

001  
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7FF  
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7FF  
7FF

```

SSSSSSSSSSSSS  MMM      MMM      GGGGGGGGGGG  RRRRRRRRRRR  TTTTTTTTTTTTT  LLL
SSSSSSSSSSSSS  MMM      MMM      GGGGGGGGGGG  RRRRRRRRRRR  TTTTTTTTTTTTT  LLL
SSSSSSSSSSSSS  MMM      MMM      GGGGGGGGGGG  RRRRRRRRRRR  TTTTTTTTTTTTT  LLL
SSS             MMMMMM  MMMMMM  GGG           RRR           RRR      TTT           LLL
SSS             MMMMMM  MMMMMM  GGG           RRR           RRR      TTT           LLL
SSS             MMMMMM  MMMMMM  GGG           RRR           RRR      TTT           LLL
SSS             MMM      MMM      GGG           RRR           RRR      TTT           LLL
SSS             MMM      MMM      GGG           RRR           RRR      TTT           LLL
SSS             MMM      MMM      GGG           RRR           RRR      TTT           LLL
          SSSSSSSSSS  MMM      MMM      GGG           RRRRRRRRRRR  TTT           LLL
          SSSSSSSSSS  MMM      MMM      GGG           RRRRRRRRRRR  TTT           LLL
          SSSSSSSSSS  MMM      MMM      GGG           RRRRRRRRRRR  TTT           LLL
          SSS             MMM      MMM      GGG           GGGGGGGGG  RRR   RRR      TTT           LLL
          SSS             MMM      MMM      GGG           GGGGGGGGG  RRR   RRR      TTT           LLL
          SSS             MMM      MMM      GGG           GGGGGGGGG  RRR   RRR      TTT           LLL
          SSS             MMM      MMM      GGG           GGG           RRR   RRR      TTT           LLL
          SSS             MMM      MMM      GGG           GGG           RRR   RRR      TTT           LLL
          SSS             MMM      MMM      GGG           GGG           RRR   RRR      TTT           LLL
          SSS             MMM      MMM      GGG           GGG           RRR   RRR      TTT           LLL
          SSS             MMM      MMM      GGG           GGG           RRR   RRR      TTT           LLL
SSSSSSSSSSSSS  MMM      MMM      GGGGGGGGG  RRR           RRR      TTT           LLLLLLLLLLLLLLLLLL
SSSSSSSSSSSSS  MMM      MMM      GGGGGGGGG  RRR           RRR      TTT           LLLLLLLLLLLLLLLLLL
SSSSSSSSSSSSS  MMM      MMM      GGGGGGGGG  RRR           RRR      TTT           LLLLLLLLLLLLLLLLLL

```

```

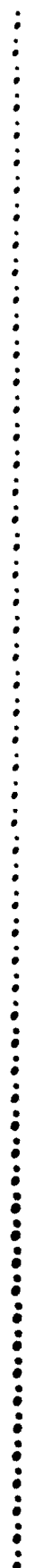
SSSSSSSS MM MM GGGGGGG DDDDDDD IIIII SSSSSSS DDDDDDD HH HH WW WW
SSSSSSSS MM MM GGGGGGG DDDDDDD IIIII SSSSSSS DDDDDDD HH HH WW WW
SS M MM M GG DD DD I I SS SS DD DD HH HH WW WW
SS M MM M GG DD DD I I SS SS DD DD HH HH WW WW
SS M MM M GG DD DD I I SS SS DD DD HH HH WW WW
SSSSSS MM MM GG DD DD I I SSSSSS DD DD HHHHHHHHH WW WW
SSSSSS MM MM GG DD DD I I SSSSSS DD DD HHHHHHHHH WW WW
SS MM MM GG GGGGG DD DD I I SS DD DD HH HH WW WW
SS MM MM GG GGGGG DD DD I I SS DD DD HH HH WW WW
SS MM MM GG GG DD DD I I SS DD DD HH HH WWW WWW
SSSSSSS MM MM GGGGG DDDDDDD IIIII SSSSSSS DDDDDDD HH HH WW WW
SSSSSSS MM MM GGGGG DDDDDDD IIIII SSSSSSS DDDDDDD HH HH WW WW

```

```

LL IIIII SSSSSSS
LL IIIII SSSSSSS
LL I SS
LL I SS
LL I SS
LL I SS
LL I SSSSS
LL I SSSSS
LL I SS
LL I SS
LL I SS
LL I SS
LLLLLLLLLL IIIII SSSSSSS
LLLLLLLLLL IIIII SSSSSSS

```



```

1 0001 0 MODULE SMG$DISPLAY_DHDW ( %TITLE 'Display double high/double wide chars'
2 0002 0 IDENT = '1-004' ! File: SMGDISDHW.B32 Edit: STAN1004
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 FACILITY: Screen Management
32 0032 1
33 0033 1 ABSTRACT:
34 0034 1
35 0035 1 This module contains routines to write double high/double wide
36 0036 1 characters to a virtual display.
37 0037 1
38 0038 1 ENVIRONMENT: User mode - AST reentrant
39 0039 1
40 0040 1 AUTHOR: P. Levesque, CREATION DATE: 20-Jul-1983
41 0041 1
42 0042 1 MODIFIED BY:
43 0043 1
44 0044 1 1-001 - Original. PLL 20-Jul-1983
45 0045 1 1-002 - More tweaks to cursor position. PLL 31-Aug-1983
46 0046 1 1-003 - Check the length of the string before moving it into the
47 0047 1 DCB buffer. PLL 7-Oct-1983
48 0048 1 1-004 - Don't say just one line has changed in DHW. STAN 7-Jul-1984.
49 0049 1 --
50 0050 1

```

```

52 0051 1 %SBTTL 'Declarations'
53 0052 1
54 0053 1 : SWITCHES:
55 0054 1 :
56 0055 1
57 0056 1 REQUIRE 'RTLIN:SMGPROLOG';
58 0134 1
59 0135 1 REQUIRE 'RTLIN:STRLNK';          ! JSB linkage for string routines
60 0320 1
61 0321 1 : LINKAGES:
62 0322 1
63 0323 1 :     NONE
64 0324 1
65 0325 1 : TABLE OF CONTENTS:
66 0326 1 :
67 0327 1
68 0328 1 FORWARD ROUTINE
69 0329 1     SMG$PUT_CHARS_WIDE,          ! Write dbl wide chars
70 0330 1     SMG$PUT_CHARS_HIGHWIDE,     ! Write dbl high dbl wide chars
71 0331 1     SMG$PUT_LINE_WIDE;         ! Write dbl wide w/advance
72 0332 1
73 0333 1
74 0334 1 : INCLUDE FILES:
75 0335 1
76 0336 1
77 0337 1
78 0338 1
79 0339 1 : MACROS:
80 0340 1
81 0341 1
82 0342 1 :
83 0343 1 : The following macro determines whether scrolling up, down, or neither
84 0344 1 : should occur.
85 0345 1 :
86 0346 1
87 M 0347 1 MACRO $SMG$SET_SCROLLING (SWITCH) =
88 M 0348 1     BEGIN
89 M 0349 1     SWITCH = 0;
90 M 0350 1     IF .DCB [DCB_V_FULL] NEQ 0
91 M 0351 1     THEN
92 M 0352 1         BEGIN
93 M 0353 1         IF .DCB [DCB_W_CURSOR_ROW] EQL .DCB [DCB_W_BOTTOM_OF_SCRREG]
94 M 0354 1         THEN
95 M 0355 1             SWITCH = 1 ! scroll up
96 M 0356 1         ELSE
97 M 0357 1             IF .DCB [DCB_W_CURSOR_ROW] EQL .DCB [DCB_W_TOP_OF_SCRREG]
98 M 0358 1             THEN
99 M 0359 1                 SWITCH = 2; ! scroll down
100 M 0360 1         END;
101 M 0361 1     END;%
102 0362 1
103 0363 1
104 0364 1 : EQUATED SYMBOLS:
105 0365 1
106 0366 1 :     NONE
107 0367 1
108 0368 1 : FIELDS:

```

```
109 0369 1 :  
110 0370 1 : NONE  
111 0371 1 :  
112 0372 1 : PSECTS:  
113 0373 1 :  
114 0374 1 :  
115 0375 1 :  
116 0376 1 : OWN STORAGE:  
117 0377 1 :  
118 0378 1 : NONE  
119 0379 1 :  
120 0380 1 : EXTERNAL REFERENCES:  
121 0381 1 :  
122 0382 1 : EXTERNAL ROUTINE  
123 0383 1 : LIB$ANALYZE_SDESC_R2 : LIB$ANALYZE_SDESC_JSB_LINK,  
124 0384 1 : SMG$$SCROLL_AREA, : scroll_virtual display area  
125 0385 1 : SMG$$CHECK_FOR_OUTPUT_DCB, : check if time to repaint display  
126 0386 1 : SMG$$PUT_TEXT_TO_BUFFER; : put text in DCB buffer  
127 0387 1 : EXTERNAL LITERAL  
128 0388 1 : SMG$_INVDIS_ID, : Invalid display id  
129 0389 1 : SMG$_INVARG, : Invalid argument  
130 0390 1 : SMG$_INVCOL, : Invalid column number  
131 0391 1 : SMG$_INVROW, : Invalid row number  
132 0392 1 : LIB$_INVSTRDES, : Invalid string descriptor  
133 0393 1 : SMG$_WRONUMARG; : Wrong number of arguments  
134 0394 1 :
```

```

136 0395 1 %SBTTL 'SMG$PUT_CHARS_WIDE - Write wide characters'
137 0396 1 GLOBAL ROUTINE SMG$PUT_CHARS_WIDE (
138 0397 1
139 0398 1     DISPLAY_ID,
140 0399 1     TEXT : REF BLOCK [,BYTE],
141 0400 1     LINE_NO,
142 0401 1     COL_NO,
143 0402 1     RENDITION_SET,
144 0403 1     RENDITION_COMPLEMENT,
145 0404 1     CHAR_SET
146 0405 1 ) =
147 0406 1
148 0407 1 ++
149 0408 1     FUNCTIONAL DESCRIPTION:
150 0409 1
151 0410 1     This routine writes double wide characters to a virtual
152 0411 1     display. The line can not contain a mixture of single
153 0412 1     wide and double wide characters; if the line previously
154 0413 1     contained single wide, then the entire line will be re-
155 0414 1     written, otherwise only the specified text is written.
156 0415 1
157 0416 1     The internal cursor position is left at the character
158 0417 1     position following the text written.
159 0418 1
160 0419 1     CALLING SEQUENCE:
161 0420 1
162 0421 1     ret_status.wlc.v = SMG$PUT_CHARS_WIDE (DISPLAY_ID.rl.r,
163 0422 1     TEXT.rt.dx,
164 0423 1     [,LINE_NO.rl.r, COL_NO.rl.r]
165 0424 1     [,RENDITION_SET.rl.r]
166 0425 1     [,RENDITION_COMPLEMENT.rl.r]
167 0426 1     [,CHAR_SET.fl.r]
168 0427 1
169 0428 1     FORMAL PARAMETERS:
170 0429 1
171 0430 1     DISPLAY_ID.rl.r     Display id of virtual display
172 0431 1     TEXT.rt.dx         Address of descriptor of output string
173 0432 1
174 0433 1     LINE_NO.rl.r      Optional. Address of line number at which
175 0434 1     to start output. If omitted (=0), the
176 0435 1     current line number is used.
177 0436 1
178 0437 1     COL_NO.rl.r       Optional. Address of column number at which
179 0438 1     to start output. If omitted (=0), the
180 0439 1     current column number is used.
181 0440 1
182 0441 1     RENDITION_SET.rl.r Optional. Each 1 bit in this parameter
183 0442 1     causes the corresponding attribute to be
184 0443 1     set in the display. (See below for list
185 0444 1     of settable attributes.)
186 0445 1
187 0446 1     RENDITION_COMPLEMENT.rl.r Optional. Each 1 bit attribute in this
188 0447 1     parameter causes the corresponding attribute
189 0448 1     to be complemented in the display. (See
190 0449 1     below for list of complementable attributes.)
191 0450 1
192 0451 1     If the same bit is specified in both the RENDITION_SET parameter

```

```

193 0452 1
194 0453 1
195 0454 1
196 0455 1
197 0456 1
198 0457 1
199 0458 1
200 0459 1
201 0460 1
202 0461 1
203 0462 1
204 0463 1
205 0464 1
206 0465 1
207 0466 1
208 0467 1
209 0468 1
210 0469 1
211 0470 1
212 0471 1
213 0472 1
214 0473 1
215 0474 1
216 0475 1
217 0476 1
218 0477 1
219 0478 1
220 0479 1
221 0480 1
222 0481 1
223 0482 1
224 0483 1
225 0484 1
226 0485 1
227 0486 1
228 0487 1
229 0488 1
230 0489 1
231 0490 1
232 0491 1
233 0492 1
234 0493 1
235 0494 1
236 0495 1
237 0496 1
238 0497 1
239 0498 1
240 0499 1
241 0500 1
242 0501 1
243 0502 1
244 0503 1
245 0504 1
246 0505 1
247 0506 1
248 0507 1
249 0508 2

```

and in the RENDITION\_COMPLEMENT parameter, the application is RENDITION\_SET followed by RENDITION complement. Using these two parameters together the caller can exercise arbitrary and independent control over each attribute on a single call. On an attribute by attribute basis he can cause the following transformations:

SET	COMPLEMENT	Action
---	-----	
0	0	Attribute unchanged.
1	0	Attribute set to 'on'.
0	1	Attribute set to complement of current setting.
1	1	Attribute set to 'off'.

Attributes which can be manipulated in this manner are:

SMG\$M\_BLINK displays characters blinking.  
 SMG\$M\_BOLD displays characters in higher-than-normal intensity.  
 SMG\$M\_REVERSE displays characters in reverse video -- that is, using the opposite default rendition of the virtual display.  
 SMG\$M\_UNDERLINE displays characters underlined.

CHAR\_SET.r.l.r Optional. Character set to use. Choices are:  
 SMG\$C\_UNITED\_KINGDOM  
 SMG\$C\_ASCII (default)  
 SMG\$C\_SPEC\_GRAPHICS  
 SMG\$C\_ALT\_CHAR  
 SMG\$C\_ALT\_GRAPHICS

IMPLICIT INPUTS:

NONE

IMPLICIT OUTPUTS:

NONE

COMPLETION STATUS:

SS\$ NORMAL Normal successful completion  
 SMG\$\_INVCOL Invalid column number  
 SMG\$\_INVROW Invalid row number  
 LIB\$\_INVSTRDES Invalid string descriptor  
 SMG\$\_WRONUMARG Wrong number of arguments

SIDE EFFECTS:

NONE

--  
 BEGIN

```

250 0509 2 BUILTIN
251 0510 2 NULLPARAMETER;
252 0511 2
253 0512 2 LOCAL
254 0513 2 DCB = REF BLOCK [,BYTE], ! address of virtual display
255 0514 2 ! control block
256 0515 2 ROW, ! working row
257 0516 2 COL, ! working column
258 0517 2 REND_CODE, ! rendition code to use
259 0518 2 STR_LEN : INITIAL (0), ! length of text string
260 0519 2 STR_ADDR, ! address of text string,
261 0520 2 STATUS;
262 0521 2
263 0522 2 LITERAL
264 0523 2 K_LINE_ARG = 3,
265 0524 2 K_COL_ARG = 4,
266 0525 2 K_SET_ARG = 5,
267 0526 2 K_COMP_ARG = 6,
268 0527 2 K_CHAR_ARG = 7;
269 0528 2
270 0529 2 $SMG$GET_DCB (.DISPLAY_ID, DCB); ! get addr of virtual display
271 0530 2 ! control block
272 0531 2
273 0532 2 $SMG$VALIDATE_ARGCOUNT (2, 7);
274 0533 2
275 0534 2 !+
276 0535 2 ! Get the length and address of the text string.
277 0536 2 !-
278 0537 2
279 0538 2 IF NOT (STATUS = LIB$ANALYZE_SDESC_R2 (.TEXT;
280 0539 2 STR_LEN,
281 0540 2 STR_ADDR))
282 0541 2 THEN
283 0542 2 RETURN (.STATUS);
284 0543 2
285 0544 2 !+
286 0545 2 ! Check for optional arguments. Set local variables to caller's
287 0546 2 ! values, when available, and defaults when arguments omitted.
288 0547 2 !-
289 0548 2
290 0549 2 IF NOT NULLPARAMETER (K_LINE_ARG) AND
291 0550 2 NOT NULLPARAMETER (K_COL_ARG)
292 0551 2 THEN
293 0552 2 BEGIN
294 0553 2 ROW = ..LINE_NO;
295 0554 2 COL = ..COL_NO;
296 0555 2 $SMG$VALIDATE_ROW_COL (.ROW, .COL);
297 0556 2 ! verify row & col within display
298 0557 2 END
299 0558 2 ELSE
300 0559 2 BEGIN
301 0560 2 ROW = .DCB [DCB_W_CURSOR_ROW];
302 0561 2 COL = .DCB [DCB_W_CURSOR_COL];
303 0562 2 END;
304 0563 2
305 0564 2 $SMG$SET_REND_CODE (K_SET_ARG, K_COMP_ARG);
306 0565 2 ! macro to use caller's args if present

```



```

307 0566 2
308 0567 2 IF NOT NULLPARAMETER (K_CHAR_ARG)
309 0568 2 THEN
310 0569 2 BEGIN
311 0570 2 CASE ..CHAR_SET FROM SMG$C_UNITED_KINGDOM TO SMG$C_ALT_GRAPHICS OF
312 0571 2 SET
313 0572 2
314 0573 2 [SMG$C_UNITED_KINGDOM, SMG$C_ASCII, SMG$C_SPEC_GRAPHICS,
315 0574 2 SMG$C_ALT_CHAR, SMG$C_ALT_GRAPHICS]:
316 0575 2 ;
317 0576 2
318 0577 2 [INRANGE, OVRANGE]:
319 0578 2 RETURN (SMG$_INVARG);
320 0579 2
321 0580 2 TES:
322 0581 2 END:
323 0582 2
324 0583 2 +
325 0584 2 | Double wide characters occupy two positions instead of one on the
326 0585 2 | screen. However, for mapping purposes we store the text only half
327 0586 2 | way over in the text buffer.
328 0587 2 | -
329 0588 2
330 0589 2 COL = (.COL + 1)/2; ! col in half for dbl wide
331 0590 2
332 0591 2 +
333 0592 2 | Set the double wide characteristic in the DCB.
334 0593 2 | -
335 0594 2
336 0595 2 BEGIN
337 0596 2 BIND
338 0597 2 DCB_LCV = .DCB [DCB_A_LINE_CHAR];
339 0598 2 MAP
340 0599 2 DCB_LCV : VECTOR [,BYTE];
341 0600 2
342 0601 2 IF .DCB_LCV [.ROW] NEQ LINE_K_WIDE ! previously single wide
343 0602 2 THEN ! or double high
344 0603 2 BEGIN
345 0604 2 LOCAL
346 0605 2 START_INDEX;
347 0606 2 START_INDEX = $SMG$LINEAR (.ROW, 1);
348 0607 2 $SMG$BLANK_FILL_DCB (.DCB [DCB_W_NO_COLS], .START_INDEX);
349 0608 2 DCB_LCV [.ROW] = LINE_K_WIDE; ! set this row to dbl wide
350 0609 2 END:
351 0610 2
352 0611 2 DCB_LCV [0] = 1; ! mark that there are wide or
353 0612 2 ! dbl high/wide chars in display
354 0613 2 END:
355 0614 2
356 0615 2 +
357 0616 2 | All local variables are set up. Call routine to put text into
358 0617 2 | the display buffer.
359 0618 2 | -
360 0619 2
361 0620 2 BEGIN
362 0621 2 LOCAL
363 0622 2 PRINT_LEN;

```

```

364 0623 3  SSMG$FIND_PRINT_LENGTH (STR_LEN, .STR_ADDR, PRINT_LEN);
365 0624 3  ! don't count non-printable chars
366 0625 3  |
367 0626 3  | *
368 0627 3  | SMG$$PUT_TEXT_TO_BUFFER doesn't realize that wide characters
369 0628 3  | occupy 2 spaces so it won't recognize overflow. Make sure
370 0629 3  | we don't try to put more chars in buffer than will fit on
371 0630 3  | this line.
372 0631 3  | -
373 0632 3  | IF .PRINT_LEN GTR ((.DCB [DCB_W_NO_COLS] - 1)/2)
374 0633 3  | THEN
375 0634 3  |     PRINT_LEN = (.DCB [DCB_W_NO_COLS] - 1)/2;
376 0635 3  |
377 0636 3  | DCB [DCB_W_CURSOR_ROW] = .ROW;
378 0637 3  | DCB [DCB_W_CURSOR_COL] = .COL;
379 0638 4  | ! set position for put_text
380 0639 4  | IF NOT (STATUS = SMG$$PUT_TEXT_TO_BUFFER (.DCB,
381 0640 4  |     .REND_CODE,
382 0641 4  |     .PRINT_LEN,
383 0642 4  |     .STR_ADDR,
384 0643 4  |     IF NOT NULLPARAMETER (K_CHAR_ARG)
385 0644 4  |     THEN .CHAR_SET
386 0645 3  |     ELSE SMG$C_ASCII))
387 0646 3  | THEN
388 0647 3  |     RETURN (.STATUS);
389 0648 3  |
390 0649 3  | *
391 0650 3  | Correct the cursor position. We stored our text half way over in the
392 0651 3  | buffer, but the screen cursor position should be calculated based on
393 0652 3  | the actual starting column specified by the caller. Also take into
394 0653 3  | account that characters occupy 2 positions.
395 0654 3  | -
396 0655 3  | DCB [DCB_W_CURSOR_COL] = (2 * .COL) + (2 * .PRINT_LEN) - 1;
397 0656 3  | END;
398 0657 3  |
399 0658 2  | *
400 0659 2  | See if this change should be reflected on the screen.
401 0660 2  | -
402 0661 2  |
403 0662 2  | RETURN (SMG$$CHECK_FOR_OUTPUT_DCB (.DCB,
404 0663 2  |     SMG$C_PUT_CHARS,
405 0664 2  |     .ROW));
406 0665 2  |
407 0666 1  | END; ! End of routine SMG$PUT_CHARS_WIDE

```

.TITLE SMG\$DISPLAY\_DHDW Display double high/double wide chars

.IDENT \1-004\

.EXTRN LIB\$ANALYZE\_SDESC\_R2  
.EXTRN SMG\$\$SCROLL\_AREA  
.EXTRN SMG\$\$CHECK\_FOR\_OUTPUT\_DCB  
.EXTRN SMG\$\$PUT\_TEXT\_TO\_BUFFER  
.EXTRN SMG\$\_INVDIS\_ID, SMG\$\_INVARG  
.EXTRN SMG\$\_INVCOL, SMG\$\_INVROW  
.EXTRN LIB\$\_INVSTRDES, SMG\$\_WRONUMARG

				OFFC 00000	.EXTRN SMG\$_FATERRLIB, CHAR_TABLE	
					.PSECT _SMG\$CODE,NOWRT, SHR, PIC,2	
					.ENTRY SMG\$PUT_CHARS_WIDE, Save R2,R3,R4,R5,R6,R7,-;	0396
	SE			0C C2 00002	SUBL2 #12, SP	
				7E D4 00005	CLRL STR_LEN	0508
04	50	04		BC D0 00007	MOVL @DISPLAY_ID, R0	0529
	BC	38		A0 D1 0000B	CMPB 56(R0), @DISPLAY_ID	
				06 12 00010	BNEQ 1\$	
	11	44		A0 91 00012	CMPB 68(R0), #17	
				08 13 00016	BEQL 2\$	
	50	00000000G		8F D0 00018 1\$:	MOVL #SMG\$_INVDIS_ID, R0	
				04 0001F	RET	
	58	04		BC D0 00020 2\$:	MOVL @DISPLAY_ID, DCB	
	6C			02 83 00024	SUBB3 #2, (AP), DIFF	0532
50	05			50 91 00028	CMPB DIFF, #5	
				08 1B 0002B	BLEQU 3\$	
	50	00000000G		8F D0 0002D	MOVL #SMG\$_WRONUMARG, R0	
				04 00034	RET	
	50	08		AC D0 00035 3\$:	MOVL TEXT, R0	0538
	00000000G			00 16 00039	JSB LIB\$ANALYZE_SDESC_R2	
08	AE			50 D0 0003F	MOVL R0, STATUS	
	6E			51 D0 00043	MOVL R1, (SP)	
0C	AE			52 D0 00046	MOVL R2, 12(SP)	
	03	08		AE E8 0004A	BLBS STATUS, 4\$	
				018A 31 0004E	BRW 24\$	
	03			6C 91 00051 4\$:	CMPB (AP), #3	0549
				7E 1F 00054	BLSSU 8\$	
		0C		7E D5 00056	TSTL 12(AP)	
				3A 13 00059	BEQL 8\$	
	04			6C 91 0005B	CMPB (AP), #4	0550
				35 1F 0005E	BLSSU 8\$	
		10		AC D5 00060	TSTL 16(AP)	
				30 13 00063	BEQL 8\$	
	57	0C		BC D0 00065	MOVL @LINE_NO, ROW	0553
	56	10		BC D0 00069	MOVL @COL_NO, COL	0554
				57 D5 0006D	TSTL ROW	0555
				08 15 0006F	BLEQ 5\$	
57		02	A8	00 ED 00071	CMPZV #0, #16, 2(DCB), ROW	
				08 18 00077	BGEQ 6\$	
	50	00000000G		8F D0 00079 5\$:	MOVL #SMG\$_INVROW, R0	
				04 00080	RET	
				56 D5 00081 6\$:	TSTL COL	
				08 15 00083	BLEQ 7\$	
56		06	A8	00 ED 00085	CMPZV #0, #16, 6(DCB), COL	
				10 18 0008B	BGEQ 9\$	
	50	00000000G		8F D0 0008D 7\$:	MOVL #SMG\$_INVCOL, R0	
				04 00094	RET	
	57	28	A8	3C 00095 8\$:	MOVZWL 40(DCB), ROW	0560
	56	2A	A8	3C 00099	MOVZWL 42(DCB), COL	0561
04	AE	2E	A8	9A 0009D 9\$:	MOVZBL 46(DCB), REND_CODE	0564
	05			6C 91 000A2	CMPB (AP), #5	
				0A 1F 000A5	BLSSU 10\$	
		14		AC D5 000A7	TSTL 20(AP)	
				05 13 000AA	BEQL 10\$	

```
04 AE 14 BC C8 000AC B1SL2 @RENDITION_SET, REND_CODE
06 06 6C 91 000B1 10$: CMPB (AP), #6
                   OA 1F 000B2 BLSSU 11$
                   18 AC D5 000B6 TSTL 24(AP)
                   05 13 000B9 BEQL 11$
04 AE 18 BC CC 000BB XORL2 @RENDITION_COMPLEMENT, REND_CODE
07 07 6C 91 000C0 11$: CMPB (AP), #7
                   1C 1F 000C3 BLSSU 13$
                   1C AC D5 000C5 TSTL 28(AP)
                   17 13 000C8 BEQL 13$
0012 0012 00 1C BC CF 000CA CASEL @CHAR_SET, #0, #4
                   0012 000CF 12$: .WORD 13$-12$,-
                   0012 000D7      13$-12$,-
                                   13$-12$,-
                                   13$-12$,-
                                   13$-12$
06 AB 50 0000000G 8F D0 000D9 MOVL #SMG$_INVARG, R0
06 AB 56 50 01 A6 9E 000E1 13$: RET
06 AB 50 02 C7 000E5 MOVAB 1(R6), R0
06 AB 01 4C B847 91 000E9 DIVL3 #2, R0, COL
06 AB 39 13 000EE CMPB @76(DCB)[ROW], #1
06 AB FF A7 9E 000F0 BEQL 15$
06 AB 51 06 AB 3C 000F4 MOVAB -1(R7), R0
06 AB 50 51 C4 000F8 MOVZWL 6(DCB), R1
06 AB 58 50 D0 000FB MULL2 R1, R0
06 AB 50 10 AB D0 000FE MOVL R0, START_INDEX
06 AB 59 14 AB 7D 00102 MOVL 16(DCB), TEXT_BUF
06 AB 6E 00 2C 00106 MOVQ 20(DCB), ATTR_BUF
06 AB 6B40 0010C MOVCS #0, (SP), #32, 6(DCB), (START_INDEX)-
06 AB 2E AB 6E 00 2C 0010E [TEXT_BUF]
06 AB 6B49 00115 MOVCS #0, (SP), 46(DCB), 6(DCB), (START_INDEX)-
06 AB 5A D5 00117 [ATTR_BUF]
06 AB 09 13 00119 TSTL CHAR_BUF
06 AB 6E 00 2C 0011B BEQL 14$
06 AB 4C B847 6B4A 01 90 00124 14$: MOVB #1, @76(DCB)[ROW]
06 AB 4C B88 01 90 00129 15$: MOVB #1, @76(DCB)
06 AB 59 01 8E 0012D MNEGB #1, ALLONES
06 AB 54 D4 00130 CLRL PRINT_LEN
06 AB 55 CE D0 00132 MOVL STR_LEN, BYTES_REMAINING
06 AB 58 0C AE D0 00135 MOVL STR_ADDR, IN_POINTER
06 AB 6E D4 00139 CLRL STR_LEN
06 AB 55 D5 0013B 16$: TSTL BYTES_REMAINING
06 AB 59 13 0013D BEQL 20$
06 AB 59 55 2A 0013F SCANC BYTES_REMAINING, (IN_POINTER), CHAR_TABLE,
06 AB 52 55 50 C3 0014B ALLONES
06 AB 58 52 C0 0014C SUBL3 NEW_BYTES_REMAINING, BYTES_REMAINING, R2
06 AB 54 52 C0 0014F ADDL2 R2, IN_POINTER
06 AB 6E 52 C0 00152 ADDL2 R2, PRINT_LEN
06 AB 55 50 D0 00155 ADDL2 R2, STR_LEN
06 AB 3E 13 00158 MOVL NEW_BYTES_REMAINING, BYTES_REMAINING
06 AB 50 61 9A 0015A BEQL 20$
06 AB 01 0000000G0040 8F 0015D MOVZBL (ADDR_DIFF), R0
06 AB 001C 002C 002C 002C 00166 17$: CASEB CHAR_TABLE[R0], #1, #9
06 AB 0032 0032 0032 0032 0016E .WORD 19$-17$,-
                                   19$-17$,-
```

002C	0032	00176	19\$-17\$,-			
			18\$-17\$,-			
			20\$-17\$,-			
			20\$-17\$,-			
			20\$-17\$,-			
			20\$-17\$,-			
			20\$-17\$,-			
			19\$-17\$			
			#SMG\$_FATERRLIB, R0			
50	00000000G	8F D0	0017A	MOVL		
		04	00181	RET		
50	2A	A8 3C	00182	18\$: MOVZWL	42(DCB), R0	
		50 D7	00186	DECL	R0	
50		08 C6	00188	DIVL2	#8, R0	
54	09	A440 7E	00188	MOVAQ	9(PRINT_LEN)[R0], PRINT_LEN	
		6E D6	00190	INCL	STR_LEN	
		5B D6	00192	19\$: INCL	IN_POINTER	
		55 D7	00194	DECL	BYTES_REMAINING	
		A3 11	00196	BRB	16\$	
50	06	A8 3C	00198	20\$: MOVZWL	6(DCB), R0	0631
		50 D7	0019C	DECL	R0	
50		02 C6	0019E	DIVL2	#2, R0	
50		54 D1	001A1	CMPL	PRINT_LEN, R0	
		03 15	001A4	BLEQ	21\$	
54		50 D0	001A6	MOVL	R0, PRINT_LEN	0633
28	A8	57 B0	001A9	21\$: MOVW	ROW, 40(DCB)	0635
2A	A8	56 B0	001AD	MOVW	COL, 42(DCB)	0636
	07	0C 91	001B1	CMPB	(AP), #7	0642
		0A 1F	001B4	BLSSU	22\$	
	1C	AC D5	001B6	TSTL	28(AP)	
		05 13	001B9	BEQL	22\$	
	1C	BC DD	001BB	PUSHL	@CHAR_SET	0643
		02 11	001BE	BRB	23\$	
		01 DD	001C0	22\$: PUSHL	#1	0642
		10 AE	001C2	23\$: PUSHL	STR_ADDR	0641
		54 DD	001C5	PUSHL	PRINT_LEN	0640
		10 AE	001C7	PUSHL	REND_CODE	0639
		58 DD	001CA	PUSHL	DCB	0638
00000000G	00	05 FB	001CC	CALLS	#5, SMG\$_PUT_TEXT_TO_BUFFER	
	08	AE 50	001D3	MOVL	R0, STATUS	
		05 08	AE E8	001D7	BLBS	STATUS, 25\$
		50 08	AE D0	001DB	24\$: MOVL	STATUS, R0
			04	001DF	RET	
		54 02	C4	001E0	25\$: MULL2	#2, R4
		50 FF	A446 3E	001E3	MOVAV	-1(R4)[COL], R0
2A	A8	50 B0	001E8	MOVW	R0, 42(DCB)	
		57 DD	001EC	PUSHL	ROW	0664
		11 DD	001EE	PUSHL	#17	0662
		58 DD	001F0	PUSHL	DCB	
00000000G	00	03 FB	001F2	CALLS	#3, SMG\$_CHECK_FOR_OUTPUT_DCB	
		04	001F9	RET		0666

```

409 0667 1 %SBTTL 'SMG$PUT_CHARS_HIGHWIDE - Write double high double wide characters'
410 0668 1 GLOBAL ROUTINE SMG$PUT_CHARS_HIGHWIDE (
411 0669 1
412 0670 1     DISPLAY_ID,
413 0671 1     TEXT : REF BLOCK [,BYTE],
414 0672 1     LINE_NO,
415 0673 1     COL_NO,
416 0674 1     RENDITION_SET,
417 0675 1     RENDITION_COMPLEMENT,
418 0676 1     CHAR_SET
419 0677 1 ) =
420 0678 1
421 0679 1 **
422 0680 1     FUNCTIONAL DESCRIPTION:
423 0681 1
424 0682 1     This routine writes double high/double wide characters to a
425 0683 1     virtual display. The line can not contain a mixture of single
426 0684 1     high/wide and double high/wide characters; if the line previously
427 0685 1     contained single high/wide, then the entire line will be re-
428 0686 1     written, otherwise only the specified text is written.
429 0687 1
430 0688 1     The internal cursor position is left at the character
431 0689 1     position following the text written.
432 0690 1
433 0691 1     CALLING SEQUENCE:
434 0692 1
435 0693 1     ret_status.wlc.v = SMG$PUT_CHARS_HIGHWIDE (DISPLAY_ID.rl.r,
436 0694 1     TEXT.rt.dx,
437 0695 1     [,LINE_NO.rl.r, COL_NO.rl.r]
438 0696 1     [,RENDITION_SET.rl.r]
439 0697 1     [,RENDITION_COMPLEMENT.rl.r]
440 0698 1     [,CHAR_SET.fl.r]
441 0699 1
442 0700 1     FORMAL PARAMETERS:
443 0701 1
444 0702 1     DISPLAY_ID.rl.r     Display id of virtual display
445 0703 1     TEXT.rt.dx         Address of descriptor of output string
446 0704 1
447 0705 1     LINE_NO.rl.r       Optional. Address of line number at which
448 0706 1                     to start output. This line will contain the
449 0707 1                     upper half of the double high text. If omitted
450 0708 1                     (=0), the current line number is used.
451 0709 1
452 0710 1     COL_NO.rl.r        Optional. Address of column number at which
453 0711 1                     to start output. If omitted (=0), the
454 0712 1                     current column number is used.
455 0713 1
456 0714 1     RENDITION_SET.rl.r Optional. Each 1 bit in this parameter
457 0715 1                     causes the corresponding attribute to be
458 0716 1                     set in the display. (See below for list
459 0717 1                     of settable attributes.)
460 0718 1
461 0719 1     RENDITION_COMPLEMENT.rl.r Optional. Each 1 bit attribute in this
462 0720 1                     parameter causes the corresponding attribute
463 0721 1                     to be complemented in the display. (See
464 0722 1                     below for list of complementable attributes.)
465 0723 1

```

466 0724 1  
467 0725 1  
468 0726 1  
469 0727 1  
470 0728 1  
471 0729 1  
472 0730 1  
473 0731 1  
474 0732 1  
475 0733 1  
476 0734 1  
477 0735 1  
478 0736 1  
479 0737 1  
480 0738 1  
481 0739 1  
482 0740 1  
483 0741 1  
484 0742 1  
485 0743 1  
486 0744 1  
487 0745 1  
488 0746 1  
489 0747 1  
490 0748 1  
491 0749 1  
492 0750 1  
493 0751 1  
494 0752 1  
495 0753 1  
496 0754 1  
497 0755 1  
498 0756 1  
499 0757 1  
500 0758 1  
501 0759 1  
502 0760 1  
503 0761 1  
504 0762 1  
505 0763 1  
506 0764 1  
507 0765 1  
508 0766 1  
509 0767 1  
510 0768 1  
511 0769 1  
512 0770 1  
513 0771 1  
514 0772 1  
515 0773 1  
516 0774 1  
517 0775 1  
518 0776 1  
519 0777 1  
520 0778 1  
521 0779 1  
522 0780 1

If the same bit is specified in both the RENDITION\_SET parameter and in the RENDITION\_COMPLEMENT parameter, the application is RENDITION\_SET followed by RENDITION complement. Using these two parameters together the caller can exercise arbitrary and independent control over each attribute on a single call. On an attribute by attribute basis he can cause the following transformations:

SET	COMPLEMENT	Action
---	-----	
0	0	Attribute unchanged.
1	0	Attribute set to "on"
0	1	Attribute set to complement of current setting.
1	1	Attribute set to "off".

Attributes which can be manipulated in this manner are:

- SMG\$M\_BLINK displays characters blinking.
- SMG\$M\_BOLD displays characters in higher-than-normal intensity.
- SMG\$M\_REVERSE displays characters in reverse video -- that is, using the opposite default rendition of the virtual display.
- SMG\$M\_UNDERLINE displays characters underlined.

CHAR\_SET.r.l.r Optional. Character set to use. Choices are:

- SMG\$C\_UNITED\_KINGDOM
- SMG\$C\_ASCII (default)
- SMG\$C\_SPEC\_GRAPHICS
- SMG\$C\_ALT\_CHAR
- SMG\$C\_ALT\_GRAPHICS

IMPLICIT INPUTS:

NONE

IMPLICIT OUTPUTS:

NONE

COMPLETION STATUS:

- SS\$ NORMAL Normal successful completion
- SMG\$ INVCOL Invalid column number
- SMG\$ INVROW Invalid row number
- LIB\$ INVSTRDES Invalid string descriptor
- SMG\$ WRONUMARG Wrong number of arguments

SIDE EFFECTS:

NONE

--

```

: 523 0781 1
: 524 0782 2 BEGIN
: 525 0783 2 BUILTIN
: 526 0784 2 NULLPARAMETER;
: 527 0785 2
: 528 0786 2 LOCAL
: 529 0787 2 DCB : REF BLOCK [,BYTE],
: 530 0788 2 ROW, : working row
: 531 0789 2 COL, : working column
: 532 0790 2 REND_CODE, : rendition code to use
: 533 0791 2 STR_LEN : INITIAL (0), : length of text string
: 534 0792 2 STR_ADDR, : address of text string,
: 535 0793 2 LOWER_HALF, : flag to output lower half
: 536 0794 2 of dbl high
: 537 0795 2 STATUS;
: 538 0796 2
: 539 0797 2 LITERAL
: 540 0798 2 K_LINE_ARG = 3,
: 541 0799 2 K_COL_ARG = 4,
: 542 0800 2 K_SET_ARG = 5,
: 543 0801 2 K_COMP_ARG = 6,
: 544 0802 2 K_CHAR_ARG = 7;
: 545 0803 2
: 546 0804 2 $SMG$GET_DCB (.DISPLAY_ID, DCB); : get addr of virtual display
: 547 0805 2 : control block
: 548 0806 2
: 549 0807 2 $SMG$VALIDATE_ARGCOUNT (2, 7);
: 550 0808 2
: 551 0809 2 !+
: 552 0810 2 ! Get the length and address of the text string.
: 553 0811 2 !-
: 554 0812 2
: 555 0813 3 IF NOT (STATUS = LIB$ANALYZE_SDESC_R2 (.TEXT;
: 556 0814 3 STR_LEN,
: 557 0815 3 STR_ADDR))
: 558 0816 2 THEN
: 559 0817 2 RETURN (.STATUS);
: 560 0818 2
: 561 0819 2 !+
: 562 0820 2 ! Check for optional arguments. Set local variables to caller's
: 563 0821 2 ! values, when available, and defaults when arguments omitted.
: 564 0822 2 !-
: 565 0823 2
: 566 0824 2 IF NOT NULLPARAMETER (K_LINE_ARG) AND
: 567 0825 2 NOT NULLPARAMETER (K_COL_ARG)
: 568 0826 2 THEN
: 569 0827 3 BEGIN
: 570 0828 3 ROW = ..LINE_NO;
: 571 0829 3 COL = ..COL_NO;
: 572 0830 3 $SMG$VALIDATE_ROW_COL (.ROW, .COL);
: 573 0831 3 ! verify row & col within display
: 574 0832 3 END
: 575 0833 2 ELSE
: 576 0834 3 BEGIN
: 577 0835 3 ROW = .DCB [DCB_W_CURSOR_ROW];
: 578 0836 3 COL = .DCB [DCB_W_CURSOR_COL];
: 579 0837 2 END;

```



```

580 0838 2
581 0839 2  $$SMG$SET_REND_CODE (K_SET_ARG, K_COMP_ARG);
582 0840 2      ! macro to use caller's args if present
583 0841 2
584 0842 2  IF NOT NULLPARAMETER (K_CHAR_ARG)
585 0843 2  THEN
586 0844 2      BEGIN
587 0845 3      CASE ..CHAP_SET FROM SMG$C_UNITED_KINGDOM TO SMG$C_ALT_GRAPHICS OF
588 0846 3      SET
589 0847 3
590 0848 3      [SMG$C_UNITED_KINGDOM, SMG$C_ASCII, SMG$C_SPEC_GRAPHICS,
591 0849 3      SMG$C_ALT_CHAR, SMG$C_ALT_GRAPHICS]:
592 0850 3      .
593 0851 3
594 0852 3      [INRANGE, OUTRANGE]:
595 0853 3          RETURN (SMG$_INVARG);
596 0854 3
597 0855 3      TES;
598 0856 2      END;
599 0857 2
600 0858 2  !+
601 0859 2  Double wide characters occupy two positions instead of one on the
602 0860 2  screen. However, for mapping purposes we store the text only half
603 0861 2  way over in the text buffer.
604 0862 2  -
605 0863 2
606 0864 2      COL = (.COL + 1)/2;          ! col in half for dbl wide
607 0865 2
608 0866 2  !+
609 0867 2  Set the double wide/double high characteristic in the DCB.
610 0868 2  -
611 0869 2
612 0870 3      BEGIN
613 0871 3      BIND
614 0872 3          DCB_LCV = .DCB [DCB_A_LINE_CHAR];
615 0873 3      MAP
616 0874 3          DCB_LCV : VECTOR [,BYTE];
617 0875 3
618 0876 3      IF .DCB_LCV [.ROW] NEQ LINE_K_UPPER_HIGH      ! previously single wide
619 0877 3      THEN                                          ! or just wide
620 0878 4          BEGIN
621 0879 4          LOCAL
622 0880 4              START_INDEX;
623 0881 4              START_INDEX = $$SMG$LINEAR (.ROW, 1);
624 0882 4              $$SMG$BLANK_FILL_DCB (.DCB [DCB_W_NO_COLS], .START_INDEX);
625 0883 4              DCB_LCV [.ROW] = LINE_K_UPPER_HIGH;      ! set this row to dbl high
626 0884 3              END;                                          ! (note that this implies
627 0885 3              ! dbl wide also)
628 0886 3      IF .ROW + 1 LEQ .DCB [DCB_W_NO_ROWS]
629 0887 3      THEN
630 0888 4          BEGIN                                          ! we can fit other half
631 0889 4          LOWER_HALF = 1;
632 0890 4          IF .DCB_LCV [.ROW] NEQ LINE_K_LOWER_HIGH ! previously single wide
633 0891 4          THEN                                          ! or just wide
634 0892 5              BEGIN
635 0893 5              LOCAL
636 0894 5                  START_INDEX;

```

```

: 637      0895 5          START_INDEX = $SMG$LINEAR (.ROW, 1);
: 638      0896 5          $SMG$BLANK_FILL_DCB (.DCB [DCB_W_NO_COLS], .START_INDEX);
: 639      0897 5          DCB_LCV [.ROW + 1] = LINE_K_LOWER_HIGH;
: 640      0898 4          END;
: 641      0899 3          END;                                ! we can fit other half
: 642      0900 3
: 643      0901 3          DCB_LCV [0] = 1;                    ! mark that there are wide or
: 644      0902 3          END;                                ! dbl high/wide chars in display
: 645      0903 3
: 646      0904 3
: 647      0905 3
: 648      0906 3          !+ All local variables are set up. Call routine to put text into
: 649      0907 3          !- the display buffer.
: 650      0908 3
: 651      0909 3
: 652      0910 3          BEGIN
: 653      0911 3          LOCAL
: 654      0912 3          PRINT_LEN;
: 655      0913 3          $SMG$FIND_PRINT_LENGTH (STR_LEN, .STR_ADDR, PRINT_LEN);
: 656      0914 3          ! don't count non-printable chars
: 657      0915 3          !+
: 658      0916 3          ! SMG$PUT_TEXT_TO_BUFFER doesn't realize that wide characters
: 659      0917 3          ! occupy 2 spaces so it won't recognize overflow. Make sure
: 660      0918 3          ! we don't try to put more chars in buffer than will fit on
: 661      0919 3          ! this line.
: 662      0920 3          !-
: 663      0921 4          IF .PRINT_LEN GTR ((.DCB [DCB_W_NO_COLS] - 1)/2)
: 664      0922 3          THEN
: 665      0923 3          PRINT_LEN = (.DCB [DCB_W_NO_COLS] - 1)/2;
: 666      0924 3
: 667      0925 3          DCB [DCB_W_CURSOR_ROW] = .ROW;
: 668      0926 3          DCB [DCB_W_CURSOR_COL] = .COL;
: 669      0927 3          ! set position for put_text
: 670      0928 4          IF NOT (STATUS = SMG$PUT_TEXT_TO_BUFFER (.DCB,
: 671      0929 4          .REND_CODE,
: 672      0930 4          .PRINT_LEN,
: 673      0931 4          .STR_ADDR,
: 674      0932 4          IF NOT NULLPARAMETER (K_CHAR_ARG)
: 675      0933 4          THEN .CHAR_SET
: 676      0934 4          ELSE SMG$C_ASCII))
: 677      0935 3          THEN
: 678      0936 3          RETURN (.STATUS);
: 679      0937 3
: 680      0938 3          IF .LOWER_HALF
: 681      0939 3          THEN
: 682      0940 4          BEGIN                                ! write lower half of dbl high
: 683      0941 4
: 684      0942 4          DCB [DCB_W_CURSOR_ROW] = .ROW + 1;
: 685      0943 4          DCB [DCB_W_CURSOR_COL] = .COL;
: 686      0944 4          ! set position for put_text
: 687      0945 5          IF NOT (STATUS = SMG$PUT_TEXT_TO_BUFFER (.DCB,
: 688      0946 5          .REND_CODE,
: 689      0947 5          .PRINT_LEN,
: 690      0948 5          .STR_ADDR,
: 691      0949 5          IF NOT NULLPARAMETER (K_CHAR_ARG)
: 692      0950 5          THEN .CHAR_SET
: 693      0951 5          ELSE SMG$C_ASCII))

```

```

694 0952 4 THEN
695 0953 4 RETURN (.STATUS);
696 0954 4
697 0955 4
698 0956 4 !+ Correct the cursor position. We stored our text half way over in the
699 0957 4 !- buffer, but the screen cursor position should be calculated based on
700 0958 4 !- the actual starting column specified by the caller. Also take into
701 0959 4 !- account that characters occupy 2 positions.
702 0960 4
703 0961 4
704 0962 4 DCB [DCB_W_CURSOR_COL] = (2 * .COL) + (2 * .PRINT_LEN) - 1;
705 0963 4
706 0964 4 IF .LOWER_HALF ! we used 2 rows if we could
707 0965 4 THEN ! write the lower half of dbl high
708 0966 4 DCB [DCB_W_CURSOR_ROW] = .ROW + 1
709 0967 4 ELSE
710 0968 4 DCB [DCB_W_CURSOR_ROW] = .ROW;
711 0969 4 END;
712 0970 3
713 0971 2 END;
714 0972 2
715 0973 2 !+
716 0974 2 !- See if this change should be reflected on the screen.
717 0975 2
718 0976 2
719 0977 3 RETURN (SMG$$CHECK_FOR_OUTPUT_DCB (.DCB,
720 0978 3 SMG$C_PUT_CHARS,
721 0979 2 0));
722 0980 2
723 0981 1 END; ! End of routine SMG$PUT_CHARS_HIGHWIDE

```

				OFFC 00000	.ENTRY	SMG\$PUT_CHARS_HIGHWIDE, Save R2,R3,R4,R5,-	0668
						R6,R7,R8,R9,R10,R11	
					SUBL2	#20, SP	
					CLRL	STR_LEN	0782
					MOVL	@DISPLAY_ID, R0	0804
	04	BC	38	A0 D1 0000B	CMPL	56(R0), @DISPLAY_ID	
					BNEQ	1\$	
					CMPB	68(R0), #17	
					BEQL	2\$	
					MOVL	#SMG\$_INVDIS_ID, R0	
					RET		
					MOVL	@DISPLAY_ID, DCB	
	50				SUBB3	#2, (AP), DIFF	0807
					CMPB	DIFF, #5	
					BLEQU	3\$	
					MOVL	#SMG\$_WRONUMARG, R0	
					RET		
					MOVL	TEXT, R0	0813
					JSB	LIB\$ANALYZE_SDESC_R2	
	08	AE		50 D0 0003F	MOVL	R0, STATUS	
					MOVL	R1, (SP)	
					MOVL	R2, 20(SP)	

			03	08	AE	E8	0004A		BLBS	STATUS, 4\$		
						0214	31	0004E	BRW	28\$		
			03		6C	91	00051	4\$:	CMPB	(AP), #3		0824
					3F	1F	00054		BLSSU	8\$		
				0C	AC	D5	00056		TSTL	12(AP)		
					3A	13	00059		BEQL	8\$		
			04		6C	91	0005B		CMPB	(AP), #4		0825
					35	1F	0005E		BLSSU	8\$		
				10	AC	D5	00060		TSTL	16(AP)		
					30	13	00063		BEQL	8\$		
			57	0C	BC	D0	00065		MOVL	@LINE_NO, ROW		0828
			56	10	BC	D0	00069		MOVL	@COL_NO, COL		0829
					57	D5	0006D		TSTL	ROW		0830
					08	15	0006F		BLEQ	5\$		
57	02	A8	10		00	ED	00071		CMPZV	#0, #16, 2(DCB), ROW		
					08	18	00077		BGEQ	6\$		
			50	00000000G	8F	D0	00079	5\$:	MOVL	#SMG\$_INVROW, R0		
						04	00080		RET			
					56	D5	00081	6\$:	TSTL	COL		
					08	15	00083		BLEQ	7\$		
56	06	A8	10		00	ED	00085		CMPZV	#0, #16, 6(DCB), COL		
					10	18	0005B		BGEQ	9\$		
			50	00000000G	8F	D0	0008D	7\$:	MOVL	#SMG\$_INVCOL, R0		
						04	00094		RET			
			57	28	A8	3C	00095	8\$:	MOVZWL	40(DCB), ROW		0835
			56	2A	A8	3C	00099		MOVZWL	42(DCB), COL		0836
		0C	AE	2E	A8	9A	0009D	9\$:	MOVZBL	46(DCB), REND_CODE		0839
			05		6C	91	000A2		CMPB	(AP), #5		
					0A	1F	000A5		BLSSU	10\$		
				14	AC	D5	000A7		TSTL	20(AP)		
					05	13	000AA		BEQL	10\$		
		0C	AE	14	BC	C8	000AC		BISL2	@RENDITION_SET, REND_CODE		
			06		6C	91	000B1	10\$:	CMPB	(AP), #6		
					0A	1F	000B4		BLSSU	11\$		
				18	AC	D5	000B6		TSTL	24(AP)		
					05	13	000B9		BEQL	11\$		
		0C	AE	18	BC	CC	000BB		XORL2	@RENDITION_COMPLEMENT, REND_CODE		
			07		6C	91	000C0	11\$:	CMPB	(AP), #7		0842
					1C	1F	000C3		BLSSU	13\$		
				1C	AC	D5	000C5		TSTL	28(AP)		
					17	13	000C8		BEQL	13\$		
0012	04		00	1C	BC	CF	000CA		CASEL	@CHAR_SET, #0, #4		0845
	0012		0012		0012		000CF	12\$:	.WORD	13\$-12\$,-		
					0012		000D7			13\$-12\$,-		
										13\$-12\$,-		
										13\$-12\$,-		
										13\$-12\$,-		
										13\$-12\$		
			50	00000000G	8F	D0	000D9		MOVL	#SMG\$_INVARG, R0		0853
						04	000E0		RET			
			50	01	A6	9E	000E1	13\$:	MOVAB	1(R6), R0		0864
	56		50		02	C7	000E5		DIVL3	#2, R0, COL		
		04	AE	4C	B847	9E	000E9		MOVAB	@76(DCB)[ROW], 4(SP)		0876
			02	04	BE	91	000EF		CMPB	@4(SP), #2		
					35	13	000F3		BEQL	15\$		
			5B	FF	A7	9E	000F5		MOVAB	-1(R7), R11		0881
			50	06	A8	3C	000F9		MOVZWL	6(DCB), R0		
			5B		50	C4	000FD		MULL2	R0, R11		



						22\$-19\$,-		
						22\$-19\$,-		
						21\$-19\$		
						#SMG\$_FATERRLIB, R0		
						MOVZWL		
						RET		
						MOVZWL	42(DCB), R0	
						DECL	R0	
						DIVL2	#8, R0	
						MOVAQ	9(PRINT_LEN)[R0], PRINT_LEN	
						INCL	STR_LEN	
						INCL	IN POINTER	
						DECL	BYTES_REMAINING	
						BRB	18\$	
						MOVZWL	6(DCB), R0	0921
						DECL	R0	
						DIVL2	#2, R0	
						CMPL	PRINT_LEN, R0	
						BLEQ	23\$	
						MOVL	R0, PRINT_LEN	0923
						MOVW	ROW, 40(DCB)	0925
						MOVW	COL, 42(DCB)	0926
						CMPB	(AP), #7	0932
						BLSSU	24\$	
						TSTL	28(AP)	
						BEQL	24\$	
						PUSHL	@CHAR_SET	0933
						BRB	25\$	
						PUSHL	#1	0932
						PUSHL	STR_ADDR	0931
						PUSHL	PRINT_LEN	0930
						PUSHL	REND_CODE	0929
						PUSHL	DCB	0928
						CALLS	#5, SMG\$\$PUT_TEXT_TO_BUFFER	
						MOVL	R0, STATUS	
						BLBC	STATUS, 28\$	
						BLBC	LOWER_HALF, 31\$	0938
						MOVW	R11, 40(DCB)	0942
						MOVW	COL, 42(DCB)	0943
						CMPB	(AP), #7	0949
						BLSSU	26\$	
						TSTL	28(AP)	
						BEQL	26\$	
						PUSHL	@CHAR_SET	0950
						BRB	27\$	
						PUSHL	#1	0949
						PUSHL	STR_ADDR	0948
						PUSHL	PRINT_LEN	0947
						PUSHL	REND_CODE	0946
						PUSHL	DCB	0945
						CALLS	#5, SMG\$\$PUT_TEXT_TO_BUFFER	
						MOVL	R0, STATUS	
						BLBS	STATUS, 29\$	
						MOVL	STATUS, R0	0953
						RET		
						MULL2	#2, R5	0962
						MOVAW	-1(R5)[COL], R0	
						MOVW	R0, 42(DCB)	

SMG\$DISPLAY\_DHD Display double high/double wide chars  
1-004

SMG\$PUT\_CHARS\_HIGHWIDE - Write double high doub

H 6  
16-Sep-1984 00:22:24  
14-Sep-1984 13:09:40

VAX-11 Bliss-32 V4.0-742  
[SMGRTL.SRC]SMGDISDHW.B32;1

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(4)

	06	10	AE	E9	00276	BLBC	LOWER HALF, 30\$	:	0964
28	A8		5B	B0	0027A	MOVW	R11, 40(DCB)	:	0966
			04	11	0027E	BRB	31\$	:	
28	A8		57	B0	00280	MOVW	ROW, 40(DCB)	:	0968
	7E		11	7D	00284	MOVQ	#17, -(SP)	:	0977
			58	DD	00287	PUSHL	DCB	:	
00000000G	00		03	FB	00289	CALLS	#3. SMG\$\$CHECK_FOR_OUTPUT_DCB	:	
			04	00290	RET			:	0981

; Routine Size: 657 bytes, Routine Base: \_SMG\$CODE + 01FA

```

725 0982 1 %SBTTL 'SMG$PUT_LINE_WIDE - Put Wide Text to Display in Line Mode'
726 0983 1 GLOBAL ROUTINE SMG$PUT_LINE_WIDE (
727 0984 1     DISPLAY_ID,
728 0985 1     TEXT      : REF BLOCK [,BYTE],
729 0986 1     LINE_ADV,
730 0987 1     RENDITION_SET,
731 0988 1     RENDITION_COMPLEMENT,
732 0989 1     WRAP_FLAG,
733 0990 1     CHAR_SET
734 0991 1 ) =
    
```

++  
 FUNCTIONAL DESCRIPTION:

This routine is used to write lines with wide characters to the virtual display optionally followed by cursor movement sequences. SMG\$PUT\_LINE\_WIDE writes from the current cursor position to the end of the line. If the caller's text does not span to the end of the line, blank fill is added.

Treatment of text which exceeds the rightmost bounds of the display depends on WRAP\_FLAG. If WRAP\_FLAG is set, lines are scrolled LINE\_ADV times to make room for the overflow characters in the 'next' line. If wrap is off, overflow characters are lost.

Following a call to SMG\$PUT\_LINE\_WIDE, the internal display cursor position is set to column 1 of the next line where output should occur. The next line where output should occur is determined by LINE\_ADV; LINE\_ADV defaults to 1 so that subsequent calls to SMG\$PUT\_LINE\_WIDE will not cause overprinting.

CALLING SEQUENCE:

```

ret_status.wlc.v = SMG$PUT_LINE_WIDE (DISPLAY_ID.rl.r,
                                     TEXT.rt.dx
                                     [,LINE_ADV.rl.r]
                                     [,RENDITION_SET.rl.r]
                                     [,RENDITION_COMPLEMENT.rl.r]
                                     [,WRAP_FLAG.rl.r]
                                     [,CHAR_SET.rl.r])
    
```

FORMAL PARAMETERS:

- DISPLAY\_ID.rl.r Display id of virtual display
- TEXT.rt.dx Address of descriptor of output string.
- LINE\_ADV.rl.r Optional. Address of signed number of lines to advance after output.
- RENDITION\_SET.rl.r Each 1 bit attribute in this parameter causes the corresponding attribute to be set in the display. (See below for list of settable attributes.)
- RENDITION\_COMPLEMENT.rl.r Each 1 bit attribute in this parameter



```

: 782 1039 1
: 783 1040 1
: 784 1041 1
: 785 1042 1
: 786 1043 1
: 787 1044 1
: 788 1045 1
: 789 1046 1
: 790 1047 1
: 791 1048 1
: 792 1049 1
: 793 1050 1
: 794 1051 1
: 795 1052 1
: 796 1053 1
: 797 1054 1
: 798 1055 1
: 799 1056 1
: 800 1057 1
: 801 1058 1
: 802 1059 1
: 803 1060 1
: 804 1061 1
: 805 1062 1
: 806 1063 1
: 807 1064 1
: 808 1065 1
: 809 1066 1
: 810 1067 1
: 811 1068 1
: 812 1069 1
: 813 1070 1
: 814 1071 1
: 815 1072 1
: 816 1073 1
: 817 1074 1
: 818 1075 1
: 819 1076 1
: 820 1077 1
: 821 1078 1
: 822 1079 1
: 823 1080 1
: 824 1081 1
: 825 1082 1
: 826 1083 1
: 827 1084 1
: 828 1085 1
: 829 1086 1
: 830 1087 1
: 831 1088 1
: 832 1089 1
: 833 1090 1
: 834 1091 1
: 835 1092 1
: 836 1093 1
: 837 1094 1
: 838 1095 1

```

causes the corresponding attribute to be complemented in the display. (See below for list of complementable attributes.)

If the same bit is specified in both the RENDITION SET parameter and in the RENDITION COMPLEMENT parameter, the application is RENDITION SET followed by RENDITION complement. Using these two parameters together the caller can exercise arbitrary and independent control over each attribute on a single call. On an attribute by attribute basis he can cause the following transformations:

SET	COMPLEMENT	Action
---		
0	0-----	Attribute unchanged.
1	0	Attribute set to "on"
0	1	Attribute set to complement of current setting.
1	1	Attribute set to "off".

Attributes which can be manipulated in this manner are:

- SMG\$M\_BLINK displays characters blinking.
- SMG\$M\_BOLD displays characters in higher-than-normal intensity.
- SMG\$M\_REVERSE displays characters in reverse video -- that is, using the opposite default rendition of the virtual display.
- SMG\$M\_UNDERLINE displays characters underlined.
- WRAP\_FLAG.rl.r = 0 means no wrap  
= 1 means wrap  
If omitted, no wrap is the default.
- CHAR\_SET.rl.r Optional. Character set to use.  
Choices are:  
SMG\$C\_UNITED KINGDOM  
SMG\$C\_ASCII (default)  
SMG\$C\_SPEC GRAPHICS  
SMG\$C\_ALT\_CHAR  
SMG\$C\_ALT\_GRAPHICS

IMPLICIT INPUTS:

NONE

IMPLICIT OUTPUTS:

NONE

COMPLETION STATUS:

- SS\$ NORMAL Normal successful completion
- SMG\$ WRONUMARG Wrong number (of combination of) arguments
- LIB\$ INVSTRDES Invalid string descriptor

```

839      1096  1  |
840      1097  1  | SIDE EFFECTS:
841      1098  1  |
842      1099  1  |     NONE
843      1100  1  | --
844      1101  1  |
845      1102  2  | BEGIN
846      1103  2  |
847      1104  2  | BUILTIN
848      1105  2  |     NULLPARAMETER;
849      1106  2  |
850      1107  2  | LOCAL
851      1108  2  |     HALF_NO_COLS,
852      1109  2  |     DONE,
853      1110  2  |     DCB : REF BLOCK [,BYTE],           | Address of virtual display
854      1111  2  |                                           | control block.
855      1112  2  |     STR_LEN : INITIAL (0),           | Length of text string
856      1113  2  |     STR_ADDR,                         | Address of text string
857      1114  2  |     REND_CODE,                       | Rendition code to use
858      1115  2  |     WRAPPED_CHARS : INITIAL (0),     | Number of chars that don't fit on
859      1116  2  |                                           | the current line
860      1117  2  |     SCROLL_FLAG : INITIAL (0),       | Flag to scroll up, down, or neither
861      1118  2  |     STATUS;                          | Status of subroutine calls
862      1119  2  |
863      1120  2  | LITERAL
864      1121  2  |     K_ADV_ARG = 3,
865      1122  2  |     K_SET_ARG = 4,
866      1123  2  |     K_COMP_ARG = 5,
867      1124  2  |     K_WRAP_ARG = 6,
868      1125  2  |     K_CHAR_ARG = 7;
869      1126  2  |
870      1127  2  | MACRO $$SCROLL_UP (COUNT) =
871      1128  2  |     SMG$$SCROLL_AREA (.DCB,
872      1129  2  |         .DCB [DCB_W_TOP_OF_SCRREG],
873      1130  2  |         .DCB [DCB_W_COL_START],
874      1131  2  |         (.DCB [DCB_W_BOTTOM_OF_SCRREG] -
875      1132  2  |         .DCB [DCB_W_TOP_OF_SCRREG] + 1),
876      1133  2  |         .DCB [DCB_W_NO_COLS],
877      1134  2  |         SMG$M_UP, -(COUNT) %);
878      1135  2  |
879      1136  2  |
880      1137  2  | $$SMG$GET_DCB (.DISPLAY_ID, DCB);    | Get address of virtual display
881      1138  2  |                                           | control block.
882      1139  2  |
883      1140  2  | $$SMG$VALIDATE_ARGCOUNT (2,7);
884      1141  2  |
885      1142  2  | IF NOT NULLPARAMETER (K_ADV_ARG) AND
886      1143  2  |     ..LINE_ADV LSS 0
887      1144  2  | THEN
888      1145  2  |     RETURN (SMG$_INVARG);            | positive advancing only
889      1146  2  |
890      1147  2  |
891      1148  2  | + Select rendition code to use, based on whether one was provided by
892      1149  2  | caller.
893      1150  2  | --
894      1151  2  |
895      1152  2  | $$SMG$SET_REND_CODE (K_SET_ARG, K_COMP_ARG);

```

MEMMEMMEMMEM

```

896 1153 2
897 1154 2
898 1155 2 + Get the length and address of the text string.
899 1156 2 -
900 1157 2 IF NOT (STATUS = LIB$ANALYZE_SDESC_R2 ( .TEXT;
901 1158 2 STR_LEN,
902 1159 2 STR_ADDR))
903 1160 2 THEN
904 1161 2 RETURN (.STATUS);
905 1162 2
906 1163 2 +
907 1164 2 Compute the number of columns in a line. We can fit only half
908 1165 2 as many wide characters since they occupy 2 positions.
909 1166 2 -
910 1167 2
911 1168 2 HALF_NO_COLS = (.DCB [DCB_W_NO_COLS] - 1)/2;
912 1169 2
913 1170 2 +
914 1171 2 If the previous line written was the last line in the display, we
915 1172 2 did not scroll at the end of the operation. (This would've always
916 1173 2 left the last line blank - effectively the display would have one
917 1174 2 less useable line.) If we're at the bottom, scroll up one before writing.
918 1175 2 -
919 1176 2
920 1177 2
921 1178 2 $SMG$SET_SCROLLING (SCROLL_FLAG);
922 1179 2
923 1180 2 IF .SCROLL_FLAG EQL 1
924 1181 2 THEN
925 1182 2 BEGIN ! we're at the last line in the display
926 1183 2 IF NOT NULLPARAMETER (K_ADV_ARG) AND ! and display is full
927 1184 2 .LINE_ADV GTR 0
928 1185 2 THEN ! positive line advancing
929 1186 2 $SCROLL_UP (...LINE_ADV)
930 1187 2 ELSE
931 1188 2 IF NULLPARAMETER (K_ADV_ARG)
932 1189 2 THEN
933 1190 2 $SCROLL_UP (1) ! default advancing
934 1191 2
935 1192 2 END; ! we're at the last line in the display
936 1193 2
937 1194 2 +
938 1195 2 Blank out the line before writing new text.
939 1196 2 -
940 1197 2
941 1198 2 BEGIN
942 1199 2 LOCAL
943 1200 2 START_INDEX;
944 1201 2
945 1202 2 START_INDEX = $SMG$LINEAR (.DCB [DCB_W_CURSOR_ROW], .DCB [DCB_W_CURSOR_COL]);
946 1203 2 $SMG$BLANK_FILL_DCB ((.DCB [DCB_W_NO_COLS] - .DCB [DCB_W_CURSOR_COL] + 1),
947 1204 2 .START_INDEX);
948 1205 2
949 1206 2 END;
950 1207 2
951 1208 2 +
952 1209 2 Reset the line characteristics in case the line was previously

```

```

953 1210 2 ! double high or single.
954 1211 2 !-
955 1212 2
956 1213 2 BEGIN
957 1214 2 BIND
958 1215 2 LINE_CHAR = .DCB [DCB_A_LINE_CHAR];
959 1216 2 MAP
960 1217 2 LINE_CHAR : VECTOR [,BYTE];
961 1218 2 LINE_CHAR [.DCB [DCB_W_CURSOR_ROW]] = LINE_K_WIDE;
962 1219 2 LINE_CHAR [0] = 1; ! mark that there are dbl chars
963 1220 2 ! in display
964 1221 2 END;
965 1222 2
966 1223 2 !+
967 1224 2 ! Move the text string into our virtual display buffer.
968 1225 2 !-
969 1226 2
970 1227 2 IF NOT ( STATUS = SMG$$PUT_TEXT_TO_BUFFER ( .DCB,
971 1228 2 .REND_CODE,
972 1229 2 .STR_LEN,
973 1230 2 .STR_ADDR,
974 1231 2 IF NOT NULLPARAMETER (K_CHAR_ARG)
975 1232 2 THEN ..CHAR_SET
976 1233 2 ELSE SMG$C_ASCII,
977 1234 2 WRAPPED_CHARS))
978 1235 2 THEN
979 1236 2 RETURN (.STATUS);
980 1237 2
981 1238 2
982 1239 2 !+
983 1240 2 ! If all went well so far, we need to enter the <CR>,<LF> to form the
984 1241 2 ! end of line.
985 1242 2 !-
986 1243 2
987 1244 2 DCB [DCB_W_CURSOR_COL] = 1; ! Effect of <CR>
988 1245 2
989 1246 2 !+
990 1247 2 ! Default to advancing one line if LINE_ADV is omitted.
991 1248 2 !-
992 1249 2
993 1250 2 IF NULLPARAMETER (K_ADV_ARG)
994 1251 2 THEN
995 1252 2 BEGIN ! line adv omitted
996 1253 2 IF .DCB [DCB_W_CURSOR_ROW] + 1 LEQ .DCB [DCB_W_BOTTOM_OF_SCRREG]
997 1254 2 THEN
998 1255 2 ! Just advance cursor row to next line
999 1256 2 DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_CURSOR_ROW] + 1
1000 1257 2 ELSE
1001 1258 2 BEGIN
1002 1259 2 $SMG$SET_SCROLLING (SCROLL_FLAG);
1003 1260 2 IF .SCROLL_FLAG EQL 1
1004 1261 2 THEN
1005 1262 2 IF .DCB [DCB_W_CURSOR_ROW] NEQ .DCB [DCB_W_BOTTOM_OF_SCRREG]
1006 1263 2 THEN
1007 1264 2 $SCROLL_UP (1); ! scroll if within scrolling region
1008 1265 2 IF .DCB [DCB_W_CURSOR_ROW] LEQ .DCB [DCB_W_BOTTOM_OF_SCRREG]
1009 1266 2 THEN

```

```

1010      1267 4          DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_BOTTOM_OF_SCRREG];
1011      1268 4          DCB [DCB_V_FOLC] = 1; ! remember that we used last line
1012      1269 4          END;
1013      1270 3
1014      1271 3          END ! line_adv omitted
1015      1272 3
1016      1273 3
1017      1274 3      !+ Take care of the requested line advancing.
1018      1275 3      !-
1019      1276 3
1020      1277 2          ELSE
1021      1278 3          BEGIN ! line_adv specified
1022      1279 3          IF ..LINE_ADV GTR 0
1023      1280 3          THEN
1024      1281 4          BEGIN ! upspacing requested
1025      1282 4          IF .DCB [DCB_W_CURSOR_ROW] + ..LINE_ADV LEQ
1026      1283 4          .DCB [DCB_W_BOTTOM_OF_SCRREG]
1027      1284 4          THEN
1028      1285 4          ! Just advance cursor row number
1029      1286 4          DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_CURSOR_ROW]
1030      1287 4          + ..LINE_ADV
1031      1288 4          ELSE
1032      1289 5          BEGIN ! scrolling up
1033      1290 5          $SMG$SET_SCROLLING (SCROLL_FLAG);
1034      1291 5          IF .SCROLL_FLAG EQL 1
1035      1292 5          THEN
1036      1293 5          IF .DCB [DCB_W_CURSOR_ROW] NEQ .DCB [DCB_W_BOTTOM_OF_SCRREG]
1037      1294 5          THEN
1038      1295 5          $SCROLL_UP (..LINE_ADV); ! scroll if w/in scroll region
1039      1296 5          IF .DCB [DCB_W_CURSOR_ROW] LEQ .DCB [DCB_W_BOTTOM_OF_SCRREG]
1040      1297 5          THEN
1041      1298 5          DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_BOTTOM_OF_SCRREG];
1042      1299 5          DCB [DCB_V_FOLC] = 1; ! remember that we used last line
1043      1300 5          END ! scrolling up
1044      1301 3          END; ! upspace action
1045      1302 3
1046      1303 2          END; ! line_adv specified
1047      1304 2
1048      1305 2      !+
1049      1306 2      ! If wrapping was requested and some characters overflowed the line,
1050      1307 2      ! call ourself again with the remainder of the characters.
1051      1308 2      !-
1052      1309 2
1053      1310 2          IF .WRAPPED_CHARS NEQ 0 AND
1054      1311 3          ((NOT NULLPARAMETER (K_ADV_ARG) AND ..LINE_ADV GTR 0) OR
1055      1312 3          NULLPARAMETER (K_ADV_ARG))
1056      1313 2          THEN
1057      1314 3          BEGIN ! overflow chars
1058      1315 4          IF (NOT NULLPARAMETER (K_WRAP_ARG) AND
1059      1316 4          ..WRAP_FLAG NEQ 0)
1060      1317 3          THEN
1061      1318 4          BEGIN ! wrap set - recurse w/overflow
1062      1319 4          LOCAL
1063      1320 4          STR_DESC : BLOCK [8, BYTE],
1064      1321 4          C_SET;
1065      1322 4
1066      1323 4          STR_DESC [DSC$B_CLASS] = DSC$K_CLASS_S;
    
```

```

1067 1324 4 STR_DESC [DSC$B_DTYPE] = DSC$K_DTYPE_T;
1068 1325 4 STR_DESC [DSC$W_LENGTH] = .STR_LEN - .HALF_NO_COLS;
1069 1326 4 STR_DESC [DSC$A_POINTER] = .STR_ADDR + .HALF_NO_COLS;
1070 1327 4
1071 1328 4 C_SET = SMG$C_ASCII;
1072 1329 4 IF NOT NULLPARAMETER( K_CHAR_ARG )
1073 1330 4 THEN
1074 1331 4 C_SET = ..CHAR_SET;
1075 1332 4
1076 1333 4 SMG$PUT_LINE_WIDE (.DISPLAY_ID,
1077 1334 4 STR_DESC,
1078 1335 4 .LINE_ADV,
1079 1336 4 .RENDITION_SET,
1080 1337 4 .RENDITION_COMPLEMENT,
1081 1338 4 .WRAP_FLAG,
1082 1339 4 C_SET);
1083 1340 4
1084 1341 4 DONE = 0;
1085 1342 4 RETURN 1; ! to keep Bliss happy
1086 1343 4 END ! wrap set - recurse w/overflow
1087 1344 4 ELSE
1088 1345 4 BEGIN ! wrap not set - truncation
1089 1346 4 !
1090 1347 4 ! Wrap was not requested but there were overflow characters.
1091 1348 4 ! Put out diamond in last position to show truncation.
1092 1349 4 !
1093 1349 4 IF .DCB [DCB_V_TRUNC_ICON]
1094 1350 4 THEN
1095 1351 4 BEGIN
1096 1352 4 IF NOT .DCB [DCB_V_FULL]
1097 1353 4 THEN
1098 1354 4 DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_CURSOR_ROW] - 1;
1099 1355 4 DCB [DCB_W_CURSOR_COL] = .HALF_NO_COLS;
1100 1356 4
1101 1357 4 SMG$$PUT_TEXT_TO_BUFFER (.DCB,
1102 1358 4 .REND_CODE + ATTR_M_USER_GRAPHIC,
1103 1359 4 1, UPCIT (BYTE (DIAMOND)),
1104 1360 4 SMG$C_ASCII);
1105 1361 4
1106 1362 4 IF NOT .DCB [DCB_V_FULL]
1107 1363 4 THEN
1108 1364 4 DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_CURSOR_ROW] + 1;
1109 1365 4 ! restore for next call
1110 1366 4 DCB [DCB_W_CURSOR_COL] = 1;
1111 1367 4 END;
1112 1368 4
1113 1369 4 DONE = 1;
1114 1370 4 END; ! wrap not set - truncation
1115 1371 4
1116 1372 4 ELSE
1117 1373 4 DONE = 1; ! no wrap chars
1118 1374 4
1119 1375 4 !
1120 1376 4 ! See if this change should be reflected on the screen.
1121 1377 4 ! Even if we call SMG$PUT_LINE_WIDE again, SMG$$CHECK_FOR_OUTPUT_DCB
1122 1378 4 ! should be called only once.
1123 1379 4
1124 1380 4

```

```

: 1124      1381  2      IF .DONE
: 1125      1382  2      THEN
: 1126      1383  2      BEGIN
: 1127      1384  2      LOCAL
: 1128      1385  3      LINE_CHANGED;
: 1129      1386  3      LINE_CHANGED = .DCB [DCB W CURSOR ROW] -
: 1130      1387  4      (IF NOT NUCLPARAMETER (K_ADV_ARG) THEN
: 1131      1388  3      ABS (..LINE_ADV) ELSE 0);
: 1132      1389  4      RETURN (SMG$CHECK_FOR_OUTPUT_DCB (.DCB,
: 1133      1390  4      SMG$C_PUT_LINE,
: 1134      1391  3      .LINE_CHANGED));
: 1135      1392  2      END
: 1136      1393  2      ELSE
: 1137      1394  2      RETURN 1;
: 1138      1395  2      END;
: 1139      1396  1      ! End of routine SMG$PUT_LINE_WIDE

```

60 0048B .BLKB 1  
0048C P.AAA: .BYTE 96

OFFC	00000	.ENTRY	SMG\$PUT_LINE_WIDE, Save R2,R3,R4,R5,R6,R7,-	0983
5E	24 C2 00002	SUBL2	R8,R9,R10,R11	
	7E D4 00005	CLRL	#36, SP	1102
	18 AE D4 00007	CLRL	STR_LEN	
	7E D4 0000A	CLRL	WRAPPED_CHARS	
04 50	14 BC D0 0000C	MOVL	SCROLL_FLAG	1137
	BC 38 A0 D1 00010	CMPL	@DISPLAY_ID, R0	
	06 12 00015	BNEQ	1\$	
	11 44 A0 91 00017	CMPB	56(R0), @DISPLAY_ID	
	08 13 0001B	BEQL	1\$	
50 00000000G	8F D0 0001D 1\$:	MOVL	68(R0), #17	
	04 00024	RET	2\$	
50	56 04 BC D0 00025 2\$:	MOVL	#SMG\$_INVDIS_ID, R0	
6C	02 83 00029	SUBB3	@DISPLAY_ID, DCB	1140
05	50 91 0002D	CMPB	#2, (AP), DIFF	
	08 1B 00030	BLEQU	DIFF, #5	
50 00000000G	8F D0 00032	MOVL	3\$	
	04 00059	RET	#SMG\$_WRONUMARG, R0	
03	6C 91 0003A 3\$:	CMPB	(AP), #3	1142
	12 1F 0003D	BLSSU	4\$	
	0C AC D5 0003F	TSTL	12(AP)	
	0D 13 00042	BEQL	4\$	
	0C BC D5 00044	TSTL	@LINE_ADV	1143
	08 18 00047	BGEQ	4\$	
50 00000000G	8F D0 00049	MOVL	#SMG\$_INVARG, R0	1145
	04 00050	RET		
10 AE	2E A6 9A 00051 4\$:	MOVZBL	46(DCB), REND_CODE	1152
	04 6C 91 00056	CMPB	(AP), #4	
	0A 1F 00059	BLSSU	5\$	
	10 AC D5 0005B	TSTL	16(AP)	
	05 13 0005E	BEQL	5\$	
10 AE	10 BC C8 00060	BISL2	@RENDITION_SET, REND_CODE	

14 AE

00000000G

05		6C	91	00065	5\$:	CMPB	(AP), #5		
		0A	1F	00068		BLSSU	6\$		
		14	AC	D5	0006A	TSTL	20(AP)		
		05	13	0006D		BEQL	6\$		
10	AE	14	BC	CC	0006F	XORL2	@RENDITION_COMPLEMENT, REND_CODE		
50		08	AC	D0	00074	6\$:	MOVL	TEXT, R0	1157
		00000000G	00	16	00078	JSB	LIB\$ANALYZE_SDESC_R2		
0C	AE		50	D0	0007E	MOVL	R0, STATUS		
04	AE		51	D0	00082	MOVL	R1, 4(SP)		
18	AE		52	D0	00086	MOVL	R2, 24(SP)		
		0C	AE	E8	0008A	BLBS	STATUS, 7\$		
		00FB	31	0008E		BRW	17\$		
50		06	A6	3C	00091	7\$:	MOVZWL	6(DCB), R0	1168
			50	D7	00095	DECL	R0		
50			02	C7	00097	DIVL3	#2, R0, HALF_NO_COLS		
			6E	D4	0009C	CLRL	SCROLL_FLAG	1178	
08	AE	34	A6	9E	0009E	MOVAB	52(DCB), 8(SP)		
16		08	BE	E9	000A3	BLBC	@8(SP), 9\$		
4A	A6	28	A6	B1	000A7	CMPW	40(DCB), 74(DCB)		
			05	12	000AC	BNEQ	8\$		
6E			01	D0	000AE	MOVL	#1, SCROLL_FLAG		
			0A	11	000B1	BRB	9\$		
48	A6	28	A6	B1	000B3	8\$:	CMPW	40(DCB), 72(DCB)	
			03	12	000B8	BNEQ	9\$		
6E			02	D0	000BA	MOVL	#2, SCROLL_FLAG		
01			6E	D1	000BD	9\$:	CMPL	SCROLL_FLAG, #1	1180
			45	12	000C0	BNEQ	13\$		
03			6C	91	000C2	CMPB	(AP), #3	1183	
			0F	1F	000C5	BLSSU	10\$		
		0C	AC	D5	000C7	TSTL	12(AP)		
			0A	13	000CA	BEQL	10\$		
		0C	BC	D5	000CC	TSTL	@LINE_ADV	1184	
			05	15	000CF	BLEQ	10\$		
		0C	BC	DD	000D1	PUSHL	@LINE_ADV	1186	
			0C	11	000D4	BRB	12\$		
03			6C	91	000D6	10\$:	CMPB	(AP), #3	1188
			05	1F	000D9	BLSSU	11\$		
		0C	AC	D5	000DB	TSTL	12(AP)		
			27	12	000DE	BNEQ	13\$		
			01	DD	000E0	11\$:	PUSHL	#1	1190
			01	DD	000E2	12\$:	PUSHL	#1	
7E		06	A6	3C	000E4	MOVZWL	6(DCB), -(SP)		
50		4A	A6	3C	000E8	MOVZWL	74(DCB), R0		
51		48	A6	3C	000EC	MOVZWL	72(DCB), R1		
50			51	C2	000F0	SUBL2	R1, R0		
		01	A0	9F	000F3	PUSHAB	1(R0)		
7E		04	A6	3C	000F6	MOVZWL	4(DCB), -(SP)		
7E		48	A6	3C	000FA	MOVZWL	72(DCB), -(SP)		
			56	DD	000FE	PUSHL	DCB		
00000000G	00		07	FB	00100	CALLS	#7, SMG\$\$SCROLL_AREA		
57		28	A6	9E	00107	13\$:	MOVAB	40(DCB), R7	1202
50			67	3C	0010B	MOVZWL	(R7), R0		
			50	D7	0010E	DECL	R0		
51		06	A6	3C	00110	MOVZWL	6(DCB), R1		
50			51	C4	00114	MULL2	R1, R0		
51		2A	A6	3C	00117	MOVZWL	42(DCB), R1		
5B		FF	A140	9E	0011B	MOVAB	-1(R1)[R0], START_INDEX		



			50	10	A6	D0	00120		MOVL	16(DCB), TEXT_BUF	1204
			59	14	A6	D0	00124		MOVL	20(DCB), ATTR_BUF	
			58	18	A6	D0	00128		MOVL	24(DCB), CHAR_BUF	
			5A	06	A6	3C	0012C		MOVZWL	6(DCB), R10	
			5A		51	C2	00130		SUBL2	R1, R10	
					5A	D6	00133		INCL	R10	
5A		20	6E		00	2C	00135		MOVCS	#0, (SP), #32, R10, (START_INDEX)[TEXT_BUF]	
					6B40		0013A				
5A		2E	6E		00	2C	0013C		MOVCS	#0, (SP), 46(DCB), R10, (START_INDEX)-	
					6B49		00142			[ATTR_BUF]	
					58	D5	00144		TSTL	CHAR_BUF	
					08	13	00146		BEQL	14\$	
5A		30	6E		00	2C	00148		MOVCS	#0, (SP), 48(DCB), R10, (START_INDEX)-	
					6B48		0014E			[CHAR_BUF]	
			50		67	3C	00150	14\$:	MOVZWL	(R7), R0	1218
			50	4C	A6	C0	00153		ADDL2	76(DCB), R0	
			60		01	90	00157		MOVB	#1, (R0)	
4C			B6		01	90	0015A		MOVB	#1, @76(DCB)	1219
				1C	AE	9F	0015E		PUSHAB	WRAPPED_CHARS	1227
			07		6C	91	00161		CMPB	(AP), #7	1231
					0A	1F	00164		BLSSU	15\$	
				1C	AC	D5	00166		TSTL	28(AP)	
					05	13	00169		BEQL	15\$	
				1C	BC	DD	0016B		PUSHL	@CHAR_SET	1232
					02	11	0016E		BRB	16\$	
					01	DD	00170	15\$:	PUSHL	#1	1231
				20	AE	DD	00172	16\$:	PUSHL	STR_ADDR	1230
				10	AE	DD	00175		PUSHL	STR_LEN	1229
				20	AE	DD	00178		PUSHL	REND_CODE	1228
					56	DD	0017B		PUSHL	DCB	1227
	00000000G		00		06	FB	0017D		CALLS	#6, SMG\$PUT_TEXT_TO_BUFFER	
	0C		AE		50	D0	00184		MOVL	R0, STATUS	
			05	0C	AE	E8	00188		BLBS	STATUS, 18\$	
			50	0C	AE	D0	0018C	17\$:	MOVL	STATUS, R0	1236
						04	00190		RET		
	2A		A6		01	B0	00191	18\$:	MOVW	#1, 42(DCB)	1244
			03		6C	91	00195		CMPB	(AP), #3	1250
					05	1F	00198		BLSSU	19\$	
				0C	AC	D5	0019A		TSTL	12(AP)	
					65	12	0019D		BNEQ	24\$	
			50		67	3C	0019F	19\$:	MOVZWL	(R7), R0	1253
					50	D6	001A2		INCL	R0	
50		4A	A6		0C	ED	001A4		CMPZV	#0, #16, 74(DCB), R0	
					04	19	001AA		BLSS	20\$	
					67	B6	001AC		INCW	(R7)	1256
					6B	11	001AE		BRB	25\$	
					6E	D4	001B0	20\$:	CLRL	SCROLL_FLAG	1259
			14	08	BE	E9	001B2		BLBC	@8(SP), 22\$	
	4A		A6		67	B1	001B6		CMPW	(R7), 74(DCB)	
					05	12	001BA		BNEQ	21\$	
			6E		01	D0	001BC		MOVL	#1, SCROLL_FLAG	
					09	11	001BF		BRB	22\$	
	48		A6		67	B1	001C1	21\$:	CMPW	(R7), 72(DCB)	
					03	12	001C5		BNEQ	22\$	
			6E		02	D0	001C7		MOVL	#2, SCROLL_FLAG	
			01		6E	D1	001CA	22\$:	CMPL	SCROLL_FLAG, #1	1260
					2D	12	001CD		BNEQ	23\$	

	4A	A6	67	B1	001CF	CMPW	(R7), 74(DCB)	1262
			27	13	001D3	BEQL	23\$	
			01	DD	001D5	PUSHL	#1	1264
			01	DD	001D7	PUSHL	#1	
	7E	06	A6	3C	001D9	MOVZWL	6(DCB), -(SP)	
	50	4A	A6	3C	001DD	MOVZWL	74(DCB), R0	
	51	48	A6	3C	001E1	MOVZWL	72(DCB), R1	
	50		51	C2	001E5	SUBL2	R1, R0	
		01	A0	9F	001E8	PUSHAB	1(R0)	
	7E	04	A6	3C	001EB	MOVZWL	4(DCB), -(SP)	
	7E	48	A6	3C	001EF	MOVZWL	72(DCB), -(SP)	
			56	DD	001F3	PUSHL	DCB	
00000000G	00		07	FB	001F5	CALLS	#7, SMG\$\$\$SCROLL_AREA	
4A	A6		67	B1	001FC	CMPW	(R7), 74(DCB)	1265
			6D	1B	00200	BLEQU	30\$	
			6F	11	00202	BRB	31\$	1268
	50	0C	BC	D0	00204	MOVL	@LINE_ADV, R0	1279
			6D	15	00208	BLEQ	32\$	
	51		67	3C	0020A	MOVZWL	(R7), R1	1282
	51		50	C0	0020D	ADDL2	R0, R1	
51	4A	A6	10	00	ED	00210	CMPZV	#0, #16, 74(DCB), R1
			05	19	00216	BLSS	26\$	1283
	67		50	A0	00218	ADDW2	R0, (R7)	1287
			5A	11	0021B	BRB	32\$	1286
			6E	D4	0021D	CLRL	SCROLL_FLAG	1290
	14	08	BE	E9	0021F	BLBC	@8(SP), 28\$	
4A	A6		67	B1	00223	CMPW	(R7), 74(DCB)	
			05	12	00227	BNEQ	27\$	
	6E		01	D0	00229	MOVL	#1, SCROLL_FLAG	
			09	11	0022C	BRB	28\$	
48	A6		67	B1	0022E	CMPW	(R7), 72(DCB)	27\$:
			03	12	00232	BNEQ	28\$	
	6E		02	D0	00234	MOVL	#2, SCROLL_FLAG	
	01		6E	D1	00237	CMPL	SCROLL_FLAG, #1	28\$:
			2D	12	0023A	BNEQ	29\$	
4A	A6		67	B1	0023C	CMPW	(R7), 74(DCB)	1293
			27	13	00240	BEQL	29\$	
			50	DD	00242	PUSHL	R0	1295
			01	DD	00244	PUSHL	#1	
	7E	06	A6	3C	00246	MOVZWL	6(DCB), -(SP)	
	50	4A	A6	3C	0024A	MOVZWL	74(DCB), R0	
	51	48	A6	3C	0024E	MOVZWL	72(DCB), R1	
	50		51	C2	00252	SUBL2	R1, R0	
		01	A0	9F	00255	PUSHAB	1(R0)	
	7E	04	A6	3C	00258	MOVZWL	4(DCB), -(SP)	
	7E	48	A6	3C	0025C	MOVZWL	72(DCB), -(SP)	
			56	DD	00260	PUSHL	DCB	
00000000G	00		07	FB	00262	CALLS	#7, SMG\$\$\$SCROLL_AREA	
4A	A6		67	B1	00269	CMPW	(R7), 74(DCB)	29\$:
			04	1A	0026D	BGTRU	31\$	
	67	4A	A6	B0	0026F	MOVW	74(DCB), (R7)	30\$:
	08		01	88	00273	BISB2	#1, @8(SP)	31\$:
		1C	AE	D5	00277	TSTL	WRAPPED_CHARS	32\$:
			03	12	0027A	BNEQ	34\$	
			009F	31	0027C	BRW	41\$	33\$:
			6C	91	0027F	CMPB	(AP), #3	34\$:
	03		0A	1F	00282	BLSSU	35\$	1311

				0C	AC	D5	00284		TSTL	12(AP)		
					05	13	00287		BEQL	35\$		
				0C	BC	D5	00289		TSTL	@LINE_ADV		
					0A	14	0028C		BGTR	36\$		
					6C	91	0028E	35\$:	CMPB	(AP), #3		1312
					05	1F	00291		BLSSU	36\$		
				0C	AC	D5	00293		TSTL	12(AP)		
					E4	12	00296		BNEQ	33\$		
					6C	91	00298	36\$:	CMPB	(AP), #6		1315
					4B	1F	0029B		BLSSU	38\$		
				18	AC	D5	0029D		TSTL	24(AP)		
					46	13	002A0		BEQL	38\$		
				18	BC	D5	002A2		TSTL	@WRAP_FLAG		1316
					41	13	002A5		BEQL	38\$		
					8F	B0	002A7		MOVW	#270, STR_DESC+2		1324
24	AE	26	AE	010E	14	AE	A3	002AD	SUBW3	HALF_NO_COLS, STR_LEN, STR_DESC		1325
28	AE	18	AE		14	AE	C1	002B4	ADDL3	HALF_NO_COLS, STR_ADDR, STR_DESC+4		1326
		20	AE		01	D0	002BB		MOVL	#1, C_SET		1328
			07		6C	91	002BF		CMPB	(AP), #7		1329
					0A	1F	002C2		BLSSU	37\$		
				1C	AC	D5	002C4		TSTL	28(AP)		
					05	13	002C7		BEQL	37\$		
		20	AE	1C	BC	D0	002C9		MOVL	@CHAR_SET, C_SET		1331
					20	AE	9F	002CE	37\$:	PUSHAB	C SET	1333
		7E			14	AC	7D	002D1	MOVQ	RENDITION_COMPLEMENT, -(SP)		1337
		7E			0C	AC	7D	002D5	MOVQ	LINE_ADV, -(SP)		1335
					38	AE	9F	002D9	PUSHAB	STR_DESC		1333
					04	AC	DD	002DC	PUSHL	DISPLAY_ID		
		FD1C	CF		07	FB	002DF		CALLS	#7, SMG\$PUT_LINE_WIDE		
					52	D4	002E4		CLRL	DONE		1340
					68	11	002E6		BRB	44\$		1341
		31	2F	A6	01	E1	002F8	38\$:	BBC	#1, 47(DCB), 41\$		1349
				02	08	BE	E8	002ED	BLBS	@8(SP), 39\$		1352
					67	B7	002F1		DECW	(R7)		1354
			2A	A6	14	AE	B0	002F3	39\$:	MOVW	HALF_NO_COLS, 42(DCB)	1355
					01	DD	002F8		PUSHL	#1		1357
				FD01	CF	9F	002FA		PUSHAB	P.AAA		1359
					01	DD	002FE		PUSHL	#1		1357
50		1C	AE	00000040	8F	C1	00300		ADDL3	#64, REND_CODE, R0		1358
					50	DD	00309		PUSHL	R0		
					56	DD	0030B		PUSHL	DCB		1357
		00000000G	00		05	FB	0030D		CALLS	#5, SMG\$PUT_TEXT_TO_BUFFER		
			02	08	BE	E8	00314		BLBS	@8(SP), 40\$		1362
					67	B6	00318		INCW	(R7)		1364
			2A	A6	01	B0	0031A	40\$:	MOVW	#1, 42(DCB)		1366
					01	D0	0031E	41\$:	MOVL	#1, DONE		1373
					52	E9	00321		BLBC	DONE, 44\$		1381
					03				CMPB	(AP), #3		1387
					10	1F	00327		BLSSU	42\$		
					0C	AC	D5	00329	TSTL	12(AP)		
					0B	13	0032C		BEQL	42\$		
			50	0C	BC	D0	0032E		MOVL	@LINE_ADV, R0		1388
					07	18	00332		BGEQ	43\$		
			50		50	CE	00334		MNEGL	R0, R0		
					02	11	00337		BRB	43\$		
					50	D4	00339	42\$:	CLRL	R0		1387
			51		67	3C	0033B	43\$:	MOVZWL	(R7), R1		

50	51	50	C3 0033E	SUBL3	R0, R1, LINE_CHANGED	:
		50	DD 00342	PUSHL	LINE_CHANGED	: 1391
		12	DD 00344	PUSHL	#18	: 1389
		56	DD 00346	PUSHL	DCB	:
00000000G	00	03	FB 00348	CALLS	#3, SMG\$\$CHECK_FOR_OUTPUT_DCB	:
			04 0034F	RET		: 1394
	50	01	D0 00350 44\$:	MOVL	#1, R0	:
		04	00353	RET		: 1396

; Routine Size: 852 bytes, Routine Base: \_SMG\$CODE + 048D

; 1140 1397 1 !<BLF/PAGE>

```

: 1142      1398  1 END
: 1143      1399  1
: 1144      1400  0 ELUDOM
  
```

! End of module SMG\$DISPLAY\_DHDW

PSECT SUMMARY

```

Name          Bytes          Attributes
_SMG$CODE     2017 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	16	0	581	00:01.0
_\$255\$DUA28:[SMGRTL.OBJ]RTLLIB.L32;1	36	0	0	8	00:00.1
_\$255\$DUA28:[SMGRTL.OBJ]SMGLIB.L32;1	469	30	6	38	00:00.3

COMMAND QUALIFIERS

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

```

: Size:          2015 code + 2 data bytes
: Run Time:      00:45.6
: Elapsed Time: 02:08.8
: Lines/CPU Min: 1841
: Lexemes/CPU-Min: 17479
: Memory Used:  339 pages
: Compilation Complete
  
```

Grid of technical diagrams and code snippets.

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Diagram 21	Diagram 22	Diagram 23	Diagram 24	Diagram 25	Diagram 26	Diagram 27	Diagram 28	Diagram 29	Diagram 30	Diagram 31	Diagram 32	Diagram 33	Diagram 34	Diagram 35	Diagram 36	Diagram 37	Diagram 38	Diagram 39	Diagram 40
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SMGDISRW  
LIS

SMGDISLN  
LIS

SMGDISNP  
LIS

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