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PPP	PPP	AAA	AAA	ŠŠŠ	RRR RRR	ŤŤŤ	ΙΙΙ
PPP	PPP	AAA	AAA	SSS	RRR RRR	ŤŤŤ	iii
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PPPPPPPP	PPPP	AAA	AAA	\$\$\$\$\$\$\$\$\$	RRRRRRRRRRR	ŤŤŤ	iii
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PPP		AAAAAAAA	AAAAAA	ŠŠŠ	RRR RRR	TTT	ίίί
PPP		AAAAAAAA	AAAAAA	ŠŠŠ	RRR RRR	TTT	ΙΙΙ
PPP		AAA	AAA	SSS	RRR RRR	TTT	LLL
PPP		AAA	AAA	SSS	RRR RRR	TTT	LLL
PPP		AAA	AAA	\$\$\$	RRR RRR	TTT	LLL
PPP		AAA	AAA	SSSSSSSSSS	RRR RRR	TTT	LLLLLLLLLLLLLL
PPP		AAA	AAA	SSSSSSSSSS	RRR RRR	TTT	LLLLLLLLLLLLLL
PPP		AAA	AAA	\$\$\$\$\$\$\$\$\$\$\$\$\$\$	RRR RRR	TTT	LLLLLLLLLLLLLLL

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Pascal file Variable (PFV\$) field definitions file: PASPFV.REQ, Edit: SBL1001

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Author: Steven B. Lionel, 1-April-1981

1-001 - Original. SBL 1-April-1981

The Pascal file Variable (PFV) is a dynamically allocated block whose address is passed to the Run-Time Library to uniquely identify a file. for more information, see the VAX-11 Language Support Procedures reference Manual

! PFV structure definition

FIELD PFV\$FIELDS = SET

 PFVR_PFV = [0,0,0,0],$

! Field to address the entire structure.

 PFVA_BUFFER = [0.0.32.0],$

! Address of the user file buffer. If ! PFV\$V_RELBUF is set, this address is ! relative to the PFV address, otherwise ! it is absolute.

 PFVB_VERSION = [4,0,8,0].$

! The version number of the PFV layout. ! The latest version number is defined by ! the symbol PFV\$K_CUR_VERSION.

PFV\$W_FLAGS	= [4,16,16,0],	! Status flags which the Run-Time Library ! sets and clears to indicate the current status ! of the file.
PFV\$V_VALID	= [4,16,1,0],	! Buffer is valid. If this bit is set, then ! the remaining status bits and the file buffer ! itself may be read by the compiled code. If ! clear, PAS\$LOOK_AHEAD must be called to make ! the information valid.
PFV\$V_DFB	= [4,17,1,0],	! Buffer is defined. If set, the last file ! operation resulted in a "defined" file buffer ! by the semantics of Pascal. If clear, the ! file buffer is "undefined". If PFV\$V_EOF_DEFINED ! is set, EOF(f) is equivalent to .NOT. PAS\$V_DFB
PFV\$V_EOF_DEFINE	ED = [4,18,1,0],	! EOF(f) is a valid test. After some file ! operations, EOF(f) is not a valid test to make. ! If this bit is set, EOF(f) is true if and only ! if PAS\$V_DFB is clear.
PFV\$V_EOLN	= [4,19,1,0],	! file is at end-of-line.
PFV\$V_RELBUF	= [4,27,1,0],	! PFV\$A_BUFFER address is relative to ! the PFV address. If clear, the address ! is absolute.
PFV\$V_RELPFD	= [4,28,1,0],	! PFV\$A_PFD address is relative to the ! PFV address. If clear, the address is ! absolute.
PFV\$V_OPEN	= [4,29,1,0],	! File is open.
PFV\$V_FCB_VALID	= [4,30,1,0],	! This bit is set when PFV\$A_FCB contains ! the address of a valid FCB. If clear, ! PFV\$A_FCB contains the condition code ! for the last error to occur on that ! file.
PFV\$V_LOCK	= [4,31,1,0],	! This is the interlock bit used by the Run-Time ! Library to prevent recursive I/O on the same ! file.
PFV\$A_PFD	= [8,0,32,0],	! Address of the Pascal File Descriptor ! (PFD). If PFV\$V RELPFD is set, this ! is relative to the PFV address, otherwise ! it is absolute.
PFV\$A_FCB	= [12,0,32,0],	! Address of the Run-Time Library's internal ! file Control Block (FCB) for this file. This ! field must be initially zero! the Run-Time ! Library fills it in when the file is opened.
PFV\$L_STATUS	= [12,0,32,0]	! A synonym for PFV\$A_FCB. ! If PFV\$V_FCB_VALID is clear, this ! field is used to store the condition

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! code of the last error to occur on this ! file when the file was not open.

TES:

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PFV\$K_CUR_VERSION = 0

PFV\$K_SIZE = 16;

! Current version of PFV ! Size of PFV in bytes

MACRO
 SPASSPFV_FILE_VARIABLE = BLOCK [PFV\$K_SIZE, BYTE] FIELD (PFV\$FIELDS) %;

! End of file PASPFV.REQ

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