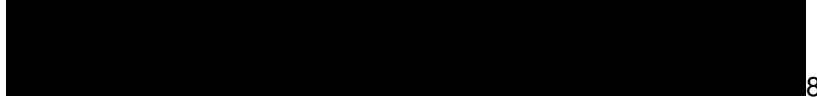


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31.8 The SYSQUEUE mechanism

1

The SYSQUEUE facility provides a low-level queueing facility. The functions described herein are all system internal: they can cause much confusion if misused.

A SYSQUEUE is a datum containing a pointer to the first element of the queue and a pointer to the last; each item in the queue points to the next via a pointer field located at offset 0 in the item (its QLINK field in the QABLEITEM record). A SYSQUEUE can be created by calling (NCREATE 'SYSQUEUE).

(\ENQUEUE Q ITEM) [Function]

1

Enqueues ITEM on Q, i.e., links it to the tail of the queue, updating Q's tail pointer appropriately.

1

(\DEQUEUE Q) [Function]

1

Removes the first item from Q and returns it, or returns NIL if Q is empty.

1

(\UNQUEUE Q ITEM NOERRORFLG) [Function]

1

Removes the ITEM from Q, wherever it is located in the queue, and returns it. If ITEM is not in Q, causes an error, unless NOERRORFLG is true, in which c