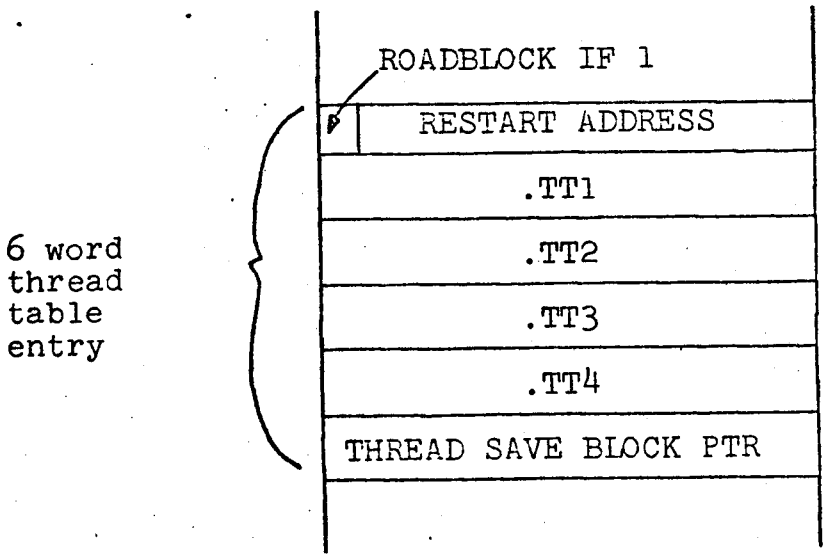
THREAD TABLE

The thread table has one entry (consisting of 6 words) for each of the 10 possible threads or users in the multi-programming system.

The first word of each entry is the address to which control should pass when the thread is reactivated. This is always an absolute system address. If the high order bit of that word (address) is 0 the thread requires processing, if it is 1 then the thread is roadblocked and should be skipped.

The last word of the thread table entry contains a pointer to the thread save block for this thread (see 516-19). The other four words in the entry are temporary storage associated with the thread and used by the system. Each time the thread is reactivated these four words are loaded into .TT1-.TT4 in sector zero. Some system tasks can be done using this temporary storage without bringing the thread save block into sector 0.

To start a new thread the 10 thread table entries are scanned for a vacancy. A vacant entry has a thread bootstrap restart address with the roadblock bit set. The roadblock bit is then knocked down and the terminal ID of the requesting user inserted in the .TT1 word. The next time this thread is reactivated the bootstrap program will be called.



THREAD TABLE POINTERS

.TTSRT - Pointer to the first word of the first entry.

.TTPTR - Pointer to the first word of the current threads entry.

.TTEND - Pointer to the first word of the (last+1) entry.