sic

a gildas working group software

30-oct-2007

sic
sympathetic interpretor of commands
sympathique interpréteur de commandes
language sic version 9.2
language gui version 1.2
language vector version 3.2

The GILDAS working group is a collaborative project of the Observatoire de Grenoble (1,3) and IRAM (2), and comprises: F. Badia[2], D. Broguière[2], G. Buisson[1], L. Desbats[1], G. Duvert[1], T. Forveille[1], R.Gras[3], S. Guilloteau[1,2], R. Lucas[1,2], R. Neri[2] and P. Valiron[1].

(1) Laboratoire d'Astrophysique
Observatoire de Grenoble
BP 53 X
414 Rue de la Piscine
F-38402 Saint Martin d'Hères CEDEX

(2) Institut de Radio Astronomie Millimétrique
300 Rue de la Piscine
F-38406 Saint Martin d'Hères

(3) CEPHAG
Observatoire de Grenoble
F-38402 Saint Martin d'Hères CEDEX

Contents

1   Introduction

SIC (*) is a command line interpretor, written in FORTRAN and callable as a subroutine by any program. It provides a command language rather similar to the VAX-VMS DCL language, with the following major features:

- resolution of command abbreviations

- definition of symbols

- macro capabilities with arguments substitution during execution

- log file

- multi-language structure

- loop buffers for repetitive actions

- variables, arithmetic and logical expressions evaluation

- structured logical tests

- error recovery

- stack buffer

- keypad editing of command lines on VT200 compatible devices

- **NEW!: GUI interface on Motif systems**

This manual contains several chapters. Chapter 2 (The SIC monitor) should be read by every user before using SIC. Chapter 3 contains a copy of the internal help files of SIC. Chapter 4 is a programming manual for the user who would like to use SIC to create its own application. Chapter 5 is a list of all possible SIC error messages and of their most usual recovery procedures. This reference may be useful if you encounter an error message which you do not understand while running SIC.

2   The SIC Monitor

2.1   Basic Features

2.1.1   Syntax

All commands parsed by SIC must have the following syntax:
```
[LANG\]COMM [ARG1 [ARG2 [...]]]  [/OPT1 [ARG11 [...]]  [/OPT2 [...]]
```
Where `LANG` is the language name, `COMM` the command name, `OPT1` and `OPT2` are option names, `ARGs` are the arguments of command and options, and brackets indicate optional fields.

The language, command and option names can be abbreviated and SIC checks for ambiguities. Arguments are separated by any number of separators (Blanks or Tabs). An option is a word beginning with a Slash. The options, like the commands, may have arguments. The syntax analyzer converts to upper case letters, strips useless separators, translate the symbols (See 2.5), expands the command and option names by looking through its current "dictionary".

The language field is optional. If present, it restricts the resolution of command name abbreviations to all languages of which it is an abbreviation. Otherwise, all languages are searched for.

The first action of the syntax analyzer is to suppress redundant separators. This is of course not always wanted (e.g. a figure caption) and SIC offers one way to circumvent this problem: the so-called strings, which are arguments included between double quotes (`"`). Strings are not modified by the syntax analyzer, but the outer double quotes will be ignored when the argument is used. However, strings are not protected against symbol substitution.

The program calling SIC may expect arguments of various types: character strings, real numbers, integers or logicals. For a specified type, e.g. a real number, the argument can be either a constant value (e.g. 3.14159), a variable (e.g. PI), or an expression (e.g. 2*ASIN(-1.0)). Conversion to the specified type is done automatically if possible at all (See 2.13).

A "-" sign as the last significant character in a command line indicates that a continuation follows on the next line (as in `DCL` command language) e.g.

```
        SIC> HELP -
        SIC> EDIT
```

is interpreted as

```
        SIC> HELP EDIT
```

No special procedure is used to cut strings for continuation lines. It is simply done according to the following example

```
        SIC> LABEL "A very long-
        SIC>  string must be cut"
```

which is interpreted as

```
        SIC> LABEL "A very long string must be cut"
```

Comments may appear at the end of any line. The comment area starts with a "!" sign; all the following text is ignored. Comments can be used in conjunction with the continuation mark :

```
        SIC> DRAW RELOCATE 13-        !This is an example of comments
        SIC> .45 15.00 /USER          ! and continuation
```

is interpreted as

```
        SIC> DRAW RELOCATE 13.45 15.00 /USER
```

BUT do not try this one

```
        SIC> LABEL "A lon-    ! A long string
        SIC> g caption"       ! with continuation mark
```

which produces the message

```
        E-INTER,  Unbalanced quote count
```

immediately after the first line as been typed in, because the syntax analyzer was considering the - and ! signs as part of a string. Comments may be convenient to self-document complex procedures.

2.1.2   The Prompt

The prompt is defined by the calling program. In addition, SIC modifies the prompt aspect according to the execution level. In this example the calling program is assumed to pass the string 'GAG' to SIC. Then the following prompts may appear :

```
        GAG>     ! Lowest execution level
        GAG_3>   ! Third execution level
        GAG_5:   ! Compile mode for the Loop buffer at level 5
```

2.1.3   The on-line HELP

The HELP utility of SIC is structured at three different levels. Without an argument, HELP gives the list of available help. Since SIC is a multi-language system, HELP Language_Name\ prints one line description of all commands of the named language. For example, HELP SIC\ gives a one line description of all the SIC monitor commands. HELP Command_Name prints more detailed information on that command. For some command, the help text is divided in subtopics which can be accessed by typing HELP Command_Name Subtopic.

   If you consult a long HELP text, you may use the PAGE mode. You will then be prompted for continuation when the screen is full. The page mode is usually set by default on "intelligent" terminals, and you can switch between PAGE and SCROLL mode for the help using command

```
        SIC> SIC HELP PAGE     or     SIC HELP SCROLL
```

On-line access to the documentation can be obtained by

```
        SIC> SIC HELP CONTENT  or     SIC HELP INDEX
```

In CONTENT mode, HELP Command displays the documentation page indicated for the specified Command by the table of content, while in INDEX mode, the first page indicated in the index is displayed.

2.1.4   The Stack

The Stack is an internal buffer where commands are automatically placed. It may be considered as a real time logfile, from which you can retrieve commands. The stack buffer may contain up to 300 commands, less if the commands are very long. It is organized as a circulating buffer, with a `"first in - first out"` replacement procedure when the buffer is full, or when the maximum number of commands is reached. The command number always increase, even when the buffer fills up.

The command

        `RECALL [Arg]`

recalls command from the stack for execution. Depending on whether line editing mode is possible (see keypad line editing), the recalled command may be edited prior to submission, or not. If no argument is present, the last command is recalled. If the argument is a number N, the N-th command of the stack is recalled. If the argument is a string, the stack is scanned backwards to find a command beginning by this string.

If line editing is possible, commands may also be retrieved from the stack using the Up and Down arrows on the terminal keyboard. However to bypass `VMS` line editing, you must strike GOLD (`<PF1>`) key first.

The command

        `EDIT`

without arguments will dump the stack on a file named `STACK.DefExt` (where `DefExt` is the current default procedure extension), and calls the default editor to edit this file. It can then be executed as any other procedure.

2.1.5   Line Editing Facility

Line editing is normally available to edit command lines prior to submission. The following control keys can be used

```
  <^A>          Move to beginning of line
  <^B>          Backspace one character (BACKWARD)
  <^F>          Advance one character (FORWARD)
  <^H>          Delete previous character (BACKSPACE)
  <^J>          Delete to beginning of word, or previous word
  <^M>          Submit command line (RETURN key)
  <^N>          Recover Next command
  <^P>          Recover Previous command
  <^U>          Delete to beginning of line
  <DEL>         Delete previous character
```

These commands are identical to the standard line editing in the Emacs editor.

If you are using an ANSII compatible terminal (VT100 series and upwards), the numeric keypad is also available to perform additional actions

```
  <PF4>         Delete to end of line
  <->           Delete to end of word, or next word
  <LF>          Delete to beginning of word, or previous word
```

```
<,>             Delete character
<DEL>           Delete previous character
<1>             Move to next word
<2>             Move to end of line
<4>             Set advance mode (for WORD moves)
<5>             Set backup mode (for WORD moves)
<ENTER>         Submit the command line
<RETURN>        Same as above
<Up Arrow>      Retrieve previous command of Stack
<Down Arrow>    Retrieve next command of Stack
<Left Arrow>    Backward one character
<Right Arrow>   Advance one character
```

These commands are the same as in the EDT Digital text editor, except for Backspace (ĥ).

For lines longer than the screen width, the display uses a window and automatically centers it on the current character when the cursor position reaches one end.

Note that on VMS operating systems, this editing mode somehow conflicts with the basic DEC line editing facility, in the sense that the DEC editing facility has priority over it. To access to the keypad editing mode you should press the GOLD (`<PF1>`) key. Otherwise, the Up and Down arrows will only allow you to retrieve the last typed line (default DEC line editing).

The keypad editing mode can be turned off by the `SIC EDIT OFF` command and turned on by the `SIC EDIT ON` command. Line editing mode affects the error recovery system and the RECALL command.

2.1.6   The Log File

The *Log File* is a post-mortem listing of all commands issued and successfully executed during a working session. It is kept on leaving SIC (by using `EXIT`). Some commands like `HELP` are not put into the *Log File*. Most programs using SIC put the *Log File* in the `GAG_LOG:` area (usually your default directory, but see "Customizing") to avoid multiplication of files in a directory tree, and purge it upon exit keeping the last two or three versions. *Log Files* can be used as the basis of subsequent procedures. If you are short of disk space, purge and delete yourself the log files.

2.1.7   Symbols

SIC allows the user to define symbols, which are abbreviations of any character string. Any command line is first parsed for symbols in the symbol table. The command interpretor assumes that the following entities may be symbols :

- the first word of command line (e.g. `AA` in command `AA /OPTION`)

- any string (without spaces) included between single quotes (e.g. `'AA'`). This syntax may also indicate a character variable (See "Character Variables and Implicit Formatting").

There is no recursive analysis of the line for the symbol translation. Note that, contrary to character variables, the symbol translation occurs even within strings, and that case does not matter.

Symbols are defined by issuing the following command

```
SIC> SYMBOL TOTO "Whatever you want"
```

A symbol definition may refer to an other already defined symbol. Whenever `'TOTO'` is found in a command line, it will be replaced by the string Whatever you want e.g.

        SIC> LABEL "Units 'TOTO'"

will be interpreted as

        SIC> LABEL "Units Whatever you want"

The Symbol Table can be listed using command `SYMBOL` without arguments. If `SYMBOL` has a symbol name for argument, the translation of this symbol is given. `DELETE /SYMBOL TOTO` will delete symbol `TOTO` from the current symbol table. Note that symbols should only include alphanumeric characters.

2.2 Variables and Expressions

Most of the power of SIC comes from its ability to handle variables and perform operations (arithmetic or logical) on them. When used in combination with the GREG program for display, SIC variables can be used to performed efficient data analysis.

2.2.1 Definitions and Assignments

SIC supports variables and arithmetic or logical expressions evaluation. Variables can be defined either by the program or by the user. Program-defined variables may have the Read-Only attribute which prevents them from being overwritten by the user (see SIC PROGRAMMING MANUAL). Variable names are up to 15 characters long, upper case only, and must begin with a letter. A variable can be LOCAL or GLOBAL. GLOBAL variables are valid at any execution level in SIC. On the opposite, LOCAL variables are valid only in the procedure where they have been declared, or in any loop started within this procedure, or in any interactive level generated from this procedure (by a `PAUSE` or an error). Variables declared by a program are always GLOBAL.

Arithmetic and logical expressions are automatically evaluated when used as arguments to commands. The evaluation is done in single or double precision arithmetic, according to command `SIC PRECISION`. Parentheses are allowed, but there is a limit on the complexity of arithmetic and logical expressions. A local variable has precedence over a global variable of the same name. Local variables are deleted when the creating procedure terminates.

Variables may be defined using command `DEFINE`, and assigned values using command `LET`. SIC is a declarative language in which all variables must be defined before being used. For convenience, command `LET` has an option `/NEW` which allows declaration of the assigned variable. Five type of variables are allowed : `REAL, INTEGER, LOGICAL, DOUBLE` (for double precision real variables), and `CHARACTER`.

Variable values may be typed using the `EXAMINE` command, which also indicates whether the variable is GLOBAL or LOCAL, and in the latter case, the corresponding procedure level.

2.2.2 Functions and Operators

For arithmetic expressions, the known operators are

        -        Subtraction
        +   Addition

```
*         Multiplication
/ or |    Division (the | sign has been added because the /
                  is the option separator)
** or ^   Exponentiation
```

Known single argument functions are

```
ABS       Absolute value
ACOS      Arc Cosine
ASIN      Arc Sinus
ATAN      Arc Tangent
COS       Cosine
COSH      Hyperbolic Cosine
EXP       Exponential
INT       Integer Part
LOG       Natural logarithm
LOG10     Decimal Logarithm
NINT      Nearest Integer
SIN       Sinus
SINH      Hyperbolic Sinus
SQRT      Square Root
TAN       Tangent
TANH      Hyperbolic Tangent
```

Known two arguments functions are

```
ATAN2   Arc tangent with two arguments
MAX     Maximum of two values
MIN     Minimum of two values
MOD     Modulo (true modulo, even for negative numbers)
SIGN    Sign transfer
```

For logical expressions, the known operators are

```
.OR.      .AND.      .NOT.
.GT.      .GE.       .LT.       .LE.
.NE.      .EQ.
```

and the known functions are

```
EXIST   Returns .TRUE. if its argument is a defined variable
FILE    Returns .TRUE. if its argument is an existing file.
```

Additional arithmetic functions may be declared by the calling programs. Two special functions are always declared :

```
NOISE(x)    Gaussian Noise of Sigma X
RANDOM(x)   Random Number between 0 and X
```

These additional functions, and their number of arguments, can be listed using command
EXAMINE /FUNCTION.

2.2.3 Vector Operations

SIC supports *array variables* of up to 4 dimensions. Array dimensions are specified between brackets (not parentheses) with the comma as separators. `CHARACTER` and `LOGICAL` variables can also be arrays. Arithmetic operations always work on arrays on an element by element basis. Scalar variables are considered like arrays of any size. For example,

```
DEFINE REAL A[5] B[5]
LET A = ABS(B)
LET B = 1.0
```

assigns to each element of A the absolute value of the corresponding element of B, and then assigns to each element of B the value 1.0. Dimensions of arrays must match in arithmetic expressions.

Any subset of an array variable can be referenced in an expression, for example

```
DEFINE REAL A[5] B[5,10] C[5,10,3]
LET B[,6] = A
LET C[,10,1] = B[,3]
```

Dimensions of the sub-arrays must also match. Transposition is now supported : e.g. in the precedent example, C[1,,1] could have replaced C[,10,1]. The indices can be previously defined scalar variables. Leading commas may be omitted.

```
DEFINE REAL A[5] B[5,10] C[5,10,3]
LET B[,6] = A
LET C[,10,1] = B[,3]
```

It is also possible to specify a range of indexes rather than a single index.

```
DEFINE REAL A[5] B[3,10] C[4,4,4]
LET B[,6] = A[2:4]
LET A[:3] = B[,8]
LET A[2:5] = C[3,,4]
```

2.2.4 Implicit Loops

It is sometimes convenient to assign to an array values which are functions of the array indices. This can be done using "implicit loops", such as

```
DEFINE REAL A[10,10]
LET A[I,J] = EXP(-((I-5)|2)**2-((J-6)|3)**2)
```

in which I and J have NOT been declared as known variables. I and J are known as "implicit variables". The preceding expression is equivalent to the following commands

```
DEFINE REAL A[10,10]
FOR J 1 TO 10
FOR I 1 TO 10
LET A[I,J] = EXP(-((I-5)|2)**2-((J-6)|3)**2)
NEXT
NEXT
```

but it executes thousands of times faster... Mixing of implicit and declared (or loop) variables is strictly forbidden at present. It can usually be avoided by using intermediate arrays.

2.2.5   Conditional Assignment

Another convenient function is to assign to an array new values only in for some parts of the array, based on a logical mask or logical expression. The option `/WHERE` of command `LET` allows such operations. For example

```
DEFINE REAL A[10,10]
LET A[I,J] = EXP(-((I-5)|2)**2-((J-6)|3)**2) /WHERE (I+J).LT.10
```

will set only a part of the A array (note that I and J are "implicit variables").

The preceding expression is equivalent to the following commands

```
DEFINE REAL A[10,10]
FOR J 1 TO 10
FOR I 1 TO 10
  IF (I+J).LT.10 THEN
    LET A[I,J] = EXP(-((I-5)|2)**2-((J-6)|3)**2)
  ENDIF
NEXT
NEXT
```

but it executes thousands of times faster...

Conditional assignment can be mixed with implicit loops, as shown above, but there are some syntax restrictions: please refer to the internal help for more details.

2.2.6   Size casting

Typing the explicit dimensions when declaring a new variable may be tedious. SIC allows to create arrays of dimensions identical to those of existing variables through the `/LIKE` option. For example, if A is an existing integer variable of dimensions 10,5,30 the following command

```
DEFINE REAL B C D /LIKE A
```

is equivalent to

```
DEFINE REAL B[10,5,30] C[10,5,30] D[10,5,30]
```

and defines three real arrays of dimension [10,5,30]. This feature, called size casting, is specially convenient to declare arrays that match images (see below).

2.2.7   GILDAS Images

Variables are normally allocated using virtual memory, and hence are lost once the program terminates. It is possible to allocate variables as disk files, called **Images**, which are mapped into the virtual memory of the program, using command

```
DEFINE IMAGE Variable File Keyword
```

where

`Variable` is the desired variable name. This variable name should be at most 3 characters to hold the header variables.

File is the name of the file holding the image. Default extension is .GDF (GILDAS Data Format), but any extension is valid.

Keyword indicates how the file must be used and may be

READ use an existing image as Read-Only variable

WRITE use an existing image as Read-Write variable. The user must have Write access to the file.

EXTEND Allows to extend the last dimension of an existing image. The user must have write access to it.

REAL create a new image of type REAL

DOUBLE create a new image of type DOUBLE

INTEGER create a new image of type INTEGER.

For already existing images (READ, WRITE), the type and size of variable are determined by the program. For new images, the size must be specified in the variable name, and the variable is always declared as Read-Write. To EXTEND image, the new value of the last dimension must be specified in the variable name. Header variables (see next section) are defined with the same status (Read or Write) as the image.

Images (i.e. files in the GILDAS data format) are used by most programs distributed by the Groupe d'Astrophysique. See the GILDAS (Grenoble Image and Line Data Analysis Software) documentation. Tables usually refer to images with 2 dimensions, but more generally to images which do not define a coordinate system.

The DEFINE IMAGE command has two variants, DEFINE TABLE and DEFINE HEADER. DEFINE TABLE only defines a single variable pointing to the image content. On the opposite DEFINE HEADER defines only the header variables, as described in next section.

2.2.8 GILDAS Headers

The DEFINE IMAGE command allows SIC to access not only to the content of an image (the data value), but also to all its associated parameters; DEFINE HEADER allows access only to these associated parameters. The header variables have names derived from the generic name by adding the special character % and an extension (such as e.g. NDIM for the number of dimensions) to the generic header name. For example, command DEFINE HEADER VAR file.gdf READ also creates the following variables:

```
VAR%GENE       Integer        Length of general section
VAR%NDIM       Integer        Number of dimensions (ReadOnly)
VAR%DIM        Integer[4]     Dimensions          (ReadOnly)
VAR%CONVERT    Double[3,4]    Conversion formulae for the 4 axes:
                              Reference pixel,
                              Value at reference pixel,
                              Increment
VAR%BLAN       Integer        Length of blanking section
VAR%BLANK      Real[2]        Blanking and tolerance
VAR%EXTREMA    Integer        Length of extrema section
VAR%MAX        Real           Maximum
VAR%MIN        Real           Minimum
```

```
              VAR%WHERE       Integer[4,2]   Position of max and min
              VAR%DESC        Integer        Length of units and system section
              VAR%UNIT        Char*12        Image unit
              VAR%UNIT1       Char*12        First axis type
              VAR%UNIT2       Char*12        Second axis type
              VAR%UNIT3       Char*12        Third axis type
              VAR%UNIT4       Char*12        Fourth axis type
              VAR%SYSTEM      Char*12        Coordinate system
              VAR%POSI        Integer        Length of position section
              VAR%SOURCE      Char*12        Source name
              VAR%RA          Double         Right Ascension
              VAR%DEC         Double         Declination
              VAR%LII         Double         Galactic longitude
              VAR%BII         Double         Galactic latitude
              VAR%EPOCH       Real           Epoch of coordinates
              VAR%PROJ        Integer        Length of projection section
              VAR%PTYPE       Integer        Projection type (code)
              VAR%A0          Double         first coordinate of projection center
              VAR%D0          Double         second coordinate of projection center
              VAR%ANGLE       Double         position angle of projection
              VAR%X_AXIS      Integer        First projected axis
              VAR%Y_AXIS      Integer        Second projected axis
              VAR%SPEC        Integer        Length of spectroscopy section
              VAR%LINE        Char*12        Line name
              VAR%FREQRES     Double         Frequency resolution
              VAR%FREQOFF     Double         Frequency offset
              VAR%RESTFRE     Double         Rest Frequency
              VAR%VELRES      Real           Velocity resolution
              VAR%VELOFF      Real           Velocity offset
              VAR%F_AXIS      Integer        Frequency/Velocity axis
              VAR%BEAM        Integer        Length of beam section
              VAR%MAJOR       Real           Major axis of beam
              VAR%MINOR       Real           Minor axis of beam
              VAR%PA          Real           Position angle of beam
```

VAR becomes a dummy variable of type header, which can only be referenced in a further DELETE /VARIABLE command. VAR can have at most 6 characters. The VAR%item variables are ReadOnly or ReadWrite according to the keyword following the filename, except for the dimension variables (VAR%DIM and VAR%NDIM), which cannot be modified.

Full headers can be copied to one another, using the command

```
    LET A% = B%
```

which copies the header of image B into that of image A (dimensions are not modified, however). Thus a full copy of a GILDAS data file can be obtained within SIC as follows:

```
    DEFINE IMAGE A Oldfile.gdf READ
    DEFINE INTEGER N1 N2 N3 N4
    LET N1 A%DIM[1]
```

```
LET N2 A%DIM[2]
LET N3 A%DIM[3]
LET N4 A%DIM[4]
DEFINE IMAGE B[N1,N2,N3,N4] Newfile.gdf REAL
LET B A       !  Copy A data into B
LET B% A%    ! Copy A header into B header
DELETE /VARIABLE B ! Deletes the SIC variables, but not the file...
```

A simpler way to declare new images is to use the size casting provided by the **/LIKE** option:

```
DEFINE IMAGE A Oldfile.gdf READ
DEFINE IMAGE B Newfile.gdf REAL /LIKE A  ! Define B like A...
LET B A       !  Copy A data into B
LET B% A%     !  Copy A header into B header
DELETE /VARIABLE B ! Deletes the SIC variables, but not the file...
```

2.2.9   Character Variables and Implicit Formatting

In contrast with the Symbols, which are substituted in the command line before the parsing, variables and expressions are evaluated after the command line analysis. In general, a real (resp. integer and logical) argument is considered as a mathematical (logical) expression and evaluated when read by the program calling SIC. The command line stored in the stack and logfile contains the mathematic expression, not the current value.

The behaviour for Character variables is slightly different, in the sense that only items included between single quotes are considered as possible character variables, if they have not yet been expanded as known symbols of course. Using character variables in logical expressions is an exception to this rule because translation should be avoided in this case, see next chapter. Contrary to Symbols, Character variables translation does not occur in strings.

Not only Character variables but also any mathematical and logical expression may be included between quotes. Mathematical expressions are evaluated and formatted using the shortest possible format. Logical expressions are evaluated as YES or NO. The formatted command string is substituted to the expression and quotes, and used in the string returned as character argument to a command. This feature is known as "Implicit Formatting". In this way, non-character variables and expressions can be used where a character argument is required. The reverse is not true however: Implicit Formatting should not be used if a non-character argument is expected.

Any variable can be typed using the **EXAMINE** command which will display the variable name followed by its current value. More than one variable may be displayed at the same time using the **SAY** command.

Concatenation of variables is easily obtained by mixing explicit strings (between double-quotes) and implicitely formatted variables. For example, is A is character variable of content "I am", the following command

```
LET B "You know "'A'" happy"
```

attributes to B the content "You know I am happy".

2.2.10   Initializing variables from external files

SIC allows easy initialization of variable from files in "foreign" format (i.e. not GILDAS images). This can be done with the **ACCEPT** command, which allows reading variables from formatted or unformatted files. This command is available in 3 major modes

- ACCEPT /ARRAY
  ACCEPT Var /ARRAY File [/FORMAT String] [/LINE Begin [End]]
  reads in free format or user specified format variable `Var` from file `File`, selecting a line
  range if specified. `Var` may have up to 4 dimensions.

- ACCEPT /BINARY
  ACCEPT Var /BINARY File [Skip]
  reads the binary file `File` to set variable `Var`. `Skip` is a number of BYTEs to skip before
  reading. Note that there is no type conversion in this command: the binary content of the
  file must match the type declared for the variable.

- ACCEPT /COLUMN
  ACCEPT V1 [V2 [...]] /COLUMN File [/FORMAT String] [/LINE Begin [End]]
  reads the formatted file `File` to set one or several 1-dimensional variables `V1 V2` .... Free
  format is used by default, unless the `/FORMAT` option is specified. The special argument `*`
  can be used instead of the variable name to indicate a "dummy" variable, which is read
  from the file, but not assigned. This allows to skip a column in the input file.

2.3   SIC as a programming language

The second most important power of the SIC command language is its programming features.
SIC supports command procedures, loops and conditional execution of statements in procedures.

2.3.1   Procedures (or Command Files)

SIC has command procedure capabilities. A procedure is an external file containing valid com-
mands. The tokens &1, &2, ..., &8 can be used in the body of the procedure, and when a
procedure is invoked its arguments will be substituted for these tokens. Substitution occurs also
within the character strings. A procedure is executed by

        SIC> @ Procedure_Name [P1,...]

Commands are read from the file Procedure_Name (with a default extension depending on
the calling program or the user) and executed. P1 is a parameter string to be substituted to
the token &1 during execution. Up to nine parameters may be passed to the procedure. The
commands are echoed to the user's terminal if the `VERIFY` switch is set `ON`. Most programs using
SIC define a default procedure extension equal to the program name (such as `.GREG, .CLASS,`
`etc...`). If not specified, the default macro extension is `.PRO`. It can be listed and changed using
command `SIC EXTENSION`.
   Procedures (or any text file indeed) can be typed from within SIC using the command `TYPE`.

        SIC> TYPE Procedure_Name

If no argument is given to `TYPE`, the stack buffer is listed.

2.3.2   Loops

        FOR Variable List

opens a `FOR-NEXT` loop to be executed for values given in the list.
   This command may have the following format :

```
FOR I n1 n2 n3 to n4 by n5 n6 to n7
```

where I is the loop variable name. Loop variables must not be previously defined, and are undefined when the loop execution is finished. The prompt changes to `'SIC_n:   '`, where n is the current SIC execution level, and all subsequent commands until `NEXT` are the body of the loop. The loop variable can be used as any other SIC variable, e.g. in arithmetic expressions such as EXP(-(I+3.5)**2). In addition, it can be used in a formatted way when it is included between quotes, e.g. in `NAME.EXT;'I'`. In this case, the substitution occurs also within the character strings (see "Implicit Formatting"). The commands are echoed to the user's terminal if the `VERIFY` switch is set `ON`.

Up to 9 loop levels can be nested, and there is no restriction upon the loop and procedure nesting, e.g.

```
SIC> FOR I List1
SIC> FOR J List2
SIC> ..
SIC> NEXT
SIC> FOR J List3
SIC> ...
SIC> NEXT
SIC> NEXT
```

is perfectly valid.

```
FOR /WHILE Logical_Expression
```

This is another possible syntax for `FOR-NEXT` loops. The loop is executed conditionally provided "Logical_Expression" is `TRUE`. "Logical_Expression" must be any valid logical expression, possibly including arithmetic sub-expressions in it.

2.3.3   Structured Programming and Logical Expressions

SIC includes structured logical tests of the form

```
IF Logical_Expression [THEN]
   ...
ELSE IF Logical_Expression [THEN]
   ...
ELSE
   ...
ENDIF
```

The syntax is similar to FORTRAN with two major differences. First, the logical expression of an `IF` command cannot be followed by another command to be executed, and the `THEN` keyword is optional. Second, `ELSE` and `IF` **must** be separated by at least one space or tab in the `ELSE IF` command. Nesting of `IF` blocks up to 20 levels is allowed. In addition, provided the restriction on the number of loops, procedures and `IF` blocks is met, any nesting between loops, procedures and `IF` blocks is allowed.

Variables can appear in the logical expressions, and this is one of the most frequent use for variables. An `IF` block must be complete in a procedure or loop, otherwise an error occurs.

Logical expressions may include operations on arithmetic, logical or character variables. In logical expressions, strings (i.e. text included between double quotes) are recognized as character constants. Character variables should not be included between single quotes, since their current values would be substituted by SIC before logical expression analysis. Arithmetic sub-expressions are allowed.

Assuming `GOOD` is a character variable whose current value is `"Let it be"`, and `PI = 3.1415926535897932` (Double precision), examples of valid logical expressions are :

```
      L = ("I am happy".EQ.GOOD) (.FALSE.)


      L = ("Let it be".EQ.GOOD) (.TRUE.)


      L = ("I am happy".EQ."'GOOD'") (.TRUE.)
   evaluated literally since GOOD is not substituted in a string


      L = PI.EQ.ACOS(-1.0) (.TRUE.)


      L = 'PI'.EQ.2*ASIN(1.0) (.FALSE.)
   evaluated as 3.141592653589793.EQ.2*ASIN(1.0)
   because of implicit formatting, one digit being lost in the
   formatting because of binary to decimal conversion.


      L = ("I am happy".NE.GOOD).OR.(PI.EQ.ACOS(-1.0))
```

But the following expressions are invalid :

```
      L = (PI.EQ.GOOD) Variable type mismatch.


      L = ("I am happy".NE.'GOOD')
   Because it is evaluated as ("I am happy".NE.Let it be).
```

2.3.4 Execution Level

Procedures and Loops can be nested. Hence, SIC may operate at different *Levels of Execution.* Commands are provided to activate some level (`@, FOR`), suspend (`PAUSE`), resume (`CONTINUE`) or abort its execution (`NEXT, QUIT, BREAK, RETURN`). Errors occuring within a non-interactive execution level generate a `PAUSE`, which returns interactive control to the user at a level immediately higher. The prompt at level I changes to `'SIC_I> '` to remind the user what SIC is doing.

It is also possible to interrupt a sequence of commands (procedure or loop) by pressing `<^C>` at any time. The current command is then normally completed (unless it traps the `<^C>` by itself), but a `PAUSE` is generated when the command terminates.

Related commands :

BREAK

> Aborts Loop execution without generating an error. The loop is considered to have completed successfully, and execution resumes at the command line following the NEXT command of the loop.

CONTINUE

   resumes Procedure or Loop execution after a `PAUSE`, either explicit or generated because
   of an error condition. *C is always a non ambiguous abbreviation of* `CONTINUE`, unless you
   redefine it as a Symbol.

EXIT

   exit from the program.

NEXT

   The effect of this command depends on the context:

   - If encountered while entering loop commands (during loop compilation), it ends the
     loop definition and activates its execution.

   - If encountered during loop execution, all commands left in the loop are skipped and
     loop execution starts again for next index value. This typically occurs when it is
     specified as error handling (`ON ERROR NEXT`), or typed interactively after a `PAUSE` has
     occured.

PAUSE

   sets a break point in the Loop or a Procedure. `PAUSE` returns control to the user when
   executed in any of the non-interactive modes (Loop and Procedures). Any valid command
   can be executed while in interrupt mode. The normal execution of the interrupted level can
   be resumed by typing `CONTINUE`. `NEXT` and `QUIT` may also be valid continuation sequences.
   The PAUSE command can be followed by a character string argument which is printed
   before the PAUSE becomes effective.

QUIT

   If `QUIT` is typed after a `PAUSE` occured in a Procedure or Loop, the execution of the in-
   terrupted procedure is aborted, and one returns to the previous level of execution. In this
   case, an error condition is transmitted to the previous level to allow the user to take the
   appropriate decision.

RETURN

   Terminates procedure execution, and returns to the previous level of execution. An implicit
   `RETURN` is always executed at the end of the command file. Command `RETURN BASE` returns
   to the normal interactive level (level 0). Command `RETURN ERROR` returns to the previous
   level of execution, but also transmit an error status to this level.

2.3.5   Error Recovery

sic has a powerful error recovery system. Every command returns to the sic monitor a status to
indicate if any error occured. If so, by default sic attempts to make a `PAUSE`. In an interactive
session, there is a (presumably intelligent) user to decide what to do, and who can hopefully
correct the error (a typing mistake for example) and then type `CONTINUE` to proceed. In a non-
interactive session (Batch or command procedure), no such intelligent decision is possible and
the `PAUSE` causes an Abort of the program.

   If keypad edition is possible, the command which caused the error is automatically displayed
for correction by the user. The prompt is put in inverse video to indicate that edition is going
on. The corrected line will be submitted whenever `<RETURN>` or `<ENTER>` keys are pressed.

   It is possible to override this default behaviour by command

```
ON ERROR [Other command]
```

After this command has been issued, any error will attempt to execute the `"Other command"`. If
this command happens to fail, SIC will try to make a `PAUSE`. This command can be any command
of the program, including `@, CONTINUE, EXIT, NEXT`. They will behave exactly has usual, except
command `QUIT`.

In interactive mode, the `QUIT` command is usually typed to abort an erroneous procedure. In
this case, it decreases the execution level by 2, and transmit an error to this new level to signal
an abnormal end of some procedure. In error recovery mode, QUIT directly transmit the error
to the previous level. It is in fact translated into RETURN ERROR.

Judicious use of the `ON ERROR` command may enable you to make batch jobs very conveniently.
In particular, think of the behaviour of `ON ERROR NEXT` and `ON ERROR BREAK` when using loops,
and `ON ERROR RETURN` when using procedures.

The ON ERROR command is a *local* command: that means it is only valid within the
procedure which declared it (and loops executed within this procedure). However, if a PAUSE
occured from a procedure (or loop), an interactive execution of the ON ERROR command will
reset the error processing behaviour of the interrupted procedure.

2.4   The GUI ("Graphics-User-Interface") Mode

When a windowing system is available, SIC provides facilities (called GUI mode) to create docu-
mented input windows by which the user can modify variables and execute pre-defined commands.
Currently, such facilities are available for Motif-based systems (soon for MAC-OS, and later for
Windows-95).

SIC can create 3 types of windows:

- Detached menus
  which are menu bars created by the `GUI\PANEL /DETACH` command. These menus have no
  associated parameters, but run in parallel with the main program. Pre-defined commands
  are activated by pressing the various buttons.

- Main input window
  which is created by the `GUI\PANEL` command. The user can modify variables using widgets,
  and execute one or several actions by pressing the appropriate buttons. The variables are
  actually modified only when a button is pressed.

- Optional windows
  which are created by the `GUI\BUTTON` command. Such windows are a with a specific
  command, and are hidden by default. They are typically used to hold variables which
  are seldom modified by the user. The variables defined in these windows and in the main
  window are modified when the `GO` button is pressed.

User input with this system is fairly intuitive. Help is available by clicking on the help button(s)
or on the prompt area for each variable.

The following description rather concerns advanced users who want to create their own window
interfaces.

2.4.1   Detached menus

Detached menus are created using the `GUI\PANEL /DETACH` command. Once created, buttons
and pulldown menus can be defined within the detached menu using respectively the `GUI\BUTTON`

and `GUI\MENU` commands respectively. There are no associated variables to the detached menus. Help is available through a Help button. The menu is mapped when the `GUI\GO` command is typed.

The following procedure illustrates how to create a detach menu; it creates a menu bar with 3 pulldown menus and a help button.

```
!
GUI\PANEL "GRAPHIC X-Window interface" PR:GRAPHIC_SIC.HLP /DETACH
!
GUI\MENU  "SIC"
GUI\BUTTON "SIC\PAUSE" PAUSE
GUI\BUTTON "SIC\CONTINUE" CONTINUE
GUI\BUTTON "SIC\QUIT" QUIT
GUI\BUTTON "SIC\NEXT" NEXT
GUI\BUTTON "SIC\BREAK" BREAK
GUI\BUTTON "SIC\EXIT" "Exit"
!
GUI\MENU "Graphic"
GUI\BUTTON "DEVICE IMAGE WHITE"  DEVICE
GUI\BUTTON "CLEAR PLOT"    CLEAR
GUI\BUTTON "ZOOM REFRESH"  REFRESH
GUI\BUTTON "ZOOM"          ZOOM
GUI\BUTTON "HARDCOPY /PLOT" HARDCOPY
GUI\MENU /CLOSE
!
GUI\MENU "Program(s)"
GUI\BUTTON "@ PR:X_WHOLE.GRAPHIC"    "Interfero"
GUI\BUTTON "@ PR:X_DISPLAY.GRAPHIC"  "Display"
!
GUI\GO
```

Several detached menus can be activated at once.

2.4.2   Assigning variables in "Window" mode

When the "Main input window" has been created, the LET command behaves in a different way when any of the following options is set: `/PROMPT, /CHOICE, /INDEX, /RANGE, /FILE`

Rather than taking the variable value from the keyboard-typed command line, the LET command has no immediate action, but defines a widget in the "Main input window" (or "Optional window"). This widget will allow the user to define the variable value using the windowing system. 5 types of widgets are available:

- Text widget
  This is the default widget created when option `/PROMPT` is present. The content of the text widget will be used to set the variable.

- Slider widget
  This widget is activated when option `/RANGE` is present. The widget consists both in a numeric area and a slider limited by the given range, and can be used to set a real or integer variable.

- Choice widget
  This widget is activated when option `/CHOICE` is present. The widget consists in a text widget and a pulldown menu containing all specified choices. The user can select its choice with this menu. If the last choice is a "*", any other text can also be entered.

- Index widget
  This widget is activated when option `/INDEX` is present. This widget is similar to the Choice widget, but the returned value is an integer corresponding to the sequence number of the selected choice.

- File widget
  This widget is activated when option `/FILE` is present. The widget consists in a text widget and a file selection widget with the specified file filter.

The "Main input window" is actually created with all defined widgets when command `GUI\GO` is typed.

2.4.3   Actions and Buttons in "Window" mode

The "Main input window" is created when command `GUI\GO` is typed. Four buttons are defined by default:

- the OK button,
  which sets all variables defined in the main *and optional* windows. This button also executes the command passed as argument to the `GUI\GO` command (if specified).

- the UPDATE button,
  which sets all variables defined in the main *and optional* windows, without executing the (optional) command passed as argument to the `GUI\GO` command.

- the ABORT button.
  Variables are not modified, and an error is sent to the main program.

- the HELP button.
  This button displays the help file specified in the `GUI\PANEL` command.

Additional buttons can also be added to the "main window" using the `GUI\BUTTON` command. Two types of buttons exist

- Buttons with no associated parameters. These buttons appear just after the 3 main buttons.

- Buttons with optional parameters. These buttons appear sequentially with the variables, and have an associated parameter or "*optional*" window. When such a button is defined, all subsequent *LET* commands create widget in a "optional" window. This window is by default hidden, but can be unveiled by the user.

The "optional" window provide a way to hide some non-essential parameters, and/or to create a "main window" with a control panel defining many actions, each action having its own input window and separate help.

2.4.4 Help file structure

Command `GUI\PANEL` allows to associate an help file to the main window or detached menus, and command `GUI\BUTTON` does the same for optional windows.

The `HELP` files format should be

```
1 Description
    General help for the window or menu
2 NAME1
    help for variable NAME1
2 NAME2
    help for variable NAME2
1 ENDOFHELP
```

where 1 and 2 are in the first column of the text file, and followed by a single space.

Clicking on the HELP button will display the complete help file in a scrolled window. Clicking in the prompt area of an input variable will display the associated variable name and the help for this variable (if it exists).

2.5 Interacting with the Operating System

Since SIC was designed to be portable on various operating systems (currently VMS, Unix, Mac-OS, MS-Windows), interaction with the operating system is normally kept to a minimum.

However, many operations eventually deal with files handled by the operating system. To avoid platform dependencies, SIC allows some basic file operations through the `SIC` command.

When control is desired at the operating system level, the command `SYSTEM` can be used to access it without loosing the SIC context. For user convenience, SIC also accepts the short-cut

```
$ operating_system command
```

instead of the more conventional SIC-like syntax

```
SYSTEM "operating_system command"
```

2.5.1 File Operations

Operations on the file system can be done directly within SIC.

`SIC> SIC DIRECTORY [NewDir]`
   controls the working directory. Without argument, the current working directory is listed. With one argument, the working directory is changed. Standard Unix syntax applies to change the working directory.

`SIC> SIC\SIC COPY FileIn FileOut`
   Copies file `FileIn` to `FileOut`. Standard SIC file naming convention applies.

`SIC> SIC\SIC DELETE File`
   Deletes file named `File`. Caution: no confirmation is required.

`SIC> SIC\SIC RENAME FileOld FileNew`
   Renames file `FileOld` to `FileNew`. Standard SIC file naming convention applies. Both files should reside on the same disk. To move files across different disks, use `SIC COPY` and `SIC DELETE`.

The file operations through the SIC command should be used preferentially to operations through the `SYSTEM` command for portability, specially in command procedures.

2.5.2   SYSTEM command: VMS Version

`SYSTEM ["Command"]`
   `SYSTEM /PROCESS Process_Name`
The recommended use of the `SYSTEM` command is without any argument. In this case, SIC either creates a sub-process or attaches the terminal to a sub-process previously created. The created sub-process has originally the prompt \$\$. To return to the SIC monitor, type `QUIT`. Next `SYSTEM` commands will attach to the same sub-process which is not deleted when the program using SIC stops. It is recommended to use this form, rather than the command with argument, because it avoids the overhead of creating one sub-process per command. The sub-process is just created once.

Before attempting a new process creation, SIC identifies the existing subprocesses, and prompts you to which one you want to attach. Press the `RETURN` key if you want to create a new one.

In addition, you can attach to other processes created by other programs or commands using the `SYSTEM /PROCESS` command. In this case, to return to SIC you have to issue a `VMS` command `ATTACH Prcnam` where Prcnam is the name of the process which is running SIC (Use the `VMS` command `SHOW PROCESS /SUBPROCESS` to determine the process name Prcnam). `QUIT` will usually not work (although it may).

With arguments, the `SYSTEM` command effectively activates any valid `VAX-VMS` command by creating a temporary sub-process executing the requested command. Control is returned to `SIC` after completion of the command. This mode is not recommended because of the overhead required to create the process. For example you may issue the command

        SIC> SYSTEM DIR

to list your current directory. Note that you cannot modify a local assignation in this way because of the specificities of the sub-process. Quotes are usually not necessary to delimitate the command passed to `VMS`; the only exception concerns the options, for which you *must* avoid confusion between SIC and `SYSTEM`.

        SIC> SYSTEM "DIR /FULL *.PRO"   is perfectly valid
        SIC> SYSTEM DIR /FULL *.PRO   will produce the message

        E-INTER, Unknown option /FULL for command SYSTEM

2.5.3   SYSTEM Command: Unix operating system

`SYSTEM ["Command"]`
Without argument, the `SYSTEM` command will create a subshell, using the user's default shell (sh, csh, ksh, etc. . .). Control will return to the calling program once the subshell terminates (i.e. using the 'exit' or 'bye' or 'logout' command).

With an argument, the `SYSTEM` command will execute the corresponding Unix command in a subshell.

Note that because subshells are used, you cannot change environment variables in this way. In particular, to change your working directory use the `SIC DIRECTORY` command.

2.6 Customizing

2.6.1 Logical Names

All programs based on SIC read in files specifying *Logical names* which are used when SICmust refer to external files (such as procedure or images). *Logical names* are similar in syntax and functions to VMS logical names. Two files define general logical names required for SIC based programs to work properly (where to find help files for example) and site-specific features (such as printer name, scratch space, etc...).

On UNIX and Mac-OS systems, users can specify there own logical names in the file

```
$HOME/.gag.dico
```

On MS-Windows systems, "personal" logical names should be set in the file

```
$GILDAS\dico.lcl
```

where `$GILDAS` is the top directory of the Gildas software as defined at installation (normally `\Program_file\Iram\Gildas` see in the `autoexec.bat` file on Windows-95).

On VMS systems, standard VMS logical names are used.

Logical names can also be added or modified at run time using the `SIC LOGICAL` command.

2.6.2 User Defined Commands

SIC allows the user to define new command, by means of the `DEFINE COMMAND` command. The syntax is the following:

```
DEFINE COMMAND Newcom "Old Command with arguments" [Help_File]
```

where `NEWCOM` is the name of the new command and `HELP_FILE` is an optional text file used to provide help about the command. Because `DEFINE COMMAND` does not provide any specific syntax to specify the use of the new command arguments, it is in practice used essentially to allow documented access to procedures, as for example in

```
DEFINE COMMAND INPUT "@ PR:P_INPUT.GRAPHIC" PR:INPUT_GRAPHIC.HLP
```

2.6.3 Initialization File

Although this is not a default feature of SIC, many programs using SIC call a initialization macro at run time to define symbols, execute startup commands and so on. This file is typically named

```
GAG_INIT:INIT.DefExt
```

where `DefExt` is the default macro extension used by the program, and is usually the program name. Consult the specific programs documentation. `GAG_INIT` is a *logical name* that normally points to your login directory.

2.6.4 The SIC Command

The `SIC` command controls several internal parameters of the SIC monitor.

`SIC> SIC EDIT [ON] [OFF] [Editor_Name]`
Controls whether line edition is possible or not, or select the default text editor. On VMS, use EDT or TPU (Vax Text Processing Utility). On Unix, use `"vi"` or `"emacs"` or any other you wish (note the distinction between lowercase and uppercase). On Unix with the X-Window system, specifying `"emacs &"` will allow to launch the editor in a separate window.

`SIC> SIC VERIFY [ON] [OFF]`
controls the listing of the command flow. Commands executed in procedure mode (macro or loop) will be echoed to the terminal if `VERIFY` is `ON`, and will not be echoed if is `OFF`.

`SIC> SIC MEMORY [ON] [OFF]`
allows to activate or deactivate automatic insertion of commands executed in interactive mode.

`SIC> SIC Language[\] [ON] [OFF]` allows to activate or deactivate one of the current languages of the program. Commands of inactive languages are not scanned by the SIC monitor. Language SIC\ itself cannot be deactivated of course.

`SIC> SIC HELP [PAGE|SCROLL|CONTENT|INDEX]`
controls the `HELP` mode.

- SCROLL scroll simple help
- PAGE type simple help, with a prompt to the user for continuation after about 20 lines have been typed.
- CONTENT Display PostScript documentation about the command on X-Window systems
- INDEX Display first reference to the command in the PostScript manual on X-Window systems.

`SIC> SIC PRECISION [SINGLE] [DOUBLE] [AUTO]`
controls the precision in which mathematic formulae are evaluated. Automatic precision uses the precision of the result.

`SIC> SIC EXTENSION [.Defext]` controls the default macro extension.

`SIC> SIC OUTPUT [FileName]` can be used to redirect the output of command `SAY` to the specified `FileName`. Without argument, the current `SAY` output file is closed.

`SIC> SIC LOGICAL LogName [Translation]` can be used to list, define or redefine logical names Without argument, all logical names are displayed.

The `SIC` command without arguments produces a summary of the internal SIC status, and with a single argument it shows the status of that argument.

```
┌─────────────────────────────────────────────────────────────────────┐
│ ─        ┌──────────────────── EXAMPLE ────────────────────┐     □   │
│  ┌────────────┐  ┌────────────┐  ┌────────────┐    ┌────────────┐    │
│  │    GO      │  │   UPDATE   │  │   ABORT    │    │    HELP     │    │
│  └────────────┘  └────────────┘  └────────────┘    └────────────┘    │
│  ┌────────────────────┐ ┌──────────────────────────────────────┐    │
│  │A value between 0 and 1│ 0.23                                 │    │
│  └────────────────────┘ └──────────────────────────────────────┘    │
│  ┌────────────────────┐ ┌──────────────────────────────────────┐    │
│  │  A random text string │ Salut Arthur                         │    │
│  └────────────────────┘ └──────────────────────────────────────┘    │
│  ┌────────────────────┐ ┌──────────────────────────────────────┐    │
│  │   4 arbitrary values  │ 1 2 3 4                              │    │
│  └────────────────────┘ └──────────────────────────────────────┘    │
│  ┌────────────────────┐ ┌──────────────────────────────────────┐    │
│  │   A valid file name   │ myfile.gdf                           │    │
│  └────────────────────┘ └──────────────────────────────────────┘    │
│  ┌────────────────────┐ ┌──────────────────────────────────────┐    │
│  │ An existing file name │ thisone.exe                          │    │
│  └────────────────────┘ └──────────────────────────────────────┘    │
└─────────────────────────────────────────────────────────────────────┘
```
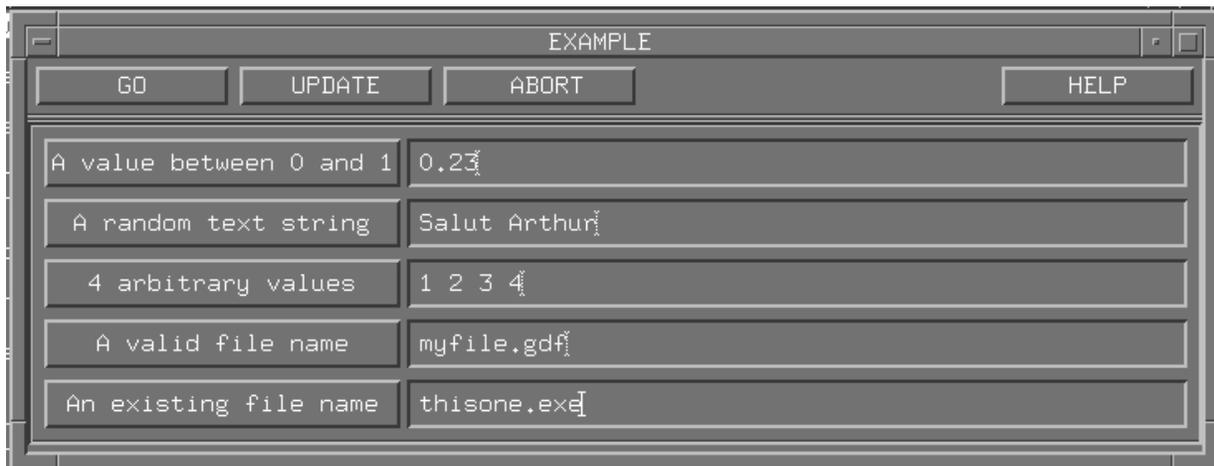
3 Running Tasks

This section contains the minimum information required to use the GILDAS image processing tasks.

To run tasks, use the commands RUN and SUBMIT from the VECTOR\ language. Both commands are very similar. The RUN command will execute the task as a detached process, and the SUBMIT command in a batch queue named GILDAS_BATCH.

The VECTOR\ language contains the following commands :

```
FITS           : A simple FITS -- Gildas conversion tool
EXPLAIN [Task]  : Types help about GILDAS tasks
RUN Program     : Activates a GILDAS task in a detached process
SPY [Task]      : Look at the status of one or all GILDAS tasks.
SUBMIT Program  : Submit a GILDAS task to GILDAS_BATCH queue
TRANSPOSE       : A command to transpose a Gildas data file.
```

3.1 Window Mode

The window mode is the default mode on X-Window systems with Motif interface. Let us assume in the following example we want to execute a task named example. To activate example, the user will type

```
    VECTOR> RUN example
```
or
```
    VECTOR> SUBMIT example
```

A separate input window is created: The user can then modify any of the parameters by clicking in the dialog areas. Help can be obtained by clicking on the HELP button, or on any parameter description.

Since SIC is used, parameter values can be variables or arithmetic expressions (e.g. 2*PI+EXP(X[3]) is a perfectly valid value for a real, provided the array X[n] with n>3 has been previously defined).

Once all parameters are defined, the task can be launched by clicking the OK button, or aborted using the ABORT button. Parameter values are checked, and if all parameters are valid, the task is executed (or submitted). If one parameter is invalid, the RUN or SUBMIT command

sends back a message :
`E-RUN, Missing GO command`
and returns an error.

3.2 Query Mode

When no window-mode is available, the user is prompted for the parameters. In this example, the dialog will be

```
A value between 0 and 1
REAL          A$             0.1 <CR>
Any character string
CHARACTER     CHAIN$         ABCD <CR>
4 Real values
REAL          ARRAY$[4]      1 2 3 4 <CR>
Output file name
FILE          FILE$          TESTFILE.DAT <CR>
```

The prompting method is always the same: an explanatory first line indicating the meaning of the parameter, and a second line in the following format:

```
TYPE NAME[Dimensions]
```

where

- `TYPE` indicates the type of parameter (`CHARACTER, FILE, INTEGER, LOGICAL, REAL`). A parameter of type `FILE` is a character string containing a valid file name. Because of the use of memory mapping, access to files on a remote DECnet node is forbidden.

- `NAME` is the parameter name

- `[Dimensions]` are the parameter dimensions, in case it is an array. Only `REAL` and `INTEGER` parameters may be arrays.

  Query mode is also used for missing parameters in Window-mode.

3.3 EDIT Mode

Commands `RUN` and `SUBMIT` execute two SIC command procedures, the *Initialization File* `Task.init`, which defines all parameters needed for `example`, and the *Checker File* `Task.check`, which verifies that all parameters are valid. In the example above, the `example.init` file is

```
TASK\REAL "A value between 0 and 1" A$
TASK\CHARACTER "Any character string" CHAIN$
TASK\REAL "4 Real values" ARRAY$[4]
TASK\FILE "Output file name" FILE$
TASK\GO
```

This is a standard procedure containing commands of a SIC language named TASK\. Commands from this language are used to define the parameters required by the task, and cannot be called interactively. The command syntax is always the same :

```
TASK\Command "Prompt String" Parameter$[Dimensions] [Value [...]]
```

where

- `Command` indicates the type of parameter (`CHARACTER`, `FILE`, `INTEGER`, `LOGICAL`, `REAL`). A parameter of type `FILE` is a character string containing a valid file name. Because of the use of memory mapping, access to files on a remote DECnet node is usually impossible.

- `"Prompt String"` is a character string used as a prompt to ask for the parameter value(s)

- `Parameter$` is the parameter name

- `[Dimensions]` are the parameter dimensions, in case it is an array. Only `REAL` and `INTEGER` parameters may be arrays.

- `Value(s)` are the parameter values, an array requiring as many values as array elements.

Once all parameters have been assigned values, `RUN` and `SUBMIT` commands execute the `example.check` file, writing the current parameter values in an auxiliary file which will be used by the task `example`. If a parameter is incorrect, an error is returned, and the task `example` not executed.

Instead of supplying the parameters in a query mode, the user can use a text editor to edit the `.init` file using command

```
    VECTOR> RUN example /EDIT
```
or
```
    VECTOR> SUBMIT example /EDIT
```

The parameter values can then be typed after the parameter names in the `example.init` file, using SIC continuation marks ("-" as the last character of a line) if needed for long command lines. `example.init` will be executed after exiting the editor. If a parameter value is missing, the user will nevertheless be prompted for it after exiting the editor.

The text editor called is user defined by the command `SIC\SIC EDITOR` or the logical name `GAG_EDIT`.

3.4 Specifying the .init File

By default, in Query mode `RUN` and `SUBMIT` commands use the `.init` file located in `TASK#DIR:` search path. In `EDIT` mode, the `.init` file located in the current default directory is used if it exists. To override this default behaviour, you can specify any `.init` file as the second argument to commands `RUN` and `SUBMIT`.

3.5 Errors and Aborting

If an error occurs in the `.init` or `.check` procedure, the erroneous command will be returned to the user, and the procedure execution is interrupted by a pause. You can then correct the error, execute the command, and type `C` or `CONTINUE` to resume the procedure execution. Or you can type `QUIT` (as in any SIC procedure indeed) to abort the execution, until the `RUN` or `SUBMIT` command returns an error.

You may also want to abort a `RUN` or `SUBMIT` command while you are in the editor: typing `QUIT` instead of `EXIT` to end the editing will do it.

3.6 Log Files

A log file is created by the `RUN` command in your `GAG_LOG:` directory with the task name as file name and the extension `.gildas`; this log is printed by the `SUBMIT` command. If the user is still running the main program (GreG or Mapping, etc. . .) when a task completes, he (or she) is warned of the completion with the return status. Log files are not purged automatically, so that you should take care of that. They are intended essentially as a debugging aid if something goes wrong, but you can print them as archive of your data processing.

A command file is created in your `GAG_LOG:` directory to run or submit the programs. It is in principle deleted at task completion.

3.7 Synchronizing Jobs

The batch queue `GILDAS_BATCH` should have a job limit of 1, so that all tasks submitted by command `SUBMIT` execute in sequence. There may even be intervening jobs from other users.

Tasks activate by command `RUN` must complete before control is returned to the user.

Command `SPY` can be used to monitor the execution of tasks activated by command `RUN`.

3.8 Obtaining Explanations: `EXPLAIN` Command

There are three ways to obtain help about GILDAS tasks :

- Using command `EXPLAIN`: `EXPLAIN Atask` gives general explanations about the GILDAS task `Atask`, `EXPLAIN Atask Apar` gives more details about the parameter `Apar` of the task `Atask`.

- Using command `HELP`. `HELP` works as `EXPLAIN`, except when there is ambiguity between a command name and a task name. In such a case, use `EXPLAIN`.

- In `EDIT` mode of commands `RUN` and `SUBMIT`, using key `GOLD ?` allows to obtain help on the current task.

- In Query mode, answering ? to a prompt returns help on the current parameter.

4   SIC Programming Manual

The SIC programming manual has been moved to the GILDAS programming guide.

5   SIC Language Internal Help

5.1   Language

```
                        SIC\ Command Language Summary


    ACCEPT          : Read variable in various format.
    BEGIN           : Begin a sub-procedure, help file or data file.
    BREAK           : Exit without error from a FOR-NEXT loop.
    COMPUTE         : Execute non-arithmetic operations on variables.
    CONTINUE        : Resume macro or loop execution after PAUSE.
    DEFINE Type V   : Define new variables.
    DELETE          : Delete variables or symbols.
    EDIT [File]     : Edit a file or a dump of the Stack.
    ELSE [IF Log]   : Alternate IF block directive.
    END             : End IF block structure or a sub-procedure.
    EXAMINE Var     : Type the current value of the specified variable.
    EXIT            : Exit from the program.
    FOR [/WHILE]    : Open a FOR-NEXT loop.
    HELP XX[\]      : Give an explanation of command XX or language XX\.
    IF Logical      : Start a conditional IF block.
    IMPORT Package: Dynamically import another package in current one.
    LET [/WHERE]    : Assign value to variable.
    MESSAGE         : Send a message to screen and/or message file.
    MFIT A=F(B,p)   : Fit a formula into SIC variables.
    NEXT            : End FOR loop definition and activates the execution.
    ON ERROR COMM   : Change the current error recovery action.
    PAUSE           : Set a break point in a Loop or a Macro.
    PYTHON          : Start/End intercommunication between SIC and PYTHON.
    QUIT            : Abort an execution interrupted by PAUSE.
    RECALL [Text]   : Recall line from stack, and edit it if possible.
    RETURN          : Terminate procedure execution.
    SAY "text"      : Type a text or variable or expression value.
    SIC Arg ON      : Change some SIC internal status.
    SORT Key Vars   : Sort variables according to another one.
    SYMBOL          : Define, list and delete symbols.
    SYSTEM          : Create or attach sub-processes, run system commands.
    TYPE [XX]       : List file XX or the stack.
    @ XX [P1 ...]   : Read commands from macro XX and executes them.
```

5.2   ACCEPT

```
      [SIC\]ACCEPT Var_Name /ARRAY File_Name [/options ]
      [SIC\]ACCEPT Var_Name /BINARY File_Name Offset
```

```
[SIC\]ACCEPT Var_1 [Var_2 [...]] /COLUMN File_Name [/options]
```

Read SIC variables from formatted or binary files. This command has 3
major modes: /ARRAY to read in a FORMATTED way a SINGLE n-dimensional
variable, /BINARY to read in BINARY form a SINGLE n-dimensional vari-
able, and /COLUMN to read in a FORMATTED way SEVERAL 1-dimensional vari-
ables.

5.2.1   ACCEPT /ARRAY

```
[SIC\]ACCEPT Var_Name /ARRAY File_Name [/FORMAT String] [/LINE Begin
End]
```

Read a N-Dimensional variable of name Var_Name from a formatted file
File_Name, using list-directed (free) format, or a user specified format
if /FORMAT option is present. The /LINE option can be used to skip some
lines before starting reading. Not recommended for character arrays.

5.2.2   ACCEPT /BINARY

```
[SIC\]ACCEPT Var_Name /BINARY File_Name [Skip]
```

Read a N-Dimensional variable of name Var_Name from a binary file
File_Name. The optional Skip argument indicates how many BYTEs to skip
before starting reading.

5.2.3   ACCEPT /COLUMN

```
[SIC\]ACCEPT  Var_1  [Var_2 [...] /COLUMN File_Name [/FORMAT String]
[/LINE Begin End]
```

Read ONE or SEVERAL 1-Dimensional variables in list-directed (free) for-
mat from a formatted file File_Name. Mixing CHARACTER and NUMERIC (RE-
AL,...) arrays is not available yet, and only one character array can be
read at a time. The user can specify a format using the /FORMAT option,
and select a line range using the /LINE option.

A * as an argument of the ACCEPT command indicates a dummy variable used
to skip a column in the input file. For example, the command
```
    ACCEPT A * B C /COLUMN TEST.DAT
```
reads A,B and C from columns 1,3 and 4 of file TEST.DAT, since the * in-
dicates to skip the second column.

5.2.4   ACCEPT /FORMAT

    Specify a fortran format to read the input file for command ACCEPT
/ARRAY or ACCEPT /COLUMN. This option is invalid with /BINARY.

```
Example:
    DEFINE CHARACTER CITY*16[44]
    DEFINE REAL X[44] Y[44]
    ACCEPT X Y /COLUMN "cities.dat" /LINE 4 / FORMAT "20x,F8.3,1x,F8.3"
    ACCEPT CITY /COLUMN "cities.dat" /LINE 4 / FORMAT "2x,A16"
```

5.2.5 ACCEPT /LINE

Indicate the line range to be read in the input file for command AC-
CEPT /ARRAY or ACCEPT /COLUMN. This option is invalid with /BINARY.

5.3 BEGIN

```
[SIC\]BEGIN Procedure|Help|Data FileName
```

Begin a new Procedure, Help file, or ASCII Data file. All lines until
the corresponding END Procedure|Help|Data FileName command is found are
considered to be the body of the new file. Such files are located in the
directory designated by the logical name GAG_PROC:.

5.4 BREAK

```
[SIC\]BREAK
```

Terminate a loop execution. The two uses of command BREAK are usually
```
    ON ERROR BREAK
    FOR I 1 TO 3 BY 0.5
    ...
    NEXT
or
    LET A = C                 ! A is a known variable
    FOR I 1 TO 100 BY 1
    ...
    IF I+A.EQ.0
        BREAK
    END IF
    NEXT
```
BREAK differs from QUIT because it does not transmit any error.

5.5 COMPUTE

```
[SIC\]COMPUTE  OutVar  OPERATION  InVar [Parameters] [/BLANKING Bval
[Eval]]
```

Perform operations or transformations on variables that are not directly
supported by the array capabilities of the SIC command interpretor. Out-
Var is the output variable, InVar the input variable. Outvar must be de-

fined beforehand.

The   following operations are available on INTEGER, REAL and DOUBLE PRE-
CISION arrays, regardless of their nature:
   - MAX   MIN   MEAN   RMS   SUM   PRODUCT   MEDIAN
     for which InVar is an array of rank 1 to 4 (a 1-D to 4-D array), and
     OutVar must be an array of lesser rank (i.e., one or more dimension
     less than InVar, down to a number), AND of identical shape as InVar
     for the dimensions in common.
     Example (if A[4,12,2,8] and B[4,12]):
             COMPUTE B MAX A
     Sections, implicit transpositions, etc... permitted by SIC are sup-
     ported.
   - HISTOGRAM: see subtopic HISTOGRAM for details.
Blanking values Bval and Eval allow to ignore values of the Invar array
if at Eval from Bval, for these operations only. At least Bval must be
passed to option /BLANKING, and default is 0.0 for Eval.   SET BLANKING
has no effect here since it is a command of the GREG1\ language.
In case of no valid result, NaN is returned, or Bval if blanking is en-
abled. This may occur in particular when all InVar values are blanked.

The following transformations are available:
   - INTEGRAL or DERIVATIVE
     Integral or derivative of the input variable
   - FFT+ or FFT-
     Direct or Inverse Fast Fourier Transform: see subtopic FFT for de-
     tails.
   - FOURT+ or FOURT-
     Direct or Inverse Fast Fourier Transform: see subtopic FOURT for de-
     tails.
   - COMPLEX
     Populates the Real part of OutVar (complex variable) with InVar (re-
     al).
   - REAL
     OutVar = REAL part of InVar. OutVar is Real, InVar is Complex .
   - IMAG
     OutVar = IMAGE part of InVar. OutVar is Real, InVar is Complex.
   - ABS
     OutVar = AMPLITUDE (InVar). OutVar is Real, InVar is Complex.
   - PHASE
     OutVar = PHASE (InVar). OutVar is Real, InVar is Complex.
   - CMPMUL as in "COMPUTE OutVar CMPMUL InVar1 InVar2":
     OutVar = PRODUCT of InVar1 and InVar2. All complex arrays.

Miscellaneous operations (see subtopics for details):
   - DATE
   - DIMOF

- GAG_DATE
- LOCATION

5.5.1   COMPUTE DATE

[SIC\]COMPUTE Creation_Date DATE Filename

Return the last modification date of the file Filename into the integer
variable Creation_Date. Used in procedures to check when file has been
changed.

5.5.2   COMPUTE DIMOF

[SIC\]COMPUTE OutVar DIMOF InVar

Return the shape of array InVar in OutVar[1:4], and its rank in Out-
Var[5]. For this purpose, OutVar must be an INTEGER array of dimension
[5]. Undefined dimensions are set to 0.

5.5.3   COMPUTE FFT

[SIC\]COMPUTE OutVar FFT+|FFT- InVar [REAL]

FFT+ performs Direct Fast Fourier Transform, while FFT- performs Inverse
Fast Fourier Transform.

Command accepts REAL or COMPLEX variables. OutVar is a 2-D array with
second dimension equals 2, storing respectively the Real and Imaginary
part of the (complex) output Fourier transform. By default, InVar is
like OutVar, but if parameter REAL is specified InVar is a 1-D array.

5.5.4   COMPUTE FOURT

[SIC\]COMPUTE OutVar FOURT+|FOURT- InVar

FOURT+ performs Direct Fast Fourier Transform, while FOURT- performs In-
verse Fast Fourier Transform.

Operates on input and output on COMPLEX arrays of dimension [2,NX,NY].

5.5.5   COMPUTE GAG_DATE

[SIC\]COMPUTE Idate GAG_DATE "15-DEC-2035"

Store the date "15-DEC-2035" as a "radio Julian date" (or "Jansky Julian
date"), which starts as -2^{15} on the date of the first radio observation
by Karl Jansky. It is thus the Modified Julian date minus 60549. That
choice was made to maximize the time interval over which radio astronom-
ical data could be usefully stored in an integer*2, back when 2 bytes of

header space per spectrum were a significant consideration. This date
has little meaning outside the rather sparse community of souls gathered
around the CLASS program, however.

5.5.6 COMPUTE HISTOGRAM

```
[SIC\]COMPUTE  OutVar  HISTOGRAM InVar [Hmin] [Hmax] [/BLANKING Bval
[Eval]]
```

Put in variable OutVar (dimension [n,2]) the histogram of values of n-D
variable InVar, eventually between the cuts Hmin and Hmax, and with
blanking values Bval and Eval (that is, values of the Invar array are
not taken in account for the histogram if at Eval from Bval). These pa-
rameters can be absent. One can use '*' to omit any of them.

The number of bins is dictated by the first dimension of the array Out-
Var. In the absence of said cuts, the cuts used are the maximum and min-
imum values of the InVar array. The OutVar variable contains the his-
togram in its first column (OutVar[1]) and the corresponding bin value
in the second column (OutVar[2]).

5.5.7 COMPUTE LOCATION

```
[SIC\]COMPUTE OutVar LOCATION InVar Value
```

Search for Value in the array InVar, and puts in OutVar the 2 nearest
indices of InVar for which its values surrounds Value. These variables
have some requirements:
  - InVar must be a 1D-array of REAL or DOUBLE values,
  - Value must be scalar numeric,
  - OutVar must be a 1D-array of 2 INTEGER values.
InVar is also intended to be ordered (ascending or descending), or else
the result is unpredictable. Use SIC\SORT to sort arrays.

5.5.8 COMPUTE INTEGRAL

```
[SIC\]COMPUTE OutVar INTEGRAL InVar
```

Compute the integral of the InVar variable, in the classical sense, i.e.
  OutVar[i] = InVar[1]+Invar[2]+...+Invar[i]
InVar and OutVar are assumed to be 1-D variables

5.5.9 COMPUTE DERIVATIVE

```
[SIC\]COMPUTE OutVar INTEGRAL InVar
```

Compute the derivative of the InVar variable, in the classical sense,

```
i.e.
  OutVar[i] = InVar[i]-Invar[i-1]
InVar and OutVar are assumed to be 1-D variables
```

5.6 CONTINUE

```
    [SIC\]CONTINUE     or     C
```

Resume loop or macro execution after a PAUSE (explicit or caused by an
error or a <^C>). Typing C instead of CONTINUE will always do exactly
the same thing. This is the only superior abbreviation installed in SIC.

5.7 DEFINE

```
    [SIC\]DEFINE Type Var1 [Keys...] [Var2  [Keys...]  [...]]  [/GLOBAL]
[/LIKE VarLike]
```

If Type is FUNCTION, define a user-function. If Type is COMMAND, define
a new user command. Otherwise, define new variables of the specified
type. Type can then be REAL, INTEGER, DOUBLE (for double precision real
values), LOGICAL, CHARACTER, or TABLE, HEADER, IMAGE, UVTABLE, STRUC-
TURE, FITS or ALIAS. By default, new variables are LOCAL, i.e. valid on-
ly within the current macro and all loops or interactive levels called
by this macro. When the /GLOBAL switch is specified, the variables are
valid at all levels. Local variables are examined before global vari-
ables.

5.7.1 DEFINE ALIAS

```
    [SIC\]DEFINE ALIAS AliasName TargetVar [/GLOBAL]
```

Define a new variable AliasName pointing towards (a subset of) an exist-
ing variable. The new alias shares all the properties of its target:
type, Local or Global status, Readonly attribute. The TargetVar can be a
sub-array, but implicit transposition is not allowed.

If the /GLOBAL option is present, the TargetVar must be a Global vari-
able.

Aliases can be deleted using the standard DELETE /VAR command: this does
not delete the TargetVar variable. On the contrary, when a standard
variable is deleted, all aliases attached to it are also deleted, since
the variable content disappears.

Structures cannot have aliases, but structure members can.

5.7.2   DEFINE CHARACTER

```
[SIC\]DEFINE CHARACTER Var1*N1[DIM1] [...]
```

CHARACTER variables can be scalar or multi-dimensional. The length of
CHARACTER variable is specified after an * after the name of the vari-
able. The dimension field (same syntax as for other arrays) should fol-
low the length declaration.

5.7.3   DEFINE COMMAND

```
[SIC\]DEFINE COMMAND NAME "Equivalent command" [Help_File]
```

Define a new SIC command. The new command will be part of the USER\ lan-
guage, and will be translated into its equivalent command at execution
time. Help_File is an optional argument indicating the name of the asso-
ciated help text. The standard rules for help syntax applies (see SIC
documentation for details). User defined commands appear in the list of
command displayed by HELP, and can be abbreviated as normal "program-de-
fined" commands. For example
    DEFINE COMMAND INPUT "@ input.greg" pr:input_greg.hlp
define a new command USER\INPUT, which will execute procedure in-
put.greg.

5.7.4   DEFINE DOUBLE

```
[SIC\]DEFINE DOUBLE Var1[DIM1] [Var2[DIM2] [...]] [/GLOBAL]
```

DOUBLE variables can be multi-dimensional. Up to 4 dimensions can be
specified in the optional DIM field, with the following syntax:
    Var[n1] or Var[n1,n2] etc... up to Var[n1,n2,n3,n4]
where Var is the variable name and n1 to n4 are integer constants or
variables.

5.7.5   DEFINE FITS

```
[SIC\]DEFINE FITS Var File [index|T|B] [T|index|B] [index|T|B]
[/GLOBAL]
```

Define variables associated to the keywords and data of a FITS file.
The defined variables depend on the FITS file content. Both "basic" FITS
files and FITS extension (XTENSION) are handled.

An 'index' value may be added to read only the 'index'-th extension.

With 'B' code (stands for Basic): define only the basic keywords, not
proprietary keywords. In particular suppress HIERARCH keyword structure
present in ESO FITS headers.

The 'T' code may be added to get all multidimensional arrays transposed
(depending on how the FITS file was written, sometimes the dimensionali-
ty of the SIC variables created from the FITS structure is not handy.
Using the transposition code can be a solution then).

For basic FITS data, the following variables are defined

```
VAR%NDIM        Integer         Number of dimensions
VAR%DIM         Integer[4]      Dimensions
VAR%CONVERT     Double[3,4]     Conversion formulae for the 4 axes:
                                Reference pixel,
                                Value at reference pixel,
                                Increment
VAR%DATA        Real            FITS data array
```
The variables are defined as part of a structure. GreG command LIMITS
/RGDATA A recognizes such a basic FITS structure in much the same way as
GILDAS images.

The DEFINE FITS command tries to define a SIC structure which contains
all FITS keywords, as well as all binary and ASCII tables located in
FITS extensions.

Support for Random groups (although this is an obsolescent FITS struc-
ture, it is still widely used) is also available.

DEFINE FITS only works to read FITS files, but not to create them.

5.7.6 DEFINE FUNCTION

    [SIC\]DEFINE FUNCTION NAME(X,Y,Z) Expression(X,Y,Z)

Define an arithmetic user function of several variables. The maximum
number of variables is 4. The function definition can reference any of
the known mathematic operators and intrinsic or program defined func-
tions, but not previously defined user functions (i.e. user function
definition is not recursive).

5.7.7 DEFINE HEADER

    [SIC\]DEFINE HEADER Var1 File1 Key1 [Var2 File2 Key2 [...]] [/GLOB-
AL]

Define variables associated to the HEADER of the GILDAS images located
in the specified files. The Keyword must be either READ or WRITE. The
following variables are defined:

```
VAR%GENE        Integer         Length of general section
VAR%NDIM        Integer         Number of dimensions (ReadOnly)
```

```
VAR%DIM          Integer[4]      Dimensions              (ReadOnly)
VAR%CONVERT      Double[3,4]     Conversion formulae for the 4 axes:
                                 Reference pixel,
                                 Value at reference pixel,
                                 Increment
VAR%BLAN         Integer         Length of blanking section
VAR%BLANK        Real[2]         Blanking and tolerance
VAR%EXTREMA      Integer         Length of extrema section
VAR%MAX          Real            Maximum
VAR%MIN          Real            Minimum
VAR%WHERE        Integer[4,2]    Position of max and min
VAR%DESC         Integer         Length of units and coordinate system secti
VAR%UNIT         Char*12         Image unit
VAR%UNIT1        Char*12         First axis type
VAR%UNIT2        Char*12         Second axis type
VAR%UNIT3        Char*12         Third axis type
VAR%UNIT4        Char*12         Fourth axis type
VAR%SYSTEM       Char*12         Coordinate system
VAR%POSI         Integer         Length of position section
VAR%SOURCE       Char*12         Source name
VAR%RA           Double          Right Ascension
VAR%DEC          Double          Declination
VAR%LII          Double          Galactic longitude
VAR%BII          Double          Galactic latitude
VAR%EPOCH        Real            Epoch of coordinates
VAR%PROJ         Integer         Length of projection section
VAR%PTYPE        Integer         Projection type (code)
VAR%A0           Double          First coordinate of projection center
VAR%D0           Double          Second coordinate of projection center
VAR%ANGLE        Double          Position angle of projection
VAR%X_AXIS       Integer         First projected axis
VAR%Y_AXIS       Integer         Second projected axis
VAR%SPEC         Integer         Length of spectroscopy section
VAR%LINE         Char*12         Line name
VAR%FREQRES      Double          Frequency resolution
VAR%FREQOFF      Double          Frequency offset
VAR%RESTFRE      Double          Rest Frequency
VAR%VELRES       Real            Velocity resolution
VAR%VELOFF       Real            Velocity offset
VAR%F_AXIS       Integer         Frequency/Velocity axis
VAR%BEAM         Integer         Length of beam section
VAR%MAJOR        Real            Major axis of beam
VAR%MINOR        Real            Minor axis of beam
VAR%PA           Real            Position angle of beam
```

where VAR is the specified variable name for the header. VAR becomes a
dummy variable of type header, which can only be referenced in a further

DELETE /VARIABLE command. The VAR%item variables are ReadOnly or Read-
Write according to the keyword Key, except for the dimension variables,
which cannot be modified.

5.7.8 DEFINE IMAGE

```
[SIC\]DEFINE IMAGE Var1 File1 Key1 [Var2 File2 Key2 [...]] [/GLOBAL]
```

Define variables associated to both the content and the header of the
GILDAS images located in the specified files. This command acts as a
combination of DEFINE HEADER and DEFINE TABLE. It accepts the same key-
words (KeyN) as DEFINE TABLE. If the keyword is READ, the header vari-
ables are mapped ReadOnly, otherwise they are mapped ReadWrite.

See HELP DEFINE HEADER for a description of the individual header vari-
ables.

5.7.9 DEFINE INTEGER

```
[SIC\]DEFINE INTEGER Var1[DIM1] [Var2[DIM2] [...]] [/GLOBAL]
```

INTEGER variables can be multi-dimensional. Up to 4 dimensions can be
specified in the optional DIM field, with the following syntax:
    Var[n1] or Var[n1,n2] etc... up to Var[n1,n2,n3,n4]
where Var is the variable name and n1 to n4 are integer constants or
variables.

5.7.10 DEFINE LOGICAL

```
[SIC\]DEFINE LOGICAL Var1[DIM1] Var2[DIM2] [...] [/GLOBAL]
```

LOGICAL variables can be multi-dimensional. Up to 4 dimensions can be
specified in the optional DIM field, with the following syntax:
    Var[n1] or Var[n1,n2] etc... up to Var[n1,n2,n3,n4]
where Var is the variable name and n1 to n4 are integer constants or
variables.

5.7.11 DEFINE REAL

```
[SIC\]DEFINE REAL Var1[DIM1] [Var2[DIM2] [...]] [/GLOBAL]
```

REAL variables can be multi-dimensional. Up to 4 dimensions can be spec-
ified in the optional DIM field, with the following syntax:
    Var[n1] or Var[n1,n2] etc... up to Var[n1,n2,n3,n4]
where Var is the variable name and n1 to n4 are integer constants or
variables.

5.7.12 DEFINE STRUCTURE

```
[SIC\]DEFINE STRUCTURE Str [/GLOBAL]
```

Define a new structure name. Structure naming follows the Fortran-90
convention, i.e. Str%SubStr%SubStrElement. Structure elements (including
sub-structures if needed) can be defined using command

```
    DEFINE REAL Str%Element
```

etc.

An entire structure and all its associated members is deleted by a sin-
gle command DELETE Str /VARIABLE.

5.7.13   DEFINE TABLE

```
    [SIC\]DEFINE TABLE Var1 File1 Key1 [Var2 File2 Key2 [...]] [/GLOBAL]
```

Define variables associated to GILDAS images located in the specified
file. The variable type and dimensions are derived according to the val-
ue of the keyword Key and the file content:
  - READ or WRITE: use the type and dimensions from the file, and con-
    nect the image in Readonly or ReadWrite access. The variable name
    must not include any dimension field.
  - DOUBLE, INTEGER or REAL: create a new image of the specified type.
    The dimensions must then be specified in the dimension field of the
    variable name, as for a standard variable.
  - EXTEND: take type and first dimensions from the file, but extend the
    last dimension to the value specified in the dimension field. The
    full syntax in this case is thus

```
          DEFINE TABLE Var[Ldim] File EXTEND
```

    where Ldim is the new value for the last dimension.

DEFINE TABLE does not create any additional variables for the image
header. See DEFINE IMAGE and DEFINE HEADER for this information.

5.7.14   DEFINE UVTABLE

```
    [SIC\]DEFINE UVTABLE Var1 File1 Key1 [Var2 File2 Key2 [...]] [/GLOB-
AL]
```

Define variables associated to both the content and the header of the
GILDAS UV Table located in the specified files. The files must be UV Ta-
bles, a version of 2-D tables with some conventions for the interpreta-
tion of columns and an image-like header.

See HELP DEFINE HEADER for a description of the individual header vari-
ables.

5.7.15   DEFINE /GLOBAL

```
    [SIC\]DEFINE Type Var1 [Var2 [...]] /GLOBAL
```

The /GLOBAL option specifies that the variables are global, instead of
being local to the current procedure. Local variables have precedence
over global variables.

The /GLOBAL option is incompatible with DEFINE FUNCTION and DEFINE COM-
MAND.

5.7.16   DEFINE /LIKE

```
[SIC\]DEFINE Type Var1 [Var2 [...]] /LIKE VarLike
[SIC\]DEFINE IMAGE Var1 File1 Key1 [...]] /LIKE VarLike
[SIC\]DEFINE STRUCTURE Struct1 [Struct2 [...]] /LIKE StructLike
```

The /LIKE option allows definition of Type REAL, LOGICAL, DOUBLE or IN-
TEGER arrays with dimensions identical to those of the (existing) Var-
Like array. IMAGEs and TABLEs can also be defined in this way. The di-
mension field must not be specified in such a case. /LIKE can also be
used in structures context: the new structure will be filled with a tree
identical to the StructLike one.

The /LIKE option is incompatible with DEFINE FUNCTION, DEFINE COMMAND,
as well as DEFINE HEADER and DEFINE FITS.

5.8   DELETE

```
[SIC\]DELETE /VARIABLE|/SYMBOL|/FUNCTION Name1 [Name2 [...]]
```

Delete specified variables, symbols or functions. For IMAGE variables,
also frees the corresponding file.

5.9   EDIT

```
[SIC\]EDIT [File_Name]
```

Without argument, EDIT dumps the Stack on a file named STACK.DEFEXT
where DEFEXT is the default macro extension specified by the program or
by the user using command SIC\SIC EXTENSION, and then calls a text edi-
tor to edit this file. If a file name is given, the specified file is
edited.

The editor to be chosen is defined by the logical name GAG_EDIT, which
you can define in your $HOME/.gag.dico file. Command SIC EDIT NewEditor
can also be used to re-define the choice of the editor.

5.10   ELSE

```
[SIC\]ELSE [IF Logical_expression [THEN]]
```

Conditional directive in an IF-END IF block. Similar to Fortran ELSE and

ELSEIF statements, but note that here the space between ELSE and IF is
compulsory, while the THEN keyword is optional. If the compulsory space
bothers you, just define the following symbol
    SYMBOL ELSEIF "SIC\ELSE IF"

5.11   END

    [SIC\]END Procedure|Help|Data|If

    [SIC\]END IF

Mark the end of an IF block. Normal execution resumes. The symbol ENDIF
is defined as an abbreviation of SIC\END IF.

    [SIC\]END Procedure|Help|Data

Terminate the definition of a new Procedure, Help file, or Data file.
See command BEGIN for details.

5.12   EXAMINE

    [SIC\]EXAMINE [Name] [/GLOBAL] [/FUNCTION] [/HEADER] [/ADDRESS]
[/ALIAS]

List variables or functions.

If the /FUNCTION option is not present, EXAMINE without argument gives
the list of known variables with their respective types. Each variable
name is followed by its definition and the keywords "GBL" for GLOBAL
(interpreter level 0) variables, LCL(lev) for LOCAL variables at inter-
pretor level "lev" (viz., in a procedure), WR for READ/WRITE variables,
RD for READONLY variables.

With argument, EXAMINE will usually type the content of the specified
variable (local variables have priority). But:
  - If the argument ends by the % character, it is assumed to indicate a
    structure or an image header, and all associated header variables
    are listed.
  - Partial wildcarding is permitted: if the argument begins or/and ends
    with the "*" character, all compatible variables names are listed.
  - In any case, typing an ambiguous variable name will generate a list
    of choices.
With the /FUNCTION option, lists the definition of the specified or all
(no command argument) user-defined functions.

With the /GLOBAL option, lists only the GLOBAL variables, as opposed to
LOCAL variables (i.e, in a loop or a macro)

With the /HEADER option, lists only the variables having an associated
header (i.e., the known images).

With the /ALIAS option, lists only the Aliases and their association.

The /ADDRESS option is used for debugging. It gives the internal vari-
able descriptor.

5.13   EXIT

        [SIC\]EXIT

EXIT always ends SIC execution, at any level. In interactive sessions,
<^D> has the same behaviour as EXIT.

On the opposite <^Z> only ends the current level of execution, so that
when typed at the top level, <^Z> also ends the session. Note that <^Z>
may be trapped when interactive editing is enabled.

Note that end of SIC execution does not necessarily means end of program
execution: SIC may be entered again later by the calling program.

5.14   FOR

        [SIC\]FOR Loop_Variable n1 n2 n3 TO n4 BY n5 n6 TO n7
        or
        [SIC\]FOR /WHILE Logical_Expression

Open a FOR-NEXT loop to be executed for values in the list (FOR Vari-
able), or until a logical expression becomes false (FOR /WHILE). The
last character of the prompt becomes a ':' instead of '>', and all sub-
sequent commands typed in until NEXT are the body of the loop. Up to
nine loops may be nested in any way. The index of the loop will be sub-
stituted to the loop variable Loop_Variable during loop execution. The
substitution occurs also within character strings if the loop variable
name is included between single quotes. Note that the index values may
be real.

        [SIC\]FOR Loop_Variable n1 n2 n3 TO n4 BY n5 n6 TO n7

The loop specified in this example will execute for the following values
of the index :
        n1
        n2
        n3, n3 + n5, n3 + 2 n5, n3 + 3 n5, ... , n4
        n6, n6 + 1, n6 + 2, ... , n7
(assuming that n4-n3 is a multiple of n5, n7-n6 an integer). Loop vari-
ables are undefined outside the loop, and must not be previously de-

fined.   Invalid ranges are ignored at execution time: e.g. in the previ-
ous example, the loop would not be executed for n3 TO n4 BY n5 if
n5*(n4-n3) < 0, but no error is signaled. Increments of 0 produce an er-
ror.

Conditional loops execute until the logical expression becomes false.
For example FOR /WHILE .TRUE. will execute forever.

5.15   HELP

        [SIC\]HELP Name[\] [Subtopic]

Without an argument, HELP gives the list of available help. If the "\"
character is present, Name is assumed to be a language name, and HELP
gives a one line description of all commands specific to this language.
If the "\" is not present, Name is a command, and HELP gives more infor-
mation about it.

Two levels of Help are available. The subtopic may be a command option
(and a * to get information on all subtopics of the command).

5.16   IF

        [SIC\]IF Logical_Expression [THEN]

Start a conditional IF block. The behaviour of IF blocks is similar to
structured Fortran. Any text following the logical expression is ig-
nored, but if this text is not THEN, an error message is produced.

This command can only be used within a procedure: interactive users are
expected to be able to make their decisions themselves.

Within logical expressions, two special logical functions can be used:
      EXIST(Name)   Returns .TRUE. if Name is an existing variable
      FILE(Name)   Returns .TRUE. if Name is an existing file
and composite expressions are allowed.

5.17   IMPORT

        [SIC\]IMPORT Package

Dynamically import a package (i.e. load its languages and perform its
initialization) in current scope. This allows to load another package
without closing (and loosing) the current session.

This feature is currently only available for: ASTRO, CLASS and MAPPING.

5.18   LET

```
[SIC\]LET Variable [=] [Expression]
[SIC\]LET Variable [=] Expression /NEW Type [Attr]
[SIC\]LET Variable [=] Expression /WHERE Condition_mask
[SIC\]LET Variable [=] Expression /PROMPT "Explanatory text"
[SIC\]LET Variable [=] Expression /RANGE Min Max
[SIC\]LET Variable [=] Expression /CHOICE Value_1 ... Value_n
[SIC\]LET Variable [=] Expression /INDEX Value_1 ... Value_n
[SIC\]LET Variable [=] Expression /FILE Filter
[SIC\]LET Variable [=] Expression /SEXAGESIMAL
[SIC\]LET Variable [=] Expression /LOWER
[SIC\]LET Variable [=] Expression /UPPER
[SIC\]LET Variable [=] Expression /FORMAT format_string
[SIC\]LET Variable [=] Expression /FORMULA
[SIC\]LET Variable [=] OldVariable /REPLACE
[SIC\]LET Variable /STATUS Read|Write
```

Assign a value to a variable. The variable must already be defined (see
DEFINE) unless the /NEW option is present. Logical expression results
cannot be assigned to non logical variables, and vice versa. All numeri-
cal expression evaluations are done in double precision, and automati-
cally converted to the type of (numerical) variable assigned.

The equal sign may be always omitted EXCEPT when using Free Syntax (see
below).

If no value is assigned to the Variable, the user will be prompted for
the variable value. The Prompt text can be defined with the /PROMPT Op-
tion.

VECTOR OPERATION:

Operations are vectorial, i.e. a full array is computed at the same
time. The variable name can define a subset of an known array, such as:
```
    DEFINE REAL A[4,5,6] B[4]
    LET A[,,3]  = 1.0  ! or equivalently  LET A[3] = 1.0
    LET A[,2,2] = B    ! or equivalently  LET A[2,2] = B
```
These commands assign the value 1.0 to A[i,j,3], with i running from 1
to 4 and j from 1 to 5, and B[k] to A[k,2,2] for k from 1 to 4. Implic-
it transposition is now allowed, though still somewhat experimental:
both A[,2,3] and A[2,,3] are valid. A range of indexes can be specified
rather than one index: for the above example A[3:5] is a valid 4x5x3 ar-
ray, A[2:4,,] is a 3x5x6 array.

IMPLICIT LOOPS:

In addition to vector computing, it is possible to assign an array using

```
"implicit loops", i.e. functions of the array indices such as
    DEFINE REAL A[4,5]
    LET A[I,J] = (I-J)**2
```
Implicit loops cannot be mixed with variable index values.

CONDITION MASK (/WHERE option):

Vector assignment can be done only where a specified logical array (or
logical array expression) is true, using the /WHERE option. See HELP LET
/WHERE.

FREE SYNTAX:

The LET command may be omitted if no option is present, and is the SIC
syntax is set to FREE. In case of conflict between a variable name and a
(complete) command name, an error message is issued. See SIC command.

GUI (Graphic-User-Interface) input mode:

If command GUI\PANEL has been issued before, the LET command defines
widgets in the master window defined by GUI\PANEL. The widget is a sim-
ple prompt when option /PROMPT is set, a slider if option /RANGE is
present, a list of choices if option /CHOICE or /INDEX is given, and a
selection of files with the specified filter when option /FILE is speci-
fied. If neither of these options is present, the LET command works in
the usual way.

The widgets are created and activated by command GUI\GO. Standard input
can be used, and pressing button GO will define all the variables as
specified. If button ABORT is pressed instead, none of the variables are
modified and an error is returned. Error handling is available.

5.18.1   LET /CHOICE

```
    [SIC\]LET  Variable  [= Expression] /CHOICE Value_1 Value_2 ... Val-
ue_n
            (GUI input mode)
```

Activate a choice widget which will return a value among the specified
list. The widget will be created by command GUI\GO. If the last speci-
fied value is an asterisk, any value is also valid.

5.18.2   LET /FILE

```
    [SIC\]LET Variable [= Expression] /FILE Filter
            (GUI input mode)
```

Activate a "file" widget to select a file according to the specified

filter. The widget will be created by command GUI\GO.

5.18.3 LET /FORMAT

```
[SIC\]LET Variable [=] Expression /FORMAT format_string
```

Use the specified format to convert the expression into a character
string and assign it to the requested (character) variable. For example:
```
  define character c*6
  LET C acos(-1.0) /FORMAT F6.3
  exa c
  c = 3.142
```

5.18.4 LET /FORMULA

```
[SIC\]LET Variable [=] Expression /FORMULA [/other_option]
          (GUI input mode)
```

Use Expression as a formula in GUI input mode, rather than only the val-
ue of the expression.

5.18.5 LET /INDEX

```
[SIC\]LET Variable [= Expression] /INDEX Text_1 Text_2 ... Text_n
          (GUI input mode)
```

Activate a choice widget which will return an integer value correspond-
ing to the index of the selected text among the specified list. The wid-
get will be created by command GUI\GO.

5.18.6 LET /LOWER

```
[SIC\]LET Variable [=] Expression /LOWER
```

Convert the output to lower case prior to assignment. To convert a vari-
able, use e.g. for variable C
```
   let c 'c' /lower
```

5.18.7 LET /NEW

```
[SIC\]LET Variable [=] Expression /NEW Type [Attr]
```

Define the variable and assign it at the same time. Type is the type of
the variable (REAL, INTEGER, DOUBLE for double precision, or LOGICAL).
The Attr argument is used to specify whether the newly created variable
is LOCAL (default) or GLOBAL. See also the SIC\DEFINE command.

5.18.8   LET /PROMPT

```
[SIC\]LET Variable [=] [Expression] /PROMPT "Explanatory text"
         (GUI input mode)
```

Create a text widget, with a specified prompt, to return a value or valid expression for the variable. The text widget can be pre-loaded with an expression or value(s). Standard input will be available once the widget is created by command GUI\GO.

5.18.9   LET /RANGE

```
[SIC\]LET Variable [=] [Expression] /RANGE Min Max
         (GUI input mode)
```

Activate a slider widget to return a value within the specified range. The widget will be created by command GUI\GO.

5.18.10   LET /REPLACE

```
[SIC\]LET NewVariable [=] OldVariable /REPLACE
```

Replace OldVariable by NewVariable. The content and location of the variable remains unchanged: only the name is modified.

5.18.11   LET /SEXAGESIMAL

```
[SIC\]LET Variable [=] [+|-]DD[:MM[:SS.SS]] /SEXAGESIMAL
```

The /SEXAGESIMAL option allows to use sexagesimal expressions in assignments. Mathematical expressions can be used for each elements, provided they are separated by a semicolon. This option is only valid for scalar variables.

5.18.12   LET /STATUS

```
[SIC\]LET Variable /STATUS Read|Write
```

Modify a variable status to/from ReadOnly from/to Writeable.

5.18.13   LET /UPPER

```
[SIC\]LET Variable [=] Expression /UPPER
```

Convert the output to upper case prior to assignment. To convert a variable, use e.g. for variable C
```
   let c 'c' /upper
```

5.18.14   LET /WHERE

```
    [SIC\]LET Variable = Expression /WHERE Condition_mask
```

The LET command allows setting variables only where a given condition
mask is .TRUE.. The condition mask can be a logical array or a logical
expression (of same dimension as the result variable). Implicit loops
can be used in conjunction to the /WHERE option.

For example
```
   DEFINE REAL A[4,5] B[4,5]
   LET B[I,J] = I+J
   LET A[I,J] = (I-J)**2 /WHERE COS(I).GT.SIN(J)  ! 1
   LET A[I,J] = SIN(I+J) /WHERE B.GT.5            ! 2
```
is equivalent (in terms of results, but about 500 times faster) to the
loops
```
   DEFINE REAL A[4,5] B[4,5]
   LET B[I,J] = I+J
! 1
   FOR J 1 to 5
     FOR I 1 to 4
       IF (COS(I).GT.SIN(J)) THEN
         LET A[I,J] = (I-J)**2
       ENDIF
     NEXT
   NEXT
! 2
   FOR J 1 to 5
     FOR I 1 to 4
       IF (B[I,J].GT.5) THEN
         LET A[I,J] = SIN(I+J)
       ENDIF
     NEXT
   NEXT
```

Note in the example above that implicit variables can be used. However,
the following syntax is non valid,
```
   LET A[I,J] = SIN(I+J) /WHERE B[I,J].GT.5
```
because implicit variables cannot appear as indexes to an operand array
(B), but only as indexes to the result array (A) or as variables as in
SIN(I+J). The correct syntax would be
```
   LET A[I,J] = SIN(I+J) /WHERE B.GT.5
```
The following syntax is also non valid
```
   LET A = B /WHERE B[I,J].GT.LOG(I+J)
```
because implicit variables cannot be defined by an operand array (B),
but only by the result array. The correct syntax would be
```
   LET A[I,J] = B /WHERE B.GT.LOG(I+J)
```

5.19   MESSAGE

```
    [SIC\]MESSAGE Severity ProcedureName "Message"
    [SIC\]MESSAGE  Severity  ProcedureName  Arg1  Arg2 ... ArgN [/FORMAT
Fmt1 Fmt2 ... FmtN]
```

Print a message using the same mechanism as the one used by Gildas pro-
grams. In particular, it will be printed or not, to the terminal and/or
to the message file, depending on the filters that currently apply to
messages.
- The severity must be a single letter from one of the following:
  F)atal, E)rror, W)arning, R)esult, I)nfo, D)ebug, T)race, C)ommand,
  U)nknown.
- The procedure name is a free character string.
- The message must have at least one component. Multiple remaining argu-
  ments will be printed out spaced by a single space. Enclose with dou-
  ble-quote a character string if you want to use more than one space.
- If /FORMAT option is invoked, each argument is displayed using its as-
  sociated format. Formats are Fortran ones (so may be slightly machine-
  dependent) like a10, i2, f5.2 and so on.

```
Example:
SIC> MESSAGE I FOO "Hello world!"
I-FOO,  Hello world!
```

For more information on message filters, see the HELP for the SIC MES-
SAGE command.

5.20   MFIT

```
    [SIC\]MFIT Yvar=Func(Xvar,&A,&B,...) [/START A1 B1 ...] [/STEP A2 B2
...]  [/EPSILON e] [/WEIGHTS w] [/METHOD m] [/QUIET]
        or
    [SIC\]MFIT  Filename  [/START A1 B1 ...] [/STEP A2 B2 ...] [/EPSILON
e] [/WEIGHTS w] [/METHOD m] [/QUIET]
```

Perform a least squares fit using the specified Method. The least square
fit tries to adjust function Func of variable Xvar and parameters &A,
&B, ... to match variable Yvar.

Any function or combination of functions known by SIC may be used.
Blanks are supported in the formula. The '=' sign is required.

Fit parameter DUMMY names are &A...&Z . Already defined SIC variables
may be used in the formula as long as they don't match the variables
used by MFIT. The resulting parameters will be stored in the structure
variable MFIT%. An array with weights may be given by option /WEIGHTS.
It must match the dimension of the formula result (defaulted to uniform

weight).

The formula can also be provided by a disk file (default extension
.GRF), where lines beginning with an exclamation mark are treated as
comments. Inside the file, blanks can be used in the formula, which may
be spread over several lines.

The command MFIT defines the following global SIC variables to hold its
results:
     MFIT%PAR   : Fit parameters
     MFIT%ERRORS : The parameter errors, if they have been computed
     MFIT%MATH   : Text string containing the formula with replaced dummies
     MFIT%FIT   : Found approximation (the application of MFIT%MATH)
     MFIT%RES   : Residuals (i.e. Yvar-MFIT%FIT)
     MFIT%STATUS : .FALSE. on successful completion.

Suppose you read X,Y=f(X) and Z (errorbar on Y) in the 3 arrays X, Y and
Z. You could change Z into weights (for example SIC\LET Z 1|Z^2), then
fit a cubic polynomial regression in variables X,Y by typing:
     MFIT Y=(&A*X^3+&B*X^2+&C*X+&D) /WEIGHTS Z
The MFIT command will print the used formula:
     I-MFIT, Formula (stored in variable MFIT%MATH) :
     (MFIT%PAR[01]*X^3+MFIT%PAR[02]*X^2+MFIT%PAR[03]*X+MFIT%PAR[04])
The array MFIT%PAR will contain MFIT%PAR[1]=value of '&A', and so on...
to be used afterwards.

5.20.1   MFIT /EPSILON

     This option is used to specify the desired tolerance. Its interpre-
tation is method dependent. For SIMPLEX and POWELL, it means the rela-
tive deviation of the mean squared difference of two fit iterations. For
SLATEC, which uses non-reduced chi-2, it is the absolute difference be-
tween two iterations. For ANNEAL, its interpretation is totally differ-
ent.

Use default value 0 to let the program guess. In subtle cases, or to
gain speed in case a coarse result is desired, use values around 1D-5
for SIMPLEX and POWELL, and of order 1 for SLATEC. For ANNEAL, see de-
tails in the /METHOD option.

Note that this is not the absolute error of the fit parameters.

5.20.2   MFIT /METHOD

     ANNEAL Simulated annealing technique. This may require a very large
        number of function evaluation.
     POWELL Gradient using the Powell method (see Press et al. for de-

```
    tails).
  SIMPLEX Classical Simplex amoeba search
  ROBUST  A  combination of Simplex + Slatec, to be used with large ini-
    tial steps.
  SLATEC  Modified Levenberg Marquardt method with  adaptive  steps,  as
    implement in the Slatec library.
```

All methods require a proper choice of initial values and steps. The AN-
NEAL method is much more robust against poor guesses, but may require 10
to 100 times more function evaluations than any other.

5.20.3   MFIT /QUIET

Require MFIT to be silent (useful to avoid too many messages in
loops).

5.20.4   MFIT /START

```
      [SIC\]MFIT Y=f(X,&a,...) /START A1 B1 ...
```

A1 B1 ... are used to pass starting guesses for the parameters &A &B
(defaulted to 1.0). The starting values should not be too far from a po-
tential solution, otherwise the convergence may not be possible.

5.20.5   MFIT /STEP

```
      [SIC\]MFIT Y=f(X,&a,...) /STEP A2 B2 ...
```

A2 B2 ... are used to pass the unity vectors (steps) for the iteration
on parameters &A &B (defaulted to 0.1). Poor choice of initial steps may
lead to non convergence. Too small steps will not help converging when
one starts too far from the solution. Too large steps may lead to incor-
rect evaluation of the parameter errors. The optimal step for the deter-
mination of the errors is about the error bar, so that all parameters
become dimensionless.

5.21   NEXT

```
      [SIC\]NEXT
```

Depending on the context, NEXT has one of two possible interpretations:
  - If typed during loop definition, NEXT indicates the end of the defi-
    nition and starts the execution.
  - If encountered during loop execution, NEXT will skip all instruc-
    tions remaining in the Loop Buffer and resumes the Loop execution at
    its first line for the next value of the index. This typically oc-
    curs as an error recovery (ON ERROR NEXT).
The commands will be echoed to the terminal if the VERIFY switch is ON.

5.22 ON

```
[SIC\]ON Status [Command]
```

Perform the Command when Status in encoutered. Only the ON ERROR case is available. See subtopic ERROR for details.

5.22.1 ON ERROR

```
[SIC\]ON ERROR [Command]
```

This command changes the current error recovery action. By default, a PAUSE is automatically generated by any error during execution. This can be changed and any other valid command line Command can be activated instead of PAUSE when an error occurs, using the command ON ERROR Command. However, options cannot be present into the command line Command. A very useful error recovery command for loops is NEXT, which enables skipping the remaining commands of the loop when something went wrong, and resumes the loop at for the following index value.

Note that the ON ERROR command does not affect the behaviour on <^C> trapping, which always returns a PAUSE. The ON ERROR command is only valid within the procedure which declared it.

5.23 PAUSE

```
[SIC\]PAUSE "Message"
```

Set a break point in a Loop or a Macro. PAUSE returns control to user when executed in a macro. The prompt is changed to indicate the execution level. Any valid command can be executed while in interrupt mode. The execution can be resumed by typing CONTINUE, aborted by QUIT (or RETURN, depending whether an error status is desired). NEXT may also be used for the Loop.

If PAUSE is followed by an argument, this argument is typed when the pause occurs. When typed in interactive, PAUSE generates a traceback of the levels of execution in SIC.

A pause is generated after completion of the current command if you type <^C> on the keyboard. This allows you to interrupt any sequence of commands (even if ON ERROR CONTINUE has been typed).

5.24 PYTHON

```
[SIC\]PYTHON [/END]
[SIC\]PYTHON PythonCommandLine
[SIC\]PYTHON PythonScript.py
```

Any form of the PYTHON command starts the Python interpreter and inter-
communication between SIC and Python at first call. Subsequent call do
not repeat this initialization step. The /END option terminates the
Python interpreter and associated intercommunication between SIC and
Python.

Three main interaction schemes are available:
  - Without argument, the user is exposed to the PYTHON prompt.

  - With a Python command line as argument (any string following the
    command), the command is transparently executed and the user recover
    the SIC prompt. Arguments starting with a slash (/) should be pro-
    tected by double-quotes: this avoids SIC to interpret it as a com-
    mand option. Remember also that Python is case sensitive and the
    string should take care of this. For example:
        SIC> PYTHON print "Hello world!"
        Hello world!
        SIC> PYTHON def f(x): return x*x
        SIC> PYTHON print f(2)
        4
        SIC>

  - With a PythonScript.py as first argument (i.e. ending with ".py"),
     the Python script is executed and then the user recover the SIC
     prompt. Arguments following the script name can be recovered in the
     sys.argv Python list. These arguments are interpreted by SIC before
     being sent to the script. For example:
        SIC> TYPE show_args.py
        import sys
        for i in sys.argv:
          print i, type(i)
        SIC>
        SIC> PYTHON show_args.py PI 'PI' 1.234
        showrgs.py <type 'str'>
        PI <type 'str'>
        3.1415926535898 <type 'str'>
        1.234 <type 'str'>
        SIC>

5.25   QUIT

        [SIC\]QUIT [ALL]

When typed after a pause, QUIT aborts the execution of the interrupted
level. QUIT returns an error to the previous level to signal this anoma-
lous end. The previous level is then also interrupted to allow a com-
plete error recovery. Note that this behaviour depends on the ON ERROR
command. QUIT can also be used to abort FOR-NEXT loop compilation.

If argument ALL is present, all nested procedures are aborted, and SIC goes back to base level.

In interactive sessions, QUIT should be used instead of BREAK and RETURN because it allows extra decision at run time. QUIT used as the error recovery command is equivalent to RETURN ERROR.

5.26 RECALL

    [SIC\]RECALL [Arg]

This command retrieves command lines from the stack. The retrieved line is edited if possible or immediately executed if not. If no argument is present, the last command line is retrieved. If the argument is a number, the specified command is retrieved. If it is a character string, the first (most recently entered) command which begins by this string is recalled (in this case, the string may include a full language name or no language at all).

When line editing is possible, commands can also be retrieved using the Up arrow (or ^P) to recover the previous command, and Down arrow (or ^N) to recover the next command.

If no line editing is available, you are prompted whether to execute or not the recalled command.

5.27 RETURN

    [SIC\]RETURN [BASE|ERROR]

End a procedure execution, transmitting or not an error if argument ERROR is present.

If argument BASE is present, RETURN will end all nested procedures, and give back control to base level, without transmitting any error.

5.28 SAY

    [SIC\]SAY ["Text"] ['Expression'] ['Variable'] [/FORMAT ...]

Display strings or character variable or implicitly formatted arithmetic (or logical) expressions in the shortest possible format, unless the /FORMAT option is used. By default, SAY writes its output text both on the current output and on the file opened by command SIC\SIC OUTPUT.

In GUI mode (see command GUI\PANEL), SAY writes the text in the current window. SAY without parameters inserts a separator.

5.28.1 SAY /FORMAT

```
[SIC\]SAY Arg1 Arg2 [... ArgN] /FORMAT fmt1 fmt2 [...fmtn]
```

where fmt1 applies to Arg1, and so on. The format used is a Fortran format (so it may be slightly machine-dependent). Use formats like a10, i2, f5.2, and so on.

5.29 SIC

```
[SIC\]SIC Arg1 Arg2 [... ArgN]
```

The SIC command has 3 categories of actions:

(1) File Handling actions:
These are used to manipulate files in a system independent ways from SIC procedures.
```
    SIC APPEND File FileAppended
    SIC COPY FileOld FileNew
    SIC DELETE File
    SIC DIRECTORY Directory
    SIC EXPAND Infilename Outfilename
    SIC FIND FileFilter
    SIC MKDIR New_Directory
    SIC OUTPUT FileNew
    SIC RENAME FileOld FileNew
    SIC SAVE FileNew Command
    SIC SEARCH File  (Obsolescent)
```

(2) SIC status actions:
These are used to toggle some mode of the SIC monitor, or control some SIC monitor parameter. When called with no further argument, the status of the item will be displayed.
```
    SIC EDIT
    SIC ERROR
    SIC EXTENSION MacroExtension
    SIC HELP HelpMode
    SIC LOGICAL LogName [Translation]
    SIC Language\ [Status]
    SIC MACRO MacroPath
    SIC MEMORY
    SIC MESSAGE
    SIC PRECISION
    SIC PRIORITY [Level Language]
    SIC SYNTAX
    SIC VERIFY
    SIC VERSION
    SIC WHICH
```

```
SIC WINDOW
```

```
(3) Miscellaneous actions:
These execute some system actions, or return some system information.
     SIC BEEP [N]
     SIC CPU
     SIC DATE
     SIC DEBUG
     SIC USER
     SIC WAIT Seconds
     SIC FLUSH
```

5.29.1 SIC APPEND

```
[SIC\]SIC APPEND FirstFile FileAppended
```

Append file "FirstFile" to file "FileAppended". It is equivalent to Unix
command
```
        cat FirstFile >> FileAppended
```
but system independent.

5.29.2 SIC BEEP

```
[SIC\]SIC BEEP [N]
```

Will beep 1 or N times.

5.29.3 SIC CPU

```
[SIC\]SIC CPU
```

Will return the User CPU and System CPU times in real variables USER and
SYSTEM resp. These variables are holded by two structures SIC%CPU%RAW%
and SIC%CPU%CUMUL% which record times since last and first calls of
SIC CPU resp. These structures also provide elapsed time in variables
ELAPSED.

5.29.4 SIC DATE

```
[SIC\]SIC DATE
```

Will return the current date and time in symbol SYS_DATE.

5.29.5 SIC DEBUG

```
[SIC\]SIC DEBUG LUN [Number]
[SIC\]SIC DEBUG IMAGE [Number]
[SIC\]SIC DEBUG MESSAGE
```

Debugging command.

The first two keywords LUN and IMAGE print the status of reserved Logi-
cal UNit numbers (LUN), or of allocated image slots (IMAGE).

The MESSAGE keyword swaps ON or OFF the debugging mode for messages.
When turning it ON, all messages to both screen and message files are
enabled. In this case it is a shortcut of the commands:
```
   SIC MESSAGE GLOBAL ON
   SIC MESSAGE GLOBAL A=FEWRIDTCU
```
When turning it OFF, standard message filters (maybe customized by user)
are re-enabled. It is a shortcut of the command:
```
   SIC MESSAGE GLOBAL OFF
```
Default is debug mode turned OFF, unless a '-d' option has been provided
when invoking the Gildas executable.

5.29.6   SIC COPY

```
   [SIC\]SIC COPY FileOld FileNew
```

Copy FileOld to FileNew. It is equivalent to Unix command
```
      cp FileOld FileNew
```
but system independent.

5.29.7   SIC DELETE

```
   [SIC\]SIC DELETE File
```

Delete the specified file. It is equivalent to Unix command
```
      rm File
```
but system independent.

5.29.8   SIC DIRECTORY

```
   [SIC\]SIC DIRECTORY Directory
```

Change the working directory to the specified name. It is equivalent to
Unix command
```
      cd Directory
```
but system independent.

5.29.9   SIC EDIT

```
   [SIC\]SIC EDIT [ON|OFF|EditorName]
```

List or change the status of the command line editing mode, or the de-
fault text editor used by command EDIT.

5.29.10   SIC ERROR

```
[SIC\]SIC ERROR
```

List the current error recovery command, defined by command ON ERROR.

5.29.11   SIC EXPAND

```
[SIC\]SIC EXPAND InFileName OutFileName
```

Add the language name before each command of the macro file InFileName
and write the results into the new macro file OutFileName. This command
should be used in a program where the InFileName macro does not produce
any command name ambiguity. The resulting macro file will then be usable
in any program.

The symbols are not touched because some procedures may need to redefine
symbols on the fly.

Right now the SIC commands are not transformed because it would cause
trouble to the procedure structure if some commands like FOR, IF, etc...
would be changed.

5.29.12   SIC EXTENSION

```
[SIC\]SIC EXTENSION [Extension1 ... ExtensionN]
```

Without arguments, print the list of extensions used by commands @ and
EDIT, with precedence given from the left to the right. Defaults are
program dependent: for all Gildas softwares, it is the program name,
while many user created applications use the generic default extension
".pro".

With one or more arguments, add the input extension(s) at the beginning
of the list, i.e. with highest precedence. If extension was already
known, SIC EXTENSION also brings it back at the beginning.

5.29.13   SIC FIND

```
[SIC\]SIC FIND [FileFilter [Directory]]
```

Search for all files matching the specified FileFilter in the specified
Directory. Matching files are returned in a SIC structure named DIR%.
DIR%NFILE is the number of found files, and DIR%FILE[1:dirnfile] a char-
acter array containing the filenames.

The FileFilter can contain a directory name. In this case the returned
file names will include it. On the contrary, if the FileFilter does not
contain a directory name, and a "Directory" argument is specified, the

returned names will not contain the Directory name.

The default file filter is *.*

5.29.14   SIC FLUSH

```
[SIC\]SIC FLUSH
```

Flush message and log files buffers onto disk.

5.29.15   SIC HELP

```
[SIC\]SIC HELP [PAGE|SCROLL|INDEX|CONTENT|HTML]
```

With no argument, print how the HELP command behaves. Otherwise, con-
trols whether it outputs the text page by page (PAGE), or continuously
(SCROLL).

- SIC HELP INDEX   indicates the HELP command should display the page
  referenced first in the index of the PostScript documentation.
- SIC HELP CONTENT indicates the HELP command should display the page
  referenced first in the table of contents from the PostScript docu-
  mentation. The last two options use the GhostView facility on X-Win-
  dow terminals.
- SIC HELP HTML   indicates the HELP command should refer the HTML
  version of the documentation and use the appropriate browser to dis-
  play it.

5.29.16   SIC LANGUAGE

```
[SIC\]SIC Language\ [ON|OFF]
```

Place a language in the active scope, or removes it, or list its status.
Languages not in active scope are not searched for their commands, un-
less the language name is explicitly given.

5.29.17   SIC LOGICAL

```
[SIC\]SIC LOGICAL [LogName [Translation]]
```

Set or replace a logical name. SIC LOG LogName will give the translation
of the logical name. SIC LOG without second argument will list all logi-
cal names.

5.29.18   SIC MACRO

```
[SIC\]SIC MACRO MacroPath
```

Change the search path for the procedures. Procedures executed by @ are

searched in a path specified by the special logical name MACRO#DIR: .
This command allows to list or change the content of MACRO#DIR: .

5.29.19 SIC MEMORY

    [SIC\]SIC MEMORY [ON|OFF]

Enable or disable automatic insertion of successful commands into the
stack.

5.29.20 SIC MESSAGE

    [SIC\]SIC MESSAGE
    [SIC\]SIC MESSAGE Pack1 [[[S|L|A]-|=|+]F|E|W|R|I|D|T|C|U] [PackN...]
    [SIC\]SIC MESSAGE Global [[[S|L|A]-|=|+]F|E|W|R|I|D|T|C|U] [ON|OFF]
    [SIC\]SIC MESSAGE * [[[S|L|A]-|=|+]F|E|W|R|I|D|T|C|U] [PackN...]

Modify and display the messaging filters for one or more packages. Mes-
sages are usually printed on screen and into a message file in the
GAG_LOG: directory. Depending on its kind (from trace to fatal errors),
a message may be printed or not to one of these outputs. Messaging fil-
ters allow the user to fine tune the kinds of messages he wants to see.
Filters are either global (i.e. all the messages are filtered whathever
the package they belong to) or package-dependent (i.e. the messages are
filtered depending on the package they belong to).

The command SIC MESSAGE,
  - without argument, outputs the messaging filters for all active pack-
    ages;
  - with one or more package name as arguments, displays the associated
    filters, e.g. :
        GREG> SIC MESSAGE SIC GLOBAL
        sic   on-screen active   filter: FEWRI---U
        sic   to-mesfile active   filter: FEWRIDTCU
        global on-screen inactive filter: FE-------
        global to-mesfile inactive filter: FEWRIDTCU
    First column shows the package name, second column the output de-
    vice, third column the filter status, last column the associated
    filter;
  - with a package name followed by a messaging rule (see below), up-
    dates its the filter value and displays it. The filters of several
    packages can be changed on the same command line, e.g. SIC MESSAGE
    SIC S+D GREG L-W

The package name can additionally have two special values:
  - * : all the package filters are modified according to a single input
    rule;
  - GLOBAL : set a global filter which can override all the package fil-

ters without loosing them. This global behavior is activated and de-
activated by the ON or OFF keyword.

A rule to change a filter is a single string composed of three parts,
from left to right:
  - A, S and/or L as first argument to modify All, Screen, or Logfile
    filters. This must be unique but is optional, default is Screen on-
    ly.
  - +, - or = as second argument to add to, remove from, or redefine
    filter values. This operator must be unique, and it is optional: de-
    fault is +.
  - F, E, W, R, I, D, T, C and/or U as last argument(s) to modify the
    filters on Fatal, Error, Warning, Result, Info, Debug, Trace, Com-
    mand and Unknown messages. This argument is mandatory, and the let-
    ters may be associated.

The message kinds are:
  F)atal: Program will cleanly end now because a fatal error occured,
    e.g. a required initialization of the program could not occur or an
    error can not be safely recovered or the program is in an unstable
    status and can not go on.
  E)rror: Command or action could not be executed to its end. Such er-
    rors can be recovered, and program can continue to run safely.
    - It denotes an attempt to do something not allowed or not imple-
      mented in the command.
    - Command can not run to the end as it will not produce the expected
      result.
  W)arning: Command or action will go on executing without an error, but
    - the user must be warned about a strange behavior;
    - a result is produced, but user must be careful with its interpre-
      tation.
  R)esult: Information directly requested by the user. It concerns all
    the results returned by active commands. This should be understand
    as:
      - "You asked for this, as a result, that happened"
      - "This was created/changed accordingly to your request"
      - "Here is what you asked for (some values,...) "
  I)nfo: Additional information not directly expected by the user when
    he runs the command. It gives secondary informations on current ac-
    tions, or it concerns more or less the result and the processes to
    obtain it, but it is not the result itself.
  D)ebug: High level debugging, e.g. follow the steps of complex compu-
    tation. By default, it will not be printed. User can activate it if
    strange non-fatal behavior occurs.
  T)race: Low-level debugging, e.g. track the program execution. By de-
    fault, it will not be printed. User must use it wisely because it
    may produce thousands of messages in a row (for example, in loops).

       User can activate it in case of unforeseen fatal behavior.
    C)ommand: Each command typed on the terminal is resolved and can
      printed back to terminal and to logfile. This is equivalent to the
      obsolescent SIC VERIFY ON behavior.
    U)nknow: It is reserved for the migration from the old message facili-
      ties to the new one, and to handle internal errors in messaging pro-
      cess.

  Simple examples:
      SIC> SIC MESSAGE
      sic   on-screen active   filter: FEWRI---U
      sic   to-mesfile active   filter: FEWRIDTCU
      SIC> SIC MESSAGE SIC GLOBAL
      sic   on-screen active   filter: FEWRI---U
      sic   to-mesfile active   filter: FEWRIDTCU
      global on-screen inactive filter: FE-------
      global to-mesfile inactive filter: FEWRIDTCU
      SIC> SIC MESSAGE SIC S+D
      sic   on-screen active   filter: FEWRID--U
      sic   to-mesfile active   filter: FEWRIDTCU
      SIC> SIC MESSAGE SIC L-DT
      sic   on-screen active   filter: FEWRID--U
      sic   to-mesfile active   filter: FEWRI--CU
      SIC> SIC MESSAGE SIC A=FEWRI
      sic   on-screen active   filter: FEWRI----
      sic   to-mesfile active   filter: FEWRI----
      SIC> SIC MESSAGE GLOBAL ON
      Turning ON global filtering rules
      SIC>

  Q: I've lost all messages, SIC MESSAGE is silent, what happens?
  A: Many message kinds are certainly disabled, in particular Results
     printed to Screen. This is why SIC MESSAGE is also silent. Consider
     typing SIC MESSAGE SIC S+R and you should see back messaging filters.

5.29.21   SIC MKDIR

       [SIC\]SIC MKDIR New_Directory

  Create a new directory. It is equivalent to Unix command
        mkdir -p New_Directory
  but system independent. No error is raised if the directory already ex-
  ists.

5.29.22   SIC OUTPUT

       [SIC\]SIC OUTPUT [FileNew]

Redirect the output of the SIC\SAY command to the specified file. The
file is erased if it was existing. If no argument is present, any cur-
rently opened output file will be closed, and the output of command SAY
is re-directed to the terminal.

5.29.23   SIC PRECISION

    [SIC\]SIC PRECISION [SINGLE|REAL|DOUBLE|AUTO]

Select the precision of all computations using SIC variables. Automatic
precision will use the highest precision present in an expression.

5.29.24   SIC PRIORITY

    [SIC\]SIC PRIORITY [Level1 Lang1 ... [LevelI LangN ...]]

SIC PRIORITY redefines the languages precedence when an ambiguous com-
mand (same name in several languages) is encountered: the lower the
precedence level, the higher the priority. By default, they are all the
same (level is set to 1), i.e. there is no automatic ambiguity resolu-
tion.

The priority levels can be changed for one, some, or all languages. Lev-
elI is an integer, which must be followed by one or more languages. Un-
specified languages which were not previously set have an higher level
than the highest specified level.

A call to SIC PRIORITY without arguments prints the current levels for
all languages.

5.29.25   SIC RENAME

    [SIC\]SIC RENAME FileOld FileNew

Rename an existing file. It is equivalent to Unix command
        mv FileOld FileNew
but system independent.

5.29.26   SIC SEARCH

    [SIC\]SIC SEARCH FileName

(Obsolescent).
Search for the specified file, and set the logical SIC%EXIST to YES if
the file exists, NO if not.

This is an obsolescent feature. The same functionality is available
through the logical function FILE("FileName").

5.29.27 SIC SYNTAX

        [SIC\]SIC SYNTAX [FIXED|FREE]

control the syntax for mathematic operations. In FIXED syntax, the LET
command is compulsory. In FREE syntax, commands lines like
        A[I,J] = SIN((2*I+J)/PI)
where A is a known variable, are recognized as assignement and automati-
cally expanded to the equivalent FIXED syntax
        LET A[I,J] SIN((2*I+J)/PI)
Free syntax cannot be used for the LET /WHERE command. See HELP SYNTAX\
for details.

5.29.28 SIC USER

        [SIC\]SIC USER

Will return the user name (usually with host name) in symbol SYS_INFO.

5.29.29 SIC VERIFY

        [SIC\]SIC VERIFY [ON|OFF]

Control the listing of macros, loop or stack during execution.

5.29.30 SIC VERSION

        [SIC\]SIC VERSION

Return the version number and credits or copyrights for the languages or
subprograms currently used.

5.29.31 SIC WAIT

        [SIC\]SIC WAIT Seconds

Will wait for the required number of seconds. On systems which support
it, fraction of seconds can be specified. On other systems, the number
will be rounded to the nearest integer, with a minimum of 1 second.

5.29.32 SIC WHICH

        [SIC\]SIC WHICH Procedure

Return the full path of the procedure or macro which will be executed by
a "@ Procedure" call.

See HELP @ for details on which directories procedures and macros are
searched in.

5.29.33   SIC WINDOW

```
[SIC\]SIC WINDOW [ON|OFF]
```

Allow or disallow use of GUI mode.

5.30   SORT

```
[SIC\]SORT KeyVar [Var1 [... VarN]]
```

Sort an ensemble of 1-D or 2-D SIC variables by increasing values of the
(1-D only) KeyVar variable. A standard use is to sort a complete GILDAS
table, using
```
  DEFINE TABLE A MyFile WRITE
  SORT A[3] A
  DELETE /VAR A
```
As shown in the example, the command handles the case where KeyVar is a
subset of any of the variables to be sorted. However, if there is alias-
ing between any of the Var1 ... VarN variables, the result is unpre-
dictable.

The command can be useful for further use of the COMPUTE LOCATION com-
mand, or plots using GreG. To mimick the behaviour of the (obsolete)
GREG\SORT command, use
```
        SORT Key X Y Z
```
where Key is any of X Y Z

5.31   SYMBOL

```
[SIC\]SYMBOL [X ["Translation"]] [/INQUIRE "Prompt Text"]
```

This commands defines, lists and deletes symbols.

```
  SYMBOL
    Lists the Symbol table

  SYMBOL X
    Gives the translation of the symbol X

  SYMBOL X "Translation"
    Defines a new symbol or update the precedent symbol definition.

  SYMBOL X /INQUIRE "Prompt Text"
    Inquires  the  definition of a symbol with the specified prompt (for
interactive session only).
```

A symbol is an abbreviation of any character string. The symbol transla-
tions are substituted to the corresponding symbols when found in a com-
mand line. In a command line, symbol TOTO must appear inside simple

quotes (like 'TOTO') to be translated, except for the line beginning
where SIC assumes the first word might be a symbol. A symbol definition
may refer to another already defined symbol. The substitution occurs ev-
erywhere, even within the character strings.

Symbols in FOR-NEXT loops are substituted at compilation time (i.e. when
the command line is written but not yet executed), using their current
value. In a loop, redefining a symbol which is already defined out of
the loop has no effect since its occurences are substituted before the
execution of all the commands.

Symbols can be deleted when they are no longer usefull, using command
DELETE /SYMBOL.

5.32 SYNTAX\

SYNTAX of SIC commands

The SIC syntax is the following :
    [LANG\]COMM [Arg1 [Arg2 [...]]] [/OPT1 [p1 [...]] [/OPT2 [...]]
where [] indicates optional fields.

Language, command and options can be abbreviated. The language field
(LANG\) is optional but may help resolve ambiguities.

First, the line is stripped of duplicate separators (spaces or tabs).
Character strings (entities included between double quotes) are not af-
fected by this formatting.

Then symbols (entities included between simple quotes, plus the lan-
guage-command field) and tokens (macros parameters 1 2 etc...) are
translated, even within character strings.

Finally, the line is analysed for ambiguities and the language, command
and option names are expanded. An option is a word beginning by a slash
(e.g. /OPT1 is an option in the above example).

All arguments can be character or mathematical variables or expressions,
depending on the type required by the program. Character expressions can
be concatenated with implicit formatting of variables and mathematical
expressions, such as in
    "The real number PI is equal to "'ACOS(-1.0)'
Variable and expressions are not evaluated during the parsing, but only
during the execution. Character variables must be included between
quotes for translation, e.g.
    DEFINE CHARACTER C*6
    LET C 3.14159
    DEFINE REAL A

```
LET A 'C'/PI
EXAMINE A
A       =    0.9999705
```

5.33   SYSTEM

```
[SIC\]SYSTEM ["Command"]
$ Command
```

Execute a command from the operating system, or create a subshell. If no
argument is given, start a subshell by running the default user shell.
The subshell can be terminated by typing 'exit' or 'bye' or 'logout',
depending on system version, and controls return to SIC in this case.

If an argument is given, executes the command in a subshell.

Note that Unix environment variables cannot be defined in such a way,
since it is a subshell. In particular, use command SIC DIRECTORY to
change your working directory.

```
$ Command
```
System commands can also be executed directly from the SIC level using
the $ token. "Command" must be a valid operating system command in the
default shell of the user.

5.34   TYPE

```
[SIC\]TYPE [Macro_Name]
```

TYPE lists the commands of the named macro. If no argument is given, the
Stack is listed. The same search rules as for command SIC\@ apply.

5.35   @

```
[SIC\]@ Macro_Name [Par1 [Par2 [...]]]
```

Read commands from macro (or procedure) Macro_Name and executes them.
Up to 8 parameters can be given. These parameters will be substituted to
the tokens 1, 2, ..., 8 found in the body of the procedure, even within
character strings (e.g. Par1 for token 1).

Default file extension is program dependent (usually the program name,
or .pro), and can be changed using command SIC EXTENSION. Procedures are
searched for according to the following rules:
- first in the directory designated by the logical name GAG_PROC:
- then, in order, in all the directories in the path specified by the
logical name MACRO#DIR: (see command SIC MACRO).

All commands will be echoed to the terminal when executed if the VERIFY

```
switch is ON (see command SIC VERIFY).
```

```
Macros (as any other text files) can be edited using a standard text ed-
itor  by  typing  command EDIT with the macro file name as argument (see
EDIT and SIC EDIT).
```

6   GUI Language Internal Help

6.1   Language

```
                      GUI\ Command Language Summary
```

```
BUTTON : Associate a command with a button
END    : Read parameters from window and set variables accordingly
GO     : Activate the currently defined window
MENU   : Create a pulldown menu for next buttons
PANEL  : Define or delete an input window or menubar
WAIT   : Wait for GO button in the current window
```

6.2   BUTTON

```
    GUI\BUTTON "Command" Button ["Title" HelpFile [OptionTitle]]
                    (Graphic-User-Interface mode only)
```

```
Creates a button widget to execute the specified "Command".
```

```
If  no  "Title"  is given, the button will have no associated variables,
and will appear with other similar buttons at the top of the window.
```

```
If a "Title" argument is present, a  "secondary  parameters"  window  is
created.  In the main window, the "title" appears followed by 3 buttons:
one with the button name, one pointing to the secondary parameters  win-
dow,  and  a "HELP" button. All subsequent LET commands will create wid-
gets in this secondary window, until a new GUI\BUTTON command is  typed.
"HelpFile" specifies a text file where the help for the variables can be
found, and "OptionTitle" is a title for the secondary window (and  asso-
ciated button).
```

6.3   END

```
    GUI\END
```

```
Reads  all  parameters  from  the current window(s) and set the modified
variables accordingly. Normally reserved for programming applications.
```

6.4   GO

```
    GUI\GO ["Command"]
```

Map the windows defined by the previous GUI\PANEL command and its asso-
ciated GUI\BUTTON and LET commands. "Command" is an optional command to
be executed when button "GO" is pressed.

6.5 MENU

```
GUI\MENU "Title" [/CLOSE] [/CHOICES]
```

Creates a pulldown menu to group a set of buttons without associated pa-
rameters. Subsequent GUI\BUTTON commands will add buttons in the pull-
down menu.

When option /CLOSE is present, closes the current pulldown menu. Subse-
quent GUI\BUTTON commands will create buttons on the main menubar.

This command is valid only when creating a detached menubar, i.e. after
a GUI\PANEL/DETACH command has been typed.

6.6 PANEL

```
GUI\PANEL "Title" HelpFile [/DETACH] [/LOG LogFile]
GUI\PANEL [HelpFile] /CLOSE
```

Activate the Graphic-User-Interface input mode for variables. A window
with the specified title is created, but not mapped to the screen. Suc-
cessive LET commands will create widgets in this window to allow to mod-
ify variables by entering values in the widgets. Command GUI\GO "Com-
mand" will map the window to the screen. Once the proper input has been
defined, clicking on the "GO" button will setup all the related vari-
ables in the main program, and execute the associated command. Clicking
on button "UPDATE" will only set the variables. Clicking on button
"ABORT" will return without modifying the variables.

Help is available in the window through the "HELP" button, but also
clicking in any prompt area.

See LET command for details.

If option /DETACH is present, a menubar is created instead of a normal
window. Several buttons can be attached to this menubar using the
GUI\BUTTON and GUI\MENU commands, but no variables can be set in this
mode. The menubar is mapped when command GUI\GO is typed.

If option /CLOSE is present, the last detached menubar, or the specified
one, is deleted.

/LOG option stores variable definitions in specified log file.

6.7 WAIT

```
GUI\WAIT
```

Wait for button "GO" "UPDATE" or "ABORT" to be pressed. The command monitor stays in hold state until one of these buttons in the main window are pressed.

7 VECTOR Language Internal Help

7.1 Language

```
                    VECTOR\ Language Summary

EXPLAIN [Task] : Gives explanation about a GILDAS task
FITS           : Convert between FITS files and Gildas images
HEADER         : List the header of a Gildas image
RUN Task       : Activate a GILDAS task
SPY [Task]     : Look at current status of detached Tasks
SUBMIT Task    : Submit a GILDAS Task in batch queue GILDAS_BATCH
TRANSPOSE      : Transpose data cubes
```

7.2 EXPLAIN

```
    [VECTOR\]EXPLAIN [Task [Parameter]]
```

Gives explanation about a GILDAS task. If Parameter is specified, EXPLAIN will give help about the parameter. Parameter = * can be used to list help about all parameters of the specified task. Note that if Parameter is absent, EXPLAIN accesses the topic "Summary".

The GILDAS tasks can only be activated from the VECTOR\ language, with commands RUN or SUBMIT. The VECTOR\ language is included in programs VECTOR, GRAPHIC and other reduction programs such as MAPPING.

From within RUN and SUBMIT commands, you can get help upon the current Task by typing GOLD ? in the editor, or by answering ? to a prompt in non editing mode.

7.3 FITS

```
    [VECTOR\]FITS FitsFile WhichWay GildasFile [/STYLE Style] [/XTENSION
Number] [/BITS Nbit]
```

Convert between FITS files and Gildas images. The FITS command is just a wrapper around the FITS_GILDAS and GILDAS_FITS tasks. See those for details.

```
        [VECTOR\]FITS  OutputFile.fits FROM InputFile.gdf [/STYLE Style]
```

```
[/BITS Nbit]
```

Create a FITS file from a Gildas image. The layout of the FITS file depends on the specified "Style", although default styles will be used depending on the Gildas image (e.g. UVFITS is used for UV Tables, STANDARD is used for images). The number of bits is controlled by "Nbit", and defaults to -32 for images, and 16 for UV data.

```
        [VECTOR\]FITS InputFile.fits TO  GildasFile.gdf  [/STYLE  Style]
[/XTENSION Number]
```

Convert the InputFile.fits FITS file into a Gildas image in Gildas-File.gdf, using the appropriate "Style". A specific XTENSION can be used instead of the main FITS header when needed.

7.4 HEADER

```
        [VECTOR\]HEADER GildasImage [/EXTREMA]
```

List the header of a GildasImage file.

The /EXTREMA option computes or recomputes the extrema section in the header of the GildasImage file.

7.5 RUN

```
        [VECTOR\]RUN Task_Name [Parameter_File] [/EDIT]  [/NOWINDOW]  [/WIN-
DOW]
```

Execute a GILDAS task as a detached process. If no directory is specified in the task name, the Task is assumed to be in the GILDAS_LOCAL: or GILDAS_RUN: area. The input parameters are read from the file Parameter_File, which is a SIC procedure with commands from the TASK\ language. A * can be used instead to specify a parameter file of name Task_name.INIT in the current directory.

The parameter file can be prepared in "Window-mode", or using a text editor.
    In Window-mode, activated implicitly in the RUN_WINDOW variable is YES (default on X-Window systems), or explicitly if the /WINDOW option is specified, a panel appears to enter all parameters. Help if available by clicking on the prompt string for each parameter, or on the HELP button. Once all parameters have been adequately specified, the task can be activated by clicking OK, or aborted by clicking ABORT.
    The text-editor mode is activated using the /EDIT option. The parameter file of default name Task_name.INIT is edited before submission, taking a template in GILDAS_RUN: area if no version of this file already exist. If this template file does not exists, it may be that the Task

you want to run does not exist either, or is not yet debugged at all.

Once the parameter file has been prepared in Edit-mode or Window-mode,
the RUN command will prompt you for all missing parameters in the .INIT
command file. Help on the parameter can then be obtained answering ? to
the prompt.

The RUN command checks that the Task exists, and only GILDAS Tasks can
be submitted in this way. A second SIC procedure is executed before task
submission to check the validity of input parameters. If any parameter
is invalid, an error is returned and the Task not submitted.

The input file which is created by the RUN command is located in the
GAG_SCRATCH: directory and may be deleted after Task execution. The
output of the Task is in the file GAG_LOG:Task_Name.GILDAS, which may be
listed or printed later on. Task execution may be synchronous (the main
program waiting for task completion) or asynchronous (control returns to
the main program immediately). If the Task terminates before you exit
from the activating program, a termination message will be typed on the
terminal, giving the termination status.

Use the EXPLAIN command for help on available Tasks.

Task may execute on a remote node rather than on the local machine. The
node name is controlled by logical name GILDAS_NODE. If GILDAS_NODE =
LOCAL, local execution is performed. If not, GILDAS_NODE must be the
node name of the computer on which execution will be performed. No syn-
chronisation is offered for remote execution.

7.6 SPY

      [VECTOR\]SPY [Task_Name]

Displays the status of all active GILDAS tasks, or lists the last output
from the specified task.

7.7 SUBMIT

      [VECTOR\]SUBMIT Task_Name [Parameter_File]   [/EDIT]   [/NOWINDOW]
[/WINDOW]

The SUBMIT command is similar to the RUN command, except that the Task
is submitted to a batch queue (named GILDAS_BATCH) instead of being exe-
cuted as a detached process. See RUN command for details.

Use the EXPLAIN command for a documentation on available Tasks.

7.8   TRANSPOSE

```
[VECTOR\]TRANSPOSE Input Output Order
```

This command takes an input 3-D data cube to produce an output trans-
posed 3-D cube according to the transposition order specified by Order
(312, 213, etc...). For example:
```
    VECTOR\TRANSPOSE TEST.VLM TEST.LMV 231
```

8   TASK Language Internal Help

8.1   Language

```
                    TASK\ Command Language Summary


CHARACTER :
FILE      :
GO        :
INTEGER   :
LOGICAL   :
REAL      :
WRITE     :
```

8.2   REAL

```
    TASK\REAL  "Prompt text"  Name  =  [Value]  [/RANGE]  [/SEXAGESIMAL]
[/CHOICE]
```

Define the parameter Name of Real type, and assign it a value if speci-
fied. Otherwise, prompt with the text for a value.

9   SIC Error Messages and Recovery Procedures

SIC may output a number of error messages. These are usually self explanatory, and most of them
refer to typing errors, or to an unanticipated degree of complexity reached during the program
execution (too many loops, macros, complex mathematic formulas, etc...). More severe errors
may appear, usually due to internal logic errors in the calling program. SIC is a relatively safe
program. However, its very flexible possibilities, and in particular the possibility of calling it as
a command monitor in multi-language application, possibly written independently by different
programmers, make it very difficult to be error free. This section list all the error messages
written by SIC, and some (but not all) information messages. The format of a SIC message is
the following

```
        C-FACILITY,   Explanation text
```

C is a letter indicating the severity of the message, and may be :

 I for Information

 W for Warning. Normal execution can proceed, but the operation was not completed.

`E` for Error. Something really went wrong, and a corrective action should (usually) take place. Suggested actions are mentioned.

`F` for Fatal Error. This is a programming error, either in SIC, or in the calling program, or an unrecoverable error causing a program abort (such as a `PAUSE` in batch sessions).

`FACILITY` is a mnemonic of the subroutine or of the command where the error occured.

`"Explanation text"` is a concise but usually self explanatory message.

In case of Fatal errors, the "recovery procedure" usually indicates to "Submit an SPR". An SPR is a *Software Performance Report*, and it should be sent to the SIC authors, by E-Mail at

> `gildas@iram.fr`

(`GILDAS` is a reserved account for all GILDAS software).

List of Error Messages

9.1   A through C

`E-COMPUTE, TRANSPOSE not implemented`
>   SIC, `COMPUTE` command. Self explanatory...
>   *User action* : If your variables are images, use the `VECTOR\TRANSPOSE` command instead.

`E-COMPUTE, Variable cannot be written`
>   SIC, `COMPUTE` command. The output variable is defined ReadOnly.
>   *User action* : Probably a user error. Check your variable name. If it is what you wanted, it means you are trying to overwrite a protected program defined variable, and this is forbidden of course.

`E-COMPUTE, Variable must be Real`
>   SIC, `COMPUTE` command. The required actions operate only on Real variables.
>   *User action* : Define intermediate variables if necessary.

`E-COMPUTE, Invalid OUTPUT variable dimensions`
>   SIC, `COMPUTE` command on Fast Fourier Transform action.
>   *User action* : See Help.

9.2   D

`E-DECODE, Invalid arithmetic expression`
>   SIC, Argument decoding routines. An arithmetic expression used as argument is invalid. The message is usually preceded by more detailed explanation.
>   *User action* : correct the expression. If a message "Internal logic error" appeared, submit an SPR.

`E-DECODE, Invalid logical expression`
>   SIC, Argument decoding routines. A logical expression used as argument is invalid. The message is usually preceded by more detailed explanation.
>   *User action* : correct the expression. If a message "Internal logic error" appeared, submit an SPR.

`E-DECODE, Error computing <String>`
>   SIC, Argument decoding routines. Some error occured during evaluation of a valid arithmetic expression. A more detailed text precedes this message. This is usually due to undefined variables, or arithmetic errors like square root of negative values.
>   *User action* : correct any typing error. Check values of variables if an arithmetic error occured.

`E-DECODE, Option <Integer> or argument <Integer> out of bounds`
>   SIC, Argument decoding routines. This is a programming error : a command required too many arguments or options.
>   *User action* : Notify the programmer who should consult the SIC programming manual.

`E-DECODE, You have overwritten the command line pointers.`
>   SIC, Argument decoding routines. This is a programming error: the program tries retrieving an argument after another command line has been analysed. This frequently occurs when

GREG is called in library mode by another program. This should only be done AFTER all arguments have been retrieved.

User action : Notify the programmer who should retrieve all needed arguments before he starts analysing another line.

`E-DECODE, Missing argument number <Integer> of Command <String>`

`E-DECODE, Missing argument number <Integer> of Option <String>`

SIC, Argument decoding routines. The specified argument is mandatory for the command or option.

User action : specify the missing argument.

`E-DEFINE, Cannot specify dimension for existing images`

SIC, DEFINE or LET /NEW commands. Dimensions can only be specified when creating an image.

User action : Don't specify a dimension for existing images.

`E-DEFINE, Invalid variable name <String>`

SIC, DEFINE or LET /NEW commands. Variable names must be less than 15 characters and begin with a letter.

User action : choose a valid name.

`E-DEFINE, Invalid status <String>`

SIC, DEFINE HEADER command. The header status can only be Read or Write.

User action : May be you confused `DEFINE IMAGE` and DEFINE HEADER. Correct your typing.

`E-DEFINE, Memory allocation failure`

SIC, DEFINE or LET /NEW commands. The memory needed to create the variable could not be obtained from the operating system, due to a shortage of system resources or quota. This message is may be preceded by an operating system error message. On a typical site, this error will only occur if you are using (very) big arrays.

User action : delete any unused variable, clear the plot if any, and then retry. Try to use *images* instead of *arrays*. If this does not work, exit the program, reenter it and retry. If this is not sufficient, consider whether you *really* need such big arrays. If the answer is yes, you might consider asking your system manager to increase the relevant quota.

`E-DEFINE, Missing dimension of new image`

SIC, DEFINE command. The dimension of a new image must be specified

User action : specify the dimension.

`E-DEFINE, Only last dimension can be extended`

SIC, DEFINE command. The EXTEND request is not acceptable.

User action : see `DEFINE IMAGE` internal help.

`E-DEFINE, Syntax error`

SIC, DEFINE FUNCTION command. The function definition is invalid.

`E-DEFINE, Too many variables`

SIC, DEFINE or LET /NEW commands.

User action : delete some existing variables, or use them instead of defining a new one. If you cannot, ask your system manager about increas SIC workspace.

E-DEFINE, Too many arguments
    SIC, DEFINE FUNCTION command. Invalid syntax: only one function definition at a time is possible
    User action : use several DEFINE FUNCTION commands if necessary.

E-DEFINE, Variable <String> already exists
    SIC, DEFINE or LET /NEW commands. The specified name already is a known variable.
    User action : use another name, or use (with command LET the already defined variable if you believe you may do so.

E-DELETE, Incompatible options
    SIC, DELETE command. The options /FUNCTION, /SYMBOL and /VARIABLE are mutually exclusive.

E-DELETE, Missing option
    SIC, DELETE command. One of the options /FUNCTION /SYMBOL and /VARIABLE must be present.

E-DELETE, No such variable <String> SIC, DELETE command. The specified variable cannot be deleted because it does not exist.

E-DELETE, Variable <String> not deleted SIC, DELETE command. The variable could not be deleted, because it is program defined
    User action : May be a typing error. Check the variable name.

E-DIMENSION, Invalid dimension <string>
    Any command with a numerical argument. In the present version of SIC indexes of arrays can only be constants or scalar numerical variables. Complex numerical expressions are not allowed.
    User action : use an intermediate variable.

E-DIMENSION, Invalid mixture of implicit and explicit dimensions
    SIC, LET command. Implicit loops on arrays cannot be mixed with explicit indexes for other dimensions.
    User action : either use an explicit FOR-NEXT loop, or rearrange your expression to use the implicit loop (which is *much* faster).

E-DIMENSION, Invalid string length <Number>
    SIC, DEFINE or LET /NEW commands. Character variable is not positive.

E-DIMENSION, Invalid variable name <string>
    SIC, DEFINE or LET /NEW commands. Variable names must be less than 15 characters and begin with a letter.
    User action : choose a valid name.

E-DIMENSION, Missing character size
    SIC, DEFINE or LET /NEW commands. The size of character string must be specified.
    User action : specify a length.

E-DIMENSION, Missing closing bracket
    Any command with a numerical argument. An opening bracket is not matched with the corresponding closing bracket.
    User action : add the appropriate closing bracket.

`E-DIMENSION, Too many dimensions`
> `SIC`, `DEFINE` or `LET /NEW` commands. Only 4 dimensions are supported.
> *User action* : decrease the number of dimensions.

9.3   E

`I-EDIT, Using <String> editor`
> `SIC`, `EDIT` command with argument, information message. The specified editor is called
> to edit the file specified as argument. Control will return to SIC after the editing session.

`I-EDIT, Writing stack content on STACK.Ext`
> `SIC`, `EDIT` command without argument, information message. `STACK.Ext`, where `Ext` is
> the current macro extension, will be edited using current editor.

`E-EDIT, File name too long`
> `SIC`, `EDIT` command. The corresponding file cannot be edited.

`E-ELSE, Invalid argument <String>`
> `SIC`, `ELSE` command was followed by an invalid first argument.
> *User action* : correct typing error. `ELSE` can only have no argument or `IF` as first argument.

`E-ELSE IF, Invalid syntax`
> `SIC`, `ELSE` command with argument `IF`. The only accepted syntaxes for `ELSE IF` are:
> `ELSE IF <logical expression>`
> and
> `ELSE IF <logical expression> THEN`

`I-ERROR, occured in <String> at line <Integer>`

`I-ERROR, occured in Loop <Integer> (<Real>) at Line <Integer>`
> `SIC`, error traceback facility. The message contains traceback of an execution error while
> executing nested macros, stack or loops. Macro names, loop number and index values are
> given together with the lines being executed.
> *User action* : If a `PAUSE` occurred correct the erroneous line, execute it and continue the
> nested macros execution by command `CONTINUE`, or abort execution by command `SIC\QUIT`.
> If an error recovery command is active, it has been automatically executed before resuming
> the nested macros execution.

`I-ERROR, occured in Program`
> `SIC`, error traceback facility. An error occurred in subroutine mode.
> *User action* : signal the error to the programmer.

`I-ERROR, occured in Error recovery mode`
> `SIC`, error traceback facility. An error occurred in the error recovery command or procedure.
> A `PAUSE` is issued.
> *User action* : correct the erroneous recovery procedure and resume execution.

`F-EVALUATE, Invalid precision <Integer>`
> Any command with a numerical argument. This is an internal logic error in the arithmetic
> processor (or a memory error on your machine!).
> *User action* : Please submit an SPR. If you need the result, try toF modify your expression
> (reorder, use intermediate variables...).

`F-EVALUATE, Internal logic error`
>   Any command with a numerical argument. This is an internal error in SIC.
>   *User action* : submit an SPR. You can try going around the error by modifying your expression.

`E-EXAMINE, Undefined variable <String>`
>   `SIC`, `EXAMINE` command with an argument. The specified variable does not exist.
>   *User action* : check for typing errors.

`F-EXAMINE, Invalid data format, internal logic error`
>   `SIC`, `EXAMINE` command.
>   *User action* : Submit an SPR.

`W-EXAMINE, No known variable`
>   `SIC`, `EXAMINE` command without argument. No variable has been defined yet.

9.4   F

`E-FOR, Empty list`
>   `SIC`, `FOR` command. The compilation mode is not entered.
>   *User action* : Reenter `FOR` command with a list of values.

`E-FOR, Incomplete list :`
>   `SIC`, `FOR` command. The invalid list is typed with a pointer to the error.
>   *User action* : correct the error.

`E-FOR, Input level too deep`
>   `SIC`, `FOR` command. The execution level is too high, too many macros or loops are nested, the loop cannot be executed.
>   *User action* : avoid so deeply nested situations by concatenating all macros in a single one instead of nesting them. Deep nesting (more than 8 execution levels) is almost invariably unnecessary.

`E-FOR, Invalid loop :`
>   `SIC`, `FOR` command. The invalid list is typed with a pointer to the error.
>   *User action* : correct the error.

`E-FOR, Logical expression is too long`
>   `SIC`, `FOR` command with `/WHILE` option. The logical expression specified in the `/WHILE` option is too long to be stored and evaluated.
>   *User action* : make it simpler using intermediate variables.

`I-FOR, Loop <Integer> has finished`
>   `SIC`, `VERIFY` mode. Information message

`I-FOR, Loop <Integer> is running with index <Real>`
>   `SIC`, `VERIFY` mode. Information message.

`W-FOR, Loop <Integer> compilation aborted`
>   `SIC`, loop compilation mode. This message is typed after a `QUIT` command has been typed to abort a loop compilation.

`E-FOR, Loop buffer overflow`
> SIC, loop compilation mode. Too many commands were entered in the loop buffers. Loop compilation failed.
> *User action* : Put the remaining commands in a macro, and execute the macro within the loop.

`W-FOR, Line not valid in this context, ignored`
> SIC, loop compilation. The user attempted to insert an invalid command (such as `HELP`, `EDIT`) into a loop buffer.
> *User action* : such commands cannot be placed in loops.

`W-FOR, No variable or list`
> SIC, `FOR` command. Either the loop variable or the list of values is missing.
> *User action* : Correct the command line.

`E-FOR, Only <Integer> levels of FOR - NEXT loops`
> SIC, `FOR` command. The user attempt to nest too many loops.
> *User action* : find another solution to your problem than nesting so many loops.

`E-FOR, Syntax error in list :`
> SIC, `FOR` command. The invalid list is typed with a pointer to the error.
> *User action* : correct the error.

`E-FOR, Too many arguments in list`
> SIC, `FOR` command. The `FOR` list is too long.
> *User action* : Run two (or more) consecutive loops with part of the list to span all values in your original list.

`E-FUNCTION, Invalid function name <string>`
> SIC, function definition routine. A user program defined function has an invalid name. Function names are limited to 15 characters and must begin with a letter. This is a programming error.
> *User action* : notify the programmer.

`F-FUNCTION, SIC is not loaded`
> SIC, function definition routine. The program tries to define a function before SIC has been initialized. This is a programming error.
> *User action* : notify the programmer.

`E-FUNCTION, Too many arguments to function`
> SIC, function definition routine. A user program defined function has too many arguments. Function cannot have more than 4 arguments. This is a programming error.
> *User action* : notify the programmer.

`E-FUNCTION, Too many functions`
> SIC, function definition routine. The program attempts to define too many user functions. This is a programming error.
> *User action* : notify the programmer who should contact the authors if he really needs so many functions.

`E-FUNCTION, <Integer> arguments to function <String>`

    SIC, function definition routine. A user defined function has a negative number of arguments. This is a programming error.

    User action : notify the programmer.

9.5 G

`E-GETCOM, Line too long, buffer overflow`

    SIC, command reading routine. The command line is too long for the internal buffer.

    User action : make it shorter if possible. If not, ask the programmer to increase the line buffer size and relink the program. (Maximum line length in SIC is 2048 characters, so we hardly think you may be limited by this).

`E-GETCOM, Read error on macro file, unit <Number>`

    SIC, command reading routine. An error occured while reading command from a macro.

    User action : this is most likely due to a hardware problem, unless you are attempting to read a binary file... Check the macro. Type the macro to see what command could not be read, execute it and resume macro execution.

9.6 H

`W-HELP, Error opening <String>`

    SIC, HELP command. The Help file for a language does not exist.

    User action : check with the programmer or system manager that all logical names have been correctly defined.

`W-HELP, Language <String> is in library only mode`

    SIC, HELP command. The specified language is in library mode, no help is available for it.

    User action : commands from this language cannot be accessed interactively, except by specifying the full language name.

`W-HELP, No help for <String>`

    SIC, HELP command. The specified command ¡String¿ is not documented.

    User action : unless you are quite sure of their behaviour (or you like risks) avoid using those undocumented commands.

9.7 I

`E-IF, Invalid syntax`

    SIC, IF command. The second argument of the command (if present) was not `THEN`.

`E-IMPLICIT, Invalid variable name <string>`

    SIC, LET command. A variable used in the implicit loop has an invalid name. Variable names must be shorter than 15 characters and begin with a letter.

    User action : Use a valid variable name.

`E-IMPLICIT, Too many variables`

    SIC, LET command. The total number of variables defined exceeds the SIC limit. Temporary variables used in implicit loops are included in this count.

    User action : Delete a few useless variables and retry.

`E-IMPLICIT, Variable already exist`
    `SIC, LET` command. This is an internal logic error.
    User action : Submit an SPR. While waiting for the correction, you may try modifying your expression.

`E-INCARNATE, Bad incarnation type`
    `SIC`, type conversion routine. The type conversion routine was called with a non numeric output type. This is a programming error.
    User action : Notify the programmer.

`E-INCARNATE, Bad variable type`
    `SIC`, type conversion routine. The type conversion routine was called with a non numeric input type. This is a programming error.
    User action : Notify the programmer.

`E-INTER, Ambiguous command, could be :`
    `SIC`, monitor routine. The command name is ambiguous.
    User action : specify more characters or specify language to avoid ambiguities.

`E-INTER, Ambiguous option, could be :`
    `SIC`, monitor routine. The option name is ambiguous.
    User action : specify more characters.

`W-INTER, No command on line`
    `SIC`, monitor routine. A command line only contained the language field.

`E-INTER, Too many words in line`
    `SIC`, monitor routine. The user program tried to access more than 100 arguments. This is a programming error.
    User action : if you really need so many arguments, submit an SPR.

`E-INTER, No options allowed for command <String>`
    `SIC`, monitor routine. The command has no options.
    User action : Suppress options from the command line.

`E-INTER, Unbalanced quote count`
    `SIC`, monitor routine. A command line has an odd number of double quotes.
    User action : Correct typing mistake and reenter command.

`E-INTER, Unknown command`
    `SIC`, monitor routine. The command does not exist in any active language.
    User action : check spelling or bring more languages in the active scope (Command `SIC\SIC`).

`E-INTER, Unknown command <String> for language <String>`
    `SIC`, monitor routine. The command does not exist in the specified language.
    User action : check spelling.

`E-INTER, Unknown language <String>`
    `SIC`, monitor routine. The specified language is not known.
    User action : Check spelling. If good, verify you are using the right program.

E-INTER, Unknown option <String> for command <String>
> SIC, monitor routine. The command has no such option
> *User action* : check spelling.

9.8 J trough L

F-LET, Cannot assign arrays
> SIC, calling program. This is a programming error. The program attempts to assign values to an array through a call to SIC_LET_REAL (or SIC_LET_INTE...). This is not allowed.
> *User action* : notify the programmer. If you need to assign values to an array, call SIC_DESCRIPTOR and do the assignment in your program.

E-LET, Header structures cannot be assigned
> SIC, LET command. The variable to be assigned is a generic header name.
> *User action* : Add the % symbol after the generic header name to assign a header structure.

E-LET, Invalid attribute <string>
> SIC, LET /NEW command. The only recognised attributes for a variable are GLOBAL and LOCAL.

E-LET, Memory allocation failure
> SIC, LET commands. The memory needed as work space could not be obtained from the operating system, due to a shortage of system resources or quota. This message is preceded by the VMS error message. On a typical site, this error will only occur if you are using (very) big arrays or images.
> *User action* : delete any unused variable, and then retry. If this does not work, exit the program, reenter it and retry. If this is not sufficient, consider whether you *really* need such big arrays. If the answer is yes, you might consider asking your system manager to increase the relevant quota.

E-LET, Operation not supported on string arrays
> SIC, LET command. String arrays cannot be assigned directly.
> *User action* : Define the string arrays element by element, using a loop.

E-LET, Readonly variables cannot be modified
> SIC, LET command. You are attempting to modify a protected variable declared by the program.
> *User action* : this is not allowed. Define another variable if you need temporary storage.

E-LET, Readonly headers cannot be modified
> SIC, LET command. You are attempting to modify a protected header.
> *User action* : This is not allowed. Redefine the header with write access if needed.

E-LET, Trailing arguments in assignement
> SIC, LET command. While trying to use the element by element LET command, you omitted or added one argument.
> *User action* : Check the array size, and count the number of arguments.

E-LET, Undefined header <String>
> SIC, LET command. The assigned header is not defined.
> *User action* : Check variable name for typing error.

`E-LET, Undefined variable <String>`
> `SIC, LET` command. The assigned variable is not defined.
> *User action* : first check variable name for typing error. If you want to assign a new variable, use `DEFINE` command or option `/NEW` of command `LET` to define it.

`E-LET, Variable type does not match declaration`
> `SIC, SIC_LET_xxx` subroutine. This is a programming error. The program attempted to assign a value of wrong type to a defined variable.
> *User action* : notify the programmer.

`E-LOGICAL, Error evaluating <String>`
> `SIC`, argument decoding routine. Evaluation of a logical expression failed. This message is usually preceded by a more detailed text indicating why the expression could not be evaluated.
> *User action* : check for undefined variables.

`E-LOGICAL, Invalid logical expression`
> `SIC`, argument decoding routine. An invalid logical expression was found (most likely in an `IF, FOR /WHILE or ELSE IF` command). This message is usually preceded by a more detailed text indicating why the expression is invalid.
> *User action* : correct the expression.

9.9   M

`E-MACRO, Input level too deep`
> `SIC, @` command. A macro could not be executed due to an execution level too high.
> *User action* : finish some macro execution before activating this one. Eventually, you may need to rearrange your macros to avoid so many execution levels.

`E-MACRO, Recursive call to macro <String>`
> `SIC, @` command. A recursive call occurred to the specified macro.
> *User action* : correct the macros which are causing this problem, recursive calls are prohibited.

`E-MACRO, Unable to open macro <String>`
> `SIC, @` command. The macro file could not be opened for read.
> *User action* : check for typing error, and possibly for privilege violation. This message is followed by a second line of text indicating a more precise reason.

`E-MATH, Unmatch Closing bracket`
> `SIC`, Mathematic and logical expression analysis modules.
> *User action* : Correct the typing error.

`E-MATH, Missing operator after string`
> `SIC`, function definition module. The expression is incorrect.
> *User action* : Correct the typing error (misplaced parenthesis normally).

`E-MTH, Arithmetic expression is too complex`
> `SIC`, Mathematic and logical expression analysis modules. The expression could not be analyzed because of complexity.
> *User action* : break it in several expression, using intermediate variables.

`E-MTH, Error in FIND_OPERATOR`

`E-MTH, Error in READ_OPERAND`
    `SIC`, Mathematic and logical expression analysis modules. These message usually follows more specific ones.
    User action : In case the other messages require to submit an SPR, please indicate the complete list of error messages from MTH.

`E-MTH, Comparing arrays of inconsistent dimensions`
    `SIC`, Mathematic and logical expression analysis modules. An expression contains an illegal mix of arrays with different dimensions.
    User action : You probably got confused with variable names. Correct the expression.

`E-MTH, Comparing non scalar variables`
    `SIC`, Mathematic and logical expression analysis modules. A logical expression attempts to compare by order (.GT. .LT. .GE. and .LE.) two arrays. Such comparisons are invalid.
    User action : You probably got confused with variable names. Correct the expression.

`E-MTH, Error reading operand <String>`
    `SIC`, Mathematic and logical expression analysis modules. The corresponding string could not be analyzed.
    User action : Correct anay (likely) typing error.

`W-MTH, Free operand in BUILD_TREE`
    `SIC`, Mathematic and logical expression analysis modules. This is an internal logic error. Some work space allocated during evaluation has not been freed correctly. The result is nonetheless correct.
    User action : Submit an SPR, with the faulty mathematic formula.

`E-MTH, Inconsistent mixture of Arithmeti, Logical and Character expression`
    `SIC`, Mathematic and logical expression analysis modules. The expression is invalid.
    User action : Correct your expression (you got confused about variable types, most likely).

`F-MTH, Internal logic error in <String>`
    `SIC`, Mathematic and logical expression analysis modules. An expression was successfully analyzed, but could not be evaluated because of an internal error in the analysis modules.
    User action : Submit an SPR, with the faulty mathematic formula. Simplify your formula, or add parenthesis to avoid possible ambiguities and try again. Eventually break your formula into several consecutive ones.

`F-MTH, Invalid arithmetic formula`
    `SIC`, Mathematic and logical expression analysis modules. The formula is invalid.
    User action : Correct it. You may have confused some operators or variables.

`F-MTH, Invalid character string <String>`
    `SIC`, Mathematic and logical expression analysis modules. The character string is invalid (empty string, or missing closing quote ($''$)
    User action : Correct it. You may have confused some operators or variables.

`F-MTH, Invalid number of arguments in call to <String>`
>   **SIC**, Mathematic and logical expression analysis modules. The function call list is incorrect.
>   *User action* : Correct it.

`F-MTH, Invalid syntax`
>   **SIC**, Mathematic and logical expression analysis modules. This is an internal logic error.
>   An expression contained only opening parenthesis.
>   *User action* : Submit an SPR with the faulty expression.

`E-MTH, Level <Number> should already have been evaluated`
>   **SIC**, Mathematic and logical expression analysis modules. This is an internal logic error.
>   *User action* : Submit an SPR with the faulty expression.

`E-MTH, Mathematics on arrays of inconsistent dimensions`
>   **SIC**, Mathematic and logical expression analysis modules. You are trying to combine arrays
>   with inconsistent dimensions.
>   *User action* : Correct the expression.

`E-MTH, Memory allocation failure`
>   **SIC, LET** command. Memory needed as work space could not be obtained from the oper-
>   ating system, due to a shortage of system resources or quota. On a typical site, this error
>   will only occur if you are using (very) big arrays.
>   *User action* : delete any unused variable, clear the plot if any, and then retry. If this does
>   not work, exit the program, reenter it and retry. If this does not work, try using *images*
>   instead of *arrays*. If this is not sufficient, consider whether you *really* need such big arrays.
>   If the answer is yes, you might consider asking your system manager to increase the relevant
>   quota.

`W-MTH, Missing operand in formula <String>`
>   **SIC**, Mathematic and logical expression analysis modules. One operator or function is left
>   without operand after parsing.
>   *User action* : Correct the expression.

`E-MTH, Missing operator after closing bracket`
>   **SIC**, Mathematic and logical expression analysis modules.
>   *User action* : Correct the expression.

`E-MTH, Result type mismatch`
>   **SIC**, Mathematic and logical expression analysis modules. You are trying to assign a logical
>   value to a numerical variable or so.
>   *User action* : Correct the expression.

`W-MTH, Result was not yet assigned`
>   **SIC**, Mathematic and logical expression analysis modules. This is an internal logic error.
>   An expression was successfully analyzed, but could not be evaluated because of an internal
>   error.
>   *User action* : Submit an SPR, with the faulty mathematic formula. This is only a warning,
>   and in principle the result should be correct. If not, simplify your formula, or add parenthe-
>   sis to avoid possible ambiguities and try again. Eventually break your formula into several
>   consecutive ones.

`W-MTH, Scratch operand remaining <integer>`

> `SIC`, Mathematic and logical expression analysis modules. This is an internal logic error.
> An expression was successfully analyzed, but could not be evaluated because of an internal
> error.
> *User action* : Submit an SPR, with the faulty mathematic formula. This is only a warning,
> and in principle the result should be correct. If not, simplify your formula, or add parenthe-
> sis to avoid possible ambiguities and try again. Eventually break your formula into several
> consecutive ones.

`E-MTH, Too many operands`

> `SIC`, Mathematic and logical expression analysis modules. Formula is too complex, and
> does not fit in the internal buffer.
> *User action* : Simplify your formula, and try again. Use intermediate variables to break
> your formula into several smaller pieces. If this is a serious limitation to you, submit an
> SPR, and we will increase the buffer size.

`E-MTH, Too many operands in function call`

> `SIC`, Mathematic and logical expression analysis modules. A function was called with the
> wrong number of arguments.
> *User action* : Correct the call

`E-MTH, Unknown variable <String>`

> `SIC`, Mathematic and logical expression analysis modules. The parsing module was expect-
> ing a variable.
> *User action* : This is presumably due to a typing mistake. Correct your expression.

`E-MTH, Unknown function <String>`

> `SIC`, Mathematic and logical expression analysis modules. The parsing module was expect-
> ing a user defined function.
> *User action* : This is presumably due to a typing mistake. Correct your expression.

`E-MTH, Unknown logical or relational operator <String>`

> `SIC`, Mathematic and logical expression analysis modules. The parsing module was expect-
> ing an operator.
> *User action* : This is presumably due to a typing mistake. Correct your expression.

9.10   O through R

`E-ON, Unknown argument <String>`

> `SIC`, ON command.
> *User action* : See `HELP ON`.

`E-PARSE, Implicit transposition not yet supported`

> `SIC`, Array dimension parser. The specified array subset is invalid, because it requires an
> implicit transposition of the array variable.
> *User action* : Read the section upon what array variables.

`E-PARSE, Index <Integer> exceeds dimension <Integer> of <String>`

> `SIC`, Array dimension parser. The specified array subset is invalid, because the arrays size
> is exceeded
> *User action* : Correct your error.

E-PARSE, Variable <String> has only '<Integer> dimensions
    SIC, Array dimension parser. The specified array subset is invalid, because the dimension does not exist in the array.
    User action : Correct your (typing) error.

W-PAUSE, <^C> ignored, level too deep
    SIC, monitor routine. The user pressed <^C> during a command execution, but the execution level is too high to allow a PAUSE to be delivered. The execution continues normally.
    User action : None, unless a definite interruption is needed in which case the user might consider typing <^Y>. . .

W-PAUSE, Error returned by aborted command ignored
    SIC, monitor routine. A PAUSE was generated as the result of pressing <^C> during a command execution, but the command completed with an error status. The <^C> takes precedence over the error to avoid using the error recovery procedure. This message follows a "I-PAUSE, Generated by pressing <^C>" message.
    User action : As for any pause.

I-PAUSE, Generated by pressing <^C>
    SIC, monitor routine. A PAUSE was generated as the result of pressing <^C> during a command execution. The previous command completed normally.
    User action : Type any command you want. The interrupted execution level will be restarted by command CONTINUE.

F-PAUSE, Level depth too large
    SIC, monitor routine. An error occured, but no PAUSE could be delivered because the input level is already too deep. The program aborts execution with a symbolic stack dump. This error can (in principle) only occur if you are using a set of nested macros as error recovery procedure, and with an invalid command in one of the macros...
    User action : Correct error and restart the program. Avoid using such complex error recovery systems.

F-PAUSE, Session is not interactive
    SIC, monitor routine. An error occured, but no PAUSE could be delivered because the session is a batch mode. The program aborts execution with a symbolic stack dump.
    User action : correct the invalid command which caused the error and resubmit the job.

E-RECALL, Command line not found
    SIC, RECALL command. No command line in the current stack buffer matches the abbreviation given.
    User action : Use the TYPE command to see if the line you need does exist. This error may be due to an incorrectly specified language field. See HELP RECALL.

E-RECALL, Non existent line in buffer
    SIC, RECALL command. The requested line does not exist in the current stack buffer.
    User action : Specify a valid command number.

9.11 S

E-SEXA, Invalid minute field
    SIC, Sexagesimal decoding routine. The minute field is negative, or greater than 60.

User action : Correct typing errors.

`E-SEXA, Invalid second field`
    `SIC`, Sexagesimal decoding routine. The minute field is negative, or greater than 60.
    User action : Correct typing errors.

`E-SEXA, Syntax error`
    `SIC`, Sexagesimal decoding routine. Valid syntaxes for sexagesimal arguments are `+DD.DDD`,
    `+DD:MM.MMM, and +DD:MM:SS.SSS`.
    User action : Correct typing errors.

`W-SIC, Ambiguous keyword, choices are :`
    `SIC`, SIC command. The first argument is ambiguous.
    User action : specify more characters.

`W-SIC, Cannot change SIC\ language status`
    `SIC`, SIC command. Information message : language `SIC\` cannot be removed from the
    active scope.

`W-SIC, Cannot set HELP mode <String>`
    `SIC`, SIC command. The user requested an invalid mode for `HELP`.
    User action : specify a valid mode. Valid modes are `PAGE` and `SCROLL`.

`W-SIC, Cannot set <String> language <String2>`
    `SIC`, SIC command. Information message : languages can only be `ON` or `OFF`. Library only
    languages cannot be brought into the active scope.

`E-SIC, Cannot set <String> switch <String2>`
    `SIC`, SIC command. The status `<String2>` does not exist for the switch `<String>`
    User action : check for typing errors.

`E-SIC, Command invalid in this context <string>`
    `SIC`, monitor routine. Command `IF`, `ELSE` and `ENDIF` can only be used in procedures.
    User action : use a procedure.

`F-SIC, Commands must be character*12`
    `SIC`, initialization routine. The command names are too long or too short. Execution
    aborts.
    User action : notify the programmer.

`F-SIC, Demonstration period exhausted, Call your system manager`

    User action : ask your system manager to buy an authorized copy.

`F-SIC, Duplicate language name`
    `SIC`, initialization routine. The language name is already used. Execution aborts.
    User action : notify the programmer.

`W-SIC, Edit mode requires an ANSII terminal`
    `SIC`, SIC command. Information message : the user requested the `EDIT` mode, but is not
    logged on a `ANSII` (or compatible) video terminal. `EDIT` mode is left `OFF`.

`I-SIC, Editor is <String>`
    `SIC`, `SIC` command. Information message specifying which text editor is used by command
    `EDIT`.

`I-SIC, HELP mode is <String>`
    `SIC`, `SIC` command. Information message specifying the `HELP` mode.

`W-SIC, Incorrect nesting of IF blocks`
    `SIC`, monitor routine. Some `IF` blocks were not properly nested and are still opened when
    a macro or loop terminates. The opened blocks are closed by SIC.
    User action : although this is only a warning, it may be wise to check the current macro
    for possible error(s).

`F-SIC, Initialization error number <Integer>`
    `SIC`, initialization routine. An undocumented initialization error occurred. Execution
    aborts.
    User action : notify the programmer, who should submit an SPR.

`F-SIC, Internal logic error LIRE = -1`
    `SIC`, command reading routine. This is a fatal bug check.
    User action : Submit an SPR, with as much information as you can (log file, program
    listing, etc...).

`E-SIC, Invalid nesting of loops and IF blocks`
    `SIC`, monitor routine. Some `FOR` loops were not properly nested and are still opened when
    an `IF` block terminates.
    User action : Check the current macro for error(s).

`W-SIC, Invalid precision <string>`
    `SIC`, `SIC` command. The only supported precisions are `SINGLE` (or `REAL`) and `DOUBLE`.
    Previous precision is kept.
    User action : specify a valid precision.

`F-SIC, Language initialization failure`
    `SIC`, initialization routine. This message is preceded by a more detailed account of the
    problems. This is a fatal error, and the program execution aborts with a symbolic stack
    dump.
    User action : notify the programmer.

`F-SIC, Programming error:  recursive call to SIC`
    `SIC`, monitor routine. The programmer made a recursive call to SIC. This is a fatal error,
    and the program execution aborts with a symbolic stack dump.
    User action : notify the programmer.

`W-SIC, Session is not interactive, EDIT and MEMORY Off`
    `SIC`, monitor routine. Information message. This message appears at the beginning of the
    program (usually when nobody is available to read it...).

`F-SIC, SIC is not loaded`
    `SIC`, monitor routine. The program attempted to use SIC before initializing the interpreter.
    This is a programming error.
    User action : notify the programmer.

I-SIC, <String> switch is <String2>
　　SIC, SIC command. Information message.

I-SIC, <String> language is <String>
　　SIC, SIC command. Information message.

W-SIC, Sub-process <String> is still active
　　SIC, exit routine. A sub-process has been created earlier by the SYSTEM command. The
　　sub-process is not deleted.
　　User action : You can attach to this sub-process at any time by the VMS command ATTACH,
　　or delete it by the VMS command STOP.

E-SIC, Too many IF blocks
　　SIC, monitor routine. You are attempting to nest IF blocks too deeply.
　　User action : Do not. Find another way to solve your problem.

F-SIC, Too many commands and options. This program is only
　　dimensioned for <Integer> user-defined commands.
　　SIC, initialization routine. The program has too many commands and options. Execution
　　aborts.
　　User action : notify the programmer, who may submit an SPR (even though this is no an
　　error in SIC just a limitation).

F-SIC, Too many languages
　　SIC, initialization routine. The program has too many languages. Execution aborts.
　　User action : notify the programmer.

W-SIC, Undefined character expression <string>
　　Formatting routine. The specified string is not a valid character string. This message is
　　usually preceded by other ones that give additional information.
　　User action : Correct typing mistake(s)

W-SIC, You are using a demonstration version
　　SIC. The version of SIC you are using is a demonstration version with a limited validity
　　period (usually 3 to 6 months). Contact the authors about a permanent licence (available
　　at no cost for academic institutions).
　　User action : Beware that the validity period will expire...

E-SYMBOL, Invalid symbol name <String>
　　SIC, SYMBOL routine. A symbol name must begin with an alphabetic uppercase character.
　　User action : use a valid name.

F-SYMBOL, SIC is not loaded
　　SIC, DEFINE_SYMBOL routine. The program attempts to define a symbol before SIC has
　　been initialized. This is a programming error.
　　User action : notify the programmer.

E-SYMBOL, String too long, translation failed
　　SIC, monitor routine. The line buffer is too short to accomodate the symbol translation.
　　The command is not executed, and an error occurs.
　　User action : : If possible shorten your command or symbol translation. Eventually contact
　　the programmer.

`E-SYMBOL, Symbol definition too long`
> SIC, SYMBOL command. The equivalence name is too long. The symbol is undefined.
> *User action* : cut the definition in two symbols and use concatenation when translation is required.

`W-SYMBOL, Symbol name too long <String>`
> SIC, SYMBOL command. Symbol names must be shorter than 12 characters.
> *User action* : use shorter symbol names.

`W-SYMBOL, Symbol truncated to <String>`
> SIC, SYMBOL command. A symbol name contained more than 12 characters and has been truncated.

`E-SYMBOL, Too many symbols`
> SIC, SYMBOL routine. There are too many symbols, the new definition has not been added.
> *User action* : delete unwanted symbols before adding a new one.

`I-SYMBOL, Table is empty`
> SIC, SYMBOL command. Information message, there are no symbols defined.

`I-SYMBOL, Table contains :`
> SIC, SYMBOL command. Information message, followed by the list of symbols and equivalence strings.

`W-SYMBOL, Undefined symbol <String>`
> SIC, SYMBOL command. The specified symbol is undefined.

`E-SYSTEM, Sub-process cannot be activated`
> SIC, SYSTEM command with or without arguments. The sub-process could not be created because of lack of system resources. The VMS error message follows this error.
> *User action* : If the command had an argument, retry it without as you may connect to an existing subprocess. If this fails, it is generally due to an exceeded quota of subprocesses. If you have other subprocesses running, the SYSTEM command lists the current subprocesses and prompts you to which one you want to attach. If none is available, the SYSTEM command will return you an error.

`E-SYSTEM, Sub-process <String> could not be attached`
> SIC, SYSTEM command without argument, or with option /PROCESS. The programs failed to attach to an existing sub-process, previously created by the SIC\SYSTEM command, or by another program. If the option /PROCESS was not present, the command will try to create a new one.
> *User action* : Check process name in case you used the /PROCESS option.

`W-SYSTEM, More than <number> sub-processes active`
> SIC, SYSTEM command with or without arguments. You have reached the maximum number of sub-processes allowed within SIC.
> *User action* : If the command had an argument, retry it without as you may connect to an existing subprocess. If this fails, the SYSTEM command lists the current subprocesses and prompts you to which one you want to attach. If none is available, the SYSTEM command will return you an error.

E-SYSTEM, Sub-process cannot be created
>   SIC, SYSTEM command with or without arguments. The sub-process cannot be created,
>   usually because of lack of system resources. The VMS error message follows this error.
>   *User action* : If the command had an argument, retry it without as you may connect to an
>   existing subprocess. If this fails, it is generally due to an exceeded quota of subprocesses. If
>   you have other subprocesses running, the SYSTEM command lists the current subprocesses
>   and prompts you to which one you want to attach. If none is available, the SYSTEM command
>   will return you an error.

9.12   T

E-TYPE, Cannot open <String>
>   SIC, TYPE command. The specified file or macro could not be opened. This message is
>   followed by a more precise reason.
>   *User action* : check for typing errors.

E-TYPE, Error reading <String>
>   SIC, TYPE command. A read error occured during the typing of a file or macro. The TYPE
>   command aborts.
>   *User action* : most likely you are trying to type a binary file or something like this...
>   Otherwise, it is a hardware problem. Notify your system manager.

9.13   U through Z

E-VARIABLE, Internal error, no back pointer
>   SIC, DELETE /VARIABLE command. This is an internal logic error.
>   *User action* : Submit an SPR.

E-VARIABLE, Invalid variable name <String>
>   SIC, DEFINE LET /NEW or FOR commands. Variable names must be at most 15 characters
>   and begin with a letter.
>   *User action* : use a valid name.

E-VARIABLE, Program defined variables are protected
>   SIC, DELETE /VARIABLE command. You attempt to delete a variable that has been created
>   by program. This is not allowed.

F-VARIABLE, SIC is not loaded
>   Calling program. The program attempts to define variables before the interpreter has been
>   initialized. This is a programming error.
>   *User action* : notify the programmer.

E-VARIABLE, Too many variables
>   SIC, SIC, DEFINE LET /NEW or FOR commands. You attempted to define too many vari-
>   ables.
>   *User action* : Delete unused variables and retry. If this is not sufficient, submit an SPR,
>   and we will increase the buffer size.

E-VARIABLE, Variable <String> already exists
>   SIC, DEFINE or LET /NEW. The specified name is already a known variable.
>   *User action* : use a different name, or delete the variable before.

`E-VARIABLE, Variable name too long`
> `SIC, DEFINE LET /NEW or FOR` commands. Variable names must be at most 15 characters.
> *User action* : use a shorter name.

`E-ZCRONGNEUGNEU, j'y arrive pas`
> Congratulations, **you got a free bottle of champagne** if. . .
> you can reproduce the error.
> *User action* : Contact the authors.

10   Task demonstration

10.1   demo

```
EXAMPLE          Demonstration program, mostly used for GILDAS tests
```

10.2   EXAMPLE

```
   EXAMPLE
```

```
This is a sample program doing nothing, but used to test GILDAS...
```

Index