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CTSS BULLETIN 71

Subject: A Bug in the Loader

As a program is being loaded, the loader constructs a table of needed entry points to subroutines. During the search of a library, this table of needed routines is checked against each routine in the library to determine whether or not the library routine should be loaded. The bug is that only the first ten entries of each library routine are checked. If the needed entry point happens to be beyond the tenth entry to the library routine, it will not be loaded.

Due to the organization of the loader, the bug cannot be fixed quickly. There are two relatively easy ways for the user to get around this problem when it occurs.

- 1) With the new loader, use the (NEED) argument followed by one of the first ten entries to the needed routine. This may be done with the USE command after the need message has noted the missing routine.
- 2) With the old loader, load a dummy routine which contains one of the first ten entry names in its transfer vector.