Identification

dprint, dpunch: Commands to Queue Segments for Delayed
Printing or Punching by the Output Driver Daemon
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Purpose

This section describes a command to queue segments for
delayed printing or punching by the Output Driver daemon.

Usage

The following commands may be issued.

dprint pathname1   pathname2   ...   pathnameN

or

dpunch pathname1 pathname2   ...   pathnameN

dprint or dpunch causes copies of the successive segments
indicated by the given pathnames to be queued for later
printing/punching by the Output Driver daemon. Segments
to be printed should contain Multics standard characters.
Segments to be punched should contain a binary card image
in every 27 words; i.e. the 960 bits per card should reside
in the first 26 2/3 words of each 27 words.

dprint and dpunch are basic commands in the sense that
no formatting is done and no additional labeling, spacing,
etc. is provided.

The amount of data copied from each segment is a whole number of
elements determined by the bit count, rounded upward to
the nearest element-sized multiple; the element size is
9 bits when printing and 972 bits when punching. If the
bit length is zero, the current length is used. If the
current length is zero or if the segment cannot be found,
the segment is skipped.

Method of Operation

dpunch is a second entry point and is a synonym for the
segment dprint. Following successful initiation of a
segment, it is copied into an uniquely-named segment in
>peripherals_dir>. A control segment containing various

information about the request is also created in the same
directory. The process id and event channel name needed
for signalling the output driver is obtained from
>peripherals_dir>daemon_events. When the event is signalled
to inform the Output Driver of another request, a unique
bit string corresponding to the unique name of control
segment is passed as the event id.