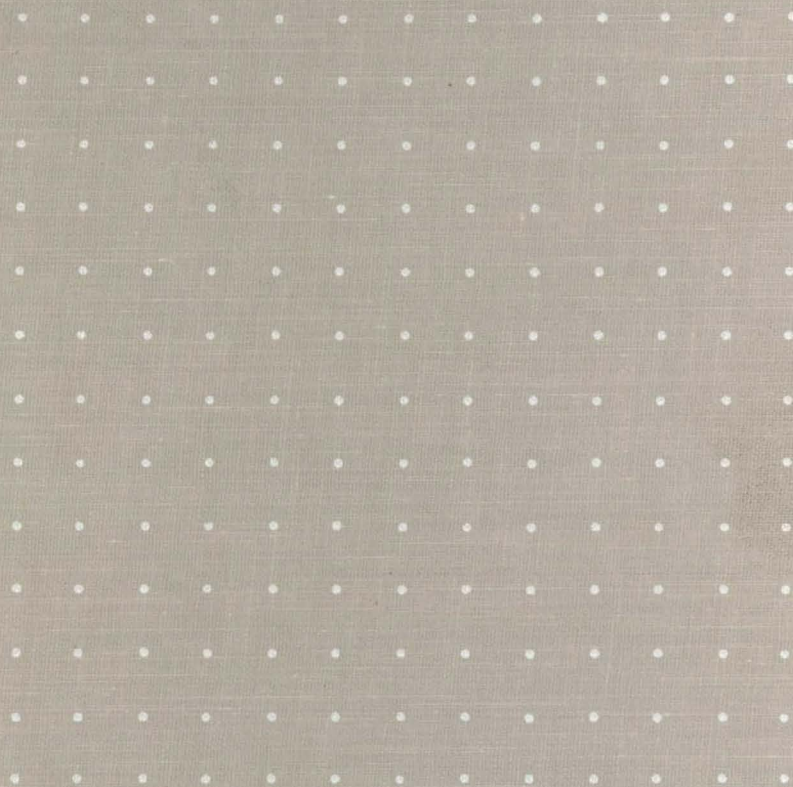




Pascal

*Lisa*

Pascal



**System Software  
Manuals**  
Part 3 of 3

A6D0201

**Operating System  
Reference Manual  
for the Lisa™**

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# Preface

## The Contents of This Manual

This manual describes the Operating System service calls that are available to Pascal and assembler programs. It is written for experienced Pascal programmers and does not explain elementary terms and programming techniques. We assume that you have read the *Lisa Owner's Guide* and *Workshop User's Guide for the Lisa* and are familiar with your Lisa system.

Chapter 1 is a general introduction to the Operating System.

Chapter 2 describes the File System and the available File System calls. This includes a description of the interprocess communication facility, pipes, and the Operating System calls that allow processes to use pipes.

Chapter 3 describes the calls available to control processes, and also describes the structure of processes.

Chapter 4 describes how processes can control their use of available memory.

Chapter 5 describes the use of events and exceptions that control process synchronization. It also describes the use of the system clock.

Chapter 6 describes the calls you can use to find out about the configuration of the system.

Appendix A contains the source text of **Syscall**, the unit that contains the type, procedure, and function definitions discussed in this manual.

Appendix B contains a list of system-reserved exception names.

Appendix C contains a list of system-reserved event names.

Appendix D contains a list of error messages that can be produced by the calls documented in this manual.

Appendix E contains a description of the information you can obtain from the Operating System about files and devices.

## Type and Syntax Conventions

Bold-face type is used in this manual to distinguish programming keywords and constructs from English text. For example, **FLUSH** is the name of a system call. System call names are capitalized in this manual, although Pascal does not distinguish between lower and upper case characters. *Italics* indicate a new term whose explanation follows.

## **Future Releases**

A few features of the Lisa Operating System will be changed in future releases:

- Pipes will not be supported.
- Timed events will not be supported.
- Configuration System Calls will be changed.

If you want your software to be upward-compatible, please take these changes into consideration. More information is provided in the appropriate sections of the manual.

# Chapter 1

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# Introduction

The Operating System (OS) provides an environment in which multiple processes can coexist, communicate, and share data. It provides a file system for I/O and information storage, handles exceptions (software interrupts), and performs memory management.

## 1.1 The Main Functions

This chapter describes the four main functional areas of the OS: the File System, process management, memory management, and event and exception handling.

The File System provides input and output. The File System accesses devices, volumes, and files. Each object, whether a printer, disk file, or any other type of object, is referenced by a pathname. Every I/O operation is performed as an uninterpreted byte stream. Using the File System, all I/O is device independent. The File System also provides device-specific control operations.

A process consists of an executing program and its associated data. Several processes can execute concurrently by multiplexing the processor between them. These processes can be broken into segments which are automatically swapped into memory as needed.

Memory management routines handle data segments. A data segment is a file that can be placed in memory and accessed directly.

Exceptions and events are process-communication constructs provided by the OS. An event is a message sent from one process to another, or from a process to itself, that is delivered to the receiving process only when the process asks for that event. An exception is a special type of event that forces itself on the receiving process. There is a set of system-defined exceptions (errors), and programs can define their own. System errors such as division by zero are examples of system-defined exceptions. You can use the system calls provided to define any exceptions you want.

## 1.2 Using the OS Functions

Both built-in language features and explicit OS system calls can access OS routines to perform desired functions. For example, the Pascal `writeln` procedure is a built-in feature of the language. The code to execute `writeln` is supplied in `IOSPASLIB`, the Pascal run-time support routines library. This code, which is added to the program when the program is linked, calls OS File System routines to perform the desired output.

You can also call OS routines explicitly. This is usually done when the language does not provide the operation you want. OS routines allow Pascal programs, for example, to create new processes, which could not otherwise be done, since Pascal does not have any built-in process-handling functions.

All calls to the OS are synchronous, which means they do not return until the operation is complete. Each call returns an error code to indicate if anything went wrong during the operation. Any non-zero value indicates an error or warning. Negative error codes indicate warnings. For a list of error codes and their meaning, see Appendix D.

### 1.3 The File System

The File System performs all I/O as uninterpreted byte streams. These byte streams can go to files on disk or to other devices such as a printer or an alternative console. In all cases, the device or file has a File System name. Except for device-control functions, the File System treats devices and files in the same way.

The File System allows sharing of all types of objects.

The File System provides for naming objects (devices, files, etc.). A name in the File System is called a *pathname*. A complete pathname consists of a directory name and a file name. The file name is meaningful only for storage devices (devices that store byte streams for later use, such as disks).

Each process has a working directory associated with it. This allows you to reference objects with an incomplete pathname. To access an object in the working directory, you specify its file name. To access an object in a different directory, you specify its complete pathname.

Before a device can be accessed, it must be mounted. Devices can be mounted using the Preferences tool or by using the MOUNT call. See Chapter 2 for an explanation of this call and other File System calls. If the device is a storage device, the mount operation makes a *volume name* available. A volume name is a logical name for a disk, and is saved on the disk itself. The mount operation logically connects the volume to the system, so that the files on the volume may be accessed. The volume name can replace a device name in a pathname used to access an object on the disk. The volume name allows you to access a file with the same pathname no matter where the drive is actually connected.

A device can be accessed if it is specified in the configuration list created by the Preferences tool, is physically connected to the Lisa, and is mounted. There are some operations that can be performed on unmounted devices. Two examples are DEVICE\_CONTROL calls and scavenging. Logically mounting a volume on a device makes file access to the volume possible. For storage devices, a volume is an actual magnetic medium that can contain recorded files. For non-storage devices, volumes and files are concepts used to maintain a uniform interface. Files on non-storage devices such as printers do not store data but act as ports for performing I/O to the devices.



The basic operations provided by the File System are as follows:

- mount and unmount - make a volume accessible/inaccessible
- open and close - make an object accessible/inaccessible
- read and write - transfer information to and from an object
- device control functions - control device-specific functions

Some operations apply only to storage devices:

- allocate and deallocate - specify size of an object
- manipulate catalog - control naming of objects and creation and destruction of objects
- manipulate attributes - look at or change the characteristics of the object

In addition to the data in an object, the object itself has certain characteristics called *attributes*, such as the length and creation date of a file. Calls are available to access the attributes of any File System object. In addition to its system-defined attributes, an object on a storage device can have a *label*. The label is available for programs to store information that they can interpret.

Non-storage devices such as printers are accessed with a limited set of operations. They must be mounted and opened before they can be accessed. Sequential read and/or write operations are available as appropriate for the device. Device-control functions are available to perform any device-specific functions needed. The file-name portion of the complete pathname for a non-storage device is not used by the File System, although you do have to provide one when you open the device.

For storage devices, the same sequential read and write operations are valid as for non-storage devices. Storage devices also must be mounted, and particular files opened, before the files can be used. They have appropriate device-control functions available.

When writing to a disk file, space for the file is allocated as needed. Space for a file does not need to be contiguous, and in some cases this automatic allocation can result in a fragmented file, which may slow file access. To insure rapid access, you can pre-allocate space for the file. Pre-allocating the file also ensures that the process will not run out of space on the disk.

Four types of objects can be stored on storage devices. These are files, pipes, data segments, and event channels. Files, already discussed, are simply arrays of stored data. Pipes are objects that provide interprocess communication. Data segments are special cases of files that are loaded into memory along with program code. Event channels are pipes with a specialized structure imposed by the system.

#### 1.4 Process Management

A process is an executing program and the data associated with it. Several processes can exist at one time, and they appear to run simultaneously because the CPU is multiplexed among them. The Scheduler decides what

process should use the CPU at any one time. It uses a generally non-preemptive scheduling algorithm. This means that a process will not lose the CPU unless it blocks. The blocked state is explained later in this section.

A process can lose the CPU when one of the following happens:

- The process calls an Operating System procedure or function.
- The process references one of its code segments that is not currently in memory.

If neither of these occur, the process will not lose the CPU.

Every process is started by another process. The newly started process is called the *son process*. The process that started it is called its *father process*. The resulting structure is a tree of processes. See Figure 3-2 for an illustration of a process tree.

When any process terminates, all its son processes and their descendants are also terminated.

When the OS is booted, it starts a *shell process*. The shell process starts any other processes desired by the user.

Every newly created process has the same system-standard attributes and capabilities. These can be changed by using system calls.

Any processes can suspend, activate, or kill any other process for which the global ID is known, as long as the other process does not protect itself.

The memory accesses of an executing process are restricted to its own memory address space. Processes can communicate with other processes by using shared files, pipes, event channels, or shared data segments.

A process can be in one of three states: ready, running, or blocked. A *ready process* is waiting for the Scheduler to select it to run. A *running process* is currently using the CPU to execute its code. A *blocked process* is waiting for some event, such as the completion of an I/O operation. It will not be scheduled until the event occurs, at which point it becomes ready. A *terminated process* has finished executing.

Each process has a priority from 1 to 255. The higher the number, the higher the priority of the process. Priorities 226 to 255 are reserved for system processes. The Scheduler always runs the ready process with the highest priority. A process can change its own priority, or the priority of any other process, while it is executing.

## 1.5 Memory Management

Memory management is concerned with what is in physical memory at any one time. Each process can use up to 128 memory segments. Each segment can contain up to 128 Kbytes. Memory segments are of two types: code segments and data segments. The total amount of memory used by any one process can exceed the available RAM of the Lisa. The Operating System will swap code segments in and out of memory as they are needed. To aid the Operating

System In swapping data segments, calls are provided to give programs the ability to define which data segments must be in memory while a particular part of the program is executing.

You have control of how your program is divided up. For executable code segments, you use the segmentation commands of the Pascal compiler to break the program in pieces.

In addition to residing in memory, data segments can be stored permanently on disk. They can be accessed with calls similar to File System calls. This allows you to use a data segment as a direct-access file--a file that is accessed as part of your memory space.

Calls are provided for making, killing, opening, and closing data segments. You can also change the size of a data segment and set its access mode to read-only or read-write. In addition, you can make a permanent disk copy of the contents of a data segment at any time. Other calls give you ability to force the contents of the data segment to be swapped into main memory so they can be accessed by your process.

## **1.6 Exceptions and Events**

An exception is an unexpected condition in the execution of a process (an interrupt). An event is a message from another process.

An exception can be generated either by the system or by an executing program. System exceptions are generated by various sorts of errors such as divide by zero, illegal instruction, and illegal address. System exception handlers are supplied that terminate the process. You can write your own exception handlers for any of these exceptions if you want to try to recover from the error.

User exceptions can be declared and exception handlers can be written to process them. Your program can then signal this new exception.

Events are messages sent from one process to another. They are sent through event channels.

A process that expects a message from an event channel executes a call to wait for an event on that channel. This will give it the next message, if one exists, or block the process until a message arrives.

If a process wants to know when an event arrives, but does not want to wait for it, it can use an event-call channel. This is set up by associating a user exception with the event channel when it is opened. The Operating System will then invoke the corresponding user exception handler whenever a message arrives in the event channel.

## **1.7 Interprocess Communication**

There are four methods for interprocess communication: shared files, pipes, event channels, and shared data segments.

Shared files are used for high volume transfers of information. It is necessary to coordinate the processes somehow to prevent them from overwriting each other's information.

Pipes are used for communication between processes with an uninterpreted byte stream. (Note that pipes will not be supported in future releases of the Operating System.) The pipe mechanism provides for the needed synchronization; a process will block if it is trying to read from an empty pipe or write to a full one. A read from a pipe consumes the information, so it is no longer available. Only one process can read from a given pipe.

Event channels are similar to pipes, except that event channels transmit short, structured messages instead of uninterpreted bytes.

A shared data segment can be used to transmit a large amount of data rapidly. Having a shared data segment means that this data segment is in the memory address space of all the processes that want to use it. All the processes can then directly read and write information in the data segment. It is necessary to provide some sort of synchronization to keep one process from overwriting another's information.

#### **1.8 Using the OS Interface**

The interface to all the system calls is provided in the Syscall unit, found in Appendix A. This unit can be used to provide access to the calls. See the *Workshop User's Guide for the Lisa* for more information on using Syscall.

#### **1.9 Running Programs Under the OS**

Programs can be written and run by using the Workshop, which provides program development tools such as editing and debugging facilities.

#### **1.10 Writing Programs That Use the OS**

You can write a program that calls OS routines to perform needed functions. This program uses the Syscall unit and then calls the routines needed.

# Chapter 2

## The File System

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# The File System

The File System provides device-independent I/O, storage with access protection, and uniform file-naming conventions.

Device independence means that all I/O is performed in the same way, whether the ultimate destination or source is disk storage, another program, a printer, or anything else. In all cases, I/O is performed to or from *files*, although those files can also be devices, data segments, or programs.

Every file is an uninterpreted stream of eight-bit bytes.

A file that is stored on a block-structured device, such as a disk, is listed in a *catalog* (also called a *directory*) and has a name. For each such file the catalog contains an entry describing the file's attributes, including the length of the file, its position on the disk, and the last backup copy date. Arbitrary application-defined information can be stored in an area called the *file label*. Each file has two associated measures of length, the *Logical End of File (LEOF)* and the *Physical End of File (PEOF)*. The LEOF is a pointer to the last byte that has meaningful data. The PEOF is a count of the number of blocks allocated to the file. The pointer to the next byte to be read or written is called the *file marker*.

Since I/O is device independent, application programs do not have to take account of the physical characteristics of a device. However, on block-structured devices, programs can make I/O requests in whole-block increments in order to improve program performance.

All input and output is synchronous in that the I/O requested is performed before the call returns. The actual I/O, however, is asynchronous, in that processes may block when performing I/O. See Section 3.5, Process Scheduling, for more information on blocking.

To reduce the impact of an error, the File System maintains distributed, redundant information about the files on storage devices. Duplicate copies of critical information are stored in different forms and in different places on the media. All the files are able to identify and describe themselves, and there are usually several ways to recover lost information. The Scavenger utility is able to reconstruct damaged catalogs from the information stored with each file.

## 2.1 File Names

All the files known to the Operating System at a particular time are organized into catalogs. Each disk volume has a catalog that lists all the files on the disk.

Any object catalogued in the File System can be named by specifying the volume on which the file resides and the file name. The names are separated



by the character "-". Because the top catalog in the system has no name, all complete pathnames begin with "-".

For example,

-LISA-FORMAT.TEXT

refers to a file named FORMAT.TEXT on a volume named LISA. The file name can contain up to 32 characters. If a longer name is specified, the name is truncated to 32 characters. Accesses to sequential devices use an arbitrary dummy filename that is ignored but must be present in the pathname. For example, the serial port pathname

-RS232B

is insufficient, but

-RS232B-XYZ

is accepted, even though the -XYZ portion is ignored. Certain device names are predefined:

RS232A	Serial Port A
RS232B	Serial Port B
PARAPORT	Parallel Port
SLOTxCHANY	Serial ports: x is 1, 2, or 3 and y is 1 or 2
MAINCONSOLE	writeIn and readIn device
ALTCONSOLE	writeIn and readIn device
UPPER	Upper Diskette drive (Drive 1)
LOWER	Lower Diskette drive (Drive 2)
BITBKT	Bit bucket: data is thrown away when directed here

See Chapter 6 for more information on device names.

Upper and lower case are not significant in pathnames: 'TESTVOL' is the same object as 'TestVol'. Any ASCII character is legal in a pathname, including non-printing characters and blank spaces. However, use of ASCII 13, RETURN, in a pathname is strongly discouraged.

## 2.2 The Working Directory

It is sometimes inconvenient to specify a complete pathname, especially when working with a group of files in the same volume. To alleviate this problem, the Operating System maintains the name of a working directory for each process. When a pathname is specified without a leading "-", the name refers to an object in the working directory. For example, if the working directory is -LISA the name FORMAT.TEXT refers to the same file as -LISA-FORMAT.TEXT. The default working directory name is the name of the boot volume directory.

You can find out what the working directory is with GET\_WORKING\_DIR. You can change to a new working directory with SET\_WORKING\_DIR.

### 2.3 Devices

Device names follow the same conventions as file names. Attributes like baud rate are controlled by using the `DEVICE_CONTROL` call with the appropriate pathname.

Each device has a permanently assigned priority. From highest to lowest, the priorities are:

- Power on/off button
- Serial port A (RS232A)
- Serial port B (RS232B, the leftmost port)
- I/O slot 1
- I/O slot 2
- I/O slot 3
- Keyboard, mouse, battery-powered clock
- 10 ms system timer
- CRT vertical retrace interrupt
- Parallel port
- Diskette 1 (UPPER)
- Diskette 2 (LOWER)
- Video screen

The device driver associated with a device contains information about the device's physical characteristics such as sector size and interleave factors for disks.

### 2.4 Storage Devices

On storage devices such as disk drives, the File System reads or writes file data in terms of pages. A *page* is the same size as a block. Any access to data in a file ultimately translates into one or more page accesses. When a program requests an amount of data that does not fit evenly into some number of pages, the File System reads the next highest number of whole pages. Similarly, data is actually written to a file only in whole page increments.

A file does not need to occupy contiguous pages. The File System keeps track of the locations of all the pages that make up a file.

Each page on a storage device is self-identifying; the *page descriptor* is stored with the page contents to reduce the destructive impact of an I/O error.

The eight components of the page descriptor are:

- Version number
- Volume identifier
- File identifier
- Amount of data on the page
- Page name
- Page position in the file
- Forward link
- Backward link

Each volume has a *Medium Descriptor Data File (MDDF)* which describes the various attributes of the medium such as its size, page length, block layout, and the size of the boot area. The MDDF is created when the volume is initialized.

The File System also maintains a record of which pages on the medium are currently allocated, and a catalog of all the files on the volume. Each file contains a set of file hints, which describe and point to the actual file data.

## 2.5 The Volume Catalog

On a storage device, the volume catalog provides access to the files. The catalog is itself a file that maps user names into the internal file identifiers used by the Operating System. Each catalog entry contains a variety of information about each file including:

- Name
- Type
- Internal file number and address
- Size
- Date and time created, last modified, and last accessed
- File identifier
- Safety switch

The safety switch is used to avoid accidental deletions. While the safety switch is on, the file cannot be deleted. The other fields are described under the **LOOKUP** File System call.

The catalog can be located anywhere on the medium.

## 2.6 Labels

An application can store its own information about a file in an area called the *file label*. The label allows an application to keep the file data separate from information maintained about the file. Labels can be used for any object in the File System. The maximum label size is 128 bytes. I/O to labels is handled separately from file data I/O.

## 2.7 Logical and Physical End of File

A file contains some number of bytes of data recorded in some number of physical pages. Additional pages which do not contain any file data can be allocated to the file. There are, therefore, two measures of the end of the file. The Logical End of File (LEOF) is a pointer to the last stored byte that has meaning to the application. The Physical End of File (PEOF) is a count of the number of pages allocated to the file.

In addition, each open file has a pointer called the *file marker* which points to the next byte in the file to be read or written. When the file is opened, the file marker points to the first byte (byte number 0). The file marker can be positioned automatically or explicitly using the **read** and **write** calls. For example, when a program writes to a file opened with **Append** access, the file marker is automatically positioned to the end of the file before new data are written. The file marker cannot be positioned past LEOF except by a write

operation that appends data to a file; in this case the file marker is positioned one byte past LEOF.

When a file is created, an entry for it is made in the catalog specified in its pathname, but no space is allocated for the file itself. When the file is opened by a process, space can be allocated explicitly by the process, or automatically by the Operating System. If a write operation causes the file marker to be positioned past the LEOF marker, LEOF (and PEOF if necessary) are automatically extended. The new space is contiguous if possible.

## 2.8 File Access

The File System provides a device-independent bytestream interface. As far as an application program is concerned, a specified number of bytes is transferred either relative to the file marker or at a specified byte location in the file. The physical attributes of the device or file are not important to the application, except that devices that do not support positioning can perform only sequential operations. Programs can sometimes improve performance, however, by taking advantage of a device's physical characteristics.

Programs can request any amount of data from a file. The actual I/O, however, is performed in whole-page increments when devices are block structured. Therefore, programs can optimize I/O to such devices by setting the file marker on a page boundary and making I/O requests in whole-page increments.

A file can be open for access by more than one process concurrently. All requests to write to the file are completed before any other access to the file is permitted. When one process writes to a file, the effect of the write operation is immediately available to all other processes reading the file. The other processes may, however, have accessed the file in an earlier state. Data already obtained by a program are not changed. The programmer must ensure that processes maintain a consistent view of a shared file.

When you open a file, you specify the kind of access allowed on the file. When the file is opened, the Operating System allocates a file marker for the calling process and a run-time identification number called the *refnum*. The process must use the *refnum* in subsequent calls to refer to the file. Each operation using the *refnum* affects only the file marker associated with that *refnum*.

Processes can share the same file marker. In *global access mode*, each process uses the same *refnum* for the file. When a process opens a file in global access mode, the *refnum* it gets back can be passed to any other process, and used by any process. Note that any number of processes can open a file with *Global Refnum*, but each time the *OPEN* call is used a different *refnum* is produced. Each of those *refnums* can be passed to other processes, and each process using a particular *refnum* shares the same file marker with other processes with the same *refnum*. Processes using different

refnums, however, always have different file markers, whether or not those refnums were obtained with `Global_Refnum`.

A file can also be opened in private mode, which specifies that no other `OPEN` calls are to be allowed for that file. A file can be opened with `Global_Refnum` and `private`, which opens the file for global access, but allows no other process to open that file. By using this call, processes can control which other processes have access to a file. The opening process passes the global refnum to any other process that is to have access, and the system prevents other processes from opening the file.

Processes using global access may not be able to make any assumptions about the location of the file marker from one access to the next.

## 2.9 Pipes

Because the Operating System supports multiple processes, a mechanism is provided for interprocess communication. This mechanism is called a *pipe*. Pipes are similar to the other objects in the File System -- they are named according to the same rules, and they can have labels.

---

### NOTE

Pipes will not be supported in future releases of the Operating System. Do not use the pipe mechanism if you want your software to be upward-compatible.

---

As with a file, a pipe is a byte stream. With a pipe, however, information is queued in a first-in-first-out manner. Also, a pipe can have only one reader at a time, and once data is read from a pipe it is removed from the pipe.

A pipe can be accessed only in sequential mode. Although only one process can read data from a pipe, any number of processes can write data into it. Because the data read from the pipe is consumed, the file marker is always at zero. If the pipe is empty and no processes have it open for writing, EOF (End Of File) is returned to the reading process. If any process has the pipe open for writing, the reading process is suspended until enough data to satisfy the call arrives in the pipe, or until all writers close the pipe.

When a pipe is created, its size is 0 bytes. Unlike with ordinary files, the initializing program must allocate space to the pipe before trying to write data into it. To avoid deadlocks between the reading process and the writers, the Operating System does not allow a process to read or write an amount of data greater than half the physical size of the pipe. For this reason, you should allocate to the pipe twice as much space as the largest amount of data in any planned read or write operation.

A pipe is actually a circular buffer with a read pointer and a write pointer. All writers access the pipe through the same write pointer. Whenever either pointer reaches the end of the pipe, it wraps back around to the first byte. If the read pointer catches up with the write pointer, the reading process blocks

until data are written or until all the writers close the pipe. Similarly, if the write pointer catches up with the read pointer, a writing process blocks until the pipe reader frees up some space or until the reader closes the pipe. Because pipes have this structure, there are restrictions on some operations. These restrictions are discussed with the relevant File System calls.

Processes can never make read or write requests bigger than half the size of the pipe because the Operating System always fully satisfies each read or write request before returning to the program. In other words, if a process asks for 100 bytes of data from a pipe, the Operating System waits until there are 100 bytes of data in the pipe and then completes the call. Similarly, if a process tries to write 100 bytes of data into a pipe, the Operating System waits until there is room for the full 100 bytes before writing anything into the pipe. If processes were allowed to make write or read requests for greater than half of a particular pipe, it would be possible for a reader and a writer to deadlock, with neither having room in the pipe to satisfy its requests.

## 2.10 File System Calls

This section describes all the Operating System calls that pertain to the File System. A summary of all the Operating System calls can be found in Appendix A. The following special types are used in the File System calls:

```

Pathname = STRING[Max_Pathname]; (* Max_Pathname = 255 *)
E_Name = STRING[Max_Ename];      (* Max_EName = 32 *)
Accesses = (Dread, Dwrite, Append, Private, Global_Refrnum);
MSet = SET OF Accesses;
IOMode = (Absolute, Relative, Sequential);

```

The Fs\_Info record and its associated types are described under the LOOKUP call. The Dctype record is described under the DEVICE\_CONTROL call.

## 2.10.1 MAKE\_FILE and MAKE\_PIPE File System Calls

```
MAKE_FILE (Var Ecode:Integer;  
          Var Path:Pathname;  
          Label_Size:Integer)
```

```
MAKE_PIPE (Var Ecode:Integer;  
          Var Path:Pathname;  
          Label_Size:Integer)
```

Ecode: Error indication  
Path: Name of new object  
Label\_Size: Number of bytes for the object's label

MAKE\_FILE and MAKE\_PIPE create the specified type of object with the given name. If the pathname does not specify a directory name (more specifically, if the pathname does not begin with a dash), the working directory is used. Label\_Size specifies the initial size in bytes of the label. It must be less than or equal to 128 bytes. The label can grow to contain up to 128 bytes no matter what its initial size. Any error indication is returned in Ecode.

---

**NOTE**

Pipes will not be supported in future releases of the Operating System. Do not use the pipe mechanism if you want your software to be upward-compatible.

---

The MAKE\_FILE example on the next page checks to see whether the specified file exists before opening it.



```

CONST FileExists = 890;
VAR FileRefNum, ErrorCode:INTEGER;
    FileName:PathName;
    Happy:BOOLEAN;
    Response:CHAR;
BEGIN
Happy:=FALSE;
WHILE NOT Happy DO
BEGIN
REPEAT                                     (* get a file name *)
WRITE('File name: ');
READLN(FileName);
UNTIL LENGTH(FileName)>0;
MAKE FILE(ErrorCode,FileName,0); (*no label for this file*)
IF (ErrorCode<>0) THEN (* does file already exist? *)
IF (ErrorCode=FileExists) THEN (* yes *)
BEGIN
WRITE(FileName,' already exists. Overwrite? ');
READLN(Response);
Happy:=(Response IN ['y','Y']); (*go ahead and overwrite*)
END
ELSE WRITELN('Error ',ErrorCode,' while creating file.')
ELSE Happy:=TRUE;
END;
OPEN(ErrorCode,FileName,FileRefNum,[Dwrite]);
END;

```

## 2.10.2 KILL\_OBJECT File System Call

```
KILL_OBJECT (Var Ecode:Integer;
             Var Path:Pathname)
```

```
Ecode:   Error indicator
Path:    Name of object to be deleted
```

KILL\_OBJECT deletes the object given in Path from the File System. Objects with the safety switch on cannot be deleted. If a file or pipe is open at the time of the KILL\_OBJECT call, its actual deletion is postponed until it has been closed by all processes that have it open. During this period no new processes are allowed to open it. The object to be deleted need not be open at the time of the KILL\_OBJECT call. A KILL\_OBJECT call can be reversed by UNKILL\_FILE, as long as the object is a file and is still open.

The following program fragment deletes files until RETURN is pressed:

```
CONST FileNotFound=894;
VAR FileName:PathName;
    ErrorCode:INTEGER;
BEGIN
  REPEAT
    WRITE('File to delete: ');
    READLN(FileName);
    IF (FileName<>'') THEN
      BEGIN
        KILL_OBJECT(ErrorCode,FileName);
        IF (ErrorCode<>0) THEN
          IF (ErrorCode=FileNotFound) THEN
            WRITELN(FileName, ' not found.')
          ELSE WRITELN('Error ',ErrorCode, ' while deleting file.')
          ELSE WRITELN(FileName, ' deleted.');
        END
      UNTIL (FileName='');
    END;
```

### 2.10.3 UNKILL\_FILE File System Call

```
UNKILL_FILE (Var Ecode:Integer;  
             RefNum:Integer;  
             Var Newname:e_name)
```

Ecode: Error indicator  
RefNum: Refnum of the killed and open file  
Newname: New name for the file being restored

**UNKILL\_FILE** reverses the effect of **KILL\_OBJECT** as long as the killed object is a file that is still open. A new catalog entry is created for the file with the name given in **Newname**. **Newname** is not a full pathname: the resurrected file remains in the same directory.

## 2.10.4 RENAME\_ENTRY File System Call

```
RENAME_ENTRY (Var Ecode:Integer;
              Var Path:Pathname;
              Var Newname:E_Name)
```

```
Ecode: Error indicator
Path: Object's old name
Newname: Object's new name
```

RENAME\_ENTRY changes the name of an object in the File System. Newname cannot be a full pathname. The name of the object is changed, but the object remains in the same directory. The following program fragment changes the file name of FORMATTER.LIST to NEWFORMAT.TEXT.

```
VAR OldName:PathName;
    NewName:E_Name;
    ErrorCode:INTEGER
BEGIN
    OldName:='-LISA-FORMATTER.LIST';
    NewName:='NEWFORMAT.TEXT';
    RENAME_ENTRY(ErrorCode, OldName, NewName);
END;
```

The file's full pathname after renaming is

```
-LISA-NEWFORMAT.TEXT
```

Volume names can be renamed by specifying only the volume name in Path. Here is a sample program fragment which changes a volume name. Note that the leading dash (-), given in OldName, is not given in NewName.

```
VAR OldName:PathName;
    NewName:E_Name;
    ErrorCode:INTEGER
BEGIN
    OldName:='-thomas';
    NewName:'stearns';
    RENAME_ENTRY(Errorcode, OldName, NewName);
END;
```

## 2.10.5 LOOKUP File System Call

```
LOOKUP (Var Ecode:Integer;
        Var Path:Pathname;
        Var Attributes:Fs_Info)
```

```
Ecode:      Error indicator
Path:       Object to lookup
Attributes: Information returned about path
```

LOOKUP returns information about an object in the file system. For devices and mounted volumes, call LOOKUP with a pathname that names the device or volume without a file name component:

```
DevName:='-UPPER';          (* Diskette drive 1 *)
LOOKUP(ErrorCode, DevName, InfoRec);
```

If the device is currently mounted and is block structured, all of the record fields of Attributes contain meaningful values; otherwise, some values are undefined.

The Fs\_Info record is defined as follows. The meanings of the information fields are given in Appendix E.

```
Fs_Info = RECORD
    name: e_name;
    devnum: INTEGER;
CASE OType:info_type OF
    device_t, volume_t:
        (iochannel: INTEGER
         devt: devtype;
         slot_no: INTEGER;
         fs_size: LONGINT;
         vol_size: LONGINT;
         blockstructured,
         mounted: BOOLEAN;
         opencount: LONGINT;
         privatedev,
         remote,
         lockeddev: BOOLEAN;
         mount_pending,
         unmount_pending: BOOLEAN;
         volname,
         password: e_name;
         fsversion,
         volid,
         volnum: INTEGER;
```

```

blocksize,
datasize,
clustersize,
filecount: INTEGER; (*Number of files on vol*)
freecount: LONGINT; (*Number of free blocks *)
DTVC,          (* Date Volume Created      *)
DTVB,          (* Date Volume last Backed up *)
DTVS:LONGINT; (* Date Volume last scavenged *)
Machine_id,
overmount_stamp,
master_copy_id: LONGINT;
privileged,
write_protected: BOOLEAN;
master,
copy,
scavenge_flag: BOOLEAN);
object t: (
size: LONGINT; (*actual no of bytes written *)
psize: LONGINT; (*physical size in bytes *)
lpsize: INTEGER; (*Logical page size in bytes *)
ftype: filetype;
etype: entrytype;
DTC,          (* Date Created *)
DTA,          (* Date last Accessed *)
DTM,          (* Date last Modified *)
DTB: LONGINT; (* Date last Backed up *)
refnum: INTEGER;
fmark: LONGINT; (* file marker *)
acmode: mset; (* access mode *)
nreaders, (* Number of readers *)
nwriters, (* Number of writers *)
nusers: INTEGER; (* Number of users *)
fuid: uid; (* unique identifier *)
eof, (* EOF encountered? *)
safety_on, (* safety switch setting *)
kswitch: BOOLEAN; (* has file been killed? *)
private, (* File opened for private access? *)
locked, (* Is file locked? *)
protected:BOOLEAN;(* File copy protected? *)

```

END;

```

UId = INTEGER;
Info_Type = (device_t, volume_t, object_t);
Devtype = (diskdev, pascalbd, seqdev, bitbkt, non_io);
Filetype = (undefined, MDDFile, rootcat, freelist,
            badblocks, sysdata, spool, exec, usercat, pipe,
            bootfile, swapdata, swapcode, ramap, userfile,
            killedobject);
Entrytype = (emptyentry, oatentry, linkentry, fileentry,
            pipeentry, ecentry, killedentry);

```

The eof field of the Fs\_Info record is set after an attempt to read more bytes than are available from the file marker to the logical end of the file, or after an attempt to write when no disk space is available. If the file marker is at the twentieth byte of a twenty-five byte file, for example, you can read up to 5 bytes without setting eof, but if you try to read 6 bytes, the File System gives you only 5 bytes of data and eof is set.

The following program reports how many bytes of data a given file has:

```

VAR InfoRec:FsWithInfo;(*information returned by LOOKUP and INFO*)
    FileName:PathName;
    ErrorCode:INTEGER;
BEGIN
    WRITE('File: ');
    READLN(FileName);
    LOOKUP(ErrorCode, FileName, InfoRec);
    IF (ErrorCode<>0) THEN
        WRITELN('Cannot lookup ', FileName)
    ELSE
        WRITELN(FileName, ' has ', InfoRec.Size, ' bytes of data. ');
END;

```



### 2.10.6 INFO File System Call

```
INFO (Var Ecode:Integer;  
      RefNum:Integer;  
      Var RefInfo:Fs_Info)
```

```
Ecode:      Error indicator  
RefNum:     Reference number of object in File System  
RefInfo:    Information returned about RefNum's object
```

INFO serves a function similar to that of LOOKUP but is applicable only to objects in the File System that are open. The definition of the Fs\_Info record is given under LOOKUP and in Appendix A.

### 2.10.7 SET\_FILE\_INFO File System Call

```
SET_FILE_INFO ( Var Ecode:Integer;  
                RefNum:Integer;  
                Fsi:Fsi_Info)
```

Ecode:	Error indicator
RefNum:	Reference number of object in File System
Fsi:	New information about the object

SET\_FILE\_INFO changes the status information associated with a given object. This call works in exactly the opposite way that LOOKUP and INFO work, in that the status information is given by your program to SET\_FILE\_INFO. The Fsi argument is the same type of information record as that returned by LOOKUP and INFO. The object must be open at the time this call is made.

The following fields of the information report may be changed:

```
file_scavenged  
file_closed_by_OS  
file_left_open  
user_type  
user_subtype
```

### 2.10.8 OPEN File System Call

```
OPEN (Var Ecode:Integer;  
      Var Path:Pathname;  
      Var RefNum:Integer;  
      Manip:MSet)
```

```
Ecode:   Error indicator  
Path:    Name of object to be opened  
RefNum:  Reference number for object  
Manip:   Set of access types
```

The **OPEN** call opens an object so that it can be read or written to. When you call **OPEN**, you specify the set of accesses that will be allowed on that file or sequential device. The available access types are:

- **Dread** -- Allows you to read the file
- **Dwrite** -- Allows you to write in the file (to replace existing data)
- **Append** -- Allows you to add on to the end of the file
- **Private** -- Prevents other processes from opening the file
- **Global\_Refnum** -- Creates a refnum that can be passed to other processes

Note that you can give any number of these modes simultaneously. If you specify **Dwrite** and **Append** in the same **OPEN** call, **Dwrite** access will be used. See Section 2.8 for more information on **Global\_Refnum** and **Private** access modes.

If the object opened already exists and the process calls **WRITE\_DATA** without having specified **Append** access, the object can be overwritten. The Operating System does not create a temporary file and wait for the **CLOSE\_OBJECT** call before deciding what to do with the old file.

An object can be opened by two separate processes (or more than once by a single process) simultaneously. If the processes write to the file without using a global refnum, they must coordinate their file accesses so as to avoid overwriting each other's data.

Pipes cannot be opened for **Dwrite** access. You must use **Append** if you want to write into the pipe. To set up a private pipe, the reader process opens the pipe first, specifying **Dread** mode; the writer process then opens the pipe with **Append, Private** access mode.

## 2.10.9 CLOSE\_OBJECT File System Call

```
CLOSE_OBJECT (Var Ecode:Integer;
              RefNum:Integer)
```

Ecode: Error indicator

RefNum: Reference number of object to be closed

If RefNum is not global, CLOSE\_OBJECT terminates any use of RefNum for I/O operations. A FLUSH operation is performed automatically and the file is saved in its current state. If RefNum is a global refnum and other processes have the file open, RefNum remains valid for these processes and other processes can still access the file using RefNum.

The following program fragment opens a file, reads 512 bytes from it, and then closes the file.

```
TYPE Byte=-128..127;
VAR FileName:PathName;
    ErrorCode,FileRefNum:Integer;
    ActualBytes:LongInt;
    Buffer:ARRAY[0..511] OF Byte;
BEGIN
  OPEN(ErrorCode,FileName,FileRefNum,[DRead]);
  IF (ErrorCode>0) THEN
    WRITELN('Cannot open ',FileName)
  ELSE
    BEGIN
      READ_DATA(ErrorCode,
                FileRefNum,
                ORDA(@Buffer),
                512,
                ActualBytes,
                Sequential,
                0);
      IF (ActualBytes<512) THEN
        WRITE('Only read ',ActualBytes,' bytes from ',FileName);
      CLOSE_OBJECT(ErrorCode,FileRefNum);
    END;
  END;
```

## 2.10.10 READ\_DATA and WRITE\_DATA File System Calls

```

READ_DATA (Var Ecode:Integer;
           RefNum:Integer;
           Data_Addr:LongInt;
           Count:LongInt;
           Var Actual:LongInt;
           Mode:Iohode;
           Offset:LongInt);

```

```

WRITE_DATA (Var Ecode:Integer;
            RefNum:Integer;
            Data_Addr:Longint;
            Count:LongInt;
            Var Actual:LongInt;
            Mode:Iohode;
            Offset:LongInt);

```

**Ecode:** Error indicator  
**RefNum:** Reference number of object for I/O  
**Data\_Addr:** Address of data (source or destination)  
**Count:** Number of bytes of data to be transferred  
**Actual:** Actual number of bytes transferred  
**Mode:** I/O mode  
**Offset:** Offset (absolute or relative modes)

**READ\_DATA** reads information from the device, pipe, or file specified by **RefNum**, and **WRITE\_DATA** writes information to it. **Data Addr** is the address for the destination or source of **Count** bytes of data. The actual number of bytes transferred is returned in **Actual**.

**Mode** can be absolute, relative, or sequential. In absolute mode, **Offset** specifies an absolute byte of the file. In relative mode, **Offset** specifies a byte relative to the file marker. In sequential mode, **Offset** is ignored (assumed to be zero); transfers occur relative to the file marker. Sequential mode (which is a special case of relative mode) is the only access mode allowed for reading or writing data in pipes or sequential (non-disk) devices. Non-sequential modes are valid only on devices that support positioning. The first byte is numbered 0.

If a process attempts to write data past the Physical End of File on a disk file, the Operating System automatically allocates enough additional space to contain the data. This new space, may not be contiguous with the previous blocks. You can use the **ALLOCATE** call to ensure that any newly allocated blocks are located next to each other, although they may not be located near the rest of the file.

**READ\_DATA** from a pipe that does not contain enough data to satisfy **Count** suspends the calling process until the data arrives in the pipe. If there are no

writers, the end-of-file indication (error 848) is returned in Ecode. Because pipes are circular, WRITE\_DATA to a pipe with insufficient room suspends the calling process (the writer) until enough space is available (until the reader has consumed enough data). If no process has the pipe open for reading and there is not enough space in the pipe, the end-of-file indication (848) is returned in Ecode.

---

NOTE

---

READ\_DATA from the MAINCONSOLE or ALTCONSOLE devices must specify Count = 1.

---

The following program copies a file. Note that you must supply the correct location for Syscall in the second line of the program.

```

PROGRAM CopyFile;
USES (*Syscall.Obj*) SysCall;
TYPE Byte = -128..127;
VAR OldFile, NewFile: PathName;
    OldRefNum, NewRefNum: INTEGER;
    BytesRead, BytesWritten: LONGINT;
    ErrorCode: INTEGER;
    Response: CHAR;
    Buffer: ARRAY [0..511] OF Byte;
BEGIN
  WRITE('File to copy: ');
  READLN(OldFile);
  OPEN(ErrorCode, OldFile, OldRefNum, [DRead]);
  IF (ErrorCode > 0) THEN
    BEGIN
      WRITELN('Error ', ErrorCode, ' while opening ', OldFile);
      EXIT(CopyFile);
    END;
  WRITE('New file name: ');
  READLN(NewFile);
  MAKE_FILE(ErrorCode, NewFile, 0);
  OPEN(ErrorCode, NewFile, NewRefNum, [DWrite]);
  REPEAT
    READ_DATA( ErrorCode,
              OldRefNum,
              ORD4(@Buffer),
              512, BytesRead, Sequential, 0);
    IF (ErrorCode = 0) AND (BytesRead > 0) THEN
      WRITE_DATA (ErrorCode,
                 NewRefNum,
                 ORD4(@Buffer),
                 BytesRead, BytesWritten, Sequential, 0);
  UNTIL (BytesRead = 0) OR (BytesWritten = 0) OR (ErrorCode > 0);

```

```
IF (ErrorCode>0) THEN
  WRITELN('File copy encountered error ',ErrorCode);
  CLOSE_OBJECT(ErrorCode,NewRefNum);
  CLOSE_OBJECT(ErrorCode,OldRefNum);
END.
```

**2.10.11 READ\_LABEL and WRITE\_LABEL File System Calls**

```
READ_LABEL (Var Ecode:Integer;  
            Var Path:Pathname;  
            Data_Addr:LongInt;  
            Count:LongInt;  
            Var Actual:LongInt)
```

```
WRITE_LABEL (Var Ecode:Integer;  
            Var Path:Pathname;  
            Data_Addr:LongInt;  
            Count:LongInt;  
            Var Actual:LongInt)
```

Ecode:        Error indicator  
Path:         Name of object containing the label  
Data\_Addr:   Source or destination of I/O  
Count:        Number of bytes to transfer  
Actual:       Actual number of bytes transferred

These calls read or write the label of an object in the File System. I/O always starts at the beginning of the label. Count is the number of bytes the process wants transferred to or from Data\_Addr, and Actual is the actual number of bytes transferred. An error is returned if you attempt to read more than the maximum label size, 128 bytes.



**2.10.12 DEVICE\_CONTROL File System Call**

```

DEVICE_CONTROL (Var Ecode:Integer;
                 Var Path:Pathname;
                 Var CParm:Dctype)

```

Ecode: Error indicator  
 Path: Device to be controlled  
 CParm: A record of information for the device driver

**DEVICE\_CONTROL** is used to send device-specific information to a device driver or to obtain device-specific information from a device driver.

Regardless of whether you are setting device-control parameters or requesting information, you always use a record of type **Dctype**. The structure of **Dctype** is:

```

Dctype = RECORD
         dcVersion: INTEGER;
         dcCode:    INTEGER;
         dcData:   ARRAY[0..9] OF LONGINT
         END;

dcVersion: currently 2
dcCode:    control code for device driver
dcData:    specific control or data parameters

```

**2.10.12.1 Setting Device-Control Information**

Before you use a device, you call **DEVICE\_CONTROL** to set the device driver. Once you begin using the device, you call **DEVICE\_CONTROL** as necessary.

Table 2-1 shows which groups of device-control functions must be set before using each type of device. Table 2-2 shows which characteristics are contained in each group. For example, you must set Group A for RS-232 Input. As you see in Table 2-2, Group A indicates the type of parity used with the device. Each group requires a separate call to **DEVICE\_CONTROL**, and you can set only one characteristic from each group. If you set more than one from the same group for a particular device, the last one set will apply.

Table 2-1  
 DEVICE\_CONTROL Functions Required  
 Before Using a Device

Device Type	Device Name	Required Groups
Serial RS-232 for input	RS232A or RS232B	A, C, D, E, F, G
Serial RS-232 for output or printer	RS232A or RS232B	A, B, C, G, H, I
ProFile	SLOTxCHANY (where x and y are numbers) or PARAPORT	J
Parallel printer	SLOTxCHANY (where x and y are numbers) or PARAPORT	I
Console screen and keyboard	MAINCONSOLE or ALTCONSOLE	I
Diskette drive	UPPER or LOWER	J

Here is a sample program that shows how a device-control parameter is set. This program sets the parity attribute for the RS232B port to "no parity." Note that the parity attribute requires only that you set `cparm.dccode` and `cparm.dccdata[0]`. Other parameters require that you also set `cparm.dccdata[1]` and `cparm.dccdata[2]`. They are set in a similar manner.

```

VAR
  cparm: dctype;
  errnum: integer;
  path: pathname;

BEGIN
  path:='-RS232B';
  cparm.dcversion:=2;  (* always set this value *)
  cparm.dccode:= 1;
  cparm.dccdata[0]:= 0;
  DEVICE_CONTROL(errnum,path,cparm);
END;
```

Table 2-2 shows how to set `cparm.dccode`, `cparm.dccdata[0]`, `cparm.dccdata[1]`, and `cparm.dccdata[2]` for the various available attributes. Note that any values in `cparm.dccdata` past `cparm.dccdata[2]` are ignored when you are setting attributes documented here.

Table 2-2  
DEVICE\_CONTROL Output Functional Groups

FUNCTION	.dccode	.dccdata[0]	.dccdata[1]	.dccdata[2]
<b>Group A--Parity:</b>				
No parity	1	0	--	--
Odd parity, no input parity checking	1	1	--	--
Odd parity, input parity errors = 00	1	2	--	--
Even parity, no input parity checking	1	3	--	--
Even parity, input parity errors = \$80	1	4	--	--
<b>Group B--Output Handshake:</b>				
None	11	--	--	--
DTR handshake	2	--	--	--
XON/XOFF handshake	3	--	--	--
delay after Cr, LF	4	ms delay	--	--
<b>Group C--Baud rate:</b>				
	5	baud	--	--
<b>Group D--Input waiting during Read_Data:</b>				
wait for Count bytes	6	0	--	--
return whatever rec'd	6	1	--	--
<b>Group E--Input handshake:</b>				
no handshake	7	--	--	--
	9	-1	-1	32767
DTR handshake	7	--	--	--
XON/XOFF handshake	8	--	--	--

Table 2-2 (continued)

FUNCTION	.dcode	.dcdata[0]	.dcdata[1]	.dcdata[2]
<b>Group F--Input typeahead buffer:</b>				
flush only	9	-1	-2	-2
flush and re-size	9	bytes	-2	-2
flush, re-size, and set threshold	9	bytes	low	hi
<b>Group G--Disconnect Detection:</b>				
none	10	0	0	--
BREAK detected means disconnect	10	0	non-zero	--
<b>Group H--Timeout on output (handshake interval):</b>				
no timeout	12	0	--	--
timeout enabled	12	seconds	--	--
<b>Group I--Automatic linefeed insertion:</b>				
disabled	17	0	--	--
enabled	17	1	--	--
<b>Group J--Disk errors (set to 1 to enable, to 0 to disable):</b>				
enable sparing	21	sparing	rewrite	reread
<b>Group K--Break command (never required -- available only on serial RS-232 devices):</b>				
send break	13	millisecond duration	0	--
send break while lowering DTR	13	millisecond duration	1	--

Using Group C, you can set baud to any standard rate. However, 3600, 7200, and 19200 baud are available only on the RS232B port.

"Low" and "Hi" under Group F set the low and high threshold in the typeahead input buffer. When "Hi" or more bytes are in the input buffer, XOFF is sent or DTR is dropped. When "Low" or fewer bytes are in the typeahead buffer, XON is sent or DTR is reasserted. The size of the typeahead buffer (bytes) can be any value between 0 and 1024 bytes inclusive.

In Group J, enabling disk sparing permits the device driver to relocate blocks of data from areas of the disk that are found to be bad. Enabling disk rewrite

permits the Operating System to rewrite data that it had trouble reading, but finally managed to read. This condition is referred to as a *soft error*. Enabling disk reread tells the Operating System to read data after they are written to make certain that they were written correctly.

When sending a break command, as shown in Group K, any device control from Group A removes the break condition even if the allotted time has not yet elapsed. Also, sending a break will disrupt transmission of any other character still being sent. If you want to make certain that enough time has elapsed for the last character to be transmitted, call `WRITE DATA` with a single null character (equal to 0) just prior to calling `DEVICE_CONTROL` to send the break.

Table 2-3 gives a list of mnemonic constants that you can use in place of explicit numbers when setting `Dccode`. These mnemonics are provided for convenience.

Table 2-3  
Dccode Mnemonics

<u>Dccode</u>	<u>Mnemonic</u>
1	dvParity
2	dvOutDTR
3	dvOutXON
4	dvOutDelay
5	dvBaud
6	dvInWait
7	dvInDTR
8	dvInXON
9	dvTypeahd
10	dvDiscon
11	dvOutNoHS
12	no mnemonic
13	no mnemonic
15	dvErrStat
16	dvGetEvent
17	dvAutoLF
20	dvDiskStat
21	dvDiskSpare

### 2.10.12.2 Obtaining Device-Control Information

To use `DEVICE_CONTROL` to find out about the current state of a particular device, simply give the pathname for the particular device along with a function code for the type of information you need. The record of type `Dctype` that you supply is returned filled with information.

There are three types of information requests you can make. Note that each type applies only to some of the available devices. The request types and the returned information are described in Table 2-4.

Table 2-5 shows the error code provided in response to a Dccode=15 information request. This code is given in `cparm.dccdata[0]`. The code, a long integer, is shown in Table 2-5; the bits and bytes are numbered from the right, counting from 0, as shown in Figure 2-1. The meaning assigned to the bit applies if the bit is set (equals 1).

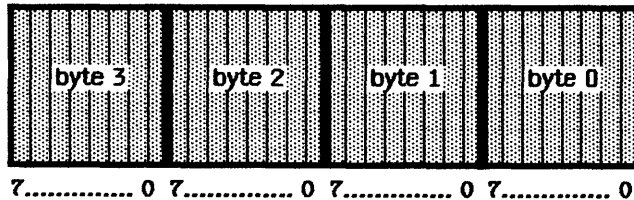


Figure 2-1  
Disk Hard Error Codes

Here is a program fragment that uses `DEVICE_CONTROL` to get information about the upper diskette drive.

```

VAR
  cparm: dctype;
  errnum: INTEGER;
  path: pathname;
BEGIN
  path:='-UPPER';
  cparm.dccversion:=-2; (* always set this value *)
  cparm.dcccode := 20;
  DEVICE_CONTROL(errnum, path, cparm);
  WITH cparm DO
    WRITELN (dccdata[0], dccdata[1], dccdata[2], dccdata[3],
             dccdata[4], dccdata[5], dccdata[6])
END;
```

Table 2-4  
Device Information

Dccode	Devices	Returned in Dcdata
15	ProFiles	<p>[0] contains disk error status on last hardware error (see Table 2-5)</p> <p>[1] contains error retry count since last system boot</p>
16	Console Screen and Keyboard	<p>[0] contains numbers 0-10, which indicate events:</p> <ul style="list-style-type: none"> <li>0 = no event</li> <li>1 = upper diskette inserted</li> <li>2 = upper diskette button</li> <li>3 = lower diskette inserted</li> <li>4 = lower diskette button</li> <li>6 = mouse button down</li> <li>7 = mouse plugged in</li> <li>8 = power button</li> <li>9 = mouse button up</li> <li>10 = mouse unplugged</li> </ul> <p>[1] contains the current state of certain keys, indicated by set bits (if the bit is 1, the key is pressed) (bits are numbered from the right)</p> <ul style="list-style-type: none"> <li>0 = caps lock key</li> <li>1 = shift key</li> <li>2 = option key</li> <li>3 = command key</li> <li>4 = mouse button</li> <li>5 = auto repeat</li> </ul> <p>[2] contains X and Y coordinates of mouse, X in left 2 bytes, Y in right 2 bytes</p> <p>[3] contains timer value in milliseconds</p>

Table 2-4 (continued)

Dccode	Devices	Returned in Dccdata
20	ProFile or Diskette Drive	<p>[0] contains:</p> <ul style="list-style-type: none"> <li>0 = no disk present</li> <li>1 = disk present (but not accessed yet)</li> </ul> <p>The following indicate that a disk is present and has been accessed at least once.</p> <ul style="list-style-type: none"> <li>2 = bad block track appears unformatted</li> <li>3 = disk formatted by some program other than the Operating System</li> <li>4 = OS-formatted disk</li> </ul> <p>[1] contains:</p> <ul style="list-style-type: none"> <li>0 = no button press pending</li> <li>1 = button press pending, disk not yet ejected</li> </ul> <p>[2] contains number of available spare blocks, 0-16, meaningful only when Dccdata[0] = 4 and for a diskette</p> <p>[3] contains:</p> <ul style="list-style-type: none"> <li>0 = both copies of the bad-block directory OK</li> <li>1 = one copy is corrupt (meaningful only when Dccdata[0] = 4)</li> </ul> <p>[4] contains:</p> <ul style="list-style-type: none"> <li>0 = sparing disabled</li> <li>1 = sparing enabled</li> </ul> <p>[5] contains:</p> <ul style="list-style-type: none"> <li>0 = rewrite disabled</li> <li>1 = rewrite enabled</li> </ul> <p>[6] contains:</p> <ul style="list-style-type: none"> <li>0 = reread disabled</li> <li>1 = reread enabled</li> </ul>



Table 2-5  
Disk Hard Error Codes

---

Byte 3

- 7 = ProFile received <> 55 to its last response
- 6 = Write or write/verify aborted because more than 532 bytes of data were sent or because ProFile could not read its spare table
- 5 = Host's data is no longer in RAM because ProFile updated its spare table
- 4 = SEEK ERROR -- unable in 3 tries to read 3 consecutive headers on a track
- 3 = CRC error (only set during actual read or verify of write/verify, not while trying to read headers after seeking)
- 2 = TIMEOUT ERROR (could not find header in 9 revolutions)-- not set while trying to read headers after seeking
- 1 = Not used
- 0 = Operation unsuccessful

Byte 2

- 7 = SEEK ERROR -- unable in 1 try to read 3 consecutive headers on a track
- 6 = Spared sector table overflow (more than 32 sectors spared)
- 5 = Not used
- 4 = Bad block table overflow (more than 100 bad blocks in table)
- 3 = ProFile unable to read its status sector
- 2 = Sparring occurred
- 1 = Seek to wrong track occurred
- 0 = Not used

Byte 1

- 7 = ProFile has been reset
- 6 = Invalid block number
- 5 = Not used
- 4 = Not used
- 3 = Not used
- 2 = Not used
- 1 = Not used
- 0 = Not used

Byte 0

This byte contains the number of errors encountered when rereading a block after any read error.

---

### 2.10.13 ALLOCATE File System Call

```
ALLOCATE (Var Ecode:Integer;  
          RefNum:Integer;  
          Contiguous:Boolean;  
          Count:Longint;  
          Var Actual:Integer)
```

```
Ecode:      Error indicator  
RefNum:     Reference number of object to be allocated space  
Contiguous: True = allocate contiguously  
Count:      Number of blocks to be allocated  
Actual:     Number of blocks actually allocated
```

Use **ALLOCATE** to increase the space allocated to an object. If possible, **ALLOCATE** adds the requested number of blocks to the space available to the object referenced by **RefNum**. The actual number of blocks allocated is returned in **Actual**. If **Contiguous** is true, the new space is allocated in a single, unfragmented space on the disk. This space is not necessarily adjacent to any existing file blocks.

**ALLOCATE** applies only to objects on block-structured devices. An attempt to allocate more space to a pipe is successful only if the pipe's read pointer is less than or equal to its write pointer. If the write pointer has wrapped around but the read pointer has not, an allocation would cause the reader to read invalid and uninitialized data, so the File System returns error 1186 in this case.

#### 2.10.14 COMPACT File System Call

**COMPACT** (Var Ecode:Integer;  
RefNum:Integer)

Ecode: Error indicator

RefNum: Reference number of object to be compacted

**COMPACT** changes the Physical End of File to deallocate any blocks after the block that contains the Logical End of File for the file referenced by **RefNum**. (See Figure 2-1.) **COMPACT** applies only to objects on block-structured devices. As in the case of **ALLOCATE**, compaction of a pipe is legal only if the read pointer is less than or equal to the write pointer. If the write pointer has wrapped around, but the read pointer has not, compaction could destroy data in the pipe. The File System returns error 1188 in this case.

2.10.15 TRUNCATE File System Call

TRUNCATE (Var Ecode:Integer;  
RefNum:Integer)

Ecode: Error indicator

RefNum: Reference number of object to be truncated

TRUNCATE sets the Logical End of File Indicator to the current position of the file marker. Any data beyond the file marker are lost. TRUNCATE applies only to block-structured devices. Truncation of a pipe can destroy data that have been written but not yet read. As the diagram shows, TRUNCATE changes only LEOF. COMPACT, on the other hand, changes only PEOF.

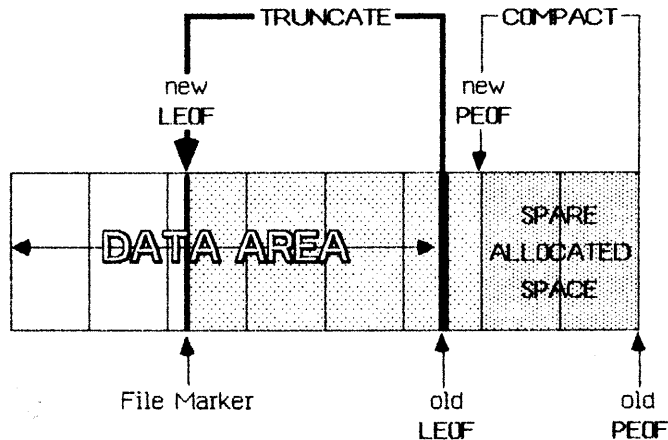


Figure 2-2  
The Relationship of COMPACT and TRUNCATE

In this figure the boxes represent blocks of data. Note that LEOF can point to any byte in the file but PEOF always points to a block boundary. Therefore, TRUNCATE can reset LEOF to any byte in the file, but COMPACT can reset PEOF only to a block boundary.

### 2.10.16 FLUSH File System Call

**FLUSH (Var Ecode:Integer;  
          RefNum:Integer)**

Ecode: Error indicator

RefNum: Reference number of destination of I/O

FLUSH forces all buffered information destined for the object identified by RefNum to be written out to that object.

A side effect of FLUSH is that all FS buffers and data structures are flushed (as well as the control information for the referenced file). If RefNum is -1, only the global File System is flushed. This is a method by which an application can ensure that the File System is consistent.

**2.10.17 SET\_SAFETY File System Call**

```
SET_SAFETY (Var Ecode:Integer;  
            Var Path:Pathname;  
            On_off:Boolean)
```

```
Ecode:   Error indicator  
Path:    Name of object containing safety switch  
On_Off:  Set safety switch:  
         On = true  
         Off = false
```

Each object in the File System has a "safety switch" to help prevent accidental deletion. If the safety switch is on, the object cannot be deleted. SET\_SAFETY turns the switch on or off for the object identified by path. Processes that are sharing an object should cooperate with each other when setting or clearing the safety switch.

**2.10.18 SET\_WORKING\_DIR and GET\_WORKING\_DIR File System Calls**

```
SET_WORKING_DIR (Var Ecode:Integer;  
                Var Path:Pathname)
```

```
GET_WORKING_DIR (Var Ecode:Integer;  
                Var Path:Pathname)
```

```
Ecode:    Error indicator  
Path:     Working directory name
```

The Operating System uses the working directory name to resolve partially specified pathnames into complete pathnames. GET\_WORKING\_DIR returns the current working directory name in Path. SET\_WORKING\_DIR sets the working directory name.

The following program fragment reports the current name of the working directory and allows you to set it to something else:

```
VAR WorkingDir:PathName;  
    ErrorCode:INTEGER;  
BEGIN  
  GET_WORKING_DIR(ErrorCode,WorkingDir);  
  IF (ErrorCode<>0) THEN  
    WRITELN('Cannot get the current working directory!')  
  ELSE WRITELN('The current working directory is: ',WorkingDir);  
    WRITE('New working directory name: ');  
    READLN(WorkingDir);  
    SET_WORKING_DIR(ErrorCode,WorkingDir);  
END;
```

**2.10.19 RESET\_CATALOG and GET\_NEXT\_ENTRY File System Calls**

**RESET\_CATALOG** (Var Ecode:INTEGER;  
                  Var Path:Pathname)

**GET\_NEXT\_ENTRY** (Var Ecode:INTEGER;  
                  Var Prefix,  
                  Entry:E\_Name)

Ecode:     Error indicator  
Path:      Working directory name  
Prefix:    Beginning of file names returned  
Entry:     Names from catalog

**RESET\_CATALOG** and **GET\_NEXT\_ENTRY** give a process access to catalogs. **RESET\_CATALOG** sets the catalog file marker to the beginning of the catalog specified by Path. Path should be a root volume name. **GET\_NEXT\_ENTRY** then performs sequential reads through the catalog file specified in the **RESET\_CATALOG** call and returns File System object names. An end-of-file error code (848) is returned when **GET\_NEXT\_ENTRY** reaches the end of the catalog. If Prefix is non-null, only those entries in the catalog that begin with that prefix are returned. If Prefix is "AB", for example, only file names that begin with "AB" are returned. The prefix and catalog marker are local to the calling process, so several processes can simultaneously read a catalog without affecting each other.



## 2.10.20 MOUNT and UNMOUNT File System Calls

```
MOUNT (Var Ecode:Integer;  
       Var VName:E_Name;  
       Var Password:E_Name  
       Var Devname:E_Name)
```

```
UNMOUNT (Var Ecode:Integer;  
         Var Vname:E_name)
```

Ecode: Error indicator

Vname: Volume name

Password: Password for device (currently ignored)

Devname: Device name

MOUNT and UNMOUNT handle access to sequential devices or block-structured devices. For block-structured devices, MOUNT logically attaches the volume's catalog to the File System. The name of the volume mounted is returned in the Vname parameter.

UNMOUNT detaches the specified volume from the File System. No object on that volume can be opened after UNMOUNT has been called. The volume cannot be unmounted until all the objects on the volume have been closed by all processes using them.

Devname is the name of the device on which a volume is being mounted. Devname should be given without a leading dash (-).

Vname is the name of the volume that was successfully mounted, and is returned.

# Chapter 3

## Processes

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## Processes

A *process* is an entity in the Lisa system that performs work. When you ask the Operating System to run a program, the OS creates a specific instance of the program and its associated data. That instance is a process.

The Lisa can have a number of processes at any one time; they appear to be running simultaneously. Although processes can share code and data, each process has its own stack.

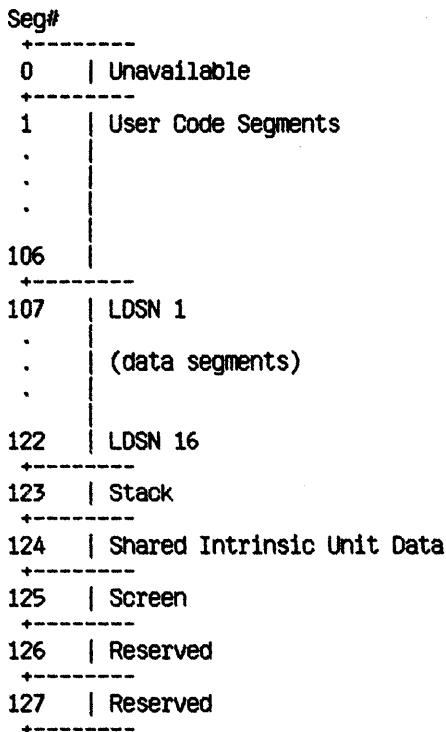
Only one process at a time can use the CPU. The *Scheduler* determines which process is active at a particular time. The Scheduler allows each process to run until some condition that would slow execution occurs (an I/O request, for example). At that time, the running process is saved in its current state. The Scheduler then checks the pool of ready-to-run processes. When the original process later resumes execution, it picks up where it left off.

The process scheduling state has three possibilities. A *running process* is actually executing instructions. A *ready process* is ready to execute but is being held back by the Scheduler. A *blocked process* is ignored by the Scheduler. It cannot continue its execution until something causes it to become ready. Processes commonly become blocked while awaiting completion of I/O, although there are a number of other likely causes.

### 3.1 Process Structure

A process can use up to 16 data segments and 106 code segments.

The layout of the process address space for user processes is shown in Figure 3-1.



**Figure 3-1**  
**Process Address Space Layout**

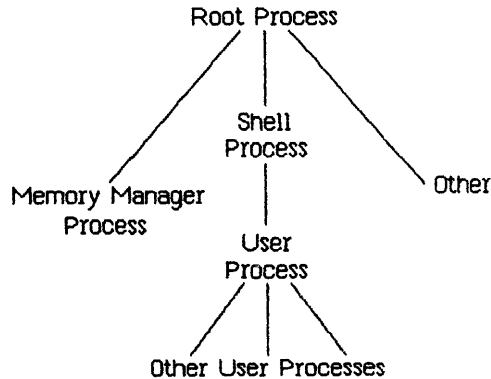
Each process has an associated priority, an integer between 1 and 255. The Scheduler usually executes the highest-priority ready process. The higher priorities (226 to 255) are reserved for the Operating System.

### 3.2 Process Hierarchy

When the system is first started, several system processes exist. At the base of the process hierarchy, shown in Figure 3-2, is the root process, which handles various internal Operating System functions. It has at least two sons: the Memory Manager process and the shell process.

The *Memory Manager process* handles code and data segment swapping.

The *shell process* is a user process that is automatically started when the OS is initialized. It is typically a command interpreter, but it can be any program. The OS simply looks for the program called SYSTEM.SHELL and executes it.



**Figure 3-2**  
Process Tree

Any other system process (the network control process, for example) is a son of the root process.

### 3.3 Process Creation

When a process is created, it is placed in the ready state with a priority equal to that of the process that created it. All the processes created by a given process can be thought of as existing in a subtree. Many of the process management calls affect the entire subtree of a process as well as the process itself.

### 3.4 Process Control

Three system calls are provided for explicit control of a process. These calls allow a process to kill, suspend (block), or activate any other user process in the system, as long as the process identifier is known. Process-handling calls are not allowed to control Operating System processes.

### 3.5 Process Scheduling

Process scheduling is based on the priority established for the process and on requests for Operating System services.

The Scheduler generally executes the highest-priority ready process. Once a process is executing, it loses the CPU only under certain circumstances. The CPU is lost when there is some specific request for the process to wait (for an event, for example), when there is an I/O request, or when there is a reference to a code segment that is not in memory. A process that makes

any Operating System call may lose the CPU. The process gets the CPU back when the Operating System is finished, except under the following conditions:

- The running process requests input or output. The Scheduler starts the next highest-priority process running while the first process waits for the I/O to complete.
- The running process lowers its priority below that of another ready process or sets another process's priority higher than its own.
- The running process explicitly yields the CPU to another process.
- The running process activates a higher-priority process.
- The running process suspends itself.
- A higher-priority process becomes ready.
- The running process needs code to be swapped into memory.
- The running process executes an event-wait call.
- The running process calls `DELAY_TIME`.

Because the Operating System cannot seize the CPU from an executing process except in the cases noted above, background processes should be liberally sprinkled with `YIELD_CPU` calls.

When the Scheduler is invoked, it saves the state of the current process and selects the next process to run by examining the pool of ready processes. If the new process requires that code or data be loaded into memory, the Memory Manager process is launched. If the Memory Manager is already working on a process, the Scheduler selects the highest priority process in the ready queue that does not need anything swapped.

### 3.6 Process Termination

A process terminates under one of the following conditions:

- It calls `TERMINATE_PROCESS`.
- It reaches an 'END.' statement.
- It is referred to in a `KILL_PROCESS` call.
- Its father process terminates.
- It runs into an abnormal condition.

When a process begins to terminate, a `SYS_TERMINATE` exception condition is signaled to the terminating process and all of the processes it has created. By means of the `DECLARE_EXCEP_HDL` call (described in Chapter 5), any process can create an exception handler to catch the terminate exception and clean up before terminating. The `SYS_TERMINATE` exception handler will be executed only once. If an error occurs while the handler is executing, the process terminates immediately.

A process can call `KILL_PROCESS` on any user process whose `Proc_Id` is known. `TERMINATE_PROCESS`, on the other hand, terminates the process that called it (and its descendants). `TERMINATE_PROCESS` also allows an event to be sent to the father of the terminating process if a local event channel was specified in the `MAKE_PROCESS` call.

Termination involves the following steps:

1. Signal the `SYS_TERMINATE` exception on the terminating process.
2. Execute the user's exception handler, if any.
3. Instruct all sons of the current process to terminate.
4. Close all open files, data segments, pipes, and event channels left open by the user process.
5. Send the `SYS_SON_TERM` event to the father of the terminating process if a local event channel exists.
6. Wait for all the sons to finish termination.

### 3.7 A Process-Handling Example

The following programs illustrate the use of many of the process-management calls described in this chapter. The program `Father`, below, creates a son process and lets it run for a while. It then gives the user a chance to activate, suspend, kill, or get information about the son.

```
PROGRAM Father;
USES (*$U Source:SysCall.Obj*) SysCall;
VAR ErrorCode:INTEGER; (*error returns from system calls *)
    proc_id:LONGINT;    (* process global identifier *)
    progname:Pathname;  (* program file to execute *)
    null:NameString;    (* program entry point *)
    Info_Rec:ProcInfoRec; (* information about process *)
    i:INTEGER;
    Answer:CHAR;
```



```

BEGIN
  ProgName:='SON.OBJ'; (* this program is defined below*)
  Null:='';
  MAKE_PROCESS(ErrorCode,Proc_Id,ProgName,Null,0);
  IF (ErrorCode<>0) THEN
    WRITELN('Error ',ErrorCode,' during process management. ');
  FOR i:=1 TO 15 DO
    (* idle for awhile *)
    BEGIN
      WRITELN('Father executes for a moment. ');
      YIELD_CPU(ErrorCode,FALSE); (* let son run *)
    END;
  WRITE('K(ill S(uspend A(ctivate I(nfo');
  READLN(Answer);
  CASE Answer OF
    'K','k': KILL_PROCESS(ErrorCode,Proc_Id);
    'S','s': SUSPEND_PROCESS(ErrorCode,Proc_Id,TRUE (* suspend
      family *));
    'A','a': ACTIVATE_PROCESS(ErrorCode,Proc_Id,TRUE (* activate
      family *));
    'I','i': BEGIN
      INFO_PROCESS(ErrorCode,Proc_Id,Info_Rec);
      WRITELN('Son''s name is ',Info_Rec.ProgPathName);
      END;
  END;
  IF (ErrorCode<>0) THEN
    WRITELN('Error ',ErrorCode,' during process management. ');
  END.

```

The program Son is:

```

PROGRAM Son;
USES (*$U Source:SysCall.Obj*) SysCall;
VAR ErrorCode:INTEGER;
    null:NameString;
BEGIN
  WHILE TRUE DO
    BEGIN
      WRITELN('Son executes for a moment. ');
      YIELD_CPU(ErrorCode,FALSE);(*let father process run*)
    END;
  END.

```

### 3.8 Process System Calls

This section describes the Operating System calls that pertain to process control. A summary of all the Operating System calls can be found in Appendix A. The following special types are used in process-control calls:

```
Pathname = STRING[255];
Namestring = STRING[20];
P_s_eventblock = ^s_eventblock;
S_eventblock = T_event_text;
T_event_text = array [0..size_etext] of longint;
ProcInfoRec = record
    progpathname : pathname;
    global_id    : longint;
    father_id    : longint;
    priority     : 1..255;
    state       : (pactive, psuspended, pwaiting);
    data_in     : boolean;
end;
```

## 3.8.1 MAKE\_PROCESS Process System Call

```

MAKE_PROCESS (Var ErrNum:Integer;
              Var Proc_Id:LongInt;
              Var ProgFile:Pathname;
              Var EntryName:NameString; (* NameString = STRING[20] *)
              EvtChn_RefNum:Integer)

```

ErrNum:	Error indicator
Proc_Id:	Process identifier (globally unique)
ProgFile:	Process file name
EntryName:	Program entry point
EvtChn_RefNum:	Communication channel between calling process and created process

A son process is created when another process, the father process, calls **MAKE\_PROCESS**. The son process executes the program identified by the pathname in **ProgFile**. If **ProgFile** is a null character string, the program name of the father process is used. A globally unique identifier for the son process is returned in **Proc\_Id**.

**EvtChn\_RefNum** is a local event channel supplied by the father process. Event channels are discussed in Chapter 5. The Operating System uses the event channel identified by **EvtChn\_RefNum** to send the father process events regarding the son process (for example, **SYS\_SON\_TERM**). If **EvtChn\_RefNum** is zero, the father process is not informed when such events are produced.

**EntryName**, if non-null, specifies the program entry point where execution is to begin. Because alternate entry points have not yet been defined for Pascal, this parameter is currently ignored.

Any error encountered during process creation is reported in **ErrNum**.

## 3.8.2 TERMINATE\_PROCESS Process System Call

```
TERMINATE_PROCESS(Var ErrNum:Integer;
                  Event_Ptr:P_s_eventblk)
```

```
ErrNum: Error indicator
Event_Ptr: Information sent to process's creator
```

A process can be ended by `TERMINATE_PROCESS`. This call causes a `SYS_TERMINATE` exception to be signaled for the calling process and for all of the processes it has created. The process can declare its own `SYS_TERMINATE` exception handler to handle whatever cleanup it needs to do before it is actually terminated by the system. When the terminate exception handler is entered, the exception information block contains a `longint` that describes the cause of the process termination:

- `Excep_Data[0]` - 0 Process called `TERMINATE_PROCESS`.
- 1 Process executed the 'END.' statement.
  - 2 Process called `KILL_PROCESS` on itself.
  - 3 Some other process called `KILL_PROCESS` on the terminating process.
  - 4 Father process is terminating.
  - 5 Process made an invalid system call (that is, an unknown call).
  - 6 Process made a system call with an invalid `ErrNum` parameter address.
  - 7 Process aborted due to an error while trying to swap in a code or data segment.
  - 8 Process exceeded its maximum specified stack size.
  - 9 Process aborted due to possible lockup of the system by a data space exceeding physical memory size.
  - 10 Process aborted due to a parity error.

There are an additional twenty-six errors that can be signaled. The entire list is shown at the beginning of Appendix A.

If the terminating process was created with a communication channel, a `SYS_SON_TERM` event is sent to the terminating process's father. The terminating process can specify the text of the `SYS_SON_TERM` with the `Event_Ptr` parameter. Note that the first (0'th) `longint` of the event text is reserved by the system. When the event is sent to the father, the OS places the termination cause of the son process in the first `longint`. This is the same termination cause that was supplied to the terminating process itself in the

SYS\_TERMINATE exception information block. Any user-supplied data in the first `longint` of the event text is overwritten.

If a process specifies an event to be sent in the `TERMINATE_PROCESS` call but the process was created without a local event channel, no event is sent to the father.

If the process was created with a local event channel, an event is sent to the father if the process calls `TERMINATE_PROCESS` with a nil `Event_Ptr` or if the process terminates by a means other than calling `TERMINATE_PROCESS`. The event contains the termination cause in the first `longint` and zeroes in the remaining event text.

`P_s_eventblk` is a pointer to `s_eventblk`, defined as:

```
CONST size_etxt = 9; (* event text size - 40 bytes *)
TYPE t_event_text = ARRAY [0..size_etxt] OF LongInt;
s_eventblk = t_event_text;
```

If a process calls `TERMINATE_PROCESS` twice, the Operating System forces it to terminate even if it has disabled the terminate exception.

### 3.8.3 INFO\_PROCESS Process System Call

```
INFO_PROCESS (Var ErrNum:Integer;  
              Proc_Id:LongInt;  
              Var Proc_Info:ProcInfoRec);
```

```
ErrNum:      Error indicator  
Proc_Id:     Global identifier of process  
Proc_Info:   Information about the process identified by  
              Proc_Id
```

A process can call `INFO_PROCESS` to get a variety of information about any process known to the Operating System. Use the function `MY_ID` to get the `Proc_Id` of the calling process.

`ProcInfoRec` is defined as:

```
TYPE ProcInfoRec = RECORD  
  ProgPathname:Pathname;  
  Global_id   :Longint;  
  Priority    :1..255;  
  State      :(PActive, PSuspended, PWaiting);  
  Data_in    :Boolean  
END;
```

`Data_in` indicates whether the data space of the process is currently in memory.

The procedure on the next page gets information about a process and displays some of it.

```
PROCEDURE Display_Info(Proc_Id:LONGINT);
VAR ErrorCode:INTEGER;
    Info_Rec:ProcInfoRec;
BEGIN
    INFO_PROCESS(ErrorCode,Proc_Id,Info_Rec);
    IF (ErrorCode=100) THEN
        WRITELN('Attempt to display info about nonexistent
                process.')
```

### 3.8.4 KILL\_PROCESS Process System Call

**KILL\_PROCESS** (Var ErrNum:Integer;  
Proc\_Id:LongInt)

ErrNum: Error indicator  
Proc\_Id: Process to be killed

**KILL\_PROCESS** kills the process referred to by **Proc\_Id** and all of the processes in its subtree. The actual termination of the process does not occur until the process is in one of the following states:

- Executing in user mode.
- Stopped due to a **SUSPEND\_PROCESS** call.
- Stopped due to a **DELAY\_TIME** call.
- Stopped due to a **WAIT\_EVENT\_CHIN** or **SEND\_EVENT\_CHIN** call, or **READ\_DATA** or **WRITE\_DATA** to a pipe.



### 3.8.5 SUSPEND\_PROCESS Process System Call

```
SUSPEND_PROCESS (Var ErrNum:Integer;  
                 Proc_Id:LongInt;  
                 Susp_Family:Boolean)
```

ErrNum: Error indicators  
Proc\_Id: Process to be suspended  
Susp\_Family: If true, suspend the entire process subtree

SUSPEND\_PROCESS allows a process to suspend (block) any process in the system. The actual suspension does not occur until the process referred to by Proc\_Id is in one of the following states:

- Executing in user mode
- Stopped due to a DELAY\_TIME call
- Stopped due to a WAIT\_EVENT\_CHN call

Neither expiration of the delay time nor receipt of the awaited event causes a suspended process to resume execution. SUSPEND\_PROCESS is the only direct way to block a process. Processes, however, can become blocked during I/O, by the timer (see DELAY\_TIME), or for many other reasons.

If Susp\_Family is true, the Operating System suspends both the process referred to by Proc\_Id and all of its descendents. If Susp\_Family is false, only the process identified by Proc\_Id is suspended.

### 3.8.6 **ACTIVATE\_PROCESS** Process System Call

```
ACTIVATE_PROCESS(Var ErrNum:Integer;  
                  Proc_Id:LongInt;  
                  Act_Family:Boolean)
```

```
ErrNum:      Error indicator  
Proc_Id:     Process to be activated  
Act_Family:  If true, activate the entire process subtree
```

To awaken a suspended process, call **ACTIVATE\_PROCESS**. A process can activate any other process in the system. Note that **ACTIVATE\_PROCESS** can awaken only a suspended process. If the process is blocked for some other reason, **ACTIVATE\_PROCESS** cannot unblock it. If **Act\_Family** is true, **ACTIVATE\_PROCESS** also activates all the descendents of the process referred to by **Proc\_Id**.

### 3.8.7 SETPRIORITY\_PROCESS Process System Call

```
SETPRIORITY_PROCESS(Var ErrNum:Integer;  
                    Proc_Id:LongInt;  
                    New_Priority:Integer)
```

ErrNum: Error indicator  
Proc Id: Global id of process  
New\_Priority: Process's new priority number

SETPRIORITY\_PROCESS changes the scheduling priority of the process referred to by Proc\_Id to New\_Priority. The priority value must be between 1 and 225. (Operating System processes execute with priorities between 226 and 255.) The higher the priority, the more likely the process is to be allowed to execute.

### 3.8.8 YIELD\_CPU Process System Call

**YIELD\_CPU(Var ErrNum:Integer;  
          To\_Any:Boolean)**

ErrNum: Error indication

To\_Any: Yield to any process, or only higher or equal  
          priority

Background processes should use **YIELD\_CPU** often to allow other processes to execute when they need to. Successive yields by processes of the same priority result in a "round robin" scheduling of the processes. If **To\_Any** is true, **YIELD\_CPU** causes the calling process to yield the CPU to any other ready process. If **To\_Any** is false, **YIELD\_CPU** causes the calling process to give the CPU to any other ready-to-execute process with an equal or higher priority. If no process meets the **To\_Any** criterion, the calling process simply continues execution.

### 3.8.9 MY\_ID Process System Call

**MY\_ID:Longint**

MY\_ID is a function that returns the unique global identifier (a **longint**) of the calling process. A process can use MY\_ID to perform process handling calls on itself.

For example:

```
SetPriority_Process(ErrNum, My_Id, 100)
```

sets the priority of the calling process to 100.

# Chapter 4

## Memory Management

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# Memory Management

Every process has a set of code segments and data segments which are in physical memory when they are used. The logical address used by the process must be translated into the physical address used by the memory controller. This function is handled by the memory management unit (MMU).

## 4.1 Data Segments

Each process has a data segment that the Operating System automatically allocates to it for use as a stack. The stack segment's internal structures are managed by the hardware and the Operating System.

A process can acquire additional data segments for uses such as heaps and interprocess communication. These additional data segments can be private (or local) data segments or shared data segments. *Private data segments* can be accessed only by the creating process. When the process terminates, any private data segments still in existence are destroyed. *Shared data segments* can be accessed by any process that opens those segments.

The Operating System requires that data segments be in physical memory before the data are referenced. The Scheduler automatically loads all of the data segments that the program says it needs. It is the responsibility of the programmer to ensure that the program declares all its needs by associating itself with the needed data segments before they are needed.

This process of association is called *binding*. A program can bind a data segment to itself in several ways. When a program creates a data segment by using the `MAKE_DATASEG` call, the segment is automatically opened and bound to the program. If a program needs to open a segment that was created by another program, the `OPEN_DATASEG` call is used. That call binds the segment to the calling process, as well as opening the segment for the process. Since there may be times when a process needs to use more data segments than can be bound at one time, the `UNBIND_DATASEG` call is provided to unbind the data segment without closing it. The program can then use `BIND_DATASEG` to bind another data segment to the program.

The Operating System views all data segments except the stack as linear arrays of bytes. Therefore, allocation, access, and interpretation of structures within a data segment are the responsibility of the program.

## 4.2 The Logical Data Segment Number

The address space of a process allows up to 16 data segments bound to a process at the same time, in addition to the stack. Each bound data segment is associated with a specific region of the address space by means of a Logical Data Segment Number (LDSN). See Figure 3-1 for an illustration of the address space of a process. While a data segment is bound to the process, it is said to be a member of the *working set* of the process.



The process associates a data segment with a specific LDSN in the `MAKE_DATASEG` or `OPEN_DATASEG` call.

The LDSN, which has a valid range of 1 to 16, is local to the calling process. The process uses the LDSN to keep track of where a given data segment can be found. More than one data segment can be associated with the same LDSN, but only one such segment can be bound to a given LDSN at any instant and thus be a member of the working set of the process.

#### **4.3 Shared Data Segments**

Cooperating processes can share data segments. Shared segments cannot be larger than 128 Kbytes in length. As with local data segments, the segment creator assigns the segment a File System pathname. All processes that share that data segment then use the same pathname. If the shared data segment contains address pointers to data within the segment, the cooperating processes must also use the same LDSN with the segment. This ensures that all logical data addresses referencing locations within the data segment are consistent for the processes sharing the segment. A shared data segment is permanent until explicitly killed by a process.

#### **4.4 Private Data Segments**

Data segments can also be private to a process. In this case, the maximum size of the segment can be greater than 128 Kbytes. The actual maximum size depends on the amount of physical memory in the machine and the number of adjacent LDSNs available to map the segment. The process gives the desired segment size and the base LDSN to map the segment. The Memory Manager then uses ascending adjacent LDSNs to map successive 128 Kbyte chunks of the segment. The process must ensure that enough consecutive LDSNs are available to map the entire segment.

Suppose a process has a data segment already bound to LDSN 2. If the program tries to bind a 256 Kbyte data segment to LDSN 1, the Operating System returns an error because the 256 Kbyte segment needs two consecutive free LDSNs. Instead, the program should bind the segment to LDSN 3 and the system automatically also uses LDSN 4.

#### **4.5 Code Segments**

Division of a program into multiple code segments (swapping units) is dictated by the programmer through commands to the Compiler and Linker. The MMU registers can map up to 106 code segments.

#### **4.6 Swapping**

When a process executes, the following segments must be in physical memory:

- The current code segment
- All the data segments in the process working set (the stack and all bound data segments)

The Operating System ensures that this minimum set of segments is in physical memory before the process is allowed to execute. If the program calls a procedure in a segment not in memory, a segment swap-in request is initiated.

In the simplest case, this request only requires the system to allocate a block of physical memory and to read in the segment from the disk. In a worse case, the request may require that other segments be swapped out first to free up sufficient memory. A clock algorithm is used to determine which segments to swap out or replace. This process is invisible to the program.

#### 4.7 Memory Management System Calls

This section describes all the Operating System calls that pertain to memory management. A summary of all the Operating System calls can be found in Appendix A. The following special types are used in memory management calls:

```
Pathname = STRING[255];
Tdstype = (ds_shared, ds_private);
DsInfoRec = Record
    mem_size:longint;
    disc_size:longint;
    numb_open:integer;
    LDSN:integer;
    boundF:boolean;
    presentF:boolean;
    creatorF:boolean;
    rwaccess:boolean;
    segptr:longint;
    volname:e_name;
end;
E_name = string [32];
```

## 4.7.1 MAKE\_DATASEG Memory Management System Call

```

MAKE_DATASEG (Var ErrNum:Integer;
              Var Segname:Pathname;
              Mem_Size, Disk_Size:LongInt;
              Var RefNum:Integer;
              Var SegPtr:LongInt;
              Ldsn:Integer
              Dstype:Tdstype)

```

```

ErrNum:      Error indicator
Segname:     Pathname of data segment
Mem_Size:    Bytes of memory to be allocated to data segment
Disk_Size:   Bytes on disk to be allocated for swapping segment
RefNum:      Identifier for data segment
SegPtr       Address of data segment
Ldsn:        Logical data segment number
Dstype:      Type of dataseg (shared or private)

```

MAKE\_DATASEG creates the data segment identified by the pathname, **Segname**, and opens it for immediate read-write access. **Segname** is a File System pathname.

The parameter **Mem\_Size** determines how many bytes of main memory are allocated to the segment. The actual allocation takes place in terms of 512-byte pages. If the data segment is private (**Dstype** is **ds\_private**), **Mem\_Size** can be greater than 128 Kbytes, but you must ensure that enough consecutive LDSNs are free to map the entire segment.

**Disk\_Size** determines the number of bytes of swapping space to be allocated to the segment on disk. If **Disk\_Size** is less than **Mem\_Size**, the segment cannot be swapped out of main memory. In this case the segment is memory resident until it is killed or until its size in memory becomes less than or equal to its **Disk\_Size** (see **SIZE\_DATASEG**). The application programmer should be aware of the serious performance implications of forcing a segment to be memory resident. Because the segment cannot be swapped out, a new process may not be able to get all of its working set into memory. To avoid thrashing, each application should ensure that all of its data segments are swappable before it relinquishes the attention of the processor.

The calling process associates a Logical Data Segment Number (LDSN) with the data segment. If this LDSN is bound to another data segment at the time of the call, the call returns an error.

**RefNum** is returned by the system to be used in any further references to the data segment. The Operating System also returns **SegPtr**, an address pointer to be used to reference the contents of the segment. **SegPtr** points to the base of the data segment.

Any error conditions are returned in **ErrNum**.

When a data segment is created, it immediately becomes a member of the working set of the calling process. You can use `UNBIND_DATASEG` to free the LDSN.

#### 4.7.2 KILL\_DATASEG Memory Management System Call

**KILL\_DATASEG** (Var ErrNum:Integer;  
                  Var Segname:Pathname)

ErrNum: Error indicator  
Segname: Name of data segment to be deleted

When a process is finished with a shared data segment, it can issue a **KILL\_DATASEG** call for that segment. (**KILL\_DATASEG** cannot be used on a private data segment.) If any process, including the calling process, still has the data segment open, the actual deallocation of the segment is delayed until all processes have closed it (see **CLOSE\_DATASEG**). During the interim period, however, after a **KILL\_DATASEG** call has been issued but before the segment is actually deallocated, no other process can open that segment.

**KILL\_DATASEG** does not affect the membership of the data segment in the working set of the process. The **RefNum** and **SegPtr** values are valid until a **CLOSE\_DATASEG** call is issued.

One important note: normally, when a data segment is closed, the contents are written to disk as a file with the pathname associated with the data segment. If, however, the program calls **KILL\_DATASEG** on the data segment before closing it, the contents of the data segment are not written to disk and are lost when the segment is closed.

### 4.7.3 OPEN\_DATASEG Memory Management System Call

```
OPEN_DATASEG (Var ErrNum:Integer;  
              Var Segname:Pathname;  
              Var RefNum:Integer;  
              Var SegPtr:LongInt;  
              Ldsn:Integer)
```

ErrNum: Error indicator  
Segname: Name of data segment to be opened  
RefNum: Identifier for data segment  
SegPtr: Pointer to contents of data segment  
Ldsn: Logical data segment number

A process can open an existing shared data segment with **OPEN\_DATASEG**. The calling process must supply the name of the data segment (**Segname**) and the Logical Data Segment Number to be associated with it. The LDSN given must not have a data segment currently bound to it. The segment's name is determined by the process that creates the data segment; it cannot be null.

The Operating System returns both **RefNum**, an identifier for the calling process to use in future references to the data segment, and **SegPtr**, an address pointer used to reference the contents of the segment.

When a data segment is opened, it immediately becomes a member of the working set of the calling process. The access mode of the newly opened segment is **Readonly**. You can use **SETACCESS\_DATASEG** to change the access rights to **Readwrite**. You can use **UNBIND\_DATASEG** to free the LDSN.

You cannot use **OPEN** on a private data segment, since calling **CLOSE** on a private data segment deletes it.

## 4.7.4 CLOSE\_DATASEG Memory Management System Call

```
CLOSE_DATASEG (Var ErrNum:Integer;
               RefNum:Integer)
```

```
ErrNum: Error indicator
RefNum: Data segment identifier
```

CLOSE\_DATASEG terminates any use of RefNum for data segment operations. If the data segment is bound to a Logical Data Segment Number, CLOSE\_DATASEG frees that LDSN. The data segment is removed from the working set of the calling process. RefNum is made invalid. Any references to the data segment using the original SegPtr will have unpredictable results.

If RefNum refers to a private data segment, CLOSE\_DATASEG also kills the data segment, deallocating the memory and disk space used for the data segment. If RefNum refers to a shared data segment, the contents of the data segment are written to disk as if FLUSH\_DATASEG had been called. (If KILL\_DATASEG is called before CLOSE\_DATASEG, the contents of the data segment are thrown away when the last process closes the data segment.)

The following procedure sets up a heap for LisaGraf using the memory management calls:

```
PROCEDURE InitDataSegForLisaGraf (var ErrorCode:integer);
CONST HeapSize=16384; (* 16 KBytes for graphics heap *)
      DiskSize=16384;
VAR HeapBuf:LONGINT; (* pointer to heap for LisaGraf *)
    GrafHeap:PathName; (* data segment path name *)
    Heap_Refnum:INTEGER; (* refnum for heap data seg *)

BEGIN
  GrafHeap:='grafheap';
  OPEN_DATASEG(ErrorCode, GrafHeap, Heap_Refnum, HeapBuf, 1);
  IF (ErrorCode<>0) THEN
    BEGIN
      WRITELN('Unable to open', Grafheap, 'Error is ', ErrorCode)
    END
  ELSE
    InitHeap(POINTER(HeapBuf), POINTER(HeapBuf+HeapSize),
             @HeapError);
END;
```

#### 4.7.5 FLUSH\_DATASEG Memory Management System Call

FLUSH\_DATASEG (Var ErrNum:Integer;  
RefNum:Integer)

ErrNum: Error indicator  
RefNum: Data segment identifier

FLUSH\_DATASEG writes the contents of the data segment identified by RefNum to the disk. (Note that CLOSE\_DATASEG automatically flushes the data segment before closing it, unless KILL\_DATASEG was called first.) This call has no effect upon the memory residence or binding of the data segment.



## 4.7.6 SIZE\_DATASEG Memory Management System Call

```

SIZE_DATASEG (Var ErrNum:Integer;
              RefNum:Integer;
              DeltaMemSize:LongInt;
              Var NewMemSize:LongInt;
              DeltaDiskSize:LongInt;
              Var NewDiskSize:LongInt)

```

```

ErrNum:      Error indicator
RefNum:      Data segment identifier
DeltaMemSize: Amount in bytes of change in memory
              allocation
NewMemSize:  New actual size of segment in memory
DeltaDiskSize: Amount in bytes of change in disk allocation
NewDiskSize: New actual disk (swapping) allocation

```

SIZE\_DATASEG changes the memory and/or disk space allocations of the data segment referred to by RefNum. Both DeltaMemSize and DeltaDiskSize can be either positive, negative, or zero. The changes to the data segment take place at the high end of the segment and do not destroy the contents of the segment, unless data are lost in shrinking the segment. Because the actual allocation is done in terms of pages (512-byte blocks), the NewMemSize and NewDiskSize returned by SIZE\_DATASEG may be larger than the old size plus delta size of the respective areas.

If the NewDiskSize is less than the NewMemSize, the segment cannot be swapped out of memory. The application programmer should be aware of the serious performance implications of forcing a segment to be memory resident. Because the segment cannot be swapped out, a new process may not be able to get all of its working set into memory. To avoid thrashing, each application should ensure that all of its data segments are swappable before it relinquishes the attention of the processor.

If the necessary adjacent LDSNs are available, SIZE\_DATASEG can increase the size of a private data segment beyond 128 Kbytes.

## 4.7.7 INFO\_DATASEG Memory Management System Call

```

INFO_DATASEG (Var ErrNum:Integer;
              RefNum:Integer;
              Var DsInfo:DsInfoRec)

```

```

ErrNum: Error indicator
RefNum: Identifier of data segment
DsInfo: Attributes of data segment

```

INFO\_DATASEG returns information about a data segment to the calling process. The structure of the DsInfoRec record is:

## RECORD

```

Mem_Size:LongInt (* Bytes of memory allocated to data segment *);
Disc_Size:LongInt (* Bytes of disk space allocated to segment *);
NumbOpen:Integer (* Current number of processes with segment open *);
Ldsn:Integer (* LDSN for segment binding *);
BoundF:Boolean (* True if segment is bound to LDSN of calling proc *);
PresentF:Boolean (* True if segment is present in memory *);
CreatorF:Boolean (* True if the calling process is the creator *);
(* of the segment *);
RWAccess:Boolean (* True if the calling process has write access *);
(* to segment *)

```

```

END;

```

#### 4.7.8 INFO\_LDSN Memory Management System Call

```
INFO_LDSN ( Var ErrNum:Integer;  
            Ldsn:Integer;  
            Var RefNum:Integer)
```

ErrNum: Error indicator

Ldsn: Logical data segment number

RefNum: Data segment identifier

**INFO\_LDSN** returns the refnum of the data segment currently bound to Ldsn. You can then use **INFO\_DATASEG** to get information about that data segment. If the LDSN specified is not currently bound to a data segment, the refnum returned is -1.

#### 4.7.9 INFO\_ADDRESS Memory Management System Call

```
INFO_ADDRESS (Var ErrNum:Integer;  
              Address:Longint;  
              Var RefNum:Integer)
```

ErrNum: Error indicator

Address: The address about which the program needs information

RefNum: Data segment identifier

This call returns the refnum of the currently bound data segment that contains the address given.

If no data segment that contains the address given is currently bound to the calling process, an error indication is returned in ErrNum.

#### 4.7.10 MEM\_INFO Memory Management System Call

```
MEM_INFO (Var ErrNum:Integer;  
          Var Swapspace;  
          Dataspace;  
          Cur_codesize;  
          Max_codesize:Longint)
```

```
ErrNum:      Error indicator  
Swapspace:   Amount, in bytes, of swappable system memory  
             available to the calling process  
Dataspace:   Amount, in bytes, of system memory that the  
             calling process needs for its bound data areas,  
             including the process stack and the shared  
             intrinsic data segment  
Cur_codesize: Size, in bytes, of the calling segment  
Max_codesize: Size, in bytes, of the largest code segment  
             within the address space of the calling process
```

This call retrieves information about the memory resources used by the calling process.

#### 4.7.11 SETACCESS\_DATASEG Memory Management System Call

```
SETACCESS_DATASEG (Var ErrNum:Integer;  
                  RefNum:Integer;  
                  Readonly:Boolean)
```

```
ErrNum: Error indicator  
RefNum: Data segment identifier  
Readonly: Access mode
```

A process can control the kinds of access it is allowed to exercise on a data segment with the SETACCESS\_DATASEG call. Refnum is the identifier for the data segment. If Readonly is true, an attempt by the process to write to the data segment results in an address error exception condition. To get readwrite access, set Readonly to false.

#### 4.7.12 BIND\_DATASEG and UNBIND\_DATASEG Memory Management System Calls

**BIND\_DATASEG(Var ErrNum:Integer;  
                  RefNum:Integer)**

**UNBIND\_DATASEG(Var ErrNum:Integer;  
                  RefNum:Integer)**

ErrNum: Error indicator  
RefNum: Data segment identifier

**BIND\_DATASEG** binds the data segment referred to by **RefNum** to its associated Logical Data Segment Number(s). **UNBIND\_DATASEG** unbinds the data segment from its LDSNs. **BIND\_DATASEG** causes the data segment to become a member of the current working set. At the time of the **BIND\_DATASEG** call, the necessary LDSNs must not be bound to a different data segment. **UNBIND\_DATASEG** frees the associated LDSNs. A reference to the contents of an unbound segment gives unpredictable results. **OPEN\_DATASEG** and **MAKE\_DATASEG** define which LDSNs are associated with a given data segment.

# Chapter 5

## Exceptions and Events

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# Exceptions and Events

Processes have several ways to keep informed about the state of the system. Normal process-to-process communication and synchronization employ pipes, shared data segments, or events. Abnormal conditions, including those your program may define, employ exceptions (interrupts). Exceptions are signals to which the process can respond in a variety of ways under your control.

## 5.1 Exceptions

Normal execution of a process can be interrupted by an exceptional condition (such as division by zero or reference to an invalid address). Some error conditions are trapped by the hardware and some by the system software. The process itself can define and signal exceptions of your choice.

When an exception occurs, the system first checks the state of the exception. The three exception states are:

- Enabled
- Queued
- Ignored

If a system-defined exception is *enabled*, the system looks for an associated user-defined handler. If none is found, the system invokes the default exception handler, which usually aborts the process that generated the exception. If a user-defined exception is enabled, the system invokes the associated user-defined exception handler. You create a new exception by declaring and enabling a handler for it.

If the state of the exception is *queued*, the exception is placed on a queue. When the exception is subsequently enabled, the queue is examined and the appropriate exception handler is invoked. Processes can flush the exception queue.

If the state of the exception is *ignored*, the system detects the occurrence of the exception, but the exception is neither honored nor queued. Note that ignoring a system-defined exception has uncertain effects. Although you can cause the system to ignore even the SYS\_TERMINATE exception, that capability is provided so that your program can clean up before terminating. You cannot set your program to ignore fatal errors.

Invocation of the exception handler causes the Scheduler to run, so it is possible for another process to run between the signaling of the exception and the execution of the exception handler.

## 5.2 System-Defined Exceptions

Certain exceptions are predefined by the Operating System. These include:

- Division by zero (`SYS_ZERO_DIV`). The default handler aborts the process.
- Value out of bounds (that is, range check error) or illegal string index (`SYS_VALUE_OOB`). The default handler aborts the process.
- Arithmetic overflow (`SYS_OVERFLOW`). The default handler aborts the process.
- Process termination (`SYS_TERMINATE`). This exception is signaled when a process terminates, or when there is a bus error, address error, illegal instruction, privilege violation, or 1111 emulator error. The default handler does nothing. This exception is different from the other system-defined exceptions in that the program always terminates as soon as the exception occurs. In the case of other (non-fatal) errors, the program is allowed to continue until the exception is enabled.

Except where otherwise noted, these exceptions are fatal if they occur within Operating System code. The hardware exceptions for parity error, spurious interrupt, and power failure are also fatal.

## 5.3 Exception Handlers

A user-defined exception handler can be declared for a specific exception. This exception handler is coded as a procedure but must follow certain conventions. Each handler must have two input parameters: `Environment_Ptr` and `Data_Ptr`. The Operating System ensures that these pointers are valid when the handler is entered. `Environment_Ptr` points to an area in the stack containing the interrupted environment: register contents, condition flags, and program state. The handler can access this environment and can modify everything except the program counter, register A7, and the supervisor state bit in the status register. `Data_Ptr` points to an area in the stack containing information about the specific exception.

Each exception handler must be defined at the global level of the process, must return, and cannot have any `EXIT` or global `GOTO` statements. Because the Operating System disables the exception before calling the exception handler, the handler should re-enable the exception before it returns.

If an exception handler for a given exception already exists when another handler is declared for that exception, the old handler becomes dissociated from the exception.

An exception can occur during the execution of an exception handler. The state of the exception determines whether it is honored, placed on a queue, or ignored. If the second exception has the same name as the exception that is currently being handled and its state is enabled, a nested call to the exception handler occurs. (The system always disables the exception before calling the exception handler, however. Therefore, nested handler calling occurs only if you explicitly enable the exception.)

There is an exception-occurred flag, `Ex_occurred_f`, for every declared exception; it is set whenever the corresponding exception occurs. This flag can be examined and reset using the `INFO_EXCEP` system call. Once the flag is set, it remains set until `FLUSH_EXCEP` is called.

The following program fragment gives an example of exception handling.

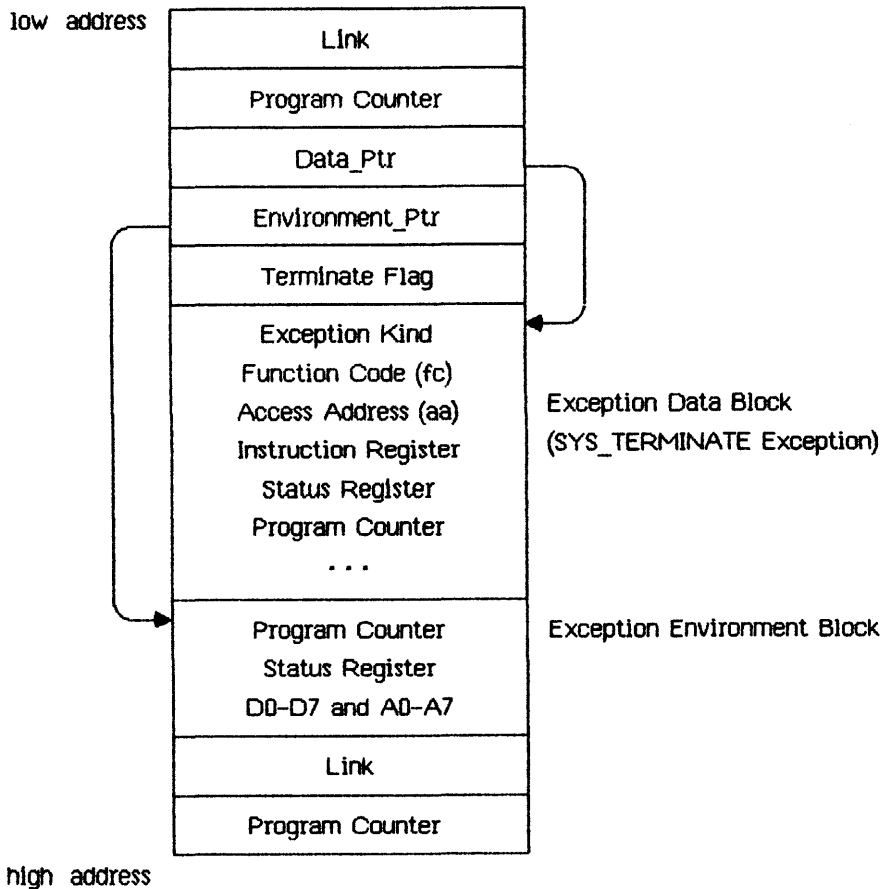
```

PROCEDURE Handler (Environment_Ptr:p_env_blk;
                  Data_Ptr:p_ex_data);
VAR ErrNum:INTEGER;
BEGIN
(*Environment_Ptr points to a record containing the program *)
(*counter and all registers. Data_Ptr points to an array of 12 *)
(*longints that contain the event header and text if this handler *)
(*is associated with an event-call channel (See below) *)
.
.
.
ENABLE_EXCEP(errnum,excep_name);
.
.
.
END;

BEGIN (*Main program*)
.
.
.
Excep_name:='EndOfDoc';
DECLARE_EXCEP_HDL(errnum,excep_name,@Handler);
.
.
.
SIGNAL_EXCEP(errnum,excep_name,excep_data);
.
.
.

```

At the time the exception handler is invoked for a `SYS_TERMINATE` exception, the stack is as shown in Figure 5-1.



**Figure 5-1**  
**Stack at Exception Handler Invocation**

The Exception Data Block given here reflects the state of the stack upon a SYS\_TERMINATE exception. The `Term_Ex_Data` record (described in Appendix A) gives the various forms the data block can take. The `Excep_Kind` field (the first, or 0th, `longint`) gives the cause of the exception. The status register and program counter values in the data block reflect the true (current) state of these values. The same data in the Environment block reflects the state of

these values at the time the exception was signaled, not the values at the time the exception actually occurs.

For `SYS_ZERO_DIV`, `SYS_VALUE_OOB`, and `SYS_OVERFLOW` exceptions, the `Hard_Ex_Data` record described in Appendix A gives the various forms that the data block can take.

In the case of a bus or address error, the PC (program counter) can be 2 to 10 bytes beyond the current instruction. The PC and A7 cannot be modified by the exception handler.

When a disabled exception is re-enabled, a queued exception may be signaled. In this case, the exception environment reflects the state of the system at the time the exception was re-enabled, not the time at which the exception occurred.

#### 5.4 Events

An event is a piece of information sent by one process to another, generally to help cooperating processes synchronize their activities. An event is sent through a kind of pipe called an event channel. The event is a fixed-size data block consisting of a header and some text. The header contains control information, the identifier of the sending process, and the type of the event. The header is written by the system, not the sender, and is readable by the receiving process. The event text is written by the sender; its meaning is defined by the sending and receiving processes.

There are several predefined system event types. The predefined type "user" is assigned to all events not sent by the Operating System.

#### 5.5 Event Channels

Event channels can be viewed as higher-level pipes. One important difference is that event channels require fixed-size data blocks, whereas pipes can handle an arbitrary byte stream.

An event channel can be defined globally or locally. A global event channel has a globally defined pathname catalogued in the File System and can be used by any process. A local event channel, however, has no name and is known only by the Operating System and the process that opened it. Local event channels can be opened by user processes only as receivers. A local channel can be opened by the father process to receive system-generated events pertaining to its son.

There are two types of global and local event channels: event-wait and event-call. If the receiving process is not ready to receive the event, an event-wait type of event channel queues an event sent to it. An event-call type of event channel, however, forces its event on the process, in effect treating the event as an exception. In that case, an exception name must be given when the event-call event channel is opened, and an exception handler for that exception must be declared. If the process reading the event-call channel is suspended at the time the event is sent, the event is delivered when the process becomes active.

When an event channel is created, the Operating System preallocates enough space to the channel for typical interprocess communication. If `SEND_EVENT_CHN` is called when the channel does not have enough space for the event, the calling process is blocked until enough space is freed up.

If `WAIT_EVENT_CHN` is called when the channel is empty, the calling process is blocked until an event arrives.

The following code fragments use event-wait channels to handle process synchronization. Operating System calls used in these program fragments are documented later in this chapter.

Process A:

```

.
.
.
chn_name := 'event_channel_1';
exception:= "";
receiver := TRUE;
OPEN_EVENT_CHN (errint, chn_name, refnum1, exception, receiver);
chn_name := 'event_channel_2';
receiver := FALSE;
OPEN_EVENT_CHN (errint, chn_name, refnum2, exception, receiver);
waitlist.length := 1;
waitlist.refnum[0] := refnum1;
REPEAT
    event1_ptr^[0] := agreed_upon_value;
    interval.sec := 0; (* send event immediately *)
    interval.msec := 0;
    SEND_EVENT_CHN (errint, refnum2, event1_ptr, interval, clktime);
    WAIT_EVENT_CHN (errint, waitlist, refnum_signaling, event2_ptr);
.
.
    (* processing performed here *)
.
.
UNTIL AllDone;
.
.
.

```

Process B:

```

.
.
.
chn_name := 'event_channel_2';
exception:= "";
receiver := TRUE;
OPEN_EVENT_CHN (errint, chn_name, refnum2, exception, receiver);
chn_name := 'event_channel_1';
receiver := FALSE;
OPEN_EVENT_CHN (errint, chn_name, refnum1, exception, receiver);
waitlist.length := 1;
waitlist.refnum[0] := refnum1;
REPEAT
    event2_ptr^[0] := agreed_upon_value;
    interval.sec := 0; (* send event immediately *)
    interval.msec := 0;
    WAIT_EVENT_CHN (errint, waitlist, refnum_signaling, event1_ptr);
    .
    .
    (* processing performed here *)
    .
    .
    SEND_EVENT_CHN (errint, refnum2, event2_ptr, interval, clktime);
UNTIL AllDone;
.
.
.

```

The order of execution of the two processes is the same regardless of the process priorities. Process switch always occurs at the `WAIT_EVENT_CHN` call.

In the following example using event-call channels, process switch may occur at different places in the programs. Process A calls `YIELD_CPU`, which gives the CPU to Process B only if Process B is ready to run.



Process A:

```

PROCEDURE Handler(Errv_ptr:p_errv_blk;
                  Data_ptr:p_ex_data);
.
.
.
BEGIN
    event2_ptr^[0] := agreed_upon_value;
    .
    .
    (* processing performed here *)
    .
    .
    interval.sec := 0; (* send event immediately *)
    interval.msec := 0;
    SEND_EVENT_CHN (errint,refnum2,event2_ptr,interval, clktime);
    to_any := true;
    YIELD_CPU (errint,to_any);
END;

BEGIN (* Main program*)
.
.
.
    DECLARE_EXCEP_HDL (errint,excep_name_1,@Handler);
    chn_name := 'event_channel_1';
    exception:= excep_name_1;
    receiver := TRUE;
    OPEN_EVENT_CHN (errint,chn_name,refnum1,exception,receiver);
    chn_name := 'event_channel_2';
    receiver := FALSE;
    exception:= '';
    OPEN_EVENT_CHN (errint,chn_name,refnum2,exception,receiver);
    SEND_EVENT_CHN (errint,refnum2,event2_ptr,interval,clktime);
    to_any := true;
    YIELD_CPU (errint, to_any);
.
.
.

```

Process B:

```

PROCEDURE Handler(Env_ptr:p_env_blk;
                  Data_ptr:p_ex_data);
.
.
.
BEGIN
    event2_ptr^[0] := agreed_upon_value;
    .
    .
    (* processing performed here *)
    .
    .
    interval.sec := 0; (* send event immediately *)
    interval.msec := 0;
    SEND_EVENT_CHN (errint, refnum1, event2_ptr, interval, clktime);
    to_any := true;
    YIELD_CPU (errint, to_any);
END;
.
.
.
BEGIN (*Main program *)

    DECLARE_EXCEP_HDL (errint, excep_namej_1, @Handler)
    chn_name := 'event_channel_1';
    exception:= excep_name_1;
    receiver := FALSE;
    exception:= '';
    OPEN_EVENT_CHN (errint, chn_name, refnum1, exception, receiver);
    chn_name := 'event_channel_2';
    receiver := TRUE;
    OPEN_EVENT_CHN (errint, chn_name, refnum2, exception, receiver);
    .
    .
    .
END.

```

## 5.6 The System Clock

A process can read the system clock time, convert it to local time, or delay its own continuation until a given time. The year, month, day, hour, minute, second, and millisecond are available from the clock. The system clock is set up through the Workshop shell. For more information, see the *Workshop User's Guide for the Lisa*.

## 5.7 Exception Management System Calls

This section describes all the Operating System calls that pertain to exception management. A summary of all the Operating System calls can be found in Appendix A. The following special types are used in exception management calls:

```
T_ex_name = STRING[16];
Longadr = ^longint;
T_ex_data = Array [0..11] of longint;
T_ex_sts = Record
    ex_occurred_f:boolean;
    ex_state:t_ex_state;
    num_excep:integer;
    hdl_adr:longadr;
end;
T_ex_state = (enabled, queued, ignored);
```

**5.7.1 DECLARE\_EXCEP\_HDL Exception Management System Call**

```
DECLARE_EXCEP_HDL ( Var ErrNum:Integer;  
                   Var Excep_Name:t_ex_name;  
                   Entry_Point:LongAdr)
```

ErrNum: Error indicator  
Excep\_Name: Name of exception  
Entry\_Point: Address of exception handler

**DECLARE\_EXCEP\_HDL** sets the Operating System so that the occurrence of the exception referred to by **Excep\_Name** causes the execution of the exception handler at **Entry\_Point**.

**Excep\_Name** is a character string name with up to 16 characters that is locally defined in the process and known only to the process and the Operating System. If **Entry\_Point** is nil and **Excep\_Name** specifies a system exception, the system default exception handler is used. Any previously declared exception handler is dissociated by this call. The exception itself is automatically enabled.

If any **Excep\_Name** exceptions are queued at the time of the **DECLARE\_EXCEP\_HDL** call, the exception is automatically enabled and the queued exceptions are handled by the newly declared handler.

You can call **DECLARE\_EXCEP\_HDL** with an exception handler address of nil to dissociate your handler from the exception. If there is no system handler defined, the program that signals the exception receives an error 201.

### 5.7.2 DISABLE\_EXCEP Exception Management System Call

```
DISABLE_EXCEP (Var ErrNum:Integer;  
               Var Excep_Name:t_ex_name;  
               Queue:Boolean)
```

```
ErrNum:      Error indicator  
Excep_Name:  Name of exception to be disabled  
Queue:       Exception queuing flag
```

A process can explicitly disable the trapping of an exception by calling `DISABLE_EXCEP`. `Excep_Name` is the name of the exception to be disabled. If `Queue` is true and an exception occurs, the exception is queued and is handled when it is enabled again. If `Queue` is false, the exception is ignored. When an exception handler is entered, the state of the exception in question is automatically set to queued.

If an exception handler is associated through `OPEN_EVENT_CHIN` with an event channel and `DISABLE_EXCEP` is called for that exception, then:

- If `Queue` is false, and if an event is sent to the event channel by `SEND_EVENT_CHIN`, the `SEND_EVENT_CHIN` call succeeds, but it is equivalent to not calling `SEND_EVENT_CHIN` at all.
- If `Queue` is true, and if an event is sent to the event channel by `SEND_EVENT_CHIN`, the `SEND_EVENT_CHIN` call succeeds and a call to `WAIT_EVENT_CHIN` receives the event, thus dequeuing the exception.

### 5.7.3 ENABLE\_EXCEP Exception Management System Call

```
ENABLE_EXCEP (Var ErrNum:Integer;  
              Var Excep-name:t_ex_name)
```

```
ErrNum:      Error indicator  
Excep_Name:  Name of exception to be enabled
```

ENABLE\_EXCEP causes an exception to be handled again. Since the Operating System automatically disables an exception when its exception handler is entered (see DISABLE\_EXCEP), the exception handler should explicitly re-enable the exception before it returns to the process.

## 5.7.4 INFO\_EXCEP Exception Management System Call

```
INFO_EXCEP (Var ErrNum:Integer;
            Var Excep_Name:t_ex_name;
            Var Excep_Status:t_ex_sts)
```

```
ErrNum:      Error indicator
Excep_Name:  Name of exception
Excep_Status: Status of exception
```

INFO\_EXCEP returns information about the exception specified by Excep\_Name. The parameter Excep\_Status is a record containing information about the exception. This record contains:

```
t_ex_sts = RECORD      (* exception status      *)
    Ex_occurred_f: Boolean; (*exception occurred flag *)
    Ex_state:t_ex_state; (* exception status      *)
    Num_excep: Integer; (*no. of exceptions queued  *)
    Hdl_adr: Longadr; (*exception handler's address *)
END;
```

Once Ex\_occurred\_f has been set to true, only a call to FLUSH\_EXCEP can set it to false.

### 5.7.5 SIGNAL\_EXCEP Exception Management System Call

```
SIGNAL_EXCEP (Var ErrNum:Integer;  
              Var Excep_Name:t_ex_name;  
              Var Excep_Data: t_ex_data)
```

```
ErrNum:      Error indicator  
Excep_name:  Name of exception to be signaled  
Excep_Data:  Information for exception handler
```

A process can signal the occurrence of an exception by calling **SIGNAL\_EXCEP**. The exception handler associated with **Excep\_Name** is entered. It is passed **Excep\_Data**, a data area containing information about the nature and cause of the exception. The structure of this information area is:

```
array[0..size_exdata] of Longint
```

**SIGNAL\_EXCEP** can be used for user-defined exceptions and for testing exception handlers defined to handle system-defined exceptions.



**5.7.6 FLUSH\_EXCEP Exception Management System Call**

```
FLUSH_EXCEP (Var ErrNum:Integer;  
             Var Excep_Name:t_ex_name)
```

ErrNum: Error indicator

Excep\_Name: Name of exception whose queue is flushed

FLUSH\_EXCEP clears out the queue associated with the exception Excep\_Name and resets its "exception occurred" flag.

## 5.8 Event Management System Calls

This section describes all the Operating System calls that pertain to event management. A summary of all the Operating System calls can be found in Appendix A. The following special types are used in event management calls:

```

Pathname = STRING[255];
T_ex_name = STRING[16];
T_chn_sts = Record
    chn_type:chn_kind;
    num_events:integer;
    open_rcv:integer;
    open_send:integer;
    ec_name:pathname;
end;
chn_kind = (wait_ec, call_ec);
T_waitlist = Record
    length:integer;
    refnum:array [0..10] of integer;
end;
P_r_eventblk = ^r_eventblk;
R_eventblk = Record
    event_header:t_eheader;
    event_text:t_event_text;
end;
T_eheader = Record
    send_pid:longint;
    event_type:longint;
end;
T_event_text = array [0..9] of longint;
P_s_eventblk = ^s_eventblk;
S_eventblk = T_event_text;
Timestmp_interval = Record
    sec:longint;
    msec:0..999;
end;
Time_rec = Record
    year:integer;
    day:1..366;
    hour:-23..23;
    minute:-59..59;
    second:0..59;
    msec:0..999;
end;

```

**5.8.1 MAKE\_EVENT\_CHN Event Management System Call**

```
MAKE_EVENT_CHN (Var ErrNum:Integer;  
                Var Event_Chn_Name:Pathname)
```

```
ErrNum:          Error indicator  
Event_Chn_Name: Pathname of event channel
```

MAKE\_EVENT\_CHN creates an event channel with the name given in Event\_Chn\_Name. The name must be a File System pathname; it cannot be null.

### 5.8.2 KILL\_EVENT\_CHN Event Management System Call

```
KILL_EVENT_CHN (Var ErrNum:Integer;  
                Var Event_Chn_Name:Pathname)
```

```
ErrNum:          Error indicator  
Event_Chn_Name: Pathname of event channel
```

To delete an event channel, call **KILL\_EVENT\_CHN**. The actual deletion is delayed until all processes using the event channel have closed it. In the period between the **KILL\_EVENT\_CHN** call and the channel's actual deletion, no processes can open it. A channel can be deleted by any process that knows the channel's name.

## 5.8.3 OPEN\_EVENT\_CHN Event Management System Call

```

OPEN_EVENT_CHN (Var ErrNum:Integer;
                Var Event_Chn_Name:Pathname;
                Var RefNum:Integer;
                Excep_Name:text name;
                Receiver:Boolean)

```

```

ErrNum:          Error indicator
Event_Chn_Name: Pathname of event channel
RefNum:          Identifier of event channel
Excep_Name:      Exception name, if any
Receiver:        Access mode of calling process

```

**OPEN\_EVENT\_CHN** opens an event channel and defines its attributes from the process point of view. **RefNum** is returned by the Operating System to be used in any further references to the channel.

**Event\_Chn\_Name** determines whether the event channel is locally or globally defined. If it is a null string, the event channel is locally defined. If **Event\_Chn\_Name** is not null, it is the File System pathname of the channel.

**Excep\_Name** determines whether the channel is an event-wait or event-call channel. If it is a null string, the channel is of event-wait type. Otherwise, the channel is an event-call channel and **Excep\_Name** is the name of the exception that is signaled when an event arrives in the channel. **Excep\_Name** must be declared before its use in the **OPEN\_EVENT\_CHN** call.

**Receiver** is a Boolean value indicating whether the process is opening the channel as a sender (**Receiver** is false) or a receiver (**Receiver** is true). A local channel (one with a null pathname) can be opened only to receive events. Also, a call-type channel can only be opened as a receiver.

#### 5.8.4 CLOSE\_EVENT\_CHIN Event Management System Call

```
CLOSE_EVENT_CHIN (Var ErrNum:Integer;  
                  RefNum:Integer)
```

ErrNum: Error indicator

RefNum: Identifier of event channel to be closed

CLOSE\_EVENT\_CHIN closes the event channel associated with RefNum. Any events queued in the channel remain there. The channel cannot be accessed until it is opened again.

If the channel has previously been killed with KILL\_EVENT\_CHIN, you cannot open it after it has been closed.

If the channel has not been killed, it can be opened by OPEN\_EVENT\_CHIN.

## 5.8.5 INFO\_EVENT\_CHN Event Management System Call

```
INFO_EVENT_CHN (Var ErrNum:Integer;
                 RefNum:Integer;
                 Var Chn_Info:t_chn_sts)
```

```
ErrNum: Error indicator
RefNum: Identifier of event channel
Chn_Info: Status of event channel
```

INFO\_EVENT\_CHN gives a process information about an event channel. The Operating System returns a record, Chn\_Info, with information pertaining to the channel associated with RefNum.

The definition of the type of the Chn\_Info record is:

```
t_chn_sts =
RECORD
  Chn_type:Chn_kind; (* event channel status *)
  Num_events:Integer; (* wait_ec or call_ec *)
  Open_rcv:Integer; (* number of queued events *)
  Open_send:Integer; (* number of processes reading channel *)
  (* no. of processes sending to this
  channel *)
  Ec_name:pathname; (* event channel name *)
END;
```

## 5.8.6 WAIT\_EVENT\_CHN Event Management System Call

```

WAIT_EVENT_CHN (Var ErrNum:Integer;
                 Var Wait_List:t_waitlist;
                 Var RefNum:Integer;
                 Event_Ptr:p_r_eventblk)

```

```

ErrNum:      Error indicator
Wait_List:   Record with array of event channel reffnums
RefNum:      Identifier of channel that had an event
Event_Ptr:   Pointer to event data

```

WAIT\_EVENT\_CHN puts the calling process in a waiting state pending the arrival of an event in one of the specified channels. `Wait_List` is a pointer to a list of event channel identifiers. When an event arrives in any of these channels, the process is made ready to execute. `RefNum` identifies which channel got the event, and `Event_Ptr` points to the event itself.

A process can wait for any Boolean combination of events. If it must wait for any event from a set of channels (an OR condition), it should call WAIT\_EVENT\_CHN with `Wait_List` containing the list of event channel identifiers. If, on the other hand, it must wait for all the events from a set of channels (an AND condition), then for each channel in the set, WAIT\_EVENT\_CHN should be called with `Wait_List` containing just that channel identifier.

The structure of `t_waitlist` is:

```

RECORD
  Length:Integer;
  Refnum:Array[0..size_waitlist] of Integer;
END;

```

`Event_Ptr` is a pointer to a record containing the event header and the event text. Its definition is:

```

P_r_eventblk = ^r_eventblk;
R_eventblk = Record
  event_header:t_eheader;
  event_text:t_event_text;
end;
T_eheader = Record
  send_pid:longint;
  event_type:longint;
end;
T_event_text = array [0..9] of longint;

```

`Send_pid` is the process id of the sender.



Currently, the possible event type values are:

- 1 - Event sent by user process
- 2 - Event sent by system

When you receive the `SYS_SON_TERM` event, the first `longint` of the event text contains the termination cause of the son process. The cause is same as that given in the `SYS_TERMINATE` exception given to the son process. The rest of the event text can be filled by the son process.

If you call `WAIT_EVENT_CHN` on an event-call channel that has queued events, the event is treated just like an event in an event-wait channel. If `WAIT_EVENT_CHN` is called on an event-call channel that does not have any queued events, an error is returned.

### 5.8.7 FLUSH\_EVENT\_CHIN Event Management System Call

FLUSH\_EVENT\_CHIN (Var ErrNum:Integer;  
RefNum:Integer)

ErrNum: Error indicator

RefNum: Identifier of event channel to be flushed

FLUSH\_EVENT\_CHIN clears out the specified event channel. All events queued in the channel are removed. If FLUSH\_EVENT\_CHIN is called by a sender, it has no effect.

## 5.8.8 SEND\_EVENT\_CHN Event Management System Call

```
SEND_EVENT_CHN (Var ErrNum:Integer;
                 RefNum:Integer;
                 Event_Ptr:p_s_eventblk;
                 Interval:Timestamp_interval;
                 Cktime:Time_rec)
```

```
ErrNum:      Error indicator
RefNum:      Channel for event
Event_Ptr:   Pointer to event data
Interval:    Timer for event
Cktime:      Time data for event
```

SEND\_EVENT\_CHN sends an event to the channel specified by RefNum. Event\_Ptr points to the event that is to be sent. The event data area contains only the event text; the header is added by the system.

If the event is of the event-wait type, the event is queued. Otherwise the Operating System signals the corresponding exception for the process receiving the event.

If the channel is opened by several senders, the receiver can sort the events by the process identifier, which the Operating System places in the event header. Alternatively, the senders can place predefined identifiers, which identify the sender, in the event text.

The Interval parameter indicates whether the event is a timed event.

---

**NOTE**

---

Timed events will not be supported in future releases of the Operating System. The Interval and Cktime parameters will be ignored in future releases. If you want your software to be upward-compatible, always set both fields of the Interval parameter to zero.

---

Timestamp\_interval is a record containing a second and a millisecond field. If both fields are 0, the event is sent immediately. If the second given is less than 0, the millisecond field is ignored and the Time\_rec record is used. If the time in the Time\_rec has already passed, the event is sent immediately. If the millisecond field is greater than 0, and the second field is greater than or equal to 0, the event is sent that number of seconds and milliseconds from the present.

A process can time out a request to another process by sending itself a timed event and then waiting for the arrival of either the timed event or an event indicating the request has been served. If the timed event is received first, the request has timed out. A process can also time its own progress by periodically sending itself a timed event through an event-call event channel.

### 5.9 Clock System Calls

This section describes all the Operating System calls that pertain to the clock. A summary of all the Operating System calls can be found in Appendix A.

The following special types are used in clock calls:

```
Timestamp_interval = Record
    sec:longint;
    msec:0..999;
end;
```

```
Time_rec = Record
    year:integer;
    day:1..366;
    hour:-23..23;
    minute:-59..59;
    second:0..59;
    msec:0..999;
end;
```

```
Hour_range = -23..23
Minute_range = -59..59;
```

### 5.9.1 DELAY\_TIME Clock System Call

```
DELAY_TIME (Var ErrNum:Integer;  
            Interval:Timestamp_interval;  
            Cktime:Time_rec)
```

```
ErrNum: Error indicator  
Interval: Delay timer  
Cktime: Time information
```

DELAY\_TIME stops execution of the calling process for the number of seconds and milliseconds specified in the **Interval** record. If this time period is zero, DELAY\_TIME has no effect. If the period is less than zero, execution of the process is delayed until the time specified by **Cktime**.

**5.9.2 GET\_TIME Clock System Call**

```
GET_TIME (Var ErrNum:Integer;  
          Var Sys_Time:Time_rec)
```

```
ErrNum: Error indicator  
Sys_Time: Time information
```

GET\_TIME returns the current system clock time in the record Sys\_Time. The msec field of Sys\_Time always contains a zero on return.

### 5.9.3 SET\_LOCAL\_TIME\_DIFF Clock System Call

```
SET_LOCAL_TIME_DIFF (Var ErrNum:Integer;  
                    Hour:Hour_range;  
                    Minute:Minute_range)
```

ErrNum: Error indicator

Hour: Number of hours difference from the system clock

Minute: Number of minutes difference from the system clock

SET\_LOCAL\_TIME\_DIFF informs the Operating System of the difference in hours and minutes between the local time and the system clock. Hour and Minute can be negative.

#### 5.9.4 CONVERT\_TIME Clock System Call

```
CONVERT_TIME (Var ErrNum:Integer;  
              Var Sys_Time:Time_rec;  
              Var Local_Time:Time_rec;  
              To_Sys:Boolean)
```

```
ErrNum: Error indicator  
Sys_Time: System clock time  
Local_Time: Local time  
To_Sys: Direction of time conversion
```

CONVERT\_TIME converts between local time and system clock time.

To\_Sys is a Boolean value indicating in which direction the conversion is to go. If To\_Sys is true, the system takes the time data in Local\_Time and puts the corresponding system time in Sys\_Time. If To\_Sys is false, the system takes the time data in Sys\_Time and puts the corresponding local time in Local\_Time. Both time data areas contain the year, month, day, hour, minute, second, and millisecond.





# Chapter 6 Configuration

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---

# Configuration

Every Lisa system is configured using the Preferences tool. Preferences places the configuration state of the system in a special part of the system's memory called *parameter memory*. Although parameter memory is not contained on a disk, it is supplied with battery power so that the contents are kept even when the system is turned off. The batteries are charged as long as the Lisa is plugged in, even if the unit is powered off. If line power is lost, the batteries will keep parameter memory secured for several hours. In addition, every time parameter memory is changed, a copy of the new data is made on the boot disk. If the contents of parameter memory are lost, this disk copy is automatically restored to parameter memory.

Since the devices actually connected may differ from the configuration stored in parameter memory, three calls are provided that allow programs to request information about the configuration of the system.

---

## NOTE

Configuration System Calls will be changed in future releases of the Operating System. Do not use these calls if you want your software to be upward-compatible.

---

### 6.1 Configuration System Calls

This section describes all the Operating System calls that pertain to configuration. A summary of all the Operating System calls can be found in Appendix A. Special data types used by configuration calls are defined along with the calls.

**6.1.1 CARDS\_EQIPPED Configuration System Call**

```
CARDS_EQIPPED (Var ErrNum:Integer;  
                Var In_Slot:Slot_array)
```

ErrNum: Error code

In\_Slot: Identifies the types of cards configured

This call returns an array showing the types of cards which are in the various card slots.

The definition of Slot\_array is:

```
slot_array = array [1..3] of card_types;
```

where:

```
card_types = (no_card,  
             apple_card,  
             n_port_card,  
             net_card,  
             laser_card);
```

### 6.1.2 GET\_CONFIG\_NAME Configuration System Call

```
GET_CONFIG_NAME (Var Errnum:Integer;  
                 Devpostn:Tports;  
                 Var Devname:E_Name)
```

Errnum: Error code  
Devpostn: A port identifier  
Devname: The name of the device attached to the port

This call returns the name of the device configured at the port given in Devpostn. See OSBOOTVOL for the definition of Tports. Type E\_Name is defined as:

```
E_Name = STRING [32];
```

### 6.1.3 OSBOOTVOL Configuration System Call

**OSBOOTVOL (Var ErrNum:Integer) : Tports**

**ErrNum:** Error code

**Tports:** Identifies the port to which the boot volume is attached

**OSBOOTVOL** is a function that returns the identifier for the port attached to the boot volume. This port might not be the port configured for the boot volume, since it is possible for the user to override the default boot. Note that the port identifier is not the same as the device name. You can use **GET\_CONFIG\_NAME** to find out the name of the device attached to the port.

**Tports** is a set that has this definition:

```
Tports = (uppertwig, lowertwig, parallel,  
          slot11, slot12, slot13, slot14,  
          slot21, slot22, slot23, slot24,  
          slot31, slot32, slot33, slot34,  
          seriala, serialb, main_console, alt_console,  
          t_mouse, t_speaker, t_extra1, t_extra2, t_extra3);
```

# Appendixes

A	Operating System Interface Unit .....	A-1
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C	System-Reserved Event Types .....	C-1
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# Appendix A

## Operating System Interface Unit

```
UNIT syscall;                                (* system call definitions unit *)
INTRINSIC;

INTERFACE

CONST
max_ename = 32;                               (* maximum length of a file system object name *)
max_pathname = 255;                           (* maximum length of a file system pathname *)
max_label_size = 128;                         (* maximum size of a file label, in bytes *)
len_exname = 16;                              (* length of exception name *)
size_exdata = 11;                             (* 48 bytes, exception data block should have the
                                             same size as r_eventblk, received event block *)

size_etxt = 9;                                (* event text size - 40 bytes *)
size_waitlist = 10;                          (* size of wait list - should be same as reqptr_list *)

(* exception kind definitions for 'SYS_TERMINATE' exception *)
call_term = 0;                                (* process called terminate process *)
ended = 1;                                    (* process executed 'end' statement *)
self_killed = 2;                              (* process called kill_process on self *)
killed = 3;                                   (* process was killed by another process *)
fthr_term = 4;                                (* process's father is terminating *)
bad_syscall = 5;                              (* process made invalid sys call - subcode bad *)
bad_errnum = 6;                               (* process passed bad address for errnum parm *)
swap_error = 7;                               (* process aborted due to code swap-in error *)
stk_overflow = 8;                             (* process exceeded max size (+I rnn) of stack *)
data_overflow = 9;                           (* process tried to exceed max data space size *)
parity_err = 10;                             (* process got a parity error while executing *)

def_div_zero = 11; (* default handler for div zero exception was called *)
def_value_oob = 12; (* " for value oob exception *)
def_ovfw = 13;     (* " for overflow exception *)
def_rmi_key = 14;  (* " for NHI key exception *)
def_range = 15;   (* " for 'SYS_VALUE_OOB' excep due to value range err *)
def_str_index = 16; (* " for 'SYS_VALUE_OOB' excep due to string index err *)
```

```

bus_error = 21;          (* bus error occurred *)
addr_error = 22;        (* address error occurred *)
illg_inst = 23;         (* illegal instruction trap occurred *)
priv_violation = 24;    (* privilege violation trap occurred *)
line_1010 = 26;        (* line 1010 emulator occurred *)
line_1111 = 27;        (* line 1111 emulator occurred *)

unexpected_ex = 29;     (* an unexpected exception occurred *)

div_zero = 31;          (* exception kind definitions for hardware exception *)
value_oob = 32;
ovfw = 33;
nmi_key = 34;
value_range = 35;      (* excep kind for value range and string index error *)
str_index = 36;        (* Note that these two cause 'SYS_VALUE_OOB' excep *)

```

(\*DEVICE\_CONTROL functions\*)

```

dvParity = 1;           (*RS-232*)
dvOutDTR = 2;          (*RS-232*)
dvOutXON = 3;          (*RS-232*)
dvOutDelay = 4;        (*RS-232*)
dvBaud = 5;            (*RS-232*)
dvInWait = 6;          (*RS-232, CONSOLE*)
dvInDTR = 7;           (*RS-232*)
dvInXON = 8;           (*RS-232*)
dvTypeahd = 9;         (*RS-232*)
dvDiscon = 10;         (*RS-232*)
dvOutNoHS = 11;        (*RS-232*)
dvErrStat = 15;        (*PROFILE*)
dvGetEvent = 16;       (*CONSOLE*)
dvAutoLF = 17;         (*RS-232, CONSOLE, PARALLEL PRINTER*) (*not yet*)
dvDiskStat = 20;       (*DISKETTE, PROFILE*)
dvDiskSpare = 21;      (*DISKETTE, PROFILE*)

```

TYPE

```

pathname = string [max_pathname];
e_name = string [max_ename];
namestring = string [20];
procinfoRec = record
proppathname : pathname;
    global_id : longint;
    father_id : longint;
    priority : 1..255;
    state : (pactive, psuspended, pwaiting);
    data_in : boolean;
end;

```

```

Tdtype = (ds_shared, ds_private); (* types of data segments *)

dsinfoRec = record
  mem_size : longint;
  disc_size: longint;
  numb_open : integer;
  ldsn : integer;
  boundF : boolean;
  presentF : boolean;
  creatorF : boolean;
  rwaccess : boolean;
  segptr : longint;
  volname: e_name;
end;

t_ex_name = string [len_exname];          (* exception name *)
longadr = ^longint;
t_ex_state = (enabled, queued, ignored);  (* exception state *)
p_ex_data = ^t_ex_data;
t_ex_data = array [0..size_exdata] of longint; (* exception data blk *)
t_ex_sts = record                          (* exception status *)
  ex_occurred_f : boolean;                  (* exception occurred flag *)
  ex_state : t_ex_state;                    (* exception state *)
  num_except : integer;                     (* number of exceptions q'ed *)
  hdl_adr : longadr;                       (* handler address *)
end;

p_env_blk = ^env_blk;
env_blk = record                            (* environment block to pass to handler *)
  pc : longint;                             (* program counter *)
  sr : integer;                              (* status register *)
  d0 : longint;                             (* data registers 0 - 7 *)
  d1 : longint;
  d2 : longint;
  d3 : longint;
  d4 : longint;
  d5 : longint;
  d6 : longint;
  d7 : longint;
  a0 : longint;                             (* address registers 0 - 7 *)
  a1 : longint;
  a2 : longint;
  a3 : longint;
  a4 : longint;
  a5 : longint;
  a6 : longint;
  a7 : longint;
end;

```

```

p_term_ex_data = ^term_ex_data;
term_ex_data = record      (* terminate exception data block      *)
  case excep_kind : longint of
    call_term,
    ended,
    self_killed,
    killed,
    fthr_term,
    bad_syscall,
    bad_errnum,
    swap_error,
    stk_overflow,
    data_overflow,
    parity_err : ();      (* due to process termination          *)

    illg_inst,
    priv_violation,      (* due to illegal instruction, privilege
                          violation                                *)

    line_1010,
    line_1111,          (* due to line 1010, 1111 emulator          *)

    def_div_zero,
    def_value_oob,
    def_ovfw,
    def_nmi_key        (* terminate due to default handler for hardware
                          exception                                *)

    : (sr : integer;
       pc : longint);    (* at the time of occurrence                *)

    def_range,
    def_str_index      (* terminate due to default handler for
                          'SYS_VALUE_OOB' excep for value range or string
                          index error                                                *)

    : (value_check : integer;
       upper_bound : integer;
       lower_bound : integer;
       return_pc : longint;
       caller_a6 : longint);

    bus_error,
    addr_error        (* due to bus error or address error        *)
    : (fun_field : packed record      (* one integer                            *)
       filler : 0..$7ff;             (* 11 bits                                  *)
       r_w_flag : boolean;
       i_n_flag : boolean;
       fun_code : 0..7; (* 3 bits *)
    );
end;

```

```

    access_adr : longint;
    inst_register : integer;
    sr_error : integer;
    pc_error : longint);
end;

p_hard_ex_data = ^hard_ex_data;
hard_ex_data = record      (* hardware exception data block      *)
    case excep_kind : longint of
        div_zero, value_oob, ovfw
            : (sr : integer;
              pc : longint);
        value_range, str_index
            : (value_check : integer;
              upper_bound : integer;
              lower_bound : integer;
              return_pc   : longint;
              caller_a6   : longint);
    end;

accesses = (dread, dwrite, append, private, global_refnum);
mset = set of accesses;
lomode = (absolute, relative, sequential);

UID = record (*unique id*)
    a,b: longint
end;

timestamp_interval = record      (* time interval          *)
    sec : longint;                (* number of seconds      *)
    msec : 0..999;                (* number of milliseconds within a second *)
end;

info_type = (device_t, volume_t, object_t);
devtype = (diskdev, pascalbd, seqdev, bitbkt, non_io);
filetype = (undefined, MDDfile, rootcat, freelist, badblocks, sysdata,
            spool, exec, usercat, pipe, bootfile, swapdata, swapcode, ramap,
            userfile, killedobject);

entrytype= (emptyentry, catentry, linkentry, fileentry, pipeentry, ecentry,
            killedentry);

```

```

fs_info = record
  name : e_name;
  dir_path : pathname;
  machine_id : longint;
  fs_overhead : integer;
  result_scavenge : integer;
  case_otype : info_type of
  device_t, volume_t: (
  iochannel : integer;
  devt : devtype;
  slot_no : integer;
  fs_size : longint;
  vol_size : longint;
  blockstructured, mounted : boolean;
  opencount : longint;
  private_dev, remote, locked_dev : boolean;
  mount_pending, unmount_pending : boolean;
  volname, password : e_name;
  fsversion, volnum : integer;
  volid : UID;
  backup_volid : UID;
  blocksize, datasize, clustersize, filecount : integer;
  label_size : integer;
  freecount : longint;
  DTVC, DTCC, DTVB, DTVS : longint;
  master_copy_id, copy_thread : longint;
  overmount_stamp : UID;
  boot_code : integer;
  boot_envIRON : integer;
  privileged, write_protected : boolean;
  master, copy, copy_flag, scavenge_flag : boolean;
  vol_left_mounted : boolean );

  object_t : (
  size : longint;
  psize : longint;          (* physical file size in bytes          *)
  lpsize : integer;        (* logical page size in bytes for this file *)
  ftype : filetype;
  etype : entrytype;
  DTC, DTA, DTM, DTB, DTS : longint;
  refnum : integer;
  fmark : longint;
  acmode : mset;
  nreaders, nwriters, nusers : integer;
  fuid : UID;
  user_type : integer;
  user_subtype : integer;

```

```

    system_type : integer;
    eof, safety_on, kswitch : boolean;
    private, locked, protected, master_file : boolean;
    file_scavenged, file_closed_by_OS, file_left_open:boolean)
end;

dctype = record
    dcversion : integer;
    dccode : integer;
    dcdata : array [0..9] of longint;      (* user/driver defined data  *)
end;

t_waitlist = record                      (* wait list          *)
    length : integer;
    refrum : array [0..size_waitlist] of integer;
end;

t_eheader = record                       (* event header      *)
    send_pid : longint;                  (* sender's process id *)
    event_type : longint;                (* type of event      *)
end;

t_event_text = array [0..size_etext] of longint;
p_r_eventblk = ^r_eventblk;
r_eventblk = record
    event_header : t_eheader;
    event_text : t_event_text;
end;

p_s_eventblk = ^s_eventblk;
s_eventblk = t_event_text;

time_rec = record
    year : integer;
    day : 1..366;                        (* julian date      *)
    hour : -23..23;
    minute : -59..59;
    second : 0..59;
    msec : 0..999;
end;

```



```

chn_kind = (wait_ec, call_ec);
t_chn_sts = record
    chn_type : chn_kind;
    num_events : integer;
    open_rcv : integer;
    open_snd : integer;
    ec_name : pathname;
end;
(* channel status *)
(* channel type *)
(* number of events queued *)
(* number of opens for receiving *)
(* number of opens for sending *)
(* event channel name *)

hour_range = -23..23;
minute_range = -59..59;

{configuration stuff: }

tports = (uppertwig, lowertwig, parallel,
slot11, slot12, slot13, slot14,
slot21, slot22, slot23, slot24,
slot31, slot32, slot33, slot34,
seriala, serialb, main_console, alt_console,
t_mouse, t_speaker, t_extra1, t_extra2, t_extra3);

card_types = (no_card, apple_card, n_port_card, net_card, laser_card);

slot_array = array [1..3] of card_types;

{ Lisa Office System parameter memory type }

pmByteUnique = -128..127;
pmMemRec = array[1..62] of pmByteUnique;

(* File System calls *)

procedure MAKE_FILE (var ecode:integer; var path:pathname;
                    label_size:integer);

procedure MAKE_PIPE (var ecode:integer; var path:pathname;
                    label_size:integer);

procedure MAKE_CATALOG (var ecode:integer; var path:pathname;
                       label_size:integer);

procedure MAKE_LINK (var ecode:integer; var path, ref:pathname;
                    label_size:integer);

```

```
procedure KILL_OBJECT (var ecode:integer; var path:pathname);

procedure UNKILL_FILE (var ecode:integer; refnum:integer; var
    new_name:e_name);

procedure OPEN (var ecode:integer; var path:pathname; var refnum:integer;
    manip:mset);

procedure CLOSE_OBJECT (var ecode:integer; refnum:integer);

procedure READ_DATA (var ecode:integer; refnum:integer; data_addr:longint;
    count:longint; var actual:longint; mode:iomode;
    offset:longint);

procedure WRITE_DATA (var ecode:integer; refnum:integer; data_addr:longint;
    count:longint; var actual:longint; mode:iomode;
    offset:longint);

procedure FLUSH (var ecode:integer; refnum:integer);

procedure LOOKUP (var ecode:integer; var path:pathname; var
    attributes:fs_info);

procedure INFO (var ecode:integer; refnum:integer; var refinfo:fs_info);

procedure ALLOCATE (var ecode:integer; refnum:integer; contiguous:boolean;
    count:longint; var actual:longint);

procedure TRUNCATE (var ecode:integer; refnum:integer);

procedure COMPACT (var ecode:integer; refnum:integer);

procedure RENAME_ENTRY ( var ecode:integer; var path:pathname; var
    newname:e_name );

procedure READ_LABEL ( var ecode:integer; var path:pathname;
    data_addr:longint; count:longint; var actual:longint );

procedure WRITE_LABEL ( var ecode:integer; var path:pathname;
    data_addr:longint; count:longint; var actual:longint );

procedure MOUNT ( var ecode:integer; var vname : e_name; var password :
    e_name ;var devname : e_name);

procedure UNMOUNT ( var ecode:integer; var vname : e_name );
```

```
procedure SET_WORKING_DIR ( var ecode:integer; var path:pathname );
procedure GET_WORKING_DIR ( var ecode:integer; var path:pathname );
procedure SET_SAFETY (var ecode:integer;var path:pathname;on_off:boolean );
procedure DEVICE_CONTROL ( var ecode:integer; var path:pathname;
    var cparm : dctype );
procedure RESET_CATALOG (var ecode:integer; var path:pathname);
procedure GET_NEXT_ENTRY (var ecode:integer; var prefix, entry:e_name);
procedure SET_FILE_INFO (var ecode :integer; refnum:integer; fsi:fs_info);
```

(\* Process Management system calls \*)

```
function My_ID:longint;
procedure Info_Process (var errnum:integer; proc_id:longint; var
    proc_info:procinfoRec);
procedure Yield_CPU (var errnum:integer; to_any:boolean);
procedure SetPriority_Process (var errnum:integer; proc_id:longint;
    new_priority:integer);
procedure Suspend_Process (var errnum:integer; proc_id:longint;
    susp_family:boolean);
procedure Activate_Process (var errnum:integer; proc_id:longint;
    act_family:boolean);
procedure Kill_Process (var errnum:integer; proc_id:longint);
procedure Terminate_Process (var errnum:integer; event_ptr:p_s_eventblk);
procedure Make_Process (var errnum:integer; var proc_id:longint; var
    progfile:pathname; var entryname:namestring;
    evt_chn_refnum:integer);
```

(\* Memory Management system calls \*)

```
procedure make_dataseg(var errnum: integer; var segname: pathname; mem_size,  
                      disc_size: longint; var refnum: integer; var segptr:  
                      longint; ldsn: integer; dstype: tdstype);
```

```
procedure kill_dataseg (var errnum:integer; var segname:pathname);
```

```
procedure open_dataseg (var errnum:integer; var segname:pathname; var  
                      refnum:integer; var segptr:longint; ldsn:integer);
```

```
procedure close_dataseg (var errnum:integer; refnum:integer);
```

```
procedure size_dataseg (var errnum:integer; refnum:integer;  
                      deltasize:longint; var newmemsize:longint;  
                      deltadiscsize: longint; var newdiscsize: longint);
```

```
procedure info_dataseg (var errnum:integer; refnum:integer; var  
                      dsinfo:dsinfoRec);
```

```
procedure setaccess_dataseg (var errnum:integer; refnum:integer;  
                             readonly:boolean);
```

```
procedure unbind_dataseg (var errnum:integer; refnum:integer);
```

```
procedure bind_dataseg(var errnum:integer; refnum:integer);
```

```
procedure info_ldsn (var errnum:integer; ldsn: integer; var refnum: integer);
```

```
procedure flush_dataseg(var errnum: integer; refnum: integer);
```

```
procedure mem_info(var errnum: integer; var swapspace, dataspace,  
                  cur_codesize, max_codesize: longint);
```

```
procedure info_address(var errnum: integer; address: longint; var refnum:  
                      integer);
```

(\* Exception Management system calls \*)

```
procedure declare_excep_hdl (var errnum:integer; var excep_name:t_ex_name;  
                             entry_point:longadr);
```

```
procedure disable_excep (var errnum:integer; var excep_name:t_ex_name;  
                         queue:boolean);
```

```
procedure enable_except (var errnum:integer; var excep_name:t_ex_name);
procedure signal_except (var errnum:integer; var excep_name:t_ex_name;
                        excep_data:t_ex_data);
procedure info_except (var errnum:integer; var excep_name:t_ex_name; var
                      excep_status:t_ex_sts);
procedure flush_except (var errnum:integer; var excep_name:t_ex_name);

(* Event Channel management system calls *)
procedure make_event_chn (var errnum:integer; var event_chn_name:pathname);
procedure kill_event_chn (var errnum:integer; var event_chn_name:pathname);
procedure open_event_chn (var errnum:integer; var event_chn_name:pathname; var
                         refnum:integer; var excep_name:t_ex_name;
                         receiver:boolean);
procedure close_event_chn (var errnum:integer; refnum:integer);
procedure info_event_chn (var errnum:integer; refnum:integer; var
                         chn_info:t_chn_sts);
procedure wait_event_chn (var errnum:integer; var wait_list:t_waitlist; var
                         refnum:integer; event_ptr:p_r_eventblk);
procedure flush_event_chn (var errnum:integer; refnum:integer);
procedure send_event_chn (var errnum:integer; refnum:integer;
                         event_ptr:p_s_eventblk; interval:timestamp_interval;
                         clktime:time_rec);

(* Timer functions system calls *)
procedure delay_time (var errnum:integer; interval:timestamp_interval;
                    clktime:time_rec);
procedure get_time (var errnum:integer; var gmt_time:time_rec);
procedure set_local_time_diff (var errnum:integer; hour:hour_range;
                              minute:minute_range);
```

```
procedure convert_time (var errnum:integer; var gmt_time:time_rec; var
                        local_time:time_rec; to_gmt:boolean);
```

```
{configuration stuff}
```

```
function OSBOOTVOL(var error : integer) : tports;
```

```
procedure GET_CONFIG_NAME( var error:integer; devpostn:tports; var
                           devname:e_name);
```

```
procedure CARDS_EQUIPPED(var error:integer; var in_slot:slot_array);
```

#### IMPLEMENTATION

```
procedure MAKE_FILE; external;
```

```
procedure MAKE_PIPE; external;
```

```
procedure MAKE_CATALOG; external;
```

```
procedure MAKE_LINK; external;
```

```
procedure KILL_OBJECT; external;
```

```
procedure OPEN; external;
```

```
procedure CLOSE_OBJECT; external;
```

```
procedure READ_DATA; external;
```

```
procedure WRITE_DATA; external;
```

```
procedure FLUSH; external;
```

```
procedure LOOKUP; external;
```

```
procedure INFO; external;
```

```
procedure ALLOCATE; external;
```

```
procedure TRUNCATE; external;
```

```
procedure COMPACT; external;
```

```
procedure RENAME_ENTRY; external;
procedure READ_LABEL; external;
procedure WRITE_LABEL; external;
procedure MOUNT; external;
procedure UNMOUNT; external;
procedure SET_WORKING_DIR; external;
procedure GET_WORKING_DIR; external;
procedure SET_SAFETY; external;
procedure DEVICE_CONTROL; external;
procedure RESET_CATALOG; external;
procedure GET_NEXT_ENTRY; external;
procedure GET_DEV_NAME; external;

function My_ID; external;
procedure Info_Process; external;
procedure Yield_CPU; external;
procedure SetPriority_Process; external;
procedure Suspend_Process; external;
procedure Activate_Process; external;
procedure Kill_Process; external;
procedure Terminate_Process; external;
procedure Make_Process; external;
procedure Sched_Class; external;
```

```
procedure make_dataseg; external;
procedure kill_dataseg; external;
procedure open_dataseg; external;
procedure close_dataseg; external;
procedure size_dataseg; external;
procedure info_dataseg; external;
procedure setaccess_dataseg; external;
procedure unbind_dataseg; external;
procedure bind_dataseg; external;
procedure info_ldsn; external;
procedure flush_dataseg; external;
procedure mem_info; external;

procedure declare_except_hdl; external;
procedure disable_except; external;
procedure enable_except; external;
procedure signal_except; external;
procedure info_except; external;
procedure flush_except; external;

procedure make_event_chn; external;
procedure kill_event_chn; external;
procedure open_event_chn; external;
procedure close_event_chn; external;
```



```
procedure info_event_chn; external;
procedure wait_event_chn; external;
procedure flush_event_chn; external;
procedure send_event_chn; external;

procedure delay_time; external;
procedure get_time; external;
procedure set_local_time_diff; external;
procedure convert_time; external;
procedure set_file_info; external;
function ENABLEDBG; external;
function OSBOOTVOL; external;
procedure GET_CONFIG_NAME; external;
function DISK_LIKELY; external;
procedure CARDS_EQUIPPED; external;
procedure Read_PMem; external;
procedure Write_PMem; external;
end.
```

## **Appendix B**

### **System-Reserved Exception Names**

<b>SYS_OVERFLOW</b>	Overflow exception. Signaled when the TRAPV instruction is executed and the overflow condition is on.
<b>SYS_VALUE_OOB</b>	Value-out-of-bound exception. Signaled when the CHK instruction is executed and the value is less than 0 or greater than upper bound.
<b>SYS_ZERO_DIV</b>	Division by zero exception. Signaled when the DIVS or DIVU instruction is executed and the divisor is zero.
<b>SYS_TERMINATE</b>	Termination exception. Signaled when a process is to be terminated.



## **Appendix C System-Reserved Event Types**

**SYS\_SON\_TERM** "Son terminate" event type. If a father process has created a son process with a local event channel, this event is sent to the father process when the son process terminates.



## Appendix D

# Error Messages

- 6081 End of exec file input
- 6004 Attempt to reset text file with typed-file type
- 6003 Attempt to reset nontext file with text type
- 1885 ProFile not present during driver initialization
- 1882 ProFile not present during driver initialization
- 1176 Data in the object have been altered by Scavenger
- 1175 File or volume was scavenged
- 1174 File was left open or volume was left mounted, and system crashed
- 1173 File was last closed by the OS
- 1146 Only a portion of the space requested was allocated
- 1063 Attempt to mount boot volume from another Lisa or not most recent boot volume
- 1060 Attempt to mount a foreign boot disk following a temporary unmount
- 1059 The bad block directory of the diskette is almost full or difficult to read
- 696 Printer out of paper during initialization
- 660 Cable disconnected during ProFile initialization
- 626 Scavenger indicated data are questionable, but may be OK
- 622 Parameter memory and the disk copy were both invalid
- 621 Parameter memory was invalid but the disk copy was valid
- 620 Parameter memory was valid but the disk copy was invalid
- 413 Event channel was scavenged
- 412 Event channel was left open and system crashed
- 321 Data segment open when the system crashed. Data possibly invalid.
- 320 Could not determine size of data segment
- 150 Process was created, but a library used by program has been scavenged and altered
- 149 Process was created, but the specified program file has been scavenged and altered
- 125 Specified process is already terminating
- 120 Specified process is already active
- 115 Specified process is already suspended
- 100 Specified process does not exist
- 101 Specified process is a system process
- 110 Invalid priority specified (must be 1..225)
- 130 Could not open program file
- 131 File System error while trying to read program file
- 132 Invalid program file (incorrect format)
- 133 Could not get a stack segment for new process
- 134 Could not get a syslocal segment for new process
- 135 Could not get sysglobal space for new process
- 136 Could not set up communication channel for new process

- 138 Error accessing program file while loading
- 141 Error accessing a library file while loading program
- 142 Cannot run protected file on this machine
- 143 Program uses an Intrinsic unit not found in the Intrinsic Library
- 144 Program uses an Intrinsic unit whose name/type does not agree with the Intrinsic Library
- 145 Program uses a shared segment not found in the Intrinsic Library
- 146 Program uses a shared segment whose name does not agree with the Intrinsic Library
- 147 No space in syslocal for program file descriptor during process creation
- 148 No space in the shared IU data segment for the program's shared IU globals
- 190 No space in syslocal for program file description during List\_LibFiles operation
- 191 Could not open program file
- 192 Error trying to read program file
- 193 Cannot read protected program file
- 194 Invalid program file (incorrect format)
- 195 Program uses a shared segment not found in the Intrinsic Library
- 196 Program uses a shared segment whose name does not agree with the Intrinsic Library
- 198 Disk I/O error trying to read the intrinsic unit directory
- 199 Specified library file number does not exist in the Intrinsic Library
- 201 No such exception name declared
- 202 No space left in the system data area for Declare\_Excep\_Hdl or Signal\_Excep
- 203 Null name specified as exception name
- 302 Invalid LDSN
- 303 No data segment bound to the LDSN
- 304 Data segment already bound to the LDSN
- 306 Data segment too large
- 307 Input data segment path name is invalid
- 308 Data segment already exists
- 309 Insufficient disk space for data segment
- 310 An invalid size has been specified
- 311 Insufficient system resources
- 312 Unexpected File System error
- 313 Data segment not found
- 314 Invalid address passed to Info\_Address
- 315 Insufficient memory for operation
- 317 Disk error while trying to swap in data segment
- 401 Invalid event channel name passed to Make\_Event\_Chn
- 402 No space left in system global data area for Open\_Event\_Chn
- 403 No space left in system local data area for Open\_Event\_Chn
- 404 Non-block-structured device specified in pathname
- 405 Catalog is full in Make\_Event\_Chn or Open\_Event\_Chn
- 406 No such event channel exists in Kill\_Event\_Chn
- 410 Attempt to open a local event channel to send

- 411 Attempt to open event channel to receive when event channel has a receiver
- 413 Unexpected File System error in Open\_Event\_Chn
- 416 Cannot get enough disk space for event channel in Open\_Event\_Chn
- 417 Unexpected File System error in Close\_Event\_Chn
- 420 Attempt to wait on a channel that the calling process did not open
- 421 wait\_Event\_Chn returns empty because sender process could not complete
- 422 Attempt to call wait\_Event\_Chn on an empty event-call channel
- 423 Cannot find corresponding event channel after being blocked
- 424 Amount of data returned while reading from event channel not of expected size
- 425 Event channel empty after being unblocked, wait\_Event\_Chn
- 426 Bad request pointer error returned in wait\_Event\_Chn
- 427 wait\_List has illegal length specified
- 428 Receiver unblocked because last sender closed
- 429 Unexpected File System error in wait\_Event\_Chn
- 430 Attempt to send to a channel which the calling process does not have open
- 431 Amount of data transferred while writing to event channel not of expected size
- 432 Sender unblocked because receiver closed in Send\_Event\_Chn
- 433 Unexpected File System error in Send\_Event\_Chn
- 440 Unexpected File System error in Make\_Event\_Chn
- 441 Event channel already exists in Make\_Event\_Chn
- 445 Unexpected File System error in Kill\_Event\_Chn
- 450 Unexpected File System error in Flush\_Event\_Chn
- 530 Size of stack expansion request exceeds limit specified for program
- 531 Cannot perform explicit stack expansion due to lack of memory
- 532 Insufficient disk space for explicit stack expansion
- 600 Attempt to perform I/O operation on non I/O request
- 602 No more alarms available during driver initialization
- 605 Call to nonconfigured device driver
- 606 Cannot find sector on floppy diskette (disk unformatted)
- 608 Illegal length or disk address for transfer
- 609 Call to nonconfigured device driver
- 610 No more room in sysglobal for I/O request
- 613 Unpermitted direct access to spare track with sparing enabled on floppy drive
- 614 No disk present in drive
- 615 Wrong call version to floppy drive
- 616 Unpermitted floppy drive function
- 617 Checksum error on floppy diskette
- 618 Cannot format, or write protected, or error unclamping floppy diskette
- 619 No more room in sysglobal for I/O request
- 623 Illegal device control parameters to floppy drive
- 625 Scavenger indicated data are bad
- 630 The time passed to Delay\_Time, Convert\_Time, or Send\_Event\_Chn has invalid year
- 631 Illegal timeout request parameter



- 632 No memory available to initialize clock
- 634 Illegal timed event id of -1
- 635 Process got unblocked prematurely due to process termination
- 636 Timer request did not complete successfully
- 638 Time passed to Delay\_Time or Send\_Event\_Chn more than 23 days from current time
- 639 Illegal date passed to Set\_Time, or illegal date from system clock in Get\_Time
- 640 RS-232 driver called with wrong version number
- 641 RS-232 read or write initiated with illegal parameter
- 642 Unimplemented or unsupported RS-232 driver function
- 646 No memory available to initialize RS-232
- 647 Unexpected RS-232 timer interrupt
- 648 Unpermitted RS-232 initialization, or disconnect detected
- 649 Illegal device control parameters to RS-232
- 652 N-port driver not initialized prior to ProFile
- 653 No room in sysglobal to initialize ProFile
- 654 Hard error status returned from drive
- 655 Wrong call version to ProFile
- 656 Unpermitted ProFile function
- 657 Illegal device control parameter to ProFile
- 658 Premature end of file when reading from driver
- 659 Corrupt File System header chain found in driver
- 660 Cable disconnected
- 662 Parity error while sending command or writing data to ProFile
- 663 Checksum error or CRC error or parity error in data read
- 666 Timeout
- 670 Bad command response from drive
- 671 Illegal length specified (must = 1 on input)
- 672 Unimplemented console driver function
- 673 No memory available to initialize console
- 674 Console driver called with wrong version number
- 675 Illegal device control
- 680 Wrong call version to serial driver
- 682 Unpermitted serial driver function
- 683 No room in sysglobal to initialize serial driver
- 685 Eject not allowed this device
- 686 No room in sysglobal to initialize n-port card driver
- 687 Unpermitted n-port card driver function
- 688 Wrong call version to n-port card driver
- 690 Wrong call version to parallel printer
- 691 Illegal parallel printer parameters
- 692 N-port card not initialized prior to parallel printer
- 693 No room in sysglobal to initialize parallel printer
- 694 Unimplemented parallel printer function
- 695 Illegal device control parameters (parallel printer)
- 696 Printer out of paper

- 698 Printer offline
- 699 No response from printer
- 700 Mismatch between loader version number and Operating System version number
- 701 OS exhausted its internal space during startup
- 702 Cannot make system process
- 703 Cannot kill pseudo-outer process
- 704 Cannot create driver
- 706 Cannot initialize floppy disk driver
- 707 Cannot initialize the File System volume
- 708 Hard disk mount table unreadable
- 709 Cannot map screen data
- 710 Too many slot-based devices
- 724 The boot tracks do not know the right File System version
- 725 Either damaged File System or damaged contents
- 726 Boot device read failed
- 727 The OS will not fit into the available memory
- 728 SYSTEM.OS is missing
- 729 SYSTEM.CONFIG is corrupt
- 730 SYSTEM.OS is corrupt
- 731 SYSTEM.DEBUG or SYSTEM.DEBUG2 is corrupt
- 732 SYSTEM.LLD is corrupt
- 733 Loader range error
- 734 Wrong driver is found. For instance, storing a diskette loader on a ProFile
- 735 SYSTEM.LLD is missing
- 736 SYSTEM.UNPACK is missing
- 737 Unpack of SYSTEM.OS with SYSTEM.UNPACK failed
- 801 IOResult <> 0 on I/O using the Monitor
- 802 Asynchronous I/O request not completed successfully
- 803 Bad combination of mode parameters
- 806 Page specified is out of range
- 809 Invalid arguments (page, address, offset, or count)
- 810 The requested page could not be read in
- 816 Not enough sysglobal space for File System buffers
- 819 Bad device number
- 820 No space in sysglobal for asynchronous request list
- 821 Already initialized I/O for this device
- 822 Bad device number
- 825 Error in parameter values (Allocate)
- 826 No more room to allocate pages on device
- 828 Error in parameter values (Deallocate)
- 829 Partial deallocation only (ran into unallocated region)
- 835 Invalid s-file number
- 837 Unallocated s-file or I/O error
- 838 Map overflow: s-file too large
- 839 Attempt to compact file past PEOF
- 841 Unallocated s-file or I/O error

- 843 Requested exact fit, but one could not be provided
- 847 Requested transfer count is <= 0
- 848 End of file encountered
- 849 Invalid page or offset value in parameter list
- 852 Bad unit number
- 854 No free slots in s-list directory (too many s-files)
- 855 No available disk space for file hints
- 856 Device not mounted
- 857 Empty, locked, or invalid s-file
- 861 Relative page is beyond EOF (bad parameter value)
- 864 No sysglobal space for volume bitmap
- 866 Wrong FS version or not a valid Lisa FS volume
- 867 Bad unit number
- 868 Bad unit number
- 869 Unit already mounted (mount)/no unit mounted
- 870 No sysglobal space for DCB or MDDF
- 871 Parameter not a valid s-file ID
- 872 No sysglobal space for s-file control block
- 873 Specified file is already open for private access
- 874 Device not mounted
- 875 Invalid s-file ID or s-file control block
- 879 Attempt to position past EOF
- 881 Attempt to read empty file
- 882 No space on volume for new data page of file
- 883 Attempt to read past EOF
- 884 Not first auto-allocation, but file was empty
- 885 Could not update filesize hints after a write
- 886 No syslocal space for I/O request list
- 887 Catalog pointer does not indicate a catalog (bad parameter)
- 888 Entry not found in catalog
- 890 Entry by that name already exists
- 891 Catalog is full or is damaged
- 892 Illegal name for an entry
- 894 Entry not found, or catalog is damaged
- 895 Invalid entry name
- 896 Safety switch is on--cannot kill entry
- 897 Invalid bootdev value
- 899 Attempt to allocate a pipe
- 900 Invalid page count or FCB pointer argument
- 901 Could not satisfy allocation request
- 921 Pathname invalid or no such device
- 922 Invalid label size
- 926 Pathname invalid or no such device
- 927 Invalid label size
- 941 Pathname invalid or no such device
- 944 Object is not a file
- 945 File is not in the killed state

946 Pathname invalid or no such device  
947 Not enough space in syslocal for File System reldb  
948 Entry not found in specified catalog  
949 Private access not allowed if file already open shared  
950 Pipe already in use, requested access not possible or dwrite not allowed  
951 File is already opened in private mode  
952 Bad refnum  
954 Bad refnum  
955 Read access not allowed to specified object  
956 Attempt to position FMARK past EOF not allowed  
957 Negative request count is illegal  
958 Nonsequential access is not allowed  
959 System resources exhausted  
960 Error writing to pipe while an unsatisfied read was pending  
961 Bad refnum  
962 No WRITE or APPEND access allowed  
963 Attempt to position FMARK too far past EOF  
964 Append access not allowed in absolute mode  
965 Append access not allowed in relative mode  
966 Internal inconsistency of FMARK and EOF (warning)  
967 Nonsequential access is not allowed  
968 Bad refnum  
971 Pathname invalid or no such device  
972 Entry not found in specified catalog  
974 Bad refnum  
977 Bad refnum  
978 Page count is nonpositive  
979 Not a block-structured device  
981 Bad refnum  
982 No space has been allocated for specified file  
983 Not a block-structured device  
985 Bad refnum  
986 No space has been allocated for specified file  
987 Not a block-structured device  
988 Bad refnum  
989 Caller is not a reader of the pipe  
990 Not a block-structured device  
994 Invalid refnum  
995 Not a block-structured device  
999 Asynchronous read was unblocked before it was satisfied  
1021 Pathname invalid or no such entry  
1022 No such entry found  
1023 Invalid newname, check for '-' in string  
1024 New name already exists in catalog  
1031 Pathname invalid or no such entry  
1032 Invalid transfer count  
1033 No such entry found

- 1041 Pathname invalid or no such entry
- 1042 Invalid transfer count
- 1043 No such entry found
- 1051 No device or volume by that name
- 1052 A volume is already mounted on device
- 1053 Attempt to mount temporarily unmounted boot volume just unmounted from this Lisa
- 1054 The bad block directory of the diskette is invalid
- 1061 No device or volume by that name
- 1062 No volume is mounted on device
- 1071 Not a valid or mounted volume for working directory
- 1091 Pathname invalid or no such entry
- 1092 No such entry found
- 1101 Invalid device name
- 1121 Invalid device, not mounted, or catalog is damaged
- 1128 Invalid pathname, device, or volume not mounted
- 1130 File is protected; cannot open due to protection violation
- 1131 No device or volume by that name
- 1132 No volume is mounted on that device
- 1133 No more open files in the file list of that device
- 1134 Cannot find space in sysglobal for open file list
- 1135 Cannot find the open file entry to modify
- 1136 Boot volume not mounted
- 1137 Boot volume already unmounted
- 1138 Caller cannot have higher priority than system processes when calling ubd
- 1141 Boot volume was not unmounted when calling rbd
- 1142 Some other volume still mounted on the boot device when calling rbd
- 1143 No sysglobal space for MDDF to do rbd
- 1144 Attempt to remount volume which is not the temporarily unmounted boot volume
- 1145 No sysglobal space for bit map to do rbd
- 1158 Track-by-track copy buffer is too small
- 1159 Shutdown requested while boot volume was unmounted
- 1160 Destination device too small for track-by-track copy
- 1161 Invalid final shutdown mode
- 1162 Power is already off
- 1163 Illegal command
- 1164 Device is not a diskette device
- 1165 No volume is mounted on the device
- 1166 A valid volume is already mounted on the device
- 1167 Not a block-structured device
- 1168 Device name is invalid
- 1169 Could not access device before initialization using default device parameters
- 1170 Could not mount volume after initialization
- 1171 '-' is not allowed in a volume name
- 1172 No space available to initialize a bitmap for the volume

- 1176 Cannot read from a pipe more than half of its allocated physical size
- 1177 Cannot cancel a read request for a pipe
- 1178 Process waiting for pipe data got unblocked because last pipe writer closed it
- 1180 Cannot write to a pipe more than half of its allocated physical size
- 1181 No system space left for request block for pipe
- 1182 Writer process to a pipe got unblocked before the request was satisfied
- 1183 Cannot cancel a write request for a pipe
- 1184 Process waiting for pipe space got unblocked because the reader closed the pipe
- 1186 Cannot allocate space to a pipe while it has data wrapped around
- 1188 Cannot compact a pipe while it has data wrapped around
- 1190 Attempt to access a page that is not allocated to the pipe
- 1191 Bad parameter
- 1193 Premature end of file encountered
- 1196 Something is still open on device--cannot unmount
- 1197 Volume is not formatted or cannot be read
- 1198 Negative request count is illegal
- 1199 Function or procedure is not yet implemented
- 1200 Illegal volume parameter
- 1201 Blank file parameter
- 1202 Error writing destination file
- 1203 Invalid UCSD directory
- 1204 File not found
- 1210 Boot track program not executable
- 1211 Boot track program too big
- 1212 Error reading boot track program
- 1213 Error writing boot track program
- 1214 Boot track program file not found
- 1215 Cannot write boot tracks on that device
- 1216 Could not create/close internal buffer
- 1217 Boot track program has too many code segments
- 1218 Could not find configuration information entry
- 1219 Could not get enough working space
- 1220 Premature EOF in boot track program
- 1221 Position out of range
- 1222 No device at that position
- 1225 Scavenger has detected an internal inconsistency symptomatic of a software bug
- 1226 Invalid device name
- 1227 Device is not block structured
- 1228 Illegal attempt to scavenge the boot volume
- 1229 Cannot read consistently from the volume
- 1230 Cannot write consistently to the volume
- 1231 Cannot allocate space (Heap segment)
- 1232 Cannot allocate space (Map segment)
- 1233 Cannot allocate space (SFDB segment)

1237 Error rebuilding the volume root directory  
1240 Illegal attempt to scavenge a non-OS-formatted volume  
1296 Bad string argument has been passed  
1297 Entry name for the object is invalid (on the volume)  
1298 S-list entry for the object is invalid (on the volume)  
1807 No disk in floppy drive  
1820 Write-protect error on floppy drive  
1822 Unable to clamp floppy drive  
1824 Floppy drive write error  
1882 Bad response from ProFile  
1885 ProFile timeout error  
1998 Invalid parameter address  
1999 Bad refnum  
6001 Attempt to access unopened file  
6002 Attempt to reopen a file which is not closed using an open FIB (file info block)  
6003 Operation incompatible with access mode with which file was opened  
6004 Printer offline  
6005 File record type incompatible with character device (must be byte sized)  
6006 Bad integer (read)  
6010 Operation incompatible with file type or access mode  
6081 Premature end of exec file  
6082 Invalid exec (temporary) file name  
6083 Attempt to set prefix with null name  
6090 Attempt to move console with exec or output file open  
6101 Bad real (read)  
6151 Attempt to reinitialize heap already in use  
6152 Bad argument to NEW (negative size)  
6153 Insufficient memory for NEW request  
6154 Attempt to RELEASE outside of heap

**Operating System Error Codes**

The error codes listed below are generated only when a nonrecoverable error occurs while in Operating System code.

10050 Request block is not chained to a PCB (Unblk\_Req)  
10051 Bld\_Req is called with interrupts off  
10100 An error was returned from SetUp\_Directory or a Data Segment routine (Setup\_IUInfo)  
10102 Error > 0 trying to create shell (Root)  
10103 Sem\_Count > 1 (Init\_Sem)  
10104 Could not open event channel for shell (Root)  
10197 Automatic stack expansion fault occurred in system code (Check\_Stack)  
10198 Need\_Mem set for current process while scheduling is disabled (SimpleScheduler)  
10199 Attempt to block for reason other than I/O while scheduling is disabled (SimpleScheduler)  
10201 Hardware exception occurred while in system code  
10202 No space left from Sigl\_Except call in Hard\_Except

10203 No space left from Sigl\_Except call in Nmi\_Except  
10205 Error from Wait\_Event\_Chn called in Except\_Prolog  
10207 No system data space in Except\_Setup  
10208 No space left from Sigl\_Except call in range error  
10212 Error in Term\_Def\_Hdl from Enable\_Except  
10213 Error in Force\_Term\_Except, no space in Enq\_Ex\_Data  
10401 Error from Close\_Event\_Chn in Ec\_Cleanup  
10582 Unable to get space in Freeze\_Seg  
10590 Fatal memory parity error  
10593 Unable to move memory manager segment during startup  
10594 Unable to swap in a segment during startup  
10595 Unable to get space in Extend\_MMlist  
10596 Trying to alter size of segment that is not data or stack (Alt\_DS\_Size)  
10597 Trying to allocate space to an allocated segment (Alloc\_Mem)  
10598 Attempting to allocate a nonfree memory region (Take\_Free)  
10600 Error attempting to make timer pipe  
10601 Error from Kill\_Object of an existing timer pipe  
10602 Error from second Make\_Pipe to make timer pipe  
10603 Error from Open to open timer pipe  
10604 No syslocal space for head of timer list  
10605 Error during allocate space for timer pipe, or interrupt from nonconfigured device  
10609 Interrupt from nonconfigured device  
10610 Error from Info about timer pipe  
10611 Spurious interrupt from floppy drive #2  
10612 Spurious interrupt from floppy drive #1, or no syslocal space for timer list element  
10613 Error from Read\_Data of timer pipe  
10614 Actual returned from Read\_Data is not the same as requested from timer pipe  
10615 Error from open of the receiver's event channel  
10616 Error from Write\_Event to the receiver's event channel  
10617 Error from Close\_Event\_Chn on the receiver's pipe  
10619 No sysglobal space for timer request block  
10624 Attempt to shut down floppy disk controller while drive is still busy  
10637 Not enough memory to initialize system timeout drives  
10675 Spurious timeout on console driver  
10699 Spurious timeout on parallel printer driver  
10700 Mismatch between loader version number and Operating System version number  
10701 OS exhausted its internal space during startup  
10702 Cannot make system process  
10703 Cannot kill pseudo-outer process  
10704 Cannot create driver  
10706 Cannot initialize floppy disk driver  
10707 Cannot initialize the File System volume  
10708 Hard disk mount table unreadable



- 10709 Cannot map screen data
- 10710 Too many slot-based devices
- 10724 The boot tracks do not know the right File System version
- 10725 Either damaged File System or damaged contents
- 10726 Boot device read failed
- 10727 The OS will not fit into the available memory
- 10728 SYSTEM.OS is missing
- 10729 SYSTEM.CONFIG is corrupt
- 10730 SYSTEM.OS is corrupt
- 10731 SYSTEM.DEBUG or SYSTEM.DEBUG2 is corrupt
- 10732 SYSTEM.LLD is corrupt
- 10733 Loader range error
- 10734 Wrong driver is found. For instance, storing a diskette loader on a ProFile
- 10735 SYSTEM.LLD is missing
- 10736 SYSTEM.UNPACK is missing
- 10737 Unpack of SYSTEM.OS with SYSTEM.UNPACK failed
- 11176 Found a pending write request for a pipe while in Close\_Object when it is called by the last writer of the pipe
- 11177 Found a pending read request for a pipe while in Close\_Object when it is called by the (only possible) reader of the pipe
- 11178 Found a pending read request for a pipe while in Read\_Data from the pipe
- 11180 Found a pending write request for a pipe while in Write\_Data to the pipe
- 118xx Error xx from diskette ROM (See OS errors 18xx)
- 11901 Call to Getspace or Relspace with a bad parameter, or free pool is bad

## Appendix E

### FS\_INFO Fields

- \* *defined for mounted or unmounted devices*
- \$ *defined for mounted devices only*
- All other fields are defined for mounted block-structured devices only.*

DEVICE\_T, VOLUME\_T:

backup_void	ID of the volume of which this volume is a copy.
blocksize	Number of bytes in a block on this device.
* blockstructured	Flag set if this device is block-structured.
boot_code	Reserved.
boot_extern	Reserved.
clustersize	Reserved.
copy	Reserved.
copy_flag	Flag set if this volume is a copy.
copy_thread	Count of copy operations involving this volume.
datasize	Number of data bytes in a page on this volume.
* devt	Device type.
* dir_path	Pathname of the volume/device.
DTCC	Date/time volume was created if it is a copy.
DTVB	Date/time volume was last backed-up.
DTVC	Date/time volume was created.
DTVS	Date/time volume was last scavenged.
filecount	Count of files on this volume.
freecount	Count of free pages on this volume.
fs_overhead	Number of pages on this volume required to store File System data structures.
fs_size	Number of pages on this volume.
fsversion	Version number of the File System under which this volume was initialized.
* iochannel	Number of the expansion card channel through which this device is accessed.
label_size	Size in bytes of the user-defined labels associated with objects on this volume.
\$ lockeddev	Reserved.
machine_ID	Machine on which this volume was initialized.
master	Reserved.
master_copy_ID	Reserved.
* mounted	Flag set if a volume is mounted.
\$ mount_pending	Reserved.
* name	Name of this volume/device.
\$ opencount	Count of objects open on this volume/device.
overmount_stamp	Reserved.
password	Password of this volume.

\$ privatedev	Reserved.
privileged	Reserved.
\$ remote	Reserved.
result_scavenge	Reserved.
scavenge_flag	Flag set by the Scavenger if it has altered this volume in some way.
* slot_no	Number of the expansion slot holding the card through which this device is accessed.
\$ unmount_pending	Reserved.
valid	Unique identifier for this volume.
vol_left_mounted	Flag set if this volume was mounted during a system crash.
volname	Volume name.
volnum	Volume number.
vol_size	Total number of blocks in the File System volume and boot area on this device.
write_protected	Reserved.

OBJECT\_T:

acmode	Set of access modes associated with this refnum.
dir_path	Pathname of the directory containing this object.
DTA	Date/time object was last accessed.
DTB	Date/time object was last backed-up.
DTC	Date/time object was created.
DTM	Date/time object was last modified.
DTS	Date/time object was last scavenged.
eof	Flag set if end of file has been encountered on this object (through the given refnum).
etype	Directory entry type.
file_closed_by_OS	Flag set if this object was closed by the Operating System.
file_left_open	Flag set if this object was open during a system crash.
file_scavenged	Flag set by the Scavenger if this object has been altered in some way.
fmark	Absolute byte to which the file mark points.
fs_overhead	Number of pages used by the File System to store control information about this object.
ftype	Object type.
fuid	Unique identifier for this object.
kswitch	Flag set when the object is killed.
locked	Reserved.
lpsize	Number of data bytes on a page.

machine_ID	Machine on which this object may be opened.
master_file	Flag set if this object is a master.
name	Entry name of this object.
nreaders	Number of processes with this object open for reading.
nwriters	Number of processes with this object open for writing.
nusers	Number of processes with this object open.
private	Flag set if this object is open for private access.
protected	Flag set if this object is protected.
psize	Physical size of this object in bytes.
refnum	Reference number for this object (argument to INFO).
result_scavenge	Reserved.
safety_on	Value of the safety switch for this object.
size	Number of data bytes in this object (LEOF).
system_type	Reserved.
user_type	User-defined type field for this object.
user_subtype	User-defined subtype field for this object.



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