

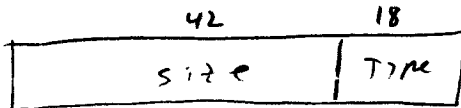
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no connection

sub process descriptor

I) scratch objects

described by a sequence of wds



<u>size</u>	<u>disk object</u>	<u>Type</u>
	(part of list)	0
shape	swapped file	1
length	clist	2

note: may only need 2 scratch objects
per sub process?
2 a scrub file, 1 a clist?

almost same amount of work to do this
is more general

II) parameter description list

a sequence of words

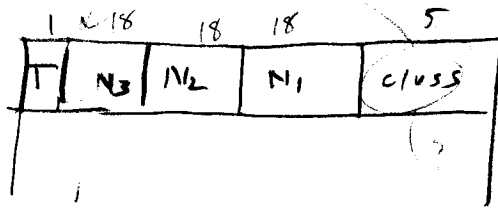
containing type and option bits

list is preceded by a count

question: can a subprogram's clause contain
its important parameters, or should
some of these be available as parameters
at construction time?

III) object descriptors

1 or more words as follows:



★ T indicates that the object is to be opened.

note: certain objects will be opened regardless of T. i.e. files used in maps, and the local clst.

class

- 0 end marker for a list of objects
- 1 scratch object $\#N1$
- 2 parameter $\#N1$
- 3 Hard link, $N1$ is clst. index of object at define time
- 4 soft link, $N1$ is clst. index of a directory at define time, $N3$ is word count of rest of description

$N2$ is clst. index of an access key at define time

~~_____~~

note: in 3, 4 $N1$ is clst. index of unopened disk object.

3, 4 are supposed to mirror hard/soft link entries in directories and menus in 4.14. Those entries are made, so the description here may change if those entries change

~~note: soft links were used on N3, and they were supposed to be used on N1 and N2 as well. The note is wrong.~~

IV Basic subprocess

<u>item</u>	<u>How given</u>
class code	object description — {if the door soft line, must be to the file}
class code of father	" — {an eris goodie, (eris object?)}
#map entries	an integer
compiled map size	"
subprocess field slash	"
entry point	"
C list	an integer giving scratch index

V contents of map

a list of items formed as follows:

object description [must be a file]
file address
cm address
count
RV flag

(terminated by an object description of type 0, without
[file address, ..., rv flag])

VI contents of c list

a list of object descriptions

VII List of Hard links

for the convenience of Load & Dump disk,
a list of all ~~files~~^{paths} containing Hard links?