

**RSTS/E
Task Builder
Reference Manual**

Order No. AA-5072C-TC

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This document describes the RSTS/E Task Builder (TKB), and tells how you use it to link programs.

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SOFTWARE VERSION:	RSTS/E	V8.0

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Preface

This manual tells how to use the RSTS/E Task Builder to link your compiled or assembled programs and subprograms into an executable program file to run on RSTS/E.

On RSTS/E systems, your programs must be linked by the Task Builder if they were written in languages for the compilers listed below. Note that this manual is current for the versions shown in parentheses. Information about using the Task Builder may change for subsequent versions.

Compiler (Version)

BASIC-PLUS-2 (V2.0)
FORTRAN-77 (V4.1)
PDP-11 COBOL (V4.4)
COBOL-81 (V2.0)
DIBOL (V4.5)

This manual also applies to the MAC assembler, Version M1200, for MACRO programs.

Although you do not need to be a computer expert to use this manual, you will have an easier time if you are familiar with using programs and subprograms, and if you have a general understanding of computer languages.

Organization of this Manual

This manual is organized in four parts, as indicated by the divider sheets preceding each section. Part I, "Getting Started," tells how to do simple (non-overlaid) builds. Part II, "Overlays," consists of four chapters. These four chapters tell how to specify overlay structures for your program, and proceed from the simple to the complex.

You need to read Part III, "System Aspects," only if you need to build what are called "resident areas" for your system. Resident areas are libraries of routines or data that are to be shared by more than one user program.

Part IV, "Reference Section," provides some new information not covered in the preceding sections. (The Task Builder provides many features tailored for some special-purpose linking for your program.) However, the general intent of the reference section is to give you quick access to rules for specifying Task Builder commands, switches, and options, and for describing the overlay structure. Chapters in this section are printed on paper in alternating color, so that you can find each chapter quickly.

Appendix A lists and describes the Task Builder error messages. Remaining appendixes give information supplementing the body of the book.

Conventions Used in this Manual

In general command format descriptions, uppercase indicates commands that you must type as shown. Lowercase indicates variables that you supply. For example:

.ROOT structure

In the examples of Task Builder commands, the part of the command that you type is shown in red. The Task Builder's responses and prompts are printed in black. For example:

```
ENTER OPTIONS:  
TKB>UNITS=8
```



MK-00565-00

Summary of Technical Changes

The following is a summary of changes to this manual for RSTS/E V8.0:

- Throughout the manual, examples are updated to reflect changes resulting from BASIC-PLUS-2 V2.0. Note that RSX directive emulation code must be installed in your RSTS/E monitor to use the BASIC-PLUS-2 V2.0 compiler. See Section 2.1.1.
- A program running under the RSX run-time system can expand to (32K-32) words if the monitor contains RSX directive emulation code. The manual is updated as necessary to include this information.
- Several disk library names have changed, and new disk libraries have been added. See Table 2-1.
- A new section compares disk and resident libraries. See Section 2.2.3.
- Additional resident libraries can cluster for RSTS/E V8.0. See Sections 2.3.5 and 10.5.
- Memory allocation maps are updated in Chapters 3, 4, 6, and 9.
- BASIC-PLUS-2 V2.0 programs no longer use the HISEG option. See Section 10.15.
- Additional attribute parameters are available for use with the .PSECT command. See Section 11.5.
- Changes to error messages are described in Appendix A.
- Record formats in Appendix B are corrected.
- A new section, describing Internal Symbol Directory record formats, has been added. See Section B.5.
- Figure C-2 is updated to include new task and resident library data.
- A new section describes window descriptors. See Section C.3.3.
- A new section describes region descriptors. See Section C.3.4.
- Table D-1 is updated to include additional global symbols reserved by the Task Builder.
- Table D-2 is updated to include additional PSECT names reserved by the Task Builder.



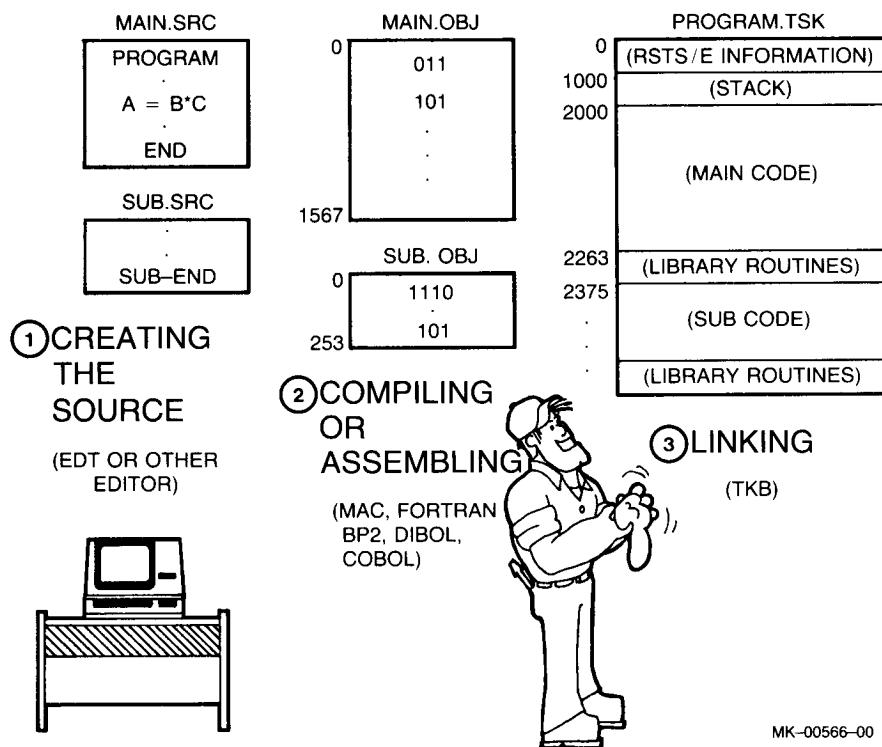
Chapter 1

Introduction

You need to use TKB, the Task Builder, if you write programs on RSTS/E systems in BASIC-PLUS-2, PDP-11 COBOL, COBOL-81, DIBOL, FORTRAN-77, or the MACRO assembly language using the MAC assembler.

The compilers and assemblers associated with these languages translate the programs and subprograms that you have written (called source code) into machine instructions (object code). The Task Builder applies the final touches, converting the object code produced by the compilers to code that can be executed by the computer. Figure 1-1 shows the steps involved in creating a program.

Figure 1-1: The Steps in Creating a Program



MK-00566-00

1.1 What the Task Builder Does

The Task Builder handles two basic functions: linking and producing overlays.

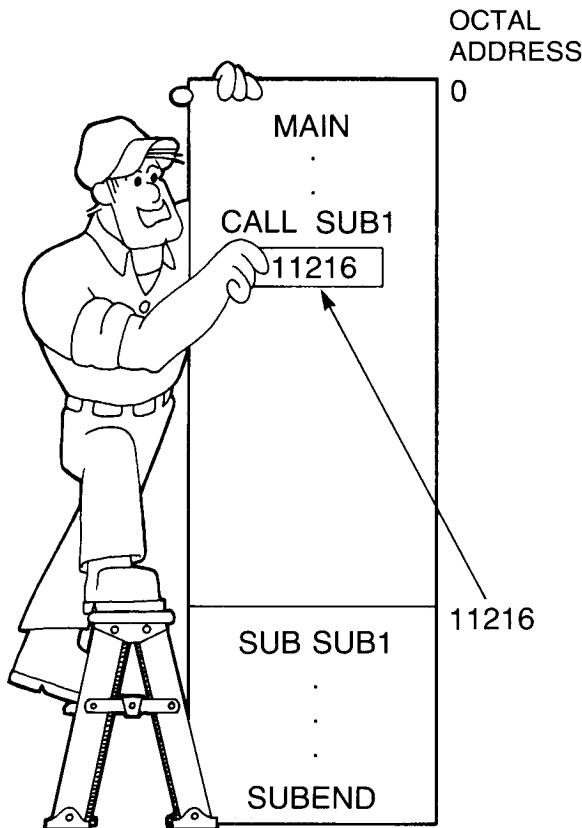
1.1.1 Linking

Linking is necessary because you seldom write programs as one unit. It is easier to work with programs that are written as modules — programs and subprograms — that you can separately design, code, debug, and maintain.

Even if you code your program as one main program, with no separately assembled or compiled subprograms, every compiler translates some source statements into calls to subroutines kept in libraries. For example, all the compilers generate calls to library subroutines to perform I/O or do mathematical calculations. Libraries are provided with the system and with the compilers available with RSTS/E systems.

The Task Builder links these separate modules — your main program, subprograms, and library routines — together in the order you specify, resolving any references that cross module boundaries. For example, Figure 1-2 shows a call to SUB1 from the program MAIN.

Figure 1-2: The Task Builder Resolves Global References



RUN \$TKB
TKB>MAIN=MAIN, SUB1, LB:F4POTS/LB
TKB> //

MK-00567-00

The command to the Task Builder (the line after RUN \$TKB) says that these two modules are to be linked together. In addition, any routines necessary from the FORTRAN library are to be linked with these two modules. To simplify, the figure shows only the linking of MAIN and SUB1. Part of the linking process involves generating the proper succession of addresses. As Figure 1-1 showed, the compilers and assemblers generate what are called "relative addresses"; the first address of each module (MAIN and SUB1) is numbered 0 at the compilation stage. When the Task Builder links modules, it changes the addresses of the second and following modules to begin where the addresses of the previous module left off. So, the final addresses for the linked program, as assigned by the Task Builder, range upward from 0 in succession.

The second aspect of linking is resolving references to what are called "global symbols." At compile time, for example, MAIN's reference to SUB1 cannot be resolved. SUB1 is flagged as a global reference (somewhere in the "world outside of MAIN") when MAIN is compiled. Likewise, when SUB1 is compiled, it is again flagged as a global symbol; it will serve as an entry point from the "outside world."

The Task Builder, as shown in Figure 1-2, keeps track of the addresses assigned to global symbols and substitutes the address for the entry point of SUB1 into the call in MAIN. Then, when the program is run, and the call is executed, control will transfer to address 11216, the entry point for SUB1.

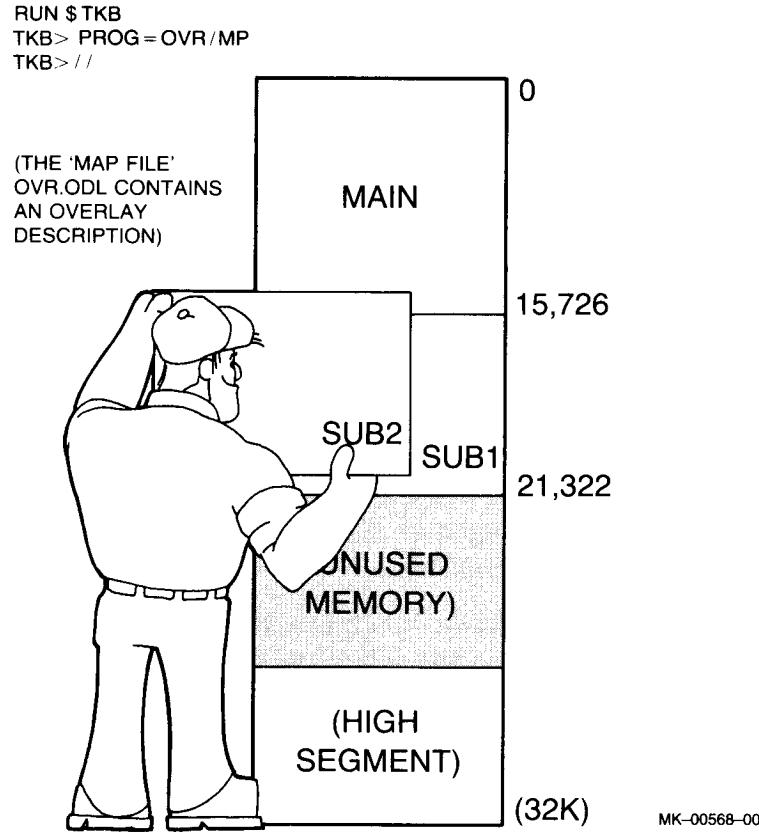
1.1.2 Overlays

The second necessary service that the Task Builder provides is a means to construct overlays. The amount of memory from which programs can be executed is limited on PDP-11 computers to 32,000 words. On RSTS/E systems, for reasons described in Chapter 2, there are further limitations. If your program is too large to fit in the space available, you must specify how you want it overlaid — such that sections of code and data can be called into memory at different times (the new sections "overlaying" the old).

Figure 1-3 shows the concept behind overlays. The Task Builder links both the modules SUB1 and SUB2 to start at address 15,726. The Task Builder then inserts code into MAIN such that, when MAIN's call to SUB2 is executed, SUB2 will replace SUB1, called and executed previously. SUB1 does not have to be the same length as SUB2, but both will be linked to start at the same address.

The figure also shows something called the "high segment" in high address space. This code is the main reason your program does not have the full 32,000 words available on PDP-11 systems; it is discussed in Chapter 2.

Figure 1–3: The Task Builder Constructs the Overlays You Specify



1.2 Relationship to the DCL LINK Command

You can use the DCL LINK command to link your programs, as described in the *RSTS/E DCL User's Guide*. Like all DCL commands, the LINK command is somewhat simpler to use, compared to typing a RUN command to execute TKB. However, the LINK command does not offer all the features and flexibility of the Task Builder. Note that the DCL LINK command does not work any faster than running TKB; LINK also runs the Task Builder to perform the requested action.

1.3 Organization of This Manual

The Task Builder provides many features for tailoring your programs to meet specific requirements. Most Task Builder users, however, simply need to link their main program and subprograms (if any) with one or more DIGITAL or user-provided libraries. Part I of this manual, "Getting Started," tells all you should need to know to get a program built with the right libraries to run on a RSTS/E system. The two types of libraries (disk libraries and memory-resident libraries) are explained, along with detail on how to link them with your program.

Part II of this manual deals with overlays. Chapter 3 tells how to do overlays when you want to describe the overlay structure in terms of programs and subprograms. The key statements of the Overlay Description Language (ODL) are described and examples given. Chapter 4 extends the discussion of overlays; it describes a special overlay structure, called co-trees. Chapter 5 explains the autoload indicator, a symbol used in the Overlay Description Language, and tells how you can use this symbol to save some space in your program. Chapter 6 describes overlays from another point of view: when you are working with units called "program sections." Special ODL commands are available to deal with these units; they are described and more examples given.

Part III of this manual (Chapter 7) describes system aspects of Task Building: how to build your own resident library, for example.

Part IV of this manual is organized for use as a reference. Chapters 8, 9, and 10 describe the full Task Builder command format, switches, and options, respectively. Chapter 11 describes the Overlay Description Language in detail.

Error messages provided by the Task Builder are described in Appendix A. Appendixes B and C describe internal data formats used by the Task Builder and the format of the executable file produced by the Task Builder. Appendix D lists and describes global symbols and program section names reserved for use by the Task Builder. Appendix E describes how to improve Task Builder performance. Appendix F describes techniques for Revectoring Cluster Libraries.

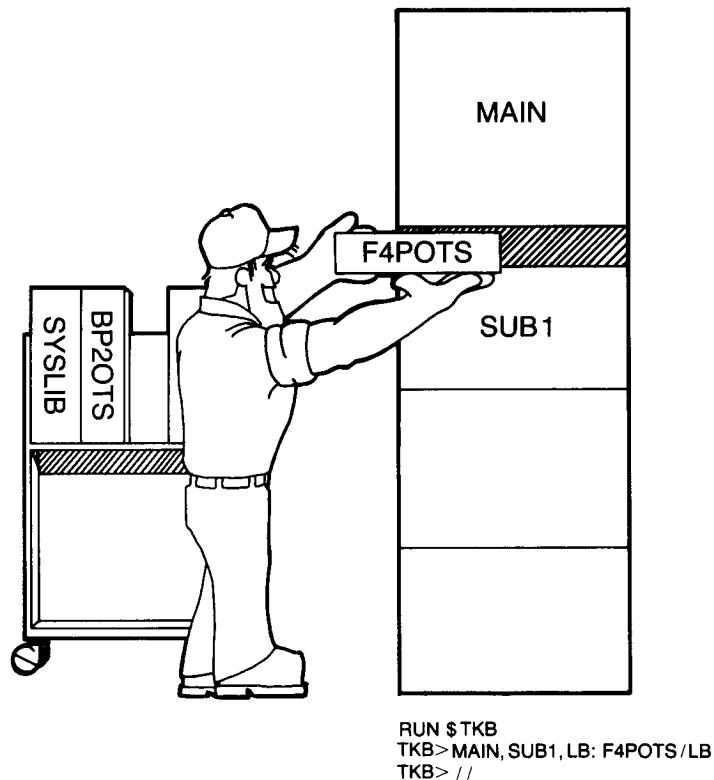


Chapter 2

Building Programs

This chapter tells how to build nonoverlaid programs. How large can a program be before it must be overlaid? The answer depends on the language you used to write your program; Section 2.1 discusses some specifics. The library routines built into your executable program also affect its size (Figure 2-1). Section 2.2 names and describes the disk libraries currently provided by DIGITAL for the various languages. Section 2.3 discusses the Task Builder command line in general and Section 2.4 gives specific examples for building programs written in each of the various languages.

Figure 2-1: You Tell the Task Builder Which Libraries to Include



2.1 Job Area

As mentioned in Chapter 1, the first limitation on your program's size is imposed by the hardware. The PDP-11 computer handles instructions and data in terms of a "16-bit word." A 16-bit word can reference 2^{16} ($65,536_{10}$) bytes, or 32,768 words. So, 32K words is the maximum area of computer memory you can work with at one time.

Within this 32K-word "job area," some amount of memory is taken up by code that, among other things, loads your executable program from disk when it is run. This code — called a "run-time system" — occupies some portion of the high address space in the 32K-word job area.

2.1.1 Job Space for Your Programs

BASIC-PLUS-2, PDP-11 COBOL, COBOL-81, DIBOL, FORTRAN-77, and MACRO programs assembled with the MAC assembler use the RSX run-time system. This run-time system occupies 4K words of your user job area, while it is loading your executable program. However, this run-time system can "disappear" once your program is loaded, if the system manager has installed what is called "RSX directive emulation" in the RSTS/E monitor.

RSX directive emulation code emulates part of the DIGITAL RSX-11M executive directives. If RSX was installed as part of the RSTS/E monitor, the loader portion of the RSX run-time system loads your executable program and disappears from the user job area. Your program can then either extend to 32K words or map to resident libraries to give you the 32K-word job area for your program. Note that RSX directive emulation code must be installed on your system in order to use the BASIC-PLUS-2 V2.0 compiler. (Compiled programs do not require RSX emulation in the monitor.)

If the system manager has installed the RSTS/E system without RSX directive emulation in the monitor, the directive emulation code is handled by part of the run-time system. Because this emulation is necessary to programs written in COBOL, DIBOL, FORTRAN, and MACRO, the run-time system cannot disappear.

A display produced by the RSTS/E SYSTAT utility shows that the RSX run-time system itself occupies less than 4K words of memory:

```
RUN $SYSTAT
Output Status to? /R

Run-Time Systems:
Name   Ext   Dev     Size    Users  Comments
BASIC  BAC   DR1:  13(1G)K    0      Temp, Addr:398, KBM, CSZ
RT11   SAV   DR1:  4(28)K     0      Temp, Addr:258, KBM, CSZ, EMT:255
RSX    TSK   DR1:  3(28)K     0      Temp, Addr:276, KBM
.
.
```

The SYSTAT also shows how much memory you have available for your program (28K).

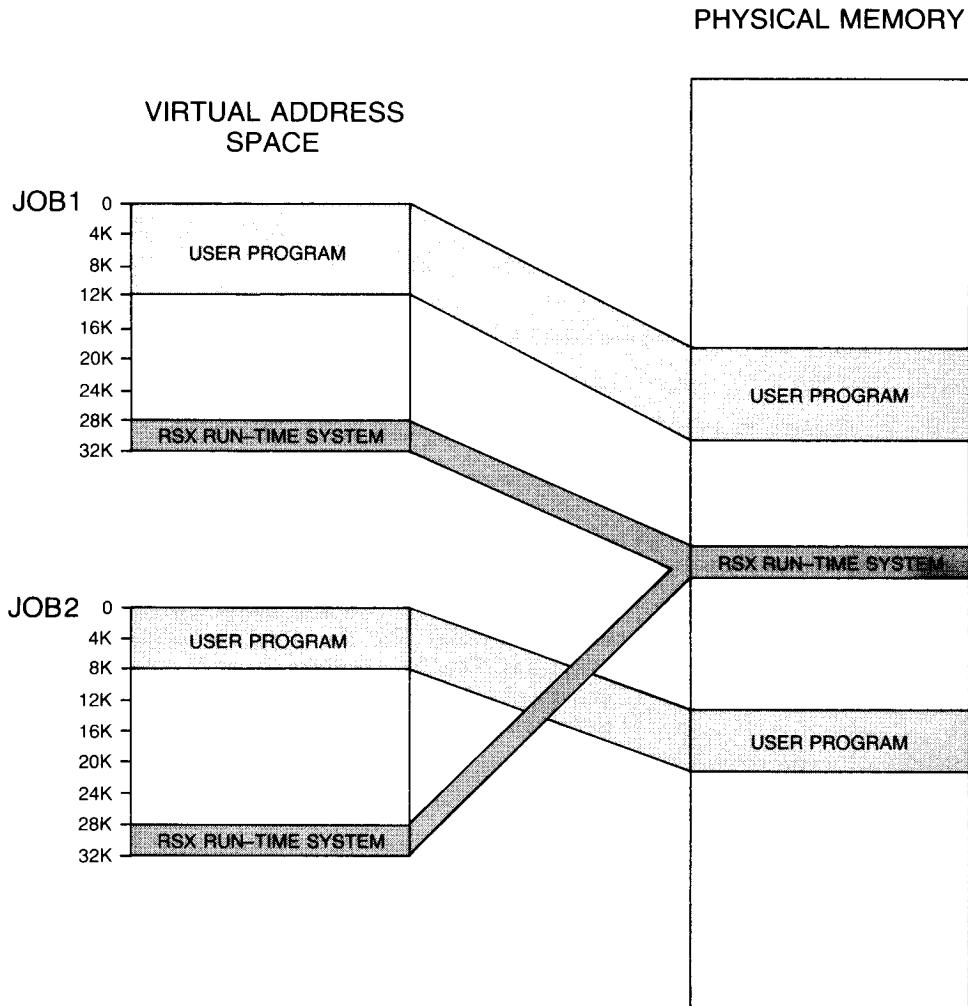
2.1.2 Your Program Within the Job Area

The Task Builder constructs your executable program so that it fits within the job area in the low address space, beneath the run-time system (see Figure 2-2). Note the way your job area is constructed of various regions in physical memory.

For example, Figure 2-2 shows physical memory addresses for user program 2 that are actually higher than the so-called "hiseg" or run-time system. Yet the Task Builder, when it builds a program, constructs addresses for the program as though it operated within one 32K-word job area in memory. (The RSTS/E monitor resolves this difference by using APRs).

The job area is sometimes called "virtual address space," because it appears to you that your program and its associated run-time system reside in a contiguous 32K-word area. As Figure 2-2 shows, this is not actually the case in physical memory.

Figure 2-2: Job Area: Two User Programs



MK-00570-00

2.2 Libraries

As mentioned in Chapter 1, every compiler translates some source statements into calls to subroutines. These subroutines are kept in what are called "libraries." DIGITAL supplies libraries of subroutines used with each language. Because the Task Builder has no way of knowing the source language you used, you must tell it what libraries contain routines that are referenced by your program. Two general types of libraries may be available on your system: disk libraries and resident libraries.

2.2.1 Disk Libraries

The libraries listed in Table 2-1 are currently shipped with RSTS/E and its associated languages. Note that the table is current for the versions of the software mentioned in the Preface. As new versions of languages are released, library names and contents may change. In addition, other products available with RSTS/E can have associated libraries, and your own installation may have generated its own libraries.

One way to find out what libraries are available is to run DIRECT for the system library device (LB:) with a wildcard file name and a file type of .OLB. (OLB stands for object library.) For example:

```
DIR LB:*.OLB

Name ,Typ  Size   Prot      DR3:[1,1]
SYSLIB.OLB 220    < 40>
RMSLIB.OLB 300    < 40>
BP2OTS.OLB 225    < 40>
COBLIB.OLB 178    < 40>
```

Table 2-1 describes some of the libraries in this account that your program may use.

Table 2-1: Disk Libraries Used with RSTS/E

Disk Library Name	Description
SYSLIB.OLB	The system library. Contains many routines used by programs written in MACRO (for the MAC assembler) and the higher-level languages. The Task Builder always searches this library to resolve undefined symbols. You do not need to specify it in a Task Builder command line.
RMSLIB.OLB	Contains routines needed if you use RMS (Record Management Services) on RSTS/E systems.
RMSDAP.OLB	Contains routines needed for network record access through RMS on RSTS/E systems.
BP2OTS.OLB	Contains routines needed to run your BASIC-PLUS-2 program under the RSX run-time system. The RSX run-time system takes up 4K words of the user job area, but disappears once it loads your program if RSX emulation is in the monitor.

(continued on next page)

Table 2–1: Disk Libraries Used with RSTS/E (Cont.)

Disk Library Name	Description
DBLLIB.OLB	Contains routines needed to run your DIBOL program if it uses the DIBOL Management System (DMS) for I/O. Note that you must also declare a resident library (DBLRES) if you use this disk library. See Section 2.3.4 for information on how to specify resident libraries.
DBRLIB.OLB	Contains routines needed to run your DIBOL program if you use the Record Management System (RMS) for I/O. Note that you must also declare a resident library (DBRRES) if you use this disk library. See Section 2.3.4 for information on how to specify resident libraries.
COBLIB.OLB	Contains routines needed to run your PDP-11 COBOL program. If you use this library rather than COBOVR.OLB, your program will take more memory but will run faster.
COBOVR.OLB	Contains routines needed to run your PDP-11 COBOL program if it is overlaid. You use this library if you use the PDP-11 COBOL segmentation facility. However, if you use this library rather than COBLIB.OLB, your program will run slower, as the routines are called in as needed and overlay each other.
C81CIS.OLB	Contains routines needed to run your COBOL-81 program if the program was compiled with the /CIS switch. This is the normal default if your computer has the Commercial Instruction Set (CIS) option.
C81LIB.OLB	Contains routines needed to run your COBOL-81 program if the program was compiled with the /-CIS switch. This is the normal default if your computer does not have the Commercial Instruction Set (CIS) option.
FDVDBG.OLB	Contains routines needed if you use the FMS form driver with debug mode support.
FDVLIB.OLB	Contains routines needed if you use the FMS form driver without debug mode support.
F4POTS.OLB	Contains routines needed to run your FORTRAN-77 program.
F4PRMS.OLB	Contains routines for FORTRAN-77 programs using RMS (Record Management Services) for I/O.

2.2.2 Resident Libraries

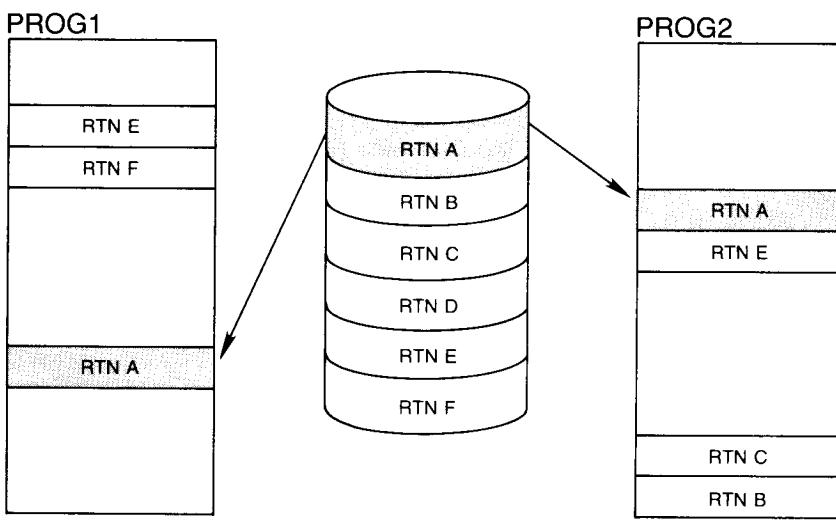
In addition to disk libraries, you may also have to work with resident libraries on RSTS/E systems. "Resident" means residing in computer memory. The system manager defines libraries as resident so that they can be shared by more than one user. Instead of building routines into your program (as is done with disk libraries), you use a copy of the library. The copy is resident in memory as long as you or someone else is using it.

The Task Builder links your program to appropriate routines in the resident library by a technique called "mapping". Mapping is the process of accessing different logical areas of memory. With the mapping technique, many programs can use routines from the same space in computer memory.

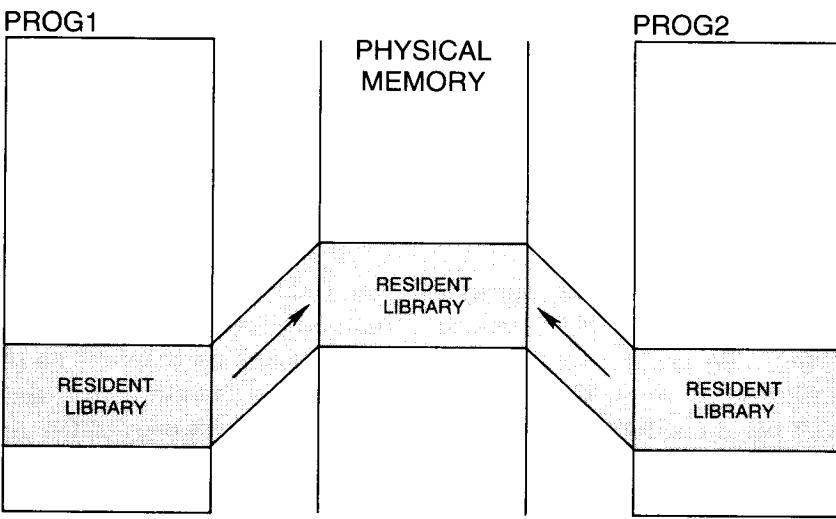
The system manager usually defines a library to be resident when it is heavily used. In such cases, less overall computer memory is taken by a resident library than by having each program include its own copy of routines from the library.

Figure 2-3 shows the difference between disk and resident libraries. For disk libraries, the Task Builder takes a copy of each routine that you reference in your program and builds it into your program. Note that a copy of RTNA has been built into both PROG1 and PROG2 in this figure. However, both programs can reference a resident library from the same area of physical memory.

Figure 2–3: Disk and Resident Libraries



DISK LIBRARY: COPIES OF ROUTINES ARE BUILT INTO EACH PROGRAM.



RESIDENT LIBRARY: MANY PROGRAMS CAN USE ONE COPY OF THE LIBRARY IN MEMORY.

You need to be aware of the distinction between disk and resident libraries because the Task Builder commands that cause a link to resident libraries differ from those for disk libraries. You can tell what resident libraries are on your system by running the SYSTAT program. One section of the system status report is headed "Resident Libraries:". You can request just this section of the report by using the /L switch of SYSTAT. For example:

```
RUN $SYSTAT
Output Status to? /L
Resident Libraries:
  Name   Prot      Acct      Size   Users   Comments
RMSRES < 42>  DR1:[ 0,1 ]  4K     1      TEMP, Addr:733
RMSLBB < 42>  DR1:[ 0,1 ]  4K     1      TEMP, Addr:737
RMSLBA < 42>  DR1:[ 0,1 ]  4K     0      TEMP, Addr:741
RMSLBC < 42>  DR1:[ 0,1 ]  3K     0      Non-Res, Addr:745
RMSLBD < 42>  DR1:[ 0,1 ]  2K     0      TEMP, Addr:748
RMSLBE < 42>  DR1:[ 0,1 ]  4K     0      TEMP, Addr:750
RMSLBF < 42>  DR1:[ 0,1 ]  4K     0      TEMP, Addr:754
BP2RES < 42>  DR1:[ 0,1 ]  19K    0      Non-Res, Addr:760
BP2SML < 42>  DR1:[ 0,1 ]  8K     0      TEMP, Addr:779
```

This example shows resident libraries. The RMS libraries are supplied with all RSTS/E systems. They contain routines providing RMS (Record Management Services) for input/output. The two BASIC resident libraries, BP2RES and BP2SML are components of the layered product BASIC-PLUS-2 and are discussed further in the next section.

The Task Builder allows your program to access up to five resident libraries on RSTS/E systems.

2.2.3 Comparison of Disk and Resident Libraries

Resident libraries require a large amount of physical memory. However, if many tasks run at the same time, resident libraries reduce the total amount of physical memory required by these tasks.

For example, BP2RES contains most of the BASIC Object Time System (OTS), that is, most of the library routines supplied with BASIC-PLUS-2. It occupies 19K words of physical memory and takes 8K words of virtual address space in your program. BP2SML contains a subset of the most commonly used BASIC routines. It uses 8K words of physical memory and 8K words of virtual address space. Even though BP2RES takes up 19K words of physical memory, that would be less than, say 5 running copies of a program each using 4K words of BP2 routines built into each copy from a disk library (20K words total).

Therefore, the main advantage of using resident libraries is that their code can be shared by many programs. In addition, task-building is much faster when using resident libraries because the Task Builder does not have to access the library on disk as often. If you program in BASIC-PLUS-2, note that the resident libraries (BP2SML and BP2RES) do not contain the entire OTS, therefore, most BASIC-PLUS-2 programs will reference some entry points within the disk library BP2OTS.OLB.

2.3 How to Run the Task Builder

To run the Task Builder, type:

RUN \$TKB

Or, if the system manager has installed TKB as a concise command language (CCL) command, you can simply type:

TKB

The Task Builder responds with the prompt TKB> and you type a command. If TKB has been installed as a CCL command, you can type TKB and the command on the same line:

TKB command

We describe the format of Task Builder commands below. Note that the Task Builder allows much flexibility in the way you can specify commands. The following sections show only the simplest and most direct way. For a detailed description of all the features available, including command file input to the Task Builder, see Chapter 7.

2.3.1 Command Line

The Task Builder produces up to three files as output from its analysis of the object files you specify as input. The general form of the command is shown below in lowercase letters:

```
RUN $TKB  
TKB>task-file,map-file,symbol-file = object,...,object  
TKB>//
```

where:

task-file is the file specification you give to name the executable program file produced by the Task Builder. If you do not want this file produced, simply type the comma. If you leave off the file type from the file specification, the Task Builder supplies a default type of .TSK.

map-file is the file specification you give to name the memory map file produced by the Task Builder. This map can be very useful if you are doing overlays; it is not particularly helpful otherwise. See Chapters 3, 4, and 6, where overlays are discussed, for a description of the map file.

If you do not want this file, simply type the comma delimiter. If you leave off the file type from the file specification, the Task Builder supplies a default type of .MAP.

symbol-file is the file specification you give to name the symbol-table file produced by the Task Builder. This file is necessary if you want to build your own resident library. It is also used by the COBOL-81 symbolic debugger. It is not useful otherwise. See Chapter 7 for a description of the symbol file.

If you do not want this file, simply leave out the file specification. If you leave off the file type from the file specification, the Task Builder supplies a default type of .STB.

object,... are the object files produced from the assembly or compilation of your program and subroutines, plus disk library files containing subroutines needed to complete the program. These files are input to the Task Builder. The Task Builder combines these object files in the order you specify, and resolves cross-references to produce the task file.

You signify disk library files by appending the switch /LB to the file specification. This notifies the Task Builder that the file named is a library to be searched. The library is searched for routines that resolve references to undefined global symbols in all files to the left of the library file in the input list. So, be sure to put the library to the right of all object files that may contain references to routines in the library. (Usually, you put the library or libraries at the end of the input list.)

If you do not specify file types, the Task Builder assumes a default type of .OBJ for object files and a default type of .OLB for object libraries.

If you give a device or project-programmer number in a file specification in the input list (to the right of the equal sign), it applies to all file specifications to the right in the list.

Consider a build using MACRO object programs, for example. Assuming that TKB has been installed as a concise command language (CCL) command, a suitable command line is:

```
TKB EXE1,EXE1,EXE1=OBJ1,OBJ2,LB:RMSLIB/LB
```

The Task Builder constructs the executable file EXE1.TSK, the map file EXE1.MAP and the symbol table file EXE1.STB from the files OBJ1.OBJ, OBJ2.OBJ, and relevant modules from the library LB:RMSLIB.OLB. (The relevant modules are those referenced in your program. You may have referred to them in source statements, or the MAC assembler may have translated source statements into calls referring to this library.)

To omit the map file, type:

```
TKB EXE1,,EXE1=OBJ1,OBJ2,LB:RMSLIB/LB
```

To produce only the executable file, type:

```
TKB EXE1=OBJ1,OBJ2,LB:RMSLIB/LB
```

To produce no output files, type:

```
TKB=OBJ1,OBJ2,LB:RMSLIB/LB
```

The example above is useful if you are running the Task Builder only to see error messages; that is, a diagnostic run.

Note how project-programmer numbers and device designators work when given for a file specification in the input list:

```
TKB=OBJ1,[2,243]OBJ2,OBJ3,LB:RMSLIB/LB,MYLIB/LB
```

For this command, the Task Builder would search for the file OBJ1.OBJ in the user's account and for the files OBJ2.OBJ and OBJ3.OBJ in the account [2,243]. The project-programmer number also applies to the library; that is, the Task Builder would look on the system library disk for a file RMSLIB.OLB under the account [2,243]. Likewise, since the device name LB: also applies to MYLIB, the Task Builder looks on the system library disk under account [2,243] for the library file MYLIB.OLB.

If you do not want this to happen, respecify the project-programmer number and device that you want to apply to remaining files. The simplest way to accomplish this is to assign a logical name to the account [2,243] and use the system-wide logical SY: to "get back to" your account on the public disk structure. For example:

```
ASSIGN SY:[2,243] JOHN  
Ready  
TKB=OBJ1,JOHN:OBJ2,SY:OBJ3,LB:RMSLIB/LB,SY:MYLIB/LB
```

This can also be accomplished using multiline commands, as shown in the following section.

2.3.2 Multiline Command

Because you can specify any number of input files to the Task Builder, you sometimes need to use more than one line to enter a command.

If you type RUN \$TKB or just TKB, so that the Task Builder prompts with TKB>, it continues prompting for input until it receives a line consisting only of two slash characters (//). For example:

```
RUN $TKB  
TKB>IMG1,IMG1,IMG1=SY:[2,243]FILE1  
TKB>FILE2,FILE3,LB:RMSLIB/LB  
TKB>MYLIB/LB  
TKB>//
```

The prior sequence produces the same result as the single-line command:

```
TKB IMG1,IMG1,IMG1=JOHN:FILE1,SY:FILE2,FILE3,LB:RMSLIB/LB,SY:MYLIB/LB
```

You must specify the output file specifications and the equal sign on the first line. You can begin or continue input file specifications on subsequent lines.

2.3.3 Options

You may need to specify options to build a particular program. An option modifies the action taking place during the build. To include options, you must use the multiline format as shown below. When you type a line consisting of a single slash (/), the Task Builder assumes that the last input file has been entered and prompts for options by displaying "ENTER OPTIONS:" and another "TKB>" prompt.

```
RUN $TKB  
TKB>command  
TKB>continued-command  
TKB>/  
ENTER OPTIONS:  
TKB>option = value:value  
TKB>//
```

The format for options is shown here because some languages require certain options for a Task Build. If your language manual set includes a user's guide, you will probably find helpful pointers about necessary or particularly useful options for your language. Table 10-1 in the Reference Section of this manual gives an overview of all the options available for the Task Builder. The options are then described in detail in the remainder of that chapter.

The options you will probably find most useful regardless of source language are RESLIB and LIBR. You need to use these options if you need to link to one or more resident libraries. Since resident libraries are commonly used, these options are discussed in the following section. Some examples of these and other options are shown in Section 2.4.

2.3.4 The LIBR and RESLIB Options

You can link to a maximum of five resident libraries using the Task Builder on RSTS/E systems. With either the LIBR or RESLIB option, you specify that you want to link your program to one resident library. The choice between LIBR or RESLIB depends on whether the library is "system-owned" or "user-owned."

The LIBR option declares that your program intends to access a "system-owned" resident library. "System-owned" simply means that the file containing the library is located in the library account (LB:). This can be any account on any disk, as assigned by the system manager.

"User-owned" means that the library can be in some account other than LB:. With the RESLIB option, you specify the disk containing the resident library files.

The formats for the options are:

LIBR = name:access-code[:apr]

RESLIB = file-specification / access-code[:apr]

Note that with the LIBR option, you name only the resident library. The Task Builder looks for the appropriate files (name.STB and name.TSK) on the system library disk (LB:) when it is building the code necessary to load the resident library. With the RESLIB option, you specify a complete file specification. This names the device, account, and file name of the executable file to be loaded. You do not specify the file type. The Task Builder uses the executable file and the symbol table file for the library, and requires that they have file types of .TSK and .STB.

The access-code is either RW (read/write) or RO (read-only), indicating how your program intends to access the library. (It will be RO for DIGITAL— provided resident libraries such as RMSRES.)

The apr parameter is an integer in the range of 1 to 7 that specifies the first Active Page Register (APR) reserved for the library. If you leave this parameter off, the Task Builder assigns the highest APR it can to the resident library.

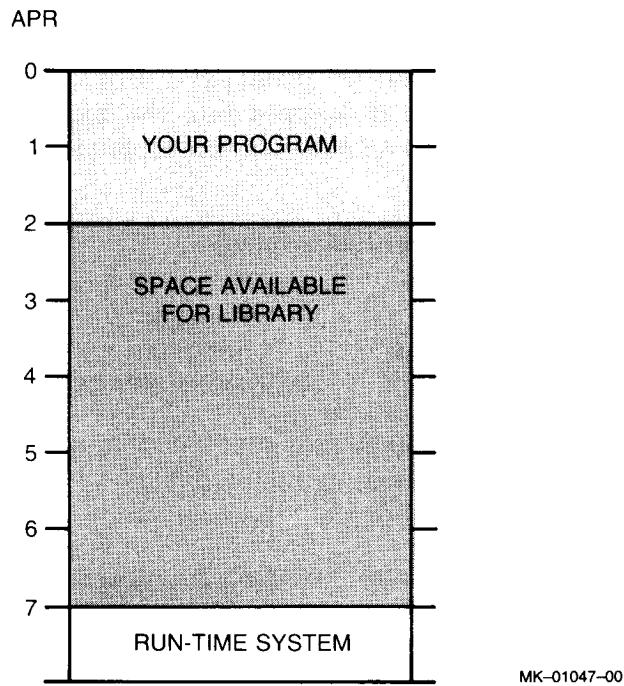
NOTE

There is one special case where you must specify an APR. If your program is to run under the RSX run-time system and your system manager has not installed the RSX run-time system as "disappearing," that is, with RSX directive emulation as part of the RSTS/E monitor, you must specify the APR to build with the resident library properly. Otherwise, the Task Builder builds the program as though the resident library were in the "high segment" occupied by the run-time system. This will cause errors at run time.

It is not really necessary to understand Active Page Registers to understand or use the APR modifier. Think of your 32K-word user job area as divided into eight parts of 4K words each, numbered from 0 through 7 (see Figure 2-4). Your program occupies one or more of the lowest-numbered segments. The run-time system occupies one or more of the highest-numbered segments (unless it is the RSX run-time system installed with RSX emulation in the monitor itself).

You can "map" a resident library into an area in between your program and the run-time system. The map must begin on a 4K-word boundary. For example, suppose your program takes 6K words and the run-time system takes 4K words of memory. You can map up to 20K words of resident library into your job, beginning with APR 2.

Figure 2-4: Active Page Registers (APRs) for Your Job Area



2.3.5 The CLSTR Option

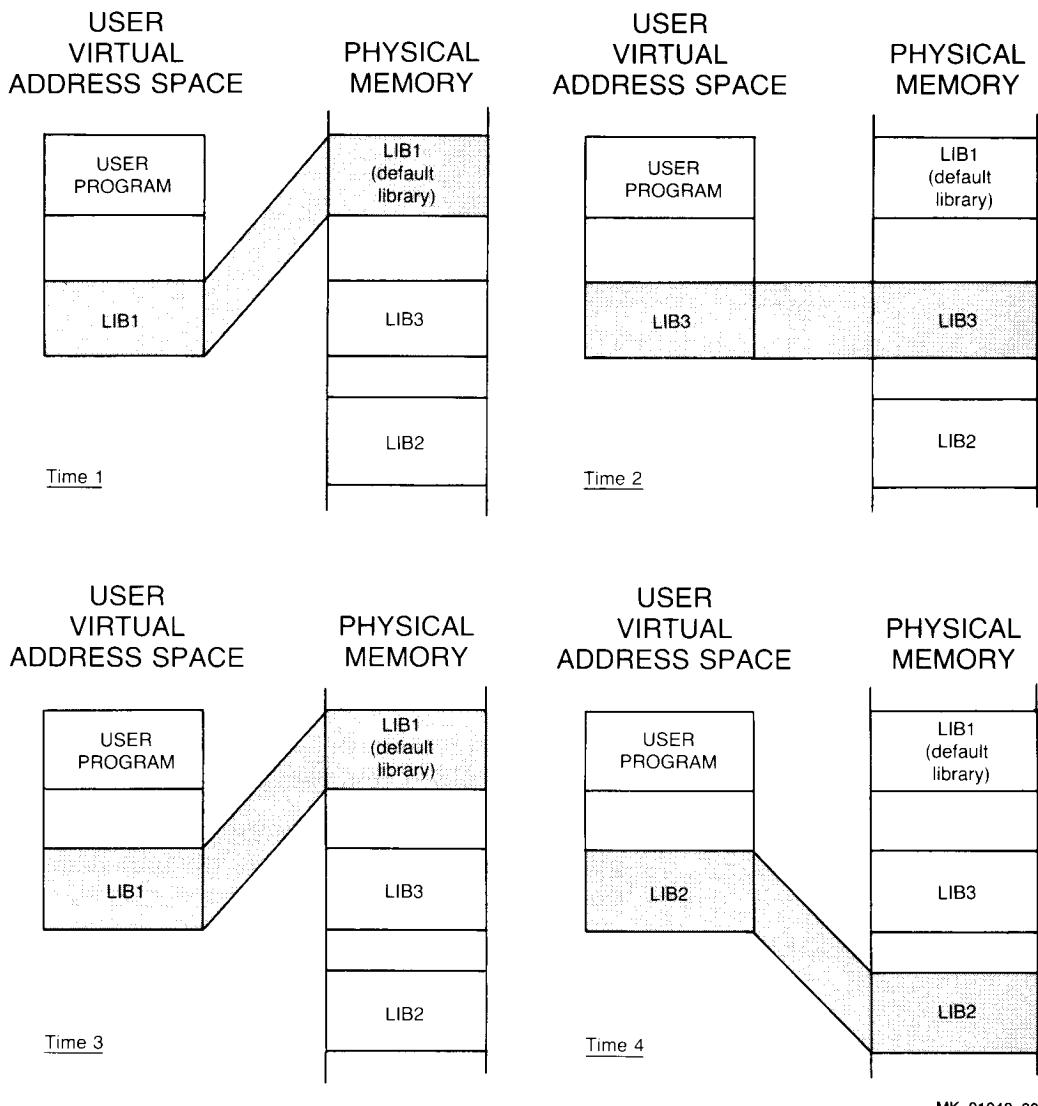
The CLSTR option is useful if you need to use more than one resident library. CLSTR lets multiple resident libraries share the same virtual address space in your program. However, not all resident libraries available with RSTS/E can take advantage of this feature. Those that can are:

- BP2RES — Clusterable resident library for BASIC-PLUS-2 programs.
- BP2SML — Clusterable resident library (a subset of BP2RES) for BASIC-PLUS-2 programs.
- C81CIS — Clusterable resident library for COBOL-81 programs compiled with the /CIS switch (normal default if your computer has the Commercial Instruction Set (CIS) option).
- C81LIB — Clusterable resident library for COBOL-81 programs compiled with /-CIS switch (normal default if your computer does not have the Commercial Instruction Set (CIS) option).
- FDVRDB — Clusterable resident library for the FMS form driver with debug mode support.
- FDVRES — Clusterable resident library for the FMS form driver without debug mode support.
- RMSRES — Clusterable resident library for RMS-11 that supports sequential, relative, and indexed file operations.
- DAPRES — Clusterable resident library for network record access through RMS.

Refer to the documentation for your specific languages to see whether their libraries can cluster.

Figure 2–5 illustrates the concept of cluster libraries. In the figure, three libraries form a cluster for the user program: LIB1, LIB2, and LIB3. LIB1 is the “default library;” that is, it is mapped into the high end of the user program’s address space before any calls have been made to any library at execution time.

Figure 2–5: Clustered Resident Libraries



At “time 2” in the figure, a call is executed to a routine in LIB3. LIB1 is unmapped from the high address space, and LIB3 is mapped, so the routine can be executed. When control passes from the library routine back to the user program (time 3), LIB3 is unmapped, and LIB1 (the default library) is mapped again. At time 4, a call is executed to a routine in LIB2; again, LIB1 is unmapped and LIB2 is mapped to the high address space.

This process of mapping and unmapping proceeds throughout execution of the user program. The resident libraries forming a cluster share the same high address space in the job area (virtual address space). They take much less space from the user program than they would if all three libraries were mapped to the virtual address space at the same time.

To use cluster libraries, you use the CLSTR option. The format is:

```
CLSTR=default-library,library-2,...,library-5:access-code[:apr]
```

The first library listed in the CLSTR option is the default library. Because of the way clustering works, only certain libraries can be default libraries. If you want to build libraries to be clusterable, the techniques are described in Chapter 7. If you simply want to use libraries in a resident library cluster, the DIGITAL-supplied libraries are designed so the language library can always serve as the default library.

Thus, for the resident libraries listed previously, you can use either BP2SML or BP2RES for BASIC-PLUS-2 programs, or C81CIS or C81LIB for COBOL-81 programs. As a secondary library in the cluster, you can use FDVRES and/or RMSRES.

Up to five resident libraries can form a cluster. A cluster for DIGITAL-supplied libraries must occupy the upper 8K words of your address space. If your site builds its own clusterable libraries, however, these libraries can occupy their own separate cluster, as long as the limit of five resident libraries for each task build is not exceeded. (You can have no more than five libraries involved in clusters.)

Thus, you can cluster either of two variations of the COBOL-81 library (C81CIS or C81LIB) with the FMS library (FDVRES) and/or the RMS library (RMSRES), and any two of your own clusterable libraries either in the same cluster or in a separate cluster in lower virtual address space.

Likewise, you can cluster BP2RES or BP2SML with the RMS (RMSRES) and/or FMS (FDVRES) libraries, along with any two of your own clusterable libraries.

The access-code is either RW (read/write) or RO (read-only). This code is an attribute of the library itself. That is, you could not select RW (indicating your program can read from or write to the library) if the library has been built RO. The access-code is RO for DIGITAL-provided resident libraries such as BP2RES, FDVRES, C81CIS, and C81LIB. For example:

```
TKB>CLSTR=C81CIS,FDVRES,RMSRES:RO
```

The APR parameter is an integer in the range of 1 to 7 that specifies the first Active Page Register (APR) reserved for the clustered libraries. If you leave this parameter off, the Task Builder assigns the highest APR it can to the cluster (APRs 6 and 7 for the command line above).

Currently, DIGITAL-supplied libraries are built to use the top two APRs available to the cluster:

1. If the language library is part of a cluster, the cluster will occupy APRs 6 and 7. (You need not specify an APR parameter.)
2. If the language library is not part of a cluster and occupies the top two APRs, such as the BP2SML resident library, the cluster will occupy APRs 4 and 5. (You specify an APR parameter of 4.) This description applies mainly to users who are building their own cluster libraries.
3. If a run-time system occupies the top APR (7), the cluster will occupy APRs 5 and 6. (You specify an APR parameter of 5.)

2.4 Examples of Simple Builds

The examples in this section illustrate building programs in various languages and with various kinds of libraries. Note that in all the examples, an executable program file is requested. You might want to request the other files once to see what they look like. For these simple builds, however, neither the map file nor symbol table file are particularly useful. Map files become useful when you are working with overlays; they are described in Chapters 3, 5, and 6. Symbol table files are chiefly useful when you are constructing your own resident libraries (Chapter 7), or when you are using the COBOL-81 symbolic debugger.

2.4.1 BASIC-PLUS-2 Examples Including Disk, Resident, and Cluster Libraries

Note that RSX directive emulation code must be installed on your system in order to use BASIC-PLUS-2 V2.0.

To build a BASIC-PLUS-2 program using disk and resident libraries, you can type:

```
RUN $TKB
TKB>PROG=OBJ1,OBJ2,OBJ3,LB:BP2OTS/LB
TKB>/
ENTER OPTIONS:
TKB>LIBR=BP2SML:RO
TKB>LIBR=RMSRES:RO
TKB>UNITS=12
TKB>ASG=SY:5:6:7:8:9:10:11:12
TKB>EXTTSK=512
TKB>//
```

The first line tells the Task Builder to create the task image file, named PROG.TSK. The object programs are OBJ1.OBJ, OBJ2.OBJ, and OBJ3.OBJ. The /LB switch references the BP2OTS library. LB: is the system library device, and the Task Builder assumes a default file type of .OLB for libraries.

You end the command line and indicate that you want to enter options by typing a single slash (/) on a separate line. The Task Builder responds with ENTER OPTIONS: and another TKB> prompt. You then enter the LIBR option, designating BP2SML as the resident library to be mapped read-only. RMSRES is the RMS resident library; it also is to be mapped read-only. (Symbols not resolved by the resident library, BP2SML, will be resolved by BP2OTS.OLB.)

The UNITS option declares the maximum number of I/O channels (units) that your program will use. The ASG option relates these channels to devices. For instance, the example shows a maximum of twelve channels are used by the program. Defaults are accepted for channels 1 through 4. Channels 5 through 12 are the public structure (SY:). EXTTSK allocates an additional 512 words of memory to your program. You then end Task Builder input by typing two slash characters (//) on a separate line.

This BASIC-PLUS-2 example shows the use of cluster libraries:

```
RUN $TKB
TKB>MYPROG=PROG1,SUB1,SUB2,LB:BP2OTS/LB
TKB>/
ENTER OPTIONS:
TKB>CLSTR=BP2RES,RMSRES:RO
TKB>UNITS=12
TKB>ASG=SY:5:6:7:8:9:10:11:12
TKB>EXTTSK=512
TKB>//
```

In this example, you request the executable file MYPROG.TSK, consisting of the object modules PROG1.OBJ, SUB1.OBJ, and SUB2.OBJ. The resident libraries BP2RES and RMSRES are to be built to form a cluster using the upper 8K words of address space (APRs 6 and 7). The libraries are to be mapped read-only. The language library BP2OTS is the default library.

2.4.2 PDP-11 COBOL Example Including Two Disk Libraries

To build a PDP-11 COBOL program, you can type:

```
RUN $TKB
TKB>OUT=PROG,SUB,SUB2,LB:COBLIB/LB,LB:RMSLIB/LB
TKB>//
```

This command tells the Task Builder to create one file, the executable file, named OUT.TSK. The compiled object programs are PROG.OBJ, SUB.OBJ, and SUB2.OBJ. Two libraries are referenced; COBLIB.OLB and RMSLIB.OLB. The /LB switch indicates that the libraries are located in the library account (LB:).

2.4.3 COBOL-81 Examples Including Disk Library and Cluster Libraries

The following example illustrates building a COBOL-81 program:

```
RUN $TKB
TKB>FINAL=PROG1,PROG2,LB:C81CIS/LB
TKB>//
```

With this command, the Task Builder creates the executable file FINAL.TSK from the compiled object programs PROG1.OBJ and PROG2.OBJ, and from necessary routines from the library for the Commercial Instruction Set (CIS), C81CIS.OLB.

The second example for COBOL-81 shows the use of cluster libraries:

```
RUN $TKB
TKB>FINAL=PROG1,PROG2,LB:C81CIS/LB
TKB>/
ENTER OPTIONS:
TKB>CLSTR=C81CIS,FDVRES,RMSRES:RO
TKB>//
```

In the example above, you request the executable file FINAL.TSK, consisting of the object modules PROG1.OBJ and PROG2.OBJ. The /LB switch references the disk library C81CIS.OLB. The resident libraries C81CIS, FDVRES, and RMSRES are to be built to form a cluster using the upper 8K words of address space (APRs 6 and 7). The libraries are to be mapped read-only. The language library C81CIS is the default library. Note that while C81CIS in the command line refers to the disk library, C81CIS in the CLSTR option refers to the resident library.

2.4.4 DIBOL Example Including Disk and Resident Libraries

The following example illustrates building a typical RMS DIBOL program:

```
RUN $TKB
TKB>PAY=HOURS,EMPLK,CHECK,MYLIB/LB,LB:DBRLIB/LB
TKB>/
ENTER OPTIONS:
TKB>LIBR=DBRRES:RO:4
TKB>LIBR=RMSRES:RO:6
TKB>//
```

This example requests the executable file PAY.TSK. The object modules used are HOURS.OBJ, EMPLK.OBJ, and CHECK.OBJ. Modules are included from the library MYLIB.OLB (on the system disk in your account) and the library DBRLIB.OLB (in the system library account LB:). DBRRES is the DIBOL resident library for RMS; it is to be mapped read-only, beginning in APR 4. RMSRES is the RMS resident library; it also is to be mapped read-only, beginning in APR 6.

2.4.5 FORTRAN-77 Example Including One Disk Library

To build a FORTRAN-77 program, you can type:

```
RUN $TKB
TKB>BURNS=KNIGHT,DAY,LB:F4POTS/LB
TKB>//
```

This example requests an executable file named BURNS.TSK. The files KNIGHT.OBJ and DAY.OBJ are the compiled files to be used, along with referenced routines from the library F4POTS.OLB.

2.4.6 MACRO Examples Including Resident Libraries

The following examples show the use of the LIBR and RESLIB options.

The first uses LIBR:

```
RUN $TKB
TKB>FINAL=FINAL,SUB1,SUB2
TKB>/
ENTER OPTIONS:
TKB>LIBR=RMSRES
TKB>//
```

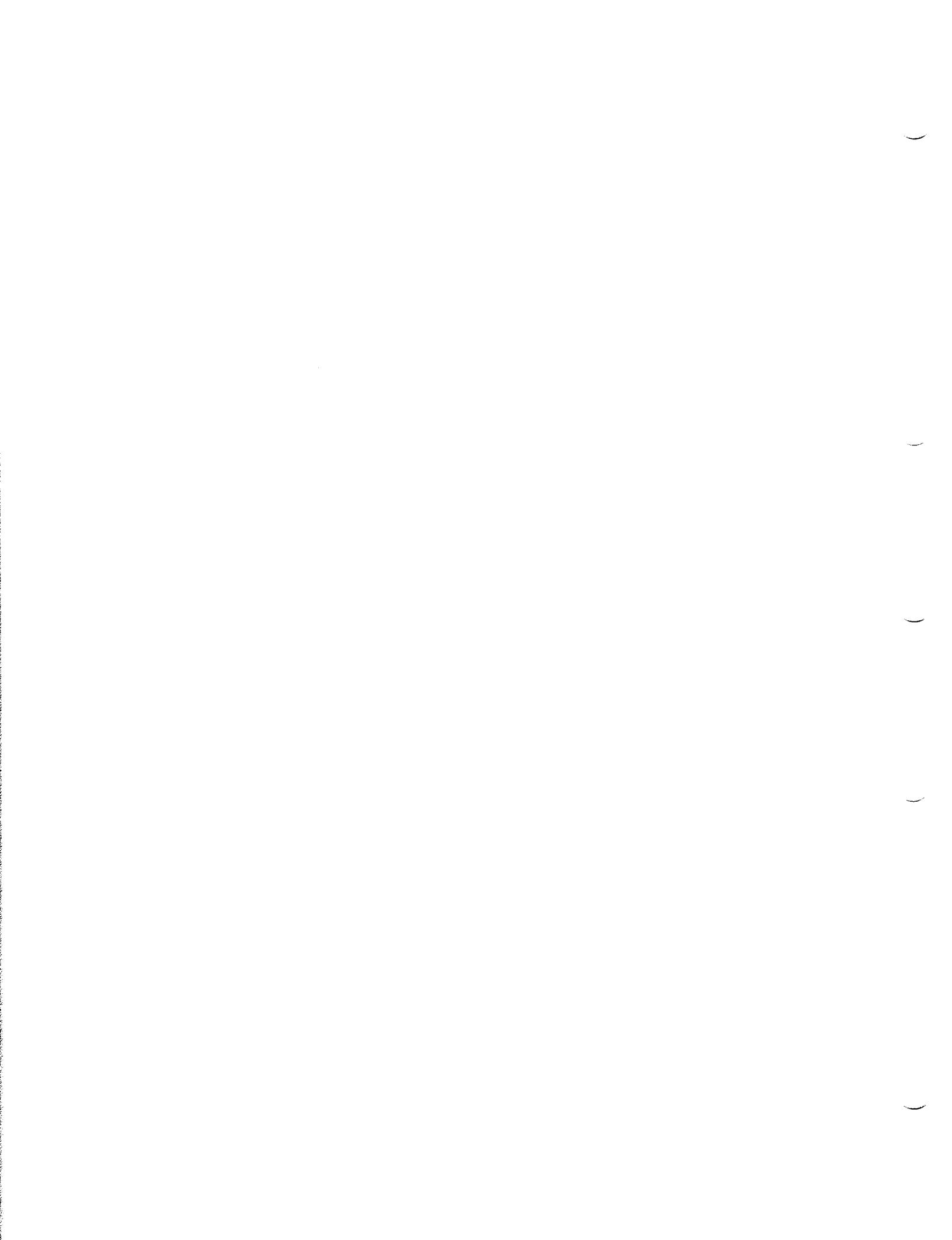
This example requests the executable file FINAL.TSK, constructed using the compiled files FINAL.OBJ, SUB1.OBJ, and SUB2.OBJ. The resident library RMSRES is linked in also. Note that in this case, no APR is given; the Task Builder will use APRs 6 and 7 for RMSRES, so the system manager must have installed the system with RSX directive emulation code as a part of the monitor.

The LIBR option is used because the files RMSRES.TSK and RMSRES.STB are located on the system library device (LB:).

The next example uses the RESLIB option:

```
RUN $TKB
TKB>FINAL=FINAL,SUB1,SUB2
TKB>/
ENTER OPTIONS:
TKB>RESLIB=DRO:[1,150]RMSRES
TKB>//
```

The same requests are made as in the previous example. In this case, the files RMSRES.TSK and RMSRES.STB are located on the device DR0: in account [1,150]. The RESLIB option is used instead of LIBR because the library is not in LB:.



Chapter 3

The Basic Concepts

If your program is too large to fit in the space available, you must specify an overlay structure for it. The easiest way to find out if your program is too large is to try to build it, using the steps outlined in Chapter 2. If you get the following error message, your program is too large:

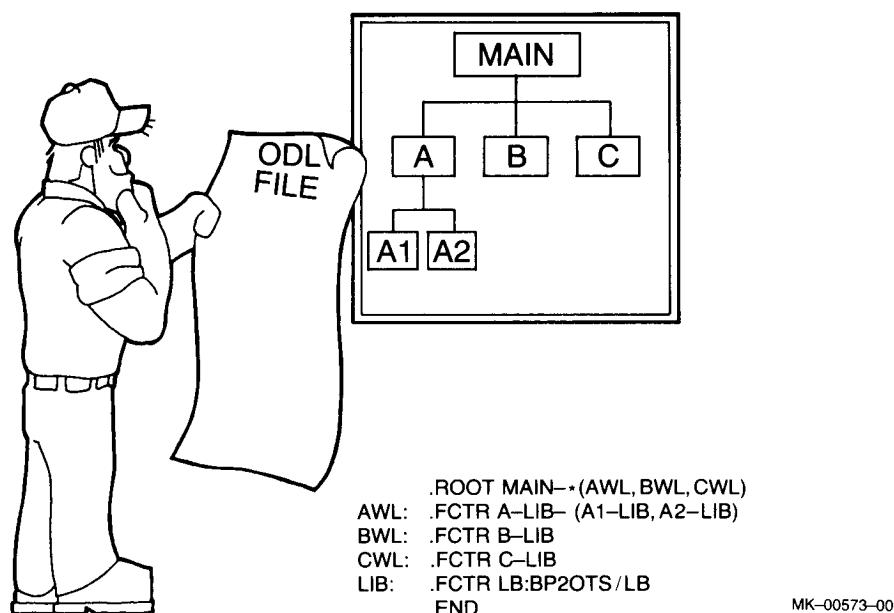
```
Task has illegal memory limits
```

Languages that can dynamically allocate memory (such as BASIC-PLUS-2) may not give this error at task build. Rather, they may produce another message at run time, such as:

```
Maximum memory exceeded
```

This chapter tells how to specify an overlay structure to eliminate this problem. You design an overlay structure, such as the diagram in Figure 3-1, and describe the structure to the Task Builder using an "ODL file:" a file written in the Overlay Description Language.

Figure 3-1: The ODL File Is Your "Blueprint" for Overlays



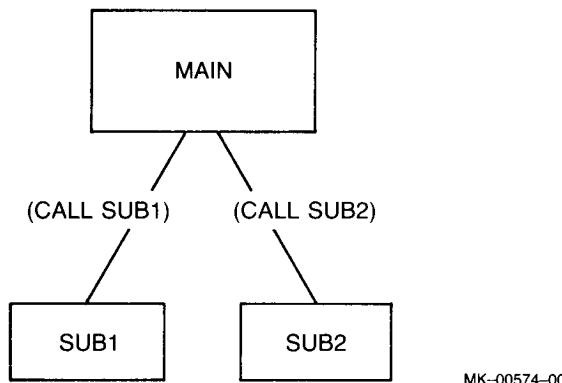
COBOL programmers note: you cannot use the specific techniques described in this chapter to construct overlays. In COBOL, you begin working with overlays within the language itself by using the segmentation facility of the COBOL compiler. Techniques are described in the *PDP-11 COBOL User's Guide* and the *RSTS/E COBOL-81 User's Guide*.

COBOL programmers may want to read this chapter to get an idea of what the PDP-11 COBOL or COBOL-81 compiler and MRG utility (for PDP-11 COBOL) or BLDODL utility (for COBOL-81) are doing for you. Chapter 6 describes overlays in terms of program sections and may also be of interest to you.

3.1 What are Overlays?

The best way to explain overlays is by example. Suppose that the program you have written consists of a main program (called MAIN) and two separately compiled subroutines (called SUB1 and SUB2). Suppose further that MAIN calls both SUB1 and SUB2, and that neither SUB1 nor SUB2 contain any calls to separately compiled subroutines or to MAIN (see Figure 3-2).

Figure 3-2: Outlining the Call Structure

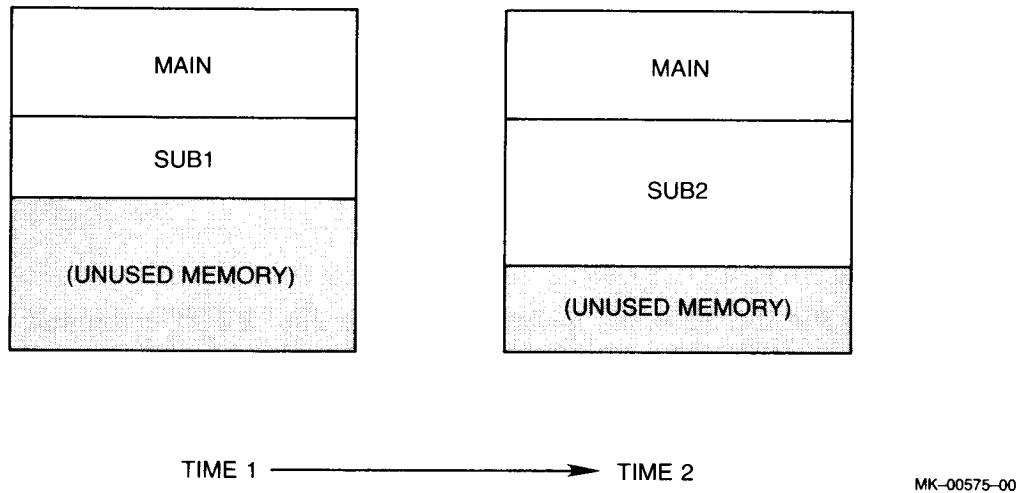


MK-00574-00

You can specify an overlay structure such that the run-time system (described in Section 2.1) loads MAIN when the program is first run. When MAIN calls SUB1, code built into MAIN by the Task Builder loads SUB1 for execution. Then, when control passes back to MAIN and it calls SUB2, the loading code that was built into MAIN brings SUB2 into memory overlaying SUB1 (see Figure 3-3).

Note that SUB1 and SUB2 do not call or use data from each other. This "logical independence" is necessary for program pieces that overlay each other. In this example, calls to routines or references to data that are not currently in memory must be made from the "root:" the MAIN program.

Figure 3–3: A Simple Overlay in Memory



3.2 Constructing an ODL File: .ROOT, .FCTR, and .END Commands

To define an overlay structure to the Task Builder, you construct an “overlay map:” a file consisting of instructions written in a language called the “Overlay Description Language.” This file is often referred to as an ODL file.

Three commands form the heart of the Overlay Description Language: .ROOT, .FCTR, and .END. To give you an idea of its simplicity, here is an ODL file for the example shown in Figure 3–2:

```

.ROOT    MAINWL-* (SUB1WL ,SUB2WL )
MAINWL:  .FCTR   MAIN-LIBR
SUB1WL:  .FCTR   SUB1-LIBR
SUB2WL:  .FCTR   SUB2-LIBR
LIBR:    .FCTR   LB:BP2OTS/LB
        .END

```

The .ROOT, .FCTR, and .END commands for this example are described in the following sections.

3.2.1 The .ROOT Command

Every ODL file has one and only one .ROOT command; this command describes the entire overlay structure. In the example at the start of Section 3.2, the .ROOT command defines the entire structure in terms of “factors” defined in following .FCTR commands. This is simply for the convenience of saving space in the command line. You could have referred to the actual object files MAIN, SUB1, SUB2, and the library LB:BP2OTS in the .ROOT command and eliminated the .FCTR commands entirely (see Section 3.2.4). However, the .ROOT command would have been long and somewhat hard to read and interpret.

The syntax of the .ROOT and .FCTR commands defines the overlay structure. The first item following the .ROOT command indicates the root item, to be assigned the lowest virtual addresses:

```
.ROOT MAINWL-*(SUB1WL,SUB2WL)
```

The root item in this example is MAINWL. This item — named to denote “MAIN With Library” — is defined in the following .FCTR command:

```
MAINWL: .FCTR MAIN-LIBR
```

For the moment, however, consider the .ROOT command. The following symbols define the structure of the overlay:

- Separates pieces to be concatenated in memory
- , Separates pieces to be overlaid in memory
- () Groups pieces to be overlaid

Thus, the hyphen in the .ROOT command indicates that MAINWL is to be concatenated with the structure (SUB1WL,SUB2WL). The parentheses indicate grouping; they enclose items that are to overlay each other. The structure inside — SUB1WL,SUB2WL — indicates SUB1WL and SUB2WL are to occupy the same space, or overlay each other as necessary.

In other words, a comma separating two or more items within parentheses indicates that they are to overlay each other. A dash between two items indicates they are to be concatenated, with the item on the left assigned the lowest addresses.

The asterisk (*) symbol shown in the example is an autoload indicator. It does not affect the overlay structure, although it is very important. It tells the Task Builder to generate what are called autoload vectors to ensure that overlay pieces can be loaded properly when the program is executed.

The use of asterisks is discussed in detail in Chapter 5; you can save a little space in your program if you use them carefully. However, the simplest rule, and one that always ensures proper loading for overlay structures described in this chapter, is to put an asterisk before the outermost left parenthesis in your ODL file.

3.2.2 The .FCTR Command

Consider the example under discussion again:

```
.ROOT  MAINWL-*(SUB1WL,SUB2WL)
MAINWL: .FCTR  MAIN-LIBR
SUB1WL: .FCTR  SUB1-LIBR
SUB2WL: .FCTR  SUB2-LIBR
LIBR:   .FCTR  LB:BP20TS/LB
        .END
```

MAINWL, SUB1WL, and SUB2WL are all defined as factors in the lines following the first line. The term "factor" is used in the sense of "ingredient." That is, .FCTR commands are used to further define elements used in a .ROOT command or a preceding .FCTR command.

Note that the names used in the .ROOT command are defined in each .FCTR command by the first field: the name terminated by a colon. Likewise, the name LIBR, used in several of the .FCTR commands, is defined in the last .FCTR command. In general, factor names can consist of 1–6 characters from the set A–Z, 0–9, and the dollar sign (\$).

The .FCTR command also specifies an overlay structure; the same items and operators used in a .ROOT command can also be used in a .FCTR command. In the example, the first three .FCTR commands consist of two items separated by a hyphen. Again, the hyphen separating two items means that the first item is assigned the lowest addresses, and the second item is to be concatenated following the first.

In the example shown at the start of Section 3.2, however, the concatenated item is LIBR, defined by a later .FCTR command as the BP2OTS library. When an item in a hyphenated series is a file with the /LB switch, it means that the first item's unresolved references are to be resolved from routines within that disk library. In other words, the entire library is not concatenated. Only those routines referenced are actually concatenated and added to the executable file. The items MAIN, SUB1, and SUB2 are the compiled or assembled object files. As with a simple build, the default file type for such files is .OBJ. The default file type for a file with the /LB switch is .OLB.

Note that a .FCTR command can contain an item defined in another .FCTR command. In general, .FCTR commands can be "nested" in this fashion up to 16 levels.

3.2.3 The .END Command

The .END command ends the ODL file; every ODL file must have one .ROOT command and end with .END.

3.2.4 Flexibility of the Overlay Description Language

From the preceding discussion, you probably have observed that there are many ways to construct ODL files using the three basic commands and their operators. For example, the following ODL file has the same effect as the example in Section 3.2:

```
.ROOT MAIN-LB:BP2OTS/LB-*(SUB1-LB:BP2OTS/LB,SUB2-LB:BP2OTS/LB)
.END
```

The ODL file above has no .FCTR statements. The following file also produces the same structure as the example at the beginning of Section 3.2:

```
LIBR:   .ROOT MAIN-LIBR-*(SUB1-LIBR,SUB2-LIBR)
        .FCTR LB:BP2OTS/LB
        .END
```

3.3 Using an ODL File When You Run TKB

To tell the Task Builder to build a program according to the structure specified in an ODL file, you simply give the ODL file name with the switch /MP instead of the object files in an ordinary command line. For example, to build the program described in Sections 3.1 and 3.2, you can type:

```
RUN $TKB
TKB>MYPROG,MPFILE=OVERLY/MP
ENTER OPTIONS:
TKB>LIBR=BP2RES:RO
TKB>UNITS=12
TKB>ASG=SY:5:6:7:8:9:10:11:12
TKB>EXTTSK=512
TKB>//
```

When you specify /MP on the input file for your task, it must be the only input file that you specify. Note that when you specify an ODL file, TKB automatically prompts for option input. Therefore, do not use the single slash (/) to direct TKB to prompt for options when you specify /MP on your input file.

The /MP switch indicates the file is an "overlay map," or ODL file. The default file type for files with the /MP switch is .ODL. Thus, the file used here as an overlay map is named OVERLY.ODL, on the system disk in the user's account.

The LIBR option declares that your program will access the resident library BP2RES. UNITS, ASG, and EXTTSK are other options often useful with BASIC-PLUS-2 programs. For another language, use the appropriate command as described in Chapter 2.

Note that you request a map file in this example. The map file is very useful when working with overlays.

3.4 The Memory Map File

This section discusses how to determine the size of the programs and subprograms you want to overlay.

Suppose that the build in Section 3.3 produces the error "SEGMENT seg-name HAS ADDR OVERFLOW: ALLOCATION DELETED". The program is too large; you must reexamine it. Now, though, you have an important tool: the memory map file, called in this case MPFILE.MAP. The first page of this map is shown in Figure 3-4. Note the highlighted section, titled "MYPROG.TSK OVERLAY DESCRIPTION".

This section of the memory allocation map appears only if you request overlays by using the /MP switch appended to an ODL file specification. To get this information, then, you must specify the most reasonable overlay structure possible without actually knowing the length of the pieces.

In the first three columns, this section gives, in octal, the base address, top address, and length, in bytes, of each overlay piece. The most relevant information is given in the second of the two LENGTH columns: the decimal length of the piece, in bytes. The MAIN program, for example, is 49,152 bytes long. SUB1 is 34,164 bytes, and SUB2 is 16,384 bytes.

You are building the program to run under the RSX run-time system, which allows 28K words, or 56K bytes for your program. Thus, you must restructure the program to divide MAIN into further pieces to be overlaid. At 49152 bytes, MAIN with SUB1 and SUB2 is too large to fit in the space available. To do this intelligently, however, you need to know more about the Task Builder.

Note that total task size and task image size show the space allocated for the program minus a calculated overflow.

Figure 3-4: Overlay Description of Memory Allocation Map

```
MAIN.TSK      Memory allocation map    TKB 08.006      Page 1
              19-MAR-83   14:56
```

```
Partition name : GEN
Identification : 600319
Task UIC : [1,234]
Stack limits: 001000 001777 001000 00512.
PRG xfr address: 012000
Total address windows: 2.
Task extension : 512. words
Task image size : 25280. words
Total task size : 25792. words
Task address limits: 000000 035047
R-W disk blk limits: 000002 000060 000057 00047.
```

```
MYPROG.TSK Overlay description:
Base      TOP      Length
-----  -----
000000  042563  140000  49152.  MAIN
          .           .       34164.  SUB1
          .           .       16384.  SUB2
```

(Other pages of memory map)

3.5 Designing Overlays Intelligently: Considering Space and Time

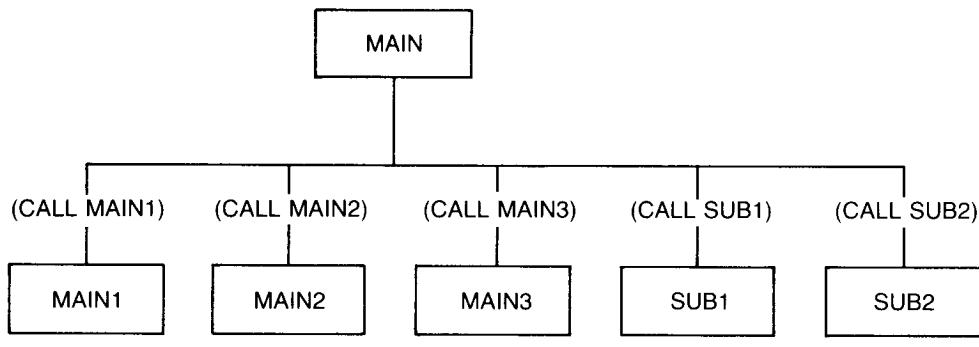
The same considerations are necessary in designing an overlay structure as in other aspects of computing: space and time. Some aspects of the problem of space (how to get the pieces to fit) have been discussed. To do the job well, you must also consider the problem of time: how to get the pieces to fit so that they execute in the least possible time.

3.5.1 Considering Space: Two Possibilities for Example

Suppose that examining the program in the example reveals two possibilities for dividing the program so that the pieces will fit.

In the first case, you divide MAIN into five parts by inserting calls in MAIN in the source code. Now you have a "root" segment, MAIN, with five branches, MAIN1, MAIN2, MAIN3, SUB1, and SUB2. The call structure is outlined in Figure 3–5.

Figure 3–5: Outline of First Call Structure for Example



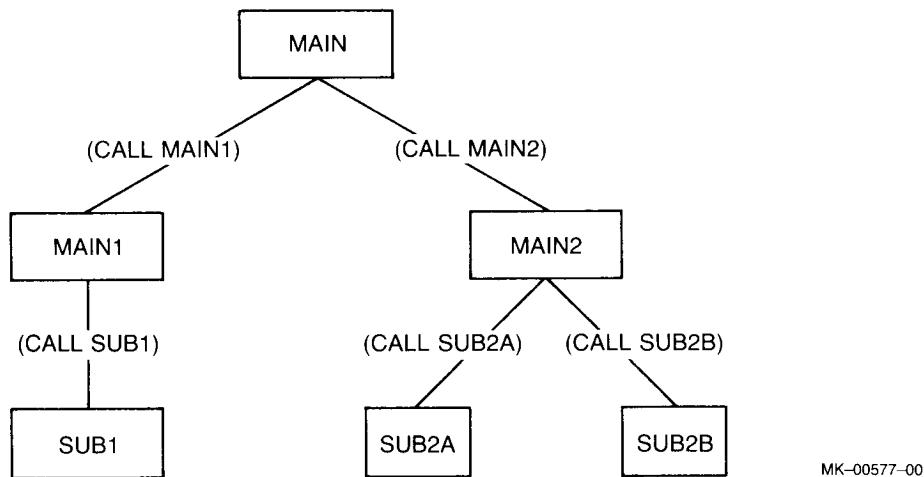
MK-00576-00

Note again the logical independence of the call structure for the items to be overlaid. Defining the overlay structure based on the call structure is one way to ensure the logical independence of the items in the overlay structure. In this case, MAIN1, MAIN2, MAIN3, SUB1, and SUB2 could not call each other or refer to data in each other. These items overlay each other and will not reside in memory at the same time. The ODL file for such a structure could look as follows:

```
.ROOT MAINWL-*(MAIN1L,MAIN2L,MAIN3L,SUB1L,SUB2L)
MAINWL: .FCTR MAIN-LIBR
MAIN1L: .FCTR MAIN1-LIBR
MAIN2L: .FCTR MAIN2-LIBR
MAIN3L: .FCTR MAIN3-LIBR
SUB1L: .FCTR SUB1-LIBR
SUB2L: .FCTR SUB2-LIBR
LIBR: .FCTR LB:BP2OTS/LB
.END
```

In the second case, you divide MAIN into two pieces and divide SUB2 into two pieces called SUB2A and SUB2B. The outline for the call structure is shown in Figure 3–6.

Figure 3–6: Outline of Second Call Structure for Example



The ODL file for such a structure could look as shown below. Note the nested parentheses used to group the pieces that overlay each other. In general, parentheses can be nested to 16 levels.

```

.ROOT  MAINWL-*(MAIN1L-SUB1L,MAIN2L-(SUB2AL,SUB2BL))
MAINWL: .FCTR  MAIN-LIBR
MAIN1L: .FCTR  MAIN1-LIBR
SUB1L: .FCTR  SUB1-LIBR
MAIN2L: .FCTR  MAIN2-LIBR
SUB2AL: .FCTR  SUB2A-LIBR
SUB2BL: .FCTR  SUB2B-LIBR
LIBR:   .FCTR  LB:BP2OTS/LB
.END
  
```

Now suppose you build the program successfully in both of the above cases. The problem with space is resolved with either the structure shown in Figure 3–5 or in Figure 3–6. You would choose the structure that requires the least time to execute, as described in the following section.

3.5.2 Considering Time: Reducing Disk Access

When you ask for overlays, the Task Builder inserts code into your program to load the overlays properly. For the example in Figure 3–5, the Task Builder inserts code into MAIN to load MAIN1, MAIN2, MAIN3, SUB1, and SUB2 from disk into memory when they are called. (MAIN itself is loaded by the run-time system when the program is first run.)

Thus, when MAIN calls MAIN1, the code inserted by the Task Builder is executed to load MAIN1 from disk into memory for execution. When MAIN calls MAIN2, this code is again executed to load MAIN2 from disk into memory, and so forth. These disk accesses take time. You want to design your overlays to reduce the number of disk accesses.

In general, the Task Builder analyzes your ODL file to determine the best way to store pieces on disk so that they can be loaded quickly. It constructs the executable program file in "segments" that are loaded with one disk access. Pieces connected by a dash (-) are stored in one segment. Pieces separated by a comma are stored in separate segments.

Thus, the executable file for the ODL file in Figure 3-5 consists of the main program (loaded by the run-time system) and five segments each requiring a separate disk access for loading. The executable file for the ODL file in Figure 3-6 consists of the main program and four segments. MAIN1 and SUB1, connected by a dash in the ODL file, are stored as one segment. When MAIN calls MAIN1, MAIN1 and SUB1 are loaded together. Then, when MAIN1 calls SUB1, no separate disk access is necessary: SUB1 is already in memory.

MAIN2, SUB2A, and SUB2B are stored as separate segments. Each requires a separate disk access.

Thus, assuming each call is made only once, the structure in Figure 3-5 calls for five disk accesses. The structure in Figure 3-6 calls for four disk accesses. Since both fit, you would choose the structure shown in Figure 3-6.

3.6 Logical Independence of Items in Overlay Structure

This section discusses the need for the logical independence of items in an overlay structure and suggests that basing the overlay structure on the call structure is a reasonable way to approach overlay structure design. If your program has a complex call structure, however, this approach may not be feasible.

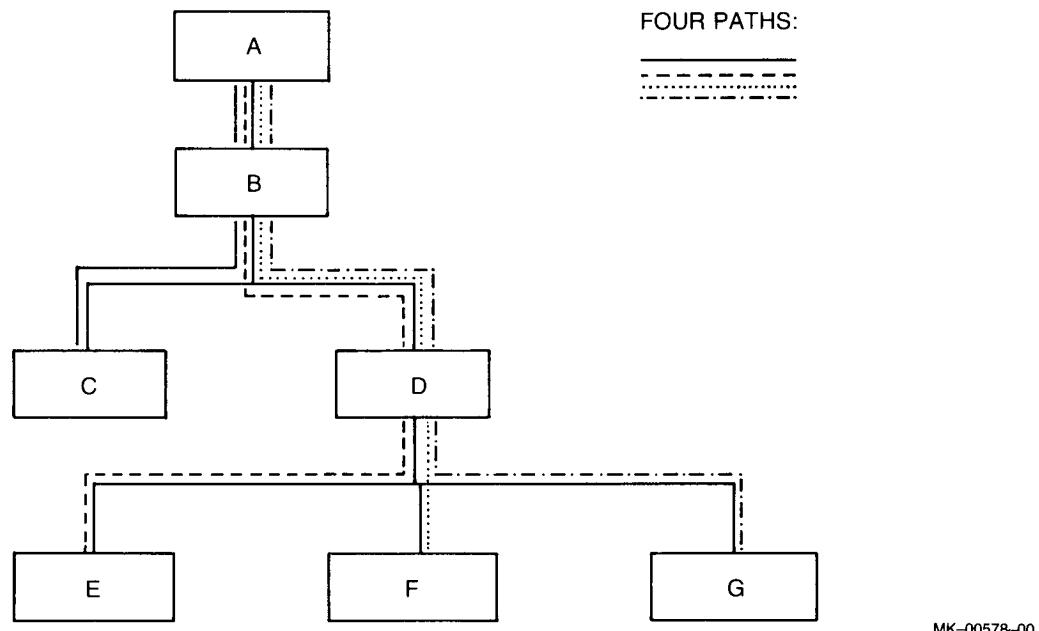
You can still visualize the tree-like structure we have shown previously, and you can still specify an overlay structure in terms of separately assembled or compiled program and subroutine files. However, you must consider the sequence of calls these pieces make to each other. In general, you must structure the overlay tree so that calls (or references to data) take place between pieces that are along the same path. Calls or references to data cannot take place between pieces that are along different paths. A path is simply any route from the root of the structure that follows a series of branches to an outermost piece of the tree.

Figure 3-7 shows a structure that is specified by the following ODL commands:

```
.ROOT    AL-BL-* (CL,FCTR1)
FCTR1: .FCTR    DL-(EL,FL,GL)
AL:     .FCTR    A-LIBR
BL:     .FCTR    B-LIBR
CL:     .FCTR    C-LIBR
DL:     .FCTR    D-LIBR
EL:     .FCTR    E-LIBR
FL:     .FCTR    F-LIBR
GL:     .FCTR    G-LIBR
LIBR:   .FCTR    LB:F4POTS/LB
       .END
```

Figure 3–7 shows pieces that overlay each other as separate “branches” of the tree. C and D would start at the same virtual address, as would E, F, and G. The paths in this structure are A–B–C, A–B–D–E, A–B–D–F, and A–B–D–G. Calls may be made between pieces on any of these paths. However, F could not call G, E, or C; C could not call D, E, F, or G; and so forth.

Figure 3–7: Separate Paths in an Overlay Structure



3.7 Resolution of Global Symbols

In the last section, it was noted that overlay pieces that are on separate paths cannot call each other or refer to data in each other. If you specify such a structure, the Task Builder gives you error messages about multiply-defined or ambiguously-defined global symbols. Since these errors can be one of the most frustrating aspects of task building, further clarification of the underlying concepts is necessary.

3.7.1 What Is a Global Symbol?

All languages provide the facility for defining and referring to symbols. In general, a symbol is a name that is eventually translated to an address for a location in computer memory. The location may contain data or a computer instruction.

Symbols can be classified as either local or global. A local symbol is one that is both defined and referenced within one program or subprogram. That is, its definition and usage are in the same (local) area.

A global symbol is one that can be defined in one program or subprogram and referred to by another separately compiled or assembled program or subprogram.

While you may not be aware of it, for example, the FORTRAN compiler defines a name you give to a COMMON area as a global symbol. Similar translations take place in all languages for common areas and entry points to programs and subprograms, including subprobrams contained in libraries.

3.7.2 Undefined, Multiply-Defined, and Ambiguously-Defined Global Symbols

The Task Builder resolves references to global symbols at build time. In general, you can define two global symbols with the same name if they are on separate paths and are not referenced from a piece that is common to both paths.

If you define a global symbol on one path but refer to it on another path, the symbol is diagnosed as undefined where it is referenced.

If you define two global symbols with the same name on the same path, the symbol is multiply defined.

If you define two global symbols with the same name on different paths, but the symbol is referenced from a piece that is common to both, the symbol is ambiguously defined.

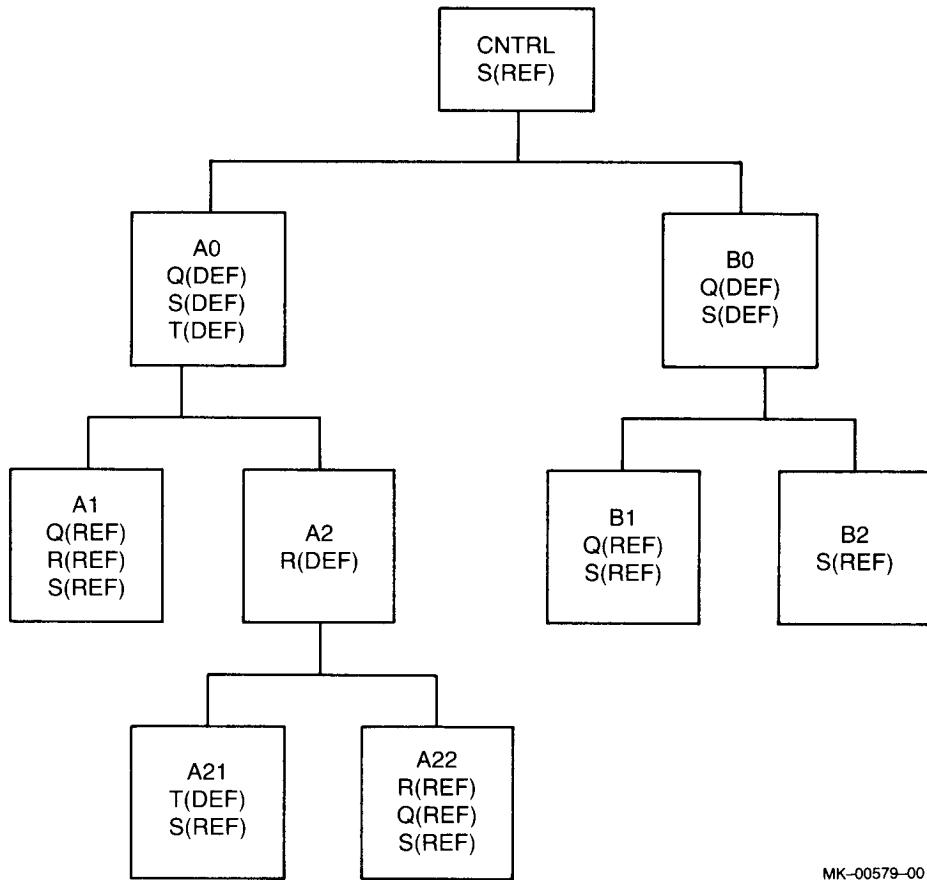
Examine the overlay structure in Figure 3–8. The global symbol Q is defined in A0 and B0. The references to Q in A22 and A1 are resolved by the definition in A0. The reference to Q in B1 is resolved by the definition in B0. The two definitions of Q are distinct in all respects; the definitions and references occupy separate paths.

The global symbol R is defined in A2. The reference to R in A22 is resolved by the definition in A2 because there is a path to the reference from the definition (CNTRL–A0–A2–A22). The reference to R in A1, however, is undefined because there is no definition for R on a path through A1.

The global symbol S is defined in both A0 and B0. References to S from A1, A21, or A22 are resolved by the definition in A0. References to S in B1 and B2 are resolved by the definition in B0. However, the reference to S in CNTRL cannot be resolved, because there are two different definitions of S on separate paths through CNTRL. The global symbol S is ambiguously defined.

The global symbol T is defined in both A21 and A0. Since there is a single path through the two definitions (CNTRL–A0–A2–A21), the global symbol T is multiply defined.

Figure 3–8: Resolving Global Symbols



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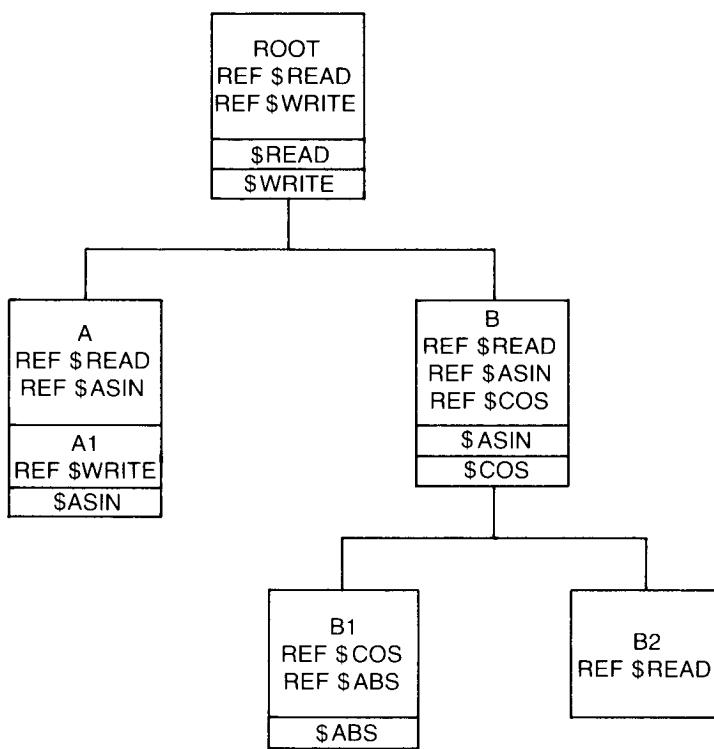
3.7.3 How Routines Are Inserted from Libraries

In all the examples so far, you have seen a library concatenated (using the dash in the ODL file) at the end of the root and every segment in the overlay structure. Unless you know which library routines are used by each piece of your program, this is the best way to ensure that library routines are properly inserted from the desired disk libraries. The Task Builder then ensures that routines referred to by more than one piece are accessible to all pieces. For example, consider the following ODL file for the overlay structure shown in Figure 3–9:

```

.ROOT      ROOTL-* (AL,BL-(B1L,B2L))
ROOTL:    .FCTR     ROOT-LIBR
AL:       .FCTR     A-A1-LIBR
BL:       .FCTR     B-LIBR
B1L:      .FCTR     B1-LIBR
B2L:      .FCTR     B2-LIBR
LIBR:     .FCTR     LB:F4POTS/LB
        .END
  
```

Figure 3–9: Resolving Global Symbols from Disk Libraries



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As shown in Figure 3–9, the ROOT section calls the routines \$READ and \$WRITE. The Task Builder resolves these references by building the routines into ROOT. The references to \$READ in A and B are then resolved from ROOT. The reference to \$WRITE in A1 is likewise resolved from ROOT.

Both A and B refer to the \$ASIN routine. Since A and B are on different paths, the Task Builder puts the \$ASIN routine in both A and B.

Both B and B1 refer to the \$COS routine; it is built into B because B is closer to the root than B1. The reference to \$COS in B1 is resolved by referring to the routine in B.

The \$ABS routine is referred to in B1 only. It is built into B1.

If you know which routines are called from the various pieces of your program, you can shorten the time necessary to build your program by specifying the routines directly. You make a direct specification by appending a colon and the routine name to the /LB switch. For example, to build the structure shown in Figure 3–9, you could use:

```

.ROOT  ROOTL-* (AL,BL-(B1L,B2))
ROOTL: .FCTR  ROOT-LB:F4POTS/LB:$READ:$WRITE
AL:     .FCTR  A-A1-LB:F4POTS/LB:$ASIN
BL:     .FCTR  B-LB:F4POTS/LB:$ASIN:$COS
B1L:    .FCTR  B1-LB:F4POTS/LB:$ABS
      .END
  
```

You could also request a different structure. To build all the required routines into the root, for example, you could specify:

```
        .ROOT ROOTL-* (A-A1,B-(B1,B2))
ROOTL:    .FCTR ROOT-LB:F4POTS/LB:$READ:$WRITE:$ASIN:$COS:$ABS
        .END
```

In general, up to eight routines can be specified on one /LB switch.

3.7.4 The Default Library

The Task Builder searches through the overlay structure to resolve global symbols. If any symbols are undefined after it examines all the pieces you specify, it will search the default library (normally LB:SYSLIB.OLB). If it can resolve a global symbol by inserting a piece from this library, it will do so.

Note that because SYSLIB.OLB used the MACRO assembly language judiciously, the code is not inserted as described in Section 3.7.3. Units called program sections have been carefully defined using MACRO, such that the code in SYSLIB takes as little space as possible. Program sections, and how the Task Builder builds programs with them, are described in Chapter 6.

For libraries built from compiler-language routines, however, Section 3.7.3 holds true.

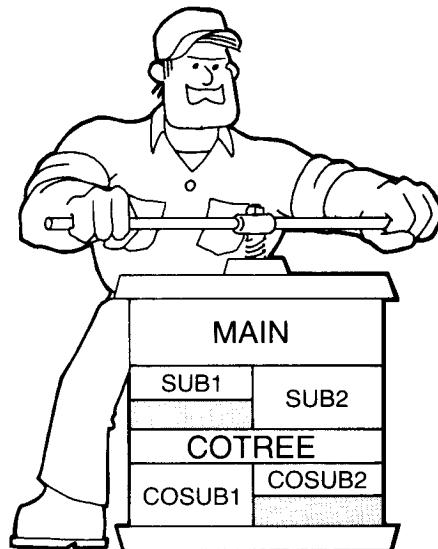


Chapter 4

Co-Trees: Another Way to Save Space

Chapter 3 describes the basics of specifying an overlay structure in an ODL file. This chapter discusses another overlay structure: co-trees. Co-trees are slightly more complex structures than any previously discussed. If applicable to your call structure, however, they can be extremely useful in cutting down the virtual address space your program takes (see Figure 4-1).

Figure 4-1: Co-Trees Can Save Even More Space Than Simple Overlays



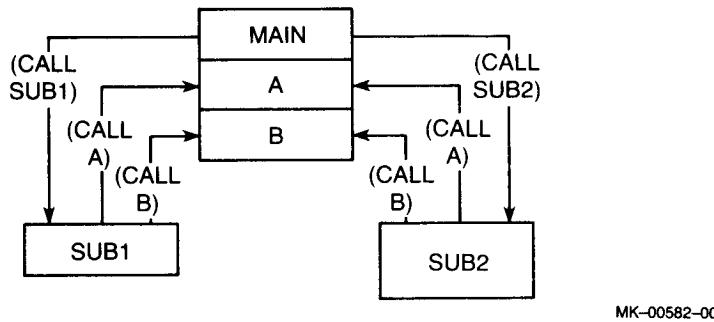
ODL FILE:

```
.ROOT MANTRE, COTRE
MANTRE: .FCTR MAIN-LIB->(SUB1-LIB, SUB2-LIB)
COTRE: .FCTR *COTREE-LIB->(COSUB1-LIB, COSUB2-LIB)
LIB: .FCTR LB:BP20TS/LB
.END
```

4.1 The Co-Tree Structure

As the name implies, co-trees allow you to define more than one tree structure in an overlay description. For example, suppose that A and B are routines that are called from several branches of a tree. You could define A and B as part of the root, so that they are always accessible from any branch of the tree (see Figure 4-2).

Figure 4-2: Putting A and B in the Root

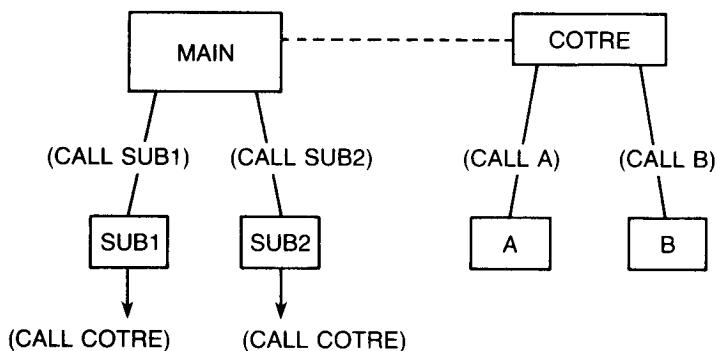


The ODL file for such a structure could appear as follows:

```
.ROOT MAIN-A-B-LIBR-* (SUB1-LIBR, SUB2-LIBR)
LIBR: .FCTR LB:BP2OTS/LB
      .END
```

Since A and B never call each other, however, they do not need to reside in memory at the same time. To save space, you could define A and B as part of a co-tree, such that they overlay each other. Like the main tree, co-trees must have a root. In this case, the root is called "COTRE" (see Figure 4-3).

Figure 4-3: A Co-Tree Structure



The ODL file for such a structure could be:

```
.NAME COTRE
.ROOT MANTRE,COTREE
MANTRE: .FCTR MAIN-LIBR-*(SUB1-LIBR,SUB2-LIBR)
COTREE: .FCTR *COTRE-LIBR-*(A-LIBR,B-LIBR)
LIBR:   .FCTR LB:BP2OTS/LB
.END
```

To separate co-trees, use the comma — not enclosed in parentheses — as between MANTRE and COTREE in the .ROOT statement above. (When the comma is used within parentheses, it separates pieces to be overlaid.) Note also that you put an autoload indicator (*) before the co-tree root and before the outermost left parenthesis in the co-tree overlay description.

To get an idea of how co-trees are loaded during execution, see Figure 4-4. This figure assumes that the call sequence is: MAIN calls SUB1 which calls COTRE twice, once to execute A and once to execute B. MAIN then calls SUB2 which calls COTRE to call A and B again.

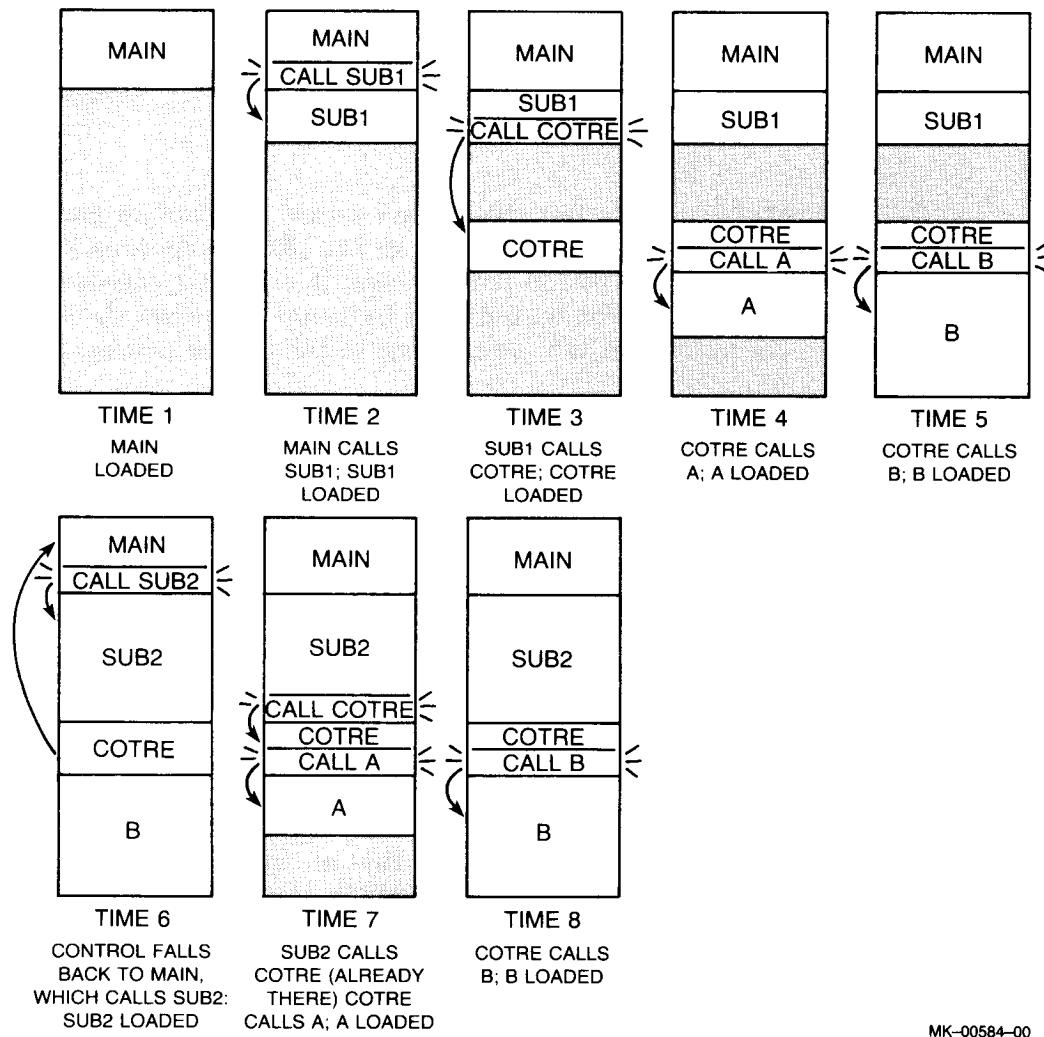
The run-time loader loads MAIN. The remaining pieces are loaded by code inserted in MAIN by the Task Builder. Once called (at time 3 in Figure 4-4), COTRE is resident in memory for the rest of the run. Note that it begins at the place where the longest part of the main tree ends (after SUB2).

As shown in Figure 4-4, storage is not shared between trees. Any piece in a tree can call or refer to data in another tree without displacing pieces from the calling tree. However, calls back and forth between trees can get you into trouble. For example, suppose that at time 4 in Figure 4-4 the subprogram A had called SUB2. SUB2 would be loaded, displacing SUB1 from the main tree. In the normal course of events, SUB2 would return control to A, which would return control to an address generated for SUB1 at build time. SUB1 is no longer in memory, however. Control would be passed to some location in SUB2, which has displaced SUB1 in memory.

To keep this from happening inadvertently, the Task Builder restricts its search through the structure for references to the default library if you specify co-trees. The Task Builder makes one pass through the entire structure trying to resolve global symbols from the pieces you have specified in the ODL file. If there are unresolved symbols after this first pass, the Task Builder makes another pass, attempting to resolve undefined symbols from the default system library. If you have specified co-trees, the Task Builder restricts its search during this second pass.

For example, if the Task Builder resolves a symbol in one tree by inserting a module from the default system library, it does not search through co-trees to see if there are other unresolved references to this module. It restricts its search to the current tree and the root of the main tree. This procedure eliminates cross-tree calls like that described above; necessary code is not inadvertently displaced.

Figure 4-4: How a Co-Tree Is Loaded During Program Execution



4.2 Using the .NAME Command for a Co-Tree Root

The example in Section 4.1 defined a separate co-tree root routine called COTRE. You can eliminate the need for a real routine (which takes space) by using the .NAME command to define the name of a dummy root for a co-tree. The calls out of SUB1 and SUB2 can then refer to A and B directly, and they will be loaded properly. For example, the ODL file could be:

```

.NAME   NULL
.ROOT  MANTRE,COTREE
MANTRE: .FCTR  MAIN-LIBR-*(SUB1-LIBR,SUB2-LIBR)
COTREE: .FCTR  NULL-*(A-LIBR,B-LIBR)
LIBR:   .FCTR  LB:BP2OTS/LB
.END

```

The .NAME command lets you give a name to a piece of the overlay structure. (You can also use it to assign certain attributes to pieces of the overlay structure, described further in Section 6.5.) The .NAME command is described in detail in Section 11.4.

Note in the preceding example that you do not need to use an autoload indicator (*) before a null root in a co-tree.

4.3 Designing the Most Space-Saving Co-Trees

Co-trees can save the most space when the pieces being overlaid in each tree are about the same size. For example, look at the structure of the example from the previous sections. Figure 4–5 shows three different structures. (Figure 4–5 also shows a new way of looking at overlay structures that takes the size of the pieces into account. You may find this particularly useful when dealing with co-trees.)

Figure 4–5: Co-trees Save More Space When Pieces Are the Same Size

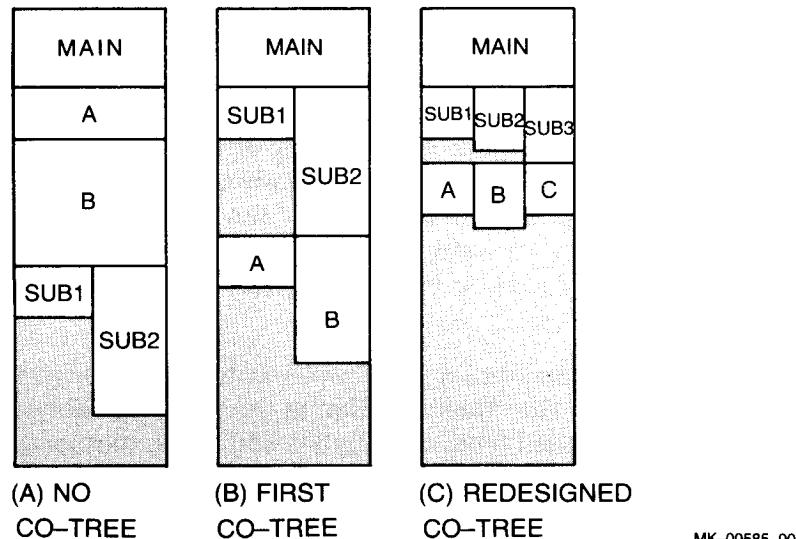


Figure 4–5(a) shows the original overlay design, with A and B built after MAIN in the root of the overlay structure. SUB1 and SUB2 overlay each other, after the root. Figure 4–5(b) shows the structure arrived at in the previous section: A and B are overlaid in a co-tree. By comparing Figures 4–5(a) and Figure 4–5(b), you can see that co-trees can save space. The total size of the program in virtual address space is smaller using the co-tree.

Note in Figure 4–5(b), however, that SUB2 and B are much larger than their counterparts SUB1 and A. The space shown between SUB1 and the A–B co-tree is essentially wasted. If you cut down SUB2, you can “squeeze” the co-tree down further in virtual address space. Furthermore, if you reduce the size of B, you can also reduce the total size of the program in virtual address space.

Figure 4–5(c) shows a better co-tree. SUB2 has been divided into two routines, SUB2 and SUB3. These routines are overlaid and are about the same size as each other and SUB1. B has also been divided into two separate routines, B and C. Again, the routines are overlaid and are about the same size as each other and A. Note that the total size of the program in virtual address space has been reduced even more than the structure shown in Figure 4–5(b).

Thus, the general rule for constructing tight programs using co-trees is: use small subprograms of uniform size. If you are using co-trees at all, you are probably more concerned with space than with your program's execution time. You may not lose that much time, though, depending on how the calls are structured. Remember that calls can be made between co-trees without necessarily causing a new overlay segment to be loaded from disk.

For example, suppose that in Figure 4–5(c), SUB1 calls A. A will remain in memory until B or C is called. Suppose control passes back to SUB1 to call A again, back to MAIN, and on to SUB2, which is loaded and calls A. A is still in memory. It does not need to be loaded again.

4.4 Co-Trees and High-Level Languages

As you can see from the previous sections, using co-trees can save space. The first time you try to build one using a high-level language, however, you will likely get a number of diagnostic error messages flagging multiply defined, ambiguously defined, and undefined symbols. This can be a bit disconcerting, especially since many of the symbols will not be any that you have referred to or defined in your program. Furthermore, the total virtual address space taken by the program may be even larger than that taken without co-trees.

The symbols are from library routines that have been inserted by the Task Builder. Note that the Task Builder is very careful about where it puts routines that are called from outside the main tree root on different trees in a co-tree structure. When you put general library references in your ODL file the Task Builder builds any routine that is called from outside the main tree root on two or more paths in two or more trees, into all the paths and trees where it is referenced. The Task Builder then resolves references to a routine in a particular path in a tree by referring to the routine built into that path on that tree.

So, the program will run as it has been built (unless you have made errors in your program, of course). Still, you may not want these routines built into each tree, where they can take more space than might actually be necessary. So, the Task Builder flags the symbols it finds as multiply defined or ambiguously defined, so that you can correct the situation if you want to.

4.4.1 Sample Source Program and Subprograms

Consider the following BASIC-PLUS-2 program and subprograms.

The main program, USER, simply calls three subprograms: INTRO, CRUNCH, and CHATR. INTRO displays a question at the user's terminal, and accepts the user's response: two integers. CRUNCH performs addition, multiplication, and subtraction on the two input numbers and calls CALC2 and CALC1, passing on the two input numbers. CHATR takes the sum, product, and difference calculated by CRUNCH and displays the values on the user's terminal. It then calls CALC1 and CALC2. CALC1 subtracts the two values and displays the difference. CALC2 adds the two values and displays the sum.

Source for Program USER

```
10      CALL INTRO(A1%,B1%)
20      CALL CRUNCH(A1%,B1%,SUMM%,PRODUCT%,DIFFER%)
30      CALL CHATR(A1%,B1%,SUMM%,PRODUCT%,DIFFER%)
40      END
```

Source for Subprogram INTRO

```
10      SUB INTRO(AA%,BA%)
20      INPUT "INPUT TWO NUMBERS";AA%,BA%
30      SUBEND
```

Source for Subprogram CRUNCH

```
10      SUB CRUNCH(AB%,BB%,CA%,CB%,CC%)
20      CA% = AB% + BB%
30      CB% = AB% * BB%
40      CC% = AB% - BB%
50      CALL CALC2(AB%,BB%)
60      CALL CALC1(AB%,BB%)
70      SUBEND
```

Source for Subprogram CHATR

```
10      SUB CHATR(AC%,BC%,CA%,CB%,CC%)
20      PRINT "THE SUM OF ";AC%;" AND ";BC%;" IS ";CA%
30      PRINT "THE PRODUCT OF ";AC%;" AND ";BC%;" IS ";CB%
40      PRINT "THE DIFFERENCE OF ";AC%;" AND ";BC%;" IS ";CC%
50      CALL CALC1(AC%,BC%)
60      CALL CALC2(AC%,BC%)
70      SUBEND
```

Source for Subprogram CALC1

```
10      SUB CALC1(AD%,BD%)
20      DA%=AD%-BD%
30      PRINT "THE COTREE DIFFERENCE IS ";DA%
40      SUBEND
```

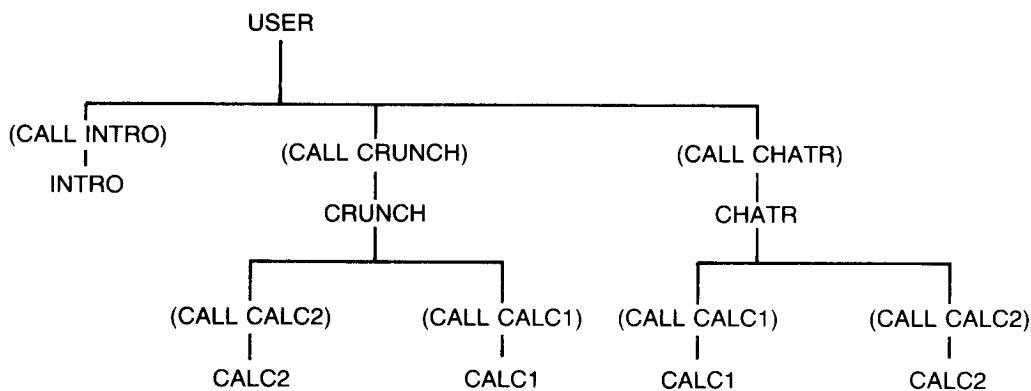
Source for Subprogram CALC2

```
10      SUB CALC2(AE%,BE%)
20      EA%=AE%+BE%
30      PRINT "THE COTREE SUM IS ";EA%
40      SUBEND
```

4.4.2 Outlining the Sample Program's Call Structure

As Figure 4–6 shows, the sample program and its subprograms fit the general situation where co-trees can help: one or more subprograms called by one or more other subprograms.

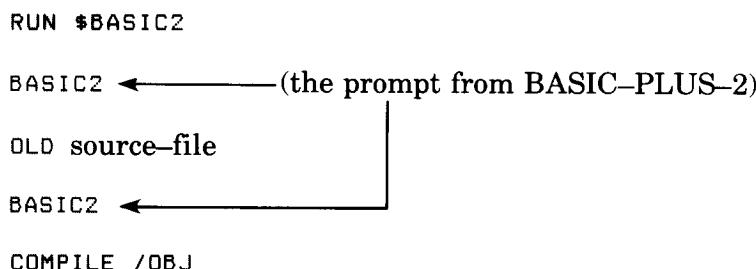
Figure 4–6: Call Structure for Sample Program



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4.4.3 Compiling the Sample Program and Subprograms

The general steps for compiling a BASIC-PLUS-2 program are:



For example, to compile a source file named USER.B2S, type:

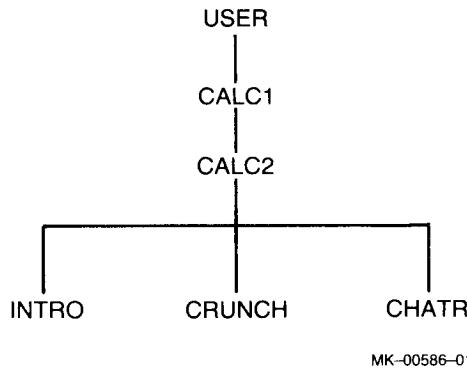
```
RUN $BASIC2
BASIC2
OLD USER
BASIC2
COMPILE /OBJ
```

These commands compile the file USER.B2S, creating the file USER.OBJ. (.B2S and .OBJ are the default file types assumed by BASIC-PLUS-2.)

4.4.4 First Build for Sample Program: Putting Subprograms in the Root

After creating the object files, the next step is task building. For the first build, without co-trees, we put CALC1 and CALC2 in the root (Figure 4–7).

Figure 4–7: First Build Structure for Sample Program



The ODL file for such a structure could be:

```
.ROOT USER-CALC1-CALC2-LIBR-*(INTWL,CHATWL,CRUNWL)
INTWL: .FCTR INTRO-LIBR
CRUNWL: .FCTR CRUNCH-LIBR
CHATWL: .FCTR CHATR-LIBR
LIBR: .FCTR LB:BP2OTS/LB
.END
```

Calling the above file OVER1.ODL, the build process is:

```
RUN $TKB
TKB>TRY1,TRY1=OVER1/MP
ENTER OPTIONS:
TKB>UNITS=12
TKB>ASG=SY:5:6:7:8:9:10:11:12
TKB>EXTTSK=512
TKB>//
```

The build proceeds without error. Examining the map file, TRY1.MAP, you see the first page shown in Figure 4–8.

The significant information is highlighted in Figure 4–8. The TASK IMAGE SIZE is 6528 words, or 13056 bytes. This means that the total amount of virtual address space that the program will take is 13056 bytes. Further down, the size is itemized by segment. Segment USER (constructed from the files USER.OBJ, CALC1.OBJ, and CALC2.OBJ, plus library routines from BP2OTS.OLB) requires 11348 bytes; INTRO, 1696 bytes; CHATR, 380 bytes; and CRUNCH, 196 bytes. In subsequent builds, you will see the structure (shown by the way the segment names are indented) and the sizes change.

Figure 4-8: First Page of Map File for Sample Program

```
TRY1.TSK      Memory allocation map   TKB 08.006      Page 1
              15-MAY-83    14:46
```

```
Partition name : Gen
Identification : 000708
Task UIC       : [1,196]
Stack limits: 001000 001777 001000 00512,
PRG xfr address: 022462
Total address windows: 1,
Task extension : 512 words
Task image size : 6528, words
Total task size : 7040, words
Task address limits: 000000 031363
R-W disk blk Limits: 000002 000036 000035 00029.
```

TRY1.TSK Overlay description:

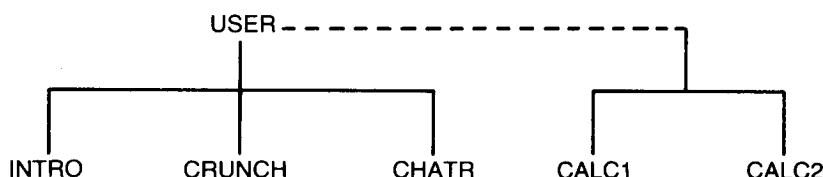
BASE	TOP	Length	
000000	026123	026124	11348. USER
026124	031363	003240	01696. INTRO
026124	026717	000574	00380. CHATR
026124	026427	000304	00196. CRUNCH

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4.4.5 Second Build for Sample Program: Using a Co-Tree

For the second build of the sample program, use the co-tree structure shown in Figure 4-9.

Figure 4-9: Structure for Second Build of Sample Program



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The ODL file for such a structure could be:

```

.NAME NULL
.ROOT USERWL,COTRWL
COTRWL: .FCTR NULL-*(CALC1-LIBR,CALC2-LIBR)
USERWL: .FCTR USER-LIBR-*(INTWL,CHATWL,CRUNWL)
INTWL: .FCTR INTRO-LIBR
CHATWL: .FCTR CHATR-LIBR
CRUNWL: .FCTR CRUNCH-LIBR
LIBR: .FCTR LB:BP20TS/LB
.END
  
```

Calling the previous file OVER2.ODL, the build process is:

```
RUN $TKB
TKB>TRY2,TRY2=OVER2/MP
ENTER OPTIONS:
TKB>UNITS=12
TKB>ASG=SY:5:6:7:8:9:10:11:12
TKB>EXTTSK=512
TKB>//
```

This run, unlike the first, produces a blizzard of diagnostic error messages:

```
TKB -- *DIAG* -- MODULE CALC1 AMBIGUOUSLY DEFINES SYMBOL xxxx
      :
      :
TKB -- *DIAG* -- MODULE $ICINI MULTIPLY DEFINES SYMBOL xxxx
      :
      :
TKB -- *DIAG* -- MODULE $JPMOV MULTIPLY DEFINES SYMBOL xxxx
      :
      :
```

It is useful to take note of the modules mentioned, for reasons that become clear later when you look at the memory map. The modules are, in order: CALC1, \$ICINI, \$JPMOV, \$ICWRT, \$ECONV, \$ICFNS, \$STFN1, CALC2, (and again) \$ICINI, \$JPMOV, \$ICWRT, \$ECONV, \$ICFNS, and \$STFN1.

If you try running the program built (by typing RUN TRY2.TSK), it works. So the Task Builder's error messages are only diagnostic messages, as indicated.

Figure 4-10 shows two pages of the relevant information from the map file TRY2.MAP. Page 2 of the map shows that the total size of the program has grown from 6528 words in the first build to 7552 words for the second build. This would seem an inauspicious start for a memory-saving co-tree structure, but you can be prepared for this and look for the reasons.

Page 5 shows the start of the information you are most interested in at this point. The highlighted portion under the TITLE column shows the names of library routines that have been built into the INTRO piece of the overlay structure. You know that they are library routines because the FILE column shows them as from the library file BP2OTS.OLB.

Following pages of the map (not shown in Figure 4-10) would show similar entries for library routines in the overlay pieces CRUNCH, CHATR, CALC1, and CALC2.

Figure 4–10: Excerpts from Map File for Second Build of Sample Program

TRY2.TSK Memory allocation map TKB 08,006 Page 2
CALC2 15-MAY-83 13:17

Partition name : GEN
Identification : 000708
Task UIC : [1,196]
Stack limits: 001000 001777 001000 00512.
PRG xfr address: 016030
Total address windows: 1.
Task extension : 512. words
Task image size : 7552. words
Total task size : 8064. words
Task address limits: 000000 035313
R-W disk blk limits: 000002 000054 000053 00043.

TRY2.TSK Overlay description:

Base	Top	Length	
000000	021043	021044	08740. USER
021044	030523	007460	03888. INTRO
021044	026173	005130	02648. CHATR
021044	021577	000534	00348. CRUNCH
030524	030523	000000	00000. NULL
030524	035313	004570	02424. CALC1
030524	035303	004560	02416. CALC2
.			
.			
.			

TRY2.TSK Memory allocation map TKB 08,006 Page 5
USER 15-MAY-83 13:17

*** Segment: INTRO

R/W mem limits: 021044 030523 007460 03888.
Disk blk limits: 000024 000033 000010 00008.

(continued on next page)

Figure 4–10: Excerpts from Map File for Second Build of Sample Program (Cont.)

```

Memory allocation synopsis:

Section                               Title   Ident   File
-----
, BLK.: (RW,I,LCL,REL,CON) 021044 000000 00000,
BP2OTS: (RW,I,LCL,REL,CON) 021044 007272 03770,
                                         021044 000422 00274, $ICINI 23CM BP2OTS.OLB
                                         021466 002004 01028, $ICRED 53CM BP2OTS.OLB
                                         023472 000656 00430, $ICWRT 40CM BP2OTS.OLB
                                         024350 000642 00418, $STMOS 16CM BP2OTS.OLB
                                         025212 002404 01248, $ECONV 24CM BP2OTS.OLB
                                         027616 000226 00150, $ICFNS 11RE BP2OTS.OLB
                                         030044 000202 00130, $STLSS 08CM BP2OTS.OLB
                                         030246 000070 00056, $STFN1 06CM BP2OTS.OLB
$ARRAY: (RW,D,LCL,REL,CON) 030336 000000 00000,
                                         :
                                         :

```

At this point, it is useful to sketch the information shown in the map file, listing the routines included in each overlaid piece from the library BP2OTS.OLB. Figure 4–11 is such a sketch, showing the relative sizes of the pieces and naming the library routines built into each of the overlaid pieces.

NOTE

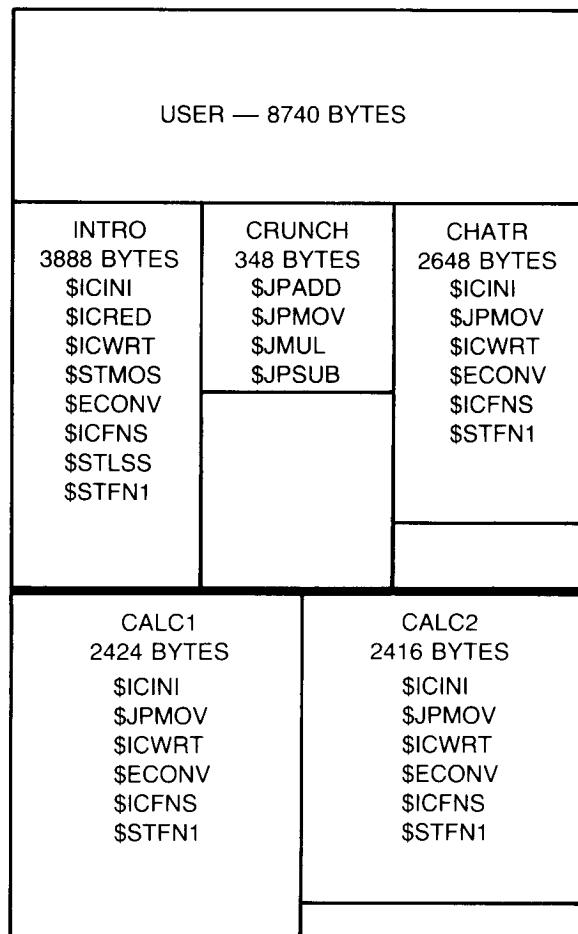
Library routines have also been built into the root segment, USER, but they are of no concern. It is theoretically possible that some of these routines could be overlaid in their own tree. However, it is difficult to know the sequence in which such routines are called from other trees. You would have to look at an assembly-language listing of the compiled code to determine the sequence of calls.

That is, overlaying such routines in their own tree could, and probably would, result in the cross-tree call problem mentioned in Section 4.1. An overlay piece could inadvertently displace another overlay piece in memory, causing errors at execution time.

Figure 4–11 is the basis of the analysis for “fine-tuning” a build using co-trees with a high-level language. Now you can see more clearly just what the Task Builder has done and why.

First, it has built the routines \$ICINI, \$ICWRT, \$ECONV, \$ICFNS, and \$STFN1 into two paths in each of the two trees: that is, into INTRO and CHATTR in the main tree, and CALC1 and CALC2 in the co-tree. This was indeed the most reasonable thing for the Task Builder to do; it had no way of knowing whether to resolve the references in CALC1 and CALC2 with the definitions in INTRO or the definitions in CHATTR. So, it built the routines into CALC1 and CALC2 again, and flagged the routines (modules) and symbols for your examination.

Figure 4–11: Sketch of the Structure for Second Build of Sample Program



MK-01050-00

To save space, then, you can build one copy of each of these routines into the root, where they would be accessible from all branches of all trees (as shown in Section 4.4.6.). First, however, continue with the analysis.

The only other routine that appears in more than one path on more than one tree is \$JPMOV, appearing in CRUNCH, CHATTR, CALC1, and CALC2. Now — look at the structure from the viewpoint of “overlaid pieces should be about the same size.” CRUNCH is quite small at 348 bytes. CHATTR and CRUNCH together about equal the size of INTRO. You can link CRUNCH and CHATTR together using the following ODL commands:

```

        .
        .
        .
USERWL:   .FCTR  USER-LIB-*(INTWL,CRUNWL)
        .
        .
        .
CRUNWL:   .FCTR  CRUNCH-CHATR-LIBR
        .
        .
        .

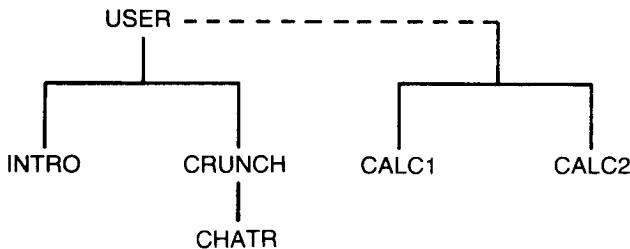
```

This combination has the advantage in that it also consolidates the references to \$JPMOV from two paths in the main tree to only one path. The Task Builder can then resolve the references to \$JPMOV in CALC1 and CALC2 with the routine built into the branch in the main tree. Since in this branch, CRUNCH and CHATTR both call CALC1 and CALC2, and since CALC1 and CALC2 will not make calls to any other paths in the main tree, you will not have any problem with inadvertently displaced pieces at run-time.

4.4.6 Third Build for Sample Program: Restructured Tree and Library Routines in Root

You are ready to build the program again using the structure shown in Figure 4-12.

Figure 4-12: Structure for Third Build of Sample Program



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In addition to specifying the main program and subprograms, you also want to build the library routines \$ICINI, \$ICWRT, \$ECONV, \$ICFNS, and \$STFN1 into the root. Do this by using the /LB switch, followed by specific routine names separated by colons. For example:

```

.NAMES NULL
.ROOT USERWL,COTRWL
COTRWL: .FCTR NULL-*(CALC1-LIBR,CALC2-LIBR)
USERWL: .FCTR USER-LIB-*(INTWL,CRUNWL)
INTWL: .FCTR INTRO-LIBR
CRUNWL: .FCTR CRUNCH-CHATTR-LIBR
LIB: .FCTR LIB1-LIBR
LIB1: .FCTR LB:BP2OTS/LB:$ICINI:$ICWRT:$ECONV:$ICFNS:$STFN1
LIBR: .FCTR LB:BP2OTS/LB
.END
  
```

In general, you can specify up to eight routines as modifiers to one /LB switch.

Calling this file OVER3.ODL, the build process is:

```

RUN $TKB
TKB>TRY3,TRY3=OVER3/MP
ENTER OPTIONS:
TKB>UNITS=12
TKB>ASG=SY:5:6:7:8:9:10:11:12
TKB>EXTTSK=512
TKB>//
  
```

The build proceeds without error. The first page of the map file TRY3.MAP is shown in Figure 4-13. As shown, the total amount of virtual address space taken by the program is 6400 words, smaller than the first build without co-trees, which took 6528 words. And, as can be determined by typing RUN TRY3.TSK, the program runs.

Figure 4-13: First Page of Map File for Third Build of Sample Program

```
TRY3.TSK      Memory allocation map   TKB 08.006      Page 1
              15-MAY-83   15:24
```

```
Partition name : GEN
Identification : 000708
Task UIC      : [1,196]
Stack limits: 001000 001777 001000 00512.
PRG xfr address: 022252
Total address windows: 1,
Task extension : 512. words
Task image size : 6400. words
Total task size : 6912. words
Task address limits: 000000 030773
R-W disk blk limits: 000002 000037 000036 00030.
```

TRY3.TSK Overlay description:

Base	Top	Length	
000000	025253	025254	10924. USER
025254	030513	003240	01696. INTRO
025254	026603	001330	00728. CRUNCH
030514	030513	000000	00000. NULL
030514	030773	000260	00176. CALC1
030514	030763	000250	00168. CALC2

4.4.7 Further Tips

The example program discussed in the previous sections is a simple one. For a complex program having many overlays in many co-trees, some of the steps described above are harder to follow. If you have a screen terminal, for example, it may be very tedious to write down all the routine names in the diagnostic error messages resulting from a "first-try" co-tree build.

One way to get around this problem is to eliminate all library references in your preliminary build. The routines and symbols will then show up on the map file listing as "undefined symbols," and you can work from there.

4.4.8 Using Co-Tree Techniques with the Default Library

You can use the techniques discussed in this chapter for default library routines. However, you must be even more careful than you were with the language libraries. Routines in the default library were coded in the MACRO

assembly language using expert manipulation of program sections (see Chapter 6). For example, a routine may use a data section that can be overlaid in low virtual address space while instruction sections are built into separate paths of the tree. Unless you are a MACRO programmer, aware of these program sections and capable of dealing with them, you should not try overlaying routines from the default library.

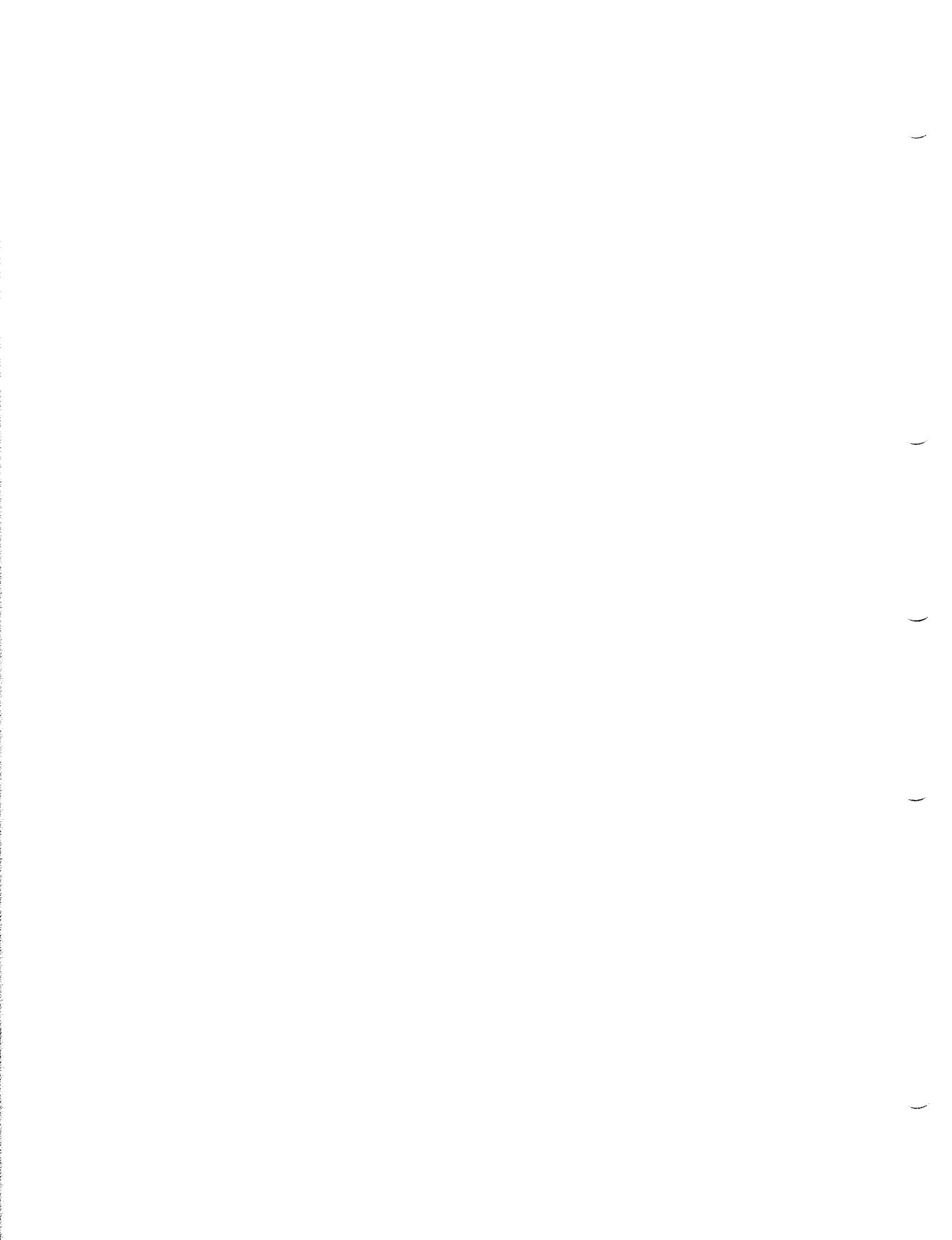
If you do want to try it, you will find the /MA and /FU switches useful. These switches are described in detail in Chapter 9.

Briefly, the /MA switch appended to the map file specification calls for more detail in the listing on routines built into the program from the default library.

Appending the /FU switch to the executable program file (default extension .TSK) tells the Task Builder make a "full search" during its second pass to resolve undefined symbols from the default library. Suppose, for example, that the Task Builder builds a definition from the default library into one path on the main tree to resolve an undefined symbol. If this symbol is referred to from a path on a co-tree and the /FU switch has been used, the Task Builder resolves the reference in the co-tree with the definition in the main tree.

Note that if the symbol were referred to in more than one path on more than one tree, the Task Builder proceeds as it does when it searches through library references specified with a general-purpose /LB switch. That is, it builds the piece into all paths on all trees and flags the symbols as multiply or ambiguously defined. You can specify where you want individual program sections by using the Task Builder's .PSECT command (Chapter 6).

Again, you should not try to overlay pieces from the default library unless you are experienced in MACRO and can determine that cross-tree calls will not inadvertently displace portions of the overlay structure.



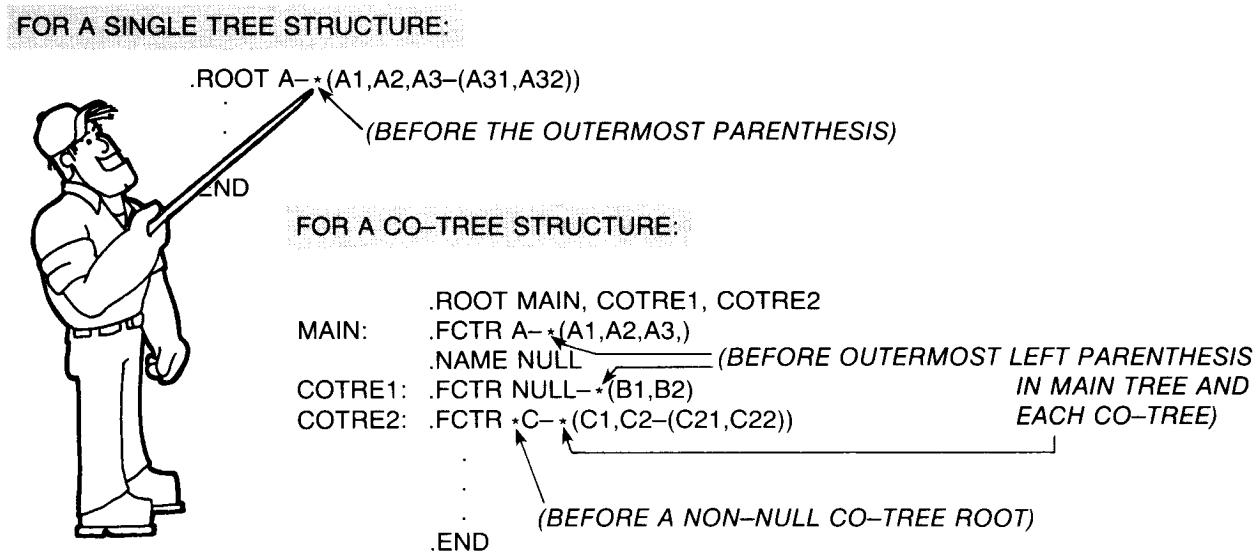
Chapter 5

The Autoload Indicator

Now that you understand the rules for specifying an overlay structure, it is necessary to better understand the autoload indicator (*). The asterisk tells the Task Builder to generate "autoload vectors" for pieces of your overlaid program. Autoload vectors are necessary for the pieces to be loaded properly. As mentioned in Section 3.2.1, the easiest way to use the autoload indicator is to put an asterisk (*) before the outermost parenthesis of the main tree and call co-trees, and before any non-null co-tree roots (Figure 5-1).

This chapter tells what is happening when you use the autoload indicator, and why. It also explains how you can save a small amount of space in your program by using autoload indicators judiciously.

Figure 5-1: The Easiest Way to Use Autoload Indicators



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5.1 What Are Autoload Vectors?

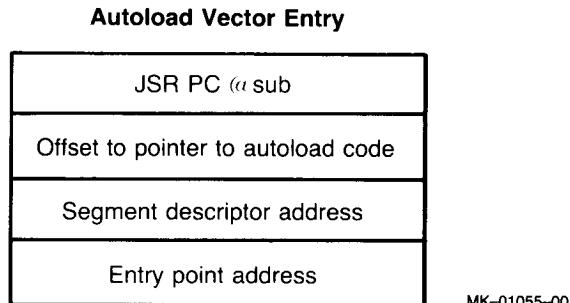
When overlays are not requested, the Task Builder resolves references to symbols in transfer-of-control statements by figuring out the location (address) where the symbol will reside when the program is executing. The Task Builder then puts this address in the transfer-of-control instruction. For example, consider the simple build:

```
RUN $TKB
TKB>OBJ=MAIN,SUB1,LB:F4POTS/LB
TKB>/\
```

As described in Chapter 2, the Task Builder concatenates MAIN and SUB1 and resolves undefined references by concatenating modules from the library. When MAIN calls SUB1, the Task Builder resolves the reference by substituting the address it has calculated for the entry point for SUB1.

With overlays, the Task Builder does not assume that such direct substitutions will work. When a call is made to a piece further away from the root, there is no guarantee that the piece referenced will be in memory when the call is executed. So, you must tell the Task Builder to generate autoload vectors for global symbols outside the root that are referenced in transfer-of-control statements by a piece closer to the root. And, where such a reference is made to a global symbol, the Task Builder will then substitute the address of the autoload vector instead of the direct address reference.

The generated autoload vectors are stored in every piece of your program that calls another piece further away from the root. The general form of an autoload vector is the four-word structure shown here.



The JSR instruction passes control to the autoload processor, \$AUTO. These two words are followed by the address of the descriptor for the segment to be loaded as well as the direct address calculated for the entry point of the piece to be loaded, if necessary.

Thus, when your program executes a call to a piece of your program further away from the root, control transfers to the autoload vector address and on to the autoload routine (inserted as a part of your program by the Task Builder). The autoload routine checks to see if the piece referred to is already in memory. If so, control is transferred to the location where the called routine resides, that is, to the entry point specified in the last word of the autoload vector.

If the desired piece is not currently in memory, the autoload routine loads the piece from disk (using information from the segment descriptor pointed to by the third word of the autoload vector). Once the appropriate piece is loaded, control is transferred to the entry point specified in the last word of the autoload vector.

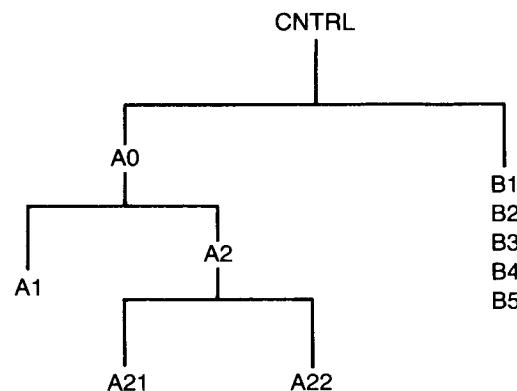
5.2 Where Are Autoload Vectors Really Needed?

You can request autoload vectors for all the pieces of your program, if you want to. If you use the easiest rule (described on the first page of this chapter) each global symbol referred to in a transfer-of-control statement closer to the root will have an autoload vector. But autoload vectors are only necessary when a transfer of control is made to a piece that is not currently in memory, so that it can be properly loaded. You can save four words for each unnecessary autoload vector you eliminate by using the autoload indicator only where it is really needed.

To understand how to request specific autoload vectors, you must understand how the Task Builder has stored the pieces of your program on disk, and how and when the appropriate pieces are loaded. This was discussed in Section 3.5.2; that information is reviewed here with a more complex example.

When you request overlays, the Task Builder constructs your executable program file such that pieces will be loaded in the most efficient manner. It does this by analyzing your ODL file. Pieces connected by a hyphen (-) are stored such that they will be loaded in one disk access. Pieces separated by a comma are stored such that they require a separate disk access for each piece.

For example, consider the following overlay structure:



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This structure can be represented (including the FORTRAN library F4POTS.OLB) by the following ODL file. Note that only the structure is shown — no autoload vectors for the moment, although they would be needed.

```

.ROOT CNTRL-LIBR-(AFCTR,BFCTR)
AFCTR: .FCTR A0LIB-(A1WLIB,A2WLIB-(A21WLB,A22WLIB))
BFCTR: .FCTR B1-B2-B3-B4-B5-LIBR
A0LIB: .FCTR A0-LIBR
A1WLIB: .FCTR A1-LIBR
A2WLIB: .FCTR A2-LIBR
A21WLB: .FCTR A21-LIBR
A22WLB: .FCTR A22-LIBR
LIBR: .FCTR LB:F4POTS/LB
.END

```

Ignoring the factors needed to include the FORTRAN library, note that B1 through B5 are connected by hyphens. Hence, they are stored on disk as one segment. Suppose that the root, CNTRL, contains a call to B3. As long as an autoload vector has been generated for B3, it and B1, B2, B4, and B5 are loaded when the call is made, since these pieces have been stored as one segment on disk.

Once they are all loaded, B3 can call B1, B2, B4 and/or B5 using direct references (without autoload vectors). Likewise, they can all call each other using direct address references. The only piece you must request an autoload vector for is B3; you could have eliminated autoload vectors for B1, B2, B4, and B5. (Or, if CNTRL had called B5 first, you need have requested autoload vectors only for B5 — the call sequence is as important a consideration as the fact that the items are connected by hyphens.)

For items separated by commas, the loading sequence is different. The Task Builder stores items separated by commas in separate segments on disk. At execute time, a reference to a piece "further out" (away from the root of the tree) causes all pieces between the calling piece and the called piece to be loaded.

Suppose that in the above example, CNTRL calls A21. Assuming that an autoload vector exists for the reference to A21, the pieces A0 and A2 are loaded along with A21. At this point, any routine in that path can call any other routine using a direct reference. That is, CNTRL could call A0, A2, or A21; A21 could call A2 or A0. A2 could call A21 or A0, and A0 could call A2 or A21 using direct references. So, as long as A21 is called first, it is the only piece along that path that needs an indirect reference, an autoload vector, to ensure that it is loaded when a piece closer to the root calls it.

Suppose, on the other hand, that CNTRL calls A0 first. Only A0 is loaded when that particular call is made. A0 needs an autoload vector. If A0 then called A22, A22 would also need an autoload vector. However, at that point, A2 and A22 will be loaded into memory. CNTRL could call A0, A2, and A22; A22 could call A2, A2 could call A0, and A0 could call A2 and A22 using direct references. No autoload vector is necessary for A2 in this case.

5.3 How to Request Specific Autoload Vectors

You request autoload vectors for a specific piece of the overlay by using an asterisk (*) in your ODL commands. For example, the following command causes autoload vectors to be generated for global symbols in A and C that are referred to in transfer-of-control statements from segments closer to the root. No autoload vectors are generated for such global symbols in B, however. (No autoload vectors are necessary for CNTRL since it is loaded by the run-time system when the program is first executed.)

```
.ROOT CNTRL-(*A,B-*C)
```

You can put the asterisk before any item in an ODL .ROOT or .FCTR command.

5.3.1 Asterisk Before File Names and Program Sections

If you put an asterisk before a file name or a program section name with the I (instruction) attribute*, an autoload vector is generated for each global symbol in the file or section (such as an entry point) referred to in a transfer-of-control statement from another piece closer to the root.

5.3.2 Asterisk Before Items in Parentheses

If you put an asterisk before items enclosed in parentheses, autoload vectors are generated for each item within the parentheses.

For example:

```
BRNCH1: .FCTR A-*(B,C,D)
```

Autoload vectors are generated for B, C, and D.

5.3.3 Asterisk Before Names Defined in .FCTR Commands

If you put an asterisk before a name later defined in a .FCTR command, an autoload vector is generated for the first item in the .FCTR command. If the first item in the .FCTR command is preceded by a left parenthesis, all items within the parentheses in the .FCTR command will have autoload vectors, as long as they are referred to in transfer-of-control statements from pieces closer to the root.

For example:

```
.ROOT MAIN-(*AFCTR,*BFCTR)
AFCTR: .FCTR A0-ASUB1-ASUB2
BFCTR: .FCTR (B0-(B1,B2))
.END
```

* Program sections are units processed by the Task Builder; they are described in Chapter 6.

Autoload vectors are generated for A0, B0, B1, and B2, as long as they are referred to in transfer-of-control statements from pieces closer to the root. Autoload vectors are not generated for ASUB1 and ASUB2.

5.3.4 Asterisk Before Names Defined in .NAME Command

As mentioned in Section 3.5.2, the .NAME command assigns a name to a piece of the overlay structure. The piece, as it turns out, is the "segment" defined immediately following the name when the name is used in a .ROOT or .FCTR command. (Remember that we defined a segment as loadable with one disk access, see Section 3.5.2.)

For example, consider the following (unlikely) ODL file:

```
.NAME  WECAN
.NAME  ONLY
.NAME  WONDER
.ROOT  CNTRL-(WECAN-(A,B),BFCTR,CFCTR)
BFCTR: .FCTR  *ONLY-B0-B1-B2-B3
CFCTR: .FCTR  C1-(*WONDER-C2-(C3,C4))
.END
```

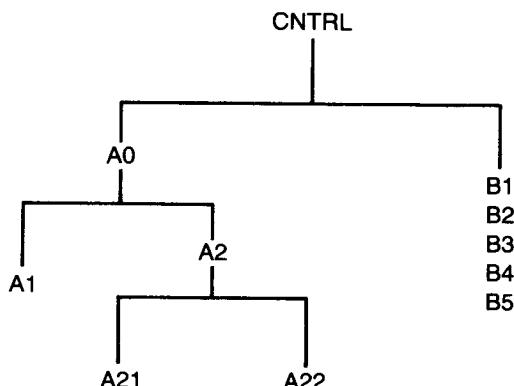
The name WECAN applies to a null segment; this is how the .NAME command would be used to define a null root for a co-tree, as described in Section 3.5.2. There is no reason to generate an autoload vector for a null segment.

The name ONLY applies to the segment formed by the pieces B0, B1, B2, and B3. Hence, the asterisk before ONLY means that autoload vectors are generated for each of these pieces.

The name WONDER applies to the segment formed by C2. Hence, the asterisk before WONDER means that autoload vectors are generated for C2.

5.4 Example of Specific Autoload Vector Requests

Now that you understand how autoload indicators apply to the various elements possible in an ODL file, return to the specific example in Section 4.2. To repeat, the structure is represented in the following diagram and ODL file:



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```

        .ROOT CNTRL-LIBR-(AFCTR,BFCTR)
AFCTR:   .FCTR AOWLIB-(A1WLIB,A2WLIB-(A21WLB,A22WLIB)
BFCTR:   .FCTR B1-B2-B3-B4-B5-LIBR
AOWLIB:  .FCTR A0-LIBR
A1WLIB:  .FCTR A1-LIBR
A2WLIB:  .FCTR A2-LIBR
A21WLB:  .FCTR A21-LIBR
A22WLB:  .FCTR A22-LIBR
LIBR:    .FCTR LB:F4POTS/LB
        .END

```

Suppose that CNTRL calls B3, which makes various calls to B1, B2, B4, and B5 before it returns control. CNTRL then calls A21 which calls A2 and A0. Control returns to A21, which returns control to CNTRL. CNTRL then calls A1 and A22.

Thus, you need apply the autoload indicator only to B3 in the "B" branch of the structure. In the "A" branches, you must supply an autoload indicator for A21, A1, and A22. You can accomplish this with the following ODL file:

```

        .ROOT CNTRL-LIBR-(AFCTR,BFCTR)
AFCTR:   .FCTR AOWLIB-(A1WLIB,A2WLIB-(A21WLB,A22WLIB)
BFCTR:   .FCTR B1-B2-*B3-B4-B5-LIBR
AOWLIB:  .FCTR A0-LIBR
A1WLIB:  .FCTR *A1-LIBR
A2WLIB:  .FCTR A2-LIBR
A21WLB:  .FCTR *A21-LIBR
A22WLB:  .FCTR *A22-LIBR
LIBR:    .FCTR LB:F4POTS/LB
        .END

```

5.5 The Effects if You Make a Mistake

If you make an error in placing asterisks, your program is in trouble. Suppose you leave out an asterisk so that an autoload vector is not generated for a piece of your program. That piece will then be called with a direct reference, and if it is not actually in memory, control passes to whatever happens to be there. The Task Builder cannot diagnose the error at build time, because it does not attempt to analyze the sequence of calls in your program.

So, be very careful in requesting that the Task Builder generate autoload vectors for only part of the pieces making up your program.



Chapter 6

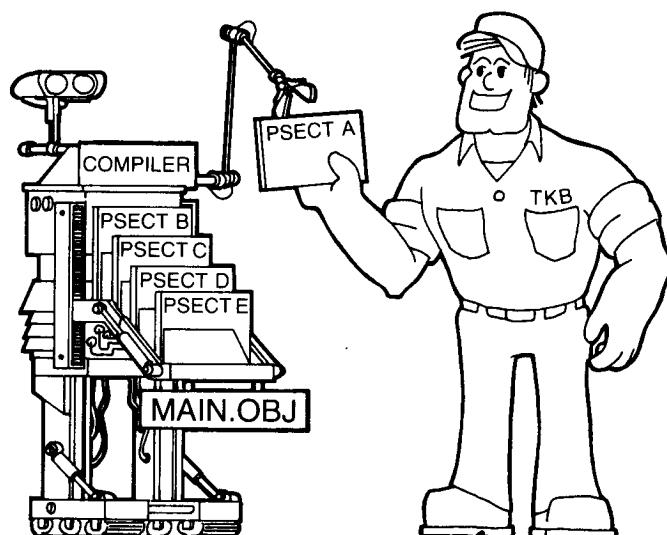
Working with Program Sections

So far, overlay techniques have been discussed in terms of units you are familiar with: files consisting of (1) separately compiled or assembled programs or subprograms or (2) library files. This chapter discusses the units these files consist of — the units the Task Builder actually works with — program sections.

6.1 What is a Program Section?

All the language translators produce program sections. With MACRO, you work directly with program sections. The .PSECT directive of the MACRO language lets you name and define exactly what goes into these units. With the higher-level languages, the compiler handles most aspects of generating and assigning attributes to program sections for you (Figure 6-1).

Figure 6-1: The Task Builder Works with Program Sections



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The Task Builder allocates space differently for different parts of a program or subprogram, depending on certain attributes. With program sections, you can take full advantage of these attributes. A case where you would need program sections involves common areas, a programming feature of all languages. (COBOL programmers will recognize common areas as the LINKAGE SECTION of the DATA DIVISION in their program or subprogram.)

Common areas are areas in memory that are shared between programs and subprograms. A program can place data in a common area and pass control to another program or subprogram that uses the data in the common area for processing. This example implicitly illustrates one of the most obvious attributes of a program section: whether it consists of instructions or data.

Another attribute inherent in common areas is that the space allocated in both the program and subprogram should be overlaid, rather than concatenated. For example, suppose two FORTRAN programs define a common area named A. In each compilation, the compiler defines a program section named A with the "overlay" attribute. The Task Builder, when requested to build an executable program file from the two object files, can allocate one area of memory to A. It can resolve references to A such that both programs refer to the same area. (Note the word "can." Whether the Task Builder actually uses the same area or not depends upon whether the two definitions reside along the same path of the overlay structure, as described in Section 6.2.)

This illustrates yet another attribute of a program section: whether it is local or global. The compiler defines common areas as global; that is, they can be referred to by other separately compiled programs or subprograms. (MACRO programmers, again, state the attributes of program sections directly.) That is, global program section names can be referred to by other, separately compiled, programs or subprograms.

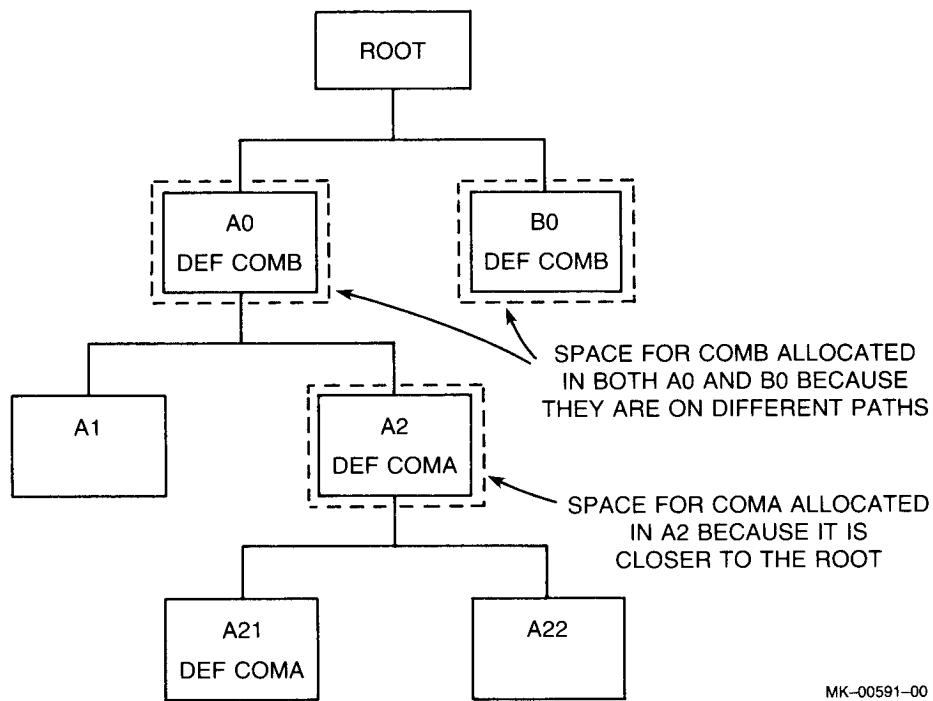
A program section has two other attributes: (1) whether it can be accessed read/write or read-only and (2) whether its address is absolute or relocatable. See the *PDP-11 MACRO-11 Language Reference Manual* if you are interested in further detail about program section attributes.

6.2 Allocating Space for Global Program Sections

As mentioned in section 6.1, one of the attributes of a program section is whether it is local or global. The Task Builder must determine where to allocate space for global program sections. If a FORTRAN program and subprogram both define a common area A, for example, where is the space for A to be allocated?

Figure 6-2 shows two examples. The common block COMA is defined in the pieces A2 and A21. The Task Builder allocates the space for COMA in A2 because that segment is closer to the root. The common block COMB, however, is defined in A0 and B0. These pieces are not on the same path, so the Task Builder allocates space for COMB in both A0 and B0. Note that A0 and B0 cannot communicate through COMB. When the overlay containing B0 is loaded, for example, any data stored in COMB by A0 is lost.

Figure 6–2: Allocating Space for Global Program Sections



6.3 How the Task Builder Orders Program Sections

As discussed in Chapter 3, the Task Builder creates the executable file in segments such that each segment is loaded with one disk access. It also orders program sections within each segment.

The Task Builder groups the program sections according to access code. Read/write program sections are assigned the lower addresses; read-only program sections follow in higher address space. Within these groups, program sections are ordered alphabetically. The higher-level language translators are designed to create names for program sections to take advantage of this feature of the Task Builder. (If you are programming in MACRO and for some reason do not want alphabetic ordering of program sections, you can use the /SQ switch (Section 9.20) to request sequential ordering of program sections.)

As an example, suppose that the Task Builder is working with a segment consisting of three pieces named IN1, IN2, and IN3, specified in the ODL file as follows:

```
FCTR1: +FCTR IN1-IN2-IN3
```

Table 6–1 shows the program sections each file contains and their access codes and allocation codes.

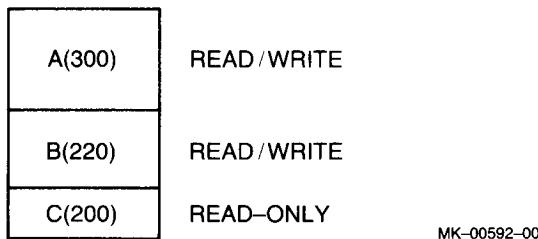
Table 6–1: Program Sections for IN1, IN2, AND IN3

File Name	Program Section Name	Access Code	Allocation Code	Size (octal)
IN1	B	RW	CON	100
	A	RW	OVR	300
	C	RO	CON	150
IN2	A	RW	OVR	250
	B	RW	CON	120
IN3	C	RO	CON	50

The Task Builder first determines the amount of space to allocate for each program section. Program section A appears in two files and has the overlay (OVR) attribute. The OVR attribute causes the Task Builder to allocate the largest of the two sizes, or 300 bytes, for A. Program section B appears twice and has the concatenate (CON) attribute. Thus, the total allocation for B is the sum of the lengths of each occurrence, or 220 bytes. The portion allocated for IN1 (100 bytes) is assigned the lowest addresses, since it appears first in the input file list. Program section C appears twice and, since it has the concatenate attribute, is allocated 200 bytes.

The Task Builder then groups the program sections according to their access codes, with the read/write sections being allocated the lowest addresses, followed by the read-only sections (Figure 6–3).

Figure 6–3: Allocation of Program Sections for IN1, IN2, and IN3



The only other factor contributing to how the Task Builder allocates and orders program sections is whether the section consists of instructions or data. The Task Builder always allocates address space for a program section beginning on a word boundary. If the program section has the instruction (I) and concatenate (CON) attributes, the Task Builder appends the space so that each piece begins on a word boundary. (This eliminates the possibility of an odd-address transfer.) If the program section has the data (D) and concatenate (CON) attributes, however, and the space contributed by a piece ends on a byte rather than a word boundary, the space for the next piece is appended starting with the next byte.

6.4 The Task Builder's .PSECT Command

You can direct the placement of program sections at build time with the .PSECT command. Suppose, for example, that you wanted to place the common block COMB from the example in Figure 6–2 in the root section of the program. This would make the area accessible from both A0 and B0; they would be able to pass data in the common area, as desired. This could be accomplished with the following ODL commands:

```
.PSECT  COMB,RW,GBL,REL,OVR,D
.ROOT   ROOT-COMB-LIBR-*(A0WL-*(A1WL,A2WL-*(A21WL,A22WL)))
.
.
.
.END
```

In the .PSECT command, you specify the program section name first, followed by its attributes in any order. The attributes shown here are typical for a common block: read/write (RW), global (GBL), relocatable (REL), overlaid (OVR), and data (D).

6.5 Using .NAME to Make a Data PSECT Autoloadable

You can construct an object file consisting only of data and make that file autoloadable. For example, suppose that, using MACRO, you constructed a file consisting of a program section containing error messages. Suppose further that you wanted to overlay this file, because it was needed only when a certain subprogram was running. Such overlaying can be accomplished, and is perhaps best explained by example.

Consider the subprogram ERDAT.OBJ, which processes an error value. If the value is 0, the subprogram calls a routine named ALRIT.OBJ. If the value is not 0, however, it displays one of the error messages contained in the file MSG.OBJ, consisting of a program section with the D attribute, using, say, the MACRO language .ASCII command to define each particular error message.

There is no reason why ALRIT and MSG must be in memory at the same time. You can overlay ALRIT and MSG, by using the .NAME directive to define a name and attributes for the file MSG. For example:

```
.ROOT  MAIN-*(OTHER,ERMSG-(ALRIT,MSG))
.NAME  MESAGE,GBL
MSGF:  .FCTR  MESAGE-MSG
.END
```

That is, you must include a .NAME command defining a global name (MESAGE in this case) for the data file (MSG in this case). The Task Builder generates the global symbol MESAGE and enters it into the symbol table for segment MESAGE. Since this segment is included for the generation of autoload vectors, an autoload vector is created for the segment referred to by the global symbol MESAGE. Because it consists only of

a program section with the data (D) attribute, however, the Task Builder constructs a special autoload vector. The last word, normally an “entry point address” for an autoloaded segment, instead refers to the symbol \$\$RTS (generated by the Task Builder, and containing a simple return instruction).

So, program ERMSG includes a CALL MESAGE statement or JSR PC,MESAGE instruction to load the error message file MSG. At execution time, the CALL or JSR would transfer control to the autoload vector, which would call the \$AUTO routine to load the necessary segment, if necessary, and then transfer control inline (back to the statement or instruction in ERMSG following the CALL or JSR).

In short, to make a data segment autoloadable:

1. Use a .NAME command with the GBL attribute to define a global name for the segment.
2. Make sure that an autoload vector is generated for the segment by using the autoload indicator as appropriate.
3. Load the segment by using a control instruction, such as CALL or JSR, referencing the name defined in the .NAME command.

Section 11.4 describes the .NAME command in detail.

6.6 More About Program Sections: Deciphering the Map

The first time you look at a memory map file, particularly if you use one of the higher-level languages, you may wonder “What has happened to my program?” The listing for even a small program is lengthy, and contains symbols that you never saw before.

The Task Builder presents a rather dazzling array of information in the memory map. You have seen parts of a map file in previous chapters dealing with overlays. Now that you understand what program sections are, and how the Task Builder orders them, more of the pieces can be fit together.

The following pages show a BASIC-PLUS-2 program consisting of a main program and three subroutines. (This program is a slight simplification of the one used to describe co-trees in Chapter 4.) USER simply calls three subroutines; INTRO accepts user input from the terminal; CRUNCH performs numeric computation; and CHATR prints the results.

Following the source listing, the ODL file for building the compiled object files USER.OBJ, INTRO.OBJ, CRUNCH.OBJ, and CHATR.OBJ is shown as a root segment with three overlaid segments.

Next, you see the map produced from the build. Note that this is a “short” map; you can request more information and more detail by using the /MA and /-SH switches on the map file name (see Sections 9.10 and 9.18). Section 9.18 also gives a complete description of all the information given in a map file, organized for easy reference.

Using the /-WI switch produced the 80-column listing, to make it easier to put in this manual. If you use a typical line printer for your map file, you would probably want to produce a 132-column listing (the default).

In this chapter, the focus is on the information contained in a map for each segment. This information is interesting and may be helpful if you are trying to debug a program at the machine-language level. The Task Builder provides complete information on the structure of each segment it constructs.

Page 2, for example, shows the start of the information for the segment USER (the root segment of the program). Note the memory allocation synopsis; each program section in the segment USER is listed (under the heading SECTION), continuing to page 3 of the map.

The three columns of numbers to the right give the starting address (in octal) and length (in octal and decimal) of each program section or piece of a program section in the root. Note that the starting address of the first program section in the root segment is 2000[8]. The starting address is not 0 (even though you are dealing with relocatable addresses) because the Task Builder uses the first 2000[8] bytes in your program for some special-purpose information.

The run-time systems that your program can run under use the first 1000[8] bytes of this space to pass information to the RSTS/E monitor. MACRO programmers may be interested in this area (described in the *RSTS/E System Directives Manual*). Note that programmers in other languages cannot access this area as easily as MACRO programmers.

Likewise, the second 1000[8] bytes are allocated for what is called the stack. It is an area which can be used by assembly-language programmers to pass values between programs or subprograms. A value can be "pushed on the stack" by one program and "popped from the stack" by another. Assembly-language programmers may be interested to know that you can allocate more (or less) than 1000[8] bytes for the stack by using the STACK option, as described in Section 10.22. Higher-level programmers should not try to save space by reducing the amount of space taken by the stack; the compiler may well have generated code in your program to push data on the stack. Trying to decrease the size can cause unpredictable results when your program is executed.

In any case, the first program section listed in segment USER is named ". BLK" — this is the name given by the assembler and compilers to what is called the blank common area. MACRO, FORTRAN, and BASIC programmers may recognize this; it is simply the area assigned to common areas that you do not define a specific name for in your program. In this case, no common areas are used, and so the program section shows a length of 00000. bytes.

Next, the BP2OTS section shows the library routines that the Task Builder has inserted into the root segment from the BP2OTS library. The routine names are listed in the "TITLE" column.

The program sections whose names begin with \$ have been generated by the compiler. They contain the code and data generated by the compilation of the source files. It is interesting to note, for example, that the program section named \$CODE is the only program section with the instruction (I) attribute. Logically enough, this is the name that the compiler gives to the machine instructions it generates from the source code, in this case for the USER program. If you look on following pages, you see this same \$CODE section appearing in all the segments, and can begin to understand how the compilers have been designed to generate names to take advantage of the Task Builder's alphabetic ordering of program sections.

The program sections whose names begin with \$\$ have either been generated by the Task Builder itself or are routines supplied from the default library SYSLIB.OLB. For example, \$\$ALVC is the name of the program section containing the autoload vectors for each segment. (Appendix D lists this and other symbols reserved for use by the Task Builder.) Likewise, \$\$AUTO is the autoloading code needed to load overlay segments outside the root. It is supplied from the default library. The PSECT \$\$RTS is another example. This is the return instruction, mentioned in section 6.5, which can be used to load a data segment.

Following this listing of program sections and their memory allocations is a list of global symbols defined or used in each segment. Note that the only global symbols recognizable from the source program are USER, INTRO, CRUNCH, and CHATR, assigned to the entry point of each routine by the compiler. The rest have been assigned by the compiler, or belong to the library routines that have been inserted into the segment.

The last page of the listing contains Task Builder statistics on the build. These statistics are mainly useful in analyzing Task Builder performance on your system, as described in Appendix C.

Source for Program USER

```
10      CALL INTRO(A1%,B1%)
20      CALL CRUNCH(A1%,B1%,SUMM%,PRODUCT%,DIFFER%)
30      CALL CHATR(A1%,B1%,SUMM%,PRODUCT%,DIFFER%)
40      END
```

Source for Subprogram INTRO

```
10      SUB INTRO(AA%,BA%)
20      INPUT "INPUT TWO NUMBERS";AA%,BA%
30      SUBEND
```

Source for Subprogram CRUNCH

```
10      SUB CRUNCH(AB%,BB%,CA%,CB%,CC%)
20      CA% = AB% + BB%
30      CB% = AB% * BB%
40      CC% = AB% - BB%
50      SUBEND
```

Source for Subprogram CHATR

```
10      SUB CHATR(AC%,BC%,CA%,CB%,CC%)
20      PRINT "THE SUM OF ";AC%;" AND ";BC%;" IS ";CA%
30      PRINT "THE PRODUCT OF ";AC%;" AND ";BC%;" IS ";CB%
40      PRINT "THE DIFFERENCE OF ";AC%;" AND ";BC%;" IS ";CC%
50      SUBEND
```

Overlay Description File FRED.ODL

```
,ROOT USWL-*(INTRWL,CRUNWL,CHATWL)
USWL:   ,FCTR USER-LIBR
INTRWL: ,FCTR INTRO-LIBR
CRUNWL: ,FCTR CRUNCH-LIBR
CHATWL: ,FCTR CHATR-LIBR
LIBR:    ,FCTR LB:BP2OTS/LB
         ,END
```

Task Builder Command File

```
USER,USER=FRED/MP
UNITS=12
ASG=SY:5:6:7:8:9:10:11:12
EXTTSK=512
//
```

Task Builder Listing

```
USER.TSK  Memory allocation map  TKB 08.006      Page 1
          15-MAY-83  14:00
```

```
Partition name : GEN
Identification : 000708
Task UIC : [30,21]
Stack limits: 001000 001777 001000 00512.
PRG xfr address: 016030
Total address windows: 1.
Task extension : 512. words
Task image size : G304. words
Total task size : G81G. Words
Task address limits: 000000 030453
R-W disk blk limits: 000002 000041 000040 00032.
```

USER.TSK Overlay description:

Base	Top	Length	
----	---	-----	
000000	020773	020774	08700. USER
020774	030453	007460	03888. INTRO
020774	021427	000434	00284. CRUNCH
020774	026023	005030	02584. CHATR

(continued on next page)

*** Root segment: USER

R/W mem limits: 000000 020773 020774 08700.
Disk blk limits: 000002 000022 000021 00017.

Memory allocation synopsis:

Section	Title	Ident	File
-----	-----	-----	-----
* BLK.: (RW,I,LCL,REL,CON)	002000 000000 000000.		
BP2OTS:(R0,I,LCL,REL,CON)	002000 014030 06168.		
	002000 000352 00234. \$CALLS 21CM	BP2OTS.OLB	
	002352 000026 00022. \$ICEND 07CM	BP2OTS.OLB	
	002400 000460 00304. \$ERTHR 70CM	BP2OTS.OLB	
	003060 000132 00090. \$JMOVS 05CM	BP2OTS.OLB	
	003212 000746 00486. \$IEULT 31RE	BP2OTS.OLB	
	004160 001114 00588. \$IVOPN 60RE	BP2OTS.OLB	
	005274 000000 00000. \$ICIO00 04CM	BP2OTS.OLB	
	005274 001554 00876. \$BINIT 71RE	BP2OTS.OLB	
	007050 000450 00296. \$CNTRL 14CM	BP2OTS.OLB	
	007520 001102 00578. \$STMSC 25CM	BP2OTS.OLB	
	010622 000022 00018. \$CALLR 06CM	BP2OTS.OLB	
	010644 002156 01134. \$ERROR 7GRE	BP2OTS.OLB	
	013022 000162 00114. \$ICRCL 16CM	BP2OTS.OLB	
	013204 000374 00252. \$IMALQ 12CM	BP2OTS.OLB	
	013600 000260 00176. \$ICFSS 27RE	BP2OTS.OLB	
	014060 000062 00050. \$ICCRL 00CM	BP2OTS.OLB	
	014142 000222 00146. \$STGTA 04CM	BP2OTS.OLB	
	014364 000230 00152. \$ICEOL 21CM	BP2OTS.OLB	
	014614 000000 00000. \$BFPEI 06CM	BP2OTS.OLB	
	014614 000114 00076. \$ERRORT 71RE	BP2OTS.OLB	
	014730 000242 00162. RQLCB 69CM	BP2OTS.OLB	
	015172 000004 00004. \$BFPER 06CM	BP2OTS.OLB	
	015176 000070 00056. \$PROCT 00CM	BP2OTS.OLB	
	015266 000266 00182. \$JCONV 03CM	BP2OTS.OLB	
	015554 000062 00050. \$BXTRA 05RE	BP2OTS.OLB	
	015636 000034 00028. \$BBTKS 01RE	BP2OTS.OLB	
	015672 000112 00074. \$ICULT 04CM	BP2OTS.OLB	
	016004 000024 00020. SAVRG 69CM	BP2OTS.OLB	
	016030 000000 00000.		
\$ARRAY:(RW,D,LCL,REL,CON)	016030 000000 00000. USER 000708 USER.OBJ		
\$CODE :(R0,I,LCL,REL,CON)	016030 000204 00132.		
	016030 000204 00132. USER 000708 USER.OBJ		
\$FLAGR:(RW,D,GBL,REL,CON)	016234 000000 00000.		
	016234 000000 00000. USER 000708 USER.OBJ		
\$FLAGS:(RW,D,GBL,REL,CON)	016234 000010 00008.		
	016234 000002 00002. USER 000708 USER.OBJ		
\$FLAGT:(RW,D,GBL,REL,CON)	016244 000000 00000.		
	016244 000000 00000. USER 000708 USER.OBJ		
\$ICIO00:(RW,D,GBL,REL,OVR)	016244 000030 00024.		
	016244 000000 00000. USER 000708 USER.OBJ		
	016244 000030 00024. \$ICIO00 04CM BP2OTS.OLB		

(continued on next page)

\$ICIO1:(RW,D,GBL,REL,OVR)	016274 000200 00128.		
	016274 000200 00128.	USER	000708 USER.OBJ
\$IDATA:(RW,D,LCL,REL,CON)	016474 000012 00010.		
	016474 000012 00010.	USER	000708 USER.OBJ
\$PDATA:(RO,D,LCL,REL,CON)	016506 000000 00000.		
	016506 000000 00000.	USER	000708 USER.OBJ
\$STRNG:(RW,D,LCL,REL,CON)	016506 000000 00000.		
	016506 000000 00000.	USER	000708 USER.OBJ
\$TDATA:(RW,D,LCL,REL,CON)	016506 000000 00000.		
	016506 000000 00000.	USER	000708 USER.OBJ
\$\$ALER:(RO,I,LCL,REL,CON)	016506 000024 00020.		
\$\$ALVC:(RO,I,LCL,REL,CON)	016532 000030 00024.		
\$\$AUTO:(RO,I,LCL,REL,CON)	016562 000142 00098.		
\$\$BP2 :(RW,D,GBL,REL,OVR)	016724 001440 00800.		
	016724 001440 00800.	USER	000708 USER.OBJ
\$\$MRKS:(RO,I,LCL,REL,OVR)	020364 000076 00062.		
\$\$OVDT:(RW,D,LCL,REL,OVR)	020462 000024 00020.		
\$\$OVRS:(RW,I,LCL,ABS,CON)	000000 000000 00000.		
\$\$PDLS:(RO,I,LCL,REL,OVR)	020506 000002 00002.		
\$\$RDSG:(RO,I,LCL,REL,OVR)	020510 000144 00100.		
\$\$RESL:(RO,I,LCL,REL,CON)	020654 000034 00028.		
\$\$RGDS:(RW,D,LCL,REL,CON)	020710 000000 00000.		
\$\$RTQ :(RO,I,GBL,REL,OVR)	020710 000000 00000.		
\$\$RTR :(RO,I,GBL,REL,OVR)	020710 000000 00000.		
\$\$RTS :(RO,I,GBL,REL,OVR)	020710 000002 00002.		
\$\$SGD0:(RW,D,LCL,REL,OVR)	020712 000000 00000.		
\$\$SGD1:(RW,D,LCL,REL,CON)	020712 000060 00048.		
\$\$SGD2:(RW,D,LCL,REL,OVR)	020772 000002 00002.		
\$\$WNDS:(RW,D,LCL,REL,CON)	020774 000000 00000.		

Global symbols:

BEQ\$	007202-R	ERT\$	002612-R	MSI\$IM	003100-R	ULK\$	003212-R
BGE\$	007212-R	ERT\$X	002626-R	NOBRA	007204-R	\$ABNEX	011416-R
BGT\$	007210-R	FLN\$	002400-R	NDI\$A	003204-R	\$AFTS1	010634-R
BLE\$	007200-R	FPUERR	016272-R	NDI\$M	003176-R	\$ATLIN	012260-R
BLT\$	007222-R	FSS\$	014002-R	NDI\$S	003170-R	\$ATOI	015266-R
BNE\$	007220-R	GSC\$	007066-R	DEA\$	002646-R	\$BALBF	013474-R
BRA\$	007214-R	GEU\$	007050-R	OEG\$	002634-R	\$BALMP	013456-R
CAL\$	002000-R	INTRO	016532-R	OGB\$	002706-R	\$BCL	005052-R
CBR\$	010622-R	JMC\$	007130-R	OGS\$	002736-R	\$BINPT	003760-R
CHATR	016552-R	LIN\$	002400-R	ONI\$A	003162-R	\$BOFS	004220-R
CLB\$S	003132-R	LYN\$	002562-R	ONI\$M	003154-R	\$BOP	004160-R
CLI\$A	003142-R	MAD\$	010602-R	ONI\$S	003146-R	\$BOPX	004176-R
CLI\$M	003136-R	MOI\$IA	003104-R	RCL\$	013022-R	\$BOUTP	003342-R
CLI\$S	003132-R	MOI\$IM	003100-R	REG\$	007164-R	\$BREAD	003476-R
CRUNCH	016542-R	MOI\$IS	003074-R	RLI\$M	003074-R	\$BRTBF	013562-R
DPI\$	003060-R	MOI\$MA	003126-R	RLI\$P	003116-R	\$BRTMP	013542-R
END\$	002352-R	MOI\$MM	003122-R	RSI\$M	003116-R	\$CALFP	004114-R
EOL\$	014364-R	MOI\$MS	003116-R	RSI\$P	003110-R	\$CALIN	012246-R
ERL\$	002562-R	MOI\$SA	003070-R	RSM\$	002414-R	\$CCHDL	014644-R
ERN\$	002542-R	MOI\$SM	003064-R	RSU\$	002424-R	\$CCXIT	014726-R
ERR\$	002600-R	MOI\$SS	003060-R	SBE\$	002102-R	\$CHKRL	014060-R

(continued on next page)

USER.TSK Memory allocation map TKB 08,006 Page 4
USER 15-MAY-83 14:00

\$CLFQB 003720-R	\$FPHSK 015172-R	\$IOERV 006710-R	\$SETSC 006236-R
\$CLOSR 013034-R	\$FPUER 014614-R	\$IOTST 004124-R	\$SPEC 003224-R
\$CLSAL 013164-R	\$FRCKER 014634-R	\$MEMPR 014630-R	\$STCRE 010116-R
\$CLSFQ 004106-R	\$FSS 004030-R	\$MEMP1 011674-R	\$STCRX 010122-R
\$CLSHD 013152-R	\$FSSCN 013600-R	\$MNIUS 010456-R	\$STMDOV 010150-R
\$CLSTK 010220-R	\$FSSCZ 013602-R	\$MNSUB 010522-R	\$STMVX 010162-R
\$CLXRB 003742-R	\$GSACM 013204-R	\$MREST 011004-R	\$SYSHD 011274-R
\$CNVIA 015456-R	\$GPTPN 007734-R	\$NOREX 011520-R	\$VALDC 015710-R
\$DATRC 006626-R	\$GPTPTR 010022-R	\$ODDAD 014624-R	\$VALID 015672-R
\$DATRS 006604-R	\$GTROM 007520-R	\$ODDA1 011654-R	\$VREAD 003252-R
\$DOIT 012476-R	\$GTR01 014142-R	\$ONERG 011126-R	\$XWRT 004002-R
\$DOIT1 012520-R	\$GTR23 014246-R	\$OTSVA 016724-R	\$\$MAXC 000017
\$ERRTR 014614-R	\$GTSTN 007724-R	\$POMSK 007440-R	.B2TK 015640-R
\$ERRT1 010660-R	\$GTSTR 010010-R	\$PROCT 015176-R	.CRLF 015576-R
\$ERTXT 011532-R	\$IC100 016244-R	\$PSMSK 007242-R	.PMD 015574-R
\$EXTSP 007666-R	\$ICJMP 015754-R	\$PSMS2 007234-R	.PTXT 015602-R
\$FLSAL 014426-R	\$ICJMI 015754-R	\$PSMS3 007226-R	.RSTT 015554-R
\$FLSFR 014436-R	\$INITM 005274-R	\$RELCB 014730-R	.SVFQ 004136-R
\$FLSNL 014454-R	\$INITS 002270-R	\$REQCB 015032-R	
\$FLUSH 014464-R	\$INTCM 006432-R	\$RSU2 010644-R	
\$FPASX 015174-R	\$IOERS 006724-R	\$SAVRE 016004-R	

USER.TSK Memory allocation map TKB 08,006 Page 5
INTRO 15-MAY-83 14:00

*** Segment: INTRO

R/W mem limits: 020774 030453 007460 03888,
Disk blk limits: 000023 000032 000010 00008.

Memory allocation synopsis:

Section		Title	Ident	File
-----	-----	-----	-----	-----
* .BLK.:(RW,I,LCL,REL,CON)	020774 000000 00000,			
BP2OTS:(RO,I,LCL,REL,CON)	020774 007272 03770,			
	020774 000422 00274,	\$ICINI	23CM	BP2OTS.OLB
	021416 002004 01028,	\$ICRED	53CM	BP2OTS.OLB
	023422 000656 00430,	\$ICWRT	40CM	BP2OTS.OLB
	024300 000642 00418,	\$STMOS	16CM	BP2OTS.OLB
	025142 002404 01284,	\$ECONV	24CM	BP2OTS.OLB
	027546 000226 00150,	\$ICFNS	11RE	BP2OTS.OLB
	027774 000202 00130,	\$STLSS	08CM	BP2OTS.OLB
	030176 000070 00056,	\$STFN1	06CM	BP2OTS.OLB
\$ARRAY:(RW,D,LCL,REL,CON)	030266 000000 00000,			
	030266 000000 00000,	INTRO	000708	INTRO.OBJ
\$CODE :(RO,I,LCL,REL,CON)	030266 000134 00092,			
	030266 000134 00092,	INTRO	000708	INTRO.OBJ
\$FLAGR:(RW,D,LBL,REL,CON)	016234 000000 00000,			
	016234 000000 00000,	INTRO	000708	INTRO.OBJ
\$FLAGS:(RW,D,LBL,REL,CON)	016234 000010 00008,			
	016236 000002 00002,	INTRO	000708	INTRO.OBJ
\$FLAGT:(RW,D,LBL,REL,CON)	016244 000000 00000,			
	016244 000000 00000,	INTRO	000708	INTRO.OBJ

(continued on next page)

```

$IDATA:(RW,D,LCL,REL,CON)      030422 000004 00004.
                                030422 000004 00004. INTRO 00070B INTRO.OBJ
$PDATA:(RO,D,LCL,REL,CON)       030426 000026 00022.
                                030426 000026 00022. INTRO 00070B INTRO.OBJ
$STRNG:(RW,D,LCL,REL,CON)       030454 000000 00000.
                                030454 000000 00000. INTRO 00070B INTRO.OBJ
$TDATA:(RW,D,LCL,REL,CON)        030454 000000 00000.
                                030454 000000 00000. INTRO 00070B INTRO.OBJ
$$ALVC:(RO,I,LCL,REL,CON)        030454 000000 00000.
$$RTS :(RO,I,LBL,REL,OVR)        020710 000002 00002.

```

Global symbols:

ASC\$	030234-R	IPT\$	021246-R	LIT\$	021166-R	MOS\$AP	024516-R
BUF\$	027752-R	IRD\$	021002-R	LMA\$1	030070-R	MOS\$AS	024300-R
CCP\$	027630-R	IVF\$A	021416-R	LSS\$AA	030000-R	MOS\$MA	024622-R
CHR\$	030256-R	IVI\$A	021524-R	LSS\$AM	030020-R	MOS\$MM	024756-R
III\$	021226-R	IVS\$A	021564-R	LSS\$AP	027774-R	MOS\$MP	024716-R
IIN\$	021120-R	LAM\$1	030022-R	LSS\$MA	030050-R	MOS\$MS	024340-R
ILI\$	021206-R	LAM\$2	030026-R	LSS\$PA	030044-R	MOS\$PA	024626-R
ILS\$	021102-R	LEN\$	030224-R	MOS\$AA	024556-R	MOS\$PM	024510-R
INTRO	030266-R	LIS\$	021064-R	MOS\$AM	024502-R	MOS\$PP	024712-R

USER.TSK Memory allocation map TKB 08.006 Page 6
 INTRO 15-MAY-83 14:00

MOS\$PS	024330-R	NSS\$PA	030156-R	STS\$	027616-R	\$FTOAX	026256-R
MOS\$SA	024554-R	PVD\$SI	023422-R	TAB\$	027546-R	\$INPTT	022170-R
MOS\$SM	024444-R	PVF\$SI	023432-R	WAT\$	027732-R	\$ISETP	022034-R
MOS\$SP	024374-R	PVI\$SI	023572-R	\$ATOD	025142-R	\$I4ER	021504-R
MOS\$SS	024360-R	PVS\$AI	023442-R	\$CRLF	023724-R	\$POS	027646-R
MOS\$01	025056-R	RCT\$	027604-R	\$DMAXD	027544-R	\$PRNSP	024060-R
MS1\$01	024334-R	RST\$	020774-R	\$DTOA	026320-R	\$PRNTL	024076-R
NMA\$1	030172-R	SPC\$	030176-R	\$DTOAX	026324-R	\$SETUP	023772-R
NSS\$AA	030136-R	SPC\$01	030176-R	\$FMAXD	027542-R		
NSS\$MA	030162-R	STR\$	030204-R	\$FTOA	026252-R		

USER.TSK Memory allocation map TKB 08.006 Page 7
 CRUNCH 15-MAY-83 14:00

*** Segment: CRUNCH

R/W mem limits: 020774 021427 000434 00284.
 Disk blk limits: 000033 000033 000001 00001.

Memory allocation synopsis:

Section		Title	Ident	File
-----	-----	-----	-----	-----
, BLK.:(RW,I,LCL,REL,CON)	020774 000000 00000.			
BP2OTS:(RO,I,LCL,REL,CON)	020774 000234 00156.			
	020774 000046 00038. \$JPADD 01CM	BP2OTS.OLB		
	021042 000074 00060. \$JPMOV 02CM	BP2OTS.OLB		
	021136 000024 00020. \$JMUL 01CM	BP2OTS.OLB		
	021162 000046 00038. \$JPSUB 01CM	BP2OTS.OLB		

(continued on next page)

```

$ARRAY:(RW,D,LCL,REL,CON)      021230 000000 00000.
$CODE :(RO,I,LCL,REL,CON)       021230 000000 00000. CRUNCH 000B02 CRUNCH.OBJ
$FLAGR:(RW,D,GBL,REL,CON)       021230 000154 00108.
$FLAGS:(RW,D,GBL,REL,CON)        016234 000000 00000.
$FLAGT:(RW,D,GBL,REL,CON)        016234 000000 00000. CRUNCH 000B02 CRUNCH.OBJ
$IDATA:(RW,D,LCL,REL,CON)       016234 000010 00008.
$PDATA:(RO,D,LCL,REL,CON)        016240 000002 00002. CRUNCH 000B02 CRUNCH.OBJ
$STRNG:(RW,D,LCL,REL,CON)        016244 000000 00000.
$TDATA:(RW,D,LCL,REL,CON)        016244 000000 00000. CRUNCH 000B02 CRUNCH.OBJ
$$ALVC:(RO,I,LCL,REL,CON)        021404 000012 00010.
$$RTS :(RO,I,GBL,REL,OVR)        021404 000012 00010. CRUNCH 000B02 CRUNCH.OBJ
$21416 000012 00010.
$21416 000012 00010. CRUNCH 000B02 CRUNCH.OBJ
$21430 000000 00000.
$21430 000000 00000. CRUNCH 000B02 CRUNCH.OBJ
$21430 000000 00000. CRUNCH 000B02 CRUNCH.OBJ
$21430 000000 00000. CRUNCH 000B02 CRUNCH.OBJ
$20710 000002 00002.

```

Global symbols:

```

ADI$IP 020774-R CRUNCH 021230-R MUI$IS 021150-R SUI$PA 021222-R
ADI$MP 021010-R MOI$IP 021042-R MUI$MS 021144-R SUI$PM 021214-R
ADI$PA 021034-R MOI$MP 021056-R MUI$PS 021136-R SUI$PP 021172-R
ADI$PM 021026-R MOI$PA 021074-R MUI$SS 021152-R SUI$PS 021206-R
ADI$PP 021004-R MOI$PM 021102-R NOI$P 021120-R SUI$SP 021164-R
ADI$PS 021020-R MOI$PP 021052-R ONI$P 021110-R
ADI$SP 020776-R MOI$PS 021066-R SUI$IP 021162-R
CLI$P 021130-R MOI$SP 021044-R SUI$MP 021176-R

```

USER.TSK Memory allocation map TKB 08.006 Page 8
 CHATR 15-MAY-83 14:00

*** Segment: CHATR

R/W mem limits: 020774 026023 005030 02584,
 Disk blk limits: 000034 000041 000006 00006.

Memory allocation synopsis:

Section	Title	Ident	File
-----	-----	-----	-----
, BLK,:(RW,I,LCL,REL,CON)	020774 000000 00000.		
BP2OTS:(RO,I,LCL,REL,CON)	020774 004316 02254.		
	020774 000422 00274.	\$ICINI	23CM BP2OTS.OLB
	021416 000074 00060.	\$JPMOV	02CM BP2OTS.OLB
	021512 000656 00430.	\$ICWRT	40CM BP2OTS.OLB
	022370 002404 01284.	\$ECONV	24CM BP2OTS.OLB
	024774 000226 00150.	\$ICFNS	11RE BP2OTS.OLB
	025222 000070 00056.	\$STFN1	06CM BP2OTS.OLB
\$ARRAY:(RW,D,LCL,REL,CON)	025312 000000 00000.		
	025312 000000 00000.	CHATR	000B02 CHATR.OBJ
\$CODE :(RO,I,LCL,REL,CON)	025312 000352 00234.		
	025312 000352 00234.	CHATR	000B02 CHATR.OBJ

(continued on next page)

```

$FLAGR:(RW,D,GBL,REL,CON)      016234 000000 00000.
$FLAGS:(RW,D,GBL,REL,CON)        016234 000000 00000. CHATR 000802 CHATR,DBJ
$FLAGT:(RW,D,GBL,REL,CON)        016242 000002 00002. CHATR 000802 CHATR,DBJ
$IDATA:(RW,D,LCL,REL,CON)       016244 000000 00000.
$IDATA:(RW,D,LCL,REL,CON)       025664 000012 00010.
$IDATA:(RW,D,LCL,REL,CON)       025664 000012 00010. CHATR 000802 CHATR,DBJ
$PDATA:(RO,D,LCL,REL,CON)       025676 000126 00086.
$PDATA:(RO,D,LCL,REL,CON)       025676 000126 00086. CHATR 000802 CHATR,DBJ
$STRNG:(RW,D,LCL,REL,CON)       026024 000000 00000.
$STRNG:(RW,D,LCL,REL,CON)       026024 000000 00000. CHATR 000802 CHATR,DBJ
$TDATA:(RW,D,LCL,REL,CON)        026024 000000 00000.
$TDATA:(RW,D,LCL,REL,CON)        026024 000000 00000. CHATR 000802 CHATR,DBJ
$$ALVC:(RO,I,LCL,REL,CON)        026024 000000 00000.
$$RTS :(RO,I,GBL,REL,OVR)        020710 000002 00002.

```

Global symbols:

ASC\$	025260-R	IRD\$	021002-R	NOI\$P	021474-R	STS\$	025044-R
BUF\$	025200-R	LEN\$	025250-R	ONI\$P	021464-R	TAB\$	024774-R
CCP\$	025056-R	LIS\$	021064-R	PVD\$SI	021512-R	WAT\$	025160-R
CHATR	025312-R	LIT\$	021166-R	PVF\$SI	021522-R	\$ATOD	022370-R
CHR\$	025302-R	MOI\$IP	021416-R	PVI\$SI	021662-R	\$CRLF	022014-R
CLI\$P	021504-R	MOI\$MP	021432-R	PVS\$AI	021532-R	\$DMAXD	024772-R
III\$	021226-R	MOI\$PA	021450-R	RCT\$	025032-R	\$DTOA	023546-R
IIN\$	021120-R	MOI\$PM	021456-R	RST\$	020774-R	\$DTOAX	023552-R
ILI\$	021206-R	MOI\$PP	021426-R	SPC\$	025222-R	\$FMAXD	024770-R
ILS\$	021102-R	MOI\$PS	021442-R	SPC\$01	025222-R	\$FTOA	023500-R
IPT\$	021246-R	MOI\$SP	021420-R	STR\$	025230-R	\$FTOAX	023504-R

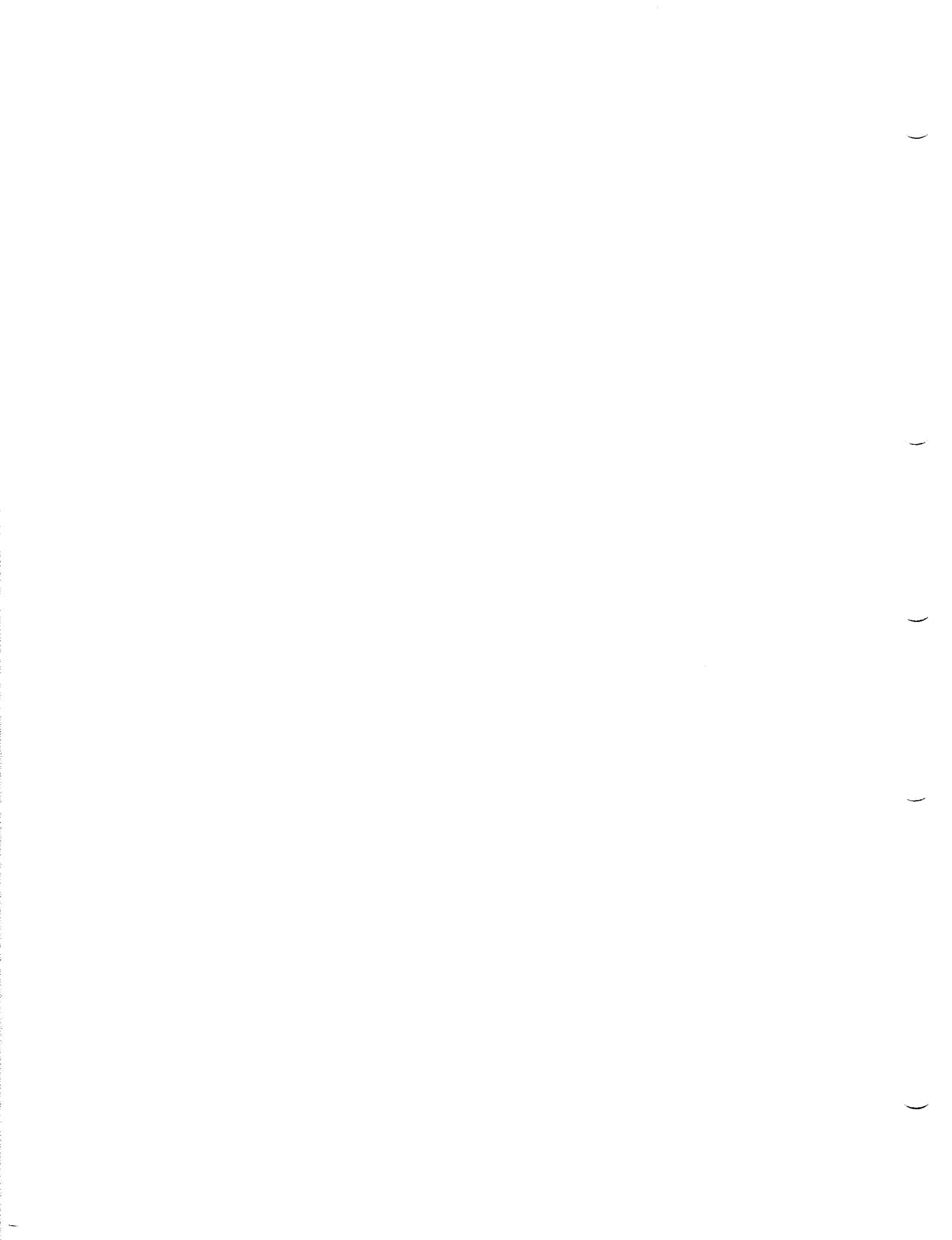
USER.TSK Memory allocation map TKB 08.006 Page 9
 CHATR 15-MAY-83 14:00

\$POS 025074-R \$PRNSP 022150-R \$PRNTL 022166-R \$SETUP 022062-R

***** Task builder statistics:**

Total work file references: 25363.
 Work file reads: 0.
 Work file writes: 0.
 Size of core pool: 9630, words (37, pages)
 Size of work file: 8960, words (35, pages)

Elapsed time:00:00:26



Chapter 7

Building Your Own Memory-Resident Areas

Chapter 2 describes how to link a program to a resident library. This chapter describes how to build your own resident area of routines or data.

7.1 What is a Resident Area?

A resident library (see Section 2.2.2) is one type of resident area. A resident library, when in memory, can be shared by many programs. It can consist of data or reentrant subroutines and is generally mapped read-only. (The term “reentrant” means that the program does not change any values within itself during execution. Thus the same code can be executed by one job while another job is also executing it; it can be “reentered” before the first job finishes.)

Resident common is another type of resident area. A resident common provides a way for two or more programs to communicate. One program can store data in the resident common for another program to retrieve at a later time. The resident common area is accessible to both. Resident common areas are generally mapped read/write.

7.2 The Steps in Creating a Resident Area

There are three steps in creating a resident area: the first involves the Task Builder. You must build the resident area and create a symbol table file that later allows other executable programs to link to the resident area. The symbol table file contains the global symbols defined in the library or common and either relative or absolute addresses for the symbols. This symbol table file is later used by the Task Builder when other builds reference the resident library or common.

The steps in building a resident area are described in Section 7.2. The other steps in creating a resident library are:

1. Using the MAKSIL utility to format Task Builder output to produce suitable input to the RSTS/E monitor. This step is described in the *RSTS/E Programmer's Utilities Manual*.
2. Establishing the area as memory-resident. You can perform this operation with the UTILITY system program, as described in the *RSTS/E System Manager's Guide*.

7.3 How to Build Memory-Resident Areas

Building a memory-resident area is similar to building an executable program. The differences are:

1. You must declare that the task file* is not to contain a "header." The header on a task file contains information that is used by the loader in the run-time system when it loads an executable program. The information is used to set certain areas in the low 1000[8] bytes of address space in the user job area. Since resident areas do not occupy this low address range, you do not need (and should not have) a header for the task file. You omit the header by appending the switch /-HD or /NOHD to the task file specification in the command line.
2. You must declare that no space is to be allocated for the "stack." The stack is an area of memory that can be used for temporary storage. The stack is accessed by the user program in low virtual address space (see Section 10.22). It should not be built into a resident area, which will occupy high virtual address space. You omit the stack by using the option STACK = 0 in the build.
3. You must request a symbol table file as well as a task file. As described in Section 7.2, this file is used by the Task Builder when it links the resident area to a program that references the resident area.
4. You must declare whether the area is to be position-independent (have relative addresses, so that it can be loaded anywhere in the job area) or absolute (have absolute addresses, so that it must be loaded into the same place in the job area each time it is used). The next two sections tell how to do this.

7.3.1 Building Position-Independent Resident Areas

A resident area can be either position-independent or absolute. Position-independent areas can be placed anywhere in the user job area.

* The term "task file" is used instead of "executable file," since a memory-resident area is not executed with a RUN command. Rather, it is eventually linked to an executable program in a later build. The task file is the first file that you specify in a Task Builder command line, with default file type .TSK.

Declaring an area to be position-independent causes the Task Builder to:

1. Include definitions for each root segment program section in the symbol table (.STB) file. A program can later reference this shared storage by program section name.
2. Generate relative addresses for the resident area, such that the resident area can be located anywhere in the user job area when it is linked to a program that references it. (This allows you to choose the automatic selection of the highest APR, or to select an APR in the LIBR, RESLIB, COMMON, or RESCOM option.)

You should declare an area to be position-independent if:

1. The area contains code that executes correctly regardless of its position in the address space of the program that references it.
2. The area contains data that is not address-dependent.
3. The area contains data that is referenced by a program (such data must reside in a named common block).

Because the program section name is preserved in a position-independent area, you should observe the following precautions when building and referring to such an area:

1. No code or data in the area should be included in the blank (unnamed) program section.
2. No code or data in a program that refers to the area should have a program section with the same name as a program section in the resident area.
3. The order in which address space is allocated to program sections (alphabetic or sequential) must be the same for the resident area and the program that refers to it.

To make an area position-independent, you use the /PI switch on the task or symbol table file name and specify the PAR option just to name a "partition" that the area is to occupy. (Do not use PAR to indicate a starting address and length in this case.) The partition name must be the same as the filename portion of the task and symbol table files.

Example

The following command line builds a position-independent area from the input files DAT1.DAT, DAT2.DAT, and DAT3.DAT:

```
RUN $TKB
TKB>DATLIB/-HD/PI,,DATLIB=DAT1.DAT,DAT2.DAT,DAT3.DAT
TKB>/
ENTER OPTIONS:
TKB>PAR=DATLIB
TKB>STACK=0
TKB>//
```

The /-HD and /PI switches are described in Chapter 9.

7.3.2 Building Absolute Resident Areas

Absolute resident areas must always occupy the same place in the user job area when linked to a program. If you build this type of area, only one program section, named .ABS., is included in the symbol table file. All references to code or data in such an area must be by global symbol name. Further, when you link a program to an absolute resident area, you must use the APR parameter to specify the correct location where the area is to be linked.

Use the PAR option to build an absolute resident area. The PAR option is described in Chapter 10. Briefly, the format is:

PAR = pname:base:length

where pname is the "partition name"; this must be the same as the file name portion of the task file and symbol table file in the command line. The base argument is the base address, in octal, that the resident area is always to occupy. The length argument is the octal number of bytes of the area. If you omit the length argument, the length of the task file is used.

For example:

```
RUN $TKB
TKB>MYLIB/-HD,,MYLIB=CODE1,CODE2,CODE3
TKB>/
ENTER OPTIONS:
TKB>PAR=MYLIB:140000
TKB>STACK=0
TKB>//
```

The area above would always have to be linked as follows:

```
RUN $TKB
TKB>PROG=PROG
TKB>/
ENTER OPTIONS:
TKB>LIBR=MYLIB:R0:6
TKB>//
```

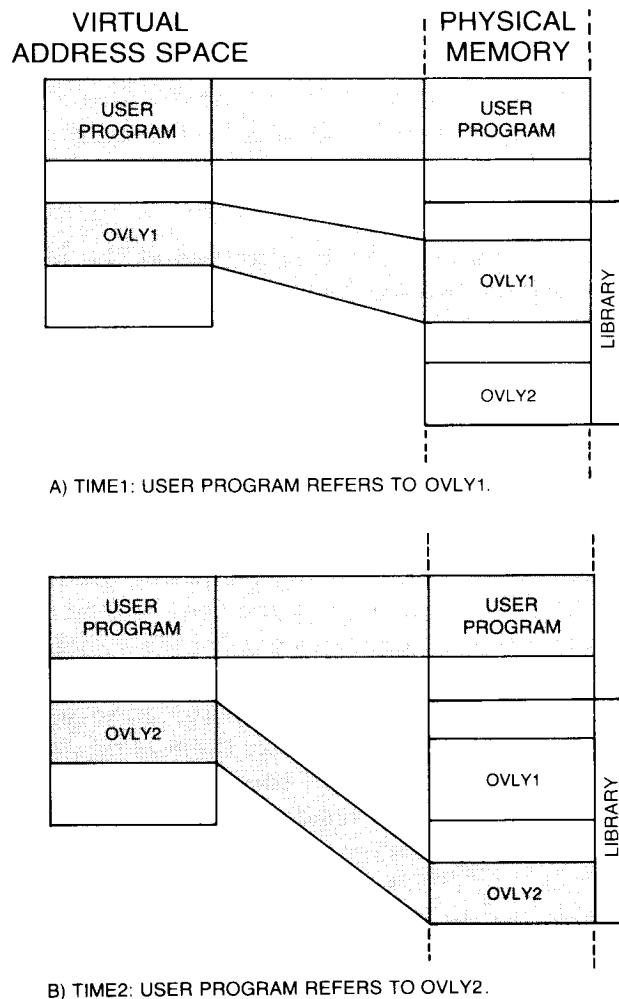
That is, since it was built to begin at location 140000, it must always be linked using APR 6. Note also that MYLIB.TSK and MYLIB.STB must be on the device in the account denoted by the system logical LB:, because LIBR was used rather than the RESLIB option.

7.4 Resident Areas with Memory-Resident Overlays

The Task Builder lets you construct what are called "memory-resident overlays" for resident areas. Memory-resident overlay segments are loaded from disk when your program is loaded; thereafter, they reside in memory as long as any other program in memory is using them. Memory-resident overlays share virtual address space, just as the disk-resident overlays do. Unlike disk-resident overlays, memory-resident overlays do not share actual memory. Instead, they reside in separate areas of actual memory. The virtual address space is shared by the mapping technique described in Chapter 2.

For example, consider Figure 7–1. At time 1, the job area in virtual address space contains OVLY1, one segment of a resident area with memory-resident overlays. At time 2, the job area in virtual address space contains OVLY2, the other segment of the resident area with memory-resident overlays. Both segments OVLY1 and OVLY2 reside in physical memory; they are mapped into the virtual address space at different times.

Figure 7–1: Memory–Resident Overlays



MK-00593-00

7.4.1 Specifying Memory–Resident Overlays

You can use many of the same techniques in doing memory-resident overlays for resident areas as you use for disk-resident overlays. As with disk-resident overlays, the branches of an overlay tree must be logically independent (see Section 3.6). In the example in Figure 7–1, OVLY1 cannot call or refer to data in OVLY2, or vice versa.

In the ODL file, use an exclamation point to specify memory-resident overlay segments. Memory-resident overlay segments are indicated by placing an exclamation point immediately before the left parenthesis enclosing the desired segments. For example:

```
.ROOT A-!(B,C)
```

In this example, segments B and C are declared resident in separate areas of memory. The Task Builder determines the addresses for the resident area (relative or absolute, depending on whether the resident area is built as position-independent or absolute) as follows. The starting address of segment A is 0 (position-independent) or as specified in the PAR option. The length of segment A is rounded up to the next 4K-word boundary; this determines the starting address for B and C. The length of B and C are rounded up to the next 32-word boundary to determine the total memory required by the area.

The exclamation point applies only to segments at the first level inside a pair of parentheses; segments nested within the first level are not affected.

Note the significance of rounding up to the next 4K-word boundary; the least amount of space that a memory-resident overlay can occupy is 4K words. Likewise, each segment occupies some multiple of 4K words. An overlay segment of 4097 words (one word over the 4096-word limit) will take 8K words of virtual address space.

There is another consideration for memory-resident overlays. The user program that is eventually linked to the resident area in the example in Figure 7-1 can make calls to A, B, or C and they will be mapped properly. However, A cannot call B or C. The reason is that the Task Builder does not build the necessary autoloading code into the resident area; it (eventually) builds it into the root segment of the user program to which the resident area is linked. A cannot call B or C, because there is no way to tell whether B or C has been mapped at any given time. B or C can call A, however, because it is known that A will be resident in the next-lower 4K of virtual address space, regardless of whether B or C is currently mapped.

7.4.2 Building Memory-Resident Overlays

As described above, a resident library containing memory-resident overlays must define the overlay structure in an ODL file. The build for such an overlay structure proceeds somewhat differently than for disk-resident overlays.

Specifically, the Task Builder does not include the overlay data base (segment descriptions, autoload vectors, and so forth) or the code for loading overlays as part of the resident area task file. Rather, the data base is made part of the symbol table file. This data base is later built into the program that refers to the resident area. Note that this increases the size of the program that refers to a resident area.

The symbol table file contains global definitions for only those symbols that are defined or referenced in the root segment of the area. Such symbols consist of the following:

1. Entry points to routines and data elements that are in the root.
2. Autoload vector addresses that point to definitions within a memory-resident overlay.
3. Definitions of symbols defined in a memory-resident overlay and referenced in the root.

That is, no global symbol appears in the symbol table file unless it is either:

1. Defined in the root segment, or
2. Referenced in the root segment and defined elsewhere in the overlay structure.

You can force the inclusion of a global reference in the root segment of the resident area by using the GBLREF option (Section 10.13). Thus, the necessary autoload vectors and definitions can be generated without explicitly including such references in a segment. The syntax of the GBLREF option is:

GBLREF = name

where name is the one- to six-character global symbol name. If the definition for the symbol resides within an autoloadable segment, the Task Builder creates an autoload vector, and includes it in the symbol table file. If the definition is not in an autoloadable segment, the real value is obtained and defined in the root segment.

You need to include in the GBLREF option all global symbols that will be used in transfer-of-control statements but are not defined or referenced in the root segment of the resident overlay area.

For example, suppose you are building a resident library out of the programs ADD, SUB, MULT, and DIV and that you want these four routines to be memory-resident overlays. The ODL file would be specified as follows:

```
.NAME NULL
.ROOT NULL-*!(ADD,SUB,MULT,DIV)
.END
```

ADD, SUB, MULT and DIV are entry points that will surely be called by any program that references the resident library, and none of these are defined or referred to in the root segment of the overlay structure. So, you

want to include these four global symbols in the GBLREF option when the library is built, so that data for these symbols will be included in the symbol table file. For example:

```
RUN $TKB
TKB>MATHLB/-HD/PI,,MATHLB/PI=OVERLY/MP
TKB>/
ENTER OPTIONS:
TKB>GBLREF=ADD,SUB,MULT,DIV
TKB>PAR=MATHLB
TKB>STACK=0
TKB>//
```

Any program can then later refer to ADD, SUB, MULT, and DIV, and the Task Builder will resolve the references properly from the information in the library's symbol table file. For example:

```
RUN $TKB
TKB>MYPROG=MYPROG
TKB>/
ENTER OPTIONS:
TKB>RESLIB=DRO:[1,210]MATHLB
TKB>//
```

Note that the RESLIB option is used, so it includes the device and account where the files MATHLB.TSK and MATHLB.STB reside.

7.5 Building Your Own Clusterable Libraries

This section assumes that you already know how to build a resident library. It is more difficult to build cluster libraries than non-cluster libraries because of the additional rules imposed, as described in the rest of this chapter.

As discussed in Section 2.3.5, resident libraries that have been built to take advantage of the "clustering" feature of the Task Builder can be mapped to occupy the same virtual address space, taking less space in the user job area than they would otherwise.

You can build your own resident libraries to take advantage of the clustering feature. It requires that you follow the rules summarized below. Following subsections discuss these rules in detail.

1. All libraries in a cluster must be position-independent or built for the same address.
2. All libraries except the default library in a user's CLSTR option must use memory-resident overlays.
3. A called library routine must not require parameters on the stack by the caller.
4. No library may be entered using synchronous or asynchronous system traps.
5. A library should not call routines from other libraries in the same cluster directly.

7.5.1 Rule 1: Position-Independent or Built for Same Address

The Task Builder must be able to place each library in a cluster at the same virtual address. To do this, the libraries must be built as position-independent or be built to the exact address specified in a user's CLSTR option.

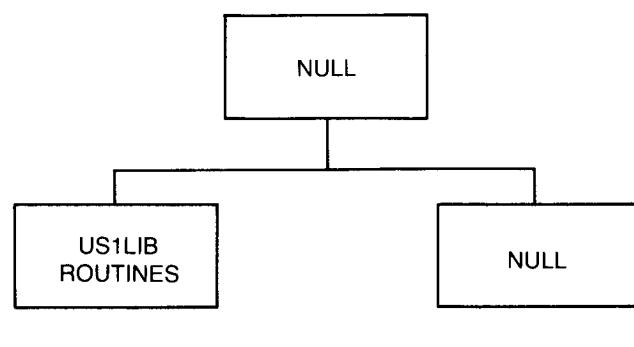
7.5.2 Rule 2: Use Memory-Resident Overlays

If you want your library to be referenced as other than the default library in a user's CLSTR option, it must use memory-resident overlays. Furthermore, the root of the memory-resident overlay structure must be null (of zero length).

If your library does not require overlays, you can still build it so it seems that resident overlays are being used. This will build the code necessary for cross-library linkage into your resident library.

For example, suppose you have a disk library file LB:US1LIB.OLB that requires 7K words of memory that you wish to make into a clusterable library. You do not wish to use memory-resident overlays; the library will simply use two APRs when it is linked with a user's program. To build the necessary linkage into the library, you can specify an ODL file with a "null root" and a "null branch" (Figure 7-2).

Figure 7-2: Using a "Null" Memory-Resident Overlay



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The ODL file for such a structure could be:

```
.NAME US1CLS
.ROOT US1CLS-*!(NULLA,US1FAC)
NULLA: .FCTR LB:SYSLIB/LB:NULL
US1FAC: .FCTR LB:US1LIB/LB
.END
```

7.5.3 Rule 3: No Required Parameters on the Stack

This rule applies to routines contained in libraries other than the default library. A routine in a cluster library should not expect to receive information from the caller that was pushed on the stack. This is because the Task Builder autoload routines (\$AUTO) may have used the stack for its own purposes in remapping to the called library. There is no way for your library routine to determine at run-time whether the autoload code has or has not placed mapping information on the stack. So, the best way to handle this type of information exchange is to pass the address of call parameters in general-purpose registers, for example, R0. If parameters must be passed on the stack, then the calling program can push the information on the stack, and save the contents of the stack pointer register (SP) to another register, for example, R0. The called library routine can then use R0 to find the information it needs from the stack.

NOTE

Assembly language programmers must use a JSR PC instruction to transfer control to the desired library routine, and the library routine must use an RTS PC instruction to return control to the caller.

7.5.4 Rule 4: No Trap or Asynchronous Entry

A routine built as part of a library that is to be used in a cluster cannot be specified as the service routine for a synchronous trap or for asynchronous entry as a result of a CTRL/C, for example. This is because the library may not be the one that is mapped at the time of the trap. For example, if the default library contains the service routine to display an error message upon odd address trap, and the odd address fault occurs within one of the other libraries of the cluster, the routine will not be available to service the trap.

7.5.5 Rule 5: No Calls to Routines in Another Cluster Library

A resident library routine cannot directly call a routine in another resident library in the same cluster. The called resident library may not be in memory when the call is made. There are rather elaborate techniques for routing the call through autoload vectors that must be built into the user program in the low segment. These techniques are described in Appendix F; however, DIGITAL recommends that you do not make calls between resident libraries that may be in the same cluster.

Chapter 8

Task Builder Command Line Format

8.1 Running the Task Builder

To run the Task Builder, type:

RUN \$TKB

or, if the system manager has installed TKB as a concise command language (CCL) command, you can type:

TKB

The Task Builder responds with the prompt **TKB>** and you type a command. If TKB has been installed as a CCL command, you can type TKB and the command on the same line:

TKB command

8.1.1 Command Line

The Task Builder produces up to three files as output from its analysis of the object files you specify as input. The general form of the command is:

task-file, map-file, symbol-file = input-file,...,input-file

task-file The file specification you give to the executable file produced by the Task Builder. If you do not want this file produced, type the comma delimiter. If you leave off the file type from the file specification, the Task Builder supplies a default type of **.TSK**.

map-file The file specification you give to the memory map file produced by the Task Builder. If you do not want this file produced, type the comma delimiter. If you leave off the file type from the file specification, the Task Builder supplies a default type of **.MAP**.

symbol-file	The file specification you give to the symbol-table file produced by the Task Builder. If you do not want this file produced, simply leave out the file specification. If you leave off the file type from the file specification, the Task Builder supplies a default type of .STB.
input-files	<p>The input to the Task Builder. For a simple (nonoverlaid) build, these are the object files produced from the assembly or compilation of your program and subroutines, plus disk library files containing subroutines needed to complete the program.</p> <p>You signify disk library files by appending the switch /LB to the file specification. This notifies the Task Builder that the file named is a library to be searched. The Task Builder searches the library for any unresolved references in the object files appearing to the left of the library file in the command line.</p> <p>If you do not specify file types, the Task Builder assumes a default type of .OBJ for object files and a default type of .OLB for object libraries.</p> <p>For an overlaid build, the input file is an ODL file, signified with a /MP switch. The Task Builder assumes a default file type of .ODL for files with the /MP switch.</p> <p>If you give a device designator or a project-programmer number in a file specification in the input list (to the right of the equal sign), they apply to all file specifications to the right in the list that do not have a device designator or a project-programmer number.</p>
	For a build using MACRO object programs, for example, a suitable command line is:
	<code>TKB EXE1,EXE1,EXE1=OBJ1,OBJ2,LB:RMSLIB/LB</code>
	The Task Builder constructs the executable file EXE1.TSK, the map file EXE1.MAP and the symbol table file EXE1.STB from the files OBJ1.OBJ, OBJ2.OBJ, and relevant modules from the library RMSLIB.OLB. (The relevant modules are those referenced in your program. You may have referred to them in source statements, or the MAC assembler may have translated source statements into calls referring to this library.)

To omit the map file, type:

```
TKB EXE1,,EXE1=OBJ1,OBJ2,LB:RMSLIB/LB
```

To produce only the executable file, type:

```
TKB EXE1=OBJ1,OBJ2,LB:RMSLIB/LB
```

To produce no output files, type:

```
TKB=OBJ1,OBJ2,LB:RMSLIB/LB
```

The example above is useful if you are running the Task Builder only to see error messages; that is, for a diagnostic run. Note how project-programmer numbers and device designators work when given for a file specification:

```
TKB=OBJ1,[2,243]OBJ2,OBJ3,LB:RMSLIB/LB,MYLIB/LB
```

For this command, the Task Builder would search for the file OBJ1.OBJ in the user's account. It would attempt to find the files OBJ2.OBJ and OBJ3.OBJ on the public disk structure in the account [2,243]. The project-programmer number also applies to the libraries. That is, the Task Builder would look on the system library disk for a file RMSLIB.OLB under the account [2,243]. Likewise, since the device name LB: also applies to MYLIB, the Task Builder would look on the system library disk in account [2,243] for the library file MYLIB.OLB.

If you do not want this to happen, you must respecify the project-programmer number and device that you want to apply to remaining files. The simplest way to accomplish this is to assign a logical name to the account [2,243] and use the system-wide logical SY: to "go back to" your account on the public disk structure. For example:

```
ASSIGN SY:[2,243] JOHN
```

```
Ready
```

```
TKB=JOHN:FILE1,SY:FILE2,FILE3,LB:RMSLIB/LB,SY:MYLIB/LB
```

This can also be accomplished using multiple command lines, as shown in the following section.

8.1.2 Multiline Command

Because you can specify any number of input files to the Task Builder, it is sometimes necessary to enter a command on more than one line.

If you run the Task Builder such that it prompts with TKB>, it continues prompting for input until it receives a line consisting only of two slash characters (//). For example:

```
RUN $TKB
TKB>IMG1,IMG1,IMG1=SY:[2,243]FILE1
TKB>FILE2,FILE3,LB:RMSLIB/LB
TKB>MYLIB/LB
TKB>//
```

This sequence produces the same result as the single line command:

```
TKB IMG1,IMG1,IMG1=JOHN:FILE1,SY:FILE2,FILE3,LB:RMSLIB/LB,SY:MYLIB/LB
```

In addition, it produces all three output files.

You must specify the output file specifications and the equal sign on the first command line. You can begin or continue input file specifications on subsequent lines.

8.2 Options

You may need to specify options to build a particular program. An option modifies the action taking place during the build. To include options, you must use the multiline format. If you specify a line consisting of a single slash (/), the Task Builder assumes that the last input file has been entered and prompts for options by displaying "ENTER OPTIONS:" and another TKB> prompt. You then enter the options you want and terminate the build with the double slash. For example:

```
RUN $TKB
TKB>command
TKB>continued-command
TKB>/
ENTER OPTIONS:
TKB>option
TKB>//
```

8.3 Multiple Builds in One Run

If you want to build more than one program, you can use the single slash after typing options for the preceding program. The Task Builder stops accepting input, builds the program, and then requests information for the next build. For example:

```
RUN $TKB
TKB>IMG1=IN1,IN2,IN3
TKB>/
ENTER OPTIONS:
TKB>UNITS=4
TKB>ASG=SY:0:1,MTO:3,KB:4
TKB>COMMON=JRNAL:RO
TKB>/
TKB>IMG2=SUB1
TKB>//
```

The Task Builder accepts the input for the first build; it then stops accepting input when you type the single slash after the COMMON option. The Task Builder builds IMG1.TSK and then prints TKB> to accept the input for building IMG2.TSK.

8.4 Indirect Command Files

The descriptions of Task Builder commands, up to this point, assume that you are entering them from the keyboard. You can also create indirect command files containing Task Builder commands that you want executed. Later, when you run the Task Builder, you type an at sign character (@) followed by the name of the indirect command file. This capability is very useful if you repeat the same build operation often.

For example, you can use a text editor to create a file called AFIL.CMD, which contains:

```
IMG1,IMG1=IN1,IN2,IN3
/
UNITS=4
ASG=SY:0:1,MTO:3,KB:4
COMMON=JRNAL:RO
//
```

Later, you can type:

```
RUN $TKB
TKB>@AFIL
TKB>
```

Or, if TKB is installed as a CCL command, you can type:

```
TKB @AFIL
```

When the Task Builder finds a line consisting of two slashes, it stops processing the indirect command file, builds the program, and exits.

When the Task Builder finds a single slash on a line, and the slash is the last character in the file, the Task Builder displays a prompt for input and lets you finish the command from the terminal. For example, suppose the file AFIL.CMD in the last example is changed to read:

```
IMG1,IMG1=IN1,IN2,IN3
/
```

You run the command file as usual. The Task Builder accepts the command file input, and displays the prompt for options:

```
RUN $TKB
TKB>@AFIL
ENTER OPTIONS:
TKB>
```

From this point, processing is as usual for keyboard input.

Using a single slash after options in indirect command files is a handy way to return control to your terminal between successive builds. For example, suppose you create two indirect command files. The first, AFIL.CMD, contains:

```
IMG1,IMG1=IN1,IN2,IN3
/
COMMON=JRNAL:RO
/
```

The second, AFIL2.CMD, contains:

```
IMG2,IMG2=IN4,IN5,IN6
/
LIBR=RMSRES
//
```

The terminal interaction to build these two programs is:

```
RUN $TKB
TKB>@AFIL
TKB>@AFIL2
```

Note that you cannot use the CCL form to run the Task Builder to enter two indirect command files. You must use the multiline format.

You can use an indirect command file reference within an indirect command file. The Task Builder allows two levels of indirection. For example, you could put standard options in an indirect command file, and refer to that file from another command file. Suppose the file AFIL.CMD contains:

```
IMG1,IMG1=IN1,IN2,IN3
/
COMMON=JRNAL:RO
@BFIL
//
```

You must put the indirect file reference on a separate line. Now, suppose the file BFIL.CMD contains:

```
STACK=100
UNITS=5
ASG=DT1:5
```

To build using these files, you type:

```
RUN $TKB
TKB>@AFIL
```

Note that you can also use an indirect command file to enter options only. For example:

```
RUN $TKB
TKB>IMG1=IN1,IN2,IN3
TKB>/
TKB>@OPTIONS
```

8.5 Comments in Lines

You can put comments anywhere in the command sequence. You begin a comment with a semicolon (;) and terminate it with a carriage return. For example, you could add comments to the indirect command file in the previous section as follows:

```
;  
;BUILD 32T  
;  
;THE OUTPUT FILES ARE  
;  
IMG1,IMG2=  
;  
;THE INPUT FILES ARE  
;  
IN1,IN2,IN3  
;  
;  
;OPTIONS ARE  
;  
/  
COMMON=JRNAL:RO      ;RATE TABLES  
;  
//
```

8.6 File Specifications

You use the standard RSTS/E conventions for file specifications. In general, the format is:

device:[ppn]filename.type/sw1/sw2.../swn

If you do not specify a device, the public disk structure is usually assumed. The default for project-programmer number is usually your account. The exception is when you specify a device or project-programmer number for a file in a list of files. Such a device designator or project-programmer number "sticks" to all file specifications to the right. For example, consider the following input list:

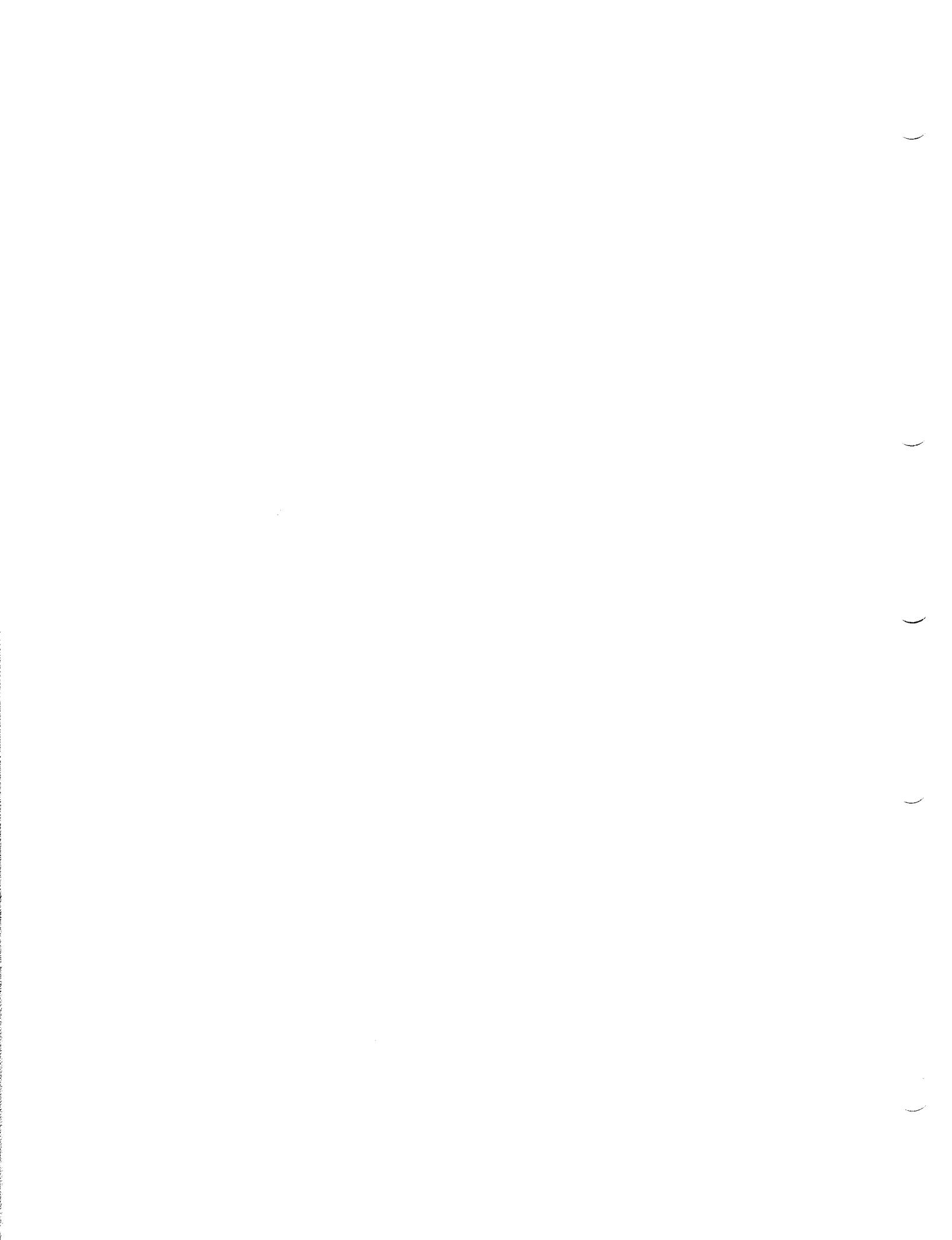
```
TKB =OBJ1,[2,243]OBJ2,OBJ3,LB:RMSLIB/LB
```

The Task Builder looks for the file OBJ1.OBJ in the user's account. It looks for the files OBJ2.OBJ and OBJ3.OBJ on the public disk structure in account [2,243]. It looks for the file RMSLIB.OLB on the system library disk in account [2,243].

The default for file type depends on the switch you apply to the file specification. If no switches are used, the defaults are:

file.TSK,file.MAP,file.STB =file.OBJ,...,file.OBJ

Defaults assumed when you use various switches are described in Chapter 9. For example, the default file type when you use the /LB switch is .OLB.



Chapter 9

Task Builder Switches

The Task Builder lets you modify the action taken on a file by appending a switch to the file specification. A switch is a slash (/) followed by a two- to four-character code. In general, you can precede the two- to four-character code with a minus sign (-) or the letters "NO", and the Task Builder negates the function of the code. For example, the Task Builder recognizes the following settings for the switch /MP.

- | | |
|-------|------------------------------|
| /MP | The file is an ODL file. |
| /-MP | The file is not an ODL file. |
| /NOMP | The file is not an ODL file. |

The Task Builder assumes a default setting for each switch. For example, if you do not specify any setting for the /MP switch, the Task Builder assumes /-MP (that the file is not an ODL file). In the switch descriptions in this chapter, note that the "Syntax" section shows where the switch is placed by using the opposite of the default setting. (There is no need to specify a switch if you want to use the default.)

Table 9-1 lists the Task Builder switches available on RSTS/E systems. They are described in following subsections in alphabetical order.

Table 9-1: Task Builder Switches

Switch	Meaning	Applies to File	Default
/CC	Input file consists of concatenated programs or subprograms.	.OBJ	/CC
/CO	Causes the Task Builder to build a shared common.	.TSK, .STB	/CO
/DA	Executable program contains a debugging aid.	.TSK, .OBJ	/-DA

(continued on next page)

Table 9–1: Task Builder Switches (Cont.)

Switch	Meaning	Applies to File	Default
/DL	Specified library file is a replacement for the default system library.	.OLB	/–DL
/FP	Program uses Floating Point processor.	.TSK	/FP
/FU	All co-tree overlay segments are searched for matching definition or reference when subroutines from the default system library are processed.	.TSK	/–FU
/HD	Task file (executable program) includes a header.	.TSK, .STB	/HD
/LB	Input file is a library file.	.OLB	/–LB
/LI	Informs the Task Builder to build a shared library.	.TSK, .STB	/–LI
/MA	Memory map file contains information about the file.	.MAP, .OBJ	*
/MP	Input file is an ODL (memory map) file.	.ODL	/–MP
/MU	Program is a multiuser program.	.TSK	/–MU
/NM	No diagnostic messages on screen.	.TSK	/–NM
/PI	Resident area is position-independent.	.TSK, .STB	/–PI
/PM	Post-mortem dump requested.	.TSK	/–PM
/RO	Memory-resident overlay operator (!) is enabled.	.TSK	/RO
/SG	Allocates task program sections alphabetically by access code (RW followed by RO).	.TSK	/SG
/SH	Short memory-map file is produced.	.MAP	/SH
/SP	Spool map file to line printer.	.MAP	/SP
/SQ	Program sections are allocated sequentially, rather than alphabetically.	.TSK	/–SQ
/SS	Selective search for global symbols.	.OBJ	/–SS
/TR	Executable program is to be traced.	.TSK	/–TR
/WI	Memory map file is printed at width of 132 characters (for /–WI, 80 characters).	.MAP	/WI
/XT:n	Task Builder exits after n diagnostics.	.TSK	/–XT

* The default is /MA for an input file, and /–MA for system and resident area symbol table (.STB) files.

9.1 /CC — Concatenated Programs and Subprograms

File

Input

Syntax

file.TSK = file.OBJ /-CC

Description

This switch controls the way the Task Builder extracts programs and subprograms from your input file. Your input file can contain more than one program or subprogram. One way to achieve this is by concatenating more than one object module.

By default, the Task Builder includes all the programs and subprograms in your input file when it builds the executable program file. If you negate this switch (as in the "Syntax" section above), the Task Builder includes only the first program or subprogram of your input file.

This switch will not affect library files. If you try to use /CC and /LB, or /-CC and /LB, in an attempt to limit or expand the Task Builder's normal processing of libraries, the /LB simply overrides the /CC or /-CC.

Default

/CC

Example

```
RUN $TKB
TKB>FIRST1=BUNCH/-CC,LB:F4POTS/LB
TKB>//
```

/CO

9.2 /CO — Build a Common Block Shared Region

File

Task image
.STB file

Syntax

file.TSK /CO = file.OBJ

or

,,file.STB /CO = file.OBJ

Description

The /CO switch informs the Task Builder that a shared common is being built. If you build a shared common, you should use the /CO switch and the /-HD switch.

If you use the /-PI switch for an absolute shared common, all the program sections in the common are marked absolute. Using the /-PI/-HD switches without the /CO switch causes the Task Builder to build a shared library.

If you use the /PI switch for a relocatable shared common, all program sections in the common are marked relocatable.

In either case, the .STB file contains all the program section names, attributes, lengths, and symbols. The Task Builder links common blocks by program sections. Therefore, the .STB file of a shared region built with the /CO switch contains all defined program sections.

Using the /PI/-HD switches without the /CO switch causes the Task Builder to build a shared common.

The /CO switch does not have a /-CO form.

Effect

This switch causes the Task Builder to include all program section declarations in the .STB file.

Defaults

/CO

Example

```
RUN $TKB
TKB>VAL/CO/-HD=VAL.OBJ
TKB>//
```

NOTE

Commons (read/write libraries) must still be processed using the MAK\$IL utility. See the *RSTS/E Programmer's Utilities Manual* for more details about MAK\$IL.

9.3 /DA — Debugging Aid

File

Executable program file or input file

Syntax

file.TSK /DA = file.OBJ

or

file.TSK = file.OBJ,file.OBJ / DA

Description

If you use the /DA switch on the executable program file, the Task Builder automatically includes the system debugging aid LB:ODT.OBJ in the executable program.

If you use this switch on one of your input files, the Task Builder assumes that the file is a debugging aid that you have written.

In either case, /DA has the following effects:

1. The transfer address of the debugging aid overrides the executable program transfer address.
2. The Task Builder initializes the header of the program so that, when your program is loaded, register R0 through R4 contain the following values:

R0 Transfer address of program.

R1 Task name in Radix-50 format (word 1). The Task Builder derives this name from the TASK= option. If no TASK= is supplied, this value will be 0.

R2 Second word of task name.

R3 The first three of six RAD50 characters representing the version number of your program. The Task Builder derives this number from the first .IDENT directive it encounters in your program. If no .IDENT directives appear, this value will be 0.

R4 The second three RAD50 characters representing the version number of your program.

Refer to your specific language reference manual for more information about debugging aids.

/DA

Default

/-DA

Example

```
RUN $TKB
TKB>PROG/DA=OBJ,OBJ2,LB:F4POTS/LB
TKB>//
```

9.4 /DL — Default Library

File

Input

Syntax

file.TSK = file.OBJ,file.OLB /DL

Description

The library file you specify replaces the file LB:SYSLIB.OLB as the library file that the Task Builder searches to resolve undefined global references. This file is searched only when undefined symbols remain after all the files you specify have been processed. The /DL switch can be used with only one input file.

Default

/-DL

Example

```
RUN $TKB
TKB>PROG=PROG,LB:F4POTS/LB,NEWLIB/DL
TKB>//
```

/FP

9.5 /FP — Floating Point

File

Executable program file

Syntax

file.TSK /FP = file.OBJ

Description

Setting the /FP switch causes the RSTS/E monitor to save the state of the floating-point processor when the program is run. You must set this switch on systems that have the floating-point processor so that the run-time system can trap floating-point errors properly. Setting or negating this switch has no effect on systems without a floating-point processor.

Default

/FP

Example

```
RUN $TKB
TKB>PROG/FP=OBJ1,OBJ2,LB:F4POTS/LB
TKB>//
```

9.6 /FU — Full Search

File

Executable program file

Syntax

file.TSK /FU=file.ODL/MP

Description

The /FU switch affects how the Task Builder inserts code from the default library when your overlay structure has co-trees. Normally, when the same code (program section) is called or referenced from different co-trees, it is built into both co-trees unless it can be resolved from code already built into the main root. This prevents the problem of run-time errors caused by unintentionally displacing segments with cross-tree calls, as described in Chapter 4.

If you use this switch, the Task Builder can resolve undefined global references with code from the default library that is already built into other co-trees. This can be useful if you want to try to cut down on the space taken by code inserted into co-trees from the default library, as described in Section 4.4.8.

Default

/-FU

Example

```
RUN $TKB
TKB>PROG/FU=OVERLY/MP
Enter Options:
TKB>//
```

9.7 /HD — Header

File

Executable program file or symbol definition file

Syntax

file.TSK /-HD,,file.STB = file.OBJ

or

file.TSK,,file.STB /-HD = file.OBJ

Description

The /HD switch causes the Task Builder to generate a header for your executable program file. This header is used by the run-time system when it loads your program for execution. The run-time system takes certain values from the header and inserts them in the low 1000 bytes of your program. (This area is used by the RSTS/E monitor, the run-time system, and — with a few languages — your program itself. For example, this area contains the "core common" area accessible to BASIC-PLUS-2 programs and the FIRQB and XRB areas used by MACRO programs. The contents of this area may be of interest to you if you are programming in MACRO. The area is described in the *RSTS/E System Directives Manual*.)

In any case, you must have a header for executable program files (this is the default). If you are building a resident library or common, or a run-time system itself, you must negate this switch.

Default

/HD

Example

```
RUN $TKB
TKB>DATLIB/-HD/PI,,DATLIB/PI=DAT1.DAT,DAT2.DAT,DAT3.DAT
TKB>/
ENTER OPTIONS:
TKB>PAR=DATLIB
TKB>//
```

9.8 /LB — Library File

File

Input file, or any file in an ODL command.

Syntax

file.TSK = file.OBJ,file.OLB /LB

or

file.TSK = file.OBJ,file.OLB /LB:mod-1:mod-2:...:mod-8

or

file.OBJ = file.OBJ,file.OLB /LB:mod-1:mod-2,file.OLB /LB

or

(Any of the above forms in an ODL file)

Description

If you use the /LB switch, it indicates that the file is a library file. The Task Builder's interpretation depends upon the form you use. If you use the switch without arguments, the Task Builder assumes that your input file is a library file of relocatable object routines. The Task Builder searches the file to resolve undefined references in any files you have specified preceding the library specification. It extracts necessary routines (which contain definitions for undefined references) and includes them in your executable program file.

If you use the switch with the mod-i arguments (mod-1:mod-2:...and so forth), the Task Builder extracts from the library the routines named as arguments regardless of whether or not they contain definitions for unresolved references.

If you want the Task Builder to search a library both to resolve global references and to select named routines, you must name the library twice: once, with the routines named (/LB switch with modifiers) and a second time with the general form (/LB switch without modifiers).

The position of the library file in the command line is important. The following rules apply:

1. The library file must appear to the right of the input file(s) that contain references to be resolved from the library. For example:

TKB>file.TSK = infile1.OBJ,infile2.OBJ,lib.OLB/LB

In the preceding command, unresolved references from infile1.OBJ and infile2.OBJ are resolved from the library.

/LB

TKB>file.TSK = infile1.OBJ,lib.OLB/LB,infile2.OBJ

In the preceding command, unresolved references from infile1.OBJ are resolved from the library, but references from infile2.OBJ are not.

2. When you are building an overlay structure, you specify the library within the ODL file. You use the hyphen to indicate concatenation; unresolved references from the segment to the left of the hyphen are resolved from the library specified to the right.

For example:

```
.ROOT      AFCTR-(BFCTR,CFCTR)
AFCTR:    .FCTR     A-LIBR
BFCTR:    .FCTR     B-LIBR-(B1-LIBR,B2-LIBR)
CFCTR:    .FCTR     C-C1-LIBR-(C01-LIBR,C02-LIBR)
LIBR:      .FCTR     LB:F4POTS/LB
          .END
```

Notice that in this example, there is no -LIBR entry after C. Since C and C1 are constructed as one segment, putting a -LIBR entry after C would only cause an unnecessary and time-consuming search. Only one search is needed for each segment; you can place the -LIBR entry at the end of the segment, after C1. Section 3.7.3 explains how routines are inserted into segments from libraries.

Default

/LB

Example

See Description, above.

9.9 /LI — Build a Library Shared Region

File

Task Image
.STB file

Syntax

file.TSK /LI = file.OBJ

or

,,file.STB /LI = file.OBJ

Description

The /LI switch makes the Task Builder build a shared library. However, you must use the /-HD switch with the /LI switch to build the shared library. The /LI switch does not have a /-LI form.

Effect

The Task Builder includes only one program section declaration in the .STB file.

If you use the /-PI switch for an absolute library, the Task Builder names the program section .ABS, makes the library position dependent, and defines all symbols as absolute. Also, if you use the /-PI switch without the /LI switch, the Task Builder assumes /LI to be the default.

If you use the /PI switch for a relocatable library, the Task Builder names the program section the same as the root segment of the library. The Task Builder forces this name to be the first and only declared program section in the library. The Task Builder declares all global symbols in the .STB file relative to that program section. Also, if you use the /PI switch without the /LI switch, the Task Builder assumes that a shared common is to be built. (/CO is the default.)

Default

/LI

Example

```
RUN $TKB
TKB>PARODI/LI/-HD=PARODI.OBJ
TKB>//
```

NOTE

Libraries must still be processed using the MAKSIL utility. See the *RSTS/E Programmer's Utilities Manual* for more details about MAKSIL.

/MA

9.10 /MA — Map Contents of File

File

Input or memory allocation (map) file

Syntax

file.TSK,file.MAP = file.OBJ,file.OBJ /-MA

or

file.TSK,file.MAP /MA = file.OBJ

Description

If you negate this switch and apply it to an input file, the Task Builder leaves the file off the "file contents" portion of the memory map. Furthermore, it will exclude from the map all global symbols defined or referred to in the file.

If you set this switch for the map file, the Task Builder includes in the map the names of routines it has added to your program from the default library (LB:SYSLIB.OLB). It also includes in the map file information contained in the symbol definition file of any shared region referred to by the program.

Default

/MA for input files

/-MA for system library and resident library .STB files.

/-MA for map file

Example

```
RUN $TKB
TKB>PROG,PROG/MP=OBJ1,OBJ2,LB:F4POTS/LB
TKB>//
```

9.11 /MP — Overlay Map

File

Input

Syntax

file.TSK = file.ODL/MP

Description

Your input file is an overlay map (ODL file). The file contains directions for an overlay structure in the Overlay Description Language. When you use the switch, it must be the only input file that you specify. The default file type for a file with the /MP switch is .ODL.

Default

/—MP

Example

```
RUN $TKB
TKB>PROG,PROG=OVERLY/MP
ENTER OPTIONS:
TKB>//
```

NOTE

If you use the multiline command format when you specify an ODL file, TKB automatically prompts for option input. Therefore, you must not use the single slash (/) to direct TKB to switch to option input mode when you have specified /MP on your input file.

9.12 /MU — Multiuser Program

File

Executable program file

Syntax

file.TSK /MU = file.OBJ

Description

The /MU switch tells the Task Builder to separate the program's read-only and read/write program sections. On RSTS/E systems, you only use this switch if you want to build a program so that the read-only code from the *root* is accessible to multiple users. For this reason, it is recommended that programs built with the /MU switch be nonoverlaid. Several steps are involved in this procedure.

When you use /MU on the executable file, the Task Builder places the read-only sections in your program's upper virtual address space and the read/write program sections in your program's lower virtual address space. You then have to use the MAKSIL program (described in the *RSTS/E Programmer's Utilities Manual*) to make the read-only code accessible to multiple users, and add the read-only code as a resident area using the ADD command of UTILITY (described in the *RSTS/E System Manager's Guide*).

Multiple users can then run the program built, causing multiple copies of the read/write code to be executed, but with only one copy of the read-only code taking space in memory.

Note that a program built with the /MU switch cannot be run correctly until it has been converted by MAKSIL into a separate executable file (consisting of the read/write code) and a resident area, which in turn must be added with UTILITY (just like any resident area). Note also that, when you build a program and use the /MU switch, you must also use the HISEG option, or your system must have RSX emulation generated into the monitor. (If you build with HISEG, the Task Builder will put the read-only code to occupy virtual address space below the runtime system. If you do not build with HISEG, the Task Builder will put the read-only code so that it occupies the highest possible address space (using APR 7). In that case, the system must have RSX emulation in the monitor, or the program will not run properly.)

Default

/-MU

Example

```
RUN $TKB
TKB>PROG/MU=OBJ1,OBJ2,OBJ3
TKB>//
```

9.13 /NM — No Diagnostic Messages

File

Executable program file

Syntax

file.TSK /NM = file.OBJ

Description

Using the /NM switch eliminates the display of diagnostic messages from a build.

Default

/-NM

Example

```
RUN $TKB
TKB>PROG/NM=OBJ1,OBJ2,LB:F4POTS/LB
TKB>//
```

9.14 /PI — Position Independent

File

Executable program file or symbol definition

Syntax

file.TSK /PI = file.OBJ

or

file.TSK,,file.STB /PI = file.OBJ

Description

Use the /PI switch when you are building a resident area that is position independent, that is, a region that can be placed anywhere in the program's address space. (The other option is an absolute resident area, which is fixed in the program's address space.) See Section 7.3.1 for a discussion of position-independent resident areas.

Default

/-PI

Example

```
RUN $TKB
TKB>DATLIB/-HD/PI,,DATLIB=DAT1.DAT,DAT2.DAT,DAT3.DAT
TKB>/
ENTER OPTIONS:
TKB>STACK=0
TKB>PAR=DATLIB
TKB>//
```

9.15 /PM — Post-Mortem Dump

File

Executable program file

Syntax

file.TSK /PM = file.OBJ

Description

Setting the /PM switch causes the Task Builder to set an indicator in your executable program file such that, if your program terminates abnormally when it is executed, the system automatically writes the contents of the program in memory on a disk file. The file name for the created file is:

PMDnnn.PMD

where: nnn is your job number.

The file must be formatted by the PMDUMP program (see the *RSTS/E System User's Guide*) before you can read it.

Default

/-PM

Example

```
RUN $TKB
TKB>PROG/PM=OBJ1,OBJ2,LB:F4POTS/LB
TKB>//
```

/RO

9.16 /RO — Resident Overlay

File

Executable program file

Syntax

file.TSK /-RO = file.ODL/MP

Description

When you use /RO, the Task Builder processes any memory-resident overlay operators (!) in your ODL file. That is, the Task Builder uses the exclamation point operator to construct an executable program file that contains one or more memory-resident overlay segments.

If you negate this switch, the Task Builder checks the syntax of the exclamation point where it appears in the ODL commands, but does not construct memory-resident overlay segments.

Default

/RO

Example

```
RUN $TKB
TKB>PROG/-RO=OVERLY/MP
ENTER OPTIONS:
TKB>//
```

9.17 /SG — Segregate Program Sections

File

Task image

Syntax

file.TSK /SG=file.OBJ

Description

The /SG switch allocates virtual address space to all read/write (RW) program sections and then to all read-only (RO) program sections.

Effect

The /SG switch gives you control over the ordering of program sections. By using the /SG switch, you cause the Task Builder to order program sections alphabetically by name within access code (RW followed by RO). If you specify the /SQ switch with the /SG switch, the Task Builder orders program sections in their input order by access code. (See the description of the /SQ switch for more information.)

You use the negated switch, /-SG, to make the Task Builder interleave the RW and RO program sections. Thus, the combination /-SG/SQ results in a task with its program sections allocated in input order and its RW and RO sections interleaved. Also, you can use /-SQ/-SG to make the Task Builder order program sections alphabetically with RW and RO sections interleaved. However, /SG is the default.

When task building multiuser tasks, the /MU switch causes the Task Builder to default to /SG. Therefore, to correctly build read-only tasks, you can use the /MU switch only.

Default

/SG

Example

```
RUN $TKB
TKB>BARBEL/SG=BARBEL.OBJ
TKB>//
```

9.18 /SH — Short Map

File

Memory allocation (map) file

Syntax

file.TSK,file.MAP/-SH=file.OBJ

Description

Negating this switch (-SH) requests the long version of the memory allocation map. The Task Builder produces the "file contents" section of the map. An example of the long version of the map is shown in Figure 9–1. The numbered and lettered circles in the figure correspond to the notes following the figure.

Default

/SH

Example

```
RUN $TKB
TKB>PROG,PROG/-SH=OBJ1,OBJ2,LB:F4POTS/LB
TKB>//
```

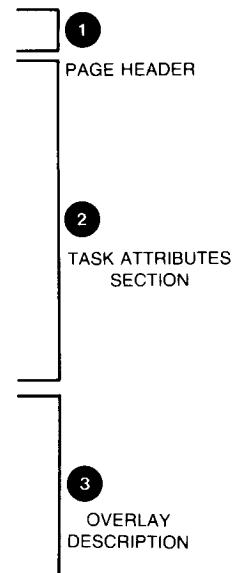
Figure 9–1: Memory Allocation (Map) File

```
ROOTM.TSK      Memory allocation map   TKB 07.202      Page 1
               05-MAY-83    13:50

Task name : ROOTM ①
Partition name : GEN ②
Identification : 01 ③
Task UIC : [2,234] ④
Task Priority : 50 ⑤
Stack limits: 001000 001777 001000 00512. ⑥
DTT xfr address: 011054 ⑦
PRG xfr address: 002000 ⑧
Task attributes: DA,MU ⑨
Total address windows: 2. ⑩
Task extension : 128, words ⑪
Task image size : 9760, words ⑫
Total task size : 9888, words ⑬
Task address limits: 000000 046033 ⑭
R-W disk blk limits: 000002 000101 000100 00064. ⑮
R-O disk blk limits: 000102 000112 000011 00009. ⑯

ROOTM.TSK Overlay description:

Base   Top       Length
----  ---  -----
000000  016027  016030  07192.        ROOTM
016030  031247  013220  05776.          MULOV
016030  032043  014014  06156.          ADDOV
032044  046033  013770  06136.          SUBOV
032044  045667  013624  06036.          DIVOV
```



(continued on next page)

Figure 9-1: Memory Allocation (Map) File (Cont.)

ROOTM.TSK Memory allocation map TKB 07.202 Page 2
 ROOTM 05-MAY-83 13:50

*** Root segment: ROOTM (a)

R/W mem limits: 000000 016027 016030 07192. (b)
 R-D mem limits: 160000 170577 010600 04480. (c)
 Disk blk limits: 000002 000020 000017 00015. (d)

Memory allocation synopsis:

Section	Title	Ident	File
.BLK.: (RW,I,LCL,REL,CON)	002000 000000 00000.	(e)	
CODE : (RW,I,LCL,REL,CON)	002000 000024 00020.		
	002000 000024 00020.	.MAIN. 01	ROOTM.OBJ (f)

Global symbols:

ADD	170076-R	DATEND	010010-R	DAT1	002024-R	MUL	170066-R	.ODTL1	010434-R (g)
BEG	002000-R	DATO	160000-R	DIV	170116-R	SUB	170106-R	.ODTL2	010436-R

File: ROOTM.OBJ Title: .MAIN. Ident: 01 (h)
 <. ABS.>: 000000 000000 000000 00000. (i)
 >>>>>>> Undefined reference: NOSYMB (j)

<CODE >: 002000 002023 000024 00020.
 BEG 002000-R (k)
 <DATA >: 160000 170041 010042 04130. (l)

Undefined references: (m)

NOSYMB

ROOT SEGMENT ALLOCATION

TREE SEGMENT DESCRIPTION

ROOTM.TSK Memory allocation map TKB 07.202 Page 4
 MULOV 05-MAY-83 13:50

*** Segment: MULOV

R/W mem limits: 016030 031247 013220 05776.
 Disk blk limits: 000021 000034 000014 00012.

Memory allocation synopsis:

Global symbols:

MUL 016030-R

File: MULOV.OBJ Title: .MAIN. Ident:
 <. BLK.>: 016030 031247 013220 05776.
 MUL 016030-R

*** Task builder statistics:

Total work file references: 4693. (a)
 Work file reads: 0. } (b)
 Work file writes: 0. } (c)
 Size of core pool: 4814. words (18. pages) (d)
 Size of work file: 3072. words (12. pages) (e)

Elapsed time: 00:00:17 (f)

TASK BUILDER STATISTICS

MK-01051-00

Notes to Figure 9–1

- 1** The page header shows the name of the executable program file and the overlay segment name (if applicable), along with the date, time, and version of the Task Builder that created the map.
- 2** The task attribute section contains the following information:
 - (a) Task Name. The name specified in the TASK option. If you do not use the TASK option, the Task Builder suppresses this field.
 - (b) Partition Name. The partition specified in the PAR option. If you do not specify a partition, the default is a partition named GEN.
 - (c) Identification. The version as specified in the .IDENT assembler directive. If you do not specify, the default is the same as the version of the Task Builder.
 - (d) User Identification Code. The project-programmer number used to create the executable program file.
 - (e) Priority. (On RSTS/E systems, this field is ignored.) Priority is suppressed if you do not use the PRI= option.
 - (f) Stack Limits. The low and high octal addresses of the stack, followed by its length in octal and decimal bytes.
 - (g) ODT Transfer Address. The starting address of the ODT debugging aid. If you do not specify the ODT debugging aid, this field is suppressed.
 - (h) Program Transfer Address. The starting address of your program. For MACRO programmers, this is the address of the symbol specified in the .END directive of the source code of your program. (The compilers generate a starting address automatically.) If you do not specify a transfer address for your program, the Task Builder automatically establishes a transfer address of 000001 for it. The Task Builder also suppresses this field in the map if no transfer address is specified.
 - (i) Attributes. Using certain switches indicates that your program has certain attributes. Such switch settings are shown only if they differ from the defaults. For example, the following could be displayed:
DA – the program contains a debugging aid.
MU – the program is broken into RO and RW sections for processing by MAKSIL. See the description of the /MU switch in Section 9.12 of this manual, and the MAKSIL chapter in the *RSTS/E Programmer's Utilities Manual*, for more information.
 - (j) Total Address Windows. The number of window blocks allocated to the program.
 - (k) Task Extension. The increment of physical memory (in decimal words) allocated through the EXTTSK or PAR option.
 - (l) Task Image Size. The amount of memory (in decimal words) required to contain your program's code. This number does not include physical memory allocated through the EXTTSK option.

- (m) Total Task Size. The amount of memory (in decimal words) allocated to your program, including the physical memory allocated through the EXTTSK option or PAR option.
 - (n) Task Address Limits. The lowest and highest virtual addresses allocated to the program, exclusive of resident areas.
 - (o) Read/Write Disk Block Limits. From left to right: the first octal relative disk block of the program's read/write region; the last octal relative disk block number of the read/write region; the total contiguous disk blocks required to accomodate the read/write region in octal and decimal.
 - (p) Read-Only Disk Block Limits. From left to right: the first octal relative disk block of the multiuser program's read-only region; the last octal relative disk block number of the read-only region; the total contiguous disk blocks required to accomodate the read-only region in octal and decimal. This field appears only when you are building a multiuser program with the /MU switch.
- 3** The Overlay Description shows, for each overlay segment in the tree structure of an overlaid program, the beginning virtual address (the base), the highest virtual address (the top), the length of the segment in octal and decimal bytes, and the segment name. Indenting is used to illustrate the ascending levels in the overlay structure. The Task Builder prints the Overlay Description only when an overlaid program is created.
- 4** The Root Segment Allocation. This section has the following elements:
- (a) Root Segment. The name of the root segment. If your program has only one segment, the entire program is considered to be the root segment.
 - (b) Read/Write Memory Limits. From left to right: the beginning virtual address of the root segment (the base), the virtual address of the last byte in the segment (the top), the length of the segment in octal and decimal bytes.
 - (c) Read-Only Memory Limits. From left to right: the beginning virtual address of the root segment (the base), the virtual address of the last byte in the segment (the top), the length of the segment in octal and decimal bytes. This field appears only when you are building a multiuser program with the /MU switch.
 - (d) Disk Block Limits. From left to right: the first relative block number of the beginning of the root segment, the last relative block number of the root segment, total number of disk blocks in octal, and the total number of disk blocks in decimal.
 - (e) Memory Allocation Synopsis. From left to right: the program section name, the program section attributes, starting virtual address of the program section, total length of the program section in octal and decimal bytes.
 - (f) Contributor. This field lists the pieces that have contributed to each program section. In this example, the program section ANS was defined in the file ROOTM.OBJ. The identification in this case is 01 as a result of an .IDENT assembler directive. If the program section ANS had been defined in more than one piece (for example, in more than one routine in a library (.OLB) file), each contributing piece and the file from which it was extracted would have been listed here.
 - (g) Global Symbols. This section lists the global symbols defined in the segment. Each symbol is listed along with its octal value. -R is appended to the value if the symbol is relocatable. The list is alphabetized in columns.

The File Contents Section (composed of the four fields listed below) is produced only if you specify the /-SH switch in the Task Builder command sequence. The Task Builder then creates this section for each segment in an overlay structure. It lists the following information:

- (h) Input File. The file name, the name established by a .TITLE assembler directive, and the version as established by an .IDENT assembler directive.
- (i) Program Section. Program section name, starting virtual address of the program section, ending virtual address of the program section, and length in octal and decimal bytes.
- (j) Undefined Reference. This section provides the names of undefined symbols in the preceding program section.
- (k) Global Symbol. Global symbol names within each program section and their octal values. If the segment is autoloadable (see Chapter 5), this value will be the address of an autoload vector. The autoload vector in turn will contain the address of the symbol. -R is appended to the value if the symbol is relocatable.
- (l) Program Section. This field is identical to the field described in note i.

The following sections in the map file appear regardless of whether you use the /-SH switch or not.

- (m) Undefined References. This field lists the undefined global symbols in the segment.
- 5 The Tree Segment Description is printed for every overlay segment in an overlay structure. Its contents are the same for each overlay segment as the Root Segment Allocation is for the root segment.
- 6 Task Builder Statistics list the following information, which can be used to evaluate Task Builder performance:
 - (a) Work File References. The number of times that the Task Builder accessed data stored in its work file.
 - (b) Work File Reads. The number of times that the work file device was accessed to read work file data.
 - Work File Writes. The number of times that the work file device was accessed to write work file data.
 - (c) Size of Pool. The amount of memory that was available for work file data and table storage.
 - (d) Size of Work File. The amount of device storage that was required to contain the work file.
 - (e) Elapsed Time. The amount of wall-clock time required to construct the executable program and memory allocation (map) file. Elapsed time is measured from when you entered the last option to the completion of map output. This value excludes the time required to process the overlay description and parse the list of input file names.

See Appendix D for a more detailed discussion of the work file.

9.19 /SP — Spool Map Output

File

Memory allocation (map) file

Syntax

file.TSK,file.MAP /SP=file.OBJ

Description

This switch determines whether your map file is automatically queued to the line printer for output. If you use this switch, the Task Builder creates a map file and queues it for printing. The default (if you specify a map file) is to create the map file but not to queue it for printing.

Default

/-SP

Example

```
RUN $TKB
TKB>PROG,PROG/SP=OBJ1,OBJ2,LB:F4POTS/LB
TKB>//
```

/SQ

9.20 /SQ — Sequential

File

Executable program file

Syntax

file.TSK /SQ = file.OBJ

Description

If you set the /SQ switch, the Task Builder does not reorder program sections alphabetically. Instead, it collects all the references to a given program section from your input files, groups them according to their access code (read-only or read/write), and within these groups, allocates memory for them in the order that you input them.

You use this switch to satisfy requirements that certain program sections be adjacent. Using this feature is otherwise discouraged because standard library routines (such as FORTRAN I/O handling routines and File Control System (FCS) routines from SYSLIB) will not work properly.

You can also make program sections adjacent by selecting their names alphabetically to correspond to the desired order.

Default

/-SQ

Example

```
RUN $TKB
TKB>PROG/SQ=OBJ1,OBJ2,OBJ3
TKB>//
```

9.21 /SS — Selective Search

File

Input file

Syntax

file.TSK = file.OBJ /SS

or

file.TSK = file.OBJ,file.STB /SS

or

file.TSK = file.OBJ,file.OLB/LB /SS

Description

Setting the /SS switch tells the Task Builder to include in its internal symbol table only those global symbols for which it has already encountered an undefined reference.

When processing an input file, the Task Builder normally includes into its internal symbol table each global symbol it encounters within the file whether or not there are references to it. When you attach the /SS switch to an input file, the Task Builder checks each global symbol it encounters within that file against its list of undefined references. If the Task Builder finds a match, it includes the symbol into its symbol table.

Default

/-SS

Example

Suppose that you are building a program consisting of input files containing global entry points and references (calls) to them, as shown in Table 9–2.

Table 9–2: Input Files for /SS Example

Input File Name	Global Definition	Global Reference
IN1.OBJ		A
IN2.OBJ	A B C	
IN3.OBJ		C
IN4.OBJ	A B C	

/SS

Files IN2 and IN4 contain definitions for global symbols of the same name. Assume that the global symbols represent entry points to different routines within these files.

Suppose that you want the Task Builder to resolve the reference to A in IN1 with the definition of A in IN2. Further, assume that you want the reference to global symbol C in IN3 to be resolved with the definition of C in IN4. You can accomplish this by ordering the input files and using the /SS switch. For example:

```
TKB>SELECT=IN1,IN2/SS,IN3,IN4/SS
```

The Task Builder processes input files from left to right. Thus, the Task Builder processes file IN1 first and finds the reference to symbol A. Since there is no definition for A within IN1, the Task Builder marks A as undefined and moves on to process IN2. Because IN2 has the /SS switch, the Task Builder limits its search of IN2 to symbols it has already marked as undefined, namely A. The Task Builder finds a definition for A and puts A in its symbol table.

The Task Builder moves on to IN3, and encounters the reference to symbol C. Since the Task Builder did not include symbol C from IN2 in its symbol table, it marks C as undefined and moves on to IN4. When the Task Builder processes IN4, it finds the definition for C, and includes that symbol in the table. Again, since the /SS switch is attached, only symbol C is included in the Task Builder's internal symbol table.

Thus, the reference to A in IN1 is resolved with the definition in IN2, and the reference to C in IN3 is resolved with the definition in IN4. Note that the /SS switch affects only the Task Builder's internal symbol table. The routines for which symbols B and C are entry points will be included in the executable program file even though there are no references to them.

9.22 /TR — Traceable Program

File

Executable program file

Syntax

file.TSK/TR=file.OBJ

Description

When this switch is set, the Task Builder sets the T-bit in the initial program status word (PSW) for your program. When your program is executed, a trace trap occurs when each instruction is completed.

The system library (SYSLIB.OLB) contains a trace routine (TRACE.OBJ) that processes the trap. You must explicitly build this routine into your executable file if you want to use it. To do this, you must use the LBR utility (see the *RSTS/E Programmer's Utilities Manual*) to remove TRACE.OBJ from the system library. You then build TRACE.OBJ into your program using the /DA switch. The example below shows TRACE.OBJ in the user's account on the public structure.

Default

/-TR

Example

```
RUN $TKB
TKB>PROG/TR=OBJ1,OBJ2,OBJ3,TRACE/DA
TKB>//
```

9.23 /WI — Wide Listing Format

File

Memory allocation (map) file

Syntax

file.TSK,file.MAP/-WI=file.OBJ

Description

Negating this switch causes the Task Builder to format the map file 80 columns wide. Setting the switch or accepting the default causes a map 132 columns wide. Note that some systems are installed such that even if you negate the /WI switch, you still get 132 columns. See your system manager for details.

Default

/WI

Example

```
RUN $TKB
TKB>PROG,PROG/-WI=OBJ1,OBJ2,LB:F4POTS/LB
TKB>//
```

9.24 /XT[:n] — Exit on Error

File

Executable program file

Syntax

file.TSK /XT:n = file.OBJ

Description

Setting the /XT:n switch causes the Task Builder to exit after it finds n errors. The number of errors can be specified in decimal or octal:

n. Decimal number (decimal point must be there).

#n or n Octal number.

If you do not specify n, the Task Builder assumes a value of 1.

Default

/-XT

Example

```
RUN $TKB
TKB>PROG/XT:10.=OBJ1,OBJ2,LB:F4POTS/LB
TKB>//
```



Chapter 10

Task Builder Options

The options you specify to the Task Builder modify the action taken during the build. The options available to RSTS/E users are listed in Table 10–1. Complete descriptions of the options follow, in alphabetical order.

Table 10–1: Task Builder Options

Option	Meaning
ABORT	Terminates command input and allows you to restart the input of command lines.
ABSPAT	Declares absolute patch values.
ACTFIL	Declares number of files that program can have open simultaneously.
ASG	Declares device assignment to logical units, or RSTS/E channels.
COMMON	Declares a resident common area on LB: to be accessed by the program.
CLSTR	Declares a series of resident libraries to be clustered in one space in the user job area.
EXTSCT	Declares extension of a program section.
EXTTSK	Declares extension of the program itself.
FMTBUF	Declares extension of buffer used by FORTRAN for processing format strings at run time.
GBLDEF	Global symbol definition.
GBLINC	Includes a definition for a global symbol in the symbol table (.STB) file.
GBLPAT	Declares a series of object-level patch values.
GBLREF	Declares a global symbol reference.
GBLXCL	Excludes a definition for a global symbol from the symbol table (.STB) file.

(continued on next page)

Table 10–1: Task Builder Options (Cont.)

Option	Meaning
HISEG	Associates an executable program with a high segment or run-time system.
LIBR	Declares a resident library on LB: to be accessed by the program.
MAXBUF	Declares an extension to the FORTRAN record buffer.
ODTV	Declares the address and size of the debugging aid SST vector.
PAR	Used to build resident area; defines the partition that the resident area is to occupy.
RESCOM	Declares a resident common area to be accessed by the program.
RESLIB	Declares a resident library to be accessed by the program.
STACK	Defines the size of the stack.
TASK	Names the executable program for SYSTAT.
TSKV	Declares the address of the program's SST vector.
UNITS	Declares the maximum number of units (channels).
WNDWS	Declares the number of additional address windows to be used by the program.

10.1 ABORT — Abort the Build

The ABORT option is useful when you discover that you made an error on an earlier line of Task Builder input. When you type the ABORT=n in response to a TKB> option prompt, the Task Builder stops accepting input for the current build and prepares to accept input for a new build operation. You can then restart the same or another command sequence.

Syntax

ABORT=n

where n is any integer. (You must specify =n to satisfy the general form of the syntax for options, but the value is ignored.)

Note that typing a CTRL/Z (pressing the CTRL and Z keys at the same time) causes the Task Builder to stop accepting input and start building the current program. ABORT is the only way to restart the Task Builder if you find an error and do not want a build to take place.

Default

None

Example

```
RUN $TKB
TKB>PROG,PROG=OVERLY/MP
ENTER OPTIONS:
TKB>RESLIB=RMSRES
TKB>ABORT=1
?TKB -- *FATAL* -- TASK BUILD ABORTED VIA REQUEST

ABORT = 1

TKB>
```

ABSPAT

10.2 ABSPAT — Absolute Patch

You use the ABSPAT option to declare a series of object-level patch values starting at a specific base address. You can specify up to eight patch values.

Note that all patches must be within the segment address limits or the Task Builder will generate a fatal error:

TKB—*DIAG*—LOAD ADDRESS OUT OF RANGE IN file-name

Syntax

ABSPAT = seg-name:address:val1:val2:...:val8

where:

seg-name is the one- to six-character name of the segment.

address is the octal address of the first patch. The address can be on a byte boundary; however, two bytes are always modified for each patch: the addressed byte and the following byte.

val1 is an octal number in the range of 0 through 177777 to be stored at the address.

val2 is an octal number in the range of 0 through 177777 to be stored at the address plus 2.

.

.

val8 is an octal number in the range of 0 through 177777 to be stored at the address plus 14.

Default

None

Example

```
RUN $TKB
TKB>PROG,PROG=OBJ1,OBJ2,LB:F4POTS/LB
TKB>/
ENTER OPTIONS:
TKB>ABSPAT=MYRTN:012156:143672:027001
TKB>/
```

The ABSPAT option sets the word at location 012156 in segment MYRTN to 143672, and the word at location 012160 in segment MYRTN to 027001.

10.3 ACTFIL — Number of Active Files

You use the ACTFIL option to declare the number of files that your program can have open simultaneously. For each active file that you specify, the Task Builder allocates approximately 512 bytes.

If you specify less than four active files (the default), the ACTFIL option saves space. If you want your program to have more than four active files, you must use the ACTFIL option to make the additional allocation.

You must include a language library (object time system or OTS), and record I/O service routines (such as RMS-11) in your program for the extension to take place. The program section that is extended has the reserved name \$\$FSR1.

Syntax

ACTFIL = n

where n is a decimal integer indicating the maximum number of files that can be open at the same time.

Default

ACTFIL = 4

Example

```
RUN $TKB
TKB>PROG=OBJ1,OBJ2,LB:F4POTS/LB
TKB>/
ENTER OPTIONS:
TKB>ACTFIL=2
TKB>//
```

ASG

10.4 ASG — Assign Devices

The ASG option declares physical devices assigned to one or more logical units. (A logical unit corresponds to a channel number in RSTS/E terminology). Note that you cannot assign a unit number higher than the maximum number of units declared in the UNITS option (Section 10.25).

Syntax

ASG=dev-name:unit-1:unit-2:...,dev-name:unit-n:...

where:

dev-name is a two-character alphabetic device name followed by an optional one- or two-digit decimal unit number.

unit-i are decimal integers indicating the logical unit numbers (channels).

Default

ASG=SY:1:2:3:4,TI:5,TT:6

Example

```
RUN $TKB
TKB>PROG1=OBJ1,OBJ2,LB:F4POTS/LB
TKB>/
ENTER OPTIONS:
TKB>UNITS=8
TKB>ASG=SY:1:2:3:4:5:6:7,LPO:8
```

The above example declares a maximum of 8 logical units (the UNITS option should be given before the ASG option). The channels 1–7 are allocated to the public disk structure, and channel 8 is allocated to line printer unit 0. Note that in order to assign more than 8 logical units (channels) to a single device, you must respecify the device name followed by the additional units to be assigned. For example:

```
RUN $TKB
TKB>PROG1=OBJ1,OBJ2,LB:F4POTS/LB
TKB>/
ENTER OPTIONS:
TKB>UNITS=11
TKB>ASG=SY:1:2:3:4:5:6:7:8,SY:9:10:11
```

10.5 CLSTR — Cluster Libraries

The CLSTR option lets you declare that multiple resident libraries are to share the same virtual address space in your program. (See Section 2.3.5 for a general discussion of how cluster libraries work.)

Syntax

CLSTR = default-library,library-2,...,library-5:access-code[:apr]

where:

default-library

.

.

library-5

The first library listed in the CLSTR option is the default library. Because of the way clustering works, only certain libraries can be default libraries. If you want to build libraries to be clusterable, the techniques are described in Chapter 7. If you simply want to use libraries in a resident library cluster, the DIGITAL-supplied libraries are designed so the language library can always serve as the default library. Note that not all resident libraries that are available with RSTS/E take advantage of the clustering feature. Those that can are:

BP2RES	Clusterable resident library for BASIC-PLUS-2 programs.
BP2SML	Clusterable resident library (a subset of BP2RES) for BASIC-PLUS-2 programs.
C81CIS	Clusterable resident library for COBOL-81 programs compiled with /CIS switch (the normal default if your system has the Commercial Instruction Set option).
C81LIB	Clusterable resident library for COBOL-81 programs compiled with /-CIS switch (the normal default if your system does not have the Commercial Instruction Set option).
FDVRDB	Clusterable resident library for the form driver for FMS (the Form Management System), with debug mode support.

CLSTR

FDVRES Clusterable resident library for the form driver for FMS (the Form Management System), without debug mode support.

RMSRES Clusterable resident library for RMS-11 that supports sequential, relative, and indexed file operations.

DAPRES Clusterable resident library for network record access through RMS.

Thus, you can use C81CIS or C81LIB (for COBOL-81 programs) as the default library, and FDVRES and/or RMSRES as a secondary library in the cluster. Likewise, you can use BP2RES or BP2SML as the default library, and FDVRES and/or RMSRES as a secondary library in the cluster. (See the reference manual for your specific language for more information.)

Up to five resident libraries can form a cluster on RSTS/E systems. As described below, a cluster for DIGITAL-supplied libraries must occupy the upper 8K of your address space. If your site builds its own clusterable libraries, however, these libraries can occupy their own separate cluster, as long as the limit of five resident libraries for each task build is not exceeded. (You can have no more than five libraries involved in clusters.)

For example, you can cluster either of two variations of the COBOL-81 library (C81CIS or C81LIB) with the FMS library (FDVRES) and/or the RMS-11 library (RMSRES), and two or three of your own clusterable libraries either in the same cluster or in a separate cluster in lower virtual memory.

access-code is either RW (read/write) or RO (read-only). This code indicates how your program intends to access the library. (It will be RO for DIGITAL-provided resident libraries such as BP2RES, FDVRES, C81CIS, etc.) For example:

```
TKB>CLSTR=C81CIS,FDVRES:RO
```

apr

is an integer in the range of 1 to 7 that specifies the first Active Page Register (APR) reserved for the clustered libraries. (See Section 2.3.4 if you are unfamiliar with APRs.) If you leave this parameter off, the Task Builder assigns the highest APRs it can to the cluster (APRs 6 and 7 for the above command line).

Currently, DIGITAL-supplied libraries are built to use APRs 6 and 7. That is, they are built to occupy 8K words at the highest end of the user job area. This means that, if you use the DIGITAL-supplied cluster libraries, your system must be generated with RSX directive emulation in the monitor. (Remember that RSX directive emulation in the monitor means that the run-time system can "disappear" from the high address space in the user job area.)

Default

None

Example

```
RUN $TKB
TKB>PROG,PROG=PROG,LB:C81CIS/LB
TKB>/
ENTER OPTIONS:
TKB>CLSTR=C81CIS,FDVRES:RO
TKB>//
```

COMMON

10.6 COMMON — Access System Common Block

By convention, the COMMON option indicates a resident library that contains data. The function of the COMMON option is the same as the LIBR option (Section 10.16).

Syntax

```
COMMON = name:access-code[:apr]
```

See the description of the LIBR option (Section 10.16) for a discussion of the parameters.

Example

```
RUN $TKB
TKB>PROG,PROG=OVERLY/MP
ENTER OPTIONS:
TKB>COMMON=MYCOM:RW:5
TKB>//
```

10.7 EXTSCT — Extend Program Section

The EXTSCT option extends the size of a program section. If the program section has the concatenated (CON) attribute, its size is extended by the length specified. If the program section has the overlay (OVR) attribute, its size is set equal to the length specified, if the length specified is greater than the current size. (If the length is less than the current size, the current size is allocated.)

Syntax

EXTSCT=psect-name:length

where:

psect-name is the one- to six-character name of the program section to be extended.

length is the octal number of bytes to extend the program section.

Default

None

Example

```
RUN $TKB
TKB>PROG=OBJ1,OBJ2,LB:F4POTS/LB
TKB>/
ENTER OPTIONS:
TKB>EXTSCT=BUFF:250
TKB>//
```

Suppose that BUFF is initially 200[8] bytes long. After the above option is specified, it will be allocated 450[8] bytes if it is concatenated (CON), or 250[8] bytes if it is overlaid (OVR).

EXTTSK

10.8 EXTTSK — Extend Task Memory

You use the EXTTSK option to direct the system to allocate additional memory for your executable program, up to a maximum of (32K–32) words, or 28K words if RSX emulation is not installed in the monitor.

The amount of memory available to the program is the sum of the program's size plus the increment you specify in the EXTTSK option, rounded up to the next 32-word boundary.

Syntax

EXTTSK = length

where length is a decimal number specifying the increase in memory allocation, in words.

Default

The program is extended to the next multiple of 1K words.

Example

```
RUN $TKB
TKB>PROG=OBJ1,OBJ2,LB:F4POTS/LB
TKB>/
ENTER OPTIONS:
TKB>EXTTSK=4096
TKB>//
```

10.9 FMTBUF — Format Buffer Size

The FMTBUF option declares the length of the internal working storage that you want the Task Builder to allocate within your program for the compilation of format specifications at run time. The length of this area must equal or exceed the number of bytes in the longest format string to be processed.

Run-time compilation occurs whenever an array is referred to as the source of formatting information within a FORTRAN I/O statement. The program section that the Task Builder extends has the reserved name \$\$OBF1.

Syntax

FMTBUF = n

where n is a decimal integer, larger than the default (132), that specifies the number of characters in the longest format specification.

Default

FMTBUF = 132

Example

```
RUN $TKB
TKB>PROG=OBJ1,OBJ2,LB:F4POTS/LB
TKB>/
ENTER OPTIONS:
TKB>FMTBUF=140
TKB>//
```

GBLDEF

10.10 GBLDEF — Define a Global Symbol

With the GBLDEF option, you can define a global symbol and its value. The Task Builder considers this symbol definition to be absolute. It overrides any definition in your object program files.

Syntax

GBLDEF = symbol-name:symbol-value

where:

symbol-name is the one- to six-character name assigned to the global symbol.

symbol-value is an octal number in the range of 0 through 177777 assigned to the defined symbol.

Default

None

Example

```
RUN $TKB
TKB>PROG=OBJ1,OBJ2,F4POTS/LB
TKB>/
ENTER OPTIONS:
TKB>GBLDEF=LITVAL=1357
TKB>//
```

10.11 GBLINC — Include Global in .STB File

The GBLINC option includes a global symbol in the .STB file that would not otherwise be there. This option is used in DIGITAL-supplied resident libraries that may need to call routines in other resident libraries in a cluster. It is also useful if you are building your own clusterable resident libraries.

Syntax

GBLINC=symbol

where symbol is the global symbol name to be included in the symbol table file being built for the resident library.

Default

None

Example

```
RUN $TKB
TKB>PROG,PROG,PROG=OVERLY/MP
Enter Options:
TKB>GBLINC=.FCSJT
TKB>GBLINC=USER
TKB>//
```

The GBLINC option includes the symbols named (.FCSJT and USER) in the symbol table file (PROG).

GBLPAT

10.12 GBLPAT — Global Relative Patch

You use the GBLPAT option to declare a series of object-level patch values starting at an offset relative to a global symbol. You can specify up to eight patch values.

Note that all patches must be within the segment address limits or the Task Builder will generate a fatal error.

Syntax

GBLPAT = seg-name:sym-name[+ /-offset]:val1:val2:...:val8

where:

- | | |
|----------|--|
| seg-name | is the one- to six-character name of the segment. |
| sym-name | is the one- to six-character name specifying the global symbol. |
| offset | is an octal number specifying the offset from the global symbol. |
| val1 | is an octal number in the range of 0 through 177777 to be stored at the address of the global symbol plus or minus the offset. |
| val2 | is an octal number in the range of 0 through 177777 to be stored at the address of the global symbol, plus or minus the offset, plus 2. |
| . | |
| . | |
| . | |
| val8 | is an octal number in the range of 0 through 177777 to be stored at the address of the global symbol, plus or minus the offset, plus 14. |

Default

None

Example

```
RUN $TKB
TKB>PROG,PROG=OVERLY/MP
ENTER OPTIONS:
TKB>GBLPAT=IN1:MRTN+4:10001
TKB>//
```

The GBLPAT option sets the word at location MRTN + 4 in segment IN1 to 010001.

10.13 GBLREF — Global Symbol Reference

You use the GBLREF option to declare a global symbol reference. The reference originates in the root segment of the executable program.

Syntax

GBLREF = symbol-name

where symbol-name is the one- to six-character name of a global symbol.

Default

None

Example

```
RUN $TKB
TKB>PROG,PROG=OVERLY/MP
ENTER OPTIONS:
TKB>GBLREF=MRTN
TKB>//
```

GBLXCL

10.14 GBLXCL — Exclude Global from .STB File

The GBLXCL option excludes a global symbol from the .STB file that would otherwise be there. This option is used in DIGITAL-supplied resident libraries that may need to call routines in other resident libraries in a cluster. It is also useful if you are building your own clusterable resident libraries.

Syntax

GBLXCL = symbol

where symbol is the global symbol name to be excluded from the symbol table file being built for the resident library.

Default

None

Example

```
RUN $TKB
TKB>PROG,PROG,PROG=OVERLY/MP
Enter Options:
TKB>GBLXCL=.FCSJT
TKB>GBLXCL=USER
TKB>//
```

The GBLXCL option excludes the symbols named (.FCSJT and USER) from the symbol table file (PROG).

10.15 HISEG — Define High Segment

Use the HISEG option primarily, to associate an executable program with a user-written high segment, or run-time system. If there are global definitions within the high segment that resolve references in the input files you specify, the Task Builder links them correctly. The symbol-table file (.STB file) for the named run-time system must be in the account specified by the system logical name LB:. If the HISEG option is not specified:

1. The run-time system associated with the executable program is the same as that associated with the Task Builder itself.
2. No global references to symbols in that high segment are resolved.

Note that the HISEG option is sometimes used when you build a multiuser program with the /MU switch (See Section 9.12). In addition, the HISEG option is also used with the RESLIB option when you do not have RSX emulation code installed in the monitor.

Syntax

HISEG = high-segment-name

where high-segment-name is a one- to six-character name specifying the run-time system.

Default

If no high segment is specified, the run-time system associated with the Task Builder is assumed.

Example

```
RUN $TKB
TKB>PROG=OBJ1,OBJ2
TKB>/
ENTER OPTIONS:
TKB>HISEG=USRSTS
TKB>//
```

LIBR

10.16 LIBR — Access System-Owned Resident Library

The LIBR option declares that your program intends to access a system-owned resident library.

Syntax

LIBR = name:access-code[:apr]

where:

name is the one- to six-character name specifying the library. The Task Builder expects to find a symbol table file and task image file of the same name (name.STB and name.TSK) on the device and under the account specified by the system logical name LB:.

The easiest way to find out if the files exist on LB: is to do a directory:

```
DIR LB:RMSRES.STB
      Name  Typ   Size   Prot    DR3:[1,11]
      RMSRES.STB     4   < 40>
```

```
DIR LB:RMSRES.TSK
      Name  Typ   Size   Prot    DR3:[1,11]
      RMSRES.TSK     16   < 40>
```

(If the files do not exist on LB:, you must use the RESLIB option, Section 10.21.)

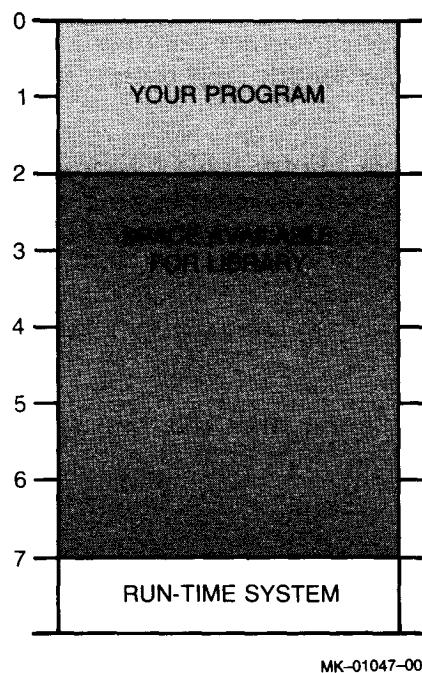
access-code is the code RW (for read/write) or RO (for read-only), indicating the type of access required by your program.

apr is an integer in the range of 1 to 7 that specifies the first Active Page Register (APR) reserved for the library.

It is not really necessary to understand Active Page Registers to use this modifier. Think of your 32K-word user job area as divided into 8 parts of 4K words each, numbered from 0 through 7. Your program occupies one or more of the lowest-numbered segments. The run-time system occupies the highest-numbered segment.

You can "map" a resident library into an area in between these two. The map must begin on a 4K-word boundary. For example, suppose your program takes 6K words and the run-time system takes 4K words of memory. You can map up to 20K words of resident library into your job, beginning with APR 2.

APR

**Default**

None

Example

```
RUN $TKB
TKB>PROG,PROG=OVERLY/MP
ENTER OPTIONS:
TKB>LIBR=RMSRES:R0:5
TKB>//
```

This example causes the RMSRES library in LB: to be mapped through APRs 5 and 6. The run-time system is to be mapped through APRs 4 through 7.

MAXBUF

10.17 MAXBUF — Maximum Record Buffer Size

The MAXBUF option declares the maximum record buffer size required for any file used by the program. If your program requires a maximum record size that exceeds the default buffer length (133 bytes), you must use this option to extend the buffer.

You must also include a language library (object time system, or OTS), such as FORTRAN's F4POTS, in your executable program for the extension to take place. The program section that is extended has the reserved name \$\$IOB1.

Syntax

MAXBUF = n

where n is a decimal integer, larger than 133, that specifies the maximum record size in bytes.

Default

MAXBUF = 133

Example

```
RUN $TKB
TKB>PROG=OBJ1,OBJ2,LB:F4POTS/LB
TKB>/
ENTER OPTIONS:
TKB>MAXBUF=166
TKB>//
```

10.18 ODTV — ODT SST Vector

The ODTV option declares that a global symbol is the address of the ODT Synchronous System Trap vector table. You must define the global symbol in the main root segment of your program.

Syntax

ODTV = symbol-name:vector-length

where:

symbol-name is a one- to six-character name of a global symbol.

vector-length is a decimal integer in the range of 1 through 32, specifying the length of the SST vector in words.

Default

None

Example

```
RUN $TKB
TKB>PROG/DA=OBJ1,OBJ2
TKB>/
ENTER OPTIONS:
TKB>ODTV=TRPVEC:8
TKB>/
```

For related information, refer to the *RSTS/E System Directives Manual* for the SVDB\$ (Set SST Vector Table for Debugging Aid) macro.

PAR

10.19 PAR — Partition for Resident Area

You must use the PAR option when building a resident area. The option identifies a "partition" for the resident area: the amount of space the resident area will occupy when linked into user programs in the user job area (and its location, if the resident library is to occupy absolute addresses).

Syntax

PAR = pname[:base:length]

where:

pname is the name of the partition. This name must be the same as the file name portion of the executable and symbol table files in the command line. For example:

```
RUN $TKB
TKB>LIBRES/-HD,,LIBRES/PI=LIBRES
TKB>/
ENTER OPTIONS:
TKB>PAR=LIBRES
TKB>//
```

base is the octal byte address that defines the start of the partition. If the library is position-independent (see Section 7.3.1), the base address is zero. If the library is absolute, the base address must be on a 4K word boundary. For example, if the library is always to be positioned beginning at APR 6, you would specify an octal address of 140000.

length is the octal number of bytes contained in the partition. If zero or omitted, the length is the size of the executable file.

If length is nonzero, and greater than the size of the executable file produced from the build, the Task Builder automatically extends the size of the resident area to make up the difference.

If the executable file size is greater than the partition size given here, the Task Builder issues the following error message:

%TKB--*DIAG*-TASK HAS ILLEGAL MEMORY LIMITS

Default

PAR = GEN

Example

See parameter description, above.

10.20 RESCOM — Access Resident Common Block

By convention, the RESCOM option indicates a resident area that contains data; the resident common option does the same thing as the RESLIB option (Section 10.21).

Syntax

```
RESCOM = file-spec / access-code[:apr]
```

RESLIB

10.21 RESLIB — Access Resident Library

The RESLIB option declares that your program intends to access a resident library.

Syntax

RESLIB = filespec / access-code[:apr]

where:

filespec is the file specification identifying the library. The Task Builder expects to find a symbol table file and task image file with the same filename (filename.STB and filename.TSK) on the device and account specified. You must omit the file type from the file specification.

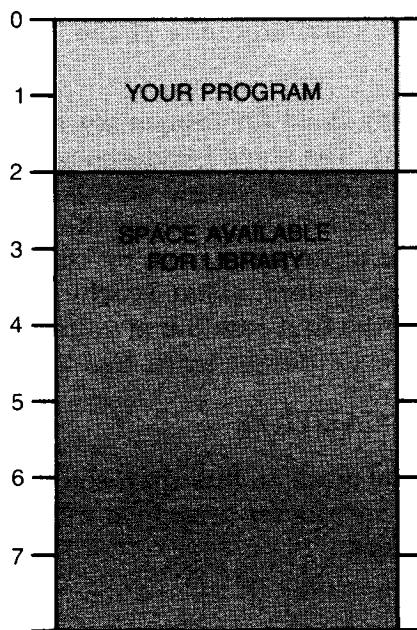
access-code is the code RW (for read/write) or RO (for read-only), indicating the type of access required by your program.

apr is an integer in the range of 1 to 7 that specifies the first Active Page Register (APR) reserved for the library.

It is not really necessary to understand Active Page Registers to use this modifier. Think of your 32K-word user job area as divided into 8 parts of 4K words each, numbered from 0 through 7. Your program occupies one or more of the lowest-numbered segments. The run-time system occupies the highest-numbered segment.

You can "map" a resident library into an area in between these two. The library must begin on a 4K-word boundary. For example, suppose your program takes 6K words and your system has disappearing RSX. You can map up to 24K words of resident library into your job, beginning with APR 2.

APR



MK-01052-00

Default

None

Example

```
RUN $TKB
TKB>PROG=OBJ1,OBJ2
TKB>/
ENTER OPTIONS:
TKB>RESLIB=DR2:MYLIB/RO
TKB>/
```

This example causes the library MYLIB on DR2: in the user's account to be mapped through APR 7 (or APRs 2 through 7, or some subset of APRs 2 through 7 depending on the size of MYLIB).

STACK

10.22 STACK — Declare Stack Size

The STACK option declares the maximum size of the "stack" required by the executable program.

The stack is an area of memory used for temporary storage, subroutine calls, and other system functions. The stack is referenced by hardware register 6 (the stack pointer). The default stack size is 256[10] words, or 1000[8] bytes. The Task Builder allocates space for the stack immediately following the low 1000[8] bytes of memory used by the RSTS/E monitor, your program, and the run-time system. (That is why, if you look at the Task Builder memory map file, the first location of your program begins at address 2000, unless you specify a different stack size with this option.)

CAUTION

Decreasing the size of the stack to less than the default size can cause unpredictable results for programs written in certain higher-level languages.

Syntax

STACK = n

where n is a decimal integer specifying the number of words required for the stack.

Default

STACK = 256

Example

```
RUN $TKB
TKB>PROG=OBJ1,OBJ2,OBJ3
TKB>/
ENTER OPTIONS:
TKB>STACK=512
TKB>//
```

10.23 TASK — Program Name for SYSTAT

The TASK option lets you specify the name of the program being built. This name is displayed by the SYSTAT program. You can use this option if you want to give a name to a program other than the name of the executable program file.

Syntax

TASK=program-name

where program-name is the one- to six-character name to identify the program in SYSTAT. The characters within the name must be letters (A to Z), numbers (0 to 9), periods (.), or dollar signs (\$).

Default

TASK=executable file name

Example

```
RUN $TKB
TKB>PROG,PROG=OVERLY/MP
ENTER OPTIONS:
TKB>TASK=USER
TKB>//
```

TSKV

10.24 TSKV — Task SST Vector

The TSKV option declares that a global symbol is the address of the program Synchronous System Trap (SST) vector table. You must define the global symbol in the main root segment of your program.

Syntax

TSKV = symbol-name:vector-length

where:

symbol-name is a one- to six-character name of a global symbol.

vector-length is a decimal integer in the range of 1 through 32 specifying the length of the SST vector in words.

Default

None

Example

```
RUN $TKB
TKB>PROG=OBJ1,OBJ2
TKB>/
ENTER OPTIONS:
TKB>TSKV=VECNAM:8
TKB>//
```

For related information, refer to the *RSTS/E System Directives Manual* for the SVTK\$ (Set SST Vector Table for Task) macro.

10.25 UNITS — Maximum Number of Units or Channels

The UNITS option declares the maximum number of logical units (often called channels in RSTS/E documentation) that are used by the program. The default number is 6.

NOTE

If you want to use more than 6 channels, specify the UNITS option before the ASG option (Section 10.4) that defines the devices for the units.

Syntax

UNITS=max-units

where max-units is a decimal number from 0 to 14 specifying the maximum number of logical units. (The Task Builder allows you to specify more than 15 channels, but RSTS/E ignores all channels above 15.)

Default

UNITS=6

Example

```
RUN $TKB
TKB>PROG=OBJ1,OBJ2,LB:F4POTS/LB
TKB>/
ENTER OPTIONS:
TKB>UNITS=4
TKB>ASG=SY:0:1,LPO:3,TI:4
TKB>//
```

WNDWS

10.26 WNDWS — Number of Address Windows

The WNDWS option declares the number of address windows required by the program in addition to those needed to map the program and any declared (with CLSTR, RESLIB, LIBR, RESCOM, or COMMON) resident area. In other words, you use this option to tell the Task Builder what windows your program will access directly using the mapping directives (see the *RSTS/E System Directives Manual*). The number specified is equal to the number of such simultaneously mapped regions the program will use.

Syntax

WNDWS=n

where n is an integer in the range 0 to 7.

Default

WNDWS=0

Example

```
RUN $TKB
TKB>PROG=OBJ1,OBJ2
TKB>/
ENTER OPTIONS:
TKB>WNDWS=2
TKB>//
```

Chapter 11

Overlay Description Language (ODL)

The Task Builder provides a language, called the Overlay Description Language (ODL), that allows you to describe the overlay structure of a program. You construct a text file containing a series of ODL commands, one command per line. You then refer to this file in a Task Builder command line, with an /MP switch, as described in Chapter 3. For example:

```
RUN $TKB  
TKB>OUT,MAP=OVERLY/MP
```

The ODL command file is named OVERLY.ODL (.ODL is the default file type).

11.1 ODL Command Line

An ODL line takes the form:

label: directive argument-list ;comment

A label is required only for the .FCTR command (see Section 11.3).

The ODL commands are listed below and described in alphabetical order in Sections 11.1 – 11.5.

.ROOT specifies the entire overlay structure in terms of (1) your separately compiled or assembled program and subprogram files, (2) library files, (3) program sections, and (4) names defined in .NAME or .FCTR commands. These elements are connected by operators, which show the way the elements are to be linked. Operators include the symbols:

– , * () !

.FCTR defines a “substructure” within the entire overlay structure. As with .ROOT, the substructure is specified in terms of object files, library files, program sections, and names defined in .NAME or other .FCTR commands. These elements are connected by the same operators used in the .ROOT command.

.PSECT allows you to directly specify the placement of a global program section in an overlay structure. Thus, you can indicate the segment to which the program section will be allocated.

- .NAME allows you to define a name and attributes for an overlay segment. An overlay segment is a piece of the overlay structure that is stored on disk such that it is loaded with one disk access.
- .END is used to end the overlay description.

11.2 The .END Command

Use the .END command as the last line in the ODL file. The .END command tells the Task Builder where the input ends. The format of the .END command is:

```
.END
```

11.3 The .FCTR Command

The .FCTR command lets you build large, complex overlay structures and represent them clearly. The format of the .FCTR command is:

label: .FCTR structure

where:

label at the beginning of the line is used as a part of the structure of a .ROOT or another .FCTR command. The label must be unique with respect to file names and other labels. The structure portion of the .FCTR command can be made up of the same components as the structure of a .ROOT command.

The .FCTR command lets you extend the overlay tree description beyond the one line possible in a .ROOT command. For example:

```
.ROOT AFCTR,BFCTR
AFCTR: .FCTR A-LIB-(A1-LIB,A2-LIB)
BFCTR: .FCTR B-LIB-(B1-LIB,B2FCTR)
B2FCTR: .FCTR B2-LIB(B21-LIB,B22-LIB,B23-LIB)
LIB: .FCTR LB:F4POTS/LB
      .END
```

In the example above, the AFCTR and BFCTR items in the .ROOT command are expanded in following .FCTR commands. Likewise, B2FCTR and LIB are defined in the third and fourth .FCTR commands. The B2FCTR item is defined in a “nested” .FCTR command (that is, the B2FCTR item is defined by a .FCTR command nested within the BFCTR item’s defining .FCTR command. The .FCTR command can be nested in this manner to 16 levels.

11.4 The .NAME Command

The .NAME command lets you give a name to a segment and then assign attributes to a segment. As described in Chapter 3, a segment is a piece of your overlay structure that can be loaded in one disk access.

The name you assign must be unique; that is, it must be different than file names, program section names, .FCTR labels, and other segment names used in the overlay description.

The chief purpose of the command is to assign a name to a null co-tree root (Section 4.2), and to make a data segment autoloadable (Section 6.5).

The format of the .NAME command is:

.NAME segment-name[,attr][,attr]

where:

segment-name is a one- to six-character name consisting of the characters A–Z, 0–9, and \$. The name applies to the segment defined immediately following the name when it is used in a .ROOT or .FCTR command. A segment is formed by pieces connected by a dash (–) without intervening parentheses. (Pieces connected by a comma are overlaid and are stored as separate segments.)

attr is one of the following:

GBL Defines the segment-name as a global symbol. As such, it can be referred to in transfer-of-control statements from other pieces of the overlay structure. When such a transfer of control is executed, the segment is loaded, and control is returned to the statement or instruction immediately following the call. Used chiefly in making data segments autoloadable (see Section 6.5).

NOGBL Does not define the segment-name as a global symbol. Hence, the name cannot be referred to in transfer-of-control statements from other pieces of the overlay structure. If the GBL attribute is not specified, NOGBL is assumed. You would use this attribute when using .NAME to define a null segment as a co-tree root (see Section 4.2).

NODSK No disk space is allocated to the named segment in the executable file. If a data overlay segment has no initial values but will be generated by the running program, there is no need to reserve space for it. If you request this option, and the code in your program assigns initial data values to the segment, the Task Builder terminates the build with a fatal error:

LOAD ADDR OUT OF RANGE IN MODULE
file-name

DSK Disk space is allocated to the named segment in the executable file. If you do not specify NODSK, DSK is assumed.

If more than one name is applied to a segment, the attributes of the last name given take effect.

11.5 The .PSECT Command

You use the .PSECT command to define the name and attributes of a program section that you want to place in the structure of a .ROOT or .FCTR command. In other words, you can directly specify the placement of a program section named in a .PSECT command.

The general form of the .PSECT command is:

.PSECT p-name[,attr1][,attr2]...[,attr4]

where:

p-name is the name of the program section (a one- to six-character name consisting of the character A-Z, 0-9, or \$).

attr[i] can be any of the following:

GBL	A global program section, or
LCL	A local program section.
RW	A read/write program section, or
RO	A read-only program section.
REL	A relocatable program section, or
ABS	An absolute program section.
OVR	An overlaid program section, or
CON	A concatenated program section.
SAV	A program section with the save attribute.
D	A program section contains data.
I	A program section contains instructions and/or data.

For example, suppose a program consists of the file CNTRL as a root, with overlays A, B, and C. Suppose that CNTRL calls A, B, C, and A again, and that A contains a common block named DATA3. The first execution of A stores data in DATA3, and the second execution of A needs this data. The common block DATA3 must be moved to the root segment, where it will not be overlaid with the old values when A is read in from disk for its second execution. This is accomplished by the following ODL file:

```
. PSECT DATA3,RW,GBL,REL,OVR  
. ROOT CNTRL-DATA3-LIB-* (A-LIB,B-LIB,C-LIB)  
LIB:     .FCTR LB:F4POTS/LB  
. END
```

See the *PDP-11 MACRO-11 Language Reference Manual* for more information about .PSECTS.

11.6 The .ROOT Command

Each overlay description must have one, and only one .ROOT command. The .ROOT command defines the overlay structure. The general format of the command is:

.ROOT structure

where structure is a series of file specifications for your separately compiled object programs, library files, program section names, or names defined in .FCTR or .NAME commands. These items are connected by the following operators:

1. The hyphen (-) operator indicates the concatenation of two items. For example, X-Y means that sufficient virtual address space will be allocated to contain the items X and Y simultaneously. The Task Builder allocates X and Y in sequence.
2. The comma (,) operator, appearing within parentheses, indicates the overlaying of virtual address space. For example, (Y,Z) means that the virtual address space can contain either Y or Z; they overlay each other. Parentheses can be nested to 16 levels.

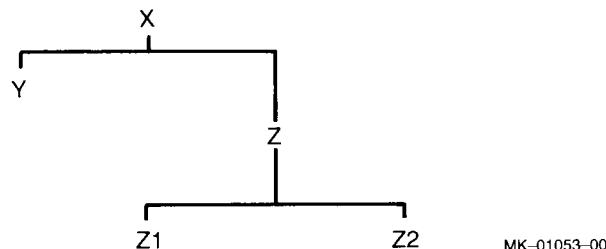
The comma operator outside of parentheses is used to define multiple tree structures.

3. The exclamation point (!) operator indicates memory-resident overlays in a resident area (see Chapter 7).
4. The asterisk operator (*) indicates that autoload vectors are to be generated for the following piece or pieces of the overlay structure. Unless you want to save space by carefully applying autoload indicators (Chapter 5), the simplest way to use the asterisk is immediately before the outermost left parenthesis in your ODL file. And, for co-trees, put additional asterisks before a non-null co-tree root segment and any co-tree's outermost left parenthesis.

For example:

```
.ROOT X-*(Y,Z(Z1,Z2))
.END
```

The .ROOT command in this ODL file describes the following overlay tree.



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The units Y and Z overlay each other, as do Z1 and Z2.

11.7 Indirect Command Files

The ODL processor can accept ODL text specified in an indirect command file. If an at sign (@) appears as the first character in a line, the processor reads text from the file specified immediately after the at sign character.

For example, suppose you create a file, called BIND.ODL, that contains the text:

```
B:      .FCTR B1-(B2,B3)
```

This text can be inserted by a line beginning with @BIND in another ODL file:

```
C:      .ROOT A-*(B,C)
B:      .FCTR C1-(C2,C3)
@BIND
      .END
```

This has the same effect as an ODL file with the following commands:

```
C:      .ROOT A-*(B,C)
B:      .FCTR C1-(C2,C3)
B:      .FCTR B1-(B2,B3)
      .END
```

The Task Builder allows two levels of indirection. That is, you can place a reference to an indirect command file in an indirect command file. (However, note that excessive use of indirect command files will degrade Task Builder performance.)

Appendix A

Error Messages

This appendix lists the error messages produced by the Task Builder. Error messages are printed in two forms:

- %TKB – *DIAG*—error—message
- ?TKB – *FATAL*—error—message

When you give commands to the Task Builder from a terminal (rather than from a command file), you can correct some errors as you go along. These errors are noted with the *DIAG* heading. Correct the error and the build will proceed. Indeed, some of the errors merely tell you about an unusual condition. If you can live with the condition, or consider it to be normal to your program, you can go ahead with the build and run the executable file produced.

The errors headed by *FATAL* abort the build; you have to start over.

Messages and their explanations are listed below. If the explanation refers to a system error, or says that the error should not occur on RSTS/E systems, please send a Software Performance Report (SPR) to DIGITAL.

ALLOCATION FAILURE ON FILE filename

The Task Builder could not find enough disk space to store the executable program file or did not have write access to the account or disk that was to contain the file.

BLANK P-SECTION NAME IS ILLEGAL odl-line

The overlay description line printed contains a .PSECT command that does not have a program section name.

COMMAND I/O ERROR

An I/O error occurred for an input file in a Task Builder command. The device may not be online, or there may be a hardware error.

COMMAND SYNTAX ERROR command-line

The command line given is specified incorrectly. See the Reference Section for the correct syntax for the command.

COMPLEX RELOCATION ERROR – DIVIDE BY ZERO: MODULE filename

A zero divisor was detected in a complex expression. The result of the division was set to zero. (A probable cause is division by a global symbol whose value is undefined. You can set a value for a global symbol with the GBLDEF option to correct this.)

FILE filename ATTEMPTED TO STORED DATA IN VIRTUAL SECTION

You should not get this error running the Task Builder on RSTS/E systems. It diagnoses an error for a capability not used on RSTS/E.

FILE filename HAS ILLEGAL FORMAT

The file named is in an invalid format. This can occur if you try to build a text file, such as a source file. Input files must be compiled or assembled object program files or library files containing compiled or assembled object routines.

ILLEGAL APR RESERVATION

An APR parameter specified in a COMMON, LIBR, RESCOM, or RESLIB option is outside the range 0–7.

ILLEGAL DEFAULT PRIORITY SPECIFIED

Note that this error relates to the PRI option which is ignored on RSTS/E systems. The error is returned if you specify an illegal value in the use of the PRI option.

ILLEGAL ERROR-SEVERITY CODE octal-list

System error (no recovery). Please send DIGITAL a Software Performance Report (SPR) with a copy of the message containing the octal-list as printed.

ILLEGAL FILENAME invalid-line

The invalid line printed contains a wildcard (*) in a file specification. You cannot use wildcards in file specifications for the Task Builder.

ILLEGAL GET COMMAND LINE ERROR CODE

System error (no recovery). Please send an SPR to DIGITAL.

ILLEGAL LOGICAL UNIT NUMBER invalid-line

You tried to assign a device (ASG option) to a logical unit number larger than the available number of logical units (UNITS option or the default of 6 if the UNITS option is not specified).

ILLEGAL MULTIPLE PARAMETER SETS invalid-line

You tried to specify more parameters for an option than the option format calls for. See Chapter 10 for the correct format for options.

ILLEGAL NUMBER OF LOGICAL UNITS invalid-line

You cannot specify a logical unit number greater than 14.

ILLEGAL ODT OR TASK VECTOR SIZE

You should not get this error on RSTS/E systems; it diagnoses an error for an option not processed by RSTS/E.

ILLEGAL OVERLAY DESCRIPTION OPERATOR invalid-line

The invalid line printed is an ODL line that contains an operator that the Task Builder does not recognize. This error occurs if the first character in a program section or segment name is a period (.).

ILLEGAL OVERLAY DIRECTIVE invalid-line

The invalid line printed contains an unrecognizable overlay command.

ILLEGAL PARTITION/COMMON BLOCK SPECIFIED

You tried to specify a partition option (PAR) or resident area access option (LIBR, RESLIB, COMMON, RESCOM) defining a resident area as starting not on a 32-word boundary.

ILLEGAL P-SECTION/SEGMENT ATTRIBUTE

You tried to define an attribute for a program section or segment that is not recognizable to the Task Builder. See the description of the .PSECT command or .NAME command in Chapter 11.

ILLEGAL REFERENCE TO LIBRARY P-SECTION psect-name

Your program attempts to refer to a program section name that exists in a run-time system or resident area but has not named the run-time system or area in a HISEG, RESLIB, LIBR, RESCOM, or COMMON option.

ILLEGAL SWITCH file-specification

The file specification printed contains an illegal switch or switch value.

INCOMPATIBLE REFERENCE TO LIBRARY P-SECTION psect-name

Your program attempts to refer to more storage in a run-time system or resident library than exists in the run-time system or resident library definition.

INCORRECT LIBRARY MODULE SPECIFICATION invalid-line

The invalid line printed names a library routine name with an invalid character. Valid characters are A-Z, 0-9, space, dollar sign (\$), or period (.).

INDIRECT COMMAND SYNTAX ERROR invalid-line

The invalid line printed is a command from an indirect file. You must correct the syntax of the command in the indirect file.

INDIRECT FILE OPEN FAILURE invalid-line

The invalid line printed refers to a command input file that could not be located.

INSUFFICIENT PARAMETERS invalid-line

The invalid line printed contains too few parameters. See the Reference Section for the correct format for command lines, switches, and options.

INVALID APR RESERVATION invalid-line

You specified an APR on an option dealing with an absolute resident area. An absolute resident area is built to occupy the same virtual address space each time it is used; you do not specify an APR in this case.

INVALID KEYWORD IDENTIFIER invalid-line

The invalid line printed contains an unrecognizable option.

INVALID PARTITION/COMMON BLOCK SPECIFIED

The base address of a partition defined in a PAR option is not on a 4K boundary or is not 0, or the memory bounds for the partition overlap a run-time system or other resident area.

INVALID REFERENCE TO MAPPED ARRAY BY MODULE filename

You should not get this error when running the Task Builder on RSTS/E systems. It diagnoses an error for a capability not used on RSTS/E.

INVALID WINDOW BLOCK SPECIFICATION

The number of extra address windows requested with the WNDWS option cannot exceed 7.

I/O ERROR LIBRARY IMAGE FILE

An I/O error occurred during an attempt to open or read the symbol table file (.STB file type) for a run-time system or resident area.

I/O ERROR ON INPUT FILE filename

An I/O error occurred during an attempt to open or read an input file in the Task Builder command line. This error message can also occur if your command line is too long (greater than 80 characters).

I/O ERROR ON OUTPUT FILE filename

An I/O error occurred during an attempt to open or write to an output file in the Task Builder command line.

LABEL OR NAME IS MULTIPLY DEFINED invalid-line

The invalid line printed defines a name that has already appeared in a .FCTR, .NAME, or .PSECT directive.

LIBRARY FILE filename HAS INCORRECT FORMAT

A module has been requested from a library file that has an empty module name table. (The specified library has no routines.)

LIBRARY REFERENCES OVERLAID LIBRARY invalid-line

An attempt was made to link the resident library being built to a resident area that has memory-resident overlays.

LOAD ADDR OUT OF RANGE IN MODULE filename

An attempt has been made to store data in the executable file outside the address limits of the segment. This problem is usually caused by one of the following:

1. An attempt to initialize a program section contained in a run-time system or resident area.
2. An attempt to initialize an absolute location outside the limits of the segment or in the header.
3. A patch outside the limits of the segment it applies to.
4. An attempt to initialize a segment having the NODSK attribute.

LOOKUP FAILURE ON FILE filename invalid-line

The invalid line printed contains a file name that cannot be located.

LOOKUP FAILURE ON SYSTEM LIBRARY FILE

The Task Builder cannot find the system library file to resolve undefined symbols. The system library is LB:SYSLIB.OLB unless defined otherwise with a /DL switch.

LOOKUP FAILURE RESIDENT LIBRARY FILE invalid-line

No symbol table (.STB) file or executable file (.TSK) can be found for the run-time system or resident area.

MAXIMUM INDIRECT FILE DEPTH EXCEEDED invalid-line

The invalid line printed gives the file reference that exceeded the permissible indirect file depth (2).

MODULE filename AMBIGUOUSLY DEFINES P-SECTION psect-name

The program section named has been defined in two pieces of the overlay structure that are not on a common path and is referred to by a segment that is common to both paths.

MODULE filename AMBIGUOUSLY DEFINES SYMBOL sym-name

The file named refers to or defines a symbol. The symbol definition exists on two different paths but is referenced by a segment common to both paths.

MODULE filename ILLEGALLY DEFINES XFR ADDRESS psect-name addr

This error is caused by one of the following:

1. The start address printed is odd (it must be even).
2. The file containing the start address is in an overlay segment. The start address must be in the root segment of the main tree.
3. The address is in a program section that has not yet been defined. Please send an SPR to DIGITAL if this is caused by DIGITAL-supplied software.

MODULE filename MULTIPLY DEFINES P-SECTION psect-name

The program section named has been defined more than once in the same segment with different attributes.

Or, a global program section has been defined more than once with different attributes in more than one segment along a common path.

MODULE filename MULTIPLY DEFINES SYMBOL sym-name

Two definition for the relocatable symbol sym-name have occurred on a common path.

Or, two definitions for an absolute symbol with the same name but two different values have occurred.

MODULE filename MULTIPLY DEFINES XFR ADDR IN SEG segment-name

More than one file making up the root has a start address.

MODULE routine-name NOT IN LIBRARY

The Task Builder could not find the routine named on the /LB switch in the library specified.

NO DYNAMIC STORAGE AVAILABLE

The Task Builder needs additional storage for a symbol table and cannot find it. Refer to Appendix E for ways to optimize Task Builder performance.

NO MEMORY AVAILABLE FOR LIBRARY library-name

The Task Builder could not find enough free virtual memory to map the specified run-time system or resident area. Refer to Appendix E for ways to optimize Task Builder performance.

NO ROOT SEGMENT SPECIFIED

You must specify one .ROOT command in the overlay description file.

NO VIRTUAL MEMORY STORAGE AVAILABLE

The maximum allowable size of the Task Builder work file was exceeded. See Appendix F for suggestions on reducing the size of the work file.

ONLY ONE HISEG MAY BE SPECIFIED

You attempted to specify more than one high segment. The command that generated this error is ignored.

OPEN FAILURE ON FILE filename

An I/O error occurred while the Task Builder was attempting to open the specified file. Try the build again. If you get the same error, see your system manager and report the I/O error.

OPTION SYNTAX ERROR invalid-line

The invalid line printed contains an option that the Task Builder cannot process because it is specified incorrectly. See Chapter 10 for the correct syntax for options.

OVERLAY DIRECTIVE HAS NO OPERANDS

All overlay commands except .END require operands.

OVERLAY DIRECTIVE SYNTAX ERROR invalid-line

The invalid line printed contains a syntax error or refers to a line that contains an error.

PARTITION par-name HAS ILLEGAL MEMORY LIMITS

The partition named is longer than the available address space.

PASS CONTROL OVERFLOW AT SEGMENT segment-name

System error. Please send an SPR to DIGITAL with a copy of the ODL file associated with the error.

PIC LIBRARIES MAY NOT REFERENCE OTHER LIBRARIES

You have tried to build a position-independent resident area that refers to another resident area.

P-SECTION psect-name HAS OVERFLOWED

You have tried to create a program section larger than (32K–32) words.

REQUIRED INPUT FILE MISSING

At least one input file is required for a build.

REQUIRED PARTITION NOT SPECIFIED

You should not get this error on RSTS/E systems. It diagnoses an error for a capability not used on RSTS/E.

RESIDENT LIBRARY HAS INCORRECT ADDRESS ALIGNMENT invalid-line

The invalid line printed specifies a resident area that has one of the following problems:

1. The library refers to another library with invalid address bounds (that is, not on 4K word boundary).
2. The library has invalid address bounds.

RESIDENT LIBRARY MAPPED ARRAY ALLOCATION TOO LARGE invalid-line

You should not get this error on RSTS/E systems. It diagnoses an error for a capability not used on RSTS/E.

RESIDENT LIBRARY MEMORY ALLOCATION CONFLICT option

One of the following problems has occurred. You tried to specify:

1. More than 7 resident areas.
2. The same resident area more than once.
3. Absolute resident areas whose memory allocations overlap.

ROOT SEGMENT IS MULTIPLY DEFINED invalid-line

The invalid line printed contains the second .ROOT command encountered in an ODL file. Only one .ROOT command is allowed.

SEGMENT seg-name HAS ADDR OVERFLOW: ALLOCATION DELETED

Within a segment, the program attempted to allocate more than (32K–32) words. A map file is produced if it was specified, but no executable file is produced.

TASK HAS ILLEGAL MEMORY LIMITS

You have tried to build a program whose size exceeds the allowable memory size. (This may be the size defined in a PAR option.) If an executable file was produced, delete it.

TASK HAS ILLEGAL PHYSICAL MEMORY LIMITS

mapped-array executable-program program extension

The sum of the values displayed — mapped array size, executable program size, and program extension size — exceeds 2.2 million bytes. The quantities are shown as octal numbers in units of 64-byte blocks. Delete any resulting executable program file.

TASK IMAGE FILE filename IS NON-CONTIGUOUS

This error will only occur if your disk is so full that RSTS/E cannot find contiguous space for your program. The file is therefore created non-contiguous; you can otherwise ignore the error message.

TASK REQUIRES TOO MANY WINDOW BLOCKS

The number of address windows required by the program and any resident areas is more than 8. Only 8 are available.

TASK-BUILD ABORTED VIA REQUEST option-line

The option-line printed contains your request to abort the build. You can now retype commands to rerun the Task Builder.

TOO MANY NESTED .ROOT/.FCTR DIRECTIVES invalid-line

The invalid line printed contains a .FCTR command that exceeds the maximum of 16 nested .FCTR commands.

TOO MANY PARAMETERS invalid-line

The invalid line printed contains an option with more parameters than required.

TOO MANY PARENTHESES LEVELS invalid-line

The invalid line printed contains nested parentheses that exceed the maximum of 16 nested parentheses.

TRUNCATION ERROR IN MODULE filename

You tried to load a global value greater than +127 or less than -128 into a byte. Only the low-order eight bits are loaded.

UNABLE TO OPEN WORK FILE

This error can result from several conditions. For example, the device is full, or the work file is assigned to a private pack where you do not have an account, or the work file device is either not mounted or is mounted read-only.

UNBALANCED PARENTHESES invalid-line

The invalid line printed contains unbalanced parentheses. The number of left parentheses must equal the number of right parentheses.

n UNDEFINED SYMBOLS SEGMENT seg-name

The segment named contains n undefined symbols. If you did not request a memory map file, the symbols are also printed at your terminal.

VIRTUAL SECTION HAS ILLEGAL ADDRESS LIMITS option

This error should not occur on RSTS/E systems. It diagnoses an error for an option not available on RSTS/E.

WORK FILE I/O ERROR

An I/O error occurred during an attempt to refer to data stored by the Task Builder in its work file.



Appendix B

Task Builder Input Data Formats

A compiled or assembled program (.OBJ file) – hereafter called an object module – consists of variable-length record information. Six record (or block) types are included in the object language. These records guide the Task Builder in the translation of the object language into a task image.

The six record types are:

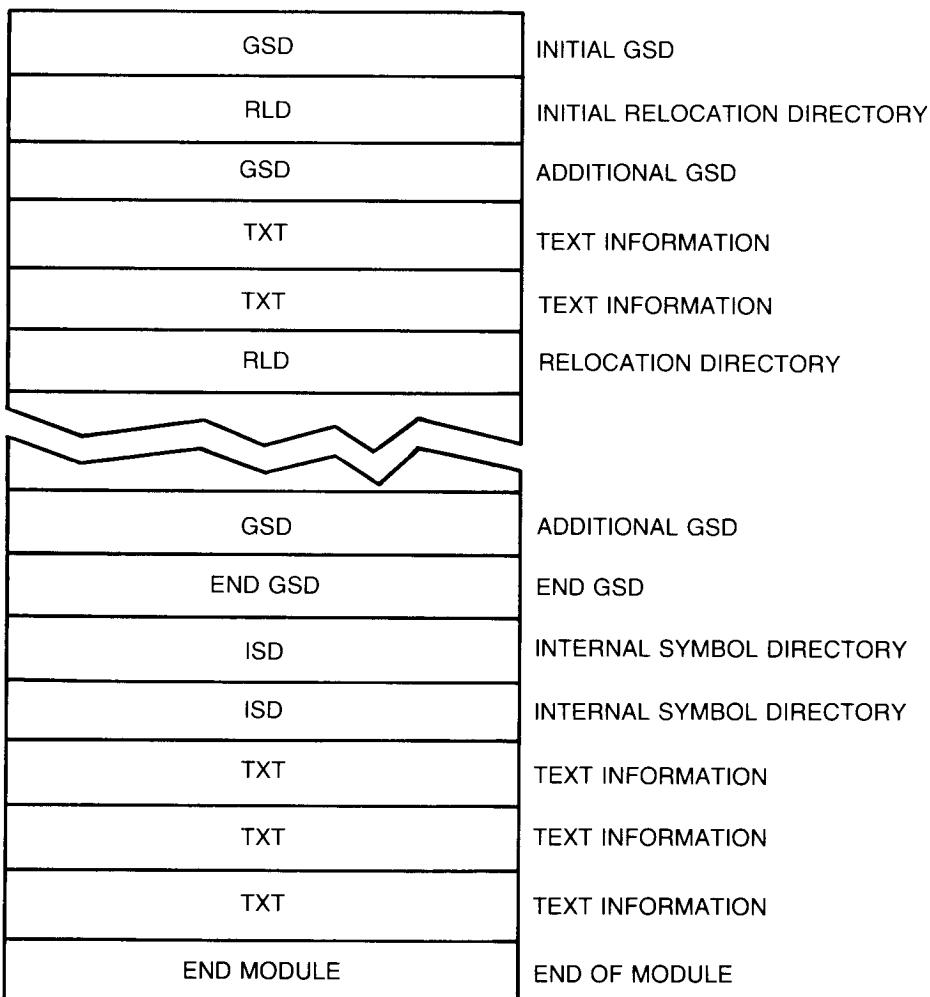
- Type 1 – Declare Global Symbol Directory (GSD)
- Type 2 – End of Global Symbol Directory
- Type 3 – Text Information (TXT)
- Type 4 – Relocation Directory (RLD)
- Type 5 – Internal Symbol Directory (ISD)
- Type 6 – End of Module

Each object module must consist of at least five of the record types. The only record type that is not mandatory is the internal symbol directory. The appearance of the various record types in an object module follows a defined format. See Figure B-1.

An object module must begin with a GSD record and end with an end-of-module record. Additional GSD records can occur anywhere in the file but must appear before an end-of-GSD record. An end-of-GSD record must appear before the end-of-module record, and at least one relocation directory record (RLD) must appear before the first text information record (TXT). Additional RLDs and TXTs can appear anywhere in the file. The internal symbol directory records (ISDs) can appear anywhere in the file between the initial GSD and end-of-module records.

Object module records are of variable length and are identified by a record type code in the first byte of the record. The format of additional information in the record depends on the record type.

Figure B-1: General Object Module Format



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B.1 Global Symbol Directory

Global symbol directory (GSD) records contain all the information necessary to assign addresses to global symbols and to allocate the memory required by a task.

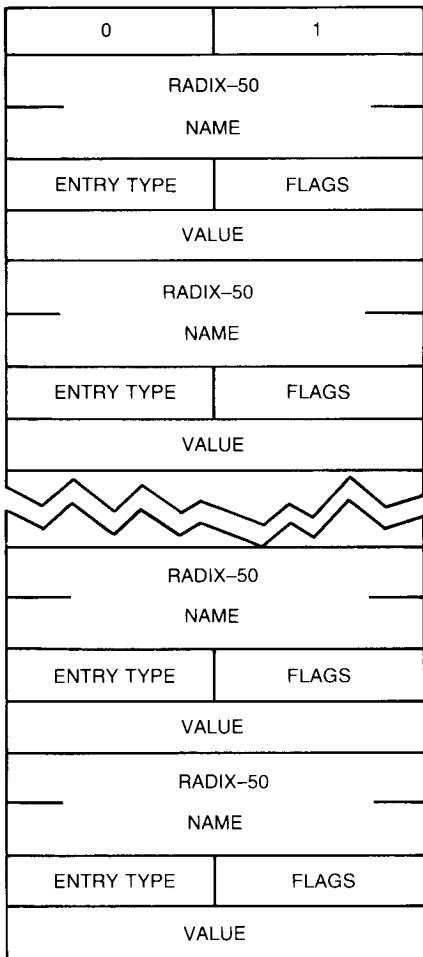
GSD records are the only records processed in the first pass. You can save a significant amount of time if you put all GSD records at the beginning of a module, because less of the file must be read on the first pass.

GSD records contain seven types of entries:

Type	Entry
0	Module Name
1	Control Section Name
2	Internal Symbol Name
3	Transfer Address
4	Global Symbol Name
5	Program Section Name
6	Program Version Identification

There are four words in the GSD record for each entry type. The first two words contain six Radix-50 characters. The third word contains a flag byte and the entry type identification. The fourth word contains additional information about the entry. See Figure B-2.

Figure B-2: GSD Record and Entry Format

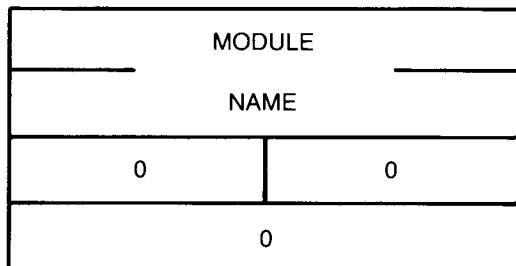


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B.1.1 Module Name

The module name entry, as illustrated in Figure B-3, declares the name of the object module. The name need not be unique with respect to other object modules because modules are identified by file, not module name. Only one module name entry can occur in any given object module.

Figure B-3: Module Name Entry Format



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B.1.2 Control Section Name

Control sections, which include ASECTS, blank CSECTS, and named CSECTS, are supplanted by PSECTS. For compatibility with other systems, Task Builder processes ASECTS and both forms of CSECTS. Section B.1.6 details the entry generated for a PSECT statement. In terms of the PSECT directive, ASECT and CSECT statements can be defined as follows:

- For a blank CSECT, the PSECT definition is:

.PSECT ,LCL,REL,CON,RW,I,LOW

- For a named CSECT, the PSECT definition is:

.PSECT name,GBL,REL,OVR,RW,I,LOW

- For an ASECT, the PSECT definition is:

.PSECT , ABS,,GBL,ABS,I,OVR,RW,LOW

ASECTs and CSECTs are processed by the Task Builder as PSECTs with the fixed attributes defined above. The entry generated for a control section is shown in Figure B-4.

Figure B-4: Control Section Name Entry Format

CONTROL SECTION	
NAME	
1	(Ignored)
MAXIMUM LENGTH	

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B.1.3 Internal Symbol Name

The internal symbol name entry declares the name of an internal symbol (with respect to the module). The Task Builder does not support internal symbol tables, so the detailed format of this entry is not defined (Figure B-5). Any internal symbol entry encountered while the Task Builder reads the GSD is ignored.

Figure B-5: Internal Symbol Name Entry Format

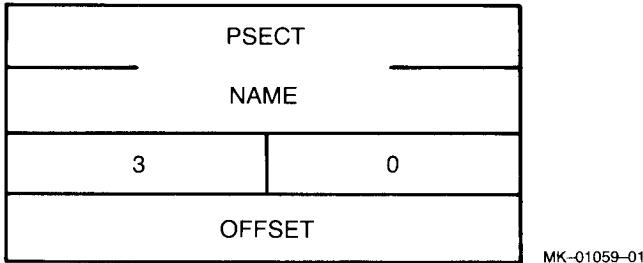
SYMBOL	
NAME	
2	0
UNDEFINED	

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B.1.4 Transfer Address

The transfer address entry, as illustrated in Figure B-6, declares the transfer address of a module relative to a PSECT. The first two words of the entry define the name of the PSECT, and the fourth word defines the relative offset from the beginning of that PSECT. If no transfer address is declared in a module, a transfer address entry either must not be included in the GSD or a transfer address 000001 relative to the default absolute PSECT (. ABS.) must be specified.

Figure B–6: Transfer Address Entry Format



NOTE

If the PSECT is absolute and OFFSET is not 000001, then OFFSET is the actual transfer address.

B.1.5 Global Symbol Name

The global symbol name entry, as illustrated in Figure B–7, declares either a global reference or a definition. All definition entries must appear after the declaration of the PSECT they are defined in and before the declaration of another PSECT. Global references can appear anywhere within the GSD.

The first two words of the entry define the name of the global symbol. The flag byte declares the attributes of the symbol, and the fourth word declares the value of the symbol relative to the PSECT it is defined in.

The flag byte of the symbol declaration entry has the following bit assignments:

Bit 0 – Weak Qualifier

0 = Symbol is a strong definition or reference and is resolved in the normal manner.

1 = Symbol is a weak definition or reference. A weak reference (Bit 3=0) is ignored. A weak definition (Bit 3=1) is ignored unless a previous reference has been made.

Bit 1 – Not used

Bit 2 – Definition Type

0 = Normal Definition of reference.

1 = Library definition. If the symbol is defined in a resident library .STB file, the base address of the library is added to the value, and the symbol is converted to absolute (bit 5 is reset); otherwise, the bit is ignored.

Bit 3 – Reference or Definition

0 = Global symbol reference.

1 = Global symbol definition.

Bit 4 – Not used

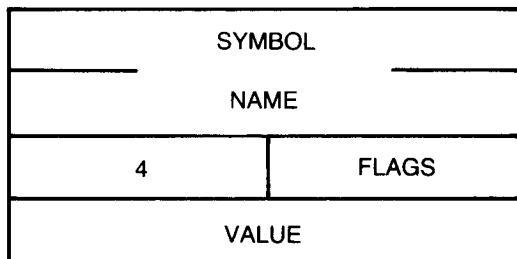
Bit 5 – Relocation

0 = Absolute symbol value.

1 = Relative symbol value.

Bit 6 – 7 - Not used

Figure B–7: Global Symbol Name Entry Format



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B.1.6 PSECT Name

The PSECT name entry, as illustrated in Figure B–8, declares the name of a PSECT and its maximum length in the module. It also declares the attributes of the PSECT in the flag byte.

GSD records must be constructed such that, once a PSECT name has been declared, all global symbol definitions pertaining to it must appear before another PSECT name is declared. Global symbols are declared in symbol declaration entries. Thus, the normal format is a series of PSECT names each followed by optional symbol declarations.

The flag byte of the PSECT entry has the following bit assignments:

Bit 0 – SAV PSECT

0 = Normal PSECT.

1 = PSECT is forced into the root of the task.

Bit 1 – Library PSECT

0 = Normal PSECT.

1 = Relocatable PSECT that references a resident library or common block.

Bit 2 – Allocation

0 = PSECT references are to be concatenated with other references to the same PSECT to form the total memory allocated to the PSECT.

1 = PSECT references are to be overlaid. The total memory allocated to the PSECT is the largest request made by individual references to the same PSECT.

Bit 3 – Reserved for the Task Builder

Bit 4 – Access

0 = PSECT has read/write access.

1 = PSECT has read-only access.

Bit 5 – Relocation

0 = PSECT is absolute and requires no relocation.

1 = PSECT is relocatable, and references to the control PSECT must have a relocation bias added before they become absolute.

Bit 6 – Scope

0 = The scope of the PSECT is local. References to the same PSECT are collected only within the segment in which the PSECT is defined.

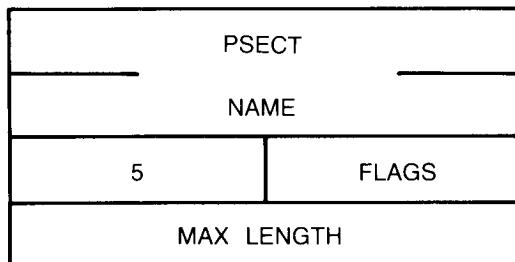
1 = The scope of the PSECT is global. References to the PSECT are collected across segment boundaries. The segment in which a global PSECT is allocated storage is determined either by the first module that defines the PSECT on a path or by direct placement of a PSECT in a segment by the .PSECT directive.

Bit 7 – Type

0 = The PSECT contains instruction (I) references.

1 = The PSECT contains data (D) references.

Figure B–8: PSECT Name Entry Format



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NOTE

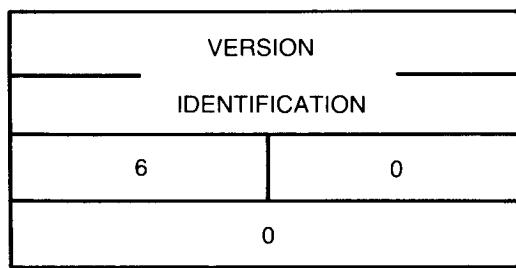
The length of all absolute PSECTs is zero.

B.1.7 Program Version Identification

The program version identification entry, as illustrated in Figure B-9, declares the version of the module. The Task Builder saves the version identification of the first module that defines a nonblank version. This identification is then included on the memory allocation map and is written in the label block of the task image file.

The first two words of the entry contain the version identification. The flag byte and fourth words are not used and contain no meaningful information.

Figure B-9: Program Version Identification Entry Format

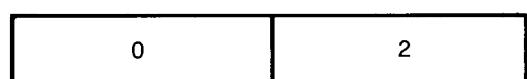


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B.2 End of Global Symbol Directory

The end-of-global-symbol-directory record, as illustrated in Figure B-10, declares that no other GSD records are contained farther on in the module. Exactly one end-of-GSD record must appear in an object module. Its length is one word.

Figure B-10: End-of-GSD Record Format



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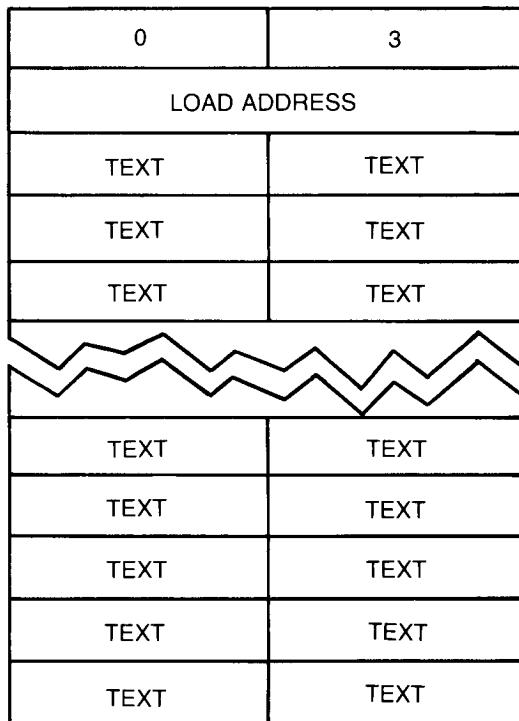
B.3 Text Information

The text information record, as illustrated in Figure B-11, contains a byte string of information that is to be written directly into the task image file. The record consists of a load address followed by the byte string.

Text records can contain words and/or bytes of information whose final contents have not been determined yet. This information will be bound by a relocation directory record that immediately follows the text record (see Section B.4). If the text record does not need modification, then no relocation directory record is needed. Thus, multiple text records can appear in sequence before a relocation directory record.

The load address of the text record is specified as an offset from the current PSECT base. At least one relocation directory record must precede the first text record. This directory must declare the current PSECT.

Figure B–11: Text Information Record Format



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The Task Builder writes a text record directly into the task image file and computes the value of the load address minus four. This value is stored in anticipation of a subsequent relocation directory that modifies words and/or bytes that are contained in the text record. When added to a relocation directory displacement byte, this value yields the address of the word and/or byte to be modified in the task image.

B.4 Relocation Directory

Relocation directory records (see Figure B-12) contain the information necessary to relocate and link the preceding text information record. Every module must have at least one relocation directory record that precedes the first text information record. The first record does not modify a preceding text record but rather defines the current PSECT and location. Relocation directory records contain 15 types of entries. These entries are classified as relocation or location modification entries. The following types are defined:

Type ₈	Definition
1	Internal Relocation
2	Global Relocation
3	Internal Displaced Relocation
4	Global Displaced Relocation
5	Global Additive Relocation
6	Global Additive Displaced Relocation
7	Location Counter Definition
10	Location Counter Modification
11	Program Limits
12	PSECT Relocation
13	Not used
14	PSECT Displaced Relocation
15	PSECT Additive Relocation
16	PSECT Additive Displaced Relocation
17	Complex Relocation
20	Additive Relocation

Each type of entry is represented by a command byte (specifies type of entry and word/byte modification), followed by a displacement byte, and then by the information required for the particular type of entry. The displacement byte, when added to the value calculated from the load address of the preceding text information record (see Section B.3), yields the virtual address in the image that is to be modified. The command byte of each entry has the following bit assignments:

Bits 0 – 6

Specify the type of entry. Potentially, 128 command types can be specified, although only 15₁₀ are implemented.

Bit 7 – Modification

0 = The command modifies an entire word.

1 = The command modifies only one byte. The Task Builder checks for truncation errors in byte modification commands. If truncation is detected, that is, if the modification value has a magnitude greater than 255, an error occurs.

Figure B–12: Relocation Directory Record Format

0	4
DISP	CMD
INFO	INFO
INFO	INFO
CMD	INFO
INFO	DISP
INFO	INFO
"	"
"	"
"	"
INFO	INFO
DISP	CMD
INFO	INFO
INFO	INFO
INFO	INFO

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B.4.1 Internal Relocation

The internal relocation entry illustrated in Figure B–13 relocates a direct pointer to an address within a module. The current PSECT base address is added to a specified constant, and the result is written into the task image file at the calculated address. (That is, a displacement byte is added to the value calculated from the load address of the preceding text block.)

For example:

```
A:      MOV      *A, R0  
        or  
        .WORD     A
```

Figure B–13: Internal Relocation Entry Format

DISP	B	1
CONSTANT		

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B.4.2 Global Relocation

The global relocation entry in Figure B–14 relocates a direct pointer to a global symbol. The definition of the global symbol is obtained and the result is written into the task image file at the calculated address.

For example:

MOV #GLOBAL ,R0

or

,WORD GLOBAL

Figure B–14: Global Relocation Entry Format

DISP	B	2
SYMBOL		
NAME		

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B.4.3 Internal Displaced Relocation

The internal displaced relocation entry in Figure B–15 relocates a relative reference to an absolute address from within a relocatable control section. The address plus 2 that the relocated value is to be written into is subtracted from the specified constant. The result is then written into the task image file at the calculated address.

For example:

CLR 177550

or

MOV 177550 ,R0

Figure B–15: Internal Displaced Relocation Entry Format

DISP	B	3
CONSTANT		

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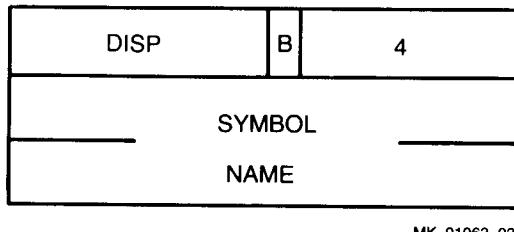
B.4.4 Global Displaced Relocation

The global displaced relocation entry in Figure B-16 relocates a relative reference to a global symbol. The definition of the global symbol is obtained, and the address plus 2 that the relocated value is to be written into is subtracted from the definition value. The result is then written into the task image file at the calculated address.

For example:

```
CLR      GLOBAL  
or  
MOV      GLOBAL, R0
```

Figure B-16: Global Displaced Relocation Entry Format



MK-01063-03

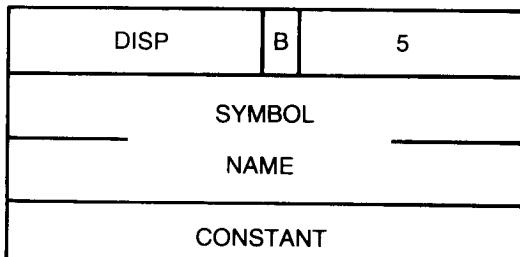
B.4.5 Global Additive Relocation

The global additive relocation entry in Figure B-17 relocates a direct pointer to a global symbol with an additive constant. The definition of the global symbol is obtained, the specified constant is added, and the resultant value is then written into the task image file at the calculated address.

For example:

```
MOV      *GLOBAL+2, R0  
or  
, WORD   GLOBAL-4
```

Figure B-17: Global Additive Relocation Entry Format



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B.4.6 Global Additive Displaced Relocation

The global additive displaced relocation entry in Figure B–18 relocates a relative reference to a global symbol with an additive constant. The definition of the global symbol is obtained, and the specified constant is added to the definition value. The address plus 2 that the relocated value is to be written into is subtracted from the resultant additive value. The result is then written into the task image file at the calculated address.

For example:

```
CLR      GLOBAL+2  
or  
MOV      GLOBAL-5, R0
```

Figure B–18: Global Additive Displaced Relocation Entry Format

DISP	B	6
SYMBOL		
NAME		
CONSTANT		

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B.4.7 Location Counter Definition

The location counter definition in Figure B–19 declares a current PSECT and location counter value. The control base is stored as the current control section, and the current control section base is added to the specified constant and stored as the current location counter value.

Figure B–19: Location Counter Definition

0	B	7
PSECT		
NAME		
CONSTANT		

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B.4.8 Location Counter Modification

The location counter modification entry in Figure B–20 modifies the current location counter. The current PSECT base is added to the specified constant and the result is stored as the current location counter.

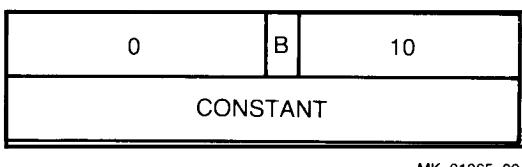
For example:

, = , +N

or

, BLKB N

Figure B–20: Location Counter Modification

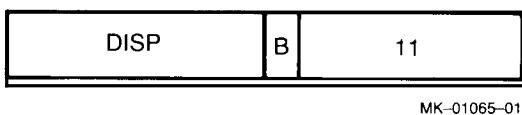


B.4.9 Program Limits

The program limits entry in Figure B–21 is generated by the .LIMIT assembler directive. The first address above the header (normally the beginning of the stack) and highest address allocated to the task are obtained and written into the task image file at the calculated address and at the calculated address plus 2 respectively.

For example: , LIMIT

Figure B–21: Program Limits Entry Format



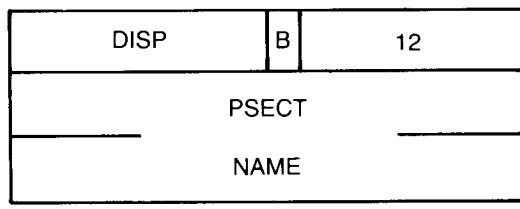
B.4.10 PSECT Relocation

The PSECT relocation entry in Figure B-22 relocates a direct pointer to the beginning address of another PSECT (other than the PSECT in which the reference is made) within a module. The current base address of the specified PSECT is obtained and written into the task image file at the calculated address.

For example:

```
.PSECT A  
B:  
.PSECT C  
MOV #B, R0  
  
or  
  
.WORD B
```

Figure B-22: PSECT Relocation Entry Format



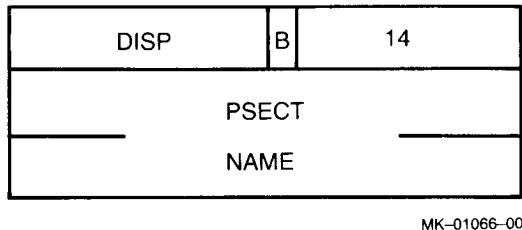
B.4.11 PSECT Displaced Relocation

The PSECT displaced relocation entry in Figure B-23 relocates a relative reference to the beginning address of another PSECT within a module. The current base address of the specified PSECT is obtained and the address plus 2 that the relocated value is to be written into is subtracted from the base value. The result is then written into the task image file at the calculated address.

For example:

```
.PSECT A  
B:  
.PSECT C  
MOV B, R0
```

Figure B–23: PSECT Displaced Relocation Entry Format



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B.4.12 PSECT Additive Relocation

The PSECT additive relocation entry in Figure B–24 relocates a direct pointer to an address in another PSECT within a module. The current base address of the specified PSECT is obtained and added to the specified constant. The result is written into the task image file at the calculated address.

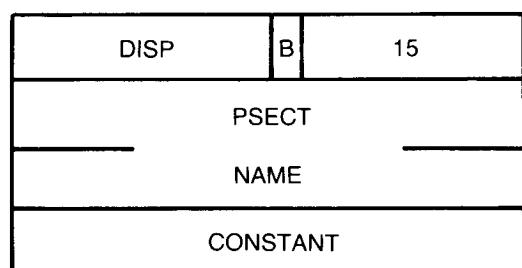
For example:

```
.PSECT A
B:
.
.
.
C:
.
.
.
,D
MOV    #B+10, R0
MOV    #C, R0

or

.WORD  B+10
.WORD  C
```

Figure B–24: PSECT Additive Relocation Entry Format



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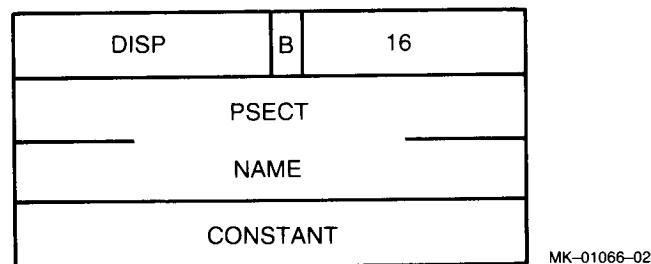
B.4.13 PSECT Additive Displaced Relocation

The PSECT additive displaced relocation entry in Figure B-25 relocates a relative reference to an address in another PSECT within a module. The current base address of the specified PSECT is obtained and added to the specified constant. The address plus 2 that the relocated value is to be written into is subtracted from the resultant additive value. The result is then written into the task image file at the calculated address.

For example:

```
.PSECT A
B:
.
.
.
C:
.
.
.
.DPSECT D
MOV      B+10, R0
MOV      C, R0
```

Figure B-25: PSECT Additive Displaced Relocation Entry Format



B.4.14 Complex Relocation

The complex relocation entry in Figure B-26 resolves a complex relocation expression. In such an expression, any of the MACRO-11 binary or unary operations are permitted. Any type of argument is permitted, regardless of whether the argument is unresolved global, relocatable to any PSECT base, absolute, or a complex relocatable subexpression.

The RLD command word is followed by a string of numerically-specified operation codes and arguments. Each operation code occupies one byte. The entire RLD command must fit in a single record. The following operation codes are defined:

- 0 – No operation.
- 1 – Addition (+).
- 2 – Subtraction (-).
- 3 – Multiplication (*).

- 4 – Division (/).
- 5 – Logical AND (&).
- 6 – Logical inclusive OR (!).
- 10 – Negation (-).
- 11 – Complement ($\wedge C$).
- 12 – Store result (command termination).
- 13 – Store result with displaced relocation (command termination).
- 16 – Fetch global symbol. It is followed by four bytes containing the symbol name in Radix-50 representation.
- 17 – Fetch relocatable value. It is followed by one byte containing the sector number and two bytes containing the offset within the sector.
- 20 – Fetch constant. It is followed by two bytes containing the constant.
- 21 – Fetch resident library base address. If the file is a resident library .STB file, the library base address is obtained; otherwise, the base address of the Task Image is fetched.

The STORE commands indicate that the value is to be written into the task image file at the calculated address.

All operands are evaluated as 16-bit signed quantities using two's complement arithmetic. The results are equivalent to expressions that are evaluated internally by the assembler. Note the following rules:

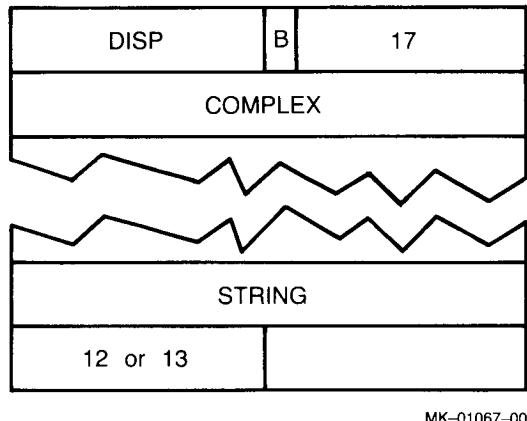
1. An attempt to divide by zero yields a zero result. The Task Builder issues a nonfatal diagnostic message.
2. All results are truncated from the left in order to fit into 16 bits. No diagnostic message is issued if the number was too large. If the result modifies a byte, the Task Builder checks for truncation errors as described in Section B.4.
3. All operations are performed on relocated (additive) or absolute 16-bit quantities. PC displacement is applied to the result only.

For example:

```

        ,PSECT ALPHA
A:
        :
        :
        :
        ,PSECT BETA
B:
        :
        :
        :
        MOV      #A+B -<G1/G2&^C<177120!G3>>,R1
    
```

Figure B–26: Complex Relocation Entry Format

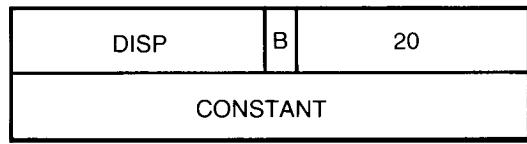


B.4.15 Additive Relocation

The shared run-time system (SRTS) additive relocation entry in Figure B–27 relocates a direct pointer to an address within an SRTS.

If the current file is a symbol table file (STB), the base address of the SRTS is obtained and added to the specified constant. The result is written into the task image file at the calculated address. If the file is not associated with an SRTS, the task base address is used.

Figure B–27: Additive Relocation Entry Format



B.5 Internal Symbol Directory Record

The Internal Symbol Directory (ISD) record declares definitions of all symbols that are defined in the module. In addition to looking for global symbol definitions in the input object modules, TKB must look for ISD records. Some of these require no relocation and TKB can copy them directly into the .STB file. Others will require modification; after being modified, ISD records can be written to the .STB file. In addition, TKB may need to generate some ISD records of its own in the .STB file.

Except for autoloadable library entry points, TKB puts ISD records into the .STB file only if the /DA switch is used in the TKB command line. When TKB outputs the .STB file, it writes one of three major types of ISD records:

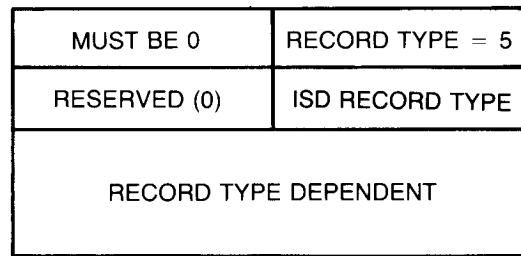
- Type 1 records, where TKB generates ISDs in language-independent form.
- Type 3 records, written for any type 2 records in an input object module. TKB does this after adding data and then changing the ISD record type to 3. Type 2 relocatable/relocated records are those that contain both language-dependent and independent sections. Language processors generate these records and TKB modifies them. They contain information that can be used to find the absolute task image address of source program entities (for example, variables, program statements, and so on).
- Type 4 records, written to the .STB file without modification. Type 4 records are literal records that contain language-dependent information. Apart from the first few bytes, TKB ignores the rest of the record.

The following sections describe the record formats.

B.5.1 Overall Record Format

ISD records have the same basic structure as all object language records. Because of the variety of different types, the skeleton structure must include additional fields that are common to all ISD record types. The general format of all ISD records is shown in Figure B-28.

Figure B-28: General Format of All ISD Records



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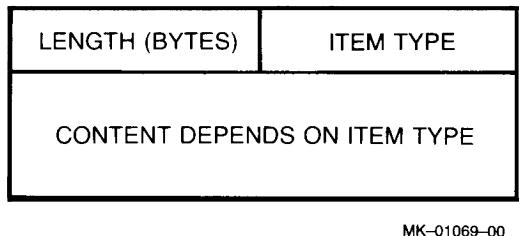
ISD record types fall into these general categories:

- 0 Illegal.
- 1 TKB-generated.
- 2 Compiler-generated relocatable.
- 3 Relocated (type 2 after TKB processing).
- 4–127 Not defined, reserved for future use.
- 128–255 Literal records. (The type code identifies the generating language processor, and thus, the internal structure.)

B.5.2 TKB-Generated Records (Type 1)

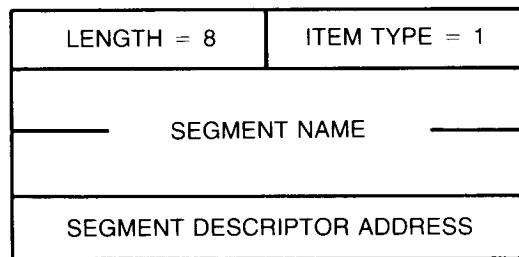
The content of this record type is a string of individual items, each with its own format. The items are either start-of-segment items, task identification items, or autoloadable entry point items. The TKB-generated record is similar to the structure of an RLD or GSD record. The general format is shown in Figure B-29.

Figure B-29: General Format of a TKB-Generated Record



B.5.2.1 Start-of-Segment Item Type (1) — The format of the start-of-segment item type is shown in Figure B-30.

Figure B-30: Format of TKB-Generated Start-of-Segment Item (1)

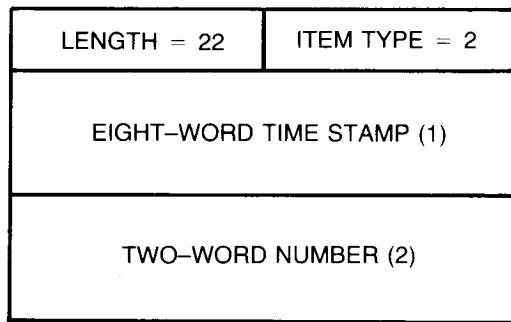


B.5.2.2 Task Identification Item Type (2) — The task identification item type ensures that an .STB file and the task image being debugged were generated at the same time. Otherwise, symbols that are found may not correspond to the actual task.

The task identification item type exists to make the correlation between the .STB file and its related task possible. The contents of this item type correspond exactly to the first ten words of an area in a task image file, which is in the TKB-created PSECT called \$\$DBTS.

The format of the task identification item type is shown in Figure B-31.

Figure B–31: Format of TKB–Generated Task Identification Item (2)



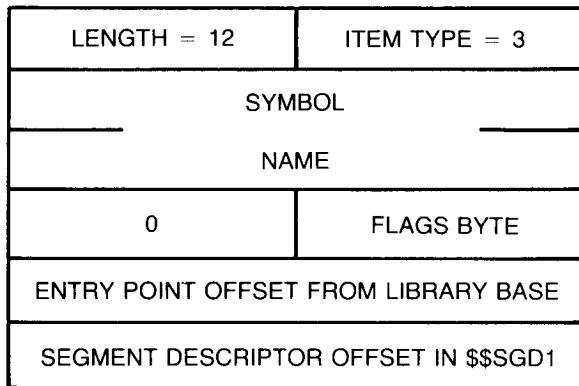
- (1) Its form is that which is returned by RSX directive GTM\$.
- (2) TKB generates this number as an additional check on correspondence. Currently always zero.

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B.5.2.3 Autoloadable Library Entry Point Item Type (3) — TKB outputs the autoloadable library entry point item into an .STB file when building overlaid resident libraries. The ISD record contains the information needed by TKB to dynamically generate autoload vectors for entry points in the library. Autoload vectors appear for only those entry points that are referenced by the task. Unlike the other items, the autoloadable library entry point item is not for use by debuggers.

The format of the autoloadable entry point item is shown in Figure B–32.

Figure B–32: Format of an Autoloadable Library Entry Point Item (3)



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B.5.3 Relocatable / Relocated Records (Type 2)

These records are the central part of TKB's involvement in debugger communication. Every item type in these records must be standardized, and only standard items can appear. The general format is the same as that shown in Figure B-28.

A language processor outputs these record types as type 2. When TKB processes them, it changes the type to type 3. It also fills in or modifies some fields. In the following descriptions, fields that are filled in by TKB are marked with an asterisk (*). They should be left as zero in language processor output.

B.5.3.1 Module Name Item Type (1) — A module name item should be the first ISD entry of each object module. A debugger can assume that all following ISD information up to the next module name item relates to this module.

The language code is included so that a debugger for a specific language can determine whether to ignore a module if it is written for another language. The language code has the same range of values as that of a language-dependent ISD record (128–255) and has the same meanings.

The format of the module name item type is shown in Figure B-33.

Figure B-33: Format of a Module Name Item Type (1)

LENGTH	ITEM TYPE = 1
MUST BE 0	LANGUAGE CODE
MODULE NAME (1)	

(1) A counted ASCII string of the required length. (A counted ASCII string is a byte string in which the first byte indicates the number of bytes to follow.)

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B.5.3.2 Global Symbol Item Type (2) — One type 2 item should appear for each global symbol definition that the language processor wants the debugger to understand. It need not, for example, include definitions generated for the language processor run-time system.

The format of the global symbol item type is shown in Figure B-34.

Figure B–34: Format of a Global Symbol Item Type (2)

LENGTH	ITEM TYPE = 2
SYMBOL NAME — (RADIX-50)	—
VALUE*	
DESCRIPTOR ADDRESS FOR CONTAINING OVERLAY SEGMENT*	
MUST BE ZERO	FLAGS
FULL SYMBOL NAME (1)	

- (1) Counted ASCII string of the required length. (A counted ASCII string is a byte string in which the first byte indicates the number of bytes to follow.)

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B.5.3.3 PSECT Item Type (3) — A concatenated PSECT has two base addresses: one for the whole PSECT, and the other for the part of it that belongs to this module. It is the base address for the part that belongs to this module that may be used by a debugger to convert local symbol values to absolute addresses.

The segment descriptor address is necessary because a PSECT may move to segments other than the one in which it is placed. This address is relevant to languages that provide semi-automatic overlay generation, like COBOL-11. This word may be zero if the PSECT has not moved to another segment.

The flag word is a copy of the flag word built by TKB. It allows for identification of VSECTS.

Some languages may need the full PSECT name.

The format of a PSECT item type is shown in Figure B–35.

Figure B–35: Format of a PSECT Item Type (3)

LENGTH	ITEM TYPE = 3
PSECT NAME	
BASE ADDRESS OF PSECT IN THIS SEGMENT*	
BASE ADDRESS OF PSECT FOR THIS MODULE*	
LENGTH OF PSECT FOR THIS MODULE*	
DESCRIPTOR ADDRESS FOR CONTAINING SEGMENT*	
FLAG WORD*	
FULL PSECT NAME (1)	

- (1) A counted ASCII string of the required length. (A counted ASCII string is a byte string in which the first byte indicates the number of bytes to follow.)

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B.5.3.4 Line-Number Or PC Correlation Item Type (4) — This item provides the information needed to translate a source line-number into a task image address, or a task image address into a source line-number.

The format of a line-number or PC correlation item type is shown in Figure B–36.

Figure B–36: Format of a Line-Number or PC Correlation Item Type (4)

LENGTH	ITEM TYPE = 4
PSECT	
NAME	
START PC (1)	
DESCRIPTOR ADDRESS OF CONTAINING OVERLAY SEGMENT*	
START PAGE NUMBER	
START LINE NUMBER	
STRING OF ONE-BYTE ITEMS	

- (1) Offset into PSECT in type 2 records; absolute address in type 3 records.

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B.5.3.5 Internal Symbol Name Item Type (5) — It is necessary to allow for the fact that a name may have more than one associated address. For example, a COBOL variable may have three associated addresses: the address of the area that actually contains the data, the address of a CIS descriptor, and the address of a picture string.

The internal symbol name item, which meets these requirements, is shown in Figure B-37.

Figure B-37: Format of an Internal Symbol Name Item Type (5)

	LENGTH	ITEM TYPE = 5
	OFFSET TO NAME	OFFSET TO DATA
	MUST BE ZERO	NUMBER OF ADDRESSES
ADDRESS 1:	PSECT	
	NAME	
	TASK IMAGE ADDRESS/OFFSET (1)	
	SEGMENT DESCRIPTOR ADDRESS*	
ADDRESS 2:	PSECT	
	NAME	
	TASK IMAGE ADDRESS/OFFSET (1)	
	SEGMENT DESCRIPTOR ADDRESS*	
ADDRESS n:		
	LANGUAGE-DEPENDENT DATA	
	SYMBOL NAME (2)	

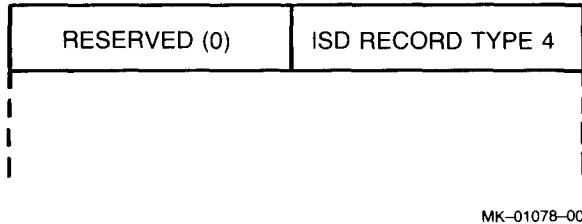
- (1) Modified by TKB.
- (2) A counted ASCII string of the required length. (A counted ASCII string is a byte string in which the first byte indicates the number of bytes to follow.)

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B.5.4 Literal Records (Type 4)

Literal records may take any form except for the two-byte header shown in Figure B-38.

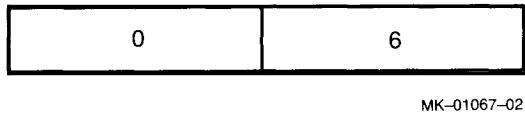
Figure B-38: Format of a Literal Record Type



B.6 End of Module

The end-of-module record in Figure B-39 declares the end of an object module. Exactly one end-of-module record must appear in each object module. It is one word in length.

Figure B-39: End-of-Module Record Format

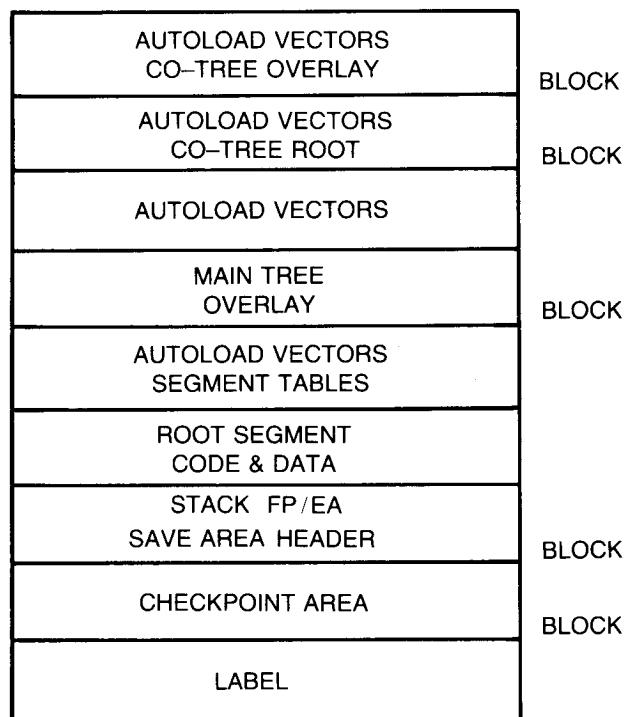


Appendix C

Executable File Structure

The executable file as it is recorded on the disk appears in Figure C-1.

Figure C-1: Task Image on Disk



C.1 Label Block Group

The label block group shown in Figure C-2 precedes the task on the disk and contains data that need not be resident during task execution. This group is composed of two elements:

- Task and resident library data (Label Block 0)
- Table of LUN assignments (Label Block 1)

The task and resident library data elements are described in the following paragraphs.

The table of LUN assignments contains the name and logical unit number of each device assigned.

Task and resident library data are described as follows:

L\$BTSK	Task name consisting of two words in Radix-50 format. This parameter is set by the TASK keyword.
L\$BPAR	Partition name consisting of two words in Radix-50 format. This parameter is set by the PAR keyword.
L\$BSA	Starting address of task. Marks the lowest task virtual address. This parameter is set by the PAR keyword.
L\$BHGV	Highest virtual address mapped by address window 0.
L\$BMXV	Highest task virtual address. This value is set to L\$BHGV.
L\$BLDZ	Task load size in units of 64-byte blocks. This value represents the size of the root segment.
L\$BMXZ	Task maximum size in units of 64-byte blocks. This value represents the size of the root segment plus any additional physical memory needed to contain task overlays.
L\$BOFF	Task offset into partition in units of 64-byte blocks.
L\$BWND	Number of task windows (excluding SRTS).
L\$BSYS	System I.D. 1 = RSX-11M. 4 = RSX-11M—Plus.
L\$BSEG	Size of overlay segment descriptors (in bytes).

Figure C–2: Label Block Group

Label	Offset	Description
LSBTSK	0	Task
	2	Name
LSBPAR	4	Task
	6	Partition
L\$BSA	10	Base address of task
L\$BHGV	12	Highest window 0 virtual address
L\$BMXV	14	Highest virtual address in task
L\$BLDZ	16	Load size in 64-byte blocks
L\$BMXZ	20	Maximum size in 64-byte blocks
L\$BOFF	22	Task offset into partition
L\$BWND / L\$BSYS	24	System ID Number of window blocks*
	26	Size of overlay segment descriptors
L\$BSEG	26	Size of overlay segment descriptors
L\$BFLG	30	Task flag word
L\$BDAT	32	Task creation date – Year
	34	– Month
L\$BLIB	36	– Day
	40	Library common
L\$BLIB	42	Name
	44	Base address of library
L\$BLIB	46	Highest address in first library window
	50	Highest address in library
L\$BLIB	52	Library load size (64-byte blocks)
	54	Library maximum size (64-byte blocks)
L\$BLIB	56	Library offset into region
	60	Number of library window blocks
L\$BLIB	62	Size of library segment descriptors
	64	Library flag word
L\$BLIB	66	Library creation date – Year
	70	– Month
L\$BLIB	72	– Day
	⋮	⋮
L\$BPRI	344 / 664	0
	346 / 666	Task priority
L\$BXFR	350 / 670	Task transfer address
L\$BEXT	352 / 672	Task extension (64-byte blocks)
L\$BSGL	354 / 674	Block number of segment load list
L\$BHRB	356 / 676	Block number of header
L\$BBLK	360 / 700	Number of blocks in label
L\$BLUN	362 / 702	Number of logical units
L\$BROB	364 / 704	Relative block of R-O image
L\$BROL	366 / 706	R/O load size
L\$BRDL	370 / 710	R/O data size in 32-word blocks
L\$BHDB	372 / 712	Relative block number of data header
L\$BDHV	374 / 714	High virtual address of data window 1
L\$BDMV	376 / 716	High virtual address of data
L\$BDLZ	400 / 720	Load size of data
L\$BDMZ	402 / 722	Maximum size of data
L\$BDMZ	404 / 724	⋮
	406 / 726	⋮
L\$BDMZ	408 / 728	0
	410 / 730	⋮

*Less library window blocks.

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L\$BFLG Task flags word. The following flags are defined:

Bit	Flag	Meaning When Bit = 1
15	TS\$PIC	Task contains position-independent code (PIC).
14	TS\$NHD	Task has no header.
12	TS\$PMD	Task generates Postmortem Dump.
7	TS\$CMP	Task is built in compatibility mode.
6	TS\$CHK	Task is not swappable.
5	TS\$RES	Task has memory-resident overlays.

L\$BDAT Three words containing the task creation date as two-digit integer values:

Year (since 1900)

Month of year

Day of month

L\$BLIB Resident library entries.

L\$BPRI Task priority set by the PRI keyword (ignored by RSTS/E).

L\$BXFR Task transfer address. (Not used by RSTS/E.)

L\$BEXT Task extension size in units of 64-byte blocks. This parameter is set by the EXTTSK keyword.

L\$BSGL Relative block number of segment load list. Set to zero if no list is allocated.

L\$BHRB Relative block number of header.

L\$BBLK Number of blocks in label block group.

L\$BLUN Number of logical units.

L\$BROB Relative block number of R/O image.

L\$BROL R/O load size in 32-word blocks.

L\$BRDL Size of R/O data in 32-word blocks.

L\$BHDB Relative block number of data header.

L\$BDHV High virtual address of data window 1.

L\$BDMV High virtual address of data.

L\$BDLZ Load size of data.

L\$BDMZ Maximum size of data.

The contents of the SRTS/common name block are described below. This block is constructed by referencing the disk image of the SRTS/common block. The format is identical to words 3 through 16 of the label block.

R\$LNAM	Library/common name consisting of two words in Radix-50 format.												
R\$LSA	Base virtual address of library or common.												
R\$LHGV	Highest address mapped by first library window.												
R\$LMXV	Highest virtual address in library or common.												
R\$LLDZ	Library/common block load size in 64-byte blocks.												
R\$LMXZ	Library maximum size in units of 64-byte blocks.												
R\$LOFF	(Not used by RSTS/E.)												
R\$LWND	Number of window blocks required by library.												
R\$LSEG	Size of library overlay segment descriptors in bytes.												
R\$LFLG	Library flags word. The following flags are defined:												
	<table border="0"> <thead> <tr> <th style="text-align: left;">Bit</th> <th style="text-align: left;">Meaning</th> </tr> </thead> <tbody> <tr> <td style="text-align: right;">15</td> <td>LD\$ACC — Access intent (1 = read/write, 0 = read-only)</td> </tr> <tr> <td style="text-align: right;">14</td> <td>LD\$RSV — APR was reserved</td> </tr> <tr> <td style="text-align: right;">13</td> <td>LD\$CLS — Library is part of a cluster</td> </tr> <tr> <td style="text-align: right;">3</td> <td>LD\$SUP — Supervisor-mode library (1 = yes)</td> </tr> <tr> <td style="text-align: right;">2</td> <td>LD\$REL — Position-independent code (PIC) flag (1 = PIC)</td> </tr> </tbody> </table>	Bit	Meaning	15	LD\$ACC — Access intent (1 = read/write, 0 = read-only)	14	LD\$RSV — APR was reserved	13	LD\$CLS — Library is part of a cluster	3	LD\$SUP — Supervisor-mode library (1 = yes)	2	LD\$REL — Position-independent code (PIC) flag (1 = PIC)
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13	LD\$CLS — Library is part of a cluster												
3	LD\$SUP — Supervisor-mode library (1 = yes)												
2	LD\$REL — Position-independent code (PIC) flag (1 = PIC)												
R\$LDAT	Three words containing the library/common block creation date in the following format: WORD 0: Year since 1900 WORD 1: Month of year WORD 2: Day of month												

C.2 Header

The task header starts on a block boundary and is immediately followed by the task image. The task is read into memory starting at the base of the root segment. Because the root segment is a set of contiguous disk blocks, it is loaded with a single disk access.

The header is divided into two parts: a fixed part, as shown in Figure C-3, and a variable part, as shown in Figure C-4.

Figure C–3: Task Header Fixed Part

H.CSP	0	Current Stack Pointer (R6)
H.HDLN	2	Header length
H.EFLM	4	Event flag mask
	6	Event flag address
H.CUIC	10	Current UIC
H.DUIC	12	Default UIC
H.IPS	14	Initial PS
H.IPC	16	Initial PC (R7)
H.ISP	20	Initial Stack Pointer (R6)
H.ODVA	22	ODT SST vector address
H.ODVL	24	ODT SST vector length
H.TKVA	26	Task SST vector address
H.TKVL	30	Task SST vector length
H.PFVA	32	Power fail AST control block
H.FPVA	34	Floating Point AST control block
H.RCVA	36	Receive AST control block
H.EFSV	40	Address of event flag context
H.FPSA	42	Address of floating point context
H.WND	44	Pointer to number of window blocks
H.DSW	46	Directive Status Word
H.FCS	50	Address of FCS impure storage
H.FORT	52	Address of language impure storage
H.OVLY	54	Address of overlay impure storage
H.VEXT	56	Address of impure vectors
H.SPRI	60	Swapping priority
H.NML	61	Mailbox LUN
H.RRVA	62	Receive by reference AST control block
	64	Reserved
	66	Reserved
	70	Reserved
H.GARD	72	Header guard word pointer
H.NLUN	74	Number of LUNs

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Figure C–4: Task Header Variable Part

H.LUN	LUN Table (2 words/LUN)																				
<table border="1"> <tr> <td>Number of Window Blocks</td> <td>Offsets</td> </tr> <tr> <td>Partition Control Block Address</td> <td>W.BPCB</td> </tr> <tr> <td>Low Virtual Address Limit</td> <td>W.BLVR</td> </tr> <tr> <td>High Virtual Address Limit</td> <td>W.BHVR</td> </tr> <tr> <td>Address of Attachment Descriptor</td> <td>W.BATT</td> </tr> <tr> <td>Window Size (in 32-word blocks)</td> <td>W.BSIZ</td> </tr> <tr> <td>Offset into Partition (in 32-word blocks)</td> <td>W.BOFF</td> </tr> <tr> <td>First PDR Address</td> <td>W.BFPD</td> </tr> <tr> <td>Number of PDRs to Map</td> <td>W.BNPD</td> </tr> <tr> <td>Contents of Last PDR</td> <td>W.BLPD</td> </tr> </table>		Number of Window Blocks	Offsets	Partition Control Block Address	W.BPCB	Low Virtual Address Limit	W.BLVR	High Virtual Address Limit	W.BHVR	Address of Attachment Descriptor	W.BATT	Window Size (in 32-word blocks)	W.BSIZ	Offset into Partition (in 32-word blocks)	W.BOFF	First PDR Address	W.BFPD	Number of PDRs to Map	W.BNPD	Contents of Last PDR	W.BLPD
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<table border="1"> <tr> <td>Current PS</td> <td rowspan="9">INITIAL VALUES</td> </tr> <tr> <td>Current PC</td> </tr> <tr> <td>Current R5</td> <td>relative block number of header</td> </tr> <tr> <td>Current R4</td> <td>indent word #2</td> </tr> <tr> <td>Current R3</td> <td>indent word #1</td> </tr> <tr> <td>Current R2</td> <td>task name word #2</td> </tr> <tr> <td>Current R1</td> <td>task name word #1</td> </tr> <tr> <td>Current R0</td> <td>program transfer address</td> </tr> <tr> <td>Header Guard Word</td> <td></td> </tr> </table>		Current PS	INITIAL VALUES	Current PC	Current R5	relative block number of header	Current R4	indent word #2	Current R3	indent word #1	Current R2	task name word #2	Current R1	task name word #1	Current R0	program transfer address	Header Guard Word				
Current PS	INITIAL VALUES																				
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Current R3		indent word #1																			
Current R2		task name word #2																			
Current R1		task name word #1																			
Current R0		program transfer address																			
Header Guard Word																					

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The variable part of the header contains window blocks that describe the following:

- The task's virtual-to-physical mapping
- Logical unit data
- Task context

The task header is used by RSTS/E mainly for setting the initial conditions of the task. Only locations 46 through 56 have identical meanings as in RSX.

NOTE

To save the identification, the initial value set by the Task Builder should be moved to local storage. When the program is fixed in memory and being restarted without reloading, the reserved program words must be tested for their initial values to determine whether the contents of R3 and R4 should be saved.

The contents of R0, R1, and R2 are set only when a debugging aid is present in the task image.

C.2.1 Low Core Context

The low core context for a task consists of the Directive Status Word and the Impure Area vectors. The Task Builder recognizes the following global names:

.FSRPT	File Control Services work area and buffer pool vector
\$OTSV	Language OTS work area vector
N.OVPT	Overlay Runtime System work area vector
\$VEXT	Vector extension area pointer

The only proper reference to these pointers is by symbolic name.

The Impure Area Pointers contain the addresses of storage used by the reentrant library routines described above.

The address contained in the vector extension pointer locates an area of memory that can contain additional impure area pointers.

The format of the vector extension area is shown in Figure C-5. Each location within this region contains the address of an impure storage area that is referenced by subroutines that must be reentrant. Addresses below \$VEXTA, referenced by negative offsets, are reserved for DIGITAL applications. Addresses above this symbol, referenced by positive offsets, are allocated for user applications.

.PSECTs \$\$VEX0 and \$\$VEX1 have the attributes D, GBL, RW, REL, and OVR.

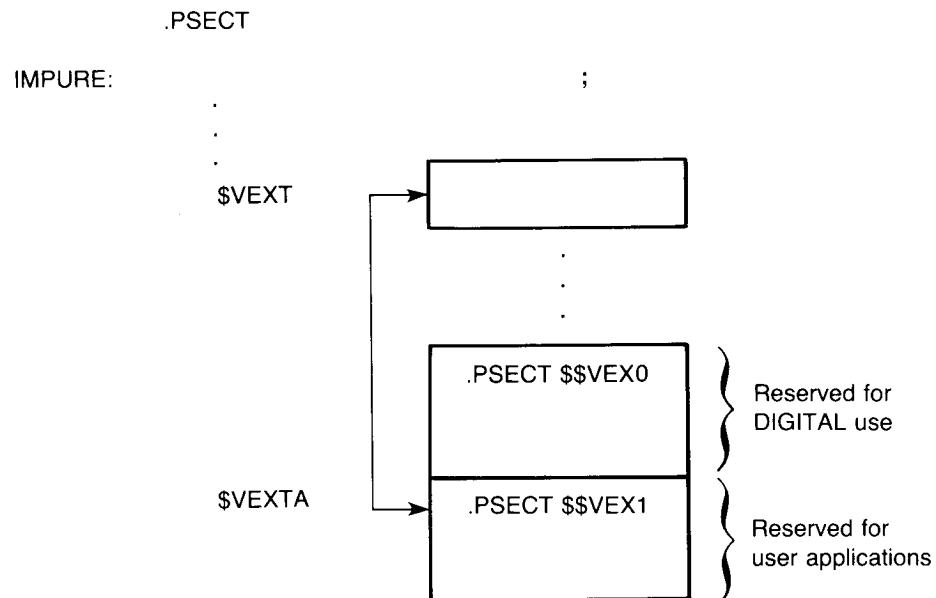
The .PSECT attribute OVR facilitates the definition of the offset to the vector and the initialization of the vector location at link time, as shown by the following example:

```

        .GLOBL      $VEXTA      ; MAKE SURE VECTOR AR A IS LINKED
        .PSECT      $$VEX1,D,GBL,RO,REL,OVR
BEG=,          ; POINT TO BASE OF POINTER TABLE
        .BLKW      N           ; OFFSET TO CORRECT LOCATION
                           ; IN VECTOR AREA
LABEL:        .WORD      IMPURE     ; SET IMPURE AREA ADDRESS
                           ; DEFINE OFFSET
OFFSET==LABEL-BEG
        .PSECT
IMPURE:
        :
        :

```

Figure C–5: Vector Extension Area Format

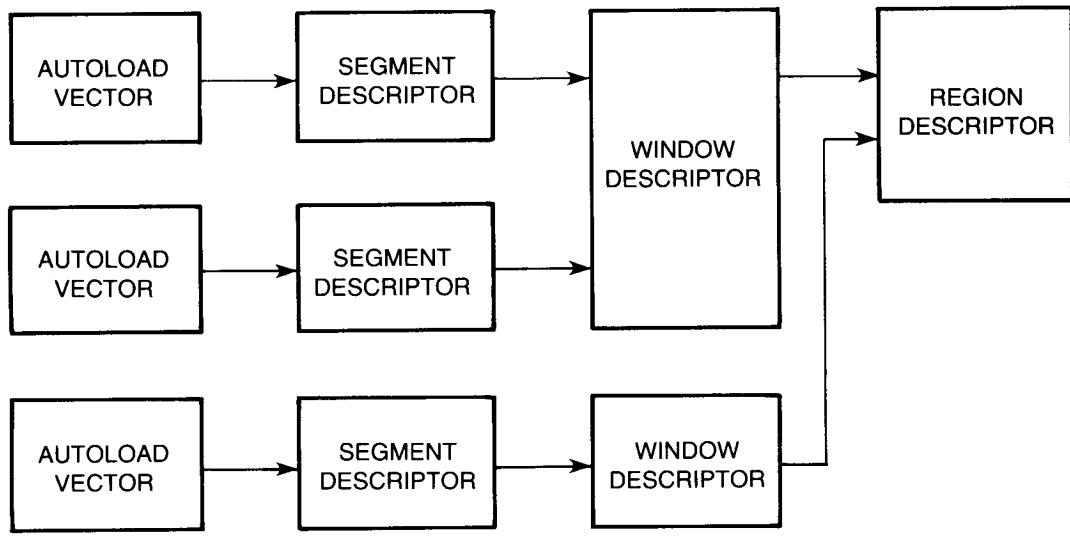


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C.3 Overlay Data Structure

Figure C-6 illustrates the structure and principal components of the task-resident overlay data base.

Figure C-6: Task-Resident Overlay Data Base



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Autoload vectors are generated whenever a reference is made to an autoloadable entry point in a segment located farther away from the root than the referencing segment.

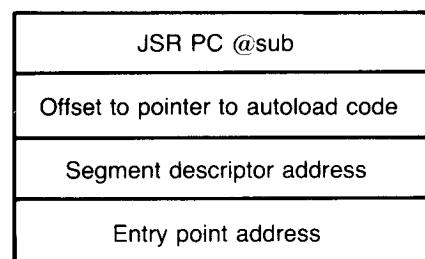
One segment descriptor is generated for each overlay segment in the task or shared region. The segment descriptor contains information on the size, virtual address, and location of the segment within the task image file. In addition, it contains a set of link words that point to other segments. The overlay structure determines the link word contents.

The following sections describe the composition of each element.

C.3.1 Autoload Vectors

The autoload vector table consists of one entry per autoload entry point in the form shown in Figure C-7.

Figure C-7: Autoload Vector Entry

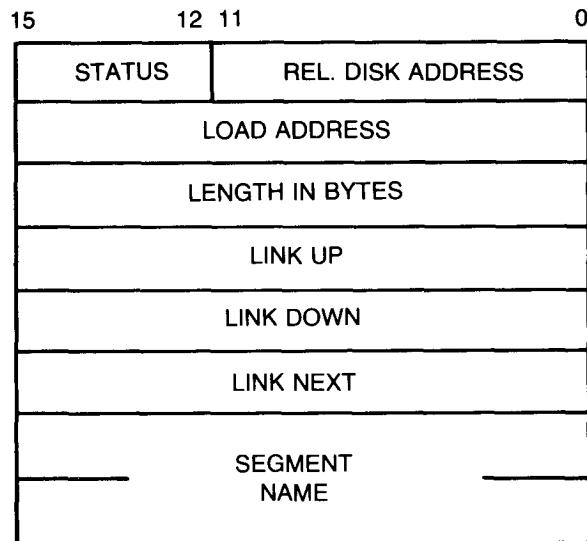


The autoload vector contains a JSR to the autoload processor, \$AUTO, followed by a pointer to the descriptor for the segment to be loaded and the real address of the entry point.

C.3.2 Segment Descriptor

The segment descriptor is composed of a six-word fixed-length portion. Segment descriptor contents are shown in Figure C-8.

Figure C-8: Segment Descriptor



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Word 0 contains the relative disk address in bits 0–11 and the segment status in bits 12–15. Each segment in the task image file begins on a disk block boundary. The relative disk address is the block number of the segment relative to the start of the root segment.

The segment flags are defined as follows:

- | | |
|--------|---|
| Bit 15 | Always set to 1. |
| Bit 14 | 0 = Segment loaded and mapped.
1 = Segment is either not loaded or not mapped. |
| Bit 13 | 0 = Segment has disk allocation.
1 = Segment does not have disk allocation. |
| Bit 12 | 0 = Segment not loaded from disk.
1 = Segment loaded from disk. |

Word 1 contains the load address of the segment. This address is the first virtual address of the area where the segment will be loaded.

Word 2 specifies the length of the segment in bytes.

The next three words point to the following segment descriptor:

Link Up

Points to the next segment away from the root. Link Up equals 0 if you are already at the leaf.

Link Down

Points to the next segment toward the root. Link Down equals 0 if you are already at the root.

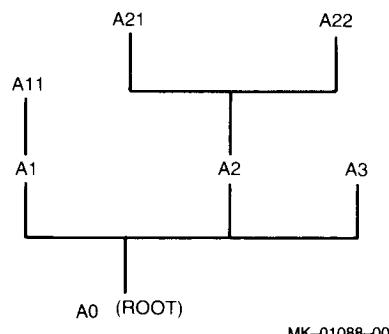
Link Next

Points to the adjoining segment. Link Next equals the address of the current segment if there are no others on the same level with the same Link Down. Link Next links all segments on the same level that have the same Link Down in a circular fashion. Thus, in Figure C-10, Link Next in A3 points to A1, but Link Next in A11 points to A11 itself and Link Next in A0 points to A0 itself.

When a segment is loaded, the overlay run-time system follows the links to determine which segments are being overlaid and should therefore be marked out of memory.

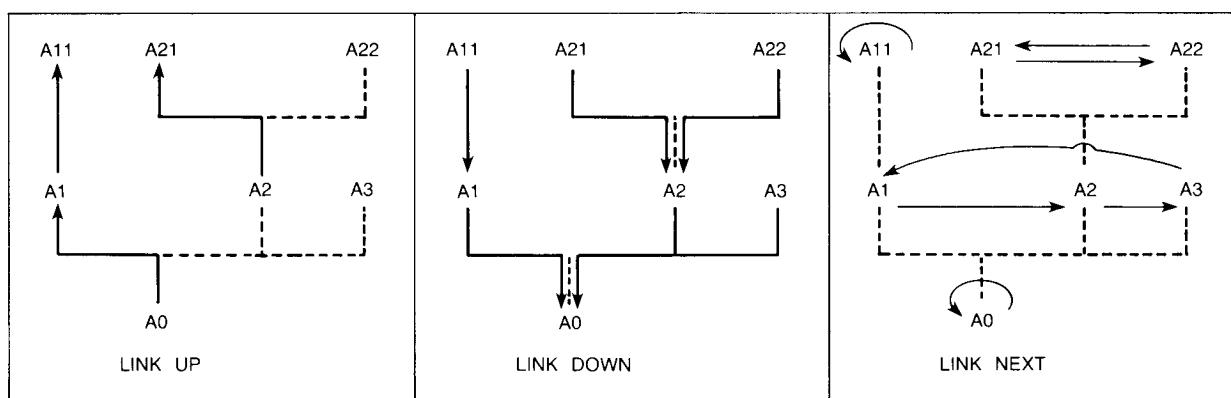
Using the tree in Figure C-9 as an example:

Figure C-9: Sample Tree



The segment descriptors are linked as in Figure C-10.

Figure C-10: Segment Linkage Directives



If there is a co-tree, the Link Next for the root segment descriptor points to the co-tree root segment descriptor.

Words 6 and 7 contain the segment name in Radix-50 format.

Word 8 points to the window descriptor used to map the segment (0 = none).

C.3.3 Window Descriptor

TKB allocates window descriptors only if you define a structure containing memory-resident overlays. Figure C-11 illustrates the format of a window descriptor.

Figure C-11: Window Descriptor

Base Active Page Register	Window ID
Virtual base address	
Window size in 64-byte blocks	
Region ID	
Offset in partition	
Length to map	
Status word	
Send/receive buffer address (always 0)	
Flags word	
Address of region descriptor	

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Words 0 through 7 constitute a window descriptor in the format required by the mapping directives (the Program Logical Address Space (.PLAS) Mapping Directives — see the *RSTS/E System Directives Manual* for more information). The overlay loading routine fills in the region ID at run time.

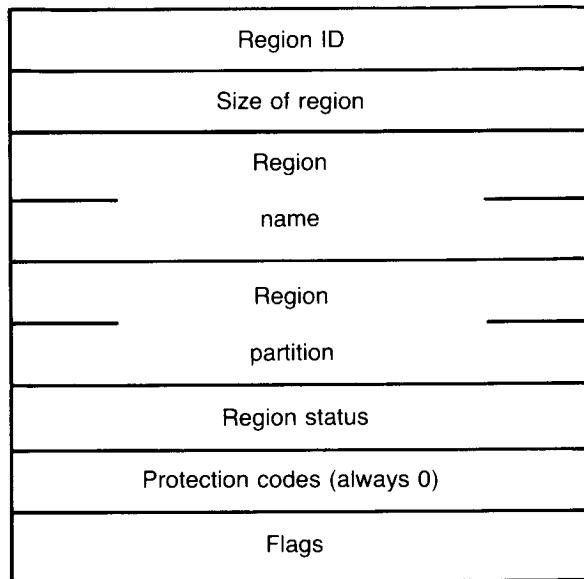
Words 8 and 9 contain additional data that the overlay routines refer to. Bit 15 of the flags word, if set, indicates that the window is currently mapped into the task's address space.

Word 9 contains the address of the associated region descriptor.

C.3.4 Region Descriptor

Figure C-12 illustrates the format of a region descriptor.

Figure C-12: Region Descriptor



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Words 0 through 7 constitute a region descriptor in the format required by the mapping directives. Word 8, the flags word, is referred to by the overlay load routine. Bit 15 of the flags word, if set, indicates that a valid region identification is in word 0.

C.4 Root Segment

The root segment is written as a contiguous group of blocks. The root segment is the first segment loaded and remains in memory for the entire life of the program execution.

C.5 Overlay Segments

Each overlay segment begins on a block boundary. The relative block number for the segment is placed in the segment table. Note that a given overlay segment occupies as many contiguous disk blocks as it needs to supply its space request. The maximum size for any segment, including the root, is 28K words.

Appendix D

Reserved Symbols

All symbols and PSECT* names containing a period (.) or dollar sign (\$) are reserved for DIGITAL-supplied software. Several global symbols and PSECT* names are reserved for use by the Task Builder. Special handling occurs when a definition of one of these names is encountered in a task image.

The definition of a reserved global symbol in the root segment causes a word in the task image to be modified with a value calculated by the Task Builder. The relocated value of the symbol is taken as the modification address.

*PSECTS are created by .ASECT, .CSECT, or .PSECT directives. The .PSECT directive eliminates the need for either the .ASECT or .CSECT directive, both of which are retained only for compatibility with other systems. In this document all sections are referred to as PSECTS unless the specific characteristics of .ASECT or .CSECT apply.

Table D–1 shows global symbols reserved by the Task Builder.

Table D–1: Task Builder Reserved Global Symbols

Global Symbol	Modification Value
.FSRPT	Address of file storage region work area (.FSRCB).
.MBLUN	Mailbox logical unit number.
.MOLUN	Error message output device.
.NLUNS	The number of logical units used by the task, not including the message output and overlay units.
.NOVLY	The overlay logical unit number.
N.OVPT	Address of overlay run-time system work area (.NOVLY).
.NSTBL	The address of the segment description tables. This location is modified only when the number of segments is greater than one.
.ODTL1	Logical unit number for the ODT terminal device TI:.
.ODTL2	Logical unit number for the ODT line printer device CL:.
.SUML1	P/OS standard utility module LUN.
.PTLUN	Logical unit number for plotter/graphics software.
\$OTSV	Address of Object Time System work area (\$OTSPA).
.TRLUN	The trace subroutine output logical unit number.
.USLU1	Logical unit number for special purpose user software.
.USLU2	Logical unit number for special purpose user software.
\$VEXT	Address of vector extension area (\$VEXTA).

The PSECT names in Table D–2 are reserved by the Task Builder. In some cases, the definition of a reserved PSECT causes the PSECT to be extended if the appropriate option is specified.

Table D–2: PSECT Names Reserved by the Task Builder

Source Location	Section Name	Description
TKB	\$\$ALER	Contains code to process or trap Overlay Run-time system segment load errors. Provides named areas in the task for the FORTRAN Object Time System and the RSX Overlay Run-time System.
TKB	\$\$ALVC	Contains the segment autoload vectors for tasks without I- and D-space.
TKB	\$\$ALVD	Contains the D-space portions of the segment autoload vectors in an I- and D-space task.

(continued on next page)

Table D–2: PSECT Names Reserved by the Task Builder (Cont.)

Source Location	Section Name	Description
TKB	\$\$ALVI	Contains the I-space portions of the segment autoload vectors in an I- and D-space task.
TKB	\$\$AUTO	Contains code to determine if a called subroutine in an overlay segment is already in memory or if that overlay segment should be read into memory before control is passed to the subroutine that is called.
Input Module	\$\$DBTS	This symbol should appear in the debugger input module with the symbol \$DBTS as follows: .PSECT \$\$DBTS \$DBTS:: .PSECT
		The task builder extends \$\$DBTS and fills it with time stamp information followed by the filename information of the .STB file.
SYSLIB	\$\$DEVT	The extension length (in bytes) is calculated from the formula: EXT = (S.FDB + 52)*UNITS The definition of S.FDB is obtained from the root segment symbol table, and UNITS is the number of logical units used by the task, excluding the message output, overlay, and ODT units.
SYSLIB	\$\$FSR1	The extension of this section is specified by the ACTFIL option.
SYSLIB	\$\$IOB1	The extension of this section is specified by the MAXBUF option.
TKB	\$\$IOB2	A zero length .PSECT containing a label, IOBFND, that is stored in the work area offset, W.BEND, representing the upper bound of the I/O buffer, \$\$IOB1. TKB uses \$\$IOB2 as a boundary value to determine whether the I/O buffer has overflowed.
TKB	\$\$LOAD	Overlay manual load routine.
TKB	\$\$MRKS	Contains code to properly mark those segments that are not needed any longer or have been overlaid by another segment as being out of memory. This ensures that a fresh copy of the overlay segment will be read in the next time the overlay segment is needed.
SYSLIB	\$\$OBF1	FORTRAN OTS uses this area to parse array type format specifications. This section can be extended by the FMTBUF keyword.
TKB	\$\$OBF2	A zero length .PSECT containing a label, OBFH, that is stored in the work area offset, W.OBFH, which represents the upper bound of the run-time format buffer, \$\$OBF1. TKB uses \$\$OBF2 to determine if the run-time format buffer has overflowed.

(continued on next page)

Table D–2: PSECT Names Reserved by the Task Builder (Cont.)

Source Location	Section Name	Description
TKB	\$\$OVDT	The Overlay Run-time System impure data area. The symbol N.OVPT in low memory points to this area. This area defines the operational parameters with which the Overlay Run-time system operates on disk-resident and memory-resident overlay structures.
TKB	\$\$OVRS	The .ABS. program section that redefines the Overlay Run-time System impure data area with different symbols, defined as offsets and relative to zero. These offsets are necessary for proper linkages between the subroutines in the Overlay Run-time System. This program section is never included in the memory allocation of the task because of its absolute program section attribute.
TKB	\$\$PDLS	Cluster library service routine.
TKB	\$\$RDSG	Contains the code that reads into memory the overlay segment selected by the code contained in the programs section \$\$AUTO.
TKB	\$\$RGDS	Contains the region descriptors for resident libraries referred to by the task.
TKB	\$\$RTQ	Defines the PSECT used for selective enabling of AST recognition in the Overlay Run-time System. \$\$RTQ is 0 in length if \$AUTOT is not included.
TKB	\$\$RTR	Defines the PSECT used for selective disabling of AST recognition in the Overlay Run-time System. \$\$RTR is 0 in length if \$AUTOT is not included.
TKB	\$\$RTS	Contains the return instruction.
TKB	\$\$SLVC	Supervisor-mode library transfer vectors (RSX-11M-PLUS only).
TKB	\$\$SGD0	Contains the program section adjoining the task segment descriptors.
TKB	\$\$SGD1	Contains the task segment descriptors.
TKB	\$\$SGD2	Contains a .WORD 0 following the task segment descriptors.
FORTRAN-77	\$\$TSKP	TKB fills in the following words in the PSECT: <ul style="list-style-type: none"> • APR bit map in word \$APRMP • Task offset into region in word \$LBOFF • Maximum physical read/write memory needed for task in word \$MXLGH • Maximum physical read-only memory needed for task in word \$MXLGH + 2 • Task extension in 32-word blocks in word \$LBEXT
TKB	\$\$WNDS	Contains task window descriptors.

Appendix E

Improving Task Builder Performance

This appendix contains procedures and suggestions to help you maximize Task Builder performance. Procedures are given for:

- Evaluating and improving Task Builder throughput
- Modifying command switch defaults to provide a more efficient user interface

E.1 Evaluating and Improving Task Builder Performance

Task Builder throughput is determined by these factors:

- The amount of memory available for table storage
- The amount of disk latency due to input file processing

The discussion in the following paragraphs outlines methods for improving throughput in each case. The methods approach their goals through judicious use of system resources and Task Builder features.

E.1.1 The Task Builder Work File

The largest factor affecting Task Builder performance is the amount of memory available for table storage. To reduce memory requirements, the Task Builder uses a work file to store symbol definitions and other tables. If the total size of these tables is within the limits of available memory, the work file is kept in core and not shunted to a disk. If the tables exceed the amount of memory available, some information must be moved to the disk, which degrades performance.

Work file performance can be gauged by consulting the statistics portion of the Task Builder map. The following parameters are displayed:

Number of work file references:

Total number of times that work file data was referenced.

Work file reads:

Number of work file references that resulted in disk accesses to read work file data.

NOTE

If work file reads and writes equal zero and the number of work file references is greater than zero, you can be sure that the work file remained in memory.

Work file writes:

Number of work file references that resulted in disk accesses to write work file data.

Size of Core Pool:

Amount of in-core table storage in words. This value is also expressed in units of 256-word pages (information is read from and written to disk in blocks of 256 words).

Size of Work File:

Amount of work file storage in words. If this value is less than the core pool size, the number of work file reads and writes is zero. That is, no work file pages are removed to the disk. This value is also expressed in pages (256-word blocks).

Elapsed Time:

Amount of time required to build the task image and produce the map. This value excludes ODL processing, option processing, and the time required to produce the global cross-reference.

The overhead for accessing the work file can be reduced in one or more of the following ways:

- By increasing the amount of memory available for table storage
- By placing the work file on the fastest random access device
- By decreasing system overhead required to access the file
- By reducing the number of work file references

The Task Builder automatically increases its size up to the maximum job size, which may be as large as 32K words. See the *RSTS/E System Manager's Guide* for information on how to change the maximum job size.

The size of the work file can be reduced by:

- Linking your task to a core-resident run-time system containing commonly used routines (for example, BASIC-PLUS-2 object time system) whenever possible
- Including common modules, such as components of an object time system, in the root segment of an overlaid task
- Using an object library or file of concatenated object modules if many modules are to be linked

In the last two cases, system overhead is also significantly reduced because fewer files must be opened to process the same number of modules.

The number of work file references can be reduced by eliminating unneeded output files and cross-reference processing or by obtaining the short map. In addition, selected files, such as the default system object module library, can usually be excluded from the map. In this case, a full map can be obtained at less frequent intervals and retained.

Try the following procedures to improve work file performance:

- Include RSX directive emulation in the monitor. This allows a 32K Task Builder instead of a 28K Task Builder.
- Increase maximum task size by raising the swap maximum to the maximum of 32K.
- Decrease work file size by using resident run-time systems, concatenated object files, and object libraries.
- Decrease work file size by moving common modules into the root segment of an overlaid task.
- Decrease the number of work file references by eliminating the map and global cross-reference, obtaining the short map, or excluding files from the map.
- Place the work file on the fastest possible device. If the system manager installs a system-wide logical "device:OV", the Task Builder uses a device other than SY: as the work file device.

If the device is a private pack, all accounts of any user wishing to use the Task Builder must be entered on the private pack while the system-wide logical is in effect. Otherwise, a protection violation error occurs for those users without accounts when the Task Builder tries to create its work file.

Again, make sure the device is mounted so users without access privileges will not obtain fatal errors when the Task Builder tries to create its work file.

- Use the CCL/SI:## to increase size to maximum immediately. This may reduce swapping when TKB must increase in size.

E.1.2 Input File Processing

The suggestions for minimizing the size of the work file and number of work file accesses also drastically reduce the amount of input file processing.

A given module can be read up to three times when building the task:

1. To build the symbol table
2. To produce the task image
3. To produce the long map

Files that are excluded from the long map are read only twice. The third pass is completely eliminated for all modules when a short map is requested. So, if you do not need the long map, use the /SH switch (described in Section 9.18) to eliminate the third pass.

Appendix F

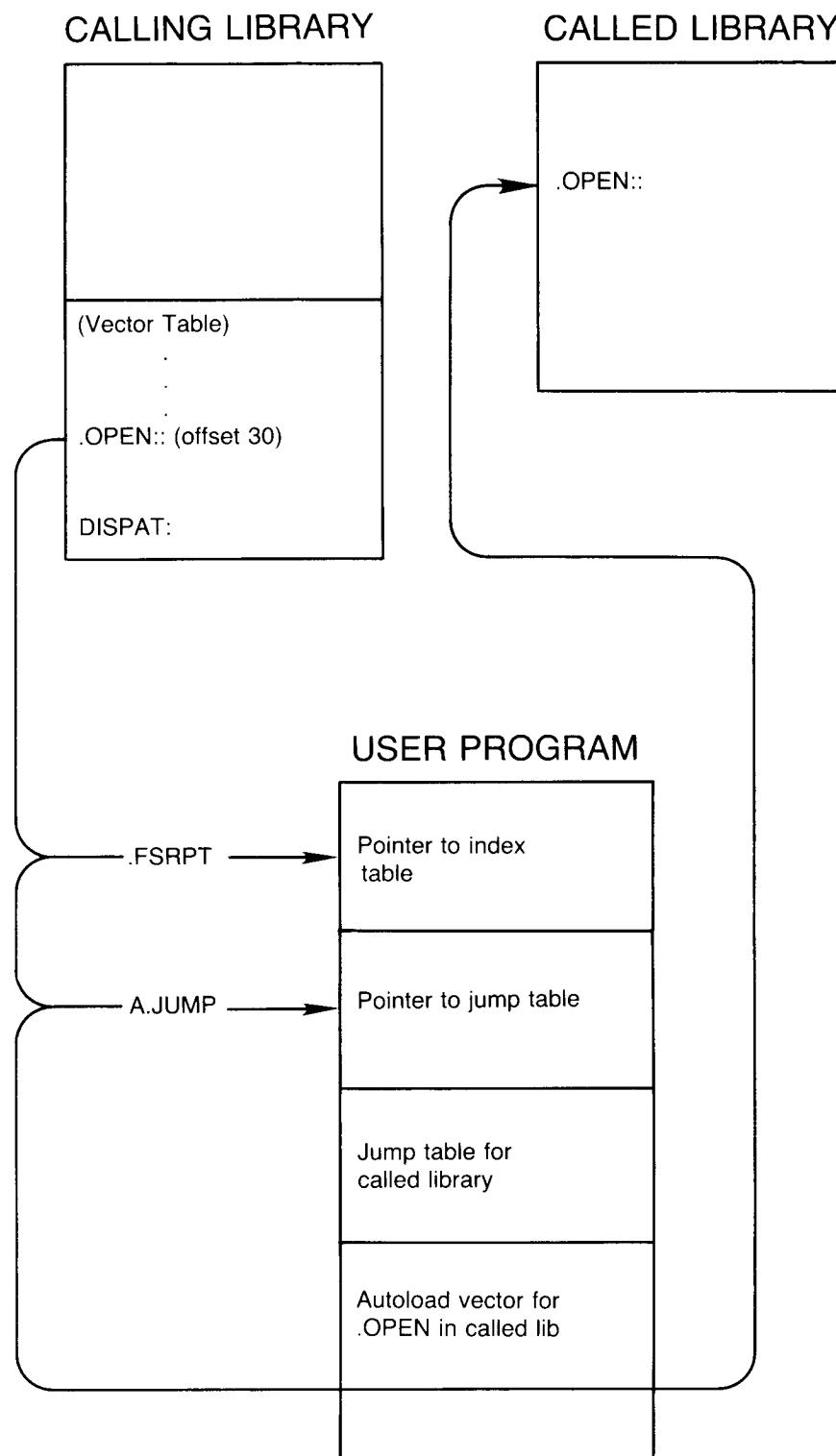
Revectoring Cluster Libraries

This appendix describes some techniques for making calls between resident libraries that may be in the same cluster. A cluster library cannot directly call a routine in another library in the cluster. The general technique involves indirect references, routing calls through the user program in the "low segment," so that control eventually passes through the correct autoload vectors to the desired routine in the called library. Thus, the called library can be loaded from disk and, if necessary, mapped. The called routine is then executed, and eventually control is returned to the calling library.

The approach involves including a "vector table" in the calling library, and a corresponding "jump table" in the user program in the low segment. Ideally, the code necessary for the vector table and jump table would be included in the system library, so this is what our example shows.

The vector table defines as entry points the desired entry points in the called library. Each definition in the calling library defines an offset for the entry point. The offset defines the location in the jump table for the address of the desired autoload vector into the called library. The vector table also includes common dispatch code to transfer control. This code transfers control through the jump table, through the appropriate autoload vector in the user program, to the entry point in the called library (see Figure F-1).

Figure F–1: Overview of How Inter-Cluster-Library Calls Work



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F.1 Sample Vector Table Code

The code below illustrates part of a sample vector table.

```
.OPEN:: MOV      #30,-(SP)          ;PUT OFFSET INTO USER PROGRAM
          BR      DISPAT             ;JUMP TABLE ON THE STACK
          :
          :
DISPAT:  MOV      R0,-(SP)          ;SAVE REGISTER
        MOV      @#.FSRPT,R0         ;GET POINTER TO DATA AREA
        ADD      A,JUMP(R0),2(SP)    ;ADD VECTOR BASE TO OFFSET
        MOV      (SP)+,R0            ;RESTORE REGISTER
        MOV      @(SP)+,-(SP)        ;PICK UP ADDRESS OF TARGET
        JMP      @(SP)+              ;AND TRANSFER TO TARGET
```

In the example above, the code at .OPEN pushes the known offset into the jump table (30) onto the stack and transfers control to dispatch code, common for all the revectored entry points. The code at DISPAT:

1. Pushes the contents of R0 onto the stack, to save it.
2. Moves the address of the base of the data area into R0.
3. Adds the base address of the jump table to the index onto the stack.
4. Restores R0.
5. Puts the address of the desired routine's autoload vector onto the stack.
6. Jumps to the autoload vector for the desired routine (.OPEN).

F.2 GBLXCL and GBLINC Options

In the preceding example, notice that both the calling library and the called library contain an entry point named .OPEN. You must exclude global symbols for such revectored entry points from the calling library's symbol table (.STB) file, or the Task Builder has a hard time figuring out which one to use when the libraries are referenced during a user program's build. To do this, use the GBLXCL option when you are building the calling library.

Another aspect of building the calling library is ensuring that the needed jump tables are built into the user program when the calling library is referenced there. This involves placing the code for the jump tables in the system library, or a library always referenced by the user program, and ensuring that such code is always included in the user program when the calling library is referred to in the user program. You use the GBLINC option in the calling library to do this.

The example below shows the build for the “calling library,” called US1CLS.

```
RUN $TKB
TKB>US1CLS/-HD,US1CLS/CR/-SP/MA,US1CLS=US1LIB.OBJ
TKB>LB:SYSLIB/LB:FCSVEC
TKB>/
ENTER OPTIONS:
TKB>STACK=0
TKB>PAR=US1CLS:140000:4000
TKB>GBLINC=.FCSJT
TKB>GBLXCL=.OPEN
TKB>//
```

The example above shows the vector table (FCSVEC) as a module in the system library. Building such a vector table as part of a commonly used library, such as SYSLIB, makes it easier for more than one library to access the called library.

The GBLINC option shown forces the Task Builder to add a global reference entry for .FCSJT in the library’s .STB file. This ensures that the Task Builder links the jump table modules required by the library into the user program. These modules should be in the system library, or in a library always referenced by the user program. Thus, this forced loading mechanism is invisible to the user.

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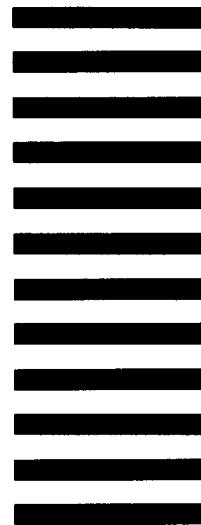
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