

DDDDDDDDDDDD		CCCCCCCCCCCC	LLL
DDDDDDDDDDDD		CCCCCCCCCCCC	LLL
DDDDDDDDDDDD		CCCCCCCCCCCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDD	DDD	CCC	LLL
DDDDDDDDDDDD		CCCCCCCCCCCC	LLLLLLLLLLLLLLLL
DDDDDDDDDDDD		CCCCCCCCCCCC	LLLLLLLLLLLLLLLL
DDDDDDDDDDDD		CCCCCCCCCCCC	LLLLLLLLLLLLLLLL

```

HH      HH      AAAAAA      NN      NN      DDDDDDDD      LL      FEEEEEEEEEE
HH      4H      AAAAAA      NN      NN      DDDDDDDD      LL      FEEEEEEEEEE
HH      HH      AA      AA      NN      NN      DD      DD      LL      FF
HH      HH      AA      AA      NN      NN      DD      DD      LL      FF
HH      HH      AA      AA      NNNN      NN      DD      DD      LL      FF
HH      HH      AA      AA      NNNN      NN      DD      DD      LL      FF
HH      HH      AA      AA      NN      NN      DD      DD      LL      FEEEEEEEE
HH      HH      AA      AA      NN      NN      DD      DD      LL      FEEEEEEEE
HH      HH      AAAAAAAAAA      NN      NNNN      DD      DD      LL      FF
HH      HH      AAAAAAAAAA      NN      NNNN      DD      DD      LL      FF
HH      HH      AA      AA      NN      NN      DD      DD      LL      FF
HH      HH      AA      AA      NN      NN      DD      DD      LL      FF
HH      HH      AA      AA      NN      NN      DDDDDDDD      LLLLLLLLLL      FEEEEEEEEEE
HH      HH      AA      AA      NN      NN      DDDDDDDD      LLLLLLLLLL      FEEEEEEEEEE

```

```

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
LL      II      SS
LLLLLLLLLLLL      IIIIII      SSSSSSSS
LLLLLLLLLLLL      IIIIII      SSSSSSSS

```

HANDLE
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(11)	1117	COMMAND INTERPRETER CONDITION HANDLER

```

0000 1 .TITLE HANDLE - CONDITION AND CONTROL/Y AST ROUTINES
0000 2 .IDENT 'V04-002'
0000 3
0000 4 *****
0000 5
0000 6 *
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0000 24 *
0000 25 *****
0000 26
0000 27 : CONDITION AND CONTROL Y AST HANDLER ROUTINES
0000 28 :
0000 29 : D. N. CUTLER 29-MAR-77
0000 30 :
0000 31 : MODIFIED BY:
0000 32 :
0000 33 : V04-002 HWS0109 Harold Schultz 14-Sep-1984
0000 34 : Enable the AST error checking code added by HWS0107
0000 35 :
0000 36 : V04-001 HWS0107 Harold Schultz 07-Sep-1984
0000 37 : In the CTRL-Y AST routine, save the AST status. When
0000 38 : reenabling the CTRL-Y AST, save the return status and the
0000 39 : IOSB. Add code to set hangup pending if any error on reenabling
0000 40 : CTRL-Y AST (temporarily branch around error checking code
0000 41 : for now).
0000 42 :
0000 43 : V03-011 HWS0085 Harold Schultz 19-Jul-1984
0000 44 : In the CTRL-T processing, use value of SCSNODE for node
0000 45 : name only if no translation of SYSSNODE.
0000 46 :
0000 47 : V03-010 HWS0048 Harold Schultz 03-Apr-1984
0000 48 : Pass cli table name, if any, to the spawned process.
0000 49 :
0000 50 : V03-010 HWS0047 Harold Schultz 02-Apr-1984
0000 51 : Fix ^T to handle multiple sets of brackets when formatting
0000 52 : the imagename.
0000 53 :
0000 54 : V03-009 HWS0022 Harold Schultz 08-Mar-1984
0000 55 : Don't output '::' on ^T when node name not present
0000 56 :
0000 57 : V03-008 PCG0007 Peter George 08-Feb-1984

```

```
0000 58 : Use $GETSYI to get node name in CTRL/T.  
0000 59 : Use $BRKTHRU instead of $BRDCST.  
0000 60 :  
0000 61 : V03-007 PCG0006 Peter George 18-Nov-1983  
0000 62 : Finish making WAIT command CTRL/Y interruptable.  
0000 63 :  
0000 64 : V03-006 PCG0005 Peter George 28-Sep-1983  
0000 65 : Correctly align the SP when popping a call frame of the stack.  
0000 66 :  
0000 67 : V03-005 PCG0004 Peter George 15-Sep-1983  
0000 68 : Recognize two versions of [LIS] spawn data structure.  
0000 69 :  
0000 70 : V03-004 PCG0003 Peter George 18-Aug-1983  
0000 71 : Make WAIT command CTRL/Y interruptable.  
0000 72 :  
0000 73 : V03-003 PCG0002 Peter George 26-Jun-1983  
0000 74 : Bring LIB$SPAWN callback up to speed with SPAWN command.  
0000 75 : Use event flags more intelligently.  
0000 76 : Restructure logical name callbacks to use new system services.  
0000 77 :  
0000 78 : V03-002 PCG0001 Peter George 28-Dec-1982  
0000 79 : Add DCL$DSBCONTRLY routine.  
0000 80 :  
0000 81 : V03-001 PHL0045 Peter H. Lipman 14-Apr-1982  
0000 82 : Control Y rundown of privileged images delayed until  
0000 83 : command dispatching to allow CONTINUE, SPAWN, and  
0000 84 : ATTACH commands.  
0000 85 :  
0000 86 : Set image privileges to process privileges, saving the  
0000 87 : image privileges to be restored by CONTINUE  
0000 88 :  
0000 89 :---
```

```
0000 91 :  
0000 92 : MACRO LIBRARY CALLS  
0000 93 :  
0000 94 :  
0000 95 PRCDEF : DEFINE PROCESS WORK AREA  
0000 96 WRKDEF : DEFINE COMMAND WORK AREA  
0000 97 SYMDEF : DEFINE TYPES OF SYMBOLS  
0000 98 SPWNDEF : DEFINE SPAWN PARAMETER BLOCK  
0000 99 $BRKDEF : DEFINE BRKTHRU CLASSES  
0000 100 $CLMSGDEF : DEFINE ERROR/STATUS CODES  
0000 101 $CLIDF : DEFINE REQUEST BLOCK FORMATS  
0000 102 $CLISRVDEF : DEFINE CLI SERVICE CODE  
0000 103 $DEVDEF : DEFINE DEVICE CHARACTERISTIC BITS  
0000 104 $IODEF : DEFINE I/O FUNCTION CODES  
0000 105 $LNMDEF : DEFINE LOGICAL NAME CODES  
0000 106 $PSLDEF : DEFINE PROCESSOR STATUS FIELDS  
0000 107 $PPDDEF : PROCESS PERMANENT DEFINITIONS  
0000 108 $RABDEF : DEFINE RAB OFFSETS  
0000 109 $SFDEF : DEFINE CALL FRAME OFFSETS  
0000 110 $SYIDF : DEFINE GETSYI CODES  
0000 111 $$CLITABDEF : DEFINE MAX PROMPT SIZE  
0000 112  
00000000 113 .PSECT DCL$ZCODE, BYTE, RD, NOWRT  
0000 114  
53 53 45 43 4F 52 50 24 4D 4E 4C 00' 0000 115 LNMS$PROCESS:  
0B 0000 116 .ASCIC 'LNMS$PROCESS'
```

```

000C 118 .SBTTL CHANGE MODE TO SUPERVISOR HANDLER
000C 119 :+
000C 120 : DCL$CHANGE_MODE - CHANGE MODE TO SUPERVISOR HANDLER
000C 121 :
000C 122 : THIS ROUTINE IS ENTERED WHEN A CHANGE MODE TO SUPERVISOR INSTRUCTION IS
000C 123 : EXECUTED BY THE RESULT PARSER IN USER MODE OR THE CLI PROPER IN SUPER MODE.
000C 124 :
000C 125 : INPUTS:
000C 126 :
000C 127 : (SP) = CHANGE MODE ARGUMENT
000C 128 : 4(SP) = PC AFTER CHANGE MODE INSTRUCTION
000C 129 : 8(SP) = PSL OF CHANGE MODE INSTRUCTION
000C 130 :
000C 131 : OUTPUTS:
000C 132 :
000C 133 : A CHECK IS MADE TO SEE IF THE
000C 134 : PREVIOUS MODE WAS USER OR SUPERVISOR.
000C 135 :
000C 136 : PREVIOUS MODE USER:
000C 137 :
000C 138 : THIS IS REQUEST FOR SERVICE FROM THE RUNNING IMAGE.
000C 139 : THE REQUEST IS DECODED AND PROCESSED, THE RETURN
000C 140 : IS MADE TO THE POINT OF CALL WITH STATUS OF REQUEST.
000C 141 :
000C 142 : PREVIOUS MODE SUPERVISOR:
000C 143 :
000C 144 : THIS IS RESERVED FOR COMMAND PROCESSING ERRORS.
000C 145 : -
000C 146 :
000C 147 DCL$CHANGE_MODE:: ;HANDLE CHANGE MODE TO SUPERVISOR
03 08 AE 18 E0 000C 148 BBS #PSL$V_CURMOD,8(SP),10$ ;BR IF CHANGE MODE FROM USER
0011 149
0011 150 :
0011 151 : CHANGE MODE FROM SUPER
0011 152 :
0011 153 :
FFEC' 31 0011 154 BRW DCL$RESTART ;*** NYI ***
0014 155
0014 156 :
0014 157 : BUILD A FRAME THAT LOOKS LIKE AN AST FRAME, EXCEPT THAT IN PLACE OF
0014 158 : THE SAVE R1 IS THE CHANGE MODE ARGUMENT, AND ZERO FOR SAVED R0 AND
0014 159 : THE AST ARGUMENT.
0014 160 :
0014 161 :
FFE9' 30 0014 162 10$: BSBW CLIS$GET_PRC ;GET ADDRESS OF CLI PROCESS WORK AREA
7E 7C 0017 163 CLRQ -(SP) ;DUMMY SAVED R0 AND AST ARGUMENT
05 DD 0019 164 PUSHL #5 ;NUMBER OF ARGUMENTS IN AST ROUTINE
32'AF 6E FA 001B 165 CALLG (SP),B^30$ ;CREATE A CALL FRAME IN SUPER MODE
5E 10 C0 001F 166 ADDL #<4+4>,SP ;CLEAR ARGUMENTS AND ARG COUNT
50 D5 0022 167 TSTL R0 ;INTERNAL ERROR?
08 14 0024 168 BGTR 20$ ;BR IF NO
50 50 CE 0026 169 MNEGL R0,R0 ;MAKE POSITIVE
50 E000 8F A8 0029 170 BISW #^XE000,R0 ;INCLUDE SUBSYSTEM AND PRIVATE
50 50 04 C4 002E 171 MULL #4,R0 ;SCALE TO PROPER PLACE
0031 172 20$: REI ;RETURN TO USER
0032 173
0000 0032 174 30$: .WORD 0 ;REGISTERS SAVED BY RESULT PARSER

```

```

0034 175      CASE 12(AP),-      ;DECODE USER REQUEST
0034 176      LIMIT = #CLISK_PAUSE,- ;LOW LIMIT OF REQUEST
0034 177      TYPE = W,<-      ;CASE ON 16 BIT VALUE
0034 178      PAUSE,-      ;REQUEST IS PAUSE
0034 179      DEFLOC,-      ; DEFINE IN LOCAL TABLE
0034 180      DEFGBL,-      ; DEFINE IN GLOBAL TABLE
0034 181      CHAIN,-      ;IMAGE TO LATER INVOKE
0034 182      COMMAND,-      ;COMMAND LINE TO LATER PROCESS
0034 183      CREALOG,-      ;CREATE PROCESS LOGICAL NAME
0034 184      DELELOG,-      ;DELETE PROCESS LOGICAL NAME
0034 185      DISACTRLY,-      ;DISABLE CONTROL Y
0034 186      ENABCTRLY,-      ;RE-ENABLE CONTROL Y
0034 187      GETSYM,-      ; GET A SYMBOL VALUE
0034 188      DELELCL,-      ; DELETE A LOCAL SYMBOL
0034 189      DELEGBL,-      ; DELETE A GLOBAL SYMBOL
0034 190      DISAOOB,-      ;DISABLE OUT-OF-BAND CHARACTER(S)
0034 191      ENABOOB,-      ;RE-ENABLE OUT-OF-BAND CHARACTER(S)
0034 192      SPAWN,-      ;SPAWN A SUBPROCESS
0034 193      ATTACH,-      ;ATTACH TO A PROCESS
0034 194      >
0059 195
50 00038822 8F D0 0059 196 INVREQ: MOVL #CLIS_INVREQTYP,R0 ;SET ERROR CODE
04 0060 197 RET ;
0061 198
50 08 AB D0 0061 199 PAUSE: MOVL PRC_L_INPRAB(R11),R0 ;GET PROCESS INPUT RAB
EF 18 A0 02 E1 0065 200 BBC #DEV$V TRM,RABSL_CTX(R0) ;INVREQ ;CAN'T PAUSE IF NOT INTERACTIVE
5C 08 AD D0 006A 201 MOVL SF$L_SAVE_AP(FP),AP ;POP CALL FRAME
0E EF 006E 202 EXTZV #SF$V_STACKOFFS,- ;GET SP ALIGNMENT
02 0070 203 #SF$S_STACKOFFS,- ;
50 06 AD D0 0071 204 SF$W_SAVE_MASK(FP),R0 ;
5D 0C AD D0 0074 205 MOVL SF$L_SAVE_FP(FP),FP ;
5E 14 C0 0078 206 ADDL #5*4,SP ;POP CALL FRAME OFF THE STACK
5E 50 C0 007B 207 ADDL R0,SP ;REALIGN THE STACK
042D 31 007E 208 BRW DCL$SCNTRLY ;SIMULATE A CONTROL/Y
0081 209
0081 210 ;
0081 211 ; DEFINE A SYMBOL FOR THE PROCESS
0081 212 ;
0081 213 ;
0081 214 .ENABL LSB
0081 215
55 38 AB 9E 0081 216 DEFLOC: MOVAB PRC_Q_LOCAL(R11),R5 ;SET ADDRESS OF THE SYMBOL TABLE
04 11 0085 217 BRB 10$ ;
55 28 AB 9E 0087 218 DEFGBL: MOVAB PRC_Q_GLOBAL(R11),R5 ;SET ADDRESS OF PROPER TABLE
53 04 A9 7D 008B 219 10$: MOVQ 4(R9),R3 ;SET SYMBOL NAME DESCRIPTOR
53 53 3C 008F 220 MOVZWL R3,R3 ;GET LENGTH OF SYMBOL NAME
0092 221 IFNORD R3,(R4),ACCVIO ;ERROR IF CANNOT READ IT
51 0C A9 7D 0098 222 MOVQ 12(R9),R1 ;SET SYMBOL VALUE DESCRIPTOR
51 51 3C 009C 223 MOVZWL R1,R1 ;GET LENGTH OF VALUE
06 13 009F 224 BEQL 20$ ;IF NULL VALUE, SKIP PROBE
00A1 225 IFNORD R1,(R2),ACCVIO ;ERROR IF CANNOT READ IT
50 00 D0 00A7 226 20$: MOVL #SYM_K_STRING,R0 ;SET TYPE OF CLI SYMBOL
FF53 30 00AA 227 BSBW DCL$ALLOCSYMBR ;CREATE THE SYMBOL
04 00AD 228 RET ;ALL DONE
00AE 229
00AE 230 .DSABL LSB
00AE 231

```



```

50 0000'8F 3C 00AE 232 ACCVIO: MOVZWL #SS$_ACCVIO,R0 ;SIGNAL ACCESS VIOLATION
04 00B3 233 RET
00B4 234
00B4 235 ;
00B4 236 ; Get a symbol's value
00B4 237 ;
00B4 238 ; WARNING:
00B4 239 ; The returned value string MUST be copied from the area pointed to by
00B4 240 ; the descriptor to a user-defined non-volatile area before the callback
00B4 241 ; facility is used again. The callback facility may overwrite the area
00B4 242 ; which it uses to build the returned value string.
00B4 243
00B4 244 GETSYM:
5A 04 AB D0 00B4 245 MOVL PRC_L_SAVFP(R11), R10 ;Get address of work area descriptor.
51 04 A9 7D 00B8 246 MOVQ 4(R9), R1 ;Get symbol name to search for.
51 51 3C 00BC 247 MOVZWL R1,R1 ;Get low order word
FF38' 30 00C5 248 IFNORD R1,(R2),ACCVIO ;Error if cannot read it
7D 50 E9 00C8 249 BSBW DCL$SEARCH ;Search for it.
03 A9 54 F6 00CB 250 BLBC R0, NOSUCHSYM ;Check for symbol not found.
10 A9 F486 CA D0 00CF 251 CVTLB R4, 3(R9) ;Return local/global table indicator.
52 D5 00D5 252 MOVL WRK_L_EXPANDPTR(R10), 16(R9) ;Return address of string.
1A 13 00D7 253 TSTL R2 ;Check for binary valued symbol.
F892 CA 9F 00D9 254 BEQL 50$ ;Branch if binary valued symbol.
50 8E F486 CA C3 00DD 255 PUSHAB WRK_G_BUFFER+WRK_C_CMDBUF$IZ(R10) ;Compute number of characters
50 51 D1 00E3 256 SUBL3 WRK_L_EXPANDPTR(R10), (SP)+, R0 ;remaining in expansion buffer.
2F 14 00E6 257 CMPL R1, R0 ;Enough space for symbol string value?
10 B9 0C A9 51 D0 00E8 258 BGTR 90$ ;Branch if not enough space.
62 51 28 00EC 259 MOVL R1, 12(R9) ;Return length of string symbol.
20 11 00F1 260 MOVC3 R1, (R2), @16(R9) ;Copy string to expansion buffer.
51 D5 00F3 261 BRB 70$ ;Go to common exit code.
51 0C 18 00F5 262 50$: TSTL R1 ;Check for a negative number.
F486 DA 2D 90 00F7 263 BGEQ 55$ ;If not, skip extra negative stuff.
F486 CA D6 00FC 264 MOVB #^A/-/, @WRK_L_EXPANDPTR(R10) ;For negative numbers, put a
51 51 CE 0100 265 INCL WRK_L_EXPANDPTR(R10) ;leading minus sign in ASCII string.
1A 10 0103 266 MNEGL R1, RT ;and negate value before converting.
OC A9 F486 CA 10 A9 C3 0105 267 55$: BSBB 100$ ;Call binary to ASCII converter.
F486 CA 10 A9 D0 010D 268 SUBL3 16(R9), WRK_L_EXPANDPTR(R10), - ;Compute number of bytes in
50 01 D0 010D 269 12(R9) ;converted value string.
D0 0113 270 MOVL 16(R9), WRK_L_EXPANDPTR(R10) ;Restore expansion buf. ptr.
04 0116 271 70$: MOVL #1, R0 ;Signal successful lookup.
0117 272 RET ;Return to caller.
0117 273 ;
0117 274 ; Return expansion buffer too small status.
0117 275 ;
50 000380:8 8+ D0 0117 276 90$: MOVL #CLIS_BUFOVF, R0
04 011E 277 RET
011F 278 ;
011F 279 ; Recursive routine to output the ASCII number, high order digits first
011F 280 ; without any leading spaces or zeros.
011F 281 ;
52 51 51 0A 7B 0121 282 100$: CLRL R2 ;Clear high part of dividend.
7E 52 30 C1 0126 283 EDIV #10, R1, R1, R2 ;Isolate next digit.
51 D5 012A 284 ADDL3 #^A/0/, R2, -(SP) ;Convert digit to ASCII and save it.
02 13 012C 285 TSTL R1 ;Any more digits to convert?
EF 10 012E 286 BEQL 130$ ;Branch if no more digits.
F892 CA 9F 0130 287 BSBB 100$ ;Else convert next digit.
0130 288 130$: PUSHAB WRK_G_BUFFER+WRK_C_CMDBUF$IZ(R10) ;Is the expansion buffer

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F486 CA 8E D1 0134 289      Cmpl (SP)+, WRK_L_EXPANDPTR(R10) ;full?
          DC 1B 0139 290      BLEQU 90$ ;Branch if expansion buffer full.
          51 8ED0 013B 291      POPL R1 ;Get next character digit.
F486 DA 51 90 013E 292      MOVB R1, @WRK_L_EXPANDPTR(R10) ;Put it in the expansion buffer.
F486 CA D6 0143 293      INCL WRK_L_EXPANDPTR(R10) ;Increment expansion buffer pointer.
          05 0147 294      RSB
          0148 295
          0148 296 NOSUCHSYM:
50 00038140 8F D0 0148 297      MOVL #CLIS_UNDSYM, R0 ;Signal symbol not found and
          04 014F 298      RET ;return error to caller.
          0150 299
          0150 300 ;
          0150 301 ; Delete a local/global symbol.
          0150 302 ;
          0150 303 ;
          0150 304      .ENABL LSB
          0150 305 DELELCL:
50 38 AB 7E 0150 306      MOVAQ PRC_Q_LOCAL(R11), R0 ;Setup address of the
          04 11 0154 307      BRB 10$ ;proper symbol table.
          0156 308 DELEGBL:
50 28 AB 7E 0156 309      MOVAQ PRC_Q_GLOBAL(R11), R0
51 04 A9 7D 015A 310 10$:      MOVQ 4(R9), R1 ;Get symbol name.
          51 51 3C 015E 311      MOVZWL R1, R1 ;Get low order length
          FE96' 30 0161 312      IFNORD R1, (R2), ACCVIO2 ;Error if cannot read it
          DB 50 E9 016A 313      BSBW DCL$SEARCHT ;Search for the symbol.
          01 OA A3 91 016D 314      BLBC R0, NOSUCHSYM ;Branch if symbol not found.
          0B 13 0171 315      CMPB SYM_B_TYPE(R3), - ;Check for a permanent
          FE84' 30 0171 316      #SYM_R_PERM ;symbol (can't delete them).
          0173 317      BEQL 80$ ;Branch if permanent symbol.
          0179 318      DISABLE ;Protect from CTRL/Y AST's.
          017C 319      BSBW DCL$DEALLOCSYM ;Delete the symbol.
          50 01 D0 017E 320      ENABLE ;Restore CTRL/Y AST's.
          04 0181 321 80$:      MOVL #1, R0 ;Return a successful status
          0182 322      RET ;to the caller.
          0182 323      .DSABL LSB
          0182 324
          0182 325 ACCVIO2:
          FF29 31 0182 326      BRW ACCVIO ;SIGNAL ACCESS VIOLATION
          0185 327 ;
          0185 328 ; ENABLE OR DISABLE PROCESSING OF CONTROL Y OR OUT-OF-BAND AST'S
          0185 329 ;
          0185 330
          0185 331 DISACTRLY:
51 00B4 CB 02000000 8F CB 0185 332      BICL3 #PRC_M_CTRLY, PRC_L_OUTOFBAND(R11), R1 ;Disable CTRL/Y.
          069F 30 018F 333      BSBW DCL$RESETOOB
          29 11 0192 334      BRB NORM_EXIT
          0194 335 ENABCTRLY:
51 00B4 CB 02000000 8F C9 0194 336      BISL3 #PRC_M_CTRLY, PRC_L_OUTOFBAND(R11), R1 ;Re-enable CTRL/Y.
          0690 30 019E 337      BSBW DCL$RESETOOB
          1A 11 01A1 338      BRB NORM_EXIT
          01A3 339
          01A3 340 DISAOOB: ;Disable out-of-band character(s).
          1C 10 01A3 341      BSBW CHECKMASK ;Check for legal out-of-band mask.
51 00B4 CB 04 A9 CB 01A5 342      BICL3 4(R9), PRC_L_OUTOFBAND(R11), R1 ;Set mask for reset routine
          0682 30 01AC 343      BSBW DCL$RESETOOB ;Disable appropriate oob AST's
          0C 11 01AF 344      BRB NORM_EXIT
          01B1 345

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01B1 346 ENABO0B: ;Re-enable out-of-band character(s).
01B1 347 ;BSBB CHECKMASK ;Check for legal out-of-band mask.
51 00B4 CB 04 A9 C9 01B3 348 ;BISL3 4(R9),PRC_L_OUTOFBAND(R11),R1 ;Set mask for reset routine
0674 30 01BA 349 ;BSBW DCL$R$SET00B ;Disable appropriate oob AST's
01BD 350
01BD 351
01BD 352 NORM_EXIT:
50 01 D0 01BD 353 ;MOVL #1,R0 ;SET SUCCESS
01C0 354 ERR_EXIT:
04 01C0 355 ;RET
01C1 356
01C1 357 CHECKMASK:
08 A9 00B4 CB D0 01C1 358 ;MOVL PRC_L_OUTOFBAND(R11), - ;Return current out-of-band
04 A9 FDEFFFFFF BF D3 01C7 359 ;8(R9) ;character(s) enable bits.
01CF 360 ;BITL #^C< - ;Check for any illegal bits set.
01CF 361 ;PRC_M_CTRLT ! -
01CF 362 ;PRC_M_CTRLY -
01CF 363 ;> 4(R9)
50 000388CA BF 01 12 01CF 364 ;BNEQ 10$ ;If no illegal bits are set, return
05 01D1 365 ;RSB ;to caller and finish processing.
D0 01D2 366 10$: ;MOVL #CLIS_BADCTLMSK, R0 ;Otherwise, quit right now returning
04 01D9 367 ;RET ;an appropriate error status.
01DA 368
01DA 369 ;
01DA 370 ; ACCEPT IMAGE NAME OR COMMAND LINE TO BE EXECUTED AFTER
01DA 371 ; CURRENT IMAGE COMPLETES
01DA 372 ;
01DA 373 ;
01DA 374 ;.ENABL LSB
01DA 375 CHAIN: ;ACCEPT IMAGE NAME FOR LATER
56 55 02 9A 01DA 376 ;MOVZBL #PRC_M_CHAIN,R5 ;SET THE BIT MASK FOR CHAIN'S
00D8 CB 7E 01DD 377 ;MOVAQ PRC_Q_IMAGENAME(R11),R6 ;AND GET POINTER TO THE DESCRIPTOR
08 11 01E2 378 ;BRB 10$ ;GO JOIN THE COMMON CODE
01E4 379
01E4 380 COMMAND: ;ACCEPT COMMAND LINE FOR LATER
56 55 01 9A 01E4 381 ;MOVZBL #PRC_M_CMD,R5 ;SET THE BIT MASK FOR COMMAND LINE'S
00E0 CB 7E 01E7 382 ;MOVAQ PRC_Q_COMMAND(R11),R6 ;AND GET POINTER TO THE DESCRIPTOR
00AF CB 55 8A 01EC 383 10$: ;IFNORD 8(R9),@12(R9),ACCVIO2 ;ERROR IF CANNOT READ THE STRING
02 A6 08 A9 B0 01F4 384 ;BICB R5,PRC_B_FLAGS2(R11) ;TURN THE FEATURE OFF INITIALLY
01F8 30 01F9 385 ;MOVW 8(R9),2(R6) ;SET NEW SIZE FROM CALLING DESC
BC 50 E9 0201 386 ;BSBW DCL$ALLDEACMD ;GO DEALLOCATE/RE-ALLOCATE SPACE
51 D5 0204 387 ;BLBC R0,ERR_EXIT ;EXIT NOW IF FAILURE...
B5 13 0206 388 ;TSTL R1 ;ANY NEW SIZE?
00AF CB 55 88 0208 389 ;BEQL NORM_EXIT ;NOPE, GO SET SUCCESS AND EXIT
66 51 7D 020D 390 ;BISB R5,PRC_B_FLAGS2(R11) ;YEP, SO TURN (BACK) ON THE FEATURE
03 55 01 E1 0210 391 ;MOVQ R1,(R6) ;LOAD DESCRIPTOR
82 24 90 0214 392 ;BBC #PRC_V_CHAIN,R5,20$ ;IF IMAGE CHAINING, APPEND $ TO IT
62 0C B9 08 A9 28 0217 393 20$: ;MOVB #^A'S',(R2)+ ;SO THAT IT CAN BE TREATED AS FOREIGN
63 94 021D 394 ;MOVC 8(R9),@12(R9),(R2) ;MOVE IN THE STRING
9C 11 021F 395 ;CLRB (R3) ;AND ENSURE IT'S TERMINATED
0221 396 ;BRB NORM_EXIT ;SET SUCCESS AND EXIT
0221 397 ;.DSABL LSB
0221 398
0221 399 ;
0221 400 ; DEFINE OR DEASSIGN A SUPERVISOR MODE LOGICAL NAME
0221 401 ;
0221 402 CREALOG: ;CREATE A PROCESS LOGICAL NAME

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      7E D4 0221 403 CLRL -(SP) ;ALLOCATE ATTRIBUTE LONGWORD
58 5E D0 0223 404 MOVL SP,R8 ;SAVE ADDRESS OF STACK
      0226 405
57 1C A9 D0 0226 406 MOVL CLISL_ITMLST(R9),R7 ;ITEM LIST SPECIFIED?
      0D 12 022A 407 BNEQ 10$ ;YES, THEN SKIP
      7E 7C 022C 408 CLRQ -(SP) ;CREATE AN ITEM LIST
7E 0C A9 7D 022E 409 MOVQ CLISQ_VALDESC(R9),-(SP) ;SET THE EQUIV NAME DESCR
02 AE 02 B0 0232 410 MOVW #LNMS_STRING,2(SP) ;SET THE ITEM TYPE
57 5E D0 0236 411 MOVL SP,R7 ;SET ADDRESS OF ITEM LIST
      0239 412 ; BISL #LNMSM_CRELOG,(R8) ;SET CRELOG ATTRIBUTE
      0239 413 ;
7E 14 A9 7D 0239 414 10$: MOVQ CLISQ_TABDESC(R9),-(SP) ;SAVE THE TABLE NAME
      0D 12 023D 415 BNEQ 19$ ;BRANCH IF SPECIFIED
51 FD7D CF 9E 023F 416 MOVAB LNMSPROCESS,R1 ;SET DEFAULT TABLE NAME
50 81 9A 0244 417 MOVZBL (R1)+,R0 ;
6E 50 7D 0247 418 MOVQ R0,(SP) ;
      00 11 024A 419 BRB 20$ ;
      024C 420 19$: BICL #LNMSM_CRELOG,(R8) ;CLEAR CRELOG ATTRIBUTE
      024C 421 ;
      024C 422 ;
      20 A9 D5 024C 423 20$: TSTL CLISL_ATTR(R9) ;WERE ATTRIBUTES SPECIFIED
      0B 13 024F 424 BEQL 30$ ;NO, THEN BRANCH
      0251 425 IFNORD #4,@CLISL_ATTR(R9),ACCVIO3 ;CHECK ACCESS TO ATTRIBUTES
68 20 B9 D0 0258 426 MOVL @CLISL_ATTR(R9),(R8) ;USE THOSE ATTRIBUTES
      025C 427 ;
      025C 428 30$: PUSHL #PSL$C_SUPER ;SET ACCESS MODE
51 5E D0 025E 429 MOVL SP,R1 ;SET ADDRESS OF DATA
      0261 430 ;
      0261 431 SCRELNM_S LOGNAM=CLISQ_NAMDESC(R9),- ;CREATE THE REQUESTED NAME
      0261 432 ACMODE=(R1),- ;
      0261 433 TABNAM=4(R1),- ;
      0261 434 ITMLST=(R7),- ;
      0261 435 ATTR=(R8) ;
      0274 436 ;
5E 04 A8 9E 0274 437 MOVAB 4(R8),SP ;POP THE ITEM LIST
      04 0278 438 RET ;RETURN STATUS OF SERVICE DIRECTLY
      0279 439 ;
      0279 440 DELELOG: ;DELETE PROCESS LOGICAL NAME
7E 14 A9 7D 0279 441 10$: MOVQ CLISQ_TABDESC(R9),-(SP) ;SAVE THE TABLE NAME
      0B 12 027D 442 BNEQ 20$ ;BRANCH IF SPECIFIED
51 FD7D CF 9E 027F 443 MOVAB LNMSPROCESS,R1 ;SET DEFAULT TABLE NAME
50 81 9A 0284 444 MOVZBL (R1)+,R0 ;
6E 50 7D 0287 445 MOVQ R0,(SP) ;
      02 02 028A 446 20$: PUSHL #PSL$C_SUPER ;SET ACCESS MODE
51 5E D0 028C 447 MOVL SP,R1 ;SET ADDRESS OF DATA
52 04 A9 7E 028F 448 MOVQ CLISQ_NAMDESC(R9),R2 ;GET ADDRESS OF LOG NAM DESCR
      62 D5 0293 449 TSTL (R2) ;IS LENGTH ZERO?
      07 12 0295 450 BNEQ 30$ ;NO, THEN BRANCH
      04 A2 D5 0297 451 TSTL 4(R2) ;IS ADDRESS ZERO?
      02 12 029A 452 BNEQ 30$ ;NO, THEN BRANCH
      52 D4 029C 453 CLRL R2 ;DEASSIGN/ALL
      029E 454 ;
      029E 455 30$: $DELLNM_S TABNAM=4(R1),- ;DEASSIGN LOGICAL NAME EQUIVALENCE
      029E 456 LOGNAM=(R2),- ;
      029E 457 ACMODE=(R1) ;
      02AC 458 ;
5E 0C C0 02AC 459 ADDL #3*4,SP ;RESTORE THE STACK

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04 02AF 460 RET: RET ;RETURN STATUS OF SERVICE DIRECTLY
02B0 461
02B0 462 ACCVIO3:
FDFB 31 02B0 463 BRW ACCVIO ;REPORT ACCESS VIOLATION
02B3 464
02B3 465 ;
02B3 466 ; SPAWN A SUBPROCESS
02B3 467 ;
02B3 468
51 00D6 8F 3C 02B3 469 SPAWN: .ENABL LSB ;SET LENGTH TO ALLOCATE
FD45 30 02B8 470 BSBW #SPWN_C_LENGTH,R1 ;ALLOCATE STORAGE FOR SPAWN BLOCK
F1 50 E9 02BB 471 BLBC R0,RET ;BRANCH IF ERROR DETECTED
56 52 D0 02BE 472 MOVL R2,R6 ;POINT TO BLOCK
66 00D6 8F 00 61 0C 2C 02C1 473 MOVCS #0,(R1),#0,#SPWN_C_LENGTH,(R6) ;ZERO THE BLOCK (WITHOUT DESTROYING)
04 A6 51 B0 02C9 474 MOVW R1,SPWN_W_SIZE(R6) ;SET SIZE OF BLOCK
02CD 475
10 A9 B5 02CD 476 TSTW CLISQ_CMDSTR(R9) ;COMMAND STRING PRESENT?
10 13 02D0 477 BEQL 10$ ;BRANCH IF NOT
02D2 478 IFNORD CLISQ_CMDSTR(R9),- ;CHECK ACCESS TO COMMAND STRING
02D2 479 @CLISQ_CMDSTR+4(R9),ACCVIO3 ;
10 A9 7D 02DA 480 MOVQ CLISQ_CMDSTR(R9),- ;PASS CMDSTR DESCRIPTOR
30 A6 02DD 481 SPWN_Q_CMDSTR(R6) ;
32 A6 B4 02DF 482 CLRW SPWN_Q_CMDSTR+2(R6) ;
18 A9 B5 02E2 483 10$: TSTW CLISQ_INPUT(R9) ;INPUT FILESPEC PRESENT?
15 13 02E5 484 BEQL 20$ ;BRANCH IF NOT
02E7 485 SETBIT #SPWN_V_INPUT,SPWN_W_FLAGS(R6) ;INDICATE INPUT SPECIFIED
02EC 486 IFNORD CLISQ_INPUT(R9),- ;CHECK ACCESS TO INPUT STRING
02EC 487 @CLISQ_INPUT+4(R9),ACCVIO3 ;
20 A6 18 A9 7D 02F4 488 MOVQ CLISQ_INPUT(R9),SPWN_Q_INPUT(R6) ;PASS INPUT FILESPEC
22 A6 B4 02F9 489 CLRW SPWN_Q_INPUT+2(R6) ;
02FC 490
20 A9 B5 02FC 491 20$: TSTW CLISQ_OUTPUT(R9) ;OUTPUT FILESPEC PRESENT?
15 13 02FF 492 BEQL 30$ ;BRANCH IF NOT
0301 493 SETBIT #SPWN_V_OUTPUT,SPWN_W_FLAGS(R6) ;INDICATE OUTPUT SPECIFIED
0306 494 IFNORD CLISQ_OUTPUT(R9),- ;CHECK ACCESS TO OUTPUT STRING
0306 495 @CLISQ_OUTPUT+4(R9),ACCVIO3 ;
20 A9 7D 030E 496 MOVQ CLISQ_OUTPUT(R9),- ;PASS OUTPUT FILESPEC
28 A6 0311 497 SPWN_Q_OUTPUT(R6) ;
2A A6 B4 0313 498 CLRW SPWN_Q_OUTPUT+2(R6) ;
0316 500
28 A9 B5 0316 501 30$: TSTW CLISQ_PRCNAM(R9) ;PROCESS NAME PRESENT?
15 13 0319 502 BEQL 40$ ;BRANCH IF NOT
031B 503 SETBIT #SPWN_V_PRCNAM,SPWN_W_FLAGS(R6) ;INDICATE PRCNAM SPECIFIED
0320 504 IFNORD CLISQ_PRCNAM(R9),- ;CHECK ACCESS TO PROCESS NAME
0320 505 @CLISQ_PRCNAM+4(R9),ACCVIO3 ;
28 A9 7D 0328 506 MOVQ CLISQ_PRCNAM(R9),- ;PASS PROCESS NAME
18 A6 032B 507 SPWN_Q_PRCNAM(R6) ;
1A A6 B4 032D 508 CLRW SPWN_Q_PRCNAM+2(R6) ;
0330 509
39 A9 95 0330 510 40$: TSTB CLISB_VERSION(R9) ;IF VERSION 0
5D 13 0333 511 BEQL 70$ ;THEN SKIP
3C A9 B5 0335 512 TSTW CLISQ_PROMPT(R9) ;PROMPT STRING PRESENT?
1B 13 0338 513 BEQL 50$ ;BRANCH IF NOT
033A 514 SETBIT #SPWN_V_PROMPT,SPWN_W_FLAGS(R6) ;INDICATE PROMPT SPECIFIED
033F 515 IFNORD CLISQ_PROMPT(R9),- ;CHECK ACCESS TO PROMPT
033F 516 @CLISQ_PROMPT+4(R9),ACCVIO4 ;

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3C A9 03 81 0347 517 ADDB3 #3,CLISQ PROMPT(R9),- ;GET PROMPT
   00A2 C6 20 28 034B 518 SPWN_B_PROMPTLEN(R6) ;
   40 B9 034E 519 MOV C3 #ENT_K_MAX PROMPT ;
   00A6 C6 0350 520 @CLISQ_PROMPT+4(R9),- ;
   0352 521 SPWN_G_PROMPT(R6) ;
   44 A9 85 0355 522 50$: TSTW CLISQ_CLI(R9) ;CLI PRESENT?
   17 13 0358 523 BEQL 60$ ;BRANCH IF NOT
   035A 524 SETBIT #SPWN_V_CLI,SPWN_W_FLAGS(R6) ;INDICATE CLI SPECIFIED
   035F 525 IFNORD CLISQ_CLI(R9),- ;CHECK ACCESS TO CLI STRING
   035F 526 @CLISQ_CLI+4(R9),ACCVIO4 ;
00C6 C6 44 A9 7D 0367 528 MOVQ CLISQ_CLI(R9),SPWN_Q_CLI(R6) ;PASS CLI NAME
   00C8 C6 B4 036D 529 CLRW SPWN_Q_CLI+2(R6) ;
   4C A9 85 0371 531 60$: TSTW CLISQ_TABLE(R9) ;CLI TABLE PRESENT
   1C 13 0374 532 BEQL 70$ ;BRANCH IF NOT
   0376 533 SETBIT #SPWN_V_TABLE,SPWN_W_FLAGS(R6) ;INDICATE CLI TABLE SPECIFIED
   037B 534 IFNORD CLISQ_TABLE(R9),- ;CHECK ACCESS TO CLI TABLE STRING
   037B 535 @CLISQ_TABLE(R9),ACCVIO4 ;
00CE C6 4C A9 7D 0383 536 MOVQ CLISQ_TABLE(R9),SPWN_Q_TABLE(R6) ;PASS CLI TABLE NAME
   00D0 C6 B4 0389 537 CLRW SPWN_Q_TABLE+2(R6) ;
   03 11 038D 538 BRB 70$ ;
   038F 539
   FD1C 31 038F 540 ACCVIO4: BRW ACCVIO ;REPORT ACCESS VIOLATION
   0392 541
   05 04 A9 00 E0 0392 543 70$: BBS #CLISV_NOWAIT,CLISB_FLAGS(R9),71$ ;BRANCH IF FLAG SET
   0397 544 SETBIT #SPWN_V_WAIT,SPWN_W_FLAGS(R6) ;INDICATE IF WE SHOULD WAIT
   05 04 A9 01 E0 039C 545 71$: BBS #CLISV_NOCLISYM,CLISB_FLAGS(R9),72$ ;BRANCH IF FLAG SET
   03A1 546 SETBIT #SPWN_V_CLISYM,SPWN_W_FLAGS(R6) ;INDICATE TO COPY CLI SYMBOL
   05 04 A9 03 E0 03A6 547 72$: BBS #CLISV_NOKEYPAD,CLISB_FLAGS(R9),73$ ;BRANCH IF FLAG SET
   03AB 548 SETBIT #SPWN_V_KEYPAD,SPWN_W_FLAGS(R6) ;INDICATE TO COPY KEYPAD STA
   05 04 A9 02 E0 03B0 549 73$: BBS #CLISV_NOLOGNAM,CLISB_FLAGS(R9),74$ ;BRANCH IF FLAG SET
   03B5 550 SETBIT #SPWN_V_LOGNAM,SPWN_W_FLAGS(R6) ;INDICATE TO COPY LOGNAMES
   05 04 A9 04 E1 03BA 551 74$: BBC #CLISV_NOTIFY,CLISB_FLAGS(R9),75$ ;BRANCH IF FLAG CLEAR
   03BF 552 SETBIT #SPWN_V_NOTIFY,SPWN_W_FLAGS(R6) ;INDICATE TO NOTIFY
09 04 A9 05 E0 03C4 553 75$: BBS #CLISV_NOCONTROL,CLISB_FLAGS(R9),80$ ;BRANCH IF FLAG SET
00A3 C6 00000000'EF B0 03C9 554 MOVW DCL$CRF,SPWN_W_PMPTCTRL(R6) ;SET DEFAULT PROMPT CONTROL
   03D2 555
   4C A6 30 A9 D0 03D2 556 80$: MOVL CLISL_ASTADR(R9),SPWN_L_ASTADR(R6) ;COPY AST ADDRESS
   50 A6 34 A9 D0 03D7 557 MOVL CLISL_ASTPRM(R9),SPWN_L_ASTPRM(R6) ;COPY AST PARAMETER
   0F A6 38 A9 90 03DC 558 MOV B CLISB_EFN(R9),SPWN_B_EFN(R6) ;COPY EVENT FLAG #
   54 A6 0C A9 D0 03E1 559 MOVL CLISL_LSTSTATUS(R9),SPWN_L_STSADR(R6) ;RECEIVES FINAL STATUS
   03E6 560
   08 A9 40 A6 30 03E6 561 BSBW DCL$SPAWN2 ;SPAWN THE SUBPROCESS
   D0 03E9 562 MOVL SPWN_L_SUBPID(R6),CLISL_OUTPID(R9) ;PASS SUBPROCESS PID (IN CAS
   04 03EE 563 RET
   03EF 564 .DSABL LSB
   03EF 565
   03EF 566 ;
   03EF 567 ; ATTACH THE TERMINAL TO ANOTHER PROCESS (ESSENTIALLY A CO-ROUTINE CALL)
   03EF 568 ;
   03EF 569 ;
   58 04 A9 D0 03EF 570 ATTACH: CLRL R6 ;MARK NO PROCESS NAME SUPPLIED
   FC08' 30 03F1 571 MOVL CLISL_PID(R9),R8 ;GET PID OF DESTINATION PROCESS
   04 03F5 572 BSBW DCL$ATTACH2 ;ATTACH TO SPECIFIED PROCESS
   03F8 573 RET

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03F9 575 .SBTTL ALLOCATE CHAIN STRING STORAGE
03F9 576 :+
03F9 577 : DCL$ALLDEACMD - DEALLOCATE/RE-ALLOCATE CHAIN/COMMAND STRING STORAGE
03F9 578 :
03F9 579 : INPUTS:
03F9 580 :
03F9 581 : R6 -> DESC W/ NEW SIZE @ 2(R6)
03F9 582 :
03F9 583 : OUTPUTS:
03F9 584 :
03F9 585 : R0 = STATUS
03F9 586 : R1 = NEW SIZE
03F9 587 : R2 -> NEW BLOCK
03F9 588 : R3,R4 = UNDEFINED
03F9 589 : -
03F9 590 DCL$ALLDEACMD:: :DEALLOCATE/RE-ALLOCATE CHAIN/COMMAND
03F9 591 DISABLE :DISABLE CONTROL/Y & C AST'S
51 66 3C 03FF 592 MOVZWL (R6),R1 :GET CURRENT ALLOCATED SIZE
09 13 0402 593 BEQL 10$ :NONE
50 04 A6 D0 0404 594 MOVL 4(R6),R0 :SOME, GET POINTER TO BLOCK TO RETURN
FBF5' 30 0408 595 BSBW DCL$DEADYNMEM : AND GO RETURN IT
66 B4 040B 596 CLRW (R6) : THEN SAY IT'S NOW NULL
50 01 D0 040D 597 10$: MOVL #1,R0 :PRESET SUCCESS STATUS
51 02 A6 3C 0410 598 MOVZWL 2(R6),R1 :GET NEW DESCRIPTOR'S SIZE
16 13 0414 599 BEQL 20$ :ZERO LENGTH, JUST EXIT STATUS=SUCCESS
66 D4 0416 600 CLRL (R6) :REAL LENGTH, BUT DON'T KEEP SAYING SO
50 0003883A 8F D0 0418 601 MOVL #CLIS ILLVAL,R0 :PRE-SET ERROR CODE
0100 8F 51 B1 041F 602 CMPW R1,#WRK_C_INPBUFSIZ :DOES TEXT FIT WITH ROOM TO SPARE?
06 1A 0424 603 BGTRU 20$ :BRANCH IF NOT
51 02 C0 0426 604 ADDL #2,R1 :ADD IN ROOM FOR '$' + TRAILING EOL
FBD4' 30 0429 605 BSBW DCL$ALLDYNMEM :GET THE DYNAMIC MEMORY SPACE
042C 606 20$: ENABLE :ENABLE CONTROL/Y&C
05 042E 607 RSB :EXIT

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042F 609 .SBTTL CONTROL Y AST HANDLER
042F 610 :+
042F 611 : DCL$CONTRLY - CONTROL Y AST HANDLER
042F 612 :
042F 613 : THIS ROUTINE IS CALLED WHEN A CONTROL Y AST OCCURS WHILE RUNNING IN USER
042F 614 : OR SUPERVISOR MODE.
042F 615 :
042F 616 : INPUTS:
042F 617 :
042F 618 : AP = ADDRESS OF AST ARGUMENT LIST.
042F 619 :
042F 620 : OUTPUTS:
042F 621 :
042F 622 : THE CONTROL Y AST IS RE-ENABLED AND A CHECK IS MADE TO SEE IF THE
042F 623 : PREVIOUS MODE WAS USER OR SUPERVISOR.
042F 624 :
042F 625 : PREVIOUS MODE USER:
042F 626 :
042F 627 : A COMMAND WORK AREA IS ALLOCATED ON THE STACK, THE PROCESS
042F 628 : SAVED ARGUMENT AND FRAME POINTERS ARE MOVED TO THE COMMAND
042F 629 : WORK AREA, THE CURRENT ARGUMENT AND FRAME POINTERS ARE SAVED
042F 630 : IN THE PROCESS SAVE AREA, AST'S ARE ENABLED, AND THE COMMAND
042F 631 : INTERPRETER RESTART POINT IS JUMPED TO.
042F 632 :
042F 633 : PREVIOUS MODE SUPERVISOR:
042F 634 :
042F 635 : IF CONTROL Y AST'S ARE CURRENTLY SOFTWARE DISABLED, THEN THE
042F 636 : AST IS DISMISSED IMMEDIATELY. OTHERWISE THE SAVED PROCESS
042F 637 : ARGUMENT AND FRAME POINTERS ARE RESTORED, AST'S ARE ENABLED,
042F 638 : AND THE COMMAND INTERPRETER RESTART POINT IS JUMPED TO.
042F 639 :-
042F 640 .ENABL LSB
042F 641
042F 642 .ENTRY DCL$CONTRLY,*M<R2,R3,R4,R5,R6,R7,R8,R9,R10,R11>
0431 643
0431 644 BSBW CLISGET PRC ;GET ADDRESS OF CLI PROCESS WORK AREA
0434 645 MOVW 4(AP),PRC_W_ASTSTATUS(R11) ;SAVE AST STATUS
043A 646 CMPW #SS$_HANGUP,4(AP) ;TERMINAL LINE HANGUP?
0440 647 BNEQ 10$ ;IF NEQ NO
0442 648 SETBIT PRC_V_HANGUP,PRC_W_FLAGS(R11) ;SET HANGUP PENDING
0447 649 BRB 15$ ;NO MORE CONTROL Y'S ALLOWED
0449 650 10$: BSBW DCL$ENBCONTRLY ;RE-ENABLE CONTROL Y AST
044C 651 BBC #PRC_V_CTRLY,PRC_L_OUTOFBAND(R11),35$ ;BR IF NOT ALLOWED
0452 652 15$: $SETEF_S EFN=#31 ;TERMINATE CURRENT WAIT COMMAND
045B 653 MOVW #1,PRC_W_WAITIOSB(R11) ;
045F 654 BBS #P$LV-CORMOD,20(AP),60$ ;IF SET, PREVIOUS MODE USER
0464 655 TSTL PRC_L_ONCTLY(R11) ;USER DEFINED ACTION
0468 656 BNEQ 30$ ;BR IF YES - EXECUTE THE COMMAND
046A 657 PUSHAB W^DCL$LOW LIMIT ;GET ADDRESS OF LOWER ADDRESS LIMIT
046E 658 CMPL (SP)+,16(AP) ;ADDRESS WITHIN LIMITS?
0472 659 BGTRU 20$ ;IF GTRU NO
0474 660 PUSHAB W^DCL$HIGH LIMIT ;GET ADDRESS OF HIGH ADDRESS LIMIT
0478 661 CMPL (SP)+,16(AP) ;ADDRESS WITHIN LIMITS?
047C 662 BGTRU 50$ ;IF GTRU YES
047E 663 20$: BBS #PRC_V_DISABL,PRC_W_FLAGS(R11),30$ ;IF SET, CONTROL Y/C AST'S DISABL
0483 664 BBS #PRC_V_YLEVEL,PRC_W_FLAGS(R11),40$ ;IF SET, AT CONTROL Y/C LEVEL
0488 665 TSTL PRC_C_INDEPTH(R11) ;INDIRECT LEVEL ZERO?

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68 AB 05 13 048B 666 BEQL 40$ ;IF EQL YES
      02 AB 048D 667 30$: BLSW #PRC_M_CNTRLY,PRC_W_FLAGS(R11) ;SET CONTROL Y/C REQUEST
      04 0491 668 35$: RET ;
      0492 669
      0492 670 :
      0492 671 : PREVIOUS MODE SUPERVISOR
      0492 672 :
      0492 673 :
5D 04 AB D0 0492 674 40$: MOVL PRC_L_SAVFP(R11),FP ;RESTORE SAVED FRAME POINTER
  SA 5D D0 0496 675 MOVL FP,R10 ;SET ADDRESS OF WRK AREA
  33 11 0499 676 BRB 70$ ;
      049B 677
      049B 678 :
      049B 679 : WE HAVE DETECTED A CONTROL/Y WHILE ACTIVATING AN IMAGE BUT BEFORE
      049B 680 : THE IMAGE WAS ACTUALLY STARTED IN USER MODE.
      049B 681 :
      049B 682 : CREATE DUMMY CONTROL Y/C AST FRAME WHICH CAN EVENTUALLY BE PLUGGED
      049B 683 : WITH A MODIFIED RO AND PC/PSL (EXE$EXIT_IMAGE) BY IMAGE RUNDOWN.
      049B 684 :
      049B 685 :
56 SD 04 AB D0 049B 686 50$: MOVL PRC_L_SAVFP(R11),FP ;RESTORE SAVED FRAME POINTER
  SA 5D D0 049F 687 MOVL FP,R10 ;SET ADDRESS OF WRK AREA
  F4 AA 18 C3 04A2 688 SUBL3 #6*4,WRK_L_SAVSP(R10),R6 ;ALLOCATE DUMMY AST ARGUMENT LIST
  66 6C 18 28 04A7 689 MOVCS #6*4,(APT,R6) ;MOVE REAL LIST INTO ALLOCATED SPACE
  SE 56 D0 04AB 690 MOVL R6,SP ;RESET STACK POINTER
      04AE 691
      04AE 692 :
      04AE 693 : ASSUME DUMMY CONTROL Y/C AST FRAME IS ON TOP OF STACK.
      04AE 694 :
      04AE 695 :
      04AE 696 DCL$SCNTRLY:: ;SUPERVISOR CONTROL Y/C
      04AE 697 MOVL SP,AP ;SET ARGUMENT POINTER
      F5 AF 9F 04B1 698 PUSHAB B^80$ ;SET RETURN ADDRESS
      7E 5C 7D 04B4 699 MOVQ AP,-(SP) ;SAVE ARGUMENT AND FRAME POINTERS
      7E 7C 7C 04B7 700 CLRQ -(SP) ;CLEAR PSW, MASK, AND HANDLER ADDRESS
      SD 5E D0 04B9 701 MOVL SP,FP ;SET NEW FRAME POINTER
      04BC 702
      04BC 703 :
      04BC 704 : PREVIOUS MODE USER
      04BC 705 :
      04BC 706 :
SE F486 CD 9E 04BC 707 60$: MOVAB WRK_K_LENGTH(FP),SP ;ALLOCATE COMMAND WORK AREA
  SA 5D D0 04C1 708 MOVL FP,R10 ;SET ADDRESS OF WRK AREA
  FB AA 6B 7D 04C4 709 MOVQ PRC_L_SAVAP(R11),WRK_L_SAVAP(R10) ;SAVE ARGUMENT AND FRAME POINTERS
  SC 14 C0 04C8 710 ADDL #20,AP ;POINT TO SAVED PSL
  6B 5C 7D 04CB 711 MOVQ AP,PRC_L_SAVAP(R11) ;SAVE CURRENT ARGUMENT AND FRAME POINTERS
68 AB 0800 8F AB 04CE 712 70$: BLSW #PRC_M_YLEVEL,PRC_W_FLAGS(R11) ;SET CONTROL Y/C LEVEL
      00 BC 04D4 713 CHMK #0 ;ENABLE AST'S
      04D6 714 SETBIT WRK_V_COMMAND,WRK_W_FLAGS(R10) ;SET COMMAND IN EXECUTION
      00B8 CB D5 04DA 715 TSTL PRC_L_ONCTLY(F ') ;USER DEFINED ACTION?
      0B 12 04DE 716 BNEQ 72$ ;BRANCH IF YES
OC 00AF CB 04  E1 04E0 717 BBC #PRC_V_PRIV,PRC_B_FLAGS2(R11),75$ ;BRANCH IF NOT PRIVILEGED IMAGE
      04E6 718 :
      04E6 719 : SAVE THE IMAGE PRIVILEGES FOR THE CONTINUE COMMAND TO RESTORE
      04E6 720 : SET THE IMAGE PRIVILEGES TO THE PROCESS PRIVILEGES
      04E6 721 :
      FB17' 30 04E6 722 BSBW DCL$SAVE_PRIVS ;

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07 11 04E9 723 BRB 75$
FB12' 30 04EB 724 72$: BSBW DCL$RUNDWNI ;RUNDOWN BUT PRESERVE INDIRECT LEVELS
02 AB 04EE 725 BLSW #PRC M CNTRLY,PRC_W_FLAGS(R11) ;SET CONTROL Y/C REQUEST
FB0B' 31 04F2 726 75$: BRW DCL$RESTART ;
04F5 727
04F5 728 :
04F5 729 : CONTINUE AFTER SIMULATED CONTROL Y/C AST FROM USER MODE
04F5 730 :
04F5 731 :
SE 08 C0 04F5 732 80$: ADDL #8,SP ;REMOVE DUMMY AST COUNT AND ASTPRM
03 BA 04F8 733 POPR #^M<R0,R1> ;RESTORE SAVED R0 AND R1 (PLUGGED)
02 04FA 734 REI ;RETURN TO EXE$EXIT_IMAGE (PLUGGED)
04FB 735 .DSABL LSB

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04FB 737 .SBTTL CONTROL T AST HANDLER
04FB 738 :+
04FB 739 : DCL$CONTRLT - CONTROL T AST HANDLER
04FB 740 :
04FB 741 : THIS ROUTINE IS CALLED WHEN A CONTROL T AST OCCURS.
04FB 742 :
04FB 743 : INPUTS:
04FB 744 :
04FB 745 : AP = ADDRESS OF AST ARGUMENT LIST.
04FB 746 :
04FB 747 : OUTPUTS:
04FB 748 :
04FB 749 : THE CONTROL T AST IS AUTOMATICALLY RE-ENABLED AND A LINE OF PROCESS
04FB 750 : STATUS INFORMATION IS OUTPUT.
04FB 751 :-
00000000 04FB 752 CTRLT_ARGS = 0
04FB 753
04FB 754 .MACRO CTRLT NAME,LENGTH=4
04FB 755 .WORD LENGTH
04FB 756 .WORD JPI$ 'NAME
04FB 757 CTRLT_ARGS = CTRLT_ARGS+1
04FB 758 ITEM 'NAME' = 12 * <8-CTRLT_ARGS>
04FB 759 BUFF 'NAME' = -4 * CTRLT_ARGS
04FB 760 .ENDM
04FB 761
04FB 762 CTRLT_TABLE:
04FB 763 CTRLT PAGEFLTS
04FF 764 CTRLT GPGCNT
0503 765 CTRLT PPGCNT
0507 766 CTRLT CPUTIM
050B 767 CTRLT DIRIO
050F 768 CTRLT BUFIO
0513 769 CTRLT PRCNAM,16
0517 770 CTRLT IMAGNAME,64
051B 771
051B 772 CTRLTMSG:
21 20 53 41 21 20 53 41 21 53 41 21 051B 773 .ASCII &!AS!AS !AS !9AS CPU=!%T PF=!UL IO=!UL MEM=!UL&
20 54 25 21 3D 55 50 43 20 53 41 39 0527
55 21 3D 4F 49 20 4C 55 21 3D 46 50 0533
4C 55 21 3D 4D 45 4D 20 4C 053F
20 20 29 4C 43 44 28 20 20 0548
0548 774 CTRLTMSGEND:
0551 775 DCL: .ASCII / (DCL) /
0551 776 DCLEND:
0551 777
0551 778 LNM$SYSTEM TABLE:
5F 4D 45 54 53 59 53 24 4D 4E 4C 00' 0551 779 .ASCIC /LNM$SYSTEM_TABLE/
45 4C 42 41 54 055D
10 0551
0562 780
0562 781 SYS$NODE:
45 44 4F 4E 24 53 59 53 00' 0562 782 .ASCIC /SYS$NODE/
08 0562
056B 783
056B 784
OFFC 056B 785 .ENTRY DCL$CONTRLT,^M<R2,R3,R4,R5,R6,R7,R8,R9,R10,R11>
056D 786
5B 5E D0 056D 787 MOVL SP,R11 ;SAVE STACK POINTER

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0570 788
0570 789
0570 790 : CHECK TRANSLATION OF SYSSNODE FIRST.
0570 791 :
0570 792 : BUILD NECESSARY DESCRIPTORS AND ITEM LISTS
0570 793 :
5E 12 C2 0570 794 : SUBL #18,SP ;SPACE FOR NODE NAME
7E 7E D4 0573 795 : CLRL -(SP) ;MARK END OF LIST
F4 AE 9F 0575 796 : PUSHAB -12(SP) ;SET ADDRESS TO RETURN LENGTH
OC AE 9F 0578 797 : PUSHAB 12(SP) ;SET ADDRESS OF BUFFER
00020010 8F DD 057B 798 : PUSHL #LNM$ STRING@16+16 ;SET ITEM TYPE AND LENGTH
5A 5E D0 0581 799 : MOVL SP,R10 ;SAVE ADDR. OF ITEM LIST
7E CB AF 9E 0584 800
7E C6 AF 9A 0588 801 : MOVAB LNM$SYSTEM_TABLE+1,-(SP) ;GET ADDR. OF TABLE NAME
55 5E D0 058C 802 : MOVZBL LNM$SYSTEM_TABLE,-(SP) ;GET LENGTH OF TABLE NAME
058F 803 : MOVL SP,R5 ;FORM A DESCRIPTOR
7E D1 AF 9E 058F 804
7E CC AF 9A 0593 805 : MOVAB SYSSNODE+1,-(SP) ;FORM A DISCRIPTOR LOGIC. NAME
56 5E D0 0597 806 : MOVZBL SYSSNODE,-(SP) ;GET LENGTH
059A 807 : MOVL SP,R6 ;FORM A DESCRIPTOR
059A 808 :
059A 809 : GET TRANSLATION OF SYSSNODE
059A 810 :
059A 811 : $TRNLNM_S TABNAM=(R5),- ;TABLE NAME ADDR.
059A 812 : LOGNAM=(R6),- ;"SYSSNODE"
059A 813 : ITMLST=(R10) ;ITEM LIST
50 0000'8F B1 05AB 814 : CMPW #SS$_NOLOGNAM,R0 ;DID TRANSLATION OCCUR?
08 13 05B0 815 : BEQL 1$ ;IF EQ, DON'T HAVE TRANS.
37 50 E9 05B2 816 : BLBC R0,2$ ;EXIT IF ERROR
05B5 817 :
05B5 818 : WILL USE TRANSLATION OF SYSSNODE FOR NODE NAME
05B5 819 :
02 AA B4 05B5 820 : CLRW 2(R10) ;CLEAN UP DESCRIPTOR
4A 11 05B8 821 : BRB 5$ ;GET SYSTEM TIME
05BA 822 :
05BA 823 :
05BA 824 : GET NODE NAME WITH $GETSYI.
05BA 825 :
5E 12 C2 05BA 826 1$: SUBL #18,SP ;SPACE FOR NODE NAME
7E 7E D4 05BD 827 : CLRL -(SP) ;MARK END OF LIST
F4 AE 9F 05BF 828 : PUSHAB -12(SP) ;SET ADDRESS TO RETURN LENGTH
OC AE 9F 05C2 829 : PUSHAB 12(SP) ;SET ADDRESS OF BUFFER
10D90010 8F DD 05C5 830 : PUSHL #SYI$ NODENAME@16+16 ;SET ITEM TYPE AND LENGTH
5A 5E D0 05CB 831 : MOVL SP,R10 ;SAVE ADDRESS OF DESCR
7E 7E 7C 05CE 832 : CLRL -(SP) ;ALLOCATE AN IOSB
50 5E D0 05D0 833 : MOVL SP,R0
05D3 834 : $GETSYIW S ITMLST=(R10),- ;GET SYSTEM INFO
05D3 835 : IOSB=(R0),-
05D3 836 : EFN=#31
03 50 E9 05E6 837 : BLBC R0,2$ ;IF PROBLEM WITH GETJPI, THEN EXIT
50 6E 3C 05E9 838 : MOVZWL (SP),R0 ;GET IOSB STATUS
2F 50 E9 05EC 839 2$: BLBC R0,10$ ;EXIT IF ERROR
02 AA B4 05EF 840 : CLRW 2(R10) ;INIT THE DESCRIPTOR
05F2 841
50 6A 3C 05F2 842 : MOVZWL (R10),R0 ;NODE NAME PRESENT?
0D 13 05F5 843 : BEQL 5$ ;NO, DON'T INSERT ':'
05F7 844

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50 04 BA40 9E 05F7 845      MOVAB  @4(R10)[R0],R0      ;RO = ADDR. WHERE TO INSERT '::'
60 3A3A 8F 80 05FC 846      MOVW   #'A':::(R0)      ;INSERT '::'
   6A 02  A0 0601 847      ADDW   #2,(R10)         ;ADJUST NODE NAME LENGTH
   0604 848      :
   0604 849      : GET SYSTEM TIME.
   0604 850      :
   0604 851 5$:  PUSHL  SP              ;PUSH ADDR OF LEFT OVER IOSB
   7E 08 9A 0606 852      MOVZBL #8,-(SP)         ;PUSH BUFFER LENGTH
   59 05  D0 0609 853      MOVL   SP,R9
   060C 854      $ASCTIM_S      TIMLEN=(R9),-
   060C 855      TIMBUF=(R9),-
   060C 856      CVTFLG=#1
   03 50 E8 061B 857      BLBS   R0,20$          ;IF PROBLEM, THEN EXIT
   012B 31 061E 858 10$:  BRW    150$
   0621 859      :
   0621 860      :
   0621 861      : GET JPI INFORMATION.
   0621 862      :
   0621 863 20$:  CLRL   -(SP)          ;MARK END OF LIST
   55 00000060 8F C2 0626 865      MOVL   SP,R5          ;INIT LIST PTR
   SE 52 FECA CF 9E 062D 866      SUBL  #12+CTRLT_ARGS,SP ;INIT BUFFER PTR
   53 D4 0632 867      MOVAB  CTRLT_TABLE,R2  ;INIT TABLE PTR
   0634 868      CLRL   R3          ;INIT ARG COUNT
   75 F4 A5 3E 0634 869 30$:  MOVAW  -12(R5),-(R5)      ;SET RETURN LEN ADDR
   50 62 3C 0638 870      MOVZWL (R2),R0          ;GET BUFFER LENGTH
   5E 50 C2 063B 871      SUBL  R0,SP           ;ALLOCATE BUFFER
   75 5E D0 063E 872      MOVL   SP,-(R5)       ;SET BUFFER ADDR
   75 82 D0 0641 873      MOVL   (R2)+,-(R5)    ;SET LEN AND TYPE
   EC 53 07 F3 0644 874      AOBLEQ #CTRLT_ARGS-1,R3,30$ ;LOOP TILL END OF LIST
   0648 875      :
   50 7E 7C 0648 876      CLRQ  -(SP)          ;ALLOCATE AN IOSB
   5E 5E D0 064A 877      MOVL   SP,R0
   064D 878      $GETJPIW S ITMLST=(R5),-
   064D 879      IOSB=(R0),-
   064D 880      EFN=#31
   03 50 E9 0660 881      BLBC  R0,32$          ;IF PROBLEM WITH GETJPI, THEN EXIT
   50 6E 3C 0663 882      MOVZWL (SP),R0        ;GET IOSB STATUS
   SE 08 C0 0666 883 32$:  ADDL   #8,SP           ;POP IOSB
   B2 50 E9 0669 884      BLBC  R0,10$         ;EXIT IF ERROR
   066C 885      :
7E 00 FO A5 FFE7960 8F 7A 066C 886      EMUL  #-10000,BUFF_CPUTIM(R5),#0,-(SP) ;CONVERT CPUTIME TO 100NS UNITS
   56 5E D0 0676 887      MOVL   SP,R6
   F8 A5 F4 A5 C0 0679 888      ADDL  BUFF_PPGCNT(R5),BUFF_GPGCNT(R5) ;CALCULATE PAGE COUNT
   E8 A5 EC A5 C0 067E 889      ADDL  BUFF_DIRIO(R5),BUFF_BUFIO(R5)  ;CALCULATE I/O TOTAL
   58 0E A5 B4 0683 890      CLRW  ITEM_PRCNAM+2(R5) ;CLEAR JPI CODE
   0C A5 9E 0686 891      MOVAB  ITEM_PRCNAM(R5),R8 ;STORE ADDRESS OF DESC
   02 A5 B4 068A 892      CLRW  ITEM_IMAGNAME+2(R5) ;CLEAR JPI CODE
   57 65 9E 068D 893      MOVAB  ITEM_IMAGNAME(R5),R7 ;STORE ADDRESS OF DESC
   0690 894      :
   0690 895      :
   0690 896      : IF THE IMAGNAME IS NULL, THEN USE "(DCL)". OTHERWISE, GET THE NINE
   0690 897      : CHARACTER FILE NAME FROM THE IMAGE NAME.
   0690 898      :
   67 85 0690 899      TSTW  (R7)          ;IS IMAGE NAME NULL?
   08 12 0692 900      BNEQ  40$           ;NO, THEN EXTRACT NAME
   67 09 9A 0694 901      MOVZBL #DCLEND-DCL,(R7) ;INSERT DEFAULT STRING

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04 A7 FEAD CF 9E 0697 902 MOVAB DCL,4(R7)
      40 11 069D 903 BRB 100$
      52 67 7D 069F 904
63 52 3A 3A 06A2 905 40$: MOVQ (R7),R2 ;GET LENGTH AND ADDRESS
      52 0A 13 06A6 906 50$: LOCC #^A/;/,R2,(R3) ;FIND COLON
      50 01 C3 06A8 907 BEQL 60$ ;BRANCH IF NOT FOUND
      53 51 01 C1 06AC 908 SUBL3 #1,R0,R2 ;GET NEW LENGTH
      FO 11 06B0 909 ADDL3 #1,R1,R3 ;GET NEW ADDRESS
63 52 5D BF 3A 06B2 910 BRB 50$ ;LOOK FOR ANOTHER COLON
      OA 13 06B7 911 60$: LOCC #^A/]/,R2,(R3) ;FIND CLOSING BRACKET
      50 01 C3 06B9 912 BEQL 65$ ;BRANCH IF NOT FOUND
      53 51 01 C1 06BD 913 SUBL3 #1,R0,R2 ;GET NEW LENGTH
      EF 11 06C1 914 ADDL3 #1,R1,R3 ;GET NEW ADDRESS
      06C3 915 BRB 60$ ;LOOK FOR ANOTHER ']'
63 52 3E 3A 06C3 916 65$: LOCC #^A/>/,R2,(R3) ;FIND CLOSING BRACKET
      OA 13 06C7 918 BEQL 80$ ;BRANCH IF NOT FOUND
      52 50 01 C3 06C9 919 SUBL3 #1,R0,R2 ;GET NEW LENGTH
      53 51 01 C1 06CD 920 ADDL3 #1,R1,R3 ;GET NEW ADDRESS
      FO 11 06D1 921 BRB 65$ ;LOOK FOR ANOTHER '>'
63 52 2E 3A 06D3 922 80$: LOCC #^A/./,R2,(R3) ;FIND PERIOD
      03 13 06D7 924 BEQL 90$ ;BRANCH IF NOT FOUND
      52 50 C2 06D9 925 SUBL R0,R2 ;REMOVE FILE TYPE
      67 52 7D 06DC 926 90$: MOVQ R2,(R7) ;STORE LENGTH AND ADDRESS
      06DF 927
      06DF 928
      06DF 929
      06DF 930 ; CALL FAO TO FORMAT THE MESSAGE.
      06DF 931
SE 0000084 8F C2 06DF 932 100$: SUBL #132,SP ;ALLOCATE SPACE FOR FAO RESULT
      5E 0D 06E6 933 PUSHL SP ;PUSH BUFFER ADDR
      7E 84 8F 9A 06E8 934 MOVZBL #132,-(SP) ;PUSH BUFFER LENGTH
      52 5E 0D 06EC 935 MOVL SP,R2
      06EF 936
      FE28 CF 9F 06EF 937 PUSHAB CTRLMSG ;ADDRESS OF CTRL STRING
      7E 2D 9A 06F3 938 MOVZBL #CTRLMSGEND-CTRLMSG,-(SP) ;LENGTH OF CTRL STRING
      53 5E 0D 06F6 939 MOVL SP,R3
      06F9 940
      06F9 941 $FAO_S CTRSTR = (R3),-
      06F9 942 OUTLEN = (R2),-
      06F9 943 OUTBUF = (R2),-
      06F9 944 P1 = R10,-
      06F9 945 P2 = R8,-
      06F9 946 P3 = R9,-
      06F9 947 P4 = R7,-
      06F9 948 P5 = R6,-
      06F9 949 P6 = BUFF_PAGEFLTS(R5),-
      06F9 950 P7 = BUFF_BUFIO(R5),-
      06F9 951 P8 = BUFF_GPGCNT(R5)
      30 50 E9 0719 952 BLBC R0,150$ ;NODE NAME
      071C 953 ;PROCESS NAME
      50 8E 7D 071C 954 MOVQ (SP)+,R0 ;CURRENT TIME
      071F 955 ;IMAGE NAME
      071F 956 ;CPU TIME
      071F 957 ;PAGE FAULTS
      071F 958 ;I/O TOTAL
      ;MEMORY USAGE
      ;IF PROBLEM, THEN EXIT
      ;POP CTRL STRING DESC

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51 0000028'8F  D0 071F 959      MOVL  #CTLSAG CL:DATA+PPDST_INPDVI,R1 ;GET ADDR OF DEVICE NAME
      50 81 9A 0726 960      MOVZBL (R1)+,R0 ;LENGTH OF DEVICE NAME
      7E 50 7D 0729 961      MOVQ  R0,-(SP) ;CREATE DESCRIPTOR
      7E 7E 7C 072C 962      CLRQ  -(SP) ;ALLOCATE AN IOSB
      50 5E D0 072E 963      MOVL  SP,R0 ;
      0731 964
      0731 965      SBRKTHRUW_S MSGBUF=(R2),- ;BROADCAST THE MESSAGE
      0731 966      SENDTO=(R3),-
      0731 967      SNDTYP=#BRK$C_DEVICE,-
      0731 968      REQID=#BRK$C_DCL,-
      0731 969      EFN=#31,-
      0731 970      IOSB=(R0)
      5E 5B D0 074C 972 150$: MOVL  R11,SP ;RESTORE STACK PTR
      074F 973      STATUS NORMAL ;SET SUCCESS
      04 0756 974      RET
      0757 975
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0757 977 .SBTTL ENABLE CONTROL Y AST
0757 978 :+
0757 979 : DCL$ENBCONTRLY - ENABLE CONTROL Y AST
0757 980 :
0757 981 : THIS ROUTINE IS CALLED TO ENABLE CONTROL Y AST'S ON THE INPUT CHANNEL.
0757 982 :
0757 983 : INPUTS:
0757 984 :
0757 985 : R11 = BASE ADDRESS OF PROCESS WORK AREA.
0757 986 :
0757 987 : OUTPUTS:
0757 988 :
0757 989 : RO = FINAL REQUEST STATUS.
0757 990 :-
0757 991 :-
0757 992 DCL$ENBCONTRLY::
50 68 AB 06 E0 0757 993 BBS #PRC_V_MODE,PRC_W_FLAGS(R11),90$ :ENABLE CONTROL Y AST
50 50 08 AB D0 0757 994 MOVL PRC [ INPRAB(R11),RO :IF SET, NOT INTERACTIVE JOB
47 18 A0 02 E1 0760 995 BBC #DEV$V_TRM,RABSL_CTX(RO),90$ :GET ADDRESS OF INPUT RAB
7E 7C 0765 996 (LRQ -(SP) :IF CLR, 'INPUT' NOT FROM TERMINAL
50 5E D0 0767 997 MOVL SP,RO :ALLOCATE IOSB
076A 998 $QIOW_S EFN=#EXESC_SYSEFN,- :EVENT FLAG
076A 999 IOSB=(RO),- :IOSB
076A 1000 CHAN=PRC_W_INPCHAN(R11),- :INPUT CHANNEL
076A 1001 FUNC=#IOS_SETMODE!IOSM_CTRLYAST,- :FUNCTION CODE
076A 1002 P1=W^DCL$CONTRLY,- :AST ROUTINE ADDRESS
076A 1003 P3=#PSL$C_SUPER :ACCESS MODE
0790 1004
00C8 CB 50 B0 0790 1005 MOVW RO,PRC_W_ASTRETN(R11) :SAVE RETURN STATUS
00C6 CB 6E B0 0795 1006 MOVW (SP),PRC_W_ASTIOSB(R11) :SAVE IOSB
02 11 079A 1007 BRB 67$ :CHECK FOR REENABLE ERRORS
08 11 079C 1008 BRB 85$ :TEMPORARILY SKIP ERROR CHECKING
079E 1009
03 50 E9 079E 1010 67$: BLBC RO,70$ :SET HANGUP PENDING IF ERROR
05 6E E8 07A1 1011 BLBS (SP),85$ :SKIP IF OK
07A4 1012 70$: SETBIT PRC_V_HANGUP,PRC_W_FLAGS(R11) :SET HANGUP PENDING IF ERROR
07A9 1013
5E 08 C0 07A9 1014 85$: ADDL #8,SP :POP IOSB
05 07AC 1015 90$: RSB

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07AD 1017      .SBTTL  DISABLE CONTROL Y AST
07AD 1018      :+
07AD 1019      : DCL$DSBCONTRLY - DISABLE CONTROL Y AST
07AD 1020      :
07AD 1021      : THIS ROUTINE IS CALLED TO DISABLE CONTROL Y AST'S ON THE INPUT CHANNEL.
07AD 1022      :
07AD 1023      : INPUTS:
07AD 1024      :
07AD 1025      :     R11 = BASE ADDRESS OF PROCESS WORK AREA.
07AD 1026      :
07AD 1027      : OUTPUTS:
07AD 1028      :
07AD 1029      :     RO = FINAL REQUEST STATUS.
07AD 1030      :-
07AD 1031      :-
07AD 1032      DCL$DSBCONTRLY::
35 68 AB 06 E0 07AD 1033      BBS      #PRC V MODE,PRC W FLAGS(R11),90$ ;DISABLE CONTROL Y AST
50 08 AB D0 07B2 1034      MOVL     PRC [ INPRAB(R11),RO ;IF SET, NOT INTERACTIVE JOB
2C 18 A0 02 E1 07B6 1035      BBC     #DEV$V_TRM,RAB$L_CTX(RO),90$ ;GET ADDRESS OF INPUT RAB
50 5E D0 07BB 1036      CLRQ   -(SP) ;IF CLR, 'INPUT' NOT FROM TERMINAL
07C0 1037      MOVL     SP,RO ;ALLOCATE IOSB
07C0 1038      $QIOW_S EFN=#EXESC_SYSEFN,- ;EVENT FLAG
07C0 1039      IOSB=(RO),- ;IOSB
07C0 1040      CHAN=PRC W INPCHAN(R11),- ;INPUT CHANNEL
07C0 1041      FUNC=#IOS_SETMODE!IOSM_CTRLYAST,- ;FUNCTION CODE
07C0 1042      P1=0,- ;AST ROUTINE ADDRESS
5E 08 C0 07C0 1043      P3=#PSL$C_SUPER ;ACCESS MODE
07E4 1044      ADDL     #8,SP ;POP IOSB
05 07E7 1045 90$:      RSB

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07E8 1047 .SBTTL ENABLE/DISABLE CTRL/T AST'S
07E8 1048 :+
07E8 1049 : DCL$ENBCTRLT - ENABLE/DISABLE CTRL/T AST'S
07E8 1050 :
07E8 1051 : THIS ROUTINE IS CALLED TO ENABLE/DISABLE CTRL/T AST'S ON THE
07E8 1052 : INPUT CHANNEL.
07E8 1053 :
07E8 1054 : INPUTS:
07E8 1055 :
07E8 1056 :     R1 = CONTROL MASK
07E8 1057 :     R11 = BASE ADDRESS OF PROCESS WORK AREA.
07E8 1058 :
07E8 1059 : OUTPUTS:
07E8 1060 :
07E8 1061 :     R0 = FINAL REQUEST STATUS.
07E8 1062 :-
07E8 1063 :
07E8 1064 DCL$ENBCTRLT:
52 7E 52 7D 07E8 1065 MOVQ R2,-(SP) ;ENABLE/DISABLE CONTROL T AST
00100000 8F DD 07E8 1066 MOVAL DCL$CONTRLT,R2 ;GET TWO REGISTERS TO WORK WITH
53 5E D0 07F0 1067 PUSHL #PRC_M_CTRLT ;GET ADDRESS OF AST ROUTINE
02 51 14 E0 07F6 1068 CLRL -(SP) ;SET CHARACTER MASK
50 5E D0 07FB 1069 MOVL SP,R3 ;USE SHORT FORM OF MASK
7E 7C 0801 1070 BBS #PRC_V_CTRLT,R1,10$ ;GET ADDRESS OF MASK BLOCK
5E 10 C0 0803 1071 CLRL R2 ;SKIP IF ENABLING CTRL/T'S
8E 7D 0806 1072 10$: CLRQ -(SP) ;CLEAR ADDRESS OF AST ROUTINE
05 0806 1073 MOVL SP,R0 ;ALLOCATE IOSB
0806 1074 $QIOW_S EFN=#EXESC_SYSEFN,- ;EVENT FLAG
0806 1075 IOSB=(R0),- ;IOSB
0806 1076 CHAN=PRC_W_INPCHAN(R11),- ;INPUT CHANNEL
0806 1077 FUNC=#IOS_SETMODE!IOSM_OUTBAND,- ;FUNCTION CODE
0806 1078 P1=(R2),- ;AST ROUTINE ADDRESS
0806 1079 P2=R3,- ;ADDRESS OF CHARACTER MASK
0806 1080 P3=#PSL$C_SUPER ;ACCESS MODE
5E 10 C0 082A 1081 ADDL #16,SP ;POP STACK
52 8E 7D 082D 1082 MOVQ (SP)+,R2 ;RESTORE REGISTERS
05 0830 1083 RSB

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0831 1085 .SBTTL RESET OUT-OF-BAND AST'S
0831 1086 :+
0831 1087 : DCL$RESETOOB - RESET OUT-OF-BAND AST'S
0831 1088 :
0831 1089 : THIS ROUTINE IS CALLED TO ENABLE OR DISABLE OUT-OF-BAND AST'S ON THE INPUT
0831 1090 : CHANNEL.
0831 1091 :
0831 1092 : INPUTS:
0831 1093 :
0831 1094 : R1 = CONTROL MASK. BITS ARE SET IF AST SHOULD BE ENABLED, CLEAR
0831 1095 : IF AST SHOULD BE DISABLED.
0831 1096 :
0831 1097 : R11 = BASE ADDRESS OF PROCESS WORK AREA.
0831 1098 :
0831 1099 :-
0831 1100
0831 1101 DCL$RESETOOB::
25 68 AB 06 E0 0831 1102 BBS #PRC_V_MODE,PRC_W_FLAGS(R11),90$ ;ENABLE OR DISABLE OUT-OF-BAND AST
50 08 AB DO 0836 1103 MOVL PRC [ INPRAB(R11),R0 ;IF SET, NOT INTERACTIVE JOB
1C 18 A0 02 E1 083A 1104 BBC #DEV$V_TRM,RAB$L_CTX(R0),90$ ;GET ADDRESS OF INPUT RAB
;IF CLR, 'INPUT' NOT FROM TERMINAL
083F 1105
083F 1106 PUSHL R1 ;SAVE AST CHARACTER MASK
08 08 51 14 E1 0841 1107 BBC #PRC_V_CTRLT,R1,10$ ;SKIP IF DISABLING CTRL/T'S
08 00B4 CB 14 E0 0845 1108 BBS #PRC_V_CTRLT,PRC_L_OUTOFBAND(R11),30$ ;SKIP IF ALREADY ENABLED
03 00B4 CB 06 11 084B 1109 BRB 20$ ;ENABLE CTRL/T AST
FF92 30 084D 1110 10$: BBC #PRC_V_CTRLT,PRC_L_OUTOFBAND(R11),30$ ;SKIP IF ALREADY DISABLED
00B4 CB 8E DO 0853 1111 20$: BSBW DCL$ENBCTRLT ;ENABLE/DISABLE CTRL/T AST'S
05 0856 1112
0856 1113 30$: MOVL (SP)+,PRC_L_OUTOFBAND(R11) ;SET OUT-OF-BAND MASK
085B 1114 90$: RSB
085C 1115

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```
085C 1117 .SBTTL COMMAND INTERPRETER CONDITION HANDLER
085C 1118 :+
085C 1119 : DCL$CONDHAND - COMMAND INTERPRETER CONDITION HANDLER
085C 1120 :
085C 1121 : THIS ROUTINE IS CALLED AS THE RESULT OF AN EXCEPTION CONDITION THAT OCCURS
085C 1122 : WHILE EXECUTING IN THE COMMAND INTERPRETER.
085C 1123 :
085C 1124 : INPUTS:
085C 1125 :
085C 1126 : MECHANISM AND SIGNAL VECTORS
085C 1127 :
085C 1128 : OUTPUTS:
085C 1129 :
085C 1130 : ANY EXIT HANDLERS ARE CANCELLED AND THE CONDITION IS RESIGNALLED.
085C 1131 :-
085C 1132 :
0000 085C 1133 .ENTRY DCL$CONDHAND,^M<>
50 04 085E 1134 $CANEXH_S ;CANCEL ANY EXIT HANDLERS
04 0867 1135 CLRL -R0 ;RESIGNAL THE CONDITION
0869 1136 RET
086A 1137
086A 1138 .END
```

HANDLE
Symbol table

```

$ST1 = 00000001
$ST2 = 0000000B
ACCVIO = 000000AE R 02
ACCVIO2 = 00000182 R R 02
ACCVIO3 = 00000280 R R 02
ACCVIO4 = 0000038F R R 02
ATTACH = 000003EF R 02
BRKSC_DCL = 00000006
BRKSC_DEVICE = 00000001
BUFF_BUFIO = FFFFFFFE8
BUFF_CPUTIM = FFFFFFFF0
BUFF_DIRIO = FFFFFFFEC
BUFF_GPGCNT = FFFFFFFF8
BUFF_IMAGNAME = FFFFFFFE0
BUFF_PAGEFLTS = FFFFFFFFC
BUFF_PPGCNT = FFFFFFFF4
BUFF_PRCNAM = FFFFFFFE4
CHAIN = 000001DA R 02
CHECKMASK = 000001C1 R 02
CLISB_EFN = 00000038
CLISB_FLAGS = 00000004
CLISB_VERSION = 00000039
CLISGET_PRC ***** X 02
CLISK_PAUSE = 00000001
CLISL_ASTADR = 00000030
CLISL_ASTPRM = 00000034
CLISL_ATTR = 00000020
CLISL_ITMLST = 0000001C
CLISL_LSTSTATUS = 0000000C
CLISL_OUTPID = 00000008
CLISL_PID = 00000004
CLISQ_CLI = 00000044
CLISQ_CMDSTR = 00000010
CLISQ_INPUT = 00000018
CLISQ_NAMEDESC = 00000004
CLISQ_OUTPUT = 00000020
CLISQ_PRCNAM = 00000028
CLISQ_PROMPT = 0000003C
CLISQ_TABDESC = 00000014
CLISQ_TABLE = 0000004C
CLISQ_VALDESC = 0000000C
CLISV_NOCLISYM = 00000001
CLISV_NOCONTROL = 00000005
CLISV_NOKEYPAD = 00000003
CLISV_NOLOGNAM = 00000002
CLISV_NOTIFY = 00000004
CLISV_NOWAIT = 00000000
CLIS_BADCTLMSK = 000388CA
CLIS_BUFOVF = 00038018
CLIS_ILLVAL = 0003883A
CLIS_INVREQTYP = 00038822
CLIS_NORMAL = 00030001
CLIS_UNDSYM = 00038140
COMMAND = 000001E4 R 02
CREALOG = 00000221 R 02
CTLSAG_CLIDATA ***** X 02
CTRLMSG = 0000051B R 02

```

```

CTRLMSGEND = 00000548 R 02
CTRL_ARGS = 00000008
CTRL_TABLE = 000004FB R 02
DCL = 00000548 R 02
DCL$ALLDEACMD = 000003F9 RG 02
DCL$ALLDYNMEM ***** X 02
DCL$ALLOCSYMABR ***** X 02
DCL$ATTACH2 ***** X 02
DCL$CHANGE MODE = 0000000C RG 02
DCL$CONDHARD = 0000085C RG 02
DCL$CONTRLT = 0000056B RG 02
DCL$CONTRLY = 0000042F RG 02
DCL$CRLF ***** X 02
DCL$DEADYNMEM ***** X 02
DCL$DEALLOCSYM ***** X 02
DCL$DISABLE ***** X 02
DCL$DSBCONTRLY = 000007AD RG 02
DCL$ENBCONTRLT = 000007E8 R 02
DCL$ENBCONTRLY = 00000757 RG 02
DCL$HIGH LIMIT ***** X 02
DCL$LOW LIMIT ***** X 02
DCL$RESETOOB = 00000831 RG 02
DCL$RESTART ***** X 02
DCL$RUNDWNI ***** X 02
DCL$SAVE PRIVS ***** X 02
DCL$SCNTRLY = 000004AE RG 02
DCL$SEARCH ***** X 02
DCL$SEARCHT ***** X 02
DCL$SPAWN2 ***** X 02
DCL$END = 00000551 R 02
DEFGBL = 00000087 R 02
DEFLOC = 00000081 R 02
DELEGBL = 00000156 R 02
DELELCL = 00000150 R 02
DELELOG = 00000279 R 02
DEVSV_TRM = 00000002
DISACTRLY = 00000185 R 02
DISAOOB = 000001A3 R 02
ENACTRLY = 00000194 R 02
ENAOOB = 000001B1 R 02
ENT_K_MAX_PROMPT = 00000020
ERR_EXIT = 000001C0 R 02
EXESC_SYSEFN ***** X 02
GETSYM = 000000B4 R 02
INVREQ = 00000059 R 02
IOSM_CTRLYAST = 00000080
IOSM_OUTBAND = 00000400
IOS_SETMODE = 00000023
ITEM_BUFIO = 00000018
ITEM_CPUTIM = 00000030
ITEM_DIRIO = 00000024
ITEM_GPGCNT = 00000048
ITEM_IMAGNAME = 00000000
ITEM_PAGEFLTS = 00000054
ITEM_PPGCNT = 0000003C
ITEM_PRCNAM = 0000000C
JPIS_BUFIO ***** X 02

```

HANDLE
Symbol table

J 10
- CONDITION AND CONTROL/Y AST ROUTINES

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JPIS_CPUIM	*****	X	02	PRC_L_IDFLNK	000000BC
JPIS_DIRIO	*****	X	02	PRC_L_IMGACTSTS	00000080
JPIS_GPGCNT	*****	X	02	PRC_L_INDCLOCK	0000007C
JPIS_IMAGNAME	*****	X	02	PRC_L_INDEPTH	0000005C
JPIS_PAGEFLTS	*****	X	02	PRC_L_INDFAB	0000001C
JPIS_PPGCNT	*****	X	02	PRC_L_INDINPRAB	00000014
JPIS_PRCNAM	*****	X	02	PRC_L_INDOURAB	00000018
LNMSPROCESS	00000000	R	02	PRC_L_INPRAB	00000008
LNMSYSTEM TABLE	00000551	R	02	PRC_L_LASTKEY	0000004C
LNMS_STRING	= 00000002			PRC_L_LSTSTATUS	000000B0
NORM_EXIT	000001BD	R	02	PRC_L_ONCTLY	000000B8
NOSUCHSYM	00000148	R	02	PRC_L_ONERROR	0000006C
PAUSE	00000061	R	02	PRC_L_OUTOFBAND	000000B4
PPDSB_NPROCS	0000001C			PRC_L_OUTRAB	0000000C
PPDSC_LENGTH	00000168			PRC_L_OUTRABCTX	00000118
PPDSK_LENGTH	00000168			PRC_L_PPFLIST	00000070
PPDSL_INPDEV	00000044			PRC_L_RECALLPTR	0000012F
PPDSL_LGI	00000014			PRC_L_RESTART	00000058
PPDSL_LSTSTATUS	00000018			PRC_L_SAVAP	00000000
PPDSL_OUTDEV	00000064			PRC_L_SAVFP	00000004
PPDSL_PRC	00000008			PRC_L_SEVERITY	00000050
PPDSQ_CLIREG	00000004			PRC_L_SPWN	000000C0
PPDSQ_CLISYMTBL	0000000C			PRC_L_STACKLM	000000A4
PPDST_FILENAME	00000068			PRC_L_STACKPT	000000A0
PPDST_INPDVI	00000028			PRC_L_STATUS	00000054
PPDST_OUTDVI	00000048			PRC_L_STS	00000084
PPDSW_FLAGS	00000002			PRC_L_STV	00000088
PPDSW_INPCHAN	0000001E			PRC_L_SYMBOL	00000060
PPDSW_INPDID	0000003E			PRC_L_TMBX	00000074
PPDSW_INPFID	00000038			PRC_L_TRMLIST	00000010
PPDSW_INPIFI	00000020			PRC_M_CHAIN	= 00000002
PPDSW_INPISI	00000022			PRC_M_CMD	= 00000001
PPDSW_OUTDID	0000005E			PRC_M_CNTRLY	= 00000002
PPDSW_OUTFID	00000058			PRC_M_CTRLT	= 00100000
PPDSW_OUTIFI	00000024			PRC_M_CTRLY	= 02000000
PPDSW_OUTISI	00000026			PRC_M_YLEVEL	= 00000800
PPDSW_SIZE	00000000			PRC_Q_ALLOCREG	00000020
PRC_B_CONTINUE	000000F3			PRC_Q_COMMAND	000000E0
PRC_B_DEFRADIX	000000AE			PRC_Q_FLUSHTIME	000000D0
PRC_B_EXMDEPMOD	000000AD			PRC_Q_GLOBAL	00000028
PRC_B_EXMDEPWID	000000AC			PRC_Q_IMAGENAME	000000D8
PRC_B_EXONLYL	0000012D			PRC_Q_KEYPAD	00000040
PRC_B_FLAGS2	000000AF			PRC_Q_LABEL	00000030
PRC_B_IMGFLAG	00000078			PRC_Q_LOCAL	00000038
PRC_B_OUTFLAGS	0000012C			PRC_Q_SAVEPRIV	000000E8
PRC_B_PROMPTLEN	000000F0			PRC_T_OUTDVI	0000011C
PRC_C_LENGTH	00000534			PRC_V_CHAIN	= 00000001
PRC_G_COMMANDS	00000133			PRC_V_CTRLT	= 00000014
PRC_G_PROMPT	000000F4			PRC_V_CTRLY	= 00000019
PRC_K_LENGTH	00000534			PRC_V_DISABL	= 00000002
PRC_L_CURRKEY	00000048			PRC_V_HANGUP	= 0000000C
PRC_L_EXMDEPADR	000000A8			PRC_V_MODE	= 00000006
PRC_L_EXTARG	00000094			PRC_V_PRIV	= 00000004
PRC_L_EXTBLK	0000008C			PRC_V_YLEVEL	= 0000000B
PRC_L_EXTCOD	0000009C			PRC_W_ASTIOSB	000000C6
PRC_L_EXTHND	00000090			PRC_W_ASTRETN	000000C8
PRC_L_EXTPRM	00000098			PRC_W_ASTSTATUS	000000C4

HANDLE
Symbol table

```

PRC_W_ATTMBX      0000007A
PRC_W_FLAGS       00000068
PRC_W_INPCHAN     00000064
PRC_W_ONLEVEL     0000005A
PRC_W_OUTIFI      00000114
PRC_W_OUTISI      00000116
PRC_W_OUTMBXCHN   000000CA
PRC_W_OUTMBXREF   000000CE
PRC_W_OUTMBXSIZ   000000CC
PRC_W_PMPTCTRL    000000F1
PRC_W_WAITIOSB    00000066
PSL$C_SUPER       = 00000002
PSL$V_CURMOD      = 00000018
RAB$L_CTX         = 00000018
RET               = 000002AF R    02
SFSL_SAVE_AP     = 00000008
SFSL_SAVE_FP     = 0000000C
SFSS_STACKOFFS   = 00000002
SFSV_STACKOFFS   = 0000000E
SFSW_SAVE_MASK   = 00000006
SPAWN            000002B3 R    02
SPWN_B_ACMODE     0000000E
SPWN_B_CONTINUE   000000A5
SPWN_B_EFN        0000000F
SPWN_B_PROMPTLEN 000000A2
SPWN_C_LENGTH     000000D6
SPWN_G_PROMPT     000000A6
SPWN_G_QUOTAS     00000060
SPWN_K_LENGTH     000000D6
SPWN_L_ASTADR     0000004C
SPWN_L_ASTPRM     00000050
SPWN_L_IMAGCNT    0000005C
SPWN_L_LINK       00000000
SPWN_L_OUTOFBAND 00000058
SPWN_L_PRIB       00000048
SPWN_L_STATUS     00000044
SPWN_L_STSADR     00000054
SPWN_L_SUBPID     00000040
SPWN_Q_CLI        000000C6
SPWN_Q_CMDSTR     00000030
SPWN_Q_INPUT      00000020
SPWN_Q_IOSB       00000038
SPWN_Q_MBXNAM     00000010
SPWN_Q_OUTPUT     00000028
SPWN_Q_PRCNAM     00000018
SPWN_Q_TABLE      000000CE
SPWN_T_PROCESS    00000092
SPWN_V_CLI        = 0000000D
SPWN_V_CLISYM     = 00000005
SPWN_V_INPUT      = 0000000A
SPWN_V_KEYPAD     = 0000000C
SPWN_V_LOGNAM     = 00000006
SPWN_V_NOTIFY     = 00000008
SPWN_V_OUTPUT     = 0000000B
SPWN_V_PRCNAM     = 00000001
SPWN_V_PROMPT     = 00000009
SPWN_V_TABLE      = 0000000F

```

```

SPWN_V_WAIT      = 00000002
SPWN_W_CHAN      0000000A
SPWN_W_FLAGS     0000000C
SPWN_W_PMPTCTRL  000000A3
SPWN_W_SIZE      00000004
SPWN_W_UNIT      00000008
SS$ACCvio        ***** X    02
SS$HANGUP        ***** X    02
SS$NOLOGNAM      ***** X    02
SYS$NODENAME     = 000010D9
SYM_B_FLAGS      0000000B
SYM_B_NONUNIQUE  0000000B
SYM_B_TYPE       0000000A
SYM_K_PERM       = 00000001
SYM_K_STRING     = 00000000
SYM_L_BL         00000004
SYM_L_FL         00000000
SYM_T_SYMBOL     0000000C
SYM_W_SIZE       00000008
SYS$ASCTIM      ***** GX   02
SYS$BRKTHRU     ***** GX   02
SYS$CANEXH      ***** GX   02
SYS$CRELNM      ***** GX   02
SYS$DELLNM      ***** GX   02
SYS$FAO         ***** X    02
SYS$GETJPIW     ***** GX   02
SYS$GETSYIW     ***** GX   02
SYS$NODE        00000562 R    02
SYS$QIOW        ***** GX   02
SYS$SETEF       ***** GX   02
SYS$STRNLNM     ***** GX   02
WRK_B_CMDOPT    FFFFFFFC3
WRK_B_MAXPARM   FFFFFFFD0
WRK_B_MINPARM   FFFFFFFD1
WRK_B_PARMCNT   FFFFFFFCE
WRK_B_PARMSUM   FFFFFFFCF
WRK_B_RECALLCNT FFFFFFFC5
WRK_B_VALLEV    FFFFFFFC4
WRK_B_VERBTYP   FFFFFFFC2
WRK_C_CMDBUFSIZ = 00000400
WRK_C_INPBUFSIZ = 00000100
WRK_C_LENGTH    FFFFF486
WRK_G_BUFFER    FFFFF492
WRK_G_INPBUF    FFFFF896
WRK_G_RESULT    FFFFF9B6
WRK_K_LENGTH    FFFFF486
WRK_L_CHARPTR   FFFFF48E
WRK_L_DISALLOW  FFFFFFE6
WRK_L_ERRORRTN  FFFFF9AE
WRK_L_EXPANPTR  FFFFF486
WRK_L_IMAGE     FFFFFFE2
WRK_L_MARKPTR   FFFFF48A
WRK_L_PAROUT    FFFFFFFD2
WRK_L_PMPTADDR  FFFFF9A2
WRK_L_PROMPTRN  FFFFF9A6
WRK_L_PROPTR    FFFFFFC6
WRK_L_QUABLK    FFFFFFFCA

```

HANDLE
Symbol table

- CONDITION AND CONTROL/Y AST ROUTINES L 10

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```

WRK_L_READRTN      FFFFFFF9AA
WRK_L_RECALLPTR    FFFFFFFFEA
WRK_L_RSLEND       FFFFFFFFB6
WRK_L_RSLNXT       FFFFFFFFBA
WRK_L_SAVAP        FFFFFFFF8
WRK_L_SAVFP        FFFFFFFFC
WRK_L_SAVSP        FFFFFFFF4
WRK_L_SIGNALRTN    FFFFFFFFD6
WRK_L_SPECRTN      FFFFFFF9B2
WRK_L_TAB_VEC      FFFFFFFFDE
WRK_L_VERB         FFFFFFFFBE
WRK_V_COMMAND      = 00000001
WRK_W_FLAGS        FFFFFFFF0
WRK_W_FLAGS2       FFFFFFFF2
WRK_W_IMGCHAN      FFFFFFFFE
WRK_W_PMPTLEN      FFFFFFF99E
_SS_               = 000000EF
    
```

! Psect synopsis !

PSECT name	Allocation	PSECT No.	Attributes												
. ABS .	00000000 (0.)	00 (0.)	NOPIC USR	CON	ABS	LCL	NOSHR	NOEXE	NORD	NOWRT	NOVEC	BYTE			
\$ABSS	FFFFFFFC (0.)	01 (1.)	NOPIC USR	CON	ABS	LCL	NOSHR	EXE	RD	WRT	NOVEC	BYTE			
DCL\$ZCODE	0000086A (2154.)	02 (2.)	NOPIC USR	CON	REL	LCL	NOSHR	EXE	RD	NOWRT	NOVEC	BYTE			

! Performance indicators !

Phase	Page faults	CPU Time	Elapsed Time
Initialization	9	00:00:00.03	00:00:01.52
Command processing	80	00:00:00.72	00:00:06.42
Pass 1	520	00:00:23.20	00:01:13.01
Symbol table sort	0	00:00:03.22	00:00:08.43
Pass 2	212	00:00:04.75	00:00:12.69
Symbol table output	44	00:00:00.32	00:00:00.88
Psect synopsis output	1	00:00:00.02	00:00:00.18
Cross-reference output	0	00:00:00.00	00:00:00.00
Assembler run totals	866	00:00:32.26	00:01:43.13

The working set limit was 1500 pages.
125114 bytes (245 pages) of virtual memory were used to buffer the intermediate code.
There were 110 pages of symbol table space allocated to hold 2034 non-local and 77 local symbols.
1138 source lines were read in Pass 1, producing 28 object records in Pass 2.
68 pages of virtual memory were used to define 50 macros.

! Macro library statistics !

Macro library name	Macros defined
-----	-----
-\$255\$DUA28:[SYSLIB]SYSBLDMLB.MLB;1	0
-\$255\$DUA28:[DCL.OBJ]DCL.MLB;1	12
-\$255\$DUA28:[SYS.OBJ]LIB.MLB;1	2
-\$255\$DUA28:[SYSLIB]STARLET.MLB;2	28
TOTALS (all libraries)	42

2306 GETS were required to define 42 macros.

There were no errors, warnings or information messages.

MACRO/LIS=LIS\$:HANDLE/OBJ=OBJ\$:HANDLE MSRC\$:HANDLE/UPDATE=(ENH\$:HANDLE)+EXECML\$/LIB+LIB\$:DCL/LIB+SYSS\$LIBRARY:SYSBLDMLB/LIE

