

## NAME

**mkconf** - create configuration table and low core

## SYNOPSIS

**mkconf** [ **-nta** ] [ address ]

## DESCRIPTION

*Mkconf* creates two files, one which contains the low core vectors (*l.s*) and one which contains the configuration tables (*c.c*), needed in creating a UNIX. It is an interactive program which creates these two files from the input specifications supplied by the user. The specifications allow the input of the type of device, the number of a given type and the vector address if the device is in the floating vector area. The root and swap devices may be specified along with the minor device number of the devices, and the location and size of the swap area (*swplo* and *nswap*) values may also be specified. The first input to *mkconf* must be the type of processor. The following is an example of how *mkconf* is used. Notice that the devices specified as the root and swap must already be configured.

```

mkconf
70
hp
hs
ht
2dc
root hp 1
swap hs 8
swplo 1
nswap 4000

```

Typing *list* before hitting CTL D will produce a list of vector addresses and the devices at those locations. Typing an EOT (CTL D) terminates input and causes *l.s* and *c.c* to be generated.

*Mkconf* automatically adds a jump to a routine whenever there is an empty location in low core. This routine prints the message

```

stray interrupt at XXX

```

when an interrupt occurs at one of these locations. An interrupt occurring at any of these locations is treated similarly to a device interrupt. The stray interrupt routine will print the location (modulo 128) of the interrupt, thus making it possible to narrow the number of locations down. The arguments to *mkconf* alter the use of the jump to the stray interrupt routine in the following ways.

- n No stray interrupt vectors are produced.
- t A jump to trap+15 is used instead of stray. This is not quite so useful but it is better than nothing.
- a Currently, the stray interrupts are produced up to location 0400. The second argument (address) can extend or shorten this area.