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00      00  P P      P P  C C      D D      D D  E E      F F
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00      00  P P P P P P  C C      D D      D D  E E E E E E  F F F F F F
00      00  P P      C C      D D      D D  E E      F F
00      00  P P      C C      D D      D D  E E      F F
00      00  P P      C C      D D      D D  E E      F F
00      00  P P      C C      D D      D D  E E      F F
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S S S S S S S S  D D D D D D D D  L L
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S S      D D      D D  L L
S S      D D      D D  L L
S S      D D      D D  L L
S S      D D      D D  L L
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      S S      D D      D D  L L
      S S      D D      D D  L L
      S S      D D      D D  L L
      S S      D D      D D  L L
S S S S S S S S  D D D D D D D D  L L L L L L L L L L
S S S S S S S S  D D D D D D D D  L L L L L L L L L L

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{ OPCDEF.SDL - system definition file for OPCOM

{ Version: 'V04-000'

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{ FACILITY: VAX/VMS System Macro Libraries

{ ABSTRACT:

 This file contains the SDL source for OPCOM definitions.

{ ENVIRONMENT:

 n/a

{--

{ AUTHOR: The VMS Group CREATION DATE: 1-Aug-1976

{ MODIFICATION HISTORY:

```

V03-002 CWH3002           CW Hobbs           24-Aug-1983
        Define REPLY and SOFTWARE operators, remove CLUSTER
        request type since it won't be used.

```

```

V03-001 CWH3001           CW Hobbs           30-Jul-1983
        Various and sundry things to make OPCOM distributed
        across the cluster.

```

{-

```

{+
{ OPERATOR COMMUNICATIONS MESSAGE TYPES
{-
module $OPCDEF;

aggregate OPCDEF structure prefix OPC$;
  MS_TYPE byte unsigned; /* MESSAGE TYPE
  MS_TARGET OVERLAY union; /* MESSAGE TARGET
    MS_TARGET byte unsigned; /* MESSAGE TARGET
    MS_ENAB byte unsigned; /* MESSAGE ENABLES
  end MS_TARGET OVERLAY;
  MS_STATUS word unsigned; /* MESSAGE STATUS
  MS_RPLYID OVERLAY union; /* REPLY ID
    MS_RPLYID longword unsigned; /* REPLY ID
    MS_MASK OVERLAY union; /* MESSAGE MASK
      MS_MASK longword unsigned; /* MESSAGE MASK
      MS_RQSTID longword unsigned; /* REQUEST ID
    end MS_MASK OVERLAY;
  end MS_RPLYID OVERLAY;
  MS_TEXT OVERLAY union; /* MESSAGE TEXT
    MS_TEXT longword unsigned; /* MESSAGE TEXT
    MS_TEXT_FIELDS structure; /* OPERATOR UNIT NUMBER
      MS_UNIT word unsigned; /* OPERATOR UNIT NUMBER
      MS_ONAME character; /* OPERATOR NAME
    end MS_TEXT_FIELDS;
  end MS_TEXT OVERLAY;
  FILL_1 word dimension 7 fill prefix OPCDEF tag $$; /* SPACE FOR NAME
  MS_OTEXT longword unsigned dimension 32; /* OPERATOR TEXT
  MS_MAXSZ OVERLAY union; /* MESSAGE MAX SIZE
    MS_MAXSZ longword unsigned; /* MESSAGE MAX SIZE

  constant /* OPERATOR MESSAGE TYPES
    RQ_TERME /* ENABLE TERMINAL
    , RQ_LOGI /* INITIALIZE THE LOG
    , RQ_RQST /* OPERATOR REQUEST
    , RQ_REPLY /* OPERATOR REPLY
    , RQ_CANCEL /* CANCEL REQUEST
    , RQ_STATUS /* REQUEST OPERATOR STATUS
    , RQ_SECURITY /* MESSAGE TO SECURITY OPERATOR
  ) equals 1 increment 1 prefix OPC tag $;

  MS_MAXSZ BITS structure; /*
    NM_CENTRL bitfield mask;
    NM_PRINT bitfield mask;
    NM_TAPES bitfield mask;
    NM_DISKS bitfield mask;
    NM_DEVICE bitfield mask;
    NM_CARDS bitfield mask;
    NM_NETWORK bitfield mask;
    NM_CLUSTER bitfield mask;
    NM_SECURITY bitfield mask;
    NM_REPLY bitfield mask;
    NM_SOFTWARE bitfield mask;
    NM_FILL_11 bitfield mask;
    NM_OPERT bitfield mask;

```

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NM_OPER2 bitfield mask;  
NM_OPER3 bitfield mask;  
NM_OPER4 bitfield mask;  
NM_OPER5 bitfield mask;  
NM_OPER6 bitfield mask;  
NM_OPER7 bitfield mask;  
NM_OPER8 bitfield mask;  
NM_OPER9 bitfield mask;  
NM_OPER10 bitfield mask;  
NM_OPER11 bitfield mask;  
NM_OPER12 bitfield mask;  
end MS_MAXSZ_BITS;  
end MS_MAXSZ_OVERLAY;  
end OPCDEF;  
end_module $OPCDEF;
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This image displays a grid of 100 small terminal window screenshots, arranged in 10 rows and 10 columns. Each window shows a different system command and its corresponding output. The commands are as follows:

- Row 1: STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL
- Row 2: STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL
- Row 3: STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL
- Row 4: STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL
- Row 5: OPDEF, OPDEF, OPDEF, OPDEF, OPDEF, OPDEF, OPDEF, OPDEF, OPDEF, OPDEF
- Row 6: SCRDEF, SCRDEF, SCRDEF, SCRDEF, SCRDEF, SCRDEF, SCRDEF, SCRDEF, SCRDEF, SCRDEF
- Row 7: OPDEF, OPDEF, OPDEF, OPDEF, OPDEF, OPDEF, OPDEF, OPDEF, OPDEF, OPDEF
- Row 8: SRMDEF, SRMDEF, SRMDEF, SRMDEF, SRMDEF, SRMDEF, SRMDEF, SRMDEF, SRMDEF, SRMDEF
- Row 9: STARDEFMP, STARDEFMP, STARDEFMP, STARDEFMP, STARDEFMP, STARDEFMP, STARDEFMP, STARDEFMP, STARDEFMP, STARDEFMP
- Row 10: STARDEFQZ, STARDEFQZ, STARDEFQZ, STARDEFQZ, STARDEFQZ, STARDEFQZ, STARDEFQZ, STARDEFQZ, STARDEFQZ, STARDEFQZ

The outputs in each window consist of text-based data, including command headers, status information, and lists of system parameters or configurations. The text is rendered in a monospaced font typical of early computer terminals.