

```
BBBBBBBBBBBBBB  AAAAAAAAAA  CCCCCCCCCCCC  KKK      KKK  UUU      UUU  PPPPPPPPPPPP
BBBBBBBBBBBBBB  AAAAAAAAAA  CCCCCCCCCCCC  KKK      KKK  UUU      UUU  PPPPPPPPPPPP
BBBBBBBBBBBBBB  AAAAAAAAAA  CCCCCCCCCCCC  KKK      KKK  UUU      UUU  PPPPPPPPPPPP
BBB      BBB  AAA      AAA  CCC  KKK      KKK  UUU      UUU  PPP      PPP
BBB      BBB  AAA      AAA  CCC  KKK      KKK  UUU      UUU  PPP      PPP
BBB      BBB  AAA      AAA  CCC  KKK      KKK  UUU      UUU  PPP      PPP
BBB      BBB  AAA      AAA  CCC  KKK      KKK  UUU      UUU  PPP      PPP
BBB      BBB  AAA      AAA  CCC  KKK      KKK  UUU      UUU  PPP      PPP
BBB      BBB  AAA      AAA  CCC  KKK      KKK  UUU      UUU  PPP      PPP
BBBBBBBBBBBBBB  AAA      AAA  CCC  KKKKKKKKK  UUU      UUU  PPPPPPPPPPPP
BBBBBBBBBBBBBB  AAA      AAA  CCC  KKKKKKKKK  UUU      UUU  PPPPPPPPPPPP
BBBBBBBBBBBBBB  AAA      AAA  CCC  KKKKKKKKK  UUU      UUU  PPPPPPPPPPPP
BBB      BBB  AAAAAAAAAAAAAA  CCC  KKK      KKK  UUU      UUU  PPP
BBB      BBB  AAAAAAAAAAAAAA  CCC  KKK      KKK  UUU      UUU  PPP
BBB      BBB  AAAAAAAAAAAAAA  CCC  KKK      KKK  UUU      UUU  PPP
BBB      BBB  AAA      AAA  CCC  KKK      KKK  UUU      UUU  PPP
BBB      BBB  AAA      AAA  CCC  KKK      KKK  UUU      UUU  PPP
BBB      BBB  AAA      AAA  CCC  KKK      KKK  UUU      UUU  PPP
BBB      BBB  AAA      AAA  CCC  KKK      KKK  UUU      UUU  PPP
BBB      BBB  AAA      AAA  CCC  KKK      KKK  UUU      UUU  PPP
BBBBBBBBBBBBBB  AAA      AAA  CCCCCCCCCCCC  KKK      KKK  UUUUUUUUUUUUUUU  PPP
BBBBBBBBBBBBBB  AAA      AAA  CCCCCCCCCCCC  KKK      KKK  UUUUUUUUUUUUUUU  PPP
BBBBBBBBBBBBBB  AAA      AAA  CCCCCCCCCCCC  KKK      KKK  UUUUUUUUUUUUUUU  PPP
```

```

BBBBBBBB  UU      UU  FFFFFFFFFF  FFFFFFFFFF  EEEEEEEEE  RRRRRRRR  SSSSSSSS
BBBBBBBB  UU      UU  FFFFFFFFFF  FFFFFFFFFF  EEEEEEEEE  RRRRRRRR  SSSSSSSS
BB        BB  UU      UU  FF          FF          EE          RR          RR  SS
BB        BB  UU      UU  FF          FF          EE          RR          RR  SS
BB        BB  UU      UU  FF          FF          EE          RR          RR  SS
BB        BB  UU      UU  FF          FF          EE          RR          RR  SS
BBBBBBBB  UU      UU  FFFFFFFF  FFFFFFFF  EEEEEEE    RRRRRRRR  SSSSSS
BBBBBBBB  UU      UU  FFFFFFFF  FFFFFFFF  EEEEEEE    RRRRRRRR  SSSSSS
BB        BB  UU      UU  FF          FF          EE          RR  RR          SS
BB        BB  UU      UU  FF          FF          EE          RR  RR          SS
BB        BB  UU      UU  FF          FF          EE          RR  RR          SS
BB        BB  UU      UU  FF          FF          EE          RR  RR          SS
BBBBBBBB  UUUUUUUUU  FF          FF          EEEEEEEEE  RR          RR  SSSSSSS
BBBBBBBB  UUUUUUUUU  FF          FF          EEEEEEEEE  RR          RR  SSSSSSS

```

```

LL        11111  SSSSSSS
LL        11111  SSSSSSS
LL        11    SS
LL        11    SS
LL        11    SS
LL        11    SS
LL        11    SSSSS
LL        11    SSSSS
LL        11    SS
LL        11    SS
LL        11    SS
LL        11    SS
LLLLLLLLL 11111  SSSSSSS
LLLLLLLLL 11111  SSSSSSS

```

```

1 0001 0 MODULE BUFFERS (%TITLE 'Buffer Manager'
2 0002 0 IDENT = 'V04-000'
3 0003 0 ) =
4 0004 1 BEGIN
5 0005 1
6 0006 1
7 0007 1 *****
8 0008 1 *
9 0009 1 * COPYRIGHT (c) 1978, 1980, 1982, 1984 BY *
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26 0026 1 *
27 0027 1 *
28 0028 1 *****
29 0029 1
30 0030 1
31 0031 1 **
32 0032 1 FACILITY:
33 0033 1 Backup/Restore
34 0034 1
35 0035 1 ABSTRACT:
36 0036 1
37 0037 1 This module contains the routines that manage the I/O buffer
38 0038 1 pool.
39 0039 1
40 0040 1 ENVIRONMENT:
41 0041 1
42 0042 1 VAX/VMS User Mode
43 0043 1
44 0044 1 --
45 0045 1
46 0046 1 AUTHOR: Andrew C. Goldstein, CREATION DATE: 9-Sep-1980 22:20
47 0047 1
48 0048 1 MODIFIED BY:
49 0049 1
50 0050 1 V03-002 ACG0332 Andrew C. Goldstein, 2-May-1983 13:38
51 0051 1 Remove .B32 from BACKDEF require file
52 0052 1
53 0053 1 V03-001 ACG0313 Andrew C. Goldstein, 12-Feb-1983 16:02
54 0054 1 Add routine subtitles
55 0055 1
56 0056 1 V02-003 MLJ0054 Martin L. Jack, 22-Nov-1981 21:43
57 0057 1 Integrate GET_VM and FREE_VM jacket routines.

```

```

: 58      0058 1 |
: 59      0059 1 |
: 60      0060 1 | V02-002 MLJ0036      Martin L. Jack, 28-Aug-1981 17:27
: 61      0061 1 |           Initialize RWSV_HOLD_LIST.
: 62      0062 1 |
: 63      0063 1 | V02-001 MLJ0010      Martin L. Jack, 25-Mar-1981 15:17
: 64      0064 1 |           Reorganize global storage. Clean up signals.
: 65      0065 1 | :**
: 66      0066 1 |
: 67      0067 1 |
: 68      0068 1 | LIBRARY 'SYSS$LIBRARY:STARLET';
: 69      0069 1 | REQUIRE 'SRC$:COMMON';
: 70      1175 1 | REQUIRE 'LIB$:BACKDEF';
: 71      1625 1 |
: 72      1626 1 |
: 73      1627 1 | EXTERNAL LITERAL
: 74      1628 1 |         BACKUP$_ALLOCMEM;
: 75      1629 1 |
: 76      1630 1 |
: 77      1631 1 | G$DEFINE();           ! Define global common area

```

```

: 79 1632 1 %SBTTL 'INIT_BUFFERS - initialize the buffer pool'
: 80 1633 1 GLOBAL ROUTINE INIT_BUFFERS (COUNT, SIZE) : NOVALUE =
: 81 1634 1
: 82 1635 1 !++
: 83 1636 1
: 84 1637 1 FUNCTIONAL DESCRIPTION:
: 85 1638 1
: 86 1639 1 This routine initializes the I/O buffer pool.
: 87 1640 1
: 88 1641 1 CALLING SEQUENCE:
: 89 1642 1 INIT_BUFFERS (COUNT, SIZE)
: 90 1643 1
: 91 1644 1 INPUT PARAMETERS:
: 92 1645 1 COUNT: number of buffers to allocate
: 93 1646 1 SIZE: size in bytes of each buffer
: 94 1647 1
: 95 1648 1 IMPLICIT INPUTS:
: 96 1649 1 NONE
: 97 1650 1
: 98 1651 1 OUTPUT PARAMETERS:
: 99 1652 1 NONE
: 100 1653 1
: 101 1654 1 IMPLICIT OUTPUTS:
: 102 1655 1 NONE
: 103 1656 1
: 104 1657 1 ROUTINE VALUE:
: 105 1658 1 NONE
: 106 1659 1
: 107 1660 1 SIDE EFFECTS:
: 108 1661 1 NONE
: 109 1662 1
: 110 1663 1 !--
: 111 1664 1
: 112 1665 2 BEGIN
: 113 1666 2
: 114 1667 2 BUILTIN
: 115 1668 2 INSQUE;
: 116 1669 2
: 117 1670 2 LOCAL
: 118 1671 2 STATUS, ! general status return
: 119 1672 2 X : REF BBLOCK; ! storage being allocated
: 120 1673 2
: 121 1674 2 EXTERNAL ROUTINE
: 122 1675 2 GET_ZERO_VM;
: 123 1676 2
: 124 1677 2 ! Initialize the queue headers.
: 125 1678 2 !
: 126 1679 2
: 127 1680 2 FREE_LIST[0] = FREE_LIST[0];
: 128 1681 2 FREE_LIST[1] = FREE_LIST[0];
: 129 1682 2 INPUT_WAIT[0] = INPUT_WAIT[0];
: 130 1683 2 INPUT_WAIT[1] = INPUT_WAIT[0];
: 131 1684 2 REREAD_WAIT[0] = REREAD_WAIT[0];
: 132 1685 2 REREAD_WAIT[1] = REREAD_WAIT[0];
: 133 1686 2 OUTPUT_WAIT[0] = OUTPUT_WAIT[0];
: 134 1687 2 OUTPUT_WAIT[1] = OUTPUT_WAIT[0];
: 135 1688 2 RWSV_HOLD_LIST[0] = RWSV_HOLD_LIST[0];

```

```

136 1689 2 RWSV_HOLD_LIST[1] = RWSV_HOLD_LIST[0];
137 1690
138 1691 ! Allocate a BCB and buffer of the requested size, and link them into
139 1692 ! the free list. Repeat for the specified number.
140 1693 !
141 1694
142 1695 COM BUFF COUNT = .COUNT;
143 1696 DECR J FROM .COUNT TO 1
144 1697 DO
145 1698 BEGIN
146 1699 X = GET_ZERO_VM (BCB_LENGTH);
147 1700 X[BCB_STATE] = BCB_S_IDLE;
148 1701 X[BCB_SIZE] = .SIZE;
149 1702 INSQUE (.X, .FREE_LIST[1]);
150 1703 END;
151 1704
152 1705
153 1706 X = .FREE_LIST[0];
154 1707 DECR J FROM .COUNT TO 1
155 1708 DO
156 1709 BEGIN
157 1710 LOCAL
158 1711 RETADR: VECTOR[2];
159 1712
160 1713 STATUS = $EXPREG(PAGCNT=(.SIZE+511)/512, RETADR=RETADR);
161 1714 IF NOT .STATUS THEN SIGNAL (BACKUP$_ALLOCMEM, 0, .STATUS);
162 1715 X[BCB_BUFFER] = .RETADR[0];
163 1716 X = .X[BCB_FLINK];
164 1717 END;
165 1718
166 1719 1 END;

```

! End of routine INIT\_BUFFERS

.TITLE	BUFFERS Buffer Manager
.IDENT	\V04-000\
.PSECT	COMMON,NOEXE, OVR,2
00000	GLOBAL_BASE:
	.BLKB 0
00000	FREE_LIST:
	.BLKB 8
00008	INPUT_WAIT:
	.BLKB 8
00010	REREAD_WAIT:
	.BLKB 8
00018	OUTPUT_WAIT:
	.BLKB 8
00020	JPI_UIC:
	.BLKB 4
00024	JPI_USERNAME:
	.BLKB 12
00030	JPI_DATE:
	.BLKB 8
00038	JPI_NODE_DESC:
	.BLKB 8
00040	JPI_CURPRIV:
	.BLKB 8

00048 SYI\_VERSION:  
          .BLKB 4  
0004C SYI\_SID: .BLKB 4  
00050 RWSV\_HOLD\_LIST:  
          .BLKB 8  
00058 RWSV\_CRC16:  
          .BLKB 64  
00098 RWSV\_AUTODIN:  
          .BLKB 64  
000D8 RWSV\_FILESET\_ID:  
          .BLKB 8  
000E0 RWSV\_VOLUME\_ID:  
          .BLKB 12  
000EC RWSV\_VOL\_NUMBER:  
          .BLKB 2  
000EE RWSV\_SEG\_NUMBER:  
          .BLKB 2  
000F0 RWSV\_FILE\_NUMBER:  
          .BLKB 4  
000F4 RWSV\_SAVE\_QUAL:  
          .BLKB 4  
000F8 RWSV\_SAVE\_FAB:  
          .BLKB 4  
000FC RWSV\_CHAN:  
          .BLKB 4  
00100 RWSV\_XOR\_BCB:  
          .BLKB 4  
00104 RWSV\_IN\_SEQ:  
          .BLKB 4  
00108 RWSV\_IN\_SEQ 0:  
          .BLKB 4  
0010C RWSV\_IN\_XOR\_SEQ:  
          .BLKB 4  
00110 RWSV\_IN\_XOR\_RFA:  
          .BLKB 6  
00116 RWSV\_LOOKAHEAD:  
          .BLKB 1  
00117 RWSV\_XOR\_SIZE:  
          .BLKB 1  
00118 RWSV\_IN\_GROUP\_SIZE:  
          .BLKB 4  
0011C RWSV\_IN\_ERRORS:  
          .BLKB 2  
0011E RWSV\_IN\_XORUSE:  
          .BLKB 2  
00120 RWSV\_IN\_ORGERR:  
          .BLKB 8  
00128 RWSV\_IN\_VBN:  
          .BLKB 4  
0012C RWSV\_IN\_VBN 0:  
          .BLKB 4  
00130 RWSV\_ALLOC:  
          .BLKB 4  
00134 RWSV\_EOF:  
          .BLKB 4  
00138 RWSV\_OUT\_SEQ:  
          .BLKB 4

0013C RWSV\_OUT\_VBN:  
          .BLKB 4  
00140 RWSV\_OUT\_BLOCK\_COUNT:  
          .BLKB 4  
00144 RWSV\_OUT\_ERRORS:  
          .BLKB 2  
00146 RWSV\_SEQ\_ERRORS:  
          .BLKB 2  
00148 RWSV\_OUT\_GROUP\_COUNT:  
          .BLKB 1  
00149 RWSV\_PADDING:  
          .BLKB 3  
0014C QUAL: .BLKB 112  
001BC COM\_SSNAME:  
          .BLKB 8  
001C4 COM\_VALID\_TYPES:  
          .BLKB 2  
001C6 COM\_FLAGS:  
          .BLKB 2  
001C8 COM\_PADDING:  
          .BLKB 1  
001C9 COM\_BUFF\_COUNT:  
          .BLKB 1  
001CA COM\_I\_SETCOUNT:  
          .BLKB 1  
001CB COM\_O\_SETCOUNT:  
          .BLKB 1  
001CC COM\_I\_STRUCNAME:  
          .BLKB 12  
001D8 COM\_O\_STRUCNAME:  
          .BLKB 12  
001E4 COM\_O\_BSRDATE:  
          .BLKB 8  
001EC ALT\_SSNAME:  
          .BLKB 32  
0020C INPUT\_FUNC:  
          .BLKB 1  
0020D INPUT\_RTYPE:  
          .BLKB 1  
0020E OUTPUT\_FUNC:  
          .BLKB 1  
0020F FAST\_STRUCLEV:  
          .BLKB 1  
00210 INPUT\_BEG:  
          .BLKB 0  
00210 INPUT\_CHAN:  
          .BLKB 4  
00214 INPUT\_FLAGS:  
          .BLKB 2  
00216 INPUT\_PADDING:  
          .BLKB 2  
00218 INPUT\_FAB:  
          .BLKB 4  
0021C INPUT\_NAM:  
          .BLKB 4  
00220 INPUT\_BCB:  
          .BLKB 4



00224	INPUT_QUAL:		
	.BLKB	4	
00228	INPUT_BAD:		
	.BLKB	4	
0022C	INPUT_BLOCK:		
	.BLKB	4	
00230	INPUT_MAXBLOCK:		
	.BLKB	4	
00234	INPUT_MEDIA_ID:		
	.BLKB	4	
00238	INPUT_NAMEDESC:		
	.BLKB	8	
00240	INPUT_STATBLK:		
	.BLKB	8	
00248	INPUT_HDR_BEG:		
	.BLKB	0	
00248	INPUT_CREDATE:		
	.BLKB	8	
00250	INPUT_REVDATE:		
	.BLKB	8	
00258	INPUT_EXPDATE:		
	.BLKB	8	
00260	INPUT_BAKDATE:		
	.BLKB	8	
00268	INPUT_FILEOWNER:		
	.BLKB	4	
0026C	INPUT_FILECHAR:		
	.BLKB	4	
00270	INPUT_RECATTR:		
	.BLKB	32	
00290	INPUT_HDR_END:		
	.BLKB	0	
00290	INPUT_END:		
	.BLKB	0	
00290	INPUT_PROC_LIST:		
	.BLKB	4	
00294	INPUT_PLACEMENT:		
	.BLKB	8	
0029C	INPUT_VBN_LIST:		
	.BLKB	8	
002A4	INPUT_PLACE_LEN:		
	.BLKB	2	
002A6	INPUT_PADDING_2:		
	.BLKB	2	
002A8	OUTPUT_BEG:		
	.BLKB	0	
002A8	OUTPUT_CHAN:		
	.BLKB	4	
002AC	OUTPUT_FLAGS:		
	.BLKB	2	
002AE	OUTPUT_PADDING:		
	.BLKB	2	
002B0	OUTPUT_FAB:		
	.BLKB	4	
002B4	OUTPUT_NAM:		
	.BLKB	4	
002B8	OUTPUT_BCB:		

002BC	OUTPUT_QUAL:	.BLKB	4
002C0	OUTPUT_BAD:	.BLKB	4
002C4	OUTPUT_BLOCK:	.BLKB	4
002C8	OUTPUT_MAXBLOCK:	.BLKB	4
002CC	OUTPUT_DEVGEOM:	.BLKB	4
002D4	OUTPUT_ATTBUF:	.BLKB	8
00364	OUTPUT_END:	.BLKB	144
00364	LIST_TOTFILES:	.BLKB	0
00368	LIST_TOTSIZE:	.BLKB	4
0036C	VERIFY_FAB:	.BLKB	4
00370	VERIFY_USE_COUNT:	.BLKB	4
00374	VERIFY_QUAL:	.BLKB	4
00378	COMPARE_BCB:	.BLKB	4
0037C	FAST_BUFFER:	.BLKB	4
00380	FAST_BUFFER_SIZE:	.BLKB	4
00384	FAST_RVN:	.BLKB	1
00385	FAST_PADDING:	.BLKB	1
00386	DIR_VERLIMIT:	.BLKB	2
00388	FAST_VOL_BEG:	.BLKB	0
00388	FAST_IMAP_SIZE:	.BLKB	4
0038C	FAST_IMAP:	.BLKB	4
00390	FAST_HDR_OFFSET:	.BLKB	4
00394	FAST_BOOT_LBN:	.BLKB	4
00398	FAST_VOL_END:	.BLKB	0
00398	JOUR_BUFFER:	.BLKB	4
0039C	JOUR_DIR:	.BLKB	4
003A0	JOUR_HIBLK:	.BLKB	4
003A4	JOUR_EFBLK:	.BLKB	4

003A8	JOUR_INBLK:		
	.BLKB	4	
003AC	JOUR_FFBYTE:		
	.BLKB	2	
003AE	JOUR_INBYTE:		
	.BLKB	2	
003B0	JOUR_STRUCT_LEV:		
	.BLRB	2	
003B2	JOUR_COUNT:		
	.BLKB	1	
003B3	JOUR_REVERSE:		
	.BLKB	1	
003B4	JOUR_EXSZ:		
	.BLKB	2	
003B6	JOUR_PADDING:		
	.BLKB	2	
003B8	CHKPT_HIGH_SP:		
	.BLKB	4	
003BC	CHKPT_LOW_SP:		
	.BLKB	4	
003C0	CHKPT_STACK:		
	.BLKB	4	
003C4	CHKPT_VARS:		
	.BLKB	4	
003C8	CHKPT_STATUS:		
	.BLKB	4	
003CC	DIR_BEG:	.BLKB	0
003CC	DIR_CHAN:		
	.BLKB	4	
003D0	DIR_NAM:	.BLKB	4
003D4	DIR_DEV_DESC:		
	.BLKB	4	
003D8	DIR_SEL_DIR:		
	.BLKB	8	
003E0	DIR_SEL_NTV:		
	.BLKB	8	
003E8	DIR_STRUCLEV:		
	.BLKB	1	
003E9	DIR_LEVELS:		
	.BLKB	1	
003EA	DIR_FLAGS:		
	.BLKB	1	
003EB	DIR_STATUS:		
	.BLKB	1	
003EC	DIR_STRING:		
	.BLKB	320	
0052C	DIR_STACK:		
	.BLKB	612	
00790	DIR_SP:	.BLKB	4
00794	DIR_SEL_LATEST:		
	.BLKB	4	
00798	DIR_END:	.BLKB	0
00798	DIR_SCANLIMIT:		
	.BLKB	36	
007BC	INPUT_MTL:		
	.BLKB	4	
007C0	OUTPUT_MTL:		

```

007C4 CURRENT_MTL: .BLKB 4
007C8 CURRENT_VCB: .BLKB 4
007CC CURRENT_WCB: .BLKB 4
007D0 ACL_FIB_DESCR: .BLKB 4
007D8 ACL_FIB: .BLKB 8
00818 ACL_LENGTH: .BLKB 64
0081C ACL_BUFFER: .BLKB 4
00820 CRYP_IN_CONTEXT: .BLKB 4
00824 CRYP_OU_CONTEXT: .BLKB 4
00828 CRYP_DA_CONTEXT: .BLKB 4
0082C CRYP_DATA_ENCIV: .BLKB 4
00834 CRYP_DATA_CODE: .BLKB 8
00838 CRYP_DATA_KEY: .BLKB 4
00840 CRYP_DATA_IV: .BLKB 8
00848 CRYP_DATA_CKSM: .BLKB 8

```

```

.EXTRN BACKUPS_ALLOCMEM
.EXTRN GET_ZERO_VM, SYS$EXPREG
.PSECT CODE, NOWRT, 2

```

```

007C 00000 .ENTRY INIT_BUFFERS, Save R2,R3,R4,R5,R6 ; 1633
56 00000000' EF 9E 00002 MOVAB FREE_LIST, R6 ;
5E 08 C2 00009 SUBL2 #8, SP ;
66 66 9E 0000C MOVAB FREE_LIST, FREE_LIST ; 1680
04 A6 08 A6 9E 0000F MOVAB FREE_LIST, FREE_LIST+4 ; 1681
08 A6 08 A6 9E 00013 MOVAB INPUT_WAIT, INPUT_WAIT ; 1682
0C A6 08 A6 9E 00018 MOVAB INPUT_WAIT, INPUT_WAIT+4 ; 1683
10 A6 10 A6 9E 0001D MOVAB REREAD_WAIT, REREAD_WAIT ; 1684
14 A6 10 A6 9E 00022 MOVAB REREAD_WAIT, REREAD_WAIT+4 ; 1685
18 A6 18 A6 9E 00027 MOVAB OUTPUT_WAIT, OUTPUT_WAIT ; 1686
1C A6 18 A6 9E 0002C MOVAB OUTPUT_WAIT, OUTPUT_WAIT+4 ; 1687
50 A6 50 A6 9E 00031 MOVAB RWSV_HOLD_LIST, RWSV_HOLD_LIST ; 1688
54 A6 50 A6 9E 00036 MOVAB RWSV_HOLD_LIST, RWSV_HOLD_LIST+4 ; 1689
53 01C9 C6 04 AC 90 0003B MOVB COUNT, COM_BUFF_COUNT ; 1695
04 AC 01 C1 00041 ADDL3 #1, COUNT, J ; 1696
18 11 00046 BRB 2$ ;
00000000G 00 28 DD 00048 1$: PUSHL #40 ; 1699
52 01 FB 0004A CALLS #1, GET_ZERO_VM ;
0A A2 94 00054 MOVL R0, X ; 1700
08 A2 08 AC B0 00057 CLR B 10(X) ;
MOVW SIZE, 8(X) ; 1701

```

	04	B6		62	0E	0005C		INSQUE	(X), @FREE_LIST+4	:	1702
		E5		53	F5	00060	2\$:	SOBGTR	J, 1\$	:	1696
		52		66	D0	00063		MOVL	FREE_LIST, X	:	1706
53	08	AC	000001FF	8F	C1	00066		ADDL3	#511, SIZE, R3	:	1713
		53	00000200	8F	C6	0006F		DIVL2	#512, R3	:	
54	04	AC		01	C1	00076		ADDL3	#1, COUNT, J	:	
				2C	11	0007B		BRB	5\$	:	
				7E	7C	0007D	3\$:	CLRQ	-(SP)	:	
			08	AE	9F	0007F		PUSHAB	RETADR	:	
				53	DD	00082		PUSHL	R3	:	
00000000G	00			04	FB	00084		CALLS	#4, SYS\$EXPREG	:	
	55			50	D0	0008B		MOVL	R0, STATUS	:	
	11			55	E8	0008E		BLBS	STATUS, 4\$	:	1714
				55	DD	00091		PUSHL	STATUS	:	
				7E	D4	00093		CLRL	-(SP)	:	
			00000000G	8F	DD	00095		PUSHL	#BACKUP\$ ALLOCMEM	:	
00000000G	00			03	FB	0009B		CALLS	#3, LIB\$SIGNAL	:	
	0C			6E	D0	000A2	4\$:	MOVL	RETADR, 12(X)	:	1715
				62	D0	000A6		MOVL	(X), X	:	1716
				54	F5	000A9	5\$:	SOBGTR	J, 3\$	:	1707
				04	00	000AC		RET		:	1719

; Routine Size: 173 bytes, Routine Base: CODE + 0000

```

168 1720 1 %SBTTL 'WAIT - wait for I/O completion on buffer'
169 1721 1 GLOBAL ROUTINE WAIT (BCB) : NOVALUE =
170 1722 1
171 1723 1 !++
172 1724 1
173 1725 1 : FUNCTIONAL DESCRIPTION:
174 1726 1
175 1727 1 :     This routine waits for I/O completion on the specified
176 1728 1 :     buffer control block.
177 1729 1
178 1730 1 : CALLING SEQUENCE:
179 1731 1 :     WAIT (BCB)
180 1732 1
181 1733 1 : INPUT PARAMETERS:
182 1734 1 :     BCB: address of buffer control block to wait on
183 1735 1
184 1736 1 : IMPLICIT INPUTS:
185 1737 1 :     NONE
186 1738 1
187 1739 1 : OUTPUT PARAMETERS:
188 1740 1 :     NONE
189 1741 1
190 1742 1 : IMPLICIT OUTPUTS:
191 1743 1 :     NONE
192 1744 1
193 1745 1 : ROUTINE VALUE:
194 1746 1 :     NONE
195 1747 1
196 1748 1 : SIDE EFFECTS:
197 1749 1 :     NONE
198 1750 1
199 1751 1 !--
200 1752 1
201 1753 2 BEGIN
202 1754 2
203 1755 2 MAP
204 1756 2     BCB          : REF BBLOCK;    ! BCB arg
205 1757 2
206 1758 2 BIND
207 1759 2     VALID_STATE = UPLIT BYTE (1^BCB_S_READ
208 1760 2     +1^BCB_S_REREAD
209 1761 2     +1^BCB_S_WRITE)
210 1762 2     : BITVECTOR;
211 1763 2
212 1764 2 ! Check the buffer state - it must have I/O pending.
213 1765 2 !
214 1766 2
215 1767 2 IF .BCB[BCB_STATE] GEQU 8
216 1768 2 OR NOT .VALID_STATE[.BCB[BCB_STATE]]
217 1769 2 THEN BUG_CHECK (WAITIDLEBCB, 'Attempted wait on idle buffer');
218 1770 2
219 1771 2 ! Clear the event flag, check the I/O status, and then wait if I/O
220 1772 2 ! is still pending.
221 1773 2 !
222 1774 2
223 1775 2 WHILE TRUE
224 1776 2 DO

```

```

: 225      1777      3      BEGIN
: 226      1778      3      $CLREF (EFN = .BCB[BCB_STATE]);
: 227      1779      3      IF .BCB[BCB_IO_STATUS] NEQ 0 THEN EXITLOOP;
: 228      1780      3      $WAITFR (EFN = .BCB[BCB_STATE]);
: 229      1781      2      END;
: 230      1782      2      BCB[BCB_STATE] = BCB_S_DATA;
: 231      1783      2      ;
: 232      1784      2      ! If a completion action routine is specified, call it.
: 233      1785      2      !
: 234      1786      2      ;
: 235      1787      2      IF NOT .BCB[BCB_IO_STATUS]
: 236      1788      2      AND .BCB[BCB_FAIL_ACT] NEQ 0
: 237      1789      2      THEN (.BCB[BCB_FAIL_ACT]) (.BCB);
: 238      1790      2      ;
: 239      1791      2      IF .BCB[BCB_IO_STATUS]
: 240      1792      2      AND .BCB[BCB_SUCC_ACT] NEQ 0
: 241      1793      2      THEN (.BCB[BCB_SUCC_ACT]) (.BCB);
: 242      1794      2      ;
: 243      1795      1      END;
! End of routine WAIT

```

```

16 000AD P.AAA: .BYTE 22
VALID_STATE= P.AAA
.EXTRN BACKUP$, WAITIDLEBCB
.EXTRN SY$$CLREF, SY$$WAITFR

000C 00000 .ENTRY WAIT, Save R2,R3
52 04 AC D0 00002 MOVL BCB, R2
08 0A A2 91 00006 CMPB 10(R2), #8
50 0A A2 9A 0000C BGEQU 1$
OD EB AF 50 E0 00010 MOVZBL 10(R2), R0
00000000G 00 00000000G 8F DD 00015 1$: PUSHL #BACKUP$, WAITIDLEBCB
00 00 00000000G 01 FB 0001B CALLS #1, LIB$STOP
53 18 A2 9E 00022 2$: MOVAB 24(R2), R3
00000000G 00 00000000G 7E 0A A2 9A 00026 3$: MOVZBL 10(R2), -(SP)
00 00 00000000G 01 FB 0002A CALLS #1, SY$$CLREF
63 B5 00031 TSTW (R3)
0D 12 00033 BNEQ 4$
00000000G 7E 0A A2 9A 00035 MOVZBL 10(R2), -(SP)
00 00 00000000G 01 FB 00039 CALLS #1, SY$$WAITFR
0A A2 E4 11 00040 BRB 3$
0E 0E 03 90 00042 4$: MOVB #3, 10(R2)
63 E8 00046 BLBS (R3), 6$
24 A2 D5 00049 TSTL 36(R2)
06 13 0004C BEQL 5$
52 DD 0004E PUSHL R2
24 B2 01 FB 00050 CALLS #1, @36(R2)
08 08 63 E9 00054 5$: BLBC (R3), 7$
20 A2 D5 00057 6$: TSTL 32(R2)
06 13 0005A BEQL 7$
52 DD 0005C PUSHL R2
20 B2 01 FB 0005E CALLS #1, @32(R2)
04 00062 7$: RET
: 1721
: 1767
: 1768
: 1769
: 1779
: 1778
: 1779
: 1780
: 1775
: 1782
: 1787
: 1788
: 1789
: 1791
: 1792
: 1793
: 1795

```

BUFFERS Buffer Manager  
V04-000 WAIT - wait for I/O completion on buffer  
; Routine Size: 99 bytes, Routine Base: CODE + 00AE

<sup>1</sup><sub>8</sub>  
15-Sep-1984 23:43:58  
14-Sep-1984 11:53:47

VAX-11 Bliss-32 V4.0-742  
[BACKUP.SRC]BUFFERS.B32;1

Page 14  
(3)



```

: 245 1796 1 %SBTTL 'GET_BUFFER - allocate a buffer'
: 246 1797 1 GLOBAL ROUTINE GET_BUFFER =
: 247 1798 1
: 248 1799 1 !++
: 249 1800 1
: 250 1801 1 FUNCTIONAL DESCRIPTION:
: 251 1802 1
: 252 1803 1 This routine allocates a buffer from the buffer pool.
: 253 1804 1
: 254 1805 1 CALLING SEQUENCE:
: 255 1806 1 GET_BUFFER ()
: 256 1807 1
: 257 1808 1 INPUT PARAMETERS:
: 258 1809 1 NONE
: 259 1810 1
: 260 1811 1 IMPLICIT INPUTS:
: 261 1812 1 NONE
: 262 1813 1
: 263 1814 1 OUTPUT PARAMETERS:
: 264 1815 1 NONE
: 265 1816 1
: 266 1817 1 IMPLICIT OUTPUTS:
: 267 1818 1 NONE
: 268 1819 1
: 269 1820 1 ROUTINE VALUE:
: 270 1821 1 NONE
: 271 1822 1
: 272 1823 1 SIDE EFFECTS:
: 273 1824 1 NONE
: 274 1825 1
: 275 1826 1 !--
: 276 1827 1
: 277 1828 2 BEGIN
: 278 1829 2
: 279 1830 2 BUILTIN
: 280 1831 2 REMQUE;
: 281 1832 2
: 282 1833 2 LOCAL
: 283 1834 2 BCB : REF BBLOCK; ! buffer control block found
: 284 1835 2
: 285 1836 2 ! Grab the first buffer from the free list. If it is empty, wait for
: 286 1837 2 ! completion of a write and take it.
: 287 1838 2 !
: 288 1839 2
: 289 1840 2 IF REMQUE (.FREE_LIST[0], BCB)
: 290 1841 2 THEN
: 291 1842 2 BEGIN
: 292 1843 2 IF REMQUE (.OUTPUT_WAIT[0], BCB)
: 293 1844 2 THEN BUG CHECK (BUFFERSLOST, 'All freeable buffers are lost');
: 294 1845 2 WAIT (.BCB);
: 295 1846 2 END;
: 296 1847 2
: 297 1848 2 BCB[BCB_RECORD] = .BCB[BCB_BUFFER] + BBH$K_LENGTH;
: 298 1849 2 BCB[BCB_STATE] = BCB_S_DATA;
: 299 1850 2 .BCB
: 300 1851 1 END; ! End of routine GET_BUFFER

```

				0004 0000	.EXTRN	BACKUP\$_BUFFERSLOST	
		52	00000000'	FF 0F 00002	.ENTRY	GET_BUFFER, Save R2	: 1797
				1D 1C 00009	REMQUE	@FREE_LIST, BCB	: 1840
		52	00000000'	FF 0F 0000B	BVC	2\$	:
				0D 1C 00012	REMQUE	@OUTPUT_WAIT, BCB	: 1843
			00000000G	8F DD 00014	BVC	1\$	:
		00000000G	00	01 FB 0001A	PUSHL	#BACKUP\$_BUFFERSLOST	: 1844
				52 DD 00021	CALLS	#1, LIB\$STOP	:
		FF75	CF	01 FB 00023	PUSHL	BCB	: 1845
10	A2	OC	A2	8F C1 00028	CALLS	#1, WAIT	:
		OA	A2	03 90 00032	ADDL3	#256, 12(BCB), 16(BCB)	: 1848
			50	52 D0 00036	MOVB	#3, 10(BCB)	: 1849
				04 00039	MOVL	BCB, R0	: 1851
					RET		:

: Routine Size: 58 bytes, Routine Base: CODE + 0111

```

: 302 1852 1 %SBTTL 'FREE_BUFFER - free an I/O buffer'
: 303 1853 1 GLOBAL ROUTINE FREE_BUFFER (BCB) : NOVALUE =
: 304 1854 1
: 305 1855 1 :++
: 306 1856 1
: 307 1857 1 : FUNCTIONAL DESCRIPTION:
: 308 1858 1
: 309 1859 1 : This routine returns a buffer to the free list.
: 310 1860 1
: 311 1861 1 : CALLING SEQUENCE:
: 312 1862 1 : FREE_BUFFER (BCB)
: 313 1863 1
: 314 1864 1 : INPUT PARAMETERS:
: 315 1865 1 : BCB: address of buffer control block to be freed
: 316 1866 1
: 317 1867 1 : IMPLICIT INPUTS:
: 318 1868 1 : NONE
: 319 1869 1
: 320 1870 1 : OUTPUT PARAMETERS:
: 321 1871 1 : NONE
: 322 1872 1
: 323 1873 1 : IMPLICIT OUTPUTS:
: 324 1874 1 : NONE
: 325 1875 1
: 326 1876 1 : ROUTINE VALUE:
: 327 1877 1 : NONE
: 328 1878 1
: 329 1879 1 : SIDE EFFECTS:
: 330 1880 1 : NONE
: 331 1881 1
: 332 1882 1 :--
: 333 1883 1
: 334 1884 2 BEGIN
: 335 1885 2
: 336 1886 2 BUILTIN
: 337 1887 2 INSQUE;
: 338 1888 2
: 339 1889 2 MAP
: 340 1890 2 BCB : REF BBLOCK; ! BCB arg
: 341 1891 2
: 342 1892 2 ! Check the buffer state for validity and hang it onto the free list.
: 343 1893 2 !
: 344 1894 2
: 345 1895 2 IF .BCB[BCB STATE] NEQ BCB S_DATA
: 346 1896 2 THEN BUG_CHECK (FREEBADBUFF, 'Attempted to free busy (or free) buffer');
: 347 1897 2
: 348 1898 2 BCB[BCB STATE] = BCB S_IDLE;
: 349 1899 2 INSQUE (.BCB, .FREE_LIST[1]);
: 350 1900 2
: 351 1901 2
: 352 1902 1 END; ! End of routine FREE_BUFFER

```

.EXTRN BACKUP\$\_FREEBADBUFF

0004 00000

.ENTRY FREE\_BUFFER, Save R2

: 1853

BUFFERS  
V04-000

Buffer Manager  
FREE\_BUFFER - free an I/O buffer

M 8  
15-Sep-1984 23:43:58 VAX-1, Bliss-32 V4.0-742  
14-Sep-1984 11:53:47 [BACKUP.SRC]BUFFERS.B32;1

52	04	AC	D0	00002	MOVL	BCB, R2
03	0A	A2	91	00006	CMPB	10(R2), #3
		0D	13	0000A	BEQL	1\$
00000000G	00	8F	DD	0000C	PJSHL	#BACKUP\$ FREEBADBUFF
		01	FB	00012	CALLS	#1, LIB\$STOP
00000000'	FF	0A	A2	94	00019	1\$: CLRB
		62	0E	0001C	INSQUE	(R2), @FREE_LIST+4
		04	00	00023	RET	

: 1895  
:  
:  
:  
: 1896  
:  
:  
: 1898  
:  
: 1899  
:  
: 1902

: Routine Size: 36 bytes, Routine Base: CODE + 014B

: 353 1903 1  
: 354 1904 1 END  
: 355 1905 0 ELUDOM

.EXTRN LIB\$SIGNAL, LIB\$STOP

PSECT SUMMARY

Name	Bytes	Attributes
COMMON	2124	NOVEC, WRT, RD, NOEXE, NOSHR, LCL, REL, OVR, NOPIC, ALIGN(2)
CODE	367	NOVEC, NOWRT, RD, EXE, NOSHR, LCL, REL, CON, NOPIC, ALIGN(2)

Library Statistics

File	Total	Symbols Loaded	Percent	Pages Mapped	Processing Time
_\$255\$DUA28:[SYSLIB]STARLET.L32;1	9776	10	0	581	00:01.0

COMMAND QUALIFIERS

: BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/LIS=LIS\$:BUFFERS/OBJ=OBJ\$:BUFFERS MSRCS\$:BUFFERS/UPDATE=(ENH\$:BUFFERS)

: Size: 366 code + 2125 data bytes  
: Run Time: 00:20.8  
: Elapsed Time: 01:08.0  
: Lines/CPU Min: 5497  
: Lexemes/CPU-Min: 47538  
: Memory Used: 255 pages  
: Compilation Complete

0010 AH-BT13A-SE  
VAX/VMS V4.0

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The image displays a grid of 100 terminal window screenshots, arranged in 10 rows and 10 columns. Each window shows a different system utility or command output. The windows are arranged in a 10x10 grid. Some windows have titles like 'BACKUPMSG LIS', 'ANALYZE LIS', 'BUFFERS LIS', 'CREATEDIR LIS', 'BADBLOCK LIS', 'BACKUPCMD LIS', and 'COMMAND LIS'. The content of the windows includes various system messages, error codes, and data listings.