

 information	repl.	ident FGS 850226		page 1/1
	RC8000			class EXT
subj. Corrections to RCSL No 31-D607, Utility Programs, Part Two				
PN: 991 10218				
Replace the following pages: 71/72 (NEW) 72a/72b 79/80 81/82 97/98				

3.30 label

3.30

Outputs a BOSS label on file 0 of the specified tape.

3.30.1 Example

3.30.1

The FP call:

```
label mto mt123456 p 789012
```

outputs a BOSS label on mt123456.

If you have a filedescriptor, e.g.:

```
f=set mto mt123456 0 1
```

the call:

```
label f f p 789012
```

will have the same effect.

3.30.2 Call

3.30.2

```
label <modekind> <mtname> { <access> <project number> } 10
```

```
<modekind> ::= {
    mto
    mte
    nrz
    nrze
    <name of filedescriptor>
}
```

```
<mtname> ::= {
    <name of magnetic tape>
    <name of filedescriptor>
}
```

```
<access> ::= {
    p
    r
    w
}
```

```
<project number> ::= <integer, max. 999999>
```

Name of magnetic tape must start with mt followed by exactly 6 characters, the first 2 may be letters or digits, the 4 last must be digits.

3.30.3 Function

3.30.3

A label in the format accepted by BOSS (cf. ref. [10], sec. 5.3) will be written in file 0 of the tape. Next, two tapemarks are written (i.e. an empty file 1), and approx. 5 inches of tape is erased.

Notice: this means that the first part of the previous contents of the tape will unconditionally be destroyed.

3.30.4 Error Messages

3.30.4

***label, call

Left hand parameter in the call.

***label, <parameter> param

Illegal parameter in the call.

***label, <parameter> modekind error

Filedescriptor does not describe a magnetic tape.

***label, <modekind param> unknown

Modekind does not describe mto, mte, nrz, nrze, or a filedescriptor.

***label, <parameter> illegal tapename

Tapename is illegal.

***label, <parameter> illegal access kind

Access must be p, r, or w.

***label, project number missing

If access specified, a project number is demanded.

***label, <parameter> illegal project number

Project number must be max. 999999.

<code><isodate></code>	$::= \left\{ \begin{array}{l} \langle \text{yymmdd} \rangle \\ 0 \end{array} \right\}$	0 is interpreted as now
<code><clock></code>	$::= \langle \text{hhmm} \rangle$	may be omitted in case no entry named d exists
$\left\{ \begin{array}{l} \langle \text{file} \rangle \\ \langle \text{block} \rangle \\ \langle \text{contry} \rangle \\ \langle \text{length} \rangle \end{array} \right\}$	$::= \left\{ \begin{array}{l} \langle \text{word} \rangle \\ \langle \text{byte1} \rangle \dots \langle \text{byte2} \rangle \end{array} \right\}$	
$\left\{ \begin{array}{l} \langle \text{word} \rangle \\ \langle \text{byte1} \rangle \\ \langle \text{byte2} \rangle \end{array} \right\}$	$::= \left\{ \begin{array}{l} \langle \text{integer} \rangle \\ \langle \text{name} \rangle \end{array} \right\}$	

3.22.3 Function

3.22.3

The parameters are interpreted as described below yielding the wanted entry tail. From this point the program continues exactly as the program "set".

3.22.4 Parameters

3.22.4

Kind:

<code><integer>:</code>	The value is placed in the tail.
<code><integer1> . <integer2>:</code>	The value <code><integer1></code> shift 12 + <code><integer2></code> is placed in the tail.
<code><name>:</code>	First the name is searched for in the table of modekind abbreviations and if found here the value found is used. If not found in the modekind table (cf. ref. [8], Appendix) it is searched for in the catalog and the kind of the entry found is used.

Kit/doc name:

<integer>: The value is placed in the tail.

<integer1> . <integer2>: The value <integer1> shift 12 + <integer2> is placed in the tail.

<name>: If the kind just found is the modekind bs (2048 shift 12 + 4) the name itself is used in the tail. For all other kinds the name is looked up in the catalog and the kit/doc name in the tail of the entry found is used.

The other parameters:

A parameter of the form <byte1> . <byte2> gives separate specifications of the two 12-bit bytes in the word.

<integer>: The value in the tail as the word or byte in question.

<name>: The name is looked up in the catalog and the value of the word or byte in question in the entry tail found is used.

If the parameter list does not specify all of the tail, the rest of the tail is set to zero.

3.22.5 Storage Requirements

3.22.5

1536 bytes plus space for FP.

3.22.6 Error Messages

3.22.6

***entry call

No left side in call of the program.

3.21 end

3.21

Returns current input to the previous current input at the position where it was left.

3.21.1 Call

3.21.1

end

3.21.2 Function

3.21.2

The function is the same as when an EM character is read by FP from current input. The actual input is unstacked, and FP continues reading from the previous current input.

3.21.3 Storage Requirements

3.21.3

1024 bytes plus space for FP.

3.21.4 Error Messages

3.21.4

***end call

Left hand side in the call. The end is still performed.

***end param <parameter>

Wrong parameter in the call. The end action is still performed.

3.22 entry

3.22

Creates or changes a temporary catalog entry according to the parameters in the call. The program is a supplement to the program "set" and is used when one wants to set some of the elements in the tail by copying from the tails of other catalog entries.

3.22.1 Example

3.22.1

Suppose that the catalog entry named 'source' contains the name of a magnetic tape reel in the document name field. By the FP commands

```
file1=entry mto source 0 1
```

```
file2=entry mto source 0 2
```

```
file3=entry mto source 0 3
```

one gets catalog entries 'file1', 'file2', 'file3' which serve as file descriptors for file 1, 2, or 3 on the tape reel.

A catalog entry named 'source' containing the name - say mt471100 - may be created by a call of "set":

```
source = set mto mt471100
```

3.22.2 Call

3.22.2

$$\langle \text{result name} \rangle = \text{entry} \left\{ \begin{array}{l} \langle s \rangle \langle \text{kind} \rangle \left\{ \begin{array}{l} \langle s \rangle \langle \text{kit/doc name} \rangle \left\{ \begin{array}{l} \langle s \rangle \langle \text{free} \rangle \\ \langle s \rangle \langle \text{file} \rangle \left\{ \begin{array}{l} \langle s \rangle \langle \text{block} \rangle \left\{ \begin{array}{l} \langle s \rangle \langle \text{contry} \rangle \\ \langle s \rangle \langle \text{length} \rangle \left\{ \begin{array}{l} 1 \\ 0 \end{array} \right\} \end{array} \right\} \end{array} \right\} \end{array} \right\} \end{array} \right\} \end{array} \right.$$

$$\begin{array}{l} \langle \text{kind} \rangle \\ \langle \text{kit/doc name} \rangle \end{array} ::= \left\{ \begin{array}{l} \langle \text{integer} \rangle \\ \langle \text{integer1} \rangle . \langle \text{integer2} \rangle \\ \langle \text{name} \rangle \end{array} \right.$$

3.20.11 Global

3.20.11

COMMENTS

g/bad/good/

In the current line any bad is replaced by good. The line pointer is unchanged.

g 2/bad/good/

In the current and 2 following lines any bad is replaced by good. The line pointer is moved 2 lines forward.

g-6/bad/good/

In current and 6 preceding lines any bad is replaced by good. The line pointer is not moved.

g t/bad/good/

In current and all preceding lines any bad is replaced by good. The line pointer is not moved.

g b/bad/good/

In current and all following lines any bad is replaced by good. The line pointer points at the line following the last line.

g b/unwanted//

Remove the string unwanted from current line and until bottom.

Re. NL see Replace.

3.20.12 Finis

3.20.12

COMMENTS

for "edit" copies to EM and exits.

3.20.13 Print

3.20.13

COMMENT

p	Prints current line.
p2	Current and 2 following lines are printed.
p-2	Current and 2 preceding lines are printed with normal direction.
p t	All lines in front of and including current line are printed with normal direction.
p b	Current and all following lines until EM are printed.
p./find/	The current and all lines inclusive the line with the string find are printed.

The line pointer points at the last printed line.

Re. NL see Line.

3.20.14 Source

3.20.14

The sources are the parameters to the call of edit and are numbered from 1.

COMMENTS

s 2	Edit with input from source number 2.
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