

Card Input Pattern

1. Card reader DIM - reads ~~#~~ 80 col in binary mode when called. returns EOF on empty hopper.

2. Card operator process - calls card reader DIM for binary images. Started by operator typing on his console

Cardread α

α is the name of a file containing the card reader configuration (#, channels, etc.)

Operator has two requests

read { normal } alpha
 { binary }

alpha is the name of a card reader. All card readers start in normal mode.

normal mode

all decks assumed to be one of standard formats acceptable to card reader conversion library. Before each deck is a card, typed on 48-character ~~with~~ header "H" O26 card punch: (with escapes, if necessary)

input file_name tree_name access_list

After each deck is an end-of-file card, consisting of a
12-11-0-1-2 3-4-5-6-7-8-9 punch in col. 1

branch-x mode

(By definition, branch-x mode is a deck of cards which may have a standard end-of-file card or part of the data)

Deck may contain any cards - Before first card is an input card as described under normal mode. End of deck is signified by physical end-of-file from card reader.

Fabricated calls

(at time of writing,

- (1) name of subroutine
- (2) number of args
- (3) mode of args

is unknown, but at time of execution, they are.)

1. Shell calling commands
2. File system calling it up website
3. Parent enters calling parent location
4. Interpreter communitator calling a subroutine.

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User identification

24 char project name

24 char user name

4 char appended identifier

{ 1 for most cases
2 for second instance of same
user logged in, etc.