



```

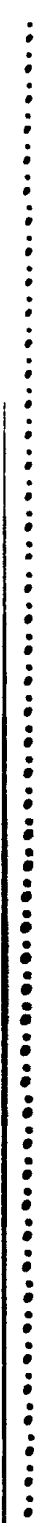
PPPPPPPP      AAAAAA      SSSSSSSS  HH      HH      AAAAAA      NN      NN      DDDDDDDD      LL      EEEEEEEEEE
PPPPPPPP      AAAAAA      SSSSSSSS  HH      HH      AAAAAA      NN      NN      DDDDDDDD      LL      EEEEEEEEEE
PP      PP      AA      AA      SS      HH      HH      AA      AA      NN      NN      DD      DD      LL      EE
PP      PP      AA      AA      SS      HH      HH      AA      AA      NN      NN      DD      DD      LL      EE
PP      PP      AA      AA      SS      HH      HH      AA      AA      NNNN      NN      DD      DD      LL      EE
PP      PP      AA      AA      SS      HH      HH      AA      AA      NNNN      NN      DD      DD      LL      EE
PPPPPPPP      AA      AA      SSSSSS  HHHHHHHHHH  AA      AA      NN      NN      DD      DD      LL      EEEEEEEE
PPPPPPPP      AA      AA      SSSSSS  HHHHHHHHHH  AA      AA      NN      NN      DD      DD      LL      EEEEEEEE
PP      AAAAAAAAAA      SS      HH      HH      AAAAAAAAAA  NN      NNNN      DD      DD      LL      EE
PP      AAAAAAAAAA      SS      HH      HH      AAAAAAAAAA  NN      NNNN      DD      DD      LL      EE
PP      AA      AA      SS      HH      HH      AA      AA      NN      NN      DD      DD      LL      EE
PP      AA      AA      SS      HH      HH      AA      AA      NN      NN      DD      DD      LL      EE
PP      AA      AA      SSSSSSSS  HH      HH      AA      AA      NN      NN      DDDDDDDD  LLLLLLLLLL  EEEEEEEEEE
PP      AA      AA      SSSSSSSS  HH      HH      AA      AA      NN      NN      DDDDDDDD  LLLLLLLLLL  EEEEEEEEEE

```

```

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

```



```

1 0001 0 MODULE PASSHANDLER ( %TITLE 'Handler established by compiled code'
2 0002 0 IDENT = '1-002' ! File: PASANDLE.B32 Edit: SBL1002
3 0003 0 ) =
4 0004 1 BEGIN
5 0005 1
6 0006 1 *****
7 0007 1 *
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26 0026 1 *
27 0027 1 *****
28 0028 1
29 0029 1
30 0030 1 ++
31 0031 1 FACILITY: Pascal Language Support
32 0032 1
33 0033 1 ABSTRACT:
34 0034 1
35 0035 1 This module contains PASSHANDLER, the condition handler established
36 0036 1 by Pascal compiled code routines which have local files or checking.
37 0037 1
38 0038 1 ENVIRONMENT: User mode - AST reentrant
39 0039 1
40 0040 1 AUTHOR: Steven B. Lionel, CREATION DATE: 1-April-1981
41 0041 1
42 0042 1 MODIFIED BY:
43 0043 1
44 0044 1 1-001 - Original. SBL 1-April-1981
45 0045 1 1-002 - Add enable of PASS$GOTO HANDLER, call of PASS$UNWIND_GOTO to
46 0046 1 support revised PASS$GOTO. SBL 28-Jan-1983
47 0047 1 --
48 0048 1

```

```
50 0049 1 %SBTTL 'Declarations'  
51 0050 1  
52 0051 1 : PROLOGUE DEFINITIONS:  
53 0052 1 :  
54 0053 1  
55 0054 1 REQUIRE 'RTLIN:PASPROLOG'; : Externals, linkages, PSECTs, structures  
56 0118 1  
57 0119 1 :  
58 0120 1 : TABLE OF CONTENTS:  
59 0121 1 :  
60 0122 1  
61 0123 1 FORWARD ROUTINE  
62 0124 1 PASSHANDLER; : Compiled code handler  
63 0125 1  
64 0126 1 :  
65 0127 1 : MACROS:  
66 0128 1  
67 0129 1 : NONE  
68 0130 1  
69 0131 1 : EQUATED SYMBOLS:  
70 0132 1  
71 0133 1 : NONE  
72 0134 1  
73 0135 1 : FIELDS:  
74 0136 1  
75 0137 1 : NONE  
76 0138 1  
77 0139 1 : OWN STORAGE:  
78 0140 1  
79 0141 1 : NONE
```

```

81 0142 1 %SBTTL 'PASSHANDLER - Compiled code handler'
82 0143 1 GLOBAL ROUTINE PASSHANDLER (
83 0144 1     SIGNAL_ARGS: REF BLOCK [, BYTE],           . Signal arguments array
84 0145 1     MECH_ARGS: REF BLOCK [, BYTE]           . Mechanism arguments array
85 0146 1 ) =
86 0147 1
87 0148 1 ++
88 0149 1 FUNCTIONAL DESCRIPTION:
89 0150 1
90 0151 1     This condition handler is established by VAX-11 Pascal compiled
91 0152 1     code in the procedure prologue. It performs the following
92 0153 1     services:
93 0154 1
94 0155 1     If the current exception is PASS_GOTO, generated by an up-level
95 0156 1     GOTO, PASS$UNWIND_GOTO is called and control returns to CHF.
96 0157 1
97 0158 1     Otherwise:
98 0159 1     1. Calls user condition handler declared with
99 0160 1     ESTABLISH, including the environment value.
100 0161 1     The user handler address and the environment
101 0162 1     value are at offsets -8 and -4 from the establisher's FP.
102 0163 1
103 0164 1     2. Intercepts certain exceptions generated by compiled
104 0165 1     code for run-time error checking, and converts them
105 0166 1     into Pascal-specific messages.
106 0167 1
107 0168 1     3. Closes any locally-declared files upon an unwind.
108 0169 1
109 0170 1 CALLING SEQUENCE:
110 0171 1
111 0172 1     status.wlc.v = PASSHANDLER (SIGNAL_ARGS.ml.ra, MECH_ARGS.rl.ra)
112 0173 1
113 0174 1 FORMAL PARAMETERS:
114 0175 1
115 0176 1     SIGNAL_ARGS     - The signal argument list. This may be modified.
116 0177 1
117 0178 1     MECH_ARGS       - The mechanism argument list.
118 0179 1
119 0180 1 IMPLICIT INPUTS:
120 0181 1
121 0182 1     For certain exceptions, the instruction stream pointed to by the
122 0183 1     signaled PC is used to determine the correct Pascal-specific
123 0184 1     message.
124 0185 1
125 0186 1     User-established condition handler and environment value at -8 and
126 0187 1     -4 of users FP.
127 0188 1
128 0189 1 IMPLICIT OUTPUTS:
129 0190 1
130 0191 1     NONE
131 0192 1
132 0193 1 ROUTINE VALUE:
133 0194 1
134 0195 1     $$$_RESIGNAL, or as returned from user handler
135 0196 1
136 0197 1 SIDE EFFECTS:
137 0198 1

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138 0199 1 |      May close local files.
139 0200 1 |
140 0201 1 |
141 0202 1 |
142 0203 2 |      BEGIN
143 0204 2 |
144 0205 2 |      LOCAL
145 0206 2 |          USERS_FRAME: REF VECTOR [, LONG],      ! User's stack frame
146 0207 2 |          RETURN_STATUS;                          ! Handler return status
147 0208 2 |
148 0209 2 |      LABEL
149 0210 2 |          INSTR_BLOCK;                            ! Block looking at instruction stream
150 0211 2 |
151 0212 2 |      BUILTIN
152 0213 2 |          AP,                                     ! Argument pointer
153 0214 2 |          CALLG,                                 ! CALLG instruction
154 0215 2 |          PROBER;                                ! Probe for read
155 0216 2 |
156 0217 2 |      !+
157 0218 2 |      !- Declare special linkage used for calling user condition handlers.
158 0219 2 |
159 0220 2 |
160 0221 2 |      LINKAGE
161 0222 2 |          CALL_USER_HANDLER = CALL (REGISTER=1,   ! Environment pointer
162 0223 2 |                                     STANDARD,     ! Signal argument list
163 0224 2 |                                     STANDARD);    ! Mechanism argument list
164 0225 2 |
165 0226 2 |      !+
166 0227 2 |      !- Establish PASS$GOTO_HANDLER as our handler to catch up-level GOTOs
167 0228 2 |      while doing condition handling.
168 0229 2 |
169 0230 2 |      ENABLE
170 0231 2 |          PASS$GOTO_HANDLER;
171 0232 2 |
172 0233 2 |      !+
173 0234 2 |      !- Get the stack frame pointer of our establisher.
174 0235 2 |
175 0236 2 |
176 0237 2 |      USERS_FRAME = .MECH_ARGS [CHF$MCH_FRAME];
177 0238 2 |
178 0239 2 |      !+
179 0240 2 |      !- Initialize handler return status to SS$RESIGNAL.
180 0241 2 |
181 0242 2 |
182 0243 2 |      RETURN_STATUS = SS$RESIGNAL;
183 0244 2 |
184 0245 2 |      !+
185 0246 2 |      !- Determine if this is an up-level GOTO. If so, call PASS$UNWIND_GOTO
186 0247 2 |      and return. It may only return SS$RESIGNAL, but we don't want
187 0248 2 |      the user handlers to see PASS_GOTO.
188 0249 2 |
189 0250 2 |
190 0251 2 |      IF .SIGNAL_ARGS [CHF$SIG_NAME] EQLU PASS_GOTO
191 0252 2 |      THEN
192 0253 2 |          RETURN (CALLG (.AP, PASS$UNWIND_GOTO));
193 0254 2 |
194 0255 2 |      !+

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195 0256 2 ! Determine if this is an unwind.
196 0257 !-
197 0258
198 0259 IF .SIGNAL_ARGS [CHF$&L_SIG_NAME] EQLU SSS_UNWIND
199 0260 THEN
200 0261 BEGIN
201 0262
202 0263 !+
203 0264 ! This is an unwind. First, call the user's handler, if there
204 0265 ! is one.
205 0266 !-
206 0267
207 0268 IF .USERS_FRAME [-2] NEQ 0 ! Handler present?
208 0269 THEN
209 0270 RETURN STATUS = CALL_USER_HANDLER (
210 0271 .USERS_FRAME [-2], ! Handler address
211 0272 .USERS_FRAME [-1], ! Environment
212 0273 .SIGNAL_ARGS, ! Signal arguments
213 0274 .MECH_ARGS); ! Mechanism arguments
214 0275
215 0276 !+
216 0277 ! Now call PASS$CLOSE_LOCAL to close any local files.
217 0278 !-
218 0279
219 0280 PASS$CLOSE_LOCAL (.USERS_FRAME);
220 0281
221 0282 END ! End of actions for unwind
222 0283
223 0284 ELSE
224 0285 BEGIN
225 0286
226 0287 !+
227 0288 ! This is not an unwind. Check to see if it is an exception generated
228 0289 ! by compiled code. If so, information in the instruction stream
229 0290 ! tells us which PASS$ message to turn the signal into.
230 0291
231 0292 ! The following table gives the combinations we are interested in,
232 0293 ! and the location of the code (0-63)
233 0294
234 0295 Exception Instruction Code byte location
235 0296 -----
236 0297 SSS_OPCDEC HALT .BYTE after HALT
237 0298 SSS_SUBRNG INDEX TSTB #x (current instruction)
238 0299 SSS_INTOVF any TSTB #x (current instruction)
239 0300
240 0301 ! Special case: If the exception is SSS_SUBRNG and the next instruction
241 0302 ! is not a TSTB #x, signal PASS_ARRINDVAC.
242 0303 !-
243 0304
244 0305 IF .MECH_ARGS [CHF$&L_MCH_DEPTH] EQL 0 AND
245 0306 ((.SIGNAL_ARGS [CHF$&L_SIG_NAME] EQLU SSS_OPCDEC) OR
246 0307 (.SIGNAL_ARGS [CHF$&L_SIG_NAME] EQLU SSS_SUBRNG) OR
247 0308 (.SIGNAL_ARGS [CHF$&L_SIG_NAME] EQLU SSS_INTOVF))
248 0309 THEN
249 0310 !+
250 0311 ! Create labelled block to contain code that looks at the
251 0312 ! instruction stream. If at any time, the conditions are not

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: 252      0313  3      | consistent with converting the exception to a PASS$ exception,
: 253      0314  3      | just leave the block.
: 254      0315  3      |
: 255      0316  4      | INSTR_BLOCK: BEGIN
: 256      0317  4      |
: 257      0318  4      | LOCAL
: 258      0319  4      | INSTR_PC: REF VECTOR [, BYTE], | Signaled PC
: 259      0320  4      | OPCODE: WORD, | Opcode at signaled PC
: 260      0321  4      | NEW_MESSAGE: BLOCK [4, BYTE]; | Replacement message code
: 261      0322  4      |
: 262      0323  4      | LITERAL
: 263      0324  4      | OPC_HALT = %X'00', | Opcode for HALT
: 264      0325  4      | OPC_BPT = %X'03', | Opcode for BPT
: 265      0326  4      | OPC_TSTB = %X'95', | Opcode for TSTB
: 266      0327  4      |
: 267      0328  4      | +
: 268      0329  4      | | Are there just 3 signal arguments? There should be just the
: 269      0330  4      | | condition name, PC and PSL. If not, resignal.
: 270      0331  4      | |
: 271      0332  4      | |
: 272      0333  4      | IF .SIGNAL_ARGS [CHF$S_SIG_ARGS] NEQ 3
: 273      0334  4      | THEN
: 274      0335  4      | LEAVE INSTR_BLOCK; | Just resignal
: 275      0336  4      |
: 276      0337  4      | +
: 277      0338  4      | | Can we read the instruction byte and the following byte?
: 278      0339  4      | |
: 279      0340  4      | |
: 280      0341  4      | INSTR_PC = .SIGNAL_ARGS [8,0,32,0]; | Get PC of instruction
: 281      0342  4      | IF NOT PROBER (%REF(0), %REF(2), INSTR_PC [0]) | PC
: 282      0343  4      | THEN
: 283      0344  4      | LEAVE INSTR_BLOCK; | Resignal if can't access
: 284      0345  4      |
: 285      0346  4      | +
: 286      0347  4      | | Get the opcode byte.
: 287      0348  4      | |
: 288      0349  4      | |
: 289      0350  4      | OPCODE = .INSTR_PC [0];
: 290      0351  4      |
: 291      0352  4      | +
: 292      0353  4      | | If the opcode byte is BPT, then it looks like the user
: 293      0354  4      | | set a breakpoint on this instruction. Call LIB$GET_OPCODE
: 294      0355  4      | | to find out what the byte really is.
: 295      0356  4      | |
: 296      0357  4      | |
: 297      0358  4      | !! Don't call LIB$GET_OPCODE on VMS V2
: 298      0359  4      | %IF %VARIANT
: 299      0360  4      | %THEN
: 300      0361  4      | %ELSE
: 301      0362  4      | IF .OPCODE EQLU OPC_BPT | BPT opcode
: 302      0363  4      | THEN
: 303      0364  4      | OPCODE = LIB$GET_OPCODE (INSTR_PC [0]);
: 304      0365  4      | %FI
: 305      0366  4      |
: 306      0367  4      | +
: 307      0368  4      | | Now, if the exception is SSS_OPDEC, then the instruction
: 308      0369  4      | | must be HALT. Otherwise, it must be TSTB.

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309 0370 4      !-
310 0371 4
311 0372 4      IF .SIGNAL_ARGS [CHF$&L_SIG_NAME] EQL SS$_OPCDEC
312 0373 4      THEN
313 0374 5          BEGIN
314 0375 5              IF .OPCODE NEQ OPC_HALT
315 0376 5              THEN
316 0377 5                  LEAVE INSTR_BLOCK;          ! Just resignal
317 0378 5              END
318 0379 4      ELSE IF .OPCODE NEQ OPC_TSTB          ! SUBRNG or INTOVF
319 0380 4      THEN
320 0381 5          BEGIN
321 0382 5              IF .SIGNAL_ARGS [CHF$&L_SIG_NAME] EQL SS$_SUBRNG
322 0383 5              THEN
323 0384 5                  SIGNAL_ARGS [CHF$&L_SIG_NAME] = PASS_ARRINDVAL;
324 0385 5                  LEAVE INSTR_BLOCK;          ! Just resignal
325 0386 4              END;
326 0387 4
327 0388 4      !+
328 0389 4      ! Ok, we now know that the current instruction is
329 0390 4      ! one that the compiler uses to signal us that we should
330 0391 4      ! translate the exception. The next byte must be in the
331 0392 4      ! range 0-63. This is either a .BYTE following the
332 0393 4      ! HALT or a short literal following the TSTB.
333 0394 4      !-
334 0395 4
335 0396 4      IF .INSTR_PC [1] GTRU 63
336 0397 4      THEN
337 0398 4          LEAVE INSTR_BLOCK;          ! Just resignal
338 0399 4
339 0400 4      !+
340 0401 4      ! If the code is PASSK_IGNORE, meaning that the compiled
341 0402 4      ! code wants us to ignore this exception, continue execution
342 0403 4      ! by returning SS$_CONTINUE.
343 0404 4      !-
344 0405 4
345 0406 4      IF .INSTR_PC [1] EQLU PASSK_IGNORE
346 0407 4      THEN
347 0408 4          RETURN SS$_CONTINUE;
348 0409 4
349 0410 4      !+
350 0411 4      ! Ok, construct the PASS message, replacing the system
351 0412 4      ! message.
352 0413 4      !-
353 0414 4
354 0415 4      NEW_MESSAGE = PASS_BASE;          ! Base message
355 0416 4      NEW_MESSAGE [STS$V_CODE] = .INSTR_PC [1] + PASSK_MSGCHKBAS;
356 0417 4      SIGNAL_ARGS [CHF$&L_SIG_NAME] = .NEW_MESSAGE;
357 0418 4
358 0419 4      !+
359 0420 4      ! Step the PC over the two bytes.
360 0421 4      !-
361 0422 4
362 0423 4      SIGNAL_ARGS [8,0,32,0] = .SIGNAL_ARGS [8,0,32,0] + 2;
363 0424 4
364 0425 3      END;
365 0426 3

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```

: 366      0427      3      !+
: 367      0428      3      ! Call the user's handler, if any.
: 368      0429      3      !-
: 369      0430      3
: 370      0431      3      IF .USERS_FRAME [-2] NEQ 0      ! Handler present?
: 371      0432      3      THEN
: 372      0433      3          RETURN STATUS = CALL_USER_HANDLER (
: 373      0434      3              .USERS_FRAME [-2],      ! Handler address
: 374      0435      3              .USERS_FRAME [-1],      ! Environment
: 375      0436      3              .SIGNAL_ARGS,      ! Signal arguments
: 376      0437      3              .MECH_ARGS);      ! Mechanism arguments
: 377      0438      3
: 378      0439      2      END:
: 379      0440      2
: 380      0441      2      RETURN .RETURN_STATUS;      ! Return to CHF
: 381      0442      2
: 382      0443      1      END;      ! End of routine PASSHANDLER

```

```

.TITLE PASSHANDLER Handler established by compiled code
.IDENT \1-002\
.EXTRN PASSHANDLER, PASS$GOTO_HANDLER
.EXTRN PASS_GOTO, PASS$UNWIND_GOTO
.EXTRN PASS$CLOSE_LOCAL
.EXTRN LIB$GET_OPCODE, PASS_ARRINDVAL
.EXTRN PASSK_IGNORE, PASS_BASE
.EXTRN PASS$R_MSGCHKBAS
.PSECT _PASS$CODE,NOWRT, SHR, PIC,2

```

			01FC 0000	.ENTRY PASSHANDLER, Save R2,R3,R4,R5,R6,R7,R8	: 0143
	6D	010D	CF DE 00002	MOVAL 12\$, (FP)	: 0203
	50	08	AC DO 00007	MOVL MECH_ARGS, R0	: 0237
	55	04	A0 DO 0000B	MOVL 4(R0), USERS_FRAME	
	58	0918	8F 3C 0000F	MOVZWL #2328, RETURN_STATUS	: 0243
	50	04	AC DO 00014	MOVL SIGNAL_ARGS, R0	: 0251
00000000G	8F	04	A0 D1 00018	CMPL 4(R0), #PASS_GOTO	
			08 12 00020	BNEQ 1\$	
00000000G	00		6C FA 00022	CALLG (AP), PASS\$UNWIND_GOTO	: 0253
			04 00029	RET	
	54	04	AC DO 0002A 1\$:	MOVL SIGNAL_ARGS, R4	: 0259
	56	04	A4 DO 0002E	MOVL 4(R4), R6	
00000920	8F		56 D1 00032	CMPL R6, #2336	
			23 12 00039	BNEQ 3\$	
		F8	A5 D5 0003B	TSTL -8(USERS_FRAME)	: 0268
			10 13 0003E	BEQL 2\$	
		08	AC DD 00040	PUSHL MECH_ARGS	: 0274
			54 DD 00043	PUSHL R4	: 0273
	51	FC	A5 DO 00045	MOVL -4(USERS_FRAME), R1	: 0272
F8	B5		02 FB 00049	CALLS #2, @-8(USERS_FRAME)	
	58		50 DO 0004D	MOVL R0, RETURN_STATUS	
			55 DD 00050 2\$:	PUSHL USERS_FRAME	: 0280
		00000000G	00 16 00052	JSB PASS\$CLOSE_LOCAL	
	5E		04 C0 00058	ADDL2 #4, SP	
		00B1	31 0005B	BRW 11\$	: 0259

B C O D E F G H I J K L M N O P Q R S T U V W X Y Z [ \ ] ^ \_ ` a b c d e f g h i j k l m n o p q r s t u v w x y z [ \ ] ^ \_ ` a b c d e f g h i

	57	08	AC	D0	0005E	3\$:	MOVL	MECH_ARGS, R7	0305	
		08	A7	D5	00062		TSTL	8(R7)		
	0000043C	8F	65	12	00065		BNEQ	7\$	0306	
			56	D1	00067		CMPL	R6, #1084		
	000004AC	8F	12	13	0006E		BEQL	4\$	0307	
			56	D1	00070		CMPL	R6, #1196		
	0000047C	8F	09	13	00077		BEQL	4\$	0308	
			56	D1	00079		CMPL	R6, #1148		
			79	12	00080		BNEQ	10\$		
		03	64	D1	00082	4\$:	CMPL	(R4), #3	0333	
			74	12	00085		BNEQ	10\$		
62			52	A4	D0	00087	MOVL	8(R4), INSTR_PC	0341	
		08	00	0C	0008B		PROBER	#0, #2, (INSTR_PC)	0342	
			6A	13	0008F		BEQL	10\$		
			53	62	9B	00091	MOVZBW	(INSTR_PC), OPCODE	0350	
			03	53	B1	00094	CMPW	OPCODE, #3	0362	
				0C	12	00097	BNEQ	5\$		
				52	DD	00099	PUSHL	INSTR_PC	0364	
	00000000G	00	01	FB	0009B		CALLS	#1, LIB\$GET_OPCODE		
			50	B0	000A2		MOVW	R0, OPCODE		
	0000043C	8F	56	D1	000A5	5\$:	CMPL	R6, #1084	0372	
			06	12	000AC		BNEQ	6\$		
			53	B5	000AE		TSTW	OPCODE	0375	
			1C	13	000B0		BEQL	8\$		
			47	11	000B2		BRB	10\$	0377	
	0095	8F	53	B1	000B4	6\$:	CMPW	OPCODE, #149	0379	
			13	13	000B9		BEQL	8\$		
	000004AC	8F	56	D1	000BB		CMPL	R6, #1196	0382	
			37	12	000C2		BNEQ	10\$		
	04	A4	00000000G	8F	D0	000C4	MOVL	#PASS_ARRINDVAL, 4(R4)	0384	
				2D	11	000CC	BRB	10\$	0385	
				A2	91	000CE	8\$:	CMPB	1(INSTR_PC), #63	0396
				27	1A	000D2	BGTRU	10\$		
				A2	91	000D4	CMPB	1(INSTR_PC), S^PASSK_IGNORE	0406	
				04	12	000D8	BNEQ	9\$		
				01	D0	000DA	MOVL	#1, R0	0408	
				04	000DD		RET			
				50	00000000G	8F	D0	000DE	9\$:	0415
				51	01	A2	9A	000E5		0416
				51	0000G	8F	A0	000E9		
50				03		51	F0	000EE		
	04	A4		50	D0	000F3	MOVL	NEW_MESSAGE, 4(R4)	0417	
	08	A4		02	C0	000F7	ADDL2	#2, -8(R4)	0423	
		F8		A5	D5	000FB	10\$:	TSTL	-8(USERS_FRAME)	0431
				0F	13	000FE	BEQL	11\$		
				8F	BB	00100	PUSHR	#^M<R4, R7>	0436	
				51	0090	A5	D0	00104		0435
	F8	B5	FC	02	FB	00108	CALLS	#2, @-8(USERS_FRAME)		
		58		50	D0	0010C	MOVL	R0, RETURN_STATUS		
		50		58	D0	0010F	11\$:	MOVL	RETURN_STATUS, R0	0441
				04	00112		RET		0443	
				0000	00113	12\$:	.WORD	Save nothing	0203	
				7E	04	00115	CLRL	-(SP)		
				5E	DD	00117	PUSHL	SP		
				AC	7D	00119	MOVQ	4(AP), -(SP)		
	00000000G	00	04	03	FB	0011D	CALLS	#3, PASS\$GOTO_HANDLER		
				04	00124		RET			

PASSHANDLER  
1-002

Handler established by compiled code  
PASSHANDLER - Compiled code handler

C 16  
16-Sep-1984 01:39:14  
14-Sep-1984 12:51:32

VAX-11 Bliss-32 V4.0-742  
[PASRTL.SRC]PASHANDLE.B32;1

Page 10  
(3)

; Routine Size: 293 bytes, Routine Base: \_PASSCODE + 0000

: 383 0444 1  
: 384 0445 1 !<BLF/PAGE>

PASSHANDLER  
1-002

Handler established by compiled code  
PASSHANDLER - Compiled code handler

D 16  
16-Sep-1984 01:39:14 VAX-11 Bliss-32 V4.0-742  
14-Sep-1984 12:51:32 [PASRTL.SRC]PASHANDLE.B32;1

Page 11  
(4)

: 386 0446 1 END  
: 387 0447 1  
: 388 0448 0 ELUDOM

. End of module PASSHANDLER

PSECT SUMMARY

Name	Bytes	Attributes
_PASSCODE	293	NOVEC,NOWRT, RD, EXE, SHR, LCL, REL, CON, PIC,ALIGN(2)

Library Statistics

File	Total	Symbols Loaded	Percent	Pages Mapped	Processing Time
_\$255\$DUA28:[SYSLIB]STARLET.L32;1	9776	11	0	581	00:01.0
_\$255\$DUA28:[PASRTL.OBJ]PASLIB.L32;1	427	11	2	33	00:00.4

COMMAND QUALIFIERS

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

: Size: 293 code + 0 data bytes  
: Run Time: 00:08.0  
: Elapsed Time: 00:31.9  
: Lines/CPU Min: 3364  
: Lexemes/CPU-Min: 12000  
: Memory Used: 105 pages  
: Compilation Complete



