MULTICS SYSTEM-PROGRAMMERS MANUAL

SECTION BF.10.03 PAGE 1

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Identification

card, punch: A Spliceable Outer Module to convert between Multics key-punch-code card images and ascii character strings

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(Note that this is an Abstract which will be replaced at a later time by a complete document.)

Function:

The segment <u>card</u> (synonym <u>punch</u>) can be spliced between a user and a Multics card source/sink and used to write/read Multics cards. The key punch code implemented is that described in section BB.3.02. The code conversion table is that in the externally referenced segment <u>cpseq</u>. It also has entry points intended for use as a conversion subroutine.

Calling sequence:

The standard I/O-System outer calls <u>attach</u>, <u>detach</u>, <u>read</u>, <u>write</u>, <u>setsize</u>, and <u>getsize</u> are implemented; see Section BF.1.00 for explanations and declarations. For subroutine use the following calls are implemented.

call card\$c12_9(inptr, outptr, n);

call punch\$c9_12(inptr, outptr, n);

Declaration and description of arguments:

declare inptr ptr, outptr ptr.

/*pointer to data to be converted*/
/*pointer to where converted data
 goes*/
/*number of characters or columns

n fixed;

/*number of characters or columns to be converted*/

In the case of card-column to character conversion, <u>inptr</u> points to the first of <u>n</u> packed 12-bit strings representing the card columns, and <u>outptr</u> points to a character string where the characters are to go. In the case of character to card-column conversion, <u>inptr</u> points to the character string and <u>outptr</u> points to the packed 12-bit column representations. In all cases the data must be left adjusted on a word boundary.