Identification

Segment Management Primitives
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Purpose

The BFS provides segment management primitives available both to system modules such as the linker and to the general user. The primitives are used to establish segment name-segment number correspondences and to perform various tasks necessary to utilize a segmented system.

Primitives

The following is a list of the new segment management primitives of the BFS. Although they are available to the general user as well as to system programs, outside of ring 0 they must be called via hcs_. Following this list is a detailed discussion of each primitive. (Note that declarations of all arguments follow the separate discussions.)

1. initiate
2. seg_man$get_segment
3. seg_man$get_rel_segment
4. seg_man$get_seg_ptr
5. seg_man$terminate
6. seg_man$make_seg
7. seg_man$set_wdir
8. seg_man$get_wdir
9. seg_man$get_path_name
10. seg_man$get_name
11. seg_man$get_seg_status
1. **initiate**

The following call is provided to initiate a segment and to obtain a pointer to the initiated segment.

```plaintext
call initiate (dirname, name, callname, copy, segptr);
```

*dirname* is the pathname of the directory in which the segment named *name* is to be found. *callname* is the reference name of the segment. *copy* is used as follows:

- If *copy* = 0 then a copy of the segment is initiated if the copy bit in the branch is on; the original segment is initiated if the copy bit in the branch is off.
- If *copy* = 1 then the original segment is initiated regardless of the value of the copy bit in the branch.
- If *copy* = 2 then a copy of the original segment is initiated regardless of the value of the copy bit in the branch.

*segptr* is a pointer to the initiated segment and is set to null if the segment could not be initiated.

By convention, if *dirname* is the null character string, *initiate* returns a non-null *segptr* only if this segment was already initiated by the reference name *callname* in the ring corresponding to the validation level. (This convention is established to allow simple implementation of get_seg_ptr.)

Implementation of *initiate* is as follows:

1. A name unique to the calling ring is constructed by concatenating the validation ring number with the actual name: `nn__callname`, where *nn* is the ascii representation of the decimal value of the validation ring number.

2. The pathname is checked. If it is not a null string go to step 3. If it is null the KST is searched for an entry with this name by calling `sumnsrchkst`. If found, *segptr* is constructed from the returned segment number and a return is made. If not found a null pointer is returned in *segptr*. 
3. Findbranch is called with the pathname and name to see if they can be found in the specified directory. If not found, a null pointer is constructed and a return is made.

4. Effmode is called to obtain the effective mode of the branch and the mode attributes in the branch are checked for at least some permission if the initiated segment is not a directory and for execute permission if it is a directory segment. A null segptr is returned if these checks fail.

5. Makeknown is called at makeknown$add_callname to make the segment known and to add the name to the KST. If makeknown returns with an error code (which may be not fatal) segptr as returned by makeknown is returned. segptr will be null if the error was fatal and will point to the known segment if it is not fatal.

6. The copy switch in the branch is now checked in conjunction with the copy option and if a copy is to be made:
   a. seg_man$make_seg is used to generate a segment of the same size as the original segment and with mode "rewa".
   b. move is used to copy the contents of the segment into the generated segment after checking that there was read permission.
   c. makeunknown is used to make the original segment unknown.

7. The branch is unlocked, and a return is made with segptr pointing to the initiated segment or set to null if the segment was not initiated.

2. seg_man$get_segment

   The following call is provided to obtain a pointer to the segment corresponding to a given call name.

   call seg_man$get_segment (callerptr, callname, copy, segptr)
Initiate is called with a null pathname to find whether a segment with a reference name callname has already been initiated. Initiate returns segptr null if callname is not initiated and segptr pointing to the base of the segment if it has been initiated.

If segptr is returned not null by initiate then get_segment can return. If it is null get_segment must proceed to search, in turn, each of the directories prescribed by the Standard Search rules, beginning with the directory corresponding to the caller segment. callerptr is a pointer to a segment whose immediately superior directory is to be checked for a segment by the name callname before the normal search is performed. The segment number contained in callerptr is used to index into the KST entry from which is taken the segment number of the immediately superior directory from whose entry is taken the pathname. Initiate is then called to attempt to initiate the segment named callname in the directory whose pathname was just obtained. The argument copy is passed on to initiate to indicate whether a copy is desired.

If the call to initiate returns a null segptr indicating that the segment was not initiated then sequential attempts are made to initiate the segment in the following directories (according to the current Search Rules):

the working directory (if there is one)

system_library
system_library_1
system_library_2
system_library_3
system_library_4
system_library_5
the process directory

If the segment cannot be initiated segptr is returned with null value.
3. **seg_man$get_rel_segment**

   This call is provided to obtain a pointer to a segment whose reference name is composed of the reference name of another initiated segment concatenated with some more characters. (E.g., an internal portion of the linker wants the linkage segment corresponding to some segment whose number is known but whose name is not known.)

   ```
call seg_man$get_rel_segment (relptr, relname, copy, segptr);
```

   `relptr` is a pointer to a segment whose related segment is desired. `relptr` is used to index to the KST and pick out the last name of the corresponding segment. This name is then concatenated with `relname` (e.g., "link") and `seg_man$get_segment` is called to obtain a pointer to a segment with the concatenated name.

   `copy` is passed on to `get_segment`. `segptr` is returned by `initiate` as a pointer to the initiated segment and is null if the segment could not be initiated. `segptr` will also be set to null if the segment corresponding to `relptr` is not known.

4. **seg_man$get_seg_ptr**

   The following call is provided to return a pointer corresponding to a reference name for a segment which is known.

   ```
call seg_man$get_seg_ptr (callerptr, callname, segptr);
```

   `callerptr` is a pointer to the calling segment which desires a pointer. `segptr` is set to null if a segment has not been initiated by the name `callname` or to the base of the segment if it has been initiated. Implementation is accomplished by a call to `initiate` with a null directory name since `initiate` returns a non-null `segptr` only if the name is already known.

   The value of `callerptr` is ignored in this implementation.

5. **seg_man$terminate**

   The following call is provided to terminate a segment.

   ```
call seg_man$terminate (segptr, errcode);
```
**segptr** is a pointer to the segment to be terminated. **makeunknown** is called to make the segment unknown. If successful **errcode** is set to 0, otherwise it is not zero.

### 6. **seg_man$make_seg**

The following call is provided to generate an empty segment with specified attributes.

```plaintext
call seg_man$make_seg (dirname, entryname, name, maxl, bitcnt, trewa, segptr);
```

A segment whose maximum length is **maxl**$\times$1024 words, whose bit count is **bitcnt** bits, whose access attributes are **trewa**, whose ring brackets are '{validation level, validation level, validation level}' is created and initiated. Its reference name is **name** and it is placed in the directory whose pathname is **dirname**. If **dirname** is the null character string, "", then the pathname is the pathname of the process directory. **entryname** is used as the name of the segment in the given directory. If **entryname** is the null string, "", then the name in the directory of the generated segment is those unique characters generated by the unique id of the segment. If **make_seg** cannot successfully operate, **segptr** is returned as a null pointer, otherwise **segptr** is returned as a pointer to the base of the generated segment.

### 7. **seg_man$set_wdir**

The following call is provided to set the name of the current working directory into the **KST**.

```plaintext
call seg_man$set_wdir (wdir);
```

**wdir** is the name of the working directory to be placed in the **KST**. The name is stored as a **KST** name structure pointed to by a pointer in the **KST** header. If there is currently a working directory name stored in the **KST**, it is freed. Then space is allocated for the new name and it is placed in the **KST**.

### 8. **seg_man$get_wdir**

The following call is provided to get the name of the working directory.

```plaintext
call seg_man$get_wdir (wdir);
```
wdir is returned as the name of the working directory which has been placed in the KST by the set_wdir primitive.

9. seg_man$get_path_name

The following call is provided to obtain the pathname of a segment:

```
call seg_man$get_path_name (segptr, dirname, name, errcode);
```

For this call segptr is a pointer to the segment whose pathname is requested. If the segment is not known, errcode is set to 1 and the other arguments are ignored. errcode is set to 2 if the segment number is greater than the highest known segment number. If the segment is known, name is set to the value of the last reference name added to the KST entry, the segment number of the superior directory is used to index to the KST entry for the directory containing the segment and dirname is set to the name taken from its KST entry, and errcode is set to 0.

Because the entryname of a segment is not placed in the KST, only if the last reference name of a segment is identical to the entryname will the pathname of the segment actually be dirname||">"||name.

10. seg_man$get_name

The following call is provided to obtain one of the many reference names to a segment:

```
call seg_man$get_name (segptr, namecount, name, errcode);
```

For this call segptr is a pointer to the segment whose name is requested; namecount is an integer indicating which of the many names is to be returned where 1 returns the last name, 2 returns the next to last name, etc; name is set to the value of the namecount-th name if a segment corresponding to segptr has been initiated. errcode is set to 0 if a name is returned and 1 if no name is returned, 2 if no name is returned because the segment number n segptr is higher than the highest known segment number, and 3 if the name returned was the first name in the entry but namecount is greater than the name's counted position in the list of names (i.e., namecount of 99 should almost always fetch the first name).
11. seg_man$get_seg_status

The following call is provided to obtain status information about a segment.

    call seg_man$get_seg_status (segptr, trewa, rings, uid, errcode);

For this call segptr is a pointer to the segment for which status information is requested. If the segment is not known to the process, errcode is set to 1 and all other arguments are ignored. errcode is set to 2 if the segment number is higher than the highest known segment number. If the segment is known to the process, errcode is set to 0, and trewa, the mode of the segment, rings, the ring brackets of the segment, and uid, the unique id of the segment are set to the values found in the KST entry for the segment.

PL/I Declarations

The PL/I declarations for the parameters to the segment management module are given below.

    declare
dirname char(*), /* pathname of directory */
name char(*),    /* segment name */
callname char(*), /* segment's reference name */
copy fixed bin(2), /* copy switch */
    = 0 if value of copy switch in branch is to be used
    = 1 if the original segment is to be used
    = 2 if a copy is to be made */
segptr ptr,      /* ptr to segment */
callerptr ptr,   /* ptr to caller segment */
errcode fixed bin(17),/* error code = 0 if no error */
maxl fixed bin(9),/* maximum length of segment in blocks of 1024 words */
namecount fixed bin(17), /* integer indicating which name is desired */

bitcnt fixed bin(24), /* bitwise encoding of mode of segment in usual interpretation of Trap, Read, Execute, Write, Append */

wdir char(*), /* name of the working directory */

rings (3) fixed bin(6), /* ring brackets */

uid bit(70), /* unique id of segment */

replptr ptr, /* pointer to segment for which a related segment is wanted */

rename char(*); /* the portion of the segment name which is known */