

CCCCCCCCCCCC	LLL	IIIIIIII	UUU	UUU	TTTTTTTTTTTTTTTT	LLL
CCCCCCCCCCCC	LLL	IIIIIIII	UUU	UUU	TTTTTTTTTTTTTTTT	LLL
CCCCCCCCCCCC	LLL	IIIIIIII	UUU	UUU	TTTTTTTTTTTTTTTT	LLL
CCC	LLL	III	UUU	UUU	TTT	LLL
CCC	LLL	III	UUU	UUU	TTT	LLL
CCC	LLL	III	UUU	UUU	TTT	LLL
CCC	LLL	III	UUU	UUU	TTT	LLL
CCC	LLL	III	UUU	UUU	TTT	LLL
CCC	LLL	III	UUU	UUU	TTT	LLL
CCC	LLL	III	UUU	UUU	TTT	LLL
CCC	LLL	III	UUU	UUU	TTT	LLL
CCC	LLL	III	UUU	UUU	TTT	LLL
CCC	LLL	III	UUU	UUU	TTT	LLL
CCC	LLL	III	UUU	UUU	TTT	LLL
CCC	LLL	III	UUU	UUU	TTT	LLL
CCC	LLL	III	UUU	UUU	TTT	LLL
CCC	LLL	III	UUU	UUU	TTT	LLL
CCC	LLL	III	UUU	UUU	TTT	LLL
CCC	LLL	III	UUU	UUU	TTT	LLL
CCCCCCCCCCCC	LLLLLLLLLLLLLLLL	IIIIIIII	UUUUUUUUUUUUUU	UUUUUUUUUUUUUU	TTTT	LLLLLLLLLLLLLLLL
CCCCCCCCCCCC	LLLLLLLLLLLLLLLL	IIIIIIII	UUUUUUUUUUUUUU	UUUUUUUUUUUUUU	TTTT	LLLLLLLLLLLLLLLL
CCCCCCCCCCCC	LLLLLLLLLLLLLLLL	IIIIIIII	UUUUUUUUUUUUUU	UUUUUUUUUUUUUU	TTTT	LLLLLLLLLLLLLLLL

```
SSSSSSSS HH HH 000000 WW WW SSSSSSSS YY YY SSSSSSSS
SSSSSSSS HH HH 000000 WW WW SSSSSSSS YY YY SSSSSSSS
SS HH HH 00 00 WW WW SS YY YY SS
SS HH HH 00 00 WW WW SS YY YY SS
SS HH HH 00 00 WW WW SS YY YY SS
SSSSSS HH HH 00 00 WW WW SS YY YY SS
SSSSSS HH HH 00 00 WW WW SS YY YY SS
SS HH HH 00 00 WW WW SS YY YY SS
SS HH HH 00 00 WW WW SS YY YY SS
SSSSSSSS HH HH 000000 WW WW SSSSSSSS YY YY SSSSSSSS
SSSSSSSS HH HH 000000 WW WW SSSSSSSS YY YY SSSSSSSS
```

```
LL 111111 SSSSSSSS
LL 111111 SSSSSSSS
LL II SS
LL II SS
LL II SS
LL II SSSSSS
LL II SSSSSS
LL II SS
LL II SS
LL II SS
LL II SS
LLLLLLLLLL 111111 SSSSSSSS
LLLLLLLLLL 111111 SSSSSSSS
```

```
1 0001 0 MODULE showsystem (IDENT = 'V04-000',
2 0002 0 ADDRESSING_MODE (EXTERNAL = GENERAL)) =
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
33 0033 1 FACILITY: SHOW utility
34 0034 1
35 0035 1 ABSTRACT:
36 0036 1 This module contains the routines for the SHOW SYSTEM command
37 0037 1
38 0038 1 ENVIRONMENT:
39 0039 1 VAX native, user and kernel mode
40 0040 1
41 0041 1 AUTHOR: Gerry Smith CREATION DATE: 30-Jul-1982
42 0042 1
43 0043 1 MODIFIED BY:
44 0044 1
45 0045 1 V03-007 AEW0002 Anne E. Warner 27-Feb-1984
46 0046 1 Reorganize 'Ph.Mem' format to handle increased process
47 0047 1 working set sizes.
48 0048 1
49 0049 1 V03-006 AEW0001 Anne E. Warner 02-Feb-1984
50 0050 1 Reorganize the SHOW SYSTEM display.
51 0051 1 - Make the display fit on an 80 character display by
52 0052 1 taking out the UIC.
53 0053 1 - Add the qualifier /FULL to display all information
54 0054 1 plus add a second line with the UIC.
55 0055 1 - Add the system node name to the header.
56 0056 1 - Add the number of days to each process CPU time.
57 0057 1 - Add buffered I/O to the direct I/O for each process.
```

58 0058 1
59 0059 1
60 0060 1
61 0061 1
62 0062 1
63 0063 1
64 0064 1
65 0065 1
66 0066 1
67 0067 1
68 0068 1
69 0069 1
70 0070 1
71 0071 1
72 0072 1
73 0073 1
74 0074 1
75 0075 1
76 0076 1 --

V03-005 LMP0140 L. Mark Pilant 23-Aug-1983 23:29
Add support for alphanumeric UICs.

V03-004 GAS0117 Gerry Smith 12-Apr-1983
Instead of displaying MWAIT, display which resource
the process is awaiting, or MUTEX if waiting for that.

V03-003 CWH1002 CW Hobbs 25-Feb-1983
Use extended pids for the process ids.

V03-002 GAS0107 Gerry Smith 8-Feb-1983
Collect all the qualifiers before making checks on
whether or not any were set.

V03-001 GAS00103 17-Jan-1983
Initialize the PCB before going into the PIX loop.

```

78 0077 1
79 0078 1
80 0079 1  Include files
81 0080 1
82 0081 1
83 0082 1 LIBRARY 'SYSS$LIBRARY:LIB';           ! VAX/VMS system definitions
84 0083 1 REQUIRE 'SRC$:SHOWDEF';           ! SHOW common definitions
85 0182 1
86 0183 1 ! Define macro to make a string descriptor: sd_A
87 0184 1
88 0185 1 MACRO
89 M 0186 1     SD[A] =
90 0187 1         BIND %NAME('SD_',A) = $DESCRIPTOR(A)%;
91 0188 1
92 0189 1
93 0190 1  Define the flags for SHOW SYSTEM
94 0191 1
95 0192 1 MACRO
96 0193 1     sys$V_proc = 0, 0, 1, 0%,
97 0194 1     sys$V_subp = 0, 1, 1, 0%,
98 0195 1     sys$V_net = 0, 2, 1, 0%,
99 0196 1     sys$V_batch = 0, 3, 1, 0%,
100 0197 1     sys$V_full = 0, 4, 1, 0%;
101 0198 1
102 0199 1
103 0200 1  Macros to define the layout of the data block to used to
104 0201 1  hold information on a particular process
105 0202 1
106 0203 1 MACRO
107 0204 1     d$l_pid = 0, 0, 32, 0%,           ! Process ID
108 0205 1     d$l_owner = 4, 0, 32, 0%,       ! Temp owner storage/process name length
109 0206 1     d$a_name = 8, 0, 32, 0%,       ! Pointer to process name string
110 0207 1     d$l_state = 12, 0, 32, 0%,      ! Process state
111 0208 1     d$l_pri = 16, 0, 32, 0%,        ! Current priority
112 0209 1     d$l_iocnt = 20, 0, 32, 0%,     ! Direct plus Buffered I/O count
113 0210 1     d$l_cputim = 24, 0, 32, 0%,    ! CPU time
114 0211 1     d$l_pflts = 28, 0, 32, 0%,     ! Page fault count
115 0212 1     d$l_pgcnt = 32, 0, 32, 0%,    ! Global page count
116 0213 1     d$l_sts = 36, 0, 32, 0%,     ! Status
117 0214 1     d$l_uic = 40, 0, 32, 0%,     ! Process UIC
118 0215 1     d$l_lef = 44, 0, 32, 0%,     ! Local event flag
119 0216 1     d$t_name = 48, 0, 8, 0%,      ! Process name
120 0217 1
121 0218 1
122 0219 1  The following literal depends on D$t_NAME being the last field in the
123 0220 1  locked data area.
124 0221 1
125 0222 1 LITERAL d$k_length = $BYTEOFFSET(d$t_name) + pcb$s_lname;
126 0223 1
127 0224 1
128 0225 1  Define two bits in the data area, D$V_NETWORK and D$V_BATCH, which
129 0226 1  correspond to PCB$V_NETWORK and PCB$V_BATCH, except that they reference
130 0227 1  the process status from the PCB status longword, rather than from the
131 0228 1  beginning of the PCB.
132 0229 1
133 0230 1 MACRO
134 0231 1     d$V_netwrk = 0, $BITPOSITION(pcb$V_netwrk), $FIELDWIDTH(pcb$V_netwrk), $EXTENSION(pcb$V_netwrk)%;
```

SHOWSYSTEM
V04-000

J 14
16-Sep-1984 01:22:08
14-Sep-1984 12:09:48

VAX-11 Bliss-32 V4.0-742
[CLIUTL.SRC]SHOWSYS.B32;1

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(2)

; 135 0232 1 d\$y_batch = 0, \$BITPOSITION(pcb\$y_batch), \$FIELDWIDTH(pcb\$y_batch), \$EXTENSION(pcb\$y_batch)%;

```
137 0233 1 |  
138 0234 1 | Construct a table of process states. THIS IS AN ORDERED TABLE.  
139 0235 1 |  
140 0236 1 LITERAL rsn_cnt = 14;  
141 0237 1 OWN  
142 0238 1     state_table : VECTOR[14]  
143 0239 1     INITIAL (cstring('COLPG'),  
144 0240 1             cstring('MUTEX'),  
145 0241 1             cstring('CEF'),  
146 0242 1             cstring('PFW'),  
147 0243 1             cstring('LEF'),  
148 0244 1             cstring('LEFO'),  
149 0245 1             cstring('HIB'),  
150 0246 1             cstring('HIBO'),  
151 0247 1             cstring('SUSP'),  
152 0248 1             cstring('SUSPO'),  
153 0249 1             cstring('FPG'),  
154 0250 1             cstring('COM'),  
155 0251 1             cstring('COMO'),  
156 0252 1             cstring('CUR')),  
157 0253 1     rsn_table : VECTOR[rsn_cnt]  
158 0254 1     INITIAL (cstring('RWAST'),  
159 0255 1             cstring('RWMBX'),  
160 0256 1             cstring('RWNPG'),  
161 0257 1             cstring('RWPF'),  
162 0258 1             cstring('RWPAG'),  
163 0259 1             cstring('RWBRK'),  
164 0260 1             cstring('RWIMG'),  
165 0261 1             cstring('RWQUO'),  
166 0262 1             cstring('RWLCK'),  
167 0263 1             cstring('RWSWP'),  
168 0264 1             cstring('RWMP'),  
169 0265 1             cstring('RWMPB'),  
170 0266 1             cstring('RWSCS'),  
171 0267 1             cstring('RWCLU'));  
172 0268 1 |  
173 0269 1 |  
174 0270 1 | This ASSUME macro makes sure that we have all the miscellaneous resource  
175 0271 1 | waits in this table.  
176 0272 1 |  
177 0273 1 $ASSUME(rsn_cnt, EQL, rsn$_max-1)  
178 0274 1 |
```

AST wait
Mailbox full
Non-paged pool
Page file full
Paged pool
Waiting for BROADCAST to finish
Image activation lock
Pooled quota
Lock ID data base
Swap file space
Modified page list empty
Modified page writer busy
SCS wait
Cluster translation wait

```

: 180      0275 1  !
: 181      0276 1  ! Table of contents
: 182      0277 1  !
: 183      0278 1  !
: 184      0279 1 FORWARD ROUTINE
: 185      0280 1     show$system : NOVALUE,
: 186      0281 1     get_data,
: 187      0282 1     print_data : NOVALUE;
: 188      0283 1  !
: 189      0284 1 FORWARD
: 190      0285 1     lock_start : VECTOR[0],
: 191      0286 1     lock_end : VECTOR[0];
: 192      0287 1  !
: 193      0288 1 EXTERNAL
: 194      0289 1     scs$ga_localsb,           ! Local system block
: 195      0290 1     sys$ga_version,         ! System version
: 196      0291 1     exe$gl_abstim,         ! Time system has been up
: 197      0292 1     sch$gl_pcbvec : REF VECTOR, ! PCB vector
: 198      0293 1     sch$gl_maxpix;         ! Maximum process index count
: 199      0294 1  !
: 200      0295 1 EXTERNAL ROUTINE
: 201      0296 1     lib$get_vm,
: 202      0297 1     cli$present,
: 203      0298 1     show$write_line : NOVALUE;

```



```
205 0299 1 GLOBAL ROUTINE show$system : NOVALUE =
206 0300 2 BEGIN
207 0301 2
208 0302 2 ---
209 0303 2
210 0304 2 This is the driver routine for the SHOW SYSTEM function. The command
211 0305 2 qualifiers are gathered, scratch space is allocated, the data-gathering
212 0306 2 routine is called via $CMKRNL, and then the data is printed.
213 0307 2
214 0308 2 ---
215 0309 2
216 0310 2 LOCAL
217 0311 2     status,           ! General status return
218 0312 2     size,            ! Size of scratch area
219 0313 2     flags : $BBLOCK[2], ! Flags byte
220 0314 2     desc : VECTOR[2],  ! Argument list for calls
221 0315 2     data : VECTOR[2]; ! Address limits of scratch area
222 0316 2
223 0317 2
224 0318 2 : Collect qualifiers.
225 0319 2
226 0320 2 flags[sys$v_full] = cli$present(%ASCID 'FULL');
227 0321 2 flags[sys$v_subp] = cli$present(%ASCID 'SUBPROCESS');
228 0322 2 flags[sys$v_net]  = cli$present(%ASCID 'NETWORK');
229 0323 2 flags[sys$v_batch] = cli$present(%ASCID 'BATCH');
230 0324 2 IF NOT (.flags[sys$v_subp] OR
231 0325 2         .flags[sys$v_net] OR
232 0326 2         .flags[sys$v_batch])
233 0327 2 THEN flags[sys$v_proc] = true;
234 0328 2
235 0329 2
236 0330 2 : Allocate a scratch area in which to put data about the processes.
237 0331 2 : The size of the scratch area is determined by taking the amount of
238 0332 2 : bytes of information per process (D$K_LENGTH), multiplying that by
239 0333 2 : the maximum number of processes in the system, and then adding a few
240 0334 2 : pages for slop. The beginning and ending addresses of the area will
241 0335 2 : be returned in DATA.
242 0336 2
243 0337 2 size = (.sch$gl_maxpix * d$k_length) + (3 * 512);
244 0338 2
245 0339 2 IF NOT (status = LIB$GET_VM(size,           ! This many bytes
246 0340 2         data))                          ! Put starting address here
247 0341 2 THEN SIGNAL_STOP(show$_insvirmem, 0, .status); ! Stop if error
248 0342 2 data[1] = .data[0] + .size - 1;          ! Put ending address here
249 0343 2
250 0344 2
251 0345 2 : Lock the first page of the scratch area, and the code that runs at elevated
252 0346 2 : IPL, into the process working set.
253 0347 2
254 0348 2 desc[0] = lock_start;
255 0349 2 desc[1] = lock_end;
256 0350 2 IF NOT (status = $LKWSET(INADR = desc))
257 0351 2 THEN SIGNAL_STOP(.status);
258 0352 2
259 0353 2 desc[0] = .data[0];
260 0354 2 desc[1] = .data[0] + d$k_length;
261 0355 2 IF NOT (status = $LKWSET(INADR = desc))
```

```

262 0356 2 THEN SIGNAL_STOP(.status);
263 0357 2
264 0358 2
265 0359 2 Call the data-gathering routine in kernel mode, passing the address
266 0360 2 limits as an argument.
267 0361 2
268 0362 2 desc[0] = 2;
269 0363 2 desc[1] = data;
270 0364 2 desc[2] = flags;
271 P 0365 2 IF NOT (status = $CMKRN(LROUTIN = get_data,
272 0366 2 ARGVST = desc))
273 0367 2 THEN
274 0368 2 BEGIN
275 0369 2 SIGNAL(.status);
276 0370 2 RETURN;
277 0371 2 END;
278 0372 2
279 0373 2
280 0374 2 Call the data-gathering routine in kernel mode, passing the address
281 0375 2 limits as an argument.
282 0376 2 print_data(data, flags);
283 0377 2
284 0378 2 RETURN;
285 0379 2 END;

```

! End of show\$error

```

.TITLE SHOWSYSTEM
.IDENT \V04-000\
.PSECT $SPLITS,NOWRT,NOEXE,2

```

47	50	4C	4F	43	05	00000	P.AAA:	.ASCII	<5>\COLPG\
58	45	54	55	4D	05	00006	P.AAB:	.ASCII	<5>\MUTEX\
		46	45	43	03	0000C	P.AAC:	.ASCII	<3>\CEF\
		57	46	50	03	00010	P.AAD:	.ASCII	<3>\PFW\
		46	45	4C	03	00014	P.AAE:	.ASCII	<3>\LEF\
	4F	46	45	4C	04	00018	P.AAF:	.ASCII	<4>\LEFO\
		42	49	48	03	0001D	P.AAG:	.ASCII	<3>\HIB\
	4F	42	49	48	04	00021	P.AAH:	.ASCII	<4>\HIBO\
	50	53	55	53	04	00026	P.AAI:	.ASCII	<4>\SUSP\
	4F	50	53	55	05	0002B	P.AAJ:	.ASCII	<5>\SUSPO\
		47	50	46	03	00031	P.AAK:	.ASCII	<3>\FPG\
		4D	4F	43	03	00035	P.AAL:	.ASCII	<3>\COM\
	4F	4D	4F	43	04	00039	P.AAM:	.ASCII	<4>\COMO\
		52	55	43	03	0003E	P.AAN:	.ASCII	<3>\CUR\
	54	53	41	57	05	00042	P.AAO:	.ASCII	<5>\RWAST\
	58	42	4D	57	05	00048	P.AAP:	.ASCII	<5>\RWMBX\
	47	50	4E	57	05	0004E	P.AAQ:	.ASCII	<5>\RWNPG\
	46	46	50	57	05	00054	P.AAR:	.ASCII	<5>\RWPFF\
	47	41	50	57	05	0005A	P.AAS:	.ASCII	<5>\RWPAG\
	48	52	42	57	05	00060	P.AAT:	.ASCII	<5>\RWBRK\
	47	4D	49	57	05	00066	P.AAU:	.ASCII	<5>\RWIMG\
	4F	55	51	57	05	0006C	P.AAV:	.ASCII	<5>\RWQUO\
	48	43	4C	57	05	00072	P.AAW:	.ASCII	<5>\RWLCK\
	50	57	53	57	05	00078	P.AAX:	.ASCII	<5>\RWSWP\
	45	50	4D	57	05	0007E	P.AAY:	.ASCII	<5>\RWMP\
	42	50	4D	57	05	00084	P.AAZ:	.ASCII	<5>\RWMF\

```

53 43 53 57 52 05 0008A P.ABA: .ASCII <5>\RWSCS\
55 4C 43 57 52 05 00090 P.ABB: .ASCII <5>\RWCLU\
                                00096 .BLKB 2
                                4C 4C 55 46 00098 P.ABD: .ASCII \FULL\
                                010E0004 0009C P.ABC: .LONG 17694724
00 00 53 53 45 43 4F 52 50 42 55 53 000A0 P.ABE: .ADDRESS P.ABD
                                00000000' 000A4 P.ABF: .ASCII \SUBPROCESS\<0><0>
                                010E000A 000B0 P.ABE: .LONG 17694730
                                00000000' 000B4 .ADDRESS P.ABF
00 4B 52 4F 57 54 45 4E 000B8 P.ABH: .ASCII \NETWORK\<0>
                                010E0007 000C0 P.ABG: .LONG 17694727
                                00000000' 000C4 .ADDRESS P.ABH
00 00 00 48 43 54 41 42 000C8 P.ABJ: .ASCII \BATCH\<0><0><0>
                                010E0005 000D0 P.ABI: .LONG 17694725
                                00000000' 000D4 .ADDRESS P.ABJ

```

.PSECT \$OWNS,NOEXE,2

```

00000000' 00000000' 00000000' 00000000' 00000000' 00000000' 00000 STATE_TABLE:
00000000' 00000000' 00000000' 00000000' 00000000' 00000000' 00018 .ADDRESS P.AAA, P.AAB, P.AAC, P.AAD, P.AAE, -
00000000' 00000000' 00000000' 00000000' 00000000' 00000000' 00030 P.AAF, P.AAG, P.AAH, P.AAI, P.AAJ, P.AAK, -
00000000' 00000000' 00000000' 00000000' 00000000' 00000000' 00038 RSN_TABLE:
00000000' 00000000' 00000000' 00000000' 00000000' 00000000' 00050 .ADDRESS P.AAO, P.AAP, P.AAQ, P.AAR, P.AAS, -
00000000' 00000000' 00000000' 00000000' 00000000' 00000000' 00068 P.AAT, P.AAU, P.AAV, P.AAW, P.AAX, P.AAY, -
                                P.AAZ, P.ABA, P.ABB

```

```

.EXTRN SC$SGA_LOCALSB, SY$SGQ_VERSION
.EXTRN EX$SGL_ABSTIM, SCH$SGL_PCBVEC
.EXTRN SCH$SGL_MAXPIX, LIB$GET_VM
.EXTRN CLIS$PRESENT, SHOW$WRITE_LINE
.EXTRN SY$SLKWSET, SY$SCMKRNL

```

.PSECT \$CODE\$,NOWRT,2

```

                                003C 00000
55 00000000G 00 9E 00002
54 00000000G 00 9E 00009
53 00000000G 00 9E 00010
5E 18 C2 00017
                                0000' CF 9F 0001A
04 AE 01 63 01 FB 0001E
04 AE 01 04 50 FO 00021
                                0000' CF 9F 00027
04 AE 01 63 01 FB 0002B
04 AE 01 01 50 FO 0002E
                                0000' CF 9F 00034
04 AE 01 63 01 FB 00038
04 AE 01 02 50 FO 0003B
                                0000' CF 9F 00041
04 AE 01 63 01 FB 00045
0E 04 AE 03 50 FO 00048
09 04 AE 02 01 EO 0004E
04 04 AE 03 02 EO 00053
                                04 AE 03 03 EO 00058
                                04 AE 01 01 88 0005D
50 00000000G 00 06 78 00061 1$:

```

```

.ENTRY SHOW$SYSTEM, Save R2,R3,R4,R5 : 0299
MOVAB SY$SLKWSET, R5
MOVAB LIB$STOP, R4
MOVAB CLIS$PRESENT, R3
SUBL2 #24, SP
PUSHAB P.ARC : 0320
CALLS #1, CLIS$PRESENT
INSV R0, #4, #1, FLAGS
PUSHAB P.ABE : 0321
CALLS #1, CLIS$PRESENT
INSV R0, #1, #1, FLAGS
PUSHAB P.ABG : 0322
CALLS #1, CLIS$PRESENT
INSV R0, #2, #1, FLAGS
PUSHAB P.ABI : 0323
CALLS #1, CLIS$PRESENT
INSV R0, #3, #1, FLAGS
BBS #1, FLAGS, 1$ : 0324
BBS #2, FLAGS, 1$ : 0325
BBS #3, FLAGS, 1$ : 0326
BISB2 #1, FLAGS : 0327
ASHL #6, SCH$SGL_MAXP'X, R0 : 0337

```

		6E	0600	C0	9E	00069	MOVAB	1536(R0), SIZE	
			08	AE	9F	0006E	PUSHAB	DATA	0339
			04	AE	9F	00071	PUSHAB	SIZE	
	00000000G	00		02	FB	00074	CALLS	#2, LIB\$GET_VM	
		52		50	DO	0007B	MOVL	R0, STATUS	
		0D		52	EB	0007E	BLBS	STATUS, 2\$	
				52	DD	00081	PUSHL	STATUS	0341
				7E	D4	00083	CLRL	-(SP)	
			007812F2	8F	DD	00085	PUSHL	#7869170	
		64		03	FB	0008B	CALLS	#3, LIB\$STOP	
50		AE		6E	C1	0008E	ADDL3	SIZE, DATA, R0	0342
	08	AE	FF	A0	9E	00093	MOVAB	-1(R0), DATA+4	
	OC	AE	0000V	CF	9E	00098	MOVAB	LOCK_START, DESC	0348
	10	AE	0000V	CF	9E	0009E	MOVAB	LOCK_END, DESC+4	0349
	14	AE		7E	7C	000A4	CLRQ	-(SP)	0350
			18	AE	9F	000A6	PUSHAB	DESC	
		65		03	FB	000A9	CALLS	#3, SYSSLKWSET	
		52		50	DO	000AC	MOVL	R0, STATUS	
		05		52	EB	000AF	BLBS	STATUS, 3\$	
				52	DD	000B2	PUSHL	STATUS	0351
				01	FB	000B4	CALLS	#1, LIB\$STOP	
		08		AE	DO	000B7	MOVL	DATA, DESC	0353
14	AE	08	00000040	8F	C1	000BC	ADDL3	#64, DATA, DESC+4	0354
				7E	7C	000C6	CLRQ	-(SP)	0355
			18	AE	9F	000C8	PUSHAB	DESC	
		65		03	FB	000CB	CALLS	#3, SYSSLKWSET	
		52		50	DO	000CE	MOVL	R0, STATUS	
		05		52	EB	000D1	BLBS	STATUS, 4\$	
				52	DD	000D4	PUSHL	STATUS	0356
				01	FB	000D6	CALLS	#1, LIB\$STOP	
		08		02	DO	000D9	MOVL	#2, DESC	0362
		04		AE	9E	000DD	MOVAB	DATA, DESC+4	0363
		10		AE	9E	000E2	MOVAB	FLAGS, DESC+8	0364
		6D		AE	9F	000E6	PUSHAB	DESC	0366
			0000V	CF	9F	000E9	PUSHAB	GET_DATA	
	00000000G	00		02	FB	000ED	CALLS	#2, SYSSCMKRNL	
		52		50	DO	000F4	MOVL	R0, STATUS	
		0A		52	EB	000F7	BLBS	STATUS, 5\$	
				52	DD	000FA	PUSHL	STATUS	0369
	00000000G	00		01	FB	000FC	CALLS	#1, LIB\$SIGNAL	
				04	04	00103	RET		0368
			04	AE	9F	00104	PUSHAB	FLAGS	0376
			OC	AE	9F	00107	PUSHAB	DATA	
	0000V	CF		02	FB	0010A	CALLS	#2, PRINT_DATA	
				04	04	0010F	RET		0379

; Routine Size: 272 bytes, Routine Base: \$CODE\$ + 0000

```
287 0380 1 OWN lock_start : VECTOR[0] PSECT ($CODE$);      ! Beginning of locked code
288 0381 1 ROUTINE get_data (data, flags) =
289 0382 2 BEGIN
290 0383 2
291 0384 2 ---
292 0385 2
293 0386 2 This routine executes in KERNEL mode. It scans all the processes in the
294 0387 2 system, gathering information on them.
295 0388 2
296 0389 2 Inputs
297 0390 2 DATA -- address of the scratch area
298 0391 2 FLAGS -- options longword, to tell what kind of processes are desired
299 0392 2
300 0393 2 Outputs
301 0394 2 DATA -- will contain information on the processes
302 0395 2
303 0396 2 --
304 0397 2
305 0398 2 MAP
306 0399 2 data : REF VECTOR,
307 0400 2 flags : REF $BBLOCK;
308 0401 2
309 0402 2 REGISTER
310 0403 2 locked : REF $BBLOCK,      ! Pointer to locked page
311 0404 2 scratch : REF $BBLOCK,    ! Pointer to scratch area
312 0405 2 pcb : REF $BBLOCK,       ! Pointer to PCB
313 0406 2 null,                    ! Null process PCB address
314 0407 2 pix;                      ! Process index
315 0408 2
316 0409 2
317 0410 2 ! The first page of the scratch area is locked, so that it can be accessed at
318 0411 2 ! elevated IPL. This locked portion will be a temporary storage place for
319 0412 2 ! information about one process at a time. The remainder of the scratch area
320 0413 2 ! will contain information on the processes which are to be displayed.
321 0414 2 ! Set up these areas so that they can be addressed easily.
322 0415 2
323 0416 2 locked = .data[0];        ! Point to locked area
324 0417 2 scratch = .data[0] + d$l_length; ! Scratch area is just beyond
325 0418 2                                ! the locked data
326 0419 2
327 0420 2 null = pcb = .sch$gl_pcbvec[0]; ! Save address of NULL PCB
328 0421 2
329 0422 2 INCR pix FROM 0 TO .sch$gl_maxpix
330 0423 2 DO
331 0424 2 BEGIN
332 0425 2 SET_IPL(IPL$ SYNCH);      ! Raise IPL
333 0426 2 IF .pix EQL 0
334 0427 2 OR (pcb = .sch$gl_pcbvec[.pix]) NEQ .null
335 0428 2 THEN
336 0429 2 BEGIN
337 0430 2 locked[d$l_pid] = .pcb[pcb$l_epid]; ! Use the extended pid
338 0431 2 locked[d$l_owner] = .pcb[pcb$l_owner];
339 0432 2 locked[d$l_uic] = .pcb[pcb$l_uic];
340 0433 2 locked[d$l_state] = .pcb[pcb$w_state];
341 0434 2 locked[d$l_pri] = .pcb[pcb$b_pri];
342 0435 2 locked[d$l_pgcnt] = .pcb[pcb$w_ppgcnt] + .pcb[pcb$w_gpgcnt];
343 0436 2 locked[d$l_lef] = .pcb[pcb$l_efwm];
```

```

344 0437 5 IF (locked[d$l_sts] = .pcb[pcb$l_sts])
345 0438 4 THEN
346 0439 5 BEGIN
347 0440 5 locked[d$l_iocnt] = .SBBLOCK[.pcb[pcb$l_phd], phd$l_diocnt] +
348 0441 5 .SBBLOCK[.pcb[pcb$l_phd], phd$l_biocnt];
349 0442 5 locked[d$l_pflts] = .SBBLOCK[.pcb[pcb$l_phd], phd$l_pageflts];
350 0443 5 locked[d$l_cputim] = .SBBLOCK[.pcb[pcb$l_phd], phd$l_cputim];
351 0444 4 END;
352 0445 4 CH$MOVE(pcb$s_lname,
353 0446 4 pcb[pcb$l_name],
354 0447 4 locked[d$l_name]);
355 0448 4 SET_IPL(0);
356 0449 4
357 0450 4 IF .flags[sys$v_proc]
358 0451 5 OR (.flags[sys$v_subp] AND .locked[d$l_owner] NEQ 0)
359 0452 5 OR (.flags[sys$v_batch] AND .SBBLOCK[locked[d$l_sts], d$v_batch])
360 0453 5 OR (.flags[sys$v_net] AND .SBBLOCK[locked[d$l_sfs], d$v_netrk])
361 0454 4 THEN scratch = CR$MOVE(d$k_length, .locked, .scratch);
362 0455 3 END;
363 0456 3
364 0457 3 SET_IPL(0);
365 0458 2 END;
366 0459 2 RETURN 1;
367 0460 2 ! Return
368 0461 1 END; ! End of GET_DATA

```

00110 LOCK_START:
.BLKB 0

OFFC 00000 GET_DATA:

					.WORD	Save R2,R3,R4,R5,R6,R7,R8,R9,R10,R11	: 0381		
		56	04	BC	D0	00002	MOVL @DATA, LOCKED	: 0416	
57	04	BC	00000040	8F	C1	00006	ADDL3 #64, @DATA, SCRATCH	: 0417	
		58	00000000G	00	D0	0000F	MOVL SCH\$GL_PCBVEC, R11	: 0420	
		58		6B	D0	00016	MOVL (R11), PCB		
		59		58	D0	00019	MOVL PCB, NULL		
		5A		01	CE	0001C	MNEGL #1, PIX	: 0422	
				0092	31	0001F	BRW 8\$		
		12		08	DA	00022	1\$: MTPR #8, #18	: 0425	
				5A	D5	00025	TSTL PIX	: 0426	
				09	13	00027	BEQL 2\$		
		58		6B4A	D0	00029	MOVL (R11)[PIX], PCB	: 0427	
		59		58	D1	0002D	CMPL PCB, NULL		
				7F	13	00030	BEQL 7\$		
		66		64	A8	00032	2\$: MOVL 100(PCB), (LOCKED)	: 0430	
	04	A6		1C	A8	00036	MOVL 28(PCB), 4(LOCKED)	: 0431	
	28	A6	00BC	C8	D0	0003B	MOVL 188(PCB), 40(LOCKED)	: 0432	
	0C	A6		2C	A8	3C	00041	MOVZWL 44(PCB), 12(LOCKED)	: 0433
	10	A6		0B	A8	9A	00046	MOVZBL 11(PCB), 16(LOCKED)	: 0434
		50		36	A8	3C	0004B	MOVZWL 54(PCB), R0	: 0435
		51		34	A8	3C	0004F	MOVZWL 52(PCB), R1	
20	A6	50		51	C1	00053	ADDL3 R1, R0, 32(LOCKED)		
		2C	A6	4C	A8	D0	00058	MOVL 76(PCB), 44(LOCKED)	: 0436

		50	24	A8	D0	0005D	MOVL	36(PCB), R0	: 0437
	24	A6		50	D0	00061	MOVL	R0, 36(LOCKED)	:
		15		50	E9	00065	BLBC	R0, 3\$:
		50	6C	A8	D0	00068	MOVL	108(PCB), R0	: 0440
14	A6	54		A0	C1	0006C	ADDL3	88(R0), 84(R0), 20(LOCKED)	: 0441
		1C		A0	D0	00073	MOVL	76(R0), 28(LOCKED)	: 0442
		18		A0	D0	00078	MOVL	56(R0), 24(LOCKED)	: 0443
30	A6	70		10	28	0007D	3\$: MOVC3	#16, 112(PCB), 48(LOCKED)	: 0447
				00	DA	00083	MTPR	#0, #18	: 0448
		1E	08	BC	E8	00086	BLBS	@FLAGS, 6\$: 0450
	05	08		01	E1	0008A	BBC	#1, @FLAGS, 4\$: 0451
			04	A6	D5	0008F	TSTL	4(LOCKED)	:
				14	12	00092	BNEQ	6\$:
	05	08		03	E1	00094	4\$: BBC	#3, @FLAGS, 5\$: 0452
	0A	25		06	E0	00099	BBS	#6, 37(LOCKED), 6\$:
	0E	08		02	E1	0009E	5\$: BBC	#2, @FLAGS, 7\$: 0453
	09	26		05	E1	000A3	BBC	#5, 38(LOCKED), 7\$:
	67		0040	8F	28	000A8	6\$: MOVC3	#64, (LOCKED), (SCRATCH)	: 0454
				53	D0	000AE	MOVL	R3, SCRATCH	:
				00	DA	000B1	7\$: MTPR	#0, #18	: 0457
FF64				00	F1	000B4	8\$: ACBL	SCH\$GL_MAXPIX, #1, PIX, 1\$: 0422
	SA	01	00000000G	01	D0	000BE	MOVL	#1, R0	: 0460
		50		04	00GC1		RET		: 0461

: Routine Size: 194 bytes, Routine Base: \$CODE\$ + 0110

: 369 0462 1 OWN lock_end : VECTOR[0] PSECT (\$CODE\$); ! End of locked code

```
371 0463 1 ROUTINE print_data (data,flags) : NOVALUE =
372 0464 2 BEGIN
373 0465 2
374 0466 2 |---
375 0467 2
376 0468 2 This routine prints the data contained in DATA, the scratch area
377 0469 2
378 0470 2 Inputs
379 0471 2 DATA -- scratch area, contains the process information (didn't I
380 0472 2 just say that?)
381 0473 2
382 0474 2 FLAGS -- contains the bits set for the qualifiers. It is specifically
383 0475 2 used in this routine to determine if the /FULL qualifier is
384 0476 2 set.
385 0477 2
386 0478 2 Outputs
387 0479 2 The process data is printed.
388 0480 2
389 0481 2 --
390 0482 2 MAP
391 0483 2 data : REF VECTOR,
392 0484 2 flags: REF $BBLOCK;
393 0485 2
394 0486 2 LOCAL
395 0487 2 scratch : REF $BBLOCK,           | Pointer to scratch area
396 0488 2 status,                          | General status
397 0489 2 time : VECTOR[2],                 | Place to put system time
398 0490 2 desc : VECTOR[2],                 | Descriptor for $FAOL
399 0491 2 proctim : VECTOR[4],              | Storage area for process time
400 0492 2 arglist : VECTOR[4],              | Argument list for $FAOL
401 0493 2 sysnodebuf : VECTOR[16, BYTE],    | 16 byte buffer to receive system node
402 0494 2 desc_sysnode: $BBLOCK[DSC($C_S_BLN), | String descriptor pointing to
403 0495 2 sysnodebuf
404 0496 2
405 0497 2 trnlmlst : $ITMLST_DECL (ITEMS = 1); | Item list for translating system
406 0498 2 node. [vms.lib]utldef.b32
407 0499 2
408 0500 2 ! Set up string descriptor to find the logical name system table
409 0501 2
410 0502 2 sd ('LNMSYSTEM');
411 0503 2
412 0504 2
413 0505 2 ! Set up the scratch area, which contains all the data about the processes.
414 0506 2 The data is located beyond the locked segment.
415 0507 2
416 0508 2 scratch = .data[0] + d$K_length;           ! Process data begins here.
417 0509 2
418 0510 2
419 0511 2 ! If there is no data in the scratch area, then simply return.
420 0512 2
421 0513 2 IF .scratch[d$l_pid] EQL 0
422 0514 2 THEN RETURN;
423 0515 2
424 0516 2
425 0517 2 ! Determine the time the system has been up. This is done using the
426 0518 2 value of EXE$GL_ABSTIM, multiplying it by the right constant and
427 0519 2 handing it to $ASCTIM.
```



```

428      0520      2      !
429      0521      2      EMUL(%REF(.exe$gl_abstim), %REF(-10000000), %REF(0), time); ! Get the uptime
430      0522      2      desc[0] = d$length; ! Set up a descriptor pointing
431      0523      2      desc[1] = .dafa[0]; ! to the locked (scratch) area
432      0524      2      IF NOT (status = $ASCTIM(TIMADR = time, ! Convert the uptime
433      0525      2      ! TIMBUF = desc, ! to ASCII, storing here,
434      0526      2      ! TIMLEN = desc, ! put length here,
435      0527      2      ! CVTFLG = 0)) ! and give full date and time
436      0528      2      THEN
437      0529      2      BEGIN
438      0530      2      SIGNAL(.status);
439      0531      2      RETURN;
440      0532      2      END;
441      0533      2
442      0534      2      ! Initialize the descriptor for system node.
443      0535      2
444      0536      2      desc_sysnode = 16; ! Address of space containing
445      0537      2      desc_sysnode[dsc$a_pointer] = sysnodebuf; ! system node
446      0538      2
447      0539      2      ! Initialize item list used to find system node
448      0540      2
449      0541      2      $ITMLST_INIT (ITMLST = trnlmlst, ! Pre-declared address for item list
450      0542      2      (ITMCOB = LNMS_STRING, ! Logical name translation string
451      0543      2      ! is to be obtained
452      0544      2      ! BUFADR = sysnodebuf, ! Address to put system node
453      0545      2      ! BUFSIZ = 16, ! Length of BUFADR
454      0546      2      ! RETLEN = desc_sysnode) ! Length of returned node
455      0547      2      );
456      0548      2
457      0549      2      ! Get system node. Documented in Specification for VMS Logical Name Extension
458      0550      2
459      0551      2      IF NOT (status = $STRNLNM
460      0552      2      (ATTR = %REF(lnm$m_case_blind), ! Letter case makes no difference
461      0553      2      TABNAM = SD_LNMS$SYSTEM, ! Logical name table to be searched
462      0554      2      LOGNAM = $DESCRIPTOR('SYS$NODE'), ! What to translate
463      0555      2      ACMODE = %REF(PSL$C_EXEC), ! Access mode to use
464      0556      2      ITMLST = trnlmlst ! Predefined item list
465      0557      2      )
466      0558      2      )
467      0559      2      THEN desc_sysnode[dsc$w_length] = 0
468      0560      2      ELSE
469      0561      2
470      0562      2      ! Strip leading underscore and trailing colons, if either, from node name
471      0563      2
472      0564      2      BEGIN
473      0565      2      IF .sysnodebuf[0] EQL '_'
474      0566      2      THEN
475      0567      2      BEGIN
476      0568      2      desc_sysnode[dsc$w_length] = .desc_sysnode[dsc$w_length] - 1;
477      0569      2      desc_sysnode[dsc$a_pointer] = .desc_sysnode[dsc$a_pointer] + 1;
478      0570      2      END;
479      0571      2
480      0572      2      INCRU I FROM 0 TO 1
481      0573      2      DO IF NOT CH$FAIL(CH$FIND_CH(.desc_sysnode[dsc$w_length],
482      0574      2      .desc_sysnode[dsc$a_pointer], ':'))
483      0575      2      THEN desc_sysnode[dsc$w_length] = .desc_sysnode[dsc$w_length] - 1;
484      0576      2      END;

```

```

485 0577 2 :
486 0578 2 : Set up the $FAOL parameter list, with the addresses of the descriptors of
487 0579 2 : the system version, the system node name, and the uptime.
488 0580 2 :
489 0581 2 :
490 0582 2 arglist[0] = UPLIT(4, sys$gq_version);      ! Version number is 4 bytes
491 0583 2 arglist[1] = desc_sysnode;                ! System node name string desc
492 0584 2 arglist[2] = 0;                        ! Zero to get current date
493 0585 2 arglist[3] = desc;                       ! Uptime string desc
494 0586 2 desc[0] = .desc[0] - 3;                 ! Get rid of trailing ".00"
495 0587 2 :
496 0588 2 :
497 0589 2 : Now format and print the header lines.
498 0590 2 :
499 0591 2 show$write_line(%ASCID 'VAX/VMS !AS on node !AS !%D Uptime !AS',
500 0592 2   arglist,
501 0593 2   %ASCID '  Pid   Process Name   State Pri    I/O     CPU    Page flts Ph.Mem',
502 0594 2   0);
503 0595 2 :
504 0596 2 :
505 0597 2 : Loop thru the scratch area, formatting and outputting the data one process
506 0598 2 : at a time. The data block for each process is set up in as an ordered
507 0599 2 : sequence of longwords, in the order of the arguments to $FAOL, so that the
508 0600 2 : data block itself can be used as the parameter list to $FAOL. All that is
509 0601 2 : required is some minor fixup.
510 0602 2 :
511 0603 2 WHILE .scratch[d$l_pid] NEQ 0                ! Loop thru all processes
512 0604 2 DO
513 0605 2   BEGIN
514 0606 2 :
515 0607 2 : Get the state.
516 0608 2 :
517 0609 2   IF .scratch[d$l_state] GEQ sch$c_colpg
518 0610 2   AND .scratch[d$l_state] LEQ sch$c_cur
519 0611 2   THEN
520 0612 2     BEGIN
521 0613 2     IF .scratch[d$l_state] EQL sch$c_mwait
522 0614 2     AND .scratch[d$l_lef] GEQ 0
523 0615 2     THEN
524 0616 2       BEGIN
525 0617 2       IF .scratch[d$l_lef] GEQ 1
526 0618 2       AND .scratch[d$l_lef] LEQ rsn_cnt
527 0619 2       THEN scratch[d$l_state] = .rsn_table[.scratch[d$l_lef] - 1]
528 0620 2       ELSE scratch[d$l_state] = cstring('RWUNK');
529 0621 2       END
530 0622 2     ELSE scratch[d$l_state] = .state_table[.scratch[d$l_state] - 1];
531 0623 2     END
532 0624 2   ELSE scratch[d$l_state] = cstring('UNK');
533 0625 2 :
534 0626 2 :
535 0627 2 : If the owner field is not empty, then the process is a subprocess;
536 0628 2 : otherwise, check the status bits for a network or batch process.
537 0629 2 :
538 0630 2   status = .scratch[d$l_sts];                ! Save the status
539 0631 2   IF .scratch[d$l_owner] NEQ 0
540 0632 2   THEN scratch[d$l_sts] = cstring('S')
541 0633 2   ELSE IF .$BLOCK[scratch[d$l_sts], d$v_netwrk]

```

```

542 0634 THEN scratch[d$l_sts] = cstring('N')
543 0635 ELSE IF .SBBLOCK[scratch[d$l_sts], d$v_batch]
544 0636 THEN scratch[d$l_sts] = cstring('B')
545 0637 ELSE scratch[d$l_sts] = cstring(' ');
546 0638
547 0639
548 0640 Convert the priority from the internal format to the external format.
549 0641
550 0642 scratch[d$l_pri] = 31 - .scratch[d$l_pri];
551 0643
552 0644
553 0645 The process name string should be converted from the counted string
554 0646 format used in the PCB to a length/address descriptor, so that $FA0
555 0647 can print non-alphanumerics as periods. To do this, use the OWNER
556 0648 field in the scratch area as the count, and point to the beginning
557 0649 of the saved string, instead of the count.
558 0650
559 0651 scratch[d$l_owner] = .scratch[d$t_name];
560 0652 scratch[d$a_name] = scratch[d$t_name] + 1;
561 0653
562 0654
563 0655 Multiply the CPU time for the process by -100000, setting it up for
564 0656 conversion into ASCII form.
565 0657
566 0658 IF .status
567 0659 THEN
568 0660 BEGIN
569 0661 EMUL(scratch[d$l_cputim], %REF(-100000), %REF(0), time);
570 0662 desc[0] = 16;
571 0663 desc[1] = proctim;
572 0664 ! Desc will contain the address
573 0665 ! of where the actual time is.
574 P 0666 IF NOT (status = $ASCTIM(TIMADR = time,
575 P 0667 TIMBUF = desc,
576 0668 TIMLEN = desc,
577 0669 (VTFLG = 0))
578 0670 ! Convert the uptime
579 0671 ! to ASCII, storing here,
580 0672 ! put length here,
581 0673 ! and give full date and time
582 0674 THEN
583 0675 BEGIN
584 0676 SIGNAL(.status);
585 0677 RETURN;
586 0678 ELSE
587 0679 scratch[d$l_cputim] = desc;
588 0680 END;
589 0681
590 0682 Now produce the line of text and output it.
591 0683 IF .status
592 0684 THEN
593 0685 BEGIN
594 0686 IF .flags[sys$v_full]
595 0687 THEN show$write_line(%ASCID '!8XL !15AF !5AC !3UB!9UL!AS !9UL !5UW !AC!/
596 0688 .scratch) !%I',
597 0689 ELSE show$write_line(%ASCID '!8XL !15AF !5AC !3UB!9UL!AS !9UL !5UW !AC',
598 0690 .scratch)
599 0691 END
600 0692 ELSE
601 0693 BEGIN

```

```

: 599      0691 4      IF .flags[sys$V_full]
: 600      0692 4      THEN show$write_line(%ASCID '!8XL !15AF !5AC !3UB!3(+      -- swapped out --      !5UW !
: 601      0693 4      .scratch)
: 602      0694 4      ELSE show$write_line(%ASCID '!8XL !15AF !5AC !3UB!3(+      -- swapped out --      !5UW !
: 603      0695 4      .scratch)
: 604      0696      END;
: 605      0697      |
: 606      0698      | Adjust the scratch pointer to point to the next block of process info.
: 607      0699      |
: 608      0700      |   scratch = .scratch + d$k_length;
: 609      0701      |   END;
: 610      0702      |
: 611      0703      | RETURN;
: 612      0704      | END;

```

! End of PRINT_DATA

													001D2	.BLKB 2					
													001D4	LOCK_END: .BLKB 0					
													.PSECT \$SPLITS,NOWRT,NOEXE,2						
				4D	45	54	53	59	53	24	4D	4E	4C	000D8	P.ABL:	.ASCII	\LM\$SYSTEM\	:	
														000E2		.BLKB	2	:	
														0000000A	P.ABK:	.LONG	10	:	
														00000000'		.ADDRESS	P.ABL	:	
				45	44	4F	4E	24	53	59	53			000EC	P.ABN:	.ASCII	\SYS\$NODE\	:	
														00000008	P.ABM:	.LONG	8	:	
														00000000'		.ADDRESS	P.ABN	:	
														00000004	P.ABO:	.LONG	4	:	
														00000000G		.ADDRESS	SYS\$GQ VERSION	:	
6E	6F	20	20	53	41	21	20	53	4D	56	2F	58	41	56	00104	P.ABQ:	.ASCII	\VAX/VMS !AS on node !AS !%D Uptime !A\	:
20	20	44	25	21	20	53	41	21	20	65	64	6F	6E	20	00113				:
					41	21	20	65	6D	69	74	70	55	20	00122				:
											00	00	00	53	0012C		.ASCII	\S\<0><0><0>	:
															010E0029	P.ABP:	.LONG	17694761	:
															00000000'		.ADDRESS	P.ABQ	:
73	65	63	6F	72	50	20	20	20	20	64	69	50	20	20	00138	P.ABS:	.ASCII	\ Pid Process Name State Pri \	:
65	74	61	74	53	20	20	20	20	20	65	6D	61	4E	20	00147				:
					20	20	20	20	20	69	72	50	20	20	00156				:
20	55	50	43	20	20	20	20	20	20	20	4F	2F	49	20	00160		.ASCII	\ I/O CPU Page flts Ph.Mem\<0>	:
73	74	6C	66	20	65	67	61	50	20	20	20	20	20	20	0016F				:
						00	6D	65	4D	2E	68	50	20		0017E				:
												00	00		00186		.ASCII	<0><0>	:
															010E004D	P.ABR:	.LONG	17694797	:
															00000000'		.ADDRESS	P.ABS	:
								4B	4E	55	57	52	05		00190	P.ABT:	.ASCII	<5>\RWUNK\	:
										4B	4E	55	03		00196	P.ABU:	.ASCII	<3>\UNK\	:
												53	01		0019A	P.ABV:	.ASCII	<1>\S\	:
												4E	01		0019C	P.ABW:	.ASCII	<1>\N\	:
												42	01		0019E	P.ABX:	.ASCII	<1>\B\	:
												20	01		001A0	P.ABY:	.ASCII	<1>\ \	:
															001A2		.BLKB	2	:
43	41	35	21	20	46	41	35	31	21	20	4C	58	38	21	001A4	P.ACA:	.ASCII	\!8XL !15AF !5AC !3UB!9UL!AS !9UL !5UW \	:
21	20	53	41	21	4C	55	39	21	42	55	33	21	20	20	001B3				:
					20	57	55	35	21	20	20	4C	55	39	001C2				:

SHOWSYSTEM
V04-000

L 15
16-Sep-1984 01:22:08 VAX-11 Bliss-32 V4.0-742
14-Sep-1984 12:09:48 [CLIUTL.SRC]SHOWSYS.B32;1

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```

20 20 20 20 20 20 20 20 20 2F 21 43 41 21 20 001CC .ASCII \ !AC!/ !%I\<0><0>
00 00 49 25 21 001DB
010E003A 001E0 P.ABZ: .LONG 17694778
00000000 001E4 .ADDRESS P.ACA
43 41 35 21 20 46 41 35 31 21 20 4C 58 38 21 001E8 P.ACC: .ASCII \!8XL !15AF !5AC !3UB!9UL!AS !9UL !5UW \
21 20 53 41 21 4C 55 39 21 42 55 33 21 20 20 001F7
20 20 20 20 20 20 57 55 35 21 20 20 4C 55 39 00206
43 41 35 21 20 46 41 35 31 21 20 4C 58 38 21 00210
20 20 20 20 29 2B 28 33 21 42 55 33 21 20 20 00214 P.ACB: .ASCII \ !AC\
61 77 73 20 20 2D 2D 20 20 20 00218 P.ACB: .LONG 17694764
20 20 20 20 20 20 74 75 6F 20 20 64 65 70 70 0021C P.ACE: .ADDRESS P.ACC
21 20 20 57 55 35 21 20 20 20 20 20 20 20 20 00218 P.ACE: .ASCII \!8XL !15AF !5AC !3UB!3(+ -- swa\
20 20 20 20 20 20 74 75 6F 20 20 64 65 70 70 0022B
21 20 20 57 55 35 21 20 20 20 20 20 20 20 20 0023A
20 20 20 20 20 20 74 75 6F 20 20 64 65 70 70 00244 .ASCII \pped out -- !5UW !AC!/ \
21 20 20 57 55 35 21 20 20 20 20 20 20 20 20 00253
20 20 20 20 20 20 74 75 6F 20 20 64 65 70 70 00262
21 20 20 57 55 35 21 20 20 20 20 20 20 20 20 0026C
010E0056 00274 P.ACD: .ASCII \ !%I\<0><0>
00000000 00278 P.ACD: .LONG 17694806
43 41 35 21 20 46 41 35 31 21 20 4C 58 38 21 0027C P.ACG: .ADDRESS P.ACE
20 20 20 20 29 2B 28 33 21 42 55 33 21 20 20 0027C P.ACG: .ASCII \!8XL !15AF !5AC !3UB!3(+ -- swa\
61 77 73 20 20 2D 2D 20 20 20 0028B
20 20 20 20 20 20 74 75 6F 20 20 64 65 70 70 0029A
21 20 20 57 55 35 21 20 20 20 20 20 20 20 20 002A4 .ASCII \pped out -- !5UW !AC\
002B3
002C2
010E0048 002C4 P.ACF: .LONG 17694792
00000000 002C8 P.ACF: .ADDRESS P.ACG

```

```

SD_LNM$SYSTEM= P.ABK
.EXTRN SYSSASCTIM, SYS$TRNLNM
.PSECT $CODE$,NOWRT,2

```

007C 0000 PRINT_DATA:

```

56 00000000G 00 9E 00002 .WORD Save R2,R3,R4,R5,R6 : 0463
55 00000000G 00 9E 00009 MOVAB SHOW$WRITE_LINE, R6
5E A0 AE 9E 00010 MOVAB SYSSASCTIM, R5
52 04 BC 0000040 8F C1 00014 MOVAB -96(SP), SP : 0508
62 D5 0001D ADDL3 #64, @DATA, SCRATCH : 0513
01 12 0001F TSTL (SCRATCH)
04 00021 BNEQ 1$
58 AE 00 FF676980 8F 00000000G 00 7A 00022 1$: EMUL EXE$GL ABSTIM, #-10000000, #0, TIME : 0521
50 AE 40 8F 9A 00030 MOVZBL #64, DESC : 0522
54 AE 04 BC D0 00035 MOVL @DATA, DESC+4 : 0523
7E D4 0003A CLRL -(SP) : 0527
5C AE 9F 0003C PUSHAB TIME
58 AE 9F 0003F PUSHAB DESC
5C AE 9F 00042 PUSHAB DESC
65 04 FB 00045 CALLS #4, SYSSASCTIM
54 50 D0 00048 MOVL R0, STATUS
03 54 E8 0004B BLBS STATUS, 2$
18 AE 014B 31 0004E BRW 19$
1C AE 10 D0 00051 2$: MOVL #16, DESC SYSNODE : 0536
50 08 AE 9E 00055 MOVAB SYSNODEBUF, DESC SYSNODE+4 : 0537
80 0002001D 8F D0 0005E MOVAB TRNLNMLST, $$ITMBLKPTR : 0547
MOVL #131088, ($$ITMBLKPTR)+

```

	80	20	AE	9E	00065	MOVAB	SYSNODEBUF, (\$\$ITMBLKPTR)+		
	80	18	AE	9E	00069	MOVAB	DESC_SYSNODE, (\$\$ITMBLKPTR)+		
		08	80	D4	0006D	CLRL	(\$\$ITMBLKPTR)+		
08	AE		AE	9F	0006F	PUSHAB	TRNLNMLST		0557
		08	01	D0	00072	MOVL	#1, 8(SP)		
		0000'	AE	9F	00076	PUSHAB	8(SP)		
		0000'	CF	9F	00079	PUSHAB	P.ABM		
10	AE	02000000	CF	9F	0007D	PUSHAB	SD_LNM\$SYSTEM		
		10	8F	D0	00081	MOVL	#33554432, 16(SP)		
00000000G	00		AE	9F	00089	PUSHAB	16(SP)		
	54		05	FB	0008C	CALLS	#5, SYS\$TRNLNM		
	05		50	D0	00093	MOVL	R0, STATUS		
		18	54	E8	00096	BLBS	STATUS, 3\$		
			AE	B4	00099	CLRW	DESC_SYSNODE		0559
			27	11	0009C	BRB	8\$		
5F	8F	20	AE	91	0009E	3\$:	CMPB	SYSNODEBUF, #95	0565
			06	12	000A3		BNEQ	4\$	
		18	AE	B7	000A5		DECW	DESC_SYSNODE	0568
		1C	AE	D6	000A8		INCL	DESC_SYSNODE+4	0569
			53	D4	000AB	4\$:	CLRL	!	0572
1C	BE	18	AE	3A	000AD	5\$:	LOCC	#58, DESC_SYSNODE, @DESC_SYSNODE+4	0573
			02	12	000B3		BNEQ	6\$	
			51	D4	000B5		CLRL	R1	
			51	D5	000B7	6\$:	TSTL	R1	0574
			03	13	000B9		BEQL	7\$	
		18	AE	B7	000BB		DECW	DESC_SYSNODE	0575
			53	D6	000BE	7\$:	INCL	I	0573
		01	53	D1	000C0		CMPL	I, #1	
			E8	1B	000C3		BLEQU	5\$	
30	AE	0000'	CF	9E	000C5	8\$:	MOVAB	P.ABO, ARGLIST	0582
34	AE	18	AE	9E	000CB		MOVAB	DESC_SYSNODE, ARGLIST+4	0583
		38	AE	D4	000D0		CLRL	ARGLIST+8	0584
3C	AE	50	AE	9E	000D3		MOVAB	DESC, ARGLIST+12	0585
50	AE		03	C2	000D8		SUBL2	#3, DESC	0586
			7E	D4	000DC		CLRL	-(SP)	0591
		0000'	CF	9F	000DE		PUSHAB	P.ABR	0592
		38	AE	9F	000E2		PUSHAB	ARGLIST	0591
		0000'	CF	9F	000E5		PUSHAB	P.ABP	
			04	FB	000E9		CALLS	#4, SHOW\$WRITE_LINE	
		66	62	D5	000EC	9\$:	TSTL	(SCRATCH)	0603
			01	12	000EE		BNEQ	10\$	
			04	000F0			RET		
		51	A2	9E	000F1	10\$:	MOVAB	12(SCRATCH), R1	0609
			61	D5	000F5		TSTL	(R1)	
			35	15	000F7		BLEQ	13\$	
		0E	61	D1	000F9		CMPL	(R1), #14	0610
			30	14	000FC		BGTR	13\$	
		02	61	D1	000FE		CMPL	(R1), #2	0613
			20	12	00101		BNEQ	12\$	
			2C	A2	00103		TSTL	44(SCRATCH)	0614
			1B	19	00106		BLSS	12\$	
			12	15	00108		BLEQ	11\$	0617
		0E	2C	A2	0010A		CMPL	44(SCRATCH), #14	0618
			0C	14	0010E		BGTR	11\$	
		50	2C	A2	00110		MOVL	44(SCRATCH), R0	0619
		61	0000'	CF	40		MOVL	RSN_TABLE-4[R0], (R1)	
			17	11	0011A		BRB	14\$	

			61	0000'	CF	9E	0011C	11\$:	MOVAB	P.ABT, (R1)	0620		
						10	11	00121	BRB	14\$	0613		
			50			61	DO	00123	12\$:	MOVL	(R1), R0	0622	
			61	0000'	CF	40	DO	00126	MOVAB	STATÉ_TABLE-4[R0], (R1)			
						05	11	0012C	BRB	14\$	0609		
			61	0000'	CF	9E	0012E	13\$:	MOVAB	P.ABU, (R1)	0624		
			50	24	A2	9E	00133	14\$:	MOVAB	36(SCRATCH), R0	0630		
			54			60	DO	00137	MOVAB	(R0), STATUS			
				04	A2	D5	0013A		TSTL	4(SCRATCH)	0631		
						07	13	0013D	BEQL	15\$			
			60	0000'	CF	9E	0013F		MOVAB	P.ABV, (R0)	0632		
						1B	11	00144	BRB	18\$			
	07		60	0000'	15	E1	00146	15\$:	BBC	#21, (R0), 16\$	0633		
			60	0000'	CF	9E	0014A		MOVAB	P.ABW, (R0)	0634		
						10	11	0014F	BRB	18\$			
	07		60	0000'	0E	E1	00151	16\$:	BBC	#14, (R0), 17\$	0635		
			60	0000'	CF	9E	00155		MOVAB	P.ABX, (R0)	0636		
						05	11	0015A	BRB	18\$			
			60	0000'	CF	9E	0015C	17\$:	MOVAB	P.ABY, (R0)	0637		
	10	A2	1F	10	A2	C3	00161	18\$:	SUBL3	16(SCRATCH), #31, 16(SCRATCH)	0642		
			04	A2	30	A2	9A	00167	MOVZBL	48(SCRATCH), 4(SCRATCH)	0651		
		08	A2	31	A2	9E	0016C		MOVAB	49(R2), 8(SCRATCH)	0652		
			4F	54	E9	00171			BLBC	STATUS, 22\$	0658		
58	AE		00	FFFE7960	8F	18	A2	7A	00174	EMUL	24(SCRATCH), #-100000, #0, TIME	0661	
					50	AE	10	DO	0017F	MOVL	#16, DESC	0662	
					54	AE	40	AE	9E	00183	MOVAB	PROCTIM, DESC+4	0663
						7E	D4	00188	CLRL	-(SP)	0668		
						5C	AE	9F	0018A	PUSHAB	TIME		
						58	AE	9F	0018D	PUSHAB	DESC		
						5C	AE	9F	00190	PUSHAB	DESC		
			65			04	FB	00193	CALLS	#4, SYSSASCTIM			
			54			50	DO	00196	MOVL	R0, STATUS			
			0A			54	E8	00199	BLBS	STATUS, 20\$			
						54	DD	0019C	19\$:	PUSHL	STATUS	0671	
		00000000G	00			01	FB	0019E	CALLS	#1, LIBSSIGNAL			
						04	001A5		RET		0670		
			18	A2		50	AE	9E	001A6	20\$:	MOVAB	DESC, 24(SCRATCH)	0675
						54	E9	001AB	BLBC	STATUS, 22\$	0680		
	08	08	BC			04	E1	001AE	BBC	#4, @FLAGS, 21\$	0683		
						52	DD	001B3	PUSHL	SCRATCH	0685		
						0000'	CF	9F	001B5	PUSHAB	P.ABZ	0684	
						1B	11	001B9	BRB	24\$			
						52	DD	001BB	21\$:	PUSHL	SCRATCH	0687	
						0000'	CF	9F	001BD	PUSHAB	P.ACB	0686	
						13	11	001C1	BRB	24\$			
	08	08	BC			04	E1	001C3	22\$:	BBC	#4, @FLAGS, 23\$	0691	
						52	DD	001C8	PUSHL	SCRATCH	0693		
						0000'	CF	9F	001CA	PUSHAB	P.ACD	0692	
						06	11	001CE	BRB	24\$			
						52	DD	001DC	23\$:	PUSHL	SCRATCH	0695	
						0000'	CF	9F	001D2	PUSHAB	P.ACF	0694	
			66			02	FB	001D6	24\$:	CALLS	#2, SHOWSWRITE LINE	0700	
			52	40	A2	9E	001D9		MOVAB	64(R2), SCRATCH	0603		
						FF0C	31	001DD	BRW	9\$	0704		
						04	001E0		RET				

; Routine Size: 481 bytes, Routine Base: \$CODE\$ + 01D4

SHOWSYSTEM
V04-000

Ø 16
16-Sep-1984 01:22:08
14-Sep-1984 12:09:48

VAX-11 Bliss-32 V4.0-742
[CLIUTL.SRC]SHOWSYS.B32;1

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SHOWSYSTEM
V04-000

C 16
16-Sep-1984 01:22:08
14-Sep-1984 12:09:48

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[CLIUTL.SRC]SHOWSYS.B32;1

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: 614 0705 1 END
: 615 0706 0 ELUDOM

.EXTRN LIB\$SIGNAL, LIB\$STOP

PSECT SUMMARY

Name	Bytes	Attributes
\$SPLITS	716 NOVEC,NOWRT, RD ,NOEXE,NOSHR,	LCL, REL, CON,NOPIC,ALIGN(2)
\$OWNS	112 NOVEC, WRT, RD ,NOEXE,NOSHR,	LCL, REL, CON,NOPIC,ALIGN(2)
\$CODES	949 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]LIB.L32;1	18619	62	0	1000	00:01.9

COMMAND QUALIFIERS

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

: Size: 947 code + 830 data bytes
: Run Time: 00:22.7
: Elapsed Time: 01:14.4
: Lines/CPU Min: 1862
: Lexemes/CPU-Min: 23509
: Memory Used: 204 pages
: Compilation Complete

This image displays a grid of 100 terminal window screenshots, arranged in 10 rows and 10 columns. Each window shows a different system utility or diagnostic tool. The most prominent titles visible are:

- SHOWTERM LIS (top right)
- SHOWMISC LIS (middle left)
- SHOWPROC LIS (middle center)
- SHOWSYS LIS (middle right)
- SHOWMAIN LIS (lower middle left)
- SHOWMSCP LIS (lower middle center)
- SHOWMSG LIS (bottom center)
- SHOWQUE LIS (bottom right)

The screenshots show various data tables, command prompts, and system status information, typical of a VAX/VMS environment. The text is small and dense, characteristic of a terminal display.