

The Utility package for Models 6/34 and 6/36 gives users 18 flexible components that simplify the development and execution of programs. The Utility components let the user initialize new disk or diskette volumes, allocate files to them, delete and rename these files, and copy from file to file or volume to volume. Additional components handle disk/diskette-to-memory transfer and media transcription.

Each component contains its own comprehensive media error detection facilities – monitoring, for example, for defective sectors, transcription errors, and device faults.

For operational convenience, the components are grouped by function, minimizing the number of 8K-word memory loads required.

COMPONENTS

- *AL (Allocate)* – Reserves a specified amount of disk/diskette storage space for a named file. Space is allocated in units of sectors. The user specifies either the number of sectors required or the maximum number of records in the file and the required record length (in bytes).
- *BTGEN (Bootstrap Generator)* – Provides the ability to alter the bootstrap record on disk/diskette or paper tape to conform to the user's hardware environment.
- *CM (Compare Data)* – Checks the validity of a previous disk/diskette copy operation by comparing the requested data areas word by word and reporting all nonmatching sectors.
- *CP (Copy)* – Copies data from one unit of disk/diskette storage to another. The unit may be a volume, a file, or a member of a partitioned file.
- *DEBUG* – Provides a flexible tool for program testing and error correction during program development. The component operates interactively, maintaining a dialog with the console operator. DEBUG lets the operator view all memory locations and addressable registers and modify their contents. DEBUG also performs memory searches and displays memory areas in both hexadecimal and ASCII notation.
- *DL (Delete)* – Deletes a previously allocated file or member from a specified volume or file. This releases space allocated to the item being deleted and combines it with any other unused space.
- *DP (Dump)* – Transfers data from disk/diskette to memory, or from memory to disk/diskette or a hard-copy device. Data is converted to character hexadecimal and ASCII representation for the hard-copy device.
- *DPEDIT (Dump Edit)* – Outputs a memory image to a printer from an input diskette. The output format may take the following forms:
 - an edited version of the machine and software status, such as registers, trap and interrupt vectors, and save areas.
 - a memory image printed in both hexadecimal and ASCII notation.
 - a combination of the two.
- *IN (Initialize)* – Initializes a disk/diskette and file to a format acceptable to the file system. For volumes, it formats the entire disk/diskette and sets up the necessary control information on track 0. For partitioned files, it sets aside an index area for member names and prepares the remaining files for program development use.
- *LD (Logical Dump)* – Prints logical records from a partitioned member or relative file. Printout can be in hexadecimal or ASCII notation (or both). The printer may be a line printer, a serial printer, or a KSR teleprinter.
- *LS (List)* – Displays the contents of a specified volume directory or partitioned file index. These directories are maintained by the system on all direct access devices. Output is routed to the device assigned as the list output. This command can also display a member index within a partitioned file.
- *PATCH* – Allows the user to patch an object (prelink) or executable load module (postlink) sorted on disk/diskette. Patches can be removed as easily as they are added. This capability allows a program to be updated without reassembly or reassembly and relinking.

- *PD (Physical Dump)* – Prints a single, contiguous block of sectors. Printout can be in hexadecimal or ASCII notation (or both). The printer may be a line printer, a serial printer, or a KSR teleprinter.
- *PP (Disk/Diskette to Paper Tape Punch)* – Transfers data from a partitioned file member (normally an executable load module) on disk/diskette to the ASR paper tape punch device.
- *PT (Print)* – Allows the contents of a relative file or a partitioned file member to be printed in ASCII representation, using the first character as a printer control character. The printer may be a line printer, a serial printer, or a KSR teleprinter.
- *RN (Rename)* – Changes the symbolic name assigned to a volume, file, or member.
- *RP (Replace)* – Sets a memory location or contiguous group of memory locations to a specified

value. Replacement is made on a one-to-one basis.

- *XF (Card to Disk/Diskette)* – Transfers card data to a partitioned file member on disk/diskette.

SYSTEM REQUIREMENTS

Minimum equipment required:

- Level 6 CP with 16K words of main memory
- 2 diskette drives or cartridge disk
- System console (KSR teleprinter or equivalent)

Optional equipment:

- Additional main memory
- Additional disk or diskette drives
- Line printer
- Serial printer
- Card reader

Specifications may change as design improvements are introduced.

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