N 11

```
VVV         VVV  MMM         MMM     SSSSSSSSSSSS  LLL                 IIIIIIIII     BBBBBBBBBBBB
VVV         VVV  MMM         MMM     SSSSSSSSSSSS  LLL                 IIIIIIIII     BBBBBBBBBBBB
VVV         VVV  MMM         MMM     SSSSSSSSSSSS  LLL                 IIIIIIIII     BBBBBBBBBBBB
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        BBBBBBBBBBBB
VVV         VVV  MMM         MMM     SSSSSSSSS     LLL                    III        BBBBBBBBBBBB
VVV         VVV  MMM         MMM     SSSSSSSSS     LLL                    III        BBBBBBBBBBBB
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  SSSSSSSSSSSS     LLLLLLLLLLLLLLL     IIIIIIIII     BBBBBBBBBBBB
      VVV        MMM         MMM  SSSSSSSSSSSS     LLLLLLLLLLLLLLL     IIIIIIIII     BBBBBBBBBBBB
      VVV        MMM         MMM  SSSSSSSSSSSS     LLLLLLLLLLLLLLL     IIIIIIIII     BBBBBBBBBBBB
```

```
**FILE**ID**EODEFM                                   D 11




EEEEEEEEEE    OOOOOO    DDDDDDDD    EEEEEEEEEE  FFFFFFFFFF  MM      MM
EEEEEEEEEE    OOOOOO    DDDDDDDD    EEEEEEEEEE  FFFFFFFFFF  MM      MM
EE          OO      OO  DD      DD  EE          FF          MMMM  MMMM
EE          OO      OO  DD      DD  EE          FF          MMMM  MMMM
EE          OO      OO  DD      DD  EE          FF          MM  MM  MM
EE          OO      OO  DD      DD  EE          FF          MM  MM  MM
EEEEEEEE    OO      OO  DD      DD  EEEEEEEE    FFFFFFFF    MM      MM
EEEEEEEE    OO      OO  DD      DD  EEEEEEEE    FFFFFFFF    MM      MM
EE          OO      OO  DD      DD  EE          FF          MM      MM
EE          OO      OO  DD      DD  EE          FF          MM      MM
EE          OO      OO  DD      DD  EE          FF          MM      MM  ....
EE          OO      OO  DD      DD  EE          FF          MM      MM  ....
EEEEEEEEEE    OOOOOO    DDDDDDDD    EEEEEEEEEE  FF          MM      MM  ....
EEEEEEEEEE    OOOOOO    DDDDDDDD    EEEEEEEEEE  FF          MM      MM  ....


MM      MM    AAAAAA    RRRRRRRR
MM      MM    AAAAAA    RRRRRRRR
MMMM  MMMM  AA      AA  RR      RR
MMMM  MMMM  AA      AA  RR      RR
MM  MM  MM  AA      AA  RR      RR
MM  MM  MM  AA      AA  RR      RR
MM      MM  AA      AA  RRRRRRRR
MM      MM  AA      AA  RRRRRRRR
MM      MM  AAAAAAAAAA  RR  RR
MM      MM  AAAAAAAAAA  RR  RR
MM      MM  AA      AA  RR    RR
MM      MM  AA      AA  RR    RR
MM      MM  AA      AA  RR      RR
MM      MM  AA      AA  RR      RR
```

```
        .TITLE EODEF - EDITPC Pattern Operator Macros
        .IDENT 'V04-000'
        .NLIST
;+
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;****************************************************************************
;
; FACILITY :
;       EDITPC Pattern Operator Encodings
;
; ABSTRACT :
;       The EDITPC instruction, Edit Packed to Character String, performs the
;       editing according to the pattern string which consists of one byte
;       pattern operators.  Some pattern operators take no operands.  Some
;       take a repeat count which is contained in the rightmost nibble of the
;       pattern operator itself.  The rest take a one byte operand which
;       follows the pattern operator immediately.  This operand is either an
;       unsigned integer length or byte character.  Edit patterns must end
;       with the EO$END pattern operator.
;
;       The EODEF macros permit easy construction of the edit pattern.
;
; ENVIRONMENT:
;
; AUTHOR:
;       R. P. Grosso,           Creation Date 9-Oct-1980
;
; MODIFIED BY:
;
;-
```

```
; EO$END EDIT PATTERN OPERATOR ENCODING
;       CALL EO$END
;
        .MACRO  EO$END
        .BYTE    ^X00                   ; EO$END encoding
        .ENDM   EO$END

; EO$END_FLOAT EDIT PATTERN OPERATOR ENCODING
;       CALL EO$END_FLOAT
;
        .MACRO  EO$END_FLOAT
        .BYTE    ^X01                   ; EO$END_FLOAT encoding
        .ENDM   EO$END_FLOAT

; EO$CLEAR_SIGNIF EDIT PATTERN OPERATOR ENCODING
;       CALL EO$CLEAR_SIGNIF
;
        .MACRO  EO$CLEAR_SIGNIF
        .BYTE    ^X02                   ; EO$CLEAR_SIGNIF encoding
        .ENDM   EO$CLEAR_SIGNIF

; EO$SET_SIGNIF EDIT PATTERN OPERATOR ENCODING
;       CALL EO$SET_SIGNIF
;
        .MACRO  EO$SET_SIGNIF
        .BYTE    ^X03                   ; EO$SET_SIGNIF encoding
        .ENDM   EO$SET_SIGNIF

; EO$STORE_SIGN EDIT PATTERN OPERATOR ENCODING
;       CALL EO$STORE_SIGN
;
        .MACRO  EO$STORE_SIGN
        .BYTE    ^X04                   ; EO$STORE_SIGN encoding
        .ENDM   EO$STORE_SIGN

; EO$LOAD_FILL EDIT PATTERN OPERATOR ENCODING
;       CALL EO$LOAD_FILL <CH>
;       WHERE CH IS THE FILL CHARACTER
;
        .MACRO  EO$LOAD_FILL CH
        .BYTE    ^X40                   ; EO$LOAD_FILL encoding
        .IF BLANK <CH>                  ; check to be sure CH isn't blank
        .WARN           ;EO$LOAD_FILL - CHARACTER WAS BLANK OR NOT DELIMITED
        .ENDC
        .IF IDENTICAL CH,/              ; avoid .ASCII ///       if CH is /
        .BYTE    ^X2F                   ; enter ASCII for "/"
        .IF_FALSE                       ; if CH is not "/" then
        .ASCII  /CH/                    ; fill char placed in fill register
        .ENDC
        .ENDM   EO$LOAD_FILL
```

```
; EO$LOAD_SIGN EDIT PATTERN OPERATOR ENCODING
;       CALL EO$LOAD_SIGN <CH>
;       WHERE CH IS THE SIGN CHARACTER
;
        .MACRO  EO$LOAD_SIGN CH
        .BYTE    ^X41                   ; EO$LOAD_SIGN  encoding
        .IF BLANK <CH>                  ; check to be sure CH isn't blank
        .WARN           ;EO$LOAD_SIGN - CHARACTER WAS BLANK OR NOT DELIMITED
        .ENDC
        .IF IDENTICAL CH,/              ; avoid .ASCII ///       if CH is /
        .BYTE    ^X2F                   ; enter ASCII for "/"
        .IF_FALSE                       ; if CH is not "/" then
        .ASCII  /CH/                    ; sign char placed in sign register
        .ENDC
        .ENDM   EO$LOAD_SIGN

; EO$LOAD_PLUS EDIT PATTERN OPERATOR ENCODING
;       CALL EO$LOAD_PLUS <CH>
;       WHERE CH IS THE SIGN CHARACTER WHEN RESULT IS POSITIVE
;
        .MACRO  EO$LOAD_PLUS CH
        .BYTE    ^X42                   ; EO$LOAD_PLUS  encoding
        .IF BLANK <CH>                  ; check to be sure CH isn't blank
        .WARN           ;EO$LOAD_PLUS - CHARACTER WAS BLANK OR NOT DELIMITED
        .ENDC
        .IF IDENTICAL CH,/              ; avoid .ASCII ///       if CH is /
        .BYTE    ^X2F                   ; enter ASCII for "/"
        .IF_FALSE                       ; if CH is not "/" then
        .ASCII  /CH/                    ; char to be placed in sign register
        .ENDC
        .ENDM   EO$LOAD_PLUS

; EO$LOAD_MINUS EDIT PATTERN OPERATOR ENCODING
;       CALL EO$LOAD_MINUS <CH>
;       WHERE CH IS THE SIGN CHARACTER WHEN RESULT IS NEGATIVE
;
        .MACRO  EO$LOAD_MINUS CH
        .BYTE    ^X43                   ; EO$LOAD_MINUS encoding
        .IF BLANK <CH>                  ; check to be sure CH isn't blank
        .WARN           ;EO$LOAD_MINUS - CHARACTER WAS BLANK OR NOT DELIMITED
        .ENDC
        .IF IDENTICAL CH,/              ; avoid .ASCII ///       if CH is /
        .BYTE    ^X2F                   ; enter ASCII for "/"
        .IF_FALSE                       ; if CH is not "/" then
        .ASCII  /CH/                    ; char to be placed in sign register
        .ENDC
        .ENDM   EO$LOAD_MINUS

; EO$INSERT EDIT PATTERN OPERATOR ENCODING
;       CALL EO$INSERT <CH>
;       WHERE CH IS INSERTED
;
```

```
        .MACRO  EO$INSERT CH
        .BYTE    ^X44                       ; EO$INSERT encoding
        .IF BLANK <CH>                      ; check to be sure CH isn't blank
        .WARN           ;EO$INSERT - CHARACTER WAS BLANK OR NOT DELIMITED
        .ENDC
        .IF IDENTICAL CH,/                  ; avoid .ASCII ///       if CH is /
        .BYTE    ^X2F                       ; enter ASCII for "/"
        .IF_FALSE                           ; if CH is not "/" then
        .ASCII  /CH/                        ; char to be inserted
        .ENDC
        .ENDM    EO$INSERT

; EO$BLANK_ZERO EDIT PATTERN OPERATOR ENCODING
;       CALL EO$BLANK_ZERO LEN
;       WHERE LEN IS A POSITIVE INTEGER
;
        .MACRO  EO$BLANK_ZERO LEN
        .BYTE    ^X45                       ; EO$BLANK_ZERO encoding
        .IF EQUAL LEN
        .WARN    ;EO$BLANK_ZERO - LENGTH SHOULD NOT EQUAL ZERO
        .ENDC
        .BYTE    LEN                        ; length to fill with contents of
                                            ;  fill register if value of source
                                            ;  string is zero.
        .ENDM    EO$BLANK_ZERO



; EO$REPLACE_SIGN EDIT PATTERN OPERATOR ENCODING
;       CALL EO$REPLACE_SIGN LEN
;       WHERE LEN IS A POSITIVE INTEGER
;
        .MACRO  EO$REPLACE_SIGN LEN
        .BYTE    ^X46                       ; EO$REPLACE_SIGN encoding
        .IF EQUAL LEN
        .WARN    ;EO$REPLACE_SIGN - LENGTH SHOULD NOT EQUAL ZERO
        .ENDC
        .BYTE    LEN
        .ENDM    EO$REPLACE_SIGN


; EO$ADJUST_INPUT EDIT PATTERN OPERATOR ENCODING
;       CALL EO$ADJUST_INPUT LEN
;       WHERE LEN IS A POSITIVE INTEGER
;
        .MACRO  EO$ADJUST_INPUT LEN
        .BYTE    ^X47                       ; EO$ADJUST_INPUT encoding
        .IF LESS_EQUAL LEN
        .WARN    ;EO$ADJUST_INPUT - LENGTH MUST BE GREATER THAN ZERO
        .ENDC
        .IF GREATER_EQUAL LEN - 32
        .WARN    ;EO$ADJUST_INPUT - LENGTH MUST BE LESS THAN 32
        .ENDC
        .BYTE   LEN                        ; length to fill with contents of
                                           ;  fill register if value of source
                                           ;  string is zero.
        .ENDM   EO$ADJUST_INPUT

; EO$FILL EDIT PATTERN OPERATOR ENCODING
;       CALL EO$FILL R
;       WHERE R, THE REPEAT COUNT IS BETWEEN 1 AND 15 INCLUSIVE
;
        .MACRO  EO$FILL R
        .IF LESS_EQUAL R                   ; repeat cannot be zero
        .WARN   ;EO$FILL - REPEAT CANNOT BE ZERO
        .ENDC
        .IF GREATER_EQUAL R - 16           ; repeat count must be contained in
                                           ;  a nibble
        .WARN   ;EO$FILL - REPEAT IS GREATER THAN 15
        .ENDC
        .BYTE   <^X80 + R>                 ; EO$FILL operator encoding
                                           ;  plus repeat count
        .ENDM   EO$FILL

; EO$MOVE EDIT PATTERN OPERATOR ENCODING
;       CALL EO$MOVE R
;       WHERE R, THE REPEAT COUNT IS BETWEEN 1 AND 15 INCLUSIVE
;
        .MACRO  EO$MOVE R
        .IF LESS_EQUAL R                   ; repeat cannot be zero
        .WARN   ;EO$MOVE - REPEAT CANNOT BE ZERO
        .ENDC
        .IF GREATER_EQUAL R - 16           ; repeat count must be contained in
                                           ;  a nibble
        .WARN   ;EO$MOVE - REPEAT IS GREATER THAN 15
        .ENDC
        .BYTE   <^X90 + R>                 ; EO$MOVE operator encoding
                                           ;  plus repeat count
        .ENDM   EO$MOVE

; EO$FLOAT EDIT PATTERN OPERATOR ENCODING
;       CALL EO$FLOAT R
;       WHERE R, THE REPEAT COUNT IS BETWEEN 1 AND 15 INCLUSIVE
;
        .MACRO  EO$FLOAT R
        .IF LESS_EQUAL R                   ; repeat cannot be zero
        .WARN   ;EO$FLOAT - REPEAT CANNOT BE ZERO
        .ENDC
        .IF GREATER_EQUAL R - 16           ; repeat count must be contained in
                                           ;  a nibble
        .WARN   ;EO$FLOAT - REPEAT IS GREATER THAN 15
        .ENDC
        .BYTE   <^XA0 + R>                 ; EO$FLOAT operator encoding
                                           ;  plus repeat count
        .ENDM   EO$FLOAT
```

```
;+
;
;       END OF EDIT PATTERN OPERATOR ENCODINGS
;
;-
```

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