


```

SSSSSSSS  CCCCCCCC  RRRRRRRR  DDDDDDDD  EEEEEEEEE  FFFFFFFF
SSSSSSSS  CCCCCCCC  RRRRRRRR  DDDDDDDD  EEEEEEEEE  FFFFFFFF
SS         CC         RR         RR  DD         DD  EE         FF
SS         CC         RR         RR  DD         DD  EE         FF
SS         CC         RR         RR  DD         DD  EE         FF
SS         CC         RR         RR  DD         DD  EE         FF
SSSSSS    CC         RRRRRRRR  DD         DD  EEEEEEEE  FFFFFFFF
SSSSSS    CC         RRRRRRRR  DD         DD  EEEEEEEE  FFFFFFFF
          SS        RR  RR      DD         DD  EE         FF
          SS        RR  RR      DD         DD  EE         FF
          SS        CC         RR         RR  DD         DD  EE         FF
          SS        CC         RR         RR  DD         DD  EE         FF
SSSSSSSS  CCCCCCCC  RR         RR  DDDDDDDD  EEEEEEEEE  FF         ....
SSSSSSSS  CCCCCCCC  RR         RR  DDDDDDDD  EEEEEEEEE  FF         ....

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SSSSSSSS  DDDDDDDD  LL
SSSSSSSS  DDDDDDDD  LL
SS         DD         DD  LL
SS         DD         DD  LL
SS         DD         DD  LL
SS         DD         DD  LL
SSSSSS    DD         DD  LL
SSSSSS    DD         DD  LL
          SS        DD         DD  LL
          SS        DD         DD  LL
          SS        DD         DD  LL
          SS        DD         DD  LL
SSSSSSSS  DDDDDDDD  LLLLLLLLLL
SSSSSSSS  DDDDDDDD  LLLLLLLLLL

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Version: 'V04-000'

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*****
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DEFINITIONS FOR SCREEN PACKAGE INTERFACE

Author

Tim Halvorsen, September 1978

Modified by

- 006 PLL3006 P. Levesque 4-Jan-1983
Added SCRSM_NORMAL to represent no flag bits set.
- 005 MIR0061 Michael I Rosenblum 23-Dec-1981
Added bits to flag definition (EDIT and DECRT)
- 004 JLV0080 Jake VanNoy 31-Aug-1981
Added bits to flag definition (ANSI, BLOCK, REGIS, AVO).
- 003 GRR0001 Greg Robert 30-Jan-1981
Added bit definitions for screen attributes
- 002 GRR0001 Greg Robert 16-Jan-1981
Added UP_SCROLL
- 001 GRR0001 Greg Robert 17-Nov-1980
Added PUT_LINE, MOVE_CURSOR, SET_SCROLL

module \$SCRDEF;

```

constant(
    PUT_SCREEN          /* SCREEN PACKAGE REQUEST TYPES
    . GET_SCREEN        /* SCR$PUT_SCREEN
    . ERASE_PAGE        /* SCR$GET_SCREEN
    . ERASE_LINE        /* SCR$ERASE_PAGE
    . SET_CURSOR        /* SCR$ERASE_LINE
    . DOWN_SCROLL       /* SCR$SET_CURSOR
    . SCREEN_INFO       /* SCR$DOWN_SCROLL
    . PUT_LINE          /* SCR$SCREEN_INFO
    . MOVE_CURSOR       /* SCR$PUT_LINE
    . SET_SCROLL        /* SCR$MOVE_CURSOR
    . UP_SCROLL         /* SCR$SET_SCROLL
) equals 0 increment 1 prefix SCR tag $C;

/*
/* DEFINE BIT MASKS AND VALUES FOR SCREEN ATTRIBUTES
/*

aggregate SCRDEF union prefix SCR$:
    SCRDEF_BITS structure;
        BOLD bitfield mask;
        REVERSE bitfield mask;
        BLINK bitfield mask;
        UNDERLINE bitfield mask;
    end SCRDEF_BITS;
    constant 'NORMAL' equals 0 prefix SCR$ tag M; /*no bits set

end SCRDEF;

/*
/* DEFINE FORMAT OF SCR$SCREEN_INFO RETURN BUFFER
/*

aggregate SCRDEF1 structure prefix SCR$:
    FLAGS_OVERLAY union;
        FLAGS longword unsigned; /* FLAGS LONGWORD
        FLAGS_BITS structure;
            SCREEN bitfield mask; /* 1 = SCREEN ORIENTED, 0 = SCROLLING
            ANSICRT bitfield mask; /* ANSI TERMINAL
            REGIS bitfield mask; /* REGIS TERMINAL
            BLOCK bitfield mask; /* BLOCK MODE TERMINAL
            AVO bitfield mask; /* ADVANCED VIDEO TERMINAL
            EDIT bitfield mask; /* TERMINAL HAS EDIT CAPABILITY
            DECCRT bitfield mask; /* TERMINAL IS A DEC CRT
        end FLAGS_BITS;
    end FLAGS_OVERLAY;
    WIDTH word unsigned; /* WIDTH OF EACH LINE
    PAGESIZE word unsigned; /* LINES IN SCREEN
    DEVTYPE byte unsigned; /* DEVICE TYPE (SEE $DCDEF)
    FILL 1 byte dimension 11 fill prefix SCRDEF tag $$; /* (RESERVED)
    constant 'LENGTH' equals . prefix SCR$ tag K; /* LENGTH OF INFO RETURN BUFFER
    constant 'LENGTH' equals . prefix SCR$ tag C; /* LENGTH OF INFO RETURN BUFFER

end SCRDEF1;

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SCRDEF.SDL:1

end_module \$SCRDEF;

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The image displays a dense grid of small, illegible text fragments and symbols, likely representing a large volume of data or code. The fragments are arranged in a regular pattern across the page, with some larger, more legible labels interspersed. These labels include:

- STARDEFEL SDL
- OPCDEF SDL
- SCRDEF SDL
- OPDEF SDL
- SRMDEF SDL
- STARDEFMP SDL
- STARDEFQZ SDL
- STARDEFAE SDL

The overall appearance is that of a highly detailed technical document or a data dump, where the individual elements are too small to read clearly but collectively form a structured layout.