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<u>Identification</u>

Resetting Asynchronous User Ionames reset_user_in, reset_user_out W. R. Strickler

Purpose

When it is determined that I/O data read ahead or written behind are, for some reason, no longer useful, a call to either <u>resetread</u> or <u>resetwrite</u> is necessary to discard the data (see BF.1.04). Procedure reset_user_in provides the I/O caller with the facility to discard read-ahead data for the ioname "user_input" and, should the discard fail, to inform the user by means of a message in the error segment. Procedure reset_user_out provides a similar facility for data written behind on ioname "user_output".

Usage

call reset_user_in;
call reset_user_out;

<u>Implementation</u>

Procedure reset_user_in:

- 1. Calls <u>resetread</u> (BF.1.04) for the ioname "user_input" with optional argument <u>status</u> to be returned. The status bit string of the affected read call should reflect the occurrence of the <u>resetread</u> call.
- 2. Calls check_iostatus (BY.4.03) for a description of the status of the read call.
- 3. Checks <u>code</u>, returned by check_iostatus, for failure of resetread; if reset failed, <u>seterr</u> (BY.11.01) is called to place the I/O status description in the user's error segment, and condition reset_user_in_err is signalled.

Procedure reset_user_out takes the same steps for discarding data written behind, with "resetread" replaced by "resetwrite", of course, and "user_input" replaced by "user_output".