

The SCOPE Users Guide

This is a preliminary description of the use of SNOBOL4 under the Time Sharing System.

Text Files: Normal I/O is done through SCOPE simulated files. To generate a file descriptor listable by the editor type TEXT, fname CR. Once this is done, all I/O on the file fname is in system standard text format. Files created by the editor are already in system text format and should not be the operand of a TEXT command.

Calling SNOBOL:

X, SNOBOL, I=fname, L=fname

just as in SCOPE.

Return to BEAD: DONE CR

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Login - Type CONTROL SHIFT P

Either 'ENTER USER NAME' or 'INTERPRETED' is typed back. In the latter case type PURGE CR to clear the system.

User names - A user name is attached to all objects in the system. Type USER, then your name CR whenever the BEAD is listening to enter a user name.

Currently two processors are available, SCOPE and the EDITOR. Initializing the processors is accomplished by:

CALL, EDITOR, CODE CR then F CR
CALL, SCOPE, S CR then DONE CR

If the state of the teletype is unknown follow this procedure. If 'ERROR INTERCEPTED' results, type PURGE CR which initializes the BEAD.

Certain debugging features are built into the BEAD. They are primarily for debugging the processors.

VIEW CR - The call entries are displayed.

P, <address list> (CR) Print a section of core according to the <address list>. A single P (CR) prints the next word.

PF, <file name>, <user name> or <null>, <address list> (CR) prints the specified file from the file address specified in the <address list>.

E, <file name>, <user name>, <first 10 digits>, <second 10 digits>, <address list> (CR) enters a word into the specified file. Used only for read only core.

EC, <first 10 digits>, <second 10 digits>, <address list> enters a word into core. Used for READ/WRITE areas.

<address list> ::= <octal digit list>, <octal digit list>

The octal numbers in the first list are totaled and used as the address. The octal numbers in the second list are totaled and used as the word count.

Normal operations in the BEAD:

To create an input file for SCOPE the EDITOR is used.

RECALL, EDITOR, OPERATE, INPUT (CR)

The EDITOR will echo the message 'EDIT'. EDITOR commands may now be entered. See the EDITOR document.

To run a SCOPE type program such as SNOBOL the SCOPE simulator is used.

Type RECALL, SCOPE, CLASS (CR)

Eventually the message 'READY' should appear. Now SCOPE commands may be entered. See the SCOPE document.

All objects in the system have a busy flag associated with them. Normally when a processor is finished with an object it returns it, thus clearing the busy flag. Whenever a request for a busy object is made, the message '<object name>, <user name> IS BUSY' will be typed. This can be caused by two situations:

1. Someone else is logged on as you
2. At some time a processor crashed while holding the object.

For these two situations two responses can be made: