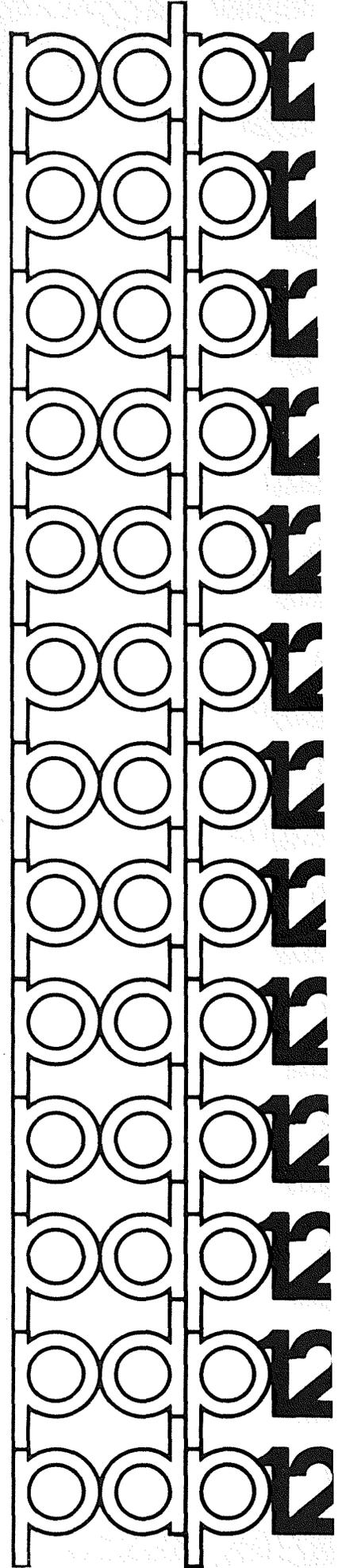


digital

# MILDRED





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## 1.0 PROGRAM OVERVIEW

MILDRED (Multiple Index Lookup, Deletion, Replacement and Entry: Disk) is a set of PDP-12 subroutines for manipulation of LAP6-DIAL<sup>1</sup>/DIAL-MS indexes.

There are three levels of routines, with provision for a routine at any but the lowest level to call any routine of lower level. There is no provision for reentrance or recursion, but the routines are serially reusable (except for REPLACE, as explained later).

Locations 20 to 27 contain DJR, JMP pairs to the entry points of each major routine, so that the coding can be modified without changing calls in external routines.

## 2.0 ENVIRONMENT

MILDRED occupies two tape blocks and, when in core, uses four LINC memory blocks (2000<sub>8</sub> words), including space for the index. The routines are segment-independent, but must be loaded at a segment boundary. Thus memory addresses of 2000, 4000, 14000, etc., can be used, but 2400 or 3000 may not. MILDRED requires that the DIAL-MS I/O routines (blocks 322 and 323 of DIAL) reside in field 1, 7600-7777. Because the disk data break locations (7750-7751) are in segment 3, MILDRED must not be used in segment 3 (i.e. field 0, 6000-7777) when attempting to do disk operations with DF32 or RS08 disks. In this discussion, all locations are relative to the segment into which MILDRED is loaded.

## 3.0 USAGE

3.1 The user's program must load MILDRED from a DIAL tape, add it to his program with Add Binary, or assemble it with his program, at any memory address which is a multiple of 2000<sub>8</sub>. It may then be reused until it is overlaid. He must also load the DIAL-MS I/O routines from tape 0 before using MILDRED. The DIAL-MS I/O routines may be loaded as follows:

```
LDL    7
RDC
6/322
RDC
7/323
```

3.2 Entry points for the routines of MILDRED start at location 20 of the segment into which MILDRED IS loaded, as follows:

```
20 - LOOKUP
22 - ENTER
24 - REPLACE
26 - DELETE
```

---

<sup>1</sup>LAP6-DIAL is hereafter referred to as DIAL.

3.3 LOOKUP, ENTER, and DELETE are called as follows:

```

LIF X          /SEGMENT WITH MILDRED
LDA I          /AC: POINTER TO FILE DESCRIPTOR VECTOR
FDV           /GO TO LOOKUP (ENTER, DELETE)
JMP 20 (JMP 22, 26)
.
.
.
.
FDV, UNIT     /UNIT 0-17 (SAME AS DIAL-MS UNITS)
TEXT "NAME???" /FILE NAME, ENDING WITH 77'S
              /TO FILL FOUR WORDS (8 CHARS)

TYPE          /0023 FOR SOURCE, 0002 FOR BINARY
START        /STARTING BLOCK NO. OF FILE:
              /FILLED BY LOOKUP, ENTER, REPLACE,
              /OR DELETE

LEN          /LENGTH OF FILE IN BLOCKS: FILLED IN
             /BY LOOKUP, CALLER MUST SUPPLY IN
             /ENTER-REPLACE, UNUSED BY DELETE

```

a) LOOKUP has two returns; the first, immediately following JMP 20, is taken if there is an error in the parameter list, or the named file is not found. The second, two words after JMP 20, is taken if the file is found, indicating that the information in the file descriptor vector is correct.

```

LIF X
LDA I
JMP LOOKUP    /GO FIND THE FILE
JMP NOFOUND   /1ST RETURN FILE DOESN'T EXIST
              /COME HERE WHEN FILE IS FOUND

```

b) ENTER has three returns; the first is taken if there already exists a file of the same name and type. The second is taken on errors in parameter list or insufficient space, either in file space or in the index. The third indicates successful updating of the index.

```

LIF X          /SEGMENT CONTAINING MILDRED
LDA I          /POINTER TO PARAMETER LIST
FDV
JMP ENTER     /GO ENTER FILE IN INDEX
JMP EXISTS    /1ST RETURN - FILE ALREADY EXISTS
JMP NOSPACE   /2ND RETURN - NO SPACE FOR FILE
              /COME HERE ON SUCCESSFUL COMPLETION

```

Note that the largest file which can ever be stored on a DIAL tape is 310 blocks, because that is the length of the largest file area.

c) DELETE has only one return, immediately following the JMP 26.

3.4 REPLACE may be called only immediately after a call to ENTER which took the second return. The parameter list need not be explicitly indicated - REPLACE uses that from the preceding ENTER. But the instruction field must be set again.

There are two returns; the first is taken on error in calling sequence or insufficient space. (This can never occur if the new file is smaller than or equal to the old file). The second indicates successful replacing of the old file entry.

LIF X	/SEGMENT CONTAINING MILDRED
JMP REPLAC	/ENTER FOUND A FILE OF SAME NAME
JMP NOSPAC	/NO SPACE FOR NEW ONE
	/COME HERE ON SUCCESSFUL REPLACE

If REPLACE is not able to find space for a new file, the old file remains intact.

If the call to REPLACE is not immediately preceded by a call to ENTER which returns indicating the file exists, the machine will halt and MILDRED must be reloaded.

#### 4.0 DESCRIPTION OF THE ROUTINES:

4.1 LOOKUP: (Level 2, entry point 20) RET3 (Beta 15) is set to 7777 to indicate external call. Internal calls enter immediately following this point, at LKP0000. Here, the return JMP is saved at RET2 (Beta 16). The current instruction field is obtained and used to set the address into which the index will be read. The caller's fields are saved and used to set the data field for MILDRED to enable examination of the user's parameter list. Parameters are set up for READ<sup>1</sup>, which is then called to bring in the index. Upon return, the index is checked for validity (5757 in first word). If invalid, an empty index is built in core by storing 5757 in each word (from 10000 to 1777), and the error return is taken.

At LKP020, the name in the user's parameter list is compared with each name in the index until a match is found or the end of the index is reached. In the latter event, the error return is taken. If a match is found, the type code in the user's parameter list is compared to 23 (S) and 02 (B). If neither, the error return is taken. S causes a jump

---

<sup>1</sup>DIAL-MS READ routines.

to WNTS; B jumps to WNTB, which increments the pointer to the index entry by two and flows into WNTS.

Here RET3 is tested for internal or external call; if internal, RET2, the return JMP, is incremented to allow the caller to distinguish between those cases in which there was a successful name match, but no file of the requested type, and those cases in which the name match was unsuccessful. The starting block number of the file is then moved to the user's parameter list. The length is then picked up and tested to see whether or not there is a file of the requested type. If not, the length will be 5757, and the error return will be taken. If the requested file exists, RET3 is tested to check for external call. If external, the length is stored. The return address is then incremented to indicate a successful find, and LOOKUP jumps to ERRTN. There, RET3 is tested again. If the call is internal, return is immediate. If external, LOOKUP restores the user's fields before returning.

4.2 ENTER (Level 3, Entry Point 22) Starting at NTR000, the return JMP is saved in RET3 (Beta 15). LOOKUP is called at its internal entry point LKP000. Because this is an internal call, there are three returns. The first, indicating that there was no name match, jumps to NTR020, where MARK (Beta 10) is set to 7777 to indicate no name match, and flows to NTR030, which increments the return address, there being no conflict with existing files. From there, control flows in to FSP000 to find space for the file. Subsequent processing is in common with REPLACE, and is described below. The second return indicates that the name was found, but not with the requested file type. A pointer to the matching entry is saved at MARK, and ENTER jumps to NTR030 to increment the return JMP. The third return from LOOKUP indicates that the named file exists. A pointer to its index entry is saved at MARK, ENTSW (Beta 11) is set to 1776 to allow a REPLACE to follow, and the first return is taken by going to RTRN0.

4.3 REPLACE: (Level 3, Entry Point 24) starting at RPL000, the return JMP is saved at RET3 (Beta 15), and ENTSW (Beta 11) is tested for 1776 (indicating that ENTER found a file conflict). Any other value indicates a user error, and the program halts. The LDF instruction at GTF010 is then moved into the instruction stream to again set the data field appropriately for the user's parameter list, the length field for this file in the index is set to 5757 to eliminate the old file, and REPLACE jumps to FSP000 to find space for the file. From this point, processing is in common with ENTER.

The search for file space is performed in two steps; first, a scan is made to find any suitable space in the lower file area. The result, if any, is saved; then a scan of the upper area is made. Because the index is below the middle of the tape, the result of a successful scan of the lower file area can be used to calculate an upper limit for scanning in the upper file area. Beyond this limit, any suitable file space would not be used, since the suitable space in the lower area is closer. Conversely, any space found in the upper area before reaching this limit must be closer to the index than the space found in the lower area. Use of this algorithm eliminates, therefore, the need to compare two possible spaces for closeness to the index, and generally shortens the scan of the upper file area.

Scanning itself is performed by the conflict-search routine, FCT, as follows:

A tentative starting block (TRY) and the length of the desired file (TRYLEN) are set up. Each non-empty index entry is compared to TRY by subtracting its starting block from TRY. If the result is negative, the file specified by this index entry starts at or above TRY. If adding TRYLEN still gives a negative result, the file starts above the end of the tentative file, and there is no conflict. The scan continues to the next index entry.

If there is a conflict, control is returned to the caller to set a new TRY.

If subtracting the starting block from TRY yields a positive result, TRY is above the file specified by this entry, by the value of the result. In other words, AC contains the distance between TRY and the file concerned. This distance is subtracted from the length of the file in question. Here, a negative result implies no conflict, and the scan continues with the next index entry. A positive result represents a conflict, and control returns to the caller.

During the scan of the lower area, TRY moves downward (away from the index). Each time a conflict is found, a new TRY is calculated by subtracting TRYLEN from the starting block of the file causing the conflict. This is the highest possible starting block which will not cause a conflict with this particular file. The conflict search routine is called again, and the whole process repeated. Thus, the maximum number of iterations is the number of

files in the lower file area. During the scan of the upper area, the process is equivalent, except that TRY moves upward. When a conflict is found, a new TRY is calculated as the sum of the start and length of the file in conflict.

In detail, the search is performed as follows:

A SKIP-IF-NEGATIVE instruction (APO I) is moved to FCF050 in the conflict search routine to make it ignore any files in the upper file area. A pointer to the start block field of the user's parameter list is saved at LPl (Beta 8). The user's length request is picked up, tested for validity (zero or negative lengths cause a jump to RTRN0, indicating error), and saved at TRYLEN. The length is then subtracted from 270, to give the block number of highest starting block in the lower file area which could satisfy the request.

This value is in the AC at FSP010, the beginning of the search loop for the lower file area. It is tested to assure that this starting block is positive (i.e., that it is on the tape). If not, there is no space large enough for the file in the lower area, and a jump FSP020 is taken. If the starting block is positive, it is stored at TRY, and the conflict search routine, FCF, is called. Return is to a JMP FCF030 if no file in the index would overlap one which started at the block number in TRY. If a conflict is found, the second return is taken from FCF; in this case, TRYLEN is subtracted from the starting block number of the file which conflicts with TRY. This value is in the AC when FSP jumps to FSP010 to make another search.

The code at FSP020 is entered, as described above, when TRY goes negative before an acceptable space is found indicating that there is insufficient continuous file space in the lower area for a file the size of TRYLEN. NFSW (Beta 12) is set to zero to indicate this. The last block number on the tape is subtracted from TRYLEN and stored at UPLIM so that UPLIM contains the complement of the highest possible starting block which would permit a file of the desired size to fit on the tape. FSP then jumps to FSP035 to scan the upper file area.

The code at FSP030 is entered when FCF is unable to find a file which overlaps with one starting at TRY, thus TRY contains the starting block number of a space in the lower file area large enough to accommodate the desired file. NFSW is set to 7777, indicating space was found in the lower area. TRY is saved at SVTRY. The distance between this space and the

index is  $[346 - (\text{TRY} + \text{TRYLEN} - 1)]$ . The block as far from the index in the upper file area is this number +347. The complement of the latter result is calculated and stored at UPLIM. Thus the search of the upper file area can be stopped and considered unsuccessful if no space can be found closer to the index than the space already found in the lower area. At this point, control flows into FSP035, and processing is the same whether space was found in the lower area or not.

A SKIP-IF-POSITIVE instruction (APO) is moved to FCF050, to cause files in the lower area to be ignored during the conflict search. The AC is initialized to 470, the first block of the upper area, and the upper area scan is begun at FSP040. The AC is stored at TRY, then added to UPLIM. If the result is positive, TRY is too large to be useful because it represents the starting block of a file which would run off the end of the tape, or it is farther from the index than the space found in the lower area. A jump is therefore taken to FSP050, which tests NFSW for a find in the lower area. If none, there is no space, and an error return is taken via RTRN0. If NFSW is set, however, the starting block at SVTRY is restored to TRY, and control flows to FSP060.

If the sum of TRY and UPLIM was negative or zero (zero result will always be negative), FCF is called to search for a conflict. On finding one, the sum of the starting block and the length of the conflicting file is taken as the next TRY, and FSP jumps to FSP040 to begin another scan. If no conflict is found, however, before TRY exceeds the absolute value of UPLIM, TRY represents the best starting block for the new file, and FSP jumps to FSP060.

At this point, MARK (Beta 10) is tested to determine whether an index entry with the desired name already exists. If so, control transfers to FSP100. If not, the index is scanned for an entry containing 5757 in the name field, indicating it is empty. If no empty entry is found, an error return is taken via RTPN0.

If the name is not empty, XPNT is incremented by 4, to address the source-file pointers, and control flows into FCF040. FCF050 having been set to an APO or APO I instruction, the start block is compared to the index TBLK to determine whether the file is in the wrong area for this scan. If it is the wrong area, the loop is re-entered at FCF010. This check, it should be noted, is unnecessary, but was included to speed the scan. Thirteen octal words can be saved by its elimination if space becomes tight.

If an empty entry is found, the file name is moved in from the user's parameter list. The user's type specification (S or B) is examined, and the START and LENGTH pointers for the other file type are filled with 5757. Control flows to FSP1000, where the starting block and LENGTH are stored in the index, and the starting block is stored in the user's parameter list.

The write code, parameter pointer, and return jump are setup for rewriting the INDEX. The I/O handler is called via its internal entry point RWENT. The return address is incremented, to indicate successful completion, the user's fields restored, and control is returned to the caller.

4.4 FCF: (Level 2, no external Entry Point). FCF is the conflict search routine. Given a starting block, TRY, and a length, TRYLEN, its task is to scan the index for a file, one or more of whose blocks is in the range from TRY to (TRY+TRYLEN-1). If it should find such a file, pointers to the starting block and length are returned in XPNT and XPNT2, respectively, and control is returned to (P+2), where P is the address of the calling jump. If no conflict is found, control is returned to (P+1).

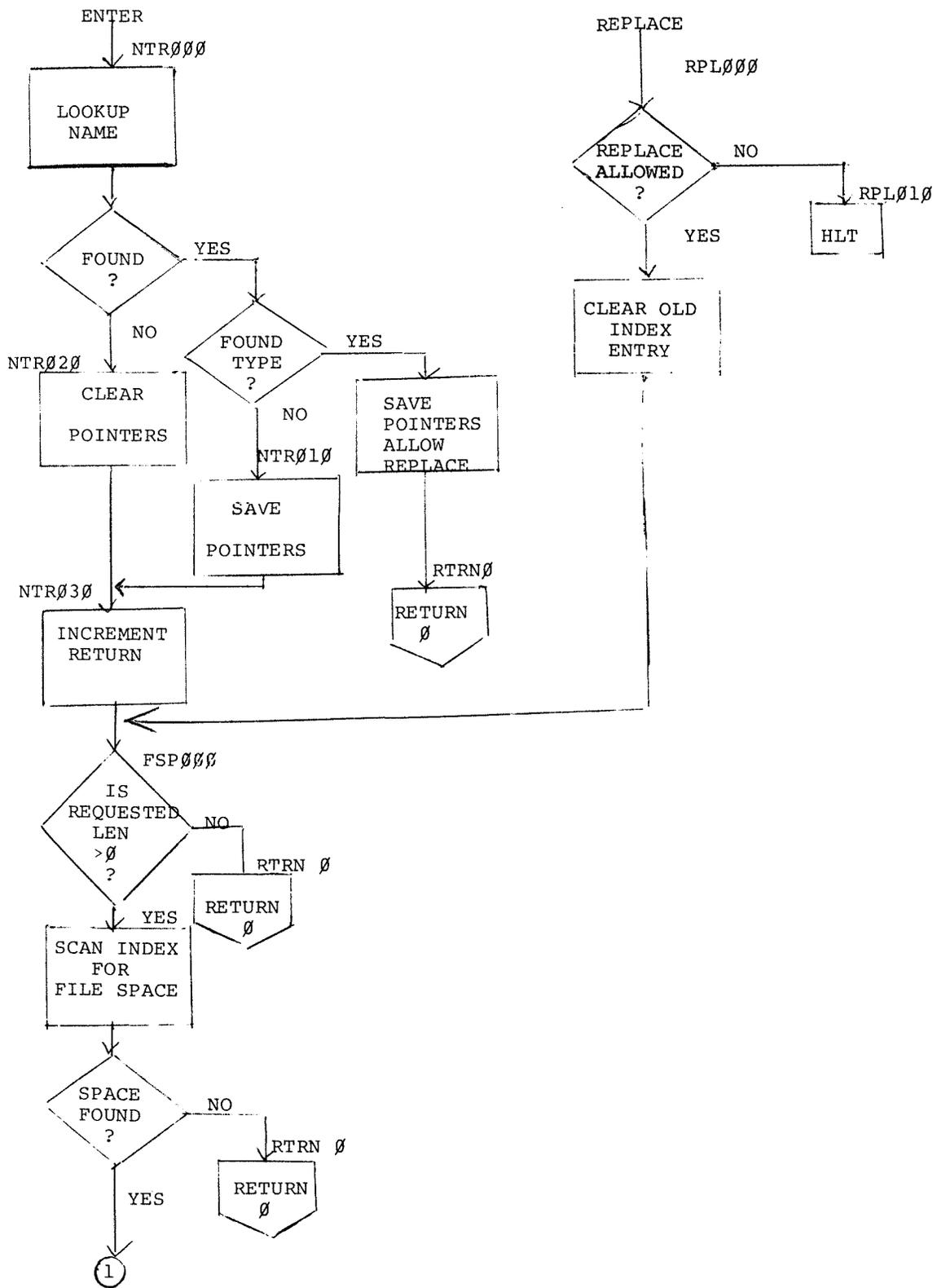
Upon entry at FCF0000, the return jump is saved at RET2, and XPNT (Beta 4) is initialized to point to the first index entry. Control flows to FCF010, where XPNT is incremented and tested for end-of-index. If the end has been reached, there is no conflict and control returns to the caller via RET2. If the end has not been reached, bit 9 of XPNT is tested to determine whether XPNT is pointing to a file name or the start and len area of the entry. In the latter case, control transfers to FCF040. In the former, the name is compared to 5757. If equal, the entry is empty, so XPNT is incremented by 6, and the loop is entered again at FCF010.

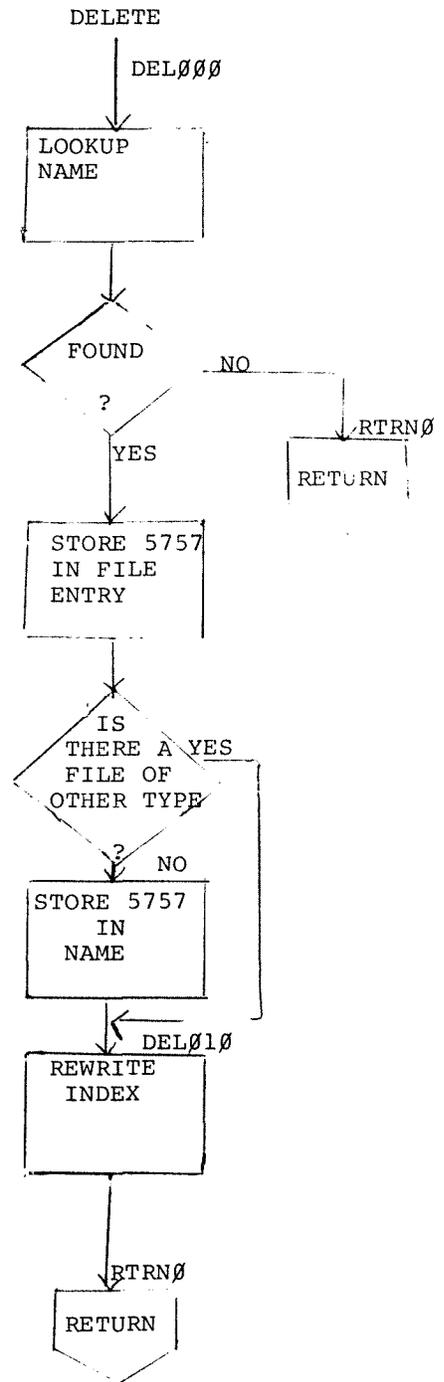
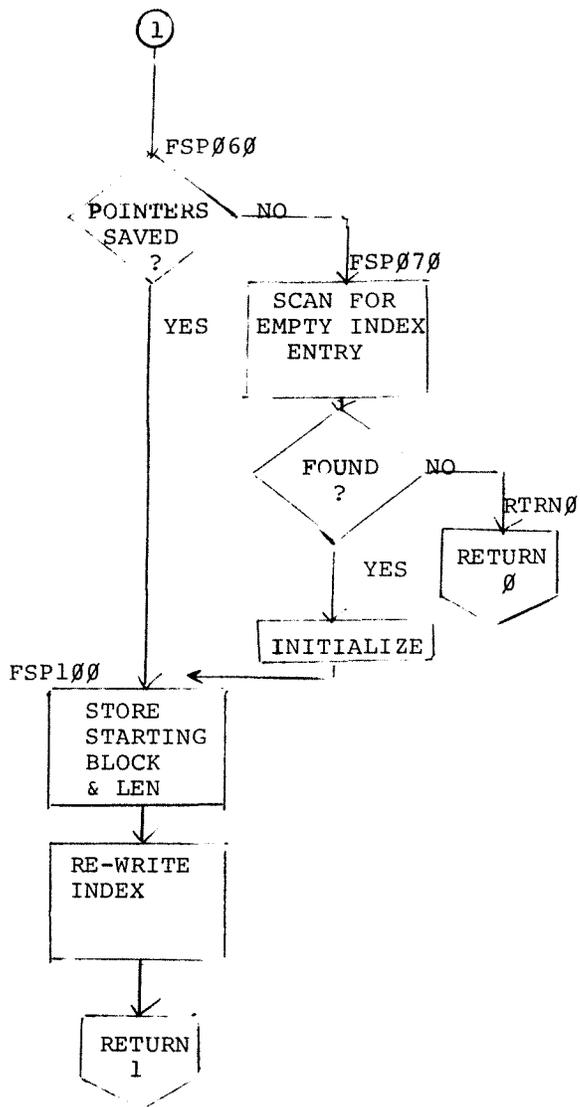
XPNT2 is set to address the length field, which is tested for validity. If negative, there is no file of that type, and the loop is re-entered at FCF010. If the length is positive, the starting block is subtracted from TRY. If the result is negative or zero, TRY is below the start of this file by complement of AC, and control transfers to FCF060. If the result is positive, TRY is above the start of this file by the contents of AC. Subtracting this value from the file length gives a positive result if there is a conflict, a negative or zero result if none. If there is a conflict, it is returned to the caller via FCF070. If not, the scan is resumed at FCF010.

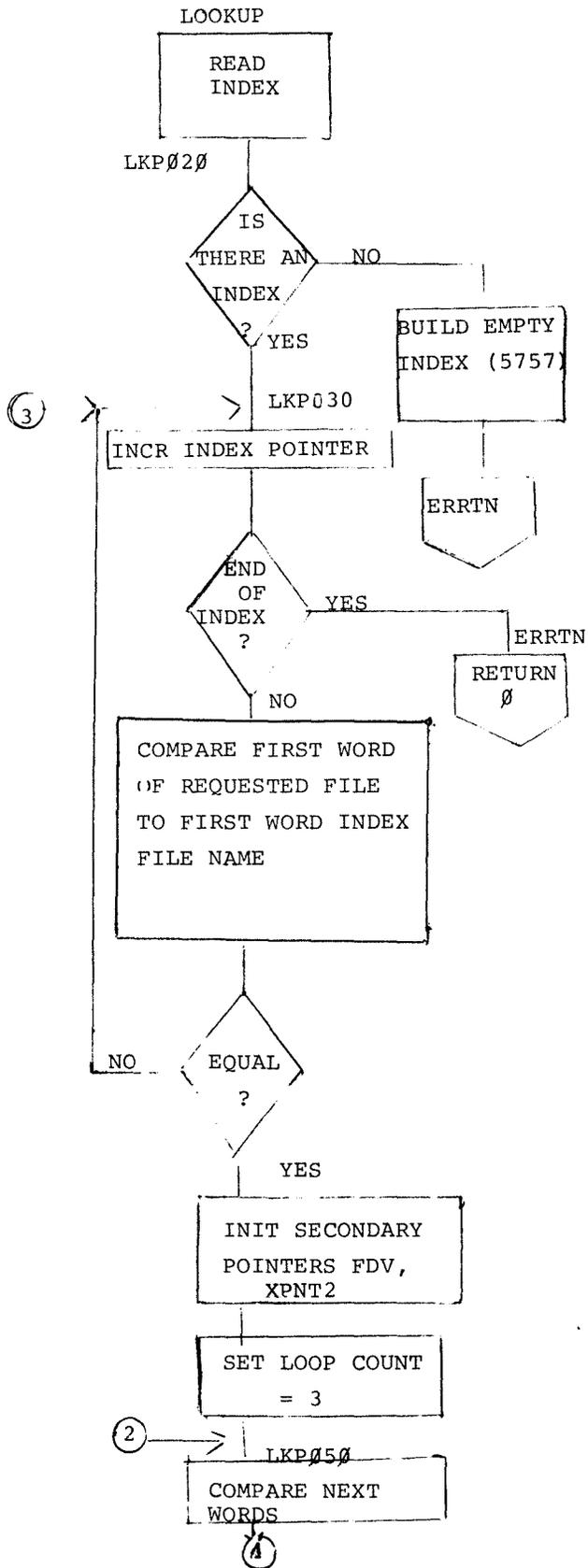
The code at FCF060 is entered when TRY is below the start of this file. TRYLEN is added to the complement of the block difference. A negative or zero result implies no conflict, and the scan continues at FCF010. A positive result is a conflict, so control flows into FCF070, which increments RET2 and jumps to it.

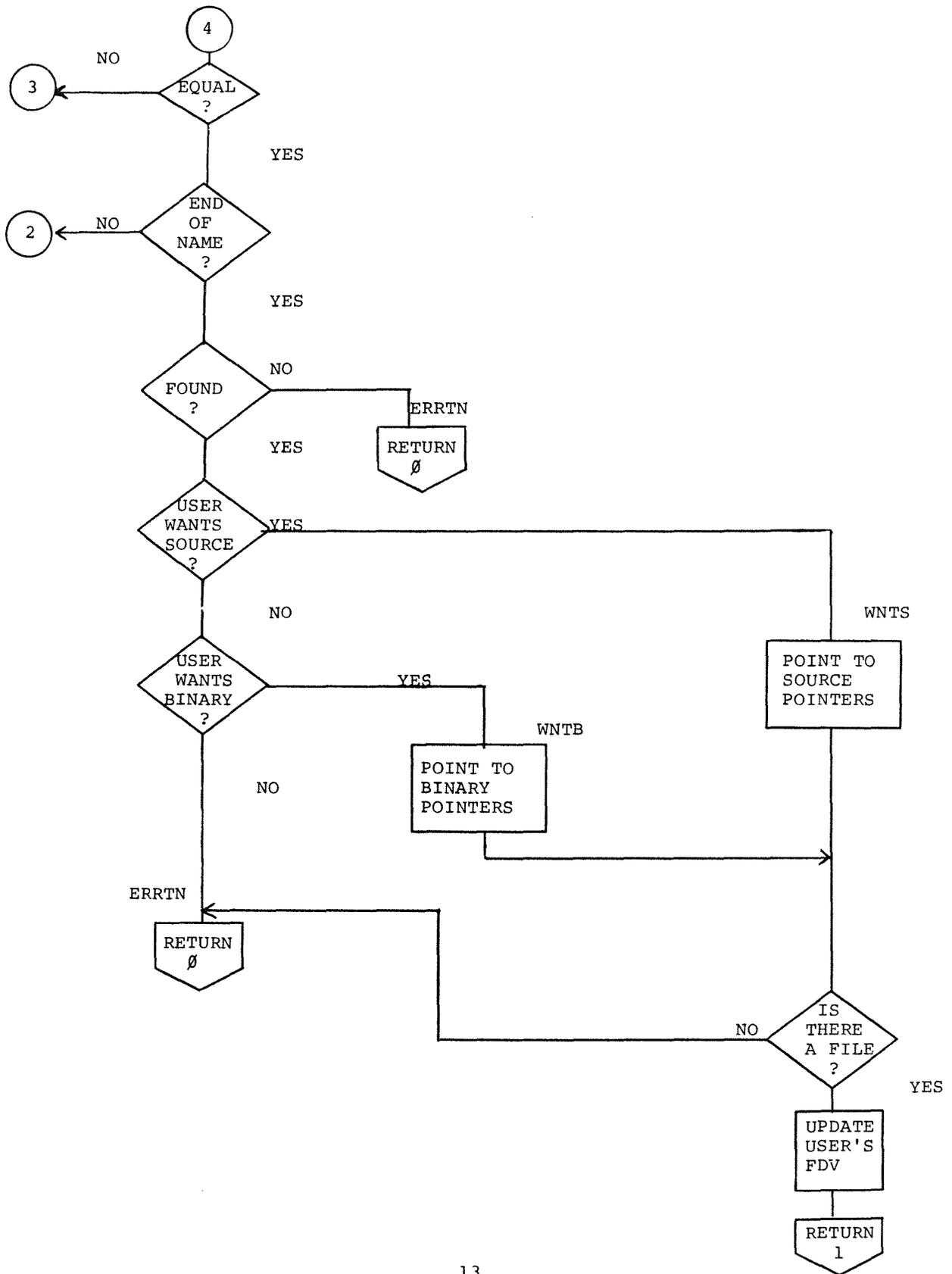
4.8 DELETE: (Level 3, Entry Point 26). Beginning at DEL000, the return jump is saved at RET3 (Beta 15). LOOKUP is then called via the internal entry point LKP000 to find the name and file to be deleted. On each of the alternate returns, a JMP RTRN0 is taken, since it is unnecessary to delete a file which does not exist. On the third return, the start and length words for this file are filled with 5757 to eliminate the file. Bit 10 of the address of the length word is complemented to give the address of the length word for the other file type; that is, if a source file is being deleted, the low order digit of the address of its length word is 5. Complementing bit 1 gives 7, the address of the binary length. The length of the other type file is tested to determine whether such a file exists. If it is positive, a jump is taken to DEL010. If negative, there is no file of the other type, so the name area of the index entry is set to 5757. At DEL010, the write code, return jump, and parameter pointers are set up, and the I/O handler is called at RWENT to rewrite the index.

## 5.0 FLOW CHARTS











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2200  
0001  
0002  
0003  
0004  
0005  
0006  
0007  
0010  
0011  
0012  
0013  
0014  
0015  
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0040  
0041  
0042  
0043  
0044  
0045  
0046  
0047  
0050  
0051  
0052  
0053  
0054  
0055  
0056  
0057  
0060  
0061  
0062

VALUED -- MULTIPLE INDEX LOOKUP, DELETION, REPLACEMENT, AND ENTRY (DISK)  
DIRECT DESCENDENT OF:  
FRED -- FILE REPLACEMENT, ENTRY, AND DELETION  
29 MAY, 1970

BETA REGISTER DEFINITIONS  
(3, 13, 14, AND 17 ARE UNUSED)

PARAM=1  
FDV=2  
XPNT=4  
XPNT2=5  
LP1=6  
LP2=7  
MARK=10  
ENTSW=11  
NFSW=12  
RET3=15  
RET2=16

ENTRY POINTS OF MS I/O HANDLERS

READ=7774  
WRITE=7775  
RWFLD=10

LOAD ADDRESS OF DIAL INDEX -- DO NOT MODIFY: RAMIFICATIONS ARE OVERWHELMING

INDEX=1000

PDP-8 MODE INSTRUCTIONS FOR USE AFTER IOB

LRMF=6244  
LRIB=6234  
LRIF=6224

ENTRY POINTS FOR MAJOR ROUTINES OF FRED

DJR  
JMP LKP000  
DJR  
JMP NTR000  
DJR  
JMP RPL000  
DJR  
JMP DEL000  
EJECT

2220 2006  
2221 6230  
2022 2006  
2023 6265  
2024 2006  
2025 6252  
2026 2006  
2027 6604



```

0162 0247 XPARM+1
0163 0302 ROR 2
0164 0560 BCL I
0165 0740 7740
0166 1620 BSE I
0167 0640 LDF
0170 0110 STA
0171 0243 SETMDF
0172 0560 BCL I
0173 0774 7774
0174 0302 ROR 2
0175 0245 ADD PPOINT
0176 1040 STA
0177 0117 PPNT1
0200 0120 STC PPNT2
0201
0202 /
0203 /
0204 /
0205 6241 JMP SETUDF
0206 1001 LDA PARAM
0207 0560 BCL I
0210 0124 7760
0211 0246 STC XPARM
0212 6243 JMP SETMDF
0213 0002 PDP
0214 6212 CIF RWFLD
0215 4754 JMS I PREAD
0216 4246 XPARM
0217 6141 LINC
0220 LMODE
0221 6241 JMP SETUDF
0222 0064 SET I XPNT
0223 1000 INDEX
0224 1004 LDA XPNT
0225 1460 SAE I
0226 0141 5757
0227 0467 SKP
0230 6155 JMP LKP020
0231
0232 /
0233 /
0234 1020 LDA I
0235 5757 5757
0236 1044 STA XPNT
0237 0224 XSK I XPNT
0240 0150 6146 JMP *-2
0241 0151 0221 XSK I PARAM
0242 1044 STA XPNT
0243 6214 JMP ERRTN
0244
0245 /
0246 /
0247 7774 ADDR OF READ ROUTINE IN FIELD 1
0250 PREAD, READ
EJECT

```

/ FOR BUILDING LDF  
/ DROP EXTRANEIOUS

/ BECOMES INSTR FOR SETTING TO THIS SEGMENT  
/ HOLD FOR LATER USE

/ GET SEGMENT BITS

/ MOVE TO HIGH ORDER  
/ COMBINE WITH PARAMETER ADDRESS

/...FOR INPUT AND OUTPUT

READ THE INDEX

/ SET DATA FIELD FOR USERS PARAMS  
/ GET UNIT  
/ ONLY

/ SET DATA FIELD TO US FOR RETURN FROM I/O  
/ PMODE FOR READING

/ I/O IS IN FIELD 1

/ PARAMETER ADDRESS

/ GET USERS PARAMETER LIST

/ GET FIRST WORD OF INDEX  
/ SKIP IF VALID FOR INDEX  
/ FIRST WORD OF INDEX

/ NOT AN INDEX -- BUILD ONE  
/ INDEX IS OK -- GO TO NAME SCAN

THERE IS NO INDEX -- CREATE ONE

/ GET FILLER WORD

/ STORE IN NEXT INDEX WORD  
/ INCREMENT AND TEST FOR END

/ ZAP ANOTHER

/ ADJUST PARAM

/ ZAP LAST WORD

/ RETURN NO FIND

ADDR OF READ ROUTINE IN FIELD 1

READ

EJECT

```

0251 /
0252 / SCAN INDEX FOR NAME
0253 /
0254 LKP020, LDA I PARAM / GET FIRST WORD OF NAME
0255 STC WORD1 / SAVE AT COMPARE INST
0256 LKP030, LDA I / CONSTANT 7
0257 ADM / ADD IT TO INDEX POINTER
0260 XPN1 /
0261 XPN2 /
0262 XSK XPN1 / TEST FOR END OF INDEX
0263 XSK XPN2 / SKIP NOT END
0264 JMP ERRTN / OTHERWISE RETURN NO SUCCESS
0265 LDA I XPN1 / GET A WORD OF INDEX NAME
0266 SAE I / SKIP OUT OF LOOP IF FIRST WORDS EQUAL
0267 WORD1, 0
0270 JMP LKP030 / LOOP IF NOT EQUAL
0271 SET XPN12 / FIRST WORDS EQUAL
0272 XPN1 / START FINAL COMPARE
0273 SET F0V / POINT TEMPORARY F0V INDEX
0274 PARAM /
0275 SET I LP2 / SET LOOP COUNTER
0276 -3
0277 LKP050, LDA I F0V / GET NEXT TWO CHARS
0300 SAE I XPN12 / COMPARE TO THOSE IN INDEX ENTRY
0301 JMP LKP030 / UNEQUAL - RETURN TO SEARCH LOOP
0302 XSK I LP2 / LOOP TO COMPARE ENTIRE NAME
0303 JMP LKP050
0304 /
0305 / IF WE GET HERE, WEVE FOUND THE NAME
0306 /
0307 LDA I F0V / PICK UP SOURCE/BINARY CODE
0310 SHD I / IS THE CODE S?
0311 2300
0312 JMP WNTS / YES - GIVE HIM SOURCE
0313 SHD I / IS THE CODE B?
0314 0200
0315 JMP WNTB / YES - GIVE HIM BINARY
0316 /
0317 / COME HERE ON DETECTING ERROR, OR UNSUCCESSFUL FIND
0320 /
0321 ERRTN, XSK RET3 / TEST FOR INTERNAL CALL
0322 JMP RET2 / RETURN NOW IF INTERNAL
0323 SET 0 / MOVE IN RETURN JMP
0324 RET2
0325 RESTOR=. /
0326 RESTDF, LDF / MODIFIED FOR...
0327 RESIIF, LIF / ..USERS FIELDS
0330 JMP 0 / RETURN TO CALLER
0331 EJECT

```

```

0332 /
0333 /
0334 /
0335 /
0336 /
0337 /
0340 /
0341 /
0342 /
0343 /
0344 /
0345 /
0346 /
0347 /
0350 /
0351 /
0352 /
0353 /
0354 /
0355 /
0356 /
0357 /
0360 /
0361 /
0362 /
0363 /
0364 /
0365 /
0366 /
0367 /
0370 /
0371 /
0372 /
0373 /
0374 /
0375 /
0376 /
0377 /
0400 /
0401 /

WEVE FOUND WHAT HE WANTS - GIVE IT HIM

WNTB, XSK I XPNT2 / CANT SKIP, BUT THIS ...
      XSK I XPNT2 / ...FAKES OUT THE POINTER
WNTS, XSK RET3 / IF INTERNAL CALL...
      XSK I RET2 / ...SETUP FOR THREE RETURNS
      LDA I XPNT2 / GET STARTING BLOCK NO FROM INDEX
      STA I FDV / STORE IN CALLERS PARAMETER LIST
      LDA I XPNT2 / GET NO OF BLOCKS
      APO / SKIP IF DESIRED DATA EXISTS
      JMP ERRIN / RETURN ERROR IF NO FILE
      XSK RET3 / DONT STORE RESULT IF INTERNAL
      SKP /
      STA I FDV / RETURN NO OF BLOCKS
      XSK I RET2 / INCREMENT JMP RETURN ADDRESS
      JMP ERRIN / NOT REALLY AN ERROR

SETUDF - SET DATA FIELD FOR USERS PARAMETER LIST
SETUDF, LDF / INSTRUCTION OVERLAID
      JMP 0 / RETURN

SETMDF - SET DATA FIELD FOR MILDRED
SETMDF, LDF / MODIFIED
      JMP 0 /

PPOINT, XPARM&777 / LOW-ORDER BITS OF XPARM ADDR
PARAMETERS TO READ ROUTINE
XPARM, 0 / UNIT
      0 / DATA ADDRESS SHIFTED RIGHT 8 BITS
      346 / BLOCK NUMBER
      2 / BLOCK COUNT
      EJECT

```

```

0402 /
0403 / REPLACE -- REPLACE A NAMED ENTRY IN DIAL INDEX
0404 /
0405 / ENTERED IN LINC MODE AFTER CALLING ENTER.
0406 / MAY BE CALLED ONLY IMMEDIATELY AFTER ENTER HAS RETURNED TO P+1,
0407 / INDICATING THAT A FILE OF THE PROPOSED NAME AND TYPE ALREADY EXISTS.
0410 /
0411 / RPL000, SET RET3 / SAVE RETURN
0412 / 0
0413 / XSK I ENTSH / TEST FOR NAME FOUND, SET "REPLACE"
0414 / RPL010, HLT / ILLEGAL SEQUENCE -- STOP
0415 / XSK ENTSH / TEST FOR CONTINUE AFTER HALT
0416 / JMP RPL010 / BAD BOY -- STOP AGAIN
0417 / JMP SETUDF / GET CORRECT DATA FIELD
0420 / LDA I / ZAP LENGTH FIELD OF THIS FILE
0421 / 5757
0422 / STA XPNT2
0423 / JMP FSP000 / ALL LOOKS GOOD -- DO YOUR THING
0424 /
0425 / ENTER -- ADD A NAMED ENTRY TO DIAL INDEX
0426 /
0427 / ENTERED IN LINC MODE WITH AC POINTING TO A PARAMETER LIST
0430 / IDENTICAL TO THAT FOR LOOKUP, EXCEPT THAT THE FILE-LENGTH
0431 / FIELD IS FILLED BY THE USER.
0432 /
0433 / RETURN IMMEDIATELY FOLLOWING THE JMP (P+1) IF THE FILE ALREADY EXISTS.
0434 / RETURN TO P+2 IF THERE IS NO ROOM FOR THE FILE.
0435 / RETURN TO P+3 IF OPERATION COMPLETE (DIAL INDEX HAS BEEN UPDATED).
0436 /
0437 / NTR000, SET RET3 / SAVE RETURN
0440 / 0
0441 / JMP LKP010 / LOOKUP NAME IN INDEX
0442 / JMP NTR020 / THIS NAME IS NOT IN INDEX
0443 / JMP NTR010 / NAME IS IN INDEX, BUT NOT WITH THIS TYPE
0444 /
0445 / WE FOUND A FILE OF THIS NAME AND TYPE
0446 /
0447 / LDA I / GET CONSTANT -2
0450 / -2
0451 / ADD XPNT2 / POINT TO POINTER AREA - 2
0452 / STC MARK / SAVE POINTER FOR REPLACE
0453 / SET I ENTSH / INDICATE READY-FOR-REPLACE
0454 / 1776
0455 / JMP RTRN0 / GO HOME
0456 /
0457 / FOUND THE NAME, BUT NOT TYPE
0460 /
0461 / NTR010, LDA I / CONSTANT -2
0462 / -2
0463 / ADD XPNT2 / FROM POINTER INDEX
0464 / STC MARK / SAVE ADDR OF FILE POINTERS
0465 / JMP NTR030 / GO BEGIN SCAN FOR FILE SPACE
0466 /
0467 / NOTHING FOUND IN THE LOOKUP SCAN
0470 /
0471 / NTR020, SET I MARK / INDICATE NO FIND
0472 / 7777
0473 / NTR030, XSK I RET3 / NO NAME CONFLICT, INCREMENT RETURN
0474 / EJECT

```





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0667 /
0670 /
0671 /
0672 /
0673 /
0674 /
0675 /
0676 /
0677 /
0700 /
0701 /
0702 /
0703 /
0704 /
0705 /
0706 /
0707 /
0710 /
0711 /
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0735 /
0736 /
0737 /
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0741 /
0742 /
0743 /
0744 /
0745 /
0746 /
0747 /

/
/
/
HE WANTS A SOURCE FILE -- SCRATCH THE BINARY POINTERS
FSP080, SET LP2 / TEMP POINTER
MARK
XSK I LP2 / CANT SKIP
XSK I LP2 / DITTO
LDA I / GET 57S...
5757
STA I LP2 / STORE THEM...
STA I LP2 /... IN BINARY POINTERS
JMP FSP100

/
/
HE WANTS BINARY FILE
FSP090, LDA I
5757
STA I MARK / STORE 57S...
STA I MARK /...IN SOURCE POINTERS

/
/
MARK NOW POINTS TO POINTER AREA OF DESIRED TYPE IN A NAMED INDEX ENTRY
FSP100, LDA
1000 / PICK UP STARTING BLOCK
0472 0600
0473 1070
0474 1046
0475 1026
0476 1070

/
/
NOW EVERYBODY IS HAPPY EXCEPT THE TAPE, WHICH HASNT BEEN UPDATED
FSP110, XSK I RET3 / BUMP RETURN ADDR
0500 JMP SETMDF / SET DATA FIELD TO MILDRED
0501 PDP
PMPD / PMPD FOR I/O
CIF RWFLD / ROUTINES IN FIELD ONE
JMS I PWRITE
XPARM / RELOCATED FOR THIS SEGMENT
LINC
LMODE
RTRN0, SET 0 / MOVE RETURN JMP TO 0
RET3
DJR
JMP RESTOR / RETURN TO USER

/
/
ADDR OF WRITE ROUTINE IN FIELD 1
PPNT2, 0512 7775 PWRITE, WRITE
EJECT

```

```

0750 /
0751 / FIND POSSIBLE CONFLICT BETWEEN INDEX ENTRY AND TRIAL STARTING BLOCK
0752 /
0753 / CALLER MUST SET OR CLEAR I-BIT IN FCF050 TO SELECT DESIRED FILE AREA
0754 /
0755 /
0756 / FCF000, SET RET2 / SAVE RETURN
0757 /
0758 / SET I XPNT / INITIALIZE POINTER TO INDEX IN CORE
0759 / INDEX+6
0760 / FCF010, XSK I XPNT / SKIP ON END OF INDEX
0761 / SKP
0762 / JMP RET2 / END OF INDEX, RETURN NO CONFLICT
0763 / XSK I XPNT / INCREMENT AGAIN, NO SKIP POSSIBLE
0764 / LDA
0765 / XPNT / PICK UP POINTER
0766 / ROR I 3 / MOVE BIT 9 TO LINK
0767 / LZE / SKIP IF NAME AREA OF ENTRY
0768 / JMP FCF040 / JMP IF POINTER AREA
0769 / LDA XPNT / GET FIRST WORD OF NAME
0770 / SAE I / SKIP IF EMPTY ENTRY
0771 / 5757
0772 / JMP FCF030 / WORD IS VALID NAME
0773 / LDA I / GET CONSTANT 6
0774 / 6
0775 / ADM / ADDRESS NEXT ENTRY - 2, THIS ONE IS EMPTY
0776 / XPNT
0777 / JMP FCF010 / TRY NEXT INDEX ENTRY
0778 / LDA I / INCREMENT BY 4
0779 / 4
0780 / ADM /...TO ADDRESS POINTER
0781 / XPNT
0782 /
0783 / XPNT NOW ADDRESSES A STARTING BLOCK NO
0784 /
0785 / FCF040, LDA XPNT / PICK UP STARTING BLOCK
0786 / ADA I / SUBTRACT INDEX LOCATION
0787 / -347
0788 / FCF050, APO / REVERSE SENSE BIT MAY BE SET BY CALLER
0789 / JMP FCF010 / TRY AGAIN IF WRONG FILE AREA
0790 / SET XPNT2 / TEMP POINT TO LENGTH WORD
0791 / XPNT
0792 / LDA I XPNT2 / PICK UP LENGTH
0793 / APO / SKIP IF LENGTH POS
0794 / JMP FCF010 / NEG LEN -- NO FILE HERE
0795 / EJECT
0796 /
0797 /
0798 /
0799 /
0800 /
0801 /
0802 /
0803 /
0804 /
0805 /
0806 /
0807 /
0808 /
0809 /
0810 /
0811 /
0812 /
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0815 /
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0823 /
0824 /

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1025 /
1026 / WE NOW HAVE A VALID INDEX ENTRY
1027 / COMPARE IT TO TRY
1030 /
1031 / LDA XPNT / STARTING BLOCK OF THIS FILE
1032 / BCL I / CLEAR GARBAGE IN HIGH THREE BITS
1033 / 7000
1034 / COM
1035 / ADD TRY / SUBTRACT XSTART FROM TRY
1036 / APO / SKIP IF TRY ABOVE XSTART
1037 / JMP FCF060 / JMP IF BELOW
1040 /
1041 / TRY IS ABOVE THE START OF THIS FILE
1042 /
1043 / COM / MAKE DIFFERENCE NEGATIVE
1044 / ADA XPNT2 / SUBTRACT DIFFERENCE FROM FILE LENGTH
1045 / APO / ZERO RESULT WILL BE NEG (7777)
1046 / JMP FCF010 / NO CONFLICT, TRY NEXT ENTRY
1047 / JMP FCF070 / CONFLICT FOUND -- RETURN
1050 /
1051 / THE TRY IS BELOW OR AT THE START OF THIS FILE
1052 /
1053 / FCF060, ADD TRYLEN / SUBTRACT STARTING DIFF FROM LEN OF TRY
1054 / APO / SKIP IF CONFLICT
1055 / JMP FCF010 / NO CONFLICT - TRY NEXT ENTRY
1056 /
1057 / WE HAVE FOUND A CONFLICT -- RETURN IT TO CALLER
1060 /
1061 / FCF070, XSK I RET2 / INCREMENT RETURN ADDRESS
1062 / JMP RET2 / GO BACK
1063 /
1064 / WORK AREA
1065 /
1066 / TRY, 0
1067 / TRYLEN, 0
1070 / SVTRY, 0
1071 / UPLIM, 0
1072 / EJECT

```





NO ERRORS

SYMBOL	VALUE	DEF	REFERENCES
DEL000	04	1100	0061
DEL010	4041	1140	1143
ENTSW	0011	0021	0120 0415 0453
ERRTN	4214	0321	0243 0264 0345 0352
FCF000	4513	0755	0530 0600
FCF010	4517	0761	1002 1016 1023 1046 1055
FCF030	4541	1003	0775
FCF040	4545	1012	0771
FCF050	4550	1015	0502 0570
FCF060	4573	1053	1037
FCF070	4576	1061	1047
FDV	0002	0013	0273 0277 0307 0342 0350
FSP000	4311	0500	0423
FSP010	4334	0523	0536
FSP020	4350	0542	0526
FSP030	4357	0554	0531
FSP035	4371	0566	0550
FSP040	4376	0573	0604
FSP050	4410	0610	0577
FSP060	4415	0620	0601
FSP070	4421	0627	0641
FSP080	4454	0672	0661
FSP090	4465	0706	0664
FSP100	4471	0715	0621 0702
FSP110	4500	0727	1124 1141 1155
INDEX	1000	0036	0223 0626 0760 1137 1151 1162
LKP000	4030	0102	0053
LKP010	4032	0104	0441 1102
LKP020	4155	0254	0230
LKP030	4157	0256	0270 0301
LKP050	4200	0277	0303
LP1	0006	0016	0507 0720 0721
LP2	0007	0017	0275 0302 0510 0511 0672 0674 0675 0700 0701
LRIB	6234	0043	0122
LRIF	6224	0044	0157
LRMF	6244	0042	
MARK	0010	0020	0452 0464 0471 0620 0625 0632 0633 0636 0647 0651 0653 0655 0673 0710 0711 0717 0722
NFSN	0012	0022	0542 0554 0610
NTR000	4265	0437	0055
NTR010	4301	0461	0443
NTR020	4306	0471	0442
NTR030	4310	0473	0465
PARAM	0001	0012	0117 0205 0241 0254 0274 0505 0646 0650 0652 0654 0656
PPNT1	4132	0216	0177
PPNT2	4504	0734	0200
PPOINT	4245	0371	0175
PREAD	4154	0247	0215
PWRITE	4512	0746	0733
READ	7774	0030	0247
RESTDF	4220	0326	0141 0143
RESTIF	4221	0327	0132 0145
RESTOR	0220	0325	0742
RET2	0016	0024	0104 0322 0324 0340 0351 0755 0763 1061 1062
RET3	0015	0025	0102 0321 0337 0346 0411 0437 0473 0726 0740 1100
RPL000	4252	0411	0057
RPL010	4255	0414	0416
RTRN0	4506	0737	0455
RWFLO	0010	0032	0214 0732
SAVFLO	4047	0124	0133
SETMDF	4243	0365	0171 0211 0727

SYMBOL	VALUE	DEF	REFERENCES
SVTRY	4602	1070	0561 0613
TRY	4600	1066	0527 0557 0574 0614 0716 1035
TRYLEN	4601	1067	0517 0533 0546 0562 1053
UPLIM	4603	1071	0547 0565 0575
WNTB	4223	0335	0315
WNTS	4225	0337	0312
WORD1	4170	0267	0255
WRITE	7775	0031	0746
XPARM	4246	0375	0162 0210 0216 0371 0734
XPNT	0004	0014	0222 0224 0236 0237 0242 0261 0262 0265 0272 0535 0602 0757 0761 0764 0766 0772 1001 1006 1012 : PA 1031 1127
XPNT2	0005	0015	1130 1131 1132 1136 1140 1142 1150 1152 1153 1017 1021 1044 1110 1113 1114 1116 1121 1122

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