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{ Version:       'V04-000'
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{
{      DEFINITIONS FOR SCREEN PACKAGE INTERFACE
{
{   Author
{
{      Tim Halvorsen, September 1978
{
{   Modified by
{
{      006     PLL3006         P. Levesque     4-Jan-1983
{              Added SCR$M_NORMAL to represent no flag bits set.
{
{      005     MIR0061         Michael I Rosenblum 23-Dec-1981
{              Added bits to flag definition (EDIT and DECCRT)
{
{      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;
```

```
                                                        /* SCREEN PACKAGE REQUEST TYPES
constant(
        PUT_SCREEN                                      /* SCR$PUT_SCREEN
      , GET_SCREEN                                      /* SCR$GET_SCREEN
      , ERASE_PAGE                                      /* SCR$ERASE_PAGE
      , ERASE_LINE                                      /* SCR$ERASE_LINE
      , SET_CURSOR                                      /* SCR$SET_CURSOR
      , DOWN_SCROLL                                     /* SCR$DOWN_SCROLL
      , SCREEN_INFO                                     /* SCR$SCREEN_INFO
      , PUT_LINE                                        /* SCR$PUT_LINE
      , MOVE_CURSOR                                     /* SCR$MOVE_CURSOR
      , SET_SCROLL                                      /* SCR$SET_SCROLL
      , UP_SCROLL                                       /* SCR$UP_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;
```

end_module $SCRDEF;

STARDEFFL
SDL

OPCDEF
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SCRDEF
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OPDEF
SDL

SRMDEF
SDL

STARDEFMP
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