



```

CCCCCCCC 000000 NN NN VV VV DDDDDDDD EEEEEEEEE FFFFFFFF
CCCCCCCC 000000 NN NN VV VV DDDDDDDD EEEEEEEEE FFFFFFFF
CC        00      00 NN NN VV VV DD      DD EE          FF
CC        00      00 NN NN VV VV DD      DD EE          FF
CC        00      00 NNNN NN VV VV DD      DD EE          FF
CC        00      00 NNNN NN VV VV DD      DD EE          FF
CC        00      00 NN NN NN VV VV DD      DD EEEEEEEE FFFFFFFF
CC        00      00 NN NN NN VV VV DD      DD EEEEEEEE FFFFFFFF
CC        00      00 NN NN NN VV VV DD      DD EE          FF
CC        00      00 NN NN NN VV VV DD      DD EE          FF
CC        00      00 NN NN NN VV VV DD      DD EE          FF
CC        00      00 NN NN NN VV VV DD      DD EE          FF
CC        00      00 NN NN NN VV VV DD      DD EE          FF
CCCCCCCC 000000 NN NN VV VV DDDDDDDD EEEEEEEEE FFFFFFFF
CCCCCCCC 000000 NN NN VV VV DDDDDDDD EEEEEEEEE FFFFFFFF

```

```

MM      MM DDDDDDDD LL
MM      MM DDDDDDDD LL
MMMM   MMM DDD      DD LL
MMMM   MMM DDD      DD LL
MM  MM  MM DDD      DD LL
MM  MM  MM DDD      DD LL
MM      MM DDD      DD LL
MM      MM DDD      DD LL
MM      MM DDD      DD LL
MM      MM DDD      DD LL
MM      MM DDD      DD LL
MM      MM DDD      DD LL
MM      MM DDDDDDDD LLLLLLLLLL
MM      MM DDDDDDDD LLLLLLLLLL

```

```

....
....
....
....

```



## VAX-11 CONVERT

CONVERT control structure definitions

Created by:

Keith Thompson

June-1981

Modified by:

V03-004 JWT0185 Jim Teague 29-Jun-1984  
 Add flags necessary to keep track of context for  
 FTN --> STM conversion.

V03-003 KBT0386 Keith B. Thompson 27-Oct-1982  
 Add ctx\$w\_free and remove conv\$w\_recl

V03-002 KBT0372 Keith B. Thompson 20-Oct-1982  
 Reorganize flags for user definitions

V03-001 KBT0356 Keith B. Thompson 6-Oct-1982  
 Merge the convert and reclaim definitions into one  
 context block

## CONVERT flag control bytes

The first 16 bits are user defined flags, the second 16 are internal

## \$STRUCT

## CONV

```

F USER,W      : User flags
V < M
SIGNAL        : Signal errors
FDL_STRING    : The fdl spec. is a fdl string not a file name
>
F INTERNAL,W  : Internal flags
V < M
IN            : Input file open
OUT           : Output file
EXC           : Exception file
SOR           : Sort file
RFA           : Rfa file
SORTINIT      : Sort has been initialized
PROLOG        : The prologue option has been specified
MAPFTN,2      : 1: FTN -> PRN, 2: FTN -> STM, 3: PRN -> FTN
LAST_CR       : Did last record end with <CR>? (for FTN -> STM)
FIRST_REC     : Is this first record in FTN -> STM conversion?
>

```

E

CONVERT fast load and RECLAIM contex block definitions

NOTE: The address of the buffer and the VBN of the bucket

in the buffer must be in consecutive longwords.

```

$STRUCT      CTX
F CTRL,B      : Control bytes
V <M
FST           : First record in index
STATUS       : Status
RDY          : Bucket ready
DBF          : Double buffering flag
DBX          : Double buffering contex, bucket 0 - 1
VBN,2        : Bucket VBN size
>
F AREA,B      : Area of bucket
F LEVEL,B     : Level of bucket
F ,B         : Spare
F CURRENT_BUFFER,L : Pointer to current buffer
F CURRENT_VBN,L : VBN of current bucket
F END,L       : Pointer to end of current bucket
F PTO,L       : Pointer to bucket 0
F EN0,L       : pointer to end of bucket 0
F PT1,L       : Pointer to bucket 1
F EN1,L       : pointer to end of bucket 1
F SIZ,L       : Size in bytes of the bucket, has to be longword
F FIRST_VBN,L : First VBN in chain

```

CONVERT specific definitions

```

F FREE,W      : Amount of freespace available in empty bucket
F SPC,W       : Amount of freespace left in bucket
F USE,W       : Amount of freespace used in bucket
F VSZ,B       : VBN pointer size
F ,B         : Spare
F RCP,L       : Record control pointer
F RDP,L       : Record data pointer
F RCS,W       : Record control size
F RDS,W       : Record data size
F LKP,L       : Last key pointer

```

L BLN\_CONV

RECLAIM specific definitions

```

F PREVIOUS_BUFFER,L : Pointer to previous buffer
F PREVIOUS_VBN,L   : VBN of previous bucket
F LAST_BUFFER      : Pointer to last buffer
F LAST_VBN         : Last VBN in chain
F NEXT_VBN,L       : Next VBN in chain
F SAVE_VBN,L       : Place keeper VBN
F BUCKET_SIZE,W    : Size in bytes of the bucket
F ,W               : Spare

```

L BLN\_RECL

L BLN  
E

; Length of block

