MULTICS SYSTEM-PROGRAMMERS MANUAL SECTION BD.1.00A PAGE 1

Published: 06/19/68

Identification

Revision of BD.1.00 R. M. Graham

Revisions

The following figure of the header should be substituted for the one on page 5.

0	offset 240(8)	length	Dope for translator name
2	offset 240(8)	length	Dope for version name
4	•••		Calendar clock reading for translator creation time.
6			Calendar clock reading for translation time.
8	root pointer	extension pointer	Pointers to root of tree and header extension.
	map pointer	n	Pointer to header map, twice the number of files in source program.
10	next header	binding indicator	Pointer to next header, indicator if this is a bound segment.
	text_n	link_n	Length of text, length of linkage section
12	offset		
	240(8)	length	Dope for all file names involved in
	offset		source program (source program file first, followed by all ⁰ /o include files)
	240(8)	length	J

The following descriptions should be added to those on page 6:

The "extension pointer" is a self-relative pointer to an extension of the header (if it is zero there is no extension). A header extension has the same format as the header (however not all of the information is meaningful). Any number of header extensions are permitted and are chained together by the extension pointer. The principal use of extensions is to record identification information if more than one translator was involved in producing the segment, e.g., EPL compiles EPLBSA code which must then be assembled.

"Text_n" and "link_n" are the length of the text segment and the linkage section, respectively.