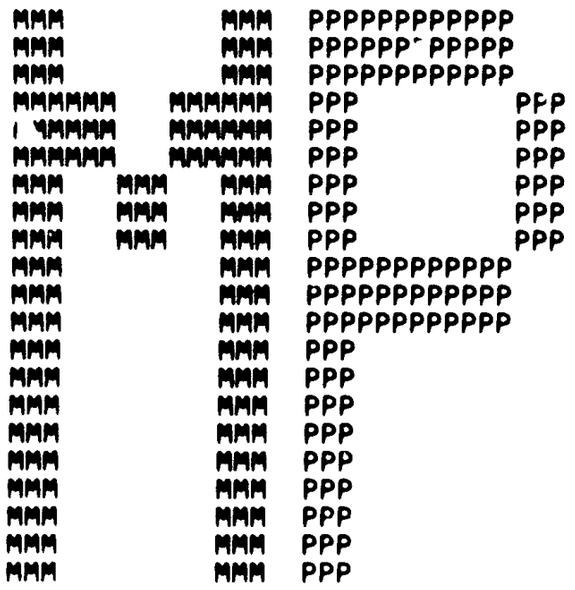
MMM MMM PPPPPPPPPPPP
MMM MMM PPPPPP PPPPP
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MMMMMM MMMMMM PPP PPP
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MMM MMM PPP

```
MM       MM  PPPPPPPP
MM       MM  PPPPPPPP
MMMM   MMMM  PP      PP
MMMM   MMMM  PP      PP
MM  MM  MM   PP      PP
MM  MM  MM   PP      PP
MM       MM  PPPPPPPP
MM       MM  PPPPPPPP
MM       MM  PP
MM       MM  PP
MM       MM  PP
MM       MM  PP
MM       MM  PP
MM       MM  PP
```

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

```
;       MP.MDL - Multi-processing block definitions
;
;       Version 'V04-000'
;
;****************************************************************************
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;****************************************************************************

;++
; FACILITY: Executive , Multi-processing definition macros
;
; ABSTRACT:
;
;       This file contains the MDL source for all multi-processing
;       block structure definitions.
;
; ENVIRONMENT:
;
;       n/a
;--
;
; AUTHOR:  Kathleen D. Morse, CREATION DATE:  26-Feb-1981
;
; MODIFIED BY:
;
;       V03-003 KDM0018         Kathleen D. Morse       13-Oct-1982
;               Added secondary request flag to check an event flag
;               wait condition.
;
;       V03-002 KDM0012         Kathleen D. Morse       20-Sep-1982
;               Add second error log buffer flag.
;
;--
```

```
;+
; MPS$GL_BUGCHECK bit definitions
;
; This longword contains indicators for handling bugcheck.
;-

        $STRUCT BUG
        V<                              ; Bits in MPS$GL_BUGCHECK
                BUGCHK,,,M              ; Set by primary to request a bugcheck
                ACK1,,,M                ; Set by secondary when acknowleging a bugcheck
        >
        E
```

```
;+
; MPS$GL_INTERLOCK bit definitions
;
; This longword is accessed by interlocked instructions to flush the cache
; so that non-interlocked accesses to other pieces of data get the correct
; values.
;-

        $STRUCT LCK
        V<
                INTERLOCK,,,M           ; Interlock bit
        >
        E
```

```
;+
; MPS$GL_STATE value definitions
;
; This longword contains the state of the secondary processor.
;-

        $STRUCT MPS

        K<,$K_                          ;Secondary states
                IDLESTATE,1             ; Idle
                DROPSTATE,2             ; Dropping current process; CURPCB valid
                BUSYSTATE,3             ; Busy; CURPCB valid but LDPCTX not
                                        ;  yet done
                EXECSTATE,4             ; Executing process; CURPCB valid and
                                        ;  LDPCTX done
                INITSTATE,5             ; Initialization uncomplete
                STOPSTATE,6             ; Processor stopped

        >

        V<M                             ;Secondary request flags
                SECBUGCHK               ; Bugcheck requested by secondary
                SECERRLOG               ; Error log requested by secondary
                SECWAITCK               ; Event flag wait check requested by sec
        >

        V<M                             ;Bits in MPS$GL_STOPFLAG (for STOP/CPU)
                STOPREQ                 ; Primary request flag
                STOPACK1                ; Secondary acknowlegement flag
        >

        V<M                             ;Error log buffer flags
                ERLBUF1                 ; Buffer 1 busy
                ERLBUF2                 ; Buffer 2 busy
        >
        K<,$K_                          ;Error log buffer information
                ERLBUFSIZ,512           ; Size of error log buffer in bytes
        >
        E
```

```
;+
; MPS$GL_STATE bit definitions
;
; This longword records the state of the secondary processor.
;-

        $STRUCT STA
        V<
                INIT...M                ; Initialization
                IDLE...M                ; Idle
                DROP...M                ; Dropping current process
                BUSY ..M                ; Busy executing a process
                STOP...M                ; Stopped
        >
        E
```

VMOUNT
LIS

MPCLRPFM
LIS

MPAST
LIS

MP

MP
MAP

MP
MDL

TRNLOG
LIS

MPCMOD
LIS

MPMACROS
MAR