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## <u>Identification</u>

qdump7: A Command to Punch Segments in 7-punch Format
J. F. Ossanna

## Purpose

This section describes a command to punch out segments in 7-punch format. It is intended for use only when the Output Driver daemon is being used for delayed punching.

## <u>Usage</u>

The following command may be issued.

qdump7 pathname1 pathname2 ... pathnameN

<u>adump7</u> causes the successive segments indicated by the given pathnames to be converted to 7-punch format and queued for punching by the Output Driver daemon. 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 <u>entryarg</u>. 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 <u>read7</u>.

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.

## Method of Operation

qdump7 first attaches a temporary file (via the File System Interface Module); if the attachment fails, a comment is written on user\_output and <u>qdump7</u> returns. Next the outer module <u>punch7</u> (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 into the file. The given pathnames are interpreted by calls to <u>entryarq</u>. If a segment cannot be found, or if its bit-length and current length are both zero, the segment is skipped. After card images for all the 7-punch decks (for all the given segments) have been written into the file, <u>qdump7</u> calls <u>dpunch</u> to queue a copy of the file for delayed punching by the Output Driver daemon; the temporary file is deleted.