


```
SSSSSSSS MM MM GGGGGGGG KK KK DDDDDDDD EEEEEEEEE
SSSSSSSS MM MM GGGGGGGG KK KK DDDDDDDD EEEEEEEEE
SS MM MMM MMM GG GG KK KK DD DD EE
SS MM MMM MMM GG GG KK KK DD DD EE
SS MM MM MM GG GG KK KK DD DD EE
SSSSSS MM MM GG GG KKKKKK DD DD EEEEEEE
SSSSSS MM MM GG GG KKKKKK DD DD EEEEEEE
SS MM MM GG GGGGGG KK KK DD DD EE
SS MM MM GG GGGGGG KK KK DD DD EE
SS MM MM GG GG GG KK KK DD DD EE
SSSSSS MM MM GGGGGG KK KK DDDDDDDD EEEEEEEEE
SSSSSS MM MM GGGGGG KK KK DDDDDDDD EEEEEEEEE
.....
.....
.....
.....
```

```
SSSSSSSS DDDDDDDD LL
SSSSSSSS DDDDDDDD LL
SS DD DD LL
SS DD DD LL
SS DD DD LL
SSSSSS DD DD LL
SSSSSS DD DD LL
SS DD DD LL
SS DD DD LL
SS DD DD LL
SSSSSS DDDDDDDD LLLLLLLLLL
SSSSSSSS DDDDDDDD LLLLLLLLLL
```

MODULE KDEF IDENT '1-003': { Screen Management Key Definition Entry (KDE)
{ File: SMGKDE.SDL, Edit: SBL1003

```

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{ Author: Steven B. Lionel, 10-February-1983

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{ 1-001 - Original. SBL 10-Feb-1983
{ 1-002 - Add NEXT field. SBL 27-May-1983
{ 1-003 - Move SETSTATE flag to user portion of attributes so that
{ GET_KEY_DEF and LIST_KEY_DEFS can return it. SBL 26-Aug-1983
{--

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{+
{ The Key Definition Entry associates a key (and state) name with
{ an equivalence string and other values. The tables are maintained
{ by LIB$INSERT_TREE, called from SMG$ADD_KEY_DEF.
{-

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AGGREGATE KDE_STRUCT STRUCTURE PREFIX KDE_ MARKER KDE_;

```

HEADER BYTE DIMENSION 10 FILL; { Header used by LIB$INSERT TREE
IF_STATE_LENGTH WORD UNSIGNED; { Length of IF_STATE in TKEY
TKEY_DESC STRUCTURE; { Descriptor for TKEY
  TKEY_LENGTH WORD UNSIGNED; { Length of TKEY
  TKEY_DTYPE BYTE; { Datatype
  TKEY_CLASS BYTE; { Class
  TKEY_POINTER ADDRESS; { Pointer to TKEY
END TKEY_DESC;
EQUIV_DESC STRUCTURE; { Descriptor for EQUIV_STRING
  EQUIV_LENGTH WORD UNSIGNED; { Length of EQUIV
  EQUIV_DTYPE BYTE; { Datatype
  EQUIV_CLASS BYTE; { Class
  EQUIV_POINTER ADDRESS; { Pointer to EQUIV
END EQUIV_DESC;

```

```
STATE_DESC STRUCTURE;          { Descriptor for STATE_STRING
STATE_LENGTH WORD UNSIGNED;    { Length of STATE
STATE_DTYPE BYTE;              { Datatype
STATE_CLASS BYTE;              { Class
STATE_POINTER ADDRESS;         { Pointer to STATE
END STATE_DESC;
PREFIX_DESC STRUCTURE;         { Descriptor for PREFIX
PREFIX_LENGTH WORD UNSIGNED;   { Length of PREFIX
PREFIX_DTYPE BYTE;             { Datatype
PREFIX_CLASS BYTE;             { Class
PREFIX_POINTER ADDRESS;        { Pointer to PREFIX
END PREFIX_DESC;
NEXT ADDRESS;                  { Pointer to next KDE
ATTR STRUCTURE LONGWORD;       { Attributes
ATTR UNION UNION;
ATTR BITS STRUCTURE;
NOECHO BITFIELD MASK;          { Don't echo strings
TERMINATE BITFIELD MASK;       { This key terminates read
LOCK BITFIELD MASK;            { Lock new state
PROTECTED BITFIELD MASK;       { Definition is protected
SETSTATE BITFIELD MASK;        { Sets a new state
RESERVED BITFIELD LENGTH 3 MASK; { Reserved bits
dummy BITFIELD LENGTH 23 FILL;
DEFINED BITFIELD MASK;         { Key is defined
END ATTR BITS;
ATTR_FIELDS STRUCTURE;
USER_ATTR BITFIELD LENGTH 8 MASK; { User bits
SMG_ATTR BITFIELD LENGTH 24 MASK; { SMG routine bits
END_ATTR_FIELDS;
END ATTR UNION;
END ATTR_STRUCTURE;

TERM_MASK LONGWORD;            { Terminator bit mask
END RDE_STRUCT;
END_MODULE RDEDEF;
```

SYMBOLS
LIS

SMGRTL

SMGBLDRM
MAP

SDAMSG
LIS

VAXINST
LIS

SMGMATR
MAP

SMGKCB
SDL

VALIDATE
LIS

STACKS
LIS

SMGDEF
SDL

SMGKDE
SDL

SMGSHR
MAP

