, and then display the value from this table.

**GETTAB TABLES**

**Subtable: Background Performance Analysis**  
 Subtable of .GTCnV

CONTENTS

Disk/PI usage.

INDEXED BY

Item number.

CALLING SEQUENCE

```

MOVE      ac, [%CCSDP+<2*n>]
GETTAB ac,
  error return
ADDI      ac, item
HRLZS     ac
HRRI      ac, .GTCOV+<2*n>
GETTAB ac,
  error return
normal return
  
```

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0	%CVCH0	RH20 #0 usage
4	%CVCH1	RH20 #1 usage
10	%CVCH2	RH20 #2 usage
14	%CVCH3	RH20 #3 usage
20	%CVCH4	RH20 #4 usage
24	%CVCH5	RH20 #5 usage
30	%CVCH6	RH20 #6 usage
34	%CVCH7	RH20 #7 usage
40	%CVPI0	PI level 0 (DTE, KLIPA, and KLINI) usage
44	%CVPI1	PI level 1 usage
50	%CVPI2	PI level 2 usage
54	%CVPI3	PI level 3 usage
60	%CVPI4	PI level 4 usage
64	%CVPI5	PI level 5 usage
70	%CVPI6	PI level 6 usage
74	%CVPI7	PI level 7 usage

Subtable: KS Memory Errors  
 Subtable of .GTCnV

CONTENTS

Count of soft and hard memory errors on KS processors.

INDEXED BY

Item number.

CALLING SEQUENCE

```

MOVE    ac, [%CCMSS+<2*n>]
GETTAB  ac,
        error return
ADDI    ac, item
HRLZS   ac
HRRI    ac, .GTCOV+<2*n>
GETTAB  ac,
        error return
        normal return
  
```

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0	%CVKSE	===== Total number of soft memory errors =====
1	%CVKSS	===== Memory status register at last soft error =====
2	%CVKHE	===== Total number of hard memory errors =====
3	%CVKHS	===== Memory status register at last hard error =====

## GETTAB TABLES

### .GTFET - Feature Test Settings GETTAB Table 71

#### CONTENTS

Feature test settings that describe the features included in the current monitor.

#### INDEXED BY

Item number.

Monitor Table: FETTBL

#### CALLING SEQUENCE

```
MOVE    ac, [item]
GETTAB  ac,
        error return
TLNN    ac, <bit+777777>
JRST    not-available-address
TRNN    ac, <bit+777777>
JRST    feature-test-off-address
JRST    feature-test-on-address
```

In the calling sequence, item is one of the symbols given in the word map below, and bit is one of the feature test bits given below the word map.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0,,71	%FTUO*	Monitor call features
1,,71	%FTRTS*	Realtime and scheduler features
2,,71	%FTCOM*	Command features
3,,71	%FTACC*	Accounting features
4,,71	%FTERR*	Error control and option features
5,,71	%FTDEB*	Debugging features
6,,71	%FTSTR*	File structure features and parameters
7,,71	%FTDSK*	Internal disk features and parameters
10,,71	%FTSCN*	Scanner option features
11,,71	%FTPER*	I/O features and parameters
12,,71	%FTPE2*	More I/O features and parameters
13,,71	%FTDS2*	More internal disk features and parameters
14,,71	%FTST2*	More file structure features and parameters
15,,71	%FTUU2*	More monitor call features

%FTUO monitor call feature test flags (more at %FTUO2 below) are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Feature</u>
19	F%MDA	Mountable device allocator.
20	F%MLOG	MIC log file support.
21	F%MIC	MACRO command processor.
22	F%EQDQ	ENQ./DEQ. monitor calls.
23	F%GALA	GALAXY (always set).
24	F%PI	Software PI system.
25	F%IPCF	IPCF.
26	F%CCIN	CTRL/C intercept.
27	F%PTYU	JOBSTS and CTLJOB monitor calls (always set).
28	F%PEEK	PEEK monitor call.
29	F%POKE	POKE. monitor call.
30	F%JCON	Job continuation (always set).
31	F%SPL	Spooling.
32	F%PRV	Job privileges (always set).
33	F%DAEM	DAEMON monitor call.
34	F%GETT	GETTAB monitor call.
35	F%2REL	2-register relocation (obsolete).

%FTRTS realtime and scheduler feature test flags are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Feature</u>
23	F%CMSR	Communication measurement.
24	F%PSCD	Scheduler performance gathering.
25	F%NSCH	New scheduler.
26	F%VM	Virtual memory (always on).
27	F%SWAP	Swapper (defined in S, always on).
28	F%SHFL	Shuffler (obsolete).
29	F%RTC	DK10 service.
30	F%LOCK	LOCK monitor call.
31	F%TRPS	TRPSET monitor call.
32	F%RTTR	RTTRP monitor call.
33	F%SLEE	SLEEP monitor call (always set).
34	F%HIBW	HIBER and WAKE monitor calls (always set).
35	F%HPQ	HPQ monitor call.

%FTCOM command feature test flags are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Feature</u>
19	F%PJOB	Extended PJOB command (always set).
20	F%EXE	.EXE file format.
21	F%MOFF	Set memory off-line.
22	F%MONL	Set memory on-line.
23	F%CCL	COMPILE commands (defined in S, always on).
24	F%CCLX	COMPILE-class commands (always set).
25	F%QCOM	QUEUE and related commands (always set).
26	F%SET	SET command and SETUO monitor call (always set).
27	F%VERS	Version.
28	F%BCOM	Batch control files (always set).
29	F%SEDA	Set daytime and date (always set).
30	F%WATC	SET WATCH command and monitor call.
31	F%FINI	FINISH and CLOSE commands (always set).
32	F%REAS	REASSIGN command and monitor call (always set).
33	F%EXAM	E and D commands (always set).
34	F%TALK	SEND command (always set).
35	F%ATTA	ATTACH command and monitor call (always set).

## GETTAB TABLES

%FTACC accounting feature test flags are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Feature</u>
28	F%ACCT	Accounting support (always set).
29	F%EMRT	KL10 EBOX/MBOX user runtime capability.
30	F%FDAE	File DAEMON.
31	F%TLIM	Limits for time, core, and so forth (always set).
32	F%CNO	Accounting charge numbers (always set).
33	F%UNAM	User names (always set).
34	F%KCT	Kilo-core ticks (always set).
35	F%TIME	Run time (always set).

%FTERR error control and option feature test flags are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Feature</u>
19	F%SCA	Systems Communication Architecture is supported.
20	F%KLP	KL-paging is enabled.
21	F%KS10	KS10 processor.
22	F%MNXM	Nonexistent memory error recovery (always set).
23	F%KL10	KL10 processor.
24	F%KA10	KA10 processor (obsolete, always off).
25	F%22BI	22-bit channel (DF10C) (always set).
26	F%PDBS	Swapping PDB (obsolete, always off).
27	F%KI10	KI10 processor.
28	F%METR	METER. monitor call.
29	F%EXON	Execute-only files (always on).
30	F%KII	KI10 instruction check on KA10 (always set).
31	F%BOOT	BOOT bootstrap (always set).
32	F%2SWP	Multi-swapping devices (always set).
33	F%EL	DAEMON error logging.
34	F%MS	Multi-processors.
35	F%MEMP	Memory parity error recovery (always set).

%FTDEB debugging feature test flags are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Feature</u>
27	F%2SEG	2-segment monitor (always on).
28	F%RSP	Response time.
29	F%WHY	Why reload logging (always set).
30	F%PATT	Patch space in tables.
31	F%TRAC	Back-tracking features (obsolete, always off).
32	F%HALT	Halts in monitor (always set).
33	F%RCHK	Internal redundancy checks (always set).
34	F%MONP	Monitor write-protected (obsolete, always off).
35	F%CHEC	Monitor check-summed (obsolete, always off).

%FTSTR file structure feature test flags (more at %FTST2 below) are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Feature</u>
19	F%DHIA	High availability features.
20	F%DSIM	Simultaneous file update.
21	F%NUL	NUL: device.
22	F%LIB	LIB/SYS/OLD/NEW, and other device names (always set).
23	F%DPRI	Disk priority transfers.
24	F%APLB	Append to last file block.
25	F%AIR	Append implies read (always set).
26	F%GSRC	Generic device searching.
27	F%DRDR	Rename across directories.
28	F%DSEK	SEEK monitor call (obsolete, always off).

29	F%DSUP	Super USETI/USETO monitor calls.
30	F%DQTA	Disk quotas.
31	F%STR	Multiple structures (always set).
32	F%5UUO	Miscellaneous 5-series monitor calls (always set).
33	F%PHYO	Physical devices only (always set).
34	F%SFD	Subfile directories (SFDs) (always set).
35	F%MOUN	STRUUO monitor call functions (always set).

%FTDSK internal disk parameter flags (more at %FTDS2 below) are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Feature</u>
19	F%SLCK	Debug search list code.
20	F%2ATB	2-part access blocks (obsolete, always off)
21	F%CBDB	Debug CB interlock.
22	F%LOGI	LOGIN (defined in S, always on).
23	F%DISK	Disk system (defined in S, always on).
24	F%FFRE	Prevent races in FILEND (obsolete, always off).
25	F%SWPE	Swap read error recovery (always set).
26	F%DBBK	Bad block marking.
27	F%DUFC	UFD compressing.
28	F%DETS	Disk error simulator (obsolete, always off).
29	F%DMRB	Multi-RIBs.
30	F%DSMC	Smaller allocation of disk core blocks (obsolete, always off)
31	F%DALC	Allocation optimization.
32	F%DSTT	Disk-usage statistics.
33	F%DHNG	Hung disk recovery (always set).
34	F%DBAD	Disk offline recovery.
35	F%DOPT	Latency optimization (always set).

%FTSCN scanner option feature test flags are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Feature</u>
20	F%RP04	RP04 support (always set).
21	F%RDY	Remote data-entry service.
22	F%DCXH	DC10-H (2741 on DC10) support (obsolete, always off).
23	F%TVP	Fancy vertical positioning.
24	F%TYPE	TYPESET-10 features on DC76 (obsolete, always off).
25	F%2741	Support for 2741-like terminals (obsolete, always off).
26	F%CAFE	DC76 support (always set).
27	F%TBLK	TTY BLANK command.
28	F%TPAG	PAGE and display knowledge.
29	F%DIAL	Auto-dialer.
30	F%SCLC	Special line control (always set).
31	F%SCNR	Hardware scanner (always set.)
32	F%MODM	Modem control.
33	F%630H	Single-scanner 630.
34	F%GPO2	Modem support (obsolete, always off).
35	F%HDPX	Truly half-duplex terminals (obsolete, always off).

## GETTAB TABLES

%FTPER I/O parameter feature test flags (more at %FTPE2 below) are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Feature</u>
19	F%RDBA	Read backwards on TU70 (always set).
20	F%TAPO	TAPOP. monitor call (always set).
21	F%TLAB	Tape label support.
22	F%TASK	Task-to-task network support.
23	F%DAS7	DAS78 (remote 360/370/2780) support.
24	F%XTC	DA28-C network support.
25	F%MSG5	MSGSER (MPX device) monitor module.
26	F%HSLN	High-speed logical device search (always set).
27	F%CPTR	CDP trouble intercept (always set).
28	F%CRTR	CDR trouble intercept (always set).
29	F%CTY1	Support device CTY1 (always on).
30	F%NET	Network software.
30	F%REM	Remote-station software.
31	F%LPTR	LPT-device error recovery (always set).
32	F%OPRE	Device errors to operator (always set).
33	F%CDRS	CDR superimage mode (always set).
34	F%MTSE	Magnetic tape SET DENSITY/BLOCK commands (always set).
35	F%TMP	TMPCOR area (always on).

%FTPE2 I/O parameter feature test flags (more at %FTPER above) are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Feature</u>
35	F%DX10	DX10 device-chaining (magtapes).

%FTDS2 internal disk parameter feature test flags (more at %FTDSK above) are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Feature</u>
35	F%DUAL	Dual-ported disks (RP04, RP06).

%FTST2 file structure parameter feature test flags (more at %FTSTR above) are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Feature</u>
34	F%SETS	Disk sets.
35	F%PSTR	Private file structures.

%FTUU2 monitor call feature test flags (more at %FTUUO above) are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Feature</u>
35	F%MPB	MPB batch code.

**.GTEDN - Ersatz Device Names**  
 GETTAB Table 72

CONTENTS

SIXBIT names of ersatz devices. The first blank name is the end of the table.

INDEXED BY

Item number.

Monitor Table: SDVTBL

CALLING SEQUENCE

```

      MOVE    ac, [item]
      GETTAB  ac,
            error return
            normal return
  
```

In the calling sequence, item is the item number of the required name.

Word      Map

0	<pre> ===== First ersatz device name ----- </pre>
last	<pre> ----- Last ersatz device name ===== </pre>

In this data block, the entry following last is blank (0).

The ersatz device names are defined in the EDEVS macro in COMMOD.

**GETTAB TABLES**

**.GTSCN - Scanner Data**  
 GETTAB Table 73

CONTENTS

Scanner data.

INDEXED BY

Item number.

Monitor Table: .GTSCN

CALLING SEQUENCE

```

      MOVE    ac, [item]
      GETTAB ac,
            error return
            normal return
  
```

In the calling sequence, item is one of the symbols given in the word map below.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0,,73	%SCNRI	Number of receive interrupts
1,,73	%SCNXI	Number of transmit interrupts
2,,73	%SCNEI	Number of echo interrupts (in %SCNXI)
3,,73	%SCNMB	Maximum buffer size
4,,73	%SCNAL	Number of active lines
5,,73	%SCNPS	Size of buffer for PIM mode
6,,73	%SCNRA	Address of receive interrupt routine
7,,73	%SCNXA	Address of transmit interrupt routine
10,,73	%SCNTA	Obsolete
11,,73	%SCTFT	Address of first TTY chunk on free list
12,,73	%SCTFP	Address of last TTY chunk on free list
13,,73	%SCRCQ	Number of characters queued or deferred
14,,73	%SCRQF	Number of characters lost for queue overflow
15,,73	%SCNTW	Number of time LDBTIC was wrong

.GTSNA - Last SEND ALL in 9-Bit  
GETTAB Table 74

CONTENTS

Data for last send-all message.

INDEXED BY

Item number.

Monitor Table: SNDTMP

CALLING SEQUENCE

```

MOVE    ac, [item]
GETTAB  ac,
        error return
        normal return
    
```

In the calling sequence, item is one of the symbols given in the word map below.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0,,74	%SCNAE	Byte pointer to end byte in message
1,,74	%SCNAS	Byte pointer to first-1 byte in message
2,,74	%SCNAM	First word of data in message
		.
		.
		Last word of data in message



**.GTPID - Process Communication ID (IPCF)**  
 GETTAB Table 76

CONTENTS

All process communication identifiers (PIDs) that have been assigned by the system. The default length of the table is twice the number of jobs that can run.

INDEXED BY

Item number.

Monitor Table: PIDTAB

CALLING SEQUENCE

```

      MOVE    ac,[item]
      GETTAB  ac,
             error return
             normal return
  
```

In the calling sequence, item is the number of the desired item in the table. The entry after the last PID in the table is 0.

Word      Map

0	===== First IPCF PID -----
	. . .
last	----- Last IPCF PID =====

In the data block, last is the number-1 of PIDs in the table.

**GETTAB TABLES**

**.GTIPC - IPCF Miscellaneous Data**  
**GETTAB Table 77**

CONTENTS

Miscellaneous IPCF data.

INDEXED BY

Item number.

Monitor Table: IPCTAB

CALLING SEQUENCE

```

MOVE    ac,[item]
GETTAB  ac,
        error return
        normal return
    
```

In the calling sequence, item is one of the symbols given in the word map below.

Word    Symbol    Map

0,,77	%IPCML	Maximum IPCF packet length
1,,77	%IPCSI	PID of system-wide [SYSTEM]INFO
2,,77	%IPCDQ	Default data
3,,77	%IPCTS	Total packets sent
4,,77	%IPCTO	Total packets outstanding
5,,77	%IPCCP	PID of [SYSTEM]IPCC
6,,77	%IPCPM	PID mask
7,,77	%IPCMP	Length of PID table
10,,77	%IPCNP	Number of PIDs now defined
11,,77	%IPCTP	Total PIDs defined since reload
12,,77	%IPCIC	Number of IPCF pages currently in core
13,,77	%IPCSP	PID of [SYSTEM]GOPHER
14,,77	%IPTWT	Total number of word transferred
15,,77	%IPTPT	Total number of pages transferred (word-mode packets)
16,,77	%IPOP	Overhead per packet (page-mode packets)
17,,77	%IPDPQ	Default PID quota

**.GTUPM - Physical Page of User Page Map**  
 GETTAB Table 100

CONTENTS

One word for each job running on the system, giving the physical page number of the job's page map.

INDEXED BY

Job number or segment number.

Monitor Table: JBTUPM

CALLING SEQUENCE

```

      MOVE      ac, [XWD jobno, .GTUPM]
      GETTAB   ac,
              error return
              normal return
  
```

In the calling sequence, jobno is the number of a logged-in job (use -1 for the current job) or a high-segment number (use -2 for the current high segment).

For high segment entries, this is the page number of the start of the high segment. Note that only the left half contains the page number. The right half contains other data and should be ignored.

```

|=====|
|               User page map page number               |
|=====|
  
```

**GETTAB TABLES**

**.GTCMW - SET WATCH Command Names**  
GETTAB Table 101

CONTENTS

The SIXBIT names of the SET WATCH monitor commands.

INDEXED BY

Item number.

Monitor Table: WATTAB

CALLING SEQUENCE

```
MOVE    ac, [item]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, item is the number of the desired item in the table.

<u>Word</u>	<u>Map</u>
0	=====    First SET WATCH command name    -----
	. . .
last	-----    Last SET WATCH command name    =====

In this data block, last is the number-1 of command names in the table.

The SET WATCH command names are defined with the WATTAB macro in COMCON and will be displayed if you type the HELP \* monitor command.

**.GTCVL - Current Virtual and Physical Limits**  
 GETTAB Table 102

CONTENTS

One word for each job running on the system, giving the current virtual and physical page limits for the job.

| INDEXED BY

| PDB word.

| Monitor Table: .PDCVL

CALLING SEQUENCE

```

      MOVE      ac, [XWD jobno, .GTCVL]
      GETTAB   ac,
              error return
              normal return
  
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```

=====|
|   Current virtual limit   |   Current physical limit   |
=====|
  
```

**GETTAB TABLES**

**.GTMVL - Maximum Virtual and Physical Limits**  
GETTAB Table 103

CONTENTS

One word for each job running on the system, giving the maximum virtual and physical page limits for the job.

INDEXED BY

PDB word.

Monitor Table: .PDMVL

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTMVL]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```
|=====|
|  Maximum virtual limit   | Maximum physical limit |
|=====|
```

.GTIPA - IPCF Statistics for Job  
 GETTAB Table 104

CONTENTS

One word for each job running on the system, giving the IPCF statistics for the job.

| INDEXED BY

| PDB word.

| Monitor Table: .PDIPA

CALLING SEQUENCE

```

      MOVE      ac, [XWD jobno, .GTIPA]
      GETTAB   ac,
              error return
              normal return
  
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```

|=====|
|                IPCF statistics for job                |
|=====|
  
```

IPCF statistics bits are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0-17	IP.CQD	Count of sends since the job logged in.
18-35	IP.CQC	Count of receives since the job logged in.

GETTAB TABLES

.GTIPP - IPCF Pointers and Counts  
GETTAB Table 105

CONTENTS

IPCF pointers and counts for the system.

| INDEXED BY

| PDB word.

| Monitor Table: .PDIPC

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTIPP]
GETTAB  ac,
        error return
        normal return
```

```
|=====|
|                IPCF pointers and counts                |
|=====|
```

IPCF pointer and count bits are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0-17		Reserved.
18-26	IP.CQP	Outstanding sends.
27-35	IP.CQO	Outstanding receives.

.GTIPI - PID for Job's [SYSTEM]INFO  
 GETTAB Table 106

CONTENTS

One word for each job running on the system, giving the process communication identifier for the job's [SYSTEM]INFO.

| INDEXED BY

| PDB word.

| Monitor Table: .PDIPI

CALLING SEQUENCE

```

      MOVE    ac,[XWD jobno,.GTIPI]
      GETTAB  ac,
             error return
             normal return
  
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```

|=====|
|          PID for [SYSTEM]INFO for job          |
|=====|
  
```

GETTAB TABLES

.GTIPQ - IPCF Flags and Quotas for Job  
GETTAB Table 107

CONTENTS

One word for each job running on the system, giving the IPCF quotas and flags for the job.

| INDEXED BY

| PDB word.

| Monitor Table: .PDIPQ

CALLING SEQUENCE

MOVE ac, [XWD jobno, .GTIPQ]  
GETTAB ac,  
error return  
normal return

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

|=====|  
| IPCF flags and quotas for job |  
|=====|

Quota and flag bits are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0	IP.CQX	Disabled.
1	IP.CQQ	Quota set.
3-17		PID quota.
18-26	IP.CQS	Send quota.
27-35	IP.CQR	Receive quota.



**GETTAB TABLES**

**.GTVM - General Virtual Memory Data**  
**GETTAB Table 113**

CONTENTS

Data about virtual page handling.

INDEXED BY

Item number.

Monitor Table: .GTVM

CALLING SEQUENCE

```

MOVE      ac, [item]
GETTAB   ac,
          error return
          normal return
    
```

In the calling sequence, item is one of the symbols given in the word map below.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0,,113	%VMSWP	Swap count
1,,113	%VMSCN	Scan count
2,,113	%VMSIP	Swaps and page operations in progress
3,,113	%VMSLE	Number of SWPLST entries
4,,113	%VMTTL	Total virtual memory in use
5,,113	%VMCMX	Maximum value of %VMTTL allowed
6,,113	%VMRMX	Obsolete
7,,113	%VMCON	Constant used in swap rate computation
10,,113	%VMQJB	Obsolete
11,,113	%VMRMJ	Obsolete
12,,113	%VMTLF	Time of last fault
13,,113	%VMSPF	System page fault counts
14,,113	%VMSW1	Address of SWPLST
15,,113	%VMSW2	Address of SW2LST
16,,113	%VMSW3	Address of SW3LST
17,,113	%VMEXP	Time constant exponent

GETTAB TABLES

20,,113	%VMDIF	Difference between %VMEXP and %VMCON
21,,113	%VMMXI	Maximum interval for fault-rate computation
22,,113	%VMIPC	Count of IPCF pages being swapped out
23,,113	%VMUPJ	Offset of job number in UPMP
24,,113	%VMUPR	Offset of end of low segment in UPMP
25,,113	%VMLST	Offset of pointer to swappable DDBs in UPMP
26,,113	%VMUPM	Virtual address of UPMP
27,,113	%VMLNM	Offset of pointer to logical names in UPMP
30,,113	%VMIC1	Number of swap input requests in SWPLST
31,,113	%VMHUA	Highest unmapped EXEC address
32,,113	%VMPPB	Address of beginning of per-process space
33,,113	%VMPPE	Address of end + 1 of per-process space
34,,113	%VMPPJ	Address of per-process user JOBDAT
35,,113	%VMFCC	Offset in UPMP for TMPCOR
36,,113	%VMCTA	Offset in UPMP for extended channel table pointer
37,,113	%VMJDA	EXEC virtual address of USRJDA
40,,113	%VMRMC	Real maximum CORMAX
41,,113	%VM MPC	Number of modified pages (write-locked page faults)

GETTAB TABLES

.GTVRT - Paging Rate for Job  
GETTAB Table 114

CONTENTS

One word for each job running on the system, giving the page rate for the job.

| INDEXED BY

| PDB word.

| Monitor Table: .PDVRT

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTVRT]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```
|=====|
| Paging rate for job | Reserved |
|=====|
```

**.GTSST - Scheduler Statistics**  
GETTAB Table 115

CONTENTS

Statistics kept by and for the job scheduler.

INDEXED BY

Item number.

Monitor Table: .GTSST

CALLING SEQUENCE

```

MOVE      ac, [item]
GETTAB   ac,
          error return
          normal return

```

In the calling sequence, item is one of the symbols given in the word map below.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0,,115	%SSOSO	Number of jobs run out-of-order to allow them to give up resources for swap-out
1,,115	%SSORJ	Number of jobs run out-of-order to allow them to give up resources required to run a job
2,,115	%SSNUL	Swapper null time
3,,115	%SSLOS	Swapper lost time
4,,115	%SSRQC	Total number of requeues
5,,115	%SSICM	Obsolete
6,,115	%SSMSI	Medium-term scheduling interval
7,,115	%SSAJS	Average job size
10,,115	%SSTQT	Total runtime quota given to each subclass
11,,115	%SSEAF	Obsolete
12,,115	%SSEAT	Obsolete
13,,115	%SSRSS	Total user time since SCHED. set class parameters
14,,115	%SSCLS	Default class for new jobs
15,,115	%SSJIL	Percentage of time scheduler scans just-swapped in list before subqueues
16,,115	%SSSWP	Min. no. of ticks swapper scans same primary subqueue
17,,115	%SSBBQ	Background batch subqueue

**GETTAB TABLES**

20,,115	%SSBBS	No. of ticks between background batch swaps
21,,115	%SSI OF	% of time swapper scans PQ2 incore chain before outcore
22,,115	%SSSET	0 if round-robin scheduling; date/time when class runtime scheduling initiated if class scheduling.
23,,115	%SSFLG	0 if round-robin scheduling; Count of CPU classes with nonzero quota if class scheduling
24,,115	%SSCOR	Seconds to wait after swapping out a runnable job before ignoring incore protect time

**.GTST2 - Second Job Status Word**  
GETTAB Table 117

CONTENTS

One word for each job running on the system, giving the second job status word for the job. (The first job status word is in GETTAB table 0 (.GTSTS).)

Restriction: The definitions of the bits in this table may vary from monitor release to monitor release; therefore you should not reference this GETTAB in a program that is monitor-independent.

INDEXED BY

Job number.

Monitor Table: JBTST2

CALLING SEQUENCE

```

MOVE    ac,[XWD jobno,.GTST2]
GETTAB  ac,
        error return
        normal return

```

In the calling sequence, jobno is the number of a logged-in job (use -1 for the current job).

```

|=====|
|                Second job status word                |
|=====|

```

**GETTAB TABLES**

**.GTJTC - Job Type and Scheduler Class**  
GETTAB Table 120

CONTENTS

One word for each job running on the system, giving the job type and scheduler class for the job. The bits in this word may vary from monitor to monitor; therefore you should not reference .GTJTC in a program that is monitor-independent.

INDEXED BY

Job number.

Monitor Table: JBTSCD

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTJTC]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```
=====|
|                Job type and scheduler class                |
|=====|
```

.GTCQP - Scheduler Quota Percent for Class  
 GETTAB Table 121

CONTENTS

The scheduler class quota in percent for each class.

| INDEXED BY

| Item number.

Monitor Table: CLSSTS

CALLING SEQUENCE

```

      MOVE    ac, [item]
      GETTAB  ac,
            error return
            normal return
  
```

In the calling sequence, item is the class number of the class whose quota percentage is required.

```

|=====|
|          Class quota in percent for class          |
|=====|
  
```

**GETTAB TABLES**

**.GTCRT - Class Runtime Since Quota Set**  
GETTAB Table 123

CONTENTS

The runtime for each class since the class quotas were set.

INDEXED BY

Scheduler class.

Monitor Table: SIDOFS

CALLING SEQUENCE

```
MOVE    ac, [XWD class, .GTCRT]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, class is the class number of the class whose runtime is required.

```
|=====|
|      Class runtime since quotas set for class      |
|=====|
```

**.GTSID - Special PID Table**  
 GETTAB Table 126

CONTENTS

A list of the defined system process identifiers (PIDs) used by the IPCF facility.

INDEXED BY

Item number.

Monitor Table: .GTSID

CALLING SEQUENCE

```

MOVE    ac, [item]
GETTAB  ac,
        error return
        normal return
  
```

In the calling sequence, item is one of the symbols given in the word map below.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0,,126	%SIIPC	[SYSTEM]IPCC
1,,126	%SIINF	[SYSTEM]INFO
2,,126	%SIQSR	[SYSTEM]QUASAR
3,,126	%SIMDA	Mountable device allocator
4,,126	%SITLP	Magtape labeling process
5,,126	%SIFDA	File Daemon
6,,126	%SIMDC	Mountable device coordinator (historical)
6,,126	%SITOL	Tape AVR process
7,,126	%SIACT	[SYSTEM]ACCOUNTING
10,,126	%SIOPR	Operator interface
11,,126	%SISEL	System error logger
12,,126	%SIDOL	Disk AVR process
13,,126	%SITGH	[SYSTEM]TGHA
14,,126	%SINML	DECnet NML listener
15,,126	%SIGFR	[SYSTEM]GOPHER
16,,126	%SICAT	[SYSTEM]CATALOG
17,,126	%SIMAI	[SYSTEM]MAILER

GETTAB TABLES

.GTENQ - ENQ./DEQ. Statistics  
GETTAB Table 127

CONTENTS

Statistics and quotas for the ENQ. and DEQ. monitor calls.

INDEXED BY

Item number.

Monitor Table: .EQTAB

CALLING SEQUENCE

MOVE ac, [item]  
GETTAB ac,  
error return  
normal return

In the calling sequence, item is one of the symbols given in the word map below.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0,,127	%EQMSS	Maximum string size
1,,127	%EQNAQ	Number of active queues
2,,127	%EQESR	Total ENQ. since reload
3,,127	%EQDSR	Total DEQ. since reload
4,,127	%EQAPR	Number of active pooled resources
5,,127	%EQDEQ	Default ENQ. quota
6,,127	%EQMMS	Maximum pie-slice lock mask block size
7,,127	%EQMTS	Maximum lock-associated table size
10,,127	%EQLTL	Minutes that unused lock data is kept
11,,127	%EQNDD	Number of deadlocks detected
12,,127	%EQNTO	Number of timeouts
13,,127	%EQMAQ	Maximum number of active queues

.GTJLT - LOGIN Time for Job  
 GETTAB Table 130

CONTENTS

One word for each job running on the system, giving the date/time (in universal format) that the job logged in.

INDEXED BY

Job number.

Monitor Table: JBTJLT

CALLING SEQUENCE

```

MOVE      ac, [XWD jobno, .GTJLT]
GETTAB    ac,
           error return
           normal return
  
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```

=====|
|          LOGIN date/time in universal format          |
|=====|
  
```

NOTE

This table is adjusted retroactively whenever the current system date/time is changed with the SET DATE monitor command, the SET DAYTIME monitor command, or the appropriate SETUUC function. Subtracting values in this table from %CNDTM will result in the elapsed time since the job logged in.

**GETTAB TABLES**

**.GTEBT - KL10 EBOX Time in Jiffies**  
GETTAB Table 131

CONTENTS

The number of jiffies of KL10 EBOX time used.

Restriction: The definitions of the bits in this table may vary from monitor release to monitor release; therefore you should not reference this GETTAB in a program that is monitor-independent.

| INDEXED BY

| PDB word.

| Monitor Table: .PDEBT

CALLING SEQUENCE

MOVE ac, [XWD jobno, .GTEBT]  
GETTAB ac,  
error return  
normal return

```
|=====|  
|                Jiffies of KL10 EBOX time                |  
|=====|
```

**.GTEBR - EBOX Jiffy Remainder**  
GETTAB Table 132

CONTENTS

The remainder resulting from dividing the contents of .GTEBT by RTUPS.

The number of jiffies of KL10 EBOX time used.

Restriction: The definitions of the bits in this table may vary from monitor release to monitor release; therefore you should not reference this GETTAB in a program that is monitor-independent.

INDEXED BY

PDB word.

Monitor Table: .PDEB2

CALLING SEQUENCE

```

MOVE    ac, [XWD jobno, .GTEBR]
GETTAB  ac,
        error return
        normal return

```

```

=====
| Jiffy remainder - mod(.GTEBT,RTUPS) |
=====

```

**GETTAB TABLES**

**.GTMBT - KL10 MBOX Time in Jiffies**  
GETTAB Table 133

CONTENTS

The number of jiffies of KL10 MBOX time used.

Restriction: The definitions of the bits in this table may vary from monitor release to monitor release; therefore you should not reference this GETTAB in a program that is monitor-independent.

| INDEXED BY

| PDB word.

| Monitor Table: .PDMBT

CALLING SEQUENCE

MOVE ac,[XWD jobno,.GTMBT]  
GETTAB ac,  
error return  
normal return

0,,133 .GTMBT

=====  
| Jiffies of KL10 MBOX time |  
=====

**.GTMBR - MBOX Jiffy Remainder**  
 GETTAB Table 134

CONTENTS

The remainder resulting from dividing the contents of .GTMBT by RTUPS.

Restriction: The definitions of the bits in this table may vary from monitor release to monitor release; therefore you should not reference this GETTAB in a program that is monitor-independent.

| INDEXED BY

| PDB word.

| Monitor Table: .PDMB2

CALLING SEQUENCE

```

      MOVE    ac, [XWD jobno, .GTMBR]
      GETTAB  ac,
            error return
            normal return
  
```

```

=====|
|           Jiffy remainder - mod(.GTMBT,RTUPS)           |
=====|
  
```

**GETTAB TABLES**

**.GTRDV - Program Run Device**  
GETTAB Table 135

CONTENTS

One word for each job running on the system, giving the device the program is run from.

| INDEXED BY

| PDB word.

| Monitor Table: .PDSTR

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTRDV]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```
|=====|
| Device program is run from |
|=====|
```

NOTE

GETTAB Tables 135, 136, and 137 store the file specification of the last program run by the job. Therefore, these words change when you issue a RUN, GET, SAVE, or CORE 0 command.

**.GTRDI - Program Run Directory**  
 GETTAB Table 136

CONTENTS

One word for each job running on the system, giving the project-programmer number (PPN) of the directory from which the job's program is being run.

INDEXED BY

PDB word.

Monitor Table: .PDDIR

CALLING SEQUENCE

```

      MOVE      ac,[XWD jobno,.GTRDI]
      GETTAB   ac,
              error return
              normal return
  
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```

=====|
|                Directory program is run from                |
|=====|
  
```

NOTE

GETTAB Tables 135, 136, and 137 store the file specification of the last program run by the job. Therefore, these words change when you issue a RUN, GET, SAVE, or CORE 0 command.

**GETTAB TABLES**

**.GTRFN - Program Run File name**  
GETTAB Table 137

CONTENTS

One word for each job running on the system, giving the SIXBIT name of the file from which the job's program is being run.

| INDEXED BY

| PDB word.

| Monitor Table: .PDNAM

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTRFN]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```
|=====|
|           File program is run from           |
|=====|
```

NOTE

GETTAB Tables 135, 136, and 137 store the file specification of the last program run by the job. Therefore, these words are changed when you issue a RUN, GET, SAVE or CORE 0 command.

**.GTDFL - User Defaults for Job**  
 GETTAB Table 140

CONTENTS

One word for each job running on the system, giving the user defaults for the job as set by the SET DEFAULT command or SETUOO call.

| INDEXED BY

| PDB word.

| Monitor Table: .PDDFL

CALLING SEQUENCE

```

      MOVE      ac, [XWD jobno, .GTDFL]
      GETTAB   ac,
              error return
              normal return
  
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```

|=====|
|                               |
|                               |
|                               |
|=====|
  
```

User default bits are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0-8	JD.PRT	Default file protection.
9	JD.SDP	Set if user has set default protection.
12	JD.DAD	Set if LOGIN shouldn't ask about detached jobs.
13-26	JD.MSK	Reserved for use by DIGITAL.
27-35	JD.BUF	Number of default disk buffers.

**GETTAB TABLES**

**.GTNTP - Network Performance Data**  
**GETTAB Table 141**

CONTENTS

Data for network performance analysis.

INDEXED BY

Item number.

Monitor Table: NETGTT

CALLING SEQUENCE

```

MOVE    ac,[item]
GETTAB  ac,
        error return
        normal return
    
```

In the calling sequence, item is one of the symbols given in the word map below.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0,,141	%NTCOR	Number of words of free space now in use
1,,141	%NTMAX	Maximum value %NTCOR has reached
2,,141	%NTAVG	Exponential average of %NTCOR (in K words)
3,,141	%NTBAD	Number of bad messages received and ignored
4,,141	%NTRTP*	Ptr to received NCL message type subtable
5,,141	%NTRMT*	Ptr to received NCL numbered message type subtable
6,,141	%NTRDL*	Ptr to received NCL data message lengths subtable
7,,141	%NTXTP*	Ptr to transmitted NCL message type subtable
10,,141	%NTXMT*	Ptr to transmitted NCL numbered message type subtable
11,,141	%NTXDL*	Ptr to transmitted NCL data message lengths subtable
12,,141	%NTBLC	PC of detection  PDB adr of last bad message
13,,141	%NTBYI	Number of input bytes processed
14,,141	%NTBYO	Number of output bytes processed
15,,141	%NTNIP	ANF-10/Ethernet Protocol Number (0 if function is not enabled)

GETTAB TABLES

16,,141	%NTNIA	ANF-10/Ethernet Multicast Address (Four highest bytes)
17,,141	%NTNIM	ANF-10 Ethernet Multicast Address (Low four bytes, or 0)
20,,141	%NTNII	ANF-10/Ethernet broadcast interval maximum
21,,141	%NTNIJ	ANF-10/Ethernet FEK Keep-Alive Timer value

The pointers %NTRTP, %NTRMT, %NTRDL, %NTXTP, %NTXMT, and %NTXDL are of the form:

<length-1>B8+<offset>B35

In this format, length is the maximum length of the subtable; and offset is the offset into .GTNTP of the start of the subtable. Subtables are documented on the following pages.

**GETTAB TABLES**

**Subtable: Received NCL Message Types**  
Subtable of .GTNTP

CONTENTS

Received NCL message types.

INDEXED BY

Item number.

CALLING SEQUENCE

```
MOVE    ac, [%NTRTP]
GETTAB  ac,
        error return
ADDI    ac, item
HRLZS   ac
ADDI    ac, .GTNTP
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, item is the number (starting with 0) of the required entry in the subtable.

<u>Word</u>	<u>Map</u>
0	=====    First received NCL message type    -----
last	-----    Last received NCL message type    =====

**Subtable: Received NCL Numbered Message Types**  
 Subtable of .GTNTP

CONTENTS

Received NCL numbered message types.

INDEXED BY

Item number.

CALLING SEQUENCE

```

MOVE    ac, [%NTRMT]
GETTAB  ac,
        error return
ADDI    ac, item
HRLZS   ac
ADDI    ac, .GTNTP
GETTAB  ac,
        error return
        normal return
  
```

In the calling sequence, item is the number (starting with 0) of the required entry in the subtable.

<u>Word</u>	<u>Map</u>
0	<pre> =====   First received NCL numbered message type   -----           . . .           </pre>
last	<pre> -----   Last received NCL numbered message type   =====           </pre>

**GETTAB TABLES**

**Subtable: Received NCL Data Message Lengths**  
Subtable of .GTNTP

CONTENTS

Received NCL message lengths by powers of 2.

- 0 = 0 bytes, and message too long
- 1 = 1 byte
- 2 = 2 to 3 bytes
- 3 = 4 to 7 bytes
- . . .
- n = 2(n-1) to (2\*n)-1 bytes

INDEXED BY

Item number.

CALLING SEQUENCE

```
MOVE    ac, [%NTRDL]
GETTAB  ac,
        error return
ADDI    ac, item
HRLZS   ac
ADDI    ac, .GTNTP
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, item is the number (starting with 0) of the required entry in the subtable.

<u>Word</u>	<u>Map</u>
0	=====    First received NCL data message length    -----
	. . .
last	-----    Last received NCL data message length    =====

**Subtable: Transmitted NCL Message Types**  
 Subtable of .GTNTP

CONTENTS

Transmitted NCL message types.

INDEXED BY

Item number.

CALLING SEQUENCE

```

MOVE      ac, [%NTXTP]
GETTAB    ac,
          error return
ADDI      ac, item
HRLZS     ac
ADDI      ac, .GTNTP
GETTAB    ac,
          error return
          normal return
  
```

In the calling sequence, item is the number (starting with 0) of the required entry in the subtable.

<u>Word</u>	<u>Map</u>
0	<pre> =====   First transmitted NCL message type  -----            </pre>
last	<pre>  -----  Last transmitted NCL message type  -----            </pre>

**GETTAB TABLES**

**Subtable: Transmitted NCL Numbered Message Types**  
Subtable of .GTNTP

CONTENTS

Transmitted NCL numbered message types.

INDEXED BY

Item number.

CALLING SEQUENCE

```
MOVE    ac, [%NTXMT]
GETTAB  ac,
        error return
ADDI    ac, item
HRLZS   ac
ADDI    ac, .GTNTP
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, item is the number (starting with 0) of the required entry in the subtable.

<u>Word</u>	<u>Map</u>
0	=====    First transmitted NCL numbered message type    -----
	. . .
last	-----    Last transmitted NCL numbered message type    =====

**Subtable: Transmitted NCL Data Message Lengths**  
 Subtable of .GTNTP

CONTENTS

Transmitted NCL message lengths by powers of 2.

- 0 = 0 bytes, and message too long
- 1 = 1 byte
- 2 = 2 to 3 bytes
- 3 = 4 to 7 bytes
- . . .
- n = 2\*\*(n-1) to (2\*\*n)-1 bytes

INDEXED BY

Item number.

CALLING SEQUENCE

```

MOVE    ac, [%NTXDL]
GETTAB  ac,
        error return
ADDI    ac, item
HRLZS   ac
ADDI    ac, .GTNTP
GETTAB  ac,
        error return
normal return
  
```

In the calling sequence, item is the number (starting with 0) of the required entry in the subtable.

<u>Word</u>	<u>Map</u>
0	<pre> =====   First NCL data message length                  -----            </pre>
	. . .
last	<pre> -----                  Last NCL data message length                  -----            </pre>

**GETTAB TABLES**

**.GTSPA - Scheduler Performance Data**  
 GETTAB Table 142

CONTENTS

Data for analysis of scheduler performance.

INDEXED BY

Item number.

Monitor Table: SCDPER

CALLING SEQUENCE

```

MOVE    ac, [item]
GETTAB  ac,
        error return
        normal return
  
```

In the calling sequence, item is one of the symbols given in the word map below.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0,,142	%SPDGS	DEctape-generated sleeps
1,,142	%SPMGS	Magtape-generated sleeps
2,,142	%SPEWS	Event-wait satisfied
3,,142	%SPTIS	Terminal input satisfied
4,,142	%SPTOS	Terminal output satisfied
5,,142	%SPPIIS	Pseudo-terminal input satisfied
6,,142	%SPPOS	Pseudo-terminal output satisfied
7,,142	%SPRS1	Requeues from SS into PQ1
10,,142	%SPRW1	Requeues from WAKE into PQ1
11,,142	%SPRD1	Requeues from DAEMON-satisfied into PQ1
12,,142	%SPRO1	Other requeues into PQ1
13,,142	%SPQR1	Number of PQ1 jobs that expired quantum runtime
14,,142	%SPQR2	Number of PQ2 jobs that expired quantum runtime
15,,142	%SPQRH	Number of HPQ jobs that expired quantum runtime

GETTAB TABLES

16,,142	%SPIP1	PQ1 jobs that expired in-core protect time
17,,142	%SPIP2	PQ2 jobs that expired in-core protect time
20,,142	%SPIPH	HPQ jobs that expired in-core protect time
21,,142	%SPKS1	Number of swapped in for PQ1 jobs
22,,142	%SPKS2	Number of swapped in for PQ2 jobs
23,,142	%SPKSH	Number of swapped in for HPQ jobs
24,,142	%SPNJ1	Number of PQ1 jobs swapped in
25,,142	%SPNJ2	Number of PQ2 jobs swapped in
26,,142	%SPNJH	Number of HPQ jobs swapped in
27,,142	%SPTC1	Clock ticks charged to PQ1
30,,142	%SPTC2	Clock ticks charged to PQ2
31,,142	%SPTCH	Clock ticks charged to HPQ
32,,142	%SPNRS	Number of responses for PQ1/CMQ swap-in
33,,142	%SPNTS	Total ticks of response for PQ1/CMQ swap-in
34,,142	%SPSSS	Sum of squares of PQ1/PQ2 swap-in (2-Word integer)
35,,142		Reserved
36,,142	%SPMWC	Number of measurements of wasted core
37,,142	%SPSWC	Sum of wasted core (pages)
40,,142	%SPSSC	Sum of squares of wasted core (2-word integer)

**GETTAB TABLES**

**.GTVKS - Virtual Kilo-Core Ticks for Job**  
GETTAB Table 143

CONTENTS

One word for each job running on the system, giving the number of virtual kilo-core ticks for the job.

| INDEXED BY

| PDB word.

| Monitor Table: .PDVKC

CALLING SEQUENCE

MOVE ac, [XWD jobno, .GTVKS]  
GETTAB ac,  
error return  
normal return

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```
|=====|  
|           Virtual kilo-core ticks           |  
|=====|
```

**.GTUUC - Monitor Calls Executed for Job**  
GETTAB Table 144

CONTENTS

One word for each job running on the system, giving the number of monitor calls executed for the job.

| INDEXED BY

| PDB word.

| Monitor Table: .PDUNC

CALLING SEQUENCE

MOVE ac, [XWD jobno, .GTUUC]  
GETTAB ac,  
error return  
normal return

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```
|=====|  
| Count of monitor calls done for job |  
|=====|
```

**GETTAB TABLES**

**.GTRSn - Next SFD Level in Job Run Path**  
GETTAB Tables 145 through 151

CONTENTS

One word for each job running on the system, giving the SFD level in the run path for the job. Specifically, the GETTABs for each SFD level are:

<u>GETTAB Name</u>	<u>Number</u>	<u>Monitor Table</u>
.GTRS0	145	.PDSFD
.GTRS1	146	.PDSFD+1
.GTRS2	147	.PDSFD+2
.GTRS3	150	.PDSFD+3
.GTRS4	151	.PDSFD+4

INDEXED BY

Job number.

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTRSn]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is the number of a logged-in job (use -1 for the current job), and .GTRSn is .GTRS0 through .GTRS4 for the appropriate SFD level.

```
=====|
| SFD in path program was run from |
|=====|
```



GETTAB TABLES

.GTCAP - Job Capability Word  
GETTAB Table 153

CONTENTS

One word for each job running on the system, giving the maximum privileges that can be enabled for the job.

INDEXED BY

PDB word.

Monitor Table: .PDCAP

CALLING SEQUENCE

MOVE ac, [XWD jobno, .GTCAP]  
GETTAB ac,  
error return  
normal return

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```
|=====|  
| Job capability word (maximum privileges) |  
|=====|
```

Capability bits are as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Privilege</u>
0	JP.IPC	IPCF privilege.
1-2	JP.DPR	Highest disk priority for the job (n is in the range 0 to 3).
3	JP.MET	METER. privilege.
4	JP.POK	POKE. privilege.
5	JP.CCC	Privilege to change CPU specification with a command or a monitor call.
6-9	JP.HPQ	Highest high-priority queue available to the job (n is in the range 0 to 17 octal).
10	JP.NSP	Device unspooling privilege.
11	JP.ENQ	ENQ/DEQ privilege.
12	JP.ADM	System administrator privileges.
13	JP.RTT	RTTRP privilege.
14	JP.LCK	LOCK privilege.
15	JP.TRP	TRPSET privilege.
16	JP.SPA	PEEK and SPY privilege for any core.
17	JP.SPM	PEEK and SPY privilege for monitor core.
18-35		Reserved for users.

**.GTIDX - Range of Each GETTAB Table**  
GETTAB Table 154

CONTENTS

The entry numbers of the minimum and maximum entries for each GETTAB table.

INDEXED BY

Item number

Monitor Table: RNGTAB

CALLING SEQUENCE

```

      MOVE    ac,[item]
      GETTAB  ac,
            error return
      HLREM   ac,minent
      HRREM   ac,maxent

```

In the calling sequence, item is the symbol for the table whose range is required; minent is a memory location for the minimum entry number; and maxent is a memory location for the maximum entry number.

```

|=====|
| Min table index (ID.MIN) | Max table index (ID.MAX) |
|=====|

```

.GTIDX contains one word for each GETTAB table. The word gives the following information:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0-17	ID.MIN	Minimum programs should do a HLRE in case negative
18-35	ID.MAX	Maximum programs should do a HRRE in case negative.

**GETTAB TABLES**

**.GTGTB - GETTAB Immediate Using Range Table**  
GETTAB Table 155

CONTENTS

Data for each GETTAB table.

INDEXED BY

Item number.

Monitor Table: NUMTAB

CALLING SEQUENCE

MOVE ac, [item]  
GETTAB ac,  
error return  
normal return

In the calling sequence, item is the mnemonic name of the table whose data is required.

=====|  
| GETTAB table data |  
=====|

The word gives the following information for each GETTAB table:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>																					
0-8	SL.MAX	If SL.TYP is 1, 2, 3, or 4, this field is the largest item number in the table. If SL.TYP is 5, this field is the index into the range table.																					
9-11	SL.TYP	Type of table:																					
		<table border="0"> <thead> <tr> <th><u>Value</u></th> <th><u>Symbol</u></th> <th><u>Type</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>.SLNIC</td> <td>Not included in this system.</td> </tr> <tr> <td>1</td> <td>.SLIXI</td> <td>Indexed by item number.</td> </tr> <tr> <td>2</td> <td>.SLIXJ</td> <td>Indexed by job number.</td> </tr> <tr> <td>3</td> <td>.SLIXS</td> <td>Indexed by job number or segment number.</td> </tr> <tr> <td>4</td> <td>.SLIXP</td> <td>Indexed by job number; data in PDB.</td> </tr> <tr> <td>5</td> <td>.SLIXR</td> <td>Indexed by item number. Range may not be 0 to length -1.</td> </tr> </tbody> </table>	<u>Value</u>	<u>Symbol</u>	<u>Type</u>	0	.SLNIC	Not included in this system.	1	.SLIXI	Indexed by item number.	2	.SLIXJ	Indexed by job number.	3	.SLIXS	Indexed by job number or segment number.	4	.SLIXP	Indexed by job number; data in PDB.	5	.SLIXR	Indexed by item number. Range may not be 0 to length -1.
<u>Value</u>	<u>Symbol</u>	<u>Type</u>																					
0	.SLNIC	Not included in this system.																					
1	.SLIXI	Indexed by item number.																					
2	.SLIXJ	Indexed by job number.																					
3	.SLIXS	Indexed by job number or segment number.																					
4	.SLIXP	Indexed by job number; data in PDB.																					
5	.SLIXR	Indexed by item number. Range may not be 0 to length -1.																					
12-13		Reserved for use by DIGITAL.																					
14-17	SL.MAC	A monitor accumulator number.																					
18-35	SL.ADR	If SL.TYP=1,2,3,5, this halfword contains the executive mode address of the table; if SL.TYP=4, this halfword contains the offset to PDB. If SL.TYP is 5, this halfword is the executive mode address of offset 0 into the table.																					

**.GTTNM - Terminal Type Names**  
 GETTAB Table 156

CONTENTS

The SIXBIT names of those terminals that may be specified in the SET TTY TYPE monitor command or in TRMOP. monitor call functions .TOTRM + .TOSET.

INDEXED BY

Item number.

Monitor Table: TTTWDT

CALLING SEQUENCE

```

      MOVE    ac, [item]
      GETTAB  ac,
            error return
            normal return
  
```

In the calling sequence, item is the number of the desired entry in the table.

```

=====
|                                     |
|               First SIXBIT terminal name               |
|-----|
|                                     |
|               Last SIXBIT terminal name                 |
|-----|
  
```

The terminal names are defined with the TTTWDT macro in COMCON.

GETTAB TABLES

.GTOBI - Write-to-Operator and Batch Data  
GETTAB Table 157

CONTENTS

One word for each job running on the system, giving flags defining the write-to-operator capabilities and batch stream numbers and sets for the job.

INDEXED BY

PDB word.

Monitor Table: .PDOBI

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTOBI]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is the number of a logged-in job. Use -1 for the current job.

```
|=====|
|                   Operator batch data                   |
|=====|
```

Operator and batch flags are as follows:

<u>Flag</u>	<u>Symbol</u>	<u>Meaning</u>
3B1	OB.WTO	Write-to-operator capabilities:
		<u>Value</u> <u>Symbol</u> <u>Meaning</u>
		0        .OBALL    WTO and WTOR allowed.
		1        .OBNWR    No WTOR allowed; WTO only.
		2        .OBNOM    No messages to operator allowed.
7B4	OB.OPR	Operator privileges:
		<u>Value</u> <u>Symbol</u> <u>Meaning</u>
		0        .OBNOP    No operator privileges
		1        .OBSOP    System-wide privileges
		2        .OBHOP    Host system privileges
		3        .OBROP    Remote operator privileges
10	OB.BSS	Batch stream number set.
177B17	OB.BSN	Batch stream number.

.GTDCD - CONI/DATAI Corresponding to DSB  
GETTAB Table 160

CONTENTS

Device status block subtable.

INDEXED BY

Item number.

| Monitor Table: DVSXCT

CALLING SEQUENCE

MOVE ac, [item]  
GETTAB ac,  
error return  
normal return

|=====|  
|CONI/DATAI corresp to device status block (see %CCDSB)|  
|=====|

**GETTAB TABLES**

**.GTNDB - Byte Pointers Into Node Data Block**  
**GETTAB Table 161**

CONTENTS

Pointers into an NDB to facilitate the retrieval of data.

INDEXED BY

Item number.

Monitor Table: NDBTBL

CALLING SEQUENCE

```

MOVE    ac, [item]
GETTAB  ac,
        error return
        normal return
    
```

In the calling sequence, item is one of the symbols given in the word map below.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0,,161	%NDLEN	Length of NDB (not a byte pointer)
1,,161	%NDNXT	Address of next NDB
2,,161	%NDNNM	Node number
3,,161	%NDSNM	Address of SIXBIT station name
4,,161	%NDTIM	Timer
5,,161	%NDNGH	First neighbor entry
6,,161	%NDNGL	Last neighbor entry
7,,161	%NDNGN	Node number from %NDNGH (address = 0)
10,,161	%NDOPR	Address of OPR LDB
11,,161	%NDCTJ	Station control job number
12,,161	%NDLAR	Last ACK received
13,,161	%NDLAP	Last output message acknowledged
14,,161	%NDLMS	Last message sent
15,,161	%NDLMA	Last message number assigned

GETTAB TABLES

16,,161	%NDLAS	Last ACK sent
17,,161	%NDLMR	Last message received
20,,161	%NDLMP	Last message processed
21,,161	%NDSDT	Address of system build date
22,,161	%NDSID	Address of system identification
23,,161	%NDMOM	Maximum number of outstanding messages allowed
24,,161	%NDDEV	First device
25,,161	%NDNVR	NCL version number of remote node

**GETTAB TABLES**

**.GTPDB - Job PDB Word**  
GETTAB Table 162

CONTENTS

Number of monitor per process pages, and monitor address of the job's PDB.

INDEXED BY

Job number.

Monitor Table: JBTPDB

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTPDB]
GETTAB  ac
        error return
        normal return
```

Reserved	Number of monitor per-process pages swapped-in	Number of monitor per-process pages (total)	Address (monitor) of job's PDB
0-----5	6-----11	12-----17	18-----35

The left half of this word is divided into 6-bit fields. Bits 0-5 are reserved for use by DIGITAL. Bits 6-11 contain the number of per-process pages to be swapped in, and Bits 12-17 contain the total number of per-process pages. This word does not include section maps for non-zero sections.

**.GTEQJ - ENQ./DEQ. Queue Header**  
GETTAB Table 163

CONTENTS

ENQ/DEQ queue header.

| INDEXED BY

| PDB word.

| Monitor Table: .PDEQJ

CALLING SEQUENCE

MOVE ac, [XWD jobno, .GTEQJ]  
GETTAB ac  
error return  
normal return

=====|  
| ENQ/DEQ queue header |  
|=====|

**GETTAB TABLES**

**.GTDCN - Default Command Arguments**  
GETTAB Table 164

CONTENTS

One word for each job running on the system, giving the SET DEFAULT monitor command argument for the job.

INDEXED BY

Item number.

Monitor Table: DFLTTB

CALLING SEQUENCE

```
MOVE    ac,[item]
GETTAB  ac
        error return
        normal return
```

In the calling sequence, item is the number of the command in the list of SET DEFAULT commands. Use the HELP \* monitor command to obtain the list of SET DEFAULT commands for your system.

```
=====|
|           Set default command arguments           |
|=====|
```

**.GTLBS - Large Buffer Size**  
GETTAB Table 165

CONTENTS

Size of disk buffers as adjusted by program and SET BIGBUF monitor command. The program sets the buffer size with the SETU00; this setting overrides any that might have been set with the monitor command. The monitor command setting takes precedence when the program is halted.

INDEXED BY

PDB word.

Monitor Table: .PDLBS

CALLING SEQUENCE

```

      MOVE    ac, [XWD jobno, .GTLBS]
      GETTAB  ac
            error return
            normal return

```

```

=====|
|  Set by program          | Set by user command  |
=====|

```

In this data block, the data in the left half (LB.PGM) is the buffer size as set by the program. The right half (LB.CMD) contains the buffer size as set by the monitor command SET BIGBUF.

**GETTAB TABLES**

**GTPTR - Program To Run**  
GETTAB Table 166

CONTENTS

The name of the program to run. Refer to the .STPGM function of the SETUO UUO.

| INDEXED BY

| PDB word.

| Monitor Table: .PDPGM

CALLING SEQUENCE

MOVE ac, [XWD jobno, .GTPTR]  
GETTAB ac  
error return  
normal return

```
=====|
|                SIXBIT program name                |
|=====|
```

**.GTSTM - Time of Last Reset**  
GETTAB Table 167

CONTENTS

Time the program was last RESET.

| INDEXED BY

| PDB word.

| Monitor Table: .PDSTM

CALLING SEQUENCE

MOVE ac, [XWD jobno, .GTSTM]  
GETTAB ac  
error return  
normal return

=====  
| Universal date/time of last RESET |  
=====

**GETTAB TABLES**

**.GTDNT - DECnet Queue Headers**  
**GETTAB Table 170**

CONTENTS

Pointers to tables and information about DECnet-10 Version 3.

INDEXED BY

Item number.

Monitor Table: DCNGTB

CALLING SEQUENCE

```

MOVE    ac, [item]
GETTAB  ac
        error return
        normal return
    
```

Word      Symbol      Map

0,,170	%DNRCH*	Queue header for circuit blocks
1,,170	%DNNPH*	Queue header for port blocks
2,,170	%DNETH*	DTE control block table
3,,170	%DNNSJ*	Pointer to session control job block for NRTSER
4,,170	%DNNCH*	Pointer to NRTSER's internal channel table
5,,170	%DNNDQ*	Queue block header for LLINK's node blocks
6,,170	%DNLOC	Obsolete
7,,170	%DNPTR	Obsolete
10,,170	%DNCHB*	Pointer to start of blocks describing DECnet's fixed-size freecore
11,,170	%DNKON*	Pointer to table of DECnet controller names
12,,170	%DNNRV*	Pointer to current routing vector (indexed by node number)
13,,170	%DNOFS*	Pointer to offset from routing vector to secondary vector
14,,170	%DNRMX	Pointer to address of router maximum node number
15,,170	%DNCST	Address of byte pointer to cost

GETTAB TABLES

16,,170	%DNHOP	Address of byte pointer to hops
17,,170	%DNLCL*	Address of byte pointer to LOCAL bit
20,,170	%DNAME	Address of byte pointer to ACTIVE bit
21,,170	%DNNDT	Obsolete
22,,170	%DNSMX	Obsolete
23,,170	%DNACB	Address of DECnet Allocation Control Block

For additional information (format of blocks pointed to by this table), refer to code as follows:

<u>Item</u>	<u>Module</u>	<u>Label</u>
0	D36PAR	BEGSTR RC
1	D36PAR	BEGSTR EL
2	DTEPRM	DTEGEN
3	Format returned is similar to that returned by GETTAB .GTSJB.	
4	NRTSER	BEGSTR NR
5	D36PAR	BEGSTR NN
10	D36COM	BEGSTR CH
11	Device names are listed in ASCII.	
12	ROUTER	BEGSTR RN
13	Contains pointers to output adjacency block for this node.	
17	Set only for executor (local host) node.	



**.GTNDA - NDB Address**  
**GETTAB Table 173**

CONTENTS

Pointers into the DECnet-10 node data block address table. This table contains the address of the NDB for each node.

INDEXED BY

Item number.

Monitor Table: .GTNDA

CALLING SEQUENCE

```

      MOVE    ac,[item]
      GETTAB  ac
           error return
           normal return
    
```

In the calling sequence, item is the number of the node in this table.

```

=====|
|           Node data block address           |
|=====|
    
```

**GETTAB TABLES**

**.GTAOT - ANF-10 Object Translation Table**  
 GETTAB Table 174

CONTENTS

The ANF-10 object translation table for each DECnet object type.

INDEXED BY

Item number.

Monitor Table: OBJTAB

CALLING SEQUENCE

```

      MOVE    ac, [item]
      GETTAB  ac
           error return
           normal return
  
```

In the calling sequence, item is the NCL object type.

0	11	17	35
=====			
Reserved	AO.TYP	AO.NAM	
=====			

<u>Bits</u>	<u>Symbol</u>	<u>Contents</u>
0-11	AO.XXX	Reserved for use by DIGITAL.
12-17	AO.TYP	Device type (refer to DEVTYP UUO).
18-35	AO.NAM	Device name (in SIXBIT).

**GTCTX - Context Table**  
GETTAB Table 175

CONTENTS

Information about contexts.

INDEXED BY

Item number.

| Monitor Table: CTXTAB

CALLING SEQUENCE

```

MOVE      ac, [item]
GETTAB   ac
          error return
          normal return

```

In the calling sequence, item is one of the symbols given in the word map below.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0,,175	%CTJCQ	Default job context quota
1,,175	%CTJPQ	Default job saved-pages quota
2,,175	%CTSCQ	System-wide context quota
3,,175	%CTSPQ	System-wide saved-pages quota
4,,175	%CTSCU	System-wide count of contexts in use
5,,175	%CTSPU	System-wide count of currently saved pages
6,,175	%CTTCS	Total context saves done
7,,175	%CTACE	No. of times auto-push exceeded context quota
10,,175	%CTAPE	No. of times auto-push exceeded saved-pages quota
11,,175	%CTPCE	No. of times a privileged program exceeded context quota
12,,175	%CTPPE	No. of times a privileged program exceeded pages-saved quota
13,,175	%CPBDM	Byte pointer to returned context directory map

GETTAB TABLES

.GTIMI - Job Page Count  
GETTAB Table 176

CONTENTS

Number of memory pages in use by each job.

INDEXED BY

Job number or segment number.

Monitor Table: JBTIMI

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTIMI]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is the job number of a logged-in job (-1 for your current job), or the segment number of the program.

0	2	3		8	9		14	15		35	
=====											
		NZSICN				NZSSCN				Page Count	
=====											

Bit definitions:

<u>Bits</u>	<u>Symbol</u>	<u>Contents</u>
0-2		Reserved
3-8	NZSICN	Number of pages to allocate on swap-in for non-zero section maps.
9-14	NZSSCN	Number of pages currently allocated to non-zero section maps.
15-35	IMGIN	Number of physical pages in user portion of job.





**.GTVIR - Job's Virtual Size**  
GETTAB Table 201

CONTENTS

Virtual size of program.

INDEXED BY

Job number.

Monitor Table: JBTVIR

CALLING SEQUENCE

```
MOVE    ac, [XWD jobno, .GTVIR]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is the job number, or -1 for current job.

The virtual size is returned with Bits 6-14 containing the high segment size and Bits 15-35 containing the low segment size.

GETTAB TABLES

.GTETH - Ethernet Information  
GETTAB Table 202

CONTENTS

Data about Ethernet configuration.

INDEXED BY

Item number.

Monitor Table: ETHGTB

CALLING SEQUENCE

MOVE ac, [item]  
GETTAB ac,  
error return  
normal return

In the calling sequence, item is the symbol representing one of the words in the following word map.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0,,202	%EINEC	Number of Ethernet channels on system
1,,202	%EICHN	Address of first Ethernet channel block
2,,202	%EINEK	Number of Ethernet controllers on system
3,,202	%EIKON	Address of first Ethernet controller block
4,,202	%EISYS	Offsets to .ECBSYS,,.EKBSYS
5,,202	%EISTS	Offsets to .ECBSTS,,.EKBSTS
6,,202	%EIBYR	Total bytes received
7,,202	%EIBYX	Total bytes transmitted
10,,202	%EIDGR	Total datagrams received
11,,202	%EIDGX	Total datagrams transmitted

**.GTCCM - Site-specific Commands**  
GETTAB Table 204

CONTENTS

Site-specific commands, defined using the MONGEN dialog. (See the Software Installation Guide for information on defining commands with MONGEN.)

INDEXED BY

Item number.

Monitor Table: CSTTAB

CALLING SEQUENCE

```

MOVE    ac, [item]
GETTAB  ac,
        error return
        normal return

```

In the calling sequence, item is the table position of the command name.

```

=====|
|                MONGEN-defined command name                |
|=====|
|
|                .
|                .
|=====|
|                MONGEN-defined command name                |
|=====|

```

When the user issues a monitor command, the monitor first searches the table of commands defined using the DECLARE command. If an exact match is not found, the table of MONGEN-defined commands is searched next. The HELP \* command displays a list of these command names.

**GETTAB TABLES**

**.GTNXM - Nonexistent Memory Bit Table**  
GETTAB Table 205

CONTENTS

Bit table for tracking nonexistent memory errors.

INDEXED BY

Item number.

Monitor Table: NXMTAB

CALLING SEQUENCE

```
MOVE    ac,[item]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, item is the page number divided by 36.

```
|=====|
|Page 0 | Page 1 | Page 2 | Page 3 | Page 4 | Page 5 |...|
|=====|
|Page 36| Page 37| Page 38| Page 39| Page 40| Page 41|...|
|=====|
|
|=====|
```

Each bit in the table represents a page number, where the bit is set when that page causes a nonexistent memory error. Thus, Word 0 represents Pages 0 through 35, Word 1 represents Pages 36 through 71, and so forth.

Item %CNNXM in the CPU Data Block points to this table.

.GTBTX - BOOT Text String  
GETTAB Table 206

CONTENTS

Auto-reload command string to be read by the BOOT program.

INDEXED BY

Item number.

Monitor Table: BOOTXT

CALLING SEQUENCE

MOVE ac,[item]  
GETTAB ac,  
error return  
normal return

In the calling sequence, item is the offset into this table.

```

=====|
| First 5 ASCII characters of the BOOTXT command string|
=====|
| Next 5 ASCII characters                               |
=====|

```

. . .

**GETTAB TABLES**

**.GTCHN - Channel Data Block Offsets**  
GETTAB Table 207

CONTENTS

Offsets to information in the channel data block. The offsets are used by the DAEMON system utility.

INDEXED BY

Item number.

Monitor Table: .GTCHN

CALLING SEQUENCE

MOVE ac,[item]  
GETTAB ac,  
error return  
normal return

In the calling sequence, item is the offset in this table.

<u>Word</u>	<u>Symbol</u>	<u>Map</u>
0,,207	%CHSYS	Link to next channel data block in system
1,,207	%CHLUE	Last UDB with hard or soft errors
2,,207	%CHICW	Initial control word on last error
3,,207	%CHICL	Number of words pointed to by %CHICW
4,,207	%CHMPE	Number of memory parity errors
5,,207	%CHDPE	Number of data parity errors from the device
6,,207	%CHNXM	Number of NXM errors or Data Late (overrun) errors
7,,207	%CHTCW	Expected termination control word

.GTKDB - Controller Data Block Chain Headers  
 GETTAB Table 210

CONTENTS

Address of first KDB for each device type.

INDEXED BY

Item number.

Monitor Table: KDBTAB

CALLING SEQUENCE

```

      MOVE    ac, [item]
      GETTAB  ac,
            error return
            normal return
  
```

In the calling sequence, item is .TYxxx (a device type as defined for the DEVTYP UUO).

```

=====
| Address of first KDB for device .TYxxx |
=====
| Address of first KDB for device .TYxxx |
=====
  
```

**GETTAB TABLES**

**.GTDDH -- Device Data Block Chain Headers**  
GETTAB Table 211

CONTENTS

Addresses of the first DDB for each device type.

INDEXED BY

Item number.

Monitor Table: DDBTAB

CALLING SEQUENCE

```
MOVE    ac, [item]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, item is .TYxxx (the device symbol as obtained with the DEVTYP UUO).

```
=====|
| Address of first DDB for device .TYxxx |
|=====|
| Address of first DDB for device .TYxxx |
|=====|
```

.GTTCN -- Terminal Class Names  
GETTAB Table 212

CONTENTS

Names of terminal classes.

INDEXED BY

Item number.

Monitor Table: TCNTAB

CALLING SEQUENCE

MOVE ac,[item]  
GETTAB ac,  
error return  
normal return

In the calling sequence, item is the terminal class number.

=====  
| Terminal classes |  
=====

**GETTAB TABLES**

**.GTLPN -- Logged-In Project-Programmer Numbers**  
GETTAB Table 213

CONTENTS

Returns the PPN used by the job for logging in.

INDEXED BY

Job number.

Monitor Table: PDB Word .PDLPN

CALLING SEQUENCE

```
MOVE    ac, [jobno]
GETTAB  ac,
        error return
        normal return
```

In the calling sequence, jobno is the job number, or -1 for the current job.

```
|=====|
|          Logged-in PPN          |
|=====|
```

. . .

## APPENDIX A

### .EXE FILES

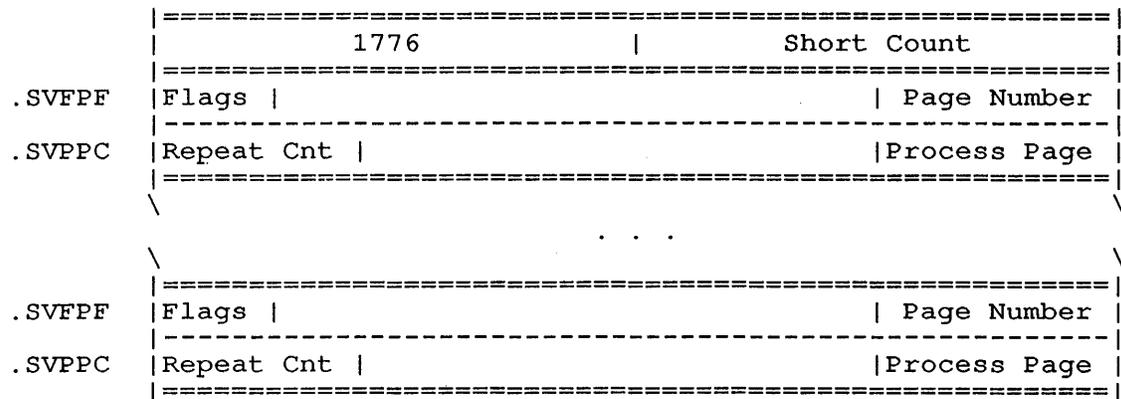
An .EXE file consists of a directory page followed by one or more pages of data.

The data in the directory page consists of a variable number of chunks. Each chunk starts with a word containing a code in the left half and a count of the number of words in the chunk in the right half. The following codes are defined:

1775	.SVSTA	Entry vector block.
1776	.SVDIR	Directory.
1777	.SVEND	End of directory.

#### A.1 THE DIRECTORY

The directory for an .EXE file starts with a .SVDIR header word and contains one or more 2-word entries that map the pages of the .EXE file into a process' address space. This format is represented in the following diagram.



## .EXE FILES

The format of each .SVFPF word is as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
B0	SV%HIS	Page is in high segment.
B1	SV%SHR	Page is sharable.
B2	SV%WRT	Page is writable.
B3	SV%CON	Page is concealed.
B4	SV%SYM	Page is part of symbol table.
5-22		Reserved.
23-35		The page number in the .EXE file at which the page starts.

The format of each .SVPPC word is as follows:

<u>Bits</u>	<u>Symbol</u>	<u>Meaning</u>
0-8	SV%REP	Repeat count (the number of contiguous pages minus 1 that are described by this entry).
9-22		Reserved.
23-35	SV%PPN	The process page number into which the page should be loaded.

## **APPENDIX B**

### **FILE DAEMON**

The File Daemon provides extended file protection. The File Daemon described in this appendix is a prototype that you may use to help you in understanding the monitor support for this feature. The File Daemon is supplied only to serve as a prototype for the File Daemon you may desire at your installation.

Each installation will have varying types of accounting and file security measures. Therefore, each installation's File Daemon may be written to account for these differences and varying requirements. The DIGITAL-supplied, prototype File Daemon supports access lists and access logging that is performed on a user's or a system administrator's request.

#### **B.1 USER INTERFACE**

The File Daemon allows any user to specify who can and who cannot access his files. Each user may create a file named ACCESS.USR (which is described in Section C.3). This file optionally lists the names of some or all of that user's files and specifies, on an individual file basis, the users who can and cannot access those files. Under specific conditions, the File Daemon examines the user's ACCESS.USR file and may record information, in a separate file called ACCESS.LOG, regarding specific access requests to the listed files. Note that ACCESS.USR can be created only by the owner of the particular directory or by a job logged in under [1,2].

#### **B.2 THE FILE DAEMON**

The monitor calls the File Daemon (only if the monitor feature test switch F%FDAE = -1) each time that someone tries to access a file that has a 4, 5, 6, or 7 protection code in the owner's protection code field and the access fails due to a file protection error or due to a directory protection error.

For example, if you protect a file against a specific user and that user attempts to access your file (with a LOOKUP, ENTER, RENAME, or FILOP. monitor call), the monitor suspends the execution of the accessing user's program and it sends a message to the File Daemon. This message includes the type of access the user is attempting and that user's project-programmer number. The monitor gives control to the File Daemon, which looks for your file called ACCESS.USR. ACCESS.USR must be on the same file structure and in the same directory area as the file being accessed.

## FILE DAEMON

After examining ACCESS.USR, the File Daemon returns to the monitor the highest type of access you have specified that the user attempting access to your file may have. Then, the File Daemon logs the access request in ACCESS.LOG (if you set the /LOG switch in your ACCESS.USR file; refer to Table C-1).

All of this occurs, even when you attempt to access your own files, if a file has a 4, 5, 6, or 7 protection code in the owner's protection code field. However, as the file's owner, you can read your file and change the file's protection code without having the File Daemon called. Depending on the information you specified in your ACCESS.USR file, the File Daemon either grants or denies access to the accessing user.

If the monitor attempts to pass control to the File Daemon, but the File Daemon is not running, the monitor denies access to the file unless the program attempting access has full file access rights ([1,2] or JACCT). The same result occurs when one of the following conditions occurs:

1. The File Daemon cannot find ACCESS.USR in the same path as the file being accessed.
2. The File Daemon cannot find ACCESS.USR in a higher-level directory, when it scans up the directory structure.

If the File Daemon finds ACCESS.USR but cannot find the name of the accessed file in ACCESS.USR, the File Daemon denies file access to the accessing user. The File Daemon also denies access to the accessing user if the File Daemon finds the specified filename in ACCESS.USR but the project-programmer number does not match any of the project-programmer numbers you have specified that may access your file.

All files listed in your ACCESS.USR are assumed to be in the same User File Directory (UFD) as the file named ACCESS.USR. However, if your ACCESS.USR is in your UFD and it describes the type of accesses to be allowed to files contained in the SFDs, the accessing user must specify the full path to the file in the SFD before the File Daemon will consider the file specification to match.

The File Daemon treats all file accessors the same. All accesses to a file having a 4, 5, 6, or 7 protection code in the owner's protection code field cause the File Daemon to be called when a protection error results. The File Daemon is always called when a protection error occurs as a result of the directory protection code. Because of this equal treatment, you should not do the following:

1. If a [1,2] job attempts to access a file that is protected such that the File Daemon is called, that job may be denied access to the file. This is a possible problem, for example, if the [1,2] job is BACKUP and you have denied (either implicitly or explicitly) these programs access to your files. When you do this, your file will not be backed up on magnetic tape. Therefore, you must accept the responsibility of backing up your own files.
2. In general, full file access programs will not be allowed to read your files. Therefore, under most circumstances, QUEUE would not be allowed to queue a file that was protected such that the File Daemon was called.

## FILE DAEMON

3. If the file's owner protection code field is such that the File Daemon is called and the owner has neglected to include his own project-programmer number in ACCESS.USR for this file, the File Daemon grants the owner the same type of access as if a 7 were in the owner's protection code field (that is, the owner can only read the file or change the file's protection code.)
4. ACCESS.USR files may be restored at arbitrary times. Therefore, operators should not perform a full restore of the disk using BACKUP when the File Daemon is running. If such a full restore is done, the action may not allow BACKUP to restore files that ACCESS.USR allows them to BACKUP.
5. The CHKACC monitor call tells a program what a user's file access privileges are. Therefore, by using CHKACC, a program can tell if the File Daemon will be called, but it will not know the access privileges returned by the File Daemon.

### B.3 ACCESS.USR

Every user can create his own ACCESS.USR file. Note that ACCESS.USR files can be created only by the owner of the specific directory or a [1,2] job. ACCESS.USR is made up of one or more 'command lines'. You must write each command line in the following format:

```
file-spec/switches=[ppn]/switches, ..., [ppn]/switches
```

The file-spec is a full file specification (that is, device: filename.extension [path]). The File Daemon scans each line in ACCESS.USR until it matches a file specification on the left of the equal sign and a project-programmer number on the right. All access rights will then be determined by that line (there will be no continued scan). The user should minimally specify one of the switches synonymous with protection codes (such as, READ, EXECUTE, ALL, ...) for that file specification; refer to Table C-1. If you do not specify a switch, a default of /NONE is provided. The possible switches are listed in Table C-1.

## FILE DAEMON

Table B-1: ACCESS.USR Switches

Switch	Meaning				
/LOG /NOLOG	<p>This switch causes the File Daemon to log any access attempt in the file named ACCESS.LOG. If you specify this switch, the File Daemon appends a LOG entry to the end of ACCESS.LOG, which is found in the same directory as your ACCESS.USR. The log entry includes the following:</p> <ul style="list-style-type: none"><li>o the date of the access</li><li>o the time of the access</li><li>o the job number of the accessing job</li><li>o the project-programmer number and name associated with the accessing job</li><li>o the name of the accessing program</li><li>o the type of access attempted</li><li>o the full file specification of the access file</li><li>o the access permitted, detailing whether access was permitted to the file</li></ul> <p>If you also specify the /EXIT or /CLOSE switch, the File Daemon includes the following information in the LOG entry (both the initial entry and when the file is closed):</p> <ul style="list-style-type: none"><li>o the accessing job's run time</li><li>o kilo-core-seconds</li><li>o disk reads</li><li>o disk writes</li></ul> <p>If the File Daemon cannot find ACCESS.LOG in your area, it creates one, giving it the same protection code as your ACCESS.USR. Note that the File Daemon can always access ACCESS.USR and ACCESS.LOG.</p>				
/LOG:n	<p>This switch allows the File Daemon to log access attempts based on the switch value. The following are the legal switch values:</p> <table><tbody><tr><td>ALL</td><td>Log all accesses attempted (same as /LOG).</td></tr><tr><td>NONE</td><td>Do not log any accesses (same as /NOLOG).</td></tr></tbody></table>	ALL	Log all accesses attempted (same as /LOG).	NONE	Do not log any accesses (same as /NOLOG).
ALL	Log all accesses attempted (same as /LOG).				
NONE	Do not log any accesses (same as /NOLOG).				

## FILE DAEMON

SUCSESSES Log only those accesses that were permitted.

FAILURES Log only those accesses that were not permitted.

/CLOSE  
/NOCLOSE If you specify the /LOG switch and the /CLOSE switch, the File Daemon makes the log entry when the file is closed.

/EXIT  
/NOEXIT If the accessing program is executing and you have specified the /LOG and /EXIT switches, the File Daemon makes the log entry when the program has finished execution.

/CREATE  
/NOCREATE This switch allows a user who would ordinarily not be allowed to create files in your directory to do so. This switch is used in conjunction with one of the ACCESS.USR switches that are synonymous with protection codes (such as /RENAME). This switch can appear on either side of the equal sign. An example of a command line with the /CREATE switch is as follows:

```
WONDER.TST=[10,3333]/CREATE/NONE
```

This command line allows any user to create a file called WONDER.TST in your directory, but none of these users may have any other access to that file.

Another example is

```
WOND.TST=[10,10]/CREATE/READ, [*,*]/NONE
```

This command line prevents all users from accessing the file WOND.TST, but allows user [10,10] to create a file called WOND.TST.

/PROT:nnn This switch specifies the protection code with which a file will be created. This switch is allowed only on the left side of the equal sign. The value nnn must be an octal number in the range 0-777. The file is created with the specified protection code if the following conditions occur:

1. You specify the /PROTECTION switch.
2. The File Daemon is called because a user attempted to create a file in a directory protected against that user.
3. The File Daemon allows the user to create the file (determined by the contents of ACCESS.USR).

## FILE DAEMON

`/PROG:file` This switch allows the specified program to have the desired type of access to the file. This switch can appear only on the right side of the equal sign in the command line. For example:

```
ONE.TST/READ=[10,10],[10,65]/WRITE,[1,2]-
```

```
#/PROGRAM:SYS:BACKUP
```

This command line specifies that [10,10] jobs can read ONE.TST, and [10,65] jobs can read and write ONE.TST, a job logged in under [1,2] running BACKUP can read the file. No one else can access ONE.TST.

You may omit the device specification or you may specify DSK: or ALL: in the filespec argument to the /PROGRAM switch. However, this is not a recommended procedure because there may be potential security violations. The File Daemon has no knowledge of your search list; therefore, the File Daemon treats DSK: identically to ALL:. It is recommended that the device name be either a file structure name or an ersatz device name (LIB: is not allowed, however).

`/XONLY` This switch, when it appears in conjunction with the PROGRAM switch, considers the specified program to match the program doing the accessing, only if the accessing program is Execute-only.

`/ALL` This switch specifies that ALL access to the file is allowed. Specified accessors of this file can change the protection code for the file, rename, write, execute, update, and append to the file. (This is equal to protection code 0.)

`/RENAME` This switch specifies that rename access is allowed. Specified accessors of this file can rename, execute, write, read, update, or append to the file. (This is equal to protection code 1.)

`/WRITE` This switch specifies that write access is allowed. Desired accessors of this file can write, read, execute, update, and append to the file. (This is the same as protection code 2.)

`/UPDATE` This switch specifies that update access is allowed. Specified accessors of the file can update, append, read, and execute the file. (This is equal to protection code 3.)

`/APPEND` This switch specifies that append access is allowed. Specified accessors of this file can append, read, or execute the file. (This is the same as protection code 4.)

`/READ` This switch specifies that read access is allowed. Specified accessors of this file can read or execute the file. (This is the same as protection code 5.)

## FILE DAEMON

`/EXECUTE` This switch specifies that execute access is allowed. Specified accessors of this file can only execute the file. (This is the same as protection code 6.)

`/NONE` This switch specifies that no access is allowed to the file. (This is the same as protection code 7.)

---

You create an ACCESS.USR file to specify for each file which project-programmer numbers can access the file and what type of access those accessors can have. The switches indicate the type of access allowed.

Switches appearing on the left side of the equal sign affect all project-programmer numbers appearing on the right side of the equal sign. However, with the exception of the /PROTECTION switch, the switch on the left side can be overridden for one or more project-programmer numbers specified on the right side of the equal sign. You can override the switches by explicitly specifying another switch. For example, if the following line appeared in your ACCESS.USR file:

```
TST.TST/ALL=[10,*],[11,*],[27,*],[17,*]/NONE
```

The File Daemon would allow all members of projects 10, 11, and 27 complete access to the file TST.TST. However, the File Daemon would not allow members of project 17 to access TST.TST. For project-programmer numbers other than 10, 11, 27, 17, the File Daemon will search for a later TST.TST that contains the accessing job's project-programmer number. If no match is found, the File Daemon denies the accessing user's request.

Full wildcard specifications are allowed both on the left and right sides of the equal sign. Comments and continuation lines are allowed in ACCESS.USR. A comment must begin with a semicolon or an exclamation point. A continuation line is indicated by inserting a hyphen (minus sign) immediately preceding the carriage return that terminates a line. If there is a syntax error in a line in ACCESS.USR, the File Daemon ignores that line. You should insure the accuracy of your own ACCESS.USR files by proofing carefully. If the following line were in your ACCESS.USR file:

```
FOO.BAR+[*,*]
```

The File Daemon would ignore the line because a + sign appears where an = sign should appear. The File Daemon would deny access to all users desiring access to FOO.BAR, since the File Daemon denies access to all files whose names do not appear in ACCESS.USR. Since the File Daemon ignores the line, it does not know that FOO.BAR is listed in the file.

## FILE DAEMON

The following is an example of an ACCESS.USR file that uses most of the features of the File Daemon.

Directory user = [13,675]

Directory protection = <700>

File	Protection
------	------------

ACCESS.USR	<777>
------------	-------

ACCESS.LOG	<777>
------------	-------

F1.TST	<077>
--------	-------

F2.TST	<457>
--------	-------

File Daemon will not be called.

Project members may READ, otherwise call File Daemon.

F3.TST	<477>
--------	-------

Only owner may access without File Daemon.

F4.TST	<777>
--------	-------

Call File Daemon on all accesses.

ACCESS.USR

ACCESS.\*/NONE=[\*,\*]

;No one can touch ACCESS.USR and ACCESS.LOG including [1,2] and JACCT users. Note that these files cannot be backed up if the File Daemon is running.

ALL:\*/READ/LOG=[1,2]/PROGRAM:SYS:BACKUP/XONLY

;Allow access from BACKUP (from SYS, execute only, and running under [1,2] to read the file and to make LOG entry.

F?.TST/LOG=[10,11]/NONE,[10,\*]/EXECUTE/EXIT

;Log all access attempts. No access allowed to [10,11], but other project members [10,\*] can execute the file. Log entries are made when the accessing program exits.

\*.\*/CREATE/PROTECTION:055=[12,21]/ALL,[12,17]

;[12,21] has privileges for all files (except ACCESS.\*) and may create files that have a protection of 055. [12,17] cannot access any file (/NONE is a default) but may create files. No log entries will be made.

\*.\*/CREATE/PROTECTION:777/LOG=[123,456]/NONE

;[123,456] may create files at will but may not access them (such as a student turning in homework).

## FILE DAEMON

File	Protection
*.*[13,675,A]/ALL/PROTECTION:057/CREATE=[1,2]/LOG	;[1/2] has all privileges in this SFD and may create files with a protection code of 057.
[13,675].UFD/LOG/READ=[*,*]	;Anyone may read this directory as a file.
F3.TST/LOG=[12,3]/EXECUTE	
*.*[13,675,A]/LOG=[12,3]/NONE	;[12,3] can only execute F3.TST.
*.*=[*,*]/NONE	;No other access is granted and no LOG entry is made.

Note that entries are scanned from left to right and top to bottom. The scan stops on the first match of a file name on the left side of the equal sign and a project-programmer number on the right side of the equal sign.

When you create your ACCESS.USR file, you should take care to see that a wild card specification will not match in a line earlier than a specific specification in a later line. As a general rule, place specific statements first in the ACCESS.USR file, followed by more general "catch all" statements. If you want to log entries, you must use the /LOG switch (and any of the other switches) on every line for which that switch applies.

### B.4 MONITOR INTERFACE TO A FILE DAEMON

A File Daemon is a privileged program that can be used for the following purposes:

1. Overseeing file accesses.
2. Aiding in proprietary billing.
3. Tracking program usage.

The interface between the monitor and the File Daemon that is described in this section is supplied and supported by Digital.

There is a privileged program called the File Daemon. Digital supplies one unsupported version of a File Daemon, which is described in the preceding sections of this appendix. But, each installation should write its own File Daemon, because each installation will vary on its requirements for such a program.

## FILE DAEMON

When a File Daemon is running, the monitor calls it every time someone tries to access a file or a directory that has a 4, 5, 6, or 7 code in the owner's protection code field and the access fails due to a protection error. So that the monitor knows there is a File Daemon, the following must occur:

1. The feature test switch F%FDAE must be set to -1, to enable the condition.
2. The program that will be the File Daemon must be privileged (that is, it must be running under [1,2] or running with the JACCT bit set).
3. This program must send an IPCF request to [SYSTEM] IPCC (code 6, .IPCSC) requesting a special PID.
4. This program must then send a request to [SYSTEM] IPCC specifying code 24 (.IPCWP). This code requests that the File Daemon's PID be entered in the Special PID table.

After each request to [SYSTEM] IPCC, the File Daemon receives verification that the function occurred. After the verification resulting from the File Daemon specifying code 24, the monitor sends an IPCF packet to the File Daemon each time that a protection failure occurs on a file or a directory.

The message portion of the IPCF packet that the monitor sends to the File Daemon when a protection failure occurs has the following format:

Type of access		Code
File structure name		
File name		
File name extension		
Project number		Programmer number
Sub-file directory 1 or 0		
Sub-file directory 2 or 0		
Sub-file directory 3 or 0		
Sub-file directory 4 or 0		
Sub-file directory 5 or 0		

In this data block, the **type of access** is the type of access being attempted to the file. The Access Type Codes are listed in Table C-2. And **code** is a File Daemon Code, which are listed in Table C-3.

The remaining words in the IPCF packet message are the full file specification for the file being accessed.

## FILE DAEMON

**Table B-2: Access Codes**

Code	Symbol	Meaning
0	FNCNAA	No access is allowed.
1	FNCEXE	Execute.
2	FNCRED	Read.
3	FNCALL	Allocate.
4	FNCDLL	Deallocate.
5	FNCAPP	Append.
6	FNCUPD	Update.
7	FNCCRE	Create.
10	FNCSUP	Supersede.
11	FNCTRN	Truncate.
12	FNCCAT	Change attributes.
13	FNCDEL	Delete.
14	FNCCNM	Change name.
15	FNCCPR	Change protection.

**Table B-3: File Daemon Codes**

Code	Mnemonic	Meaning
1	.FLDCA	This code is set when the accessing program has performed a LOOKUP, ENTER, RENAME, or FILOP monitor call and a protection failure occurred.
2	.FLDIC	This code is set as a result of a previous call to the File Daemon, the File Daemon requested that it be called when the program issues a CLOSE. This code is set as the result of the program issuing an input CLOSE. Refer to Table C-4, flag bit 1.
3	.FLDOC	As a result of a previous call to the File Daemon, the File Daemon requested that it be called when the program issues a CLOSE. This code is set as the result of the program issuing an output CLOSE. Refer to Table C-4, flag bit 1.

## FILE DAEMON

4	.FLDXT	This code is set as a result of a previous call to the File Daemon, which occurred because a job tried to issue a R, RUN, or GET command or a RUN monitor call and a protection error resulted. The File Daemon requested that the monitor call it when the accessing program terminates execution. The termination of a program's execution is defined by the terminal user or by the batch .CTL file, either of which may type something that logically supersedes the core image. The program may also terminate its own execution by performing a RUN monitor call. Refer to Table C-4, flag bit 2.
5	.FLDPG	This code is set because a job tried to execute a protected program by issuing a R, RUN, or GET command or a RUN monitor call.
6	.FLDDA	This code is set because a directory protection failure occurred.
7	.FLDPS	This code is set when a PUSH occurs from a program that has /EXIT specified.
10	.FLDPR	This code is set when a suspended program (with /EXIT) resumes with a POP.

---

The File Daemon responds to the monitor by sending the monitor an IPCF packet. The packet's message is in the following format:

```

+-----+
| reserved | reserved | job number |
+-----+
| flags | 0 | create | access |
+-----+
0-----3 4---8 9-----17 18-----27 28-----35

```

Where:

job number is the number of the job attempting to access a file.

flags are bits 0 through 3 which are described in Table C-4.

create is the protection code at which the file will be created if the specified job is creating a file.

access is the highest access this job is allowed to this file. Refer to Table C-3.

The monitor grants or denies the job's access to the file based on the access value and the type of access specified by the accessing job. If the access value in the packet from the File Daemon to the monitor is greater than or equal to the type of access the accessing job desired, the monitor grants the job access to the file.

**FILE DAEMON**

**Table B-4: File Daemon Flags**

Code	Symbol	Meaning
0	FL.DAA	The monitor is to call the File Daemon every time this file is accessed. For example, if this bit is not set and the program did a RENAME before a LOOKUP, the File Daemon would get called only on the LOOKUP.
1	FL.DCL	The File Daemon is called when the file is CLOSED.
2	FL.DXT	The File Daemon is called when this program terminates execution.
3	FL.DSP	If the program is attempting to create a file and this bit is set, the monitor assumes that the protection code for the file is in bits 9 through 17 of this word.
777B17	FL.DPT	Protection code supplied by File Daemon.
777777B35	FL.DHA	Highest access allowed.



## GLOSSARY

### **Absolute virtual address**

A fixed location in user virtual address space that cannot be relocated by the software. However, it can be translated to a physical address by the hardware. For example, locations 0 - 17 are mapped into the current AC block by the hardware. The corresponding locations in physical memory are never referenced.

### **AC**

Refer to accumulator.

### **ACCESS.USR**

Each user can create his own ACCESS.USR file to specify who can and cannot access his files. See Appendix C.

### **Access date**

The date on which a file on disk was last read or written. If a file has not been read or written since it was created, the creation date and the access date are the same. The access date is kept in the Retrieval Information Block (RIB) for the file.

### **Access privileges**

Attributes of a file that specify the class of users allowed to access the file and the type of access they are allowed.

### **Access table**

A table stored in the monitor that reflects the status of a file. There is one access table for each file that is open for reading or writing, in addition to those files that were recently closed. This information is kept in the monitor in order to decrease the time needed to access the files.

### **Accumulator**

One of the registers and associated equipment in the arithmetic unit in which data can be placed while it is being examined or manipulated (for example, the 16 high-speed registers at address locations 0 through 17).

## GLOSSARY

### Active search list

An ordered list of file structures established for each job running on the system. This list is used to translate references to the generic device DSK into the actual file structures to be used. This means if a user reads a file on device DSK, the system will look for the file on structures contained in the active search list. The active search list is separated from the passive search list by the FENCE. The SETSRC program can be used to alter the contents of the job's active search list.

### Address

1. An identification represented by a name, label, or number for a register, a location in storage, or any other data source or destination in memory or on an addressable storage device.
2. The part of an instruction that specifies the location of an operand of the instruction (also called "effective address").

### ?ADDRESS CHECK Error

This error can occur when a dump mode I/O command list or LOOKUP/ENTER/RENAME block is not in your low segment. It can also occur when an invalid address is encountered during any I/O UUU processing.

### Address mapping

The assignment of user virtual address space to the physical address space in computer memory. This is automatically performed by the TOPS-10 monitor and is transparent to user programs.

### ALL search list

The list of all structures currently known to the system and physically mounted. This list is the output from the SYSSTR monitor call.

### Alphanumeric

The set of characters that includes the letters of the alphabet (A through Z), and the numerals (0 through 9).

### Arithmetic unit

The portion of the central processing unit in which arithmetic and logical operations are performed.

### ASCII code

American Standard Code for Information Interchange. A 7-bit code in which textual information is recorded. The ASCII code can represent 128 distinct characters. These characters are the upper and lower case letters, numbers, common punctuation marks, and special control characters.

### Assembly language

The machine-oriented symbolic programming language specific to a given computing system. The assembly language for TOPS-10 is MACRO.

## GLOSSARY

### ASCIZ

A 7-bit ASCII string terminated by a zero byte. The string is word aligned (left justified) unless specified by a byte pointer. The zero byte is not included in the string length, but must be present.

### Assigning a device

Associating an I/O device to the user's job either for the duration of the job or until the user relinquishes it.

### Associated variable

Returned in the AC on a normal return for the IPCFR monitor call and returned to the status word when a IPCF-related software interrupt is generated.

### Associative memory

High-speed, 32-word memory that is used by the KI10 processor to provide address mapping information for the operating system and user programs.

### Asynchronous

1. Pertaining to the procedure by which the hardware can begin a second operation before waiting for the first operation to be completed.
2. Pertaining to the method of data transmission in which each character is sent with its own synchronizing information and no fixed time between consecutive characters.

### Backspace

To move back the logical position in a file or on a line according to a prescribed format. For example, magnetic tape units can be backspaced over a file or a record. Some terminals allow backspacing in order to permit over-printing.

### Bad Allocation Table (BAT) block

A block written on every disk unit to enumerate the bad regions of consecutive bad blocks on that unit so that they are not reused. The BAT blocks appear in the HOME.SYS file.

### BADBLK.SYS

The file that contains all bad blocks. It may be read but not deleted and is useful for testing error recovery.

### Baud

A unit of signalling speed equal to the number of discrete conditions or signal events per second.

### Binary code

A code that uses two distinct characters only; usually these characters are 0 and 1.

## GLOSSARY

### Bit

A binary digit (that is, 0 or 1). Usually refers to the smallest unit of information storage, which can be on or off. A word on TOPS-10 has 36 bits.

### Block

A set of records, words, characters, or digits handled as a unit. On the TOPS-10, a 128-word unit of disk storage allocated by hardware and software; 128 words are always written, adding zeroes as necessary, although fewer than 128 words can be read.

### Bootstrap

A routine designed to bring itself into a desired state by means of its own action (for example, a machine routine whose first instructions are sufficient to bring the rest of itself into the computer from an input device).

### Breakpoint

A location at which program operation is suspended in order to examine partial results. Breakpoints are used in the debugging process.

### Break Set

The set of characters used by the monitor to determine the end of a command line typed on the terminal. The default terminal break set includes <ESC> and <RET>, but your program can be enabled to recognize any set of characters as break characters.

### Buffer

A device or area used to temporarily hold information being transmitted between two processes, such as external and internal storage devices or I/O devices and internal high-speed storage. A buffer is often a special register or a designated area of internal storage.

### Buffer pointer

A position indicator that is located between two characters in a buffer, before the first character in the buffer, or after the last character in the buffer, to indicate the position at which the next operation will begin.

### Buffer Ring

A ring of buffers used to allow a program to perform I/O efficiently. In a buffer ring, the program can execute instructions while the monitor is filling buffers.

### Bug

A deficiency in a program that causes it to execute incorrectly, or a mistake made by a person when writing a program or designing hardware.

### Byte

Any contiguous set of bits within a word.

## GLOSSARY

### Call

(verb) To transfer control to a specified closed subroutine.

### Call

(noun) An instruction used to pass control to another program, such as a "monitor call."

### Caller

The program or routine which calls another program or routine. The person who invoked the caller is referred to as the user. As an example, the user types commands to SCAN which stores them in core. The caller then calls WILD to study this block and select files. Thus the user has specified the request but the caller actually invoked WILD.

### Calling sequence

A specified arrangement of instructions, pointers, and data necessary to pass parameters and control to, and return from, a given subroutine.

### Card

A punched card with 80 vertical columns, each containing 12 vertical rows. Also, a unit of computer circuitry.

### Card column

One of the vertical lines of 12 punching positions on a punched card.

### Card field

A fixed number of consecutive card columns assigned to a unit of information.

### Card hopper

The tray on a card processing machine that holds the cards to be processed and makes them available to the card feed mechanism.

### Card row

One of the horizontal lines of punching positions on a punched card. A row is 80 columns long.

### Card stacker

The tray on a card processing machine that receives processed cards.

### Carriage return

1. The operation that prepares for the next character to be printed or displayed at the first position on the same (current) line on a terminal or line printer.
2. The ASCII character with the octal code 015.

### CDP

The generic device name for the card punch device.

## GLOSSARY

### CDR

The generic device name for the card reader device.

### Central processing unit (CPU)

The portion of the computer that contains the arithmetic and logical facilities, control circuits, and basic I/O and memory interfaces. There can be more than one CPU in a computing system.

### Central site

The location of the central computer in a computer network. This term is used in conjunction with remote communications to mean the location of the TOPS-10 central processor as distinguished from the location of the remote station. Refer to "Host."

### CFP

See Compressed File Pointer.

### Channel

1. A path along which signals can be sent, such as an output channel.
2. A portion of TOPS-10 that can overlap I/O transmission while computations proceed simultaneously (such as a data channel).

### Character

One symbol of a set of elementary symbols such as those corresponding to the keys on a typewriter. The characters usually include the decimal digits 0 through 9, the letters A through Z, punctuation marks, operation symbols, and any other special symbols which a computer may read, store, or write.

### Clear

To erase the contents of a location, a block of memory, or a mass storage device by replacing the contents with blanks or zeroes.

### Cluster

A single- or multi-block unit of disk storage assignment. The number of blocks per cluster is a parameter of each file structure.

### Command

The part of an instruction that causes the computer to execute a specified operation.

### Command List

Specifies the memory area to be read or written when performing dump I/O.

### Communication link

The physical means of connecting one device to another for the purpose of transmitting and receiving data.

## GLOSSARY

### Compressed file pointer

An 18-bit pointer to the unit within the file structure and to the first super-cluster of the file. This pointer is stored in the UFD for each file in that UFD. It points to the retrieval information block, which contains the information necessary to access the desired file.

### Computer operator

A person who manipulates the controls of a computer and performs all functions that are required to maintain and operate the system, such as adjusting parameters which affect the operation of the system, loading tape and disk drives, placing cards in the input hopper, and removing listings from the line printer.

### Computer program

A series of instructions or statements prepared in order to achieve a specific result and intended for execution by a computer. A program can be in either the binary form in which it can be directly executed by a computer or a symbolic form that must be compiled and/or assembled before it can be executed.

### Concatenation

The joining of two strings of characters to produce a longer string, often used to create symbols in macro definitions, or combining two or more files into one larger file.

### Concealed mode

The user submode on the KI or KL processor that may contain proprietary coding. Sections of proprietary code are hardware-protected from access by public mode programs except through predefined entry points (PORTAL instructions).

### Console

The part of a computer used by the operator to determine the status of, and to control the operation of, the computer (CTY). Also informally used to refer to the user's terminal.

### Context switching

The saving of sufficient hardware and software information for a process so that it may be continued at a later time, and the restoring of similar information relevant to another process. A common use of context switching is the temporary suspension of a user program so that the monitor can execute a function.

### Continued directory

The collection of all directories with a particular name and path on all file structures in the job's search list.

### Continued MFD

The MFDs on all file structures in the job's search list.

### Continued SFD

The SFDs on all file structures in the job's search list which have the same name and path.

## GLOSSARY

### Continued UFD

The UFDs for the same project-programmer number on all file structures in the job's search list.

### Control character

A character whose purpose is to control an action, such as line spacing on the line printer, rather than to pass data to a program. An ASCII control character has an octal representation of 0-37. It is typed by holding down the CTRL key on the terminal while striking a character key. It can be punched on a card using the multi-punch key.

### Controller

The device or portion of a device which controls the operation of connected units. Some controllers can initiate simultaneous positioning commands to some of its units and can then perform a transfer for one of its units.

### Controller class name

All file structures residing on all controllers of a given type.

### Controller name

All file structures residing on a specific controller.

### Core

Physical memory.

### Core storage

A storage device normally used for main memory in a computer.

### CORMAX

The maximum amount of core memory that a single job can use at one time. This value can range from MINMAX to total user core.

### CORMIN

The amount of core guaranteed to unlocked jobs. Locked jobs are limited to total user core minus CORMIN.

### Counter

A device, such as a register or storage location, used to represent the number of occurrences of a certain event. Refer to program counter.

### CPU

See central processing unit.

### Create

To open, write, and close a file for the first time. Only one user at a time can create a file with a given name and extension in the same directory or subdirectory of a file structure.

## GLOSSARY

### **CRLF**

Carriage-return/line-feed sequence. A "free CRLF" can be enabled for terminal output. An "automatic CRLF" can be enabled for terminal input.

### **CTY**

Console terminal used to load, control, and debug the system.

### **CUSP**

A Commonly Used System Program, such as LOGIN, that works closely with the monitor to perform system functions.

### **Customer**

A customer of Digital Equipment Corporation who has purchased a DECSYSTEM-10 as distinguished from a user at a terminal who may be purchasing time from a customer.

### **Cylinder**

The hardware-defined region of consecutive logical disk blocks which can be read or written without repositioning. A cylinder usually consists of tracks in the same physical position on different disk surfaces.

### **DAEMON**

A program for writing all or parts of a job's core area and associated monitor tables onto disk.

### **Data**

A general term used to denote any or all information (facts, numbers, letters, and symbols that refer to or describe an object, idea, condition, or situation). It represents basic elements of information which can be processed by a computer.

### **Data channel**

The device which passes data between the memory system and a controller.

### **DDB**

A device data block.

### **DDT**

The Dynamic Debugging Technique program used for on-line checkout, testing, examination, modification, and program composition of object programs. Various types of DDT programs are available, such as DDT11 for debugging PDP-11 remote stations and the RSX-20F front end, and EDDT for debugging the monitor.

### **Deadlock**

The situation where two or more jobs are waiting for each other to complete use of a resource, but neither of the jobs can obtain a lock on the resource it needs for completion.

## GLOSSARY

### Debug

To detect, locate, and correct any mistakes in a computer program.

### DECTape

A convenient, pocket-sized reel of random access magnetic tape developed by Digital Equipment Corporation. A standard reel consists of 578 (decimal) blocks, each capable of storing 128 (decimal) words of data.

### Default directory

The directory that monitor searches when a disk directory has not been specified by the user. Typically, this is the UFD (user-file directory) corresponding to the user's project-programmer number but it may be another UFD or a SFD (sub-file directory).

### Demand paging

The operation in which all pages of a program are not resident in core during execution. References to non-resident pages initiate the actions of moving in additional pages or replacing inactive pages.

### Dequeue

The function of releasing or relinquishing ownership of a resource. Refer to "Enqueue."

### Device substitution

Your program can be written for one device, and, before your program is executed, you can substitute another device by using the ASSIGN command.

### Device routines

Routines that perform I/O for specific hardware devices. They usually translate logical block numbers to physical addresses for those devices that associate addresses with data. These routines also handle error recovery and ensure ease of programming through device independence.

### Diagnostic

Pertaining to the detection and isolation of a hardware malfunction or bug. A program which tests the hardware and isolates any faults.

### Digit

A symbol that represents one of the nonnegative integers smaller than the base of the system. For example, in the decimal system, a digit is one of the characters from 0 to 9.

### Direct address

An address that specifies the location of an operand. Contrast with indirect address.

## GLOSSARY

### Directory

A file that contains the names and pointers to other files on the device. The MFD, UFDs, and SFDs are directory files. The MFD is the directory containing all the UFDs. The UFD is the directory containing the files existing in a given project-programmer number area. The SFD is a directory pointed to by a UFD or a higher-level SFD. The SFDs exist as files under the UFD. The DIRECT monitor command lists a directory.

### Directory device

A storage retrieval device, such as disk, DECTape, or labelled magnetic tape, that contains information describing the names of files and the layout of stored data (programs and other files). A directory device is randomly accessible.

### Directory path

The ordered list of directory names, starting with a UFD name, which uniquely specifies a directory without regard to a file structure. A file structure name, a path, and a file name and extension are needed to uniquely identify a file in the system.

### Directory specification

The way that the user specifies the directory to the SCAN program. It is always typed within square brackets. Fields are separated by commas. The first two fields are the project and programmer numbers which are octal. They specify the particular UFD. Additional fields are SFDs in order from the UFD down. The following notations are allowed:

[PPN]	UFD
[PPN,sfd,...sfd]	full path to directory
[-]	default directory
[,]	your UFD

### DIS

Display light pen.

### Disk

A form of mass storage device in which information is stored on rotating magnetic platters. A disk is a directory device.

### Disk address

All references to disk addresses refer to a logical or relative address; they do not refer to any physical addressing scheme. The basic addressable unit is a 200 (octal) 36-bit word block.

### Dismounting a file structure

Deleting a file structure from a user's active search list by using the DISMOUNT command. It does not necessarily imply physical removal of the file structure from the system.

### Dormant file structure

A file structure that is physically mounted but has no current users; that is, when the mount count is zero.

## GLOSSARY

### **Dormant segment**

A sharable high segment kept on a swapping space, and possibly in core, which is in no user's addressing space.

### **Double precision**

The use of two computer words to represent a number.

### **DSK**

The generic device name for disk-like devices. The generic device DSK is translated by the system into actual file structure names which are defined for each job by the file structure search list.

### **DSKLST**

A program that gives the status and statistics of all user disk files at a given time.

### **DSKRAT**

A damage assessment program that scans a file structure and reports any inconsistencies detected.

### **DTA**

The generic device name for DECTape.

### **Dump**

A listing of variables and their values, or a listing of the values of locations in core.

### **Echoing**

A method of data transmission in which the received data is returned to the sending end. Usually used in discussions of terminal I/O.

### **Edit**

To modify the content or format of a program or data file (as to insert or delete characters).

### **Effective address**

The actual address used; that is, the specified address as modified by any indexing or indirect addressing rules.

### **ENQ/DEQ**

A facility that ensures that resources such as files are shared correctly.

### **Enqueue**

The function of storing requests for ownership of some limited resource in lists or queues until the requests can be granted.

### **Entry point**

A point in a subroutine to which control is transferred when that subroutine is called.

## GLOSSARY

### **Error Interception**

When an error occurs, the monitor intercepts control of the program, examines location .JBINT, and transfers control to an error intercepting routine.

### **Ersatz device name**

A device name that may not refer to an actual device, but represents a UFD. Ersatz device names are a specific set of such logical names, recognized by the monitor.

### **Execute**

To interpret an instruction or command and perform the indicated operation(s).

### **Executive mode**

A central processor mode characterized by the lack of memory protection and relocation and by the normal execution of all defined operation codes.

### **Extended file**

A file that has more than one RIB in which to record the retrieval pointers.

### **Extended argument block for LOOKUP, ENTER, and RENAME**

A detailed argument block for each of these calls that describes information from the file's RIB.

### **Extended RIBs**

Additional retrieval information blocks (RIBs) required when the retrieval pointers in a file overflow the prime RIB.

### **External symbol**

A global symbol which is referenced in one module but defined in another module. The EXTERN statement in MACRO-10 is used to declare a symbol to be external. A subroutine name referenced in a CALL statement in a FORTRAN module is automatically declared external.

### **FENCE**

The boundary between the active and passive search lists. This distinction is maintained by the SETSRC program.

### **File**

An ordered collection of characters or 36-bit words containing computer instructions and/or data. A file is stored on a device, such as disk or magnetic tape, and can be of any length, limited only by the available space on the device and the user's maximum space allotment on that device. A file is uniquely identified in the system by a file structure name or directory name, a directory path, and a file name and extension.

## GLOSSARY

### **File Daemon**

The monitor calls the File Daemon (if F%FDAE=1) every time that someone tries to access a file that has a 4, 5, 6, or 7 code in the owner's protection field and the access fails due to a protection error. Refer to Appendix C.

### **File directory**

See Directory.

### **File extension**

One to three alphanumeric characters usually chosen by the program to describe the class of information in a file. The extension is separated from the file name by a period.

### **File name**

One to six alphanumeric characters chosen by the user to identify a file.

### **File specification**

A list of identifiers which uniquely specifies a particular file. A complete file specification consists of: the name of the device on which the file is stored, the name of the file including its extension, and the name of the directory in which the file is contained. File specifications are ignored for non-file-oriented devices, such as cards and paper tape. Your program specifies a file name and directory name in a LOOKUP, ENTER, RENAME, or FILOP. monitor call.

### **File specification area**

The area of core in which SCAN stores the result of scanning the user's file specification. This instructs WILD as to the files to select.

### **File status word**

See I/O status word.

### **File structure**

The logical arrangement of blocks (which are normally 128 words long) on one or more disk units of the same type to form a collection of files and directories.

### **File structure abbreviation**

An abbreviation of one or more file structures. This refers to all those structures in the ALL search list whose names match the abbreviation. For example, if there were structures "PRIV" and "PACK," "P" would refer to both structures but "PR" would mean just "PRIV."

### **File structure owner**

The user whose project-programmer number is associated with the file structure in the administrative file STRLST.SYS. The CATLOG program is used to enter or delete this project-programmer number or any of the other information that is contained in an STRLST.SYS entry.

## GLOSSARY

### Flag

An indicator that signals the occurrence of some condition, such as the end of a word.

### Fragmentation

The state existing when swapped segments cannot be allocated in one contiguous set of blocks on the swapping space and therefore must be allocated in separate sections.

### Full-SCNSER PTY

A pseudo-terminal (PTY) that contains the full terminal characteristic set, allowing echoing to the controlled job and a full break set. Refer to "PTY."

### Fullword

A contiguous sequence of bits or characters that comprises a single computer word, or describing a word that can be referred to as a single unit. On TOPS-10, a word is 36 bits long.

### Funny space

Refer to "Per-process space."

### Generic device name

The name of a class of physical units. This abbreviation is usually three characters. As an example, DTA is the generic name for DECTapes, and DTA0, DTA1, and so forth, are specific unit names.

### Global symbol

A symbol that is accessible to modules other than the one in which it is defined. The value of a global symbol is placed in the loader's global symbol table when the module containing the symbol definition is loaded.

### Group

A contiguous set of disk clusters allocated as a single unit of storage and described by a single retrieval pointer.

### Halfword

A contiguous sequence of bits or characters which comprises half of a computer word and may be addressed as a unit. On TOPS-10, bits 0 through 17 comprise the left half word and bits 18 through 35, the right half word. Each half word is 18 bits long.

### Hardware

Physical equipment of the computer (such as magnetic, mechanical, and electronic devices), as contrasted with the computer program (software) or method of use.

## GLOSSARY

### High segment

That portion of the user's addressing space, usually beginning at virtual address 400000, which generally is used to contain pure code that can be shared by other users. This segment is usually write-protected in order to protect its contents. The user can place information into a high segment with the TWOSEG pseudo-op in MACRO-10. Higher-level languages, such as COBOL and FORTRAN, also have provisions for loading code into the high segment.

### HOME.SYS

The file that contains a number of special blocks for system use. These blocks are the home blocks, the BAT blocks, the ISW blocks, and block zero.

### HOME block

The block written twice on every unit that identifies the file structure the unit belongs to and its position on the file structure. This block specifies all the parameters of the file structure along with the location of the MFD. The home block appears in the HOME.SYS file.

### Host

A processor or system in a computer network that processes and executes user commands and programs. For example, this term is used to distinguish a DECsystem-10 from a PDP-11 remote station.

### I/O

An abbreviation for input or output, or both. Pertaining to all equipment and activity that transfers information into or out of a computer.

### I/O status word

Sometimes called "file status word," this word contains I/O error bits and data modes for the device that is OPEN for I/O.

### ICPT

In-core protect time. Minimum amount of time that a job is guaranteed to reside in core.

### Idle segment

A sharable segment that is referenced by one or more swapped-out jobs, but not by any jobs currently in core.

### Idle time

That part of uptime in which no job could run because all jobs were HALTed or waiting for some external action such as I/O.

### Immediate mode addressing

The interpretation of certain instructions in which the effective address of the instruction is used as the value of an operand (rather than the address of an operand).

## GLOSSARY

### **Impure code**

The code that is modified by a program.

### **Indexed address**

An address that is formed by adding the content of an index register to the content of an address field prior to or during the execution of a computer instruction.

### **Index register**

A register whose contents may be added to the operand address prior to or during the execution of a computer instruction. Accumulators 1 through 17 (octal) may be used as index registers. (Accumulator 0 may not be used as an index register.)

### **Indirect address**

An address which indicates a storage location where the address of the referenced operand (or another indirect address) is to be found. Contrast with direct address.

### **Initialize**

To set counters, switches, or addresses to zero or other starting values at prescribed points in the execution of a computer routine, particularly in preparation for reexecution of a sequence of code.

### **Initialize a device**

A device must be initialized on a software I/O channel to do I/O.

### **Input**

1. Pertaining to a device, process, or channel involved in the acquisition of data.
2. Information that is read by a computer.

### **Instruction**

A bit pattern which, when interpreted by the computer, directs the computer to execute a specific operation. An instruction generally contains the values or locations of its operands.

### **Interleaving**

The process of configuring the memory addressing so that consecutive addresses are not stored in the same memory module. This allows the possibility of increasing memory speed by overlapping part of the operation of different memory modules.

## GLOSSARY

### Internal date-time format

The format for storing a combined date and time internally. This format is used by SCAN and other programs. It has the property that it is one 35-bit ("integer") quantity such that the difference between two points in time in internal format is constant if they are a constant time apart. The format is:

In the left halfword, the number of days since November 17, 1858.

In the right half a fraction of the day since midnight.

This results in a resolution of approximately one third of a second. The date field will not be exceeded until 2217 A.D. (November 17, 1858, is the origin date used by the Smithsonian calendar. This calendar is in use by several computer systems and many astrophysics programs. Its origin was selected because November 18, 1858 was the date of the first "Harvard Plates," which were the first accurate astronomical photographs. Hence, this date standard minimizes the date field while leaving all astrophysical measurements as positive dates).

### Internal storage

Addressable high speed storage directly controlled by the central processing unit.

### Internal symbol

A global symbol located in the module in which it is defined. In a MACRO-10 program, a symbol is declared internal with the INTERN or ENTRY pseudo-op. These pseudo-ops generate a global definition which is used to satisfy all global requests for the symbol.

### Interrupt

A signal which, when activated, causes a transfer of control to a specific location in memory thereby breaking the normal flow of control of the routine being executed. An interrupt is caused by an external event such as a done condition in a peripheral. It is distinguished from a trap which is caused by the execution of a processor instruction.

### IPCF

The Inter-Process Communications Facility, which allows communication among jobs and system processes.

### JACCT program

A program running with the JACCT privilege bit. This is set by the monitor for special system programs such as LOGIN. This bit gives the caller full file access; that is, it allows the caller to LOOKUP and read any file in the system regardless of the file's protection code.

### Jiffy

A period of time equal to 1/60 of a second (for 60 Hz power) or 1/50 of a second (for 50 Hz power), used to count CPU cycles. Synonym for "tick."

## GLOSSARY

### Job

The entire sequence of steps from beginning to end, that the user initiates from his interactive terminal or batch control file or that the operator initiates from his operator's console. Thus, it is a specific group of steps presented as a unit of work for the computer. A job usually includes all necessary computer programs, files, linkages and instructions to the operating system.

### Job Data Area (JOB DAT)

The first 140 octal locations of a user's virtual address space. This area provides storage for certain data items used by both the monitor and the user's program.

### Job search list

The ordered list of file structures for your job that are searched automatically when the generic device name DSK is specified or implied in the file specification.

### K

A symbol used to represent 1024 (2000 octal); for example, 32K is equivalent to 32,768.

### Kernel mode

The executive submode in the processor under which I/O and system-wide functions operate. Code executed in kernel mode can access and alter all of memory.

### KL-paging

The method of paging memory used by the hardware of the KL processor to extend the virtual memory space of the program to a multiple of 256K. Refer to the Processor Reference Manual.

### Label

A symbolic name used to identify a statement or an item of data in a program.

### Leader

A blank section of tape at the beginning of a reel of magnetic tape or the beginning or end of a stack of paper tape.

### Library

A file containing one or more relocatable binary modules which may be loaded in Library Search Mode. MAKLIB is a system utility program which enables users to merge and edit a collection of relocatable binary modules into a library file. PIP can also be used to merge relocatable binary modules into a library, but it has no facilities for editing libraries.

### Library search mode

The mode in which a module (one of many in a library) is loaded only if one or more of its declared entry points satisfy an unresolved global request.

## GLOSSARY

### Library search symbol (entry symbol)

A list of symbols that are matched against unresolved symbols in order to load the appropriate modules. This list is used only in library search mode. A library search symbol is defined by an ENTRY statement in MACRO-10.

### Line

A string of characters terminated with a vertical tab, form feed, or line feed. The terminator belongs to the line that it terminates.

### Line feed

1. The operation that prepares for the next character to be printed or displayed at the same (current) position on the next line on a terminal or line printer.
2. The ASCII character with the octal code 012.

### Line printer

An electro-mechanical computer peripheral which accepts a line of characters from the computer at a high speed and then prints the entire line in one operation.

### Line

To combine independently--translated modules into one module in which all relocation of addresses has been performed relative to that module and all external references to symbols have been resolved based on the definition of internal symbols.

### Load

To produce a core image and/or a saved file from one or more relocatable binary files (REL files) by transforming relocatable addresses to absolute addresses. This operation is not to be confused with the GET operation, which initializes a core image from a saved file (refer to GET).

### Local peripherals

The I/O devices and other data processing equipment and memory, excluding the central processor and memory, located at the central site.

### Local symbol

A symbol known only to the module in which it is defined. Because it is not accessible to other modules, the same symbol name with different values can appear in more than one module. These modules can be loaded and executed together without conflict. Local symbols are primarily used when debugging modules; symbol conflicts between different modules are resolved by mechanisms in the debugging program.

### Lock

An association between a job and a resource.

## GLOSSARY

### Locked job

A job in core that is never a candidate for swapping or shuffling.

### Logged-in UFD

The UFD that corresponds to the project-programmer number under which the user is logged in.

### Logical device name

An alphanumeric name you choose to represent a physical device. This name can be used synonymously with the physical device name in all references to the device. Logical device names allow device independence in that the most convenient physical device can then be associated with the logical name at run time. Logical names take precedence over physical names. With the exception of disks, only one logical name can be associated with a physical name.

### Logical record

A collection of related items stored together. It is possible to have:

1. Several logical records stored in a single physical record.
2. Each logical record stored in a single physical record.
3. Each logical record occupy one or more physical records.
4. Logical records span several physical records, and at the same time, have more than one logical record in a single physical record.

### LOGIN

The system program by which the system users gain access to the computing system.

### Lost time

The time that the null job was running, while at least one other job wanted to run (was not waiting for a device) but could not because one of the following was true:

1. The job was being swapped out.
2. The job was being swapped in.
3. The job was on disk waiting to be swapped in.
4. The job was momentarily stopped so devices could become inactive in order to shuffle jobs in core.

### Low segment

The segment of user virtual address space beginning at zero. It contains the Job Data Area and I/O buffers. The length of the low segment is stored in location .JBREL of the Job Data Area. When writing two-segment programs, it is advisable to place data locations and impure code in the low segment.

## GLOSSARY

### LPT

The generic device name for line printers.

### MACRO

The symbolic assembly program on the TOPS-10.

### Macro

A portion of code that is substituted for its name whenever its name is invoked.

### Magnetic tape

A tape with a magnetic surface on which data can be stored by magnetizing selective portions of the surface.

### MAINT.SYS

The area of the disk reserved for maintenance use only.

### Mask

1. A combination of bits that is used to control the retention or elimination of portions of any word, character, or byte in memory.
2. On half-duplex circuits, the characters typed on the terminal to make the password unreadable.

### Master/slave system

A specific type of multiprocessing system involving two processors where one processor has a more important role than the other.

### Master file directory (MFD)

The file created when the disk is refreshed, which contains the names of all user file directories including itself.

### Meddling

The action of attempting to modify code in a sharable high segment.

### Memory cycle overlap

The hardware feature that allows a second memory reference to be made before data from the first reference has been received by the processor.

### Memory protection

A scheme for preventing read and/or write access to certain areas of storage.

### Metering

A technique used to perform performance analysis.

## GLOSSARY

### **MINMAX**

The minimum value for CORMAX.

### **Mnemonic symbol**

A symbolic representation for a computer instruction or other numeric item. All defined monitor symbols are listed in UUOSYM.MAC.

### **Modes**

The data modes that can be used when performing I/O.

### **Module**

The smallest entity that can be loaded by the loader. It is composed of a collection of control sections. In MACRO-10, the code between the TITLE and END statements represents a module. In FORTRAN, the code between the first statement and the END statement is a module. In COBOL, the code between the IDENTIFICATION DIVISION statement and the last statement is a module.

### **Module origin**

The first location occupied by the module in user virtual address space.

### **MONGEN**

The monitor generator dialogue program that enables the system programmer to define the hardware configuration of his individual installation and the set of software options that he wishes to select for his system.

### **Monitor**

The collection of programs which schedules and controls the operation of user and system programs, performs overlapped I/O, provides context switching, and allocates resources so that the computer's time is efficiently used. Also called the operating system.

### **Monitor command**

An instruction to the monitor to perform an operation.

### **Mount count**

The count of the number of jobs that have a certain file structure in their active or passive search lists (plus 1 if the structure is in the system search list).

### **Mounting a device**

To request both the system to assign an I/O unit and the operator to physically place the specified medium (for example, magnetic tape reel or disk pack) on that unit.

## GLOSSARY

### Mounting a file structure

The process of adding a file structure to a search list. If the file structure is not already defined and mounted, this action is requested of the operator.

### MPX-controlled device

A device connected to a multiplexed channel.

### MPXable Devices

The devices that can be connected to an MPX channel are line printers, terminals, paper-tape punches, remote data entry devices, and pseudo-TTYs.

### MTA

The generic device name referring to a magnetic tape unit.

### Multiprocessing

Simultaneous execution of two or more computer programs by two or more processors.

### Multiprogramming

A technique that allows scheduling in such a way that more than one job is in an executable state at any one time. TOPS-10 is a multiprogramming operating system in which there are two or more independent instruction streams that are simultaneously active but are not necessarily simultaneously executed.

### Nesting

To include a loop, a macro definition, a routine, or a block of data within a larger loop, macro definition, routine, or block of data.

### No-op

An instruction that specifically instructs the computer to do nothing. The next instruction in sequence is then executed.

### Non-blocking I/O

In buffered modes, the program does not block while waiting for a buffer to be filled or emptied.

### Non-directory device

A device, such as unlabelled magnetic tape or paper tape, that does not contain a file describing the names and layout of data files.

### Non-sharable segment

A segment for which each user has his own copy. This segment can be created by a CORE or REMAP UUC or initialized from a file.

## GLOSSARY

### Octal

1. Pertaining to a characteristic or property in which there are eight possibilities.
2. Pertaining to the number system with a radix of eight.

### Offset

The number of locations or bytes relative to the base of an array, string, or block. For example, the number of locations relative to zero that a Control Section must be moved before it can be executed.

### ONCE-only time

The time at which the operator can change a number of monitor parameters when the monitor is started up. This is done prior to scheduling any jobs, when the ONCE program is run at system startup.

### Operand

1. The data that is accessed when an operation (either a machine instruction or a higher level operation) is executed.
2. The symbolic expression representing that data or the location in which that data is stored, for example, the input data or arguments of a pseudo-op or macro instruction.

### Operating system

The collection of programs that administer the operation of the computing system by scheduling and controlling the operation of user and system programs, performing I/O and various utility functions, and allocating resources for efficient use of the hardware.

### OPR

The operator's control program to monitor and maintain the GALAXY batch and spooling system (Version 4.1 and later), and the DECnet network environment (Version 3 or later).

### OPSER

The OPERator SERVICE program that allows multiple job control from a single terminal.

### Output

1. Pertaining to a device, process, or channel involved in an output process (that is, the process of transferring data from memory to a peripheral device).
2. The data that has been transferred from memory to a medium readable by a person (such as line printer listings).

## GLOSSARY

### Pack

1. To compress data in memory or on a peripheral storage device by taking advantage of known characteristics of the data so that the original data can be recovered.
2. A disk pack (that is, a removable set of disks mounted on a common shaft).

### Packet

A group of words or block of data passed from one program to another's cooperating program. This is accomplished through use of the IPCF facility or through task-to-task network communication.

### Pack-ID

A 6-character SIXBIT name or number used to uniquely identify a disk pack.

### Page

1. Any number of lines terminated with a form feed character.
2. The smallest mappable unit of core storage. On the KL10 processor, a page is 512 continuous words in core starting on boundaries which are even multiples of 512. It is also the smallest allocatable unit of memory. KL10 operations allow programs to be composed of up to 512 pages scattered within core.
3. To selectively remove parts of a user's program from core memory.

### Paper tape

A tape on which data is represented by specific patterns of punched holes.

### Parameter

A variable that is given a constant value for a specific purpose or process, for example, an input argument to a subroutine or command, or a value specifically assigned to a symbol in an assembly in order to control exactly what code is assembled.

### Parity bit

A binary digit attached to a group of bits to make the sum of all the bits always odd (for odd parity) or always even (for even parity).

### Parity check

A check that tests whether the number of ones or zeros in an array of binary digits is correct. This check helps ensure that the data read has not been unintentionally altered.

## GLOSSARY

### Passive search list

An unordered list of the file structures that have been in the job's active search list but have been removed without ever having been dismounted. This list is maintained by the SETSRC program and is use for accounting purposed when you log out.

### Password

The character string assigned to a user; it is known only to the user, the installation administration, and the monitor system. The password is used to verify that a user is entitled to run a job under a specific project-programmer number.

### Path

See directory path.

### Pathological name

The logical name associated with a directory path. The pathological name refers to the list of structures and directories (STR:[UFD,SFD1,SFD2,...,SFD5]) to be searched any time the pathological name is specified as the device in the file specification.

### PC

See "program counter."

### Peripheral equipment

Any unit of equipment, distinct from the central processing unit, the console, and the memory, that can provide input to, or accept output from, the computer.

### Per-process space

The portion of monitor memory used to store data specific to user jobs. Also called "funny space."

### PHB

Packet Header Block used to store information when using IPCF.

### Physical address space

A set of physical memory locations where information is actually stored for the purpose of program execution. (As opposed to virtual memory addresses, which may be mapped, relocated, or translated to produce a physical memory address in the hardware memory units. This physical address is 22 bits long on the DECsystem-10.

### Physical device name

The name of a specific peripheral unit. It is a SIXBIT name consisting of 3 to 6 characters. Examples: FHA0, FHA1, DPA0, DPA7, LPT0, DTA3.

## GLOSSARY

### PI

See "priority interrupt."

### PID

A Process IDentifier is used to identify a system program that is the target of communication using the IPCF facility.

### PIT

PSI system's internal data base.

### PLT

The generic device name for plotter.

### PMB

The Packet Message Block where user data is stored to be sent to another program, using IPCF.

### Pointer

1. A location or register containing an address rather than data. A pointer may be used in indirect addressing or in indexing.
2. An instruction indicating the address, position, and length of a byte of information (such as a byte pointer).

### Policy CPU

In a symmetric multi-processing system, the CPU that provides system initialization and other overhead functions for the rest of the central processors.

### Pool

One or more logically complete file structures that provide file storage for the users and that require no special action on the part of the user.

### Pooled Resource

A pooled resource occurs when multiple copies of a resource exist. You specify that a resource is to be a pooled resource with the ENQ. monitor call.

### Positioning operation

On the TOPS-10, the operation of moving the read-write heads of a disk to the proper cylinder prior to a data transfer. This operation requires the control for several micro-seconds to initiate activity, but does not require the channel or memory system.

### Prime RIB

The first retrieval information block (RIB) of a file. This block contains all file attributes and pointers to data blocks on disk. Refer to RIB definition.

## GLOSSARY

### Priority interrupt

An interrupt that usurps control of the computer from the program or monitor and jumps to an interrupt service routine if its priority is higher than the interrupt currently being serviced.

### Privileged program

1. Any program running under project number 1, programmer number 2.
2. A monitor support program executed by a monitor command which has the JACCT (job status) bit set, for example, LOGOUT.

### Process

A collection of segments that perform a particular task. Usually synonymous with "job," "program," or "task."

### Program

1. The complete plan for the solution of a problem, more specifically the complete sequence of machine instructions and routines necessary to solve a problem.
2. A collection of routines which have been linked and loaded to produce a saved file or a core image. These routines typically consist of a main program and a set of subroutines, some of which may have come from a library.

### Program counter (PC)

A register that contains the address from which the next instruction to be executed is fetched. At the beginning of each instruction on a PDP-10, the PC normally contains an address that is one greater than the location of the previous instruction.

### Programmed operators

Instructions which, instead of performing a hardware operation, cause a jump into the monitor system or the user area at a predetermined point and perform a software operation. The monitor (or special user code) interprets these entries as commands from the user program to perform specified operations.

### Program origin

The location assigned by LINK to relocatable zero of a program.

### Program trap

One of the software-defined operation codes which, when decoded by the processor, causes the next instruction to be executed from a specified address.

### Project-programmer number

Two octal numbers, separated by commas, which, when considered as a unit, identify the user and his file storage area on a file structure.

## GLOSSARY

### Protected location

1. A storage location which cannot be accessed in a certain context. For example, a write-protected location cannot be written into.
2. A storage location reserved for special purposes in which data cannot be stored without undergoing a screening procedure to establish suitability for storage therein.

### Protection address

The maximum relative address that the user can reference.

### Protection code

Each file has a protection code that indicates who may or may not access the file, in the form <opa>, where **o** is an octal digit representing accessibility to the owner of the file, **p** is the digit for members of the same project (possessing the same project number in their PPN), and **a** is the digit for all other users. Each octal digit represents the level of access allowed to the appropriate type of user, from 0, allowing any type of access, to 7, allowing no access to other users. Note that the owner can always change the protection code associated with the file.

### PSI System

Programmable software interrupt system.

### Pseudo-op

An operation that is not part of the computer's operation repertoire as realized by hardware; hence, an extension of the set of machine operations. In MACRO, pseudo-ops are directions for assembly operations.

### Pseudo-terminal

A simulation of a terminal device generated by the software to accept commands from a data base rather than a physical input device.

### PTP

The generic device name used to refer to the paper tape punch.

### PTR

The generic device name used to refer to the paper tape reader.

### PTY

The generic device name used to refer to a pseudo-terminal.

### Public disk pack

A disk pack belonging to the storage pool and whose storage is available to all users who have quotas on it.

## GLOSSARY

### Public mode

The user submode on the processor.

### Pure code

Code which is never modified in the process of execution. Therefore, it is possible to let many users share the same copy of a program.

### Pushdown list

A list that is constructed and maintained so that the next to be retrieved is the most recently stored item in the list. Also called "stack" and first-in/last-out (FILO) list.

### Pushup list

A list that is constructed and maintained so that the next item to be retrieved and removed is the oldest item in the list. Also known as a first-in/first-out (FIFO) list.

### Quantum time

The processor time given to each job when it is assigned to run.

### Queue

A list of items waiting to be scheduled or processed according to system, operator, or user-assigned priorities. Examples: batch input queue, spooling queues, monitor scheduling queues.

### QUOTA.SYS

The file that contains a list of users and their quotas for the private file structure on which the file resides. Created using PULSAR.

### Random access

A process having the characteristic that the access time is effectively independent of the location of the data.

### RDA

The generic device name used to refer to a Remote Data terminal.

### Read

Input data from a file.

### Record

A collection of adjacent related items of data treated as a logical unit.

### Record gap

An area on a data medium between consecutive records. It is sometimes used to indicate the end of a block or record.

## GLOSSARY

### **Recursive**

A repetitive process in which the result of each process is dependent upon the result of the previous one.

### **Reentrant program**

A program consisting of sharable code which can have several simultaneously independent users.

### **Refresh**

To remove all files from a file structure and to build the initial set of files based on information in the HOME block.

### **Relative address**

The address before hardware or software relocation is added.

### **REL file**

A file containing one or more relocatable object modules.

### **Relocatable address**

An address within a module which is specified as an offset from the first location in that module.

### **Relocate**

1. To move a routine from one portion of storage to another and to adjust the necessary address references so that the routine can be executed in its new location.
2. To convert a relocatable binary module to an absolute binary module.

### **Relocation counter**

1. The number assigned by LINK-10 as the beginning address of a Control Section. This number is assigned in the process of loading specific Control Sections into a saved file or a core image and is transformed from a relocatable quantity to an absolute quantity.
2. The address counter that is used during the assembly of relocatable code.

### **Relocation factor**

The contents of the relocation counter for a control section. This number is added to every relocatable reference within the Control Section. The relocation factor is determined from the relocatable base address for the control section (usually 0 and 400000) and the actual address in user virtual address space at which the module is being loaded.

### **Remote access**

Pertaining to communication with a data processing facility by one or more stations that are distant from that facility.

## GLOSSARY

### Remote peripherals

The I/O devices and other data processing equipment that are located at the site of the remote station.

### Removing a file structure

The process of physically removing a file structure from the system. This is requested with the REMOVE switch in the DISMOUNT command string and requires the operator's approval.

### Resource

Any entity within the system. The actual definition of a resource is defined by the job(s) using that resource. Refer to ENQ/DEQ.

### Response time

The time between the generation of an inquiry or request and the receipt of the response or the accomplishment of the requested action.

### Restricted device

Your program can use a restricted device only if it is assigned to you by a privileged job. You ask for this assignment by issuing the MOUNT command.

### Retrieval Information Block (RIB)

The block that contains pointers to all the groups in a specific file. Each file has two copies of the RIB, one in the first block of the first group and the second in the block following the last data block in the last group of the file.

### Return

1. The set of instructions at the end of a subroutine that transfers control to the proper point in the calling program.
2. The point in the calling program to which control is returned.
3. Informally, the carriage-return/line-feed sequence. Refer to CRLF.

### RIB

See Retrieval Information Block.

### Routine

A set of instructions and data for performing one or more specific functions.

### Run

To transfer a save file from a device into core and to begin execution.

## GLOSSARY

### **SAT.SYS**

The Storage Allocation Table file which contains a bit for each cluster in the file structure. Clusters which are free are indicated by zero and clusters which are bad, allocated, or nonexistent are indicated by one.

### **Save**

To produce a file from a core image of a program in memory. This results in an executable file that can be loaded and run without relocation.

### **Scan**

The process of examining and parsing a text string. The SCAN program parses commands for the monitor.

### **Search**

1. The process of locating an object by examining each object in the set to determine if it is the desired object or if the desired object exists.
2. The process by which the disk controller reads sector heads to find the correct sector. The second step in the transfer operation.

### **Search List**

A list of the file structures that may be searched when files are referenced. (One of the ALL Search List, Job Search List, or SYS Search List.)

### **Secondary storage**

Low speed magnetic storage such as disks or drums.

### **Sector**

A physical portion of a mass storage device.

### **Segment**

An absolute Control Section. A logical collection of data, either program data or code, that is the building block of a program. The monitor keeps a segment in core and/or on the swapping device.

### **Segment resident block**

A block that contains all the information that the monitor requires for a particular segment.

### **Service routine**

A routine in general support of the operation of a computer.

### **SETSRC**

A program that allows the user to list or change his search list.

## GLOSSARY

### **SFD (sub-file directory)**

A directory pointed to by a UFD or a higher-level SFD. Each user has a UFD. Within that, he may have as many SFDs as he wishes.

### **Sharable segment**

A high segment that can be used by several programs at a time.

### **Shared code**

Pure code residing in a shared segment.

### **Sharer's Group**

A subset of those jobs desiring shared ownership of a particular resource.

### **Simultaneous Update**

Allowing more than one cooperating job to update a file.

### **Single access**

The status of a file structure that allows only one particular job to access the file structure. This job is the one whose project number matches the project number of the owner of the file structure.

### **SIXBIT code**

A 6-bit code in which textual information is recorded. It is a compressed form of the ASCII character set, and thus not all of the characters in ASCII are available in SIXBIT, notably the nonprinting characters and the lower case letters are omitted. The range of SIXBIT code is 00 to 77 (octal) which is equal to 40 through 137 (octal) in ASCII.

### **Skip**

The process by which an instruction, macro or subroutine causes control to bypass one instruction and proceed to the next instruction.

### **Soft CORMAX**

Gradual reduction of CORMAX (see SETUO function 50).

### **Software Interrupt System**

Interrupts the sequential flow of program execution under a variety of conditions. Also called PSI system.

### **Spooling**

The technique by which output to slow-speed devices is placed into queues on faster devices (such as disk) to await transmission to the slower devices; this allows more efficient use of the computer.

### **Storage Allocation Table**

A file reflecting the status of every addressable block on the disk (SAT.SYS).

## GLOSSARY

### String

A set of contiguous items of a similar type. Generally strings are sequences, of variable or arbitrary length; of bits, digits, or characters.

### STRLST.SYS

The administrative file that describes each file structure in the system. This file is used by the MOUNT command.

### Structure

A File Structure.

### Sub-File Directory

An extension of the user-file directory that allows the user to categorize his files into sub-groups.

### Subroutine

A routine designed to be used by other routines to accomplish a specific task.

### Super-cluster

A contiguous set of one or more clusters introduced to compress the file pointer for large units into 18 bits. Refer to compressed file pointer.

### Super-USETI

A style of reading a disk unit or file structure by giving absolute addresses rather than locations within a file.

### Supersede

To open a file for writing, write the file, and close the file when an older copy of the same name already exists. Only one user at a time may supersede a given file at any one time. The older copy of the file is deleted when all users are finished reading it.

### Supervisor mode

The executive submode of the processor. Similar to public mode; however, code executed in supervisor mode is able to access, but not alter, concealed mode code.

### SWAP.SYS

The file containing the swapping area on a file structure.

### Swapping

1. The technique in multiprogramming of running more jobs than there is physical memory for, by storing some of the jobs on secondary storage when they are not executing.
2. The action of moving user programs between core and secondary storage.

## GLOSSARY

### Swapping class

A category of swapping units distinguished from other categories of swapping units according to speed. Class 0 contains the fastest swapping units.

### Swapping device

Secondary storage that is suitable for swapping, usually a high-speed disk or drum.

### Switch

1. The part of a file specification which is preceded by a slash.
2. One of several physical controls on the operator's console.
3. A flag used to control the path of execution within programs.

### Symbol

Any identifier used to represent a value that may or may not be known at the time of its original use in a source language program. Symbols appear in source language statements as labels, addresses, operators, and operands.

### Symbolic address

An address used to specify a storage location in the context of a particular program. Symbolic addresses must then be translated into relocatable (or absolute) addresses by the assembler.

### Symbol table

A table containing entries and binary values for each symbol defined or used within a module. This table generally contains additional information about the way in which the symbol was defined in the module.

### SYS

A system-wide logical name for the system library. This is the area where the standard programs of the system are maintained.

### SYS search list

The file structure search list for device SYS. This is also used for several of the ersatz devices because it is a constant, well-ordered list.

### SYSTAT

A program that outputs to the user's terminal status information on the system as a whole, on selected aspects of the system, or on a selected job or set of jobs.

### Terminal

A device, normally consisting of both a keyboard and printing (or display) mechanism, that is used to enter information into a computer and to accept output from a computer. When it is used as a timesharing terminal, the computer to which it is connected can be very close or many miles away.

## GLOSSARY

### Tick

See Jiffy.

### Total user core

The amount of physical core which can be used for locked and unlocked jobs. This is all of the physical core minus the core size of the monitor.

### Track

The portion of a moving storage medium, such as disk, drum, or tape, that is accessible to a given reading head position.

### Transfer operation

The hardware operation of connecting a channel to a controller and a controller to a unit for passing data between the memory and the unit. The transfer operation involves verification, search, and actual transfer.

### Translate

To compile or assemble a source program into a machine language program, usually in the form of a (relocatable) object module.

### Trap

An unprogrammed conditional jump to a known location, automatically activated by a side effect of executing a processor instruction. The location from which the jump occurred is then recorded. It is distinguished from an interrupt which is caused by an external event.

### Trap Servicing Routines

Allow programs to handle errors while a program is running. Some of the errors that can be handled in this manner are illegal memory references, and pushdown list overflows.

### TSK

The generic device name for the device used to refer to one program involved in inter-task communication with another program.

### Two's complement

A number used to represent the negative of a given value. This number is obtained by substituting a zero for each one and a one for each zero in the bit configuration of the binary number and adding one to the result.

### UFD

1. A file whose entries are the names of files existing in a given project-programmer number area within a file structure.
2. The top-level directory for each user. Also, the top-level directory for the ersatz devices which appear as one directory.

## GLOSSARY

### Unconditional transfer

An instruction which transfers control to a specified location.

### Unit

The smallest portion of a device that can be positioned independently from all other units. Several examples of units are: a disk, a disk pack, and a drum.

### Universal Device Index (UDX)

A number used to identify any device on the system. The monitor assigns the device a UDX when your program issues an IONDX. monitor call.

### Update

To open a file for reading and writing simultaneously on the same software channel, rewrite one or more blocks in place, and close the file.

### User's program

All of the data and code running in a user virtual address space.

### User file directory

See UFD.

### User I/O mode

1. The central processor mode that allows a user program to be run with automatic protection and relocation in effect, as well as the normal execution of all defined operation codes (including I/O instructions).
2. The monitor mode which allows a job to run with the I/O mode hardware on.

### User library

Any user file containing one or more relocatable binary modules of which some or all can be loaded in library search mode.

### User mode

A central processor mode during which instructions are executed normally except for all I/O and HALT instructions, which return control to the monitor. This makes it possible to prevent the user from interfering with other users or with the operation of the monitor. Memory protection and relocation are in effect so that the user can modify only his area of core.

### User virtual address space

A set of memory addresses within the range of 0 to 256K-1 words. These addresses are mapped into physical core addresses by the paging or relocation-protection hardware when a program is executed.

## GLOSSARY

### UUO

Refer to programmed operators (Unimplemented User Operations).

### Variable

Any entity that can assume any of a given set of values. When stored in core, a variable can occupy part of a core location, exactly one core location, or more than one core location.

### Vestigial job data area

The first 10 (octal) locations of the high segment used to contain data for initializing certain locations in the job data area. These locations are usually 400000-400007 (octal) inclusive.

### Wildcard construction

A technique used to designate a group of files without enumerating each file separately. The file name, extension, or project-programmer number in a file specification can be replaced totally with an asterisk or partially with a question mark to represent the group of files desired.

### Word

An ordered set of bits which occupies one storage location and is treated by the computer circuits as a unit. The word length of the DECsystem-10 is 36 bits. This means that it is possible to store 36 bits of information at each memory address and to transfer all 36 bits between memory and the CPU at the same time.

### Working set

The collection of pages in physical core immediately accessible to a job. Pages in core, but with the accessibility bit off are also included in the working set.

### Zero compression

The technique of compressing a core image by eliminating consecutive blocks of zeros and replacing them with an indication of the number of words of zeros that were removed.

### Zero length module

A module containing symbol definitions but no instruction or data words (for example, JOBDAT). Note that the word "length" in this context refers to the program length of the module after loading.

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