

Published: 12/09/68

Identification

dump7: An interim Command to Punch Segments in 7-punch Format
J. F. Ossanna

Purpose

This section describes an interim command to punch out segments in 7-punch format. It is intended for use only when the Output Driver daemon is not being used for delayed punching.

Usage

After insuring that a CPZ201 card punch is connected to GIOC channel 32, is powered on, is in the "operate" state, is loaded with a supply of blank cards, and is not attached by another user, the following command may be issued.

```
dump7 pathname1 pathname2 ... pathnameN
```

dump7 causes the successive segments indicated by the given pathnames to be punched. Each 7-punch deck is preceded by a header control card and followed by a blank card which causes the last card of the 7-punch deck to be stacked in the output hopper. The header control card has 5-7 punches in column 1, a blank column 2, and the pathname in columns 3-80. Except for column 1, the card is punched according to the Multics key punch code specified in BB.3.02.

The pathnames given by the user are interpreted by calling entryarg. The pathnames punched on header cards are the resulting complete pathnames. The resulting deck with its header card are suitable for being read back by read7.

The amount of data punched from the segment is a whole number of words determined by the bit-length, rounded up to the nearest 36-bit multiple. If the bit-length is zero, the current length is used. If the current length is zero, a comment is written on user_output and the segment is skipped. If the segment cannot be found, it is skipped.

If problems occur on the card punch, the card-punch DIM writes appropriate remarks on user_output.

Method of Operation

dump7 first attempts to attach (via the card-punch DIM, pun 21) a card punch on channel "punb32"; if the attachment fails, a comment is written on user_output and dump7 returns. Next the outer module punch7 (see Section BF.10.02) is spliced in (attached) to accomplish the linear binary to 7-punch conversion. Pathnames are converted by calls to punch\$c9_12 (see BF.10.03), and the header cards are written directly onto the card-punch DIM. The given pathnames are interpreted by calls to entryarg. If a segment cannot be found, or if its bit-length and current length are both zero, the segment is skipped. If an error occurs during the writing of the 7-punch deck, a comment is written on user_output; a part of the deck may have been output. If fatal error status is returned by the card-punch DIM, dump7 returns after writing a comment on user_output.