

{ OPCDEF.SDL - system definition file for OPCOM

{ Version: 'V04-000'

```

*****
*
* COPYRIGHT (c) 1978, 1980, 1982, 1984 BY
* DIGITAL EQUIPMENT CORPORATION, MAYNARD, MASSACHUSETTS.
* ALL RIGHTS RESERVED.
*
* THIS SOFTWARE IS FURNISHED UNDER A LICENSE AND MAY BE USED AND COPIED
* ONLY IN ACCORDANCE WITH THE TERMS OF SUCH LICENSE AND WITH THE
* INCLUSION OF THE ABOVE COPYRIGHT NOTICE. THIS SOFTWARE OR ANY OTHER
* COPIES THEREOF MAY NOT BE PROVIDED OR OTHERWISE MADE AVAILABLE TO ANY
* OTHER PERSON. NO TITLE TO AND OWNERSHIP OF THE SOFTWARE IS HEREBY
* TRANSFERRED.
*
* THE INFORMATION IN THIS SOFTWARE IS SUBJECT TO CHANGE WITHOUT NOTICE
* AND SHOULD NOT BE CONSTRUED AS A COMMITMENT BY DIGITAL EQUIPMENT
* CORPORATION.
*
* DIGITAL ASSUMES NO RESPONSIBILITY FOR THE USE OR RELIABILITY OF ITS
* SOFTWARE ON EQUIPMENT WHICH IS NOT SUPPLIED BY DIGITAL.
*
*****

```

{++

{ 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 ENABLES
    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;
  MS_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;
```

```
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;
```

SC

CO

/*

/*

/*

ag

en

/*

/*

/*

This image displays a grid of 100 small technical diagrams and code snippets, arranged in 10 rows and 10 columns. Each cell contains a different component or command related to the VAX/VMS system. The components are labeled 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: STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL
- Row 6: STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL
- Row 7: STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL
- Row 8: STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL
- Row 9: STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL
- Row 10: STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL, STARDEFLL

Other labels visible in the grid include: OPDEF SDL, SCRDEF SDL, SRMDEF SDL, STARDEFMP SDL, STARDEFQZ SDL, STARDEFAC SDL, and various system diagrams and code snippets.