```
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
```

FILEID**SCRNEWDEL

```
  SSSSSSSS    CCCCCCCC  RRRRRRRR    NN      NN  EEEEEEEEEE  WW      WW  DDDDDDDD    EEEEEEEEEE  LL
  SSSSSSSS    CCCCCCCC  RRRRRRRR    NN      NN  EEEEEEEEEE  WW      WW  DDDDDDDD    EEEEEEEEEE  LL
SS          CC          RR      RR  NN      NN  EE          WW      WW  DD      DD  EE          LL
SS          CC          RR      RR  NN      NN  EE          WW      WW  DD      DD  EE          LL
SS          CC          RR      RR  NNNN    NN  EE          WW      WW  DD      DD  EE          LL
SS          CC          RR      RR  NNNN    NN  EE          WW      WW  DD      DD  EE          LL
  SSSSSS    CC          RRRRRRRR    NN  NN  NN  EEEEEEEE    WW      WW  DD      DD  EEEEEEEE    LL
  SSSSSS    CC          RRRRRRRR    NN  NN  NN  EEEEEEEE    WW      WW  DD      DD  EEEEEEEE    LL
        SS  CC          RR  RR      NN    NNNN  EE          WW  WW  WW  DD      DD  EE          LL
        SS  CC          RR  RR      NN    NNNN  EE          WW  WW  WW  DD      DD  EE          LL
        SS  CC          RR    RR    NN      NN  EE          WWWW  WWWW  DD      DD  EE          LL                  ....
        SS  CC          RR    RR    NN      NN  EE          WWWW  WWWW  DD      DD  EE          LL                  ....
SSSSSSSS      CCCCCCCC  RR      RR  NN      NN  EEEEEEEEEE  WW      WW  DDDDDDDD    EEEEEEEEEE  LLLLLLLLLL          ....
SSSSSSSS      CCCCCCCC  RR      RR  NN      NN  EEEEEEEEEE  WW      WW  DDDDDDDD    EEEEEEEEEE  LLLLLLLLLL          ....

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
```

EDT
V04-

```
;  1          0001  0 %TITLE 'EDT$SCRNEWDEL - delete a line from the screen'
;  2          0002  0 MODULE EDT$SCRNEWDEL (                          ! delete a line from the screen
;  3          0003  0                 IDENT = 'V04-000'                       ! File: SCRNEWDEL.BLI Edit: JBS1007
;  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                               *
; 10          0010  1 !*  DIGITAL EQUIPMENT CORPORATION, MAYNARD, MASSACHUSETTS.                 *
; 11          0011  1 !*  ALL RIGHTS RESERVED.                                                   *
; 12          0012  1 !*                                                                        *
; 13          0013  1 !*  THIS SOFTWARE IS FURNISHED UNDER A LICENSE AND MAY BE USED AND COPIED   *
; 14          0014  1 !*  ONLY IN  ACCORDANCE WITH  THE  TERMS  OF  SUCH  LICENSE  AND WITH THE  *
; 15          0015  1 !*  INCLUSION OF THE ABOVE COPYRIGHT NOTICE. THIS SOFTWARE OR  ANY  OTHER   *
; 16          0016  1 !*  COPIES THEREOF MAY NOT BE PROVIDED OR OTHERWISE MADE AVAILABLE TO ANY   *
; 17          0017  1 !*  OTHER PERSON.  NO TITLE TO AND OWNERSHIP OF  THE  SOFTWARE IS  HEREBY   *
; 18          0018  1 !*  TRANSFERRED.                                                           *
; 19          0019  1 !*                                                                        *
; 20          0020  1 !*  THE INFORMATION IN THIS SOFTWARE IS  SUBJECT TO CHANGE WITHOUT NOTICE   *
; 21          0021  1 !*  AND  SHOULD  NOT  BE  CONSTRUED AS  A COMMITMENT BY DIGITAL EQUIPMENT   *
; 22          0022  1 !*  CORPORATION.                                                           *
; 23          0023  1 !*                                                                        *
; 24          0024  1 !*  DIGITAL ASSUMES NO RESPONSIBILITY FOR THE USE  OR  RELIABILITY OF ITS   *
; 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 updates the screen information data structure to
; 37          0037  1 !       reflect the deletion of a line.
; 38          0038  1 !
; 39          0039  1 ! ENVIRONMENT:  Runs at any access mode - AST reentrant
; 40          0040  1 !
; 41          0041  1 ! AUTHOR: Sharon M. Burlingame, CREATION DATE: September 15, 1982
; 42          0042  1 !
; 43          0043  1 ! MODIFIED BY:
; 44          0044  1 !
; 45          0045  1 ! 1-001 - Original.  SMB 15-Sep-1982.
; 46          0046  1 ! 1-002 - Fix up the original to conform to new design.  SMB 10-Oct-1982
; 47          0047  1 ! 1-003 - Add more code to remove existing bugs.  SMB 26-Oct-1982
; 48          0048  1 ! 1-004 - Change updating of the screen pointers.  JBS 29-Oct-1982
; 49          0049  1 ! 1-005 - Don't set the rebuild flag.  JBS 03-Jan-1983
; 50          0050  1 ! 1-006 - Also invalidate EDT$$A_CSR_SCRPTR if it is deleted.  JBS 20-May-1983
; 51          0051  1 ! 1-007 - Improve the appearance of the listing.  JBS 17-Jun-1983
; 52          0052  1 !--
; 53          0053  1
```

```
;    55          0054  1 %SBTTL 'Declarations'
;    56          0055  1 !
;    57          0056  1 ! TABLE OF CONTENTS:
;    58          0057  1 !
;    59          0058  1
;    60          0059  1 REQUIRE 'EDTSRC:TRAROUNAM';
;    61          0498  1
;    62          0499  1 FORWARD ROUTINE
;    63          0500  1     EDT$$SC_LNDEL : NOVALUE;
;    64          0501  1
;    65          0502  1 !
;    66          0503  1 ! INCLUDE FILES:
;    67          0504  1 !
;    68          0505  1
;    69          0506  1 REQUIRE 'EDTSRC:EDTREQ';
;    70          0641  1
;    71          0642  1 !
;    72          0643  1 ! MACROS:
;    73          0644  1 !
;    74          0645  1 !       NONE
;    75          0646  1 !
;    76          0647  1 ! EQUATED SYMBOLS:
;    77          0648  1 !
;    78          0649  1 !       NONE
;    79          0650  1 !
;    80          0651  1 ! OWN STORAGE:
;    81          0652  1 !
;    82          0653  1 !       NONE
;    83          0654  1 !
;    84          0655  1 ! EXTERNAL REFERENCES:
;    85          0656  1 !
;    86          0657  1 !       In the routine
```

```
;    88          0658  1 %SBTTL 'EDT$$SC_LNDEL  - delete a line from the screen'
;    89          0659  1
;    90          0660  1 GLOBAL ROUTINE EDT$$SC_LNDEL (                    ! Delete a line from the screen
;    91          0661  1     SCRPTR                                        ! Screen pointer to delete
;    92          0662  1     ) : NOVALUE =
;    93          0663  1
;    94          0664  1 !++
;    95          0665  1 ! FUNCTIONAL DESCRIPTION:
;    96          0666  1 !
;    97          0667  1 !       Update the screen line information structure by
;    98          0668  1 !       releasing the memory to the pool of available storage.
;    99          0669  1 !       Update various screen line pointers as necessary.
;   100          0670  1 !
;   101          0671  1 ! FORMAL PARAMETERS:
;   102          0672  1 !
;   103          0673  1 !       NONE
;   104          0674  1 !
;   105          0675  1 ! IMPLICIT INPUTS:
;   106          0676  1 !
;   107          0677  1 !       EDT$$G_MEM_CNT
;   108          0678  1 !       EDT$$A_BOT_SCRPTR
;   109          0679  1 !       EDT$$A_EOB_SCRPTR
;   110          0680  1 !       EDT$$A_TOP_SCRPTR
;   111          0681  1 !       EDT$$A_FST_AVLN
;   112          0682  1 !       EDT$$A_FST_SCRPTR
;   113          0683  1 !       EDT$$A_LST_SCRPTR
;   114          0684  1 !       EDT$$A_CSR_SCRPTR
;   115          0685  1 !       EDT$$L_CUR_SCRLN
;   116          0686  1 !
;   117          0687  1 ! IMPLICIT OUTPUTS:
;   118          0688  1 !
;   119          0689  1 !       EDT$$G_MEM_CNT
;   120          0690  1 !       EDT$$A_BOT_SCRPTR
;   121          0691  1 !       EDT$$A_EOB_SCRPTR
;   122          0692  1 !       EDT$$A_TOP_SCRPTR
;   123          0693  1 !       EDT$$A_FST_AVLN
;   124          0694  1 !       EDT$$A_FST_SCRPTR
;   125          0695  1 !       EDT$$A_LST_SCRPTR
;   126          0696  1 !       EDT$$A_CSR_SCRPTR
;   127          0697  1 !       EDT$$L_CUR_SCRLN
;   128          0698  1 !
;   129          0699  1 ! ROUTINE VALUE:
;   130          0700  1 !
;   131          0701  1 !       NONE
;   132          0702  1 !
;   133          0703  1 ! SIDE EFFECTS:
;   134          0704  1 !
;   135          0705  1 !       NONE
;   136          0706  1 !
;   137          0707  1 !--
;   138          0708  1
;   139          0709  2     BEGIN
;   140          0710  2
;   141          0711  2     EXTERNAL
;   142          0712  2         EDT$$G_MEM_CNT,                           ! Allocated memory count
;   143          0713  2         EDT$$A_BOT_SCRPTR : REF SCREEN_LINE,      ! Bottom screen pointer
;   144          0714  2         EDT$$A_EOB_SCRPTR : REF SCREEN_LINE,      ! EOB screen pointer
```

```
;  145          0715  2          EDT$$A_TOP_SCRPTR : REF SCREEN_LINE,     ! Top screen pointer
;  146          0716  2          EDT$$A_CSR_SCRPTR : REF SCREEN_LINE,     ! Current screen pointer
;  147          0717  2          EDT$$A_FST_AVLN : REF SCREEN_LINE,       ! First available screen info memory
;  148          0718  2          EDT$$A_FST_SCRPTR : REF SCREEN_LINE,     ! Pointer to first screen line info
;  149          0719  2          EDT$$A_LST_SCRPTR : REF SCREEN_LINE;     ! Pointer to last screen line info
;  150          0720  2
;  151          0721  2      MAP
;  152          0722  2          SCRPTR : REF SCREEN_LINE;                ! Screen pointer parameter
;  153          0723  2
;  154          0724  2      LOCAL
;  155          0725  2          NXT_ADDR : REF SCREEN_LINE,              ! Address of next line info
;  156          0726  2          PREV_ADDR : REF SCREEN_LINE;             ! Address of previous line info
;  157          0727  2
;  158          0728  2  !+
;  159          0729  2  ! Find the next and previous pointers of the line being deleted.
;  160          0730  2  !-
;  161          0731  2      NXT_ADDR = .SCRPTR [SCR_NXT_LINE];
;  162          0732  2      PREV_ADDR = .SCRPTR [SCR_PRV_LINE];
;  163          0733  2  !+
;  164          0734  2  ! Check for deleting the first line of the screen data base.
;  165          0735  2  !-
;  166          0736  2
;  167          0737  3      IF (.EDT$$A_FST_SCRPTR EQLA .SCRPTR)
;  168          0738  2      THEN
;  169          0739  3          BEGIN
;  170          0740  3          EDT$$A_FST_SCRPTR = .NXT_ADDR;
;  171          0741  3          EDT$$A_FST_SCRPTR [SCR_PRV_LINE] = 0;
;  172          0742  2          END;
;  173          0743  2
;  174          0744  2  !+
;  175          0745  2  ! Check for deleting the last line of the screen data base.
;  176          0746  2  !-
;  177          0747  2
;  178          0748  3      IF (.SCRPTR EQLA .EDT$$A_LST_SCRPTR)
;  179          0749  2      THEN
;  180          0750  3          BEGIN
;  181          0751  3          EDT$$A_LST_SCRPTR = .PREV_ADDR;
;  182          0752  3          EDT$$A_LST_SCRPTR [SCR_NXT_LINE] = 0;
;  183          0753  2          END;
;  184          0754  2
;  185          0755  2  !+
;  186          0756  2  ! Check for EOB deleted off the screen
;  187          0757  2  !-
;  188          0758  2
;  189          0759  2      IF (.EDT$$A_EOB_SCRPTR EQLA .SCRPTR) THEN EDT$$A_EOB_SCRPTR = 0;
;  190          0760  2
;  191          0761  2  !+
;  192          0762  2  ! Check for deleting the top line from the data base.
;  193          0763  2  !-
;  194          0764  2
;  195          0765  2      IF (.EDT$$A_TOP_SCRPTR EQLA .SCRPTR) THEN EDT$$A_TOP_SCRPTR = 0;
;  196          0766  2
;  197          0767  2  !+
;  198          0768  2  ! Check for deleting the bottom line from the data base.
;  199          0769  2  !-
;  200          0770  2
;  201          0771  2      IF (.EDT$$A_BOT_SCRPTR EQLA .SCRPTR) THEN EDT$$A_BOT_SCRPTR = 0;
```

```
;  202          0772  2
;  203          0773  2 !+
;  204          0774  2 ! Check for deleting the current line from the data base.  This will likely
;  205          0775  2 ! cause the screen data base to get rebuilt.
;  206          0776  2 !-
;  207          0777  2
;  208          0778  2     IF (.EDT$$A_CSR_SCRPTR EQLA .SCRPTR) THEN EDT$$A_CSR_SCRPTR = 0;
;  209          0779  2
;  210          0780  2 !+
;  211          0781  2 ! Fix up the previous and next pointers.
;  212          0782  2 !-
;  213          0783  2
;  214          0784  2     IF (.PREV_ADDR NEQA 0) THEN PREV_ADDR [SCR_NXT_LINE] = .NXT_ADDR;
;  215          0785  2
;  216          0786  2     IF (.NXT_ADDR NEQA 0) THEN NXT_ADDR [SCR_PRV_LINE] = .PREV_ADDR;
;  217          0787  2
;  218          0788  2 !+
;  219          0789  2 ! The line being deleted is indicated by SCRPTR.  If there
;  220          0790  2 ! are no screen line buffers in the free list, then start
;  221          0791  2 ! a new list; otherwise add the memory to the front of the current list.
;  222          0792  2 !-
;  223          0793  2     SCRPTR [SCR_NXT_LINE] = .EDT$$A_FST_AVLN;
;  224          0794  2     SCRPTR [SCR_PRV_LINE] = -1;                    ! For debugging
;  225          0795  2     EDT$$A_FST_AVLN = .SCRPTR;
;  226          0796  2     EDT$$G_MEM_CNT = .EDT$$G_MEM_CNT - 1;
;  227          0797  2 !+
;  228          0798  2 ! Make sure the counter agrees with the data base.
;  229          0799  2 !-
;  230          0800  2
;  231          0801  2     IF 0
;  232          0802  2     THEN
;  233          0803  3         BEGIN
;  234          0804  3
;  235          0805  3         LOCAL
;  236          0806  3             COUNT,
;  237          0807  3             SCRPTR1 : REF SCREEN_LINE,
;  238          0808  3             SCRPTR2 : REF SCREEN_LINE;
;  239          0809  3
;  240          0810  3         COUNT = 0;
;  241          0811  3         SCRPTR1 = .EDT$$A_FST_SCRPTR;
;  242          0812  3         ASSERT (.SCRPTR1 [SCR_PRV_LINE] EQL 0);
;  243          0813  3
;  244          0814  3         WHILE (.SCRPTR1 NEQA 0) DO
;  245          0815  4             BEGIN
;  246          0816  4             COUNT = .COUNT + 1;
;  247          0817  4             SCRPTR2 = .SCRPTR1;
;  248          0818  4             SCRPTR1 = .SCRPTR1 [SCR_NXT_LINE];
;  249          0819  4
;  250          0820  5             IF (.SCRPTR1 NEQA 0)
;  251          0821  4             THEN
;  252          0822  5                 BEGIN
;  253          0823  5                 ASSERT (.SCRPTR1 [SCR_PRV_LINE] EQLA .SCRPTR2);
;  254          0824  5                 ASSERT (.SCRPTR1 NEQA .EDT$$A_FST_SCRPTR);
;  255          0825  4                 END;
;  256          0826  4
;  257          0827  3             END;
;  258          0828  3
```

```
;  259          0829  3          ASSERT (.SCRPTR2 EQLA .EDT$$A_LST_SCRPTR);
;  260          0830  3          ASSERT (.COUNT EQL .EDT$$G_MEM_CNT);
;  261          0831  2          END;
;  262          0832  2
;  263          0833  1      END;                                    ! of routine EDT$$SC_LNDEL


;                                                                    .TITLE  EDT$SCRNEWDEL EDT$SCRNEWDEL - delete a line fro
                                                                                 m the screen
                                                                    .IDENT  \V04-000\

                                                                    .EXTRN  EDT$$G_MEM_CNT, EDT$$A_BOT_SCRPTR
                                                                    .EXTRN  EDT$$A_EOB_SCRPTR
                                                                    .EXTRN  EDT$$A_TOP_SCRPTR
                                                                    .EXTRN  EDT$$A_CSR_SCRPTR
                                                                    .EXTRN  EDT$$A_FST_AVLN
                                                                    .EXTRN  EDT$$A_FST_SCRPTR
                                                                    .EXTRN  EDT$$A_LST_SCRPTR
                                                                    .EXTRN  EDT$$INTER_ERR

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

                                                07FC 00000          .ENTRY  EDT$$SC_LNDEL, Save R2,R3,R4,R5,R6,R7,R8,-  ; 0660
                                                                            R9,R10
                                    5A 00000000G   00   9E 00002    MOVAB   EDT$$A_FST_AVLN, R10                        ;
                                    59 00000000G   00   9E 00009    MOVAB   EDT$$A_CSR_SCRPTR, R9                       ;
                                    58 00000000G   00   9E 00010    MOVAB   EDT$$A_BOT_SCRPTR, R8                       ;
                                    57 00000000G   00   9E 00017    MOVAB   EDT$$A_TOP_SCRPTR, R7                       ;
                                    56 00000000G   00   9E 0001E    MOVAB   EDT$$A_EOB_SCRPTR, R6                       ;
                                    55 00000000G   00   9E 00025    MOVAB   EDT$$A_FST_SCRPTR, R5                       ;
                                    54 00000000G   00   9E 0002C    MOVAB   EDT$$A_LST_SCRPTR, R4                       ;
                                    51         04  AC   D0 00033    MOVL    SCRPTR, R1                                  ; 0731
                                    52             61   7D 00037    MOVQ    (R1), PREV_ADDR                             ; 0732
                                    51             65   D1 0003A    CMPL    EDT$$A_FST_SCRPTR, R1                       ; 0737
                                                   08   12 0003D    BNEQ    1$
                                    65             53   D0 0003F    MOVL    NXT_ADDR, EDT$$A_FST_SCRPTR                 ; 0740
                                    50             65   D0 00042    MOVL    EDT$$A_FST_SCRPTR, R0                       ; 0741
                                                   60   D4 00045    CLRL    (R0)
                                    64             51   D1 00047 1$: CMPL    R1, EDT$$A_LST_SCRPTR                       ; 0748
                                                   09   12 0004A    BNEQ    2$
                                    64             52   D0 0004C    MOVL    PREV_ADDR, EDT$$A_LST_SCRPTR                ; 0751
                                    50             64   D0 0004F    MOVL    EDT$$A_LST_SCRPTR, R0                       ; 0752
                                               04  A0   D4 00052    CLRL    4(R0)
                                    51             66   D1 00055 2$: CMPL    EDT$$A_EOB_SCRPTR, R1                       ; 0759
                                                   02   12 00058    BNEQ    3$
                                                   66   D4 0005A    CLRL    EDT$$A_EOB_SCRPTR
                                    51             67   D1 0005C 3$: CMPL    EDT$$A_TOP_SCRPTR, R1                       ; 0765
                                                   02   12 0005F    BNEQ    4$
                                                   67   D4 00061    CLRL    EDT$$A_TOP_SCRPTR
                                    51             68   D1 00063 4$: CMPL    EDT$$A_BOT_SCRPTR, R1                       ; 0771
                                                   02   12 00066    BNEQ    5$
                                                   68   D4 00068    CLRL    EDT$$A_BOT_SCRPTR
                                    51             69   D1 0006A 5$: CMPL    EDT$$A_CSR_SCRPTR, R1                       ; 0778
                                                   02   12 0006D    BNEQ    6$
                                                   69   D4 0006F    CLRL    EDT$$A_CSR_SCRPTR
                                                   52   D5 00071 6$: TSTL    PREV_ADDR                                   ; 0784
                                                   04   13 00073    BEQL    7$
```

```
                          04   A2              53  D0 00075              MOVL    NXT_ADDR, 4(PREV_ADDR)                          ;
                                               53  D5 00079 7$:         TSTL    NXT_ADDR                                        ; 0786
                                               03  13 0007B             BEQL    8$                                              ;
                               63              52  D0 0007D             MOVL    PREV_ADDR, (NXT_ADDR)                           ;
                          04   A1              6A  D0 00080 8$:         MOVL    EDT$$A_FST_AVLN, 4(R1)                          ; 0793
                               61              01  CE 00084             MNEGL   #1, (RT)                                        ; 0794
                               6A              51  D0 00087             MOVL    R1, EDT$$A_FST_AVLN                             ; 0795
                                  00000000G    00  D7 0008A             DECL    EDT$$G_MEM_CNT                                  ; 0796
                                               04  00090                RET                                                     ; 0833

; Routine Size:  145 bytes,    Routine Base:  _EDT$CODE + 0000

;  264          0834  1
;  265          0835  1 !<BLF/PAGE>
```

```
;  267          0836  1 END                                          ! of module EDT$SCRNEWDEL
;  268          0837  1
;  269          0838  0 ELUDOM
```

```
;                                   PSECT SUMMARY
;
;       Name                    Bytes                           Attributes
;
;  _EDT$CODE                        145  NOVEC,NOWRT,  RD ,  EXE,  SHR,  LCL,  REL,  CON,  PIC,ALIGN(2)
```

```
;                                 Library Statistics
;
;                                          -------- Symbols --------      Pages       Processing
;       File                               Total    Loaded   Percent      Mapped      Time
;
;  _$255$DUA28:[EDT.SRC]EDT.L32;1            377        12         3          40        00:00.2
;  _$255$DUA28:[EDT.SRC]PSECTS.L32;1           2         1        50           7        00:00.1
```

```
;                                   COMMAND QUALIFIERS

;       BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/NOTRACEBACK/LIS=LIS$:SCRNEWDEL/OBJ=OBJ$:SCRNEWDEL MSRC$:SCRNEWDEL.BLI/UPDATE=(ENH$:S
;       CRNEWDEL)

; Size:          145 code + 0 data bytes
; Run Time:          00:14.8
; Elapsed Time:      00:19.6
; Lines/CPU Min:      3390
; Lexemes/CPU-Min:   12133
; Memory Used:   98 pages
; Compilation Complete
```

SCRRESET LIS

SCRRLIN LIS

SCRRELPOS LIS

SCRINSERT LIS

SCRNOSCR LIS

SCRNCOL LIS

SCRMCOL LIS

SCRUPDATE LIS

SCRINIT LIS

SCRNEWINS LIS

SCRREGION LIS

SCRREPMOD LIS

SCRREV LIS

SCRNEWDEL LIS

SCRNOREV LIS

SCRMOVETO LIS

SCRINSMOD LIS