

CCCCCCCCCCCC	DDDDDDDDDDDD	UUU	UUU
CCCCCCCCCCCC	DDDDDDDDDDDD	UUU	UUU
CCCCCCCCCCCC	DDDDDDDDDDDD	UUU	UUU
CCC	DDD	UUU	UUU
CCC	DDD	UUU	UUU
CCC	DDD	UUU	UUU
CCC	DDD	UUU	UUU
CCC	DDD	UUU	UUU
CCC	DDD	UUU	UUU
CCC	DDD	UUU	UUU
CCC	DDD	UUU	UUU
CCC	DDD	UUU	UUU
CCC	DDD	UUU	UUU
CCC	DDD	UUU	UUU
CCC	DDD	UUU	UUU
CCC	DDD	UUU	UUU
CCC	DDD	UUU	UUU
CCC	DDD	UUU	UUU
CCC	DDD	UUU	UUU
CCCCCCCCCCCC	DDDDDDDDDDDD	UUUUUUUUUUUUUUUU	UUUUUUUUUUUUUUUU
CCCCCCCCCCCC	DDDDDDDDDDDD	UUUUUUUUUUUUUUUU	UUUUUUUUUUUUUUUU
CCCCCCCCCCCC	DDDDDDDDDDDD	UUUUUUUUUUUUUUUU	UUUUUUUUUUUUUUUU

```
UU      UU  PPPPPPP  GGGGGGGG  RRRRRRRR  AAAAAA  DDDDDDDD  EEEEEEEEE
UU      UU  PPPPPPP  GGGGGGGG  RRRRRRRR  AAAAAA  DDDDDDDD  EEEEEEEEE
UU      UU  PP      PP  GG      GG  RR      RR  AA      AA  DD      DD  EE
UU      UU  PP      PP  GG      GG  RR      RR  AA      AA  DD      DD  EE
UU      UU  PP      PP  GG      GG  RR      RR  AA      AA  DD      DD  EE
UU      UU  PPPPPPP  GGGGGGGG  RRRRRRRR  AAAAAA  DDDDDDDD  EEEEEEEEE
UU      UU  PPPPPPP  GGGGGGGG  RRRRRRRR  AAAAAA  DDDDDDDD  EEEEEEEEE
UU      UU  PP      PP  GG      GG  RR      RR  AA      AA  DD      DD  EE
UU      UU  PP      PP  GG      GG  RR      RR  AA      AA  DD      DD  EE
UU      UU  PP      PP  GG      GG  RR      RR  AA      AA  DD      DD  EE
UUUUUUUU  PP      PP  GGGGGG  RR      RR  AA      AA  DDDDDDDD  EEEEEEEEE
UUUUUUUU  PP      PP  GGGGGG  RR      RR  AA      AA  DDDDDDDD  EEEEEEEEE
```

```
LL      IIIIII  SSSSSSSS
LL      IIIIII  SSSSSSSS
LL      II     SS
LL      II     SS
LL      II     SS
LL      II     SS
LL      II     SSSSSS
LL      II     SSSSSS
LL      II     SS
LL      II     SS
LL      II     SS
LLLLLLLL  IIIIII  SSSSSSSS
LLLLLLLL  IIIIII  SSSSSSSS
```



```
1 0001 0 MODULE upgrade (IDENT='V04-000',
2 0002 0 ADDRESSING_MODE(EXTERNAL=GENERAL))
3 0003 1 = BEGIN
4 0004 1
5 0005 1 *****
6 0006 1 *
7 0007 1 * COPYRIGHT (c) 1978, 1980, 1982, 1984 BY
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10 0010 1 *
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23 0023 1 * SOFTWARE ON EQUIPMENT WHICH IS NOT SUPPLIED BY DIGITAL.
24 0024 1 *
25 0025 1 *
26 0026 1 *****
27 0027 1
28 0028 1 ++
29 0029 1 Facility: Command Definition Utility, CLI Table Upgrade Module
30 0030 1
31 0031 1 Abstract: This module is solely responsible for the upgrading of
32 0032 1 old format CLI tables to the latest format level. The
33 0033 1 module is included in both the CDU and the CLIs, and thus
34 0034 1 must be completely self-contained.
35 0035 1
36 0036 1 Environment: No assumptions may be made about the environment.
37 0037 1 No own storage is allowed.
38 0038 1 No external references are allowed.
39 0039 1
40 0040 1 Author: Paul C. Anagnostopoulos
41 0041 1 Creation: 8 March 1983
42 0042 1
43 0043 1 Modifications:
44 0044 1
45 0045 1 V04-003 BLS0285 Benn Schreiber 9-MAR-1984
46 0046 1 If image name length is 0, then it's a routine address,
47 0047 1 which counts for 4 bytes.
48 0048 1
49 0049 1 V04-002 BLS0270 Benn Schreiber 9-FEB-1984
50 0050 1 Correct errors in structure length computation.
51 0051 1
52 0052 1 V04-001 PCA1026 Paul C. Anagnostopoulos 25-Jul-1983
53 0053 1 Add probe to check readability of command table to be
54 0054 1 converted. Fix bug in creation of entity block, so that
55 0055 1 a label is always included.
56 0056 1 --
57 0057 1
```

UPGRADE
V04-000

M 3
15-Sep-1984 23:53:23
14-Sep-1984 11:58:28

VAX-11 Bliss-32 V4.0-742
DISK\$VMSMASTER:[CDU.SRC]UPGRADE.B32;1 Page 2 (1)

```

: 58      0058 1
: 59      0059 1 library 'sys$library:lib';
: 60      0060 1 require 'clitabdef';
: 61      0385 1 require 'cli5def';
: 62      0657 1 require 'cdureq';
```



```

64      1071 1  !      P S E C T   N A M E S
65      1072 1  !      -----
66      1073 1  !
67      1074 1  ! The following psect names are chosen so DCL won't break when it links
68      1075 1  ! with this module. The leading underscores cause the psect to appear
69      1076 1  ! at the end of the image.
70      1077 1
71      1078 1 psect plit = _cdu$plit(align(0),read,nowrite,noexecute);
72      1079 1 psect code = _cdu$code(align(0),read,nowrite,execute);
73      1080 1
74      1081 1
75      1082 1  !      T A B L E   O F   C O N T E N T S
76      1083 1  !      -----
77      1084 1
78      1085 1 forward routine
79      1086 1     cdu$upgrade_table,
80      1087 1     upgrade_5_to_6,
81      1088 1     upgrade_5_to_6_allocate,
82      1089 1     upgrade_5_to_6_vector: novalue,
83      1090 1     upgrade_5_to_6_command: novalue,
84      1091 1     upgrade_5_to_6_entity: novalue;
85      1092 1
86      1093 1
87      1094 1  !      M A C R O   D E F I N I T I O N S
88      1095 1  !      -----
89      1096 1
90      1097 1  ! The following macro will return the length of an ASCII string which is
91      1098 1  ! present at a certain offset within a block. If the offset is within the
92      1099 1  ! fixed portion of the block, then there is no string. Or, the byte at the
93      1100 1  ! offset may not be readable.
94      1101 1
95      1102 1 macro
96      1103 1     ascic_length(the_block,the_offset) =
97      1104 1     (builtin
98      1105 1         prober;
99      1106 1
100     1107 1         if the_offset lequ 8 then
101     1108 1             0
102     1109 1         else if prober(%ref(psl$c_user),%ref(1),the_block+the_offset) then
103     1110 1             1+ch$uchar(the_block+the_offset)
104     1111 1         else
105     1112 1             0
106     1113 1         ) %;
107     1114 1
108     1115 1  ! The following macro will translate an old block address into the
109     1116 1  ! corresponding new block address. This is done by looking up the old
110     1117 1  ! address in the vector of old addresses and taking the corresponding entry
111     1118 1  ! from the vector of new addresses. Note that the zeroth entry of the vectors
112     1119 1  ! contains the entry count.
113     1120 1
114     1121 1 macro
115     1122 1     new_block_address(old_block_address) =
116     1123 1     (bind
117     1124 1         old_block_address_bind = old_block_address: block[,byte];
118     1125 1
119     1126 1         incr i from 1 to .old_vector[0] do
120     1127 1             if old_block_address_bind eqla .old_vector[.i] then
```


UPGRADE
V04-000

B 4
15-Sep-1984 23:53:23
14-Sep-1984 11:58:28

VAX-11 Bliss-32 V4.0-742
DISK\$VMSMASTER:[CDU.SRC]UPGRADE.B32;1 Page 4
(2)

: 121
: 122

M 1128 1
1129 1

) %;

exitloop .new_vector[i]


```
124 1130 1 !++
125 1131 1 Description: This routine is called whenever a CLI table is about to be
126 1132 1 used. Its goal is to upgrade the CLI table to the latest
127 1133 1 format level, so that no other module need be concerned
128 1134 1 with any format but the latest.
129 1135 1
130 1136 1 Parameters: table By reference, the address of the CLI table
131 1137 1 (its primary vector block).
132 1138 1 new_pointer Optional, by reference, a longword which is
133 1139 1 to receive the address of the upgraded table.
134 1140 1 get_vm Optional, by reference, the address of a
135 1141 1 routine with the same interface as LIB$GET_VM,
136 1142 1 for obtaining virtual memory.
137 1143 1 free_vm Optional, by reference, self-explanatory.
138 1144 1
139 1145 1
140 1146 1 Returns: A status describing what happened.
141 1147 1
142 1148 1 Notes:
143 1149 1 --
144 1150 1
145 1151 1 GLOBAL ROUTINE cdu$upgrade_table(table: pointer,
146 1152 1 new_pointer: ref vector[1,long],
147 1153 1 get_vm: pointer,
148 1154 1 free_vm: pointer)
149 1155 2 = BEGIN
150 1156 2
151 1157 2 local
152 1158 2 level: long;
153 1159 2
154 1160 2 builtin
155 1161 2 nullparameter,
156 1162 2 prober;
157 1163 2
158 1164 2
159 1165 2 ! The first thing to do is ensure that we can read the table. If not,
160 1166 2 ! just return a bad status. This is done because we may be called
161 1167 2 ! by DCL when there is no current CLI table.
162 1168 2
163 1169 2 if not prober(%ref(psl$sc_user),%ref(1),.table) then
164 1170 2 return msg(cli$_invtab);
165 1171 2
166 1172 2 ! We need to do is determine the format level of the table.
167 1173 2 ! Prior to level 6, the primary vector block had a different format, so
168 1174 2 ! we have to determine the basic format and then the exact level.
169 1175 2
170 1176 3 level = (if .table[vec_w_size] equl vec_k_length and
171 1177 3 .table[vec_b_type] equl block_k_vector then
172 1178 3 .table[vec_b_strlvl] ! Level 6 or later.
173 1179 3 else
174 1180 2 .table[vec5_b_strlvl]); ! Level 5 or earlier.
175 1181 2
176 1182 2 ! Select on the format level of the table.
177 1183 2
178 1184 2 selectoneu .level of set
179 1185 2
180 1186 2 [5]:
```

```
1187 2
1188 2
1189 2
1190 2
1191 2
1192 2
1193 2
1194 2
1195 2
1196 2
1197 2
1198 2
1199 2
1200 2
1201 2
1202 2
1203 2
1204 2
1205 2
1206 2
1207 2
1208 2
1209 2
1210 2
1211 2
1212 2
1213 2
1214 2
1215 2
1216 2
1217 1
```

It's a level 5 table, so we can upgrade it to the latest level.
If we were called with only one argument, however, that means that
the caller doesn't think we should upgrade an old table. This is
true of the process-permanent table, because the user should
understand the implication of upgrading old CLDs, and is thus
required to do it by hand.

(if nullparameter(2) then
return msg(cli\$_oldtab);

! Call a routine to upgrade the table. It returns the final status.
return upgrade_5_to_6(.table,new_pointer[0],.get_vm,.free_vm););

[6]:

! Level 6 is the current level.
(if not nullparameter(2) then
new_pointer[0] = .table;
return msg(cli\$_oktab););

[otherwise]:

! God knows what this table is.
return msg(cli\$_invtab);

tes;

END;

60

```
52 00000000G 8F D0 00002
50 04 AC D0 00009
01 03 0C 0000D
04 12 00011
50 52 D0 00013
14 60 B1 00017 1$:
0C 12 0001A
01 02 A0 91 0001C
06 12 00020
51 04 A0 9A 00022
04 11 00026
51 28 A0 9A 00028 2$:
05 51 D1 0002C 3$:
21 12 0002F
```

```
.TITLE UPGRADE
.IDENT \V04-000\

.EXTRN CLIS_INVTAB, CLIS_OLDTAB
.EXTRN CLIS_OKTAB

.PSECT _CDU$CODE,NOWRT,0

.ENTRY CDU$UPGRADE TABLE, Save R2
MOVL #CLIS_INVTAB, R2
MOVL TABLE, R0
PROBER #3, #1, (R0)
BNEQ 1$
MOVL R2, R0
RET
CMPW (R0), #20
BNEQ 2$
CMPB 2(R0), #1
BNEQ 2$
MOVZBL 4(R0), LEVEL
BRB 3$
MOVZBL 40(R0), LEVEL
CMPL LEVEL, #5
BNEQ 6$
```

```
1151
1169
1170
1176
1177
1178
1180
1186
```


UPGRADE
V04-000

E 4
15-Sep-1984 23:53:23 VAX-11 Bliss-32 V4.0-742 Page 7
14-Sep-1984 11:58:28 DISK\$VMSMASTER:[CDU.SRC]UPGRADE.B32;1 (3)

02		6C	91	00031	CMPB	(AP), #2	: 1195
		05	1F	00034	BLSSU	4\$	:
	08	AC	D5	00036	TSTL	8(AP)	:
		08	12	00039	BNEQ	5\$	:
50	000000000G	8F	DC	0003B	MOVL	#CLIS_OLDTAB, R0	: 1196
			04	00042	RET		:
7E		0C	AC	7D	MOVQ	GET_VM, -(SP)	: 1200
		08	AC	DD	PUSHL	NEW_POINTER	:
			50	DD	PUSHL	R0	:
0000V	CF	04	FB	0004C	CALLS	#4, UPGRADE_5_TO_6	:
			04	00051	RET		:
06		51	D1	00052	CMPL	LEVEL, #6	: 1202
		16	12	00055	BNEQ	8\$	:
02		6C	91	00057	CMPB	(AP), #2	: 1206
		09	1F	0005A	BLSSU	7\$	:
	08	AC	D5	0005C	TSTL	8(AP)	:
		04	13	0005F	BEQL	7\$	:
08	BC	50	D0	00061	MOVL	R0, @NEW_POINTER	: 1207
	50	000000000G	8F	D0	MOVL	#CLIS_OKTAB, R0	: 1208
			04	0006C	RET		:
50		52	D0	0006D	MOVL	R2, R0	: 1214
			04	00070	RET		: 1217

; Routine Size: 113 bytes, Routine Base: _CDU\$CODE + 0000

```
213 1218 1 !++
214 1219 1 ! Description: This is the main routine for upgrading a level 5 (VMS V3)
215 1220 1 ! CLI table to level 6 (VMS V4).
216 1221 1 !
217 1222 1 ! Parameters: table By reference, the address of the CLI table
218 1223 1 ! (its primary vector block).
219 1224 1 ! new_pointer By reference, a longword in which to return
220 1225 1 ! the address of the new table.
221 1226 1 ! get_vm By reference, see above.
222 1227 1 ! free_vm By reference, see above.
223 1228 1 !
224 1229 1 ! Returns: By reference, the new primary vector block.
225 1230 1 !
226 1231 1 ! Notes:
227 1232 1 ! --
228 1233 1 !
229 1234 1 ROUTINE upgrade_5_to_6(table: pointer,
230 1235 1 new_pointer: ref vector[1,long],
231 1236 1 get_vm: pointer,
232 1237 1 free_vm: pointer)
233 1238 2 = BEGIN
234 1239 2
235 1240 2 local
236 1241 2 status: long,
237 1242 2 old_vector: ref vector[,long],
238 1243 2 new_vector: ref vector[,long],
239 1244 2 block_count: long initial(0),
240 1245 2 old_block: pointer;
241 1246 2
242 1247 2
243 1248 2 ! First we must allocate space for two vectors, with an entry for each of
244 1249 2 ! the blocks in the old CLI table. The OLD_VECTOR will contain the
245 1250 2 ! addresses of the old CLI table blocks, while the NEW_VECTOR will contain
246 1251 2 ! the address of the corresponding new block.
247 1252 2
248 1253 2 status = (.get_vm)(%ref(.table[vec5_l_free]/12*4), old_vector);
249 1254 2 status = (.get_vm)(%ref(.table[vec5_l_free]/12*4), new_vector);
250 1255 2
251 1256 2 ! Now we can allocate space for new blocks, one for each of the old
252 1257 2 ! blocks. This is done by scanning the old CLI table from beginning to
253 1258 2 ! end, and calling the allocation routine for each one. As we go, the
254 1259 2 ! old and new block address vectors will be filled in. Note that the first
255 1260 2 ! entry in the vectors will reference the primary vector block.
256 1261 2
257 1262 2 old_block = .table;
258 1263 2 while .old_block lssa .table + .table[vec5_l_free] do (
259 1264 3 increment(block_count);
260 1265 3 old_vector[block_count] = .old_block;
261 1266 3 old_block = .old_block +
262 1267 3 upgrade_5_to_6_allocate(.old_block,new_vector[block_count],.table,.get_vm);
263 1268 3 if .new_vector[block_count] eqa 0 then
264 1269 3 return msg(cli$_invtab);
265 1270 2 );
266 1271 2
267 1272 2 ! Store the block count as the zeroth entry in both vectors, so that the
268 1273 2 ! vectors are self-describing.
269 1274 2
```



```
270 1275 2 old_vector[0] = new_vector[0] = .block_count;
271 1276 2
272 1277 2 ! Once the new blocks are allocated, we can fill them in. We make a pass
273 1278 2 ! over the address vectors, calling a routine for each of the possible
274 1279 2 ! cases.
275 1280 2
276 1281 3 incru i from 1 to .block_count do (
277 1282 3
278 1283 3     bind
279 1284 3         new_block = .new_vector[i]: block[,byte];
280 1285 3
281 1286 4     (selectoneu .new_block[vec_b_type] of set
282 1287 4     [block_k_vector]:      upgrade_5_to_6_vector;
283 1288 4     [block_k_command]:    upgrade_5_to_6_command;
284 1289 4     [block_k_entity]:    upgrade_5_to_6_entity;
285 1290 3     tes) (new_block,.old_vector[i],.new_vector,.old_vector,.get_vm);
286 1291 2 );
287 1292 2
288 1293 2 ! Store the address of the new table in the requested place.
289 1294 2
290 1295 2 new_pointer[0] = .new_vector[1];
291 1296 2
292 1297 2 ! Free up the memory that was allocated for the address vectors.
293 1298 2
294 1299 2 status = (.free_vm)(%ref(.table[vec5_l_free]/12*4), old_vector);
295 1300 2 status = (.free_vm)(%ref(.table[vec5_l_free]/12*4), new_vector);
296 1301 2
297 1302 2 return msg(cli$_upgtab);
298 1303 2
299 1304 1 END;
```

```
                                .EXTRN  CLI$_UPGTAB
                                00FC 00000 UPGRADE_5 TO 6:
                                .WORD   Save R2,R3,R4,R5,R6,R7
                                5E      0C C2 00002    SUBL2   #12, SP
                                53      53 D4 00005    CLRL    BLOCK_COUNT
                                04      AE 9F 00007    PUSHAB  OLD_VECTOR
                                04      AC D0 0000A    MOVL     TAB[E, R5
52      24  A5      0C C7 0000E    DIVL3   #12, 36(R5), R2
                                04      04 C4 00013    MULL2   #4, R2
                                04      AE 9F 0001A    PUSHAB  4(SP)
                                0C      BC 57          CALLS   #2, @GET_VM
                                04      AE 9F 00024    PUSHAB  NEW_VECTOR
                                04      AE 9F 00027    MOVL     R2, 4(SP)
                                0C      BC 57          CALLS   #2, @GET_VM
                                56      55 D0 00032    MOVL     R0, STATUS
                                54      55 D0 00035    MOVL     R5, OLD_BLOCK
52      55      08  AE D0 00038    MOVL     NEW_VECTOR, R4
                                24      A5 C1 0003C 1$:  ADDL3   36(R5), R5, R2
                                56      D1 00041    CMPL     OLD_BLOCK, R2
                                26      1E 00044    BGEQU    2$
                                56      D1 00041    CMPL     OLD_BLOCK, R2
                                26      1E 00044    BGEQU    2$
```

1234
1238
1253
1254
1262
1267
1263

04	BE43	53	D6	00046	INCL	BLOCK_COUNT	1264	
		56	D0	00048	MOVL	OLD_BLOCK, @OLD_VECTOR[BLOCK_COUNT]	1265	
		OC	AC	DD	PUSHL	GET_VM	1267	
		55	DD	00050	PUSHL	R5		
		6443	DF	00052	PUSHAL	(R4)[BLOCK_COUNT]		
		56	DD	00055	PUSHL	OLD_BLOCK		
0000V	CF	04	FB	00057	CALLS	#4, UPGRADE_5_TO_6_ALLOCATE		
	56	50	C0	0005C	ADDL2	R0, OLD_BLOCK		
		6443	D5	0005F	TSTL	(R4)[BLOCK_COUNT]	1268	
		D8	12	00062	BNEQ	1\$		
	50	00000000G	8F	D0	MOVL	#CLIS_INVTAB, R0	1269	
			04	0006B	RET			
	64	53	D0	0006C	2\$: MOVL	BLOCK_COUNT, (R4)	1275	
04	BE	53	D0	0006F	MOVL	BLOCK_COUNT, @OLD_VECTOR		
	52	01	D0	00073	MOVL	#1, I	1281	
		42	11	00076	BRB	8\$		
	51	6442	D0	00078	3\$: MOVL	(R4)[I], R1	1284	
	50	A1	9A	0007C	MOVZBL	2(R1), R0	1286	
	01	50	91	00080	CMPB	R0, #1	1287	
		07	12	00083	BNEQ	4\$		
	50	0000V	CF	9E	00085	MOVAB	UPGRADE_5_TO_6_VECTOR, R0	
		1B	11	0008A	BRB	7\$		
	02	50	91	0008C	4\$: CMPB	R0, #2	1288	
		07	12	0008F	BNEQ	5\$		
	50	0000V	CF	9E	00091	MOVAB	UPGRADE_5_TO_6_COMMAND, R0	
		0F	11	00096	BRB	7\$		
	04	50	91	00098	5\$: CMPB	R0, #4	1289	
		05	13	0009B	BEQL	6\$		
	50	01	CE	0009D	MNEGL	#1, R0		
		05	11	000A0	BRB	7\$		
	50	0000V	CF	9E	000A2	6\$: MOVAB	UPGRADE_5_TO_6_ENTITY, R0	
		OC	AC	DD	000A7	7\$: PUSHL	GET_VM	1290
		08	AE	DD	000AA	PUSHL	OLD_VECTOR	
		54	DD	000AD	PUSHL	R4		
		10	BE42	DD	000AF	PUSHL	@OLD_VECTOR[I]	
		51	DD	000B3	PUSHL	R1		
	60	05	FB	000B5	CALLS	#5, (R0)		
		52	D6	000B8	INCL	I	1281	
	53	52	D1	000BA	8\$: CMPL	I, BLOCK_COUNT		
		B9	1B	000BD	BLEQU	3\$		
08	BC	04	A4	D0	000BF	MOVL	4(R4), @NEW_POINTER	1295
		04	AE	9F	000C4	PUSHAB	OLD_VECTOR	1299
52	24	A5	OC	C7	000C7	DIVL3	#12, 36(R5), R2	
	52	04	C4	000CC	MULL2	#4, R2		
	04	AE	52	D0	000CF	MOVL	R2, 4(SP)	
		04	AE	9F	000D3	PUSHAB	4(SP)	
	10	BC	02	FB	000D6	CALLS	#2, @FREE_VM	
	57	50	D0	000DA	MOVL	R0, STATUS		
		08	AE	9F	000DD	PUSHAB	NEW_VECTOR	1300
	04	AE	52	D0	000E0	MOVL	R2, 4(SP)	
		04	AE	9F	000E4	PUSHAB	4(SP)	
	10	BC	02	FB	000E7	CALLS	#2, @FREE_VM	
	57	50	D0	000EB	MOVL	R0, STATUS		
		50	00000000G	8F	D0	000EE		1302
			04	000F5	RET	#CLIS_UPGTAB, R0	1304	

; Routine Size: 246 bytes, Routine Base: _CDU\$CODE + 0071

UPGRADE
V04-000

I⁴
15-Sep-1984 23:53:23
14-Sep-1984 11:58:28

VAX-11 Bliss-32 V4.0-742
DISK\$VMSMASTER:[CDU.SRC]UPGRADE.B32;1 Page 11
(4)

```
301 1305 1 ++
302 1306 1 Description: This routine is called to allocate a level 6 block
303 1307 1 corresponding to an old level 5 block.
304 1308 1
305 1309 1 Parameters: old_block By reference, the old block for which a new
306 1310 1 one is to be allocated.
307 1311 1 new_pointer By reference, a longword to receive the
308 1312 1 address of the new block.
309 1313 1 table By reference, the address of the old CLI
310 1314 1 table.
311 1315 1 get_vm By reference, see above.
312 1316 1
313 1317 1 Returns: Length of the old block.
314 1318 1
315 1319 1 Notes:
316 1320 1 --
317 1321 1
318 1322 1 ROUTINE upgrade_5_to_6_allocate(old_block: pointer,
319 1323 1 new_pointer: ref vector[1,long],
320 1324 1 table: pointer,
321 1325 1 get_vm: pointer)
322 1326 2 = BEGIN
323 1327 2
324 1328 2 local
325 1329 2 status: long,
326 1330 2 new_block: pointer,
327 1331 2 old_length: long;
328 1332 2
329 1333 2
330 1334 2 ! To allocate a new block, we must determine the type of the old block.
331 1335 2 ! This is not easy. Once determined, we can allocate space for the new
332 1336 2 ! block and set up its type and subtype. We must also determine the length
333 1337 2 ! of the old block so we can return it.
334 1338 2
335 1339 2 ! First we will determine whether the old block is a vector block.
336 1340 2 ! This is done by comparing its address to the addresses of the primary
337 1341 2 ! vector block, the verb name table, and the command block pointer table.
338 1342 2
339 1343 3 if .old_block eqa .table then (
340 1344 3
341 1345 3 ! It's the primary vector block.
342 1346 3
343 1347 3 old_length = vec5 k length;
344 1348 3 status = (.get_vm)(%ref(vec_k_length), new_block);
345 1349 3 new_block[vec_b_type] = block_k_vector;
346 1350 3 new_block[vec_b_subtype] = .old_block[vec5_b_cli]+1;
347 1351 3
348 1352 3 ) else if .old_block eqa .table + .table[vec5_l_verbtbl] then (
349 1353 3
350 1354 3 ! It's the verb name table.
351 1355 3
352 1356 3 old_length = .table[vec5_l_verbend] - .table[vec5_l_verbtbl];
353 1357 3 status = (.get_vm)(%ref(vec_k_header_length + .old_length), new_block);
354 1358 3 new_block[vec_b_type] = block_k_vector;
355 1359 3 new_block[vec_b_subtype] = vec_k_verb;
356 1360 3
357 1361 3 ) else if .old_block eqa .table + .table[vec5_l_comdptr] then (
```



```

358      1362      3
359      1363
360      1364
361      1365      ! It's the command block pointer table.
362      1366      old_length = .table[vec5_l_verbend] - .table[vec5_l_verbtbl];
363      1367      status = (.get_vm)(%ref(vec_k_header_length + .old_length), new_block);
364      1368      new_block[vec_b_type] = block_k_vector;
365      1369      new_block[vec_b_subtype] = vec_k_command;
366      1370      ) else (
367      1371      local
368      1372      chg_length: long,
369      1373      cmd_length: long,
370      1374      cmdnam_length: long,
371      1375      ent_length: long;
372      1376
373      1377      ! Because the level 5 table blocks are not self-identifying, it is
374      1378      ! difficult to determine what kind of block we have. We will
375      1379      ! calculate the block length for each of the three other block types,
376      1380      ! and then decide which one we have.
377      1381
378      1382      chg_length = chg5_k_length +
379      1383      ascic_length(.old_block,.old_block[chg5_w_image]);
380      1384      cmdnam_length = ascic_length(.old_block,.old_block[cmd5_w_image]);
381      1385
382      1386      ! If the length is 0 (ascic length adds 1 for the count byte) then
383      1387      ! there is no image name. Length will be 4 for routine address
384      1388
385      1389      if .cmdnam_length eql 1
386      1390      then cmdnam_length = 4;
387      1391      cmd_length = cmd5_k_length + .cmdnam_length +
388      1392      ascic_length(.old_block,.old_block[cmd5_w_outputs]);
389      1393      ent_length = ent5_k_length +
390      1394      ascic_length(.old_block,.old_block[ent5_w_name]) +
391      1395      ascic_length(.old_block,.old_block[ent5_w_label]) +
392      1396      ascic_length(.old_block,.old_block[ent5_w_defval]) +
393      1397      ascic_length(.old_block,.old_block[ent5_w_prompt]);
394      1398
395      1399      if .chg_length eqlu .old_block[chg5_b_size] then (
396      1400      ! We have a change block. This becomes a command block in
397      1401      ! the new table.
398      1402
399      1403      old_length = .chg_length;
400      1404      status = (.get_vm)(%ref(cmd_k_length + 4+1), new_block);
401      1405      new_block[cmd_b_type] = block_k_command;
402      1406      new_block[cmd_b_subtype] = cmd_k_syntax;
403      1407
404      1408      ) else if .cmd_length eqlu .old_block[cmd5_b_size] then (
405      1409      ! We have a command block.
406      1410
407      1411      old_length = .cmd_length;
408      1412      status = (.get_vm)(%ref(cmd_k_length + 4+1 + 12), new_block);
409      1413      new_block[cmd_b_type] = block_k_command;
410      1414      new_block[cmd_b_subtype] = cmd_k_verb;
411      1415
412      1416
413      1417
414      1418
```

```

: 415      1419 4      ) else if .ent_length equl .old_block[ent5_b_size] then (
: 416      1420 4
: 417      1421 4      ! We have an entity block.
: 418      1422 4
: 419      1423 4      old_length = .ent_length;
: 420      1424 4      status = (.get_vm)(%ref(ent_k_length + 16 + 16 + 64 + 16), new_block);
: 421      1425 4      new_block[ent_b_type] = block_k_entity;
: 422      1426 4
: 423      1427 4      ) else (
: 424      1428 4
: 425      1429 4      ! Oh God, who knows what this block is?
: 426      1430 4
: 427      1431 4      old_length = 0;
: 428      1432 4      new_block = 0;
: 429      1433 3      );
: 430      1434 2 );
: 431      1435 2
: 432      1436 2 ! Store the address of the new block where requested, and return the length
: 433      1437 2 ! of the old block;
: 434      1438 2
: 435      1439 2 new_pointer[0] = .new_block;
: 436      1440 2 return .old_length;
: 437      1441 2
: 438      1442 1 END;
```

```

                                01FC 00000 UPGRADE_5 TO 6_ALLOCATE:
                                .WORD Save R2,R3,R4,R5,R6,R7,R8
                                SUBL2 #8, SP
                                MOVL OLD_BLOCK, R4
                                MOVL TABCE, R3
                                CMPL R4, R3
                                BNEQ 1$
                                MOVL #60, OLD_LENGTH
                                PUSHAB NEW_BLOCK
                                MOVL #20, 4(SP)
                                PUSHAB 4(SP)
                                CALLS #2, @GET_VM
                                MOVL NEW_BLOCK, R1
                                MOVB #1, 2(R1)
                                ADDDB3 #1, 42(R4), 3(R1)
                                BRB 3$
                                ADDL3 12(R3), R3, R1
                                CMPL R4, R1
                                BNEQ 2$
                                SUBL3 12(R3), 16(R3), OLD_LENGTH
                                PUSHAB NEW_BLOCK
                                MOVAB 8(R2), 4(SP)
                                PUSHAB 4(SP)
                                CALLS #2, @GET_VM
                                MOVL NEW_BLOCK, R1
                                MOVW #769, 2(R1)
                                BRB 3$
                                ADDL3 28(R3), R3, R1
                                1322
                                1343
                                1347
                                1348
                                1349
                                1350
                                1343
                                1352
                                1356
                                1357
                                1358
                                1352
                                1361
```


		51		54	D1	00063	CMPL	R4, R1		
				22	12	00066	BNEQ	4\$		
52	10	A3	0C	A3	C3	00068	SUBL3	12(R3), 16(R3), OLD_LENGTH	1365	
			04	AE	9F	0006E	PUSHAB	NEW BLOCK	1366	
	04	AE	08	A2	9E	00071	MOVAB	8(R2), 4(SP)		
			04	AE	9F	00076	PUSHAB	4(SP)		
	10	BC		02	FB	00079	CALLS	#2, @GET VM		
		51	04	AE	D0	0007D	MOVL	NEW BLOCK, R1	1367	
	02	A1	0401	8F	B0	0C081	MOVW	#1025, 2(R1)		
				0142	31	00087	BRW	24\$	1361	
		51	02	A4	32	0008A	CVTL	2(R4), R1	1384	
		08		51	B1	0008E	CMPL	R1, #8		
				0F	1B	00091	BLEQU	5\$		
6144		01		03	0C	00093	PROBER	#3, #1, (R1)[R4]		
				08	13	00098	BEQL	5\$		
		51		6144	9A	0009A	MOVZBL	(R1)[R4], R1		
				51	D6	0009E	INCL	R1		
				02	11	000A0	BRB	6\$		
				51	D4	000A2	CLRL	R1		
	51			09	C0	000A4	ADDL2	#9, CHG_LENGTH	1383	
	56		04	A4	32	000A7	CVTL	4(R4), R6	1385	
				57	D4	000AB	CLRL	R7		
	08			56	B1	000AD	CMPL	R6, #8		
				04	1A	000B0	BGTRU	7\$		
				57	D6	000B2	INCL	R7		
				0F	11	000B4	BRB	8\$		
6644		01		03	0C	000B6	PROBER	#3, #1, (R6)[R4]		
				08	13	000BB	BEQL	8\$		
		53		6644	9A	000BD	MOVZBL	(R6)[R4], CMDNAM_LENGTH		
				53	D6	000C1	INCL	CMDNAM_LENGTH		
				02	11	000C3	BRB	9\$		
				53	D4	000C5	CLRL	CMDNAM_LENGTH		
	01			53	D1	000C7	CMPL	CMDNAM_LENGTH, #1	1390	
				03	12	000CA	BNEQ	10\$		
	53			04	D0	000CC	MOVL	#4, CMDNAM_LENGTH	1391	
	55		0A	A4	32	000CF	CVTL	10(R4), R5	1393	
	08			55	B1	000D3	CMPL	R5, #8		
				0F	1B	000D6	BLEQU	11\$		
6544		01		03	0C	000D8	PROBER	#3, #1, (R5)[R4]		
				08	13	000DD	BEQL	11\$		
		55		6544	9A	000DF	MOVZBL	(R5)[R4], R5		
				55	D6	000E3	INCL	R5		
				02	11	000E5	BRB	12\$		
				55	D4	000E7	CLRL	R5		
	58		10	A543	9E	000E9	MOVAB	16(R5)[CMDNAM_LENGTH], CMD_LENGTH	1392	
	0F			57	E8	000EE	BLBS	R7, 13\$	1395	
6644		01		03	0C	000F1	PROBER	#3, #1, (R6)[R4]		
				08	13	000F6	BEQL	13\$		
		53		6644	9A	000F8	MOVZBL	(R6)[R4], R3		
				53	D6	000FC	INCL	R3		
				02	11	000FE	BRB	14\$		
				53	D4	00100	CLRL	R3		
	55		06	A4	32	00102	CVTL	6(R4), R5	1396	
	08			55	B1	00106	CMPL	R5, #8		
				0F	1B	00109	BLEQU	15\$		
6544		01		03	0C	0010B	PROBER	#3, #1, (R5)[R4]		
				08	13	00110	BEQL	15\$		

UPGRADE
V04-000

B 5
15-Sep-1984 23:53:23
14-Sep-1984 11:58:28

VAX-11 Bliss-32 V4.0-742
DISK\$VMSMASTER:[CDU.SRC]UPGRADE.B32;1 Page 17
(5)

08	BC	04	AE	D0 001CC	24\$:	MOVL	NEW_BLOCK, @NEW_POINTER	:	1439
	50		52	D0 001D1		MOVL	OLD_LENGTH, R0	:	1440
				04 001D4		RET		:	1442

; Routine Size: 469 bytes, Routine Base: _CDU\$CODE + 0167


```

: 440      1443 1  !++
: 441      1444 1  Description: This routine is called to fill in a new vector block from
: 442      1445 1  the corresponding old block.
: 443      1446 1
: 444      1447 1  Parameters: new_block      By reference, the new block to be filled in.
: 445      1448 1  The type and subtype are already present.
: 446      1449 1  old_block      By reference, the corresponding old block.
: 447      1450 1  new_vector    By reference, the vector of new block
: 448      1451 1  addresses. Zeroth entry is block count.
: 449      1452 1  old_vector    By reference, the vector of old block
: 450      1453 1  addresses.
: 451      1454 1  get_vm        By reference, see above.
: 452      1455 1
: 453      1456 1  Returns:      Nothing.
: 454      1457 1
: 455      1458 1  Notes:
: 456      1459 1  --
: 457      1460 1
: 458      1461 1  ROUTINE upgrade_5_to_6_vector(new_block: pointer,
: 459      1462 1  old_block: pointer,
: 460      1463 1  new_vector: ref vector[,long],
: 461      1464 1  old_vector: ref vector[,long],
: 462      1465 1  get_vm: pointer)          : novalue
: 463      1466 1
: 464      1467 2  = BEGIN
: 465      1468 2
: 466      1469 2  local
: 467      1470 2  entry_count: long;
: 468      1471 2
: 469      1472 2
: 470      1473 2  ! Select on the subtype of the vector block.
: 471      1474 2
: 472      1475 2  selectoneu .new_block[vec_b_subtype] of set
: 473      1476 2
: 474      1477 2  [vec_k_dcl,
: 475      1478 2  vec_k_mcr]:
: 476      1479 2
: 477      1480 2  ! We have the primary vector block. Fill in each field from the
: 478      1481 2  ! old primary vector block. We cannot determine the overall table
: 479      1482 2  ! size.
: 480      1483 2
: 481      1484 3  (new_block[vec_w_size] = vec_k_length;
: 482      1485 3  new_block[vec_w_flags] = 0;
: 483      1486 3  new_block[vec_b_strlvl] = 6;
: 484      1487 3  new_block[vec_w_tro_count] = 2;
: 485      1488 3  new_block[vec_l_verbtbl] = new_block_address(.old_block+.old_block[vec5_l_verbtbl]) - .new_block;
: 486      1489 3  new_block[vec_l_comdptr] = new_block_address(.old_block+.old_block[vec5_l_comdptr]) - .new_block;
: 487      1490 2  new_block[vec_l_table_size] = 0;);
: 488      1491 2
: 489      1492 2  [vec_k_verb]:
: 490      1493 2
: 491      1494 2  ! We have the verb name table. Initialize the new block header.
: 492      1495 2  ! Then copy the verb name entries, converting them from blank
: 493      1496 2  ! padded with bit 7 set to zero padded with bit 7 clear.
: 494      1497 2
: 495      1498 3  (bind
: 496      1499 3  new_verb_names = .new_block + vec_k_header_length: vector[,long],
```



```

: 497      1500      3      old_primary = .old_vector[1]: block[,byte],
: 498      1501      3      old_verb_names = .old_block: vector[,long];
: 499      1502      3
: 500      1503      3      entry_count = (.old_primary[vec5_l_verbend] - .old_primary[vec5_l_verbtbl]) / 4;
: 501      1504      3      new_block[vec_w_size] = vec_k_header_length + .entry_count*4;
: 502      1505      3      new_block[vec_w_flags] = 0;
: 503      1506      3      new_block[vec_w_tro_count] = 0;
: 504      1507      3
: 505      1508      4      incr i from 0 to .entry_count-1 do (
: 506      1509      4          bind
: 507      1510      4              old_name = old_verb_names[i]: vector[4,byte],
: 508      1511      4              new_name = new_verb_names[i]: vector[4,byte];
: 509      1512      4
: 510      1513      4              new_name[0] = .old_name[0] and %x'7f';
: 511      1514      4              new_name[1] = (if .old_name[1] eqlu ' ' then %x'00' else .old_name[1]);
: 512      1515      4              new_name[2] = (if .old_name[2] eqlu ' ' then %x'00' else .old_name[2]);
: 513      1516      4              new_name[3] = (if .old_name[3] eqlu ' ' then %x'00' else .old_name[3]);
: 514      1517      4          ););
: 515      1518      2
: 516      1519      2      [vec_k_command]:
: 517      1520      2          ! We have the command block pointer table. Initialize the new
: 518      1521      2          ! block header. Then copy the pointers, translating them to point
: 519      1522      2          ! at the new command blocks.
: 520      1523      2
: 521      1524      2          (bind
: 522      1525      2              new_command_block_pointers = .new_block + vec_k_header_length: vector[,long],
: 523      1526      2              old_primary = .old_vector[1]: block[,byte],
: 524      1527      2              old_command_block_pointers = .old_block: vector[,long];
: 525      1528      2
: 526      1529      2          entry_count = (.old_primary[vec5_l_verbend] - .old_primary[vec5_l_verbtbl]) / 4;
: 527      1530      2          new_block[vec_w_size] = vec_k_header_length + .entry_count*4;
: 528      1531      2          new_block[vec_w_flags] = 0;
: 529      1532      2          new_block[vec_w_tro_count] = .entry_count;
: 530      1533      2
: 531      1534      3          incr i from 0 to .entry_count-1 do
: 532      1535      3              new_command_block_pointers[i] = (if .old_command_block_pointers[i] eqlu 0 then 0 else
: 533      1536      3                  new_block_address(old_command_block_pointers[i+1]+.old_command_block_pointers[i])
: 534      1537      4                  .new_vector[1]);
: 535      1538      4          );
: 536      1539      3
: 537      1540      2      tes;
: 538      1541      2
: 539      1542      2      return;
: 540      1543      2
: 541      1544      2
: 542      1545      2
: 543      1546      1      END;
```

00FC 0000 UPGRADE_5 TO 6_VECTOR:

50	04	AC	D0	00002	WORD	Save R2,R3,R4,R5,R6,R7	: 1461
51	03	A0	9A	00006	MOVL	NEW BLOCK, R0	: 1475
		63	13	0000A	MOVZBL	3(R0), R1	: 1477
					BEQL	7\$	

		02	51	91	0000C	CMPB	R1, #2	
		60	5E	1A	0000F	BGTRU	7\$	1484
		04 A0 00020000	14	B0	00011	MOVW	#20, (R0)	1485
		04 A0	8F	D0	00014	MOVL	#131072, 4(R0)	1486
		52	06	90	0001C	MOVB	#6, 4(R0)	1488
53		52	08 AC	D0	00020	MOVL	OLD_BLOCK, R2	
		52	0C A2	C1	00024	ADDL3	12(R2), R2, R3	
			51	D4	00029	CLRL	I	
			0E	11	0002B	BRB	2\$	
		10 BC41	53	D1	0002D	1\$:	CMPD R3, @OLD_VECTOR[I]	
			07	12	00032	BNEQ	2\$	
		51	0C BC41	D0	00034	MOVL	@NEW_VECTOR[I], R1	
			08	11	00039	BRB	3\$	
	ED	51	10 BC	F3	0003B	2\$:	AOBLEQ @OLD_VECTOR, I, 1\$	
08	A0	51	01	CE	00040	MNEGL	#1, R1	
		51	50	C3	00043	3\$:	SUBL3 R0, R1, 8(R0)	
		52	1C A2	C0	00048	ADDL2	28(R2), R2	1489
			51	D4	0004C	CLRL	I	
			0E	11	0004E	BRB	5\$	
		10 BC41	52	D1	00050	4\$:	CMPD R2, @OLD_VECTOR[I]	
			07	12	00055	BNEQ	5\$	
		51	0C BC41	D0	00057	MOVL	@NEW_VECTOR[I], R1	
			08	11	0005C	BRB	6\$	
	ED	51	10 BC	F3	0005E	5\$:	AOBLEQ @OLD_VECTOR, I, 4\$	
0C	A0	51	01	CE	00063	MNEGL	#1, R1	
		51	50	C3	00066	6\$:	SUBL3 R0, R1, 12(R0)	
			10 A0	D4	0006B	CLRL	16(R0)	1490
			04	0006E	RET			1475
		03	51	91	0006F	7\$:	CMPB R1, #3	1492
			6F	12	00072	BNEQ	16\$	
		51	10 AC	D0	00074	MOVL	OLD_VECTOR, R1	1500
		51	04 A1	D0	00078	MOVL	4(R1), R1	
51		10 A1	0C A1	C3	0007C	SUBL3	12(R1), 16(R1), R1	1503
56		51	04	C7	00082	DIVL3	#4, R1, ENTRY_COUNT	1504
51		56	02	78	00086	ASHL	#2, ENTRY_COUNT, R1	
60		51	08 A1	0008A	ADDW3	#8, R1, (R0)		
			04 A0	D4	0008E	CLRL	4(R0)	1505
		52	01	CE	00091	MNEGL	#1, I	1508
			48	11	00094	BRB	15\$	
		51	08 BC42	DE	00096	8\$:	MOVAL @OLD_BLOCK[I], R1	1511
		53	08 A042	DE	0009B	MOVAL	8(R0)[I], R3	1512
54		07	00	EF	000A0	EXTZV	#0, #7, (R1), R4	1514
		63	54	90	000A5	MOVB	R4, (R3)	
		20	01 A1	91	000A8	CMPB	1(R1), #32	1515
			04	12	000AC	BNEQ	9\$	
			54	D4	000AE	CLRL	R4	
			04	11	000B0	BRB	10\$	
		54	01 A1	9A	000B2	9\$:	MOVZBL 1(R1), R4	
01		A3	54	90	000B6	10\$:	MOVB R4, 1(R3)	
		20	02 A1	91	000BA	CMPB	2(R1), #32	1516
			04	12	000BE	BNEQ	11\$	
			54	D4	000C0	CLRL	R4	
			04	11	000C2	BRB	12\$	
		54	02 A1	9A	000C4	11\$:	MOVZBL 2(R1), R4	
02		A3	54	90	000C8	12\$:	MOVB R4, 2(R3)	
		20	03 A1	91	000CC	CMPB	3(R1), #32	1517
			04	12	000D0	BNEQ	13\$	

			51	D4	000D2		CLRL	R1			
			04	11	000D4		BRB	14\$			
		03	A1	9A	000D6	13\$:	MOVZBL	3(R1), R1			
			51	90	000DA	14\$:	MOVB	R1, 3(R3)			
B4			52	F2	000DE	15\$:	AOBLSS	ENTRY_COUNT, 1, 8\$		1508	
				04	000E2		RET			1475	
			04	51	91	000E3	16\$:	MPB	R1, #4	1520	
				64	12	000E6		BNEQ	24\$		
			55	AC	D0	000E8		MOVL	OLD_VECTOR, R5	1528	
			51	A5	D0	000EC		MOVL	4(R5), R1		
51	10		A1	OC	A1	C3	000F0	SUBL3	12(R1), 16(R1), R1	1531	
56			51		04	C7	000F6	DIVL3	#4, R1, ENTRY_COUNT		
51			56		02	78	000FA	ASHL	#2, ENTRY_COUNT, R1	1532	
60			51		08	A1	000FE	ADDW3	#8, R1, (R0)		
				04	A0	B4	00102	CLRW	4(R0)	1533	
		06	A0		56	B0	00105	MOVW	ENTRY_COUNT, 6(R0)	1534	
			52		01	CE	00109	MNEGL	#1, I	1536	
					3A	11	0010C	BRB	23\$		
			54	08	BC42	D0	0010E	17\$:	MOVL	@OLD_BLOCK[I], R4	1537
					04	12	00113		BNEQ	18\$	
					51	D4	00115		CLRL	R1	
					2A	11	00117		BRB	22\$	
			53	08	BC42	DE	00119	18\$:	MOVAL	@OLD_BLOCK[I], R3	1538
					51	D4	0011E		CLRL	I	
					12	11	00120		BRB	20\$	
		57		04	A443	9E	00122	19\$:	MOVAB	4(R4)[R3], R7	
		6541			57	D1	00127		CMPL	R7, (R5)[I]	
					07	12	0012B		BNEQ	20\$	
			51	OC	BC41	D0	0012D		MOVL	@NEW_VECTOR[I], R1	
					07	11	00132		BRB	21\$	
EA			51		65	F3	00134	20\$:	AOBLEQ	(R5), I, 19\$	
			51		01	CE	00138		MNEGL	#1, R1	
			54	OC	AC	D0	0013B	21\$:	MOVL	NEW_VECTOR, R4	1539
			51	04	A4	C2	0013F		SUBL2	4(R4), R1	
					51	D0	00143	22\$:	MOVL	R1, 8(R0)[I]	1537
C2	08	A042	52		56	F2	00148	23\$:	AOBLSS	ENTRY_COUNT, 1, 17\$	
					04	0014C	24\$:	RET		1546	

; Routine Size: 333 bytes, Routine Base: _CDU\$CODE + 033C

```

545 1547 1 !++
546 1548 1 Description: This routine is called to fill in a new command block from
547 1549 1 the corresponding old block.
548 1550 1
549 1551 1 Parameters: new_block By reference, the new block to be filled in.
550 1552 1 The type and subtype are already present.
551 1553 1 old_block By reference, the corresponding old block.
552 1554 1 new_vector By reference, the vector of new block
553 1555 1 addresses. Zeroth entry is block count.
554 1556 1 old_vector By reference, the vector of old block
555 1557 1 addresses.
556 1558 1 get_vm By reference, see above.
557 1559 1
558 1560 1 Returns: Nothing.
559 1561 1
560 1562 1 Notes:
561 1563 1 --
562 1564 1
563 1565 1 ROUTINE upgrade_5_to_6_command(new_block: pointer,
564 1566 1 old_block: pointer,
565 1567 1 new_vector: ref vector[,long],
566 1568 1 old_vector: ref vector[,long],
567 1569 1 get_vm: pointer) : novalue
568 1570 1
569 1571 2 = BEGIN
570 1572 2
571 1573 2 local
572 1574 2 variable_ptr: pointer;
573 1575 2
574 1576 2
575 1577 2 ! Set up to add information to the variable portion of the new block.
576 1578 2
577 1579 2 variable_ptr = new_block[cmd_z_variable];
578 1580 2
579 1581 2 ! Split up depending upon whether we are to build a verb command block
580 1582 2 ! or a syntax change command block.
581 1583 2
582 1584 2 if .new_block[cmd_b_subtype] eq lu cmd_k_verb then (
583 1585 3
584 1586 3 ! We are building a verb command block. Fill in the new block from
585 1587 3 ! the old one.
586 1588 3
587 1589 3 new_block[cmd_w_flags] = 0;
588 1590 3 new_block[cmd_v_abbrev] = .old_block[cmd5_v_abbrev];
589 1591 3 new_block[cmd_v_nostat] = .old_block[cmd5_v_nostat];
590 1592 3 new_block[cmd_v_foreign] = .old_block[cmd5_v_foreign];
591 1593 3 new_block[cmd_v_immed] = .old_block[cmd5_v_immed];
592 1594 3 new_block[cmd_v_mcrparse] = .old_block[cmd5_v_mcrparse];
593 1595 3 new_block[cmd_v_parms] = new_block[cmd_v_qual5] = new_block[cmd_v_disallows] = true;
594 1596 3 new_block[cmd_w_tro_count] = 3;
595 1597 4 new_block[cmd_l_parms] = (if .old_block[cmd5_w_parms] eq lu 0 then 0 else
596 1598 3 new_block_address(.old_block+.old_block[cmd5_w_parms]) - .new_vector[1]);
597 1599 4 new_block[cmd_l_qual5] = (if .old_block[cmd5_w_qual5] eq lu 0 then 0 else
598 1600 3 new_block_address(.old_block+.old_block[cmd5_w_qual5]) - .new_vector[1]);
599 1601 3 new_block[cmd_l_disallow] = 0;
600 1602 3 new_block[cmd_b_handler] = (if .old_block[cmd5_w_image] eq lu 0 then 0 else cmd_k_user);
601 1603 3 new_block[cmd_v_minparm] = .old_block[cmd5_v_minparm];
```



```

602      1604      new_block[cmd_v_maxparm] = .old_block[cmd5_v_maxparm];
603      1605      new_block[cmd_b_verbtyp] = 0;
604      1606      new_block[cmd_w_name] = 0;
605      1607      if .old_block[cmd5_w_image] eglu 0 then
606      1608          new_block[cmd_w_image] = 0
607      1609      else (
608      1610          bind
609      1611              routine_longword = .old_block + .old_block[cmd5_w_image]: long;
610      1612          new_block[cmd_w_image] = .variable_ptr - .new_block;
611      1613          variable_ptr[0,0,32,0] = .routine_longword;
612      1614          variable_ptr[4,0,8,0] = 0;
613      1615          variable_ptr = .variable_ptr + 4+1;
614      1616      );
615      1617      if .old_block[cmd5_w_outputs] eglu 0 then
616      1618          new_block[cmd_w_outputs] = 0
617      1619      else (
618      1620          bind
619      1621              outputs_list = .old_block + .old_block[cmd5_w_outputs]: vector[,byte];
620      1622          new_block[cmd_w_outputs] = .variable_ptr - .new_block;
621      1623          ch$move(1+.outputs_list[0],outputs_list[0],.variable_ptr);
622      1624          variable_ptr = .variable_ptr + 1+.outputs_list[0];
623      1625      );
624      1626      new_block[cmd_w_prefix] = 0;
625      1627      ) else (
626      1628          ! We are building a syntax change command block. Fill in the new
627      1629          ! block from the old one as much as possible.
628      1630
629      1631          new_block[cmd_w_flags] = 0;
630      1632          new_block[cmd_v_parms] = .old_block[chg5_v_parms];
631      1633          new_block[cmd_v_qual] = .old_block[chg5_v_qual];
632      1634          new_block[cmd_v_disallows] = true;
633      1635          new_block[cmd_w_tro_count] = 3;
634      1636          new_block[cmd_l_parms] = (if .old_block[chg5_w_parms] eglu 0 then 0 else
635      1637              new_block_address(.old_block+.old_block[chg5_w_parms]) - .new_vector[1]);
636      1638          new_block[cmd_l_qual] = (if .old_block[chg5_w_qual] eglu 0 then 0 else
637      1639              new_block_address(.old_block+.old_block[chg5_w_qual]) - .new_vector[1]);
638      1640          new_block[cmd_l_disallow] = 0;
639      1641          new_block[cmd_b_handler] = (if not .old_block[chg5_v_image] then cmd_k_same
640      1642              else if .old_block[chg5_w_image] eglu 0 then cmd_k_none
641      1643              else cmd_k_user);
642      1644          new_block[cmd_v_minparm] = .old_block[chg5_v_minparm];
643      1645          new_block[cmd_v_maxparm] = .old_block[chg5_v_maxparm];
644      1646          new_block[cmd_b_verbtyp] = 0;
645      1647          new_block[cmd_w_name] = 0;
646      1648          if .old_block[chg5_w_image] eglu 0 then
647      1649              new_block[cmd_w_image] = 0
648      1650          else (
649      1651              bind
650      1652                  routine_longword = .old_block + .old_block[chg5_w_image]: long;
651      1653              new_block[cmd_w_image] = .variable_ptr - .new_block;
652      1654              variable_ptr[0,0,32,0] = .routine_longword;
653      1655              variable_ptr[4,0,8,0] = 0;
654      1656          );
655      1657      );
656      1658      );
657      1659      );
658      1660      );
```

```

: 659      1661 4      variable_ptr = .variable_ptr + 4+1;
: 660      1662      );
: 661      1663      new_block[cmd_w_outputs] = 0;
: 662      1664      new_block[cmd_w_prefix] = 0;
: 663      1665      );
: 664      1666      ! Now we can fill in the final size of the new block.
: 665      1667      new_block[cmd_w_size] = .variable_ptr - .new_block;
: 666      1668
: 667      1669      return;
: 668      1670
: 669      1671
: 670      1672
: 671      1673 1 END;
```

```

                                01FC 00000 UPGRADE_5 TO 6_COMMAND:
                                .WORD Save R2,R3,R4,R5,R6,R7,R8
                                MOVL NEW_BLOCK, R7
                                MOVAB 32(R7), VARIABLE_PTR
                                MOVAB 4(R7), R1
                                MOVL OLD_BLOCK, R0
                                MOVAB 4(R0), R4
                                CMPB 3(R7), #1
                                BEQL 1$
                                BRW 17$
                                010D 31 0001C 1$: CLRW (R1)
                                03 61 B4 0001F MOVAB 3(R0), R2
                                52 00 62 F0 00025 INSV (R2), #0, #1, (R1)
                                01 01 01 EF 0002A EXTZV #1, #1, (R2), R3
                                53 01 53 F0 0002F INSV R3, #1, #1, (R1)
                                01 01 02 EF 00034 EXTZV #2, #1, (R2), R3
                                53 01 53 F0 00039 INSV R3, #2, #1, (R1)
                                01 01 03 EF 0003E EXTZV #3, #1, (R2), R3
                                53 01 53 F0 00043 INSV R3, #3, #1, (R1)
                                01 01 04 EF 00048 EXTZV #4, #1, (R2), R3
                                53 01 53 F0 0004D INSV R3, #4, #1, (R1)
                                06 61 E0 8F 88 00052 BISB2 #224, (R1)
                                A7 03 08 B0 00056 MOVW #3, 6(R7)
                                53 08 04 12 0005A CVTWL 8(R0), R3
                                51 D4 00060 BNEQ 2$
                                26 11 00062 CLRL R1
                                51 D4 00064 BRB 6$
                                12 11 00066 CLRL 1
                                53 C1 00068 BRB 4$
                                52 D1 0006C ADDL3 R3, R0, R2
                                07 12 00071 CMPL R2, @OLD_VECTOR[1]
                                0C BC41 D0 00073 BNEQ 4$
                                08 11 00078 MOVL @NEW_VECTOR[1], R1
                                51 10 BC F3 0007A BRB 5$
                                51 01 CE 0007F AOBLEQ @OLD_VECTOR, 1, 3$
                                52 0C AC D0 00082 MNEGL #1, R1
                                51 04 A2 C2 00086 MOVL NEW_VECTOR, R2
                                08 A7 51 D0 0008A SUBL2 4(R2), R1
                                MOVL R1, 8(R7)
```


			26	11	00154	BRB	22\$		
			51	D4	00156	CLRL	I	1641	
			12	11	00158	BRB	20\$		
52	50		53	C1	0015A	ADDL3	R3, R0, R2		
	10 BC41		52	D1	0015E	CMPL	R2, @OLD_VECTOR[I]		
			07	12	00163	BNEQ	20\$		
	51	OC BC41	D0	00165	MOVL	@NEW_VECTOR[I], R1			
			08	11	0016A	BRB	21\$		
E9	51	10 BC	F3	0016C	AOBLEQ	@OLD_VECTOR, I, 19\$			
	51		01	CE	00171	MNEGL	#1, R1		
	52	OC AC	D0	00174	MOVL	NEW_VECTOR, R2			
	51	04 A2	C2	00178	SUBL2	4(R2), R1			
	A7		51	D0	0017C	MOVL	R1, 8(R7)	1640	
	53	07 A0	32	00180	CVTL	7(R0), R3		1642	
			04	12	00184	BNEQ	23\$		
			51	D4	00186	CLRL	R1		
			26	11	00188	BRB	27\$		
			51	D4	0018A	CLRL	I	1643	
			12	11	0018C	BRB	25\$		
52	50		53	C1	0018E	ADDL3	R3, R0, R2		
	10 BC41		52	D1	00192	CMPL	R2, @OLD_VECTOR[I]		
			07	12	00197	BNEQ	25\$		
	51	OC BC41	D0	00199	MOVL	@NEW_VECTOR[I], R1			
			08	11	0019E	BRB	26\$		
E9	51	10 BC	F3	001A0	AOBLEQ	@OLD_VECTOR, I, 24\$			
	51		01	CE	001A5	MNEGL	#1, R1		
	52	OC AC	D0	001A8	MOVL	NEW_VECTOR, R2			
	51	04 A2	C2	001AC	SUBL2	4(R2), R1			
	A7		51	D0	001B0	MOVL	R1, 12(R7)	1642	
		10 A7	D4	001B4	CLRL	16(R7)		1644	
	05	01 A0	E8	001B7	BLBS	1(R0), 28\$		1645	
	51		04	D0	001BB	MOVL	#4, R1		
			OC	11	001BE	BRB	30\$		
		02 A0	B5	001C0	TSTW	2(R0)		1646	
			04	12	001C3	BNEQ	29\$		
			51	D4	001C5	CLRL	R1		
			03	11	001C7	BRB	30\$		
	51		02	D0	001C9	MOVL	#2, R1		
	A7		51	90	001CC	MOVB	R1, 20(R7)	1645	
15	A7		64	F0	001D0	INSV	(R4), #0, #4, 21(R7)	1648	
		04	04	EF	001D6	EXTZV	#4, #4, (R4), R1	1649	
15	A7		51	F0	001DB	INSV	R1, #4, #4, 21(R7)		
		16 A7	94	001E1	CLRB	22(R7)		1650	
		18 A7	B4	001E4	CLRW	24(R7)		1651	
		02 A0	32	001E7	CVTL	2(R0), R1		1652	
			05	12	001EB	BNEQ	31\$		
		1A A7	B4	001ED	CLRW	26(R7)		1653	
			0D	11	001F0	BRB	32\$		
1A	A7		57	A3	001F2	SUBW3	R7, VARIABLE_PTR, 26(R7)	1658	
		6140	9F	001F7	PUSHAB	(R1)[R0]		1659	
			9E	D0	001FA	MOVL	@(SP)+, (VARIABLE_PTR)+		
			86	94	001FD	CLRB	(VARIABLE_PTR)+	1660	
		1C A7	B4	001FF	CLRW	28(R7)		1663	
		1E A7	B4	00202	CLRW	30(R7)		1664	
67	56		57	A3	00205	SUBW3	R7, VARIABLE_PTR, (R7)	1669	
			04	00209	RET			1673	

UPGRADE
V04-000

L 5
15-Sep-1984 23:53:23
14-Sep-1984 11:58:28

VAX-11 Bliss-32 V4.0-742
DISK\$VMSMASTER:[CDU.SRC]UPGRADE.B32;1 Page 27
(7)

; Routine Size: 522 bytes, Routine Base: _CDU\$CODE + 0489

```
673 1674 1  !++
674 1675 1  Description: This routine is called to fill in a new entity block from
675 1676 1  the corresponding old block.
676 1677 1
677 1678 1  Parameters: new_block      By reference, the new block to be filled in.
678 1679 1  The type and subtype are already present.
679 1680 1  old_block      By reference, the corresponding old block.
680 1681 1  new_vector    By reference, the vector of new block
681 1682 1  addresses. Zeroth entry is block count.
682 1683 1  old_vector    By reference, the vector of old block
683 1684 1  addresses.
684 1685 1  get_vm        By reference, see above.
685 1686 1
686 1687 1  Returns:      Nothing.
687 1688 1
688 1689 1  Notes:
689 1690 1  --
690 1691 1
691 1692 1  ROUTINE upgrade_5_to_6_entity(new_block: pointer,
692 1693 1  old_block: pointer,
693 1694 1  new_vector: ref vector[,long],
694 1695 1  old_vector: ref vector[,long],
695 1696 1  get_vm: pointer) : novalue
696 1697 1
697 1698 2  = BEGIN
698 1699 2
699 1700 2  local
700 1701 2  status: long,
701 1702 2  variable_ptr: pointer;
702 1703 2
703 1704 2
704 1705 2  ! Set up to add information to the variable portion of the new block.
705 1706 2
706 1707 2  variable_ptr = new_block[ent_z_variable];
707 1708 2
708 1709 2  ! Now fill in the new entity block from the old one. Note that we cannot
709 1710 2  ! differentiate between qualifiers and keywords.
710 1711 2
711 1712 2  new_block[ent_b_subtype] =
712 1713 2  (if .old_block[ent5_w_number] lequ 8 then ent_k_parameter else ent_k_qualifier);
713 1714 2  new_block[ent_w_flags] = 0;
714 1715 2  new_block[ent_v_val] = .old_block[ent5_v_val];
715 1716 2  new_block[ent_v_neg] = .old_block[ent5_v_neg];
716 1717 2  new_block[ent_v_deftrue] = .old_block[ent5_v_deftrue];
717 1718 2  new_block[ent_v_batdef] = .old_block[ent5_v_batdef];
718 1719 2  new_block[ent_v_valreq] = .old_block[ent5_v_valreq];
719 1720 2  new_block[ent_v_list] = .old_block[ent5_v_list];
720 1721 2  new_block[ent_v_concat] = .old_block[ent5_v_concat];
721 1722 2  new_block[ent_v_impcat] = .old_block[ent5_v_impcat];
722 1723 2  new_block[ent_v_verb] = .old_block[ent5_v_verb];
723 1724 2  new_block[ent_v_parm] = .old_block[ent5_v_parm];
724 1725 2  new_block[ent_v_mcroptdelim] = .old_block[ent5_v_mcroptdelim];
725 1726 2  new_block[ent_v_mcrignore] = .old_block[ent5_v_mcrignore];
726 1727 2  new_block[ent_w_tro_count] = 3;
727 1728 3  new_block[ent_l_next] = (if .old_block[ent5_b_next] eqlu 0 then 0 else
728 1729 2  new_block_address(.old_block+.old_block[ent5_b_next]) - .new_vector[1]);
729 1730 3  new_block[ent_l_syntax] = (if .old_block[ent5_w_syntax] eqlu 0 then 0 else
```



```
730      new_block_address(.old_block+.old_block[ent5_w_syntax]) - .new_vector[1]);
731
732      ! For the user type definition, we have to create a skeleton type block as
733      ! a header for the keyword entity blocks.
734
735      if .old_block[ent5_w_keywords] eglu 0 then
736          new_block[ent_l_user_type] = 0
737      else (
738          local
739              type_block: pointer;
740
741              status = (.get_vm)(%ref(type_k_length), type_block);
742              type_block[type_w_size] = type_k_length;
743              type_block[type_b_type] = block_k_type;
744              type_block[type_b_subtype] = type_k_type;
745              type_block[type_w_flags] = 0;
746              type_block[type_w_tro_count] = 1;
747              type_block[type_l_keywords] = new_block_address(.old_block+.old_block[ent5_w_keywords]) - .new_vecto
748              type_block[type_w_name] = type_block[type_w_prefix] = 0;
749              new_block[ent_l_user_type] = .type_block = .new_vector[1];
750      );
751
752      ! Continue filling in the entity block. Note that we can't get the entity
753      ! number except for parameters.
754
755      new_block[ent_b_number] =
756          (if .new_block[ent_b_subtype] eglu ent_k_parameter then .old_block[ent5_w_number] else 0);
757      new_block[ent_b_valtype] = .old_block[ent5_b_valtype];
758      new_block[ent_w_name] = .variable_ptr - .new_block;
759      if .old_block[ent5_w_name] lequ 8 then (
760          variable_ptr[0,0,8,0] = 2;
761          variable_ptr[1,0,8,0] = 'p';
762          variable_ptr[2,0,8,0] = '0' + .old_block[ent5_w_name];
763          variable_ptr = .variable_ptr + 1+2;
764      ) else (
765          bind
766              entity_name = .old_block + .old_block[ent5_w_name]: vector[,byte];
767
768              ch$move(1+.entity_name[0],entity_name[0], .variable_ptr);
769              variable_ptr = .variable_ptr + 1+.entity_name[0];
770      );
771      if .old_block[ent5_w_label] eglu 0 then
772          new_block[ent_w_label] = .new_block[ent_w_name]
773      else (
774          bind
775              entity_label = .old_block + .old_block[ent5_w_label]: vector[,byte];
776
777              new_block[ent_w_label] = .variable_ptr - .new_block;
778              ch$move(1+.entity_label[0],entity_label[0], .variable_ptr);
779              variable_ptr = .variable_ptr + 1+.entity_label[0];
780      );
781      if .old_block[ent5_w_prompt] eglu 0 then
782          new_block[ent_w_prompt] = 0
783      else (
784          bind
785              entity_prompt = .old_block + .old_block[ent5_w_prompt]: vector[,byte];
786      )
```



```

787      new_block[ent_w_prompt] = .variable_ptr - .new_block;
788      ch$move(1+.entity_prompt[0],entity_prompt[0],.variable_ptr);
789      variable_ptr = .variable_ptr + 1+.entity_prompt[0];
790  );
791  if .old_block[ent5_w_defval] eglu 0 then
792      new_block[ent_w_defval] = 0
793  else (
794      bind
795          entity_defval = .old_block + .old_block[ent5_w_defval]: vector[,byte];
796
797      new_block[ent_w_defval] = .variable_ptr - .new_block;
798      variable_ptr[0,0,8,0] = 1+.entity_defval[0];
799      ch$move(1+.entity_defval[0],entity_defval[0],.variable_ptr+1);
800      variable_ptr = .variable_ptr + 1 + 1+.entity_defval[0];
801  );
802
803  ! Now we can fill in the final size of the new block.
804
805  new_block[ent_w_size] = .variable_ptr - .new_block;
806
807  return;
808
809  1 END;
810
```

```

03FC 00000 UPGRADE_5 TO 6_ENTITY:
      .WORD Save R2,R3,R4,R5,R6,R7,R8,R9
      SUBL2 #8, SP
      MOVQ NEW_BLOCK, R7
      MOVAB 30(R7), VARIABLE_PTR
      CMPW 4(R8), #8
      BGTRU 1$
      MOVL #1, R0
      BRB 2$
      MOVL #2, R0
      MOVAB R0, 3(R7)
      MOVAB 4(R7), R0
      CLRW (R0)
      MOVAB 16(R8), R1
      EXTZV #1, #1, (R1), R2
      INSV R2, #0, #1, (R0)
      EXTZV #2, #1, (R1), R2
      INSV R2, #1, #1, (R0)
      EXTZV #3, #1, (R1), R2
      INSV R2, #2, #1, (R0)
      EXTZV #4, #1, (R1), R2
      INSV R2, #3, #1, (R0)
      EXTZV #5, #1, (R1), R2
      INSV R2, #4, #1, (R0)
      EXTZV #6, #1, (R1), R2
      INSV R2, #5, #1, (R0)
      EXTZV #7, #1, (R1), R2
      INSV R2, #6, #1, (R0)
      INSV 1(R1), #7, #1, (R0)
      1692
      1707
      1713
      1714
      1715
      1716
      1717
      1718
      1719
      1720
      1721
      1722
```


01	52 A0 52 60 52 60 52 60	61 01 61 01 61 01 61 01	01 00 01 09 01 0A 01 0B A7 51	06	09 52 0A 52 0B 52 0C 52 03 68 04 50 26 50 12 51 52 07 50 08 E9 50 50 51 50 08 A7 51	0C BC40	09 52 0A 52 0B 52 0C 52 03 68 04 50 26 50 12 51 52 07 50 08 E9 50 50 51 50 08 A7 51	EF 00075 F0 0007A EF 00080 F0 00085 EF 0008A F0 0008F EF 00094 F0 00099 B0 0009E 9A 000A2 12 000A5 D4 000A7 11 000A9 D4 000AB 3\$: 11 000AD 4\$: C1 000AF 4\$: D1 000B3 12 000B8 D0 000BA 11 000BF BC F3 000C1 5\$: 01 CE 000C6 AC D0 000C9 6\$: A1 C2 000CD 50 D0 000D1 7\$: A8 32 000D5 04 12 000D9 50 D4 000DB 26 11 000DD 50 D4 000DF 8\$: 12 11 000E1 9\$: C1 000E3 9\$: D1 000E7 07 12 000EC D0 000EE 08 11 000F3 10\$: BC F3 000F5 10\$: 01 CE 000FA 11\$: AC D0 000FD 11\$: A1 C2 00101 12\$: 50 D0 00105 12\$: A8 32 00109 05 12 0010D 10 A7 D4 0010F 50 11 00112 04 AE 9F 00114 13\$: 10 D0 00117 04 AE 9F 0011B 02 FB 0011E 04 AE D0 00122 10 B0 00126 01 8F 3C 00129 01 B0 0012F 51 D4 00133 12 11 00135 53 C1 00137 14\$: 52 D1 0013B	EXTZV #9, #1, (R1), R2 INSV R2, #0, #1, 1(R0) EXTZV #10, #1, (R1), R2 INSV R2, #9, #1, (R0) EXTZV #11, #1, (R1), R2 INSV R2, #10, #1, (R0) EXTZV #12, #1, (R1), R2 INSV R2, #11, #1, (R0) MOVW #3, 6(R7) MOVZBL (R8), R1 BNEQ 3\$ CLRL R0 BRB 7\$ CLRL 1 BRB 5\$ ADDL3 R1, R8, R2 CMPL R2, @OLD_VECTOR[I] BNEQ 5\$ MOVL @NEW_VECTOR[I], R0 BRB 6\$ AOBLEQ @OLD_VECTOR, I, 4\$ MNEGL #1, R0 MOVL NEW_VECTOR, R1 SUBL2 4(RT), R0 MOVL R0, 8(R7) CVTL 10(R8), R1 BNEQ 8\$ CLRL R0 BRB 12\$ CLRL 1 BRB 10\$ ADDL3 R1, R8, R2 CMPL R2, @OLD_VECTOR[I] BNEQ 10\$ MOVL @NEW_VECTOR[I], R0 BRB 11\$ AOBLEQ @OLD_VECTOR, I, 9\$ MNEGL #1, R0 MOVL NEW_VECTOR, R1 SUBL2 4(RT), R0 MOVL R0, 12(R7) CVTL 12(R8), R3 BNEQ 13\$ CLRL 16(R7) BRB 17\$ PUSHAB TYPE_BLOCK MOVL #16, 4(SP) PUSHAB 4(SP) CALLS #2, @GET_VM MOVL TYPE_BLOCK, R0 MOVW #16, (R0) MOVZWL #256, 2(R0) MOVW #1, 6(R0) CLRL 1 BRB 15\$ ADDL3 R3, R8, R2 CMPL R2, @OLD_VECTOR[I]	1723 1724 1725 1726 1727 1728 1729 1728 1730 1731 1730 1736 1737 1742 1743 1744 1747 1748
----	--	--	--	----	--	---------	--	--	---	--

		52	0C	BC	07	12	00140	BNEQ	15\$		
					41	D0	00142	MOVL	@NEW_VECTOR[I], R2		
	E9	51	10	BC	08	11	00147	BRB	16\$		
		52			01	CE	0014E	AOBLEQ	@OLD_VECTOR, I, 14\$		
08	A0	51	0C	AC	D0	00151	16\$:	MNEGL	#1, R2		
		52	04	A1	C3	00155	16\$:	MOVL	NEW_VECTOR, R1		
10	A7	50	0C	A0	D4	0015B		SUBL3	4(RT), R2, 8(R0)		1749
		01	04	A1	C3	0015E		CLRL	12(R0)		1750
			03	A7	91	00164	17\$:	SUBL3	4(R1), R0, 16(R7)		1757
		50			06	12	00168	CMPB	3(R7), #1		
			04	A8	3C	0016A		BNEQ	18\$		
					02	11	0016E	MOVZWL	4(R8), R0		
		14			50	D4	00170	BRB	19\$		
		15			50	90	00172	CLRL	R0		
16	A7	56	03	A8	90	00176	18\$:	MOVB	R0, 20(R7)		1758
		50			57	A3	0017B	MOVB	3(R8), 21(R7)		1759
		08	04	A8	32	00180	19\$:	SUBW3	R7, VARIABLE_PTR, 22(R7)		1760
					50	B1	00184	CVTWL	4(R8), R0		
		86			0B	1A	00187	CMPW	R0, #8		
86		50	5002	8F	B0	00189		BGTRU	20\$		
				30	81	0018E		MOVW	#20482, (VARIABLE_PTR)+		1761
		59		12	11	00192		ADDB3	#48, R0, (VARIABLE_PTR)+		1763
		51		6048	9A	00194	20\$:	BRB	21\$		1760
		6048	01	A9	9E	00198		MOVZBL	(R0)[R8], R9		1769
66		56		51	28	0019C		MOVAB	1(R9), R1		
		50	01	A946	9E	001A1		MOVC3	R1, (R0)[R8], (VARIABLE_PTR)		1770
			06	A8	32	001A6	21\$:	MOVAB	1(R9)[VARIABLE_PTR], VARIABLE_PTR		1772
		18		07	12	001AA		CVTWL	6(R8), R0		
18	A7	56	16	A7	B0	001AC		BNEQ	22\$		
		59			17	11	001B1	MOVW	22(R7), 24(R7)		1773
		51			57	A3	001B3	BRB	23\$		
66		6048	01	6048	9A	001B8	22\$:	SUBW3	R7, VARIABLE_PTR, 24(R7)		1778
		56		51	9E	001BC		MOVZBL	(R0)[R8], R9		1779
		50	01	A946	9E	001C0		MOVAB	1(R9), R1		
			0E	A8	32	001CA	23\$:	MOVC3	R1, (R0)[R8], (VARIABLE_PTR)		1780
				05	12	001CE		MOVAB	1(R9)[VARIABLE_PTR], VARIABLE_PTR		1782
			1A	A7	B4	001D0		CVTWL	14(R8), R0		
1A	A7	56		17	11	001D3		BNEQ	24\$		
		59		57	A3	001D5	24\$:	CLRW	26(R7)		1783
		51		6048	9A	001DA		BRB	25\$		
66		6048	01	A9	9E	001DE		SUBW3	R7, VARIABLE_PTR, 26(R7)		1788
		56		51	28	001E2		MOVZBL	(R0)[R8], R9		1789
		51	01	A946	9E	001E7		MOVAB	1(R9), R1		
			08	A8	32	001EC	25\$:	MOVC3	R1, (R0)[R8], (VARIABLE_PTR)		1790
				05	12	001F0		MOVAB	1(R9)[VARIABLE_PTR], VARIABLE_PTR		1792
1C	A7	56	1C	A7	B4	001F2		CVTWL	8(R8), R1		
		59		1B	11	001F5		BNEQ	26\$		
		50		57	A3	001F7	26\$:	CLRW	28(R7)		1793
		66		6148	9A	001FC		BRB	27\$		
01	A6	6148	01	A9	9E	00200		SUBW3	R7, VARIABLE_PTR, 28(R7)		1798
		56		50	90	00204		MOVZBL	(R1)[R8], R9		1799
67		56	02	A946	9E	0020D	27\$:	MOVAB	1(R9), R0		
				57	A3	00212		MOVB	R0, (VARIABLE_PTR)		1800
				04	00216			MOVC3	R0, (R1)[R8], -1(VARIABLE_PTR)		1801
								MOVAB	2(R9)[VARIABLE_PTR], VARIABLE_PTR		1806
								SUBW3	R7, VARIABLE_PTR, (R7)		1810
								RET			

UPGRADE
V04-000

E 6
15-Sep-1984 23:53:23
14-Sep-1984 11:58:28

VAX-11 Bliss-32 V4.0-742
DISK\$VMSMASTER:[CDU.SRC]UPGRADE.B32;1 Page 33
(8)

; Routine Size: 535 bytes, Routine Base: _CDU\$CODE + 0693

: 810 1811 1
: 811 1812 1 END
: 812 1813 0 ELUDOM

PSECT SUMMARY

Name	Bytes	Attributes
_CDU\$CODE	2218	NOVEC,NOWRT, RD , EXE,NOSHR, LCL, REL, CON,NOPI,ALIGN(0)

Library Statistics

File	----- Total	Symbols Loaded	----- Percent	Pages Mapped	Processing Time
_\$255\$DUA28:[SYSLIB]LIB.L32;1	18619	9	0	1000	00:01.9

COMMAND QUALIFIERS

; BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/LIS=LIS\$:UPGRADE/OBJ=OBJ\$:UPGRADE MSRC\$:UPGRADE/UPDATE=(ENH\$:UPGRADE)

; Size: 2218 code + 0 data bytes
; Run Time: 00:48.9
; Elapsed Time: 01:45.2
; Lines/CPU Min: 2224
; Lexemes/CPU-Min: 25888
; Memory Used: 305 pages
; Compilation Complete

0045 AH-BT13A-SE
VAX/VMS V4.0

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