PRELIMINARY PROPOSAL FOR TESTING SYSTEM SUBPROCESSES OF USER PROCESSES

I) A user subprocess will exi st which accepts a list of disk files and
    builder names. The disk files are copied to ecs files. Anew and
    special XXX is made on CMMD (requires systemp bit on) passing
    call
    these ecs files, the given builder names and a tty number.
    The next process constructed on the named tty will have the given
    files substituted for the standard files of the given builder names.
    The subprocess will then make a ..STOP call on bead ghost..

II) Now go to the named tty and type CSP. The new test process will be XXXXXXXXX
     constructed. CSP and break will work normally on the new process.

III) A new command in CMMD will be constructed, called 'KICK' (?) , which
     accepts a tty number. The command will require the systemp bit.
     of the named t
     Typeing this command will cause an interupt to be sent to the fake ghost.
     Thus runaway system subprocesses can be interrupted.

IV) There are 2 reasons for using 2 ttys. One is that extra fixed space is
     needed to hold the ecs files, and returnihg from a subprocess will XXXXXXXXXX
     XXXXXXXXXXXXXXXXXXX destroy the files and release the space. Also destroying
     the process will also destroy the ecs files and release the space.
     Second is the need for a tty to use for 'KICK' .

V)   Schemes I have propased for constructing floating processes under control
     of a single tty could have been used, but the above scheme can be implemented
     much sooner.

<center>HEB</center>