

1 June '70

RECONSTITUTED LIST OF THINGS TO BE DONE ON THE ECS
LEVEL OF CAL TSS

Stuff needed for operation ~~for~~ of the "Septmeber System"

- 1) Allocator-compactifier (Vance, end of June)
- 2) Implementation of block parameters and return parameters (Bruce, BNG*)
- 3) Indirect C-list stuff (Bruce, done and tested)
- 4) Set temporary part of class code (easy) - Bruce
- 5) Return capability of specified type
- ** 6) Change map compiler to do error instead of DISASTER in case of missing map block (Paul, ?)
- 7) Get option bits into the operations (Vance, easy)
- 8) Implement the error return operation (Bruce, BNG)
- 9) Date and real time (Keith, ?)
- 10) Find descendent of subprocess (Dave, written but not in)
- 11) *Fix n'th parameter of an operation (Paul)*
- 12) *Dirty bit stuff (Paul, written but not debugged)*

Stuff needed for the "Real System"

- 1) DAE entry stuff (just won't be available in Sept)
- 2) Operation to turn on/off map entries for a subprocess (no subprocess descriptors in the Sept directory system)
- 3) Change to change unique name oper vis-a-vis option bits (NA in Sept)
- 4) Move system code out to ECS (Vance, in progress)
- 5) Message channels

Other stuff

- 1) Make PUTACT and PUTECS check the length of ACTIONL
- 2) Accounting of CPU time
- 3) Operation to reset end of path to self
- 4) Fast actions
- 5) ~~Fix~~ to CCCLOA (this is easy and a lot of code will be affected by it, so I'll get it done)
- 6) General destroy operation
- 7) Send interrupt to pseudo-process (written, but not in)
- 8) Move GLASSCNT to ECS
- 9) Check GARBCNT at point of doing DAE when establishing subprocess environment
- 10) Fix error returns from OPINTR
- 11) F-return when subprocess to be deleted isn't a leaf (Bruce, ?)
- 12) Display process descriptor and subprocess descriptor operations
- 13) In process and subprocess creation, test for lower limit of entry point correctly
- 14) Incremental map compilation (Paul, ?)
- 15) Move object (Allocation block) from one allocation block to another

*BNG = before national guard

** was this going to be postponed until NEWUN is released?