```
BBBBBBBBBBBB       AAAAAAAAA        SSSSSSSSSSSS   RRRRRRRRRRRR   TTTTTTTTTTTTTTT  LLL
BBBBBBBBBBBB       AAAAAAAAA        SSSSSSSSSSSS   RRRRRRRRRRRR   TTTTTTTTTTTTTTT  LLL
BBBBBBBBBBBB       AAAAAAAAA        SSSSSSSSSSSS   RRRRRRRRRRRR   TTTTTTTTTTTTTTT  LLL
BBB         BBB    AAA       AAA   SSS             RRR        RRR        TTT       LLL
BBB         BBB    AAA       AAA   SSS             RRR        RRR        TTT       LLL
BBB         BBB    AAA       AAA   SSS             RRR        RRR        TTT       LLL
BBB         BBB    AAA       AAA   SSS             RRR        RRR        TTT       LLL
BBB         BBB    AAA       AAA   SSS             RRR        RRR        TTT       LLL
BBB         BBB    AAA       AAA   SSS             RRR        RRR        TTT       LLL
BBBBBBBBBBBB       AAA       AAA       SSSSSSSSS   RRRRRRRRRRRR           TTT       LLL
BBBBBBBBBBBB       AAA       AAA       SSSSSSSSS   RRRRRRRRRRRR           TTT       LLL
BBBBBBBBBBBB       AAA       AAA       SSSSSSSSS   RRRRRRRRRRRR           TTT       LLL
BBB         BBB    AAAAAAAAAAAAAAA             SSS RRR   RRR             TTT       LLL
BBB         BBB    AAAAAAAAAAAAAAA             SSS RRR   RRR             TTT       LLL
BBB         BBB    AAAAAAAAAAAAAAA             SSS RRR   RRR             TTT       LLL
BBB         BBB    AAA       AAA             SSS   RRR      RRR          TTT       LLL
BBB         BBB    AAA       AAA             SSS   RRR      RRR          TTT       LLL
BBB         BBB    AAA       AAA             SSS   RRR      RRR          TTT       LLL
BBBBBBBBBBBB       AAA       AAA   SSSSSSSSSSSS    RRR         RRR       TTT       LLLLLLLLLLLLLLLL
BBBBBBBBBBBB       AAA       AAA   SSSSSSSSSSSS    RRR         RRR       TTT       LLLLLLLLLLLLLLLL
BBBBBBBBBBBB       AAA       AAA   SSSSSSSSSSSS    RRR         RRR       TTT       LLLLLLLLLLLLLLLL
```

BPAMSGDEF

REQ

```
!+
! This file, BPAMSGDEF.REQ, defines the data structures for message
! send/receive.
!_
!
!*****************************************************************
!*                                                               *
!*                                                               *
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!*****************************************************************
!
! Edit history:
!
! 1-001 - Original, from MSGDEF.R32, from ESE.  JBS 02-OCT-1979
! 1-002 - Remove the REQUIRE and the protection against requiring this
!              file several times.  JBS 02-OCT-1979
! 1-003 - Add copyright notice.  SBL 11-Mar-1980
!--
!
! definition of data structure for message send/receive
!

FIELD msg$fields =
    SET
    msg$l_meschan = [0, L_],          ! Receiver channel to mailbox
    msg$t_namedesc = [4, A_],         ! Char. string descr. of logical
                                      ! name of receiver
    msg$t_rcvname  = [12, A_],        ! Logical name of receiver
    msg$t_buffer   = [22, A_],        ! Message buffer
    msg$l_bufptr   = [554, C_],       ! Pointer for message buffer
    msg$l_remain   = [558, L_]        ! Number of bytes that remains
                                      ! to be transf. from buffer

    TES;

LITERAL
    msg$k_length  = 562;
```

```
MACRO
    $msg_def = BLOCK [msg$k_length, BYTE] FIELD (msg$fields)
              INITIAL (REP msg$k_length OF BYTE (0)) % ;
```

! End of file BPAMSGDEF.REQ

BASERRMSG
REQ

BASFRAME
REQ

BASOPN
REQ

BPAFSBDEF
REQ

BPASTRUCT
REQ

BPADABDEF
REQ

BPAXRBDEF
REQ

BPAERRDEF
REQ

BPAFUNDEF
REQ

BASINARG
REQ

BASBUFSIZ
LIS

MATRIX
MAR

BASIOERR
REQ

BASCB
LIS

BPAFQBDEF
REQ

BASRTL2
MAP

BASPAR
SDL

BASLNK
REQ

BPAMSGDEF
REQ

BASRTL

BASRTL
MAP

BASCANTYP
LIS