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<u>Identification</u>

Command to force users off system bump
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<u>Purpose</u>

In Initial Multics it may be necessary at times to remove users from the system. This might happen if the system operator wishes to shut down the system quickly, for example, because the outside temperature has exceeded 90 degrees . . . Or the operator may wish to disconnect one teletype or log out a mischievous user.

User

To initiate the automatic logout of a user or group of users, the operator types the command

bump-hangup-user1- -user2 - ... -usern-

where user is either 1) the name of a console line to which a user is attached or 2) the 2-part id (name and project separated by ".") of some logged in user. If user1 = "all" then bump logs out all users except the operator. If the first argument to bump is the word "hangup" then the system will not accept more dialups over the line.

<u>Implementation</u>

If user1 = "all" bump simply calls load_control\$trim_load (1, status); which causes load_control to log out all but 1 user.

If user1 \neq "all" then bump calls, for each combination of name and project

("aa" is always the user's tag in initial multics, until multiple logins by a single user are allowed.) If line names were given instead of user names (line names contain no periods but user names do) bump can find out the user's name by looking at the user's group directory. The group directory has two names: the name of the line and the user id.

The calls to load_control cause each process-group affected to log itself out. Now, normally when a process-group logs itself out it creates another user-process-group to take its place (see BQ.2.02). When the operator types "hangup" as his first argument, he does not wish this to happen, because he wishes to keep other users from logging in over that line.

Hence, if the first argument to bump is "hangup", before bump logs out the users, it sets a switch in the "user_data" segment (see BQ.3.01) of each user group, which warns user control not to create another process-group for this line but simply to die quietly. User control does this by sending an interprocess communication event to the process in which bump executes, then looping on a call to quit_proc, with itself as the target process.

When bump receives the interprocess communication event from the user process signifying that it is about to quit itself, bump calls destroy_proc to destroy the user process.