

User direct ECS access

- 1st - logical map entry must be used for ECS access
- extra bit (next to R/O bit) will signify ECS in both logical & compiled map
- garbage collector must call us before retreating to get possible ECS access fixed up
- access allowed only to one file data block
- compiler is blind to existence of ECS access
- swapper must ignore ECS access entries
- all subprocess transfer routines and the swapper must check compiled map for ECS access
- map compiler must change to bit 57 (from 58) the bit signifying the last compiled map entry of a source map entry
- change map stuff must not try to swap ECS ~~and~~ access entries