

SYSTEM SESSION ONLY

S: DCU \llcorner \langle USERID \rangle , \langle DISK NUMBER \rangle declare new userid

S: DLU \llcorner \langle USERID \rangle , \langle DISK NUMBER \rangle delete old userid
not for 1st user on /FO

S: LIC \llcorner \langle DISK NUMBER \rangle catalog is listed on TTY.

S: PRC \llcorner \langle DISK NUMBER \rangle catalog is printed on lineprinter.

S: RSU \llcorner \langle DISK NUMBER \rangle put content of /L file onto the disk
in order to replace the supervisor.

S: SVD \llcorner \langle DISK NUMBER 1 \rangle , \langle DISK NUMBER 2 \rangle copy disk 1 to 2.

} SVD /FX, /FO not allowed.
} label of disk 2 is not destroyed.

NORMAL SE

BEGIN OF SESSION

DATE: DD MM YY (CR) (LF)

TIME: { HH MM SS (CR) (LF)
(LF) (CR) clock is not started.

USERID: { <DISK NUMBER>, <USERID>
<USERID> system scans all disks catalogs starting with /FO unit.
SYSTEM 1st user of disk /FO will be used. means that we are in system session.

INPUT COMMAND I/O ERROR :- error during read userid operation.

action: enter a new userid on TTY

I/O ERROR error during loading of disk allocation table from disk to core

action: enter userid again from TTY.

USERID UNKNOWN this userid has not been found on the disk(s)
action: enter userid again from TTY.

NORMAL SESSION

S: RDS $\lfloor \langle \text{FILE CODE} \rangle \rfloor$ copy source or seq. data file from source input unit or from seq. input unit $\langle \text{file code} \rangle$ to disk as a /S file.

S: RDO $\lfloor \langle \text{FILE CODE} \rangle \rfloor$ copy object from $\left\{ \begin{array}{l} \text{obj. input unit} \\ \text{seq. " " } \langle \text{file code} \rangle \end{array} \right.$ to disk as a /O file.

S: RDA $\lfloor \langle \text{Disk FILE CODE} \rangle \rfloor ; \langle \text{INPUT FILE CODE} \rangle \rfloor$
read data from /E1 (no parameter) or INPUT file code to a temporary user file.

S: PRT $\lfloor \langle \text{FILE CODE} \rangle /S /S, \langle \text{NAME} \rangle \langle \text{NAME} \rangle \rfloor$

$\lfloor \langle \text{line nb 1} \rangle \rfloor, \lfloor \langle \text{line nb 2} \rangle \rfloor$ print disk file on the print unit.

disk file: source file /S, $\langle \text{Name} \rangle$

- user data file $\langle \text{Name} \rangle$

- temp. user data file $\langle \text{file code} \rangle$

- temp source file: /S

S: LST $\lfloor \langle \text{file code} \rangle /S /S, \langle \text{NAME} \rangle \langle \text{NAME} \rangle \rfloor$

$\lfloor \langle \text{line nb 1} \rangle \rfloor, \lfloor \langle \text{line nb 2} \rangle \rfloor$ print disk file on the TTY

disk file: same as for PRT

S: PRD $\lfloor / \langle \text{B} \rangle \rfloor$ directory of user library to print unit (no / $\langle \text{B} \rangle$)
names of obj modules " " " (/ $\langle \text{B} \rangle$)

S: LSD $\lfloor \Gamma / \emptyset B \rfloor$ no $\emptyset B$: directory of user library to 719
 $\emptyset B$: names of obj. modules n n

S: PCH $\lfloor \lfloor \langle \text{FILE CODE} \rangle \rfloor \rfloor / S \rfloor \langle \text{NAME} \rangle \rfloor \langle \text{NAME} \rangle, / S \rfloor$

punch a disk file on the punch unit.
disk file :- $\langle \text{NAME} \rangle, / S$ source file
userdata file: $\langle \text{NAME} \rangle$
temp. user data file $\langle \text{FILE CODE} \rangle$
temp source file: $/ S$

S: POB $\lfloor \Gamma \langle \text{NAME} \rangle \rfloor$ punch an obj. module from disk. $\langle \text{NAME} \rangle$ param
punch whole temp file / 0

S: PLD $\lfloor \langle \text{NAME} \rangle \rfloor \Gamma, / L \rfloor$ punch a load file $\langle \text{NAME} \rangle$ param

S: DUF $\lfloor \lfloor \langle \text{FILE CODE} \rangle \rfloor \rfloor / 0 \rfloor / L \rfloor \langle \text{NAME} \rangle \rfloor \Gamma, \langle \text{SECT NO 1} \rangle \rfloor, \Gamma, \langle \text{SECT NO 2} \rangle \rfloor$ hexadec. dump on print unit.
from temp. file $/ L \langle \text{NAME} \rangle$
parameter

$\langle \text{NAME} \rangle$ PARAMETER: file from hbr. ON-LINE USER

$\langle \text{FILE CODE} \rangle$

/ 0

/ L

} SYSTEM DEBUGG.

S: INC $\lfloor \langle \text{NAME} \rangle \rfloor \Gamma, \langle \text{USERID} \rangle \rfloor \Gamma / FX \rfloor$

COPY OF OBJ MODULE TO TEMPORARY FILE / 0

$\langle \text{NAME} \rangle$ FROM LIBRARY OF ON-LINE USER
 $\langle \text{OBJECT} \rangle$ WHOLE LIBR. OF OBJ.
 $\langle \text{USERID} \rangle \Gamma, / FX \rfloor$

S: MOV \lfloor <NAME> , \lfloor /S \lfloor /L \lfloor <FILE CODE> \rfloor , <USERID> \rfloor , /FR .

MOVE A FILE FROM USER LIBR <USERID> \lfloor , FX \rfloor param To A

TEMPORARY FILE /S

/L

<FILE CODE> USER DATA FILE

S: SCR \lfloor \lfloor /S \lfloor /O \lfloor /L \lfloor <FILE CODE> \rfloor \rfloor ALL USER ASSIGNMENTS ARE
Removed, so system is reset
at begin of the session.

EXCEPT FOR FILE CODES 01 \rightarrow 09 /EO \rightarrow /FF

S: KPF \lfloor \lfloor /S \lfloor /O \lfloor /L \lfloor <FILE CODE> \rfloor , <NAME> \rfloor

keep a file or obj. module that was built as temporary.

KPF \lfloor /S keep a file with a source program. (cf. IDENT NAME)

KPF \lfloor /S , <NAME> keep a file with a file name = <NAME>

KPF \lfloor /L , <NAME> " " " " " "

KPF \lfloor <FILE CODE> , <NAME>

OLD VERSION
WITH SAME
NAME IS
DELETED

KPF \lfloor /O all obj. files modules of /O file are kept on user obj file

KPF \lfloor /O , <NAME> only the module with that name is kept on
user obj. file. (old versions with same name are
deleted.)

S: DEL \llcorner \langle NAME \rangle | /OB \lrcorner \lrcorner \langle /S | /O | /L \rangle \lrcorner

delete from the library a file or an obj. module.

S: ASG \llcorner \langle FILE CODE \rangle , \lrcorner \langle FILE CODE \rangle | \langle DEVICE NAME \rangle \lrcorner
 \lrcorner \langle NAME \rangle \lrcorner \lrcorner \langle USERID \rangle \lrcorner \lrcorner /FX \lrcorner

ASSIGN A FILE CODE TO A PERIPH. UNIT \langle DEVICE NAME \rangle

DISK FILE

TEMPOR. AREA

ASG \llcorner \langle FILE CODE \rangle , \langle FILE CODE \rangle equate the assignments for two specified file codes

ASG \llcorner \langle FILE CODE \rangle , \langle DEVICE NAME \rangle Assign a file code to a periph.
TPDA

ASG \llcorner \langle FILE CODE \rangle , DK assign a file code " to a disk.
For temporary storage.

ASG \llcorner \langle FILE CODE \rangle , DK, \langle NAME \rangle file code assigned to a library file on disk.

ASG \llcorner \langle FILE CODE \rangle , DK, \langle NAME \rangle , USERID, /FX assign a file code to a file of another user library on pack/FX but this file will be write protected.

S: SEG \llcorner \langle NAME LIST \rangle \langle NAME LIST \rangle : : \langle NAME \rangle | \langle NAME \rangle , \langle NAME LIST \rangle

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/< address > : displacement of blank common
from begin of the load module.

default: blank common at end of load module.

< start address > name of start address = entry of one of
the modules in the /O file.

default: last start address in /O file encountered.

S: UPD_L < NAME > [, < OUTP. FILE CODE >^w] /S [, < Inp command file >]
update a source file in library.

< NAME > of source file

UPD_L < NAME >

UPD_L < NAME > , < OUTPUT FILE CODE > file written as UF file

UPD_L < NAME > , /S file written as a /S file.

!!DL [line 1 [, line 2] delete line(s).

7.

!!IL [line 1] insert line(s)

!!EN terminate an update: /S is created.

!!AB abort current update /S deleted.

S: DEB [<NAME>] call for debug. of load module <NAME>
DEB " " " " /L

S: EDT [<NAME>]

S: SVU [<USERID> , <DISK NUMBER>] copy all files of
USERID on disk specified (in USER lib
of current session).