



DECUS

PROGRAM LIBRARY

DECUS NO.	8-588
TITLE	PEEK, A USER PROGRAM TO LOOK AT THE TSS-8 MONITOR
AUTHOR	Paul Kinzelman
COMPANY	Carnegie-Mellon University Pittsburgh, Pennsylvania
DATE	December 2, 1972
SOURCE LANGUAGE	PAL-D

ATTENTION

This is a USER program. Other than requiring that it conform to submittal and review standards, no quality control has been imposed upon this program by DECUS.

The DECUS Program Library is a clearing house only; it does not generate or test programs. No warranty, express or implied, is made by the contributor, Digital Equipment Computer Users Society or Digital Equipment Corporation as to the accuracy or functioning of the program or related material, and no responsibility is assumed by these parties in connection therewith.

DECUS

College Library



Library

Collection

Books

Periodicals

Microfilm

THE UNIVERSITY OF MICHIGAN LIBRARY
ANN ARBOR, MICHIGAN 48106-1000
TEL: (313) 763-1000
FAX: (313) 763-1001
WWW: WWW.LIBRARY.MICHIGAN.EDU

DOCUMENTATION FOR PEEK - Sept 1972

Abstract

PEEK is a diagnostic program for TSS-8 which enables a user to look at any location or set of contiguous locations (maximum of 8) in the resident monitor. The program is useful to watch the monitor without disturbing the operation of the monitor. PEEK may be run under any account number.

Introduction

The program uses the same UUO that SYSTAT uses to find out the status of jobs, etc. The user of PEEK should have a listing of TSS-8 because all interaction with PEEK is by octal numbers - no symbolic addresses.

The program will only look at TS8 and TS8II since the "PEEK" UUO only allows a job to look at fields zero and one. The monitor may be patched, however, to allow PEEK to look at any field. This would be useful on systems with two or more user fields. PEEK would be able to look at another user, SI, or FIP, whenever these programs are in core.

Advantages of PEEK over XDDT for Debugging

PEEK is more useful than XDDT for light debugging because XDDT cannot be run from a user program. Another difficulty with XDDT is that the monitor must be restarted to run XDDT. A PEEK job is just another job and so may be run at any time.

Operation of PEEK

The starting address is 0. A <ctrl C> starts the program over. After being started, PEEK outputs a carriage return (CR) and linefeed (LF), and waits for a command.

The format of the command string is: location <delimiter> number of words <delim>. The desired field is the high order location digit if there are five digits in the location number. The monitor ANDs the field digit with "1" to allow observation of fields 0 and 1 only. The monitor may be patched to allow looking at any field.

The maximum number of words is eight. Illegal characters are ignored and not echoed. A rubout causes the line to be ignored.

Valid delimiter characters are: space (SP), carriage return (CR), and altmode or escape (ALT). Type the desired field /location and CR if this one location is desired. If more than one location in a row is desired, type the field /location, SP, number of words, CR or SP. The series of locations will print out.

ALT may be typed instead of CR. ALT will cause the data to type out, CR and LF, a long simulated tab, and then the program will hard-loop looking at the location(s) until any location(s) change. PEEK will output the new data and continue to loop, waiting for the data to change again. This will continue until <ctrl C> is typed.

The ALT looping feature allows you to catch the JOBSTS of any job when the JOBSTS change, for instance.

"U" and "L" are the only valid characters which may be typed at any time. "L" CAUSES PEEK to hard-loop whenever PEEK is waiting for TTY input. "U" cancels the "L" command. The purpose of the "L" command is to lock the PEEK job in core in case you want to stay in one field to watch something. The lockup is not complete, however, as the monitor may swap out the PEEK job, since the PEEK job is just a normal job.

