

January 28, 1965

## CTSS BULLETIN 74

SUBJECT: New Loader: L command.

### Purpose

Since some users are now loading large numbers of subroutines, it appears that the regular loader is not able to carry large enough tables to keep track of entry names already loaded, or still missing. The new L command provides for larger tables.

### Table Size

The MOVIE table is 1200 words long (instead of 500).  
The table of missing entries is 250 words (instead of 100).

### Usage

#### L LOAD ARGUMENTS

LOAD is   LOAD   for regular loading (loader sits in core).  
          LOADGO same, but execution is started after  
                  loading.  
          VLOAD  for vanishing loader, ERASABLE reserved.  
          NCLOAD for vanishing loader, and no ERASABLE.  
If omitted, assumed LOAD.

ARGUMENTS is any list meeting the same requirements as for the regular LOAD command except (OLD) - (Ctss bulletins 57 and 65).

### Differences with the LOAD Command

The increase in the size of tables reduces accordingly the maximum size which can be used by the user's programs during the loading.

The LOAD option starts loading the user's program from 7000 octal (instead of 5200).

Routines loaded from a library may be called by an entry not included within the first ten. (Correction for CTSS bulletin 71.)

There may be more than 150 entry names missing at one time, as long as this does not occur during a library search.

The (OLD) option is not available.

L always calls CHNCØM, regardless of the outcome of the loading. No core image is kept if the loading failed.