

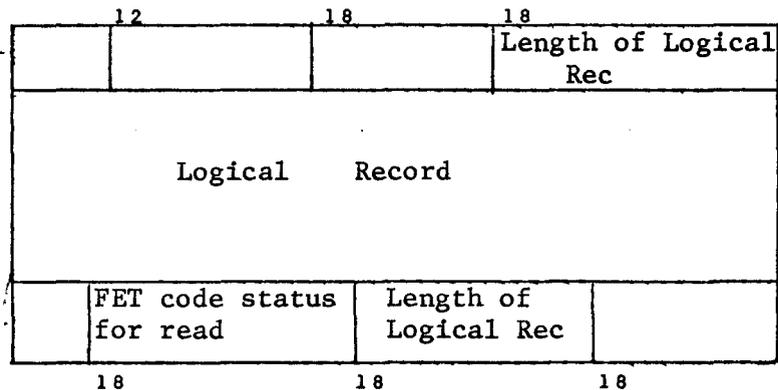
## 1.0 Preliminary SCOPE Manual

1.0.5 This document describes the SCOPE simulator under the interim system.

It also describes the interaction between SCOPE, the BEAD, the editor, and the printer driver.

1.1 There are three main sections of the simulator: the command processor; the file activity simulator; the loader. The command processor gives the user control over the activities of the system. The file activity simulator processes the RA+1 requests of the program. It also handles file positioning for the command processor. The loader handles relocatable file loading for the command processor. It also produces load maps and absolute overlays.

1.2 There are three types of files. In the interim system: System standard text (SYSTEXT) files; SCOPE simulator files; core dump files. SYSTEXT files are describes in another document. SCOPE simulator files consist of logical records blocked into TSS files in the following format:



Core dump files are absolute core images used for programs in the interim system. All of the processors are in this format. They are generated by the loader in the overlay operation.

1.3 SCOPE maintains a moderate sized local directory used to hold entries from the master directory (see the BEAD document). Files not in the local directory and requested by the file activity simulator are automatically requested from the BEAD with the local user name and put into the local directory rewound.

## 2.0 The COMMAND Processor

### 2.1 The syntax for typing to SCOPE is as follows:

<command> ::= [<word><separator>] ... <word> ::= a string of characters except '=', ',', '(', ')', (CR)  
 <separator> ::= '=', ',', '(', ')', (CR)

2.2 SCOPE file names contain 7 characters. File specifiers in the interim system are 15 characters divided 7 for the file name and 8 for user name. The SCOPE file name is the same as the interim system file name. It is not possible to have two files with the same name but different user names in SCOPE.

### 2.3 Commands:

2.3.1 TIME,ΔHH.MM.SS CR enters the time into the simulator.

2.3.2 DATE,ΔMM/DD/YY CR enters the date into the simulator

2.3.3 RFL,n sets the field length to  $n \leq 50000B$ .

2.3.4 ZERO zeros the field length.

2.3.5 L,fname loads file fname into core. The simulator enters loading mode.

2.3.6 GO,entry name, parameters acts the same as the SCOPE 3.1 execute card.

2.3.7 OVERLAY,fname,user name produces core dump file into fname, user name which is obtained and returned directly from the BEAD.

2.3.8 X,library program, parameters the file library-program with user name LIBRARY is loaded (must be overlay load) and entered with given parameters. The library-program-file is returned to the BEAD.

2.3.9 GET,fname,user name,mode,read-only

This command is used to obtain files that do not have your user name. (Ones that do are obtained and rewound automatically.) Mode is either TEXT or SCOPE if it is a new file. If this parameter is omitted and it is a new file, the command is ignored with an appropriate message. Read only is used if the file is to be read only. Set the field non-null to specify read/only.

## 2.3.10 PUT, fname

The file is returned to the BEAD.

## 2.3.11 FILE, fname, user name

The specified SYSTEXT file is read until end of information and treated as commands.

2.3.12 Messages, <sup>ON</sup>  
<sub>OFF</sub>

Turns on/off messages from the program.

## 2.3.13 DEBUG

Calls the BEAD to enter BEAD commands.

## 2.3.14 FORGET, fname

The file name is deleted from the local directory but not returned to the BEAD.

## 2.3.15 ECS

Makes the ECS core file with 240 000B words. This file is available to the user through C-list index (B1).

## 2.3.16 DONE

This command is used to leave the SCOPE simulator and return to the BEAD. The non-read/only files in the local directory are returned to the BEAD.

## 2.3.17 COMLENTH=n

This command allocates n words for common blocks during loading. If n is too small, TOO BIG will appear when a load is attempted.