Nobuo san,

I have looked into the list of missing files that you sent to Randy. Here is
the story:

Some of the files are QuantumLink proprietary, and I can't give them to you (I
can't even read them myself any more). They relate to aspects of the
QuantumLink system itself, not to Habitat, so the fact that you don't have them
should not prove to be a problem.

Some of the files are PL/1 "include" files. The Stratus PL/1 compiler enforces
the convention that all include files have names that end in ".incl.pl1". It
will add this extension to any include name that doesn't already have it. Thus
if you see the line

        %include 'foo';

in one place and then

        %include 'foo.incl.pl1';

in another, they refer to the same file. Several of the files on the list fall
into this category, where you thought you were missing the 'foo' file, but you
actually have the 'foo.incl.pl1' file on the original tape.

Some of the files are ones that we gave you listings for but were not on the
tape because they were simply example that we did not think you would need them
in machine-readable form. However, if you want them, you've got them.

Finally, some files were really missing.

As you requested, I will have a tape for you at our meeting at Skywalker on
November 10.

Here is the complete run down on a file-by-file basis (taken from your list):

1. Debug   - same as Debug.incl.pl1
2. Debug.incl.pl1   - QuantumLink proprietary
3. Lists.incl.pl1   - QuantumLink proprietary
4. Lists.strux.incl.pl1   - QuantumLink proprietary
5. Messages   - same as Messages.incl.pl1
6. Messages.incl.pl1   - QuantumLink proprietary
7. Queues   - same as Queues.incl.pl1
8. Queues.incl.pl1   - QuantumLink proprietary
9. Stat.strux   - same as Stat.strux.incl.pl1
10. Stat.strux.incl.pl1   - QuantumLink proprietary
11. TimeAfterTime   - same as TimeAfterTime.incl.pl1
12. TimeAfterTime.incl.pl1   - QuantumLink proprietary
13. avatar   - same as avatar.incl.pl1
14. avatar_props.incl.pl1   - obsolete: see note #1 below
15. class_avatar.incl.pl1   - same as class_avatar.pl1, see note #2 below
16. class_ground.incl.pl1   - same as class_ground.pl1, see note #2 below
17. class_paper.incl.pl1   - same as class_paper.pl1, see note #2 below
18. class_region.incl.pl1   - same as class_region.pl1, see note #2 below
19. containment   - same as containment.incl.pl1, on the tape
20. defs_class   - on the tape
21. defs_message.incl.pl1   - on the tape
22. initialize_resources.incl.pl1 - on the tape
23. instance_head   - same as instance_head.def.incl.pl1
24. mail_info   - same as mail_info.incl.pl1

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25.  new_textdb                          - same as text_db.incl.pl1
26.  object                              - same as object.incl.pl1
27.  parser.incl.pl1                     - mystery file, see note #3 below
28.  process_control.incl.pl1            - QuantumLink proprietary
29.  question                            - same as question.incl.pl1
30.  region                              - same as region.incl.pl1
31.  region.defs                         - same as region.defs.incl.pl1, on the tape
32.  struct_avatar                       - same as struct_avatar.incl.pl1
33.  struct_book                         - same as struct_book.incl.pl1
34.  struct_class                        - same as struct_class.incl.pl1, on the tape
35.  system_io_constants                 - QuantumLink proprietary
36.  teleport                            - same as teleport.incl.pl1, on the tape
37.  textdb                              - same as textdb.incl.pl1
38.  turf                                - same as turf.incl.pl1, on the tape
39.  y.tab.incl.pl1                      - unnecessary file, see note #4 below
40.  makeshape4.c                        - on the tape
41.  face.c                              - on the tape
42.  struct_user.incl.pl1                - on the tape
43.  struct_jukebox.catalog.incl.pl1 - obsolete file, see note #1 below
44.  width.incl.pl1                      - on the tape
45.  yaccpar.pl1                         - on the tape
46.  ply-convert.ml                      - on the tape
47.  source code to  sun.o              - Lucasfilm proprietary non-Habitat file
48.  source code to  map.o              - Lucasfilm proprietary non-Habitat file
49.  chiproof.gri                        - on the tape
50.  sheriffoffice.gri                   - on the tape
51.  turf3.gri                           - on the tape
52.  general_store_ext.gri               - on the tape
53.  defines.ghu                         - on the tape
54.  popustop.p                          - on the tape
55.  frontage.p                          - on the tape
56.  equates.p                           - on the tape
57.  apartments.p                        - on the tape
58.  qgrad.p                             - on the tape
59.  stores.p                            - on the tape
60.  lottery.p                           - on the tape
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Notes:

#1: A couple of files are quite obsolete. Nothing in them is ever referred to by the software, and references to them may be safely deleted.

#2: Janet rearranged some of the files on the host between the time we printed out the listing and the time the original tape was made. Several of the class files were incorporated into a single file, with the previously separately-compiled files being included in a single compilation unit. However, there are no structural differences between the contents of the source files in the two different versions.

#3: We can find no reference to a file called 'parser.incl.pl1' in any of our files nor can anyone remember there ever being such a file. Perhaps this is a mistake?

#4: 'y.tab.incl.pl1' is simply a definition file generated by the Unix 'yacc' utility from 'ghu.ply', after massaging by our Emacs macros. See the Unix documentation on 'yacc' for the description of the file 'y.tab.h'.

I look forward to seeing you on Thursday!

Chip