

DDDDDDDDDDDD		CCCCCCCCCCCC	XXX		XXX
DDDDDDDDDDDD		CCCCCCCCCCCC	XXX		XXX
DDDDDDDDDDDD		CCCCCCCCCCCC	XXX		XXX
DDD	DDD	CCC	XXX		XXX
DDD	DDD	CCC	XXX		XXX
DDD	DDD	CCC	XXX		XXX
DDD	DDD	CCC	XXX		XXX
DDD	DDD	CCC	XXX		XXX
DDD	DDD	CCC	XXX		XXX
DDD	DDD	CCC	XXX		XXX
DDD	DDD	CCC	XXX		XXX
DDD	DDD	CCC	XXX		XXX
DDD	DDD	CCC	XXX		XXX
DDD	DDD	CCC	XXX		XXX
DDD	DDD	CCC	XXX		XXX
DDD	DDD	CCC	XXX		XXX
DDD	DDD	CCC	XXX		XXX
DDDDDDDDDDDD		CCCCCCCCCCCC	XXX		XXX
DDDDDDDDDDDD		CCCCCCCCCCCC	XXX		XXX
DDDDDDDDDDDD		CCCCCCCCCCCC	XXX		XXX

```

DDDDDDDD  CCCCCCCC  XX    XX  DDDDDDDD  EEEEEEEEEE  FFFFFFFFFF
DDDDDDDD  CCCCCCCC  XX    XX  DDDDDDDD  EEEEEEEEEE  FFFFFFFFFF
DD      DD  CC      XX    XX  DD      DD  EE      FF
DD      DD  CC      XX    XX  DD      DD  EE      FF
DD      DD  CC      XX    XX  DD      DD  EE      FF
DD      DD  CC      XX    XX  DD      DD  EE      FF
DD      DD  CC      XX    XX  DD      DD  EE      FF
DD      DD  CC      XX    XX  DD      DD  EE      FF
DD      DD  CC      XX    XX  DD      DD  EE      FF
DD      DD  CC      XX    XX  DD      DD  EE      FF
DD      DD  CC      XX    XX  DD      DD  EE      FF
DDDDDDDD  CCCCCCCC  XX    XX  DDDDDDDD  EEEEEEEEEE  FFFFFFFFFF
DDDDDDDD  CCCCCCCC  XX    XX  DDDDDDDD  EEEEEEEEEE  FFFFFFFFFF

```

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

```

MM      MM  DDDDDDDD  LL
MM      MM  DDDDDDDD  LL
MMMM  MMMM  DD      DD  LL
MMMM  MMMM  DD      DD  LL
MM  MM  MM  DD      DD  LL
MM  MM  MM  DD      DD  LL
MM      MM  DD      DD  LL
MM      MM  DD      DD  LL
MM      MM  DD      DD  LL
MM      MM  DD      DD  LL
MM      MM  DD      DD  LL
MM      MM  DDDDDDDD  LLLLLLLLLL
MM      MM  DDDDDDDD  LLLLLLLLLL

```

## DCX Public Structure Definitions

Version 'V04-000'

```
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```
Item list definitions
```

```
$STRUCT DCX
```

```
C      <,,1,1      ; Special items
      LIST          ; Sublist of items
      >
C      <,,257,1    ; Base for bit item codes
      BOUNDED      ; Bounded compression bit
      ONE_PASS     ; One analysis pass bit
      >
C      <,,513,1    ; Base for Longword item codes
      EST_RECORDS  ; Estimated number of records
      EST_BYTES    ; Estimated number of data bytes
      >
```

```
E
```

```
DCX map structure definition
```

```
This is a public structure whose interpretation must be preserved
across new releases of VMS.
```

```
$STRUCT DCXMAP
```

```

F      SIZE,L           : Length of map
F      VERSION,W       : Version number
C      <
      VERSION,C        : Current version number
      >
F      ,W              : Spare
F      SANITY,L        : Sanity check longword
C      <
      SANITY,1542824871 : Sanity check value
      >
F      FLAGS,L        : Flags longword
V      <
      UNIVERSAL        : Universal mapping
      >
F      NSUBS,W        : Number of sub-maps which follow
F      SUBO,W         : Offset of initial sub-map
L      LENGTH         : Length of fixed map area
E

$STRUCT DCXSBM

F      SIZE,W         : Size of submap
F      MIN_CHAR,B     : Minimum character represented
F      MAX_CHAR,B     : Maximum character represented
F      ESCAPE,B       : Escape character
F      ,B             : Flags byte
V      <
      ESCAPE           : Escape cell valid
      UNBOUNDED        : Unbounded encoding here
      >
F      FLAGS,W        : Offset of flag bits vector
F      NODES,W        : Offset of nodes vector
F      NEXT,W         : Offset of next sub-map index vector
L      LENGTH         : Length of fixed sub-map area
E

```

