


```

DDDDDDDD  UU    UU  MM    MM  PPPPPPPP
DDDDDDDD  UU    UU  MM    MM  PPPPPPPP
DD    DD  UU    UU  MMMM  MMMM  PP    PP
DD    DD  UU    UU  MMMM  MMMM  PP    PP
DD    DD  UU    UU  MM  MM  MM  PP    PP
DD    DD  UU    UU  MM  MM  MM  PP    PP
DD    DD  UU    UU  MM    MM  PPPPPPPP
DD    DD  UU    UU  MM    MM  PPPPPPPP
DD    DD  UU    UU  MM    MM  PP
DD    DD  UU    UU  MM    MM  PP
DD    DD  UU    UU  MM    MM  PP
DD    DD  UU    UU  MM    MM  PP
DDDDDDDD  UUUUUUUUU  MM    MM  PP
DDDDDDDD  UUUUUUUUU  MM    MM  PP

```

```

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

```

```

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
LLLLLLLLLL IIIIII  SSSSSSSS
LLLLLLLLLL IIIIII  SSSSSSSS

```

```

1 0001 0 MODULE lbr_dump ( . Library examination routines
2 0002 0
3 0003 0 LANGUAGE (BLISS32),
4 0004 1 BEGIN IDENT = 'V04-000') =
5 0005 1
6 0006 1
7 0007 1 *****
8 0008 1 *
9 0009 1 * COPYRIGHT (c) 1978, 1980, 1982, 1984 BY *
10 0010 1 * DIGITAL EQUIPMENT CORPORATION, MAYNARD, MASSACHUSETTS. *
11 0011 1 * ALL RIGHTS RESERVED. *
12 0012 1 *
13 0013 1 * THIS SOFTWARE IS FURNISHED UNDER A LICENSE AND MAY BE USED AND COPIED *
14 0014 1 * ONLY IN ACCORDANCE WITH THE TERMS OF SUCH LICENSE AND WITH THE *
15 0015 1 * INCLUSION OF THE ABOVE COPYRIGHT NOTICE. THIS SOFTWARE OR ANY OTHER *
16 0016 1 * COPIES THEREOF MAY NOT BE PROVIDED OR OTHERWISE MADE AVAILABLE TO ANY *
17 0017 1 * OTHER PERSON. NO TITLE TO AND OWNERSHIP OF THE SOFTWARE IS HEREB/ *
18 0018 1 * TRANSFERRED. *
19 0019 1 *
20 0020 1 * THE INFORMATION IN THIS SOFTWARE IS SUBJECT TO CHANGE WITHOUT NOTICE *
21 0021 1 * AND SHOULD NOT BE CONSTRUED AS A COMMITMENT BY DIGITAL EQUIPMENT *
22 0022 1 * CORPORATION. *
23 0023 1 *
24 0024 1 * DIGITAL ASSUMES NO RESPONSIBILITY FOR THE USE OR RELIABILITY OF ITS *
25 0025 1 * SOFTWARE ON EQUIPMENT WHICH IS NOT SUPPLIED BY DIGITAL. *
26 0026 1 *
27 0027 1 *
28 0028 1 *****
29 0029 1
30 0030 1 ++
31 0031 1
32 0032 1 FACILITY: Library access procedures
33 0033 1
34 0034 1 ABSTRACT:
35 0035 1
36 0036 1 The VAX/VMS librarian procedures implement a standard access method
37 0037 1 to libraries through a shared, common procedure set.
38 0038 1
39 0039 1 ENVIRONMENT:
40 0040 1
41 0041 1 VAX native, user mode.
42 0042 1
43 0043 1 --
44 0044 1
45 0045 1
46 0046 1 AUTHOR: Tim Halvorsen, Benn Schreiber, Bob Grosso 16-Mar-1981
47 0047 1
48 0048 1 MODIFIED BY:
49 0049 1
50 0050 1 V02-003 RPG0003 Bob Grosso 15-Dec-1981
51 0051 1 Enhance command interpretation and help.
52 0052 1 Add next function.
53 0053 1
54 0054 1 V02-002 RPG0002 Bob Grosso 30-Jul-1981
55 0055 1 Remove non-pic descriptors and add some error checking.
56 0056 1
57 0057 1 --

```

Declarations

```
59 0058 1 %SBTTL 'Declarations';
60 0059 1
61 0060 1 LIBRARY 'SYSSLIBRARY:STARLET.L32';      ! VAX/VMS common definitions
62 0061 1
63 0062 1 REQUIRE 'PREFIX';                      ! Librarian general definitions
64 0201 1
65 0202 1 REQUIRE 'LBRDEF';                      ! Librarian structure definitions
66 0793 1
67 0794 1 FORWARD ROUTINE
68 0795 1     lbr$dump_indexblocks,                ! Dump the entire index in hex and ASCII
69 0796 1     lbr$dump_index;                    ! Dump the index
70 0797 1
71 0798 1 EXTERNAL ROUTINE
72 0799 1     find_block : JSB_3,
73 0800 1     find_index : JSB_2,                ! Find index block in memory
74 0801 1     lookup_cache : JSB_2,
75 0802 1     scr$set_cursor : ADDRESSING_MODE (GENERAL),
76 0803 1     scr$get_screen : ADDRESSING_MODE (GENERAL),
77 0804 1     scr$erase_line : ADDRESSING_MODE (GENERAL),
78 0805 1     scr$erase_page : ADDRESSING_MODE (GENERAL),
79 0806 1     scr$put_buffer : ADDRESSING_MODE (GENERAL),
80 0807 1     scr$put_screen : ADDRESSING_MODE (GENERAL),
81 0808 1     scr$set_buffer : ADDRESSING_MODE (GENERAL),
82 0809 1     ots$cvt_tz_l : ADDRESSING_MODE (GENERAL), ! convert text to hex
83 0810 1     lib$put_output : ADDRESSING_MODE (GENERAL); ! Write to SYSS$OUTPUT
84 0811 1
85 0812 1 EXTERNAL
86 0813 1     lbr$gl_control: REF BBLOCK; ! Address of control block
87 0814 1
88 0815 1 OWN
89 0816 1     cur_vbn,
90 0817 1     faostring1 : countedstring ('!/Index block !XL at address !XL'),
91 0818 1     faostring2 : countedstring ('(parent = !XL, used = !XW)!/'),
92 0819 1     faostring3 : countedstring ('!XW !XL !XW !AC'),
93 0820 1     faostring4 : countedstring ('!XW !XL !XW !XL'),
94 0821 1     faodmpblk : countedstring ('!XL !XL !XL !XL !AF'),
95 0822 1     faohash : countedstring ('!XL'), ! print the contents of a hash bucket
96 0823 1     faohashentry : countedstring ('!XL !XL'), ! print the address of the hash bucket followed by it's cont
97 0824 1     faoblock : countedstring ('!XL !XL !XL !XL !XL !XL !XL !XL !AF'), ! dump a line of the block in hex and
98 0825 1     faoentry : countedstring ('!XL '); ! print one of the four longwords of a cache entry
99 0826 1
100 0827 1 BIND
101 0828 1     help_desc_0 = $DESCRIPTOR ('From SYSS$INPUT, enter a single letter command with an <ESC>.'),
102 0829 1     help_desc_1 = $DESCRIPTOR ('? Help'),
103 0830 1     help_desc_2 = $DESCRIPTOR ('N (North) move up the hash table'),
104 0831 1     help_desc_3 = $DESCRIPTOR ('S (South) move down a bucket'),
105 0832 1     help_desc_4 = $DESCRIPTOR ('E (East) move over to the next cache entry in current hash bucket'),
106 0833 1     help_desc_5 = $DESCRIPTOR ('W (West) move back in the linked list of cache entries'),
107 0834 1     help_desc_6 = $DESCRIPTOR ('B jump Back to the first cache entry in current bucket'),
108 0835 1     help_desc_7 = $DESCRIPTOR ('O return to Origin; first entry of first bucket '),
109 0836 1     help_desc_8 = $DESCRIPTOR ('J Jump down 10 buckets in hash table'),
110 0837 1     help_desc_9 = $DESCRIPTOR ('D Display block of current cache entry'),
111 0838 1     help_desc_10 = $DESCRIPTOR ('H Display library header block'),
112 0839 1     help_desc_11 = $DESCRIPTOR ('L query for a VBN to locate in cache'),
113 0840 1     help_desc_12 = $DESCRIPTOR ('G query for a VBN to get from library and cache'),
114 0841 1     help_desc_13 = $DESCRIPTOR ('X dump next vbn'),
115 0842 1     help_desc_14 = $DESCRIPTOR ('R Reprint the screen'),
```

Declarations

```
: 116      0843 1      help_desc_15 = $DESCRIPTOR ('Q Quit and clear the screen');  
: 117      0844 1  
: 118      0845 1 LITERAL  
: 119      0846 1      first_bucket = 0,           ! offset to first bucket in hash  
: 120      0847 1      last_bucket = lbr$sc_hashsize/4 - 1;      ! last bucket in hash table  
: 121      0848 1  
: 122      0849 1 MACRO  
: 123      M 0850 1      write_screen (line, col, string) =      ! write to specified position on screen  
: 124      M 0851 1      scr$put_screen ( fao buffer (string      ! string must contain fao format line followed by fao arguem  
: 125      M 0852 1      %IF %LENGTH GTR 1 %THEN ,%REMAINING %FI),  
: 126      0853 1      line, col)%;
```

LBR\$DUMP_INDEX

```

: 128 0854 1 %SBTTL 'LBR$DUMP_INDEX';
: 129 0855 1
: 130 0856 1 GLOBAL ROUTINE lbr$dump_index (index) =
: 131 0857 1
: 132 0858 1 ---
: 133 0859 1
: 134 0860 1     Dump the contents of the entire index structure
: 135 0861 1     to SYSS$OUTPUT.
: 136 0862 1
: 137 0863 1     Inputs:
: 138 0864 1
: 139 0865 1         index = Primary index number
: 140 0866 1
: 141 0867 1     Outputs:
: 142 0868 1
: 143 0869 1         None
: 144 0870 1
: 145 0871 1 ---
: 146 0872 1
: 147 0873 2 BEGIN
: 148 0874 2 MACRO
: 149 M 0875 2     write (string) =
: 150 0876 2         lib$put_output (fao_buffer (string
: 151 0877 2         %IF %LENGTH GTR 1 %THEN ,%REMAINING %FI))%);
: 152 0878 2
: 153 0879 2 EXTERNAL ROUTINE
: 154 0880 2     lib$put_output : ADDRESSING_MODE (GENERAL);
: 155 0881 2
: 156 0882 2 ROUTINE fao_buffer (ctrstr,args) =
: 157 0883 3 BEGIN
: 158 0884 3 OWN
: 159 0885 3     desc :      BBLOCK [dsc$c_s_bln],      ! Result descriptor
: 160 0886 3     buf :      VECTOR [80, BYTE];          ! Output buffer
: 161 0887 3 MAP
: 162 0888 3     ctrstr :   REF VECTOR [,BYTE],
: 163 0889 3     args :    VECTOR [4];
: 164 0890 3
: 165 0891 3 LOCAL
: 166 0892 3     faodesc : BBLOCK [dsc$c_s_bln];
: 167 0893 3
: 168 0894 3     faodesc [dsc$w_length] = .ctrstr [0];
: 169 0895 3     faodesc [dsc$a_pointer] = ctrstr [1];
: 170 0896 3     desc [dsc$w_length] = 80;                ! Set up result descriptor
: 171 0897 3     desc [dsc$a_pointer] = buf;
: 172 0898 3     $faol (ctrstr=faodesc, outlen=desc, outbuf=desc, prmlst=args);
: 173 0899 3 RETURN desc;
: 174 0900 2 END;

```

```

.TITLE LBR_DUMP
.IDENT \V04-000\
.PSECT $SPLITS,NOWRT,NOEXE,2

```

```

2C 54 55 50 4E 49 24 53 59 53 20 6D 6F 72 46 0000 P.AAB: .ASCII \From SYSS$INPUT, enter a single letter co\ :
65 6C 67 6E 69 73 20 61 20 72 65 74 6E 65 20 000F :
6F 63 20 72 65 74 74 65 6C 20 000E :

```



```

13 00070 FAODMPBLK:
4C 58 21 20 4C 58 21 20 4C 58 21 20 4C 58 21 00071 .BYTE 19
46 41 21 20 00080 .ASCII \!XL !XL !XL !XL !AF\
0C 00084 FAOHASH: .BYTE 12
00085 .ASCII \ !XL\
00091 .BLKB 3
07 00094 FAOHASHENTRY:
. BYTE 7
4C 58 21 20 4C 58 21 00095 .ASCII \!XL !XL\
24 0009C FAOBLOCK:
. BYTE 36
4C 58 21 20 4C 58 21 20 4C 58 21 20 4C 58 21 0009D .ASCII \!XL !XL !XL !XL !XL !XL !XL !XL !AF\
58 21 20 4C 58 21 20 4C 58 21 20 4C 58 21 20 000AC
46 41 21 20 20 4C 000BB
000C1 .BLKB 3
04 000C4 FAOENTRY:
. BYTE 4
20 4C 58 21 000C5 .ASCII \!XL \
000C9 .BLKB 3
000CC DESC: .BLKB 8
000D4 BUF: .BLKB 80

```

```

HELP_DESC_0= P.AAA
HELP_DESC_1= P.AAC
HELP_DESC_2= P.AAE
HELP_DESC_3= P.AAG
HELP_DESC_4= P.AAI
HELP_DESC_5= P.AAK
HELP_DESC_6= P.AAM
HELP_DESC_7= P.AAO
HELP_DESC_8= P.AAQ
HELP_DESC_9= P.AAS
HELP_DESC_10= P.AAU
HELP_DESC_11= P.AAW
HELP_DESC_12= P.AAY
HELP_DESC_13= P.ABA
HELP_DESC_14= P.ABC
HELP_DESC_15= P.ABE

```

```

.EXTRN FIND_BLOCK, FIND_INDEX
.EXTRN LOOKUP_CACHE, SCR$SET_CURSOR
.EXTRN SCR$GET_SCREEN, SCR$ERASE_LINE
.EXTRN SCR$ERASE_PAGE, SCR$PUT_BUFFER
.EXTRN SCR$PUT_SCREEN, SCR$SET_BUFFER
.EXTRN OT$SCVT_TZ_L, LIB$PUT_OUTPUT
.EXTRN LBR$GL_CONTROL, SYSS$AOL

```

.PSECT \$CODE\$,NOWRT,2

0004 0000 FAO_BUFFER:

```

52 0000' CF 9E 00002 .WORD Save R2 ; 0882
5E 08 C2 00007 MOVAB DESC, R2 ;
6E 04 BC 9B 0000A SUBL2 #8, SP ;
04 AC 01 C1 0000E MOVZBW @CTRSTR, FAODESC ; 0894
62 50 8F 9B 00014 ADDL3 #1, CTRSTR, FAODESC+4 ; 0895
04 A2 08 A2 9E 00018 MOVZBW #80, DESC ; 0896
MOVAB BUF, DESC+4 ; 0897

```

LBR_DUMP
V04=000

LBRSDUMP_INDEX

D 15
16-Sep-1984 01:48:07
14-Sep-1984 12:37:37

VAX-11 Bliss-32 V4.0-742
DISK\$VMSMASTER:[LBR.SRC]DUMP.B32;1

Page 8
(3)

LB
VO

	08	AC	9F	0001D	PUSHAB	ARGS	:	0898
		52	DD	00020	PUSHL	R2	:	
		52	DD	00022	PUSHL	R2	:	
	0C	AE	9F	00024	PUSHAB	FADESC	:	
00000000G		04	FB	00027	CALLS	#4, SYSSFAOL	:	0899
		62	9E	0002E	MOVAB	DESC, R0	:	0900
		04		00031	RET		:	

; Routine Size: 50 bytes, Routine Base: \$CODE\$ + 0000

.....

dump_block2

```

: 176 0901 2 %SBTTL 'dump_block2';
: 177 0902 2
: 178 0903 2 ROUTINE dump_block2 (index, vbn) =
: 179 0904 2 BEGIN
: 180 0905 2 LOCAL
: 181 0906 2     entry,
: 182 0907 2     index_desc: REF BBLOCK,      ! Index descriptor
: 183 0908 2     index_block: REF BBLOCK;    ! Index block address
: 184 0909 2
: 185 0910 3 index_desc = .lbr$gl_control [lbr$l_hdrptr] + lhd$c_idxdesc
: 186 0911 3     + (.index-1)*idd$c_length;
: 187 0912 3
: 188 0913 3 perform (find_index (.vbn, index_block));
: 189 0914 3
: 190 0915 3 write(faostring1,.vbn,.index_block);
: 191 P 0916 3 write(faostring2,
: 192 P 0917 3     .index_block [index$l_parent],
: 193 0918 3     .index_block [index$w_used]);
: 194 0919 3
: 195 0920 3 entry = .index_block+index$c_entries;
: 196 0921 3 WHILE (.entry [SS .index_block+index$c_entries+.index_block[index$w_used]-1) DO
: 197 0922 4 BEGIN
: 198 0923 4 MAP entry: REF BBLOCK;
: 199 0924 4 IF .index_desc [idd$v_ascii]      ! If ASCII keys,
: 200 0925 4 THEN
: 201 P 0926 4     write(faostring3,
: 202 P 0927 4         .entry - .index_block,
: 203 P 0928 4         .entry [idx$l_vbn], .entry [idx$w_offset],
: 204 0929 4         entry [idx$b_keylen])
: 205 0930 4 ELSE
: 206 P 0931 4     write(faostring4,
: 207 P 0932 4         .entry - .index_block,
: 208 P 0933 4         .entry [idx$l_vbn], .entry [idx$w_offset],
: 209 0934 4         .entry [idx$l_keyid]);
: 210 0935 4     entry = .entry + idx$c_rfaplsbyt + .entry [idx$b_keylen];
: 211 0936 3 END;
: 212 0937 3
: 213 0938 3 entry = .index_block+index$c_entries;
: 214 0939 3 WHILE (.entry [SS .index_block+index$c_entries+.index_block[index$w_used]-1) DO
: 215 0940 4 BEGIN
: 216 0941 4 MAP entry: REF BBLOCK;
: 217 0942 4 IF .entry [idx$w_offset] EQL rfa$c_index ! If subindex,
: 218 0943 4 THEN
: 219 0944 4     dump_block2(.index, .entry [idx$l_vbn]);
: 220 0945 4     entry = .entry + idx$c_rfaplsbyt + .entry [idx$b_keylen];
: 221 0946 3 END;
: 222 0947 3
: 223 0948 3 RETURN true;
: 224 0949 2 END;

```

OFFC 0000 DUMP_BLOCK2:

59

C9 AF 9E 0002

.WORD
MOVAB

Save R2,R3,R4,R5,R6,R7,R8,R9,R10,R11
FAO_BUFFER, R9

: 0903
:

50

FFFF

32 A9

58	0000000G	00	9E	00006	MOVAB	LIB\$PUT_OUTPUT, R8		
5E		04	C2	0000D	SUBL2	#4, SP		
51	0000G	CF	D0	00010	MOVL	LBR\$GL_CONTROL, R1	0910	
50	04	AC	D0	00015	MOVL	INDEX, R0	0911	
57	0A	B140	7E	00019	MOVAQ	@10(R1)[R0], INDEX_DESC		
57	00BC	C7	9E	0001E	MOVAB	188(R7), INDEX_DESC		
51		6E	9E	00023	MOVAB	INDEX_BLOCK, RT	0913	
50	08	AC	D0	00026	MOVL	VBN, R0		
		0000G	30	0002A	BSBW	FIND_INDEX		
01		50	E8	0002D	BLBS	STATOS, 1\$		
			04	00030	RET			
53		6E	D0	00031	1\$: MOVL	INDEX_BLOCK, R3	0915	
		53	DD	00034	PUSHL	R3		
	08	AC	DD	00036	PUSHL	VBN		
	0000'	CF	9F	00039	PUSHAB	FAOSTRING1		
69		03	FB	0003D	CALLS	#3, FAO_BUFFER		
		50	DD	00040	PUSHL	R0		
68		01	FB	00042	CALLS	#1, LIB\$PUT_OUTPUT		
54		63	3C	00045	MOVZWL	(R3), R4	0918	
		54	DD	00048	PUSHL	R4		
	02	A3	DD	0004A	PUSHL	2(R3)		
	0000'	CF	9F	0004D	PUSHAB	FAOSTRING2		
69		03	FB	00051	CALLS	#3, FAO_BUFFER		
		50	DD	00054	PUSHL	R0		
68		01	FB	00056	CALLS	#1, LIB\$PUT_OUTPUT		
56	0C	A3	9E	00059	MOVAB	12(R3), R6	0920	
52		56	D0	0005D	MOVL	R6, ENTRY		
55	0B	A443	9E	00060	2\$: MOVAB	11(R4)[R3], R5	0921	
55		52	D1	00065	CMPL	ENTRY, R5		
		3A	18	00068	BGEQ	5\$		
52		53	C3	0006A	SUBL3	R3, ENTRY, R0	0929	
11		67	E9	0006E	BLBC	(INDEX_DESC), 3\$	0924	
	06	A2	9F	00071	PUSHAB	6(ENTRY)	0929	
7E	04	A2	3C	00074	MOVZWL	4(ENTRY), -(SP)		
		62	DD	00078	PUSHL	(ENTRY)		
		50	DD	0007A	PUSHL	R0		
	0000'	CF	9F	0007C	PUSHAB	FAOSTRING3		
		0F	11	00080	BRB	4\$		
	06	A2	DD	00082	3\$: PUSHL	6(ENTRY)	0934	
7E	04	A2	3C	00085	MOVZWL	4(ENTRY), -(SP)		
		62	DD	00089	PUSHL	(ENTRY)		
		50	DD	0008B	PUSHL	R0		
	0000'	CF	9F	0008D	PUSHAB	FAOSTRING4		
69		05	FB	00091	4\$: CALLS	#5, FAO_BUFFER		
		50	DD	00094	PUSHL	R0		
68		01	FB	00096	CALLS	#1, LIB\$PUT_OUTPUT		
50	06	A2	9A	00099	MOVZBL	6(ENTRY), R0	0935	
52	07	A042	9E	0009D	MOVAB	7(R0)[ENTRY], ENTRY		
		BC	11	000A2	BRB	2\$	0921	
52		56	D0	000A4	5\$: MOVL	R6, ENTRY	0938	
55		52	D1	000A7	6\$: CMPL	ENTRY, R5	0939	
		1C	18	000AA	BGEQ	8\$		
FFFF	8F	04	A2	B1	000AC	CMPL	4(ENTRY), #65535	0942
		09	12	000B2	BNEQ	7\$		
		62	DD	000B4	PUSHL	(ENTRY)	0944	
		04	AC	DD	000B6	PUSHL	INDEX	
32	A9	02	FB	000B9	CALLS	#2, DUMP_BLOCK2		

dump_block

```

226 0950 2 %SBTTL 'dump_block';
227 0951 2
228 0952 2 ROUTINE dump_block (index, vbn) =
229 0953 2 BEGIN
230 0954 2 LOCAL
231 0955 2     index_desc: REF BBLOCK,      ! Index descriptor
232 0956 2     index_block: REF BBLOCK;    ! Index block address
233 0957 2
234 0958 2     index_desc = .lbr$gl_control [lbr$l_hdrptr] + lhd$c_idxdesc
235 0959 2     + (.index-1)*idd$c_length;
236 0960 2
237 0961 2     perform (find_index (.vbn, index_block));
238 0962 2
239 0963 2     write(faostring1,.vbn,.index_block);
240 P 0964 2     write(faostring2,
241 P 0965 2         .index_block [index$l_parent],
242 P 0966 2         .index_block [index$w_used]);
243 0967 2
244 0968 2     INCRU entry FROM .index_block+index$c_entries
245 0969 2         TO .index_block+index$c_entries+.index_block [index$w_used]-1
246 0970 2         BY idx$c_length + .index_desc [idd$w_keylen]
247 0971 2 DO
248 0972 4     BEGIN
249 0973 4     MAP entry: REF BBLOCK;
250 0974 4     IF .index_desc [idd$v_ascii]      ! If ASCII keys,
251 0975 4     THEN
252 P 0976 4         write(faostring3,
253 P 0977 4             .entry - .index_block,
254 P 0978 4             .entry [idx$l_vbn], .entry [idx$w_offset],
255 P 0979 4             entry [idx$b_keylen])
256 0980 4     ELSE
257 P 0981 4         write(faostring4,
258 P 0982 4             .entry - .index_block,
259 P 0983 4             .entry [idx$l_vbn], .entry [idx$w_offset],
260 P 0984 4             .entry [idx$l_keyid]);
261 0985 4     END;
262 0986 2
263 0987 2     INCRU entry FROM .index_block+index$c_entries
264 0988 2         TO .index_block+index$c_entries+.index_block [index$w_used]-1
265 0989 2         BY idx$c_length + .index_desc [idd$w_keylen]
266 0990 2 DO
267 0991 4     BEGIN
268 0992 4     MAP entry: REF BBLOCK;
269 0993 4     IF .entry [idx$w_offset] EQL rfa$c_index ! If subindex,
270 0994 4     THEN
271 0995 4         dump_block(.index, .entry [idx$l_vbn]);
272 0996 4     END;
273 0997 2
274 0998 2 RETURN true;
275 0999 2 END;

```

OFFC 0000 DUMP_BLOCK:

.WORD

Save R2,R3,R4,R5,R6,R7,R8,R9,R10,R11

; 0952

50

58	FEFC	CF	9E	00002	MOVAB	FAO_BUFFER, R8	
57	00000000G	00	9E	00007	MOVAB	LIB\$PUT_OUTPUT, R7	
5E		04	C2	0000E	SUBL2	#4, SP	
51	0000G	CF	DO	00011	MOVL	LBR\$GL_CONTROL, R1	0958
50	04	AC	DO	00016	MOVL	INDEX, R0	0959
54	0A	B140	7E	0001A	MOVAQ	@10(R1)[R0], INDEX_DESC	
54	00BC	C4	9E	0001F	MOVAB	188(R4), INDEX_DESC	
51		6E	9E	00024	MOVAB	INDEX_BLOCK, RT	0961
50	08	AC	DO	00027	MOVL	VBN, R0	
		0000G	30	0002B	BSBW	FIND_INDEX	
01		50	E8	0002E	BLBS	STATOS, 1\$	
			04	00031	RET		
53		6E	DO	00032	1\$: MOVL	INDEX_BLOCK, R3	0963
		53	DD	00035	PUSHL	R3	
	08	AC	DD	00037	PUSHL	VBN	
	0000'	CF	9F	0003A	PUSHAB	FAO_STRING1	
68		03	FB	0003E	CALLS	#3, FAO_BUFFER	
		50	DD	00041	PUSHL	R0	
67		01	FB	00043	CALLS	#1, LIB\$PUT_OUTPUT	
52		63	3C	00046	MOVZWL	(R3), R2	0966
		52	DD	00049	PUSHL	R2	
	02	A3	DD	0004B	PUSHL	2(R3)	
	0000'	CF	9F	0004E	PUSHAB	FAO_STRING2	
68		03	FB	00052	CALLS	#3, FAO_BUFFER	
		50	DD	00055	PUSHL	R0	
67		01	FB	00057	CALLS	#1, LIB\$PUT_OUTPUT	
56	0B	A243	9E	0005A	MOVAB	11(R2)[R3], -R6	0969
55	02	A4	3C	0005F	MOVZWL	2(INDEX_DESC), R5	0970
55		06	C0	00063	ADDL2	#6, R5	
52	0C	A3	9E	00066	MOVAB	12(R3), ENTRY	
		32	11	0006A	BRB	5\$	
52		53	C3	0006C	2\$: SUBL3	R3, ENTRY, R0	0979
11		64	E9	00070	BLBC	(INDEX_DESC), 3\$	0974
	06	A2	9F	00073	PUSHAB	6(ENTRY)	0979
7E	04	A2	3C	00076	MOVZWL	4(ENTRY), -(SP)	
		62	DD	0007A	PUSHL	(ENTRY)	
		50	DD	0007C	PUSHL	R0	
	0000'	CF	9F	0007E	PUSHAB	FAO_STRING3	
		0F	11	00082	BRB	4\$	
	06	A2	DD	00084	3\$: PUSHL	6(ENTRY)	0984
7E	04	A2	3C	00087	MOVZWL	4(ENTRY), -(SP)	
		62	DD	0008B	PUSHL	(ENTRY)	
		50	DD	0008D	PUSHL	R0	
	0000'	CF	9F	0008F	PUSHAB	FAO_STRING4	
68		05	FB	00093	4\$: CALLS	#5, FAO_BUFFER	
		50	DD	00096	PUSHL	R0	
67		01	FB	00098	CALLS	#1, LIB\$PUT_OUTPUT	
52		55	C0	0009B	ADDL2	R5, ENTRY	0968
56		52	D1	0009E	5\$: CML	ENTRY, R6	
		C9	1B	000A1	BLEQU	2\$	
52	0C	A3	9E	000A3	MOVAB	12(R3), ENTRY	0989
		15	11	000A7	BRB	8\$	
FFFF	8F	04	A2	B1 000A9	6\$: CMPW	4(ENTRY), #65535	0993
		0A	12	000AF	BNEQ	7\$	
		62	DD	000B1	PUSHL	(ENTRY)	0995
		AC	DD	000B3	PUSHL	INDEX	
00FE	C8	02	FB	000B6	CALLS	#2, DUMP_BLOCK	

main body of LBR\$DUMP_INDEX

```

: 277 1000 2 %SBTTL 'main body of LBR$DUMP_INDEX';
: 278 1001 2
: 279 1002 2
: 280 1003 2
: 281 1004 2
: 282 1005 2
: 283 1006 2
: 284 1007 2
: 285 1008 2
: 286 1009 2
: 287 1010 2
: 288 1011 2
: 289 1012 2
: 290 1013 2
: 291 1014 2
: 292 1015 2
: 293 1016 3
: 294 1017 2
: 295 1018 2
: 296 1019 2
: 297 1020 2
: 298 1021 2
: 299 1022 1

```

```

2 %SBTTL 'main body of LBR$DUMP_INDEX';
:
:       Main body of lbr$dump_index procedure
:
: LOCAL
:   index_desc: REF BBLOCK;           ! Index descriptor
:
:   index_desc = .lbr$gl_control [lbr$l_hdrptr] + lhd$c_idxdesc
:               + (.index-1)*idd$c_length;
:   IF .index_desc [idd$l_vbn] EQL 0   ! If empty index,
:   THEN
:     RETURN true;                     ! return immediately
:
:   IF .index_desc [idd$v_varlenidx]
:   THEN
:     perform(dump_block2 (.index, .index_desc [idd$l_vbn]))
:   ELSE
:     perform(dump_block (.index, .index_desc [idd$l_vbn]));
:
:   RETURN true;
:
: END;      ! lbr$dump_index ()

```

			0000	0000	.ENTRY	LBR\$DUMP INDEX, Save nothing	: 0856
	51	0000G	CF	D0 00002	MOVL	LBR\$GL_CONTROL, R1	: 1008
	50	04	AC	D0 00007	MOVL	INDEX, R0	: 1009
	51	0A	B140	7E 0000B	MOVAQ	@10(R1)[R0], INDEX_DESC	
	51	00BC	C1	9E 00010	MOVAB	188(R1), INDEX_DESC	
	50	04	A1	D0 00015	MOVL	4(INDEX_DESC), R0	: 1010
			1D	13 00019	BEQL	3\$	
OC	61		02	E1 0001B	BBC	#2, (INDEX_DESC), 1\$: 1014
			50	DD 0001F	PUSHL	R0	: 1016
		04	AC	DD 00021	PUSHL	INDEX	
	FE44	CF	02	FB 00024	CALLS	#2, DUMP_BLOCK2	
			0A	11 00029	BRB	2\$	
			50	DD 0002B 1\$:	PUSHL	R0	: 1018
		04	AC	DD 0002D	PUSHL	INDEX	
	FF04	CF	02	FB 00030	CALLS	#2, DUMP_BLOCK	
		03	50	E9 00035 2\$:	BLBC	STATUS, 4\$	
		50	01	D0 00038 3\$:	MOVL	#1, R0	: 1020
			04	0003B 4\$:	RET		: 1022

: Routine Size: 60 bytes, Routine Base: \$CODE\$ + 01C5

LBR\$DUMP_INDEXBLOCKS

```

: 301      1023 1 %SBTTL 'LBR$DUMP_INDEXBLOCKS';
: 302      1024 1
: 303      1025 1 GLOBAL ROUTINE lbr$dump_indexblocks (index) =
: 304      1026 1
: 305      1027 1 |---
: 306      1028 1 |
: 307      1029 1 |         Dump the entire index structure in both hex and ASCII
: 308      1030 1 |         to SYS$OUTPUT.
: 309      1031 1 |
: 310      1032 1 | Inputs:
: 311      1033 1 |
: 312      1034 1 |         index = Primary index number
: 313      1035 1 |
: 314      1036 1 | Outputs:
: 315      1037 1 |
: 316      1038 1 |         None
: 317      1039 1 |
: 318      1040 1 |---
: 319      1041 1
: 320      1042 2 BEGIN
: 321      1043 2 MACRO
: 322      1044 2     write (string) =
: 323      1045 2     lib$put_output (fao_buffer (string
: 324      1046 2     %IF %LENGTH GTR 1 %THEN ,%REMAINING %FI))%;
: 325      1047 2
: 326      1048 2 EXTERNAL ROUTINE
: 327      1049 2     lib$put_output : ADDRESSING_MODE (GENERAL);
: 328      1050 2
: 329      1051 2 ROUTINE fao_buffer (ctrstr,args) =
: 330      1052 3 BEGIN
: 331      1053 3 OWN
: 332      1054 3     desc :      BBLOCK [dsc$c_s_bln],      ! Result descriptor
: 333      1055 3     buf  :      VECTOR [80, BYTE];        ! Output buffer
: 334      1056 3 MAP
: 335      1057 3     ctrstr : REF VECTOR [,BYTE],
: 336      1058 3     args  : VECTOR [4];
: 337      1059 3
: 338      1060 3 LOCAL
: 339      1061 3     faodesc : BBLOCK [dsc$c_s_bln];
: 340      1062 3
: 341      1063 3     faodesc [dsc$w_length] = .ctrstr [0];
: 342      1064 3     faodesc [dsc$a_pointer] = ctrstr [1];
: 343      1065 3     desc [dsc$w_length] = 80;                    ! Set up result descriptor
: 344      1066 3     desc [dsc$a_pointer] = buf;
: 345      1067 3     $faol (ctrstr=faodesc, outlen=desc, outbuf=desc, prmlst=args);
: 346      1068 3 RETURN desc;
: 347      1069 2 END;

```

.PSECT \$OWNS,NOEXE,2

```

00124 DESC: .BLKB 8
0012C BUF:  .BLKB 80

```

.PSECT \$CODE\$,NOWRT,2

0004 0000 FAO_BUFFER:

		52	0000'	CF	9E	00002	.WORD	Save R2	:	1051
		5E		08	C2	00007	MOVAB	DESC, R2	:	
		6E	04	BC	9B	0000A	SUBL2	#8, SP	:	
04	AE	AC		01	C1	0000E	MOVZBW	@CTRSTR, FAODESC	:	1063
		62	50	8F	9B	00014	ADDL3	#1, CTRSTR, FAODESC+4	:	1064
		A2	08	A2	9E	00018	MOVZBW	#80, DESC	:	1065
			08	AC	9F	0001D	MOVAB	BUF, DESC+4	:	1066
				52	DD	00020	PUSHAB	ARGS	:	1067
				52	DD	00022	PUSHL	R2	:	
			0C	AE	9F	00024	PUSHL	R2	:	
	00000000G	00		04	FB	00027	PUSHAB	FAODESC	:	
		50		62	9E	0002E	CALLS	#4, SYS\$FAOL	:	
				04	00	00031	MOVAB	DESC, R0	:	1068
							RET		:	1069

; Routine Size: 50 bytes, Routine Base: \$CODE\$ + 0201

dump_wholeblk2

```
349 1070 2 %SBTTL 'dump_wholeblk2';
350 1071 2
351 1072 2 ROUTINE dump_wholeblk2 (index, vbn) =
352 1073 2 BEGIN
353 1074 2 LOCAL
354 1075 2     entry,
355 1076 2     index_desc: REF BBLOCK,      ! Index descriptor
356 1077 2     index_block: REF BBLOCK;     ! Index block address
357 1078 2
358 1079 2     index_desc = .lbr$gl_control [lbr$l_hdrptr] + !hd$c_idxdesc
359 1080 2         + (.index-1)*idd$c_length;
360 1081 2
361 1082 2     perform (find_index (.vbn, index_block));
362 1083 2
363 1084 2     write(faostring1,.vbn,.index_block);
364 1085 2     INCRU i FROM 0 TO 511 BY 16 DO
365 1086 2         write(faodmpblk,
366 1087 2             .index_block [.i+12,0,32,0], .index_block [.i+8,0,32,0],
367 1088 2             .index_block [.i+4,0,32,0], .index_block [.i,0,32,0],
368 1089 2             16, index_block [.i,0,0,0]);
369 1090 2
370 1091 2     entry = .index_block+index$c_entries;
371 1092 3 WHILE (.entry [SS .index_block+index$c_entries+.index_block[index$w_used]-1] DO
372 1093 4     BEGIN
373 1094 4     MAP entry: REF BBLOCK;
374 1095 4     IF .index_desc [idd$v_ascii]      ! If ASCII keys,
375 1096 4     THEN
376 1097 4         write(faostring3,
377 1098 4             .entry - .index_block,
378 1099 4             .entry [idx$l_vbn], .entry [idx$w_offset],
379 1100 4             entry [idx$b_keylen])
380 1101 4     ELSE
381 1102 4         write(faostring4,
382 1103 4             .entry - .index_block,
383 1104 4             .entry [idx$l_vbn], .entry [idx$w_offset],
384 1105 4             .entry [idx$l_keyid]);
385 1106 4     entry = .entry + idx$c_rfaplsbyt + .entry [idx$b_keylen];
386 1107 4     END;
387 1108 3
388 1109 3     entry = .index_block+index$c_entries;
389 1110 3 WHILE (.entry [SS .index_block+index$c_entries+.index_block[index$w_used]-1] DO
390 1111 4     BEGIN
391 1112 4     MAP entry: REF BBLOCK;
392 1113 4     IF .entry [idx$w_offset] EQL rfa$c_index      ! If subindex,
393 1114 4     THEN
394 1115 4         dump_wholeblk2(.index, .entry [idx$l_vbn]);
395 1116 4     entry = .entry + idx$c_rfaplsbyt + .entry [idx$b_keylen];
396 1117 4     END;
397 1118 3
398 1119 3 RETURN true;
399 1120 2 END;
```

OFFC 0000 DUMP_WHOLEBLK2:

58	C9	AF	9E	00002	.WORD	Save R2,R3,R4,R5,R6,R7,R8,R9,R10,R11	1072	
57	00000000G	00	9E	00006	MOVAB	FAO_BUFFER, R8		
5E		04	C2	0000D	MOVAB	LIB\$PUT_OUTPUT, R7		
51	0000G	CF	DD	00010	SUBL2	#4, SP		
50	04	AC	DD	00015	MOVL	LBR\$GL_CONTROL, R1	1079	
56	0A B140	7E	00019	00015	MOVL	INDEX, R0	1080	
56	008C	C6	9E	0001E	MOVAQ	@10(R1)[R0], INDEX_DESC		
51		6E	9E	00023	MOVAB	188(R6), INDEX_DESC		
50	08	AC	DD	00026	MOVAB	INDEX_BLOCK, RT	1082	
		0000G	30	0002A	MOVL	VBN, R0		
01		50	EB	0002D	BSBW	FIND_INDEX		
			04	00030	BLBS	STATUS, 1\$		
53		6E	DD	00031	RET			
		53	DD	00034	1\$:	MOVL	INDEX_BLOCK, R3	1084
	08	AC	DD	00036	PUSHL	R3		
	0000'	CF	9F	00039	PUSHL	VBN		
68		03	FB	0003D	PUSHAB	FAO_STRING1		
		50	DD	00040	CALLS	#3, FAO_BUFFER		
67		01	FB	00042	PUSHL	R0		
		52	D4	00045	CALLS	#1, LIB\$PUT_OUTPUT		
		6243	9F	00047	CLRL	I	1085	
		10	DD	0004A	2\$:	PUSHAB	(I)[R3]	1089
		6243	9F	0004C	PUSHL	#16		
		9E	DD	0004F	PUSHAB	(I)[R3]		
	04	A243	9F	00051	PUSHL	@(SP)+		
		9E	DD	00055	PUSHAB	4(I)[R3]		
	08	A243	9F	00057	PUSHL	@(SP)+		
		9E	DD	00058	PUSHAB	8(I)[R3]		
	0C	A243	9F	0005D	PUSHL	@(SP)+		
		9E	DD	00061	PUSHAB	12(I)[R3]		
	0000'	CF	9F	00063	PUSHL	@(SP)+		
68		07	FB	00067	PUSHAB	FAODMPBLK		
		50	DD	0006A	CALLS	#7, FAO_BUFFER		
67		01	FB	0006C	PUSHL	R0		
52		10	CD	0006F	CALLS	#1, LIB\$PUT_OUTPUT		
8F	000001FF	52	D1	00072	ADDL2	#16, I		
		CC	1B	00079	CPL	I, #511		
55		0C	A3	0007B	BLEQU	2\$		
52		55	DD	0007F	MOVAB	12(R3), R5	1091	
50		63	3C	00082	MOVL	R5, ENTRY		
54		0B	A043	00085	3\$:	MOVZWL	(R3), R0	1092
54		52	D1	0008A	MOVAB	11(R0)[R3], R4		
		3A	18	0008D	CPL	ENTRY, R4		
		53	C3	0008F	BGEQ	6\$		
52	50	66	E9	00093	SUBL3	R3, ENTRY, R0	1100	
11		06	A2	00096	BLBC	(INDEX_DESC), 4\$	1095	
		04	A2	00099	PUSHAB	6(ENTRY)	1100	
7E		62	DD	0009D	MOVZWL	4(ENTRY), -(SP)		
		50	DD	0009F	PUSHL	(ENTRY)		
		0000'	CF	000A1	PUSHL	R0		
		0F	11	000A5	PUSHAB	FAO_STRING3		
		06	A2	000A7	BRB	5\$		
7E		04	A2	000AA	4\$:	PUSHL	6(ENTRY)	1105
		62	DD	000AE	MOVZWL	4(ENTRY), -(SP)		
		50	DD	000B0	PUSHL	(ENTRY)		
		0000'	CF	000B2	PUSHL	R0		
					PUSHAB	FAO_STRING4		

68		05	FB	000B6	5\$:	CALLS	#5, FAO_BUFFER	:	
		50	DD	000B9		PUSHL	R0	:	
67		01	FB	000BB		CALLS	#1, LIB\$PUT_OUTPUT	:	
50	06	A2	9A	000BE		MOVZBL	6(ENTRY), R0	:	1106
52	07	A042	9E	000C2		MOVAB	7(R0)[ENTRY], ENTRY	:	
		B9	11	000C7		BRB	3\$:	1092
52		55	D0	000C9	6\$:	MOVL	R5, ENTRY	:	1109
54		52	D1	000CC	7\$:	CMPL	ENTRY, R4	:	1110
		1C	18	000CF		BGEQ	9\$:	
FFFF	8F	04	A2	B1 000D1		CMPL	4(ENTRY), #65535	:	1113
		09	12	000D7		BNEQ	8\$:	
		62	DD	000D9		PUSHL	(ENTRY)	:	1115
		04	AC	DD 000DB		PUSHL	INDEX	:	
32	A8	02	FB	000DE		CALLS	#2, DUMP_WHOLEBLK2	:	
50	06	A2	9A	000E2	8\$:	MOVZBL	6(ENTRY), R0	:	1116
52	07	A042	9E	000E6		MOVAB	7(R0)[ENTRY], ENTRY	:	
		DF	11	000EB		BRB	7\$:	1110
50		01	D0	000ED	9\$:	MOVL	#1, R0	:	1119
		04	000F0			RET		:	1120

; Routine Size: 241 bytes, Routine Base: \$CODE\$ + 0233

dump_wholeblk

```

: 401      1121 2 %SBTTL 'dump_wholeblk';
: 402      1122 2
: 403      1123 2 ROUTINE dump_wholeblk (index, vbn) =
: 404      1124 2 BEGIN
: 405      1125 2 LOCAL
: 406      1126 2     index_desc: REF BBLOCK,      ! Index descriptor
: 407      1127 2     index_block: REF BBLOCK;    ! Index block address
: 408      1128 2
: 409      1129 2     index_desc = .lbr$gl_control [lbr$l_hdrptr] + lhd$sc_idxdesc
: 410      1130 2         + (.index-1)*idd$sc_length;
: 411      1131 2
: 412      1132 2     perform (find_index (.vbn, index_block));
: 413      1133 2
: 414      1134 2     write(faostring1,.vbn,.index_block);
: 415      1135 2     INCRU i FROM 0 TO 511 BY 16 DO
: 416      1136 2         write(faodmpblk,
: 417      1137 2             .index_block [.i+12,0,32,0], .index_block [.i+8,0,32,0],
: 418      1138 2             .index_block [.i+4,0,32,0], .index_block [.i,0,32,0],
: 419      1139 2             16, index_block [.i,0,0,0] );
: 420      1140 2
: 421      1141 2     INCRU entry FROM .index_block+index$sc_entries
: 422      1142 2         TO .index_block+index$sc_entries+.index_block [index$w_used]-1
: 423      1143 2         BY idx$sc_length + .index_desc [idd$w_keylen]
: 424      1144 2     DO
: 425      1145 2         BEGIN
: 426      1146 2         MAP entry: REF BBLOCK;
: 427      1147 2         IF .index_desc [idd$v_ascii]          ! If ASCII keys,
: 428      1148 2         THEN
: 429      1149 2             write(faostring3,
: 430      1150 2                 .entry - .index_block,
: 431      1151 2                 .entry [idx$l_vbn], .entry [idx$w_offset],
: 432      1152 2                 entry [idx$b_keylen])
: 433      1153 2         ELSE
: 434      1154 2             write(faostring4,
: 435      1155 2                 .entry - .index_block,
: 436      1156 2                 .entry [idx$l_vbn], .entry [idx$w_offset],
: 437      1157 2                 .entry [idx$l_keyid]);
: 438      1158 2         END;
: 439      1159 2
: 440      1160 2     INCRU entry FROM .index_block+index$sc_entries
: 441      1161 2         TO .index_block+index$sc_entries+.index_block [index$w_used]-1
: 442      1162 2         BY idx$sc_length + .index_desc [idd$w_keylen]
: 443      1163 2     DO
: 444      1164 2         BEGIN
: 445      1165 2         MAP entry: REF BBLOCK;
: 446      1166 2         IF .entry [idx$w_offset] EQL rfa$sc_index    ! If subindex,
: 447      1167 2         THEN
: 448      1168 2             dump_wholeblk(.index, .entry [idx$l_vbn]);
: 449      1169 2         END;
: 450      1170 2
: 451      1171 2     RETURN true;
: 452      1172 2     END;
```


		0000'	CF	9F	000B4		PUSHAB	FAOSTRING4	:
68			05	FB	000B8	5\$:	CALLS	#5, FAO_BUFFER	:
			50	DD	000BB		PUSHL	R0	:
67			01	FB	000BD		CALLS	#1, LIB\$PUT_OUTPUT	:
52			55	CO	000C0		ADDL2	R5, ENTRY	1141
56			52	D1	000C3	6\$:	CMPL	ENTRY, R6	:
			C9	1B	000C6		BLEQU	3\$:
52		0C	A3	9E	000CB		MOVAB	12(R3), ENTRY	1162
			15	11	000CC		BRB	9\$:
FFFF	8F		A2	B1	000CE	7\$:	CMPW	4(ENTRY), #65535	1166
			0A	12	000D4		BNEQ	8\$:
			62	DD	000D6		PUSHL	(ENTRY)	1168
		04	AC	DD	000D8		PUSHL	INDEX	:
0123	C8		02	FB	000DB		CALLS	#2, DUMP WHOLEBLK	:
	52		55	CO	000E0	8\$:	ADDL2	R5, ENTRY	1160
	56		52	D1	000E3	9\$:	CMPL	ENTRY, R6	:
			E6	1B	000E6		BLEQU	7\$:
	50		01	DO	000E8		MOVL	#1, R0	1171
			04	000EB			RET		1172

; Routine Size: 236 bytes, Routine Base: \$CODE\$ + 0324

```

: 454 1173 2 %SBTTL 'Main body of LBR$DUMP_INDEXBLOCKS';
: 455 1174 2
: 456 1175 2 :
: 457 1176 2 :
: 458 1177 2 :
: 459 1178 2 LOCAL
: 460 1179 2 index_desc: REF BBLOCK; ! Index descriptor
: 461 1180 2
: 462 1181 2 index_desc = .lbr$gl_control [lbr$l_hdrptr] + lhd$c_idxdesc
: 463 1182 2 + (.index-1)*idd$c_length;
: 464 1183 2 IF .index_desc [idd$l_vbn] EQL 0 ! If empty index,
: 465 1184 2 THEN
: 466 1185 2 RETURN true; ! return immediately
: 467 1186 2 IF .index_desc [idd$v_varlenidx]
: 468 1187 2 THEN
: 469 1188 3 perform( dump_wholeblk2 (.index, .index_desc [idd$l_vbn]))
: 470 1189 2 ELSE
: 471 1190 2 perform( dump_wholeblk (.index, .index_desc [idd$l_vbn]));
: 472 1191 2
: 473 1192 2 RETURN true;
: 474 1193 2
: 475 1194 1 END; ! lbr$dump_indexblocks ()

```

			0000	00000	.ENTRY	LBR\$DUMP_INDEXBLOCKS, Save nothing	:	1025
	51	0000G	CF	D0 00002	MOVL	LBR\$GL_CONTROL, R1	:	1181
	50	04	AC	D0 00007	MOVL	INDEX, R0	:	1182
	51	0A	B140	7E 0000B	MOVAQ	@10(R1)[R0], INDEX_DESC	:	
	51	00BC	C1	9E 00010	MOVAB	188(R1), INDEX_DESC	:	
	50	04	A1	D0 00015	MOVL	4(INDEX_DESC), R0	:	1183
			1D	13 00019	BEQL	3\$:	
OC	61		02	E1 0001B	BBC	#2, (INDEX_DESC), 1\$:	1186
			50	DD 0001F	PUSHL	R0	:	1188
		04	AC	DD 00021	PUSHL	INDEX	:	
F DFA	CF		02	FB 00024	CALLS	#2, DUMP_WHOLEBLK2	:	
			0A	11 00029	BRB	2\$:	
			50	DD 0002B 1\$:	PUSHL	R0	:	1190
		04	AC	DD 0002D	PUSHL	INDEX	:	
F EDF	CF		02	FB 00030	CALLS	#2, DUMP_WHOLEBLK	:	
	03		50	E9 00035 2\$:	BLBC	STATUS, 4\$:	
	50		01	D0 00038 3\$:	MOVL	#1, R0	:	1192
			04	00G3B 4\$:	RET		:	1194

; Routine Size: 60 bytes, Routine Base: \$CODE\$ + 0410

```

477 1195 1 %SBTTL 'LBRSDUMP_CACHE';
478 1196 1
479 1197 1 GLOBAL ROUTINE lbr$dump_cache =
480 1198 1
481 1199 1 ---
482 1200 1
483 1201 1     Interactively dump the cache to SYSS$OUTPUT.
484 1202 1
485 1203 1     Inputs:
486 1204 1
487 1205 1         From SYSS$INPUT, enter any of the single letter commands with an <ESC>.
488 1206 1             N   move (North) up the hash table
489 1207 1             S   move (South) down to next bucket in hash table
490 1208 1             E   move (East) over to the next cache entry in current hash bucket
491 1209 1             W   move (West) back in the linked list of cache entries.
492 1210 1             B   jump Back to the first cache entry in current bucket
493 1211 1             J   Jump down 10 buckets in hash table
494 1212 1             D   Display the VBN for the current cache entry
495 1213 1             O   return to Origin; first entry of first bucket
496 1214 1             L   query for a VBN to locate in cache
497 1215 1             G   query for a VBN to get from library and cache
498 1216 1             R   Reprint the screen
499 1217 1             Q   Quit and clear the screen
500 1218 1
501 1219 1     Outputs:
502 1220 1
503 1221 1         Displays requested contents of library cache on VT100
504 1222 1
505 1223 1 ---
506 1224 1
507 1225 2 BEGIN
508 1226 2
509 1227 2 FORWARD ROUTINE
510 1228 2     display_entries,      ! Print the cache entry list for current and next bucket
511 1229 2     display_entry_1,      ! Print the cache entry list for the current bucket
512 1230 2     display_entry_2,      ! Print the cache entry list for the next bucket
513 1231 2     display_block;        ! Locate memory address of current block and display it.
514 1232 2
515 1233 2 LITERAL
516 1234 2     first_entry = 0,      ! first entry in linked list of cache entries
517 1235 2     blk_col = 20,         ! column to print block dump in
518 1236 2     blk_lin = 9,         ! line to start block dump on
519 1237 2     level_1 = 1,        ! Cache entry list for current bucket
520 1238 2     input_lin = 24,      ! Place cursor for command input
521 1239 2     input_col = 0,      ! Place cursor for command input
522 1240 2     depth_offset = 1,   ! How many lines down to display cache entry list
523 1241 2     wid_offset = 20,    ! How many columns over to display cache entry list
524 1242 2     bckf_offset = 2,    ! How many lines down to display window of hash buckets
525 1243 2     entry_depth = 5,   ! Number of lines to display a level 1 cache entry
526 1244 2     entry_wid = 9,     ! Number of characters taken by display of one cache entry
527 1245 2     entries_wide = 12,  ! Max number of enties in cache entry linked list to fit on screen.
528 1246 2     half_hash_window = 5; ! Half size of window surrounding current bucket
529 1247 2
530 1248 2 ROUTINE fao_buffer (ctrstr,args) =
531 1249 3 BEGIN
532 1250 3 OWN
533 1251 3     desc :      BBLOCK [dsc$c_s_bln],      ! Result descriptor

```

```

: 534      1252 3  buf :      VECTOR [132, BYTE];      ! Output buffer
: 535      1253 3  MAP
: 536      1254 3  ctrstr :   REF VECTOR [,BYTE],
: 537      1255 3  args :    VECTOR [4];
: 538      1256 3  LOCAL
: 539      1257 3  faodesc : BBLOCK [dsc$c_s_bln];
: 540      1258 3  faodesc [dsc$w_length] = .ctrstr [0];
: 541      1259 3  faodesc [dsc$a_pointer] = ctrstr [1];
: 542      1260 3  desc [dsc$w_length] = 132;
: 543      1261 3  desc [dsc$a_pointer] = buf;
: 544      1262 3  $faol (ctrstr=faodesc, outlen=desc, outbuf=desc, prmlst=args); ! Set up result descriptor
: 545      1263 3  RETURN desc;
: 546      1264 3  RETURN desc;
: 547      1265 3  RETURN desc;
: 548      1266 2  END;

```

.PSECT \$OWNS,NOEXE,2

0017C DESC: .BLKB 8
00184 BUF: .BLKB 132

.PSECT \$CODES,NOWRT,2

0004 00000 FAO_BUFFER:

		52	0000'	CF	9E	00002	.WORD	Save R2	: 1248
		5E		08	C2	00007	MOVAB	DESC, R2	
		6E	04	BC	9B	0000A	SUBL2	#8, SP	
04	AE	AC		01	C1	0000E	MOVZBW	@CTRSTR, FAODESC	: 1260
		62	84	8F	9B	00014	ADDL3	#1, CTRSTR, FAODESC+4	: 1261
		A2	08	A2	9E	00018	MOVZBW	#132, DESC	: 1262
			08	AC	9F	0001D	MOVAB	BUF, DESC+4	: 1263
				52	DD	00020	PUSHAB	ARGS	: 1264
				52	DD	00022	PUSHL	R2	
			0C	AE	9F	00024	PUSHL	R2	
		00000000G	00	04	FB	00027	PUSHAB	FAODESC	
			50	62	9E	0002E	CALLS	#4, SYSSFAOL	: 1265
				04	00031		MOVAB	DESC, R0	: 1266
							RET		

: Routine Size: 50 bytes, Routine Base: \$CODES + 044C

: 549 1267 2

display_bucket

```

: 551      1268  2 %SBTTL 'display_bucket';
: 552      1269  2
: 553      1270  2 ROUTINE display_bucket ( bucket, entry) =
: 554      1271  2 :+++
: 555      1272  2
: 556      1273  2     For the current bucket, display the linked list of cache entries
: 557      1274  2     starting at the offset ENTRY, and display the linked list for the
: 558      1275  2     the bucket following the current bucket. Dump the block for the
: 559      1276  2     the current cache entry.
: 560      1277  2
: 561      1278  2 :---
: 562      1279  2 BEGIN
: 563      1280  2 perform ( display_entry_1 ( .bucket, .entry) );
: 564      1281  2 perform ( display_entry_2 ( .bucket+1, first_entry) );
: 565      1282  2 perform ( display_block (.bucket, .entry) );
: 566      1283  2 RETURN true;
: 567      1284  2 END;      ! routine display_bucket

```

0000 0000 DISPLAY_BUCKET:

					.WORD	Save nothing	:	1270
		7E	04	AC	7D 00002	MOVQ	BUCKET, -(SP)	:
	0000V	CF		02	FB 00006	CALLS	#2, DISPLAY_ENTRY_1	:
		1E		50	E9 0000B	BLBC	STATUS, 1\$:
				7E	D4 0000E	CLRL	-(SP)	:
	7E	04		AC	01 C1 00010	ADDL3	#1, BUCKET, -(SP)	:
	0000V	CF		02	FB 00015	CALLS	#2, DISPLAY_ENTRY_2	:
		0F		50	E9 0001A	BLBC	STATUS, 1\$:
		7E	04	AC	7D 0001D	MOVQ	BUCKET, -(SP)	:
	0000V	CF		02	FB 00021	CALLS	#2, DISPLAY_BLOCK	:
		03		50	E9 00026	BLBC	STATUS, 1\$:
		50		01	D0 00029	MOVL	#1, R0	:
				04	0002C 1\$:	RET		:
								1284

: Routine Size: 45 bytes, Routine Base: \$CODE\$ + 047E

: 568 1285 2

erase_block

```

: 570      1286 2 %SBTTL 'erase_block';
: 571      1287 2
: 572      1288 2 ROUTINE erase_block (lin,col,nlines) =
: 573      1289 2 |+++
: 574      1290 2 |
: 575      1291 2 |         Erase a block on the screen.
: 576      1292 2 |         Called by
: 577      1293 2 |             dump_block
: 578      1294 2 |             display_block
: 579      1295 2 |
: 580      1296 2 |---
: 581      1297 2 BEGIN
: 582      1298 2 INCR i FROM .lin TO (.lin + .nlines - 1) BY 1 DO
: 583      1299 2 scr$erase_line (.i,.col);
: 584      1300 2 RETURN true;
: 585      1301 2 END;

```

```

                                000C 00000 ERASE_BLOCK:
                                .WORD      Save R2,R3
                                ADDL3      NLINES, LIN, R3
                                SUBL3      #1, LIN, I
                                BRB        2$
                                08 AC DD 0000F 1$: PUSHL COL
                                52 DD 00012 PUSHL I
                                F0 00000000G 00 02 FB 00014 CALLS #2, SCR$ERASE_LINE
                                52 53 F2 0001B 2$: AOBLS R3, I, 1$
                                01 D0 0001F MOVL #1, R0
                                04 00022 RET
                                : 1288
                                : 1298
                                : 1299
                                :
                                :
                                :
                                :
                                : 1300
                                : 1301

```

; Routine Size: 35 bytes, Routine Base: \$CODE\$ + 04AB

display_entries

```
587 1302 2 %SBTTL 'display_entries';
588 1303 2
589 1304 2 ROUTINE display_entries ( bucket, entry, level) =
590 1305 2 +++
591 1306 2
592 1307 2     Display the cache entry linked list for the given bucket
593 1308 2     On the screen at the given level.
594 1309 2     Called by:
595 1310 2         display_entry_1
596 1311 2
597 1312 2     ---
598 1313 2 BEGIN
599 1314 2
600 1315 2 BIND
601 1316 2     context = .lbr$gl_control [lbr$l_ctxptr] : BBLOCK,
602 1317 2     cache = .context [ctx$l_cache] : VECTOR;
603 1318 2
604 1319 2 LOCAL
605 1320 2     line,
606 1321 2     cache_entry : REF BBLOCK,
607 1322 2     entry_num,
608 1323 2     entries_out;
609 1324 2
610 1325 2     cache_entry = .cache[.bucket];
611 1326 2     line = entry_depth * (.level-1) + depth_offset;
612 1327 2     entries_out = 0;
613 1328 2     entry_num = 0;
614 1329 2
615 1330 2 IF NOT ( (.bucket LSS first_bucket) OR (.bucket GTR last_bucket) ) THEN
616 1331 2     WHILE (.cache_entry NEQ 0) AND (.entries_out LSS entries_wide) DO
617 1332 2         BEGIN
618 1333 2             IF ( .entry_num GEQ .entry ) THEN
619 1334 2                 BEGIN
620 1335 2                     P write_screen( .line, wid_offset + .entries_out*entry_wid,
621 1336 2                         faoentry, .cache_entry[ cache$l_link ] );
622 1337 2                     P write_screen( .line+1, wid_offset + .entries_out*entry_wid,
623 1338 2                         faoentry, .cache_entry[ cache$l_vbn ] );
624 1339 2                     P write_screen( .line+2, wid_offset + .entries_out*entry_wid,
625 1340 2                         faoentry, .cache_entry[ cache$l_address ] );
626 1341 2                     P write_screen( .line+3, wid_offset + .entries_out*entry_wid,
627 1342 2                         faoentry, .cache_entry[ cache$w_flags ] );
628 1343 2                     entries_out = .entries_out + 1;
629 1344 2                 END;
630 1345 2                 cache_entry = .cache_entry[ cache$l_link];
631 1346 2                 entry_num = .entry_num + 1;
632 1347 2             END; ! WHILE still entries in bucket, and not off edge of screen
633 1348 2
634 1349 2 IF ( .entries_out LSS entries_wide ) THEN
635 1350 2     BEGIN
636 1351 2         perform ( scr$erase_line(.line, wid_offset + .entries_out * entry_wid) );
637 1352 2         perform ( scr$erase_line(.line+1, wid_offset + .entries_out * entry_wid));
638 1353 2         perform ( scr$erase_line(.line+2, wid_offset + .entries_out * entry_wid));
639 1354 2         perform ( scr$erase_line(.line+3, wid_offset + .entries_out * entry_wid));
640 1355 2     END;
641 1356 2 RETURN true;
642 1357 2 END; ! Routine display_entries
```


55		53	D6	000A3		INCL	ENTRIES_OUT	:	1343
		65	D0	000A5	2\$:	MOVL	(CACHE_ENTRY), CACHE_ENTRY	:	1345
		56	D6	000A8		INCL	ENTRY_NUM	:	1346
		99	11	000AA		BRB	1\$:	1331
0C		53	D1	000 C	3\$:	CMPL	ENTRIES_OUT, #12	:	1349
		32	18	000AF		BGEQ	4\$:	
53		09	C4	000B1		MULL2	#9, R3	:	1351
	14	A3	9F	000B4		PUSHAB	20(R3)	:	
		52	DD	000B7		PUSHL	LINE	:	
68		02	FB	000B9		CALLS	#2, SCR\$ERASE_LINE	:	
27		50	E9	000BC		BLBC	STATUS, 5\$:	
	14	A3	9F	000BF		PUSHAB	20(R3)	:	1352
	01	A2	9F	000C2		PJSHAB	1(LINE)	:	
68		02	FB	000C5		CALLS	#2, SCR\$ERASE_LINE	:	
1B		50	E9	000C8		BLBC	STATUS, 5\$:	
	14	A3	9F	000CB		PUSHAB	20(R3)	:	1353
	02	A2	9F	000CE		PUSHAB	2(LINE)	:	
68		02	FB	000D1		CALLS	#2, SCR\$ERASE_LINE	:	
0F		50	E9	000D4		BLBC	STATUS, 5\$:	
	14	A3	9F	000D7		PUSHAB	20(R3)	:	1354
	03	A2	9F	000DA		PUSHAB	3(LINE)	:	
68		02	FB	000DD		CALLS	#2, SCR\$ERASE_LINE	:	
03		50	E9	000E0		BLBC	STATUS, 5\$:	
50		01	D0	000E3	4\$:	MOVL	#1, R0	:	1356
		04	000E6	5\$:	RET			:	1357

: Routine Size: 231 bytes, Routine Base: \$CODE\$ + 04CE

: 643 1358 2

: R

:

display_entry_1

```

: 645      1359 2 %SBTTL 'display_entry_1':
: 646      1360 2
: 647      1361 2 ROUTINE display_entry_1 ( bucket, entry) =
: 648      1362 2 :+++
: 649      1363 2
: 650      1364 2 :
: 651      1365 2 :       Display the linked list of cache entries at BUCKET,
: 652      1366 2 :       which is the current bucket, and display at level f,
: 653      1367 2 :       beginning with the ENTRYth entry in the list.
: 654      1368 2 BEGIN
: 655      1369 2 LOCAL status;
: 656      1370 2 status = display_entries (.bucket, .entry, level_1);
: 657      1371 2 RETURN .status;
:          1371 2 END;

```

```

                                0000 00000 DISPLAY_ENTRY_1:
                                .WORD   Save nothing           : 1361
                                PUSHL   #1                      : 1369
                                MOVQ    BUCKET, -(SP)
                                CALLS   #3, DISPLAY_ENTRIES
                                RET
                                04 0000D
                                FFOC    7E      04      01 DD 00002
                                CF      03      03 FB 00008

```

: Routine Size: 14 bytes, Routine Base: \$CODES + 05B5

: 658 1372 2

display_entry_2

```

: 660 1373 2 %SBTTL 'display_entry_2';
: 661 1374 2
: 662 1375 2 ROUTINE display_entry_2 ( bucket, entry) =
: 663 1376 2 |+++
: 664 1377 2 |
: 665 1378 2 |     Display the linked list of cache entries at bucket,
: 666 1379 2 |     where bucket is the next bucket after the current
: 667 1380 2 |     bucket. Count in ENTRY entries before displaying.
: 668 1381 2 |     Display at level 2, and only display the VBN and flags
: 669 1382 2 |     field from the cache entry due to line limit on screen.
: 670 1383 2 |
: 671 1384 2 |---
: 672 1385 2 BEGIN
: 673 1386 2
: 674 1387 2 BIND
: 675 1388 2     context = .lbr$gl_control [lbr$l_ctxptr] : BBLOCK,
: 676 1389 2     cache = .context [ctx$l_cache] : VECTOR;
: 677 1390 2
: 678 1391 2 LOCAL
: 679 1392 2     status,
: 680 1393 2     line,
: 681 1394 2     entry_num,
: 682 1395 2     cache_entry : REF BBLOCK,
: 683 1396 2     entries_out;
: 684 1397 2
: 685 1398 2 cache_entry = .cache[.bucket];
: 686 1399 2 line = entry_depth + depth_offset;
: 687 1400 2 entries_out = 0;
: 688 1401 2 entry_num = 0;
: 689 1402 2
: 690 1403 2 IF NOT ( (.bucket LSS first_bucket) OR (.bucket GTR last_bucket) ) THEN
: 691 1404 2     WHILE (.cache_entry NEQ 0) AND (.entries_out LSS entries_wide) DO
: 692 1405 2         BEGIN
: 693 1406 2             IF ( .entry_num GEQ .entry ) THEN
: 694 1407 2                 BEGIN
: 695 1408 2                     write_screen( .line, wid_offset + .entries_out*entry_wid,
: 696 1409 2                         faoentry, .cache_entry[ cache$l_vbn ] );
: 697 1410 2                     write_screen( .line+1, wid_offset + .entries_out*entry_wid,
: 698 1411 2                         faoentry, .cache_entry[ cache$w_flags ] );
: 699 1412 2                     entries_out = .entries_out + 1;
: 700 1413 2                 END;
: 701 1414 2                 cache_entry = .cache_entry[ cache$l_link];
: 702 1415 2                 entry_num = .entry_num + 1;
: 703 1416 2             END; ! WHILE still entries in bucket, and not off edge of screen
: 704 1417 2
: 705 1418 2 IF ( .entries_out LSS entries_wide ) THEN
: 706 1419 2     BEGIN
: 707 1420 2         perform (scr$erase_line(.line, wid_offset + .entries_out * entry_wid));
: 708 1421 2         perform (scr$erase_line(.line+1, wid_offset + .entries_out * entry_wid));
: 709 1422 2     END;
: 710 1423 2 RETURN true;
: 711 1424 2 END; ! Routine display_entry_2
```

		01FC 00000 DISPLAY_ENTRY_2:				
				.WORD	Save R2,R3,R4,R5,R6,R7,R8	1375
58	00000000G	00	9E 00002	MOVAB	SCR\$ERASE_LINE, R8	
57	00000000G	00	9E 00009	MOVAB	SCR\$PUT_SCREEN, R7	
50	0000G	CF	D0 00010	MOVL	LBR\$GL_CONTROL, R0	1388
51	0E	A0	D0 00015	MOVL	14(R0), R1	
50	04	AC	D0 00019	MOVL	BUCKET, R0	1398
54	08 B1	40	D0 0001D	MOVL	@8(R1)[R0], CACHE_ENTRY	
		52	D4 00022	CLRL	ENTRIES_OUT	1400
55		06	7D 00024	MOVQ	#6, LINE	1399
		50	D5 00027	TSTL	R0	1403
		53	19 00029	BLSS	3\$	
0000007F	8F	50	D1 0002B	CMPL	R0, #127	
		4A	14 00032	BGTR	3\$	
		54	D5 00034 1\$:	TSTL	CACHE_ENTRY	1404
		46	13 00036	BEQL	3\$	
	0C	52	D1 00038	CMPL	ENTRIES_OUT, #12	
		41	18 0003B	BGEQ	3\$	
08	AC	56	D1 0003D	CMPL	ENTRY_NUM, ENTRY	1406
		34	19 00041	BLSS	2\$	
53	52	09	C5 00043	MULL3	#9, ENTRIES_OUT, R3	1409
	14	A3	9F 00047	PUSHAB	20(R3)	
		55	DD 0004A	PUSHL	LINE	
	04	A4	DD 0004C	PUSHL	4(CACHE_ENTRY)	
	0000'	CF	9F 0004F	PUSHAB	FAOENTRY	
FE31	CF	02	FB 00053	CALLS	#2, FAO_BUFFER	
		50	DD 00058	PUSHL	R0	
67		03	FB 0005A	CALLS	#3, SCR\$PUT_SCREEN	
	14	A3	9F 0005D	PUSHAB	20(R3)	1411
	01	A5	9F 00060	PUSHAB	1(LINE)	
	0C	A4	3C 00063	MOVZWL	12(CACHE_ENTRY), -(SP)	
	0000'	CF	9F 00067	PUSHAB	FAOENTRY	
FE19	CF	02	FB 0006B	CALLS	#2, FAO_BUFFER	
		50	DD 00070	PUSHL	R0	
67		03	FB 00072	CALLS	#3, SCR\$PUT_SCREEN	
		52	D6 00075	INCL	ENTRIES_OUT	1412
54		64	D0 00077 2\$:	MOVL	(CACHE_ENTRY), CACHE_ENTRY	1414
		56	D6 0007A	INCL	ENTRY_NUM	1415
		B6	11 0007C	BRB	1\$	1404
0C		52	D1 0007E 3\$:	CMPL	ENTRIES_OUT, #12	1418
		1A	18 00081	BGEQ	4\$	
52		09	C4 00083	MULL2	#9, R2	1420
	14	A2	9F 00086	PUSHAB	20(R2)	
		55	DD 00089	PUSHL	LINE	
68		02	FB 0008B	CALLS	#2, SCR\$ERASE_LINE	
0F		50	E9 0008E	BLBC	STATUS, 5\$	
	14	A2	9F 00091	PUSHAB	20(R2)	1421
	01	A5	9F 00094	PUSHAB	1(LINE)	
68		02	FB 00097	CALLS	#2, SCR\$ERASE_LINE	
03		50	E9 0009A	BLBC	STATUS, 5\$	
50		01	D0 0009D 4\$:	MOVL	#1, R0	1423
		04	000A0 5\$:	RET		1424

: Routine Size: 161 bytes, Routine Base: \$CODE\$ + 05C3

: 712 1425 2

dump_block

```

: 714 1426 2 %SBTTL 'dump_block';
: 715 1427 2
: 716 1428 2 ROUTINE dump_block ( blk ) =
: 717 1429 2 !+++
: 718 1430 2 !
: 719 1431 2 !           Dump the block at address BLK, in hex and ASCII.
: 720 1432 2 !
: 721 1433 2 !
: 722 1434 2 BEGIN
: 723 1435 3 MAP
: 724 1436 3 blk : REF BBLOCK;
: 725 1437 3 LOCAL
: 726 1438 3 status,
: 727 1439 3 line;
: 728 1440 3
: 729 1441 3 IF .blk EQL 0 THEN
: 730 1442 4 BEGIN
: 731 1443 4 status = erase_block ( blk_lin,blk_col,16);
: 732 1444 4 RETURN .status;
: 733 1445 3 END;
: 734 1446 3 line = blk lin;
: 735 1447 3 INCR i FROM 0 TO 512-32 BY 32 DO
: 736 1448 4 BEGIN
: 737 1449 4 write_screen ( .line, i col, faoblock
: 738 1450 4 .blk [.i+28,0,32,0], .blk [.i+24,0,32,0], .blk [.i+20,0,32,0],
: 739 1451 4 .blk [.i+16,0,32,0], .blk [.i+12,0,32,0], .blk [.i+8,0,32,0],
: 740 1452 4 .blk [.i+4,0,32,0], .blk [.i,0,32,0],
: 741 1453 4 32, blk [.i,0,0,0] );
: 742 1454 4 line = .line + 1;
: 743 1455 3 END;
: 744 1456 3 RETURN true;
: 745 1457 2 END; ! routine dump_block

```

P
P
P
P

001C 0000 DUMP_BLOCK:

					.WORD	Save R2,R3,R4		
	52	04	AC	D0	00002	MOVL	BLK, R2	: 1428
			0C	12	00006	BNEQ	1\$: 1441
			10	DD	00008	PUSHL	#16	: 1443
			14	DD	0000A	PUSHL	#20	
			09	DD	0000C	PUSHL	#9	
FE34	CF		03	FB	0000E	CALLS	#3, ERASE_BLOCK	
			04	00013	RET			: 1444
	54		09	D0	00014	1\$: MOVL	#9, LINE	: 1446
			53	D4	00017	CLRL	I	: 1447
			14	DD	00019	2\$: PUSHL	#20	: 1453
			54	DD	0001B	PUSHL	LINE	
			6342	9F	0001D	PUSHAB	(I)[R2]	
			20	DD	00020	PUSHL	#32	
			6342	9F	00022	PUSHAB	(I)[R2]	
			9E	DD	00025	PUSHL	@(SP)+	
		04	A342	9F	00027	PUSHAB	4'I)[R2]	
			9E	DD	0002B	PUSHL	@(SP)+	
		08	A342	9F	0002D	PUSHAB	8(I)[R2]	

			9E	DD	00031		PUSHL	@(SP)+	:	
			0C A342	9F	00033		PUSHAB	12(I)[R2]	:	
			9E	DD	00037		PUSHL	@(SP)+	:	
			10 A342	9F	00039		PUSHAB	16(I)[R2]	:	
			9E	DD	0003D		PUSHL	@(SP)+	:	
			14 A342	9F	0003F		PUSHAB	20(I)[R2]	:	
			9E	DD	00043		PUSHL	@(SP)+	:	
			18 A342	9F	00045		PUSHAB	24(I)[R2]	:	
			9E	DD	00049		PUSHL	@(SP)+	:	
			1C A342	9F	0004B		PUSHAB	28(I)[R2]	:	
			9E	DD	0004F		PUSHL	@(SP)+	:	
			0000'	CF	9F	00051	PUSHAB	FAOBLOCK	:	
		FD8E	CF	0B	FB	00055	CALLS	#11, FAO_BUFFER	:	
		00000000G	00	50	DD	0005A	PUSHL	R0	:	
				03	FB	0005C	CALLS	#3, SCR\$PUT_SCREEN	:	
				54	D6	00063	INCL	LINE	:	1454
FFAA				8F	F1	00065	ACBL	#480, #32, 1, 2\$:	1447
	53			01	D0	0006F	MOVL	#1, R0	:	1456
				04	00072		RET		:	1457

: Routine Size: 115 bytes, Routine Base: \$CODE\$ + 0664

: 746 1458 2

display_block

```

: 748 1459 2 %SBTTL 'display_block';
: 749 1460 2
: 750 1461 2 ROUTINE display_block ( bucket, entry) =
: 751 1462 2 !+++
: 752 1463 2
: 753 1464 2     Locate the ENTRYth cache entry in BUCKET, obtain the address
: 754 1465 2     of the cached block and call dump_block to print the hex and
: 755 1466 2     ASCII dump of the block.
: 756 1467 2
: 757 1468 2 ---
: 758 1469 2 BEGIN
: 759 1470 2
: 760 1471 2 BIND
: 761 1472 2     context = .lbr$gl_control [lbr$l_ctxptr] : BBLOCK,
: 762 1473 2     cache = .context [ctx$l_cache] : VECTOR;
: 763 1474 2
: 764 1475 2 LOCAL
: 765 1476 2     status,
: 766 1477 2     entry_num,
: 767 1478 2     vbn,
: 768 1479 2     cache_entry : REF BBLOCK;
: 769 1480 2
: 770 1481 2 IF (.bucket LSS first_bucket) OR (.bucket GTR last_bucket) THEN
: 771 1482 2     RETURN erase_block(blk_lin,blk_col,16);
: 772 1483 2 cache_entry = .cache[bucket];
: 773 1484 2 IF .cache_entry EQL 0 THEN
: 774 1485 2     RETURN erase_block(blk_lin,blk_col,16);
: 775 1486 2 entry_num = 0;
: 776 1487 2 WHILE (.cache_entry NEQ 0) AND (.entry_num LSS .entry) DO
: 777 1488 2     BEGIN
: 778 1489 2     cache_entry = .cache_entry[cache$l_link];
: 779 1490 2     entry_num = .entry_num + 1;
: 780 1491 2     END;
: 781 1492 2 IF ( (.entry_num EQL .entry) AND (.cache_entry[cache$l_address] NEQ 0) )
: 782 1493 2 THEN
: 783 1494 2     BEGIN
: 784 1495 2     cur_vbn = .cache_entry [cache$l_vbn];
: 785 1496 2     status = dump_block ( .cache_entry[cache$l_address]);
: 786 1497 2     END
: 787 1498 2 ELSE
: 788 1499 2     status = erase_block (blk_lin,blk_col,16);
: 789 1500 2 RETURN .status;
: 790 1501 2 END; ! routine display_block

```

		000C 0000 DISPLAY_BLOCK:						
					.WORD	Save R2,R3	: 1461	
	50	0000G	CF	D0 00002	MOVL	LBR\$GL_CONTROL, R0	: 1472	
	53	0E	A0	D0 00007	MOVL	14(R0), R3	:	
	52	04	AC	D0 0000B	MOVL	BUCKET, R2	: 1481	
			3D	19 0000F	BLSS	3\$:	
0000007F	8F		52	D1 00011	CMPL	R2, #127	:	
			34	14 00018	BGTR	3\$:	
	52	08 B342	D0	0001A	MOVL	@8(R3)[R2], CACHE_ENTRY	: 1483	

		2D	13	0001F	BEQL	3\$:	1484	
		50	D4	00021	CLRL	ENTRY_NUM	:	1486	
		52	D5	00023	TSTL	CACHE_ENTRY	:	1487	
		0D	13	00025	BEQL	2\$:		
08	AC	50	D1	00027	CMPL	ENTRY_NUM, ENTRY	:		
		07	18	0002B	BGEQ	2\$:		
	52	62	D0	0002D	MOVL	(CACHE_ENTRY), CACHE_ENTRY	:	1489	
		50	D6	00030	INCL	ENTRY_NUM	:	1490	
		EF	11	00032	BRB	1\$:	1487	
08	AC	50	D1	00034	CMPL	ENTRY_NUM, ENTRY	:	1492	
		14	12	00038	BNEQ	3\$:		
		08	A2	D5	0003A	TSTL	8(CACHE_ENTRY)	:	
		0F	13	0003D	BEQL	3\$:		
0000'	CF	04	A2	D0	0003F	MOVL	4(CACHE_ENTRY), CUR_VBN	:	1495
		08	A2	DD	00045	PUSHL	8(CACHE_ENTRY)	:	1496
FF40	CF	01	FB	00048	CALLS	#1, DUMP_BLOC	:		
			04	0004D	RET		:	1492	
		10	DD	0004E	PUSHL	#16	:	1499	
		14	DD	00050	PUSHL	#20	:		
		09	DD	00052	PUSHL	#9	:		
FD7B	CF	03	FB	00054	CALLS	#3, ERASE_BLOCK	:		
		04	00059	RET			:	1501	

; Routine Size: 90 bytes, Routine Base: \$CODE\$ + 06D7

; 791 1502 2


```

find_vbn
: 793 1503 2 %SBTTL 'find_vbn';
: 794 1504 2
: 795 1505 2 ROUTINE find_vbn ( read, bucket, entry, vbn) =
: 796 1506 2 +++
: 797 1507 2
: 798 1508 2 Search the cache for a cache entry for the requested VBN.
: 799 1509 2 If found, reset the current bucket and entry to point to it.
: 800 1510 2 If function is read then read it in and cache it.
: 801 1511 2
: 802 1512 2 bucket: address of global longword containing current bucket
: 803 1513 2 entry : address of global current offset in cache entry list
: 804 1514 2 vbn : virtual block to search cache for
: 805 1515 2
: 806 1516 2 ---
: 807 1517 3 BEGIN
: 808 1518 3 BIND
: 809 1519 3 context = .lbr$gl_control [lbr$l_ctxptr] : BBLOCK,
: 810 1520 3 cache = .context [ctx$l_cache] : VECTOR;
: 811 1521 3 LOCAL
: 812 1522 3 bckt,
: 813 1523 3 blkadr,
: 814 1524 3 cache_addr,
: 815 1525 3 cache_entry : REF BBLOCK,
: 816 1526 3 ntry,
: 817 1527 3 status;
: 818 1528 3
: 819 1529 3 IF .read
: 820 1530 4 THEN perform ( find_block ( .vbn, blkadr, cache_addr ) )
: 821 1531 3 ELSE perform ( lookup_cache (.vbn, cache_addr) );
: 822 1532 3
: 823 1533 3 bckt = (.vbn - 1) MOD (lbr$c_hashsize/4);
: 824 1534 3 cache_entry = .cache[bckt];
: 825 1535 3 ntry = 0;
: 826 1536 3 UNTIL ( (.cache_entry EQL 0) OR (.cache_entry[cache$l_vbn] EGL .vbn)) DO
: 827 1537 4 BEGIN
: 828 1538 4 cache_entry = .cache_entry[cache$l_link];
: 829 1539 4 ntry = .ntry + 1;
: 830 1540 3 END;
: 831 1541 4 IF (.cache_entry EQL 0) OR (.cache_entry NEQ .cache_addr)
: 832 1542 3 THEN 0=0 ! access violate to trap logic error
: 833 1543 3 ELSE
: 834 1544 4 BEGIN
: 835 1545 4 .bucket = .bckt;
: 836 1546 4 .entry = .ntry;
: 837 1547 3 END;
: 838 1548 3 RETURN true;
: 839 1549 2 END: ! ROUTINE find_vbn

```

OFFC 0000 FIND_VBN:							
5E		08	C2	00002	.WORD	Save R2,R3,R4,R5,R6,R7,R8,R9,R10,R11	: 1505
50	0000G	CF	D0	00005	SUBL2	#8, SP	: 1519
53	0E	A0	D0	0000A	MOVL	LBR\$GL_CONTROL, R0	:
					MOVL	14(R0), R3	:


```

locate_vbn
: 842 1551 2 %SBTTL 'locate_vbn';
: 843 1552 2
: 844 1553 2 ROUTINE locate_vbn ( read, bucket, entry ) =
: 845 1554 2 +++
: 846 1555 2
: 847 1556 2 Request from SYS$INPUT a VBN to find. Locate the VBN in the cache,
: 848 1557 2 and if found, reset the current bucket and entry. If READ is true,
: 849 1558 2 then read the block into the cache if not already there.
: 850 1559 2
: 851 1560 2 bucket: address of global longword containing current bucket
: 852 1561 2 entry : address of global current offset in cache entry list
: 853 1562 2
: 854 1563 2 ---
: 855 1564 2 BEGIN
: 856 1565 2
: 857 1566 2 OWN
: 858 1567 2 desc : BBLOCK [dsc$c s bln], ! Result descriptor
: 859 1568 2 buf : VECTOR [32, BYTE]; ! Output buffer
: 860 1569 2 LOCAL
: 861 1570 2 status,
: 862 1571 2 vbn,
: 863 1572 2
: 864 1573 2 desc [dsc$w_length] = 32; ! Set up result descriptor
: 865 1574 2 desc [dsc$a_pointer] = buf;
: 866 1575 2 perform ( scr$set_cursor(input_lin, input_col) );
: 867 1576 2 perform( scr$get_screen( desc,0,desc[dsc$w_length] ) );
: 868 1577 2 perform( ots$cvt_tz_l ( desc, vbr ) ); ! convert text string to hex
: 869 1578 2 status = find_vbn ( .read, .bucket, .entry, .vbn);
: 870 1579 2 RETURN .status;
: 871 1580 2 END; ! routine locate_vbn

```

.PSECT \$OWNS,NOEXE,2

00208 DESC: .BLKB 8
00210 BUF: .BLKB 32

.PSECT \$CODE\$,NOWRT,2

0004 0000 LOCATE_VBN:

	52	0000'	CF	9E	00002	.WORD	Save R2	1553	
	5E		04	C2	00007	MOVAB	DESC, R2		
	62		20	B0	0000A	SUBL2	#4, SP		
	04	A2	08	A2	9E	0000D	MOVW	#32, DESC	1573
	7E		18	7D	00012	MOVAB	BUF, DESC+4	1574	
00000000G	00		02	FB	00015	MOVQ	#24, -(SP)	1575	
	2C		50	E9	0001C	CALLS	#2, SCR\$SET_CURSOR		
			52	DD	0001F	BLBC	STATUS, 1\$		
			7E	D4	00021	PUSHL	R2	1576	
			7E	D4	00021	CLRL	-(SP)		
			52	DD	00023	PUSHL	R2		
00000000G	00		03	F9	00025	CALLS	#3, SCR\$GET_SCREEN		
	1C		50	E9	0002C	BLBC	STATUS, 1\$		
		4004	8F	BB	0002F	PUSHR	#^M<R2,SP>	1577	

display_hash

```

: 874 1582 2 %SBTTL 'display_hash';
: 875 1583 2
: 876 1584 2 ROUTINE display_hash ( bucket ) =
: 877 1585 2 |+++
: 878 1586 2 |
: 879 1587 2 |         Display window of the hash surrounding the current bucket
: 880 1588 2 |
: 881 1589 2 |----
: 882 1590 2 BEGIN
: 883 1591 2
: 884 1592 3 BIND
: 885 1593 3     context = .lbr$gl_control [lbr$l_ctxptr] : BBLOCK,
: 886 1594 3     cache = .context [ctx$l_cache] : VECTO^
: 887 1595 3
: 888 1596 3 LOCAL
: 889 1597 3     status,
: 890 1598 3     bckt,
: 891 1599 3     begwin,
: 892 1600 3     endwin;
: 893 1601 3
: 894 1602 3 IF ( .bucket LEQ half_hash_window ) THEN
: 895 1603 4     BEGIN
: 896 1604 4         begwin = 0;
: 897 1605 4         endwin = 2 * half_hash_window;
: 898 1606 4     END
: 899 1607 3 ELSE
: 900 1608 4     BEGIN
: 901 1609 4         begwin = .bucket - half_hash_window;
: 902 1610 4         endwin = .bucket + half_hash_window;
: 903 1611 3     END;
: 904 1612 3 IF .endwin GTR last_bucket THEN endwin = last_bucket;
: 905 1613 3 bckt = 0;
: 906 1614 3 WHILE ( .bckt LEQ .endwin ) DO
: 907 1615 4     BEGIN
: 908 1616 4         IF ( .bckt EQL .bucket ) THEN
: 909 1617 4             write_screen ( .bckt - .begwin + bcktoffset, 0, faohashentry,
: 910 1618 4                 cache + 4* .bckt, .cache[.bckt] )
: 911 1619 4         ELSE
: 912 1620 4             IF .bckt GEQ .begwin THEN
: 913 1621 4                 write_screen ( .bckt - .begwin + bcktoffset, 0, faohash, .cache[.bckt] );
: 914 1622 4             bckt = .bckt + 1;
: 915 1623 3         END;
: 916 1624 3     ! WHILE
: 917 1625 2 RETURN true;
: 1625 2 END;
! routine display_hash ( bucket )

```

003C 0000 DISPLAY_HASH:

					.WORD	Save R2,R3,R4,R5	:	1584
50	0000G	CF	D0	00002	MOVL	LBR\$GL_CONTROL, R0	:	1593
53	0E	A0	D0	00007	MOVL	14(R0), R3	:	
05	04	AC	D1	0000B	CMPL	BUCKET, #5	:	1602
		05	14	0000F	BGTR	1\$:	
54		0A	7D	00011	MOVQ	#10, ENDWIN	:	1605
		0A	11	00014	BFB	2\$:	1602

display_hash

55	04	AC	05	C3	00016	1\$:	SUBL3	#5, BUCKET, BEGWIN	:	1609
54	04	AC	05	C1	0001B		ADDL3	#5, BUCKET, ENDWIN	:	1610
	0000007F	8F	54	D1	00020	2\$:	CMPL	ENDWIN, #127	:	1612
			04	15	00027		BLEQ	3\$:	
		54	7F	8F	9A	00029	MOVZBL	#127, ENDWIN	:	
				52	D4	0002D	3\$:	CLRL	BCKT	1613
		54		52	D1	0002F	4\$:	CMPL	BCKT, ENDWIN	1614
				4A	14	00032	BGTR	8\$:	
	04	AC		52	D1	00034	CMPL	BCKT, BUCKET	:	1516
				1C	12	00038	BNEQ	5\$:	
				7E	D4	0003A	CLRL	-(SP)	:	1618
50		52		55	C3	0003C	SUBL3	BEGWIN, BCKT, RO	:	
			02	A0	9F	00040	PUSHAB	2(RO)	:	
			08	B342	DD	00043	PUSHL	@8(R3)[BCKT]	:	
			08	B342	DF	00047	PUSHAL	@8(R3)[BCKT]	:	
			0000'	CF	9F	0004B	PUSHAB	FAOASHENTRY	:	
	FC01	CF		03	FB	0004F	CALLS	#3, FAO_BUFFER	:	
				1B	11	00054	BRB	6\$:	
		55		52	D1	00056	5\$:	CMPL	BCKT, BEGWIN	1620
				1F	19	00059	BLSS	7\$:	
				7E	D4	0005B	CLRL	-(SP)	:	1621
50		52		55	C3	0005D	SUBL3	BEGWIN, BCKT, RO	:	
			02	A0	9F	00061	PUSHAB	2(RO)	:	
			08	B342	DD	00064	PUSHL	@8(R3)[BCKT]	:	
			0000'	CF	9F	00068	PUSHAB	FAOASH	:	
	FBE4	CF		02	FB	0006C	CALLS	#2, FAO_BUFFER	:	
				50	DD	00071	6\$:	PUSHL	RO	
	00000000G	00		03	FB	00073	CALLS	#3, SCR\$PUT_SCREEN	:	
				52	D6	0007A	7\$:	INCL	BCKT	1622
				B1	11	0007C	BRB	4\$:	1614
		50		01	D0	0007E	8\$:	MOVL	#1, RO	1624
				04	00081		RET		:	1625

: Routine Size: 130 bytes, Routine Base: \$CODE\$ + 07F7

: 918 1626 2

display_header

```

: 920      1627 2 %SBTTL 'display_header';
: 921      1628 2
: 922      1629 2 ROUTINE display_header =
: 923      1630 2 |+++
: 924      1631 2 |
: 925      1632 2 |         Dump VBN 1, the library header.
: 926      1633 2 |
: 927      1634 2 |---
: 928      1635 3 BEGIN
: 929      1636 3 LOCAL status;
: 930      1637 3 status = dump_block( .lbr$gl_control[hdrptr] );
: 931      1638 3 RETURN .status
: 932      1639 2 END;

```

0000 00000 DISPLAY_HEADER:

					.WORD	Save nothing	: 1629
50	0000G	CF	DD	00002	MOVL	LBR\$GL_CONTROL, R0	: 1637
	0A	A0	DD	00007	PUSHL	10(R0)	
FDDC	CF	01	FB	0000A	CALLS	#1, DUMP_BLOCK	: 1639
			04	0000F	RET		

: Routine Size: 16 bytes, Routine Base: \$CODE\$ + 0879

: 933 1640 2

```

: 935      1641  2 %SBTTL 'up';
: 936      1642  2
: 937      1643  2 ROUTINE up (bucket, entry) =
: 938      1644  2 |+++
: 939      1645  2 |
: 940      1646  2 |       Decrement the current bucket by one and re-display the cache
: 941      1647  2 |       entry lists for the current bucket and the bucket after the
: 942      1648  2 |       current bucket. Update the display of the hash window around
: 943      1649  2 |       the current bucket.
: 944      1650  2 |
: 945      1651  2 |       bucket: address of global longword containing current bucket
: 946      1652  2 |       entry : address of global current offset in cache entry list
: 947      1653  2 |
: 948      1654  2 |---
: 949      1655  2 BEGIN
: 950      1656  3 IF ..bucket NEQ first_bucket THEN
: 951      1657  3 | ..bucket = ..bucket - 1;
: 952      1658  3 | display_hash(..bucket);
: 953      1659  3 | display_entry_1(..bucket, ..entry);
: 954      1660  3 | display_entry_2(..bucket + 1, first_entry);
: 955      1661  3 | dump_block(0);
: 956      1662  3 | RETURN true;
: 957      1663  2 | END;

```

			0004	00000	UP:	.WORD	Save R2	:	1643
	52	04	AC	D0 00002		MOVL	BUCKET, R2	:	1656
			62	D5 00006		TSTL	(R2)	:	
			02	13 00008		BEQL	1\$:	
			62	D7 0000A		DECL	(R2)	:	1657
			62	DD 0000C	1\$:	PUSHL	(R2)	:	1658
	FF5B	CF	01	FB 0000E		CALLS	#1, DISPLAY_HASH	:	
			08	BC DD 00013		PUSHL	@ENTRY	:	1659
			62	DD 00016		PUSHL	(R2)	:	
	FD0F	CF	02	FB 00018		CALLS	#2, DISPLAY_ENTRY_1	:	
			7E	D4 0001D		CLRL	-(SP)	:	1660
	7E	62	01	C1 0001F		ADDL3	#1, (R2), -(SP)	:	
	FD12	CF	02	FB 00023		CALLS	#2, DISPLAY_ENTRY_2	:	
			7E	D4 00028		CLRL	-(SP)	:	1661
	FDAC	CF	01	FB 0002A		CALLS	#1, DUMP_BLOCK	:	
		50	01	D0 0002F		MOVL	#1, R0	:	1662
			04	00032		RET		:	1663

: Routine Size: 51 bytes, Routine Base: \$CODE\$ + 0889

```

: 958      1664  2
: 959      1665  2 ROUTINE down (bucket, entry) =
: 960      1666  2 |+++
: 961      1667  2 |
: 962      1668  2 |       Increment the current bucket by one and re-display the cache
: 963      1669  2 |       entry lists for the current bucket and the bucket after the
: 964      1670  2 |       current bucket. Update the display of the hash window around
: 965      1671  2 |       the current bucket.

```


up

```

: 966 1672 2 |
: 967 1673 2 | bucket: address of global longword containing current bucket
: 968 1674 2 | entry : address of global current offset in cache entry list
: 969 1675 2 |
: 970 1676 2 | ---
: 971 1677 3 | BEGIN
: 972 1678 3 | IF ..bucket LSS last_bucket THEN
: 973 1679 3 |   .bucket = ..bucket + 1
: 974 1680 3 | ELSE
: 975 1681 3 |   .bucket = last_bucket;
: 976 1682 3 | display_hash (..bucket);
: 977 1683 3 | display_entry_1 (..bucket, ..entry);
: 978 1684 3 | display_entry_2 (..bucket + 1, first_entry);
: 979 1685 3 | dump_block(0);
: 980 1686 3 | RETURN true;
: 981 1687 2 | END;

```

	0000007F	8F	04	BC	D1	00002	DOWN:	.WORD	Save nothing	: 1665
				05	18	0000A		CMPL	@BUCKET, #127	: 1678
			04	BC	D6	0000C		BGEQ	1\$	
				05	11	0000F		INCL	@BUCKET	: 1679
	04	BC	7F	8F	9A	00011	1\$:	BRB	2\$	
			04	BC	DD	00016	2\$:	MOVZBL	#127, @BUCKET	: 1681
	FF1D	CF		01	FB	00019		PUSHL	@BUCKET	: 1682
			08	BC	DD	0001E		CALLS	#1, DISPLAY_HASH	
			04	BC	DD	00021		PUSHL	@ENTRY	: 1683
	FCD0	CF		02	FB	00024		PUSHL	@BUCKET	
				7E	D4	00029		CALLS	#2, DISPLAY_ENTRY_1	
7E	04	BC		01	C1	0002B		CLRL	-(SP)	: 1684
	FCD2	CF		02	FB	00030		ADDL3	#1, @BUCKET, -(SP)	
				7E	D4	00035		CALLS	#2, DISPLAY_ENTRY_2	
	FD6C	CF		01	FB	00037		CLRL	-(SP)	: 1685
		50		01	D0	0003C		CALLS	#1, DUMP_BLOCK	: 1686
				04	0003F			MOVL	#1, R0	: 1687
								RET		

; Routine Size: 64 bytes, Routine Base: \$CODE\$ + 08BC

```

: 982 1688 2 |
: 983 1689 2 | ROUTINE right (bucket, entry) =
: 984 1690 2 |   +++
: 985 1691 2 |
: 986 1692 2 |   Increment the current entry by one and re-display the cache
: 987 1693 2 |   entry list for the current bucket.
: 988 1694 2 |
: 989 1695 2 |   bucket: address of global longword containing current bucket
: 990 1696 2 |   entry : address of global current offset in cache entry list
: 991 1697 2 |
: 992 1698 2 | ---
: 993 1699 3 | BEGIN
: 994 1700 3 |   .entry = ..entry + 1;
: 995 1701 3 | display_entry_1 (..bucket, ..entry);

```

up

: 996 1702 3 dump_block(0);
: 997 1703 3 RETURN true;
: 998 1704 2 END;

			0000 00000	RIGHT:	.WORD	Save nothing	: 1689
		08	BC D6 00002		INCL	@ENTRY	: 1700
		08	BC DD 00005		PUSHL	@ENTRY	: 1701
		04	BC DD 00008		PUSHL	@BUCKET	
FCA9	CF		02 FB 0000B		CALLS	#2, DISPLAY_ENTRY_1	
			7E D4 00010		CLRL	-(SP)	: 1702
FD51	CF		01 FB 00012		CALLS	#1, DUMP_BLOCK	: 1703
	50		01 D0 00017		MOVL	#1, R0	: 1704
			04 0001A		RET		

: Routine Size: 27 bytes, Routine Base: \$CODE\$ + 08FC

```

: 999 1705 2
: 1000 1706 2 ROUTINE left (bucket, entry) =
: 1001 1707 2 |+++
: 1002 1708 2 |
: 1003 1709 2 |       Decrement the current entry by one and re-display the cache
: 1004 1710 2 |       entry list for the current bucket.
: 1005 1711 2 |
: 1006 1712 2 |       bucket: address of global longword containing current bucket
: 1007 1713 2 |       entry : address of global current offset in cache entry list
: 1008 1714 2 |
: 1009 1715 2 |----
: 1010 1716 2 BEGIN
: 1011 1717 2 IF ..entry NEQ 0 THEN
: 1012 1718 2     .entry = ..entry - 1;
: 1013 1719 2     display_entry_1 (...bucket, ..entry);
: 1014 1720 2     dump_block(0);
: 1015 1721 2     RETURN true;
: 1016 1722 2 END;

```

			0000 00000	LEFT:	.WORD	Save nothing	: 1706
	50	08	AC D0 00002		MOVL	ENTRY, R0	: 1717
			60 D5 00006		TSTL	(R0)	
			02 13 00008		BEQL	1\$	
			60 D7 0000A		DECL	(R0)	: 1718
			60 DD 0000C	1\$:	PUSHL	(R0)	: 1719
		04	BC DD 0000E		PUSHL	@BUCKET	
FC88	CF		02 FB 00011		CALLS	#2, DISPLAY_ENTRY_1	
			7E D4 00016		CLRL	-(SP)	: 1720
FD30	CF		01 FB 00018		CALLS	#1, DUMP_BLOCK	: 1721
	50		01 D0 0001D		MOVL	#1, R0	: 1722
			04 00020		RET		

LBR_DUMP
V04=000

up

; Routine Size: 33 bytes, Routine Base: \$CODE\$ + 0917

; 1017 1723 2

G 2
16-Sep-1984 01:48:07
14-Sep-1984 12:37:37

VAX-11 Bliss-32 V4.0-742
DISK\$VMSMASTER:[LBR.SRC]DUMP.B32;1

Page 49
(23)

LBR_DUMP
V04=000

.....

display_help

```

: 1019      1724 2 %SBTTL 'display_help';
: 1020      1725 2
: 1021      1726 2 ROUTINE display_help =
: 1022      1727 3 BEGIN
: 1023      1728 3 !+++
: 1024      1729 3 |
: 1025      1730 3 |         Help by printing the valid commands
: 1026      1731 3 |
: 1027      1732 3 |---
: 1028      1733 3 LOCAL
: 1029      1734 3     hlplin,
: 1030      1735 3     hlpcol;
: 1031      1736 3
: 1032      1737 3 hlplin = 5;
: 1033      1738 3 hlpcol = 5;
: 1034      1739 3
: 1035      1740 3 scr$erase_page (1,1);           ! Start out with a shiny blank screen
: 1036      1741 3 scr$put_screen ( help_desc_0, (hlplin = .hlplin + 1), .hlpcol);
: 1037      1742 3 scr$put_screen ( help_desc_1, (hlplin = .hlplin + 1), .hlpcol);
: 1038      1743 3 scr$put_screen ( help_desc_2, (hlplin = .hlplin + 1), .hlpcol);
: 1039      1744 3 scr$put_screen ( help_desc_3, (hlplin = .hlplin + 1), .hlpcol);
: 1040      1745 3 scr$put_screen ( help_desc_4, (hlplin = .hlplin + 1), .hlpcol);
: 1041      1746 3 scr$put_screen ( help_desc_5, (hlplin = .hlplin + 1), .hlpcol);
: 1042      1747 3 scr$put_screen ( help_desc_6, (hlplin = .hlplin + 1), .hlpcol);
: 1043      1748 3 scr$put_screen ( help_desc_7, (hlplin = .hlplin + 1), .hlpcol);
: 1044      1749 3 scr$put_screen ( help_desc_8, (hlplin = .hlplin + 1), .hlpcol);
: 1045      1750 3 scr$put_screen ( help_desc_9, (hlplin = .hlplin + 1), .hlpcol);
: 1046      1751 3 scr$put_screen ( help_desc_10, (hlplin = .hlplin + 1), .hlpcol);
: 1047      1752 3 scr$put_screen ( help_desc_11, (hlplin = .hlplin + 1), .hlpcol);
: 1048      1753 3 scr$put_screen ( help_desc_12, (hlplin = .hlplin + 1), .hlpcol);
: 1049      1754 3 scr$put_screen ( help_desc_13, (hlplin = .hlplin + 1), .hlpcol);
: 1050      1755 3 scr$put_screen ( help_desc_14, (hlplin = .hlplin + 1), .hlpcol);
: 1051      1756 3 scr$put_screen ( help_desc_15, (hlplin = .hlplin + 1), .hlpcol);
: 1052      1757 3 RETURN true;
: 1053      1758 2 END;           ! Routine display_help

```

		001C 0000 DISPLAY_HELP:				
				.WORD	Save R2,R3,R4	: 1726
	54	00000000G	00 9E 00002	MOVAB	SCR\$PUT_SCREEN, R4	: 1737
	52		05 D0 00009	MOVL	#5, HLPCOL	: 1738
	53		05 D0 0000C	MOVL	#5, HLPCOL	: 1740
			01 DD 0000F	PUSHL	#1	: 1741
			01 DD 00011	PUSHL	#1	: 1742
	00000000G	00	02 FB 00013	CALLS	#2, SCR\$ERASE_PAGE	: 1743
			53 DD 0001A	PUSHL	HLPCOL	: 1744
			52 D6 0001C	INCL	HLPLIN	: 1745
			52 DD 0001E	PUSHL	HLPLIN	: 1746
		0000'	CF 9F 00020	PUSHAB	HELP_DESC_0	: 1747
	64		05 FB 00024	CALLS	#3, SCR\$PUT_SCREEN	: 1748
			53 DD 00027	PUSHL	HLPCOL	: 1749
			52 D6 00029	INCL	HLPLIN	: 1750
			52 DD 0002B	PUSHL	HLPLIN	: 1751
		0000'	CF 9F 0002D	PUSHAB	HELP_DESC_1	: 1752

64		03 FB 00031	CALLS #3, SCR\$PUT_SCREEN	
		53 DD 00034	PUSHL HLPCOL	1743
		52 D6 00036	INCL HLPLIN	
		52 DD 00038	PUSHL HLPLIN	
	0000'	CF 9F 0003A	PUSHAB HELP_DESC 2	
64		03 FB 0003E	CALLS #3, SCR\$POT_SCREEN	
		53 DD 00041	PUSHL HLPCOL	1744
		52 D6 00043	INCL HLPLIN	
		52 DD 00045	PUSHL HLPLIN	
	0000'	CF 9F 00047	PUSHAB HELP_DESC 3	
64		03 FB 0004B	CALLS #3, SCR\$POT_SCREEN	
		53 DD 0004E	PUSHL HLPCOL	1745
		52 D6 00050	INCL HLPLIN	
		52 DD 00052	PUSHL HLPLIN	
	0000'	CF 9F 00054	PUSHAB HELP_DESC 4	
64		03 FB 00058	CALLS #3, SCR\$POT_SCREEN	
		53 DD 0005B	PUSHL HLPCOL	1746
		52 D6 0005D	INCL HLPLIN	
		52 DD 0005F	PUSHL HLPLIN	
	0000'	CF 9F 00061	PUSHAB HELP_DESC 5	
64		03 FB 00065	CALLS #3, SCR\$POT_SCREEN	
		53 DD 00068	PUSHL HLPCOL	1747
		52 D6 0006A	INCL HLPLIN	
		52 DD 0006C	PUSHL HLPLIN	
	0000'	CF 9F 0006E	PUSHAB HELP_DESC 6	
64		03 FB 00072	CALLS #3, SCR\$POT_SCREEN	
		53 DD 00075	PUSHL HLPCOL	1748
		52 D6 00077	INCL HLPLIN	
		52 DD 00079	PUSHL HLPLIN	
	0000'	CF 9F 0007B	PUSHAB HELP_DESC 7	
64		03 FB 0007F	CALLS #3, SCR\$POT_SCREEN	
		53 DD 00082	PUSHL HLPCOL	1749
		52 D6 00084	INCL HLPLIN	
		52 DD 00086	PUSHL HLPLIN	
	0000'	CF 9F 00088	PUSHAB HELP_DESC 8	
64		03 FB 0008C	CALLS #3, SCR\$POT_SCREEN	
		53 DD 0008F	PUSHL HLPCOL	1750
		52 D6 00091	INCL HLPLIN	
		52 DD 00093	PUSHL HLPLIN	
	0000'	CF 9F 00095	PUSHAB HELP_DESC 9	
64		03 FB 00099	CALLS #3, SCR\$POT_SCREEN	
		53 DD 0009C	PUSHL HLPCOL	1751
		52 D6 0009E	INCL HLPLIN	
		52 DD 000A0	PUSHL HLPLIN	
	0000'	CF 9F 000A2	PUSHAB HELP_DESC 10	
64		03 FB 000A6	CALLS #3, SCR\$POT_SCREEN	
		53 DD 000A9	PUSHL HLPCOL	1752
		52 D6 000AB	INCL HLPLIN	
		52 DD 000AD	PUSHL HLPLIN	
	0000'	CF 9F 000AF	PUSHAB HELP_DESC 11	
64		03 FB 000B3	CALLS #3, SCR\$POT_SCREEN	
		53 DD 000B6	PUSHL HLPCOL	1753
		52 D6 000B8	INCL HLPLIN	
		52 DD 000BA	PUSHL HLPLIN	
	0000'	CF 9F 000BC	PUSHAB HELP_DESC 12	
64		03 FB 000C0	CALLS #3, SCR\$POT_SCREEN	
		53 DD 000C3	PUSHL HLPCOL	1754

		52	D6	000C5	INCL	HLPLIN	:	
		52	DD	000C7	PUSHL	HLPLIN	:	
64	0000'	CF	9F	000C9	PUSHAB	HELP_DESC 13	:	
		03	FB	000CD	CALLS	#3, SCR\$POT_SCREEN	:	
		53	DD	000D0	PUSHL	HLPCOL	:	1755
		52	D6	000D2	INCL	H'PLIN	:	
		52	DD	000D4	PUSHL	HLPLIN	:	
64	0000'	CF	9F	000D6	PUSHAB	HELP_DESC 14	:	
		03	FB	000DA	CALLS	#3, SCR\$POT_SCREEN	:	
		53	DD	000DD	PUSHL	HLPCOL	:	1756
		52	D6	000DF	INCL	HLPLIN	:	
		52	DD	000E1	PUSHL	HLPLIN	:	
64	0000'	CF	9F	000E3	PUSHAB	HELP_DESC 15	:	
50		03	FB	000E7	CALLS	#3, SCR\$POT_SCREEN	:	1757
		01	D0	000EA	MOVL	#1, R0	:	1758
		04	000ED	RET			:	

: Routine Size: 238 bytes, Routine Base: \$CODE\$ + 0938

: 1054 1759 2

main body of LBR\$DUMP_CACHE

```
: 1056 1760 2 %SBTTL 'main body of LBR$DUMP_CACHE';
: 1057 1761 2
: 1058 1762 2 !+++
: 1059 1763 2 !----- Begin body of GLOBAL ROUTINE lbr$dump_cache ( )
: 1060 1764 2 !-----
: 1061 1765 2
: 1062 1766 2 OWN
: 1063 1767 2   scr80_strng : countedstring ('[?3l');
: 1064 1768 2   scr132_strng : countedstring ('[?3h[23;24r');
: 1065 1769 2
: 1066 1770 2 LOCAL
: 1067 1771 2   continue,
: 1068 1772 2   scr80_desc : BBLOCK [dsc$c_s_bln],
: 1069 1773 2   scr132_desc : BBLOCK [dsc$c_s_bln],
: 1070 1774 2   desc : BBLOCK [dsc$c_s_bln],
: 1071 1775 2   buf : VECTOR [20,BYTE],
: 1072 1776 2   bucket,
: 1073 1777 2   entry;
: 1074 1778 2 BIND
: 1075 1779 2   context = .lbr$gl_control [lbr$l_ctxptr] : BBLOCK,
: 1076 1780 2   cache = .context [ctx$l_cache] : VECTOR,
: 1077 1781 2   command = buf[0] : BYTE;
: 1078 1782 2
: 1079 1783 2 SWITCHES NOOPTIMIZE; ! keep compiler from stashing away buf[0] before the
: 1080 1784 2 ! the call to scr$get_screen(desc)
: 1081 1785 2
: 1082 1786 2 IF cache EQL 0 THEN RETURN true; ! there is no cache
: 1083 1787 2
: 1084 1788 2 CH$FILL (0,dsc$c_s_bln,scr80_desc);
: 1085 1789 2 scr80_desc [dsc$w_length] = .scr80_strng [0];
: 1086 1790 2 scr80_desc [dsc$a_pointer] = scr80_strng [1];
: 1087 1791 2 CH$FILL (0,dsc$c_s_bln,scr132_desc);
: 1088 1792 2 scr132_desc [dsc$w_length] = .scr132_strng [0];
: 1089 1793 2 scr132_desc [dsc$a_pointer] = scr132_strng [1];
: 1090 1794 2
: 1091 1795 2 perform (lib$put_output (scr132_desc) );
: 1092 1796 2 bucket = 0; ! Set global current bucket to first bucket in Hash table
: 1093 1797 2 entry = 0; ! Set global entry offset in linked list of cache entries
: 1094 1798 2 ! first entry in the list.
: 1095 1799 2 scr$erase_page (1,1); ! Start out with a shiny blank screen
: 1096 1800 2 display_hash (.bucket); ! Display the window around the current hashtable bucket
: 1097 1801 2 display_bucket (.bucket,.entry); ! Display the linked list of cache entries for
: 1098 1802 2 ! for the current bucket and one after current.
: 1099 1803 2 cur_vbn = 1; ! set for first block
: 1100 1804 2 desc [dsc$w_length] = 20; ! Initialize input command buffer.
: 1101 1805 2 desc [dsc$a_pointer] = buf; ! Initialize input command buffer.
: 1102 1806 2
: 1103 1807 2 continue = true; ! Continue obtaining and executing command requests
: 1104 1808 2 WHILE .continue DO ! Until a Quit or invalid command is entered.
: 1105 1809 2 BEGIN
: 1106 1810 2 perform ( scr$set_cursor(input_lin, input_col) );
: 1107 1811 2 perform ( scr$get_screen(desc) ); ! Read screen to obtain command
: 1108 1812 2 IF (.command GEQ %X'41') AND (.command LEQ %X'5A')
: 1109 1813 2 THEN command = .command + %X'20';
: 1110 1814 2 SELECTION .command OF ! Take appropriate action
: 1111 1815 2 SET
: 1112 1816 2 [%X'3F'] : display_help(); ! ? Help with the commands
```

main body of LBR\$DUMP_CACHE

```
: 1113 1817 3      [%X'6E'] : up (bucket, entry);           ! 'N'orth
: 1114 1818 3      [%X'73'] : down (bucket, entry);          ! 'S'outh
: 1115 1819 3      [%X'65'] : right (bucket, entry);         ! 'E'ast
: 1116 1820 3      [%X'77'] : left (bucket, entry);          ! 'W'est
: 1117 1821 3      [%X'64'] : display_block(.bucket,.entry); ! 'D'isplay block
: 1118 1822 3      [%X'68'] : display_header();              ! display 'H'eaders
: 1119 1823 4      [%X'6C'] : BEGIN                          ! 'L'ocate a vbn in the cache
: 1120 1824 4      IF locate_vbn ( false, bucket, entry)
: 1121 1825 4      THEN
: 1122 1826 5      BEGIN
: 1123 1827 5      display_hash (.bucket);
: 1124 1828 5      display_bucket (.bucket,.entry);
: 1125 1829 4      END;
: 1126 1830 3      END;
: 1127 1831 4      [%X'67'] : BEGIN                          ! 'G'et a vbn and cache it
: 1128 1832 4      IF locate_vbn ( true, bucket, entry)
: 1129 1833 4      THEN
: 1130 1834 5      BEGIN
: 1131 1835 5      display_hash (.bucket);
: 1132 1836 5      display_bucket (.bucket,.entry);
: 1133 1837 4      END;
: 1134 1838 3      END;
: 1135 1839 4      [%X'6F'] : BEGIN                          ! 'O'rigin
: 1136 1840 4      bucket = 0;
: 1137 1841 4      entry = 0;
: 1138 1842 4      scr$erase_page (1,1);
: 1139 1843 4      display_hash (.bucket);
: 1140 1844 4      display_bucket (.bucket,.entry);
: 1141 1845 3      END;
: 1142 1846 4      [%X'62'] : BEGIN                          ! 'B'ack
: 1143 1847 4      entry = 0;
: 1144 1848 4      scr$erase_page (1,1);
: 1145 1849 4      display_hash (.bucket);
: 1146 1850 4      display_bucket (.bucket,.entry);
: 1147 1851 3      END;
: 1148 1852 4      [%X'72'] : BEGIN                          ! 'R'efresh the screen
: 1149 1853 4      scr$erase_page (1,1);
: 1150 1854 4      display_hash (.bucket);
: 1151 1855 4      display_bucket (.bucket,.entry);
: 1152 1856 3      END;
: 1153 1857 4      [%X'6A'] : BEGIN                          ! 'J'ump down
: 1154 1858 4      bucket = .bucket + 10;
: 1155 1859 4      display_hash (.bucket);
: 1156 1860 4      display_bucket (.bucket,.entry);
: 1157 1861 3      END;
: 1158 1862 4      [%X'78'] : BEGIN                          ! ne'X't
: 1159 1863 4      IF find_vbn (true, bucket, entry, .cur_vbn + 1)
: 1160 1864 4      THEN
: 1161 1865 5      BEGIN
: 1162 1866 5      display_hash (.bucket);
: 1163 1867 5      display_bucket (.bucket,.entry);
: 1164 1868 4      END;
: 1165 1869 3      END;
: 1166 1870 3      [%X'71'] : continue = false;          ! 'Q'uit
: 1167 1871 3
: 1168 1872 3      [OTHERWISE] :
: 1169 1873 4      BEGIN                          ! Print the help and quit
```



```

: 1170      1874  4      display_help();
: 1171      1875  4      continue = false;
: 1172      1876  3      END;
: 1173      1877  3      TES;
: 1174      1878  2      END;
: 1175      1879  2
: 1176      1880  2      perform (lib$put_output (scr80_desc) );
: 1177      1881  2      RETURN true;
: 1178      1882  1      END;      ! lbr$dump_cache

```

.PSECT \$OWNS,NOEXE,2

```

                                05 00230 SCR80_STRNG:
                                .BYTE 5
                                6C 33 3F 5B 1B 00231 .ASCII <27>\[?3\
                                00236 .BLKB 2
                                0D 00238 SCR132_STRNG:
                                .BYTE 13
72 34 32 3B 33 32 5B 1B 68 33 3F 5B 1B 00239 .ASCII <27>\[?3h\<27>\[23;24r\

```

.PSECT \$CODE\$,NOWRT,2

```

                                00FC 00000 .ENTRY LBRSDUMP CACHE, Save R2,R3,R4,R5,R6,R7 : 1197
57 0000C000G 00 9E 00002 MOVAB SCR$ERASE_PAGE, R7
56 00000000G 00 9E 00009 MOVAB LIB$PUT_OUTPUT, R6
5E          34 C2 00010 SUBL2 #52, SP
50 0000G CF D0 00013 MOVL LBR$GL_CONTROL, R0 : 1779
50 0E A0 D0 00018 MOVL 14(R0), R0
50 08 A0 D0 0001C MOVL 8(R0), R0 : 1780
                                03 12 00020 BNEQ 1$ : 1786
                                01A1 31 00022 BRW 30$
08          00          6E          00 2C 00025 1$: MOVCS #0, (SP), #0, #8, SCR80_DESC : 1788
                                2C AE 0002A
                                2C AE 0000' CF 9B 0002C MOVZBW SCR80_STRNG, SCR80_DESC : 1789
08          00          30 AE 0000' CF 9E 00032 MOVAB SCR80_STRNG+1, SCR80_DESC+4 : 1790
                                6E          00 2C 00038 MOVCS #0, (SP), #0, #8, SCR132_DESC : 1791
                                24 AE 0003D
                                24 AE 0000' CF 9B 0003F MOVZBW SCR132_STRNG, SCR132_DESC : 1792
                                28 AE 0000' CF 9E 00045 MOVAB SCR132_STRNG+1, SCR132_DESC+4 : 1793
                                24 AE 9F 0004B PUSHAB SCR132_DESC : 1795
                                66          01 FB 0004E CALLS #1, LIB$PUT_OUTPUT
                                49          50 E9 00051 BLBC STATUS, 4$
                                6E 7C 00054 CLRQ ENTRY : 1797
                                01 DD 00056 PUSHL #1 : 1799
                                01 DD 00058 PUSHL #1
                                67          02 FB 0005A CALLS #2, SCR$ERASE_PAGE
                                FD6C CF          04 AE DD 0005D PUSHL BUCKET : 1800
                                01 FB 00060 CALLS #1, DISPLAY_HASH
                                6E DD 00065 PUSHL ENTRY : 1801
                                08 AE DD 00067 PUSHL BUCKET
                                F9E9 CF          02 FB 0006A CALLS #2, DISPLAY_BUCKET
                                0000' CF          01 D0 0006F MOVL #1, CUR_VBN : 1803
                                1C AE          14 B0 00074 MOVW #20, DESC : 1804

```

20	AE	08	AE	9E	00078	MOVAB	BUF, DESC+4	:	1805	
	53		01	D0	0007D	MOVL	#1, CONTINUE	:	1807	
	03		53	E8	00080	2\$: BLBS	CONTINUE, 3\$:	1808	
			0137	31	00083	BRW	29\$:		
	7E		18	7D	00086	3\$: MOVQ	#24, -(SP)	:	1810	
00000000G	00		02	FB	00089	CALLS	#2, SCR\$SET_CURSOR	:		
	0A		50	E9	00090	BLBC	STATUS, 4\$:		
			1C	AE	9F	00093	PUSHAB	DESC	:	1811
00000000G	00		01	FB	00096	CALLS	#1, SCR\$GET_SCREEN	:		
	01		50	E8	0009D	4\$: BLBS	STATUS, 5\$:		
				04	000A0	RET		:		
41	8F	08	AE	91	000A1	5\$: CMPB	COMMAND, #65	:	1812	
			0B	1F	000A6	BLSSU	6\$:		
5A	8F	08	AE	91	000A8	CMPB	COMMAND, #90	:		
			04	1A	000AD	BGTRU	6\$:		
08	AE	08	20	80	000AF	ADDB2	#32, COMMAND	:	1813	
	52	08	AE	9A	000B3	6\$: MOVZBL	COMMAND, R2	:	1814	
	3F		52	91	000B7	CMPB	R2, #63	:	1816	
			07	12	000BA	BNEQ	8\$:		
FE51	CF		00	FB	000BC	CALLS	#0, DISPLAY_HELP	:		
			BD	11	000C1	7\$: BRB	2\$:		
6E	8F		52	91	000C3	8\$: CMPB	R2, #110	:	1817	
			0C	12	000C7	BNEQ	9\$:		
			5E	DD	000C9	PUSHL	SP	:		
		08	AE	9F	000CB	PUSHAB	BUCKET	:		
FD90	CF		02	FB	000CE	CALLS	#2, UP	:		
			AB	11	000D3	BRB	2\$:		
73	8F		52	91	000D5	9\$: CMPB	R2, #115	:	1818	
			0C	12	000D9	BNEQ	10\$:		
			5E	DD	000DB	PUSHL	SP	:		
		08	AE	9F	000DD	PUSHAB	BUCKET	:		
FDB1	CF		02	FB	000E0	CALLS	#2, DOWN	:		
			99	11	000E5	BRB	2\$:		
65	8F		52	91	000E7	10\$: CMPB	R2, #101	:	1819	
			0C	12	000EB	BNEQ	11\$:		
			5E	DD	000ED	PUSHL	SP	:		
		08	AE	9F	000EF	PUSHAB	BUCKET	:		
FDDF	CF		02	FB	000F2	CALLS	#2, RIGHT	:		
			87	11	000F7	BRB	2\$:		
77	8F		52	91	000F9	11\$: CMPB	R2, #119	:	1820	
			0C	12	000FD	BNEQ	12\$:		
			5E	DD	000FF	PUSHL	SP	:		
		08	AE	9F	00101	PUSHAB	BUCKET	:		
FDE8	CF		02	FB	00104	CALLS	#2, LEFT	:		
			B6	11	00109	BRB	7\$:		
64	8F		52	91	0010B	12\$: CMPB	R2, #100	:	1821	
			0C	12	0010F	BNEQ	13\$:		
			6E	DD	00111	PUSHL	ENTRY	:		
		08	AE	DD	00113	PUSHL	BUCKET	:		
FB96	CF		02	FB	00116	CALLS	#2, DISPLAY_BLOCK	:		
			A4	11	0011B	BRB	7\$:		
68	8F		52	91	0011D	13\$: CMPB	R2, #104	:	1822	
			07	12	00121	BNEQ	14\$:		
FD2B	CF		00	FB	00123	CALLS	#0, DISPLAY_HEADER	:		
			97	11	00128	BRB	7\$:		
6C	8F		52	91	0012A	14\$: CMPB	R2, #108	:	1823	
			09	12	0012E	BNEQ	15\$:		

		08	5E DD 00130	PUSHL	SP		1824
			AE 9F 00132	PUSHAB	BUCKET		
			7E D4 00135	CLRL	-(SP)		
			0D 11 00137	BRB	16\$		
67	8F		52 91 00139 15\$:	CMPB	R2, #103		1831
			0E 12 0013D	BNEQ	17\$		
		08	5E DD 0013F	PUSHL	SP		1832
			AE 9F 00141	PUSHAB	BUCKET		
			01 DD 00144	PUSHL	#1		
FC3A	CF		03 FB 00146 16\$:	CALLS	#3, LOCATE_VBN		
			49 11 00148	BRB	24\$		
6F	8F		52 91 0014D 17\$:	CMPB	R2, #111		1839
			05 12 00151	BNEQ	18\$		
		04	AE D4 00153	CLRL	BUCKET		1840
			06 11 00156	BRB	19\$		1841
62	8F		52 91 00158 18\$:	CMPB	R2, #98		1846
			04 12 0015C	BNEQ	20\$		
			6E D4 0015E 19\$:	CLRL	ENTRY		1847
			06 11 00160	BRB	21\$		1848
72	8F		52 91 00162 20\$:	CMPB	R2, #114		1852
			09 12 00166	BNEQ	22\$		
			01 DD 00168 21\$:	PUSHL	#1		1853
			01 DD 0016A	PUSHL	#1		
	67		02 FB 0016C	CALLS	#2, SCR\$ERASE_PAGE		
			28 11 0016F	BRB	25\$		1854
6A	8F		52 91 00171 22\$:	CMPB	R2, #106		1857
			06 12 00175	BNEQ	23\$		
04	AE		0A C0 00177	ADDL2	#10, BUCKET		1858
			1C 11 0017B	BRB	25\$		1859
78	8F		52 91 0017D 23\$:	CMPB	R2, #120		1862
			2A 12 00181	BNEQ	26\$		
7E	0000'	CF	01 C1 00183	ADDL3	#1, CUR_VBN, -(SP)		1863
		04	AE 9F 00189	PUSHAB	ENTRY		
		0C	AE 9F 0018C	PUSHAB	BUCKET		
			01 DD 0018F	PUSHL	#1		
FB75	CF		04 FB 00191	CALLS	#4, FIND_VBN		
	21		50 E9 00196 24\$:	BLBC	R0, 28\$		
		04	AE DD 00199 25\$:	PUSHL	BUCKET		1866
FC30	CF		01 FB 0019C	CALLS	#1, DISPLAY_HASH		
			6E DD 001A1	PUSHL	ENTRY		1867
		08	AE DD 001A3	PUSHL	BUCKET		
F8AD	CF		02 FB 001A6	CALLS	#2, DISPLAY_BUCKET		
			0D 11 001AB	BRB	28\$		1814
71	8F		52 91 001AD 26\$:	CMPB	R2, #113		1870
			05 13 001B1	BEQL	27\$		
FD5A	CF		00 FB 001B3	CALLS	#0, DISPLAY_HELP		1874
			53 D4 001B8 27\$:	CLRL	CONTINUE		1875
		FEC3	31 001BA 28\$:	BRW	2\$		1808
		2C	AE 9F 001BD 29\$:	PUSHAB	SCR80_DESC		1880
	66		01 FB 001C0	CALLS	#1, LIB\$PUT_OUTPUT		
	03		50 E9 001C3	BLBC	STATUS, 31\$		
	50		01 D0 001C6 30\$:	MOVL	#1, R0		1881
			04 001C9 31\$:	RET			1882

; Routine Size: 458 bytes, Routine Base: \$CODE\$ + 0A26

LBR_DUMP
V04=000

main body of LBRSDUMP_CACHE

C 3
16-Sep-1984 01:48:07
14-Sep-1984 12:37:37

VAX-11 Bliss-32 V4.0-742
DISK\$VMSMASTER:[LBR.SRC]DUMP.B32;1

Page 58
(25)

LB
VO

: 1179 1883 1
: 1180 1884 1 END
: 1181 1885 0 ELUDOM

PSECT SUMMARY

Name	Bytes	Attributes
\$OWNS	582 NOVEC, WRT, RD	,NOEXE,NOSHR, LCL, REL, CON,NOPIC,ALIGN(2)
\$PLITS	764 NOVEC,NOWRT, RD	,NOEXE,NOSHR, LCL, REL, CON,NOPIC,ALIGN(2)
\$CODES	3056 NOVEC,NOWRT, RD	, EXE,NOSHR, LCL, REL, CON,NOPIC,ALIGN(2)

Library Statistics

File	----- Total	Symbols Loaded	----- Percent	Pages Mapped	Processing Time
_\$255\$DUA28:[SYSLIB]STARLET.L32;1	9776	14	0	581	00:01.0

COMMAND QUALIFIERS

BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/LIS=LIS\$:DUMP/OBJ=OBJ\$:DUMP MSRCS\$:DUMP/UPDATE=(ENH\$:DUMP)

: Size: 3056 code + 1346 data bytes
: Run Time: 00:55.9
: Elapsed Time: 01:52.2
: Lines/CPU Min: 2024
: Lexemes/CPU-Min: 23029
: Memory Used: 250 pages
: Compilation Complete

The main body of the document is a grid of 100 small, illegible technical diagrams or code snippets, likely representing various system components or data structures. The grid is organized into 10 rows and 10 columns. Some larger, more legible text elements are scattered throughout the grid, including:

- Cache LIS
- Data LIS
- LBR
- LBRSHR MAP
- OLD LIBFMT MDL
- DUMP LIS
- LBR MDL
- PREFIX REQ
- LBRUSR MDL

GETHELP
LIS

INDEX
LIS

GETPUT
LIS

GETMEM
LIS