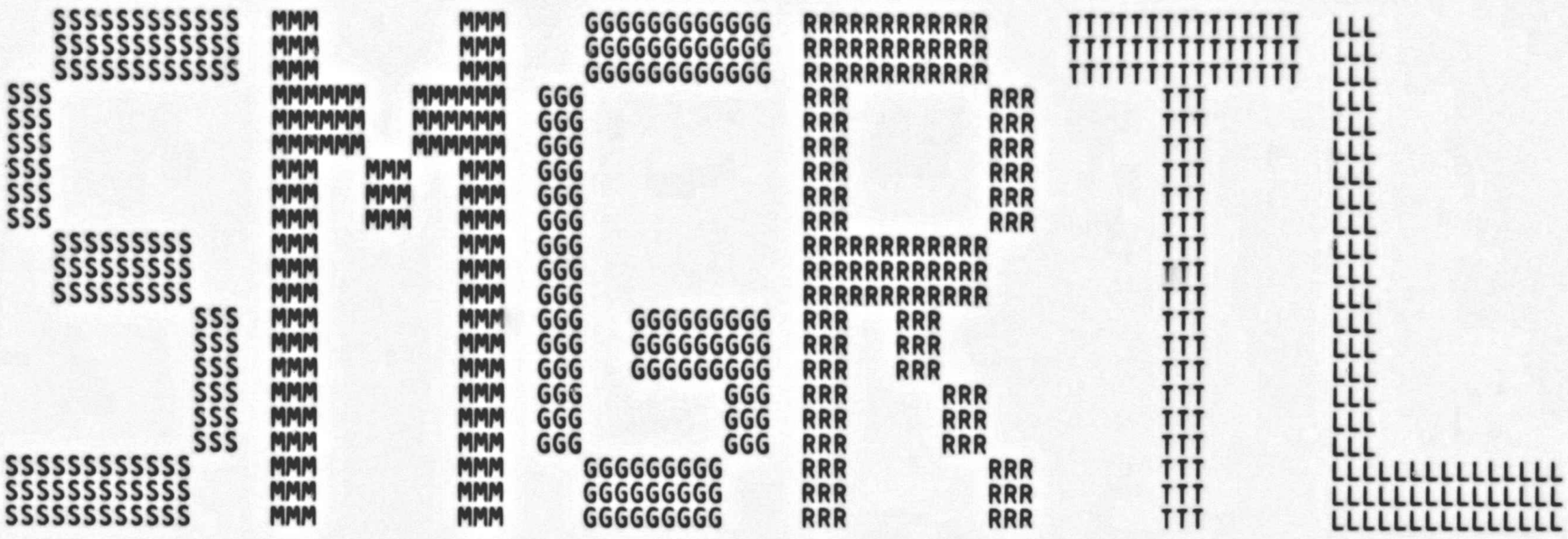

_$2

Val

001
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FILEID**SMGVECTOR

```
  SSSSSSSS  MM      MM   GGGGGGGG  VV      VV  EEEEEEEEEE   CCCCCCCC  TTTTTTTTTT    OOOOOO    RRRRRRRR
  SSSSSSSS  MM      MM   GGGGGGGG  VV      VV  EEEEEEEEEE   CCCCCCCC  TTTTTTTTTT    OOOOOO    RRRRRRRR
SS          MMMM  MMMM  GG        VV      VV  EE          CC            TT      OO      OO  RR      RR
SS          MMMM  MMMM  GG        VV      VV  EE          CC            TT      OO      OO  RR      RR
SS          MM  MM  MM  GG        VV      VV  EE          CC            TT      OO      OO  RR      RR
SS          MM  MM  MM  GG        VV      VV  EE          CC            TT      OO      OO  RR      RR
  SSSSSS    MM      MM  GG        VV      VV  EEEEEEEE    CC            TT      OO      OO  RRRRRRRR
  SSSSSS    MM      MM  GG        VV      VV  EEEEEEEE    CC            TT      OO      OO  RRRRRRRR
        SS  MM      MM  GG  GGGGGG VV      VV  EE          CC            TT      OO      OO  RR  RR
        SS  MM      MM  GG  GGGGGG VV      VV  EE          CC            TT      OO      OO  RR  RR
        SS  MM      MM  GG      GG   VV  VV    EE          CC            TT      OO      OO  RR    RR      ....
        SS  MM      MM  GG      GG   VV  VV    EE          CC            TT      OO      OO  RR    RR      ....
SSSSSSSS    MM      MM    GGGGGG       VV      EEEEEEEEEE   CCCCCCCC     TT        OOOOOO    RR      RR    ....
SSSSSSSS    MM      MM    GGGGGG       VV      EEEEEEEEEE   CCCCCCCC     TT        OOOOOO    RR      RR    ....

LL            IIIIII      SSSSSSSS
LL            IIIIII      SSSSSSSS
LL              II      SS
LL              II      SS
LL              II      SS
LL              II      SS
LL              II        SSSSSS
LL              II        SSSSSS
LL              II              SS
LL              II              SS
LL              II              SS
LL              II              SS
LLLLLLLLLL    IIIIII    SSSSSSSS
LLLLLLLLLL    IIIIII    SSSSSSSS
```

Table of contents

```
0000     1          .TITLE  SMG$VECTOR - Entry vectors for SMGSHR.EXE
0000     2          .IDENT  /1-009/                 ; File: SMGVECTOR.MAR Edit: LEB1009
0000     3
0000     4  ;
0000     5  ;*****************************************************************************
0000     6  ;*                                                                           *
0000     7  ;*  COPYRIGHT (c) 1978, 1980, 1982, 1984 BY                                  *
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0000    23  ;*  SOFTWARE ON EQUIPMENT WHICH IS NOT SUPPLIED BY DIGITAL.                  *
0000    24  ;*                                                                           *
0000    25  ;*                                                                           *
0000    26  ;*****************************************************************************
0000    27  ;
0000    28
0000    29  ;++
0000    30  ; FACILITY: Run-Time Library - Screen Management
0000    31  ;
0000    32  ; ABSTRACT:
0000    33  ;
0000    34  ;       This module contains the entry vector definitions for the
0000    35  ;       VAX-11 Run-Time Library shareable image SMGSHR.EXE
0000    36  ;
0000    37  ; ENVIRONMENT: User mode, AST Reentrant
0000    38  ;
0000    39  ; AUTHOR: Steven B. Lionel, CREATION DATE: 29-April-1983
0000    40  ;
0000    41  ; MODIFIED BY:
0000    42  ;
0000    43  ; 1-001 - Original. SBL 29-April-1983
0000    44  ; 1-002 - Change PSECT name to guarantee coming first.  SBL 18-May-1983
0000    45  ; 1-003 - Add SMG$LIST_KEY_DEFS and SMG$SET_DEFAULT_STATE.  SBL 6-Sep-1983
0000    46  ; 1-004 - Add screen mgmt. output routines.  PLL 30-Jun-1983
0000    47  ; 1-005 - Add new vectors. STAN 17-Jan-1983.
0000    48  ; 1-006 - Add new entries for autobended routines, termtable routines
0000    49  ;         and for additional SMG routine - SMG$GET_CHAR_AT_PHYSICAL_CURSOR.
0000    50  ;         LEB 6-Mar-1984
0000    51  ; 1-007 - Change name to SMG$INIT_TERM_TABLE_BY_TYPE (instead of BY_NAME).
0000    52  ;         Also change name of SMG$DEL_TERM_DATA to SMG$DEL_TERM_TABLE.
0000    53  ;         Also change the way that the calls to the screen package are
0000    54  ;         done (are in reverse order) due to a BLISS bug.
0000    55  ;         LEB 8-Mar-1984
0000    56  ; 1-008 - Add in entries for SMG$INVALIDATE_DISPLAY and SMG$GET_PHYSICAL_CURSOR
0000    57  ;         which replace the entries for SMG$DISABLE_BROADCAST_TRAPPING and
```

```
0000     58 ;          SMG$DISABLE_OUT_OF_BAND_ASTS.
0000     59 ;          Also change names of SMG$ENABLE_BROADCAST_TRAPPING and
0000     60 ;          SMG$ENABLE_OUT_OF_BAND_ASTS to SMG$SET...  LEB 20-Mar-1984
0000     61 ; 1-009 - Take out the Screen Package entry points so we don't do
0000     62 ;          'autobended' by default.  LEB 22-Mar-1984
0000     63 ;--
```

```
                        .SBTTL  DECLARATIONS
                ;
                ; LIBRARY MACRO CALLS:
                ;
                ;       NONE
                ;
                ; EXTERNAL DECLARATIONS:
                ;
                        .DSABL  GBL             ; Force all external symbols to be declared
                ;
                ; MACROS:
                ;

                ;+
                ; Macro to define an entry vector for a CALL entry point
                ;-

                        .MACRO  VCALL   NAME
                        .EXTRN          NAME
                        .ALIGN  QUAD
                        .TRANSFER       NAME
                        .MASK           NAME
                        JMP             NAME+2
                        .ENDM

                ;+
                ; Macro to define an entry vector for a JSB entry point
                ;-

                        .MACRO  VJSB    NAME
                        .EXTRN          NAME
                        .ALIGN  QUAD
                        .TRANSFER       NAME
                        JMP             NAME
                        .BLKB           2
                        .ENDM


                ;
                ; EQUATED SYMBOLS:
                ;
                ;       NONE
                ;
                ; OWN STORAGE:
                ;
                ;       NONE
                ;
                ; PSECT DECLARATIONS:
                ;
00000000        .PSECT $$SMG$VECTOR PIC, USR, CON, REL, LCL, SHR, -
                                    EXE, RD, NOWRT, QUAD
```

```
                        .SBTTL  SMGSHR Vector

                ;+
                ; Define vectored entry points for the Screen Management Procedures.
                ;
                ; Any additions to this file should be reflected in
                ; COM$:SMGSHRVEC.DAT.  All new entry points must be appended to the end
                ; of the list.  NEVER change existing entries unless you are sure that
                ; what you do won't break existing programs.
                ;-

                ; Module SMG$INPUT

                        VCALL   SMG$CREATE_VIRTUAL_KEYBOARD
                        VCALL   SMG$DELETE_VIRTUAL_KEYBOARD
                        VCALL   SMG$READ_STRING
                        VCALL   SMG$READ_COMPOSED_LINE
                        VCALL   SMG$SET_KEYPAD_MODE
                        VCALL   SMG$CANCEL_INPUT

                ; Module SMG$KEYPAD

                        VCALL   SMG$CREATE_KEY_TABLE
                        VCALL   SMG$ADD_KEY_DEF
                        VCALL   SMG$GET_KEY_DEF
                        VCALL   SMG$DELETE_KEY_DEF
                        VCALL   SMG$DEFINE_KEY
                        VCALL   SMG$LOAD_KEY_DEFS

                ; Module SMG$KEYPAD (continued)

                        VCALL   SMG$LIST_KEY_DEFS
                        VCALL   SMG$SET_DEFAULT_STATE

                ; Module SMG$DISPLAY_LINKS

                        VCALL   SMG$CHANGE_VIRTUAL_DISPLAY
                        VCALL   SMG$CREATE_PASTEBOARD
                        VCALL   SMG$CREATE_VIRTUAL_DISPLAY
                        VCALL   SMG$DELETE_PASTEBOARD
                        VCALL   SMG$DELETE_VIRTUAL_DISPLAY
                        VCALL   SMG$GET_DISPLAY_ATTR
                        VCALL   SMG$LABEL_BORDER
                        VCALL   SMG$MOVE_VIRTUAL_DISPLAY
                        VCALL   SMG$PASTE_VIRTUAL_DISPLAY
                        VCALL   SMG$REPASTE_VIRTUAL_DISPLAY
                        VCALL   SMG$SET_DISPLAY_SCROLL_REGION
                        VCALL   SMG$UNPASTE_VIRTUAL_DISPLAY

                ; Module SMG$DISPLAY_CHANGE

                        VCALL   SMG$CHANGE_RENDITION
                        VCALL   SMG$DELETE_CHARS
                        VCALL   SMG$DELETE_LINE
                        VCALL   SMG$ERASE_CHARS
                        VCALL   SMG$ERASE_DISPLAY
                        VCALL   SMG$ERASE_LINE
```

```
0100   175          VCALL   SMG$HOME_CURSOR
0108   176          VCALL   SMG$INSERT_CHARS
0110   177          VCALL   SMG$INSERT_LINE
0118   178          VCALL   SMG$PUT_CHARS
0120   179          VCALL   SMG$PUT_LINE
0128   180          VCALL   SMG$PUT_WITH_SCROLL
0130   181          VCALL   SMG$RETURN_CURSOR_POS
0138   182          VCALL   SMG$SCROLL_DISPLAY_AREA
0140   183          VCALL   SMG$SET_CURSOR_ABS
0148   184          VCALL   SMG$SET_CURSOR_REL
0150   185
0150   186 ; Module SMG$DISPLAY_OUTPUT
0150   187
0150   188          VCALL   SMG$BEGIN_DISPLAY_UPDATE
0158   189          VCALL   SMG$BEGIN_PASTEBOARD_UPDATE
0160   190          VCALL   SMG$CONTROL_MODE
0168   191          VCALL   SMG$END_DISPLAY_UPDATE
0170   192          VCALL   SMG$END_PASTEBOARD_UPDATE
0178   193          VCALL   SMG$REPAINT_SCREEN
0180   194          VCALL   SMG$RING_BELL
0188   195
0188   196 ; Module SMG$$MINIMUM_UPDATE
0188   197
0188   198          VCALL   SMG$FLUSH_BUFFER
0190   199          VCALL   SMG$PUT_PASTEBOARD
0198   200          VCALL   SMG$SNAPSHOT
01A0   201
01A0   202 ; Module SMG$MISC
01A0   203
01A0   204          VCALL   SMG$GET_PHYSICAL_CURSOR
01A8   205          VCALL   SMG$SET_OUT_OF_BAND_ASTS
01B0   206          VCALL   SMG$SET_BROADCAST_TRAPPING
01B8   207          VCALL   SMG$GET_BROADCAST_MESSAGE
01C0   208          VCALL   SMG$GET_PASTEBOARD_ATTRIBUTES
01C8   209
01C8   210 ; Module SMG$DISPLAY_OUTPUT
01C8   211
01C8   212          VCALL   SMG$INVALIDATE_DISPLAY
01D0   213
01D0   214
01D0   215 ; Module SMG$PUT_VIRTUAL_DISPLAY_ENCODED
01D0   216
01D0   217          VCALL SMG$PUT_VIRTUAL_DISPLAY_ENCODED
01D8   218
01D8   219 ; Late-breaking entries:
01D8   220
01D8   221          VCALL   SMG$ALLOW_ESCAPE
01E0   222          VCALL   SMG$CHANGE_PBD_CHARACTERISTICS
01E8   223          VCALL   SMG$CHECK_FOR_OCCLUSION
01F0   224          VCALL   SMG$CURSOR_COLUMN
01F8   225          VCALL   SMG$CURSOR_ROW
0200   226          VCALL   SMG$DISABLE_UNSOLICITED_INPUT
0208   227          VCALL   SMG$DRAW_LINE
0210   228          VCALL   SMG$DRAW_RECTANGLE
0218   229          VCALL   SMG$ENABLE_UNSOLICITED_INPUT
0220   230          VCALL   SMG$ERASE_PASTEBOARD
0228   231          VCALL   SMG$FIND_CURSOR_DISPLAY
```

```
0230    232          VCALL   SMG$POP_VIRTUAL_DISPLAY
0238    233          VCALL   SMG$PUT_CHARS_HIGHWIDE
0240    234          VCALL   SMG$PUT_CHARS_WIDE
0248    235          VCALL   SMG$PUT_LINE_WIDE
0250    236          VCALL   SMG$READ_FROM_DISPLAY
0258    237          VCALL   SMG$RESTORE_PHYSICAL_SCREEN
0260    238          VCALL   SMG$SAVE_PHYSICAL_SCREEN
0268    239          VCALL   SMG$SET_PHYSICAL_CURSOR
0270    240
0270    241 ;+
0270    242 ; End of SMGSHR vector.  All subsequent additions must be made
0270    243 ; after this point.
0270    244 ;-
0270    245
0270    246 ;+
0270    247 ; Add autobended routines (entries for old screen package now calling
0270    248 ; SMG entry points) and TERMTABLE routines.
0270    249 ;-
0270    250
0270    251 ; Module SMG$DISPLAY_OUTPUT
0270    252
0270    253          VCALL   SMG$GET_CHAR_AT_PHYSICAL_CURSOR
0278    254
0278    255 ; Module SMG$INTERFACE_TERM_TABLE
0278    256
0278    257          VCALL   SMG$INIT_TERM_TABLE
0280    258          VCALL   SMG$INIT_TERM_TABLE_BY_TYPE
0288    259          VCALL   SMG$GET_TERM_DATA
0290    260          VCALL   SMG$DEL_TERM_TABLE
0298    261
0298    262 ;+
0298    263 ; The following are the autobended routines.
0298    264 ;-
0298    265
0298    266 ;        .TRANSFER SCR$ERASE                ; Obsolete
0298    267 ;        VCALL   SCR$ERASE_PAGE
0298    268 ;        VCALL   LIB$ERASE_PAGE
0298    269 ;
0298    270 ;        VCALL   LIB$ERASE_LINE
0298    271 ;        VCALL   SCR$ERASE_LINE
0298    272 ;
0298    273 ;        VCALL   LIB$PUT_LINE
0298    274 ;        VCALL   SCR$PUT_LINE
0298    275 ;
0298    276 ;        VCALL   LIB$SET_CURSOR
0298    277 ;        VCALL   SCR$SET_CURSOR
0298    278 ;
0298    279 ;        VCALL   LIB$PUT_SCREEN
0298    280 ;        VCALL   SCR$PUT_SCREEN
0298    281 ;
0298    282 ;        .TRANSFER LIB$GET_SCREEN
0298    283 ;        VCALL   SCR$GET_SCREEN
0298    284 ;
0298    285 ;        .TRANSFER LIB$DOWN_SCROLL
0298    286 ;        VCALL   SCR$DOWN_SCROLL
0298    287 ;
0298    288 ;        .TRANSFER LIB$UP_SCROLL
```

```
0298   289 ;        VCALL   SCR$UP_SCROLL
0298   290 ;
0298   291 ;        VCALL   LIB$SET_SCROLL
0298   292 ;        VCALL   SCR$SET_SCROLL
0298   293 ;
0298   294 ;        .TRANSFER LIB$SET_BUFFER
0298   295 ;        VCALL   SCR$SET_BUFFER
0298   296 ;
0298   297 ;        VCALL   LIB$PUT_BUFFER
0298   298 ;        VCALL   SCR$PUT_BUFFER
0298   299 ;
0298   300 ;        VCALL   LIB$SCREEN_INFO
0298   301 ;        VCALL   SCR$SCREEN_INFO
0298   302 ;
0298   303 ;        VCALL   LIB$SET_OUTPUT
0298   304 ;        VCALL   SCR$SET_OUTPUT
0298   305 ;
0298   306 ;        .TRANSFER LIB$STOP_OUTPUT
0298   307 ;        VCALL   SCR$STOP_OUTPUT
0298   308
0298   309
0298   310
0298   311        .END                                    ; End of module SMG$VECTOR
```

SMG$ADD_KEY_DEF	********	X	01
SMG$ALLOW_ESCAPE	********	X	01
SMG$BEGIN_DISPLAY_UPDATE	********	X	01
SMG$BEGIN_PASTEBOARD_UPDATE	********	X	01
SMG$CANCEL_INPUT	********	X	01
SMG$CHANGE_PBD_CHARACTERISTICS	********	X	01
SMG$CHANGE_RENDITION	********	X	01
SMG$CHANGE_VIRTUAL_DISPLAY	********	X	01
SMG$CHECK_FOR_OCCLUSION	********	X	01
SMG$CONTROL_MODE	********	X	01
SMG$CREATE_KEY_TABLE	********	X	01
SMG$CREATE_PASTEBOARD	********	X	01
SMG$CREATE_VIRTUAL_DISPLAY	********	X	01
SMG$CREATE_VIRTUAL_KEYBOARD	********	X	01
SMG$CURSOR_COLUMN	********	X	01
SMG$CURSOR_ROW	********	X	01
SMG$DEFINE_KEY	********	X	01
SMG$DELETE_CHARS	********	X	01
SMG$DELETE_KEY_DEF	********	X	01
SMG$DELETE_LINE	********	X	01
SMG$DELETE_PASTEBOARD	********	X	01
SMG$DELETE_VIRTUAL_DISPLAY	********	X	01
SMG$DELETE_VIRTUAL_KEYBOARD	********	X	01
SMG$DEL_TERM_TABLE	********	X	01
SMG$DISABLE_UNSOLICITED_INPUT	********	X	01
SMG$DRAW_LINE	********	X	01
SMG$DRAW_RECTANGLE	********	X	01
SMG$ENABLE_UNSOLICITED_INPUT	********	X	01
SMG$END_DISPLAY_UPDATE	********	X	01
SMG$END_PASTEBOARD_UPDATE	********	X	01
SMG$ERASE_CHARS	********	X	01
SMG$ERASE_DISPLAY	********	X	01
SMG$ERASE_LINE	********	X	01
SMG$ERASE_PASTEBOARD	********	X	01
SMG$FIND_CURSOR_DISPLAY	********	X	01
SMG$FLUSH_BUFFER	********	X	01
SMG$GET_BROADCAST_MESSAGE	********	X	01
SMG$GET_CHAR_AT_PHYSICAL_CURSOR	********	X	01
SMG$GET_DISPLAY_ATTR	********	X	01
SMG$GET_KEY_DEF	********	X	01
SMG$GET_PASTEBOARD_ATTRIBUTES	********	X	01
SMG$GET_PHYSICAL_CURSOR	********	X	01
SMG$GET_TERM_DATA	********	X	01
SMG$HOME_CURSOR	********	X	01
SMG$INIT_TERM_TABLE	********	X	01
SMG$INIT_TERM_TABLE_BY_TYPE	********	X	01
SMG$INSERT_CHARS	********	X	01
SMG$INSERT_LINE	********	X	01
SMG$INVALIDATE_DISPLAY	********	X	01
SMG$LABEL_BORDER	********	X	01
SMG$LIST_KEY_DEFS	********	X	01
SMG$LOAD_KEY_DEFS	********	X	01
SMG$MOVE_VIRTUAL_DISPLAY	********	X	01
SMG$PASTE_VIRTUAL_DISPLAY	********	X	01
SMG$POP_VIRTUAL_DISPLAY	********	X	01
SMG$PUT_CHARS	********	X	01
SMG$PUT_CHARS_HIGHWIDE	********	X	01
SMG$PUT_CHARS_WIDE	********	X	01
SMG$PUT_LINE	********	X	01
SMG$PUT_LINE_WIDE	********	X	01
SMG$PUT_PASTEBOARD	********	X	01
SMG$PUT_VIRTUAL_DISPLAY_ENCODED	********	X	01
SMG$PUT_WITH_SCROLL	********	X	01
SMG$READ_COMPOSED_LINE	********	X	01
SMG$READ_FROM_DISPLAY	********	X	01
SMG$READ_STRING	********	X	01
SMG$REPAINT_SCREEN	********	X	01
SMG$REPASTE_VIRTUAL_DISPLAY	********	X	01
SMG$RESTORE_PHYSICAL_SCREEN	********	X	01
SMG$RETURN_CURSOR_POS	********	X	01
SMG$RING_BELL	********	X	01
SMG$SAVE_PHYSICAL_SCREEN	********	X	01
SMG$SCROLL_DISPLAY_AREA	********	X	01
SMG$SET_BROADCAST_TRAPPING	********	X	01
SMG$SET_CURSOR_ABS	********	X	01
SMG$SET_CURSOR_REL	********	X	01
SMG$SET_DEFAULT_STATE	********	X	01
SMG$SET_DISPLAY_SCROLL_REGION	********	X	01
SMG$SET_KEYPAD_MODE	********	X	01
SMG$SET_OUT_OF_BAND_ASTS	********	X	01
SMG$SET_PHYSICAL_CURSOR	********	X	01
SMG$SNAPSHOT	********	X	01
SMG$UNPASTE_VIRTUAL_DISPLAY	********	X	01

EXE

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P2$
P3$
P4$
P5$
ICT
SDE
GFS
PC$
PK$
PT$
PI$
PM$
CC$
CRE
LIB

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SYS
LIB

Psect synopsis

PSECT name	Allocation	PSECT No.	Attributes
. ABS .	00000000 (0.)	00 (0.)	NOPIC USR CON ABS LCL NOSHR NOEXE NORD NOWRT NOVEC BYTE
$$SMG$VECTOR	00000298 (664.)	01 (1.)	PIC USR CON REL LCL SHR EXE RD NOWRT NOVEC QUAD

Performance indicators

Phase	Page faults	CPU Time	Elapsed Time
Initialization	10	00:00:00.09	00:00:00.49
Command processing	81	00:00:00.43	00:00:04.84
Pass 1	75	00:00:01.99	00:00:05.06
Symbol table sort	0	00:00:00.06	00:00:00.07
Pass 2	73	00:00:00.83	00:00:02.31
Symbol table output	10	00:00:00.05	00:00:00.14
Psect synopsis output	1	00:00:00.02	00:00:00.04
Cross-reference output	0	00:00:00.00	00:00:00.00
Assembler run totals	250	00:00:03.49	00:00:12.95

The working set limit was 600 pages.
9297 bytes (19 pages) of virtual memory were used to buffer the intermediate code.
There were 10 pages of symbol table space allocated to hold 83 non-local and 0 local symbols.
311 source lines were read in Pass 1, producing 28 object records in Pass 2.
2 pages of virtual memory were used to define 2 macros.

Macro library statistics

Macro library name	Macros defined
_255DUA28:[SYSLIB]STARLET.MLB;2	0

0 GETS were required to define 0 macros.

There were no errors, warnings or information messages.

MACRO/ENABLE=SUPPRESSION/LIS=LIS$:SMGVECTOR/OBJ=OBJ$:SMGVECTOR MSRC$:SMGVECTOR/UPDATE=(ENH$:SMGVECTOR)

COM
REQ

SMGUSRTRM
LIS

SORLIB
REQ

SORTSHR
MAP

DEFS0
REQ

DKS
REQ

SORT32

SRTSPC
REQ

CDDTYPE
R32

SORTMERGE
MAP

SMGVECTOR
LIS

CHKPNT
REQ

CDDMAC
R32

SFKEYWRD
REQ

RECSYM
R32

SRTTRN
MAR

OPCODES
REQ