



```

FFFFFFFFF  SSSSSSSS  PPPPPPPP  AAAAAA  CCCCCCCC  KK  KK
FFFFFFFFF  SSSSSSSS  PPPPPPPP  AAAAAA  CCCCCCCC  KK  KK
FF         SS         PP     PP  AA     AA  CC         KK  KK
FF         SS         PP     PP  AA     AA  CC         KK  KK
FF         SS         PP     PP  AA     AA  CC         KK  KK
FF         SS         PP     PP  AA     AA  CC         KK  KK
FFFFFFFFF  SSSSSS   PPPPPPPP  AA     AA  CC         KKKKKK
FFFFFFFFF  SSSSSS   PPPPPPPP  AA     AA  CC         KKKKKK
FF         SS     PP     AA     AA  CC         KK  KK
FF         SS     PP     AA     AA  CC         KK  KK
FF         SS     PP     AA     AA  CC         KK  KK
FF         SS     PP     AA     AA  CC         KK  KK
FF         SSSSSSSS  PP     AA     AA  CCCCCCCC  KK  KK
FF         SSSSSSSS  PP     AA     AA  CCCCCCCC  KK  KK

```

```

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

```

Version: 'V04-000'

```

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```

```

++
FACILITY:      DSR (Digital Standard RUNOFF) / DSRPLUS
ABSTRACT:
  Macros to manipulate FIXED_STRINGS: transportable, fixed-length
  strings.
ENVIRONMENT:   Transportable BLISS
AUTHOR:       Rich Friday
CREATION DATE: 1978
MODIFIED BY:
  002      KAD00002      Keith Dawson      07-Mar-1983
           Global edit of all modules. Updated module names, idents,
           copyright dates. Changed require files to BLISS library.
--

```

```

+
FIXED STRING is a structure that contains a string of an expected maximum
length, plus additional locations to contain information related to the
status of the string.

```

```

STRUCTURE
  fixed_string[i;n=1] =
    [4*%UPVAL + CH$ALLOCATION(N*%UPVAL)]

```

```
(fixed_string - %UPVAL*( 1 - I) );
```

```
!+
| The following literals are names for the fields allocated above. These
| names are not to be used by a user.
```

```
!-
LITERAL
```

```
FS__FCP      = 01,  ! CH$PTR to first character position.
FS__NCP      = 02,  ! CH$PTR to next character position.
FS__MAX      = 03,  ! Capacity of the counted string.
FS__LEN      = 04;  ! Current length.
```

```
!+
| FS_ALLOCATE is used to allocate and initialize a fixed-length string.
```

```
!-
MACRO
```

```
fs_allocate (fs_name,fs_maxl) =
  fs_name:fixed_string [fs_maxl]
  INITIAL (0,
           0,
           fs_maxl,
           0)
%;
```

```
!+
| Control information is accessed via the following macros.
```

```
!-
MACRO
```

```
fs_start (fs_name) =
  fs_name [fs__fcp]
%,
fs_next (fs_name) =
  fs_name [fs__ncp]
%,
fs_maxsize (fs_name) =
  fs_name [fs__max]
%,
fs_length (fs_name) =
  fs_name [fs__len]
%;
```

```
!+
| FS_INIT initializes a fixed-length string to the null string.
```

```
!-
MACRO
```

```
fs_init (fs_name) =
  BEGIN
    fs_length (fs_name)      = 0;
    fs_start (fs_name)      = CH$PTR (fs_name [5]);
    fs_next (fs_name)      = .fs_start (fs_name);
  END
%;
```

```
!+
```

! FS\_WCHAR puts a character into the fixed-length string.

```
MACRO
  fs_wchar (fs_name,khar)      =
  BEGIN
    CH$WCHAR_A (khar, fs_next (fs_name)); !Write character and advance pointer.
    fs_length (fs_name) = .fs_length (fs_name) + 1; !Bump total length count.
  END
%;
```

! FS\_RCHAR gets a character from the fixed-length string.

```
MACRO
  fs_rchar (fs_name,khar)      =
  BEGIN
    khar = CH$RCHAR_A (fs_next (fs_name)); !Read character and advance pointer.
    fs_length (fs_name) = .fs_length (fs_name) - 1; !Decrement remainder count.
  END
%;
```

! End of FSPACK.REQ

