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Identification

qdump7: A Command to Punch Segments in 7-punch Format
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Purpose

This section describes a command to punch out segments in 7-punch format. It is intended for use only when the Output Driver daemon is being used for delayed punching.

Usage

The following command may be issued.

qdump7 pathname1 pathname2 ... pathnameN

qdump7 causes the successive segments indicated by the given pathnames to be converted to 7-punch format and queued for punching by the Output Driver daemon. Each 7-punch deck is preceded by a header control card and followed by a blank card which causes the last card of the 7-punch deck to be stacked in the output hopper. The header control card has 5-7 punches in column 1, a blank column 2, and the pathname in columns 3-80. Except for column 1, the card is punched according to the Multics key punch code specified in BB.3.02.

The pathnames given by the user are interpreted by calling entryarg. The pathnames punched on header cards are the resulting complete pathnames. The resulting deck with its header card are suitable for being read back by read7.

The amount of data punched from the segment is a whole number of words determined by the bit-length, rounded up to the nearest 36-bit multiple. If the bit-length is zero, the current length is used. If the current length is zero, a comment is written on user_output and the segment is skipped. If the segment cannot be found, it is skipped.

Method of Operation

qdump7 first attaches a temporary file (via the File System Interface Module); if the attachment fails, a comment

is written on user_output and gdump7 returns. Next the outer module punch7 (see Section BF.10.02) is spliced in (attached) to accomplish the linear binary to 7-punch conversion. Pathnames are converted by calls to punch$c9_12 (see BF.10.03), and the header cards are written directly into the file. The given pathnames are interpreted by calls to entryarg. If a segment cannot be found, or if its bit-length and current length are both zero, the segment is skipped. After card images for all the 7-punch decks (for all the given segments) have been written into the file, gdump7 calls dpunch to queue a copy of the file for delayed punching by the Output Driver daemon; the temporary file is deleted.