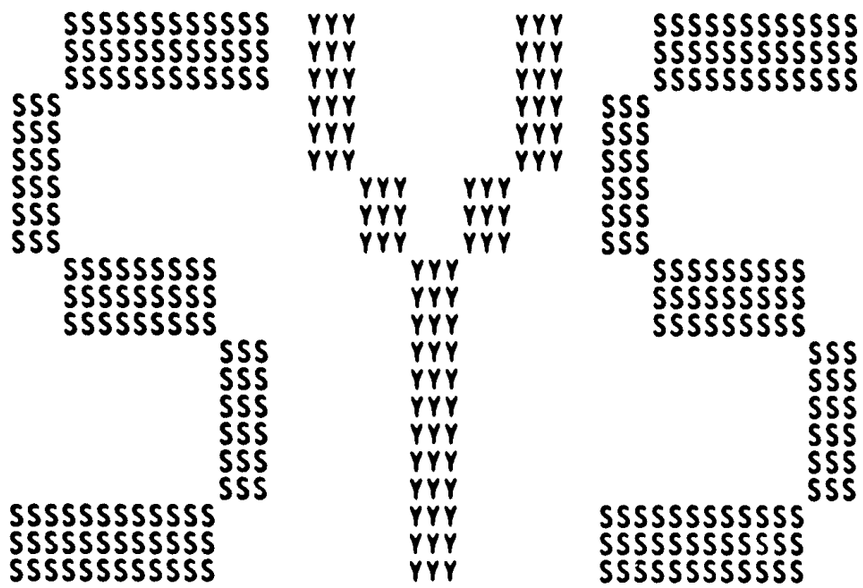

```
UU      UU  PPPPPPPP      CCCCCCCC    AAAAAA      SSSSSSSS  EEEEEEEEEE  DDDDDDDD      AAAAAA    TTTTTTTTTT
UU      UU  PPPPPPPP      CCCCCCCC    AAAAAA      SSSSSSSS  EEEEEEEEEE  DDDDDDDD      AAAAAA    TTTTTTTTTT
UU      UU  PP      PP  CC          AA      AA  SS          EE          DD      DD  AA      AA      TT
UU      UU  PP      PP  CC          AA      AA  SS          EE          DD      DD  AA      AA      TT
UU      UU  PP      PP  CC          AA      AA  SS          EE          DD      DD  AA      AA      TT
UU      UU  PP      PP  CC          AA      AA  SS          EE          DD      DD  AA      AA      TT
UU      UU  PPPPPPPP    CC          AA      AA    SSSSSS    EEEEEEEE    DD      DD  AA      AA      TT
UU      UU  PPPPPPPP    CC          AA      AA    SSSSSS    EEEEEEEE    DD      DD  AA      AA      TT
UU      UU  PP          CC          AAAAAAAAAA          SS  EE          DD      DD  AAAAAAAAAA      TT
UU      UU  PP          CC          AAAAAAAAAA          SS  EE          DD      DD  AAAAAAAAAA      TT
UU      UU  PP          CC          AA      AA          SS  EE          DD      DD  AA      AA      TT
UU      UU  PP          CC          AA      AA          SS  EE          DD      DD  AA      AA      TT
UUUUUUUUUU  PP            CCCCCCCC  AA      AA  SSSSSSSS    EEEEEEEEEE  DDDDDDDD    AA      AA      TT
UUUUUUUUUU  PP            CCCCCCCC  AA      AA  SSSSSSSS    EEEEEEEEEE  DDDDDDDD    AA      AA      TT

LL              IIIIII      SSSSSSSS
LL              IIIIII      SSSSSSSS
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
```

SYS
V04

```
0000     1          .TITLE  UPCASEDAT               ; MISCELLANEOUS EXECUTIVE TABLES
0000     2          .IDENT  'V04-000'
0000     3 ;
0000     4 ;*****************************************************************************
0000     5 ;*                                                                           *
0000     6 ;*  COPYRIGHT (c) 1978, 1980, 1982, 1984 BY                                  *
0000     7 ;*  DIGITAL EQUIPMENT CORPORATION, MAYNARD, MASSACHUSETTS.                   *
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0000    13 ;*  COPIES THEREOF MAY NOT BE PROVIDED OR OTHERWISE MADE AVAILABLE TO ANY    *
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0000    18 ;*  AND  SHOULD  NOT  BE  CONSTRUED AS  A COMMITMENT BY DIGITAL EQUIPMENT   *
0000    19 ;*  CORPORATION.                                                             *
0000    20 ;*                                                                           *
0000    21 ;*  DIGITAL ASSUMES NO RESPONSIBILITY FOR THE USE  OR  RELIABILITY OF ITS    *
0000    22 ;*  SOFTWARE ON EQUIPMENT WHICH IS NOT SUPPLIED BY DIGITAL.                  *
0000    23 ;*                                                                           *
0000    24 ;*                                                                           *
0000    25 ;*****************************************************************************
0000    26 ;
0000    27 ; ABSTRACT:     MISCELLANEOUS EXECUTIVE TABLES.
0000    28 ;
0000    29 ; Ron Schaefer          3-Jan-1984
0000    30 ;
0000    31 ; MODIFIED BY:
0000    32 ;
0000    33 ;       V03-C01 TMK0001         Todd M. Katz            27-Mar-1984
0000    34 ;               Add EXE$LNM_SYNTAX_DAT, a table utilized whenever it is
0000    35 ;               discovered that a logical name block is to be contained within
0000    36 ;               a logical name table directory in order to:
0000    37 ;
0000    38 ;               1. Verify that the syntax of each of the name stings (logical
0000    39 ;                  name string or logical name table name string) contained
0000    40 ;                  within the logical name block is acceptable.
0000    41 ;
0000    42 ;               2. To move each of the name strings into its appropriate
0000    43 ;                  position within the logical name block.
0000    44 ;--
```

```
                                0000     46
                         00000000     47          .PSECT  Y$$PAGED_DATA,PAGE
                                0000     48
                                0000     49 ;
                                0000     50 ;       STRING UPCASE TABLE FOR THE DEC MULTINATIONAL CHARACTER SET
                                0000     51 ;
                                0000     52 ;       This data table contains the upcase characters for the DEC
                                0000     53 ;       multinational character set.   This table is indexed by
                                0000     54 ;       character code value.
                                0000     55 ;
                                0000     56
                                0000     57 EXE$UPCASE_DAT::
                                0000     58
                                0000     59 ;
                                0000     60 ;        7-bit ASCII
                                0000     61 ;
                                0000     62
07 06 05 04 03 02 01 00         0000     63          .BYTE     0,   1,   2,   3,   4,   5,   6,   7  ; NUL - BE'
0F 0E 0D 0C 0B 0A 09 08         0008     64          .BYTE     8,   9,  10,  11,  12,  13,  14,  15  ; BS - SI
17 16 15 14 13 12 11 10         0010     65          .BYTE    16,  17,  18,  19,  20,  21,  22,  23  ; DLE - ETB
1F 1E 1D 1C 1B 1A 19 18         0018     66          .BYTE    24,  25,  26,  27,  28,  29,  30,  31  ; CAN - US
27 26 25 24 23 22 21 20         0020     67          .BYTE    32,  33,  34,  35,  36,  37,  38,  39  ; SP ! " # $ % & '
2F 2E 2D 2C 2B 2A 29 28         0028     68          .BYTE    40,  41,  42,  43,  44,  45,  46,  47  ; ( ) * + , - . /
37 36 35 34 33 32 31 30         0030     69          .BYTE    48,  49,  50,  51,  52,  53,  54,  55  ; 0 1 2 3 4 5 6 7
3F 3E 3D 3C 3B 3A 39 38         0038     70          .BYTE    56,  57,  58,  59,  60,  61,  62,  63  ; 8 9 : ; < = > ?
47 46 45 44 43 42 41 40         0040     71          .BYTE    64,  65,  66,  67,  68,  69,  70,  71  ; @ A B C D E F G
4F 4E 4D 4C 4B 4A 49 48         0048     72          .BYTE    72,  73,  74,  75,  76,  77,  78,  79  ; H I J K L M N O
57 56 55 54 53 52 51 50         0050     73          .BYTE    80,  81,  82,  83,  84,  85,  86,  87  ; P Q R S T U V W
5F 5E 5D 5C 5B 5A 59 58         0058     74          .BYTE    88,  89,  90,  91,  92,  93,  94,  95  ; X Y Z [ \ ] ^ _
47 46 45 44 43 42 41 60         0060     75          .BYTE    96,  65,  66,  67,  68,  69,  70,  71  ; ` a b c d e f g
4F 4E 4D 4C 4B 4A 49 48         0068     76          .BYTE    72,  73,  74,  75,  76,  77,  78,  79  ; h i j k l m n o
57 56 55 54 53 52 51 50         0070     77          .BYTE    80,  81,  82,  83,  84,  85,  86,  87  ; p q r s t u v w
7F 7E 7D 7C 7B 5A 59 58         0078     78          .BYTE    88,  89,  90, 123, 124, 125, 126, 127  ; x y z { | } ~ DEL
                                0080     79
                                0080     80 ;
                                0080     81 ;       8-bit DEC Multinational
                                0080     82 ;
                                0080     83
87 86 85 84 83 82 81 80         0080     84          .BYTE   128, 129, 130, 131, 132, 133, 134, 135  ; 8-bit controls
8F 8E 8D 8C 8B 8A 89 88         0088     85          .BYTE   136, 137, 138, 139, 140, 141, 142, 143  ; 8-bit controls
97 96 95 94 93 92 91 90         0090     86          .BYTE   144, 145, 146, 147, 148, 149, 150, 151  ; 8-bit controls
9F 9E 9D 9C 9B 9A 99 98         0098     87          .BYTE   152, 153, 154, 155, 156, 157, 158, 159  ; 8-bit controls
A7 A6 A5 A4 A3 A2 A1 A0         00A0     88          .BYTE   160, 161, 162, 163, 164, 165, 166, 167  ; 8-bit graphics
AF AE AD AC AB AA A9 A8         00A8     89          .BYTE   168, 169, 170, 171, 172, 173, 174, 175  ; 8-bit graphics
B7 B6 B5 B4 B3 B2 B1 B0         00B0     90          .BYTE   176, 177, 178, 179, 180, 181, 182, 183  ; 8-bit graphics
BF BE BD BC BB BA B9 B8         00B8     91          .BYTE   184, 185, 186, 187, 188, 189, 190, 191  ; 8-bit graphics
C7 C6 C5 C4 C3 C2 C1 C0         00C0     92          .BYTE   192, 193, 194, 195, 196, 197, 198, 199  ; 8-bit upcase alphas
CF CE CD CC CB CA C9 C8         00C8     93          .BYTE   200, 201, 202, 203, 204, 205, 206, 207  ; 8-bit upcase alphas
D7 D6 D5 D4 D3 D2 D1 D0         00D0     94          .BYTE   208, 209, 210, 211, 212, 213, 214, 215  ; 8-bit upcase alphas
DF DE DD DC DB DA D9 D8         00D8     95          .BYTE   216, 217, 218, 219, 220, 221, 222, 223  ; 8-bit upcase alphas
C7 C6 C5 C4 C3 C2 C1 C0         00E0     96          .BYTE   192, 193, 194, 195, 196, 197, 198, 199  ; 8-bit lowcase alphas
CF CE CD CC CB CA C9 C8         00E8     97          .BYTE   200, 201, 202, 203, 204, 205, 206, 207  ; 8-bit lowcase alphas
D7 D6 D5 D4 D3 D2 D1 F0         00F0     98          .BYTE   240, 209, 210, 211, 212, 213, 214, 215  ; 8-bit lowcase alphas
FF FE DD DC DB DA D9 D8         00F8     99          .BYTE   216, 217, 218, 219, 220, 221, 254, 255  ; 8-bit lowcase alphas
```

```
                                0100    101
                                0100    102 ;
                                0100    103 ; LOGICAL NAME STRING SYNTAX TABLE.
                                0100    104 ;
                                0100    105 ; This table is utilized whenever it is discovered that a logical name block is
                                0100    106 ; to be contained within a logical name table directory to verify that the
                                0100    107 ; syntax of each of the name stings contained within the logical name block is
                                0100    108 ; acceptable, and to move each of the name strings into its appropriate position
                                0100    109 ; within the logical name block.  This table is indexed by character code value.
                                0100    110 ;
                                0100    111
                                0100    112 EXE$LNM_SYNTAX_DAT::
                                0100    113
                                0100    114 ;
                                0100    115 ;       7-bit ASCII
                                0100    116 ;
                                0100    117
00 00 00 00 00 00 00 00         0100    118         .BYTE     0,   0,   0,   0,   0,   0,   0,   0 ; NUL - BEL
00 00 00 00 00 00 00 00         0108    119         .BYTE     0,   0,   0,   0,   0,   0,   0,   0 ; BS - SI
00 00 00 00 00 00 00 00         0110    120         .BYTE     0,   0,   0,   0,   0,   0,   0,   0 ; DLE - ETB
00 00 00 00 00 00 00 00         0118    121         .BYTE     0,   0,   0,   0,   0,   0,   0,   0 ; CAN - US
00 00 00 24 00 00 00 00         0120    122         .BYTE     0,   0,   0,   0,  36,   0,   0,   0 ; SP ! " # $ % & '
00 00 00 00 00 00 00 00         0128    123         .BYTE     0,   0,   0,   0,   0,   0,   0,   0 ; ( ) * + , - . /
37 36 35 34 33 32 31 30         0130    124         .BYTE    48,  49,  50,  51,  52,  53,  54,  55 ; 0 1 2 3 4 5 6 7
00 00 00 00 00 00 39 38         0138    125         .BYTE    56,  57,   0,   0,   0,   0,   0,   0 ; 8 9 : ; < = > ?
47 46 45 44 43 42 41 00         0140    126         .BYTE     0,  65,  66,  67,  68,  69,  70,  71 ; @ A B C D E F G
4F 4E 4D 4C 4B 4A 49 48         0148    127         .BYTE    72,  73,  74,  75,  76,  77,  78,  79 ; H I J K L M N O
57 56 55 54 53 52 51 50         0150    128         .BYTE    80,  81,  82,  83,  84,  85,  86,  87 ; P Q R S T U V W
5F 00 00 00 00 5A 59 58         0158    129         .BYTE    88,  89,  90,   0,   0,   0,   0,  95 ; X Y Z [ \ ] ^ _
47 46 45 44 43 42 41 00         0160    130         .BYTE     0,  65,  66,  67,  68,  69,  70,  71 ; ` a b c d e f g
4F 4E 4D 4C 4B 4A 49 48         0168    131         .BYTE    72,  73,  74,  75,  76,  77,  78,  79 ; h i j k l m n o
57 56 55 54 53 52 51 50         0170    132         .BYTE    80,  81,  82,  83,  84,  85,  86,  87 ; p q r s t u v w
00 00 00 00 00 5A 59 58         0178    133         .BYTE    88,  89,  90,   0,   0,   0,   0,   0 ; x y z { | } ~ DEL
                                0180    134
                                0180    135 ;
                                0180    136 ;       8-bit DEC Multinational
                                0180    137 ;
                                0180    138
00 00 00 00 00 00 00 00         0180    139         .BYTE     0,   0,   0,   0,   0,   0,   0,   0 ; 8-bit controls
00 00 00 00 00 00 00 00         0188    140         .BYTE     0,   0,   0,   0,   0,   0,   0,   0 ; 8-bit controls
00 00 00 00 00 00 00 00         0190    141         .BYTE     0,   0,   0,   0,   0,   0,   0,   0 ; 8-bit controls
00 00 00 00 00 00 00 00         0198    142         .BYTE     0,   0,   0,   0,   0,   0,   0,   0 ; 8-bit controls
00 00 00 00 00 00 00 00         01A0    143         .BYTE     0,   0,   0,   0,   0,   0,   0,   0 ; 8-bit graphics
00 00 00 00 00 00 00 00         01A8    144         .BYTE     0,   0,   0,   0,   0,   0,   0,   0 ; 8-bit graphics
00 00 00 00 00 00 00 00         01B0    145         .BYTE     0,   0,   0,   0,   0,   0,   0,   0 ; 8-bit graphics
00 00 00 00 00 00 00 00         01B8    146         .BYTE     0,   0,   0,   0,   0,   0,   0,   0 ; 8-bit graphics
C7 C6 C5 C4 C3 C2 C1 C0         01C0    147         .BYTE   192, 193, 194, 195, 196, 197, 198, 199 ; 8-bit upcase alphas
CF CE CD CC CB CA C9 C8         01C8    148         .BYTE   200, 201, 202, 203, 204, 205, 206, 207 ; 8-bit upcase alphas
D7 D6 D5 D4 D3 D2 D1 00         01D0    149         .BYTE     0, 209, 210, 211, 212, 213, 214, 215 ; 8-bit upcase alphas
DF 00 DD DC DB DA D9 D8         01D8    150         .BYTE   216, 217, 218, 219, 220, 221,   0, 223 ; 8-bit upcase alphas
C7 C6 C5 C4 C3 C2 C1 C0         01E0    151         .BYTE   192, 193, 194, 195, 196, 197, 198, 199 ; 8-bit lowcase alphas
CF CE CD CC CB CA C9 C8         01E8    152         .BYTE   200, 201, 202, 203, 204, 205, 206, 207 ; 8-bit lowcase alphas
D7 D6 D5 D4 D3 D2 D1 00         01F0    153         .BYTE     0, 209, 210, 211, 212, 213, 214, 215 ; 8-bit lowcase alphas
00 00 DD DC DB DA D9 D8         01F8    154         .BYTE   216, 217, 218, 219, 220, 221,   0,   0 ; 8-bit lowcase alphas
                                0200    155
                                0200    156         .END
```

```
EXE$LNM_SYNTAX_DAT              00000100 RG    01
EXE$UPCASE_DAT                  00000000 RG    01
```

Psect synopsis

```
PSECT name                      Allocation          PSECT No.  Attributes
----------                      ----------          ---------  ----------
.  ABS  .                       00000000  (    0.)  00 (  0.)  NOPIC   USR   CON   ABS   LCL NOSHR NOEXE NORD  NOWRT NOVEC BYTE
Y$$PAGED_DATA                   00000200  (  512.)  01 (  1.)  NOPIC   USR   CON   REL   LCL NOSHR   EXE   RD    WRT NOVEC PAGE
```

Performance indicators

```
Phase                     Page faults     CPU Time        Elapsed Time
-----                     -----------     --------        ------------
Initialization                 29         00:00:00.04     00:00:01.05
Command processing            112         00:00:00.55     00:00:09.07
Pass 1                         68         00:00:00.84     00:00:08.23
Symbol table sort               0         00:00:00.00     00:00:00.00
Pass 2                         47         00:00:00.36     00:00:03.28
Symbol table output             2         00:00:00.01     00:00:00.00
Psect synopsis output           2         00:00:00.02     00:00:00.02
Cross-reference output          0         00:00:00.00     00:00:00.00
Assembler run totals          263         00:00:01.82     00:00:21.76

The working set limit was 900 pages.
4222 bytes (9 pages) of virtual memory were used to buffer the intermediate code.
There were 10 pages of symbol table space allocated to hold 2 non-local and 0 local symbols.
156 source lines were read in Pass 1, producing 12 object records in Pass 2.
0 pages of virtual memory were used to define 0 macros.
```

Macro library statistics

```
Macro library name                              Macros defined
------------------                              --------------
_$255$DUA28:[SYS.OBJ]LIB.MLB;1                          0
_$255$DUA28:[SYSLIB]STARLET.MLB;2                       0
TOTALS (all libraries)                                  0

0 GETS were required to define 0 macros.

There were no errors, warnings or information messages.

MACRO/LIS=LIS$:UPCASEDAT/OBJ=OBJ$:UPCASEDAT MSRC$:UPCASEDAT/UPDATE=(ENH$:UPCASEDAT)+EXECML$/LIB
```

WRTMFYPAG
LIS

UCBCREDEL
LIS

USRVECTOR
LIS

SYSVECTOR
LIS

SYSINIT
LIS

VERSION
LIS

SYSINI

UPCASEDAT
LIS

SYSINIT
MAP

SYSWAIT
LIS

TIMESCHDL
LIS