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      AAAAAA  LL      LL      000000  CCCCCCCC  AAAAAA  TTTTTTTTTT  EEEEEEEEEE
      AAAAAA  LL      LL      000000  CCCCCCCC  AAAAAA  TTTTTTTTTT  EEEEEEEEEE
AA      AA    LL      LL      00      00    CC      AA      AA    TT      EE
AA      AA    LL      LL      00      00    CC      AA      AA    TT      EE
AA      AA    LL      LL      00      00    CC      AA      AA    TT      EE
AA      AA    LL      LL      00      00    CC      AA      AA    TT      EE
AA      AA    LL      LL      00      00    CC      AA      AA    TT      EE
AA      AA    LL      LL      00      00    CC      AA      AA    TT      EE
AAAAAAAAAA  LL      LL      00      00    CC      AAAAAAAA  TT      EE
AAAAAAAAAA  LL      LL      00      00    CC      AAAAAAAA  TT      EE
AA      AA    LL      LL      00      00    CC      AA      AA    TT      EE
AA      AA    LL      LL      00      00    CC      AA      AA    TT      EE
AA      AA    LLLLLLLLLL  LLLLLLLLLL  000000  CCCCCCCC  AA      AA    TT      EEEEEEEEEE
AA      AA    LLLLLLLLLL  LLLLLLLLLL  000000  CCCCCCCC  AA      AA    TT      EEEEEEEEEE

```

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LL      IIIIII  SSSSSSSS
LL      IIIIII  SSSSSSSS
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
2 0002
3 0003
4 0004
5 0005
6 0006
7 0007
8 0008
9 0009
10 0010
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```

0 MODULE OPCSALLOCATE (
0     LANGUAGE (BLISS32),
0     IDENT = 'V04-000'
0 ) =
0
0 *****
0 *
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0 *****
0
0 **
0 FACILITY:
0     OPCOM
0
0 ABSTRACT:
0     This module contains the logic to allocate and deallocate
0     the various data structures used by OPCOM.
0
0 Environment:
0     VAX/VMS operating system.
0
0 Author:
0     Steven T. Jeffreys
0
0 Creation date:
0     March 10, 1981
0
0 Revision history:
0     V03-002 CWH3002      CW Hobbs      16-Sep-1983
0     Put VM calls in jacket routines to aid debugging.
0     V03-001 CWH3001      CW Hobbs      30-Jul-1983
0     Various and sundry things to make OPCOM distributed

```

```
58 0058 0 | across the cluster.
59 0059 0 |
60 0060 0 | V02-002
61 0061 0 | STJ0161 Steven T. Jeffreys, 08-Feb-1982
62 0062 0 | Make references to library routines use general addressing mode.
63 0063 0 | --
64 0064 0 |
65 0065 1 BEGIN ! Start of ALLOCATE
66 0066 1
67 0067 1 LIBRARY 'SYSS$LIBRARY:LIB.L32';
68 0068 1 LIBRARY 'LIBS:OPCOMLIB';
69 0069 1
70 0070 1 FORWARD ROUTINE
71 0071 1 ALLOCATE_DS, ! Allocate data structure
72 0072 1 CREATE_OCD : NOVALUE, ! Create a new OCD and insert it into an OCD list
73 0073 1 DEALLOCATE_DS, ! Deallocate data structure
74 0074 1 DEALLOCATE_MCB : NOVALUE, ! Deallocate an MCB.
75 0075 1 DEALLOCATE_OCD : NOVALUE, ! Deallocate an OCD
76 0076 1 DEALLOCATE_RQCB : NOVALUE; ! Deallocate an RQCB.
77 0077 1
78 0078 1 BUILTIN
79 0079 1 INSQUE, ! Insert entry onto a queue
80 0080 1 REMQUE; ! Remove entry from a queue
```

```

82 0081 1 GLOBAL ROUTINE ALLOCATE_DS (DS_TYPE, DS_ADDR) =
83 0082 1
84 0083 1 !++
85 0084 1 ! Functional description:
86 0085 1
87 0086 1     This routine will allocate a block of process address space
88 0087 1     to be used as a data structure of the specified type. This
89 0088 1     routine will also write some structure dependent information
90 0089 1     into the data structure.
91 0090 1
92 0091 1 ! Input:
93 0092 1
94 0093 1     DS_TYPE = The data structure type. This is used as
95 0094 1     an index into the SCB table to get some
96 0095 1     structure dependent information.
97 0096 1
98 0097 1 ! Implicit Input:
99 0098 1
100 0099 1     The SCB data base.
101 0100 1
102 0101 1 ! Output:
103 0102 1
104 0103 1     DS_ADDR = An address of a longword to receive the data
105 0104 1     structure address.
106 0105 1
107 0106 1 ! Implicit output:
108 0107 1
109 0108 1     The SCB entry for this structure type is updated.
110 0109 1
111 0110 1 ! Side effects:
112 0111 1
113 0112 1     None.
114 0113 1
115 0114 1 ! Routine value:
116 0115 1
117 0116 1     TRUE = The allocate succeeded.
118 0117 1     <anything else> = The allocate failed.
119 0118 1 !--
120 0119 1
121 0120 2 BEGIN                                ! Start of ALLOCATE_DS
122 0121 2
123 0122 2 EXTERNAL ROUTINE
124 0123 2     CLUSUTIL_NEXT_SEQUENCE;          ! Get a cluster-unique sequence number
125 0124 2
126 0125 2 EXTERNAL
127 0126 2     GLOBAL_STATUS      : BITVECTOR [32],
128 0127 2     LCL_NOD              : $ref_bblock,    ! Local NOD block pointer
129 0128 2     LCL_CSID            : LONG,          ! CSID of local node
130 0129 2     SCB_TABLE         : VECTOR;        ! SCB table of pointers
131 0130 2
132 0131 2 EXTERNAL LITERAL
133 0132 2     SSS_BADPARAM,        ! System status value
134 0133 2     MIN_DS_TYPE,        ! Min STRUCTURE_TYPE value
135 0134 2     MAX_DS_TYPE;        ! Max STRUCTURE_TYPE value
136 0135 2
137 0136 2 LOCAL
138 0137 2     SCB                  : $ref_bblock,    ! SCB structure

```

```

139      0138      2          BLOCK          : $ref_bblock,          ! Block of VM allocated
140      0139      2          SIZE          : LONG,                ! Size of the VM block
141      0140      2          STATUS       : LONG;
142      0141      2
143      0142      2
144      0143      2
145      0144      2          ! Make sure DS_TYPE is a legal value.
146      0145      2
147      0146      2          IF (.DS_TYPE LSS MIN_DS_TYPE) OR (.DS_TYPE GTR MAX_DS_TYPE)
148      0147      2          THEN
149      0148      2              $signal_stop (SS$_BADPARAM);
150      0149      2
151      0150      2          ! Get the structure info from the appropriate SCB.
152      0151      2          ! Allocate the structure from the look aside list if possible.
153      0152      2
154      0153      2          SCB = .SCB_TABLE [.DS_TYPE - 1];
155      0154      2          IF .SCB [SCB_W_LAL_COUNT] GTR 0
156      0155      2          THEN
157      0156      2              BEGIN
158      0157      2                  REMQUE (.SCB [SCB_L_FLINK], BLOCK);
159      0158      2                  SCB [SCB_W_LAL_COUNT] = .SCB [SCB_W_LAL_COUNT] - 1;
160      0159      2              END
161      0160      2          ELSE
162      0161      2              BEGIN
163      0162      2                  ! The look aside list was empty.
164      0163      2                  ! Allocate and zero a block of memory via OPC$GET_VM.
165      0164      2                  ! LAL blocks do not have to be zeroed, as it is done
166      0165      2                  ! when the blocks are put on the list.
167      0166      2
168      0167      2
169      0168      2                  SIZE = .SCB [SCB_W_SIZE];
170      0169      2                  IF NOT (STATUS = OPC$GET_VM (SIZE, BLOCK))
171      0170      2                  THEN
172      0171      2                      $signal_stop (.STATUS);
173      0172      2                  CH$FILL (0, .SIZE, .BLOCK);
174      0173      2
175      0174      2                  ! Fill in the structure dependent information.
176      0175      2
177      0176      2                  BLOCK [HDR_L_FLINK] = BLOCK [HDR_L_FLINK];
178      0177      2                  BLOCK [HDR_L_BLINK] = BLOCK [HDR_L_FLINK];
179      0178      2                  BLOCK [HDR_W_SIZE] = .SCB [SCB_W_SIZE];
180      0179      2                  BLOCK [HDR_B_TYPE] = .DS_TYPE;
181      0180      2              END;
182      0181      2
183      0182      2
184      0183      2          ! Set the cluster-wide data structure sequence number.
185      0184      2
186      0185      2          SCB [SCB_L_SEQNUM] = CLUSUTIL NEXT_SEQUENCE (); ! Get a unique id and save it in the SCB
187      0186      2          BLOCK [HDR_L_SEQNUM] = .SCB [SCB_L_SEQNUM]; ! Mark the block field (read-only, nobody else should touch)
188      0187      2          BLOCK [HDR_L_IDENT] = .SCB [SCB_L_SEQNUM]; ! Also save as the ident field (read/write, allocate doesn't
189      0188      2          BLOCK [HDR_L_CSID] = .LCL_CSID; ! Zero means a local structure
190      0189      2          IF (BLOCK [HDR_L_NOD] = .LCL_NOD) NEQ 0 ! If in a cluster, set the local systemid field
191      0190      2          THEN
192      0191      2              BEGIN
193      0192      2                  BLOCK [HDR_L_SYSTEMIDL] = .LCL_NOD [NOD_L_NODE_SYSTEMIDL];
194      0193      2                  BLOCK [HDR_W_SYSTEMIDH] = .LCL_NOD [NOD_W_NODE_SYSTEMIDH];
195      0194      2              END;

```

```

: 196      0195 2 1
: 197      0196 2 1
: 198      0197 2 1
: 199      0198 2 1
: 200      0199 2 1
: 201      0200 2 1
: 202      0201 2 1
: 203      0202 2 1

```

```

: Set the address of the data structure in the output cell.
: .DS_ADDR = .BLOCK;
: RETURN (TRUE);
: END;

```

: End of ALLOCATE_DS

```

.TITLE OPCSALLOCATE
.IDENT \V04-000\

.EXTRN CLUSUTIL_NEXT_SEQUENCE
.EXTRN GLOBAL_STATUS, LCL_MOD
.EXTRN LCL_CSID, SCB_TABLE
.EXTRN $$$_BADPARAM, MIN_DS_TYPE
.EXTRN MAX_DS_TYPE LIB$STOP
.EXTRN OPCSGET_VM

```

.PSECT \$CODE\$,NOWRT,2

				00FC 0000	.ENTRY	ALLOCATE_DS, Save R2,R3,R4,R5,R6,R7	: 0081
				08 C2 00002	SUBL2	#8, SP	
	00000000G	8F	04	AC D1 00005	CMP	DS_TYPE, #MIN_DS_TYPE	: 0146
				0A 19 0000D	BLSS	1\$	
	00000000G	8F	04	AC D1 0000F	CMP	DS_TYPE, #MAX_DS_TYPE	
				08 15 00017	BLEQ	2\$	
				8F DD 00019	PUSHL	\$_BADPARAM	: 0148
				2B 11 0001F	BRB	4\$	
		50	04	AC D0 00021	MOVL	DS_TYPE, R0	: 0153
		57	0000GCF	40 D0 00025	MOVL	SCB_TABLE-4[R0], SCB	
			02	A7 B5 0002B	TSTW	2(SCB)	: 0154
				09 13 0002E	BEQL	3\$	
		6E	08	B7 0F 00030	REMQUE	8(SCB), BLOCK	: 0157
			02	A7 B7 00034	DECW	2(SCB)	: 0158
				35 11 00037	BRB	6\$: 0154
	04	AE		67 3C 00039	MOVZWL	(SCB), SIZE	: 0168
				5E DD 0003D	PUSHL	SP	: 0169
			08	AE 9F 0003F	PUSHAB	SIZE	
	0000G	CF		02 FB 00042	CALLS	#2, OPCSGET_VM	
		0A		50 E8 00047	BLBS	STATUS, 5\$	
				50 DD 0004A	PUSHL	STATUS	: 0171
	00000000G	00		01 FB 0004C	CALLS	#1, LIB\$STOP	
				04 00053	RET		
		56		6E D0 00054	MOVL	BLOCK, R6	: 0172
04	AE	6E	0C	00 2C 00057	MOVCS	#0, (SP), #0, SIZE, (R6)	
				66 0005D			
		66		56 D0 0005E	MOVL	R6, (R6)	: 0176
	04	A6		56 D0 00061	MOVL	R6, 4(R6)	: 0177
	08	A6		67 B0 00065	MOVW	(SCB), 8(R6)	: 0178
	0A	A6	04	AC 90 00069	MOVB	DS_TYPE, 10(R6)	: 0179
	0000G	CF		00 FB 0006E	CALLS	#0, CLUSUTIL_NEXT_SEQUENCE	: 0185
	04	A7		50 D0 00073	MOVL	R0, 4(SCB)	
		50		6E D0 00077	MOVL	BLOCK, R0	: 0186
	0C	A0	04	A7 D0 0007A	MOVL	4(SCB), 12(R0)	
	10	A0	04	A7 D0 0007F	MOVL	4(SCB), 16(R0)	: 0187

OPCSALLOCATE
V04-000

L 15
16-Sep-1984 01:16:47 VAX-11 Bliss-32 V4.0-742
14-Sep-1984 12:50:35 [OPCOM.SRC]ALLOCATE.B32;1

Page 6
(2)

14	A0	0000G	CF	D0	00084	MOVL	LCL_CSID, 20(R0)	:	0188
	51	0000G	CF	D0	0C08A	MOVL	LCL_NOD, R1	:	0189
18	A0		51	D0	0008F	MOVL	R1, -24(R0)	:	
			0A	13	00093	BEQL	7\$:	
1C	A0	50	A1	D0	00095	MOVL	80(R1), 28(R0)	:	0192
20	A0	54	A1	B0	0009A	MOVW	84(R1), 32(R0)	:	0193
08	BC		50	D0	0009F	MOVL	R0, @DS_ADDR	:	0198
	50		01	D0	000A3	MOVL	#1, R0	:	0200
			04	D0	000A6	RET		:	0202

: Routine Size: 167 bytes, Routine Base: \$CODE\$ + 0000


```

: 205 0203 1 GLOBAL ROUTINE CREATE_OCD (SCOPE, UIC, BLOCK) : NOVALUE =
: 206 0204 1
: 207 0205 1 +-
: 208 0206 1 Functional description:
: 209 0207 1
: 210 0208 1 This routine contains the specialized logic to create and initialize
: 211 0209 1 an OCD and to insert it onto the appropriate OCD list. The OCD list
: 212 0210 1 depends on the SCOPE.
: 213 0211 1
: 214 0212 1 Input:
: 215 0213 1
: 216 0214 1 SCOPE : The scope of the OCD.
: 217 0215 1 UIC : The UIC of the OCD.
: 218 0216 1
: 219 0217 1 Implicit Input:
: 220 0218 1
: 221 0219 1 None.
: 222 0220 1
: 223 0221 1 Output:
: 224 0222 1
: 225 0223 1 BLOCK : The address of a longword to receive the
: 226 0224 1 address of the new OCD.
: 227 0225 1
: 228 0226 1 Implicit output:
: 229 0227 1
: 230 0228 1 None.
: 231 0229 1
: 232 0230 1 Side effects:
: 233 0231 1
: 234 0232 1 None.
: 235 0233 1
: 236 0234 1 Routine value:
: 237 0235 1
: 238 0236 1 None.
: 239 0237 1 --
: 240 0238 1
: 241 0239 2 BEGIN ! Start of CREATE_OCD
: 242 0240 2
: 243 0241 2 EXTERNAL LITERAL ! Structure type
: 244 0242 2 OCD_K_TYPE;
: 245 0243 2
: 246 0244 2 EXTERNAL ROUTINE ! Allocate a data structure
: 247 0245 2 ALLOCATE_DS;
: 248 0246 2
: 249 0247 2 EXTERNAL ! Pointers to OCD list heads
: 250 0248 2 OCD_VECTOR : VECTOR;
: 251 0249 2
: 252 0250 2 LOCAL
: 253 0251 2 STATUS : LONG,
: 254 0252 2 OCD : $ref_bblock; ! OCD data structure
: 255 0253 2
: 256 0254 2
: 257 0255 2 NOTE: This routine is incomplete, and must later be enhanced
: 258 0256 2 to create and link in a default LCB as well.
: 259 0257 2
: 260 0258 3 IF NOT (ALLOCATE_DS (OCD_K_TYPE, OCD)) ! Allocate a new OCD
: 261 0259 2 THEN

```

```

: 262 0260 2 RETURN (.STATUS);
: 263 0261 22 OCD [OCD_L_FLINK] = OCD [OCD_L_FLINK];          | Init OCD list head
: 264 0262 22 OCD [OCD_L_BLINK] = OCD [OCD_L_FLINK];          |
: 265 0263 22 OCD [OCD_L_RQSTFLINK] = OCD [OCD_L_RQSTFLINK]; | Init request list head
: 266 0264 22 OCD [OCD_L_RQSTBLINK] = OCD [OCD_L_RQSTFLINK]; |
: 267 0265 22 OCD [OCD_L_OPERFLINK] = OCD [OCD_L_OPERFLINK]; | Init operator list head
: 268 0266 22 OCD [OCD_L_OPERBLINK] = OCD [OCD_L_OPERFLINK]; |
: 269 0267 22 OCD [OCD_B_SCOPE] = .SCOPE;                  | Set the OCD SCOPE
: 270 0268 22 OCD [OCD_L_UIC] = .UIC;                       | Set the OCD UIC
: 271 0269 22 OCD [OCD_L_NOTIFYMASK1] = -1;                 | Broadcast all messages
: 272 0270 22 OCD [OCD_L_NOTIFYMASK2] = -1;                 |
: 273 0271 22 |
: 274 0272 22 | Insert the OCD in the appropriate OCD list. If the list is empty,
: 275 0273 22 | then this OCD will be the list head, and the OCD_VECTOR must be
: 276 0274 22 | made to point to it. After inserting the OCD, increment the OCD count
: 277 0275 22 | for this list.
: 278 0276 22 |
: 279 0277 22 IF .OCD_VECTOR [(OCD [OCD_B_SCOPE]-1)*2+1] EQL 0
: 280 0278 22 THEN
: 281 0279 22   OCD_VECTOR [(OCD [OCD_B_SCOPE]-1)*2] = .OCD! Make OCD_VECTOR point to the OCD
: 282 0280 22 ELSE
: 283 0281 22   INSQUE (.OCD, .OCD_VECTOR [(OCD [OCD_B_SCOPE]-1)*2]);
: 284 0282 22   OCD_VECTOR [(OCD [OCD_B_SCOPE]-1)*2+1] = .OCD_VECTOR [(OCD [OCD_B_SCOPE]-1)*2+1] + 1;
: 285 0283 22   .BLOCK = .OCD;                               | Return OCD address
: 286 0284 22 |
: 287 0285 1 END;                                           | End of CREATE_OCD

```

INFO#250 L1:0260
Referenced LOCAL symbol STATUS is probably not initialized

				.EXTRN	OCD_K_TYPE, OCD_VECTOR	
			001C 00000	.ENTRY	CREATE_OCD, Save R2,R3,R4	: 0203
	54	0000G	CF 9E 00002	MOVAB	OCD_VECTOR-4, R4	
	52		04 C2 00007	SUBL2	#4, SP	
			5E DD 0000A	PUSHL	SP	: 0258
		00000000G	8F DD 0000C	PUSHL	#OCD_K_TYPE	
	0000G	CF	02 FB 00012	CALLS	#2, ALLOCATE_DS	
	66		50 E9 00017	BLBC	R0, 3\$	
	50		6E D0 0001A	MOVL	OCD, R0	: 0261
	60		50 D0 0001D	MOVL	R0, (R0)	
	04	A0	50 D0 00020	MOVL	R0, 4(R0)	: 0262
	3C	A0	3C A0 9E 00024	MOVAB	60(R0), 60(R0)	: 0263
	40	A0	3C A0 9E 00029	MOVAB	60(R0), 64(R0)	: 0264
	50	A0	50 A0 9E 0002E	MOVAB	80(R0), 80(R0)	: 0265
	54	A0	50 A0 9E 00033	MOVAB	80(R0), 84(R0)	: 0266
	0B	A0	04 AC 90 00038	MOVB	SCOPE, 11(R0)	: 0267
	24	A0	08 AC D0 0003D	MOVL	UIC, 36(R0)	: 0268
	2C	A0	01 CE 00042	MNEGL	#1, 44(R0)	: 0269
	30	A0	01 CE 00046	MNEGL	#1, 48(R0)	: 0270
	52		0B A0 9A 0004A	MOVZBL	11(R0), R2	: 0271
	51	52	01 78 0004E	ASHL	#1, R2, R1	
			6441 D5 00052	TSTL	OCD_VECTOR-4[R1]	
			0B 12 00055	BNEQ	1\$	
	51	52	01 78 00057	ASHL	#1, R2, R1	: 0279
	FC	A441	50 D0 0005B	MOVL	R0, OCD_VECTOR-8[R1]	

BCDCEFGHIJKLMNOPQRSTUVWXYZ

51	52	0D 11 00060	BRB	2\$:
	53	01 78 00062 1\$:	ASHL	#1, R2, R1	: 0281
	B3	FC A441 DE 00066	MOVAL	OCD VECTOR-8[R1], R3	:
00	51	60 0E 0006B	INSQUE	(R0), @0(R3)	:
	50	6E D0 0006F 2\$:	MOVL	OCD, R1	: 0282
	50	0B A1 9A 00072	MOVZBL	11(R1), R0	:
		02 C4 00076	MULL2	#2, R0	:
		644D D6 00079	INCL	OCD VECTOR-4[R0]	:
0C	BC	51 D0 0007C	MOVL	R1, @BLOCK	: 0283
		04 00080 3\$:	RET		: 0285

; Routine Size: 129 bytes, Routine Base: \$CODE\$ + 00A7

```

289 0286 1 GLOBAL ROUTINE DEALLOCATE_DS (DS_ADDR) =
290 0287 1
291 0288 1
292 0289 1 : Functional description:
293 0290 1
294 0291 1 : This routine will deallocate a data structure.
295 0292 1 : The data structure is zeroed and placed on the
296 0293 1 : appropriate free list.
297 0294 1
298 0295 1 : Input:
299 0296 1
300 0297 1 : DS_ADDR = The address of the data structure.
301 0298 1
302 0299 1 : Implicit Input:
303 0300 1
304 0301 1 : The SCB data base.
305 0302 1
306 0303 1 : Output:
307 0304 1
308 0305 1 : None.
309 0306 1
310 0307 1 : Implicit output:
311 0308 1
312 0309 1 : The SCB entry for this structure type is updated.
313 0310 1
314 0311 1 : Side effects:
315 0312 1
316 0313 1 : None.
317 0314 1
318 0315 1 : Routine value:
319 0316 1
320 0317 1 : TRUE = The deallocate succeeded.
321 0318 1 : <anything else> = The deallocate failed.
322 0319 1 : --
323 0320 1
324 0321 2 BEGIN : Start of ALLOCATE_DS
325 0322 2
326 0323 2 MAP
327 0324 2 DS_ADDR : $ref_bblock;
328 0325 2
329 0326 2 EXTERNAL
330 0327 2 SCB_TABLE : VECTOR; : SCB table of pointers
331 0328 2
332 0329 2 EXTERNAL LITERAL
333 0330 2 SSS_BADPARAM, : System status value
334 0331 2 MIN_DS_TYPE, : Min STRUCTURE_TYPE value
335 0332 2 MAX_DS_TYPE; : Max STRUCTURE_TYPE value
336 0333 2
337 0334 2 LOCAL
338 0335 2 SCB : $ref_bblock; : SCB structure
339 0336 2
340 0337 2 :
341 0338 2 : Check input parameter.
342 0339 2
343 0340 3 IF (.DS_ADDR [HDR_B_TYPE] LSS MIN_DS_TYPE)
344 0341 3 OR (.DS_ADDR [HDR_B_TYPE] GTR MAX_DS_TYPE)
345 0342 3 OR (.DS_ADDR EQL 0)

```

```

: 346      0343 2 THEN
: 347      0344 222 RETURN (FALSE);
: 348      0345 222 |
: 349      0346 222 | Zero the block and place it on the correct look aside list.
: 350      0347 222 | The first 11 bytes of the data structure are not zeroed, because
: 351      0348 222 | they contain info that will identify the structure.
: 352      0349 222 |
: 353      0350 222 SCB = .SCB_TABLE [.DS_ADDR [HDR_B_TYPE] - 1]; ! Get the SCB address
: 354      0351 222 CHSFILL (0, (.SCB [SCB_W_SIZE] = $BYTEOFFSET (HDR_B_SCOPE)), (.DS_ADDR + $BYTEOFFSET (HDR_B_SCOPE),));
: 355      0352 222 DS_ADDR [HDR_V_LAL] = TRUE; ! Mark this an LAL block
: 356      0353 222 IN^QUE (DS_ADDR [HDR_L_FLINK], SCB [SCB_L_FLINK]); ! Put structure on LAL
: 357      0354 222 SCB [SCB_W_LAL_COUNT] = .SCB [SCB_W_LAL_COUNT] + 1; ! Incr. the LAL count
: 358      0355 222
: 359      0356 222 RETURN (TRUE);
: 360      0357 222
: 361      0358 1 END;

```

! End of DEALLOCATE_DS

					00FC 00000	.ENTRY DEALLOCATE_DS, Save R2,R3,R4,R5,R6,R7	0286
00000000G	8F	JA	A7	57	04 AC D0 00002	MOVL DS_ADDR, R7	0340
				08	00 ED 00006	CMPZV #0, #8, 10(R7), #MIN_DS_TYPE	
00000000G	8F	OA	A7	08	39 19 00010	BLSS 1\$	0341
					00 ED 00012	CMPZV #0, #8, 10(R7), #MAX_DS_TYPE	
					2D 14 0001C	BGTR 1\$	0342
					57 D5 0001E	TSTL R7	
					29 13 00020	BEQL 1\$	0350
				50	0A A7 9A 00022	MOVZBL 10(R7), R0	
				56	0000GCF40 D0 00026	MOVL SCB_TABLE-4[R0], SCB	0351
				50	66 3C 0002C	MOVZWL (SCB), R0	
				50	0B C2 0002F	SUBL2 #11, R0	
	50		00	6E	00 2C 00032	MOVCS #0, (SP), #0, R0, 11(R7)	
					0B A7 00037		
				28	A7 01 88 00039	BISB2 #1, 40(R7)	0352
				50	08 A6 9E 0003D	MOVAB 8(R6), R0	0353
				60	67 0E 00041	INSQUE (R7), (R0)	
					02 A6 B6 00044	INCW 2(SCB)	0354
				50	01 D0 00047	MOVL #1, R0	0356
					04 0004A	RET	
					50 D4 0004B 1\$:	CLRL R0	0358
					04 0004D	RET	

; Routine Size: 78 bytes, Routine Base: \$CODE\$ + 0128

```

363 0359 1 GLOBAL ROUTINE DEALLOCATE_MCB (MCB) : NOVALUE =
364 0360 1
365 0361 1 :++
366 0362 1 : Functional description:
367 0363 1
368 0364 1 : This routine contains the specialized logic to
369 0365 1 : deallocate an MCB.
370 0366 1
371 0367 1 : Input:
372 0368 1
373 0369 1 : MCB : Address of an MCB.
374 0370 1
375 0371 1 : Implicit Input:
376 0372 1
377 0373 1 : None.
378 0374 1
379 0375 1 : Output:
380 0376 1
381 0377 1 : None.
382 0378 1
383 0379 1 : Implicit output:
384 0380 1
385 0381 1 : None.
386 0382 1
387 0383 1 : Side effects:
388 0384 1
389 0385 1 : None.
390 0386 1
391 0387 1 : Routine value:
392 0388 1
393 0389 1 : None.
394 0390 1 :--
395 0391 1
396 0392 2 BEGIN ! Start of DEALLOCATE_MCB
397 0393 2
398 0394 2 MAP
399 0395 2 MCB : $ref_bblock;
400 0396 2
401 0397 2 EXTERNAL ROUTINE
402 0398 2 DEALLOCATE_DS; ! Deallocate a data structure
403 0399 2
404 0400 2 EXTERNAL LITERAL
405 0401 2 MCB_K TYPE, ! MCB structure type
406 0402 2 SSS_BADPARAM; ! System status code
407 0403 2
408 0404 2 LOCAL
409 0405 2 RQCB : $ref_bblock;
410 0406 2
411 0407 2 :
412 0408 2 : If block address is 0, then there is no work to do.
413 0409 2
414 0410 2 IF .MCB EQL 0
415 0411 2 THEN
416 0412 2 RETURN;
417 0413 2 :
418 0414 2 : Make sure this is an MCB.
419 0415 2

```

```

: 420      0416      3 IF (.MCB [MCB_B_TYPE] NEQ MCB_K_TYPE)
: 421      0417      2 THEN
: 422      0418      2     RETURN;
: 423      0419      2     ;
: 424      0420      2     ; If the MCB points to any message text, deallocate
: 425      0421      2     ; the text buffer.
: 426      0422      2     ;
: 427      0423      2 IF .MCB [MCB_L_TEXTPTR] NEQ 0
: 428      0424      2 THEN
: 429      0425      3     BEGIN
: 430      0426      3     OPC$FREE_VM (MCB [MCB_L_TEXTLEN], MCB [MCB_L_TEXTPTR]);
: 431      0427      3     MCB [MCB_L_TEXTPTR] = 0;
: 432      0428      2     END;
: 433      0429      2     ;
: 434      0430      2     ; Deallocate the MCB.  As an added precaution,
: 435      0431      2     ; explicitly zero the RQCB backpointer.
: 436      0432      2     ;
: 437      0433      2 RQCB = .MCB [MCB_L_RQCB];           ! Get back pointer to RQCB
: 438      0434      3 IF NOT (.RQCB EQ 0)
: 439      0435      2 THEN
: 440      0436      2     RQCB [RQCB_L_MCB] = 0;           ! Break link from RQCB to MCB
: 441      0437      2     MCB [MCB_L_RQCB] = 0;           ! Break link from MCB to RQCB
: 442      0438      2     DEALLOCATE_DS (.MCB);
: 443      0439      2
: 444      0440      1 END;                                     ! End of DEALLOCATE_MCB

```

							.EXTRN	MCB_K_TYPE, OPC\$FREE_VM	
							.ENTRY	DEALLOCATE_MCB, Save R2	: 0359
							MOVL	MCB, R2	: 0410
							BEQL	3\$	
0000000G	8F	0A	A2	08			CMPZV	#0, #8, 10(R2), #MCB_K_TYPE	: 0416
							BNEQ	3\$	
					34		TSTL	52(R2)	: 0423
							BEQL	1\$	
					34		PUSHAB	52(R2)	: 0426
					30		PUSHAB	48(R2)	
	0000G	CF					CALLS	#2, OPC\$FREE_VM	
					34		CLRL	52(R2)	: 0427
		50			24		MOVL	36(R2), RQCB	: 0433
							BEQL	2\$: 0434
					6C		CLRL	108(RQCB)	: 0436
					24		CLRL	36(R2)	: 0437
	0000G	CF					PUSHL	R2	: 0438
							CALLS	#1, DEALLOCATE_DS	
							RET		: 0440

: Routine Size: 59 bytes, Routine Base: \$CODE\$ + 0176

```

446 0441 1 GLOBAL ROUTINE DEALLOCATE_OCD (OCD) : NOVALUE =
447 0442 1
448 0443 1 |++
449 0444 1 | Functional description:
450 0445 1 |
451 0446 1 |     This routine contains the specialized logic to deallocate
452 0447 1 |     an OCD to the appropriate free list.
453 0448 1 |
454 0449 1 | Input:
455 0450 1 |
456 0451 1 |     OCD      : Address of an OCD
457 0452 1 |
458 0453 1 | Implicit Input:
459 0454 1 |
460 0455 1 |     None.
461 0456 1 |
462 0457 1 | Output:
463 0458 1 |
464 0459 1 |     None.
465 0460 1 |
466 0461 1 | Implicit output:
467 0462 1 |
468 0463 1 |     None.
469 0464 1 |
470 0465 1 | Side effects:
471 0466 1 |
472 0467 1 |     None.
473 0468 1 |
474 0469 1 | Routine value:
475 0470 1 |
476 0471 1 |     None.
477 0472 1 | --
478 0473 1
479 0474 2 BEGIN                                ! Start of DEALLOCATE_OCD
480 0475 2
481 0476 2 MAP
482 0477 2     OCD                        : $ref_bblock;          ! OCD structure
483 0478 2
484 0479 2 EXTERNAL ROUTINE
485 0480 2     DEALLOCATE_DS;                                ! Deallocate a data structure
486 0481 2
487 0482 2 EXTERNAL LITERAL
488 0483 2     OCD_K_TYPE;                                    ! OCD structure type
489 0484 2
490 0485 2 EXTERNAL
491 0486 2     OCD_VECTOR      : VECTOR;                          ! Pointers to OCDs
492 0487 2
493 0488 2 LOCAL
494 0489 2     TEMP              : LONG;                            ! Used to receive an address
495 0490 2
496 0491 2
497 0492 2 | Make sure that the data structure is an OCD.
498 0493 2
499 0494 2 IF (.OCD EQL 0) OR (.OCD [OCD_B_TYPE] NEQ OCD_K_TYPE)
500 0495 2 THEN
501 0496 2     RETURN;
502 0497 2 |

```



```

: 503      0498 2  ! If the OCD is still busy, do not deallocate it.
: 504      0499
: 505      0500 IF (.OCD [OCD_W_OPERCOUNT] NEQ 0)
: 506      0501 OR (.OCD [OCD_W_RQSTCOUNT] NEQ 0)
: 507      0502 OR (.OCD [OCD_L_LCB] NEQ 0)
: 508      0503 THEN
: 509      0504     RETURN;
: 510      0505
: 511      0506 ! Decrement the OCD count of the appropriate location in
: 512      0507 ! the OCD vector and remove the OCD from the OCD list.
: 513      0508 ! If the count went to zero, then the pointer to the first
: 514      0509 ! OCD in the OCD vector must be zeroed.
: 515      0510
: 516      0511 REMQUE (OCD [OCD_L_FLINK], TEMP);
: 517      0512 OCD_VECTOR [(OCD [OCD_B_SCOPE]-1)*2+1] = .OCD_VECTOR [(OCD [OCD_B_SCOPE]-1)*2+1] - 1;
: 518      0513 IF .OCD_VECTOR [(OCD [OCD_B_SCOPE]-1)*2+1] EQ 0
: 519      0514 THEN
: 520      0515     OCD_VECTOR [(OCD [OCD_B_SCOPE]-1)*2] = 0;
: 521      0516
: 522      0517 ! Release the OCD.
: 523      0518
: 524      0519 DEALLOCATE_DS (.OCD);
: 525      0520 RETURN;
: 526      0521
: 527      0522 1 END;

```

! End of DEALLOCATE_OCD

00000000G	8F	0A	A0	08	0004 00000	.ENTRY DEALLOCATE_OCD, Save R2	: 0441
				50	04 AC D0 00002	MOVL OCD, R0	: 0494
					41 13 00006	BEQL 2\$	
					00 ED C0008	CMPZV #0, #8, 10(R0), #OCD_K_TYPE	
					35 12 00012	BNEQ 2\$	
				46	A0 B5 00014	TSTW 70(R0)	: 0500
					30 12 00017	BNEQ 2\$	
				3A	A0 B5 00019	TSTW 58(R0)	: 0501
					2B 12 0001C	BNEQ 2\$	
				34	A0 D5 0001E	TSTL 52(R0)	: 0502
					26 12 00021	BNEQ 2\$	
				51	60 0F 00023	REMQUE (R0), TEMP	: 0511
				52	04 AC D0 00026	MOVL OCD, R2	: 0512
				51	0B A2 9A 0002A	MOVZBL 11(R2), R1	
	50			51	01 78 0002E	ASHL #1, R1, R0	
					0000GCF40 D7 00032	DECL OCD_VECTOR-4[R0]	
					09 12 00037	BNEQ 1\$: 0513
	50			51	01 78 00039	ASHL #1, R1, R0	: 0515
					0000GCF40 D4 0003D	CLRL OCD_VECTOR-8[R0]	
					52 DD 00042 1\$:	PUSHL R2	: 0519
	0C00G	CF			01 FB 00044	CALLS #1, DEALLOCATE_DS	
					04 00049 2\$:	RET	: 0522

: Routine Size: 74 bytes, Routine Base: \$CODE\$ + 01B1

```

529 0523 1 GLOBAL ROUTINE DEALLOCATE_RQCB (RQCB) : NOVALUE =
530 0524 1
531 0525 1 :++
532 0526 1 : Functional description:
533 0527 1
534 0528 1 : This routine contains the specialized logic to
535 0529 1 : deallocate an RQCB and any data structures that
536 0530 1 : that may be linked to it.
537 0531 1
538 0532 1 : Input:
539 0533 1
540 0534 1 : RQCB : Address of an RQCB.
541 0535 1
542 0536 1 : Implicit Input:
543 0537 1
544 0538 1 : None.
545 0539 1
546 0540 1 : Output:
547 0541 1
548 0542 1 : None.
549 0543 1
550 0544 1 : Implicit output:
551 0545 1
552 0546 1 : None.
553 0547 1
554 0548 1 : Side effects:
555 0549 1
556 0550 1 : None.
557 0551 1
558 0552 1 : Routine value:
559 0553 1
560 0554 1 : None.
561 0555 1 :--
562 0556 1
563 0557 2 BEGIN ! Start of DEALLOCATE_RQCB
564 0558 2
565 0559 2 MAP
566 0560 2 RQCB : $ref_block;
567 0561 2
568 0562 2 EXTERNAL ROUTINE
569 0563 2 DEALLOCATE_DS, ! Deallocate a data structure
570 0564 2 DEALLOCATE_MCB : NOVALUE; ! Deallocate an MCB
571 0565 2
572 0566 2 EXTERNAL LITERAL
573 0567 2 RQCB_K_TYPE; ! RQCB structure type
574 0568 2
575 0569 2
576 0570 2 : If no block specified, then return.
577 0571 2
578 0572 2 IF .RQCB EQL 0
579 0573 2 THEN
580 0574 2 RETURN;
581 0575 2
582 0576 2 : Make sure this is a RQCB.
583 0577 2
584 0578 2 IF (.RQCB [RQCB_B_TYPE] NEQ RQCB_K_TYPE)
585 0579 2 THEN

```

```

: 586 0580 2 RETURN;
: 587 0581 2
: 588 0582 2 | If there is an MCB linked to the RQCB then deallocate it.
: 589 0583 2
: 590 0584 2 IF .RQCB [RQCB_L_MCB] NEQ 0
: 591 0585 2 THEN
: 592 0586 2 BEGIN
: 593 0587 2 DEALLOCATE_MCB (.RQCB [RQCB_L_MCB]);
: 594 0588 2 RQCB [RQCB_L_MCB] = 0;
: 595 0589 2 END;
: 596 0590 2
: 597 0591 2 | If the operator name descriptor is valid, deallocate
: 598 0592 2 | the block of memory it points to.
: 599 0593 2
: 600 0594 2 IF .RQCB [RQCB_L_OPER_PTR] NEQ 0
: 601 0595 2 THEN
: 602 0596 2 BEGIN
: 603 0597 2 OPC$FREE_VM (RQCB [RQCB_L_OPER_LEN], RQCB [RQCB_L_OPER_PTR]);
: 604 0598 2 RQCB [RQCB_L_OPER_PTR] = 0;
: 605 0599 2 END;
: 606 0600 2
: 607 0601 2 | If the request/reply text descriptor is valid,
: 608 0602 2 | deallocate the block of memory it points to.
: 609 0603 2
: 610 0604 2 IF .RQCB [RQCB_L_TEXT_PTR] NEQ 0
: 611 0605 2 THEN
: 612 0606 2 BEGIN
: 613 0607 2 OPC$FREE_VM (RQCB [RQCB_L_TEXT_LEN], RQCB [RQCB_L_TEXT_PTR]);
: 614 0608 2 RQCB [RQCB_L_TEXT_PTR] = 0;
: 615 0609 2 END;
: 616 0610 2
: 617 0611 2 | Deallocate the RQCB.
: 618 0612 2
: 619 0613 2 DEALLOCATE_DS (.RQCB);
: 620 0614 2
: 621 0615 1 END;
! End of DEALLOCATE_RQCB

```

				.EXTRN RQCB_K_TYPE				
				000C	00000	.ENTRY	DEALLOCATE_RQCB, Save R2,R3	: 0523
		52	04	AC	D0 00002	MOVL	RQCB, R2	: 0572
				4E	13 00006	BEQL	4\$:
00000000G	8F			00	ED 00008	CMPZV	#0, #8, 10(R2), #RQCB_K_TYPE	: 0578
				42	12 00012	BNEQ	4\$:
				6C	A2 D5 00014	TSTL	108(R2)	: 0584
				0B	13 00017	BEQL	1\$:
				6C	A2 DD 00019	PUSHL	108(R2)	: 0587
	0000G	CF		01	FB 0001C	CALLS	#1, DEALLOCATE_MCB	: 0588
				6C	A2 D4 00021	CLRL	108(R2)	: 0594
		53	0080	C2	9E 00024	MOVAB	128(R2), R3	:
				63	D5 00029	TSTL	(R3)	:
				0C	13 0002B	BEQL	2\$:
				53	DD 0002D	PUSHL	R3	: 0597
				7C	A2 9F 0002F	PUSHAB	124(R2)	:
	0000G	CF		02	FB 00032	CALLS	#2, OPC\$FREE_VM	:

	53	0088	63 D4 00037	CLRL (R3)	: 0598
			C2 9E 00039 2\$:	MOVAB 136(R2), R3	: 0604
			63 D5 0003E	TSTL (R3)	:
			0D 13 00040	BEQL 3\$:
			53 DD 00042	PUSHL R3	: 0607
	0000G	CF	C2 9F 00044	PUSHAB 132(R2)	:
			02 FB 00048	CALLS #2, OPC\$FREE_VM	:
			63 D4 0004D	CLRL (R3)	: 0608
	0000G	CF	52 DD 0004F 3\$:	PUSHL R2	: 0613
			01 FB 00051	CALLS #1, DEALLOCATE_DS	:
			04 00056 4\$:	RET	: 0615

: Routine Size: 87 bytes. Routine Base: \$CODE\$ + 01FB

: 622	0616	1		
: 623	0617	1	END	! End of ALLOCATE
: 624	0618	0	ELUDOM	

PSECT SUMMARY

Name	Bytes	Attributes
\$CODE\$	594	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]LIB.L32;1	18619	3	0	1000	00:01.8
_\$255\$DUA28:[OPCOM.OBJ]OPCOMLIB.L32;1	633	48	7	43	00:00.8

: Information: 1
: Warnings: 0
: Errors: 0

COMMAND QUALIFIERS

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

: Size: 594 code + 0 data bytes
: Run Time: 00:14.9
: Elapsed Time: 00:53.6

OPCSALLOCATE
V04-000

L 16
16-Sep-1984 01:16:47

VAX-11 Bliss-32 V4.0-742

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: Lines/CPU Min: 2481
: Lexemes/CPU-Min: 17626
: Memory Used: 98 pages
: Compilation Complete

The image displays a grid of 100 terminal window screenshots, arranged in 10 rows and 10 columns. Each window shows a different screen from the VAX/VMS operating system, including system utilities, error messages, and data listings. The windows are densely packed and contain various text-based outputs.

Key labels visible in the screenshots include:

- NPARSE LIS
- OPCOM
- REPLY MAP
- REQUEST MAP
- NMLXFER LIS
- OPCRASH MAP
- NMLV2STA LIS
- OPCOMLIB B32
- ALLOCATE LIS
- NMLZERO LIS
- OPCOMDEF SDL
- OPCOM MAP
- OPCOMDEF TMP SDL
- CANCEL LIS