





```

1 0001 0 MODULE STR$$SRCH_INTLK ( ! Search the string interlock queue
2 0002 0 IDENT = '1-001' ! File: STRSRCHIN.B32
3 0003 0 ) =
4 0004 1 BEGIN
5 0005 1
6 0006 1 *****
7 0007 1 *
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25 0025 1 *
26 0026 1 *
27 0027 1 *****
28 0028 1
29 0029 1
30 0030 1 ++
31 0031 1 FACILITY: String Library
32 0032 1
33 0033 1 ABSTRACT:
34 0034 1
35 0035 1 This module contains the code and data base to support
36 0036 1 the string interlock macros, used in the string facility.
37 0037 1
38 0038 1 ENVIRONMENT: User mode, AST reentrant.
39 0039 1
40 0040 1 AUTHOR: John Sauter, CREATION DATE: 29-OCT-1979
41 0041 1
42 0042 1 MODIFIED BY:
43 0043 1
44 0044 1 1-001 - Original. JBS 29-OCT-1979
45 0045 1 --
46 0046 1
47 0047 1 !<BLF/PAGE>

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49 0048 1 |
50 0049 1 | SWITCHES:
51 0050 1 |
52 0051 1 |
53 0052 1 | SWITCHES ADDRESSING_MODE (EXTERNAL = GENERAL, NONEXTERNAL = WORD_RELATIVE);
54 0053 1 |
55 0054 1 |
56 0055 1 | LINKAGES:
57 0056 1 |
58 0057 1 |     NONE
59 0058 1 |
60 0059 1 | TABLE OF CONTENTS:
61 0060 1 |
62 0061 1 |
63 0062 1 | FORWARD ROUTINE
64 0063 1 |     STR$$SRCH_INTLK;           ! Search the string interlock queue
65 0064 1 |
66 0065 1 |
67 0066 1 | INCLUDE FILES:
68 0067 1 |
69 0068 1 |
70 0069 1 | REQUIRE 'RTLIN:RTLPSECT';     ! DECLARE_PSECTS macro
71 0164 1 |
72 0165 1 | LIBRARY 'RTLSTARLE';         ! System symbols
73 0166 1 |
74 0167 1 |
75 0168 1 | EQUATED SYMBOLS:
76 0169 1 |
77 0170 1 |     NONE
78 0171 1 |
79 0172 1 | PSECTS
80 0173 1 |
81 0174 1 | DECLARE_PSECTS (STR);        ! Define psects
82 0175 1 |
83 0176 1 | OWN AND GLOBAL STORAGE:
84 0177 1 |
85 0178 1 |
86 0179 1 | GLOBAL
87 0180 1 |     STR$$Q_INTLK : VECTOR [2, LONG]; ! Root of interlock queue
88 0181 1 |
89 0182 1 |
90 0183 1 | EXTERNAL REFERENCES:
91 0184 1 |
92 0185 1 |
93 0186 1 |     * The following are the error codes used in this module:
94 0187 1 |     -
95 0188 1 |
96 0189 1 | EXTERNAL LITERAL
97 0190 1 |     STR$_STRIS_INT;           ! String is interlocked
98 0191 1 |     STR$_FATINTERR;          ! Fatal internal error
99 0192 1 |
```

```

101 0193 1 GLOBAL ROUTINE STRSSRCH_INTLK (           ! Search the string interlock queue
102 0194 1     OUR_STRING                          ! String we are searching for
103 0195 1     ) =
104 0196 1
105 0197 1
106 0198 1  +-+
107 0199 1  |
108 0200 1  | FUNCTIONAL DESCRIPTION:
109 0201 1  |
110 0202 1  |     If the INSQUE used to place a string in the string interlock
111 0203 1  |     queue indicates that there is at least one string already in
112 0204 1  |     the queue, this routine is called to see if the string is
113 0205 1  |     already interlocked.  If it is, this routine returns
114 0206 1  |     STRS_STRIS_INT, which can be passed to LIB$STOP.  If not,
115 0207 1  |     this routine returns SSS_NORMAL.
116 0208 1  |
117 0209 1  | CALLING SEQUENCE:
118 0210 1  |
119 0211 1  |     status.wlc.v = STRSSRCH_INTLK (our_string.rt.dx)
120 0212 1  |
121 0213 1  | FORMAL PARAMETERS:
122 0214 1  |
123 0215 1  |     our_string      The string we are searching for on the string
124 0216 1  |                    interlock queue.
125 0217 1  |
126 0218 1  | IMPLICIT INPUTS:
127 0219 1  |
128 0220 1  |     STRSQ_INTLK    The head of the string interlock queue.
129 0221 1  |
130 0222 1  | IMPLICIT OUTPUTS:
131 0223 1  |
132 0224 1  |     NONE
133 0225 1  |
134 0226 1  | COMPLETION CODES:
135 0227 1  |
136 0228 1  |     SSS_NORMAL     - Successful completion, string not interlocked.
137 0229 1  |     STRS_STRIS_INT - String is interlocked.
138 0230 1  |     STRS_FATINTERR - The string queue is messed up
139 0231 1  |
140 0232 1  | SIDE EFFECTS:
141 0233 1  |
142 0234 1  |     NONE
143 0235 1  |
144 0236 2  | --
145 0237 2  | BEGIN
146 0238 2  |
147 0239 2  | LOCAL
148 0240 2  |     HIT_COUNT,
149 0241 2  |     THIS_STRING : REF VECTOR [3, LONG];      ! Interlock block on string queue
150 0242 2  |
151 0243 2  | +-+
152 0244 2  | | Search the string interlock queue, looking for our string.
153 0245 2  | | Even though we do not disable ASTs we cannot be led astray by one,
154 0246 2  | | because the discipline of the string interlock queue requires that
155 0247 2  | | a routine remove anything it adds to the queue, so an AST routine
156 0248 2  | | will leave the queue the same as when it started.
157 0249 2  | |
158 0249 2  | | HIT_COUNT = 0;

```

158 0250  
159 0251  
160 0252  
161 0253  
162 0254  
163 0255  
164 0256  
165 0257  
166 0258  
167 0259  
168 0260  
169 0261  
170 0262  
171 0263  
172 0264  
173 0265  
174 0266  
175 0267  
176 0268  
177 0269  
178 0270  
179 0271  
180 0272  
181 0273  
182 0274  
183 0275  
184 0276

```

THIS_STRING = .STR$$Q_INTLK [0];
WHILE (.THIS_STRING NEQA STR$$Q_INTLK [0]) DO
  BEGIN
    IF (.THIS_STRING [2] EQLA .OUR_STRING) THEN HIT_COUNT = .HIT_COUNT + 1;
    THIS_STRING = .THIS_STRING [0];
  END;

  The "hit count" will be 1 if the string is in the queue exactly once,
  which is what we expect if the string is not interlocked, since it was
  put in the queue before we were called. If the "hit count" is 2 or
  greater then the string is interlocked. The count can be greater than
  2 if the string is in use several times in a read-only context.
  If the "hit count" is 0 we have an error.

  IF (.HIT_COUNT EQL 1)
  THEN
    RETURN (SS$NORMAL)
  ELSE
    IF (.HIT_COUNT GTR 1) THEN RETURN (STR$_STRIS_INT) ELSE RETURN (STR$_FATINTERR);
  END;
! End of routine STR$$$SRCH_INTLK

```

				.TITLE	STR\$\$\$SRCH_INTLK		
				.IDENT	\1-001\		
				.PSECT	_STR\$DATA,NOEXE, PIC,2		
			00000	STR\$\$Q_INTLK::			
				.BLKB	8		
				.EXTRN	STR\$_STRIS_INT, STR\$_FATINTERR		
				.PSECT	_STR\$CODE,NOWRT, SHR, PIC,2		
			000C 00000	.ENTRY	STR\$\$\$SRCH_INTLK, Save R2,R3		: 0193
	53	00000000'	EF 9E 00002	MOVAB	STR\$\$Q_INTLK, R3		: 0249
			52 D4 00009	CLRL	HIT_COUNT		: 0250
	50		63 D0 0000B	MOVL	STR\$\$Q_INTLK, THIS_STRING		: 0252
	51		63 9E 0000E 1\$:	MOVAB	STR\$\$Q_INTLK, R1		: 0255
	51		50 D1 00011	CML	THIS_STRING, R1		: 0257
			0E 13 00014	BEQL	3\$		: 0252
	04	AC 08	A0 D1 00016	CML	8(THIS_STRING), OUR_STRING		: 0269
			02 12 0001B	BNEQ	2\$		: 0274
			52 D6 0001D	INCL	HIT_COUNT		
	50		60 D0 0001F 2\$:	MOVL	(THIS_STRING), THIS_STRING		
			EA 11 00022	BRB	1\$		
	01		52 D1 00024 3\$:	CML	HIT_COUNT, #1		
			04 12 00027	BNEQ	4\$		
	50		01 D0 00029	MOVL	#1, R0		
			04 0002C	RET			

```

50 00000000G 08 15 0002D 4$: BLEQ 5$
8F D0 0002F MOVL #STR$_STRIS_INT, R0
04 00036 RET
50 00000000G 8F D0 00037 5$: MOVL #STR$_FATINTERR, R0
04 0003E RET

```

: 0276

: Routine Size: 63 bytes, Routine Base: \_STR\$CODE + 0000

```

: 185 0277 1
: 186 0278 1 END
: 187 0279 1
: 188 0280 0 ELUDOM

```

!End of module STR\$\$\$SRCH\_INTLK

PSECT SUMMARY

Name	Bytes	Attributes
_STR\$DATA	8	NOVEC, WRT, RD, NOEXE, NOSHR, LCL, REL, CON, PIC, ALIGN(2)
_STR\$CODE	63	NOVEC, NOWRT, RD, EXE, SHR, LCL, REL, CON, PIC, ALIGN(2)

Library Statistics

File	Symbols		Pages Mapped	Processing Time
	Total	Loaded Percent		
_\$255\$DUA28:[SYSLIB]STARLET.L32;1	9776	1 0	581	00:00.8

COMMAND QUALIFIERS

BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/NOTRACE/LIS=LIS\$:STR\$SRCHIN/OBJ=O\$J\$:STR\$SRCHIN MSRC\$:STR\$SRCHIN/UPDATE=(ENH\$:STR\$SRCHIN)

```

: Size: 63 code + 8 data bytes
: Run Time: 00:02.7
: Elapsed Time: 00:17.9
: Lines/CPU Min: 6268
: Lexemes/CPU-Min: 18000
: Memory Used: 42 pages
: Compilation Complete

```

