



```

PPPPPPPP      AAAAAA      TTTTTTTTTT      KK      KK      EEEEEEEEEE      YY      YY
PPPPPPPP      AAAAAA      TTTTTTTTTT      KK      KK      EEEEEEEEEE      YY      YY
PP      PP      AA      AA      TT      TT      KK      KK      EE      YY      YY
PP      PP      AA      AA      TT      TT      KK      KK      EE      YY      YY
PP      PP      AA      AA      TT      TT      KK      KK      EE      YY      YY
PPPPPPPP      AA      AA      TT      KKKKKK      EEEEEEEEE      YY
PPPPPPPP      AA      AA      TT      KKKKKK      EEEEEEEEE      YY
PP      AAAAAAAAAA      TT      KK      KK      EE      YY
PP      AAAAAAAAAA      TT      KK      KK      EE      YY
PP      AA      AA      TT      KK      KK      EE      YY
PP      AA      AA      TT      KK      KK      EE      YY
PP      AA      AA      TT      KK      KK      EEEEEEEEEE      YY
PP      AA      AA      TT      KK      KK      EEEEEEEEEE      YY

```

```

RRRRRRRR      EEEEEEEEEE      QQQQQQ
RRRRRRRR      EEEEEEEEEE      QQQQQQ
RR      RR      EE      QQ      QQ
RR      RR      EE      QQ      QQ
RR      RR      EE      QQ      QQ
RR      RR      EE      QQ      QQ
RRRRRRRR      EEEEEEEEE      QQ      QQ
RRRRRRRR      EEEEEEEEE      QQ      QQ
RR      RR      EE      QQ      QQ
RR      RR      EE      QQ      QQ
RR      RR      EE      QQ      QQ
RR      RR      EE      QQ      QQ
RR      RR      EEEEEEEEEE      QQQQ      QQ
RR      RR      EEEEEEEEEE      QQQQ      QQ

```

++ PATKEY.BEG - Defines keywords for all  
PATCH syntax.  
Version 'V03-001'

```

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PATCH Version 'V04-000', 17-Oct-77  
corresponds to FCSMAR.PAT, FCSFOR.PAT, BLITST.PAT.

Modified By:

V03-001	MTR0021	Mike Rhodes	22-Feb-1983
Fix minimal abbreviation for HELP to be 3 characters.			

++ The keyword table is made of four-tuple entries,  
the first of which is the keyword token equivalent, the  
second the number of characters in the minimal abbreviation,  
the third the number of characters in the ASCII string that  
is the keyword, and the fourth, the keyword itself represented  
as an ASCII string.

key\_name formats table entries for the keyword\_table.  
Each entry has three formals: the ASCII string representing a  
PATCH keyword, the length of that ASCII string abbreviated, and the  
lexically equivalent token for that keyword.

MACRO  
key\_name (kname, kabbrev, kequiv) = kequiv, kabbrev, %CHARCOUNT (kname), %ASCII kname%;

++ The keyword\_table can be viewed as n-byte entries, where the

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! first byte contains the token equivalent of a keyword, the
! second the length of the ASCII string representing the smallest
! legal abbreviation of the keyword, the third the length of the
! ASCII string representing the entire keyword, and the fourth,
! the first byte of the ASCII string itself.

```

## LITERAL

```

kword_token      =0,      ! offset to token for a keyword
kword_abbrev     =1,      ! offset to minimum keyword abbreviation
kword_length     =2,      ! offset to keyword length in characters
kword_name       =3,      ! offset to keyword ASCII representation
kword_overhead   =3;      ! overhead for each entry

```

```

!++
! MARS tables
!--

```

## BIND

```

keyword_table = UPLIT BYTE (
key_name ('ALIGN', 2, align_token),
key_name ('ALL', 3, all_token),
key_name ('AND', 2, and_token),
key_name ('ASCII', 2, ascii_token),
key_name ('BYTE', 1, byte_token),
KEY_NAME ('CANCEL', 2, CANCEL_TOKEN),
key_name ('CHECK', 2, check_token),
key_name ('CREATE', 2, create_token),
key_name ('DEPOSIT', 1, deposit_token),
key_name ('DECIMAL', 3, decimal_token),
key_name ('DEFINE', 3, define_token),
key_name ('DELETE', 3, delete_token),
key_name ('EXAMINE', 1, examine_token),
key_name ('ECO', 2, eco_token),
! key_name ('EQ', 2, eq_token),
! key_name ('EVALUATE', 2, evaluate_token),
! key_name ('EXIT', 3, exit_token),
! key_name ('GE', 2, ge_token),
! key_name ('GLOBALS', 2, globals_token),
! key_name ('GT', 2, gt_token),
key_name ('HELP', 3, help_token),
key_name ('HEXADECIMAL', 1, hexadecim_token),
key_name ('INITIALIZE', 4, initializ_token),
key_name ('INSTRUCTION', 1, instructi_token),
! key_name ('INSERT', 4, insert_token),
! key_name ('LE', 2, le_token),
! key_name ('LITERAL', 2, literal_token),
! key_name ('LONG', 2, long_token),
! key_name ('LT', 2, lt_token),
! key_name ('MODE', 1, mode_token),
! key_name ('MODULE', 4, module_token),
! key_name ('NE', 2, ne_token),
key_name ('NOASCII', 3, noascii_token),
key_name ('NOGLOBALS', 3, noglobals_token),
key_name ('NOINSTRUCTION', 3, noinstruc_token),
key_name ('NOSCOPE', 4, noscope_token),

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```
key_name ('NOSYMBOLS', 4, nosymbols_token),
key_name ('NOT', 3, not_token),
key_name ('OCTAL', 2, octal_token),
key_name ('OR', 2, or_token),
key_name ('PAGE', 3, page_token),
key_name ('PATCH_AREA', 3, patch_are_token),
key_name ('QUAD', 1, quad_token),
key_name ('REPLACE', 2, replace_token),
key_name ('SCOPE', 2, scope_token),
key_name ('SET', 2, set_token),
key_name ('SHOW', 2, show_token),
key_name ('SYMBOLS', 2, symbols_token),
key_name ('UPDATE', 1, update_token),
key_name ('VERIFY', 1, verify_token),
key_name ('WORD', 1, word_token),
0
```

```
) : VECTOR [, BYTE];
```

```
! PATKEY.REQ - last line
```

