

**Session
VS039**

***OpenVMS Shareable Libraries
An Implementor's Guide***

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***Thursday, June 6, 1996
10:00 – 10:50
Room 124***

***Spring 1996 US DECUS Symposium
America's Center
St. Louis, Missouri***

Introduction

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What is an OpenVMS Shareable Library?

***A Shareable Library is a section
of code and/or data which is
dynamically linked to your
program at image activation.***

***Normal usage does not require
any privileges not available
to a Student user.***

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What kinds of code can be included in a Shareable Library?

Almost any code can be placed in a shareable library. The main requirement is that the code be referenced by one or more programs.

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Can data be included in a Shareable Library?

Yes, data can be included in a shareable library.

However, to ensure safety, you should make sure that the data is

Read only (NOWRT)

OR

Copy on Reference.

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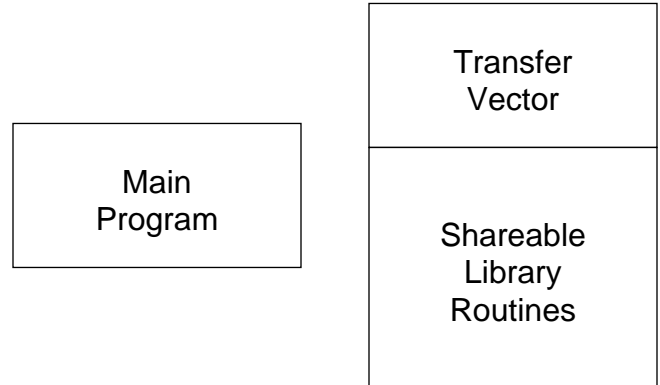
Why use Shareable Libraries?

- **change control**
- **eliminate regression**
- **different programmers can work on different parts of the project at the same time without interfering with each other.**

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What happens when I call a routine in a shareable library?



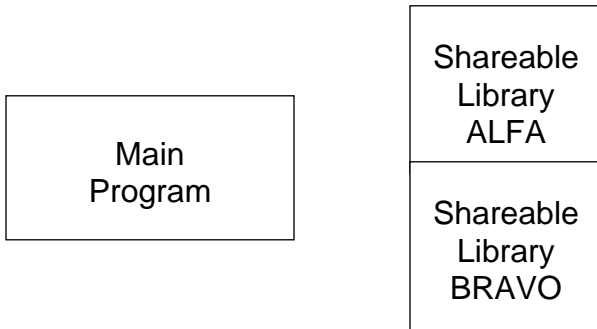
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Can I use multiple shareable libraries at the same time?

YES!!!



How do I specify a shareable library at execution time?

Use logical names.

No privileges required!

```
$ ASSIGN -  
$_ $1$DUA2:[GEZELTER]TEKPLT.EXE -  
$_ TEKPLT  
$ RUN program
```

NOTES

*How do I create an
OpenVMS-VAX
transfer vector?*

*Its easy! (Even if you are not a
MACRO programmer!)*

Define Transfer Vector:

```
.TRANSFER      TEKPLT
.MASK           TEKPLT
JMP             L^TEKPLT+2
.END
```

**Assemble transfer vector.
LINK the image.**

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*How do I create an
OpenVMS-ALPHA
transfer vector?*

Its even easier!

In the LINKER Options File:

```
SYMBOL_VECTOR=(name1=PROCEDURE,-  
                name2=PROCEDURE,-  
                SPARE,-  
                SPARE,-  
                SPARE,-  
                SPARE,-  
                SPARE)
```

Just LINK the image!

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What do I save by using Shareable Libraries?

- link time (huge savings possible)*
- disk space*
- maintenance effort*
- regression errors*

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Guidelines:

- provide ID entry points*
- have main system produce optional revision listing of libraries used*
- be careful of multiple versions*
- be extremely careful of shareable, writable data!!!!*
- enforce use of libraries*

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Shareable Libraries – Concepts

All calls to entry points in shareable libraries are routed through transfer vectors.

Most data areas are allocated as non-shareable space or are located on the stack.

Normal use requires no privileges. Actual sharing of code/data will require the privileges to **INSTALL** the image.

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Source Program Concerns

***Avoid impure references;
address constants, use **MOVA**
type instructions instead***

Watch out for:

***COMMONs (FORTRAN);
external variables (C); and
similar structures***

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Compiler related issues

Watch out for PSECT attributes!

In particular, the combination of SHR and WRT is generally a bad idea (when the image is installed, different processes will share Read/Write data).

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Linker related issues

/SHARE switch on command

***GSMATCH=LEQUAL,1,0
(in OPT file)***

***Fix PSECT attributes
(if needed)***

Be sure to check MAP file

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Debugging Concerns

***Try to debug before releasing
shareable image to the world.***

***Local logical names override
more global names, thus you
can switch between production
and test versions from minute
to minute.***

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Questions?

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