


```

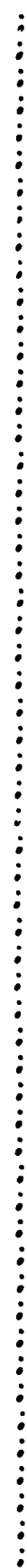
RRRRRRRR  PPPPPPPP  GGGGGGGG  EEEEEEEEE  XX    XX  TTTTTTTTTT  IIIIII  NN    NN  DDDDDDDD
RRRRRRRR  PPPPPPPP  GGGGGGGG  EEEEEEEEE  XX    XX  TTTTTTTTTT  IIIIII  NN    NN  DDDDDDDD
RR    RR  PP    PP  GG    GG  EEEEEEEEE  XX    XX  TT    TT    II    II  NN    NN  DD    DD
RR    RR  PP    PP  GG    GG  EEEEEEEEE  XX    XX  TT    TT    II    II  NN    NN  DD    DD
RR    RR  PP    PP  GG    GG  EEEEEEEEE  XX    XX  TT    TT    II    II  NN    NN  DD    DD
RR    RR  PP    PP  GG    GG  EEEEEEEEE  XX    XX  TT    TT    II    II  NN    NN  DD    DD
RRRRRRRR  PPPPPPPP  GGGGGGGG  EEEEEEEEE  XX    XX  TT    TT    II    II  NN    NN  DD    DD
RRRRRRRR  PPPPPPPP  GGGGGGGG  EEEEEEEEE  XX    XX  TT    TT    II    II  NN    NN  DD    DD
RR    RR  PP    PP  GG    GG  GGGGGG  EEEEEEEEE  XX    XX  TT    TT    II    II  NN    NN  DD    DD
RR    RR  PP    PP  GG    GG  GGGGGG  EEEEEEEEE  XX    XX  TT    TT    II    II  NN    NN  DD    DD
RR    RR  PP    PP  GG    GG  GGGGGG  EEEEEEEEE  XX    XX  TT    TT    II    II  NN    NN  DD    DD
RR    RR  PP    PP  GG    GG  GGGGGG  EEEEEEEEE  XX    XX  TT    TT    II    II  NN    NN  DD    DD
RR    RR  PP    PP  GG    GG  GGGGGG  EEEEEEEEE  XX    XX  TT    TT    II    II  NN    NN  DD    DD
RR    RR  PP    PP  GG    GG  GGGGGG  EEEEEEEEE  XX    XX  TT    TT    II    II  NN    NN  DD    DD
RR    RR  PP    PP  GG    GG  GGGGGG  EEEEEEEEE  XX    XX  TT    TT    IIIIII  NN    NN  DDDDDDDD
RR    RR  PP    PP  GG    GG  GGGGGG  EEEEEEEEE  XX    XX  TT    TT    IIIIII  NN    NN  DDDDDDDD

```

```

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 RPGSEXT_INDS( %TITLE 'Read external RPGII indicators'
2 0002 0 IDENT = '1-003' ! file: RPGEXTIND.B32 EDIT:DG1003
3 0003 0 ) =
4 0004 1 BEGIN
5 0005 1
6 0006 1 *****
7 0007 1 *
8 0008 1 * COPYRIGHT (c) 1978, 1980, 1982, 1984 BY *
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25 0025 1 *
26 0026 1 *
27 0027 1 *****
28 0028 1
29 0029 1
30 0030 1
31 0031 1 **
32 0032 1 FACILITY: RPGII SUPPORT
33 0033 1
34 0034 1 ABSTRACT
35 0035 1
36 0036 1 This routine reads external RPGII indicators.
37 0037 1
38 0038 1
39 0039 1 ENVIRONMENT: Vax-11 User Mode
40 0040 1
41 0041 1 AUTHOR: Debess Grabazs, CREATION DATE: 1-FEB-1983
42 0042 1
43 0043 1 MODIFIED BY:
44 0044 1
45 0045 1 1-001 - Original. DG 1-FEB-1983
46 0046 1 1-002 - Take out %ASCID - was making code unsharable. DG 11-Jul-1983
47 0047 1 1-003 - Change dynamic string to static. DG 15-May-1984
48 0048 1 --
49 0049 1
50 0050 1 !<BLF/PAGE>

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```

52 0051 1 %SBTTL 'Declarations'
53 0052 1 +
54 0053 1 | PROLOGUE FILE:
55 0054 1 | -
56 0055 1 |
57 0056 1 REQUIRE 'RTLIN:RPGPROLOG';
58 0121 1 |
59 0122 1 |
60 0123 1 | +
61 0124 1 | LINKAGES
62 0125 1 | NONE
63 0126 1 | -
64 0127 1 |
65 0128 1 | +
66 0129 1 | TABLE OF CONTENTS:
67 0130 1 | -
68 0131 1 |
69 0132 1 FORWARD ROUTINE
70 0133 1 | RPG$EXT_INDS;
71 0134 1 |
72 0135 1 | +
73 0136 1 | INCLUDE FILES
74 0137 1 | NONE
75 0138 1 | -
76 0139 1 |
77 0140 1 | +
78 0141 1 | MACROS
79 0142 1 | NONE
80 0143 1 | -
81 0144 1 |
82 0145 1 | +
83 0146 1 | EQUATED SYMBOLS
84 0147 1 | NONE
85 0148 1 | -
86 0149 1 |
87 0150 1 | +
88 0151 1 | EXTERNAL REFERENCES
89 0152 1 | -
90 0153 1 |
91 0154 1 EXTERNAL ROUTINE
92 0155 1 | LIB$STOP,
93 0156 1 | OT$SCVT_L_TI;
94 0157 1 |
95 0158 1 EXTERNAL LITERAL
96 0159 1 | RPG$_FATINTERR,
97 0160 1 | RPG$_INVARG;
98 0161 1 |

```

! Switches, PSECTs, macros,
! Linkages and LIBRARYs

! Stop execution via signalling
! Convert longword to text

! Fatal internal error
! Invalid argument

```

: 100 0162 1 %SBTTL 'RPG$EXT_INDS - Read external RPGII indicators'
: 101 0163 1 GLOBAL ROUTINE RPG$EXT_INDS(
: 102 0164 1     NUMBER                                ! Indicator number
: 103 0165 1     ) =
: 104 0166 1 ++
: 105 0167 1
: 106 0168 1     FUNCTIONAL DESCRIPTION:
: 107 0169 1
: 108 0170 1     The logical name RPG$EXT_INDS can be assigned to an
: 109 0171 1     indicator list of up to eight RPGII external indicators.
: 110 0172 1     An indicator is set ON by specifying it in the RPG$EXT_INDS
: 111 0173 1     indicator list. This routine accepts the number of a
: 112 0174 1     particular indicator as its input parameter. It then checks
: 113 0175 1     the indicator list for a match. If the indicator is present
: 114 0176 1     in the list, the routine returns a value of 1; otherwise it
: 115 0177 1     returns 0.
: 116 0178 1
: 117 0179 1     CALLING SEQUENCE
: 118 0180 1
: 119 0181 1     indicator_value.wlc.v = RPG$EXT_INDS (number.rl.v)
: 120 0182 1
: 121 0183 1     FORMAL PARAMETERS:
: 122 0184 1
: 123 0185 1     number                indicator number
: 124 0186 1
: 125 0187 1     IMPLICIT INPUTS:
: 126 0188 1
: 127 0189 1     RPG$EXT_INDS - logical name which may be assigned to
: 128 0190 1     an indicator list of up to eight RPGII
: 129 0191 1     external indicators
: 130 0192 1
: 131 0193 1     IMPLICIT OUTPUTS:
: 132 0194 1
: 133 0195 1     NONE
: 134 0196 1
: 135 0197 1     RETURN VALUE:
: 136 0198 1
: 137 0199 1     SWITCH_VALUE - 1 means indicator is ON
: 138 0200 1     0 means indicator is OFF
: 139 0201 1
: 140 0202 1     SIDE EFFECTS:
: 141 0203 1
: 142 0204 1     NONE
: 143 0205 1
: 144 0206 1 --
: 145 0207 1
: 146 0208 1
: 147 0209 1 !<BLF/PAGE>

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149 0210 1
150 0211 2 BEGIN
151 0212 3
152 0213 4 LITERAL
153 0214 5     MIN_INDICATOR = 1,
154 0215 6     MAX_INDICATOR = 8,
155 0216 7     ON = 1,
156 0217 8     OFF = 0;
157 0218 9
158 0219 10 LOCAL
159 0220 11     DEST_DESC: BLOCK[8,BYTE],           ! Local desc for call to $TRNLOG
160 0221 12     LOG_DESC: BLOCK[8,BYTE],         ! Local desc for call to $TRNLOG
161 0222 13     NAME_LENGTH,                       ! Length of logical name string
162 0223 14     NAME_TEXT: VECTOR [LNMSC_NAMLENGTH, BYTE]; ! Local string for logical name
163 0224 15
164 0225 16
165 0226 17
166 0227 18
167 0228 19     +
168 0229 20     Make sure input parameter is in acceptable range.
169 0230 21
170 0231 22     -
171 0232 23     IF .NUMBER LSS MIN_INDICATOR OR .NUMBER GTR MAX_INDICATOR
172 0233 24     THEN LIB$STOP (RPG$_INVARG);
173 0234 25
174 0235 26     +
175 0236 27     Initialize descriptors for call to $TRNLOG.
176 0237 28
177 0238 29     -
178 0239 30     DEST_DESC[DSC$W_LENGTH] = LNMSC_NAMLENGTH;
179 0240 31     DEST_DESC[DSC$B_CLASS] = DSC$K_CLASS_S;
180 0241 32     DEST_DESC[DSC$B_DTYPE] = DSC$K_DTYPE_T;
181 0242 33     DEST_DESC[DSC$A_POINTER] = NAME_TEXT;
182 0243 34
183 0244 35     LOG_DESC[DSC$W_LENGTH] = %CHARCOUNT ('RPGSEXT_INDS');
184 0245 36     LOG_DESC[DSC$B_CLASS] = DSC$K_CLASS_S;
185 0246 37     LOG_DESC[DSC$B_DTYPE] = DSC$K_DTYPE_T;
186 0247 38     LOG_DESC[DSC$A_POINTER] = UPLIT ('RPGSEXT_INDS');
187 0248 39
188 0249 40     +
189 0250 41     Try to translate the logical name RPGSEXT_INDS.
190 0251 42
191 0252 43     -
192 0253 44
193 0254 45     P IF ($TRNLOG (LOGNAM = LOG_DESC, RSLLEN = NAME_LENGTH,
194 0255 46     RSLBUF = DEST_DESC)) EQL SSS_NORMAL
195 0256 47     THEN
196 0257 48     +
197 0258 49     Logical name translated - see if requested indicator
198 0259 50     is set or not
199 0260 51
200 0261 52     -
201 0262 53     BEGIN
202 0263 54
203 0264 55     LOCAL
204 0265 56     NUM_STR: BLOCK[8,BYTE],           ! Local desc for call to OTSSCVT_L_TI
205 0266 57

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: 206      0267      3          NUM_STR TEXT: INITIAL (%C'n');          ! Local string for converted number
: 207      0268      3          NUM_STR[DSC$W_LENGTH] = %CHARCOUNT ('n');
: 208      0269      3          NUM_STR[DSC$B_CLASS] = DSC$K_CLASS_S;          ! Initialize descriptor for
: 209      0270      3          NUM_STR[DSC$B_DTYPE] = DSC$K_DTYPE_T;          ! conversion
: 210      0271      3          NUM_STR[DSC$A_POINTER] = NUM_STR TEXT;
: 211      0272      4          IF NOT (OTSS$CVT_L_TI (NUMBER, NUM_STR)) ! Convert input number to string
: 212      0273      3          THEN
: 213      0274      3          LIB$STOP (RPG$ FATINTERR);
: 214      0275      3          IF CH$FAIL (CH$FIND_CH (.NAME_LENGTH, NAME_TEXT, .NUM_STR_TEXT))
: 215      0276      3          THEN
: 216      0277      3          RETURN OFF
: 217      0278      3          ELSE
: 218      0279      3          RETURN ON;
: 219      0280
: 220      0281      3          END
: 221      0282      2          ELSE
: 222      0283      2          +
: 223      0284      2          | Logical name did not translate - return 0.
: 224      0285      2          |
: 225      0286      2          |
: 226      0287      2          |
: 227      0288      2          | RETURN OFF;
: 228      0289      2
: 229      0290      1          END;

```

										.TITLE	RPG\$EXT_INDS Read external RPGII indicators						
										.IDENT	\1-003\						
										.PSECT	_RPG\$CODE,NOWPT, SHR, PIC,2						
53	44	4E	49	5F	54	58	45	24	47	50	52	00000	P.AAA:	.ASCII	\RPG\$EXT_INDS\		:
										.EXTRN	LIB\$STOP, OTSS\$CVT_L_TI						
										.EXTRN	RPG\$ FATINTERR, RPG\$ INVARG						
										.EXTRN	SYS\$TRNLOG						
										.ENTRY	RPG\$EXT_INDS, Save R2		: 0163				
	52	00000000G	00	9E	00002						MOVAB	LIB\$STOP, R2		:			
	5E	FEE0	CE	9E	00009						MOVAB	-288(SP), SP		:			
		04	AC	D5	0000E						TSTL	NUMBER		: 0231			
			06	15	00011						BLEQ	1\$:			
	08	04	AC	D1	00013						CML	NUMBER, #8		:			
			09	15	00017						BLEQ	2\$:			
		00000000G	8F	DD	00019	1\$:						PUSHL	#RPG\$ INVARG		: 0232		
	62		01	FB	0001F						CALLS	#1, LIB\$STOP		:			
	F8	AD	010E00FF	8F	D0	00022	2\$:						MOVL	#17694975, DEST_DESC		: 0239	
	FC	AD	10	AE	9E	0002A						MOVAB	NAME_TEXT, DEST_DESC+4		: 0242		
	F0	AD	010E000C	8F	D0	0002F						MOVL	#17694732, LOG_DESC		: 0244		
	F4	AD	BA	AF	9E	00037						MOVAB	P.AAA, LOG_DESC+4		: 0247		
				7E	7C	0003C						CLRQ	-(SP)		: 0255		
				7E	D4	0003E						CLRL	-(SP)		:		
			F8	AD	9F	00040						PUSHAB	DEST_DESC		:		
			10	AE	9F	00043						PUSHAB	NAME_LENGTH		:		
			F0	AD	9F	00046						PUSHAB	LOG_DESC		:		
	00000000G	00	06	FB	00049						CALLS	#6, SYS\$TRNLOG		:			
		01	50	D1	00050						CML	R0, #1		:			

04	AE	6E	3D	12	00053	BNEQ	5\$		
08	AE	010E0001	8F	9A	00055	MOVZBL	#110, NUM_STR TEXT		0263
0C	AE		8F	D0	0005A	MOVL	#17694721, NUM_STR		0268
			AE	9E	00062	MOVAB	NUM_STR_TEXT, NUM_STR+4		0271
			AE	9F	00067	PUSHAB	NUM_STR		0272
			AC	9F	0006A	PUSHAB	NUMBER		
00000000G	00		02	FB	0006D	CALLS	#2, OTSS\$CVT_L_TI		
	09		50	E8	C0074	BLBS	R0, 3\$		
		00000000G	8F	DD	00077	PUSHL	#RPG\$ FATINTERR		0274
	62		01	FB	0007D	CALLS	#1, LIB\$STOP		
10 AE	6E	04	AE	3A	00080	LOCC	NUM_STR_TEXT, NAME_LENGTH, NAME_TEXT		0275
			02	12	00086	BNEQ	4\$		
			51	D4	00088	CLRL	R1		
			51	D5	0008A	TSTL	R1		
			04	13	0008C	BEQL	5\$		
	50		01	D0	0008E	MOVL	#1, R0		0279
			04	00	00091	RET			0288
			50	D4	00092	CLRL	R0		
			04	00	00094	RET			0290

: Routine Size: 149 bytes, Routine Base: _RPG\$CODE + 000C

: 230 0291 1
: 231 0292 0 END ELUDOM

PSECT SUMMARY

Name	Bytes	Attributes
_RPG\$CODE	161	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:[RPGRTL.OBJ]RPGLIB.L32;1	54	0	0	9	00:00.1

COMMAND QUALIFIERS

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

RPG\$EXT_INDS
1-003

Read external RPGII indicators
RPG\$EXT_INDS - Read external RPGII indicators

N 13
16-Sep-1984 02:14:55
14-Sep-1984 13:04:18

VAX-11 Bliss-32 V4.0-742
[RPGRTL.SRC]RPGEXTIND.B32;1

Page (4)

:)
:
: Size: 149 code + 12 data bytes
: Run Time: 00:05.1
: Elapsed Time: 00:19.0
: Lines/CPU Min: 3448
: Lexemes/CPU-Min: 13263
: Memory Used: 62 pages
: Compilation Complete

RMS0TRUNC LIS	STAPRFLNM LIS	RPGCUTPTO LIS	RPGHANDLE LIS	RPGMOVE1 LIS
RMSGB LIS	RPGRTL LIS	RPLIB REQ	RPGDISPLY LIS	
RMSGRCH LIS	RPMRT MAP	RPGPROLOG REQ	RPGEXTIND LIS	RPLIB LIS
RMSOWAIT LIS	RPGRTZ LIS	RPGDIVIDE LIS	RPGIOEXCE LIS	RPGMOVE2 LIS
RMSOUPDAT LIS	RPGDEF REQ	RPGERRR LIS		