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Identification

Print segment linkage information
print_link_info
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Purpose

It is often desirable to see a listing of the segment entry information and of the links required by a particular segment. Although the EPLBSA assembler currently produces such a listing, the required information is not readily available for bound segments (except in highly unreadable numerical format). It is also reasonable to assume that a user will not have assembler listings for all segments of interest (e.g., the segment library) and that new compilers or assemblers may not automatically print this linkage information. The print_link_info command may be used in any of these cases.

Usage

The user issues the command:

```
print_link_info pathname callname
```

where both arguments are character strings as follows:

```
pathname=pathname of segment (working directory is  
assumed if no directory name provided)
```

```
callname=name segment is to be initiated under  
(see below)
```

print_link_info will either print the entry point and linkage information or print an error message (if it cannot find text and link for the segment). If the segment is initiated (and none of the links have yet been snapped) and if a pointer to a seg_util-like status array (BY.2.12) exists then the user may issue a call from a procedure as follows:

```
call print_link_info$ptr (status_ptr);
```

where status_ptr is the pointer to the status array.

If text and link cannot be found for the segment or for some reason cannot be initiated, an error condition is raised and a message printed to the user.

Implementation

`print_link_info` will initiate the segment to obtain a fresh copy (except as noted above in a call to `print_link_info$ptr`). If `callname` is null `print_link_info` will supply segment management with a unique name under which to initiate the segment (the user should usually not supply `callname`). If `callname` is provided, this name will be passed to segment management.

`print_link_info` calls `write_out` for each line of output as it is interpreted. Future versions will allow either console print out or file creation for offline printing.

Output

The text segment length is first printed and then each linkage block is interpreted for the following:

1. Entry and segdef names and values
2. Symbolic segment and symbol names for each link pair (and trap work information, if any).

Each entry under "Entry points and segdef names" contains the following:

1. the ASCII representation
2. the value (in octal)
3. the class of the symbol (entry point, external label, text or symbol segment definition).

Each entry under "Link pairs" contains the following:

1. The address of the link pair relative to the base of the linkage segment.
2. The ASCII representation of the segment and symbol to which the link points or an indication that the link points to one of its own segments ("text", "link", or "symbol" is printed) and the numerical offset (in octal).
3. The call pointer and argument pointer (in octal) of the trap word if it exists.

Information on the structure of the various parts of the linkage section can be found in BD.7.01 and BD.7.05. A sample output listing is as follows:

Text segment length (in octal): 5426

Linkage block number 1

Entry points and segdef names

unbind	42	entry point
getfirst	34	entry point
bind	26	entry point
bug	20	entry point
rel_text	0	symbol
rel_link	357	symbol
rel_symbol	404	symbol

Link pairs

10	<datmk_> [datmk_]		
12	*text 1066		
14	<fsstat> [cm_ptr]	trap: call 10	arg 12
16	*text 22		
24	*text 27		
33	*text 533		
40	*text 570		

Linkage block number 2

Entry points and segdef names

groupstat	116	entry point
unassign	110	entry point
entry	102	entry point
rel_text	0	symbol
rel_link	357	symbol
rel_symbol	404	symbol

Link pairs

56	<ptr> [rel]		
60	<datmk_> [datmk_]		
62	*text 3016		
64	<fsstat> [cm_ptr]	trap: call 60	arg 62
66	<i lock> [looplock]		
70	<panic> [panic]		
72	<bug> [unbind]		
74	<bug> [bind]		
76	<i lock> [loopunlock]		
100	*text 1243		
106	*text 1250		
114	*text 2237		

End of Linkage Information