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## Identification

procedures to check options
read\_opt, read\_global
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## Purpose

The read\_opt primitive checks local options, i.e. options which affect one procedure only. Read\_global checks global options, i.e. options which affect more than one procedure. Read\_global checks first to see if the option is set locally for the calling procedure; then it checks the global value. Read\_global should be used to check any option which has meaning for more than one procedure. Section BX.12.00 contains an overview of options, including a discussion of local and global options.

## <u>Usaqe</u>

To check the value of the option  $\underline{name}$  in frame  $\underline{n}$ ,

call read\_opt (name, n, switch, spec, set);

If n = 0, read\_opt returns the value of <u>name</u> in the current frame.

spec - the specification of the option

set = "0"b if the option is not set = "1"b if the option is set

If n<0 or n>k, where k is the number of the current frame, read\_opt signals an error:

signal condition (options\_101);

If <u>name</u> is unset, read\_opt returns the following values:

switch = "0"b

spec = "" (null character string)

set = "0"b

The declarations of the arguments to read\_opt are

dcl name char (J).

n fixed,

(switch, set) bit (1),

spec char (L) var;

where  $0 < J \le 64$  and  $0 \le L \le 512$ .

To check the value of a global option:

call read\_global (caller, name, n, switch, spec, set);

<u>caller</u> - the name of the calling procedure. Other arguments are the same as for read\_opt. <u>Caller</u> is declared by:

dcl caller char (M);

where M is any integer such that  $0 < M \le 63$  - Q, where Q is the length of the longest option name checked by caller.

If n < 0 or n > k, where k is the current frame number, read\_global signals an error:

signal condition (options\_102);

Read\_global first checks to see if <u>name</u> is set locally for <u>caller</u>, i.e. if "caller.name" is set. (This convention for local settings of global options is explained in BX.12.00.) If <u>name</u> is not set locally for <u>caller</u>, read\_global checks for a global value of <u>name</u>.

If name is set neither locally nor globally, read\_global returns the following values:

switch = "0"b

spec = "" (null character string)

set = "0"b

If name is set either locally or globally, read\_global returns

set = "1"b

and the switch and specification of the local setting.

## <u>Implementation</u>

The implementation of read\_opt follows trivially from the representation of options described in BX.12.01. Read\_opt hashes the option name to get to the option header. The option header points directly to the current setting for the option. To find the value of the option in frame n, read\_opt goes back along the chain of settings of the option until it finds a setting in some frame m  $\leq$  n. The value of the option in frame m is valid also in frame n.

Read\_global calls read\_opt for the value of "caller.name". If caller.name is unset, read\_global calls read\_opt for the value of "name".