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PRELIMINARY PROPOSAL FOR TESTING SYSTEM SUBPROCESSES OF USER PROCESSES

- I) A user subprocess will exist which accepts a list of disk files and builder names. The disk files are copied to ecs files. A new and special ~~call~~ <sup>call</sup> is made on CMMD (requires systemp bit on) passing these ecs files, the given builder names and a tty number. The next process constructed on the named tty will have the given files substituted for the standard files of the given builder names. The subprocess will then make a ..STOP call on bead ghost..
- II) Now go to the named tty and type CSP. The new test process will be ~~XXXXXXXXXX~~ constructed. CSP and break will work normally on the new process.
- III) A new command in CMMD will be constructed, called 'KICK' (?), which accepts a tty number. The command will require the systemp bit. Typing this command will cause an interrupt to be sent to the fake ghost. of the named t. Thus runaway system subprocesses can be interrupted.
- IV) There are 2 reasons for using 2 ttys. One is that extra fixed space is needed to hold the ecs files, and returning from a subprocess will ~~XXXXXXXXXX~~ ~~XXXXXXXXXXXXXXXXXX~~ destroy the files and release the space. Also destroying the process will also destroy the ecs files and release the space. Second is the need for a tty to use for 'KICK'.
- V) Schemes I have proposed for constructing floating processes under control of a single tty could have been used, but the above scheme can be implemented much sooner.

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