



```

000000  TTTTTTTTT  SSSSSSSS  CCCCCCCC  CCCCCCCC  BBBB88888
000000  TTTTTTTTT  SSSSSSSS  CCCCCCCC  CCCCCCCC  BBBB88888
00      00      SS      CC      CC      BB      BB
00      00      SS      CC      CC      BB      BB
00      00      SS      CC      CC      BB      BB
00      00      SS      CC      CC      BB      BB
00      00      SS      CC      CC      BB      BB
00      00      SS      CC      CC      BB      BB
00      00      SS      CC      CC      BB      BB
00      00      SS      CC      CC      BB      BB
00      00      SS      CC      CC      BB      BB
000000  TTT      SSSSSSSS  CCCCCCCC  CCCCCCCC  BBBB88888
000000  TT      SSSSSSSS  CCCCCCCC  CCCCCCCC  BBBB88888

```

```

LL      IIIIII  SSSSSSSS
LL      IIIIII  SSSSSSSS
LL      II     SS
LL      II     SS
LL      II     SS
LL      II     SS
LL      II     SSSSSS
LL      II     SSSSSS
LL      II     SS
LL      II     SS
LL      II     SS
LL      II     SS
LLLLLLLLLLLL  IIIIII  SSSSSSSS
LLLLLLLLLLLL  IIIIII  SSSSSSSS

```

OT  
1-  
.....

:

```

1 0001 0 MODULE OTSS$CCB (
2 0002 0 IDENT = '1-057'
3 0003 0 ) =
4 0004 1 BEGIN
5 0005 1
6 0006 1 *****
7 0007 1 *
8 0008 1 * COPYRIGHT (c) 1978, 1980, 1982, 1984 BY *
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26 0026 1 *
27 0027 1 *****
28 0028 1
29 0029 1 **
30 0030 1 FACILITY: language support library
31 0031 1
32 0032 1 ABSTRACT:
33 0033 1
34 0034 1 This module supports pushing and popping of the CCB, the
35 0035 1 common control block for the I/O part of the RTL. Currently,
36 0036 1 only BASIC uses this module, since FORTRAN does its own
37 0037 1 manipulations.
38 0038 1
39 0039 1 ENVIRONMENT: User mode, AST level or not or mixed
40 0040 1
41 0041 1 AUTHOR: Thomas N. Hastings, CREATION DATE: 01-June-77
42 0042 1
43 0043 1 MODIFIED BY:
44 0044 1
45 0045 1 Thomas N. Hastings, 01-June-77: VERSION 01
46 0046 1 01 - original
47 0047 1 0-26 - Set RMS RAB$V_UIF bit TNH 19-SEP-77
48 0048 1 0-27 - Set RMS RAB$V_TPT bit (truncate on sequential $PUT not at EOF TNH 24-SEP-77
49 0049 1 0-28 - Use FOR$$SIG_NO_LUB since no LUB. TNH 24-SEP-77
50 0050 1 0-30 - Set RAB bits for read-ahead, write-behind, locate mode JMT 21-OCT-77
51 0051 1 0-31 - Use FOR$K_abcnxyz as EXTERNAL LITERALS. TNH 27-Oct-77
52 0052 1 0-32 - Made second arg optional. TNH 9-Nov-77
53 0053 1 0-33 - Use OTSS$ FATINTERR. TNH 01-Dec-77
54 0054 1 0-34 - Clear FAB after call to LIB$GET_VM. TNH 9-Dec-77
55 0055 1 0-35 - Call FOR$$SIG_FATINT. TNH 30-Dec-77
56 0056 1 0-36 - Have CB POP signal FATINT if LUB not active;
57 0057 1 Add routine CB_CND_POP to conditionally pop if LUB active.

```

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58 0058 1 otherwise NO-OP (OTS exit handler calls this). JMT 10-Jan-78
59 0059 1 0-37 - Remove CB_CND_POP; I didn't really want it, anyway... JMT 11-Jan-78
60 0060 1 0-37 - Global register CCB. JMT 8-Apr-78
61 0061 1 0-39 - Change to STARLET library. DGP 20-Apr-78
62 0062 1 0-40 - Change REQUIRE files for VAX system build. DGP 28-Apr-78
63 0063 1 0-41 - Change STARLET to RTLSTARLE to avoid conflicts. DGP 1-May-78
64 0064 1 0-42 - Make JSB linkage. TNH 19-May-78
65 0065 1 0-46 - Use FOR$$GET_VM with new optional 2nd arg. TNH 21-May-78
66 0066 1 0-47 - Remove setting ISB to -1. TNH 30-May-78.
67 0067 1 0-48 - Add sanity check of data base. TNH 10-June-78
68 0068 1 0-49 - Add call to FOR$$SIG_DATCOR. TNH 10-June-78
69 0069 1 0-50 - Add FOR$$CB_GET entry for non-shared access to OTSS$A_CUR_LUB. TNH 2-Aug-78
70 0070 1 0-52 - Fix AST re-entrant timing hole. TNH 9-Aug-78
71 0071 1 0-53 - Change file name to FORCB.B32, and change the names of the
72 0072 1 REQUIRE files similarly. JBS 14-NOV-78
73 0073 1 1-001 - Update version number and copyright notice. JBS 16- .JV-78
74 0074 1 1-002 - Change LUB$B_LUN to LUB$W_LUN. JBS 05-DEC-78
75 0075 1 1-003 - Change REQUIRE file names from FOR... to OTS... JBS 07-DEC-78
76 0076 1 1-004 - Include TNH's version, which uses a bit table to provide
77 0077 1 AST re-entrancy. JBS 11-DEC-78
78 0078 1 1-005 - Remove REQUIRE of OTSMAC; not needed. JBS 11-DEC-78
79 0079 1 1-006 - Add FOR$$CB_NEXT, which gets the next LUN for the CLOSE loop
80 0080 1 in FOROPEN.B32. JBS 11-DEC-78
81 0081 1 1-007 - Fix coding errors in FOR$$CB_NEXT and make OTSS$AA_LUB_TAB
82 0082 1 OWN. JBS 18-DEC-78
83 0083 1 1-008 - Change file and module name to OTSCB and add specialized
84 0084 1 BASIC entry points. This is in preparation for recursive
85 0085 1 I/O. JBS 29-DEC-78
86 0086 1 1-009 - Add BAS$$CB_CLEANUP. JBS 29-DEC-78
87 0087 1 1-010 - Add recursive I/O for BASIC. JBS 08-JAN-1979
88 0088 1 1-011 - Divide into three modules: OTSCCB, FORCB and BASCB. This
89 0089 1 module, OTSCCB, contains the language-independent code.
90 0090 1 JBS 09-JAN-1979
91 0091 1 1-012 - Restore OTSS$A_CUR_LUB and set I/O Active when popping.
92 0092 1 JBS 15-JAN-1979
93 0093 1 1-013 - Fix up some complex cases of popping recursive I/O.
94 0094 1 JBS 15-JAN-1979
95 0095 1 1-014 - Fix an error in calling LIB$STOP. JBS 16-JAN-1979
96 0096 1 1-015 - Push and Pop the RMS timeout field in the RAB. JBS 16-JAN-1979
97 0097 1 1-016 - Use the DEALLOC bit in the LUB to interlock deallocation of
98 0098 1 the LUB/ISB/RAB rather than disabling interrupts, and be
99 0099 1 cleverer in other places so that interrupts need never be
100 0100 1 disabled. JBS 23-JAN-1979
101 0101 1 1-017 - Don't clear OTSS$V_IOINPROG if the LUN we just popped is the same
102 0102 1 unit we just finished using. (This is the most common case
103 0103 1 of recursive I/O.) JBS 24-JAN-1979
104 0104 1 1-018 - But if there is no popped unit, do clear OTSS$V_IOINPROG. (This is
105 0105 1 the most common case of non-recursive I/O!). JBS 24-JAN-1979
106 0106 1 1-019 - Divide into more internal subroutines in an attempt to speed
107 0107 1 up the common pushing and popping cases by avoiding the
108 0108 1 saving of unnecessary registers. JBS 25-JAN-1979
109 0109 1 1-020 - Change linkage for OTS$PUSH_CCB to JSB CB PUSH and for
110 0110 1 OTS$POP_CCB to JSB CB POP. JBS 25-JAN-1979
111 0111 1 1-021 - Clear length of prompt buffer when pushing. JBS 26-JAN-1979
112 0112 1 1-022 - Remove OTS$CLEANUP_IO, we will clean I/O using a stack
113 0113 1 frame instead. JBS 26-JAN-1979
114 0114 1 1-023 - Change to double dollar signs since these entry points are

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115	0115	1	
116	0116	1	not for use by users. JBS 26-JAN-1979
117	0117	1	1-024 - Deallocate the LUN after the LUB/ISB/RAB has been deallocated. Note that OPEN allocates it. JBS 26-JAN-1979
118	0118	1	1-025 - Make the table storage PIC, even though it is used by INSQUE and REMQUE instructions, by initializing it at run time. This requires disabling ASTs during initialization, but it is done only once per image activation. JBS 28-JAN-1979
119	0119	1	
120	0120	1	
121	0121	1	
122	0122	1	1-026 - Rearrange the order of some of the manipulations to make PUSH and POP really AST re-entrant. JBS 29-JAN-1979
123	0123	1	
124	0124	1	1-027 - Make these routines AST reentrant in the face of deallocation at AST level. JBS 31-JAN-1979
125	0125	1	
126	0126	1	1-028 - If LUB\$V_USER_RBUF is set, don't deallocate the record buffer, it belongs to the user! JBS 16-FEB-1979
127	0127	1	
128	0128	1	1-029 - Clear the buddy's buddy pointer, which points to us, when deallocating. JBS 16-FEB-1979
129	0129	1	
130	0130	1	1-030 - Print an error message if the ISB overlaps the LUB. This can happen if the LUB is extended but the ISB is not edited to reflect it. JBS 21-MAR-1979
131	0131	1	
132	0132	1	
133	0133	1	1-031 - Initialize LUB\$Q_BFA_QUEUE. JBS 05-APR-1979
134	0134	1	1-032 - Don't free the file name string unless it has been allocated in virtual memory. JBS 10-APR-1979
135	0135	1	
136	0136	1	1-033 - Don't free the record buffer unless it has been allocated. JBS 10-APR-1979
137	0137	1	
138	0138	1	1-034 - Free the compiled format, if allocated. SBL 27-Apr-1979
139	0139	1	1-035 SBL1035 - Set ISB\$W_FMT_LEN to zero on allocation. SBL 4-May-79
140	0140	1	1-036 - Change CASE off result of REMQUE to match what is actually given by that function. SBL 9-May-1979
141	0141	1	
142	0142	1	1-037 - Change required file name to OTSS\$CCBREQ so as not to conflict with this module at system build time. SBL 10-May-1979
143	0143	1	
144	0144	1	1-038 - Move clearing of ISB\$W_FMT_LEN to allocation stage. SBL 14-May-1979
145	0145	1	1-039 - Fix bug in compiled format deallocation. SBL 15-May-1979
146	0146	1	1-040 - Fix another one. Length must be passed as address of a word!
147	0147	1	1-041 - We overlooked the REMQUE in DEALLOCATE. SBL 17-May-1979 So, we have to construct a temp. SBL 17-May-1979
148	0148	1	
149	0149	1	1-042 - Clear ISB\$W_FMT_LEN during PUSH, so that POP won't try to deallocate the format prematurely. JBS 29-MAY-1979
150	0150	1	
151	0151	1	1-043 - Set up LUB\$A_BUDDY_PTR during allocate. JBS 30-MAY-1979
152	0152	1	1-044 - Make much of the data structure global so it can be referenced directly by FOR\$CCB. JBS 28-JUN-1979
153	0153	1	
154	0154	1	1-J45 - Do an RMS \$WAIT if there is I/O active on the unit we are starting. JBS 25-JUL-1979
155	0155	1	
156	0156	1	1-046 - Don't make OTSS\$ IO_ACTIVE global. JBS 26-JUL-1979
157	0157	1	1-047 - Save the prompt buffer only if it really is a prompt buffer. If it is a key buffer, the key may be in read-only storage. JBS 09-AUG-1979
158	0158	1	
159	0159	1	
160	0160	1	1-048 - Move the global parts of the data base to OTSS\$CCB_DATA so this module need not be loaded if only FORTRAN programs are in the image. JBS 16-AUG-1979
161	0161	1	
162	0162	1	
163	0163	1	1-049 - Return CCB as 0 from POP to indicate deallocation. JBS 17-AUG-1979
164	0164	1	1-050 - Correct an error in a comment. JBS 10-SEP-1979
165	0165	1	1-051 - When deallocating, LUB\$A_BUF_BEG points to the buffer; in locate mode, LUB\$A_RBUF_ADR may point to RMS space. JBS 13-SEP-1979
166	0166	1	
167	0167	1	1-052 - Remove the references to ISB\$W_FMT_LEN; now done in FORCB. JBS 18-SEP-1979
168	0168	1	
169	0169	1	1-053 - Remove references to LUB\$Q_BFA_QUEUE; no longer used. JBS 18-SEP-1979
170	0170	1	
171	0171	1	1-054 - Correct a minor typo. JBS 24-OCT-1979

```

: 172      0172 1 : 1-055 - Use the new UBF cell in the LUB. JBS 13-NOV-1979
: 173      0173 1 : 1-056 - Don't initialize LUB table entries in use by FORTRAN. JBS 14-JAN-1980
: 174      0174 1 : 1-057 - Take out clearing of RAB$B_P$Z (put it in BAS$IO_BEG)
: 175      0175 1 : -- to make locality consistent. FM 4-SEP-1980
: 176      0176 1 : --
: 177      0177 1 :
: 178      0178 1 : <BLF/PAGE>
```

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180 0179 1 |
181 0180 1 | SWITCHES:
182 0181 1 |
183 0182 1 |
184 0183 1 | SWITCHES ADDRESSING_MODE (EXTERNAL = GENERAL, NONEXTERNAL = WORD_RELATIVE);
185 0184 1 |
186 0185 1 |
187 0186 1 | LINKAGES:
188 0187 1 |
189 0188 1 |
190 0189 1 | REQUIRE 'RTLIN:OTSLNK'; | Define LINKAGEs
191 0618 1 |
192 0619 1 |
193 0620 1 | TABLE OF CONTENTS:
194 0621 1 |
195 0622 1 |
196 0623 1 | FORWARD ROUTINE
197 0624 1 | INITIALIZE : NOVALUE, | Set up the LUB table and the active queue
198 0625 1 | PUSH_FAKE : CALL_CCB, | Push fake record
199 0626 1 | PUSH_ACTIVE : CALL_CCB, | Push active LUB
200 0627 1 | ALLOCATE : CALL_CCB, | Allocate LUB/ISB/RAB
201 0628 1 | OTSS$PUSH_CCB : JSB_CCB PUSH, | Get the CCB, push old use of it
202 0629 1 | DEALLOCATE : CALL_CCB NOVALUE, | Deallocate LUB/ISB/RAB
203 0630 1 | POP_ACTIVE : CALL_CCB NOVALUE, | Pop active LUN
204 0631 1 | OTSS$POP_CCB : JSB_CCB_POP NOVALUE; | Restore old use of CCB
205 0632 1 |
206 0633 1 |
207 0634 1 | INCLUDE FILES:
208 0635 1 |
209 0636 1 |
210 0637 1 | REQUIRE 'RTLML:OTSISB'; | get length of ISB
211 0805 1 |
212 0806 1 | REQUIRE 'RTLML:OTSLUB'; | get length of LUB
213 0946 1 |
214 0947 1 | REQUIRE 'RTLIN:RTLPSECT'; | Define DECLARE_PSECTs macro
215 1042 1 |
216 1043 1 | REQUIRE 'RTLIN:OTSCCBREQ'; | Define interface to OTSS$PUSH_CCB
217 1141 1 |
218 1142 1 | LIBRARY 'RTLSTARLE'; | STARLET library for macros and symbols
219 1143 1 |
220 1144 1 |
221 1145 1 | MACROS:
222 1146 1 |
223 1147 1 |
224 1148 1 | MACRO
225 M 1149 1 | TEST_LUB_ISB =
226 M 1150 1 | +
227 M 1151 1 | Give an error message if the ISB and the LUB overlap. Try to make the
228 M 1152 1 | message explicit enough to tell the maintainer exactly what to do, since
229 M 1153 1 | it will print only when the RTL is being modified by someone who does not
230 M 1154 1 | know about the LUB-ISB dependency, and therefore may need a lot of hand-
231 M 1155 1 | holding.
232 M 1156 1 | -
233 M 1157 1 |
234 M 1158 1 | %IF (LUB$K_NEG_BLN NEQ ISB$K_NEG_LUB)
235 M 1159 1 | %THEN
236 M 1160 1 |

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237 M 1161 1 COMPILETIME
238 M 1162 1 VAL1 = -ISB$K_NEG_LUB,
239 M 1163 1 VAL2 = -LUB$K_NEG_BLN;
240 M 1164 1
241 M 1165 1 %ERROR (' LUB$K_NEG_BLN is not equal to ISB$K_NEG_LUB.',
242 M 1166 1 ' This probably means that the LUB has been extended',
243 M 1167 1 ' without editing the ISB to allow for it. Please edit file OTSISB.MDL, making the -F,B,',
244 M 1168 1 %NUMBER (VAL1), ' be -F,B,', %NUMBER (VAL2))
245 M 1169 1 %FI
246 M 1170 1
247 M 1171 1 %;
248 M 1172 1
249 M 1173 1
250 M 1174 1 EQUATED SYMBOLS:
251 M 1175 1
252 M 1176 1
253 M 1177 1 LITERAL
254 M 1178 1 K_TOTAL_CCB_LEN = LUB$K_LUB_LEN + ISB$K_ISB_LEN + RAB$C_BLN; ! length of LUB+ISB+RAB
255 M 1179 1
256 M 1180 1
257 M 1181 1 PSECT DECLARATIONS:
258 M 1182 1
259 M 1183 1 DECLARE_PSECTS (OTS); ! declare PSECTS for OTSS facility
260 M 1184 1
261 M 1185 1 OWN STORAGE:
262 M 1186 1
263 M 1187 1 +
264 M 1188 1 The following quadword is the header of the I/O active queue. Items
265 M 1189 1 are manipulated on this queue using the INSQUE and REMQUE instructions.
266 M 1190 1 -
267 M 1191 1
268 M 1192 1 OWN
269 M 1193 1 OTSSQ_IO_ACTIVE : VECTOR [2];
270 M 1194 1
271 M 1195 1
272 M 1196 1 EXTERNAL REFERENCES:
273 M 1197 1
274 M 1198 1
275 M 1199 1 EXTERNAL ROUTINE
276 M 1200 1 LIB$GET_VM, ! Allocate virtual memory
277 M 1201 1 LIB$FREE_VM, ! Deallocate virtual memory
278 M 1202 1 LIB$STOP : NOVALUE, ! Signal a fatal error
279 M 1203 1 OTSS$FREE_LUN; ! Deallocate a LUN
280 M 1204 1
281 M 1205 1 EXTERNAL LITERAL
282 M 1206 1 OTSS_FATINTERR : UNSIGNED (%BPVAL); ! condition value for FATAL INTERNAL ERROR
283 M 1207 1
284 M 1208 1 ! IN RUN-TIME LIBRARY error.
285 M 1209 1 +
286 M 1210 1 The following externals represent the global part of the CCB
287 M 1211 1 data base.
288 M 1212 1 -
289 M 1213 1
290 M 1214 1 EXTERNAL
291 M 1215 1 OTSS$V_CCB_INIT : VOLATILE, ! True if INIT done
292 M 1216 1 OTSS$A_LUB_TAB : VOLATILE OTSS$LUB_TAB ST !
293 M 1217 1 [-LUB$K_ILUN_MIN + LUB$K_LUN_MAX + T, LUB$K_ILUN_MIN], ! Pointers to CCBs

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: 294      1218 1      OTSS$V_IOINPROG : VOLATILE BITVECTOR,      ! True if LUN has I/O active
: 295      1219 1      OTSS$A_CUR_LUB,      ! The current LUB
: 296      1220 1      OTSS$L_CUR_LUN,      ! The current logical unit
: 297      1221 1      OTSS$L_LVL_CTR;      ! -1 = ILDE, 0 = 1 I/O in progress.
: 298      1222 1
: 299      1223 1      BUILTIN
: 300      1224 1      INSQUE,      ! Insert an item in a queue
: 301      1225 1      REMQUE,      ! Remove an item from a queue
: 302      1226 1      TESTBITSS,      ! Test bit, set it, return true if it was set.
: 303      1227 1      TESTBITCC;      ! Test bit, clear it, return true if it was clear.
: 304      1228 1
: 305      1229 1      !<BLF/PAGE>
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307 1230 1 | +
308 1231 1 | The following field set represents an item pushed onto the
309 1232 1 | I/O Active list. It contains the ISB, the prompt buffer, the
310 1233 1 | current size of the prompt buffer, and the timeout value from
311 1234 1 | the RAB.
312 1235 1 | -
313 1236 1 |
314 1237 1 | FIELD
315 1238 1 |   PUSH_ITEM =
316 1239 1 |   SET
317 1240 1 |     PUSH$A_NEXT = [0, 0, %BPVAL, 0],      ! Next item
318 1241 1 |     PUSH$A_PREV = [4, 0, %BPVAL, 0],      ! Previous item
319 1242 1 |     PUSH$L_STS = [8, 0, %BPVAL, 0],       ! RMS status
320 1243 1 |     PUSH$L_STV = [12, 0, %BPVAL, 0],      ! RMS extra status
321 1244 1 |     PUSH$W_LUN = [16, 0, 16, 1],          ! Logical unit number
322 1245 1 |     PUSH$B_PSZ = [18, 0, 8, 0],           ! Prompt buffer size
323 1246 1 |     PUSH$B_TMO = [19, 0, 8, 0],          ! The RMS timeout value
324 1247 1 |     PUSH$V_IO_ACT = [20, 0, 1, 0],        ! The I/O Active flag
325 1248 1 |     PUSH$V_FARE = [20, 1, 1, 0],          ! The "fake" flag
326 1249 1 |     PUSH$V_PMT = [20, 2, 1, 0],           ! Set if there is a prompt buffer.
327 1250 1 |     PUSH$T_PROMPT = [21, 0, 0, 0],        ! The prompt buffer
328 1251 1 |     PUSH$X_ISB = [LUB$K_PBUF_SIZ + 21, 0, 0, 0] ! The ISB
329 1252 1 |     TES;
330 1253 1 |
331 1254 1 | LITERAL
332 1255 1 |   PUSH$K_LENGTH = 21 + LUB$K_PBUF_SIZ + ISB$K_ISB_LEN;      ! Number of bytes to allocate
333 1256 1 |

```

```

335 1257 1 ROUTINE INITIALIZE : NOVALUE =          ! Set up OWN storage
336 1258 1
337 1259 1
338 1260 1
339 1261 1
340 1262 1
341 1263 1
342 1264 1
343 1265 1
344 1266 1
345 1267 1
346 1268 1
347 1269 1
348 1270 1
349 1271 1
350 1272 1
351 1273 1
352 1274 1
353 1275 1
354 1276 1
355 1277 1
356 1278 1
357 1279 1
358 1280 1
359 1281 1
360 1282 1
361 1283 1
362 1284 1
363 1285 1
364 1286 1
365 1287 1
366 1288 1
367 1289 1
368 1290 1
369 1291 1
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377 1299 2
378 1300 2
379 1301 2
380 1302 2
381 1303 2
382 1304 2
383 1305 2
384 1306 2
385 1307 2
386 1308 2
387 1309 2
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ROUTINE INITIALIZE : NOVALUE = ! Set up OWN storage

++  
FUNCTIONAL DESCRIPTION:

Set up the LUB table, I/O Active queue and OTSS\$L\_CUR\_LUN.  
The LUB table and I/O active queue must be set up at run time  
because they must be initialized with addresses, and this  
cannot be done at link time or they will cease to be position  
independent. They must be initialized with addresses because  
they are used by INSQUE and REMQUE to avoid disabling ASTs.

CALLING SEQUENCE:

IF (NOT .OTSS\$V\_CCB\_INIT) THEN INITIALIZE ();

FORMAL PARAMETERS:

NONE

IMPLICIT INPUTS:

OTSS\$AA\_LUB\_TAB  
OTSS\$Q\_IO\_ACTIVE  
OTSS\$V\_IOINPROG  
OTSS\$L\_CUR\_LUN

IMPLICIT OUTPUTS:

OTSS\$AA\_LUB\_TAB  
OTSS\$Q\_IO\_ACTIVE  
OTSS\$V\_IOINPROG  
OTSS\$L\_CUR\_LUN  
OTSS\$V\_CCB\_INIT

SIDE EFFECTS:

NONE

--

BEGIN

LOCAL

++  
The following cell keeps track of whether or not ASTs were disabled  
when we were called.

--  
AST\_STATUS;

++  
First disable ASTs. Then, if the initialization has not yet been  
done, do it. The initialization will have been done if an AST went  
off between the test of OTSS\$V\_CCB\_INIT and this point.

--  
AST\_STATUS = \$SETAST (ENBFLG = 0);

IF ( NOT .OTSS\$V\_CCB\_INIT)

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THEN
  BEGIN
    + We must do the initialization. First set the LUB table to be empty.
    + Note that LUBs in use by FORTRAN are not touched. FORTRAN leaves the
    + first longword non-zero for entries it is using.
    -
    INCR LUN FROM LUB$K_ILUN_MIN TO LUB$K_LUN_MAX DO
      IF (.OTSS$AA_LUB_TAB [.LUN, 0] EQ 0) THEN
        OTSS$AA_LUB_TAB [.LUN, 0] = OTSS$AA_LUB_TAB [.LUN, 1] = OTSS$AA_LUB_TAB [.LUN, 0];
    +
    + Now make the I/O active queue empty.
    -
    OTSS$Q_IO_ACTIVE [0] = OTSS$Q_IO_ACTIVE [1] = OTSS$Q_IO_ACTIVE [0];
    +
    + Mark that the initialization has been done, so it won't be done again.
    -
    OTSS$V_CCB_INIT = 1;
    END;
    +
    + If ASTs were enabled at entry, re-enable them.
    -
    IF (.AST_STATUS EQL SS$_WASSET) THEN $SETAST (ENBFLG = 1);
    RETURN;
    END;

```

! of routine INITIALIZE

```

.TITLE OTSS$CCB
.IDENT \1-057\

.PSECT _OTSS$DATA,NOEXE, PIC,2

00000 OTSS$Q_IO_ACTIVE:
.BLK 8

.EXTRN LIB$GET_VM, LIB$FREE_VM
.EXTRN LIB$STOP, OTSS$FREE_LUN
.EXTRN OTSS$FAT_INTERR, OTSS$V_CCB_INIT
.EXTRN OTSS$AA_LUB_TAB
.EXTRN OTSS$V_JOINPROG
.EXTRN OTSS$A_CUR_LUB, OTSS$L_CUR_LUN
.EXTRN OTSS$L_LVL_CTR, SYS$SETAST

.PSECT _OTSS$CODE,NOWRT, SHR, PIC,2

```

```

003C 00000 INITIALIZE:
55 00000000G 00 9E 00002 .WORD Save R2,R3,R4,R5
54 00000000G 00 9E 00009 MOVAB SYS$SETAST, R5
53 00000000' EF 9E 00010 MOVAB OTSS$V_CCB_INIT, R4
7E D4 00017 CLRL -(SP)
65 01 FB 00019 CALLS #1, SYS$SETAST

```

```

: 1257
:
: 1311
:

```

	31		64	E8	0001C		BLBS	OTSS\$V_CCB_INIT, 3\$	:	1313
	51		08	CE	0001F		MNEGL	#8, LUN	:	1322
	52	00000000G0041	7E	00022	1\$:		MOVAQ	OTSS\$AA_LUB_TAB+64[LUN], R2	:	1323
			62	D5	0002A		TSTL	(R2)	:	
			0D	12	0002C		BNEQ	2\$	:	
		00000000G0041	7F	0002E			PUSHAQ	OTSS\$AA_LUB_TAB+68[LUN]	:	1324
	9E		52	D0	00035		MOVL	R2, @(SP)+	:	
	62		52	D0	00038		MOVL	R2, (R2)	:	
DF	51	00000077	8F	F3	0003B	2\$:	AOBLEQ	#119, LUN, 1\$	:	1323
	51		63	9E	00043		MOVAB	OTSS\$IO_ACTIVE, R1	:	1329
	04		51	D0	00046		MOVL	R1, OTSS\$IO_ACTIVE+4	:	
	63		51	D0	0004A		MOVL	R1, OTSS\$IO_ACTIVE	:	
	64		01	D0	0004D		MOVL	#1, OTSS\$V_CCB_INIT	:	1333
	09		50	D1	00050	3\$:	CMPL	AST_STATUS, #9	:	1340
			05	12	00053		BNEQ	4\$	:	
			01	DD	00055		PUSHL	#1	:	
	65		01	FB	00057		CALLS	#1, SYS\$SETAST	:	
			04	0005A	4\$:		RET		:	1343

: Routine Size: 91 bytes, Routine Base: \_OTSS\$CODE + 0000

```

: 423 1344 1 ROUTINE PUSH_FAKE : CALL_CCB = ! Push a "fake" active record
: 424 1345 1
: 425 1346 1 !++
: 426 1347 1 FUNCTIONAL DESCRIPTION:
: 427 1348 1
: 428 1349 1 Push onto the I/O Active queue a place holder. This is to
: 429 1350 1 satisfy POP_ACTIVE when we can't actually push the CCB.
: 430 1351 1
: 431 1352 1 CALLING SEQUENCE:
: 432 1353 1
: 433 1354 1 CALL PUSH_FAKE ();
: 434 1355 1
: 435 1356 1 FORMAL PARAMETERS:
: 436 1357 1
: 437 1358 1 NONE
: 438 1359 1
: 439 1360 1 IMPLICIT INPUTS:
: 440 1361 1
: 441 1362 1 OTSS$Q_IO_ACTIVE
: 442 1363 1 OTSS$L_CUR_LUN
: 443 1364 1
: 444 1365 1 IMPLICIT OUTPUTS:
: 445 1366 1
: 446 1367 1 OTSS$Q_IO_ACTIVE Holds previous I/O on this LUN
: 447 1368 1
: 448 1369 1 SIDE EFFECTS:
: 449 1370 1
: 450 1371 1 Calls LIB$GET_VM to get virtual memory.
: 451 1372 1 --
: 452 1373 1
: 453 1374 2 BEGIN
: 454 1375 2
: 455 1376 2 EXTERNAL REGISTER
: 456 1377 2 CCB : REF BLOCK [, BYTE];
: 457 1378 2
: 458 1379 2 LOCAL
: 459 1380 2 !+
: 460 1381 2 Declare the pointer to the block to push.
: 461 1382 2 -
: 462 1383 2 PUSH : REF BLOCK [PUSH$K_LENGTH, BYTE] FIELD (PUSH_ITEM),
: 463 1384 2 LUN;
: 464 1385 2
: 465 1386 2 LUN = .OTSS$L_CUR_LUN;
: 466 1387 2 !+
: 467 1388 2 Get virtual memory to hold the fake activation record.
: 468 1389 2 -
: 469 1390 3 BEGIN
: 470 1391 3
: 471 1392 3 LOCAL
: 472 1393 3 GET_VM_RESULT;
: 473 1394 3
: 474 1395 3 GET_VM_RESULT = LIB$GET_VM (%REF (PUSH$K_LENGTH), PUSH);
: 475 1396 3
: 476 1397 3 IF ( NOT .GET_VM_RESULT) THEN RETURN (OTSS$K_PUSH_FAIL);
: 477 1398 3
: 478 1399 2 END;
: 479 1400 2 !+

```

```

: 480      1401 2 | Copy the old LUN into the fake record, and mark it as fake.
: 481      1402 |
: 482      1403 |   PUSH [PUSH$W_LUN] = .LUN;
: 483      1404 |   PUSH [PUSH$V_FAKE] = 1;
: 484      1405 |
: 485      1406 | + Put this item on the I/O Active List.
: 486      1407 |
: 487      1408 |   INSQUE (.PUSH, OTSS$Q_IO_ACTIVE);
: 488      1409 |
: 489      1410 | + We also set OTSS$L_CUR_LUN to LUB$K_LUN_MAX+1 to prevent an
: 490      1411 |   AST from pushing that [UB again. An extra push before this point
: 491      1412 |   does not cause any harm (only wastes a little time).
: 492      1413 |
: 493      1414 |   OTSS$L_CUR_LUN = LUB$K_LUN_MAX + 1;
: 494      1415 |   RETURN (OTSS$K_PUSH_OK);
: 495      1416 |   END;
                                     ! of routine PUSH_FAKE

```

```

                                000C 00000 PUSH_FAKE:
                                .WORD   Save R2,R3
                                MOVAB   OTSS$L_CUR_LUN, R3
                                SUBL2   #8, SP
                                MOVL   OTSS$L_CUR_LUN, LUN
                                PUSHAB  PUSH
                                MOVZWL #289, 4(SP)
                                PUSHAB  4(SP)
                                CALLS   #2, LIB$GET_VM
                                BLBS    GET_VM_RESULT, 1$
                                MOVL   #3, R0
                                RET
                                MOVL   PUSH, R0
                                MOVW   LUN, 16(R0)
                                BISB2  #2, 20(R0)
                                INSQUE  (R0), OTSS$Q_IO_ACTIVE
                                MOVZBL #120, OTSS$C_CUR_LUN
                                MOVL   #1, R0
                                RET

```

53	00000000G	00	9E	00002	:	1344
5E		08	C2	00007	:	
52		63	D0	0000C	:	1386
	04	AE	9F	0000F	:	1395
04	AE	0121	8F	3C 00012	:	
		04	AE	9F 00018	:	
00000000G	00	02	FB	0001B	:	
	04	50	E8	00022	:	1397
	50	03	D0	00025	:	
		04	00028	:		
	50	04	AE	D0 00029	1\$:	1403
10	A0	52	B0	0002D	:	
14	A0	C2	88	00031	:	1404
00000000'	EF	60	0E	00035	:	1408
	63	78	8F	9A 0003C	:	1414
	50	01	D0	00040	:	1415
		04	00043	:		1416

; Routine Size: 68 bytes. Routine Base: \_OTSS\$CODE + 005B

```

497 1417 1 ROUTINE PUSH_ACTIVE (LOGICAL_UNIT,          ! The new LUN
498 1418 1     RECURSIVE_IO                          ! True if really recursive I/O
499 1419 1     ) : CALL_CCB =
500 1420 1
501 1421 1
502 1422 1
503 1423 1
504 1424 1
505 1425 1
506 1426 1
507 1427 1
508 1428 1
509 1429 1
510 1430 1
511 1431 1
512 1432 1
513 1433 1
514 1434 1
515 1435 1
516 1436 1
517 1437 1
518 1438 1
519 1439 1
520 1440 1
521 1441 1
522 1442 1
523 1443 1
524 1444 1
525 1445 1
526 1446 1
527 1447 1
528 1448 1
529 1449 1
530 1450 1
531 1451 1
532 1452 1
533 1453 1
534 1454 1
535 1455 2
536 1456 2
537 1457 2
538 1458 2
539 1459 2
540 1460 2
541 1461 2
542 1462 2
543 1463 2
544 1464 2
545 1465 2
546 1466 2
547 1467 2
548 1468 2
549 1469 2
550 1470 2
551 1471 2
552 1472 2
553 1473 2

```

ROUTINE PUSH\_ACTIVE (LOGICAL\_UNIT, RECURSIVE\_IO) : CALL\_CCB =

++  
FUNCTIONAL DESCRIPTION:

Place the ISB, etc. of the currently active logical unit on the I/O Active queue so that another I/O statement may be started. The I/O statement to be started may be on the same or another logical unit as the one being interrupted. When the new I/O statement is complete the old one will be continued, so the I/O active queue has a first-in-first-out discipline.

CALLING SEQUENCE:

RESULT = CALL PUSH\_ACTIVE (LUN, RECURSIVE\_IO);

FORMAL PARAMETERS:

LOGICAL\_UNIT.rl.v           The new LUN  
RECURSIVE\_IO.rl.v           True if this LUN was already active

IMPLICIT INPUTS:

OTSS\$AA LUB\_TAB  
OTSS\$Q IO\_ACTIVE  
OTSS\$L\_CUR\_LUN

IMPLICIT OUTPUTS:

OTSS\$Q\_IO\_ACTIVE           Holds previous I/O on this LUN

SIDE EFFECTS:

--  
Calls LIB\$GET\_VM to get virtual memory.

--  
BEGIN

EXTERNAL REGISTER  
CCB : REF BLOCK [, BYTE];

LOCAL

!+  
Declare the pointer to the block to push.

--  
PUSH : REF BLOCK [PUSH\$K\_LENGTH, BYTE] FIELD (PUSH\_ITEM);

!+  
If there is no need to push anything, push a fake activation record to satisfy POP\_ACTIVE.

--  
IF (.OTSS\$L\_CUR\_LUN GTR LUB\$K\_LUN\_MAX) THEN RETURN (PUSH\_FAKE ());

!+  
++



```

554 1474 2 Check for this being an AST between the clearing of OTSS$V IOINPROG
555 1475 2 and the setting of OTSS$L_CUR_LUN to LUB$K_LUN_MAX + 1. If it
556 1476 2 is we cannot push the CCB, since, with RECURSIVE_IO clear,
557 1477 2 OTSS$V_IOINPROG will be cleared before the call to POP_ACTIVE,
558 1478 2 and we might try to pop into a deallocated CCB.
559 1479 2
560 1480 2
561 1481 2 IF ((.OTSS$L_CUR_LUN EQL .LOGICAL_UNIT) AND ( NOT .RECURSIVE_IO)) THEN RETURN (PUSH_FAKE ());
562 1482 2
563 1483 2 CCB = .OTSS$AA_LUB_TAB [.OTSS$L_CUR_LUN, 0];
564 1484 2
565 1485 2 + If the queue is empty then the deallocation code has removed the LUB
566 1486 2 from the LUB table but has not yet popped OTSS$L_CUR_LUN. Since
567 1487 2 the deallocation code will finish its deallocation no matter what
568 1488 2 we do here we need not push anything. If any I/O is tried to this
569 1489 2 LUN it will create a new LUB. The recursive flag may be set
570 1490 2 needlessly, but that will only cause a problem in languages which
571 1491 2 do not support recursive I/O, and, actually, the higher I/O has not
572 1492 2 quite finished yet, so that is OK.
573 1493 2
574 1494 2
575 1495 2 IF (.CCB EQLA OTSS$AA_LUB_TAB [.OTSS$L_CUR_LUN, 0]) THEN RETURN (PUSH_FAKE ());
576 1496 2
577 1497 2 +
578 1498 2 The LUB is still allocated, do some consistency checks.
579 1499 2 We cannot check OTSS$AA_CUR_LUB since we may be in an AST that
580 1500 2 occurred after the update of OTSS$AA_CUR_LUB but before OTSS$L_CUR_LUN.
581 1501 2
582 1502 2 CCB = .CCB + (.CCB - CCB [LUB$Q_QUEUE]);
583 1503 2
584 1504 2 IF (.CCB [LUB$W_LUN] NEQ .OTSS$L_CUR_LUN) THEN LIB$STOP (OTSS_FATINTERR);
585 1505 2
586 1506 2 +
587 1507 2 Get virtual memory to hold the old ISB, etc.
588 1508 2
589 1509 2 BEGIN
590 1510 2
591 1511 2 LOCAL
592 1512 2 GET_VM_RESULT;
593 1513 2
594 1514 2 GET_VM_RESULT = LIB$GET_VM (%REF (PUSH$K_LENGTH), PUSH);
595 1515 2
596 1516 2 IF ( NOT .GET_VM_RESULT) THEN RETURN (OTSS$K_PUSH_FAIL);
597 1517 2
598 1518 2 END;
599 1519 2 +
600 1520 2 Make sure there is no RMS I/O active on the RAB.
601 1521 2
602 1522 2
603 1523 2 IF (.RECURSIVE_IO) THEN $WAIT (RAB = .CCB);
604 1524 2
605 1525 2 +
606 1526 2 Copy the ISB and a few other things that need to be preserved
607 1527 2 over recursive I/O into the block we just allocated.
608 1528 2
609 1529 2 CH$MOVE (ISB$K_ISB_LEN, .CCB - ISB$K_ISB_LEN - LUB$K_LUB_LEN, PUSH [PUSH$X_ISB]);
610 1530 2 PUSH [PUSH$V_PMT] = .CCB [RAB$V_PMT];

```

```

611 1531
612 1532
613 1533
614 1534
615 1535
616 1536
617 1537
618 1538
619 1539
620 1540
621 1541
622 1542
623 1543
624 1544
625 1545
626 1546
627 1547
628 1548
629 1549
630 1550
631 1551
632 1552
633 1553
634 1554
635 1555
636 1556
637 1557
638 1558
639 1559
640 1560
641 1561
642 1562
643 1563
644 1564

```

```

IF (.PUSH [PUSH$V_PMT])
THEN
  BEGIN
    CH$MOVE (.CCB [RAB$B_PSZ], .CCB [RAB$L_PBF], PUSH [PUSH$T_PROMPT]);
    PUSH [PUSH$B_PSZ] = .CCB [RAB$B_PSZ];
    END;

    PUSH [PUSH$B_TMO] = .CCB [RAB$B_TMO];
    PUSH [PUSH$L_STS] = .CCB [RAB$L_STS];
    PUSH [PUSH$L_STV] = .CCB [RAB$L_STV];
    PUSH [PUSH$V_IO_ACT] = .CCB [LUB$V_IO_ACTIVE];
    PUSH [PUSH$V_FAKE] = 0;

    + Record the logical unit number so that POP_ACTIVE knows where to
    + restore this item when it is popped.
    PUSH [PUSH$W_LUN] = .CCB [LUB$W_LUN];

    + Put this item on the I/O Active list.
    INSQUE (.PUSH, OTSS$Q_IO_ACTIVE);

    + That LUB is no longer the active one, mark it so.
    CCB [LUB$V_IO_ACTIVE] = 0;

    + We also set OTSS$L_CUR_LUN to LUB$K_LUN_MAX+1 to prevent an
    + AST from pushing that LUB again. An extra push before this point
    + does not cause any harm (only wastes a little time).
    OTSS$L_CUR_LUN = LUB$K_LUN_MAX + 1;
    RETURN (OTSS$K_PUSH_OK);
  END;

```

! of routine PUSH\_ACTIVE

.EXTRN SYSSWAIT

00FC 0000 PUSH_ACTIVE:							
				.WORD	Save R2,R3,R4,R5,R6,R7	: 1417	
				MOVAB	OTSS\$L_CUR_LUN, R7		
				SUBL2	#8, SP		
00000077	8F	67	D1 0000C	CMP	OTSS\$L_CUR_LUN, #119	: 1471	
		1D	14 00013	BGTR	2\$		
04	AC	67	D1 00015	CMP	OTSS\$L_CUR_LUN, LOGICAL_UNIT	: 1481	
		04	12 00019	BNEQ	1\$		
	13	08	AC E9 0001B	BLBC	RECURSIVE IO, 2\$		
	50		67 D0 0001F	1\$:	MOVL	OTSS\$L_CUR_LUN, R0	: 1483
	50	00000000G00	40 7E 00022	MOVAQ	OTSS\$A_LUB_TAB+64(R0), R0		
	5B		60 D0 0002A	MOVL	(R0), CCB		
	50		5B D1 0002D	CMP	CCB, R0	: 1495	
			05 12 00030	BNEQ	3\$		
	86	AF	00 FB 00032	2\$:	CALLS	#0, PUSH_FAKE	
			04 00036	RET			
50	5B	5B	C3 00037	3\$:	SUBL3	CCB, CCB, R0	: 1502
	5B	58 A04B	9E 0003B	MOVAB	88(R0)[CCB], CCB		

67	C6	AB		10	00	EC	00040	CMPV	#0, #16, -58(CCB), OTSS\$L_CUR_LUN	1504
					0D	13	00046	BEQL	4\$	
			00000000G	00	8F	DD	00048	PUSHL	#OTSS\$ FATINTERR	
				04	01	FB	0004E	CALLS	#1, LIB\$STOP	
				04	AE	9F	00055	PUSHAB	PUSH	1514
			04	AE	0121	8F	3C	MOVZWL	#289, 4(SP)	
				04	AE	9F	0005E	PUSHAB	4(SP)	
			00000000G	00	02	FB	00061	CALLS	#2, LIB\$GET_VM	
				04	50	EB	00068	BLBS	GET_VM_RESULT, 5\$	1516
				50	03	DO	0006B	MOVL	#3, R0	
				09		04	0006E	RET		
				08	AC	E9	0006F	BLBC	RECURSIVE_IO, 6\$	1523
					5B	DD	00073	PUSHL	CCB	
			00000000G	00	01	FB	00075	CALLS	#1, SYSS\$WAIT	
				56	04	AE	DO	MOVL	PUSH, R6	1529
				01	00BC	8F	28	MOV3	#188, -288(CCB), 101(R6)	
14	50	65	FEE0	01	06	EF	00089	EXTZV	#6, #1, 7(CCB), R0	1530
	A6	07		02	50	FO	0008F	INSV	R0, #2, #1, 20(R6)	
				02	02	E1	00095	BBC	#2, 20(R6), 7\$	1532
				50	34	AB	9A	MOVZBL	52(CCB), R0	1535
		15	30	50	50	28	0009E	MOV3	R0, #48(CCB), 21(R6)	
			12		AB	90	000A4	MOVB	52(CCB), 18(R6)	1536
			13		AB	90	000A9	MOVB	31(CCB), 19(R6)	1539
			08		AB	7D	000AE	MOVB	8(CCB), 8(R6)	1540
				01	01	EF	000B3	EXTZV	#1, #1, -4(CCB), R0	1542
14	50	FC		00	50	FO	000B9	INSV	R0, #0, #1, 20(R6)	
	A6			02	02	8A	000BF	BICB2	#2, 20(R6)	1543
			14	A6		AB	80	MOVW	-58(CCB), 16(R6)	1548
			10	A6	C6	0E	000C8	INSQUE	(R6), OTSS\$Q_IO_ACTIVE	1552
			00000000	EF		02	8A	BICB2	#2, -4(CCB)	1556
			FC	AB		02	8A	MOVZBL	#120, OTSS\$L_CUR_LUN	1562
				67	78	8F	9A	MOVL	#1, R0	1563
				50		01	DO	RET		1564
						04	000DA			

; Routine Size: 219 bytes. Routine Base: \_OTSS\$CODE + 009F

```

646 1565 1 ROUTINE ALLOCATE (LOGICAL_UNIT) : CALL_CCB = ! Allocate LUB/ISB/RAB
647 1566 1
648 1567 1
649 1568 1
650 1569 1
651 1570 1
652 1571 1
653 1572 1
654 1573 1
655 1574 1
656 1575 1
657 1576 1
658 1577 1
659 1578 1
660 1579 1
661 1580 1
662 1581 1
663 1582 1
664 1583 1
665 1584 1
666 1585 1
667 1586 1
668 1587 1
669 1588 1
670 1589 1
671 1590 1
672 1591 1
673 1592 1
674 1593 1
675 1594 1
676 1595 1
677 1596 2
678 1597 2
679 1598 2
680 1599 2
681 1600 2
682 1601 2
683 1602 2
684 1603 2
685 1604 2
686 1605 2
687 1606 2
688 1607 2
689 1608 2
690 1609 2
691 1610 2
692 1611 2
693 1612 2
694 1613 2
695 1614 2
696 1615 2
697 1616 2
698 1617 2
699 1618 2
700 1619 2
701 1620 2
702 1621 3

```

ROUTINE ALLOCATE (LOGICAL\_UNIT) : CALL\_CCB = ! Allocate LUB/ISB/RAB

++  
FUNCTIONAL DESCRIPTION:  
Allocate the LUB/ISB/RAB for this logical unit, watching out for  
ASTs which may do the allocation as we are running.

CALLING SEQUENCE:  
CALL ALLOCATE (.LOGICAL\_UNIT)

FORMAL PARAMETERS:  
LOGICAL\_UNIT.rl.v The logical unit number for this CCB

IMPLICIT INPUTS:  
OTSS\$AA\_LUB\_TAB

IMPLICIT OUTPUTS:  
OTSS\$AA\_LUB\_TAB  
CCB

SIDE EFFECTS:  
Calls LIB\$GET\_VM to get virtual memory.  
May call LIB\$FREE\_VM to free that same virtual memory.

--

BEGIN

EXTERNAL REGISTER  
CCB : REF BLOCK [, BYTE];

LOCAL  
INSQUE\_ADDR, ! Address for INSQUE instruction  
REMQUE\_ADDR, ! Address for REMQUE instruction  
CCB\_ADDR; ! Address of the allocated CCB

++  
Test the definitions of the LUB and ISB for consistency. This is  
purely a compile-time test; it generates no code.

TEST\_LUB\_ISB;

++  
We must allocate. This case is a little complex since an AST may  
allocate the LUB. We handle this by preparing the LUB and then  
checking to see if an AST allocated one. If so, we deallocate ours.

--

BEGIN

LOCAL  
GET\_VM\_RESULT;

GET\_VM\_RESULT = LIB\$GET\_VM (%REF (K\_TOTAL\_CCB\_LEN), CCB\_ADDR);

703 1622  
704 1623  
705 1624  
706 1625  
707 1626  
708 1627  
709 1628  
710 1629  
711 1630  
712 1631  
713 1632  
714 1633  
715 1634  
716 1635  
717 1636  
718 1637  
719 1638  
720 1639  
721 1640  
722 1641  
723 1642  
724 1643  
725 1644  
726 1645  
727 1646  
728 1647  
729 1648  
730 1649  
731 1650  
732 1651  
733 1652  
734 1653  
735 1654  
736 1655  
737 1656  
738 1657  
739 1658  
740 1659  
741 1660  
742 1661  
743 1662  
744 1663  
745 1664  
746 1665  
747 1666  
748 1667  
749 1668  
750 1669  
751 1670  
752 1671  
753 1672  
754 1673  
755 1674  
756 1675  
757 1676  
758 1677  
759 1678

```

IF ( NOT .GET_VM_RESULT) THEN RETURN (OTSS$K_PUSH_FAIL);

END;

+
Clear the newly allocated LUN and RAB (but not ISB). Adjust the
contents of the control block pointer (CCB) so that it points to
the beginning of the RAB. (The ISB and LUB precede the RAB using
negative offsets with respect to register CCB.)
Set the unit number in the newly allocated LUB.
-
CCB = .CCB_ADDR;
CH$FILL (0, LUB$K_LUB_LEN + RAB$C_BLN, .CCB + ISB$K_ISB_LEN);
CCB = .CCB + ISB$K_ISB_LEN + LUB$K_LUB_LEN;
CCB [LUB$W_LUN] = .LOGICAL_UNIT;

+
Initialize RAB to constants which never change.
Block ID, block length, and bit to make $PUT do $UPDATE if
record exists. Also truncate on sequential $PUT not at EOF.
Note: TPT bit depends on FOP TRN bit being set in order to take effect.
Set read-ahead, write-behind and locate mode for GETs.
-
CCB [RAB$B_BID] = RAB$C_BID;
CCB [RAB$B_BLN] = RAB$C_BLN;
CCB [RAB$V_UIF] = 1;
CCB [RAB$V_TPT] = 1;
CCB [RAB$V_RAH] = 1;
CCB [RAB$V_WBH] = 1;
CCB [RAB$V_LOC] = 1;

+
Set up LUB$A_BUDDY_PTR. If this CCB is not its own buddy, this
field will be changed during open.
-
CCB [LUB$A_BUDDY_PTR] = .CCB;

+
See if an AST has allocated this LUB/RAB/ISB while we were preparing
ours above. If so, we use the allocated one. If the LUB was
allocated by an AST it cannot have I/O active, since the AST must
complete any I/O it starts. In spite of this, it cannot be
deallocated because we have OTSS$V_IOINPROG set for the LUN.
-
INSQUE_ADDR = OTSS$AA_LUB_TAB [.LOGICAL_UNIT, 1];

IF ( NOT INSQUE (CCB [LUB$Q_QUEUE], ..INSQUE_ADDR))
THEN
BEGIN
+
This CCB is not the first in the queue, which means that an AST
has allocated one and put it in the queue before us. Remove ours
and deallocate it. We will use the LUB previously on the queue.
-
REMQUE_ADDR = OTSS$AA_LUB_TAB [.LOGICAL_UNIT, 1];

CASE (REMQUE (..REMQUE_ADDR, CCB)) FROM 0 TO 3 OF
SET
[2] :

```

```

760 1679
761 1680
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799 1718
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802 1721
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809 1728
810 1729
811 1730

```

```

+
- Somebody removed the other entry. This should never happen.
  LIB$STOP (OTSS_FATINTERR);
  [3] :
+
- The queue was empty. This is unreasonable because OTSS$V_IOINPROG is set.
  LIB$STOP (OTSS_FATINTERR);
  [0] :
+
- All is well. We can now free the CCB we just removed.
  It had better be the one we allocated.
  IF ((.CCB + (.CCB - CCB [LUB$Q_QUEUE])) NEQA (.CCB_ADDR + ISB$K_ISB_LEN + LUB$K_LUB_LEN))
  THEN
    LIB$STOP (OTSS_FATINTERR);
  [INRANGE, OTRANGE] :
+
- This should never happen; the only possible values from the REMQUE
  function are 0, 2 and 3.
  LIB$STOP (OTSS_FATINTERR);
  TES;
+
- Now free the LUB we allocated.
  BEGIN
  LOCAL
  FREE_VM_STATUS;
  FREE_VM_STATUS = LIB$FREE_VM (%REF (K_TOTAL_CCB_LEN), CCB_ADDR);
  IF ( NOT .FREE_VM_STATUS) THEN LIB$STOP (OTSS_FATINTERR);
  END;
+
- Now fetch the CCB address. It must still be there because of
  OTSS$V_IOINPROG.
  CCB = .OTSS$AA_LUB_TAB [.LOGICAL_UNIT, 0];
  CCB = .CCB + (.CCB - CCB [LUB$Q_QUEUE]);
  END;
  RETURN (OTSS$K_PUSH_OK);
  END;

```

! of routine ALLOCATE

01FC 00000 ALLOCATE:

		58	00000000G	00	9E	00002	.WORD	Save R2,R3,R4,R5,R6,R7,R8	1565		
		57	00000000G	8F	D0	00009	MOVAB	LIB\$STOP, R8			
		56	00000000G	00	9E	00010	MOVL	#OTSS\$FAINTERR, R7			
		5E	00000000G	00	9E	00017	MOVAB	OTSS\$AA_LUB_TAB+68, R6			
				08	C2	00017	SUBL2	#8, SP			
				04	AE	9F	PUSHAB	CCB_ADDR	1621		
	04		AE	0164	8F	3C	MOVZWL	#356, 4(SP)			
					AE	9F	PUSHAB	4(SP)			
		00000000G		00	02	FB	CALLS	#2, LIB\$GET_VM			
				C4	50	E8	BLBS	GET_VM_RESULT, 1\$	1623		
				50	03	D0	MOVL	#3, RO			
					04	00033	RET				
				5B	04	AE	MOVL	CCB_ADDR, CCB	1633		
00A8	8F			00	6E	00	MOVCS	#0, (SP), #0, #168, 188(CCB)	1634		
						00BC	CB	0003F			
						0120	CB	9E	MOVAB	288(R11), CCB	1635
						04	AC	B0	MOVW	LOGICAL_UNIT, -58(CCB)	1636
						4401	8F	B0	MOVW	#17409, (CCB)	1644
						04	AB	9E	MOVAB	4(CCB), RO	1646
						00010612	8F	C8	BISL2	#67090, (RO)	1650
						04	5B	D0	MOVL	CCB, -72(CCB)	1655
						04	AC	D0	MOVL	LOGICAL_UNIT, RO	1663
						6640	7E	00064	MOVAQ	OTSS\$AA_LUB_TAB+68[RO], INSQUE_ADDR	
						AB	AB	0E	INSQUE	-88(CCB), @0(INSQUE_ADDR)	1665
						6C	13	0006D	BEQL	7\$	
						04	AC	D0	MOVL	LOGICAL_UNIT, RO	1673
						6640	7E	00073	MOVAQ	OTSS\$AA_LUB_TAB+68[RO], REMQUE_ADDR	
						00	B1	0F	REMQUE	@0(REMQUE_ADDR), CCB	1675
						50	DC	0007B	MOVPSL	RO	
						02	01	EF	EXTZV	#1, #2, RO, RO	
50	50					03	50	CF	CASEL	RO, #0, #3	
0021	0021					0021	000A	00086	.WORD	3\$-2\$,-	
										4\$-2\$,-	
										4\$-2\$,-	
										4\$-2\$	
						17	11	0008E	BRB	4\$	1688
						5B	C3	00090	SUBL3	CCB, CCB, RO	1696
						51	A04B	9E	MOVAB	88(RO)[CCB], R1	
						50	04	AE	ADDL3	#288, CCB_ADDR, RO	
						50		51	CMP	R1, RO	
						05	13	000A5	BEQL	5\$	
						57	DD	000A7	PUSHL	R7	1698
						68	01	FB	CALLS	#1, LIB\$STOP	
						04	AE	9F	PUSHAB	CCB_ADDR	1716
						04	8F	3C	MOVZWL	#356, 4(SP)	
						04	AE	9F	PUSHAB	4(SP)	
						00000000G	00	02	CALLS	#2, LIB\$FREE_VM	
						05	50	E8	BLBS	FREE_VM_STATOS, 6\$	1718
							57	DD	PUSHL	R7	
						68	01	FB	CALLS	#1, LIB\$STOP	
						50	04	AC	MOVL	LOGICAL_UNIT, RO	1725
							FC	A640	PUSHAQ	OTSS\$AA_LUB_TAB+64[RO]	
						5B	9E	D0	MOVL	@(SP)+, CCB	
						5B	5B	C3	SUBL3	CCB, CCB, RO	1726
						5B	58	A04B	MOVAB	88(RO)[CCB], CCB	
						50	01	D0	MOVL	#1, RO	1729

OTSS\$CCB  
1-057

K 7  
16-Sep-1984 01:22:30  
14-Sep-1984 12:39:38

VAX-11 Bliss-32 V4.0-742  
[LIBRTL.SRC]OTSS\$CCB.B32;1

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(7)

04 000DE

RET

; 1730

; Routine Size: 223 bytes, Routine Base: \_OTSS\$CODE + 017A

; 812 1731 1

OTS  
1-C

; F

; 1



```

814 1732 1 GLOBAL ROUTINE OTSS$PUSH_CCB (           ! Get a CCB, pushing old
815 1733 1     LOGICAL_UNIT                          ! Logical unit for this CCB
816 1734 1 ) : JSR_CB_POSH =
817 1735 1
818 1736 1
819 1737 1
820 1738 1
821 1739 1
822 1740 1
823 1741 1
824 1742 1
825 1743 1
826 1744 1
827 1745 1
828 1746 1
829 1747 1
830 1748 1
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832 1750 1
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834 1752 1
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845 1763 1
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858 1776 2
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860 1778 2
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863 1781 2
864 1782 2
865 1783 2
866 1784 2
867 1785 2
868 1786 2
869 1787 2
870 1788 2

```

GLOBAL ROUTINE OTSS\$PUSH\_CCB ( ! Get a CCB, pushing old  
LOGICAL\_UNIT ! Logical unit for this CCB  
) : JSR\_CB\_POSH =  
  
\*\*  
FUNCTIONAL DESCRIPTION:  
Load register CCB with a pointer to the LUB/ISB/RAB for this  
logical unit. If no LUB has been allocated, allocate one.  
If there is already I/O active push down the old ISB, etc.  
POP\_ACTIVE will restore it. We already know that this LUN is  
not in use by FORTRAN.  
  
CALLING SEQUENCE:  
CALL OTSS\$PUSH\_CCB (logical\_unit.rl.v)  
  
FORMAL PARAMETERS:  
logical\_unit.rl.v Logical unit - identifies CCB  
  
IMPLICIT INPUTS:  
OTSS\$V\_CCB\_INIT  
OTSS\$AA\_LUB\_TAB  
OTSS\$Q\_IO\_ACTIVE  
  
IMPLICIT OUTPUTS:  
CCB Set to adr. of allocated LUB/ISB/RAB  
OTSS\$Q\_IO\_ACTIVE Holds previous I/O on this LUN  
OTSS\$AA\_LUB\_TAB Set to adr. of allocated LUB/ISB/RAB  
for logical\_unit  
LUB\$W\_LUN Set to logical\_unit  
LUB\$V\_IO\_ACTIVE Set to indicate active I/O  
OTSS\$V\_CCB\_INIT Always set to 1.  
  
SIDE EFFECTS:  
May call LIB\$GET\_VM to get virtual memory.  
In unusual cases, may call LIB\$FREE\_VM to free virtual memory.  
The first time entered, calls INITIALIZE, which disables ASTs.  
--  
BEGIN  
EXTERNAL REGISTER  
CCB : REF BLOCK [, BYTE];  
LOCAL  
RECURSIVE\_IO: ! =1 if we are doing recursive I/O  
  
\*  
If this is the first entry, call INITIALIZE to set up OWN storage.  
Note that PUSH\_CCB must be entered before POP\_CCB, so this is the  
first reference to this data base, except for FORTRAN, which is checked  
for in INITIALIZE.

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:-
IF ( NOT .OTSS$V_CCB_INIT) THEN INITIALIZE ();

+
Count the level counter. This must be done before the OTSS$V_IOINPROG
bit is set, otherwise an AST could find the OTSS$V_IOINPROG bit set but
level counter -1, which would mean that the PUSH and POP routines
would not be called and OTSS$V_IOINPROG would get cleared by the AST.
-
OTSS$L_LVL_CTR = .OTSS$L_LVL_CTR + 1;

+
Mark that this LUN has I/O active so that its LUB (if it has one yet)
will not be deallocated. If it was already active, remember that.
-
RECURSIVE_IO = (TESTBITSS (OTSS$V_IOINPROG [.LOGICAL_UNIT - LUB$K_ILUN_MIN]));

+
If I/O is currently active, push the presently active unit.
-
IF (.OTSS$L_LVL_CTR NEQ 0)
THEN
BEGIN
LOCAL
PUSH_RESULT;

PUSH_RESULT = PUSH_ACTIVE (.LOGICAL_UNIT, .RECURSIVE_IO);

IF (.PUSH_RESULT NEQ OTSS$K_PUSH_OK) THEN RETURN (.PUSH_RESULT);

END;

+
Allocate the LUB/ISB/RAB if necessary. If an AST allocates it we
must release ours. Note that, because OTSS$V_IOINPROG is set, if an
AST allocates the LUB it will not be deallocated.
-
CCB = .OTSS$AA_LUB_TAB [.LOGICAL_UNIT, 0];

IF (.CCB NEQA OTSS$AA_LUB_TAB [.LOGICAL_UNIT, 0])
THEN
BEGIN

+
The CCB is already allocated. Adjust register CCB to point to it.
-
CCB = .CCB + (.CCB - CCB [LUB$Q_QUEUE]);
END
ELSE
BEGIN
LOCAL
ALLOCATE_RESULT;

ALLOCATE_RESULT = ALLOCATE (.LOGICAL_UNIT);

IF (.ALLOCATE_RESULT NEQ OTSS$K_PUSH_OK) THEN RETURN (.ALLOCATE_RESULT);

```

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928 1846
929 1847
930 1848
931 1849
932 1850
933 1851
934 1852
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941 1859
942 1860
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946 1864
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3
END;
+
Set OTSS$L_CUR_LUN to be the current logical unit number. This is
the cell that controls pushing.
-
OTSS$L_CUR_LUN = .LOGICAL_UNIT;
+
Mark this LUB as being the active one, and, if it is participating
in recursive I/O, mark that, too.
-
CCB [LUB$V_IO_ACTIVE] = 1;
CCB [ISB$V_RECURSIVE] = .RECURSIVE_IO;
+
Set OTSS$A_CUR_LUB to point to the new current LUB.
-
OTSS$A_CUR_LUB = .CCB;
+
Initialize the STTM_STAT field of the ISB. We clear these bits so
that the initialization routines at UDF and REC levels can set them
if necessary (unusual) or do nothing to have them cleared.
-
CCB [ISB$V_P_FORM_CH] = 0;
CCB [ISB$V_DOLLAR] = 0;
CCB [ISB$V_USER_ELEM] = 0;
CCB [ISB$V_SLASH] = 0;
CCB [ISB$V_LAST_REC] = 0;
CCB [ISB$V_DE_ENCODE] = 0;
CCB [ISB$V_LIS_HEAP] = 0;
+
When we set OTSS$V_IOINPROG we tested it to see if I/O was already active
on this LUN. If it was we must return this information to our
caller because some languages do not permit recursive I/O.
-
IF (.RECURSIVE_IO) THEN RETURN (OTSS$K_PUSH_ACT);
RETURN (OTSS$K_PUSH_OK);
END;
! End of routine OTSS$PUSH_CCB

```

		52	DD	00000	OTSS\$PUSH_CCB::		
					PUSHL	R2	1732
	5E	04	C2	00002	SUBL2	#4, SP	
		52	DD	00005	PUSHL	R2	
	05	00000000G	00	E8	00007	BLBS	OTSS\$V_CCB_INIT, 1\$
	FD94	CF	00	FB	0000E	CALLS	#0, INITIACIZE
		00000000G	00	D6	00013	1\$: INCL	OTSS\$L_LVL_CTR
	52	6E	08	C1	00019	ADDL3	#8, LOGICAL_UNIT, R2
			50	D4	0001D	CLRL	R0
	02	00000000G	00	52	E3	0001F	BBCS
			50	D6	00027	INCL	R0
	04	AE	50	D0	00029	2\$: MOVL	R0, RECURSIVE_IO
							1791
							1799
							1804

		00000000G	00	D5	0002D	TSTL	OTSS\$L_LVL_CTR	1809
			10	13	00033	BEQL	3\$	
			04	AE	DD 00035	PUSHL	RECURSIVE_IO	1816
			04	AE	DD 00038	PUSHL	LOGICAL_UNIT	
	FE06	CF	02	FB	00038	CALLS	#2, PUSR_ACTIVE	
		01	50	D1	00040	CMPL	PUSH_RESULT, #1	1818
			52	12	00043	BNEQ	7\$	
		50	00000000G0042	7E	00045	3\$: MOVAQ	OTSS\$AA_LUB_TAB[R2], R0	1827
		5B	60	D0	0004D	MOVL	(R0), CCB	
		50	5B	D1	00050	CMPL	CCB, R0	1829
			0B	13	00053	BEQL	4\$	
	50	5B	5B	C3	00055	SUBL3	CCB, CCB, R0	1835
		5B	58	A04B	9E 00059	MOVAB	88(R0)[CCB], CCB	
			0C	11	0005E	BRB	5\$	1829
			6E	DD	00060	4\$: PUSHL	LOGICAL_UNIT	1843
	FEBA	CF	01	FB	00062	CALLS	#1, ALLOCATE	
		01	50	D1	00067	CMPL	ALLOCATE_RESULT, #1	1845
			2B	12	0006A	BNEQ	7\$	
		00000000G	00	6E	D0 0006C	5\$: MOVL	LOGICAL_UNIT, OTSS\$L_CUR_LUN	1853
		FC	AB	02	88 00073	BISB2	#2, -4(CCB)	1858
			50	AB	9E 00077	MOVAB	-106(CCB), R0	1859
	01	A0	01	00	00	INSV	RECURSIVE_IO, #0, #1, 1(R0)	
		00000000G	00	04	AE F0 0007B	MOYL	CCB, OTSS\$A_CUR_LUB	1863
				5B	D0 00082	CLRB	(R0)	1875
			05	04	AE E9 0008B	BLBC	RECURSIVE_IO, 6\$	1882
			50	02	D0 0008F	MOVL	#2, R0	
				03	11 00092	BRB	7\$	
			50	01	D0 00094	6\$: MOVL	#1, R0	1884
			5E	08	C0 00097	7\$: ADDL2	#8, SP	1885
				04	BA 0009A	POPR	#*M<R2>	
				05	0009C	RSB		

: Routine Size: 157 bytes, Routine Base: \_OTSS\$CODE + 0259

: 968 1886 1

```

: 970 1887 1 ROUTINE DEALLOCATE : CALL_CCB NOVALUE = ! Deallocate LUB/ISB/RAB
: 971 1888 1
: 972 1889 1
: 973 1890 1 ++
: 974 1891 1 FUNCTIONAL DESCRIPTION:
: 975 1892 1 Deallocate the LUB/ISB/RAB for this logical unit, including
: 976 1893 1 the allocated structures attached to it. Also, deallocate the
: 977 1894 1 LUN.
: 978 1895 1
: 979 1896 1 CALLING SEQUENCE:
: 980 1897 1 CALL DEALLOCATE ()
: 981 1898 1
: 982 1899 1 FORMAL PARAMETERS:
: 983 1900 1 NONE
: 984 1901 1
: 985 1902 1 IMPLICIT INPUTS:
: 986 1903 1 OTSS$AA_LUB_TAB
: 987 1904 1 CCB
: 988 1905 1
: 989 1906 1 IMPLICIT OUTPUTS:
: 990 1907 1 OTSS$AA_LUB_TAB
: 991 1908 1 CCB
: 992 1909 1
: 993 1910 1 SIDE EFFECTS:
: 994 1911 1
: 995 1912 1 Calls LIB$FREE_VM to free virtual memory.
: 996 1913 1
: 997 1914 1 --
: 998 1915 1
: 999 1916 1
: 1000 1917 1
: 1001 1918 1 BEGIN
: 1002 1919 2
: 1003 1920 2 EXTERNAL REGISTER
: 1004 1921 2 CCB : REF BLOCK [, BYTE];
: 1005 1922 2
: 1006 1923 2 LOCAL
: 1007 1924 2 REMQUE_ADDR, ! Address for REMQUE instruction
: 1008 1925 2 CCB_ADDR : REF BLOCK [0, BYTE],
: 1009 1926 2 BUDDY_CCB : REF BLOCK [0, BYTE],
: 1010 1927 2 LUN;
: 1011 1928 2
: 1012 1929 2
: 1013 1930 2 ++
: 1014 1931 2 We now deallocate the LUB/ISB/RAB. An AST will not deallocate under
: 1015 1932 2 us because it will find OTSS$V_IOINPROG set at PUSH time, and will
: 1016 1933 2 therefore set ISB$V_RECURSIVE so as not to clear OTSS$V_IOINPROG at POP
: 1017 1934 2 time or deallocate the LUB.
: 1018 1935 2
: 1019 1936 2 REMQUE_ADDR = OTSS$AA_LUB_TAB [.CCB [LUB$W_LUN], 0];
: 1020 1937 2
: 1021 1938 2 CASE (REMQUE (..REMQUE_ADDR, CCB_ADDR)) FROM 0 TO 3 OF
: 1022 1939 2 SET
: 1023 1940 2
: 1024 1941 2 [0, 3] :
: 1025 1942 2 ++
: 1026 1943 2 ! Zero means that there was more than one entry in the queue.

```

```

1027 1944 This implies that we have done a CLOSE in an AST which went off after
1028 1945 the INSQUE but before the compensating REMQUE in PUSH_CCB.
1029 1946 This should never happen because ISBSV_RECURSIVE
1030 1947 will be set in this case.
1031 1948
1032 1949 Three implies that there is nothing in the queue.
1033 1950 This means that an AST deallocated the LUB, which should not happen
1034 1951 because of the ISBSV_RECURSIVE test.
1035 1952
1036 1953 LIB$STOP (OTSS_FATINTERR);
1037 1954
1038 1955 [2] :
1039 1956
1040 1957 The queue is now empty. This is correct. We can now free the LUB.
1041 1958 Note that PUSH_CCB will allocate a new LUB if an AST goes off to it
1042 1959 here, and will carefully not push the LUB we are deallocating.
1043 1960 First perform a consistency check.
1044 1961
1045 1962
1046 1963 IF (.CCB_ADDR + (.CCB_ADDR - CCB_ADDR [LUB$Q_QUEUE]) NEQA .CCB) THEN LIB$STOP (OTSS_FATINTERR);
1047 1964
1048 1965 [INRANGE, OTRANGE] :
1049 1966
1050 1967 This should never happen. The only possible values of REMQUE are
1051 1968 0, 2 and 3.
1052 1969
1053 1970 LIB$STOP (OTSS_FATINTERR);
1054 1971 TES;
1055 1972
1056 1973
1057 1974 Since the LUB/ISB/RAB can no longer be used, clear its OTSS$V_IOINPROG
1058 1975 bit. An AST after this point will not indicate recursive I/O.
1059 1976
1060 1977
1061 1978 IF (TESTBITCC (OTSS$V_IOINPROG [.CCB [LUB$W_LUN] - LUB$K_ILUN_MIN])) THEN LIB$STOP (OTSS_FATINTERR);
1062 1979
1063 1980
1064 1981 Clear this LUN's buddy's buddy pointer, which points to us.
1065 1982
1066 1983 BUDDY_CCB = .CCB [LUB$A_BUDDY_PTR];
1067 1984
1068 1985 IF (.BUDDY_CCB NEQA 0) THEN BUDDY_CCB [LUB$A_BUDDY_PTR] = 0;
1069 1986
1070 1987
1071 1988 Free the record buffer if we allocated it.
1072 1989
1073 1990
1074 1991 IF (( NOT .CCB [LUB$V_USER_RBUF]) AND (.CCB [LUB$A_UBF] NEQA 0))
1075 1992 THEN
1076 1993 BEGIN
1077 1994 LOCAL
1078 1995 FREE_VM_STATUS;
1079 1996
1080 1997 FREE_VM_STATUS = LIB$FREE_VM (%REF (.CCB [LUB$W_RBUF_SIZE]), CCB [LUB$A_UBF]);
1081 1998
1082 1999 IF ( NOT .FREE_VM_STATUS) THEN LIB$STOP (OTSS_FATINTERR);
1083 2000

```

```

1084 2001
1085 2002     END;
1086 2003
1087 2004
1088 2005     !+ Free the file name string, if it is allocated.
1089 2006     !-
1090 2007
1091 2008     IF (.CCB [LUB$V_VIRT_RSN])
1092 2009     THEN
1093 2010         BEGIN
1094 2011
1095 2012             LOCAL
1096 2013                 FREE_VM_STATUS;
1097 2014
1098 2015                 FREE_VM_STATUS = LIB$FREE_VM (%REF (.CCB [LUB$B_RSL]), CCB [LUB$A_RSN]);
1099 2016
1100 2017                 IF ( NOT .FREE_VM_STATUS) THEN LIB$STOP (OTSS$_FATINTERR);
1101 2018
1102 2019                 CCB [LUB$V_VIRT_RSN] = 0;
1103 2020                 END;
1104 2021
1105 2022     !+ Free the prompt buffer, if there is one.
1106 2023     !-
1107 2024
1108 2025         BEGIN
1109 2026
1110 2027             LOCAL
1111 2028                 FREE_VM_STATUS;
1112 2029
1113 2030             IF ((.CCB [RAB$L_PBF] NEQA 0) AND (.CCB [RAB$V_PMT]))
1114 2031             THEN
1115 2032                 BEGIN
1116 2033                     FREE_VM_STATUS = LIB$FREE_VM (%REF (LUB$K_PBUF_SIZ), CCB [RAB$L_PBF]);
1117 2034
1118 2035                     IF ( NOT .FREE_VM_STATUS) THEN LIB$STOP (OTSS$_FATINTERR);
1119 2036
1120 2037                     END;
1121 2038
1122 2039             END;
1123 2040
1124 2041     !+ Remember the logical unit number, since we will need it in a minute.
1125 2042     !-
1126 2043         LUN = .CCB [LUB$W_LUN];
1127 2044
1128 2045     !+ Now, at last, we can free the CCB itself.
1129 2046     !-
1130 2047         BEGIN
1131 2048
1132 2049             LOCAL
1133 2050                 FREE_VM_STATUS;
1134 2051
1135 2052                 FREE_VM_STATUS = LIB$FREE_VM (%REF (K_TOTAL_CCB_LEN), %REF (.CCB - ISB$K_ISB_LEN - LUB$K_LUB_LEN));
1136 2053
1137 2054                 IF ( NOT .FREE_VM_STATUS) THEN LIB$STOP (OTSS$_FATINTERR);
1138 2055
1139 2056                 END;
1140 2057     !+

```

```

: 1141
: 1142
: 1143
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: 1145
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: 1150
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: 1160
    
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2077
    
```

```

2 : Since the CCB points to deallocated storage, clear register CCB so
: that, if anybody refers to it, we will get an access violation.
:
: CCB = 0;
:
: *
: If the user's program is still running (i.e., if we are not in the
: exit handler) then the user must have done an explicit CLOSE to cause
: this LUB to be deallocated. In that case we must clear the LUN
: allocation so he can do another OPEN on this same logical unit.
: Note that LUNs less than zero do not have allocation bits since they
: cannot be opened explicitly by the user.
:
: IF (.LUN GEQ 0)
: THEN
:
:     IF ( NOT OTSS$FREE_LUN (LUN)) THEN LIB$STOP (OTSS$_FATINTERR);
:
: RETURN;
: END;
    
```

! of routine DEALLOCATE

003C 00000 DEALLOCATE:

55	00000000G	00	9E	00002	.WORD	Save R2,R3,R4,R5	1887
54	00000000G	00	9E	00009	MOVAB	LIB\$FREE_VM, R5	
53	00000000G	8F	D0	00010	MOVAB	LIB\$STOP, R4	
5E		0C	C2	00017	MOVL	#OTSS\$_FATINTERR, R3	
50		AB	32	0001A	SUBL2	#12, SP	
51	00000000G00	40	7E	0001E	CVTWL	-58(CCB), R0	1936
52		B1	0F	00026	MOVAQ	OTSS\$AA LUB TAB+64[R0], REMQUE_ADDR	
		50	DC	0002A	REMQUE	@(REMQUE_ADDR), CCB_ADDR	1938
50		02	01	EF	MOVPSL	R0	
0018		00	50	CF	EXTZV	#1, #2, R0, R0	
		0018	0018	00031	CASEL	R0, #0, #3	
				00035	.WORD	3\$-1\$,-	
						3\$-1\$,-	
						2\$-1\$,-	
						3\$-1\$	
			0E	11	BRB	3\$	1953
		50	52	C3	SUBL3	CCB_ADDR, CCB_ADDR, R0	1963
			50	9E	MOVAB	88(R0)[CCB_ADDR], R0	
			58	A042	CMP	R0, CCB	
				D1	BEQL	4\$	
				13	PUSHL	R3	
				DD	CALLS	#1, LIB\$STOP	
		64	01	FB	CVTWL	-58(CCB), R0	1978
		50	C6	AB	ADDL2	#8, R0	
		50		08	BBSC	R0, OTSS\$V_IOINPROG, 5\$	
	05 00000000G	00	50	E4	PUSHL	R3	
				DD	CALLS	#1, LIB\$STOP	
		64	01	FB	MOVL	-72(CCB), BUDDY_CCB	1983
		50	B8	AB	BEQL	6\$	1985
				D0	CLRL	-72(BUDDY_CCB)	
				13	TSTR	-1(CCB)	1991
			B8	A0			
			FF	AB			
				D4			
				95			
				0006F			



			18	19	00072	BLSS	7\$	
		9C	AB	D5	00074	TSTL	-100(CCB)	
			16	13	00077	BEQL	7\$	
		9C	AB	9F	00079	PUSHAB	-100(CCB)	1998
08	AE	D2	AB	3C	0007C	MOVZWL	-46(CCB), 8(SP)	
		08	AE	9F	00081	PUSHAB	8(SP)	
	65		02	FB	00084	CALLS	#2, LIB\$FREE_VM	
	05		50	E8	00087	BLBS	FREE_VM_STATOS, 7\$	2000
			53	DD	0008A	PUSHL	R3	
	64		01	FB	0008C	CALLS	#1, LIB\$STOP	
	1A	FE	AB	E9	0008F	BLBC	-2(CCB), 9\$	2008
		F8	AB	9F	00093	PUSHAB	-8(CCB)	2015
08	AE	F7	AB	9A	00096	MOVZBL	-9(CCB), 8(SP)	
		08	AE	9F	0009B	PUSHAB	8(SP)	
	65		02	FB	0009E	CALLS	#2, LIB\$FREE_VM	
	05		50	E8	000A1	BLBS	FREE_VM_STATOS, 8\$	2017
			53	DD	000A4	PUSHL	R3	
	64		01	FB	000A6	CALLS	#1, LIB\$STOP	
FE	AB		01	8A	000A9	BICB2	#1, -2(CCB)	2019
		30	AB	D5	000AD	TSTL	48(CCB)	2030
			18	13	000B0	BEQL	10\$	
16	07	AB	06	E1	000B2	BBC	#6, 7(CCB), 10\$	
		30	AB	9F	000B7	PUSHAB	48(CCB)	2033
08	AE	50	8F	9A	000BA	MOVZBL	#80, 8(SP)	
		08	AE	9F	000BF	PUSHAB	8(SP)	
	65		02	FB	000C2	CALLS	#2, LIB\$FREE_VM	
	05		50	E8	000C5	BLBS	FREE_VM_STATOS, 10\$	2035
			53	DD	000C8	PUSHL	R3	
	64		01	FB	000CA	CALLS	#1, LIB\$STOP	
08	AE	C6	AB	32	000CD	CVTWL	-58(CCB), LUN	2043
04	AE	FEE0	CB	9E	000D2	MOVAB	-288(R11), 4(SP)	2052
		04	AE	9F	000D8	PUSHAB	4(SP)	
04	AE	0164	8F	3C	000DB	MOVZWL	#356, 4(SP)	
		04	AE	9F	000E1	PUSHAB	4(SP)	
	65		02	FB	000E4	CALLS	#2, LIB\$FREE_VM	
	05		50	E8	000E7	BLBS	FREE_VM_STATOS, 11\$	2054
			53	DD	000EA	PUSHL	R3	
	64		01	FB	000EC	CALLS	#1, LIB\$STOP	
			5B	D4	000EF	CLRL	CCB	2061
		08	AE	D5	000F1	TSTL	LUN	2071
			12	19	000F4	BLSS	12\$	
		08	AE	9F	000F6	PUSHAB	LUN	2074
00000000G	00		01	FB	000F9	CALLS	#1, OTSS\$FREE_LUN	
	05		50	E8	00100	BLBS	R0, 12\$	
			53	DD	00103	PUSHL	R3	
	64		01	FB	00105	CALLS	#1, LIB\$STOP	
			04	00108	12\$:	RET		2077

: Routine Size: 265 bytes, Routine Base: \_OTSS\$CODE + 02F6

```

: 1162 2078 1 ROUTINE POP_ACTIVE : CALL_CCB NOVALUE =          ! Pop old active unit
: 1163 2079 1
: 1164 2080 1
: 1165 2081 1
: 1166 2082 1
: 1167 2083 1
: 1168 2084 1
: 1169 2085 1
: 1170 2086 1
: 1171 2087 1
: 1172 2088 1
: 1173 2089 1
: 1174 2090 1
: 1175 2091 1
: 1176 2092 1
: 1177 2093 1
: 1178 2094 1
: 1179 2095 1
: 1180 2096 1
: 1181 2097 1
: 1182 2098 1
: 1183 2099 1
: 1184 2100 1
: 1185 2101 1
: 1186 2102 1
: 1187 2103 1
: 1188 2104 1
: 1189 2105 1
: 1190 2106 1
: 1191 2107 1
: 1192 2108 1
: 1193 2109 1
: 1194 2110 1
: 1195 2111 2
: 1196 2112 2
: 1197 2113 2
: 1198 2114 2
: 1199 2115 2
: 1200 2116 2
: 1201 2117 2
: 1202 2118 2
: 1203 2119 2
: 1204 2120 2
: 1205 2121 2
: 1206 2122 2
: 1207 2123 2
: 1208 2124 2
: 1209 2125 2
: 1210 2126 2
: 1211 2127 2
: 1212 2128 2
: 1213 2129 2
: 1214 2130 2
: 1215 2131 2
: 1216 2132 2
: 1217 2133 2
: 1218 2134 2

ROUTINE POP_ACTIVE : CALL_CCB NOVALUE =          ! Pop old active unit

++
FUNCTIONAL DESCRIPTION:
    Restore the status of an interrupted I/O statement using the
    information saved when the statement was interrupted. All of
    the ISB is restored, and a few other things. In some unusual
    cases there is no CCB to restore to, so only OTSS$L_CUR_LUN is
    restored.

CALLING SEQUENCE:
    CALL POP_ACTIVE ()

FORMAL PARAMETERS:
    NONE

IMPLICIT INPUTS:
    The DEALLOC bit in the LUB

IMPLICIT OUTPUTS:
    The ISB, and some other fields of the CCB
    CCB          The restored CCB

SIDE EFFECTS:
    Calls LIB$FREE_VM to free virtual memory.
--

BEGIN
EXTERNAL REGISTER
    CCB : REF BLOCK [, BYTE];

LOCAL
    PUSH : REF BLOCK [PUSH$K_LENGTH, BYTE] FIELD (PUSH_ITEM),
    LUN;          ! Logical unit number being restored

++
Get an activation record off the I/O Active queue. It had better
be there.
--

    IF (REMQUE (.OTSSQ_IO_ACTIVE [0], PUSH)) THEN LIB$STOP (OTSS_FATINTERR);

++
Fetch the logical unit number associated with this record.
--
    LUN = .PUSH [PUSH$W_LUN];

++
If this is a fake activation record, just store the LUN.
--

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```

2135 3 IF (.PUSH [PUSH$V_FAKE])
2136 2 THEN
2137 2 OTSS$SL_CUR_LUN = .LUN
2138 2 ELSE
2139 2 BEGIN
2140 2
2141 2 + If this LUN does not have I/O in progress then something is very
2142 2 wrong.
2143 2
2144 2
2145 2 IF ( NOT .OTSS$V_IOINPROG [.LUN - LUB$K_ILUN_MIN]) THEN LIB$STOP (OTSS$_FATINTERR);
2146 2
2147 2 +
2148 2 There was previous I/O. Restore the ISB, etc of the pushed unit.
2149 2 Because of ASTs, we must store OTSS$SL_CUR_LUN before copying
2150 2 data from the I/O Active entry because only the LUN indicated by
2151 2 OTSS$SL_CUR_LUN will get pushed.
2152 2
2153 2 OTSS$SL_CUR_LUN = .LUN;
2154 2 CCB = .OTSS$AA_LUB_TAB [.LUN, 0];
2155 2 CCB = .CCB + (CCB [0, 0, 0, 0] - CCB [LUB$Q_QUEUE]);
2156 2 OTSS$A_CUR_LUB = .CCB;
2157 2 CCB [LOB$V_IO_ACTIVE] = .PUSH [PUSH$V_IO_ACT];
2158 2 CCB [RAB$S_STS] = .PUSH [PUSH$S_STS];
2159 2 CCB [RAB$S_STV] = .PUSH [PUSH$S_STV];
2160 2 CCB [RAB$B_TMO] = .PUSH [PUSH$B_TMO];
2161 2
2162 2 IF (.PUSH [PUSH$V_PMT])
2163 2 THEN
2164 2 BEGIN
2165 2 CCB [RAB$B_PSZ] = .PUSH [PUSH$B_PSZ];
2166 2 CH$MOVE (.CCB [RAB$B_PSZ], PUSH [PUSH$T_PROMPT], .CCB [RAB$S_PBF]);
2167 2 END;
2168 2
2169 2 CH$MOVE (ISB$K_ISB_LEN, PUSH [PUSH$X_ISB], .CCB - ISB$K_ISB_LEN - LUB$K_LUB_LEN);
2170 2
2171 2 +
2172 2 If the LUN has been marked for deallocation (which means that it
2173 2 has been closed but not deallocated yet because it has I/O in
2174 2 progress) then clear the statement type field so that all
2175 2 continued I/O will fail. The statement type must be set so that
2176 2 the owning language will get an error when I/O continues.
2177 2
2178 2 IF (.CCB [LUB$V_DEALLOC])
2179 2 THEN
2180 2 CASE .CCB [LUB$B_LANGUAGE] FROM LUB$K_LANG_MIN TO LUB$K_LANG_MAX OF
2181 2 SET
2182 2 [LUB$K_LANG_FOR] :
2183 2 CCB [ISB$B_STTM_TYPE] = ISB$K_FORSTTYLO - 1;
2184 2
2185 2 [LUB$K_LANG_BAS] :
2186 2 CCB [ISB$B_STTM_TYPE] = ISB$K_BASSTTYLO - 1;
2187 2
2188 2 [LUB$K_LANG_NONE] :
2189 2 CCB [ISB$B_STTM_TYPE] = 0;
2190 2
2191 2

```

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```

```

[OUTRANGE] :
LIB$STOP (OTSS$_FATINTERR);
TES;

END;

+
- We are done with the item from the I/O Active List, free it.
BEGIN
LOCAL
FREE_VM_RESULT;

FREE_VM_RESULT = LIB$FREE_VM (%REF (PUSH$_LENGTH), PUSH);
IF ( NOT .FREE_VM_RESULT) THEN LIB$STOP (OTSS$_FATINTERR);

END;
RETURN;
END;

```

! of routine POP\_ACTIVE

FC	AB	03FC	00000	POP_ACTIVE	Instruction	Comment	Address
		59	00000000G	00 9E 00002	.WORD	Save R2,R3,R4,R5,R6,R7,R8,R9	2078
		58	00000000G	00 9E 00009	MOVAB	OTSS\$L_CUR_LUN, R9	
		57	00000000G	8F D0 00010	MOVAB	LIB\$STOP, R8	
		5E		08 C2 00017	MOVL	#OTSS\$_FATINTERR, R7	
		04 AE	00000000'	FF 0F 0001A	SUBL2	#8, SP	
				05 1C 00022	REMQUE	@OTSSQ_IO_ACTIVE, PUSH	2125
				57 DD 00024	BVC	1\$	
		68		01 FB 00026	PUSHL	R7	
		56	04	AE D0 00029	CALLS	#1, LIB\$STOP	2130
		52	10	A6 32 0002D	MOVL	PUSH, R6	
05	14	A6		01 E1 00031	CVTWL	16(R6), LUN	
		69		52 D0 00036	BBC	#1, 20(R6), 2\$	2135
				7E 11 00039	MOVL	LUN, OTSS\$L_CUR_LUN	2137
		53	08	A2 9E 0003B	BRB	8\$	
05	00000000G	00		53 E0 0003F	MOVAB	8(R2), R3	2145
				57 DD 00047	BBS	R3, OTSS\$V_IOINPROG, 3\$	
		68		01 FB 00049	PUSHL	R7	
		69		52 D0 0004C	CALLS	#1, LIB\$STOP	2153
			00000000G0043	53 7F 0004F	MOVL	LUN, OTSS\$L_CUR_LUN	2154
		5B		9E D0 00056	PUSHAQ	OTSS\$AA_LUB_TAB[R3]	
50		5B		5B C3 00059	MOVL	@(SP)+, CCB	2155
		5B	58 A04B	9E 0005D	SUBL3	CCB, CCB, R0	
		00		5B D0 00062	MOVAB	88(R0)[CCB], CCB	2156
FC	AB	01	00000000G	00 5B D0 00062	MOVL	CCB, OTSS\$A_CUR_LUB	
		08	AB	08 A6 F0 00069	INSV	20(R6), #1, #1, -4(CCB)	2157
		1F	AB	13 A6 7D 00070	MOVQ	8(R6), 8(CCB)	2158
		OF	14	A6 90 00075	MOVB	19(R6), 31(CCB)	2160
			34	AB 02 E1 0007A	BBC	#2, 20(R6), 4\$	2162
				12 A6 90 0007F	MOVB	18(R6), 52(CCB)	2165

30	BB	15	50	34	AB	9A	00084	MOVZBL	52(CCB), R0	:	2166	
FECO	CB	65	A6	00BC	50	28	00088	MOVCL	R0, 21(R6), @48(CCB)	:	2169	
	1D	FF	A6		8F	28	0008E	MOVCL	#188, 101(R6), -298(CCB)	:	2178	
	02		AB	D8	04	E1	00097	BBC	#4, -1(CCB), 8\$	:	2181	
0014			00		AB	8F	0009C	CASEB	-40(CCB), #0, #2	:		
			000D	0014			000A1	.WORD	7\$-5\$,-	:		
									6\$-5\$,-	:		
									7\$-5\$	:		
			68		57	DD	000A7	PUSHL	R7	:	2194	
					01	FB	000A9	CALLS	#1, LIB\$STOP	:		
			FF71	CB	0B	11	000AC	BRB	8\$	:	2188	
					1A	90	000AE	MOVB	#26, -143(CCB)	:		
					04	11	000B3	BRB	8\$	:	2191	
					FF71	CB	94	000B5	CLRB	-143(CCB)	:	2207
			04	AE	04	AE	9F	000B9	PUSHAB	PUSH		
					0121	8F	3C	000BC	MOVZWL	#289, 4(SP)		
			00000000G	00	04	AE	9F	000C2	PUSHAB	4(SP)		
				05	02	FB	C00C5	CALLS	#2, LIB\$FREE_VM	:	2209	
				68	50	EB	000CC	BIBS	FREE_VM_RESULT, 9\$	:		
					57	DD	000CF	PUSHL	R7	:	2213	
					01	FB	000D1	CALLS	#1, LIB\$STOP	:		
					04	000D4	9\$:	RET		:		

: Routine Size: 213 bytes, Routine Base: \_OTSS\$CODE + 03FF

: 1298 2214 1

```

: 1300      2215 1 GLOBAL ROUTINE OTSS$POP_CCB          ! Restore old CCB
: 1301      2216 1   : JSB_CB_POP NOVALUE =
: 1302      2217 1
: 1303      2218 1
: 1304      2219 1   ++
: 1305      2220 1   FUNCTIONAL DESCRIPTION:
: 1306      2221 1       Restore the I/O system to its state before the call to
: 1307      2222 1       PUSH_CCB. Clear LUB$V_IO_ACTIVE. If the I/O active list
: 1308      2223 1       is empty, clear OTSS$A_CUR_LUB, otherwise set it to
: 1309      2224 1       its previous value and restore its ISB, etc.
: 1310      2225 1
: 1311      2226 1       If virtual memory for a compiled format is allocated for this
: 1312      2227 1       ISB, it is freed.
: 1313      2228 1
: 1314      2229 1   CALLING SEQUENCE:
: 1315      2230 1
: 1316      2231 1       CALL OTSS$POP_CCB ( )
: 1317      2232 1
: 1318      2233 1   FORMAL PARAMETERS:
: 1319      2234 1
: 1320      2235 1       NONE
: 1321      2236 1
: 1322      2237 1   IMPLICIT INPUTS:
: 1323      2238 1
: 1324      2239 1       CCB
: 1325      2240 1       OTSS$A_LUB_TAB
: 1326      2241 1       OTSS$Q_IO_ACTIVE
: 1327      2242 1
: 1328      2243 1   IMPLICIT OUTPUTS:
: 1329      2244 1
: 1330      2245 1       CCB          Set to previous LUB/ISB/RAB
: 1331      2246 1       OTSS$Q_IO_ACTIVE  Holds one fewer item
: 1332      2247 1       LUB$V_IO_ACTIVE  Cleared to indicate I/O no longer active,
: 1333      2248 1                               but may be set by the pop from the
: 1334      2249 1                               I/O Active list.
: 1335      2250 1
: 1336      2251 1   SIDE EFFECTS:
: 1337      2252 1
: 1338      2253 1       May call LIB$FREE_VM to free virtual memory.
: 1339      2254 1   --
: 1340      2255 1
: 1341      2256 2   BEGIN
: 1342      2257 2
: 1343      2258 2   EXTERNAL REGISTER
: 1344      2259 2       (CCB : REF BLOCK [, BYTE]);
: 1345      2260 2
: 1346      2261 2   +
: 1347      2262 2   If the LUB has been marked for deallocation (by CLOSE) and there is
: 1348      2263 2   no I/O active, deallocate it. If there is I/O Active, the
: 1349      2264 2   deallocation must be deferred until after all of the I/O has completed
: 1350      2265 2   to insure that the continued I/O will get the "I/O continued to closed
: 1351      2266 2   file" error.
: 1352      2267 2   -
: 1353      2268 2
: 1354      2269 3   IF (.CCB [LUB$V_DEALLOC] AND ( NOT .CCB [ISB$V_RECURSIVE]))
: 1355      2270 2   THEN
: 1356      2271 2       DEALLOCATE ( )

```

```

1357 2272 ELSE
1358 2273 BEGIN
1359 2274 +
1360 2275 This is no longer the unit with I/O active.
1361 2276 -
1362 2277 CCB [LUB$V_IO_ACTIVE] = 0;
1363 2278 +
1364 2279 See if I/O will continue on this unit. It will continue if
1365 2280 ISB$V_RECURSIVE is set, which means that PUSH CCB was called
1366 2281 with I/O in progress on this LUN. We make this test before
1367 2282 restoring the ISB because we may be restoring to the same
1368 2283 LUN, and the former I/O may be the top level of I/O for this
1369 2284 LUN, and if so it will have ISB$V_RECURSIVE clear.
1370 2285 -
1371 2286
1372 2287 IF ((.OTSS$L_LVL_CTR EQL 0) AND (.CCB [ISB$V_RECURSIVE])) THEN LIB$STOP (OTSS$_FATINTERR);
1373 2288
1374 2289 IF ( NOT .CCB [ISB$V_RECURSIVE])
1375 2290 THEN
1376 2291
1377 2292 IF (TESTBITCC (OTSS$V_IOINPROG [.CCB [LUB$W_LUN] - LUB$K_ILUN_MIN]))
1378 2293 THEN
1379 2294 LIB$STOP (OTSS$_FATINTERR);
1380 2295
1381 2296 END;
1382 2297
1383 2298 +
1384 2299 Since OTSS$V_IOINPROG may now be clear, our CCB may be deallocated, so
1385 2300 we cannot touch it again. For that matter, we may have deallocated
1386 2301 it ourselves above.
1387 2302
1388 2303 If there was previous I/O, restore it. Otherwise return to the idle
1389 2304 state.
1390 2305 -
1391 2306
1392 2307 IF (.OTSS$L_LVL_CTR NEQ 0)
1393 2308 THEN
1394 2309 POP_ACTIVE ()
1395 2310 ELSE
1396 2311 BEGIN
1397 2312 OTSS$A_CUR_LUB = 0;
1398 2313 OTSS$L_CUR_LUN = LUB$K_LUN_MAX + 1;
1399 2314 END;
1400 2315
1401 2316 +
1402 2317 Decrement the level counter. If we are at the top level the level
1403 2318 counter will go from 0 to -1.
1404 2319 -
1405 2320 OTSS$L_LVL_CTR = .OTSS$L_LVL_CTR - 1;
1406 2321 RETURN;
1407 2322 END;

```

! of routine OTSS\$POP\_CCB

OB FF AB 04 E1 0000 OTSS\$POP\_CCB::

						BBC	#4, -1(CCB), 1\$	:	2269
						BLBS	-105(CCB), 1\$	:	
FE14	07	97	AB	E8	00005	CALLS	#0, DEALLOCATE	:	2271
	CF		00	FB	00009	BRB	4\$	:	
			3D	11	0000E	BICB2	#2, -4(CCB)	:	2277
FC	AB		02	8A	00010	TSTL	OTSS\$L_LVL_CTR	:	2287
		00000000G	00	D5	00014	BNEQ	2\$	:	
			11	12	0001A	BLBC	-105(CCB), 3\$	:	
	11	97	AB	E9	0001C	PUSHL	#OTSS\$ FATINTERR	:	
		00000000G	00	8F	DD 00020	CALLS	#1, LIB\$STOP	:	
00000000G	00		01	FB	00026	BLBS	-105(CCB), 4\$	:	2289
	1C	97	AB	E8	0002D	CVTWL	-58(CCB), R0	:	2292
	50	C6	AB	32	00031	ADDL2	#8, R0	:	
OD	00000000G		00	08	C0 00035	BBSC	R0, OTSS\$V IOINPROG, 4\$	:	
		00000000G	00	50	E4 00038	PUSHL	#OTSS\$ FATINTERR	:	2294
00000000G	00		01	FB	00046	CALLS	#1, LIB\$STOP	:	
		00000000G	00	D5	0004D	TSTL	OTSS\$L_LVL_CTR	:	2307
			00	C7	13 00053	BEQL	5\$	:	
FED1	CF		00	FB	00055	CALLS	#0, POP_ACTIVE	:	2309
		00000000G	00	0E	11 0005A	BRB	6\$	:	
00000000G	00		00	D4	0005C	CLRL	OTSS\$A CUR_LUB	:	2312
			00	78	8F 9A 00062	MOVZBL	#120, OTSS\$L_CUR_LUN	:	2313
		00000000G	00	D7	0006A	DECL	OTSS\$L_LVL_CTR	:	2320
			00	05	00070	RSB		:	2322

; Routine Size: 113 bytes, Routine Base: \_OTSS\$CODE + 04D4

```

: 1408      2323 1
: 1409      2324 1 END
: 1410      2325 1
: 1411      2326 0 ELUDOM

```

!End of module OTSS\$CCB

PSECT SUMMARY

Name	Bytes	Attributes
_OTSS\$DATA	8	NOVEC, WRT, RD, NOEXE, NOSHR, LCL, REL, CON, PIC, ALIGN(2)
_OTSS\$CODE	1349	NOVEC, NOWRT, RD, EXE, SHR, LCL, REL, CON, PIC, ALIGN(2)

Library Statistics

File	----- Total	Symbols Loaded	----- Percent	Pages Mapped	Processing Time
_\$255\$DUA28:[SYSLIB]STARLET.L32;1	9776	20	0	581	00:00.8



COMMAND QUALIFIERS

```
:  
:      BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/NOTRACE/LIS=LISS:OTSCCB/OBJ=OBJ$:OTSCCB MSRC$:OTSCCB/UPDATE=(ENHS:OTSCCB)  
: Size:          1349 code + 8 data bytes  
: Run Time:      00:21.3  
: Elapsed Time:  01:31.4  
: Lines/CPU Min: 6567  
: Lexemes/CPU-Min: 37228  
: Memory Used:  185 pages  
: Compilation Complete
```

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