```
EEEEEEEEEEEEEEE  DDDDDDDDDDD     TTTTTTTTTTTTTTT
EEEEEEEEEEEEEEE  DDDDDDDDDDDD    TTTTTTTTTTTTTTT
EEEEEEEEEEEEEEE  DDDDDDDDDDDD    TTTTTTTTTTTTTTT
EEE              DDD         DDD       TTT
EEE              DDD          DDD      TTT
EEE              DDD          DDD      TTT
EEE              DDD          DDD      TTT
EEE              DDD          DDD      TTT
EEE              DDD          DDD      TTT
EEEEEEEEEEEE     DDD          DDD      TTT
EEEEEEEEEEEE     DDD          DDD      TTT
EEEEEEEEEEEE     DDD          DDD      TTT
EEE              DDD          DDD      TTT
EEE              DDD          DDD      TTT
EEE              DDD          DDD      TTT
EEE              DDD          DDD      TTT
EEE              DDD          DDD      TTT
EEE              DDD          DDD      TTT
EEEEEEEEEEEEEEE  DDDDDDDDDDD          TTT
EEEEEEEEEEEEEEE  DDDDDDDDDDDD         TTT
EEEEEEEEEEEEEEE  DDDDDDDDDDDD         TTT
EEEEEEEEEEEEEEE  DDDDDDDDDDDD         TTT
```

```
  CCCCCCCC  HH      HH  MM      MM  MM      MM  RRRRRRRR    KK      KK    CCCCCCCC  HH      HH    GGGGGGGG
  CCCCCCCC  HH      HH  MM      MM  MM      MM  RRRRRRRR    KK      KK    CCCCCCCC  HH      HH    GGGGGGGG
CC          HH      HH  MMMM  MMMM  MMMM  MMMM  RR      RR  KK      KK  CC        HH      HH  GG
CC          HH      HH  MMMM  MMMM  MMMM  MMMM  RR      RR  KK      KK  CC        HH      HH  GG
CC          HH      HH  MM  MM  MM  MM  MM  MM  RR      RR  KK    KK    CC        HH      HH  GG
CC          HH      HH  MM  MM  MM  MM  MM  MM  RR      RR  KK    KK    CC        HH      HH  GG
CC          HHHHHHHHHH  MM      MM  MM      MM  RRRRRRRR    KKKKKK      CC        HHHHHHHHHH  GG
CC          HHHHHHHHHH  MM      MM  MM      MM  RRRRRRRR    KKKKKK      CC        HHHHHHHHHH  GG
CC          HH      HH  MM      MM  MM      MM  RR  RR      KK    KK    CC        HH      HH  GG  GGGGGG
CC          HH      HH  MM      MM  MM      MM  RR  RR      KK    KK    CC        HH      HH  GG  GGGGGG
CC          HH      HH  MM      MM  MM      MM  RR    RR    KK      KK  CC        HH      HH  GG      GG
CC          HH      HH  MM      MM  MM      MM  RR    RR    KK      KK  CC        HH      HH  GG      GG
  CCCCCCCC  HH      HH  MM      MM  MM      MM  RR      RR  KK      KK    CCCCCCCC  HH      HH    GGGGGG
  CCCCCCCC  HH      HH  MM      MM  MM      MM  RR      RR  KK      KK    CCCCCCCC  HH      HH    GGGGGG


LL            IIIIII      SSSSSSSS
LL            IIIIII      SSSSSSSS
LL              II      SS
LL              II      SS
LL              II      SS
LL              II      SS
LL              II        SSSSSS
LL              II        SSSSSS
LL              II              SS
LL              II              SS
LL              II              SS
LL              II              SS
LLLLLLLLLL    IIIIII    SSSSSSSS
LLLLLLLLLL    IIIIII    SSSSSSSS
```

```
;    1          0001  0 %TITLE 'EDT$CHMMRKCHG - track changes in current line'
;    2          0002  0 MODULE EDT$CHMMRKCHG (                          ! Track changes in current line
;    3          0003  0                       IDENT = 'V04-000'         ! File: CHMMRKCHG.BLI Edit: JBS2024
;    4          0004  0                       ) =
;    5          0005  1 BEGIN
;    6          0006  1 !
;    7          0007  1 !**************************************************************************
;    8          0008  1 !*                                                                        *
;    9          0009  1 !*  COPYRIGHT (c) 1978, 1980, 1982, 1984 BY                               *
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;   17          0017  1 !*  OTHER PERSON.  NO TITLE TO AND OWNERSHIP OF  THE  SOFTWARE IS  HEREBY   *
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;   19          0019  1 !*                                                                        *
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;   21          0021  1 !*  AND  SHOULD  NOT  BE  CONSTRUED AS  A COMMITMENT BY DIGITAL EQUIPMENT   *
;   22          0022  1 !*  CORPORATION.                                                           *
;   23          0023  1 !*                                                                        *
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;   25          0025  1 !*  SOFTWARE ON EQUIPMENT WHICH IS NOT SUPPLIED BY DIGITAL.                 *
;   26          0026  1 !*                                                                        *
;   27          0027  1 !*                                                                        *
;   28          0028  1 !**************************************************************************
;   29          0029  1 !
;   30          0030  1
;   31          0031  1 !++
;   32          0032  1 ! FACILITY:     EDT -- The DEC Standard Editor
;   33          0033  1 !
;   34          0034  1 ! ABSTRACT:
;   35          0035  1 !
;   36          0036  1 !       This module keeps track of the bounds between which the
;   37          0037  1 !       current line must be updated.
;   38          0038  1 !
;   39          0039  1 ! ENVIRONMENT:  Runs at any access mode - AST reentrant
;   40          0040  1 !
;   41          0041  1 ! AUTHOR: Bob Kushlis, CREATION DATE: Unknown
;   42          0042  1 !
;   43          0043  1 ! MODIFIED BY:
;   44          0044  1 !
;   45          0045  1 ! 2-001 - Recode to interface to the new screen updater.  JBS 13-Sep-1982
;   46          0046  1 ! 2-002 - version 2-001 was just a stub.  This version is little better:
;   47          0047  1 !           it always marks the line for reapinting.  JBS 17-Sep-1982
;   48          0048  1 ! 2-003 - Add logic for deleting lines and for skipping over deleted lines.
;   49          0049  1 !           JBS 20-Sep-1982
;   50          0050  1 ! 2-004 - Worry about the target line having a deleted neighbor.  JBS 20-Sep-1982
;   51          0051  1 ! 2-005 - Call EDT$$SC_FNDREC, which contains the table searching code.  JBS 24-Sep-1982
;   52          0052  1 ! 2-006 - Record the actual edits to a line, instead of just marking it for repaint.  JBS 28-Sep-1982
;   53          0053  1 ! 2-007 - Change the parameters to SC_FNDREC.  SMB 28-Sep-1982
;   54          0054  1 ! 2-008 - Put in temporary zeroing of screen buffer pointer.  SMB 30-Sep-1982
;   55          0055  1 ! 2-009 - Remove yesterday's temporary change.  SMB 01-Oct-1982
;   56          0056  1 ! 2-010 - Change the way SC_FNDREC is used.  SMB 08-Oct-1982
;   57          0057  1 ! 2-011 - Don't run off the end of the edit buffer, and maintain SCR_EDIT_POS.  JBS 18-Oct-1982
```

```
;    58          0058  1 ! 2-012 - Turn insert followed by delete into a null operation.  JBS 24-Oct-1982
;    59          0059  1 ! 2-013 - Fix problems involving marking deleted characters.  JBS 24-Oct-1982
;    60          0060  1 ! 2-014 - If we free the first screen pointer, update EDT$$A_FST_SCRPTR.
;    61          0061  1 ! 2-015 - Maintain SCR_EDIT_MINPOS.  JBS 28-Oct-1982
;    62          0062  1 ! 2-016 - Use EDT$$SC_ENDEL to free line blocks.  JBS 29-Oct-1982
;    63          0063  1 ! 2-017 - Fix a bad LOCAL declaration.  SMB 31-Oct-1982
;    64          0064  1 ! 2-018 - Maintain MINPOS, even if we must repaint, to avoid extra repainting
;    65          0065  1 !           if we overflow the edit buffer, which is likely on the PDP-11.  JBS 01-Dec-1982
;    66          0066  1 ! 2-019 - Maintain MINPOS even if the previous edit is a repaint.  JBS 04-Dec-1982
;    67          0067  1 ! 2-020 - If we are editing the first character of a continuation line, mark the
;    68          0068  1 !           previous line as needing repainting at its end, in case we are inserting
;    69          0069  1 !           a character before a wide character that should really be painted at the
;    70          0070  1 !           end of the previous line.  JBS 20-Dec-1982
;    71          0071  1 ! 2-021 - Remove the edit buffer.  JBS 27-Dec-1982
;    72          0072  1 ! 2-022 - If we delete an inserted continuation or continued line,
;    73          0073  1 !           rebuild the screen data structure.  JBS 05-Jan-1983
;    74          0074  1 ! 2-023 - If we are going to rebuild the screen data structure,
;    75          0075  1 !           don't update anything.  JBS 17-Feb-1983
;    76          0076  1 ! 2-024 - Set EDT$$G_ANY_CHANGES if any changes.  JBS 05-Apr-1983
;    77          0077  1 !--
;    78          0078  1
```

```
;    80          0079  1 %SBTTL 'Declarations'
;    81          0080  1 !
;    82          0081  1 ! TABLE OF CONTENTS:
;    83          0082  1 !
;    84          0083  1
;    85          0084  1 REQUIRE 'EDTSRC:TRAROUNAM';
;    86          0523  1
;    87          0524  1 FORWARD ROUTINE
;    88          0525  1     EDT$$MRK_LNCHG : NOVALUE;                   . Mark changes in the current line
;    89          0526  1
;    90          0527  1 !
;    91          0528  1 ! INCLUDE FILES:
;    92          0529  1 !
;    93          0530  1
;    94          0531  1 REQUIRE 'EDTSRC:EDTREQ';
;    95          0666  1
;    96          0667  1 !
;    97          0668  1 ! MACROS:
;    98          0669  1 !
;    99          0670  1 !       NONE
;   100          0671  1 !
;   101          0672  1 ! EQUATED SYMBOLS:
;   102          0673  1 !
;   103          0674  1 !       NONE
;   104          0675  1 !
;   105          0676  1 ! OWN STORAGE:
;   106          0677  1 !
;   107          0678  1 !       NONE
;   108          0679  1 !
;   109          0680  1 ! EXTERNAL REFERENCES:
;   110          0681  1 !
;   111          0682  1 !       In the routine
```

```
;   113          0683  1 %SBTTL 'EDT$$MRK_LNCHG  - mark changes in the current line'
;   114          0684  1
;   115          0685  1 GLOBAL ROUTINE EDT$$MRK_LNCHG (                    ! Mark changes in the current line
;   116          0686  1     CODE,                                           ! Change code
;   117          0687  1     POSITION                                        ! Position in the record
;   118          0688  1     ) : NOVALUE =
;   119          0689  1
;   120          0690  1 !++
;   121          0691  1 ! FUNCTIONAL DESCRIPTION:
;   122          0692  1 !
;   123          0693  1 !       eep track of edits done to lines on the screen, so the screen
;   124          0694  1 !      updater can repaint them.
;   125          0695  1 !
;   126          0696  1 ! FORMAL PARAMETERS:
;   127          0697  1 !
;   128          0698  1 !  CODE                 The type of edit: delete line or modify
;   129          0699  1 !  POSITION             The position in the record at which the operation takes place
;   130          0700  1 !
;   131          0701  1 ! IMPLICIT INPUTS:
;   132          0702  1 !
;   133          0703  1 !       EDT$$A_SCR_BUF
;   134          0704  1 !       EDT$$A_CUR_BUF
;   135          0705  1 !       EDT$$G_SCR_REBUILD
;   136          0706  1 !
;   137          0707  1 ! IMPLICIT OUTPUTS:
;   138          0708  1 !
;   139          0709  1 !       EDT$$G_LN_CHGD
;   140          0710  1 !       EDT$$G_SCR_REBUILD
;   141          0711  1 !
;   142          0712  1 ! ROUTINE VALUE:
;   143          0713  1 !
;   144          0714  1 !       NONE
;   145          0715  1 !
;   146          0716  1 ! SIDE EFFECTS:
;   147          0717  1 !
;   148          0718  1 !       NONE
;   149          0719  1 !
;   150          0720  1 !--
;   151          0721  1
;   152          0722  2     BEGIN
;   153          0723  2
;   154          0724  2     EXTERNAL ROUTINE
;   155          0725  2         EDT$$SC_FNDREC,                             ! Find a record in the screen data base
;   156          0726  2         EDT$$SC_LNDEL : NOVALUE;                    ! Free a record from the screen data base
;   157          0727  2
;   158          0728  2     EXTERNAL
;   159          0729  2         EDT$$A_SCR_BUF,
;   160          0730  2         EDT$$A_CUR_BUF : REF TBCB_BLOCK,            ! Pointer to the current text buffer control block
;   161          0731  2         EDT$$G_LN_CHGD,                             ! The current record has been changed
;   162          0732  2         EDT$$G_SCR_REBUILD,                         ! 1 = the screen data base has to be rebuilt
;   163          0733  2         EDT$$G_ANY_CHANGES;                         ! 1 = an edit has been made since last screen update
;   164          0734  2
;   165          0735  2     LOCAL
;   166          0736  2         DISP,                                       ! Displacement from cursor screen pointer
;   167          0737  2         SCRPTR : REF SCREEN_LINE,                   ! Pointer to our screen line
;   168          0738  2         RECORD_NO : LN_BLOCK,                       ! Record number of our screen line
;   169          0739  2         EDIT_CODE,                                  ! Do this to this record
```

```
;  170          0740  2          REL_POS,                                ! Position in this line
;  171          0741  2          MIN_RELPOS;                             ! Minimum edit position on this line
;  172          0742  2
;  173          0743  2      !+
;  174          0744  2      ! Make sure the work file system knows that the current record has been
;  175          0745  2      ! changed, so it will write the record back to the work file system.
;  176          0746  2      !-
;  177          0747  2          EDT$$G_LN_CHGD = 1;
;  178          0748  2      !+
;  179          0749  2      ! Note for the screen updater that an edit has been made.  If this cell is still zero
;  180          0750  2      ! when the screen updater is called, the screen updater will not search the screen
;  181          0751  2      ! data base for lines to repaint.  This improves the speed of the arrow keys.
;  182          0752  2      !-
;  183          0753  2          EDT$$G_ANY_CHANGES = 1;
;  184          0754  2      !+
;  185          0755  2      ! If we are going to rebuild the screen data base anyway, don't bother to update it.
;  186          0756  2      !-
;  187          0757  2
;  188          0758  2          IF .EDT$$G_SCR_REBUILD THEN RETURN;
;  189          0759  2
;  190          0760  2      !+
;  191          0761  2      ! Point to the current line in the screen data base.
;  192          0762  2      !-
;  193          0763  2          ASSERT (.POSITION LEQ 255);
;  194          0764  2          SCRPTR = EDT$$SC_FNDREC (.POSITION, DISP),
;  195          0765  2      !+
;  196          0766  2      ! If the line is not in the screen data base, just return.
;  197          0767  2      !-
;  198          0768  2
;  199          0769  2          IF (.SCRPTR EQLA 0) THEN RETURN;
;  200          0770  2
;  201          0771  2      !+
;  202          0772  2      ! Check for delete of an inserted line.  It is very special.
;  203          0773  2      !-
;  204          0774  2          EDIT_CODE = .CODE;
;  205          0775  2
;  206          0776  3          IF ((.EDIT_CODE EQL SCR_EDIT_DELLN) AND ((.SCRPTR [SCR_EDIT_FLAGS] AND SCR_EDIT_INSLN) NEQ 0))
;  207          0777  2          THEN
;  208          0778  3              BEGIN
;  209          0779  3      !+
;  210          0780  3      ! We are deleting an inserted line.  Back out the insert so that
;  211          0781  3      ! the screen updater will see nothing.
;  212          0782  3      !-
;  213          0783  3
;  214          0784  3              LOCAL
;  215          0785  3                  NEXT_SCRPTR : REF SCREEN_LINE;
;  216          0786  3
;  217          0787  3      !+
;  218          0788  3      ! If this is a continued or continuation line, rebuild the screen data base.
;  219          0789  3      !-
;  220          0790  3
;  221          0791  4              IF (.SCRPTR [SCR_LINE_IDX] NEQ 0)
;  222          0792  3              THEN
;  223          0793  4                  BEGIN
;  224          0794  4                  EDT$$G_SCR_REBUILD = 1;
;  225          0795  4                  RETURN;
;  226          0796  3                  END;
```

```
;  227     0797  3
;  228     0798  3          NEXT_SCRPTR = .SCRPTR [SCR_NXT_LINE];
;  229     0799  3
;  230     0800  4          IF (.NEXT_SCRPTR NEQA 0)
;  231     0801  3          THEN
;  232     0802  4              BEGIN
;  233     0803  4
;  234     0804  5              IF (.NEXT_SCRPTR [SCR_LINE_IDX] NEQ 0)
;  235     0805  4              THEN
;  236     0806  5                  BEGIN
;  237     0807  5                  EDT$$G_SCR_REBUILD = 1;
;  238     0808  5                  RETURN;
;  239     0809  4                  END;
;  240     0810  4
;  241     0811  3              END;
;  242     0812  3
;  243     0813  3          EDT$$SC_LNDEL (.SCRPTR);
;  244     0814  3          RETURN;
;  245     0815  2          END;
;  246     0816  2
;  247     0817  2 !+
;  248     0818  2 ! Maintain the record of the minimum edit position.
;  249     0819  2 !-
;  250     0820  2      REL_POS = .POSITION - .SCRPTR [SCR_CHR_FROM];
;  251     0821  2      MIN_RELPOS = MINU (.REL_POS, .SCRPTR [SCR_EDIT_MINPOS]);
;  252     0822  2      SCRPTR [SCR_EDIT_MINPOS] = .MIN_RELPOS;
;  253     0823  2      SCRPTR [SCR_EDIT_MAXPOS] = 255;
;  254     0824  2 !+
;  255     0825  2 ! If we are editing at the front of a continuation line, mark the previous line as needing
;  256     0826  2 ! an edit at its end.  This is in case we are inserting a narrow character in front of a
;  257     0827  2 ! wide character; the narrow character may want to be displayed at the end of the previous line.
;  258     0828  2 !-
;  259     0829  2
;  260     0830  3      IF ((.REL_POS EQL 0) AND (.SCRPTR [SCR_CHR_FROM] NEQ 0))     !
;  261     0831  2      THEN
;  262     0832  2          EDT$$MRK_LNCHG (SCR_EDIT_MODIFY, .POSITION - 1);
;  263     0833  2
;  264     0834  2 !+
;  265     0835  2 ! Mark the edit for this line.
;  266     0836  2 !-
;  267     0837  2      SCRPTR [SCR_EDIT_FLAGS] = .SCRPTR [SCR_EDIT_FLAGS] OR .EDIT_CODE;
;  268     0838  2 !+
;  269     0839  2 ! After any edit to a line, mark all subsequent lines for the
;  270     0840  2 ! same record for repainting.  This means that in NOTRUNCATE mode,
;  271     0841  2 ! if you edit a line all later lines for that record are repainted.
;  272     0842  2 ! This is important even for replaces, since the width of a character
;  273     0843  2 ! may change.  Note that deleting a line causes the subsequent
;  274     0844  2 ! records to be marked as deleted.
;  275     0845  2 !-
;  276     0846  2
;  277     0847  2      WHILE ((.SCRPTR [SCR_CHR_TO] NEQ 255) AND (.SCRPTR [SCR_NXT_LINE] NEQA 0)) DO
;  278     0848  3          BEGIN
;  279     0849  3          SCRPTR = .SCRPTR [SCR_NXT_LINE];
;  280     0850  3          SCRPTR [SCR_EDIT_MINPOS] = 0;
;  281     0851  3          SCRPTR [SCR_EDIT_MAXPOS] = 255;
;  282     0852  3          SCRPTR [SCR_EDIT_FLAGS] = .SCRPTR [SCR_EDIT_FLAGS] OR .EDIT_CODE;
;  283     0853  2          END;                                    ! Repaint later lines for this record
```

```
;  284          0854  2
;  285          0855  1     END;                                    ! of routine EDT$$MRK_LNCNG


;                                                                   .TITLE  EDT$CHMMRKCHG EDT$CHMMRKCHG - track changes in
                                                                                current line
                                                                    .IDENT  \V04-000\

                                                                    .EXTRN  EDT$$SC_FNDREC, EDT$$SC_LNDEL
                                                                    .EXTRN  EDT$$A_SCR_BUF, EDT$$A_CUR_BUF
                                                                    .EXTRN  EDT$$G_LN_CHGD, EDT$$G_SCR_REBUILD
                                                                    .EXTRN  EDT$$G_ANY_CHANGES
                                                                    .EXTRN  EDT$$INTER_ERR

                                                                    .PSECT  _EDT$CODE,NOWRT,  SHR,  PIC,2

                                                 001C 00000         .ENTRY  EDT$$MRK_LNCHG, Save R2,R3,R4                   ; 0685
                          54 00000000G   00       9E 00002         MOVAB   EDT$$G_SCR_REBUILD, R4
                          5E                      0C C2 00009         SUBL2   #12, SP
                00000000G 00                      01 D0 0000C         MOVL    #1, EDT$$G_LN_CHGD                      ; 0747
                00000000G 00                      01 D0 00013         MOVL    #1, EDT$$G_ANY_CHANGES                  ; 0753
                          01                      64 E9 0001A         BLBC    EDT$$G_SCR_REBUILD, 1$                  ; 0758
                                                  04 0001D         RET
                000000FF  8F        08        AC  D1 0001E 1$:      CMPL    POSITION, #255                          ; 0763
                                                07 15 00026         BLEQ    2$
                00000000G 00                    00 FB 00028         CALLS   #0, EDT$$INTER_ERR
                                                5E DD 0002F 2$:     PUSHL   SP                                      ; 0764
                                          08    AC DD 00031         PUSHL   POSITION
                          00000000G       00    02 FB 00034         CALLS   #2, EDT$$SC_FNDREC
                                          52    50 D0 0003B         MOVL    R0, SCRPTR
                                                7D 13 0003E         BEQL    8$                                      ; 0769
                                          53    04 AC D0 00040         MOVL    CODE, EDIT_CODE                         ; 0774
                                          04    53 D1 00044         CMPL    EDIT_CODE, #4                           ; 0776
                                                23 12 00047         BNEQ    5$
                      1E          0D      A2    01 E1 00049         BBC     #1, 13(SCRPTR), 5$
                                          08    A2 95 0004E         TSTB    8(SCRPTR)                               ; 0791
                                                0B 12 00051         BNEQ    3$
                                          50    04 A2 D0 00053         MOVL    4(SCRPTR), NEXT_SCRPTR                  ; 0798
                                                09 13 00057         BEQL    4$                                      ; 0800
                                          08    A0 95 00059         TSTB    8(NEXT_SCRPTR)                          ; 0804
                                                04 13 0005C         BEQL    4$
                                          64          01 D0 0005E 3$:     MOVL    #1, EDT$$G_SCR_REBUILD                  ; 0807
                                                      04 00061         RET                                             ; 0806
                                                52    DD 00062 4$:      PUSHL   SCRPTR                                  ; 0813
                          00000000G       00          01 FB 00064         CALLS   #1, EDT$$SC_LNDEL
                                                      04 0006B         RET                                             ; 0778
                                          50    09 A2 9A 0006C 5$:      MOVZBL  9(SCRPTR), REL_POS                      ; 0820
                      50          08      AC    50 C3 00070         SUBL3   REL_POS, POSITION, REL_POS
                                          51    50 D0 00075         MOVL    REL_POS, R1                             ; 0821
51                    0B          A2            00 ED 00078         CMPZV   #0, #8, 11(SCRPTR), R1
                                                04 1E 0007E         BGEQU   6$
                                          51    0B A2 9A 00080         MOVZBL  11(SCRPTR), R1
                                    0B    A2    51 90 00084 6$:      MOVB    MIN_RELPOS, 11(SCRPTR)                  ; 0822
                                    0C    A2    01 8E 00088         MNEGB   #1, 12(SCRPTR)                          ; 0823
                                                50 D5 0008C         TSTL    REL_POS                                 ; 0830
                                                11 12 0008E         BNEQ    7$
                                                09 A2 95 00090         TSTB    9(SCRPTR)
```

```
                                  0C  13 00093          BEQL    7$                              ;
        7E        08    AC        01  C3 00095          SUBL3   #1, POSITION, -(SP)             ; 0832
                                  01  DD 0009A          PUSHL   #1                              ;
                FF5F    CF        02  FB 0009C          CALLS   #2, EDT$$MRK_LNCHG              ;
                  0D    A2        53  88 000A1 7$:      BISB2   EDIT_CODE, 13(SCRPTR)           ; 0837
                  FF    8F    0A  A2  91 000A5          CMPB    10(SCRPTR), #255                ; 0847
                                  11  13 000AA          BEQL    8$                              ;
                              04  A2  D5 000AC          TSTL    4(SCRPTR)                       ;
                                  0C  13 000AF          BEQL    8$                              ;
                        52    04  A2  D0 000B1          MOVL    4(SCRPTR), SCRPTR               ; 0849
                  0B    A2  FF00  8F  B0 000B5          MOVW    #65280, 11(SCRPTR)              ; 0850
                                  E4  11 000BB          BRB     7$                              ; 0852
                                      04 000BD 8$:      RET                                     ; 0855

; Routine Size:  190 bytes,    Routine Base:  _EDT$CODE + 0000

;  286          0856  1
;  287          0857  1 !<BLF/PAGE>
```

```
;  289          0858  1 END                                          ! of module EDT$CHMMRKCHG
;  290          0859  1
;  291          0860  0 ELUDOM
```

PSECT SUMMARY

Name	Bytes	Attributes
_EDT$CODE	190	NOVEC,NOWRT, RD , EXE, SHR, LCL, REL, CON, PIC,ALIGN(2)

Library Statistics

File	Symbols Total	Symbols Loaded	Symbols Percent	Pages Mapped	Processing Time
_255DUA28:[EDT.SRC]EDT.L32;1	377	44	11	40	00:00.2
_255DUA28:[EDT.SRC]PSECTS.L32;1	2	1	50	7	00:00.1

COMMAND QUALIFIERS

```
;       BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/NOTRACEBACK/LIS=LIS$:CHMMRKCHG/OBJ=OBJ$:CHMMRKCHG MSRC$:CHMMRKCHG.BLI/UPDATE=(ENH$:C
;       HMMRKCHG)

; Size:          190 code + 0 data bytes
; Run Time:          00:16.4
; Elapsed Time:      00:19.8
; Lines/CPU Min:      3144
; Lexemes/CPU-Min: 10409
; Memory Used:  114 pages
; Compilation Complete
```

CHMMRKCHG LIS

CHMPARSEN LIS

CHMSELPOS LIS

CHMSPLLIN LIS

DATA LIS

CHMPAREN LIS

CHMUNDEL LIS

COMMAND LIS

CHMONSTR LIS

CHMSAVPOS LIS

CHMSCHSTR LIS

CHMREPOS LIS

CHMMESS LIS

CHMPASTE LIS

CHMSENDEL LIS

CHMTADJ LIS

CHMSAVTXT LIS

CLRKEY LIS

CHMNEWLEN LIS

CHMPARSE LIS

CHMSAVLIN LIS

CHMSUBS LIS