

```

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
SSS             MMM      MMM      GGG          RRR          RRR          TTT          LLL
SSSSSSSSSSS    MMM      MMM      GGG          RRRRRRRRRRR  TTT          LLL
SSSSSSSSSSS    MMM      MMM      GGG          RRRRRRRRRRR  TTT          LLL
SSSSSSSSSSS    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
SSSSSSSSSSSSS  MMM      MMM      GGGGGGGGG  RRR          RRR          TTT          LLLLLLLLLLLLLLLLL
SSSSSSSSSSSSS  MMM      MMM      GGGGGGGGG  RRR          RRR          TTT          LLLLLLLLLLLLLLLLL
SSSSSSSSSSSSS  MMM      MMM      GGGGGGGGG  RRR          RRR          TTT          LLLLLLLLLLLLLLLLL

```

Val

```

---
001
001
001
001
001
001
001
001
7FF
7FF
7FF
7FF
7FF
7FF
7FF
7FF

```

```

SSSSSSSS MM MM GGGGGGGG DDDDDDDD IIIIII SSSSSSSS DDDDDDDD RRRRRRRR WW WW
SSSSSSSS MM MM GGGGGGGG DDDDDDDD IIIIII SSSSSSSS DDDDDDDD RRRRRRRR WW WW
SS MM MM GG DD DD II SS DD DD RR RR WW WW
SS MM MM GG DD DD II SS DD DD RR RR WW WW
SS MM MM GG DD DD II SS DD DD RR RR WW WW
SSSSSS MM MM GG GGGGGG DD DD II SS DD DD RRRRRRRR WW WW
SSSSSS MM MM GG GGGGGG DD DD II SS DD DD RRRRRRRR WW WW
SS MM MM GG GGGGGG DD DD II SS DD DD RR RR WW WW
SS MM MM GG GGGGGG DD DD II SS DD DD RR RR WW WW
SS MM MM GG GGGGGG DD DD II SS DD DD RR RR WW WW
SSSSSSSS MM MM GGGGGG DDDDDDDD IIIIII SSSSSSSS DDDDDDDD RRRRRRRR WW WW
SSSSSSSS MM MM GGGGGG DDDDDDDD IIIIII SSSSSSSS DDDDDDDD RRRRRRRR WW WW

```

```

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 IIIIII SSSSSSSS
LLLLLLLLLLLL IIIIII SSSSSSSS
LLLLLLLLLLLL IIIIII SSSSSSSS

```

```

1 0001 0 MODULE SMG$DISPLAY_DRAW ( %TITLE 'Display line drawing'
2 0002 0 IDENT = '1-004' ! File: SMGDISDRW.B32 Edit: PLL1004
3 0003 0 ) =
4 0004 1 BEGIN
5 0005 1
6 0006 1 *****
7 0007 1 *
8 0008 1 * COPYRIGHT (c) 1984 BY
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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 that draw lines in a virtual display
36 0036 1 using the line drawing character set.
37 0037 1
38 0038 1 ENVIRONMENT: User mode - AST reentrant
39 0039 1
40 0040 1 AUTHOR: P. Levesque, CREATION DATE: 21-Sep-1983
41 0041 1
42 0042 1 MODIFIED BY:
43 0043 1
44 0044 1 1-001 - Original. PLL 21-Sep-1983
45 0045 1 1-002 - Fix to $INSERT_LINE_CHAR to set proper rendition when ORing
46 0046 1 line drawing characters. PLL 13-Apr-1984
47 0047 1 1-003 - Fix bug preventing drawing of one character lines. STAN 3-Jun-1984.
48 0048 1 1-004 - Don't pass SMG$C_PUT_CHARS as the function code to check for output db
49 0049 1 - this makes output believe the change is confined to 1 line. PLL 8-Sep-1984
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$DRAW_LINE,
70 0330 1     SMG$DRAW_RECTANGLE;
71 0331 1
72 0332 1
73 0333 1 INCLUDE FILES:
74 0334 1
75 0335 1
76 0336 1
77 0337 1
78 0338 1 MACROS:
79 0339 1
80 0340 1
81 0341 1 + The following macro inserts a line drawing character into the text
82 0342 1 buffer and checks to see if the previous character was a line drawing
83 0343 1 character. If it was, it ORs in the new character so that intersecting
84 0344 1 lines will appear correctly on the screen. Notice that although border
85 0345 1 elements are line drawing characters, we ignore those here - we only want
86 0346 1 proper intersections with other lines the user drew.
87 0347 1
88 0348 1 MACRO
89 0349 1     $INSERT_LINE_CHAR (CHAR) =
90 0350 1     BEGIN
91 0351 1     IF .(ATTR_BUF [.POS])<ATTR_V_USER_GRAPHIC, 1>
92 0352 1     THEN
93 0353 1     BEGIN
94 0354 1     TEXT_BUF [.POS] = .TEXT_BUF [.POS] OR CHAR;
95 0355 1     ATTR_BUF [.POS] = .ATTR_BUF [.POS] AND
96 0356 1     (NOT (SMG$M_BLINK+SMG$M_BOLD+SMG$M_REVERSE+SMG$M_UNDERLINE))
97 0357 1     OR .REND_CODE;
98 0358 1     END
99 0359 1     ELSE
100 0360 1     BEGIN
101 0361 1     TEXT_BUF [.POS] = CHAR;
102 0362 1     ATTR_BUF [.POS] = ATTR_M_USER_GRAPHIC OR .REND_CODE;
103 0363 1     END;
104 0364 1     END%;
105 0365 1
106 0366 1 +
107 0367 1 + This macro resets a line to single wide/high. The line must be
108 0368 1 + blanked first.

```

```

109      0369  1  !-
110      0370  1  MACRO
111      M 0371  1  $RESET_LINE (LINE_NO) =
112      M 0372  1  BEGIN . reset/blank line
113      M 0373  1  LOCAL
114      M 0374  1  START_INDEX;
115      M 0375  1  START_INDEX = $SMG$LINEAR (LINE_NO, .DCB [DCB_W COL START]);
116      M 0376  1  $SMG$BLANK_FILL_DCB (.DCB [DCB_W COLS], .START_INDEX);
117      M 0377  1  LINE_CHAR [LINE_NO] = ' ',
118      0378  1  END%; ! reset/blank line
119      0379  1
120      0380  1
121      0381  1  EQUATED SYMBOLS:
122      0382  1
123      0383  1  NONE
124      0384  1
125      0385  1  FIELDS:
126      0386  1
127      0387  1  NONE
128      0388  1
129      0389  1  PSECTS:
130      0390  1
131      0391  1
132      0392  1
133      0393  1  OWN STORAGE:
134      0394  1
135      0395  1  NONE
136      0396  1
137      0397  1  EXTERNAL REFERENCES:
138      0398  1
139      0399  1
140      0400  1  EXTERNAL ROUTINE
141      0401  1  SMG$$CHECK_FOR_OUTPUT_DCB; ! check if time to repaint display
142      0402  1
143      0403  1  EXTERNAL LITERAL
144      0404  1  SMG$_INVDIS_ID, ! Invalid display id
145      0405  1  SMG$_INVARG, ! Invalid argument
146      0406  1  SMG$_INVCOL, ! Invalid column number
147      0407  1  SMG$_INVROW, ! Invalid row number
148      0408  1  SMG$_DIALINNOT, ! Diagonal line not allowed
149      0409  1  SMG$_WRONUMARG; ! Wrong number of arguments

```

```

151 0410 1 %SBTTL 'SMG$DRAW_LINE - Draw a line in a virtual display'
152 0411 1 GLOBAL ROUTINE SMG$DRAW_LINE (
153 0412 1
154 0413 1 DISPLAY ID,
155 0414 1 START_ROW,
156 0415 1 START_COL,
157 0416 1 END_ROW,
158 0417 1 END_COL,
159 0418 1 RENDITION_SET,
160 0419 1 RENDITION_COMPLEMENT
161 0420 1 ) =
162 0421 1 ++
163 0422 1 FUNCTIONAL DESCRIPTION:
164 0423 1
165 0424 1 This routine draws a line from START_ROW, START_COL to END_ROW, END_COL.
166 0425 1 Device independent codes are moved to the display text and
167 0426 1 attributes buffers - output later figures out what characters
168 0427 1 to use based on the type of terminal.
169 0428 1
170 0429 1 The internal cursor position is not changed.
171 0430 1
172 0431 1 CALLING SEQUENCE:
173 0432 1
174 0433 1 ret_status.wlc.v = SMG$DRAW_LINE (DISPLAY_ID.rl.r,
175 0434 1 START_ROW.rl.r, START_COL.rl.r,
176 0435 1 END_ROW.rl.r, END_COL.rl.r
177 0436 1 [,RENDITION_SET.r[r]
178 0437 1 [,RENDITION_COMPLEMENT.rl.r])
179 0438 1
180 0439 1 FORMAL PARAMETERS:
181 0440 1
182 0441 1 DISPLAY_ID.rl.r Display id of virtual display
183 0442 1
184 0443 1 START_ROW.rl.r Address of row number at which
185 0444 1 to start line.
186 0445 1
187 0446 1 START_COL.rl.r Address of column number at which
188 0447 1 to start line.
189 0448 1
190 0449 1 END_ROW.rl.r Address of row number at which
191 0450 1 to end line.
192 0451 1
193 0452 1 END_COL.rl.r Address of column number at which
194 0453 1 to end line.
195 0454 1
196 0455 1 RENDITION_SET.rl.r Optional. Each 1 bit in this parameter
197 0456 1 causes the corresponding attribute to be
198 0457 1 set in the display. (See below for list
199 0458 1 of settable attributes.)
200 0459 1
201 0460 1 RENDITION_COMPLEMENT.rl.r Optional. Each 1 bit attribute in this
202 0461 1 parameter causes the corresponding attribute
203 0462 1 to be complemented in the display. (See
204 0463 1 below for list of complementable attributes.)
205 0464 1
206 0465 1 If the same bit is specified in both the RENDITION SET parameter
207 0466 1 and in the RENDITION_COMPLEMENT parameter, the application is

```

```

208 0467 1 1 RENDITION_SET followed by RENDITION complement. Using these two
209 0468 1 1 parameters together the caller can exercise arbitrary and
210 0469 1 1 independent control over each attribute on a single call. On an
211 0470 1 1 attribute by attribute basis he can cause the following
212 0471 1 1 transformations:
213 0472 1 1
214 0473 1 1 SET COMPLEMENT Action
215 0474 1 1 ---
216 0475 1 1 0 0----- Attribute unchanged.
217 0476 1 1 1 0 Attribute set to "on"
218 0477 1 1 0 1 Attribute set to complement of
219 0478 1 1 current setting.
220 0479 1 1 1 1 Attribute set to "off".
221 0480 1 1
222 0481 1 1
223 0482 1 1 Attributes which can be manipulated in this manner are:
224 0483 1 1
225 0484 1 1 SMG$M_BLINK displays characters blinking.
226 0485 1 1 SMG$M_BOLD displays characters in higher-than-normal
227 0486 1 1 intensity.
228 0487 1 1 SMG$M_REVERSE displays characters in reverse video -- that is,
229 0488 1 1 using the opposite default rendition of the
230 0489 1 1 virtual display.
231 0490 1 1 SMG$M_UNDERLINE displays characters underlined.
232 0491 1 1
233 0492 1 1
234 0493 1 1 IMPLICIT INPUTS:
235 0494 1 1
236 0495 1 1 NONE
237 0496 1 1
238 0497 1 1 IMPLICIT OUTPUTS:
239 0498 1 1
240 0499 1 1 NONE
241 0500 1 1
242 0501 1 1 COMPLETION STATUS:
243 0502 1 1
244 0503 1 1 SSS NORMAL Normal successful completion
245 0504 1 1 SMG$_INVCOL Invalid column number
246 0505 1 1 SMG$_INVROW Invalid row number
247 0506 1 1 SMG$_DIALINNOT Diagonal line not allowed
248 0507 1 1 SMG$_WRONUMARG Wrong number of arguments
249 0508 1 1
250 0509 1 1 SIDE EFFECTS:
251 0510 1 1
252 0511 1 1 NONE
253 0512 1 1
254 0513 1 1 --
255 0514 1 1
256 0515 2 2 BEGIN
257 0516 2 2
258 0517 2 2 LOCAL
259 0518 2 2 WORK_S_ROW, : local temporaries
260 0519 2 2 WORK_S_COL, :
261 0520 2 2 WORK_E_ROW, :
262 0521 2 2 WORK_E_COL, :
263 0522 2 2 TEXT_BUF : REF VECTOR [,BYTE], : ptr to dcb text buffer
264 0523 2 2 ATTR_BUF : REF VECTOR [,BYTE], : ptr to dcb attr buffer

```

```

265 0524 2 DIR : INITIAL (0), ! direction of line
266 0525 2 REND_CODE, ! rendition code to use
267 0526 2 DCB : REF BLOCK [,BYTE]; ! addr of display control block
268 0527 2
269 0528 2 LITERAL
270 0529 2 K_SET_ARG = 6, ! arg number of rend set
271 0530 2 K_COMP_ARG = 7, ! arg number of rend complement
272 0531 2 K_HORIZ = 1; ! line is horizontal
273 0532 2
274 0533 2
275 0534 2 $SMG$GET_DCB (.DISPLAY_ID, DCB); ! get addr of virtual display
276 0535 2 ! control block
277 0536 2 TEXT_BUF = .DCB [DCB_A_TEXT_BUF];
278 0537 2 ATTR_BUF = .DCB [DCB_A_ATTR_BUF];
279 0538 2
280 0539 2 !+
281 0540 2 ! Validate arguments passed. Check for optionals.
282 0541 2 !-
283 0542 2
284 0543 2 $SMG$VALIDATE_ARGCOUNT (5, 7);
285 0544 2
286 0545 2 $SMG$VALIDATE_ROW_COL (..START_ROW, ..START_COL);
287 0546 2
288 0547 2 $SMG$VALIDATE_ROW_COL (..END_ROW, ..END_COL);
289 0548 2
290 0549 2 $SMG$SET_REND_CODE (K_SET_ARG, K_COMP_ARG);
291 0550 2 ! macro to use caller's args if present
292 0551 2
293 0552 2 !+
294 0553 2 ! Use local temporary storage for start and end points. We don't know
295 0554 2 ! the order in which the points will be passed, but our code assumes
296 0555 2 ! left to right order for horizontal lines, and up to down order for vertical
297 0556 2 ! lines.
298 0557 2 !-
299 0558 2
300 0559 2 IF ..START_ROW EQL ..END_ROW
301 0560 2 THEN
302 0561 2 DIR = K_HORIZ
303 0562 2 ELSE
304 0563 2 IF ..START_COL NEQ ..END_COL
305 0564 2 THEN
306 0565 2 RETURN (SMG$_DIALINNOT);
307 0566 2
308 0567 2 IF .DIR EQL K_HORIZ
309 0568 2 THEN
310 0569 2 BEGIN
311 0570 2 IF ..START_COL LSS ..END_COL
312 0571 2 THEN
313 0572 2 BEGIN
314 0573 2 WORK_S_COL = ..START_COL;
315 0574 2 WORK_S_ROW = ..START_ROW;
316 0575 2 WORK_E_COL = ..END_COL;
317 0576 2 WORK_E_ROW = ..END_ROW;
318 0577 2 END
319 0578 2 ELSE
320 0579 2 BEGIN
321 0580 2 WORK_S_COL = ..END_COL;

```



```

322 0581 4      WORK_S_ROW = ..END_ROW;
323 0582 4      WORK_E_COL = ..START_COL;
324 0583 4      WORK_E_ROW = ..START_ROW;
325 0584 3      END;
326 0585 3      END
327 0586 2      ELSE ! vertical line
328 0587 2      IF ..START_ROW LSS ..END_ROW
329 0588 2      THEN
330 0589 3      BEGIN
331 0590 3      WORK_S_COL = ..START_COL;
332 0591 3      WORK_S_ROW = ..START_ROW;
333 0592 3      WORK_E_COL = ..END_COL;
334 0593 3      WORK_E_ROW = ..END_ROW;
335 0594 3      END
336 0595 2      ELSE
337 0596 3      BEGIN
338 0597 3      WORK_S_COL = ..END_COL;
339 0598 3      WORK_S_ROW = ..END_ROW;
340 0599 3      WORK_E_COL = ..START_COL;
341 0600 3      WORK_E_ROW = ..START_ROW;
342 0601 2      END;
343 0602 2
344 0603 2
345 0604 2 !+
346 0605 2 ! Reset the line characteristics vector in case there was previously
347 0606 2 ! some double high or double wide text.
348 0607 2
349 0608 2 ! We may be dealing with a vertical or horizontal line. A vertical line
350 0609 2 ! will require re-setting multiple entries in the vector.
351 0610 2
352 0611 3      BEGIN
353 0612 3      BIND
354 0613 3      LINE_CHAR = .DCB [DCB_A_LINE_CHAR];
355 0614 3      MAP
356 0615 3      LINE_CHAR : VECTOR [,BYTE];
357 0616 3
358 0617 3      IF .DIR EQL K_HORIZ ! horiz line - reset 1 ele of vector
359 0618 3      THEN
360 0619 4      BEGIN
361 0620 4      IF .LINE_CHAR [.WORK_S_ROW] NEQ 0
362 0621 4      THEN
363 0622 4      $RESET_LINE (.WORK_S_ROW);
364 0623 4      END
365 0624 3      ELSE
366 0625 4      BEGIN ! vert line - reset multi elements
367 0626 4      INCR ROW FROM .WORK_S_ROW TO .WORK_E_ROW DO
368 0627 5      BEGIN
369 0628 5      IF .LINE_CHAR [.ROW] NEQ 0
370 0629 5      THEN
371 0630 5      $RESET_LINE (.ROW);
372 0631 4      END;
373 0632 3      END;
374 0633 3
375 0634 2      END;
376 0635 2
377 0636 2 !+
378 0637 2 ! Insert the generic text byte for line drawing into the text buffer.

```

```

379 0638 2 | (Notice that there are different representations for horizontal, vertical,
380 0639 2 | corners, etc.) Set a bit in the attribute byte so the output routines
381 0640 2 | will re-interpret the generic text into the device specific character.
382 0641 2 |
383 0642 2 | We move one character at a time since it may be necessary to OR elements
384 0643 2 | (see description of macro above).
385 0644 2 |
386 0645 2 |
387 0646 2 | BEGIN
388 0647 3 | LOCAL
389 0648 3 |     POS,                ! linear index into text buffer
390 0649 3 |     LENGTH;            ! calc length of line
391 0650 3 |
392 0651 3 | POS = $SMG$LINEAR (.WORK_S_ROW, .WORK_S_COL);
393 0652 3 |
394 0653 3 | IF .DIR EQL K_HORIZ    ! horizontal line
395 0654 3 | THEN
396 0655 4 |     BEGIN
397 0656 4 |     LENGTH = .WORK_E_COL - .WORK_S_COL + 1;
398 0657 4 |
399 0658 4 |     $INSERT_LINE_CHAR (BORD_M_RIGHT);
400 0659 4 |     POS = .POS + 1;
401 0660 4 |
402 0661 4 |     INCR NUM CHAR FROM 2 TO (.LENGTH - 1) DO
403 0662 5 |     BEGIN
404 0663 5 |     $INSERT_LINE_CHAR (BORD_M_HORIZ);
405 0664 5 |     POS = .POS + 1;
406 0665 4 |     END;
407 0666 4 |
408 0667 4 |     IF .LENGTH GTR 1
409 0668 4 |     THEN
410 0669 4 |     $INSERT_LINE_CHAR (BORD_M_LEFT);
411 0670 4 |
412 0671 4 |     END
413 0672 3 | ELSE
414 0673 4 |     BEGIN                ! vertical line
415 0674 4 |     LENGTH = .WORK_E_ROW - .WORK_S_ROW + 1;
416 0675 4 |
417 0676 4 |     $INSERT_LINE_CHAR (BORD_M_DOWN);
418 0677 4 |     POS = .POS + .DCB [DCB_W_NO_COLS];
419 0678 4 |
420 0679 4 |     INCR ROW FROM 2 TO (.LENGTH - 1) DO
421 0680 5 |     BEGIN
422 0681 5 |     $INSERT_LINE_CHAR (BORD_M_VERT);
423 0682 5 |     POS = .POS + .DCB [DCB_W_NO_COLS];
424 0683 4 |     END;
425 0684 4 |
426 0685 4 |     IF .LENGTH GTR 1
427 0686 4 |     THEN
428 0687 4 |     $INSERT_LINE_CHAR (BORD_M_UP);
429 0688 4 |
430 0689 3 |     END;
431 0690 3 |
432 0691 2 | END;
433 0692 2 |
434 0693 2 | !+
435 0694 2 | ! See if this change should be reflected on the screen immediately.

```

```

: 436 0695 2 :-
: 437 0696 2
: 438 0697 3
: 439 0698 3
: 440 0699 2
: 441 0700 2
: 442 0701 2
: 443 0702 1

```

```

RETURN (SMG$$CHECK_FOR_OUTPUT_DCB (.DCB,
0,
.WORK_S_ROW));

```

```

END; ! End of routine SMG$DRAW_LINE

```

```

.TITLE SMG$DISPLAY_DRAW Display line drawing
.IDENT \1-004\

```

```

.EXTRN SMG$$CHECK_FOR_OUTPUT_DCB
.EXTRN SMG$_INVDIS_ID, SMG$_INVARG
.EXTRN SMG$_INVCOL, SMG$_INVROW
.EXTRN SMG$_DIALINNOT, SMG$_WRONUMARG

```

```

.PSECT _SMG$CODE, NOWRT, SHR, PIC, 2

```

OFFC 00000

```

.ENTRY SMG$DRAW_LINE, Save R2,R3,R4,R5,R6,R7,R8,- : 0411
R9,R10,RT1

```

```

          5E          20 C2 00002  SUBL2 #32, SP
          54 D4 00005  CLRL DIR
04 50 04 BC D0 00007  MOVL @DISPLAY_ID, R0 : 0515
          38 A0 D1 0000B  CMPL 56(R0), @DISPLAY_ID : 0534
          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
          5B 04 BC D0 00020 2$: MOVL @DISPLAY_ID, DCB
04 AE 10 AB D0 00024  MOVL 16(DCB), TEXT_BUF : 0536
          5A 14 AB D0 00029  MOVL 20(DCB), ATTR_BUF : 0537
          6C 50 05 83 0002D  SUBB3 #5, (AP), DIFF : 0543
          02 50 91 00031  CMPB DIFF, #2
          08 1B 00034  BLEQU 3$
          50 00000000G 8F D0 00036  MOVL #SMG$_WRONUMARG, R0
          04 0003D  RET
          53 08 BC D0 0003E 3$: MOVL @START_ROW, R3 : 0545
          08 15 00042  BLEQ 4$
          53 02 AB 10 00 ED 00044  CMPZV #0, #16, 2(DCB), R3
          08 18 0004A  BGEQ 5$
          50 00000000G 8F D0 0004C 4$: MOVL #SMG$_INVROW, R0
          04 00053  RET
          52 0C BC D0 00054 5$: MOVL @START_COL, R2
          08 15 00058  BLEQ 6$
          52 06 AB 10 00 ED 0005A  CMPZV #0, #16, 6(DCB), R2
          08 18 00060  BGEQ 7$
          50 00000000G 8F D0 00062 6$: MOVL #SMG$_INVCOL, R0
          04 00069  RET
          51 10 BC D0 0006A 7$: MOVL @END_ROW, R1 : 0547
          08 15 0006E  BLEQ 8$
          51 02 AB 10 00 ED 00070  CMPZV #0, #16, 2(DCB), R1
          08 18 00076  BGEQ 9$
          50 00000000G 8F D0 00078 8$: MOVL #SMG$_INVROW, R0
          04 0007F  RET

```

			50	14	BC	D0	00080	9\$:	MOVL	@END_COL, R0			
					08	15	00084		BLEQ	10\$			
50	06	AB	10		00	ED	00086		CMPZV	#0, #16, 6(DCB), R0			
					08	18	0008C		BGEQ	11\$			
			50	00000000G	8F	D0	0008E	10\$:	MOVL	#SMG\$_INVCOL, R0			
						04	00095		RET				
10	AE		2E	AB	9A	00096	11\$:	MOVZBL	46(DCB), REND_CODE		0549		
	06				6C	91	0009B		CMPB	(AP), #6			
					0A	1F	0009E		BLSSU	12\$			
					18	AC	D5	000A0	TSTL	24(AP)			
					05	13	000A3		BEQL	12\$			
10	AE		18	BC	C8	000A5		BISL2	@RENDITION_SET, REND_CODE				
	07				6C	91	000AA	12\$:	CMPB	(AP), #7			
					0A	1F	000AD		BLSSU	13\$			
					1C	AC	D5	000AF	TSTL	28(AP)			
					05	13	000B2		BEQL	13\$			
10	AE		1C	BC	CC	000B4		XORL2	@RENDITION_COMPLEMENT, REND_CODE				
	51				53	D1	000B9	13\$:	CPL	R3, R1	0559		
					05	12	000BC		BNEQ	14\$			
			54		01	D0	000BE		MOVL	#1, DIR	0561		
					0D	11	000C1		BRB	15\$			
			50		52	D1	000C3	14\$:	CPL	R2, R0	0563		
					08	13	000C6		BEQL	15\$			
			50	00000000G	8F	D0	000C8		MOVL	#SMG\$_DIALINNOT, R0	0565		
						04	000CF		RET				
					1C	AE	D4	000D0	15\$:	CLRL	28(SP)	0567	
			01		54	D1	000D3		CPL	DIR, #1			
					08	12	000D6		BNEQ	16\$			
					1C	AE	D6	000D8		INCL	28(SP)		
			50		52	D1	000DB		CPL	R2, R0	0570		
					03	11	000DE		BRB	17\$			
			51		53	D1	000E0	16\$:	CPL	R3, R1	0587		
					0F	18	000E3	17\$:	BGEQ	18\$			
14	AE		52	D0	000E5			MOVL	R2, WORK_S_COL	0590			
	57				53	D0	000E9		MOVL	R3, WORK_S_ROW	0591		
			59	D0	000EC			MOVL	R0, WORK_E_COL	0592			
			58	D0	000EF			MOVL	R1, WORK_E_ROW	0593			
					0D	11	000F2		BRB	19\$	0587		
14	AE		50	D0	000F4	18\$:		MOVL	R0, WORK_S_COL	0597			
	57				51	D0	000F8		MOVL	R1, WORK_S_ROW	0598		
			59	D0	000FB			MOVL	R2, WORK_E_COL	0599			
			58	D0	000FE			MOVL	R3, WORK_E_ROW	0600			
					53	D0	000FE		BRB		0620		
			54		1C	AE	E9	00101	19\$:	BLBC	28(SP), 22\$		
					4C	BB47	95	00105	TSTB	@76(DCB)[WORK_S_ROW]			
						4C	13	00109	BEQL	21\$			
			56		FF	A7	9E	0010B	MOVAB	-1(R7), R6	0620		
			50		06	AB	3C	0010F	MOVZWL	6(DCB), R0			
			56			50	C4	00113	MULL2	R0, R6			
			50		04	AB	3C	00116	MOVZWL	4(DCB), R0			
18	AE		FF	A046	9E	0011A		MOVAB	-1(R0)[R6], START_INDEX				
			50		10	AB	D0	00120	MOVL	16(DCB), TEXT_BUF			
			56		14	AB	D0	00124	MOVL	20(DCB), ATTR_BUF			
			0C	AE	18	AB	D0	00128	MOVL	24(DCB), CHAR_BUF			
06	AB					00	2C	0012D	MOVCS	#0, (SP), #32, 6(DCB), @START_INDEX-			
						18	BE40	00133		[TEXT_BUF]			
06	AB		2E	AB			00	2C	00136	MOVCS	#0, (SP), 46(DCB), 6(DCB), @START_INDEX-		
						18	BE46	0013D		[ATTR_BUF]			

06	AB	30	AB	56 6E	0C AE D5 00140	TSTL CHAR_BUF	:	
					0E 13 00143	BEQL 20\$:	
					0C AE D0 00145	MOVL CHAR_BUF, R6	:	
					00 2C 00149	MOVCS #0, (SP), 48(DCB), 6(DCB), @START_INDEX[R6]	:	
					18 BE46 00150		:	
					4C BB47 94 00153	20\$: CLRB @76(DCB)[WORK_S_ROW]	:	
					5F 11 00157	21\$: BRB 26\$:	0617
				56	FF A7 9E 00159	22\$: MOVAB -1(R7), ROW	:	0626
					55 11 0015D	BRB 25\$:	
					4C BB46 95 0015F	23\$: TSTB @76(DCB)[ROW]	:	0628
					4F 13 00163	BEQL 25\$:	
				50	FF A6 9E 00165	MOVAB -1(R6), R0	:	0630
				51	06 AB 3C 00169	MOVZWL 6(DCB), R1	:	
				50	51 C4 0016D	MULL2 R1, R0	:	
				51	04 AB 3C 00170	MOVZWL 4(DCB), R1	:	
			18	AE	FF A140 9E 00174	MOVAB -1(R1)[R0], START_INDEX	:	
			08	AE	10 AB D0 0017A	MOVL 16(DCB), TEXT_BUF	:	
				6E	14 AB 7D 0017E	MOVQ 20(DCB), ATTR_BUF	:	
					00 2C 00183	MOVCS #0, (SP), #32, 6(DCB), @START_INDEX-	:	
					18 BE40 00189	[TEXT_BUF]	:	
			18	AE	08 AE C1 0018C	ADDL3 ATTR_BUF, START_INDEX, (SP)	:	
				6E	00 2C 00192	MOVCS #0, (SP), 46(DCB), 6(DCB), @0(SP)	:	
					00 BE 00199		:	
					0C AE D5 0019B	TSTL CHAR_BUF	:	
					10 13 0019E	BEQL 24\$:	
			18	AE	0C AE C1 001A0	ADDL3 CHAR_BUF, START_INDEX, 8(SP)	:	
				6E	00 2C 001A7	MOVCS #0, (SP), 48(DCB), 6(DCB), @8(SP)	:	
					08 BE 001AE		:	
					4C BB46 94 001B0	24\$: CLRB @76(DCB)[ROW]	:	
					58 F3 001B4	25\$: AOBLEQ WORK_E_ROW, ROW, 23\$:	0626
				56	FF A7 9E 001B8	26\$: MOVAB -1(R7), R6	:	0651
				50	06 AB 3C 001BC	MOVZWL 6(DCB), R0	:	
				56	50 C4 001C0	MULL2 R0, R6	:	
			14	AE	01 C3 001C3	SUBL3 #1, WORK_S_COL, R1	:	
				56	51 C1 001C8	ADDL3 R1, R6, POS	:	
				52	5A 50 C1 001CC	ADDL3 POS, ATTR_BUF, R2	:	0658
				53	50 04 AE C1 001D0	ADDL3 TEXT_BUF, POS, R3	:	
					03 1C AE E8 001D5	BLBS 28(SP), 27\$:	
					008A 31 001D9	BRW 36\$:	
				59	14 AE C2 001DC	27\$: SUBL2 WORK_S_COL, R9	:	0656
				51	01 A9 9E 001E0	MOVAB 1(R9), LENGTH	:	
			10	62	06 E1 001E4	BBC #6, (R2), 28\$:	0658
				63	01 88 001E8	BISB2 #1, (R3)	:	
				53	62 9A 001EB	MOVZBL (R2), R3	:	
				53	0F CA 001EE	BICL2 #15, R3	:	
			62	53	10 AE 89 001F1	BISB3 REND_CODE, R3, (R2)	:	
					09 11 001F6	BRB 29\$:	
				63	01 90 001F8	28\$: MOVB #1, (R3)	:	
			62	10	AE 40 8F 89 001FB	BISB3 #64, REND_CODE, (R2)	:	
					50 06 00201	29\$: INCL POS	:	0659
				53	01 D0 00203	MOVL #1, NUM_CHAR	:	0661
					2D 11 00206	BRB 33\$:	
			17	604A	06 E1 00208	30\$: BBC #6, (POS)[ATTR_BUF], 31\$:	0663
				52	04 AE D0 0020D	MOVL TEXT_BUF, R2	:	
				6042	05 88 00211	BISB2 #5, (POS)[R2]	:	
				52	604A 9A 00215	MOVZBL (POS)[ATTR_BUF], R2	:	
				52	0F CA 00219	BICL2 #15, R2	:	

604A	52	10	AE	89	0021C	BISB3	REND_CODE, R2, (POS)[ATTR_BUF]		
			OF	11	00222	BRB	32\$		
	52	04	AE	D0	00224	31\$:	MOVL	TEXT_BUF, R2	
	6042		05	90	00228		MOVVB	#5, (POS)[R2]	
604A	10	AE	40	8F	89	0022C	BISB3	#64, REND_CODE, (POS)[ATTR_BUF]	
			50	D6	00233	32\$:	INCL	POS	
CF	53		51	F2	00235	33\$:	AOBLSS	LENGTH, NUM_CHAR, 30\$	
	01		51	D1	00239		CMPL	LENGTH, #1	
			1A	15	0023C		BLEQ	34\$	
18	604A		06	E1	0023E		BBC	#6, (POS)[ATTR_BUF], 35\$	
	51	04	AE	DC	00243		MOVL	TEXT_BUF, R1	
	6041		04	88	00247		BISB2	#4, (POS)[R1]	
	52	604A	9A	0024B			MOVZBL	(POS)[ATTR_BUF], R2	
	52		0F	CA	0024F		BICL2	#15, R2	
604A	52	10	AE	89	00252		BISB3	REND_CODE, R2, (POS)[ATTR_BUF]	
			00A1	31	00258	34\$:	BRW	45\$	
	51	04	AE	D0	0025B	35\$:	MOVL	TEXT_BUF, R1	
	6041		04	90	0025F		MOVVB	#4, (POS)[R1]	
			008F	31	00263		BRW	44\$	
	58		57	C2	00266	36\$:	SUBL2	WORK_S_ROW, 98	
	51	01	A8	9E	00269		MOVAB	1(R8), LENGTH	
10	62		06	E1	0026D		BBC	#6, (R2), 37\$	
	63		08	88	00271		BISB2	#8, (R3)	
	53		62	9A	00274		MOVZBL	(R2), R3	
	53		0F	CA	00277		BICL2	#15, R3	
62	53	10	AE	89	0027A		BISB3	REND_CODE, R3, (R2)	
			09	11	0027F		BRB	38\$	
	63		08	90	00281	37\$:	MOVVB	#8, (R3)	
62	10	AE	40	8F	89	00284	BISB3	#64, REND_CODE, (R2)	
	52		06	AB	3C	0028A	38\$:	MOVZWL	6(DCB), R2
	50		52	C0	0028E		ADDL2	R2, POS	
	53		01	D0	00291		MOVL	#1, ROW	
			32	11	00294		BRB	42\$	
17	604A		06	E1	00296	39\$:	BBC	#6, (POS)[ATTR_BUF], 40\$	
	52	04	AE	D0	0029B		MOVL	TEXT_BUF, R2	
	6042		0A	88	0029F		BISB2	#10, (POS)[R2]	
	52	604A	9A	002A3			MOVZBL	(POS)[ATTR_BUF], R2	
	52		0F	CA	002A7		BICL2	#15, R2	
604A	52	10	AE	89	002AA		BISB3	REND_CODE, R2, (POS)[ATTR_BUF]	
			0F	11	002B0		BRB	41\$	
	52	04	AE	D0	002B2	40\$:	MOVL	TEXT_BUF, R2	
	6042		0A	90	002B6		MOVVB	#10, (POS)[R2]	
604A	10	AE	40	8F	89	002BA	BISB3	#64, REND_CODE, (POS)[ATTR_BUF]	
	52		06	AB	3C	002C1	41\$:	MOVZWL	6(DCB), R2
	50		52	C0	002C5		ADDL2	R2, POS	
CA	53		51	F2	002C8	42\$:	AOBLSS	LENGTH, ROW, 39\$	
	01		51	D1	002CC		CMPL	LENGTH, #1	
			2B	15	002CF		BLEQ	45\$	
17	604A		06	E1	002D1		BBC	#6, (POS)[ATTR_BUF], 43\$	
	51	04	AE	D0	002D6		MOVL	TEXT_BUF, R1	
	6041		02	88	002DA		BISB2	#2, (POS)[R1]	
	51	604A	9A	002DE			MOVZBL	(POS)[ATTR_BUF], R1	
	51		0F	CA	002E2		BICL2	#15, R1	
604A	51	10	AE	89	002E5		BISB3	REND_CODE, R1, (POS)[ATTR_BUF]	
			0F	11	002EB		BRB	45\$	
	51	04	AE	D0	002ED	43\$:	MOVL	TEXT_BUF, R1	
	6041		02	90	002F1		MOVVB	#2, (POS)[R1]	

0664
0661
0667
0669
0674
0676
0677
0679
0681
0682
0679
0685
0687

```

    604A      10  AE      40  8F  89 002F5 44$:  BISB3 #64, REND CODE, (POS)[ATTR_BUF]
                57  DD 002FC 45$:  PUSHL WORK_S_ROW
                7E  D4 002FE      CLRL  -(SPT)
                5B  DD 00300      PUSHL DCB
    00000000G  00  03  FB 00302      CALLS #3, SMG$$CHECK_FOR_OUTPUT_DCB
                04 00309      RET
  
```

: 0699
 : 0697
 :
 : 0702

; Routine Size: 778 bytes, Routine Base: _SMG\$CODE + 0000


```

502 0760 1 : RENDITION_SET.rl.r Optional. Each 1 bit in this parameter
503 0761 1 : causes the corresponding attribute to be
504 0762 1 : set in the display. (See below for list
505 0763 1 : of settable attributes.)
506 0764 1 :
507 0765 1 : RENDITION_COMPLEMENT.rl.r Optional. Each 1 bit attribute in this
508 0766 1 : parameter causes the corresponding attribute
509 0767 1 : to be complemented in the display. (See
510 0768 1 : below for list of complementable attributes.)
511 0769 1 :
512 0770 1 :
513 0771 1 : If the same bit is specified in both the RENDITION_SET parameter
514 0772 1 : and in the RENDITION_COMPLEMENT parameter, the application is
515 0773 1 : RENDITION_SET followed by RENDITION complement. Using these two
516 0774 1 : parameters together the caller can exercise arbitrary and
517 0775 1 : independent control over each attribute on a single call. On an
518 0776 1 : attribute by attribute basis he can cause the following
519 0777 1 : transformations:
520 0778 1 :
521 0779 1 :
522 0780 1 :
523 0781 1 :
524 0782 1 :
525 0783 1 :
526 0784 1 :
527 0785 1 :
528 0786 1 :
529 0787 1 :
530 0788 1 :
531 0789 1 :
532 0790 1 :
533 0791 1 :
534 0792 1 :
535 0793 1 :
536 0794 1 :
537 0795 1 :
538 0796 1 :
539 0797 1 :
540 0798 1 :
541 0799 1 :
542 0800 1 :
543 0801 1 :
544 0802 1 :
545 0803 1 :
546 0804 1 :
547 0805 1 :
548 0806 1 :
549 0807 1 :
550 0808 1 :
551 0809 1 :
552 0810 1 :
553 0811 1 :
554 0812 1 :
555 0813 1 :
556 0814 1 :
557 0815 1 :
558 0816 1 :

```

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:
SMGSM_BLINK displays characters blinking.
SMGSM_BOLD displays characters in higher-than-normal intensity.
SMGSM_REVERSE displays characters in reverse video -- that is, using the opposite default rendition of the virtual display.
SMGSM_UNDERLINE displays characters underlined.

IMPLICIT INPUTS:
NONE

IMPLICIT OUTPUTS:
NONE

COMPLETION STATUS:
SS$ NORMAL Normal successful completion
SMG$_INVCOL Invalid column number
SMG$_INVROW Invalid row number
SMG$_WRONUMARG Wrong number of arguments

SIDE EFFECTS:
NONE

```

```

559 0817 1 |
560 0818 1 |!
561 0819 1 |!
562 0820 2 |  BEGIN
563 0821 2 |
564 0822 2 |  LOCAL
565 0823 2 |      BLROW,          | bottom left row
566 0824 2 |      BLCOL,          | bottom left column
567 0825 2 |      TRROW,          | top right row
568 0826 2 |      TRCOL,          | top right column
569 0827 2 |      POS,            | linear index into buffers
570 0828 2 |      LENGTH,         | length of line to draw
571 0829 2 |      TEXT_BUF : REF VECTOR [,BYTE], | ptr to dcb text buffer
572 0830 2 |      ATTR_BUF : REF VECTOR [,BYTE], | ptr to dcb attr buffer
573 0831 2 |      REND_CODE,      | rendition code to use
574 0832 2 |      DCB : REF BLOCK [,BYTE];      | addr of display control block
575 0833 2 |
576 0834 2 |  BIND
577 0835 2 |      BRROW = .BOTTOM_RIGHT_ROW,
578 0836 2 |      BRCOL = .BOTTOM_RIGHT_COL,
579 0837 2 |      TLROW = .TOP_LEFT_ROW,
580 0838 2 |      TLCOL = .TOP_LEFT_COL;
581 0839 2 |
582 0840 2 |  LITERAL
583 0841 2 |      K_SET_ARG = 6,          | arg number of rend set
584 0842 2 |      K_COMP_ARG = 7;        | arg number of rend complement
585 0843 2 |
586 0844 2 |
587 0845 2 |      $SMG$GET_DCB (.DISPLAY_ID, DCB); | get addr of virtual display
588 0846 2 |                                     | control block
589 0847 2 |      TEXT_BUF = .DCB [DCB_A_TEXT_BUF];
590 0848 2 |      ATTR_BUF = .DCB [DCB_A_ATTR_BUF];
591 0849 2 |
592 0850 2 |  !+
593 0851 2 |  ! Validate arguments passed. Check for optionals.
594 0852 2 |  !-
595 0853 2 |
596 0854 2 |      $SMG$VALIDATE_ARGCOUNT (5, 7);
597 0855 2 |
598 0856 2 |      $SMG$VALIDATE_ROW_COL (.TLROW, .TLCOL);
599 0857 2 |
600 0858 2 |      $SMG$VALIDATE_ROW_COL (.BRROW, .BRCOL);
601 0859 2 |
602 0860 2 |      $SMG$SET_REND_CODE (K_SET_ARG, K_COMP_ARG);
603 0861 2 |                                     | macro to use caller's args if present
604 0862 2 |
605 0863 2 |  !+
606 0864 2 |  ! The caller passed us two of four points needed to construct a rectangle.
607 0865 2 |  ! Compute the other two and make sure they are within the display.
608 0866 2 |  !-
609 0867 2 |
610 0868 2 |      BLROW = .BRROW;
611 0869 2 |      BLCOL = .TLCOL;
612 0870 2 |      TRROW = .TLROW;
613 0871 2 |      TRCOL = .BRCOL;
614 0872 2 |
615 0873 2 |      $SMG$VALIDATE_ROW_COL (.BLROW, .BLCOL);

```

```

616 0874 2      $SMG$VALIDATE_ROW_COL (.TRROW, .TRCOL);
617 0875
618 0876
619 0877      + We need to draw 4 lines, 2 horizontal and 2 vertical.
620 0878
621 0879      - Draw the top.
622 0880
623 0881
624 0882      BEGIN
625 0883      BIND
626 0884      LINE_CHAR = .DCB [DCB_A_LINE_CHAR];
627 0885
628 0886      MAP
629 0887      LINE_CHAR : VECTOR [,BYTE];
630 0888
631 0889      +
632 0890      | Reset the line characteristics vector if there was previously
633 0891      | some double high or double wide text.
634 0892      -
635 0893      IF .LINE_CHAR [.TLROW] NEQ 0
636 0894      THEN
637 0895          $RESET_LINE (.TLROW);
638 0896
639 0897      +
640 0898      | Move horizontal characters to text buffer. Horizontal chars consist
641 0899      | of a left & right segment - the left end of the line needs only a right
642 0900      | segment, the right end of the line needs a left segment, and all the
643 0901      | positions in between need both. Corners will automatically form the
644 0902      | correct characters by ORing the up/down and right/left elements.
645 0903      -
646 0904
647 0905      POS = $SMG$LINEAR (.TLROW, .TLCOL);
648 0906      LENGTH = .TRCOL - .TLCOL + 1;
649 0907
650 0908      $INSERT_LINE_CHAR (BORD_M_RIGHT);
651 0909      POS = .POS + 1;
652 0910
653 0911      INCR NUM_CHAR FROM 2 TO (.LENGTH - 1) DO
654 0912      BEGIN
655 0913          $INSERT_LINE_CHAR (BORD_M_HORIZ);
656 0914          POS = .POS + 1;
657 0915      END;
658 0916
659 0917      $INSERT_LINE_CHAR (BORD_M_LEFT);
660 0918
661 0919      +
662 0920      | Draw the bottom.
663 0921      -
664 0922
665 0923      IF .LINE_CHAR [.BLROW] NEQ 0
666 0924      THEN
667 0925          $RESET_LINE (.BLROW);          ! reset if prev. dbl hi/wide
668 0926
669 0927      POS = $SMG$LINEAR (.BLROW, .BLCOL);
670 0928      LENGTH = .BRCOL - .BLCOL + 1;
671 0929
672 0930      $INSERT_LINE_CHAR (BORD_M_RIGHT);    ! left end of line

```

```

673 0931 3 POS = .POS + 1;
674 0932 3
675 0933 3 INCR NUM_CHAR FROM 2 TO (.LENGTH - 1) DO ! middle of line
676 0934 4 BEGIN
677 0935 4 $INSERT_LINE_CHAR (BORD_M_HORIZ);
678 0936 4 POS = .POS + 1;
679 0937 3 END;
680 0938 3
681 0939 3 $INSERT_LINE_CHAR (BORD_M_LEFT); ! right end of line
682 0940 3
683 0941 3 !+
684 0942 3 ! Draw the right.
685 0943 3 !-
686 0944 3
687 0945 3 !+
688 0946 3 ! A vertical line requires resetting multi elements in
689 0947 3 ! the line characteristics vector.
690 0948 3 !-
691 0949 3
692 0950 3 INCR ROW FROM .TRROW TO .BRROW DO
693 0951 4 BEGIN
694 0952 4 IF .LINE_CHAR [.ROW] NEQ 0
695 0953 4 THEN
696 0954 4 $RESET_LINE (.ROW);
697 0955 3 END;
698 0956 3
699 0957 3 POS = $SMG$LINEAR (.TRROW, .TRCOL);
700 0958 3 LENGTH = .BRROW - .TRROW + 1;
701 0959 3
702 0960 3 $INSERT_LINE_CHAR (BORD_M_DOWN);
703 0961 3 POS = .POS + .DCB [DCB_W_NO_COLS];
704 0962 3
705 0963 3 INCR ROW FROM 2 TO (.LENGTH - 1) DO
706 0964 4 BEGIN
707 0965 4 $INSERT_LINE_CHAR (BORD_M_VERT);
708 0966 4 POS = .POS + .DCB [DCB_W_NO_COLS];
709 0967 3 END;
710 0968 3
711 0969 3 $INSERT_LINE_CHAR (BORD_M_UP);
712 0970 3
713 0971 3 !+
714 0972 3 ! Draw the left.
715 0973 3 !-
716 0974 3
717 0975 3 INCR ROW FROM .TLROW TO .BLROW DO
718 0976 4 BEGIN
719 0977 4 IF .LINE_CHAR [.ROW] NEQ 0
720 0978 4 THEN
721 0979 4 $RESET_LINE (.ROW);
722 0980 3 END;
723 0981 3
724 0982 3 POS = $SMG$LINEAR (.TLROW, .TLCOL);
725 0983 3 LENGTH = .BLROW - .TLROW + 1;
726 0984 3
727 0985 3 $INSERT_LINE_CHAR (BORD_M_DOWN);
728 0986 3 POS = .POS + .DCB [DCB_W_NO_COLS];
729 0987 3

```

```

: 730      0988      3      INCR ROW FROM 2 TO (.LENGTH - 1) DO
: 731      0989      4      BEGIN
: 732      0990      4          $INSERT_LINE_CHAR (BORD_M_VERT);
: 733      0991      4          POS = .POS + .DCB [DCB_Q_NO_COLS];
: 734      0992      3      END;
: 735      0993      3
: 736      0994      3          $INSERT_LINE_CHAR (BORD_M_UP);
: 737      0995      3
: 738      0996      3      END;
: 739      0997      2
: 740      0998      2
: 741      0999      2
: 742      1000      2  !+ See if this change should be reflected on the screen immediately.
: 743      1001      2  !-
: 744      1002      2
: 745      1003      3          RETURN (SMG$CHECK_FOR_OUTPUT_DCB (.DCB,
: 746      1004      3          0, ! no function code for this
: 747      1005      2          .TLROW));
: 748      1006      2
: 749      1007      2
: 750      1008      1      END;                                ! End of routine SMG$DRAW_RECTANGLE

```

		OFFC 00000				.ENTRY	SMG\$DRAW_RECTANGLE, Save R2,R3,R4,R5,R6,R7,-;			
			5E	C0	AE	9E	0G002	MOVAB	R8,R9,R10,R11	0704
			50	04	BC	D0	00006	MOVL	-64(SP), SP	
	04		BC	38	A0	D1	0000A	CMPL	@DISPLAY_ID, R0	0845
					06	12	0000F	BNEQ	1\$	
			11	44	A0	91	00011	CMPB	68(R0), #17	
					08	13	00015	BEQL	2\$	
			50	00000000G	8F	D0	00017	MOVL	#SMG\$_INVDIS_ID, R0	
					04	0C01E		RET		
	50		0C	AE	04	BC	D0	0001F	2\$:	
			0C	AE		10	C1	00024	ADDL3	@DISPLAY_ID, DCB
			3C	AE		60	D0	00029	MOVL	#16, DCB, R0
	50		0C	AE		14	C1	0002D	ADDL3	(R0), 60(SP)
			38	AE		60	D0	00032	MOVL	#20, DCB, R0
			04	AE	38	AE	7D	00036	MOVL	(R0), 56(SP)
	50		6C	AE		05	83	0003B	MOVQ	56(SP), ATTR_BUF
			02			50	91	0003F	SUBB3	#5, (AP), DIFF
						08	1B	00042	CMPB	DIFF, #2
			50	00000000G	8F	D0	00044	BLEQU	3\$	
						04	0004B	MOVL	#SMG\$_WRONUMARG, R0	
			24	AE	08	BC	D0	0004C	RET	
						0D	15	00051	MOVL	@TOP_LEFT_ROW, 36(SP)
			50	0C	AE	02	C1	00053	BLEQ	4\$
24	AE	60	10			00	ED	00058	ADDL3	#2, DCB, R0
						08	18	0005E	CMPZV	#0, #16, (R0), 36(SP)
			50	00000000G	8F	D0	00060	BGEQ	5\$	
						04	00067	MOVL	#SMG\$_INVROW, R0	
			59	0C	BC	D0	00068	RET		
						0C	15	0006C	MOVL	@TOP_LEFT_COL, R9
			50	0C	AE	06	C1	0006E	BLEQ	6\$
								ADDL3	#6, DCB, R0	

59	60	10	00	ED	00073	CMPZV	#0, #16, (R0), R9	
			08	18	00078	BGEQ	7\$	
		50	00000000G	8F	D0 0007A	6\$:	MOVL	#SMG\$_INVCOL, R0
				04	00081	RET		
		28	AE	10	BC	D0 00082	7\$:	MOVZBL
				0D	15 00087	BLEQ	8\$	@BOTTOM_RIGHT_ROW, 40(SP)
28	AE	50	OC	AE	02	C1 00089	ADDL3	#2, DCB, R0
		60		10	00	ED 0008E	CMPZV	#0, #16, (R0), 40(SP)
				08	18 00094	BGEQ	9\$	
		50	00000000G	8F	D0 00096	8\$:	MOVL	#SMG\$_INVROW, R0
				04	0009D	RET		
		2C	AE	14	BC	D0 0009E	9\$:	MOVZBL
				0D	15 000A3	BLEQ	10\$	@BOTTOM_RIGHT_COL, 44(SP)
2C	AE	50	OC	AE	06	C1 000A5	ADDL3	#6, DCB, R0
		60		10	00	ED 000AA	CMPZV	#0, #16, (R0), 44(SP)
				08	18 000B0	BGEQ	11\$	
		50	00000000G	8F	D0 000B2	10\$:	MOVL	#SMG\$_INVCOL, R0
				04	000B9	RET		
		50	OC	AE	2E	C1 000BA	11\$:	ADDL3
		34	AE	60	9A 000BF	MOVZBL	12\$	#46, DCB, R0
		18	AE	34	AE	D0 000C3	13\$:	(R0), 52(SP)
				06	6C 91 000C8	MOVL	52(SP), REND_CODE	
					0A 1F 000CB	CMPB	(AP), #6	
					18	AC D5 000CD	BLSSU	12\$
					05 13 000D0	TSTL	24(AP)	
		18	AE	18	BC	C8 000D2	BEQL	12\$
				07	6C 91 000D7	12\$:	BISL2	@RENDITION_SET, REND_CODE
					0A 1F 000DA	CMPB	(AP), #7	
					1C	AC D5 000DC	BLSSU	13\$
					05 13 000DF	TSTL	28(AP)	
		18	AE	1C	BC	CC 000E1	BEQL	13\$
				58	28	AE D0 000E6	13\$:	@RENDITION_COMPLEMENT, REND_CODE
		20	AE	59	D0 000EA	MOVL	40(SP), BLROW	
				5B	24	AE D0 000EE	MOVL	R9, BLCOL
				5A	2C	AE D0 000F2	MOVL	36(SP), TRROW
					58	D5 000F6	MOVL	44(SP), TRCOL
					0C	15 000F8	TSTL	BLROW
		50	OC	AE	02	C1 000FA	BLEQ	14\$
		60		10	00	ED 000FF	ADDL3	#2, DCB, R0
58					08	18 00104	CMPZV	#0, #16, (R0), BLROW
		50	00000000G	8F	D0 00106	14\$:	BGEQ	15\$
					04	0010D	MOVL	#SMG\$_INVROW, R0
					20	AE D5 0010E	RET	
					0D	15 00111	15\$:	TSTL
					06	C1 00113	BLCOL	
		50	OC	AE	00	ED 00118	BLEQ	16\$
20	AE	60		10	08	18 0011E	ADDL3	#6, DCB, R0
					08	18 0011E	CMPZV	#0, #16, (R0), BLCOL
		50	00000000G	8F	D0 00120	16\$:	BGEQ	17\$
					04	00127	MOVL	#SMG\$_INVCOL, R0
					5B	D5 00128	RET	
					0C	15 0012A	17\$:	TSTL
					02	C1 0012C	TRROW	
		50	OC	AE	00	ED 00131	BLEQ	18\$
58		60		10	08	18 00136	ADDL3	#2, DCB, R0
					08	18 00136	CMPZV	#0, #16, (R0), TRROW
		50	00000000G	8F	D0 00138	18\$:	BGEQ	19\$
					04	0013F	MOVL	#SMG\$_INVROW, R0
					5A	D5 00140	RET	
							19\$:	TSTL
							TRCOL	

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5A		50	OC	AE		0C	15	00142		BLEQ	20\$		
		60		10		06	C1	00144		ADDL3	#6, DCB, R0		
						00	ED	00149		CMPZV	#0, #16, (R0), TRCOL		
						08	18	0014E		BGEQ	21\$		
						8F	D0	00150	20\$:	MOVL	#SMG\$_INVCOL, R0		
							04	00157		RET			
							8F	C1	00158	21\$:	ADDL3	#76, DCB, R0	0893
		50	OC	AE	0000004C	24	AE	C1	00161		ADDL3	36(SP), (R0), R0	
							60	95	00166		TSTB	(R0)	
							75	13	00168		BEQL	23\$	
		50	24	AE		01	C3	0016A		SUBL3	#1, 36(SP), R0	0895	
		52	OC	AE		06	C1	0016F		ADDL3	#6, DCB, R2		
						51	51	00174		MOVZWL	(R2), R1		
						50	51	00177		MULL2	R1, R0		
		52	OC	AE		04	C1	0017A		ADDL3	#4, DCB, R2		
						51	62	0017F		MOVZWL	(R2), R1		
						30	AE	FF A140	9E	00182		MOVAB	-1(R1)[R0], START_INDEX
						50	3C	AE	D0	00188		MOVL	60(SP), TEXT_BUF
						56	38	AE	D0	0018C		MOVL	56(SP), ATTR_BUF
		51	OC	AE		18	C1	00190		ADDL3	#24, DCB, R1		
						57	61	D0	00195		MOVL	(R1), CHAR_BUF	
1C	BE	1C	OC	AE		06	C1	00198		ADDL3	#6, DCB, 28(SP)		
						20	6E	00	2C	0019E		MOVCS	#0, (SP), #32, @28(SP), @START_INDEX-
							30	BE40	00	001A4			[TEXT_BUF]
1C	BE	1C	OC	AE		06	C1	001A7		ADDL3	#6, DCB, 28(SP)		
						34	6E	00	2C	001AD		MOVCS	#0, (SP), 52(SP), @28(SP), @START_INDEX-
							30	BE46	00	001B4			[ATTR_BUF]
							57	D5	001B7		TSTL	CHAR_BUF	
							14	13	001B9		BEQL	22\$	
		56	OC	AE		06	C1	001BB		ADDL3	#6, DCB, R6		
		1C	OC	AE		30	C1	001C0		ADDL3	#48, DCB, 28(SP)		
66		1C	OC	6E		00	2C	001C6		MOVCS	#0, (SP), @28(SP), (R6), @START_INDEX-		
							30	BE47	00	001CC			[CHAR_BUF]
		50	OC	AE	0000004C	8F	C1	001CF	22\$:	ADDL3	#76, DCB, R0		
						24	AE	C1	001D8		ADDL3	36(SP), (R0), R0	
							60	94	001DD		CLRB	(R0)	
		50	24	AE		01	C3	001DF	23\$:	SUBL3	#1, 36(SP), R0	0905	
		51	OC	AE		06	C1	001E4		ADDL3	#6, DCB, R1		
						14	AE	61	3C	001E9		MOVZWL	(R1), 20(SP)
						50	AE	C4	001ED		MULL2	20(SP), R0	
						30	AE	FF A940	9E	001F1		MOVAB	-1(R9)[R0], 48(SP)
						56	AE	D0	001F7		MOVL	48(SP), POS	
		59		5A		59	C3	001FB		SUBL3	R9, TRCOL, R9	0906	
						59	D6	001FF		INCL	LENGTH		
						51	AE	D0	00201		MOVL	ATTR_BUF, R1	0908
		1F		6641		06	E1	00205		BBC	#6, (POS)[R1], 24\$		
						50	AE	D0	0020A		MOVL	TEXT_BUF, R0	
						6640	01	88	0020E		BISB2	#1, (POS)[R0]	
						52	AE	D0	00212		MOVL	ATTR_BUF, R2	
						50	6642	9A	00216		MOVZBL	(POST)[R2], R0	
						50	0F	CA	0021A		BICL2	#15, R0	
						53	AE	D0	0021D		MOVL	ATTR_BUF, R3	
		6643				50	18	AE	89	00221		BISB3	REND_CODE, R0, (POS)[R3]
							13	11	00227		BRB	25\$	
						50	AE	D0	00229	24\$:	MOVL	TEXT_BUF, R0	
						6640	01	90	0022D		MOVB	#1, (POS)[R0]	
						50	AE	D0	00231		MOVL	ATTR_BUF, R0	

6640	18	AE	40	8F	89	00235		BISB3	#64, REND_CODE, (POS)[R0]									
				56	D6	0023C	25\$:	INCL	POS		0909							
				51	01	D0	0023E	MOVL	#1, NUM_CHAR		0911							
					3D	11	00241	BRB	29\$									
				52	04	AE	D0	00243	26\$:	MOVL	ATTR_BUF, R2	0913						
1F		6642		06	E1	00247		BBC	#6, (POS)[R2], 27\$									
		50		08	AE	D0	0024C	MOVL	TEXT_BUF, R0									
		6640		05	88	00250		BISB2	#5, (POS)[R0]									
		53		04	AE	D0	00254	MOVL	ATTR_BUF, R3									
		50			6643	9A	00258	MOVZBL	(POST)[R3], R0									
		50			0F	CA	0025C	BICL2	#15, R0									
		54		04	AE	D0	0025F	MOVL	ATTR_BUF, R4									
6644		50		18	AE	89	00263	BISB3	REND_CODE, R0, (POS)[R4]									
					13	11	00269	BRB	28\$									
		50		08	AE	D0	0026B	27\$:	MOVL	TEXT_BUF, R0								
		6640			05	90	0026F	MOVB	#5, (POS)[R0]									
		50		04	AE	D0	00273	MOVL	ATTR_BUF, R0									
6640		18	AE	40	8F	89	00277	BISB3	#64, REND_CODE, (POS)[R0]									
					56	D6	0027E	28\$:	INCL	POS	0914							
BF		51			59	F2	00280	29\$:	AOBLSS	LENGTH, NUM_CHAR, 26\$	0911							
		51		04	AE	D0	00284	MOVL	ATTR_BUF, R1		0917							
1F		6641			06	E1	00288	BBC	#6, (POS)[R1], 30\$									
		50		08	AE	D0	0028D	MOVL	TEXT_BUF, R0									
		6640			04	88	00291	BISB2	#4, (POS)[R0]									
		52		04	AE	D0	00295	MOVL	ATTR_BUF, R2									
		50			6642	9A	00299	MOVZBL	(POST)[R2], R0									
		50			0F	CA	0029D	BICL2	#15, R0									
		53		04	AE	D0	002A0	MOVL	ATTR_BUF, R3									
6643		50		18	AE	89	002A4	BISB3	REND_CODE, R0, (POS)[R3]									
					13	11	002AA	BRB	31\$									
		50		08	AE	D0	002AC	30\$:	MOVL	TEXT_BUF, R0								
		6640			04	90	002B0	MOVB	#4, (POS)[R0]									
		50		04	AE	D0	002B4	MOVL	ATTR_BUF, R0									
6640		18	AE	40	8F	89	002B8	BISB3	#64, REND_CODE, (POS)[R0]									
50		0C	AE	0000004C	8F	C1	002BF	31\$:	ADDL3	#76, DCB, R0	0923							
					00	B048	95	002C8	TSTB	@0(R0)[BLROW]								
					5F	13	002CC	BEQL	33\$									
		50		FF	A8	9E	002CE	MOVAB	-1(R8), R0		0925							
		50		14	AE	C4	002D2	MULL2	20(SP), R0									
52		0C	AE		04	C1	002D6	ADDL3	#4, DCB, R2									
					51	62	3C	002DB	MOVZWL	(R2), R1								
				1C	AE	FF	A140	9E	002DE	MOVAB	-1(R1)[R0], START_INDEX							
					50	3C	AE	D0	002E4	MOVL	60(SP), TEXT_BUF							
					57	38	AE	D0	002E8	MOVL	56(SP), ATTR_BUF							
					51	0C	AE		18	C1	002EC	ADDL3	#24, DCB, R1					
					10	AE			61	D0	002F1	MOVL	(R1), CHAR_BUF					
14	AE		20		6E		00	2C	002F5	MOVCS	#0, (SP), #32, 20(SP), @START_INDEX-							
									1C	BE40	002FB	[TEXT_BUF]						
14	AE		34	AE	6E		00	2C	002FE	MOVCS	#0, (SP), 52(SP), 20(SP), @START_INDEX-							
									1C	BE47	00305	[ATTR_BUF]						
									10	AE	D5	00308	TSTL	CHAR_BUF				
									13	13	0030B	BEQL	32\$					
									57	10	AE	D0	0030D	MOVL	CHAR_BUF, R7			
									6E	0C	AE	30	C1	00311	ADDL3	#48, DCB, (SP)		
14	AE		00	BE	6E		00	2C	00316	MOVCS	#0, (SP), @0(SP), 20(SP), @START_INDEX[R7]							
									1C	BE47	0031D							
									50	0C	AE	0000004C	8F	C1	00320	32\$:	ADDL3	#76, DCB, R0

				00	B047	95	00415		TSTB	@0(R0)[ROW]		
					69	13	00419		BEQL	44\$		
		50		FF	A7	9E	0041B		MOVAB	-1(R7), R0	0954	
		50		14	AE	C4	0041F		MULL2	20(SP), R0		
		52	0C		04	C1	00423		ADDL3	#4, DCB, R2		
		51			62	3C	00428		MOVZWL	(R2), R1		
			2C	FF	A140	9E	0042B		MOVAB	-1(R1)[R0], START_INDEX		
		50		3C	AE	D0	00431		MOVL	60(SP), TEXT_BUF		
		51	1C		38	AE	00435		MOVL	56(SP), ATTR_BUF		
		20	0C		18	C1	0043A		ADDL3	#24, DCB, R1		
14	AE		20		61	D0	0043F		MOVL	(R1), CHAR_BUF		
					00	2C	00443		MOVCS	#0, (SP), #32, 20(SP), @START_INDEX-		
					00	2C	00449			[TEXT_BUF]		
14	AE	10	AE	2C	1C	AE	C1	0044C	ADDL3	ATTR_BUF, START_INDEX, 16(SP)		
		34	AE		00	2C	00453		MOVCS	#0, 7SP, 52(SPT), 20(SP), @16(SP)		
					10	BE	0045A					
					20	AE	D5	0045C	TSTL	CHAR_BUF		
					16	13	0045F		BEQL	43\$		
		1C	AE	2C	AE	C1	00461		ADDL3	CHAR_BUF, START_INDEX, 28(SP)		
		10	AE	0C	AE	30	C1	00468	ADDL3	#48, DCB, 16(SPT)		
14	AE	10	BE		00	2C	0046E		MOVCS	#0, (SP), @16(SP), 20(SP), @28(SP)		
					1C	BE	00475					
		50	0C	AE	0000004C	BF	C1	00477	43\$:	ADDL3	#76, DCB, R0	
					00	B047	94	00480		CLRB	@0(R0)[ROW]	
		83			28	AE	F3	00484	44\$:	AOBLEQ	40(SP), ROW, 42\$	0950
					57	FF	AB	9E	00489	MOVAB	-1(R11), R7	0957
					57	14	AE	C4	0048D	MULL2	20(SP), R7	
					56	FF	AA47	9E	00491	MOVAB	-1(TRCOL)[R7], POS	
		5A	28	AE	5B	C3	00496		SUBL3	TRROW, 40(SP), R10	0958	
					59	01	AA	9E	0049B	MOVAB	1(R10), LENGTH	
					51	04	AE	D0	0049F	MOVL	ATTR_BUF, R1	0960
		1F		6641	06	E1	004A3		BBC	#6, 7POS[R1], 45\$		
				50	08	AE	D0	004A8	MOVL	TEXT_BUF, R0		
				6640	08	88	004AC		BISB2	#8, 7POS[R0]		
				52	04	AE	D0	004B0	MOVL	ATTR_BUF, R2		
				50	6642	9A	004B4		MOVZBL	(POS)[R2], R0		
				50	0F	CA	004B8		BICL2	#15, R0		
				53	04	AE	D0	004BB	MOVL	ATTR_BUF, R3		
		6643		50	18	AE	89	004BF	BISB3	REND_CODE, R0, (POS)[R3]		
					13	11	004C5		BRB	46\$		
				50	08	AE	D0	004C7	45\$:	MOVL	TEXT_BUF, R0	
				6640	08	90	004CB		MOVB	#8, 7POS[R0]		
				50	04	AE	D0	004CF	MOVL	ATTR_BUF, R0		
		6640	18	AE	40	8F	89	004D3	BISB3	#64, REND_CODE, (POS)[R0]	0961	
				56	14	AE	C0	004DA	46\$:	ADDL2	20(SP), POS	0963
				51	01	D0	004DE		MOVL	#1, ROW		
					3F	11	004E1		BRB	50\$		
				52	04	AE	D0	004E3	47\$:	MOVL	ATTR_BUF, R2	0965
		1F		6642	06	E1	004E7		BBC	#6, 7POS[R2], 48\$		
				50	08	AE	D0	004EC	MOVL	TEXT_BUF, R0		
				6640	0A	88	004F0		BISB2	#10, (POS)[R0]		
				53	04	AE	D0	004F4	MOVL	ATTR_BUF, R3		
				50	6643	9A	004F8		MOVZBL	(POS)[R3], R0		
				50	0F	CA	004FC		BICL2	#15, R0		
				54	04	AE	D0	004FF	MOVL	ATTR_BUF, R4		
		6644		50	18	AE	89	00503	BISB3	REND_CODE, R0, (POS)[R4]		
					13	11	00509		BRB	49\$		

		50	08	AE	D0	0050B	48\$:	MOVL	TEXT_BUF, R0		
		6640		0A	90	0050F		MOVB	#10, -(POS)[R0]		
		50	04	AE	D0	00513		MOVL	ATTR_BUF, R0		
	6640	18	AE	40	8F	89	00517	BISB3	#64, -REND_CODE, (POS)[R0]		
		56	14	AE	C0	0051E	49\$:	ADDL2	20(SP), POS		0966
	BD			51	59	F2	00522	50\$:	AOBLSS	LENGTH, ROW, 47\$	0963
		51	04	AE	D0	00526		MOVL	ATTR_BUF, R1		0969
	1F			6641	06	E1	0052A	BBC	#6, (POS)[R1], 51\$		
		50	08	AE	D0	0052F		MOVL	TEXT_BUF, R0		
		6640		02	88	00533		BISB2	#2, (POS)[R0]		
		52	04	AE	D0	00537		MOVL	ATTR_BUF, R2		
		50		6642	9A	0053B		MOVZBL	(POST[R2]), R0		
		50		0F	CA	0053F		BICL2	#15, R0		
		53	04	AE	D0	00542		MOVL	ATTR_BUF, R3		
	6643			50	18	AE	89	00546	BISB3	REND_CODE, R0, (POS)[R3]	
					13	11	0054C	BRB	52\$		
		50	08	AE	D0	0054E	51\$:	MOVL	TEXT_BUF, R0		
		6640		02	90	00552		MOVB	#2, (POS)[R0]		
		50	04	AE	D0	00556		MOVL	ATTR_BUF, R0		
	6640	18	AE	40	8F	89	0055A	BISB3	#64, -REND_CODE, (POS)[R0]		
	5A	24	AE		01	C3	00561	52\$:	SUBL3	#1, 36(SPT), ROW	0975
					67	11	00566	BRB	55\$		
	50	0C	AE	0000004C	8F	C1	00568	53\$:	ADDL3	#76, DCB, R0	0977
					00	B04A	95	00571	TSTB	@0(R0)[ROW]	
					58	13	00575	BEQL	55\$		
		50	FF	AA	9E	00577		MOVAB	-1(R10), R0		0979
		50	14	AE	C4	0057B		MULL2	20(SP), R0		
	52	0C	AE		04	C1	0057F	ADDL3	#4, DCB, R2		
				51		62	3C	00584	MOVZWL	(R2), R1	
		2C	AE	FF	A140	9E	00587	MOVAB	-1(R1)[R0], START_INDEX		
				50	3C	AE	D0	0058D	MOVL	60(SP), TEXT_BUF	
				57	38	AE	D0	00591	MOVL	56(SP), ATTR_BUF	
	51	0C	AE		18	C1	00595	ADDL3	#24, DCB, R1		
				5B		61	D0	0059A	MOVL	(R1), CHAR_BUF	
14	AE		20	6E		00	2C	0059D	MOVCS	#0, (SP), #32, 20(SP), @START_INDEX-	
					2C	BE40		005A3	[TEXT_BUF]		
14	AE		34	AE	6E	00	2C	005A6	MOVCS	#0, (SP), 52(SP), 20(SP), @START_INDEX-	
					2C	BE47		005AD	[ATTR_BUF]		
					5B	D5	005B0	TSTL	CHAR_BUF		
					0E	13	005B2	BEQL	54\$		
		57	0C	AE	30	C1	005B4	ADDL3	#48, DCB, R7		
14	AE		67	6E	00	2C	005B9	MOVCS	#0, (SP), (R7), 20(SP), @START_INDEX-		
					2C	BE4B		005BF	[CHAR_BUF]		
	50	0C	AE	0000004C	8F	C1	005C2	54\$:	ADDL3	#76, DCB, R0	
					00	B04A	94	005CB	CLRB	@0(R0)[ROW]	
	95		5A		58	F3	005CF	55\$:	AOBLEQ	BLROW, ROW, 53\$	0975
			56	30	AE	D0	005D3	MOVL	48(SP), POS		0982
			58	24	AE	C2	005D7	SUBL2	36(SP), R8		0983
			59	01	A8	9E	005DB	MOVAB	1(R8), LENGTH		
			51	04	AE	D0	005DF	MOVL	ATTR_BUF, R1		0985
	1F			6641	06	E1	005E3	BBC	#6, (POS)[R1], 56\$		
				50	08	AE	D0	005E8	MOVL	TEXT_BUF, R0	
				6640	08	88	005EC	BISB2	#8, (POS)[R0]		
				52	04	AE	D0	005F0	MOVL	ATTR_BUF, R2	
				50		6642	9A	005F4	MOVZBL	(POST[R2]), R0	
				50		0F	CA	005F8	BICL2	#15, R0	
				53	04	AE	D0	005FB	MOVL	ATTR_BUF, R3	

6643	50	18	AE	89	005FF	BISB3	REND_CODE, R0, (POS)[R3]	
			13	11	00605	BRB	57\$	
	50	08	AE	D0	00607	56\$:	MOVL	TEXT_BUF, R0
	6640		08	90	00608	MOVB	#8, (POS)[R0]	
	50	04	AE	D0	0060F	MOVL	ATTR_BUF, R0	
6640	18	AE	40	8F	89	00613	BISB3	#64, REND_CODE, (POS)[R0]
	56	14	AE	C0	0061A	57\$:	ADDL2	20(SP), POS
	51		01	D0	0061E	MOVL	#1, ROW	
			3F	11	00621	BRB	61\$	
	52	04	AE	D0	00623	58\$:	MOVL	ATTR_BUF, R2
1F	6642		06	E1	00627	BBC	#6, (POS)[R2], 59\$	
	50	08	AE	D0	0062C	MOVL	TEXT_BUF, R0	
	6640		0A	88	00630	BISB2	#10, (POS)[R0]	
	53	04	AE	D0	00634	MOVL	ATTR_BUF, R3	
	50		6643	9A	00638	MOVZBL	(POS)[R3], R0	
	50		0F	CA	0063C	BICL2	#15, R0	
	54	04	AE	D0	0063F	MOVL	ATTR_BUF, R4	
6644	50	18	AE	89	00643	BISB3	REND_CODE, R0, (POS)[R4]	
			13	11	00649	BRB	60\$	
	50	08	AE	D0	0064B	59\$:	MOVL	TEXT_BUF, R0
	6640		0A	90	0064F	MOVB	#10, (POS)[R0]	
	50	04	AE	D0	00653	MOVL	ATTR_BUF, R0	
6640	18	AE	40	8F	89	00657	BISB3	#64, REND_CODE, (POS)[R0]
	56	14	AE	C0	0065E	60\$:	ADDL2	20(SP), POS
BD	51		59	F2	00662	61\$:	AOBLSS	LENGTH, ROW, 58\$
	51	04	AE	D0	00666	MOVL	ATTR_BUF, R1	
1F	6641		06	E1	0066A	BBC	#6, (POS)[R1], 62\$	
	50	08	AE	D0	0066F	MOVL	TEXT_BUF, R0	
	6640		02	88	00673	BISB2	#2, (POS)[R0]	
	52	04	AE	D0	00677	MOVL	ATTR_BUF, R2	
	50		6642	9A	0067B	MOVZBL	(POS)[R2], R0	
	50		0F	CA	0067F	BICL2	#15, R0	
	53	04	AE	D0	00682	MOVL	ATTR_BUF, R3	
6643	50	18	AE	89	00686	BISB3	REND_CODE, R0, (POS)[R3]	
			13	11	0068C	BRB	63\$	
	50	08	AE	D0	0068E	62\$:	MOVL	TEXT_BUF, R0
	6640		02	90	00692	MOVB	#2, (POS)[R0]	
	50	04	AE	D0	00696	MOVL	ATTR_BUF, R0	
6640	18	AE	40	8F	89	0069A	BISB3	#64, REND_CODE, (POS)[R0]
		24	AE	DD	006A1	63\$:	PUSHL	36(SP)
			7E	D4	006A4	CLRL	-(SP)	
		14	AE	DD	006A6	PIJSHL	DCB	
00000000G	00		03	FB	006A9	CALLS	#3, SMG\$\$CHECK_FOR_OUTPUT_DCB	
			04	006B0	RET			

0986
0988
0990
0991
0988
0994
1005
1003
1008

: Routine Size: 1713 bytes, Routine Base: _SMG\$CODE + 030A

: 751 1009 1 !<BLF/PAGE>

SMG\$DISPLAY_DRA
1-004

Display line drawing
SMG\$DRAW_RECTANGLE - Draw a rectangle in a virt

K 9
16-Sep-1984 00:24:52
14-Sep-1984 13:09:40

VAX-11 Bliss-32 V4.0-742
[SMGRTL SRC]SMGDISDRW.B32;2

Page 27
(5)

SMG
1-0

: 753 1010 1 END
: 754 1011 1
: 755 1012 0 ELUDOM

. End of module SMG\$DISPLAY_DRAW

PSECT SUMMARY

Name	Bytes	Attributes
_SMG\$CODE	2491	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	6	0	581	00:00.9
_\$255\$DUA28:[SMGRTL.OBJ]RTLLIB.L32;1	36	0	0	8	00:00.1
_\$255\$DUA28:[SMGRTL.OBJ]SMGLIB.L32;1	469	26	5	38	00:00.4

COMMAND QUALIFIERS

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

: Size: 2491 code + 0 data bytes
: Run Time: 00:47.0
: Elapsed Time: 02:30.3
: Lines/CPU Min: 1292
: Lexemes/CPU-Min: 18845
: Memory Used: 474 pages
: Compilation Complete

The image displays a grid of 100 small, illegible document thumbnails arranged in 10 rows and 10 columns. The thumbnails are too small to read, but some contain faint text. Notable text includes 'SMGD1SDRW LIS' in the 4th row, 4th column; 'SMGD1SLIN LIS' in the 4th row, 6th column; 'SMGD1STNP LIS' in the 6th row, 5th column; and 'SMGD1SDHW LIS' in the 7th row, 2nd column.