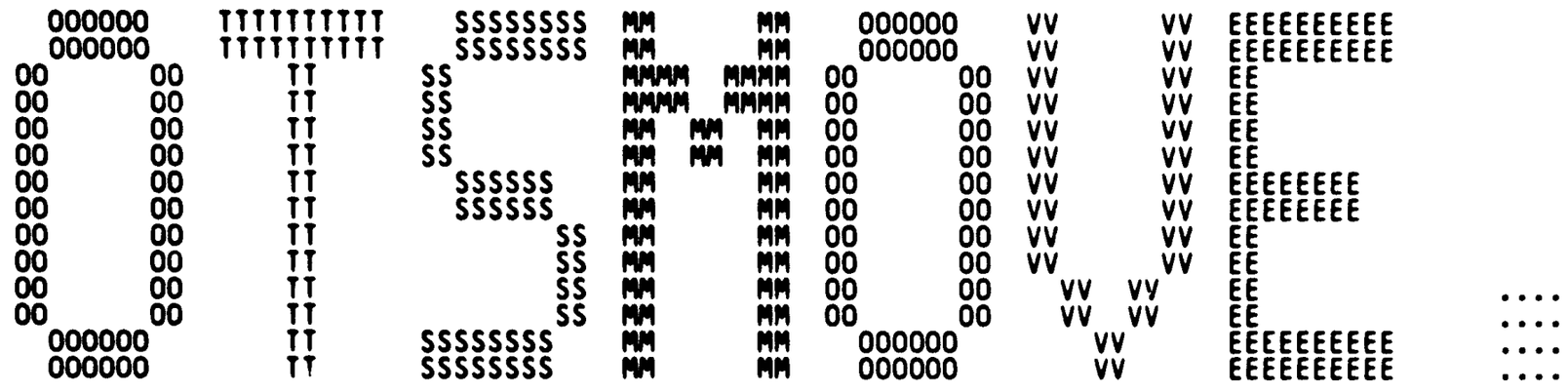
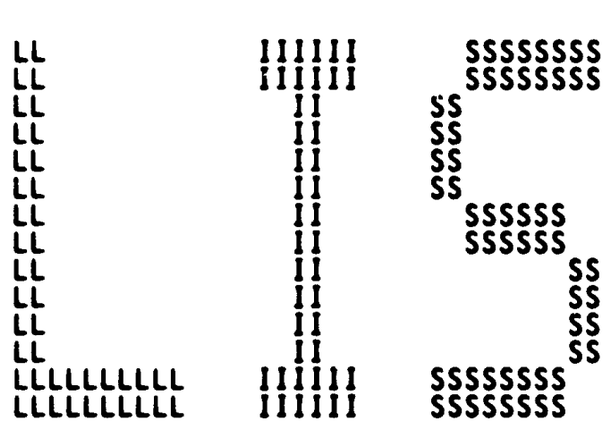
```
LLL                 IIIIIIIII     BBBBBBBBBBBB     RRRRRRRRRRRR     TTTTTTTTTTTTTTT  LLL
LLL                 IIIIIIIII     BBBBBBBBBBBB     RRRRRRRRRRRR     TTTTTTTTTTTTTTT  LLL
LLL                 IIIIIIIII     BBBBBBBBBBBB     RRRRRRRRRRRR     TTTTTTTTTTTTTTT  LLL
LLL                    III        BBB         BBB  RRR         RRR        TTT        LLL
LLL                    III        BBB         BBB  RRR         RRR        TTT        LLL
LLL                    III        BBB         BBB  RRR         RRR        TTT        LLL
LLL                    III        BBB         BBB  RRR         RRR        TTT        LLL
LLL                    III        BBB         BBB  RRR         RRR        TTT        LLL
LLL                    III        BBB         BBB  RRR         RRR        TTT        LLL
LLL                    III        BBBBBBBBBBBB     RRRRRRRRRRRR           TTT        LLL
LLL                    III        BBBBBBBBBBBB     RRRRRRRRRRRR           TTT        LLL
LLL                    III        BBBBBBBBBBBB     RRRRRRRRRRRR           TTT        LLL
LLL                    III        BBB         BBB  RRR   RRR              TTT        LLL
LLL                    III        BBB         BBB  RRR   RRR              TTT        LLL
LLL                    III        BBB         BBB  RRR   RRR              TTT        LLL
LLL                    III        BBB         BBB  RRR      RRR           TTT        LLL
LLL                    III        BBB         BBB  RRR      RRR           TTT        LLL
LLL                    III        BBB         BBB  RRR      RRR           TTT        LLL
LLLLLLLLLLLLLLL     IIIIIIIII     BBBBBBBBBBBB     RRR         RRR        TTT        LLLLLLLLLLLLLLL
LLLLLLLLLLLLLLL     IIIIIIIII     BBBBBBBBBBBB     RRR         RRR        TTT        LLLLLLLLLLLLLLL
LLLLLLLLLLLLLLL     IIIIIIIII     BBBBBBBBBBBB     RRR         RRR        TTT        LLLLLLLLLLLLLLL
```

FILEID**OTSMOVE





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```
0000     1          .TITLE  OTS$MOVE - Move characters
0000     2          .IDENT  /1-005/                 ; File: OTSMOVE.MAR Edit: SBL1005
0000     3
0000     4 ;
0000     5 ;*****************************************************************************
0000     6 ;*                                                                           *
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0000    23 ;*  SOFTWARE ON EQUIPMEN" WHICH IS NOT SUPPLIED BY DIGITAL.                  *
0000    24 ;*                                                                           *
0000    25 ;*                                                                           *
0000    26 ;*****************************************************************************
0000    27 ;
0000    28
0000    29 ;++
0000    30 ; FACILITY: Language-independent Compiled Code Support
0000    31 ;
0000    32 ; ABSTRACT:
0000    33 ;
0000    34 ;       This module contains a procedure which moves up to 2**31-1
0000    35 ;       characters.
0000    36 ;
0000    37 ; ENVIRONMENT: Runs at any access mode, AST Reentrant
0000    38 ;
0000    39 ; AUTHOR: Steven B. Lionel, CREATION DATE: 14-SEP-1981
0000    40 ;
0000    41 ; MODIFIED BY:
0000    42 ;
0000    43 ; 1-001 - Original. SBL 14-SEP-1981
0000    44 ; 1-002 - Code improvement.  SBL 8-Dec-1981
0000    45 ; 1-003 - Add OTS$MOVE5 and OTS$MOVE5_R5 entry points
0000    46 ; 1-004 - Fix problem with just filling of >65K bytes.  SBL 27-July-1982
0000    47 ; 1-005 - Fix register-saving bug with backwards copy.  SBL 17-May-1983
0000    48 ;--
```

```
                        50          .SBTTL  DECLARATIONS
                        51 ;
                        52 ; LIBRARY MACRO CALLS:
                        53 ;
                        54 ;       NONE
                        55 ;
                        56 ; EXTERNAL DECLARATIONS:
                        57 ;
                        58 ;       NONE
                        59 ;
                        60 ; MACROS:
                        61 ;
                        62 ;       NONE
                        63 ;
                        64 ; EQUATED SYMBOLS:
                        65 ;
                        66 ;       NONE
                        67 ;
                        68 ; OWN STORAGE:
                        69 ;
                        70 ;       NONE
                        71 ;
                        72 ; PSECT DECLARATIONS:
                        73 ;
00000000                74          .PSECT _OTS$CODE PIC, USR, CON, REL, LCL, SHR, -
                        75                      EXE, RD, NOWRT, LONG
                        76
```

```
                     0000     78          .SBTTL  OTS$MOVE3 - Move characters without fill
                     0000     79 ;++
                     0000     80 ; FUNCTIONAL DESCRIPTION:
                     0000     81 ;
                     0000     82 ;       This procedure moves up to 2**31-1 characters from a specified
                     0000     83 ;       source address to a specified destination address.  Overlapping
                     0000     84 ;       fields are handled correctly.
                     0000     85 ;
                     0000     86 ; CALLING SEQUENCE:
                     0000     87 ;
                     0000     88 ;       CALL OTS$MOVE3 (length.rl.v, source.rbu.ra, dest.wbu.ra)
                     0000     89 ;
                     0000     90 ; FORMAL PARAMETERS:
                     0000     91 ;
                     0000     92
00000004             0000     93          length  = 4             ; Number of bytes to move, passed by
                     0000     94                                  ; immediate value.  Value may range from
                     0000     95                                  ; 0 through 2147483647.
                     0000     96
00000008             0000     97          source  = 8             ; Characters to move, passed by reference.
                     0000     98
0000000C             0000     99          dest    = 12            ; Area to receive moved characters, passed
                     0000    100                                  ; by reference.
                     0000    101
                     0000    102 ;
                     0000    103 ; IMPLICIT INPUTS:
                     0000    104 ;
                     0000    105 ;       NONE
                     0000    106 ;
                     0000    107 ; IMPLICIT OUTPUTS:
                     0000    108 ;
                     0000    109 ;       NONE
                     0000    110 ;
                     0000    111 ; FUNCTION VALUE:
                     0000    112 ;
                     0000    113 ;       NONE
                     0000    114 ;
                     0000    115 ; SIDE EFFECTS:
                     0000    116 ;
                     0000    117 ;       NONE
                     0000    118 ;
                     0000    119 ;--
                     0000    120
                003C 0000    121          .ENTRY  OTS$MOVE3, ^M<R2,R3,R4,R5>
                     0002    122
50   04 AC      7D   0002    123          MOVQ    length(AP), R0          ; Get length and source address
52   0C AC      D0   0006    124          MOVL    dest(AP), R2            ; Get destination address
           01   10   000A    125          BSBB    OTS$MOVE3_R5            ; Do the move
                04   000C    126          RET                             ; Return to caller
```

```
                     000D   128          .SBTTL  OTS$MOVE3_R5 - Move characters without fill
                     000D   129 ;++
                     000D   130 ; FUNCTIONAL DESCRIPTION:
                     000D   131 ;
                     000D   132 ;       This procedure moves up to 2**31-1 characters from a specified
                     000D   133 ;       source address to a specified destination address.  Overlapping
                     000D   134 ;       fields are handled correctly.
                     000D   135 ;
                     000D   136 ; CALLING SEQUENCE:
                     000D   137 ;
                     000D   138 ;       JSB OTS$MOVE3_R5 (length.rl.v, source.rbu.ra, dest.wbu.ra)
                     000D   139 ;
                     000D   140 ; FORMAL PARAMETERS:
                     000D   141 ;
                     000D   142 ;
                     000D   143 ;       length  = R0            ; Number of bytes to move.  Value may range
                     000D   144 ;                               ; from 0 through 2147483647.
                     000D   145 ;
                     000D   146 ;       source  = R1            ; Address of characters to move.
                     000D   147 ;
                     000D   148 ;       dest    = R2            ; Address of area to receive moved characters.
                     000D   149 ;
                     000D   150 ;
                     000D   151 ; IMPLICIT INPUTS:
                     000D   152 ;
                     000D   153 ;       NONE
                     000D   154 ;
                     000D   155 ; IMPLICIT OUTPUTS:
                     000D   156 ;
                     000D   157 ;       R0 = 0
                     000D   158 ;       R1 = Address of one byte beyond the source string.
                     000D   159 ;       R2 = 0
                     000D   160 ;       R3 = Address of one byte beyond the destination string.
                     000D   161 ;       R4 = 0
                     000D   162 ;       R5 = 0
                     000D   163 ;
                     000D   164 ; FUNCTION VALUE.
                     000D   165 ;
                     000D   166 ;       NONE
                     000D   167 ;
                     000D   168 ; SIDE EFFECTS:
                     000D   169 ;
                     000D   170 ;       NONE
                     000D   171 ;
                     000D   172 ;--
                     000D   173
                     000D   174 OTS$MOVE3_R5::
                     000D   175
0000FFFF 8F    50    D1   000D   176          CMPL    R0, #65535              ; Is length greater than 65535?
                05   14   0014   177          BGTR    BIGSTRING               ; If so, can't do simple move.
     62   61    50   28   0016   178          MOVC3   R0, (R1), (R2)          ; Simple case; do the move
                     05   001A   179          RSB
                          001B   180
                          001B   181 BIGSTRING:
          52    51   D1   001B   182          CMPL    R1, R2                  ; Check for overlap that would prevent
                48   1E   001E   183          BGEQU   FORWARDS                ; a forward copy.
     53   52    51   C3   0020   184          SUBL3   R1, R2, R3              ; Get distance between start points
```

```
                     50   53   D1   0024   185          CMPL    R3, R0                  ; and compare it to string size.
                          42   1E   0027   186          BGEQU   FORWARDS                ; If distance larger than string size,
                               0029   187                                              ; ok.
                               0029   188
                               0029   189 ;+
                               0029   190 ; Come here if we have to do the copy from right to left because of
                               0029   191 ; overlap.
                               0029   192 ;-
                               0029   193
                               0029   194 BACKWARDS:
                53   52   50   C1   0029   195          ADDL3   R0, R2, R3              ; R3 points past end of dest
                     51   50   C0   002D   196          ADDL2   R0, R1                  ; R1 points past end of source
                          0B   BB   0030   197          PUSHR   #^M<R0,R1,R3>           ; Save length remaining, drc and dest end
                               0032   198 10$:
          FFFF0001 E1   FFFF 8F   28   0032   199          MOVC3   #65535, -65535(R1),-    ; Move a segment
                    FFFF0001 E3         003B   200                  -65535(R3)          ; R1 and R3 get set by the MOVC3
                               0040   201                                              ; to point past the source and dest.
               51   0000FFFF 8F   C2   0040   202          SUBL2   #65535, R1              ; Get new source address
               53   0000FFFF 8F   C2   0047   203          SUBL2   #65535, R3              ; Get new dest address
6E     FFFF0001 8F   00010000 8F   F1   004E   204          ACBL    #65536, #-65535, (SP), 10$ ; Loop until <65536 bytes left
                               FFD6   005A
                     50   8E   D0   005C   205          MOVL    (SP)+, R0               ; Get length remaining in R0
                     52   50   CE   005F   206          MNEGL   R0, R2                  ; Get -length in R2
               6342  6142   50   28   0062   207          MOVC3   R0, (R1)[R2], (R3)[R2]  ; Do the final move
                          0A   BA   0068   208          POPR    #^M<R1,R3>              ; Set R1 and R3 to proper end values
                          05   006A   209          RSB
                               006B   210
                               006B   211 ;+
                               006B   212 ; Come here if it's ok to do the copy from left to right.
                               006B   213 ;-
                               006B   214
                               006B   215 FORWARDS:
                     50   DD   006B   216          PUSHL   R0                      ; Save length remaining
                53   52   D0   006D   217          MOVL    R2, R3                  ; Move dest address to R3
          63   61   FFFF 8F   28   0070   218 10$:     MOVC3   #65535, (R1), (R3)      ; Move a segment.  R1 and R3 get
                               0076   219                                              ; updated with new source and dest
                               0076   220                                              ; addresses.
6E     FFFF0001 8F   00010000 8F   F1   0076   221          ACBL    #65536, #-65535, (SP), 10$ ; Repeat until <65536 bytes left
                               FFEC   0082
                     50   8E   D0   0084   222          MOVL    (SP)+, R0               ; Get final length
                63   61   50   28   0087   223          MOVC3   R0, (R1), (R3)          ; Do the final move
                          05   008B   224          RSB                             ; Return
```

```
                     008C   226          .SBTTL  OTS$MOVE5 - Move characters with fill
                     008C   227 ;++
                     008C   228 ; FUNCTIONAL DESCRIPTION:
                     008C   229 ;
                     008C   230 ;       This procedure moves up to 2**31-1 characters from a specified
                     008C   231 ;       source address to a specified destination address, with separate
                     008C   232 ;       source and destination lengths, and with fill.  Overlapping
                     008C   233 ;       fields are handled correctly.
                     008C   234 ;
                     008C   235 ; CALLING SEQUENCE:
                     008C   236 ;
                     008C   237 ;       CALL OTS$MOVE5 (srclen.rl.v, source.rbu.ra, fill.rbu.v,
                     008C   238 ;         dstlen.rl.v, dest.wbu.ra)
                     008C   239 ;
                     008C   240 ; FORMAL PARAMETERS:
                     008C   241 ;
                     008C   242
00000004             008C   243          srclen  = 4             ; Number of bytes in the source, passed by
                     008C   244                                  ; immediate value.  Value may range from
                     008C   245                                  ; 0 through 2147483647.
                     008C   246
00000008             008C   247          source  = 8             ; Characters to move, passed by reference.
                     008C   248
0000000C             008C   249          fill    = 12            ; Fill byte to use when the srclen is less than
                     008C   250                                  ; dstlen.  Passed by immediate value.
                     008C   251
00000010             008C   252          dstlen  = 16            ; Number of bytes in the destination, passed by
                     008C   253                                  ; immediate value.  Value may range from
                     008C   254                                  ; 0 through 2147483647.
                     008C   255
00000014             008C   256          dest    = 20            ; Area to receive moved characters, passed
                     008C   257                                  ; by reference.
                     008C   258
                     008C   259 ;
                     008C   260 ; IMPLICIT INPUTS:
                     008C   261 ;
                     008C   262 ;       NONE
                     008C   263 ;
                     008C   264 ; IMPLICIT OUTPUTS:
                     008C   265 ;
                     008C   266 ;       NONE
                     008C   267 ;
                     008C   268 ; FUNCTION VALUE:
                     008C   269 ;
                     008C   270 ;       NONE
                     008C   271 ;
                     008C   272 ; SIDE EFFECTS:
                     008C   273 ;
                     008C   274 ;       NONE
                     008C   275 ;
                     008C   276 ;--
                     008C   277
                003C 008C   278          .ENTRY  OTS$MOVE5, ^M<R2,R3,R4,R5>
                     008E   279
50   04 AC    7D     008E   280          MOVQ    srclen(AP), R0          ; Get source length and address
52   0C AC    7D     0092   281          MOVQ    fill(AP), R2            ; Get fill and destination length
54   14 AC    D0     0096   282          MOVL    dest(AP), R4            ; Get destination address
```

```
                01    10  009A   283          BSBB    OTS$MOVE5_R5                    ; Do the move
                      04  009C   284          RET                                     ; Return to caller
```

```
                        .SBTTL  OTS$MOVE5_R5 - Move characters with fill
                ;++
                ; FUNCTIONAL DESCRIPTION:
                ;
                ;       This procedure moves up to 2**31-1 characters from a specified
                ;       source address to a specified destination address, with separate
                ;       source and destination lengths, and with fill.  Overlapping
                ;       fields are handled correctly.
                ;
                ; CALLING SEQUENCE:
                ;
                ;       JSB OTS$MOVE5_R5 (srclen.rl.v, source.rbu.ra, fill.rbu.v,
                ;         dstlen.rl.v, dest.wbu.ra)
                ;
                ; FORMAL PARAMETERS:
                ;
                ;
                ;       srclen  = R0            ; Number of bytes in the source
                ;                               ; Value may range from
                ;                               ; 0 through 2147483647.
                ;
                ;       source  = R1            ; Address of characters to move
                ;
                ;       fill    = R2            ; Fill byte to use when the srclen is less than
                ;                               ; dstlen.
                ;
                ;       dstlen  = R3            ; Number of bytes in the destination.
                ;                               ; Value may range from
                ;                               ; 0 through 2147483647.
                ;
                ;       dest    = R4            ; Address of area to receive moved characters.
                ;
                ;
                ; IMPLICIT INPUTS:
                ;
                ;       NONE
                ;
                ; IMPLICIT OUTPUTS:
                ;
                ;       R0 = Number of unmoved bytes remaining in source string.
                ;       R1 = Address of one byte beyond the source string.
                ;       R2 = 0
                ;       R3 = Address of one byte beyond the destination string.
                ;       R4 = 0
                ;       R5 = 0
                ;
                ; FUNCTION VALUE:
                ;
                ;       NONE
                ;
                ; SIDE EFFECTS:
                ;
                ;       NONE
                ;
                ;--

                OTS$MOVE5_R5::
```

```
                                009D   343
            0000FFFF 8F    50   D1   009D   344          CMPL    R0, #65535              ; Is srclen greater than 65535?
                           10   14   00A4   345          BGTR    BIG5                    ; If so, can't do simple move.
            0000FFFF 8F    53   D1   00A6   346          CMPL    R3, #65535              ; Is dstlen greater than 65535?
                           07   14   00AD   347          BGTR    BIG5                    ; If so, can't do simple move.
        64  53    52   61    50   2C   00AF   348          MOVC5   R0, (R1), R2, R3, (R4)  ; Simple case; do the move
                           05   00B5   349          RSB
                                00B6   350
                                00B6   351 BIG5:
                7E  53    50   C3   00B6   352          SUBL3   R0, R3, -(SP)           ; Fill, exact or truncate?
                           0F   14   00BA   353          BGTR    NEED_FILL               ; Move with fill
                           03   13   00BC   354          BEQL    EXACT                   ; Same length source and dest?
                      50   53   D0   00BE   355          MOVL    R3, R0                  ; Truncate - use dstlen
                                00C1   356 EXACT:                                      ; If exact, use source length
                      52   54   D0   00C1   357          MOVL    R4, R2                  ; Get dest address
                         FF46   30   00C4   358          BSBW    OTS$MOVE3_R5            ; Just move the characters
                      50   8E   D0   00C7   359          MOVL    (SP)+, R0               ; Restore unmoved source bytes
                           05   00CA   360          RSB                             ; Return
                                00CB   361
                                00CB   362 ;+
                                00CB   363 ; We get here if we have to do some filling.  Save the information we need
                                00CB   364 ; to do the fill, use OTS$MOVE3_R5 to do the data copy, then do the fill.
                                00CB   365 ;-
                                00CB   366 NEED_FILL:
                      7E   52   D0   00CB   367          MOVL    R2, -(SP)               ; Save fill byte
                7E    53   50   C3   00CE   368          SUBL3   R0, R3, -(SP)           ; Length of fill
                      52   54   D0   00D2   369          MOVL    R4, R2                  ; Get destination address
                      53   54   D0   00D5   370          MOVL    R4, R3                  ; In case we're just filling
                           50   D5   00D8   371          TSTL    R0                      ; Just fill?
                           03   13   00DA   372          BEQL    10$                     ; If so, skip the move
                         FF2E   30   00DC   373          BSBW    OTS$MOVE3_R5            ; Move <srclen> characters - R3 has next byt
                    08   AE    53   D0   00DF   374 10$:     MOVL    R3, 8(SP)               ; Save end-of-source pointer
                0000FFFF 8F    6E   D1   00E3   375          CMPL    (SP), #65535            ; More than 65535 characters of fill?
                           17   15   00EA   376          BLEQ    30$                     ; If not, just fill the rest
                                00EC   377
    63  FFFF 8F    04   AE    6E   00   2C   00EC   378 20$:     MOVC5   #0, (SP), 4(SP), #65535, (R3)   ; Fill 65535 bytes
    6E  FFFF0001 8F    00010000 8F   F1   00F5   379          ACBL    #65536, #-65535, (SP), 20$ ; Loop until <65536 bytes left
                              FFE9   0101
                      50   8E   7D   0103   380 30$:     MOVQ    (SP)+, R0               ; Pop length and fill byte
            63  50    51   6E   00   2C   0106   381          MOVC5   #0, (SP), R1, R0, (R3)  ; Fill the rest
                      51   8E   D0   010C   382          MOVL    (SP)+, R1               ; Restore end-of-source pointer
                           05   010F   383          RSB                             ; Return
                                0110   384
                                0110   385          .END                            ; End of module OTS$MOVE
```

```
BACKWARDS         00000029 R      01
BIGS              000000B6 R      01
BIGSTRING         0000001B R      01
DEST            = 00000014
EXACT             000000C1 R      01
FILL            = 0000000C
FORWARDS          0000006B R      01
LENGTH          = 00000004
NEED_FILL         000000CB R      01
OTS$MOVE3         00000000 RG     01
OTS$MOVE3_R5      0000000D RG     01
OTS$MOVE5         0000008C RG     01
OTS$MOVE5_R5      0000009D RG     01
SRCLEN          = 00000004
```

Psect synopsis

```
PSECT name                      Allocation          PSECT No.  Attributes
----------                      ----------          ---------  ----------
. ABS .                         00000000  (    0.)  00 (  0.)  NOPIC   USR   CON   ABS   LCL NOSHR NOEXE NORD  NOWRT NOVEC BY.E
_OTS$CODE                       00000110  (  272.)  01 (  1.)    PIC   USR   CON   REL   LCL   SHR   EXE   RD  NOWRT NOVEC LONG
```

Performance indicators

Phase	Page faults	CPU Time	Elapsed Time
Initialization	29	00:00:00.05	00:00:00.89
Command processing	114	00:00:00.33	00:00:02.22
Pass 1	76	00:00:00.51	00:00:03.07
Symbol table sort	0	00:00:00.01	00:00:00.01
Pass 2	76	00:00:00.47	00:00:01.34
Symbol table output	2	00:00:00.01	00:00:00.01
Psect synopsis output	3	00:00:00.02	00:00:00.02
Cross-reference output	0	00:00:00.00	00:00:00.00
Assembler run totals	302	00:00:01.40	00:00:07.56

```
The working set limit was 750 pages.
5152 bytes (11 pages) of virtual memory were used to buffer the intermediate code.
There were 10 pages of symbol table space allocated to hold 16 non-local and 5 local symbols.
385 source lines were read in Pass 1, producing 14 object records in Pass 2.
0 pages of virtual memory were used to define 0 macros.
```

Macro library statistics

Macro library name	Macros defined
_255DUA28:[SYSLIB]STARLET.MLB;2	0

```
0 GETS were required to define 0 macros.

There were no errors, warnings or information messages.
```

```
MACRO/ENABLE=SUPPRESSION/DISABLE=(GLOBAL,TRACEBACK)/LIS=LIS$:OTSMOVE/OBJ=OBJ$:OTSMOVE MSRC$:OTSMOVE/UPDATE=(ENH$:OTSMOVE)
```

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OTSCVTPF
LIS

OTSCVTRGP
LIS

OTSMOVE
LIS

OTSMSG
LIS

OTSCVTPH
LIS

OTSLUN
LIS