LIBRTL

OTSCCBREQ

REQ

```
!+
! This file, OTSCCBREQ.REQ, defines the interface to OTS$PUSH_CCB  Edit: SBL1006
!-

!********************************************************************************
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!********************************************************************************


! Revision History:

! 1-001 - Original.  JBS 09-JAN-1979
! 1-002 - Change name to OTSCCBREQ.REQ so as not to conflict at system
!         build time with OTSCCB.B32.  SBL 10-May-1979
! 1-003 - Add the definition of the structure for OTS$$AA_LUB_TAB.
!         JBS 28-JUN-1979
! 1-004 - Add the definition of the field for OTS$$V_LUN_OWNR.
!         JBS 16-AUG-1979
! 1-005 - Remove PRINT statement, for the new BLISS compiler.
!         JBS 02-OCT-1979
! 1-006 - Add new structure OTS$$LUN_OWNR_ST used for OTS$$V_LUN_OWNR.  This
!         helps BLISS generate smaller code for references to this structure.
!--

!+
! Define the return codes from OTS$PUSH_CCB.
!-

LITERAL
    OTS$K_PUSH_MIN = 1,                     ! Smallest valid value
    OTS$K_PUSH_OK = 1,                      ! CCB loaded, I/O not active
    OTS$K_PUSH_ACT = 2,                     ! CCB loaded, I/O active on this LUN
    OTS$K_PUSH_FAIL = 3,                    ! CCB not loaded, out of virtual storage
    OTS$K_PUSH_MAX = 3;                     ! Largest valid value

!+
```

```
! The following structure is used for addressing OTS$$AA_LUB_TAB.
! It is similar to VECTOR, but offsets the index so that certain
! negative logical unit numbers can be used, and each element is a
! quadword so as to act as a queue header.
!-

STRUCTURE
    OTS$$LUB_TAB_ST [I, SIDE; N, LB, UNIT = 4, EXT = 0] =
        [N*UNIT*2]
        (OTS$$LUB_TAB_ST + ((SIDE + ((I - LB)*2))*UNIT))<0, 8*UNIT, EXT>;


!+
! The following structure is similar to BLOCKVECTOR, but allows a low and high
! bound.
!-

STRUCTURE
    OTS$$LUN_OWNR_ST [I, O, P, S, E; L, H, BS, UNIT=1] =
        [((H - L) + 1) * BS * UNIT]
        (OTS$$LUN_OWNR_ST + (O - L) + ((O + I) * BS * UNIT))<P, S, E>;


!+
! The following field is used to refer to OTS$$V_LUN_OWNR, which has a bit
! for each LUB, each block containing a bit for each language.
!-
FIELD
    OTS$$V_OWNR_FLD =
        SET
        OTS$$V_OWNR_BAS = [0, LUB$K_LANG_BAS, 1, 0],     ! BASIC
        OTS$$V_OWNR_FOR = [0, LUB$K_LANG_FOR, 1, 0],     ! FORTRAN
        OTS$$V_OWNR     = [0, LUB$K_LANG_MIN, (((LUB$K_LANG_MAX-LUB$K_LANG_MIN+%BPUNIT)/%BPUNIT)*%BPUNIT), 0]
        TES;
!+
! The following masks are used to test OTS$$V_OWNR to be sure that only
! one bit is set.
!-
LITERAL
    OTS$$M_OWNR_BAS = 1 ^ LUB$K_LANG_BAS,
    OTS$$M_OWNR_FOR = 1 ^ LUB$K_LANG_FOR;

!       End of file OTSCCBREQ.REQ
```

LIBFMTDEF
SDL

LIBRTL2
MAP

BRARMSG
LIS

LIBRTL

LIBPROLOG
REQ

LIBRTL
MAP

OTSISB
SDL

SUBS
LIS

OTSCCBREQ
REQ

OTSMAC
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LISTLIB
LIS

LIBCLIDEF
SDL

LIBLNK
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OTSLNK
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LIBOCFDEF
SDL

RTLLIB
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PROCMD
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LIBMACROS
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OTSLIB
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