ECS LIST

ECS system
1) destroy event channel
2) zero level file ? (see 32)
3) put event without duplicate checking (interrupt interface)
4) get event with chaining word extra marked in (change NOT index to unique name in x6)
5) parameter c-bit reference
6) get event or return
7) first descendant of stub
8) ask temp part of class code (not in agnet!)
9) subprocess entry points
10) put check in PUTACT and PUTEC5 for length of actord later
11) update esp 2 in alloc block
12) reset end of path to self (restore) 3 written
13) exit mode-event false place
14) hany on multiple event channels
15) option bits Verna
16) garbage collector allocation move <4 Verna
17) file = file copy never
18) delete object (not already in)
19) fast actions
20) mov block luckily maps of count ? ? Paul (in v6)
21) return error (return error max error closer = 2)
22) Map compiler now does disaster if missing map block
should do error (return) Paul's Bruce
23) fix up c char
24) status temp (real interate)
25) general destroy 29 move above alloc to make 29 typ any not special case Bruce
28) Send interrupt to pseudo-process (written, W)

29) More CLASSIND and ECS

31) Fort Check GxxxNT in subprocess environment establishment at the point of doing a DAE and entry

32) Fort More that this block operation?

33) Fort Check what files do for glance files

34) Fort Fix Capab not = 0 length Client

35) Fort Fix error returns from OPINT

36) Fort Function when delete subprocess not a leaf (Bruce)

37) More Not more buffers going for keeping system codes in ECS

38) In process subprocess creation, correct start of down limit for entry point (written, W)

39) More Change MOVE operation to return Paul

40) More design and implement display process description operation

41) Turn (off) all map on tree for a subprocess

42) Block parameters data

43) Incremental map compilation Paul