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EEEEEEEEEE XX XX AAAAAA MM MM PPPPPPPP LL EEEEEEEEE SSSSSSSS
EEEEEEEEEE XX XX AAAAAA MM MM PPPPPPPP LL EEEEEEEEE SSSSSSSS
EEEEEEEEEE XX XX AAAAAA MM MM PPPPPPPP LL EEEEEEEEE SSSSSSSS
EE XX XX AA AA MMMM MMMM PP PP LL EE SS
EE XX XX AA AA MMMM MMMM PP PP LL EE SS
EE XX XX AA AA MMMM MMMM PP PP LL EE SS
EE XX XX AA AA MM MM MM PP PP LL EE SS
EE XX XX AA AA MM MM MM PP PP LL EE SS
EEEEEEEE XX XX AA AA MM MM PPPPPPPP LL EEEEEEEEE SSSSSSS
EEEEEEEE XX XX AA AA MM MM PPPPPPPP LL EEEEEEEEE SSSSSSS
EEEEEEEE XX XX AA AA MM MM PPPPPPPP LL EEEEEEEEE SSSSSSS
EE XX XX AAAAAAAAAA MM MM PP LL EE SS
EE XX XX AAAAAAAAAA MM MM PP LL EE SS
EE XX XX AAAAAAAAAA MM MM PP LL EE SS
EE XX XX AA AA MM MM PP LL EE SS
EE XX XX AA AA MM MM PP LL EE SS
EE XX XX AA AA MM MM PP LL EE SS
EEEEEEEEEE XX XX AA AA MM MM PP LLLLLLLLLL EEEEEEEEE SSSSSSSS
EEEEEEEEEE XX XX AA AA MM MM PP LLLLLLLLLL EEEEEEEEE SSSSSSSS
EEEEEEEEEE XX XX AA AA MM MM PP LLLLLLLLLL EEEEEEEEE SSSSSSSS

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DDDDDDDD      OOOOOO      DDDDDDDD
DDDDDDDD      OOOOOO      DDDDDDDD
DD      DD      OO      OO      DD      DD
DD      DD      OO      OO      DD      DD
DD      DD      OO      OO      DD      DD
DD      DD      OO      OO      DD      DD
DD      DD      OO      OO      DD      DD
DD      DD      OO      OO      DD      DD
DD      DD      OO      OO      DD      DD
DD      DD      OO      OO      DD      DD
DD      DD      OO      OO      DD      DD
DDDDDDDD      OOOOOO      DDDDDDDD
DDDDDDDD      OOOOOO      DDDDDDDD

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EEEEEEEEEE  RRRRRRRR  AAAAAA  PPPPPPPP  AAAAAA  TTTTTTTTTT
EEEEEEEEEE  RRRRRRRR  AAAAAA  PPPPPPPP  AAAAAA  TTTTTTTTTT
EE          RR        RR  AA      AA  PP        PP  AA      AA  TT
EE          RR        RR  AA      AA  PP        PP  AA      AA  TT
EE          RR        RR  AA      AA  PP        PP  AA      AA  TT
EE          RR        RR  AA      AA  PP        PP  AA      AA  TT
EEEEEEEEEE  RRRRRRRR  AA      AA  PPPPPPPP  AA      AA  TT
EEEEEEEEEE  RRRRRRRR  AA      AA  PPPPPPPP  AA      AA  TT
EE          RR  RR    AAAAAAAAAA  PP        AAAAAAAAAA  TT
EE          RR  RR    AAAAAAAAAA  PP        AAAAAAAAAA  TT
EE          RR        RR  AA      AA  PP        AA      AA  TT
EE          RR        RR  AA      AA  PP        AA      AA  TT
EEEEEEEEEE  RR        RR  AA      AA  PP        AA      AA  TT
EEEEEEEEEE  RR        RR  AA      AA  PP        AA      AA  TT

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MM          MM          AAAAAA  RRRRRRRR
MM          MM          AAAAAA  RRRRRRRR
MMMM  MMMM  AA      AA  RR        RR
MMMM  MMMM  AA      AA  RR        RR
MM  MM  MM  AA      AA  RR        RR
MM  MM  MM  AA      AA  RR        RR
MM          MM  AA      AA  RRRRRRRR
MM          MM  AA      AA  RRRRRRRR
MM          MM  AAAAAAAAAA  RR  RR
MM          MM  AAAAAAAAAA  RR  RR
MM          MM  AA      AA  RR        RR
MM          MM  AA      AA  RR        RR
MM          MM  AA      AA  RR        RR
MM          MM  AA      AA  RR        RR

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.title DOD_ERAPAT - Generate DoD security erase patterns
.ident 'V04-000'

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Facility:
    VMS Executive

Abstract:
    This routine generates security erase patterns which are used by user
    written programs to preclude the unauthorized disclosure of classified
    information.

Environment:
    VAX/VMS, Kernel Mode

Author:
    Michael T. Rhodes,      Creation Date:  October, 1982

Modified By:
    V03-001 JRL0023      John R. Lawson, Jr.    10-Jul-1984 14:23
    Add interface to the system.

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.page

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.sbttl Declarations

\$ERADEF ; Define function codes
 \$\$\$DEF ; Define status codes

:
 : Equated symbols:
 :

TYPE = 4 ; Offset to TYPE parameter (value)
 COUNT = 8 ; Offset to COUNT parameter (value)
 PATADR = 12 ; Offset to PATADR parameter (address)

:
 : Assumptions:
 :

ASSUME ERASK_MINTYPE EQ 1
 ASSUME ERASK_MAXTYPE EQ 3

ASSUME ERASK_MEMORY EQ 1
 ASSUME ERASK_DISK EQ 2
 ASSUME ERASK_TAPE EQ 3

.page
 .sbttl Loadable image header and trailer

:++

: Loader Information:

At boot time, SYSBOOT.EXE checks the SYSGEN parameter LOADERAPT (SGNSV LOADERAPT); if it is set, this image gets loaded from SYSSYSTEM:ERAPATLOA.EXE. There must exist, in the image, certain information for the loader; these two PSECT's supply that info.

: Linking this Object:

\$ link/notraceback/system=0/header/executable=SYSSYSTEM:ERAPATLOA -
 DOD_ERAPAT, SYSSYSTEM:SYS.STB/selective_search

The /SYSTEM qualifier guaratees that the PSECT's will be ordered alphabetically within the image, forcing \$\$\$\$\$\$\$ to be first and ----- to be last.

:--

: This table must appear at the beginning of the image
 :

.psect \$\$\$\$\$\$\$ page, pic ; In a system image, the PSECT's
 ; are ordered alphabetically
 PRMSW = 1 ; Flag to indicate loadable code

;


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:           the first time with the value 1, then 2, etc.,
:           until the status SSS_NOTRAN is returned. The
:           local symbol MAXCOUNT defines how many times this
:           happens.

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: Output:

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:   PATADR(AP)      Address of a longword into which the security
:                   erase pattern is to be written.

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: Routine value:

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:   RO = SSS_ACCVIO      Pattern output area not accessible
:         SSS_BADPARAM   Invalid security type code
:         SSS_NORMAL     Normal successful completion
:         SSS_NOTRAN     Security erase complete

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: .page
: .sbttl  Data necessary for routine
: .psect  $DATAS  long, pic

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: Own Storage:

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: COUNTS$:

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:   .long  1           ; Main Memory iteration count
:   .long  3           ; Disk Storage iteration count
:   .long  2           ; Tape Storage iteration count

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: PATTERNS$:           ; Storage type erasure patterns

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:   .long  0           ; Main memory erase pattern
:   .long -1           ; Disk Storage erase pattern
:   .long  ^XDB6DB6DB ; Tape Storage erase pattern

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: .page
: .sbttl  Routine to generate the erase patterns
: .psect  $CODES  long, pic

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: Routine to return erase patterns:

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: DOD_ERAPAT$:        ; $ERAPAT entry point

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:   pushr  ^M<r1>      ; Save registers

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: Check the values of the parameters ...

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;  
    movzwl #SS$_BADPARAM, r0      ; Assume bad parameters  
    cmpl   COUNT(ap), #0          ; Is count too small?  
    bleq   EXIT                   ; Branch if yes  
  
    cmpl   TYPE(ap), #ERASK_MINTYPE ; Type code too small?  
    blss   EXIT                   ; Branch if yes  
    cmpl   TYPE(ap), #ERASK_MAXTYPE ; Type code too large?  
    bgtr   EXIT                   ; Branch if yes  
  
; Use the TYPE as an index into COUNTSS$ and PATTERNSS$  
;  
    subl3  #1, TYPE(ap), r1       ; Vectors begin with 0  
  
; Signal completion by returning SS$_NOTRAN ...  
;  
    movzwl #SS$_NOTRAN, r0        ; Set completion status  
    cmpl   COUNT(ap), COUNTSS[r1] ; Are we done?  
    bgtr   EXIT                   ; Yes, return completion status  
  
; Is the return address for the pattern writable ???  
;  
    movzwl #SS$_ACCVIO, r0        ; Assume access violation  
    ifnowrt #4, @PATADR(ap), EXIT ; Branch if no write access  
  
; Look up the appropriate erase pattern ...  
;  
    movzwl #SS$_NORMAL, r0        ; Assume success at this point  
    movl   PATTERNSS[r1], @PATADR(ap) ; Send back the pattern  
  
; That's all folks ...  
;  
EXIT:  popr  ^M<r1>              ; Restore registers  
       ret   ; Return  
  
.END
```

LPMULT B32

DRMST MAR

ADDRIVER MAR

TORIVER MAR

USSTEST MAR

GBLSECURF MAR

USSDISP MAR

DOD_ERAPAT MAR

LBRMAC MAR

XADDRIVER MAR

LABLOCIN MAR

DRSLU MAR

DTE_DF03 MAR

SECRET MAR

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EXAMPLES