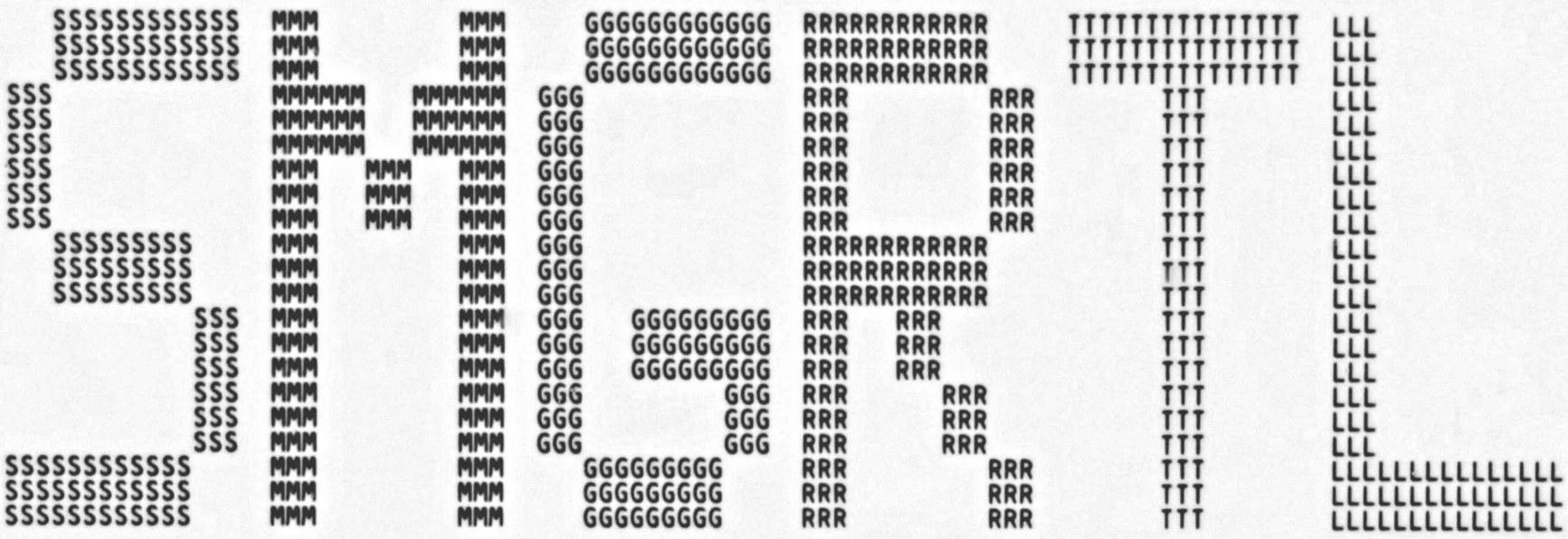

_$2

Val

001
001
001
001
001
001
001
001
7FF
7FF
7FF
7FF
7FF
7FF
7FF
7FF
7FF

```
  SSSSSSSS  MM      MM   GGGGGGGG  KK     KK  TTTTTTTTTT  HH      HH
  SSSSSSSS  MM      MM   GGGGGGGG  KK     KK  TTTTTTTTTT  HH      HH
SS          MMMM  MMMM  GG        KK     KK      TT      HH      HH
SS          MMMM  MMMM  GG        KK    KK       TT      HH      HH
SS          MM  MM  MM  GG        KK   KK        TT      HH      HH
SS          MM  MM  MM  GG        KK  KK         TT      HH      HH
  SSSSSS    MM      MM  GG        KKKKK          TT      HHHHHHHHHH
  SSSSSS    MM      MM  GG        KKKKK          TT      HHHHHHHHHH
        SS  MM      MM  GG  GGGGG KK   KK        TT      HH      HH
        SS  MM      MM  GG  GGGGG KK   KK        TT      HH      HH
        SS  MM      MM  GG     GG KK    KK       TT      HH      HH    ....
        SS  MM      MM  GG     GG KK     KK      TT      HH      HH    ....
SSSSSSSS    MM      MM    GGGGGG  KK     KK      TT      HH      HH    ....
SSSSSSSS    MM      MM    GGGGGG  KK     KK      TT      HH      HH    ....
```

```
  SSSSSSSS  DDDDDDD    LL
  SSSSSSSS  DDDDDDDD   LL
SS          DD     DD  LL
SS          DD     DD  LL
SS          DD     DD  LL
SS          DD     DD  LL
  SSSSSS    DD     DD  LL
  SSSSSS    DD     DD  LL
        SS  DD     DD  LL
        SS  DD     DD  LL
        SS  DD     DD  LL
        SS  DD     DD  LL
SSSSSSSS    DDDDDDDD   LLLLLLLLLL
SSSSSSSS    DDDDDDDD   LLLLLLLLLL
```

```
MODULE KTHDEF IDENT "1-002";    { Screen Management Key Table Header (KTH)
                                { File: SMGKTH.SDL, Edit: SBL1002
```


```
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```


```
{
{ Author: Steven B. Lionel, 10-February-1983
{
{ 1-001 - Original.  SBL 10-Feb-1983
{ 1-002 - Add default-state fields.  SBL 27-May-1983
{--

{+
{ The Key Table Header identifies a key definition table.  It contains the
{ address of the treehead for the tree of key definitions and other
{ information global to the key table.
{-

AGGREGATE KTH_STRUCT STRUCTURE PREFIX KTH_ MARKER KTH_;

    TREEHEAD ADDRESS;                       { Address of treehead
    FLAGS STRUCTURE LONGWORD;
        dummy BITFIELD LENGTH 32 FILL;
        END FLAGS;
    MODIFIERS LONGWORD;                     { Bits to OR into TRM$_MODIFIERS
    TERM_MASK LONGWORD;                     { Termination character mask
    CHECK LONGWORD;                         { Consistency check longword
    DEF_STATE_DESCR STRUCTURE;              { Descriptor of default state string
        DEF_STATE_LEN WORD UNSIGNED;        { Length of default state string
        DEF_STATE_DTYPE BYTE;               { Datatype
        DEF_STATE_CLASS BYTE;               { Class
        DEF_STATE_POINTER ADDRESS;          { Pointer to string
        END DEF_STATE_DESCR;
    DEF_KEYCODE_ADDRESS;                    { Pointer into DEF_STATE_STRING for keycode
    DEF_STATE_STRING CHARACTER LENGTH 34; { Default state string
    END KTH_STRUCT;
```

```
END_MODULE KTHDEF;
```

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