

APPENDIX D : SYSTEM CONSTRAINTS

Introduction

This appendix describes some constraints imposed on the user by the PTS6000 hardware and DOS6800 System Software. Hints on how to stay within these constraints are also given.

Constraints

Briefly the constraints are as follows:

- (I) The number of the file codes in the Monitor's file code table is less than the maximum number of valid file codes (/1—/EF).
- (II) The number of userids on a single disk (including system userids) may not be greater than 149.
- (III) The number of files in the library of a single userid may not be greater than 199.
- (IV) The number of words in a single file may not be greater than 320K (K=1000 decimal).
- (V) The number of words available to the user on a single disk (excluding granules 0 and 1) is less than 1296K. If the disk is a system disk the available space will be reduced by about 13% for the SAG library and by a further 60% for the libraries TOSSUTIL, INT:PROD and TOSSWORK if they are present. This figure is further reduced by 1.6K (one granule) for each userid declared on that disk.

Hints

The following numbered hints refer to the corresponding constraints in the preceding section:

- (I) Scratch temporary files when they are no longer required (control command SCR). BYE scratches all temporary files automatically.
- (II) Delete userids that are no longer required (DLU). If necessary save any files in the libraries of these userids before deleting the userids (INC, MOV, SVD, SVU, PCH, PLD or POB).
- (III) Delete files in the relevant library that are no longer required (DEL). If necessary save these files before deleting them (INC, MOV, SVD, SVU, PCH, PLD or POB).
- (IV) The only instance in which an individual file can be reduced in size is in the case of "checkerboarding" in an /OBJCT file — see section 6.7.
- (V) Delete files on the relevant disk that are no longer required (DEL). If necessary save these files onto another disk or onto tape before deleting them (INC, MOV, SVD, SVU, PCH, PLD or POB).

Checkerboarding in /OBJCT files should also be eliminated — see section 6.7.

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