ACCEDT

AEDLCLDEF

SDL

```
{       TITLE   Local structure definition file for the ACL editor
{       IDENT   /V04-000/
{
{*******************************************************************
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{
{ FACILITY:     Miscellaneous utilities
{
{ ABSTRACT:
{
{     This module contains the necessary definitions for the ACL editor
{     strunctures and flags.
{
{ ENVIRONMENT:
{
{     VAX/VMS operating system, user mode utilities.
{
{--
{
{ AUTHOR:       L. Mark Pilant        CREATION DATE:  25-Jan-1983  9:30
{
{ MODIFIED BY:
{
{     V03-007 LMP0213         L. Mark Pilant,         24-Mar-1984  12:23
{             Add support for locking and unlocking the object's ACL.
{
{     V03-006 LMP0193         L. Mark Pilant,         14-Feb-1984  9:41
{             Add the actions delete EOL, reset, and quit to the editor's
{             vocabulary.
{
{     V03-006 LMP0185         L. Mark Pilant,         4-Feb-1984  12:06
{             Add support for device ACLs.
```

V03-005 LMP0172   L. Mark Pilant,   28-Nov-1983 12:11
        Numerous bug fixes, support for VT2xx terminals, and a
        session keystroke logger.

V03-004 LMP0144   L. Mark Pilant,   25-Aug-1983 9:53
        Add a new flag bit for the keypad mode.

V03-003 LMP0103   L. Mark Pilant,   21-Apr-1983 12:09
        Add support for HIDDEN and PROTECTED ACEs.

V03-002 LMP0082   L. Mark Pilant,   2-Mar-1983 12:50
        Remove the definitions for ACE$x_SUCCESS and ACE$x_FAILURE.

V03-001 LMP0076   L. Mark Pilant,   11-Feb-1983 9:36
        Fix the definition for the ITEM structure so that no
        tag is generated.

```
MODULE  AED$LCLDEF;

/*      This module contains the local definitions used for various
/*      structures and flags used within the ACL editor.

/*      Define the miscellaneous flags.

aggregate FLAGDEF union prefix AED_;
FLAG_BITS structure;
    VT5X bitfield mask;                     /* VT52 or VT55 type terminal
    VT1XX bitfield mask;                    /* VT100 type terminal
    VT2XX bitfield mask;                    /* VT200 type terminal
    SCOPE bitfield mask;                    /* Terminal is a scope
    WRAP bitfield mask;                     /* Terminal had wrapping
    ENDACL bitfield mask;                   /* End of the ACL reached
    ACERROR bitfield mask;                  /* Error parsing ACE
    MODIFIED bitfield mask;                 /* ACE has been modified
    BACKWARD bitfield mask;                 /* Moving backwards
    RUBWORD bitfield mask;                  /* Rubout/delete word indicator
    DELBOL bitfield mask;                   /* Control-U/delete-EOL indicator
    GOLDKEY bitfield mask;                  /* Alternate function specified
    FIRSTCHAR bitfield mask;                /* First character of entered
    INSERT bitfield mask;                   /* Insert ACE at random spot
    INSERTEXT bitfield mask;                /* Inserting text into ACE
    PROMPT bitfield mask;                   /* Prompt for ACE fields/items
    OPENUIC bitfield mask;                  /* UIC is not complete
    OPENACE bitfield mask;                  /* ACE is not complete
    DIRECTORY bitfield mask;                /* File is a directory file
    NOITEMSEL bitfield mask;                /* Item selection not allowed
    ACEFORMAT bitfield mask;                /* Help on format not keypad
    ACTIONKEY bitfield mask;                /* ACL editor action requested
    APPLICAT bitfield mask;                 /* Keypad in application mode
    OVERSTRIKE bitfield mask;               /* Insert/overstrike mode
    VERB_EDIT bitfield mask;                /* Invoked by EDIT/ACL
    SET_DEV_CMD bitfield mask;              /* Invoked by SET DEVICE/ACL
    SET_FILE_CMD bitfield mask;             /* Invoked by SET FILE/ACL
    SET_DIR_CMD bitfield mask;              /* Invoked by SET DIRECTORY/ACL
    SET_ACL_CMD bitfield mask;              /* Invoked by SET ACL
    JNL_READ bitfield mask;                 /* Reading from journal file
end FLAG_BITS;
end FLAGDEF;

/* Define qualifier option flags.

aggregate OPTIONDEF union prefix AED_;
OPTION_BITS structure;
    JOURNAL bitfield mask;                  /* Journal file requested
    RECOVER bitfield mask;                  /* Recovery file requested
    KEEPREC bitfield mask;                  /* Keep the recovery file
    KEEPJNL bitfield mask;                  /* Keep the journal file
end OPTION_BITS;
end OPTIONDEF;

/* Common character code definitions

constant CHAR_BS equals 8 prefix AED_ tag C;   /* Backspace
```

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constant CHAR_TAB equals 9 prefix AED_ tag C;    /* Tab
constant CHAR_LF equals 10 prefix AED_ tag C;    /* Line-feed
constant CHAR_CR equals 13 prefix AED_ tag C;    /* Carriage-return
constant CHAR_CTLZ equals 26 prefix AED_ tag C; /* Control-Z (EOF indicator)
constant CHAR_ESC equals 27 prefix AED_ tag C;  /* Escape
```

```
/* Line table entry definitions.

/* Offsets into the line entry table.

aggregate LINEDEF structure prefix LINE_;
    FLINK longword unsigned;                    /* Forward link
    BLINK longword unsigned;                    /* Backward link
    SIZE word unsigned;                         /* Size of input text
    FLAGS structure word unsigned;              /* Necessary context flags
        BEGINACE bitfield mask;                 /* Beginning of the ACE
        ENDACE bitfield mask;                   /* End of the ACE
        DUMMY bitfield mask;                    /* Dummy entry for inserting
        REPLACE bitfield mask;                  /* Line replaces existing line
        NOTOUCH bitfield mask;                  /* Can't touch line segment
    end FLAGS;
    BINACE longword unsigned;                   /* Address of binary ACE
    FIELDST byte unsigned;                      /* Base field num for segment
    FILL_1 byte dimension 3 fill prefix LINEDEF tag __;
    TEXT character length 1;                     /* Start of ACE text
end LINEDEF;
```

```
/* ACE item parsing tables.

/* Define entries in the item tables.

aggregate ITEMDEF structure prefix ITEM;
    DSC_SIZE word unsigned tag "";          /* Size of the item text
    FILL_4 byte dimension 2 fill prefix ITEMDEF tag __;
    DSC_ADDR longword unsigned tag "";   /* Address of item text
    VALUE longword unsigned tag "";      /* Value for item
end ITEMDEF;
```

```
/* Editor action definitions.

/* Action definition table entry.

aggregate KEYDEF structure prefix KEY_;
    FLINK longword unsigned;                        /* Link to next definition
    BLINK longword unsigned;                        /* Link to previous definition
    ACTION byte unsigned;                           /* Action code being defined
    constant (
        GOLD,                                       /* Gold key
        HELP,                                        /* General help key
        HELPFMT,                                     /* ACE format help key
        FIND_STR,                                    /* Locate string key
        FIND_NXT,                                    /* Locate next occurance of string
        DEL_ACE,                                     /* Delete ACE key
        UNDEL_ACE,                                   /* Un-delete ACE key
        SEL_FIELD,                                   /* Select field key
        ADV_FIELD,                                   /* Advance to next field key
        DEL_WRD,                                     /* Delete word key
        UNDEL_WRD,                                   /* Un-delete word key
        ADVANCE,                                     /* Advance key
        BOTTOM,                                      /* Set to last ACE in ACL
        BACKUP,                                      /* Backup key
        TOP,                                         /* Set to first ACE in ACL
        DEL_CHR,                                     /* Delete character key
        UNDEL_CHR,                                   /* Un-delete character key
        MOVE_WRD,                                    /* Move word key
        MOVE_ACE,                                    /* Move ACE key
        MOVE_EOL,                                    /* Go to EOL key
        DEL_EOL,                                     /* Delete to EOL key
        INSERT,                                      /* Insert ACE key
        SEL_ITEM,                                    /* Select item key
        ENTER,                                       /* Enter ACE key
        PREV_SCREEN,                                 /* Display previous screen
        NEXT_SCREEN,                                 /* Display next screen
        UP,                                          /* Up arrow
        DOWN,                                        /* Down arrow
        RIGHT,                                       /* Right arrow
        LEFT,                                        /* Left arrow
        OVERSTRIKE,                                  /* Insert/overstrike mode
        DEBUG,                                       /* Enter the debugger if present
        MOVE_BOL,                                    /* Go to BOL key
        RUB_WRD,                                     /* Rubout word key
        RUB_BOL,                                     /* Rubout to BOL
        UNDEL_LIN,                                   /* Un-delete a line
        REFRESH,                                     /* Refresh the screen
        RESET,                                       /* Restore ACL to initial form
        EXIT,                                        /* Exit the editor
        QUIT,                                        /* Exit without modifying ACL
        RUB_CHR,                                     /* Rubout character key

        MAX_CODE                                     /* Must be last
        ) equals 1 increment 1 prefix KEY_ tag C;
    SIZE byte unsigned;                             /* Size of definition text
    FLAGS structure byte unsigned;                  /* Modifier flags
        CSI bitfield mask;                          /* Control Sequence Introducer
```

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        SS3 bitfield mask;                      /* Single Shift G3
        GOLDREQ bitfield mask;                  /* Gold key required
        CTRLCHAR bitfield mask;                 /* Control char definition
        ESCSEQ bitfield mask;                   /* Escape sequence definition
        USERDEF bitfield mask;                  /* User has defined the action
    end FLAGS;
    constant "LENGTH" equals . prefix KEY_ tag C;       /* Size of definition block
    TEXT character length 1;                    /* Start of text definition
end KEYDEF;

end_module AED$LCLDEF;
```