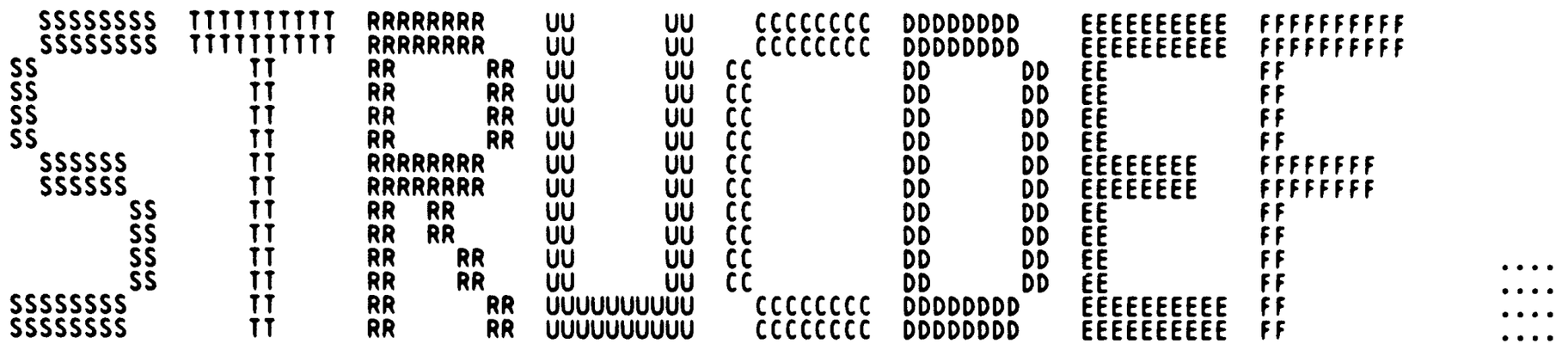
```
TTTTTTTTTTTTTTTT  RRRRRRRRRRRR        AAAAAAAAA        CCCCCCCCCCCC  EEEEEEEEEEEEEEEE
TTTTTTTTTTTTTTTT  RRRRRRRRRRRRR       AAAAAAAAA        CCCCCCCCCCCCC  EEEEEEEEEEEEEEEE
TTTTTTTTTTTTTTTT  RRRRRRRRRRRRR       AAAAAAAAA        CCCCCCCCCCCCC  EEEEEEEEEEEEEEEE
      TTT         RRR          RRR   AAA          AAA   CCC            EEE
      TTT         RRR          RRR   AAA          AAA   CCC            EEE
      TTT         RRR          RRR   AAA          AAA   CCC            EEE
      TTT         RRR          RRR   AAA          AAA   CCC            EEE
      TTT         RRR          RRR   AAA          AAA   CCC            EEE
      TTT         RRR          RRR   AAA          AAA   CCC            EEE
      TTT         RRRRRRRRRRRRR      AAA          AAA   CCC            EEEEEEEEEEEE
      TTT         RRRRRRRRRRRRR      AAA          AAA   CCC            EEEEEEEEEEEE
      TTT         RRRRRRRRRRRRR      AAA          AAA   CCC            EEEEEEEEEEEE
      TTT         RRR    RRR         AAAAAAAAAAAAAAAA   CCC            EEE
      TTT         RRR    RRR         AAAAAAAAAAAAAAAA   CCC            EEE
      TTT         RRR    RRR         AAAAAAAAAAAAAAAA   CCC            EEE
      TTT         RRR       RRR      AAA          AAA   CCC            EEE
      TTT         RRR       RRR      AAA          AAA   CCC            EEE
      TTT         RRR       RRR      AAA          AAA   CCC            EEE
      TTT         RRR          RRR   AAA          AAA      CCCCCCCCCCCC  EEEEEEEEEEEEEEEE
      TTT         RRR          RRR   AAA          AAA      CCCCCCCCCCCC  EEEEEEEEEEEEEEEE
      TTT         RRR          RRR   AAA          AAA      CCCCCCCCCCCC  EEEEEEEEEEEEEEEE
```

FILEID**STRUCDEF

L 16



```
;  0001  0     !----------------------------------------------------------------
;  0002  0     !
;  0003  0     !       STRUCDEF -- DECLARATION FILE FOR DATA STRUCTURE DEFINITION
;  0004  0     !                   AND ACCESS MACROS USED IN THE VAX DEBUGGER
;  0005  0     !
;  0006  0     !----------------------------------------------------------------
;  0007  0     !
;  0008  0     ! Version:      'V04-000'
;  0009  0     !
;  0010  0     !******************************************************************************
;  0011  0     !*                                                                            *
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;  0029  0     !*                                                                            *
;  0030  0     !*                                                                            *
;  0031  0     !******************************************************************************
;  0032  0     !
;  0033  0     !
;  0034  0     !
;  0035  0     ! WRITTEN BY
;  0036  0     !       Bert Beander    August, 1981.
;  0037  0     !
;  0038  0     ! MODULE FUNCTION:
;  0039  0     !       This REQUIRE file contains all macros used in defining and accessing
;  0040  0     !       data structures (BLISS BLOCKs) in the VAX Debugger.  These symbolic
;  0041  0     !       names should always be used in BLISS Field-References.
;  0042  0     !
```

```
;  0043  0          DATA STRUCTURE DEFINITION AND ACCESS
;  0044  0
;  0045  0
;  0046  0
;  0047  0          The following macros must be used in defining field names for all data
;  0048  0          structures in the Debugger.  These macros supply the position, size, and
;  0049  0          sign-extension values when used in FIELD declarations for BLOCK and
;  0050  0          BLOCKVECTOR data structures.  The various generic forms (as specified by
;  0051  0          the letters in the names) are as follows:
;  0052  0
;  0053  0                  A       Materialized address
;  0054  0                  L       Longword
;  0055  0                  W       Zero-extended word
;  0056  0                  B       Zero-extended byte
;  0057  0                  V       Zero-extended bit field
;  0058  0                  SW      Sign-extended word
;  0059  0                  SB      Sign-extended byte
;  0060  0                  SV      Sign-extended bit field
;  0061  0
;  0062  0          The "A" form should be used whenever the field being defined is such
;  0063  0          that only the address of the field may be materialized in a structure
;  0064  0          reference; that is, fetch and store operations on the field are not
;  0065  0          valid.  An example of such a field is an ASCII string.
;  0066  0
;  0067  0          Each of the "V" and "SV" forms take one or two parameters.  The first
;  0068  0          parameter is the bit position within the longword (or byte) and the
;  0069  0          second is the field size in bits.  The second parameter is optional;
;  0070  0          if omitted, it defaults to 1.  Thus V_(5) means bit 5 while V_(5,3)
;  0071  0          means the 3-bit field starting at bit 5 and ending at bit 7.  Bit
;  0072  0          positions are counted from the low-order (least significant) end of the
;  0073  0          longword, starting at zero.
;  0074  0
;  0075  0          The following data structure picture shows the locations of the various
;  0076  0          fields that can be specified.  Note how the bit positions are numbered
;  0077  0          along the top of the illustration.
;  0078  0
;  0079  0
;  0080  0           3 3 2 2 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1
;  0081  0           1 0 9 8 7 6 5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0
;  0082  0
;  0083  0          +-----------------------------------------------------------------+
;  0084  0        0 |                               L_                                |
;  0085  0          +-------------------------------+-------------------------------+
;  0086  0        1 |              W1_              |              W0_              |
;  0087  0          +---------------+---------------+---------------+---------------+
;  0088  0        2 |      B3_      |      B2_      |      B1_      |      B0_      |
;  0089  0          +---------------+---------------+---------------+---------------+
;  0090  0
;  0091  0
;  0092  0  ***
;  0093  0
;  0094  0  MACRO
;  0095  0          A_      = 0,  0,  0 %,          ! Address of a longword
;  0096  0
;  0097  0          A0_     = 0,  0,  0 %,          ! Address of byte 0
;  0098  0          A1_     = 8,  0,  0 %,          ! Address of byte 1
;  0099  0          A2_     = 16, 0,  0 %,          ! Address of byte 2
```

```
;    0100  0          A3_     = 24,  0,  0 %,        ! Address of byte 3
;    0101  0
;    0102  0          L_      =  0, 32,  0 %,        ! Longword
;    0103  0          W_      =  0, 16,  0 %,        ! Word, zero-extended
;    0104  0          B_      =  0,  8,  0 %,        ! Byte, zero-extended
;    0105  0
;    0106  0          W0_     =  0, 16,  0 %,        ! Word 0 zero-extended
;    0107  0          W1_     = 16, 16,  0 %,        ! Word 1 zero-extended
;    0108  0
;    0109  0          B0_     =  0,  8,  0 %,        ! Byte 0 zero-extended
;    0110  0          B1_     =  8,  8,  0 %,        ! Byte 1 zero-extended
;    0111  0          B2_     = 16,  8,  0 %,        ! Byte 2 zero-extended
;    0112  0          B3_     = 24,  8,  0 %,        ! Byte 3 zero-extended
;    0113  0
;    0114  0          V_(P,S) = P, %IF %NULL(S) %THEN 1 %ELSE S %FI, 0 %, ! Unsigned bit field
;    0115  0
;    0116  0          V0_(P,S) = P,      %IF %NULL(S) %THEN 1 %ELSE S %FI, 0 %, ! Bits in B0_
;    0117  0          V1_(P,S) = (P+8),  %IF %NULL(S) %THEN 1 %ELSE S %FI, 0 %, ! Bits in B1_
;    0118  0          V2_(P,S) = (P+16), %IF %NULL(S) %THEN 1 %ELSE S %FI, 0 %, ! Bits in B2_
;    0119  0          V3_(P,S) = (P+24), %IF %NULL(S) %THEN 1 %ELSE S %FI, 0 %, ! Bits in B3_
;    0120  0
;    0121  0          SW_     =  0, 16,  1 %,        ! Word, sign-extended
;    0122  0          SB_     =  0,  8,  1 %,        ! Byte, sign-extended
;    0123  0
;    0124  0          SW0_    =  0, 16,  1 %,        ! Word 0 sign-extended
;    0125  0          SW1_    = 16, 16,  1 %,        ! Word 1 sign-extended
;    0126  0
;    0127  0          SB0_    =  0,  8,  1 %,        ! Byte 0 sign-extended
;    0128  0          SB1_    =  8,  8,  1 %,        ! Byte 1 sign-extended
;    0129  0          SB2_    = 16,  8,  1 %,        ! Byte 2 sign-extended
;    0130  0          SB3_    = 24,  8,  1 %,        ! Byte 3 sign-extended
;    0131  0
;    0132  0          SV_(P,S)= P, %IF %NULL(S) %THEN 1 %ELSE S %FI, 1 %, ! Signed bit field
;    0133  0
;    0134  0          SV0_(P,S) = P,      %IF %NULL(S) %THEN 1 %ELSE S %FI, 1 %, ! Bits in B0_
;    0135  0          SV1_(P,S) = (P+8),  %IF %NULL(S) %THEN 1 %ELSE S %FI, 1 %, ! Bits in B1_
;    0136  0          SV2_(P,S) = (P+16), %IF %NULL(S) %THEN 1 %ELSE S %FI, 1 %, ! Bits in B2_
;    0137  0          SV3_(P,S) = (P+24), %IF %NULL(S) %THEN 1 %ELSE S %FI, 1 %; ! Bits in B3_
;    0138  0      !
;    0139  0      !
;    0140  0      ! END OF STRUCDEF.REQ



;                                    COMMAND QUALIFIERS

;       BLISS/LIBRARY=LIB$:STRUCDEF.L32/LIST=LIS$:STRUCDEF.LIS SRC$:STRUCDEF.REQ

; Run Time:          00:01.2
; Elapsed Time:      00:02.8
; Lines/CPU Min:      7058
; Lexemes/CPU-Min: 28336
; Memory Used:  12 pages
```

```
; Library Precompilation Complete
```

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TRACEMSG
MDL

TBKLIB
REQ

TRACE

TRACE
MAP

STRUCDEF
REQ

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REQ

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REQ

STRUCDEF
LIS

0401 AH-BT13A-SE
VAX/VMS V4.0

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