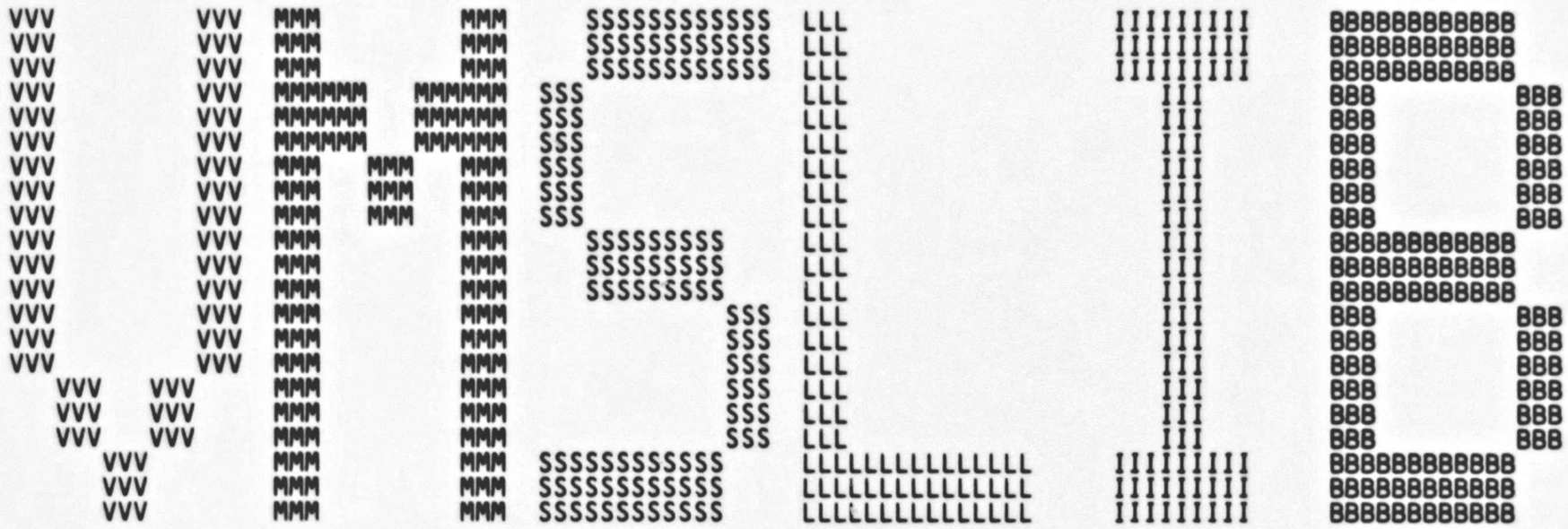
VVV VVV MMM MMM SSSSSSSSSSS LLL IIIIIIIII BBBBBBBBBBB
VVV VVV MMM MMM SSSSSSSSSSS LLL IIIIIIIII BBBBBBBBBBB
VVV VVV MMM MMM SSSSSSSSSSS LLL IIIIIIIII BBBBBBBBBBB
VVV VVV MMMMMM MMMMMM SSS LLL III BBB BBB
VVV VVV MMMMMM MMMMMM SSS LLL III BBB BBB
VVV VVV MMMMMM MMMMMM SSS LLL III BBB BBB
VVV VVV MMM MMM MMM SSS LLL III BBB BBB
VVV VVV MMM MMM MMM SSS LLL III BBB BBB
VVV VVV MMM MMM MMM SSS LLL III BBB BBB
VVV VVV MMM MMM SSSSSSSSS LLL III BBBBBBBBBBB
VVV VVV MMM MMM SSSSSSSSS LLL III BBBBBBBBBBB
VVV VVV MMM MMM SSSSSSSSS LLL III BBBBBBBBBBB
VVV VVV MMM MMM SSS LLL III BBB BBB
VVV VVV MMM MMM SSS LLL III BBB BBB
VVV VVV MMM MMM SSS LLL III BBB BBB
VVV VVV MMM MMM SSS LLL III BBB BBB
VVV VVV MMM MMM SSS LLL III BBB BBB
VVV VVV MMM MMM SSS LLL III BBB BBB
VVV MMM MMM SSSSSSSSSSS LLLLLLLLLLLLLLL IIIIIIIII BBBBBBBBBBB
VVV MMM MMM SSSSSSSSSSS LLLLLLLLLLLLLLL IIIIIIIII BBBBBBBBBBB
VVV MMM MMM SSSSSSSSSSS LLLLLLLLLLLLLLL IIIIIIIII BBBBBBBBBBB
VVV MMM MMM SSSSSSSSSSS LLLLLLLLLLLLLLL IIIIIIIII BBBBBBBBBBB

FILEID**SCRDEF

```
  SSSSSSSS    CCCCCCCC  RRRRRRRR    DDDDDDDD    EEEEEEEEEE  FFFFFFFFFF
  SSSSSSSS    CCCCCCCC  RRRRRRRR    DDDDDDDD    EEEEEEEEEE  FFFFFFFFFF
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    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              ....
SSSSSSSS      CCCCCCCC  RR      RR  DDDDDDDD    EEEEEEEEEE  FF              ....
SSSSSSSS      CCCCCCCC  RR      RR  DDDDDDDD    EEEEEEEEEE  FF              ....


  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
```

```
{
{ 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.                 *
{*                                                                          *
{*                                                                          *
{****************************************************************************

{       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
SDL

SCRDEF
SDL

OPDEF
SDL

SRMDEF
SDL

STARDEFMP
SDL

STARDEFQZ
SDL

STARDEFAE
SDL