NAME       break -- set program break
SYNOPSIS   sys break; addr. / break = 17.
DESCRIPTION break sets the system's idea of the highest location used by the program to addr. Locations greater than addr and below the stack pointer are not swapped and are thus liable to unexpected modification.

If the argument is 0 or higher than the stack pointer the entire 4K word user core area is swapped.

When a program begins execution via exec the break is set at the highest location defined by the program and data storage areas. Ordinarily, therefore, only programs with growing data areas need to use break.

FILES      --
SEE ALSO    exec
DIAGNOSTICS none; strange addresses cause the break to be set to include all of core.
BUGS       --
OWNER       ken, dmr
NAME

cemt -- catch emt traps

SYNOPSIS

sys cemt; arg / cemt = 29.; not in assembler

DESCRIPTION

This call allows one to catch traps resulting from the emt instruction. Arg is a location within the program; emt traps are sent to that location. The normal effect of emt traps may be restored by giving an arg equal to 0.

Prior to the use of this call, the result of an emt instruction is a simulated rts instruction. The operand field is interpreted as a register, and an rts instruction is simulated for that register (after verifying that various registers have appropriate values). This feature is useful for debugging, since the most dangerous program bugs usually involve an rts with bad data on the stack or in a register.

FILES

--

SEE ALSO

--

DIAGNOSTICS

--

BUGS

--

OWNER

ken, dmr
NAME           chdir  --  change working directory
SYNOPSIS       sys    chdir; dirname / chdir = 12.
DESCRIPTION    dirname is address of the pathname of a directory, terminated by a 0 byte. chdir causes this directory to become the current working directory.
FILES          --
SEE ALSO        --
DIAGNOSTICS    The error bit (c-bit) is set if the given name is not that of a directory.
BUGS           --
OWNER          ken, dmr
NAME  chmod -- change mode of file

SYNOPSIS  sys  chmod; name; mode    / chmod = 15.

DESCRIPTION  The file whose name is given as the null-terminated string pointed to by name has its mode changed to mode. Modes are constructed by oring together some combination of the following:

01 write, non-owner
02 read, non-owner
04 write, owner
10 read, owner
20 executable
40 set user ID on execution

Only the owner of a file (or the super-user) may change the mode.

FILES  --

SEE ALSO  --

DIAGNOSTICS  Error bit (c-bit) set if name cannot be found or if current user is neither the owner of the file nor the super-user.

BUGS  --

OWNER  ken, dmr
NAME  chown -- change owner of file

SYNOPSIS  sys chown; name; owner     / chown = 16.

DESCRIPTION  The file whose name is given by the null-terminated string pointed to by name has its owner changed to owner. Only the present owner of a file (or the super-user) may donate the file to another user. Also, one may not change the owner of a file with the set-user-ID bit on, otherwise one could create Trojan Horses able to misuse other's files.

FILES  --

SEE ALSO  /etc/uids has the mapping between user names and user numbers.

DIAGNOSTICS  The error bit (c-bit) is set on illegal owner changes.

BUGS  --

OWNER  ken, dmr
NAME    close    -- close a file
SYNOPSIS (file descriptor in r0)
sys    close    / close = 6.
DESCRIPTION Given a file descriptor such as returned from an open or creat call, close closes the associated file. A close of all files is automatic on exit, but since processes are limited to 10 simultaneously open files, close is necessary to programs which deal with many files.
FILES    --
SEE ALSO creat, open
DIAGNOSTICS The error bit (c-bit) is set for an unknown file descriptor.
BUGS    --
OWNER    ken, dmr
NAME  creat -- create a new file

SYNOPSIS  sys  creat; name; mode       / creat = 8.
(file descriptor in r0)

DESCRIPTION  creat creates a new file or prepares to rewrite
an existing file called name; name is the address
of a null-terminated string. If the file did not
exist, it is given mode mode; if it did exist,
its mode and owner remain unchanged but it is
truncated to 0 length.

The file is also opened for writing, and its file
descriptor is returned in r0.

The mode given is arbitrary; it need not allow
writing. This feature is used by programs which
deal with temporary files of fixed names. The
creation is done with a mode that forbids writ-
ing. Then if a second instance of the program
attempts a creat, an error is returned and the
program knows that the name is unusable for the
moment.

If the last link to an open file is removed, the
file is not destroyed until the file is closed.

FILES  --

SEE ALSO  write, close

DIAGNOSTICS  The error bit (c-bit) may be set if: a needed
directory is not readable; the file does not
exist and the directory in which it is to be
created is not writable; the file does exist and
is unwritable; the file is a directory.

BUGS  --

OWNER  ken, dmr
NAME exec -- execute a file

SYNOPSIS sys exec; name; args / exec = 11.

... name: <...\0>
...
args: arg1; arg2; ...; 0
arg1: <...\0>
...

DESCRIPTION exec overlays the calling process with the named file, then transfers to the beginning of the core image of the file. The first argument to exec is a pointer to the name of the file to be executed. The second is the address of a list of pointers to arguments to be passed to the file. Conventionally, the first argument is the name of the file. Each pointer addresses a string terminated by a null byte.

There can be no return from the file; the calling core image is lost.

The program break is set from the executed file; see the format of a.out.

Once the called file starts execution, the arguments are passed as follows. The stack pointer points to the number of arguments. Just above this number is a list of pointers to the argument strings.

sp→ nargs
arg1
...
argn
arg1: <arg1\0>
...
argn: <argn\0>

The arguments are placed as high as possible in core: just below 60000(8).

Files remain open across exec calls. However, the illegal instruction, emt, quit, and interrupt trap specifications are reset to the standard values. (See ilqins, cemt, quit, intr.)

Each user has a real user ID and an effective (The real ID identifies the person using the system; the effective ID determines his access privileges.) exec changes the effective user ID to the owner of the executed file if the file has the "set-user-ID" mode. The real user ID is not affected.
FILES --

SEE ALSO fork

DIAGNOSTICS If the file cannot be read or if it is not executable, a return from exec constitutes the diagnostic. The error bit (c-bit) is set.

BUGS --

OWNER ken, dmr
<table>
<thead>
<tr>
<th>NAME</th>
<th>exit -- terminate process</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYNOPSIS</td>
<td>sys exit / exit = 1</td>
</tr>
<tr>
<td>DESCRIPTION</td>
<td>exit is the normal means of terminating a process. All files are closed and the parent process is notified if it is executing a wait. This call can never return.</td>
</tr>
<tr>
<td>FILES</td>
<td>--</td>
</tr>
<tr>
<td>SEE ALSO</td>
<td>sys wait</td>
</tr>
<tr>
<td>DIAGNOSTICS</td>
<td>-</td>
</tr>
<tr>
<td>BUGS</td>
<td>--</td>
</tr>
<tr>
<td>OWNER</td>
<td>ken, dmr</td>
</tr>
</tbody>
</table>
NAME fork -- spawn new process

SYNOPSIS sys fork / fork = 2.
(new process return)
(old process return)

DESCRIPTION fork is the only way new processes are created. The new process's core image is a copy of that of the caller of fork; the only distinction is the return location and the fact that r0 in the old process contains the process ID of the new process. This process ID is used by wait.

FILES --

SEE ALSO sys wait, sys exec

DIAGNOSTICS The error bit (c-bit) is set in the old process if a new process could not be created because of lack of swap space.

BUGS See wait for a subtle bug in process destruction.

OWNER ken, dmr
NAME

fstat  --  get status of open file

SYNOPSIS

(file descriptor in r0)
sys    fstat; buf     / fstat = 28.

DESCRIPTION

This call is identical to stat, except that it operates on open files instead of files given by name. It is most often used to get the status of the standard input and output files, whose names are unknown.

FILES

--

SEE ALSO

sys stat

DIAGNOSTICS

The error bit (c-bit) is set if the file descriptor is unknown.

BUGS

--

OWNER

ken, dmr
NAME                getuid  --  get user identification
SYNOPSIS            sys       getuid / getuid = 24.
                       (user ID in r0)
DESCRIPTION          getuid returns the real user ID of the current
                       process. The real user ID identifies the person
                       who is logged in, in contradistinction to the
                       effective user ID, which determines his access
                       permission at each moment. It is thus useful to
                       programs which operate using the "set user ID"
                       mode, to find out who invoked them.
FILES                /etc/uids can be used to map the user ID number
                       into a name.
SEE ALSO             setuid
DIAGNOSTICS         --
BUGS                 --
OWNER                ken, dmr
NAME

gtty -- get typewriter status

SYNOPSIS

(file descriptor in r0)

sys    gtty; arg / gtty = 32.; not in assembler

... arg: :=.+6

DESCRIPTION

gtty stores in the three words addressed by arg
the status of the typewriter whose file descriptor
is given in r0. The format is the same as
that passed by stty.

FILES

--

SEE ALSO

stty

DIAGNOSTICS

Error bit (c-bit) is set if the file descriptor
does not refer to a typewriter.

BUGS

--

OWNER

ken, dmr
ilgins -- catch illegal instruction trap

sys ilgins; arg / ilgins = 33.; not in assembler

ilgins allows a program to catch illegal instruction traps. If arg is zero, the normal instruction trap handling is done: the process is terminated and a core image is produced. If arg is a location within the program, control is passed to arg when the trap occurs.

This call is used to implement the floating point simulator, which catches and interprets 11/45 floating point instructions.

fptrap, the floating point package

ken, dmr
NAME

intr -- set interrupt handling

SYNOPSIS

sys intr; arg / intr = 27.

DESCRIPTION

When arg is 0, interrupts (ASCII DELETE) are ignored. When arg is 1, interrupts cause their normal result, that is, force an exit. When arg is a location within the program, control is transferred to that location when an interrupt occurs.

After an interrupt is caught, it is possible to resume execution by means of an rti instruction; however, great care must be exercised, since all I/O is terminated abruptly upon an interrupt. In particular, reads of the typewriter tend to return with 0 characters read, thus simulating an end of file.

FILES

--

SEE ALSO

quit

DIAGNOSTICS

--

BUGS

It should be easier to resume after an interrupt, but I don't know how to make it work.

OWNER

ken, dmr
NAME link -- link to a file
SYNOPSIS sys link; name_1; name_2 / link = 9.
DESCRIPTION A link to name_1 is created; the link has name name_2. Either name may be an arbitrary path name.
FILES --
SEE ALSO unlink
DIAGNOSTICS The error bit (c-bit) is set when name_1 cannot be found; when name_2 already exists; when the directory of name_2 cannot be written; when an attempt is made to link to a directory by a user other than the super-user.
BUGS --
OWNER ken, dmr
NAME       mkdir  --  make a directory

SYNOPSIS   sys  mkdir; name; mode / mkdir = 14.

DESCRIPTION mkdir creates an empty directory whose name is
    the null-terminated string pointed to by name.
    The mode of the directory is mode. The special
    entries "." and ".." are not present.

    mkdir can only be invoked by the super-user.

FILES      --

SEE ALSO   mkdir command

DIAGNOSTICS Error bit (c-bit) is set if the directory already
    exists or if the user is not the super-user.

BUGS       --

OWNER      ken, dmr