


```

000000  TTTTTTTTT  SSSSSSSS  PPPPPPPP  000000  WW  WW  RRRRRRRR  JJ
000000  TTTTTTTTT  SSSSSSSS  PPPPPPPP  000000  WW  WW  RRRRRRRR  JJ
00 00  TT  SS  PP  PP  00 00  WW  WW  RR  RR  JJ
00 00  TT  SS  PP  PP  00 00  WW  WW  RR  RR  JJ
00 00  TT  SS  PP  PP  00 00  WW  WW  RR  RR  JJ
00 00  TT  SS  PP  PP  00 00  WW  WW  RR  RR  JJ
00 00  TT  SS  PP  PP  00 00  WW  WW  RR  RR  JJ
00 00  TT  SS  PP  PP  00 00  WW  WW  RR  RR  JJ
00 00  TT  SS  PP  PP  00 00  WW  WW  RR  RR  JJ
00 00  TT  SS  PP  PP  00 00  WW  WW  RR  RR  JJ
00 00  TT  SS  PP  PP  00 00  WWW WWW  RR  RR  JJ
00 00  TT  SS  PP  PP  00 00  WWW WWW  RR  RR  JJ
000000  TT  SSSSSSSS  PP  PP  000000  WW  WW  RR  RR  JJJJJJ
000000  TT  SSSSSSSS  PP  PP  000000  WW  WW  RR  RR  JJJJJJ

```

```

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

```

(2)	51
(3)	72
(4)	112

HISTORY ; Detailed Current Edit History
DECLARATIONS
OTSS\$POWRJ - floating to power longword giving floating result

```

0000 1 .TITLE OTSS$POWRJ - REAL ** INTEGER*4 power routine
0000 2 .IDENT /1-006/ ; File: OTSS$POWRJ.MAR Edit: SBL1006
0000 3
0000 4
0000 5 :*****
0000 6 :*
0000 7 :* COPYRIGHT (c) 1978, 1980, 1982, 1984 BY
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0000 23 :* SOFTWARE ON EQUIPMENT WHICH IS NOT SUPPLIED BY DIGITAL.
0000 24 :*
0000 25 :*
0000 26 :*****
0000 27 :
0000 28 :
0000 29 : FACILITY: Language support library - user callable
0000 30 :
0000 31 : ABSTRACT:
0000 32 :
0000 33 : Floating base to integer longword power.
0000 34 : Floating overflow and underflow can occur.
0000 35 : Undefined exponentation can occur if base is 0 and power is 0 or negative.
0000 36 :
0000 37 :
0000 38 : --
0000 39 :
0000 40 : VERSION: 0
0000 41 :
0000 42 : HISTORY:
0000 43 : AUTHOR:
0000 44 : Thomas N. Hastings, 5-May-77: Version 0
0000 45 :
0000 46 : modified by: SUSAN HUBBARD AZIBERT
0000 47 :
0000 48 :
0000 49 :

```

```
0000 51      .SBTTL HISTORY      ; Detailed Current Edit History
0000 52
0000 53
0000 54 ; Ed t History for Version 0 of OTSS$POWRJ
0000 55 ; version 05 - changed module name to forpowrj
0000 56 ; version 07 - changed error handler from MTH$ERROR to MTH$$ERROR
0000 57 ; version 08 - removed W^ from MTH$$ERROR, saved code with MOVZBL.
0000 58 ; removed infinite loop with largest negative integer exponent.
0000 59
0000 60 ; version 09 - changed MTH$$ERROR to MTH$$SIGNAL - JMT
0000 61 ; 1-001 - Update version number and copyright notice. The previous
0000 62 ; version number was 0-10. JBS 16-NOV-78.
0000 63 ; 1-002 - Change MTH_UNDEXP to MTH$K_UNDEXP. JBS 07-DEC-78
0000 64 ; 1-003 - Add " " to the PSECT directive. JBS 22-DEC-78
0000 65 ; 1-004 - Declare externals. SBL 17-May-1979
0000 66 ; 1-005 - Add handlers to catch S$$ FLTOVF and S$$ FLTDIV, and signal
0000 67 ; MTH$ FLOOVEMAT or MTH$ FLOUNDMAT instead, depending on the context.
0000 68 ; JAW 26-Feb-1980.
0000 69 ; 1-006 - Use general mode addressing. SBL 30-Nov-1981
0000 70 ;
```

```
0000 72      .SBTTL  DECLARATIONS
0000 73
0000 74      :
0000 75      : INCLUDE FILES:
0000 76      :
0000 77      :
0000 78      :
0000 79      : EXTERNAL SYMBOLS:
0000 80      :
0000 81      : .DSABL  GBL
0000 82      : .EXTRN  MTH$K_UNDEXP, MTH$K_FLOOVEMAT, MTH$K_FLOUNDMAT
0000 83      : .EXTRN  MTH$$SIGNAL      ; Math error routine
0000 84      : .EXTRN  S$$_FLTOVF, S$$_FLTOVF_F, S$$_FLTDIV, S$$_FLTDIV_F, S$$_CONTINUE
0000 85
0000 86      :
0000 87      : MACROS:
0000 88      :
0000 89      : $CHFDEF      ; Define condition handler symbols.
0000 90      : $SFDEF       ; Define stack frame symbols.
0000 91      : $PSLDEF      ; Define program status longword
0000 92      : symbols.
0000 93
0000 94      :
0000 95      : EQUATED SYMBOLS:
0000 96      :
00000004 0000 97      : base = 4      ; base input formal - by-value
00000008 0000 98      : exp = 8       ; exponent intpu formal - by-value
0000 99
0000 100     :
0000 101     : OWN STORAGE:
0000 102     :
0000 103     :
0000 104     :
0000 105     : PSECT DECLARATIONS:
0000 106     :
0000 107     :
00000000 0000 108     : .PSECT  _OTSS$CODE PIC,SHR,LONG,EXE,NOWRT
0000 109     : program section for OTSS$ code
0000 110
```

0000 112 .SBTTL OTSS\$POWRJ - floating to power longword giving floating result

0000 113
 0000 114 : **
 0000 115 : FUNCTIONAL DESCRIPTION:

0000 116 :
 0000 117 : Floating result = floating base ** signed longword exponent
 0000 118 : The floating result is given by:

0000 119	:	base	exponent	result
0000 120	:			
0000 121	:	any	> 0	product (base * 2**i) where i is each
0000 122	:			non-zero bit position in exponent
0000 123	:			
0000 124	:			
0000 125	:	> 0	= 0	1.0
0000 126	:	= 0	= 0	Undefined exponentiation
0000 127	:	< 0	= 0	1.0
0000 128	:			
0000 129	:	> 0	< 0	1.0 / product (base * 2**i)
0000 130	:			where i is each non-zero bit position
0000 131	:			in exponent!
0000 132	:	= 0	< 0	Undefined exponentiation
0000 133	:	< 0	< 0	1.0 / product (base * 2**i)
0000 134	:			where i is each non-zero bit position
0000 135	:			in exponent!

0000 136 :
 0000 137 : Floating overflow can occur on either of the two MULF's. If this
 0000 138 : happens when the exponent is less than zero, the exception is caught by
 0000 139 : a local condition handler named EXC_HNDLR_UNDER, which sets the result
 0000 140 : to 0.0 and either signals MTH\$ FLOUNDMAT (if FU is enabled in the
 0000 141 : caller's PSW) or continues at POWRJX. If it happens when the exponent
 0000 142 : is greater than zero, the exception is caught by a local condition
 0000 143 : handler named EXC_HNDLR_OVER, which sets the result to the reserved
 0000 144 : operand (-0.0) and signals MTH\$_FLOOVEMAT.

0000 145 :
 0000 146 : Floating overflow and floating divide by zero can occur on the DIVF.
 0000 147 : These exceptions are caught by EXC_HNDLR_OVER, which sets the result to
 0000 148 : the reserved operand (-0.0) and signals MTH\$_FLOOVEMAT.

0000 149 :
 0000 150 : Undefined exponentiation occurs if base is 0 and
 0000 151 : exponent is 0 or negative.

0000 152 :
 0000 153 : CALLING SEQUENCE:

0000 154 :
 0000 155 : Power.wf.v = OTSS\$POWRJ (base.rf.v, exponent.rl.v)

0000 156 :
 0000 157 : INPUT PARAMETERS:
 0000 158 : NONE

0000 159 :
 0000 160 : IMPLICIT INPUTS:
 0000 161 : The setting of FU in the caller's PSW.

0000 162 :
 0000 163 : OUTPUT PARAMETERS:
 0000 164 : NONE

0000 165 :
 0000 166 : IMPLICIT OUTPUTS:
 0000 167 : NONE

0000 168 :

```

0000 169 : FUNCTION VALUE:
0000 170 :
0000 171 :     Floating base ** exponent
0000 172 :
0000 173 : SIDE EFFECTS:
0000 174 :
0000 175 :     Signals MTH$ FLOOVEMAT if floating overflow occurs on either of the two
0000 176 :     MULF's when exponent > 0, or if floating overflow or divide by zero
0000 177 :     occurs on the DIVF.
0000 178 :     Signals MTH$ FLOUNDMAT if floating overflow occurs on either of the two
0000 179 :     MULF's when exponent < 0 and caller has FU enabled.
0000 180 :     Signals MTH$ UNDEXP (82 = 'UNDEFINED exponentiation') if
0000 181 :     base is 0 and exponent is 0 or negative.
0000 182 :
0000 183 :--
0000 184 :
0000 185 :
0000 186 :
0004 0000 187 .ENTRY OTSS$POWRJ, ^M<R2> ; disable integer overflow
0002 188 ; occurs on largest negative integer exp
6D 66'AF 9E 0002 189 MOVAB B^EXC_HNDLR_OVER, (FP) ; Translate exceptions to
0006 190 ; MTH$ FLOOVEMAT.
50 08 50 0006 191 MOVF #1, R0 ; R0 = initial result
51 04 AC 50 0009 192 MOVF base(AP), R1 ; R1 = base
52 08 AC D0 000D 193 MOVL exp(AP), R2 ; R2 = exponent
0011 194 ; Note: integer overflow can occur
0011 195 ; on largest neagtive integer exponent.
0011 196 ; However, R2 is correct unsigned 32-bit val
0011 197 ; Use ROTL -1 rather than ASHL -1 below.
6D 57'AF 9E 0011 198 BGTR EXPGTR ; branch if exponent > 0
0013 199 MOVAB B^EXC_HNDLR_UNDER, (FP) ; Translate exceptions to
0017 200 ; MTH$ FLOUNDMAT.
51 53 0017 201 TSTF R1 ; test base
2C 13 0019 203 BEQL UNDEFINED ; undefined 0**0 or 0**(-n)
52 52 CE 001B 204 MNEGL R2, R2 ; R2 = !exponent!
26 13 001E 205 BEQL POWRJX ; if exponent is 0, return R0 = 1.0
0020 206
0020 207 :+
0020 208 : Exponent is > 0 or (exponent is =< 0 and base is not = 0 -- use !exponent!)
0020 209 :-
0020 210
0B 52 00 E4 0020 211 EXPGTR: BBSC #0, R2, PARTIAL ; branch if !exponent! is odd
0024 212 ; and clear low order bit
52 52 FF 8F 9C 0024 213 SQUAR: ROTL #-1, R2, R2 ; R2 = !32-bit unsigned exponent!/2
51 51 44 0029 214 SQUAR1: MULF R1, R1 ; R1 = current power of base
002C 215 ; floating overflow will trap or fault
002C 216 ; and signal SSS_FLTOVF or SSS_FLTOVF_F.
F5 52 E9 002C 217 BLBC R2, SQUAR ; branch if next bit in !exponent! is 0
002F 218
002F 219 :+
002F 220 : Here when bit i of !exponent! is a 1.
002F 221 : Partial result = partial result * (base * 2**i)
002F 222 :-
002F 223
50 51 44 002F 224 PARTIAL: MULF R1, R0 ; R0 = new partial result
002F 225

```

OT
Syl
BA
BEI
CH
CH
CH
CH
COI
DOI
EX
EX
GO
LO
LO
MT
MT
MT
MT
NE
OT
OVI
PS
PS
RE
SF
SI
SS
SS
SS
SS
UNI
UNI
PS
--
\$A
_O
Ph
--
In
Co
Pa
Sy
Pa
Sy


```

52 52 FF 8F 78 0032 226 ASHL # -1, R2, R2 ; R2 = !exponent!/2
      FO 12 0037 227 BNEQ SQUAR1 ; loopback if more exponent bits are 1
      0039 228
      08 AC D5 0039 229 TSTL exp(AP) ; test sign of exponent
      08 14 003C 230 BGTR POWRJX ; if exponent > 0, return R0
6D 66 AF 9E 003E 231 MOVAB B^EXC_HNDLR_OVER, (FP) ; Translate exceptions to
      0042 232 ; MTH$_FLOOVEMAT.
50 08 50 47 0042 233 DIVF3 R0, #1, R0 ; R0 = 1.0/result
      04 0046 234 POWRJX: RET ; return, result in R0
      0047 235
      0047 236 ;+
      0047 237 ; Undefined exponentation error - 0**0 or 0**(-n)
      0047 238 ; -
      0047 239
      0047 240 UNDEFINED:
50 01 0F 78 0047 241 ASHL #15, #1, R0 ; R0 = reserved floating operand
      7E 00 8F 9A 004B 242 MOVZBL #MTH$K_UNDEXP, -(SP) ; Indicate undefined exponentiation.
00000000 GF 01 FB 004F 243 CALLS #1, G^MTH$$$IGNAL ; convert to 32-bit condition code
      0056 244 ; and SIGNAL MTH$_UNDEXP
      0056 245 ; Note: 2nd arg not needed since
      0056 246 ; no JSB OTSS$POWRJ
      04 0056 247 RET ; return
      0057 248
      0057 249 ;+
      0057 250 ; The following handler is established to process exceptions which imply
      0057 251 ; underflow of the final result (floating overflow in either of the two MULF's
      0057 252 ; when exp < 0). On the occurrence of such an exception, the handler signals
      0057 253 ; MTH$_FLOUNDMAT.
      0057 254 ; -
      0057 255
      0057 256 EXC_HNDLR_UNDER:
      0057 257 .WORD ^M<R2, R3, R4> ; Entry mask
      2B 10 0059 258 BSBB SETUP ; Set up R0:R3 and identify condition.
      005B 259 ; Return only if FLTOVF or FLTDIV.
1E 04 A2 06 E1 005B 260 BBC #PSL$V_FU, SF$W_SAVE_PSW(R2), CON U ; Branch if caller has not enabled FU.
      0060 261 ; Report MTH$_FLOUNDMAT, not S$$_FLTOVF.
54 00 8F 9A 0060 262 MOVZBL #MTH$K_FLOUNDMAT, R4
      0C 11 0064 263 BRB DO_SIG
      0066 264
      0066 265 ;+
      0066 266 ; The following handler is established to process exceptions which imply
      0066 267 ; overflow of the final result (floating overflow in either of the two MULF's
      0066 268 ; when exp > 0, floating overflow in the DIVF, or floating divide by zero in the
      0066 269 ; DIVF). On the occurrence of such an exception, the handler signals
      0066 270 ; MTH$_FLOOVEMAT.
      0066 271 ; -
      0066 272
      0066 273 EXC_HNDLR_OVER:
      0066 274 .WORD ^M<R2, R3, R4> ; Entry mask
      1C 10 0068 275 BSBB SETUP ; Set up R0:R3 and identify condition.
      006A 276 ; Return only if FLTOVF or FLTDIV.
50 01 0F 78 006A 277 ASHL #15, #1, R0 ; Make the default result -0.0.
      54 00 8F 9A 006E 278 MOVZBL #MTH$K_FLOOVEMAT, R4 ; Report MTH$_FLOOVEMAT, not S$$_FLTxxx.
      0072 279
      10 A2 DD 0072 280 DO_SIG: PUSHL SF$W_SAVE_PC(R2) ; Report caller's PC, not exception PC.
      54 DD 0075 281 PUSHL R4 ; Report MTH$_xxx, not S$$_xxx.
00000000 GF 02 FB 0077 282 CALLS #2, G^MTH$$$IGNAL ; Signal the condition.

```

OT
VA
Ps
Cr
As
Th
26
Th
27
11
Ma
--
-\$
56
Th
MA

```

0C A3 50 7D 007E 283 CON_U: MOVQ R0, CHF$MCH_SAVR0(R3) ; If continued, restore R0 and R1.
50 50 00' D0 0082 284          MOVL S^#SS$_CONTINUE, R0 ; Continue from the original exception.
04 0085 285 DO_RET: RET ; Exit from handler.
0086 286
0086 287 ;+
0086 288 ; Common setup routine for handlers. Returns normally if exception was FLT0VF,
0086 289 ; FLT0VF_F, FLTDIV, or FLTDIV_F. If the exception was anything else, it
0086 290 ; executes a RET, causing an exit from the handler with R0 = 0, which is
0086 291 ; equivalent to $$$_RESIGNAL. In the case of a normal return (FLT0VF, FLT0VF_F,
0086 292 ; FLTDIV, or FLTDIV_F) it sets up R0:R3 as follows:
0086 293 ; R0/R1: 0
0086 294 ; R2: address of establisher's frame
0086 295 ; R3: address of mechanism array
0086 296 ; -
0086 297
52 04 50 7C 0086 298 SETUP: CLRQ R0 ; Set default result to 0.0.
04 AC 7D 0088 299          MOVL CHF$MCH_SIGARGLST(AP), R2 ; R2 = address of signal array
008C 300          ; R3 = address of mechanism array
0000'8F 04 A2 B1 008C 301          CMPW CHF$MCH_SIG_NAME(R2), #SS$FLT0VF
0092 302          ; Was it a floating overflow trap?
0000'8F 04 18 13 0092 303          BEQL DO_RSB ; Branch if yes.
04 A2 B1 0094 304          CMPW CHF$MCH_SIG_NAME(R2), #SS$FLT0VF_F
009A 305          ; Or a floating overflow fault?
0000'8F 04 10 13 009A 306          BEQL DO_RSB ; Branch if yes.
04 A2 B1 009C 307          CMPW CHF$MCH_SIG_NAME(R2), #SS$FLTDIV
00A2 308          ; Or a floating divide by zero trap?
0000'8F 04 08 13 00A2 309          BEQL DO_RSB ; Branch if yes.
04 A2 B1 00A4 310          CMPW CHF$MCH_SIG_NAME(R2), #SS$FLTDIV_F
00AA 311          ; Or a floating divide by zero fault?
0000'8F 04 D9 12 00AA 312          BNEQ DO_RET ; None of the above: return from handler
08 A2 97 AF 9E 00AC 313          ; with R0 = 0.
0081 314 DO_RSB: MOVAB B^POWRJX, CHF$MCH_SIG_NAME+4(R2)
52 04 A3 D0 0081 316          MOVL CHF$MCH_FRAME(R3), R2 ; R2 = address of establisher's frame
05 0085 317          RSB ; Return.
0086 318
0086 319          .END
    
```

```

BASE = 00000004
CHFSL_MCH_FRAME = 00000004
CHFSL_MCH_SAVRO = 0000000C
CHFSL_SIGARGLST = 00000004
CHFSL_SIG_NAME = 00000004
CON_U = 0000007E R 02
DO_RET = 00000085 R 02
DO_RSB = 000000AC R 02
DO_SIG = 00000072 R 02
EXC_HNDLR_OVER = 00000066 R 02
EXC_HNDLR_UNDER = 00000057 R 02
EXP = 00000008
EXPGTR = 00000020 R 02
MTHSSIGNAL ***** X 00
MTHSK_FLOOVEMAT ***** X 00
MTHSK_FLOUNDMAT ***** X 00
MTHSK_UNDEXP ***** X 00
OTSSPOWRJ = 00000000 RG 02
PARTIAL = 0000002F R 02
POWRJX = 00000046 R 02
PSLSV_FU = 00000006
SETUP = 00000086 R 02
SFSL_SAVE_PC = 00000010
SFSW_SAVE_PSW = 00000004
SQUAR = 00000024 R 02
SQUAR1 = 00000029 R 02
SSS_CONTINUE ***** X 00
SSS_FLTDIV ***** X 00
SSS_FLTDIV_F ***** X 00
SSS_FLTOVF ***** X 00
SSS_FLTOVF_F ***** X 00
UNDEFINED = 00000047 R 02
    
```

! Psect synopsis !

PSECT name	Allocation	PSECT No.	Attributes
. ABS	00000000 (0.)	00 (0.)	NOPIC USR CON ABS LCL NOSHR NOEXE NORD NOWRT NOVEC BYTE
\$ABSS	00000000 (0.)	01 (1.)	NOPIC USR CON ABS LCL NOSHR EXE RD WRT NOVEC BYTE
_OTSSCODE	000000B6 (182.)	02 (2.)	PIC USR CON REL LCL SHR EXE RD NOWRT NOVEC LONG

! Performance indicators !

Phase	Page faults	CPU Time	Elapsed Time
Initialization	30	00:00:00.06	00:00:00.96
Command processing	111	00:00:00.54	00:00:04.51
Pass 1	137	00:00:01.86	00:00:06.28
Symbol table sort	0	00:00:00.11	00:00:00.19
Pass 2	74	00:00:00.81	00:00:02.42
Symbol table output	4	00:00:00.06	00:00:00.20
Psect synopsis output	3	00:00:00.01	00:00:00.10
Cross-reference output	0	00:00:00.00	00:00:00.00

Assembler run totals 361 00:00:03.47 00:00:14.67

The working set limit was 900 pages.
8678 bytes (17 pages) of virtual memory were used to buffer the intermediate code.
There were 10 pages of symbol table space allocated to hold 106 non-local and 0 local symbols.
319 source lines were read in Pass 1, producing 13 object records in Pass 2.
10 pages of virtual memory were used to define 9 macros.

! Macro library statistics !

<u>Macro library name</u>	<u>Macros defined</u>
_\$255\$DUA28:[SYSLIB]STARLET.MLB;2	6

148 GETS were required to define 6 macros.

There were no errors, warnings or information messages.

MACRO/ENABLE=SUPPRESSION/DISABLE=(GLOBAL,TRACEBACK)/LIS=LIS\$:OTSSPOWRJ/OBJ=OBJ\$:OTSSPOWRJ MSRC\$:OTSSPOWRJ/UPDATE=(ENH\$:OTSSPOWRJ)

0265 AH-BT13A-SE
VAX/VMS V4.0

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This image displays a grid of 100 terminal window screenshots, arranged in 10 rows and 10 columns. Each window shows a different view of system data, including logs, performance metrics, and configuration files. The windows are titled with various identifiers such as 'OTSPOWHH LIS', 'OTSPOWII LIS', 'OTSPOWRJ LIS', 'UUXPOWGG LIS', 'OTSPOWGLU LIS', 'OTSPOWHLU LIS', 'OTSPOWHJ LIS', 'UUXPOWCU LIS', 'UUXPOWRR LIS', 'OTSPOWLUL LIS', 'OTSPOWRR LIS', 'OTSPOWUJ LIS', 'UUXEXP LIS', 'UUXGSTNCO LIS', and 'OTSPOWRLU LIS'. The content within the windows is dense and technical, typical of a VAX/VMS system environment.