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LL      FFFFFFFF      CCCCCCCC      000000      UU      UU      NN      NN      TTTTTTTTTT
LL      FFFFFFFF      CCCCCCCC      000000      UU      UU      NN      NN      TTTTTTTTTT
LL      FF          CC          00      00      UU      UU      NN      NN      TT
LL      FF          CC          00      00      UU      UU      NN      NN      TT
LL      FF          CC          00      00      UU      UU      NNNN     NN      TT
LL      FF          CC          00      00      UU      UU      NNNN     NN      TT
LL      FFFFFFFF      CC          00      00      UU      UU      NN      NN      TT
LL      FFFFFFFF      CC          00      00      UU      UU      NN      NN      TT
LL      FF          CC          00      00      UU      UU      NN      NN      TT
LL      FF          CC          00      00      UU      UU      NN      NN      TT
LL      FF          CC          00      00      UU      UU      NN      NN      TT
LL      FF          CC          00      00      UU      UU      NN      NN      TT
LL      FF          CC          00      00      UU      UU      NN      NN      TT
LL      FF          CC          00      00      UU      UU      NN      NN      TT
LL      FF          CC          00      00      UU      UU      NN      NN      TT
LLLLLLLLLL  FF      CCCCCCCC      000000      UUUUUUUUUU  NN      NN      TT      ....
LLLLLLLLLL  FF      CCCCCCCC      000000      UUUUUUUUUU  NN      NN      TT      ....

```

```

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
LL      IIIIII      SSSSSSSS
LLLLLLLLLL  IIIIII      SSSSSSSS
LLLLLLLLLL  IIIIII      SSSSSSSS

```

```

1 0001 0 %TITLE 'EDT$LFPCOUNT - type a message with a count'
2 0002 0 MODULE EDT$LFPCOUNT ( ! Type a message with a count
3 0003 0 IDENT = 'V04-000' ! File: LFPCOUNT.BLI Edit: JBS1006
4 0004 0 ) =
5 0005 1 BEGIN
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 FACILITY: EDT -- The DEC Standard Editor
33 0033 1
34 0034 1 ABSTRACT:
35 0035 1
36 0036 1 This module writes out that portion of a line mode message
37 0037 1 giving a count.
38 0038 1
39 0039 1 ENVIRONMENT: Runs at any access mode - AST reentrant
40 0040 1
41 0041 1 AUTHOR: Bob Kushlis, CREATION DATE: February 3, 1978
42 0042 1
43 0043 1 MODIFIED BY:
44 0044 1
45 0045 1 1-001 - Original. DJS 02-FEB-1981. This module was created by
46 0046 1 extracting the routine EDT$SFMT_STRCNT from the module EXEC.BLI.
47 0047 1 1-002 - Regularize headers. JBS 19-Mar-1981
48 0048 1 1-003 - Make it work for 32 or 48 bits so pass count pointer. SMB 5-Feb-1982
49 0049 1 1-004 - Change "division" to a routine call. SMB 11-Feb-1982
50 0050 1 1-005 - Modify to use new compare macro. STS 20-Oct-1982
51 0051 1 1-006 - Improve the appearance of the listing. JBS 14-Jun-1983
52 0052 1 --
53 0053 1

```

```

: 55 0054 1 %SBTTL 'Declarations'
: 56 0055 1
: 57 0056 1 | TABLE OF CONTENTS:
: 58 0057 1 |
: 59 0058 1
: 60 0059 1 REQUIRE 'EDTSRC:TRAPOUNAM';
: 61 0498 1
: 62 0499 1 FORWARD ROUTINE
: 63 0500 1     EDT$$FMT_STRCNT : NOVALUE;           ! Format a count for printing
: 64 0501 1
: 65 0502 1
: 66 0503 1 | INCLUDE FILES:
: 67 0504 1 |
: 68 0505 1
: 69 0506 1 REQUIRE 'EDTSRC:EDTREQ';
: 70 0641 1
: 71 0642 1 |
: 72 0643 1 | MACROS:
: 73 0644 1 |
: 74 0645 1 |     NONE
: 75 0646 1 |
: 76 0647 1 | EQUATED SYMBOLS:
: 77 0648 1 |
: 78 0649 1 |     NONE
: 79 0650 1 |
: 80 0651 1 | OWN STORAGE:
: 81 0652 1 |
: 82 0653 1 |     NONE
: 83 0654 1 |
: 84 0655 1 | EXTERNAL REFERENCES:
: 85 0656 1 |
: 86 0657 1 |     In the routine

```

```

88 0658 1 %SBTTL 'EDT$$FMT_STRCNT - type a message with a count'
89 0659 1
90 0660 1 GLOBAL ROUTINE EDT$$FMT_STRCNT (
91 0661 1     N,
92 0662 1     S,
93 0663 1     L
94 0664 1 ) : NOVALUE =
95 0665 1
96 0666 1 ++
97 0667 1 FUNCTIONAL DESCRIPTION:
98 0668 1
99 0669 1     This routine writes out the portion of a message giving a count.
100 0670 1     The count can be 48 bits long or less
101 0671 1
102 0672 1 FORMAL PARAMETERS:
103 0673 1
104 0674 1     N           the count pointer, which is written as a decimal number unless it
105 0675 1                is zero, in which case it is written as 'No'
106 0676 1
107 0677 1     S           a pointer to a string of characters which is written after the count,
108 0678 1                followed by an 's' unless the count is exactly 1.
109 0679 1
110 0680 1     L           the length of the sting pointed to by S.
111 0681 1
112 0682 1 IMPLICIT INPUTS:
113 0683 1
114 0684 1     EDT$$L_LNO_ZERO
115 0685 1     EDT$$L_LN00-14
116 0686 1
117 0687 1 IMPLICIT OUTPUTS:
118 0688 1
119 0689 1     NONE
120 0690 1
121 0691 1 ROUTINE VALUE:
122 0692 1
123 0693 1     NONE
124 0694 1
125 0695 1 SIDE EFFECTS:
126 0696 1
127 0697 1     NONE
128 0698 1
129 0699 1 --
130 0700 1
131 0701 2 BEGIN
132 0702 2
133 0703 2 EXTERNAL ROUTINE
134 0704 2     EDT$$LDIV,
135 0705 2     EDT$$FMT_CH,
136 0706 2     EDT$$FMT_DCML,
137 0707 2     EDT$$FMT_STR;
138 0708 2
139 0709 2 EXTERNAL
140 0710 2     EDT$$L_LN00 : LNOVECTOR [14],
141 0711 2     EDT$$L_LNO_ZERO : LN_BLOCK;
142 0712 2
143 0713 2 LOCAL
144 0714 2     DIGIT,

```

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VO

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: 145      0715      2          LINNO : LN_BLOCK,
: 146      0716      2          SIGNIF;
: 147      0717      2
: 148      0718      2      +
: 149      0719      2      | Fetch the integer into a local
: 150      0720      2      |
: 151      0721      2      |
: 152      0722      2      |
: 153      0723      2      |
: 154      0724      2      |
: 155      0725      2      |
: 156      0726      2      |
: 157      0727      2      |
: 158      0728      2      |
: 159      0729      2      |
: 160      0730      2      | Loop once for each possible digit in the number starting with most
: 161      0731      2      | significant
: 162      0732      2      |
: 163      0733      2      |
: 164      0734      2      |
: 165      0735      2      |
: 166      0736      2      |
: 167      0737      2      |
: 168      0738      2      | Write the digit out if the current digit is non-zero or
: 169      0739      2      | we have seen a previous non zero digit
: 170      0740      2      |
: 171      0741      2      |
: 172      0742      2      |
: 173      0743      2      |
: 174      0744      2      |
: 175      0745      2      |
: 176      0746      2      |
: 177      0747      2      |
: 178      0748      2      |
: 179      0749      2      |
: 180      0750      2      |
: 181      0751      2      |
: 182      0752      2      |
: 183      0753      2      |
: 184      0754      2      |
: 185      0755      2      |
: 186      0756      2      |
: 187      0757      2      |
: 188      0758      2      |
: 189      0759      2      |
: 190      0760      2      |
: 191      0761      2      |
: 192      0762      1      |

```

END; ! of routine EDT\$\$FMT_STRCNT

```

.TITLE EDT$LFPCOUNT EDT$LFPCOUNT - type a message with a
count
.IDENT \V04-000\
.PSECT _EDT$CODE,NOWRT, SHR, PIC,2
.ASCII \No\<0><0>

```

00 00 6F 4E 0000 P.AAA:

B
C
C
D
D
E
E
F
F
G
G
H
H
I
I
J
J
K
K
L
L
M
M
N
N
O
O
P
P
Q
Q
R
R
S
S
T
T
U
U
V
V
W
W
X
X
Y
Y
Z
Z

				00FC 00000	.EXTRN EDT\$\$LDIV, EDT\$\$FMT_CH	
				57 00000000G 00 9E 00002	.EXTRN EDT\$\$FMT_DCML, EDT\$\$FMT_STR	
				56 00000G00G 00 9E 00009	.EXTRN EDT\$\$L_LNO0, EDT\$\$L_LNO_ZERO	
				5E		
04	AE	04	BC	06 28 C0013	.ENTRY EDT\$\$FMT_STRCNT, Save R2,R3,R4,R5,R6,R7	0660
		04	AE	00 D1 00019	MOVAB EDT\$\$FMT_CH, R7	
				14 12 00021	MOVAB EDT\$\$FMT_STR, R6	
		08	AE	00 B1 00023	SUBL2 #12, SP	0721
				0A 12 0002B	MOVCS #6, @N, LINNO	0723
				02 DD 0002D	CMPL LOW_1, LOW_2	
			CA	02 DD 0002D	BNEQ 1\$	
				AF 9F 0002F	CMPL HIGH_1, HIGH_2	
		66		02 FB 00032	BNEQ 1\$	0725
				26 11 00035	PUSHL #2	
		52		0E 7D 00037 1\$:	PUSHAB P.AAA	
				52 DD 0003A 2\$:	CALLS #2, EDT\$\$FMT_STR	
			04	AE 9F 0003C	BRB 5\$	0734
			0C	AE 9F 0003F	MOVQ #14, I	0736
				03 FB 00042	PUSHL I	
				6E D5 00049	PUSHAB DIGIT	
				04 12 0004B	PUSHAB LINNO	
				53 D5 0004D	CALLS #3, EDT\$\$LDIV	0742
				09 13 0004F	TSTL DIGIT	
7E		6E		30 C1 00051 3\$:	BNEQ 3\$	
		67		01 FB 00055	TSTL SIGNIF	0745
				53 D6 00058	BEQL 4\$	
		DD		52 F4 0005A 4\$:	ADDL3 #48, DIGIT, -(SP)	0746
			0C	AC D5 0005D 5\$:	CALLS #1, EDT\$\$FMT_CH	0734
				26 13 00060	INCL SIGNIF	0753
		7E	08	AC 7D 00062	SOBGEQ I, 2\$	
		66		02 FB 00066	TSTL L	0756
				04 C1 00069	BEQL 7\$	
50		04	04	BC D1 0006E	MOVQ S, -(SP)	0758
				09 12 00076	CALLS #2, EDT\$\$FMT_STR	
				60 B1 00078	ADDL3 #4, N, R0	
				07 13 0007F	CMPL @N, LOW_2	
		7E	73	8F 9A 00081 6\$:	BNEQ 6\$	
		67		01 FB 00085	CMPL (R0), HIGH_2	
				04 00088 7\$:	BEQL 7\$	
					MOVZBL #115, -(SP)	
					CALLS #1, EDT\$\$FMT_CH	0762
					RET	

; Routine Size: 137 bytes, Routine Base: _EDT\$CODE + 0004

: 193 0763 1
: 194 0764 1 !<BLF/PAGE>

EDT\$LF'OUNT
V04-00C

EDT\$LF'OUNT - type a message with a count
EDT\$\$FMT_STRCNT - type a message with a count

C 16
16-Sep-1984 00:49:19
14-Sep-1984 12:23:33

VAX-11 Bliss-32 V4.0-742
DISK\$VM\$MASTER:[EDT.SRC]LF'COUNT.BLI;1

: 196
: 197
: 198
0765 1 END
0766 1
0767 0 ELUDOM

. of module EDT\$LF'COUNT

PSECT SUMMARY

Name	Bytes	Attributes
_EDT\$CODE	141	NOVEC, NOWRT, RD, EXE, SHR, LCL, REL, CON, PIC, ALIGN(2)

Library Statistics

File	Total	Symbols Loaded	Percent	Pages Mapped	Processing Time
_\$255\$DUA28:[EDT.SRC]EDT.L32;1	377	8	2	40	00:00.2
_\$255\$DUA28:[EDT.SRC]PSECTS.L32;1	2	1	50	7	00:00.1

COMMAND QUALIFIERS

BLISS/CHECK=(FIELD, INITIAL, OPTIMIZE)/NOTRACEBACK/LIS=LIS\$:LF'COUNT/OBJ=OBJ\$:LF'COUNT MSRC\$:LF'COUNT.BLI/UPDATE=(ENHS\$:LF'COUNT)

: Size: 137 code + 4 data bytes
: Run Time: 00:12.7
: Elapsed Time: 00:16.2
: Lines/CPU Min: 3635
: Lexemes/CPU-Min: 12199
: Memory Used: 90 pages
: Compilation Complete

0135 AH-BT13A-SE
VAX/VMS V4.0

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This image displays a 12x12 grid of 144 small terminal window screenshots. Each window shows a different command-line interface or data display, likely representing various utilities or programs available in the VAX/VMS environment. The windows are arranged in a regular grid pattern. Some of the visible titles and content include:

- KEYPADDEF LIS**: A window showing a keypad definition list.
- LDIVISION LIS**: A window showing a list of divisions.
- KEYDEFKEY LIS** and **KEYFMTSTR LIS**: Windows showing key definitions and formatting strings.
- LDEFK LIS**: A window showing a list of definitions.
- LFILL LIS**: A window showing a list of fill characters.
- KEYCHR LIS**: A window showing a list of characters.
- KEYIMMNP LIS**: A window showing a list of immediate non-printing characters.
- LDELETE LIS**: A window showing a list of deletable items.
- KEYCOM LIS**: A window showing a list of commands.
- KEYPUTCHR LIS**: A window showing a list of put characters.
- LCLEAR LIS**: A window showing a list of clearable items.
- RECOUNT LIS**: A window showing a list of items to be recounted.
- KEYPAD LIS**: A window showing a list of keypad items.
- LDEFM LIS**: A window showing a list of definitions.
- KEYTRNCHR LIS**: A window showing a list of translated characters.