SAVETSS

I General

SAVETSS is a Fortran program for retrieving files from a TSS disk dump TAPE. It is capable of extracting files from a partial dump (e.g. one that was not successfully completed). The retrieved files may then be read back into TSS by using GETTPE.

II Basic Use

A. Input Files ... the dump tapes
   1. The dump tapes
      SAVETSS expects Volume 1 of the dump tape at B00BP1. The filename is TAPE3. Successive volumes are handled by incrementing the tape number... i.e., Volume 2 = Tape 7. The maximum number of volumes is now 2. Note that all tapes must be requested prior to running the program.

2. The input deck
   a. error and volume card
      The first card of the data deck must contain this card. In col. 1 should be the number of errors after which to terminate the search. If the tape was only partially written, this should be 1, indicating that where writing stopped (parity or sequence error) should be considered the end of the dump, and SAVETSS should not scan beyond that point.
6. search directives

Following the card mentioned in (a) above come the search directive. Each directive is a sequence of names, ending in a name with a card with only an asterisk in col 1. The first name of each directive is looked up in ROOTD. Then, at each step, if another name remains in the directive, it is looked up using the object obtained in the previous step as the ownership directory. If no more names exist in the directive, the current object is retrieved as a file. A null directive (one with no names) terminates the program.

NOTE: The full path from ROOTD must be specified for each object. Objects may not be referenced through softlinks in any directory. Hard links will be found in the directory but may not be located while scanning the tree. Therefore: REFERENCES EVERY OBJECT THROUGH OWNERSHIP ENTRIES.
col
1 2 3 ... 80
(error + volume card)

2
(scan to 2nd error. There is only one volume)
(1st directive)
(note no = card here)

PDLIST
TSS
LDR.S
DSKLST
*

(retrieve the file corresponding to
ROOTD: PDLIST: TSS: LDR.S: DSKLST)

PUBLIC
EDITOR
*

(Note: This may not work... POLIST: EDITOR
is a hard link!)

* (attempting to save ROOTD signifies the
end of input data).
B  OUTPUT

1. The files...

a) The files themselves are written out on TAPEZ. The GETTPE directory is written out on the fileset TAPE1. Thus, after running saveTss, the following control cards will produce the DUMPTPE/GETTPE compatible tape.

Request SAUTAPE, X. output name
Redline tape1.
Rewind tape2.
Copy bcf tape1, tape SAUTAPE.
Copy tape2, SAUTAPE.

b) Loading back into TSS

Mount the tape and call GETTPE.

The files will come into TSS as files named using head conventions under the current user name. The file names are constructed out of the first ≤ 7 characters of the last name in each specifier for which an object was located.

BEWARE: This may result in duplicate names during GETTPE...

eg. SAVEFILE and SAVEFILEX
would both be loaded onto
SAVEFIL.

2. Printed output.

SAUETSS prints various messages.
a) at the beginning of each scan, the tape label is printed in a directive

b) each name is printed in turn

SEARCH TO 〈NAME〉

when any name is not found, the rest of the directive on which it was a part is skipped and the next directive processed. This may happen two ways:

THAT NAME NOT FOUND means the name could not be found in the current directory.

OBJECT NOT FOUND indicates that the entry was found, but that the file is not on the tape.

usually, this message will be preceded by one of the following 2
*** EOF ***

means that the end of the tape was encountered.

TOO MANY ERRORS

means that the error count has been reached. The scan stops here with the EOF message following.

Parity errors produce the message

*** PARITY ERROR ***

followed by information as to what was lost.

LOST DATA BLOCK IN OBJECT unnnnn B.

or

LOST OBJECT NUMBER unnnnn B.

RECOVERY WITH OBJECT unnnnn B.

Each of the above occurrences, if not following a parity error, is an error in its own right. However, if a parity error precedes either of the above two circumstances, the whole mess counts as 1 error.

Any message beginning

DIRECTORY ERROR ...
indicates either a bug or that
the object currently in hand is not
a directory. Check your data.

That's about all, good luck.

ah ha!

Sample deck

Job card

Request, TAPE3, NY. 9657 TSS disk dump

[run save tss.  RUN.
  320. CLOP. or whatever
  RFL,10000.
  Rewind, TAPE1.
  Rewind, TAPE2.
  Request
  UNLOAD, TAPE3.
  Request, TAPE X, nnnn OUTPUT
  COPY 6, Tape1, Tape 1,4096.
  COPY, Tape2, Tape 1,4096.

[EXIT. DUMP, 40000. just for me, thanks.

38

[whatever, right

39

21 2 errors

[directive

[directive

609