

4 Monitor Modules: Flowcharts and Functional Description

	Page
INIMON	2-72
D:LDER	2-74
M:DISP	2-76
I:PFAR	2-90
I:RTC	2-94
I:LKM	2-98
M:IORM	2-102
M:WAIT	2-106
M:EXIT	2-108
M:GBUF, M:FBUF	2-113
D:CNM	2-116
D:DNM	2-120
M:ACT	2-122
M:SWTC	2-124
D:ATDT	2-126
D:GTIM	2-130
M:RSEV	2-132
D:CNLV	2-134
D:DNLV	2-136
D:WGT	2-138
ASGPRO	2-140
DELPRO	2-147
KEYPRO	2-150
CANKEY	2-152
D:SWP	2-154
M:DPM	2-156
D:CTPN, D:OCOM	2-158
M:DMA	2-162
M:DNL	2-164
M:DCK	2-166
F:BLK	2-172
M:AOO	2-174
I:TRAP	2-178

NUCLEUS INITIALIZATION PROGRAM (INIMON)

Calling Sequence

This module starts the monitor when it has just been loaded from disc. Therefore it is entered from the IPL without any parameters.

Work Areas and Tables

INIMON initializes:

- the disc tables: T:FCT, DWT, T:DCT
- memory partitioning: CMT
- the program control tables: T:PCT.

Besides, it uses one buffer (CATBUF, 205 words) to read the directory from disc.

Input/Output File

The INIMON module outputs messages on the typewriter, if necessary, and reads the directory from disc. It also activates D:USV3 which will create the D:CI file.

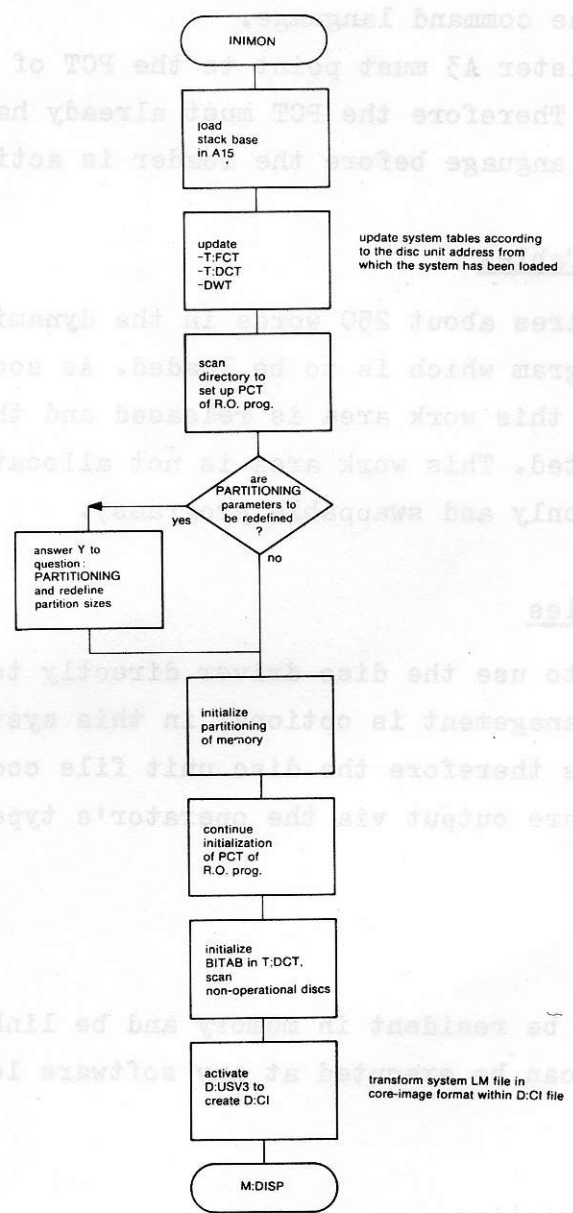
Callout Messages

The loader is activated as any other software level program by the dispatcher or the command language. Upon entry, register A must be set to the PCT of the program which must be loaded. Therefore the PCT must already have been initialized by the command language before the loader is activated.

The loader requires about 250 words for the dynamic allocation area to read the program which is loaded. As soon as loading has been completed, this work area is updated. This work area has been reserved for the loader program (read only and swapped).

The loader has to use the dynamic allocation area directly to load the program. For this purpose it is necessary to load the program into memory. The program must be stored on the disc in the standard load module format.

In memory, the program can be stored in any area: Memory Resident, Head Only, Swap or Background Area. The program's PCT must have been initialized before the loader is called. The loader therefore



LOADER (D:LDER)

Calling Sequence

The loader is activated as any other software level program by the dispatcher or the command language.

Upon entry, register A3 must point to the PCT of the program which must be loaded. Therefore the PCT must already have been initialized by the command language before the loader is activated.

Work Areas and Tables

The loader requires about 250 words in the dynamic allocation area to read the program which is to be loaded. As soon as loading has been completed, this work area is released and the PCT of the program is updated. This work area is not allocated for core image programs (read only and swappable programs).

Input/Output Files

The loader has to use the disc driver directly to load the program, for Disc File Management is optional in this system. The input file of the loader is therefore the disc unit file code (from /FO to /FF). Error messages are output via the operator's typewriter (file code /EF).

Memory Layout

The loader must be resident in memory and be link-edited with the supervisor. It can be executed at any software level, without restriction.

Functional Description

The principal function of the loader is to load a program from disc into memory. The program must be stored on the disc in the standard load module format.

In memory, the program can be stored in any area: Memory Resident, Read Only, Swap or Background Area. The program's PCT must have been initialized before the loader is called. The loader therefore

