dump?: An interim Command to Punch Segments in 7-punch Format  
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Purpose

This section describes an interim command to punch out segments in 7-punch format. It is intended for use only when the Output Driver daemon is not being used for delayed punching.

Usage

After insuring that a CPZ201 card punch is connected to GIOC channel 32, is powered on, is in the "operate" state, is loaded with a supply of blank cards, and is not attached by another user, the following command may be issued.

dump? pathnamel pathname2 ... pathnameN

`dump?` causes the successive segments indicated by the given pathnames to be punched. Each 7-punch deck is preceded by a header control card and followed by a blank card which causes the last card of the 7-punch deck to be stacked in the output hopper. The header control card has 5-7 punches in column 1, a blank column 2, and the pathname in columns 3-80. Except for column 1, the card is punched according to the Multics key punch code specified in BB.3.02.

The pathnames given by the user are interpreted by calling `entryarg`. The pathnames punched on header cards are the resulting complete pathnames. The resulting deck with its header card are suitable for being read back by `read?`.

The amount of data punched from the segment is a whole number of words determined by the bit-length, rounded up to the nearest 36-bit multiple. If the bit-length is zero, the current length is used. If the current length is zero, a comment is written on `user_output` and the segment is skipped. If the segment cannot be found, it is skipped.

If problems occur on the card punch, the card-punch DIM writes appropriate remarks on `user_output`. 
Method of Operation

dump7 first attempts to attach (via the card-punch DIM, pun 21) a card punch on channel "punb32"; if the attachment fails, a comment is written on user_output and dump7 returns. Next the outer module punch7 (see Section BF.10.02) is spliced in (attached) to accomplish the linear binary to 7-punch conversion. Pathnames are converted by calls to punch$c9_12 (see BF.10.03), and the header cards are written directly onto the card-punch DIM. The given pathnames are interpreted by calls to entryarg. If a segment cannot be found, or if its bit-length and current length are both zero, the segment is skipped. If an error occurs during the writing of the 7-punch deck, a comment is written on user_output; a part of the deck may have been output. If fatal error status is returned by the card-punch DIM, dump7 returns after writing a comment on user_output.