

Ps
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NE

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SR

NNN		NNN	EEEEEEEEEEEEEEEE	TTTTTTTTTTTTTTTT	AAAAAAAAAA		CCCCCCCCCCCC	PPPPPPPPPP	
NNN		NNN	EEEEEEEEEEEEEEEE	TTTTTTTTTTTTTTTT	AAAAAAAAAA		CCCCCCCCCCCC	PPPPPPPPPP	
NNN		NNN	EEEEEEEEEEEEEEEE	TTTTTTTTTTTTTTTT	AAAAAAAAAA		CCCCCCCCCCCC	PPPPPPPPPP	
NNN		NNN	EEE	TTT	AAA	AAA	CCC	PPP	PPP
NNN		NNN	EEE	TTT	AAA	AAA	CCC	FPP	PPP
NNN		NNN	EEE	TTT	AAA	AAA	CCC	PPP	PPP
NNNNNN		NNN	EEE	TTT	AAA	AAA	CCC	PPP	PPP
NNNNNN		NNN	EEE	TTT	AAA	AAA	CCC	PPP	PPP
NNNNNN		NNN	EEE	TTT	AAA	AAA	CCC	PPP	PPP
NNN	NNN	NNN	EEEEEEEEEEEE	TTT	AAA	AAA	CCC	PPPPPPPPPP	PPP
NNN	NNN	NNN	EEEEEEEEEEEE	TTT	AAA	AAA	CCC	PPPPPPPPPP	PPP
NNN	NNN	NNN	EEEEEEEEEEEE	TTT	AAA	AAA	CCC	PPPPPPPPPP	PPP
NNN		NNNNNN	EEE	TTT	AAAAAAAAAAAAAAAA	AAA	CCC	PPP	PPP
NNN		NNNNNN	EEE	TTT	AAAAAAAAAAAAAAAA	AAA	CCC	PPP	PPP
NNN		NNNNNN	EEE	TTT	AAAAAAAAAAAAAAAA	AAA	CCC	PPP	PPP
NNN		NNN	EEE	TTT	AAA	AAA	CCC	PPP	PPP
NNN		NNN	EEE	TTT	AAA	AAA	CCC	PPP	PPP
NNN		NNN	EEE	TTT	AAA	AAA	CCC	PPP	PPP
NNN		NNN	EEE	TTT	AAA	AAA	CCC	PPP	PPP
NNN		NNN	EEEEEEEEEEEEEEEE	TTT	AAA	AAA	CCC	PPPPPPPPPP	PPP
NNN		NNN	EEEEEEEEEEEEEEEE	TTT	AAA	AAA	CCCCCCCCCCCC	PPPPPPPPPP	PPP
NNN		NNN	EEEEEEEEEEEEEEEE	TTT	AAA	AAA	CCCCCCCCCCCC	PPPPPPPPPP	PPP

```

NN      NN      EEEEEEEEEE  TTTTTTTTTT  DDDDDDDD  RRRRRRRR  VV      VV  MM      MM      AAAAAA  CCCCCCCC
NN      NN      EEEEEEEEEE  TTTTTTTTTT  DDDDDDDD  RRRRRRRR  VV      VV  MM      MM      AAAAAA  CCCCCCCC
NN      NN      EE          TT          DD      DD  RR      RR  VV      VV  MMMM  MMMM  AA      AA  CC
NN      NN      EE          TT          DD      DD  RR      RR  VV      VV  MMMM  MMMM  AA      AA  CC
NNNN    NN      EE          TT          DD      DD  RR      RR  VV      VV  MM  MM  MM  AA      AA  CC
NNNN    NN      EE          TT          DD      DD  RR      RR  VV      VV  MM  MM  MM  AA      AA  CC
NN      NN      EEEEEEEEEE  TT          DD      DD  RRRRRRRR  VV      VV  MM      MM  AA      AA  CC
NN      NN      EEEEEEEEEE  TT          DD      DD  RRRRRRRR  VV      VV  MM      MM  AA      AA  CC
NN      NN      EE          TT          DD      DD  RR      RR  VV      VV  MM      MM  AAAAAAAAAA  CC
NN      NN      EE          TT          DD      DD  RR      RR  VV      VV  MM      MM  AAAAAAAAAA  CC
NN      NN      EE          TT          DD      DD  RR      RR  VV      VV  MM      MM  AA      AA  CC
NN      NN      EE          TT          DD      DD  RR      RR  VV      VV  MM      MM  AA      AA  CC
NN      NN      EEEEEEEEEE  TT          DDDDDDDD  RR      RR  VV      VV  MM      MM  AA      AA  CCCCCCCC
NN      NN      EEEEEEEEEE  TT          DDDDDDDD  RR      RR  VV      VV  MM      MM  AA      AA  CCCCCCCC

```

```

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

```

.TITLE NETDRVMAC - NETDRIVER macro definitions
.IDENT 'V04-000'

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MODIFIED BY:

- V03-002 TMH0002 Tim Halvorsen 03-Jan-1983
 Modify so that macro can be included in NETDEF.STB
- V03-001 RNG0001 Rod N. Gamache 29-Nov-1982
 Add new CXB definitions for received adj.

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T

```

.MACRO $CXBEXTDEF,$GBL          : Define CXB extensions

NSPSC_MAX_DELAY = 20           :&
NSPSC_MAX_R_CYB = 7            :&
NSPSC_MAX_XPW  = 7             :& Maximum transmit-packet-window

$DEFINI CXBEXT,$GBL

:
:
: The following fields are used when a NSP is formatting a message to be
: sent to routing layer for transmission
:
:
:   = CXBSC_HEADER                : Start at Beginning of message
:                                 : area
$VFIELD CXB,0,<-                : CXB$B_CODE bits
:                                 : Set if queued to datalink
:                                 : Set if ACK is outstanding
:                                 >
$DEF CXBST_X_XPORT .BLKB TR3SC_HSZ_DATA : Transport data msg header
$DEF CXB$B_X_NSPTYP .BLKB 1             : NSP message type
$DEF CXB$W_X_NSPPREM .BLKW 1            : NSP remote link address
$DEF CXB$W_X_NSPLC .BLKW 1              : NSP local link address
$DEF CXB$W_X_NSPACK .BLKW 1            : NSP ACK field
$DEF CXB$W_X_NSPSEQ .BLKW 1            : NSP sequence number
$DEF CXBST_X_DATA : Area for user data

:
: The following fields are used when a received message is passed to NSP by
: the routing layer.
:
:
:   = CXBST_DLL                    : Start at Datalink impure area
$DEF CXB$L_R_RCB .BLKL 1                : Pointer to the NET RCB
$DEF CXB$L_R_MSG .BLKL 1                : Pointer to first NSP byte in message
$DEF CXB$W_R_BCNT .BLKW 1               : Length of message w/o route header
$DEF CXB$W_R_PATH .BLKW 1               : Path number over which message was
: received
$DEF CXB$W_R_DSTNOD .BLKW 1             : Local node address in high byte
$DEF CXB$W_R_SRCNOD .BLKW 1             : Source node address in low byte
$DEF CXB$B_R_FLG .BLKB 1                : LBS if datalink layer needs CXB back
: due to receiver buffering problems
$DEF CXB$B_R_AREA : Area portion of node address
: (overlays NSPTYP)
$DEF CXB$B_R_NSPTYP .BLKB 1             : NSP message type
$DEF CXB$W_R_ADJ : Received adjacency index
: (overlays NSPSEQ)
$DEF CXB$W_R_NSPSEQ .BLKW 1            : NSP message sequence number

```

```
      CXBSC_R_LENGTH = .           ; Make the end of the definition
$DEFEND CXBEXT,$GBL,DEF
ASSUME CXBSC_DLL GE CXBSC_R_LENGTH-CXBST_DLL ; Make sure we had enough room
.ENDM $CXBEXTDEF
```

NC
VC

NETUSR
SDL

LIBTAIL
B32

XMBDEF
SDL

NETDEFS
MAR

PSTUSR
SDL

NETDRUMAC
MAR

NDDRIVER
LTS

NET
LTS

NETMACROS
MAR

NETACPTRN
LTS

NSPMSGDEF
SDL

LIBHEAD
B32