

```

SSSSSSSSSSSSS  MMM      MMM      GGGGGGGGGGGG  RRRRRRRRRRRR  TTTTTTTTTTTTTT  LLL
SSSSSSSSSSSSS  MMM      MMM      GGGGGGGGGGGG  RRRRRRRRRRRR  TTTTTTTTTTTTTT  LLL
SSSSSSSSSSSSS  MMM      MMM      GGGGGGGGGGGG  RRRRRRRRRRRR  TTTTTTTTTTTTTT  LLL
SSS           MMMMMM  MMMMMM  GGG           RRR           RRR           TTT           LLL
SSS           MMMMMM  MMMMMM  GGG           RRR           RRR           TTT           LLL
SSS           MMMMMM  MMMMMM  GGG           RRR           RRR           TTT           LLL
SSS           MMM      MMM      GGG           RRR           RRR           TTT           LLL
SSS           MMM      MMM      GGG           RRR           RRR           TTT           LLL
SSS           MMM      MMM      GGG           RRR           RRR           TTT           LLL
          SSSSSSSSSS  MMM      MMM      GGG           RRRRRRRRRRRR  TTT           LLL
          SSSSSSSSSS  MMM      MMM      GGG           RRRRRRRRRRRR  TTT           LLL
          SSSSSSSSSS  MMM      MMM      GGG           RRRRRRRRRRRR  TTT           LLL
                                SSS  MMM      MMM      GGG      GGGGGGGGGG  RRR      RRR      TTT           LLL
                                SSS  MMM      MMM      GGG      GGGGGGGGGG  RRR      RRR      TTT           LLL
                                SSS  MMM      MMM      GGG      GGGGGGGGGG  RRR      RRR      TTT           LLL
                                SSS  MMM      MMM      GGG      GGGGGGGGGG  RRR      RRR      TTT           LLL
                                SSS  MMM      MMM      GGG      GGGGGGGGGG  RRR      RRR      TTT           LLL
                                SSS  MMM      MMM      GGG      GGGGGGGGGG  RRR      RRR      TTT           LLL
SSSSSSSSSSSSSS  MMM      MMM      GGGGGGGGGG  RRR      RRR      TTT           LLLLLLLLLLLLLLLLLL
SSSSSSSSSSSSSS  MMM      MMM      GGGGGGGGGG  RRR      RRR      TTT           LLLLLLLLLLLLLLLLLL
SSSSSSSSSSSSSS  MMM      MMM      GGGGGGGGGG  RRR      RRR      TTT           LLLLLLLLLLLLLLLLLL

```

```
SSSSSSSS MM MM GGGGGGG DDDDDDD IIIIII SSSSSSS CCCCCCC HH HH AAAAAA
SSSSSSSS MM MM GGGGGGG DDDDDDD IIIIII SSSSSSS CCCCCCC HH HH AAAAAA
SS SS MMMM MMMM GG DD DD SS SS CCCCCC HH HH AA AA
SS SS MMMM MMMM GG DD DD SS SS CCCCCC HH HH AA AA
SS SS MM MM MM GG DD DD SS SS CCCCCC HH HH AA AA
SSSSSS MM MM MM GG DD DD SSSSSS CCCCCC HHHHHHHH AA AA
SSSSSS MM MM MM GG DD DD SSSSSS CCCCCC HHHHHHHH AA AA
SS MM MM MM GG GGGGG DD DD SS CC CCCCCC HH HH AAAAAAAAAA
SS MM MM MM GG GGGGG DD DD SS CC CCCCCC HH HH AAAAAAAAAA
SS MM MM MM GG GG DD DD SS CC CCCCCC HH HH AA AA
SSSSSSSS MM MM GGGGG DDDDDDD IIIIII SSSSSSS CCCCCCC HH HH AA AA
SSSSSSSS MM MM GGGGG DDDDDDD IIIIII SSSSSSS CCCCCCC HH HH AA AA

LL IIIIII SSSSSSS
LL IIIIII SSSSSSS
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
LLLLLLLLLL IIIIII SSSSSSS
LLLLLLLLLL IIIIII SSSSSSS
```

```
0001 0 XTITLE 'SMG$DISPLAY_CHANGE - Virtual Display -- Changes to Displays'
0002 0 MODULE SMG$DISPLAY_CHANGE (
0003 0 IDENT = '1-048' ! File: SMGDISCHA.B32 Edit: PLL1048
0004 0 ) =
0005 1 BEGIN
0006 1
0007 1 *****
0008 1 *
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0026 1 *
0027 1 *
0028 1 *****
0029 1
0030 1
0031 1 ++
0032 1 FACILITY: Screen Management
0033 1
0034 1 ABSTRACT:
0035 1 The procedures in this module update and maintain the contents
0036 1 of the in-memory representations of the virtual displays. The data
0037 1 areas themselves are allocated/deallocated, pasted/upasted, etc.
0038 1 by the procedures in module SMG$DISPLAY_LINKS. Output from these
0039 1 virtual displays is handled by procedures in SMG$DISPLAY_OUTPUT.
0040 1 The module SMG$DISPLAY_INPUT contains the routines that support
0041 1 input operations on displays.
0042 1
0043 1
0044 1
0045 1 ENVIRONMENT: User mode, Shared library routines.
0046 1
0047 1 AUTHOR: R. Reichert, CREATION DATE: 26-Jan-1983
0048 1
0049 1 MODIFIED BY:
0050 1
0051 1 1-048 - Change error messages by SMG$SET_CURSOR_REL. STAN 3-Jun-1984.
0052 1 1-047 - Turn off the scrolling bit whenever sequential output ends, ie.
0053 1 whenever the cursor may be randomly positioned. PLL 3-May-1984
0054 1 1-001 - Original. Skeleton for future code. RKR 26-Jan-1983
0055 1 --
```

```

57      0056 1 %SBTTL 'Declarations'
58      0057 1
59      0058 1 SWITCHES:
60      0059 1
61      0060 1
62      0061 1
63      0062 1 LINKAGES:
64      0063 1
65      0064 1 NONE
66      0065 1
67      0066 1 TABLE OF CONTENTS:
68      0067 1
69      0068 1
70      0069 1 FORWARD ROUTINE
71      0070 1
72      0071 1 ! Public entry points:
73      0072 1
74      0073 1 SMG$CHANGE_RENDITION, ! Change video attributes of
75      0074 1 ! something already in a virtual
76      0075 1 ! display
77      0076 1
78      0077 1 SMG$CURSOR_COLUMN, ! Function to return current
79      0078 1 ! cursor col. within virt. disp.
80      0079 1
81      0080 1 SMG$CURSOR_ROW, ! Function to return current
82      0081 1 ! cursor row within virt. disp.
83      0082 1
84      0083 1 SMG$DELETE_CHARS, ! Delete characters from within
85      0084 1 ! a line in a virtual display.
86      0085 1
87      0086 1 SMG$DELETE_LINE, ! Delete line in a display &
88      0087 1 ! scroll remaining lines
89      0088 1
90      0089 1 SMG$ERASE_CHARS, ! Erase characters in a display
91      0090 1 ! w/out moving remaining text
92      0091 1
93      0092 1 SMG$ERASE_DISPLAY, ! Erase virtual display
94      0093 1
95      0094 1 SMG$ERASE_LINE, ! Erase from position to end
96      0095 1 ! of line
97      0096 1
98      0097 1 SMG$HOME_CURSOR, ! Move cursor to one of the 4
99      0098 1 ! corners of the virtual display
100     0099 1
101     0100 1 SMG$INSERT_CHARS, ! Insert characters in a line
102     0101 1 ! of a virtual display.
103     0102 1
104     0103 1 SMG$INSERT_LINE, ! Insert line in a virtual
105     0104 1 ! display
106     0105 1
107     0106 1 SMG$PUT_CHARS, ! Put text to display without
108     0107 1 ! additional cursor motion.
109     0108 1
110     0109 1 SMG$PUT_LINE, ! Put text line to display with
111     0110 1 ! optional additional cursor
112     0111 1 ! motion.
113     0112 1

```

```

: 114      0113 1      SMG$READ_FROM_DISPLAY,      ! Read text back from virtual
: 115      0114 1      ! display
: 116      0115 1
: 117      0116 1      SMG$PUT_WITH_SCROLL,      ! Scroll a virtual display and
: 118      0117 1      ! place callers text into opened
: 119      0118 1      ! area.
: 120      0119 1
: 121      0120 1      SMG$RETURN_CURSOR_POS,      ! Returns current cursor
: 122      0121 1      ! position (row/column).
: 123      0122 1
: 124      0123 1      SMG$SCROLL_DISPLAY_AREA,      ! Scroll a rectangular area
: 125      0124 1
: 126      0125 1      SMG$SET_CURSOR_ABS,      ! Move cursor to absolute
: 127      0126 1      ! position specified.
: 128      0127 1
: 129      0128 1      SMG$SET_CURSOR_REL;      ! Move cursor relative to its
: 130      0129 1      ! current position.
: 131      0130 1
: 132      0131 1
: 133      0132 1      ! INCLUDE FILES
: 134      0133 1      !
: 135      0134 1
: 136      0135 1      REQUIRE 'RTLIN:SMGPROLOG';      ! defines psects, macros, tcb,
: 137      0213 1      ! wcb, & terminal symbols
: 138      0214 1      REQUIRE 'RTLIN:STRLNK';      ! JSB linkage
: 139      0399 1
: 140      0400 1
: 141      0401 1      ! EXTERNAL REFERENCES
: 142      0402 1
: 143      0403 1      EXTERNAL ROUTINE
: 144      0404 1      LIB$ANALYZE_SDESC_R2 : LIB$ANALYZE_SDESC_JSB_LINK,
: 145      0405 1
: 146      0406 1      LIB$SCOPY_R_DX6 : STRING_JSB,      ! String copier
: 147      0407 1
: 148      0408 1      SMG$$CHECK_FOR_OUTPUT_DCB,      ! Force output if now is the time
: 149      0409 1
: 150      0410 1      SMG$$PUT_TEXT_TO_BUFFER,      ! Move callers text to virtual
: 151      0411 1      ! display text buffer checking
: 152      0412 1      ! for characters that affect
: 153      0413 1      ! where characters land in
: 154      0414 1      ! buffer.
: 155      0415 1
: 156      0416 1      SMG$$SCROLL_AREA;      ! Scroll a rectangular area
: 157      0417 1
: 158      0418 1      EXTERNAL
: 159      0419 1      SMG$_FATERRLIB,      ! Fatal error in SMG -- internal consistency
: 160      0420 1      ! check failed.
: 161      0421 1      SMG$_INVARG,      ! Invalid argument
: 162      0422 1      SMG$_INVCOL,      ! Invalid column number
: 163      0423 1      SMG$_INVDIS_ID,      ! Invalid virtual display id
: 164      0424 1      SMG$_INVPAS_ID,      ! Invalid pasteboard id
: 165      0425 1      SMG$_INVROW,      ! Invalid row number
: 166      0426 1      SMG$_NO_CHADIS,      ! No change to virtual display
: 167      0427 1      SMG$_WRONUMARG;      ! Wrong number of arguments
: 168      0428 1
: 169      0429 1      !+
: 170      0430 1      ! The following macro determines whether scrolling up, down, or neither

```

```

: 171      0431 1 ! should occur.
: 172      0432 1 !-
: 173      M 0433 1 MACRO $SMG$SET_SCROLLING (SWITCH) =
: 174      M 0434 1     BEGIN
: 175      M 0435 1     SWITCH = 0; ! init scroll to off
: 176      M 0436 1     IF .DCB [DCB_V_FULL] NEQ 0
: 177      M 0437 1     THEN ! display is full, check other conditions
: 178      M 0438 1     BEGIN
: 179      M 0439 1     IF .DCB [DCB_W_CURSOR_ROW] EQL .DCB [DCB_W_BOTTOM_OF_SCRREG]
: 180      M 0440 1     THEN
: 181      M 0441 1     SWITCH = 1 ! scroll up
: 182      M 0442 1     ELSE
: 183      M 0443 1     IF .DCB [DCB_W_CURSOR_ROW] EQL .DCB [DCB_W_TOP_OF_SCRREG]
: 184      M 0444 1     THEN
: 185      M 0445 1     SWITCH = 2; ! scroll down
: 186      M 0446 1     END;
: 187      M 0447 1     END;X;
: 188      0448 1
: 189      0449 1 !<BLF/PAGE>

```

: R
 :


```

191 0450 1 %SBTTL 'SMG$CHANGE_RENDITION - Change Rendition'
192 0451 1 GLOBAL ROUTINE SMG$CHANGE_RENDITION (
193 0452 1     DISPLAY_ID,
194 0453 1     START_ROW,
195 0454 1     START_COL,
196 0455 1     NO_ROW,
197 0456 1     NO_COL,
198 0457 1     RENDITION_SET,
199 0458 1     RENDITION_COMPLEMENT
200 0459 1 ) =
201 0460 1
202 0461 1 **
203 0462 1 FUNCTIONAL DESCRIPTION:
204 0463 1     This routine changes the video rendition of a rectangular block of
205 0464 1     text already in the specified virtual display.
206 0465 1     Use of this routine makes it easy, for example, to redisplay a
207 0466 1     particular column in reverse video.
208 0467 1
209 0468 1 CALLING SEQUENCE:
210 0469 1
211 0470 1     ret_status.wlc.v = SMG$CHANGE_RENDITION (
212 0471 1         DISPLAY_ID.rl.r,
213 0472 1         START_ROW.rl.r,
214 0473 1         START_COL.rl.r,
215 0474 1         NO_ROW.rl.r,
216 0475 1         NO_COL.rl.r,
217 0476 1         [,RENDITION_SET.rl.r]
218 0477 1         [,RENDITION_COMPLEMENT.rl.r])
219 0478 1
220 0479 1 FORMAL PARAMETERS:
221 0480 1
222 0481 1     DISPLAY_ID.rl.r     Display id of desired virtual display.
223 0482 1
224 0483 1     START_ROW.rl.r     Starting row position to receive new
225 0484 1     rendition
226 0485 1
227 0486 1     START_COL.rl.r     Starting column position to receive
228 0487 1     new rendition.
229 0488 1
230 0489 1     NO_ROW.rl.r        No. of rows to receive new rendition
231 0490 1
232 0491 1     NO_COL.rl.r        No. of columns to receive new
233 0492 1     rendition
234 0493 1
235 0494 1     RENDITION_SET.rl.r  Each 1 bit attribute in this parameter
236 0495 1     causes the corresponding attribute to
237 0496 1     be set in the display. (See below for
238 0497 1     list of settable attributes.)
239 0498 1
240 0499 1     RENDITION_COMPLEMENT.rl.r
241 0500 1     Each 1 bit attribute in this parameter
242 0501 1     causes the corresponding attribute to
243 0502 1     be complemented in the display. (See
244 0503 1     below for list of complementable
245 0504 1     attributes.)
246 0505 1
247 0506 1     If the same bit is specified in both the RENDITION_SET parameter
  
```

```

248 0507 1 and in the RENDITION COMPLEMENT parameter, the application is
249 0508 1 RENDITION_SET followed by RENDITION complement. Using these two
250 0509 1 parameters together the caller can exercise arbitrary and
251 0510 1 independent control over each attribute on a single call. On an
252 0511 1 attribute by attribute basis he can cause the following
253 0512 1 transformations:
254 0513 1
255 0514 1
256 0515 1
257 0516 1
258 0517 1
259 0518 1
260 0519 1
261 0520 1
262 0521 1
263 0522 1
264 0523 1
265 0524 1
266 0525 1
267 0526 1
268 0527 1
269 0528 1
270 0529 1
271 0530 1
272 0531 1
273 0532 1
274 0533 1
275 0534 1
276 0535 1
277 0536 1
278 0537 1
279 0538 1
280 0539 1
281 0540 1
282 0541 1
283 0542 1
284 0543 1
285 0544 1
286 0545 1
287 0546 1
288 0547 1
289 0548 1
290 0549 1
291 0550 1
292 0551 1
293 0552 1
294 0553 1
295 0554 1
296 0555 1
297 0556 1
298 0557 2
299 0558 2
300 0559 2
301 0560 2
302 0561 2
303 0562 2
304 0563 2
  
```

SET	COMPLEMENT	Action
---	-----	
0	0	Attribute unchanged.
1	0	Attribute set to 'on'.
0	1	Attribute set to complement of current setting.
1	1	Attribute set to 'off'.

Attributes which can be manipulated in this manner are:

SMGSM_BLINK displays characters blinking.

SMGSM_BOLD displays characters in higher-than-normal intensity.

SMGSM_REVERSE displays characters in reverse video -- that is, using the opposite default rendition of the virtual display.

SMGSM_UNDERLINE displays characters underlined.

IMPLICIT INPUTS:

NONE

IMPLICIT OUTPUTS:

NONE

COMPLETION STATUS:

SS\$ NORMAL Normal successful completion

SMG\$_INVROW Invalid start row -- outside virtual display.

SMG\$_INVCOL Invalid start column -- outside virtual display.

SMG\$_INVDIS_ID Invalid display id.

SMG\$_INVARG Invalid no. of rows -- outside virtual display or Invalid no. of columns -- outside virtual display.

or Unrecognized action code.

or Unrecognized rendition code.

SMG\$_WRONUMARG Wrong number of arguments.

SIDE EFFECTS:

NONE

--

BEGIN

LOCAL

START_INDEX, ! Byte offset into attribute buffer

DCB : REF \$DCB_DECL, ! Addr of display control block


```

305      0564      2      REND_CODE,          ! Video rendition -- set up by
306      0565      2      ! $SMG$SET_REND_CODE
307      0566
308      0567      2      ATTR_BUF : REF VECTOR [,BYTE]; ! Addr of attribute buffer for
309      0568      2      ! this virtual display.
310      0569
311      0570      2      LITERAL
312      0571      2      K_SET_ARG = 6,
313      0572      2      K_COMP_ARG = 7;
314      0573
315      0574      2      $SMG$VALIDATE_ARGCOUNT (5,7);
316      0575
317      0576      2      $SMG$GET_DCB ( .DISPLAY_ID, DCB); ! Get addr of display control
318      0577      2      ! block
319      0578
320      0579      2      !+
321      0580      2      ! Validate arguments, make sure row & column are within the display.
322      0581      2      !-
323      0582
324      0583      2      $SMG$VALIDATE_ROW_COL (..START_ROW, ..START_COL);
325      0584
326      0585      2      IF ..NO_COL LEQ 0 OR
327      0586      2      ..NO_ROW LEQ 0
328      0587      2      THEN
329      0588      2      RETURN (SMG$NO_CHADIS);
330      0589
331      P 0590      2      $SMG$VALIDATE_ROW_COL (..START_ROW + ..NO_ROW - 1,
332      0591      2      ..START_COL + ..NO_COL - 1);
333      0592
334      0593      2      ATTR_BUF = .DCB [DCB_A_ATTR_BUF];
335      0594      2      ! addr of attribute buffer
336      0595
337      0596      2      $SMG$SET_REND_CODE (K_SET_ARG, K_COMP_ARG);
338      0597      2      ! set rend_code w/default or caller's args
339      0598
340      0599      2      !+
341      0600      2      ! Set the rendition bytes in the attribute buffer on a line by line
342      0601      2      ! basis, in case the change does not include the entire line.
343      0602      2      ! Be careful to preserve the other bits in the rendition byte that have
344      0603      2      ! nothing to do with rendition.
345      0604      2      !-
346      0605
347      0606      2      START_INDEX = $SMG$LINEAR (..START_ROW, ..START_COL);
348      0607      2      INCR [LINE_COUNT FROM 1 TO ..NO_ROW
349      0608      2      DO
350      0609      3      BEGIN ! For each row
351      0610      4      INCR COL_COUNT FROM 0 TO (..NO_COL - 1)
352      0611      3      DO
353      0612      4      BEGIN ! For each column
354      0613      4
355      0614      4      ATTR_BUF [.START_INDEX + .COL_COUNT ] =
356      0615      5      (.ATTR_BUF [.START_INDEX + .COL_COUNT]
357      0616      5      AND
358      0617      5      ( NOT (SMG$M_BLINK+SMG$M_BOLD+SMG$M_REVERSE+SMG$M_UNDERLINE)) )
359      0618      4      OR
360      0619      4      .REND_CODE ;
361      0620      4
  
```

[illegible]

CMPZV #0, #16, 6(DCB), R3
BGEQ 7\$

			50		5A	D0 0005E 6\$:	MOVL	R10, R0		
						04 00061	RET			
			58	14	BC	D0 00062 7\$:	MOVL	@NO_COL, R8	0585	
					05	15 00066	BLEQ	8\$		
				10	BC	D5 00068	TSTL	@NO_ROW	0586	
					08	14 0006B	BGTR	9\$		
			50		00	9E 0006D 8\$:	MOVAB	SMG\$NO_CHADIS, R0	0588	
						04 00074	RET			
			54	10	BC	C1 00075 9\$:	ADDL3	@NO_ROW, R4, R0	0591	
			01		50	D1 0007A	CPL	R0, #1		
					0A	15 0007D	BLEQ	10\$		
					50	D7 0007F	DECL	R0		
50	02	A2	10		00	ED 00081	CMPZV	#16, 2(DCB), R0		
					04	18 00087	BGEQ	11\$		
			50		59	D0 00089 10\$:	MOVL	R9, R0		
						04 0008C	RET			
			53		58	C1 0008D 11\$:	ADDL3	R8, R3, R0		
			01		50	D1 00091	CPL	R0, #1		
					0A	15 00094	BLEQ	12\$		
					50	D7 00096	DECL	R0		
50	06	A2	10		00	ED 00098	CMPZV	#0, #16, 6(DCB), R0		
					04	18 0009E	BGEQ	13\$		
			50		5A	D0 000A0 12\$:	MOVL	R10, R0		
						04 000A3	RET			
			51	14	A2	D0 000A4 13\$:	MOVL	20(DCB), ATTR_BUF	0593	
			57	2E	A2	9A 000A8	MOVZBL	46(DCB), REND_CODE	0596	
			06		6C	91 000AC	CMPB	(AP), #6		
					09	1F 000AF	BLSSU	14\$		
				18	AC	D5 000B1	TSTL	24(AP)		
					04	13 000B4	BEQ	14\$		
			57	18	BC	C8 000B6	BISL2	@RENDITION_SET, REND_CODE		
			07		6C	91 000BA 14\$:	CMPB	(AP), #7		
					09	1F 000BD	BLSSU	15\$		
				1C	AC	D5 000BF	TSTL	28(AP)		
					04	13 000C2	BEQ	15\$		
			57	1C	BC	CC 000C4	XORL2	@RENDITION_COMPLEMENT, REND_CODE		
			50	FF	A4	9E 000C8 15\$:	MOVAB	-1(R4), R0	0606	
			54	06	A2	3C 000CC	MOVZWL	6(DCB), R4		
			50		54	C4 000D0	MULL2	R4, R0		
			50	FF	A340	9E 000D3	MOVAB	-1(R3)[R0], START_INDEX		
					56	D4 000D8	CLRL	LINE_COUNT	0614	
					20	11 000DA	BRB	19\$		
			54		01	CE 000DC 16\$:	MNEGL	#1, COL_COUNT		
					10	11 000DF	BRB	18\$		
			53		54	C1 000E1 17\$:	ADDL3	COL_COUNT, START_INDEX, R3		
			55		6341	9A 000E5	MOVZBL	(R3)[ATTR_BUF], R5	0617	
			55		0F	CA 000E9	BICL2	#15, R5		
			55		57	89 000EC	BISB3	REND_CODE, R5, (R3)[ATTR_BUF]	0619	
6341			54		58	F2 000F1 18\$:	AOBLSS	R8, COL_COUNT, 17\$	0610	
EC			53	06	A2	3C 000F5	MOVZWL	6(DCB), R3	0623	
			50		53	C0 000F9	ADDL2	R3, START_INDEX		
			56	10	BC	F3 000FC 19\$:	AOBLEQ	@NO_ROW, LINE_COUNT, 16\$	0607	
					0A	DD 00101	PUSHL	#10	0630	
					52	DD 00103	PUSHL	DCB		
					02	FB 00105	CALLS	#2, SMG\$CHECK_FOR_OUTPUT_DCB		
					04	0010C	RET		0632	
			00000000G	00						

SMG\$DISPLAY_CHA 1-048 SMG\$DISPLAY CHANGE - Virtual Display -- Changes
SMG\$CHANGE_RENDITION - Change Rendition

M 12

16-Sep-1984 00:16:38
14-Sep-1984 13:09:40

VAX-11 Bliss-32 V4.0-742
[SMGRTL.SRC]SMGDISCHA.B32;1

Page 10
(3)

; Routine Size: 269 bytes, Routine Base: _SMG\$CODE + 0000

; 374 0633 1 !<BLF/PAGE>

SMG\$
1-04

```

376 0634 1 $SBTTL 'SMG$CURSOR_COLUMN - Return current cursor column position'
377 0635 1 GLOBAL ROUTINE SMG$CURSOR_COLUMN ( DISPLAY_ID ) =
378 0636 1
379 0637 1 **
380 0638 1 FUNCTIONAL DESCRIPTION:
381 0639 1 This functions returns the current cursor column position in the
382 0640 1 specified virtual display.
383 0641 1
384 0642 1 If the specified virtual display id is invalid, SMG$_INVDIS_ID
385 0643 1 is signaled.
386 0644 1
387 0645 1 CALLING SEQUENCE:
388 0646 1
389 0647 1 CURSOR_COLUMN.wl.r = SMG$CURSOR_COLUMN ( DISPLAY_ID.rl.r )
390 0648 1
391 0649 1 FORMAL PARAMETERS:
392 0650 1
393 0651 1 DISPLAY_ID.rl.r Display id of desired display.
394 0652 1
395 0653 1 IMPLICIT INPUTS:
396 0654 1
397 0655 1 NONE
398 0656 1
399 0657 1 IMPLICIT OUTPUTS:
400 0658 1
401 0659 1 NONE
402 0660 1
403 0661 1 ROUTINE VALUE:
404 0662 1
405 0663 1 CURSOR_COLUMN.wl.v The current cursor column number in the
406 0664 1 display.
407 0665 1
408 0666 1 SIDE EFFECTS:
409 0667 1
410 0668 1 SMG$_INVDIS_ID will be signaled if DISPLAY_ID is invalid.
411 0669 1 SMG$_WRONUMARG will be signaled if DISPLAY_ID is omitted.
412 0670 1 --
413 0671 2 BEGIN
414 0672 2 BUILTIN
415 0673 2 NULLPARAMETER;
416 0674 2
417 0675 2 LOCAL
418 0676 2 DCB : REF $DCB_DECL; ! Addr. of display control block
419 0677 2
420 0678 2 IF NULLPARAMETER(DISPLAY_ID)
421 0679 2 THEN
422 0680 2 SIGNAL_STOP ( SMG$_WRONUMARG); ! Display id has to be there
423 0681 2
424 0682 2
425 0683 2 *+
426 0684 2 The next few lines of code validate the supplied device id. It
427 0685 2 does precisely what $SMG$GET_DCB does except it signals where that
428 0686 2 macro would return a status.
429 0687 2
430 0688 2 DCB = ..DISPLAY_ID; ! assume it is correct
431 0689 2
432 0690 2 IF .DCB [DCB_L_DID] NEQ ..DISPLAY_ID
    THEN

```

```

: 433      0691 2      SIGNAL_STOP (SMG$_INVDIS_ID);      ! Not pointing to one of our
: 434      0692 2      ! control blocks
: 435      0693 2
: 436      0694 2      IF .DCB [DCB_B_STRUCT_TYPE] NEQ DCB_K_STRUCT_TYPE
: 437      0695 2      THEN
: 438      0696 2      SIGNAL_STOP (SMG$_INVDIS_ID);      ! Not pointing to a DCB
: 439      0697 2      ! block
: 440      0698 2
: 441      0699 2      RETURN (.DCB [DCB_W_CURSOR_COL]);    ! Give them what they asked for
: 442      0700 2
: 443      0701 1      END;                                ! End of routine SMG$CURSOR_COLUMN

```

			001C 00000	.ENTRY	SMG\$CURSOR_COLUMN, Save R2,R3,R4	: 0635
54	00000000G	00	9E 00002	MOVAB	SMG\$_INVDIS_ID, R4	: 0636
53	00000000G	00	9E 00009	MOVAB	LIB\$STOP, R3	: 0637
		6C	95 00010	TSTB	(AP)	: 0678
		05	13 00012	BEQL	1\$	: 0679
	04	AC	D5 00014	TSTL	4(AP)	: 0680
		09	12 00017	BNEQ	2\$	: 0681
	00000000G	00	9F 00019	PUSHAB	SMG\$ WRONUMARG	: 0682
63		01	FB 0001F	CALLS	#1, LIB\$STOP	: 0683
52	04	BC	D0 00022	MOVL	@DISPLAY_ID, DCB	: 0687
04	BC	38	A2 D1 00026	CMPL	56(DCB), @DISPLAY_ID	: 0689
		05	13 0002B	BEQL	3\$	: 0690
		54	DD 0002D	PUSHL	R4	: 0691
63		01	FB 0002F	CALLS	#1, LIB\$STOP	: 0692
11	44	A2	91 00032	CMPB	68(DCB), #17	: 0694
		05	13 00036	BEQL	4\$	: 0695
		54	DD 00038	PUSHL	R4	: 0696
63		01	FB 0003A	CALLS	#1, LIB\$STOP	: 0697
50	2A	A2	3C 0003D	MOVZWL	42(DCB), R0	: 0699
		04	00041	RET		: 0701

; Routine Size: 66 bytes, Routine Base: _SMG\$CODE + 010D

; 444 0702 1 !<BLF/PAGE>


```

446 0703 1 %SBTTL 'SMG$CURSOR_ROW - Return current cursor row position'
447 0704 1 GLOBAL ROUTINE SMG$CURSOR_ROW ( DISPLAY_ID ) =
448 0705 1 ++
449 0706 1 FUNCTIONAL DESCRIPTION:
450 0707 1
451 0708 1 This functions returns the current cursor row position in the
452 0709 1 specified virtual display.
453 0710 1
454 0711 1 If the specified virtual display id is invalid, SMG$_INVDIS_ID
455 0712 1 is signaled.
456 0713 1
457 0714 1 CALLING SEQUENCE:
458 0715 1
459 0716 1 CURSOR_ROW.wl.r = SMG$CURSOR_ROW ( DISPLAY_ID.rl.r )
460 0717 1
461 0718 1 FORMAL PARAMETERS:
462 0719 1
463 0720 1 DISPLAY_ID.rl.r Display id of desired display.
464 0721 1
465 0722 1 IMPLICIT INPUTS:
466 0723 1
467 0724 1 NONE
468 0725 1
469 0726 1 IMPLICIT OUTPUTS:
470 0727 1
471 0728 1 NONE
472 0729 1
473 0730 1 ROUTINE VALUE:
474 0731 1
475 0732 1 CURSOR_ROW.wl.v The current cursor row number in the display.
476 0733 1
477 0734 1 SIDE EFFECTS:
478 0735 1
479 0736 1 SMG$_INVDIS_ID will be signaled if DISPLAY_ID in invalid.
480 0737 1 SMG$_WRONUMARG will be signaled if DISPLAY_ID is omitted.
481 0738 1 --
482 0739 2 BEGIN
483 0740 2 BUILTIN
484 0741 2 NULLPARAMETER;
485 0742 2
486 0743 2 LOCAL
487 0744 2 DCB : REF $DCB_DECL; ! Addr. of display control block
488 0745 2
489 0746 2 IF NULLPARAMETER(DISPLAY_ID)
490 0747 2 THEN
491 0748 2 SIGNAL_STOP ( SMG$_WRONUMARG); ! Display id has to be there
492 0749 2
493 0750 2 !+
494 0751 2 The next few lines of code validate the supplied device id. It
495 0752 2 does precisely what $SMG$GET_DCB does except it signals where that
496 0753 2 macro would return a status.
497 0754 2 -
498 0755 2 DCB = ..DISPLAY_ID; ! assume it is correct
499 0756 2
500 0757 2 IF .DCB [DCB_L_DID] NEQ ..DISPLAY_ID
501 0758 2 THEN
502 0759 2 SIGNAL_STOP (SMG$_INVDIS_ID); ! Not pointing to one of our

```

```

: 503      0760  2      ! control blocks
: 504      0761  2
: 505      0762  2      IF .DCB [DCB_B_STRUCT_TYPE] NEQ DCB_K_STRUCT_TYPE
: 506      0763  2      THEN
: 507      0764  2          SIGNAL_STOP (SMG$_INVDIS_ID);      ! Not pointing to a DCB
: 508      0765  2          ! block
: 509      0766  2
: 510      0767  2      RETURN (.DCB [DCB_W_CURSOR_ROW]);      ! Give them what they asked for
: 511      0768  2
: 512      0769  1      END;                                  ! End of routine SMG$CURSOR_ROW
  
```

			001C 00000	.ENTRY	SMG\$CURSOR_ROW, Save R2,R3,R4	: 0704
54	00000000G	00	9E 00002	MOVAB	SMG\$_INVDIS_ID, R4	
53	00000000G	00	9E 00009	MOVAB	LIB\$STOP, R3	
		6C	95 00010	TSTB	(AP)	: 0746
		05	13 00012	BEQL	1\$	
	04	AC	D5 00014	TSTL	4(AP)	
		09	12 00017	BNEQ	2\$	
	00000000G	00	9F 00019	PUSHAB	SMG\$ WRONUMARG	: 0748
63		01	FB 0001F	CALLS	#1, LIB\$STOP	
52	04	BC	D0 00022	MOVL	@DISPLAY_ID, DCB	: 0755
04	BC	38	A2 D1 00026	CMPL	56(DCB), @DISPLAY_ID	: 0757
		05	13 0002B	BEQL	3\$	
		54	DD 0002D	PUSHL	R4	: 0759
63		01	FB 0002F	CALLS	#1, LIB\$STOP	
11	44	A2	91 00032	CMPB	68(DCB), #17	: 0762
		05	13 00036	BEQL	4\$	
		54	DD 00038	PUSHL	R4	: 0764
63		01	FB 0003A	CALLS	#1, LIB\$STOP	
50	28	A2	3C 0003D	MOVZWL	40(DCB), R0	: 0767
		04	00041	RET		: 0769

; Routine Size: 66 bytes, Routine Base: _SMG\$CODE + 014F

; 513 0770 1 !<BLF/PAGE>


```

515 0771 1 %SBTTL 'SMG$DELETE_CHARS - Delete Characters'
516 0772 1 GLOBAL ROUTINE SMG$DELETE_CHARS (
517 0773 1     DISPLAY_ID,
518 0774 1     NUM_CHAR,
519 0775 1     ROW,
520 0776 1     COL
521 0777 1 ) =
522 0778 1 ++
523 0779 1 FUNCTIONAL DESCRIPTION:
524 0780 1
525 0781 1     This routine deletes the number of characters specified starting
526 0782 1     at the row/column specified.
527 0783 1
528 0784 1     Remaining characters on the line to the right of the deleted
529 0785 1     characters are shifted to the left to occupy the vacated
530 0786 1     space(s).
531 0787 1
532 0788 1     The internal display cursor position is left at the specified
533 0789 1     start position after the operation.
534 0790 1
535 0791 1 CALLING SEQUENCE:
536 0792 1
537 0793 1
538 0794 1     ret_status.wlc.v = SMG$DELETE_CHARS (
539 0795 1         DISPLAY_ID.rl.r,
540 0796 1         NUM_CHAR.rl.r,
541 0797 1         ROW.rl.r,
542 0798 1         COL.rl.r)
543 0799 1
544 0800 1 FORMAL PARAMETERS:
545 0801 1
546 0802 1     DISPLAY_ID.rl.r     Display id of desired virtual display.
547 0803 1
548 0804 1     NUM_CHAR.rl.r     Number of characters to be deleted
549 0805 1
550 0806 1     ROW.rl.r     Row position at which to start deletion.
551 0807 1
552 0808 1     COL.rl.r     Column position at which to start
553 0809 1     deletion.
554 0810 1
555 0811 1 IMPLICIT INPUTS:
556 0812 1
557 0813 1     NONE
558 0814 1
559 0815 1 IMPLICIT OUTPUTS:
560 0816 1
561 0817 1     NONE
562 0818 1
563 0819 1 COMPLETION STATUS:
564 0820 1
565 0821 1     $$$ NORMAL     Normal successful completion
566 0822 1     SMG$_INVROW     Invalid row specification-- outside virtual
567 0823 1                     display.
568 0824 1     SMG$_INVCOL     Invalid column specification -- outside virtual
569 0825 1                     display.
570 0826 1     SMG$_INVDIS_ID Invalid display id.
571 0827 1     SMG$_WRONUMARG Wrong number of arguments.
  
```

```

572 0828 1 | SMG$_INVARG      Number of characters specified starting at
573 0829 1 |                specified row and column extends outside of
574 0830 1 |                virtual display.
575 0831 1 |
576 0832 1 | SIDE EFFECTS:
577 0833 1 |
578 0834 1 |     NONE
579 0835 1 | --
580 0836 2 |     BEGIN
581 0837 2 |     LOCAL
582 0838 2 |     NUM_TO_MOVE,      ! No. of char positions to move left
583 0839 2 |
584 0840 2 |     DCB : REF $DCB_DECL; ! Addr of display control block
585 0841 2 |
586 0842 2 |
587 0843 2 |     $SMG$VALIDATE_ARGCOUNT (4,4);
588 0844 2 |
589 0845 2 |     $SMG$GET_DCB ( .DISPLAY_ID, DCB); ! Get addr of display control
590 0846 2 |
591 0847 2 | +
592 0848 2 | Validity check row and column specified
593 0849 2 | -
594 0850 2 |
595 0851 2 |     $SMG$VALIDATE_ROW_COL ( ..ROW, ..COL);
596 0852 2 |
597 0853 2 | +
598 0854 2 | Call SMG$$SCROLL_AREA to do the work. It will shift the text left and
599 0855 2 | blank fill the vacated space.
600 0856 2 | -
601 0857 2 |
602 0858 2 |     NUM_TO_MOVE = ..NUM_CHAR; ! Assume number is ok
603 0859 2 |     IF ..COL + ..NUM_CHAR - 1 GTR .DCB[DCB_W_NO_COLS]
604 0860 2 |     THEN ! Truncate to what's left on line
605 0861 2 |         NUM_TO_MOVE = .DCB [DCB_W_NO_COLS] - ..COL + 1;
606 0862 2 |
607 0863 2 |     SMG$$SCROLL_AREA ( .DCB, ..ROW, ..COL,
608 0864 2 |                        1, .DCB [DCB_W_NO_COLS],
609 0865 2 |                        SMG$_LEFT, NUM_TO_MOVE);
610 0866 2 |
611 0867 2 | +
612 0868 2 | Make sure cursor points to first requested delete position.
613 0869 2 | -
614 0870 2 |
615 0871 2 |     DCB [DCB_W_CURSOR_ROW] = ..ROW;
616 0872 2 |     DCB [DCB_W_CURSOR_COL] = ..COL;
617 0873 2 |     DCB [DCB_V_FULL] = 0; ! turn off scrolling
618 0874 2 |
619 0875 2 | +
620 0876 2 | See if this change should be reflected on the screen.
621 0877 2 | -
622 0878 2 |
623 0879 3 |     RETURN (SMG$$CHECK_FOR_OUTPUT_DCB ( .DCB,
624 0880 3 |                                           SMG$_DELETE_CHARS,
625 0881 2 |                                           ..ROW));
626 0882 1 | END; ! End of routine SMG$DELETE_CHARS

```

			001C 00000	.ENTRY	SMG\$DELETE_CHARS, Save R2,R3,R4		0772
	04		6C 91 00002	CMPB	(AP), #4		0843
			08 13 00005	BEQL	1\$		
	50	00000000G	8F D0 00007	MOVL	#SMG\$_WRONUMARG, R0		
			04 0000E	RET			
	50	04	BC D0 0000F	1\$: MOVL	@DISPLAY_ID, R0		0845
04	BC	38	A0 D1 00013	CMPL	56(R0), @DISPLAY_ID		
			06 12 00018	BNEQ	2\$		
	11	44	A0 91 0001A	CMPB	68(R0), #17		
			08 13 0001E	BEQL	3\$		
	50	00000000G	8F D0 00020	2\$: MOVL	#SMG\$_INVDIS_ID, R0		
			04 00027	RET			
	52	04	BC D0 00028	3\$: MOVL	@DISPLAY_ID, DCB		
	54	0C	BC D0 0002C	MOVL	@ROW, R4		0851
			08 15 00030	BLEQ	4\$		
54	02	A2	10 00 ED 00032	CMPZV	#0, #16, 2(DCB), R4		
			08 18 00038	BGEQ	5\$		
	50	00000000G	8F D0 0003A	4\$: MOVL	#SMG\$_INVROW, R0		
			04 00041	RET			
	53	10	BC D0 00042	5\$: MOVL	@COL, R3		
			08 15 00046	BLEQ	6\$		
53	06	A2	10 00 ED 00048	CMPZV	#0, #16, 6(DCB), R3		
			08 18 0004E	BGEQ	7\$		
	50	00000000G	8F D0 00050	6\$: MOVL	#SMG\$_INVCOL, R0		
			04 00057	RET			
	51	08	BC D0 00058	7\$: MOVL	@NUM_CHAR, R1		0858
	50		51 D0 0005C	MOVL	R1, NUM_TO_MOVE		
	51	FF A1	43 9E 0005F	MOVAB	-1(R1)[R3], R1		0859
51	06	A2	10 00 ED 00064	CMPZV	#0, #16, 6(DCB), R1		
			08 18 0006A	BGEQ	8\$		
	51	06	A2 3C 0006C	MOVZWL	6(DCB), R1		0861
	51		53 C2 00070	SUBL2	R3, R1		
	50	01	A1 9E 00073	MOVAB	1(R1), NUM_TO_MOVE		
			50 DD 00077	8\$: PUSHL	NUM_TO_MOVE		0865
			08 DD 00079	PUSHL	#8		0863
	7E	06	A2 3C 0007B	MOVZWL	6(DCB), -(SP)		0864
			01 DD 0007F	PUSHL	#1		0863
			53 DD 0008	PUSHL	R3		
			14 BB 00083	PUSHR	#*M<R2,R4>		
	00000000G	00	C7 FB 00085	CALLS	#7, SMG\$\$SCROLL_AREA		
	28	A2	54 B0 0008C	MOVW	R4, 40(DCB)		0871
	2A	A2	53 B0 00090	MOVW	R3, 42(DCB)		0872
	34	A2	01 8A 00094	BICB2	#1, 52(DCB)		0873
			54 DD 00098	PUSHL	R4		0881
			08 DD 0009A	PUSHL	#11		0879
			52 DD 0009C	PUSHL	DCB		
	00000000G	00	03 FB 0009E	CALLS	#3, SMG\$\$CHECK_FOR_OUTPUT_DCB		
			04 000A5	RET			0882

; Routine Size: 166 bytes, Routine Base: _SMG\$CODE + 0191

; 627 0883 1 !<BLF/PAGE>

```

629 0884 1 %SBTTL 'SMG$DELETE_LINE - Delete Line in Display'
630 0885 1 GLOBAL ROUTINE SMG$DELETE_LINE (
631 0886 1     DISPLAY_ID,
632 0887 1     START_LINE_NO,
633 0888 1     NUM_LINES
634 0889 1 ) =
635 0890 1
636 0891 1 **
637 0892 1 FUNCTIONAL DESCRIPTION:
638 0893 1     This routine deletes one or more lines in a virtual display
639 0894 1     and scrolls up remaining lines into the created space.
640 0895 1
641 0896 1     The internal display cursor position is left at the first column
642 0897 1     of the start line.
643 0898 1
644 0899 1 CALLING SEQUENCE:
645 0900 1
646 0901 1     ret_status.wlc.v = SMG$DELETE_LINE (DISPLAY_ID.rl.r,
647 0902 1     START_LINE_NO.rl.r,
648 0903 1     [,NUM_LINES.rl.r])
649 0904 1
650 0905 1 FORMAL PARAMETERS:
651 0906 1
652 0907 1     DISPLAY_ID      Display id of desired virtual display.
653 0908 1
654 0909 1     START_LINE_NO.rl.r
655 0910 1     Address of line number where deleting/scrolling
656 0911 1     starts.
657 0912 1
658 0913 1     NUM_LINES.rl.r  Optional. Number of lines to delete/scroll.
659 0914 1     If not specified, defaults to 1.
660 0915 1
661 0916 1 IMPLICIT INPUTS:
662 0917 1
663 0918 1     NONE
664 0919 1
665 0920 1 IMPLICIT OUTPUTS:
666 0921 1
667 0922 1     NONE
668 0923 1
669 0924 1 COMPLETION STATUS:
670 0925 1
671 0926 1     $$$_NORMAL      Normal successful completion
672 0927 1
673 0928 1 SIDE EFFECTS:
674 0929 1
675 0930 1     NONE
676 0931 1 --
677 0932 2 BEGIN
678 0933 2 BUILTIN
679 0934 2 NULLPARAMETER;
680 0935 2
681 0936 2 LOCAL
682 0937 2     DCB : REF $DCB_DECL,      ! addr of display control block
683 0938 2     WORK_NUM_LINES;          ! working number of lines
684 0939 2
685 0940 2 $SMG$VALIDATE_ARGCOUNT (2,3);

```

```

686 0941 2
687 0942 2    $SMG$GET_DCB (.DISPLAY_ID, DCB);
688 0943 2          ! get address of display control block
689 0944 2
690 0945 2    +
691 0946 2    - Validate arguments and set up working temporaries.
692 0947 2
693 0948 2
694 0949 2    IF ..START_LINE_NO LSS .DCB [DCB_W_ROW_START] OR
695 0950 2    ..START_LINE_NO GTR .DCB [DCB_W_NO_ROWS]
696 0951 2    THEN
697 0952 2      RETURN (SMG$_INVROW);
698 0953 2
699 0954 2    IF NOT NULLPARAMETER (NUM_LINES)
700 0955 2    THEN
701 0956 2      BEGIN
702 0957 2        WORK_NUM_LINES = ..NUM_LINES;
703 0958 2        IF ..START_LINE_NO + .WORK_NUM_LINES -1 GTR .DCB [DCB_W_NO_ROWS]
704 0959 2        THEN
705 0960 2          RETURN (SMG$_INVARG);
706 0961 2        END
707 0962 2      ELSE
708 0963 2        WORK_NUM_LINES = 1;
709 0964 2
710 0965 2    +
711 0966 2    - Reset the line characteristics in case the line was previously
712 0967 2    double high or wide.
713 0968 2
714 0969 2
715 0970 2    BEGIN
716 0971 2    BIND
717 0972 2      LINE_CHAR = .DCB [DCB_A_LINE_CHAR];
718 0973 2    MAP
719 0974 2      LINE_CHAR : VECTOR [,BYTE];
720 0975 2
721 0976 2    INCR ROW_NUM FROM 1 TO .WORK_NUM_LINES DO
722 0977 2      LINE_CHAR [.ROW_NUM] = 0;
723 0978 2    END;
724 0979 2
725 0980 2    +
726 0981 2    - Call SMG$$$SCROLL_AREA to do the work. It will move lines up or down,
727 0982 2    overwriting the lines that are to be deleted.
728 0983 2
729 0984 2
730 0985 2    SMG$$$SCROLL_AREA (.DCB,
731 0986 2      ..START_LINE_NO,
732 0987 2      .DCB [DCB_W_COL_START],
733 0988 2      (.DCB [DCB_W_NO_ROWS] - ..START_LINE_NO + 1),
734 0989 2      .DCB [DCB_W_NO_COLS],
735 0990 2      SMG$_UP,
736 0991 2      .WORK_NUM_LINES);
737 0992 2
738 0993 2    +
739 0994 2    - Set cursor position to start of first line that was 'deleted'.
740 0995 2
741 0996 2
742 0997 2    DCB [DCB_W_CURSOR_ROW] = ..START_LINE_NO;

```

```

: 743 0998 2 DCB [DCB_W_CURSOR_COL] = 1;
: 744 0999 2 DCB [DCB_V_FULL] = 0;      ! mark that display is not full -
: 745 1000 2                                     ! there is at least 1 line available
: 746 1001 2
: 747 1002 2 !+ See if this change should be reflected on the screen right away.
: 748 1003 2 !-
: 749 1004 2
: 750 1005 2 RETURN (SMG$CHECK_FOR_OUTPUT_DCB (.DCB,
: 751 1006 2 SMG$C_DELETE_LINE,
: 752 1007 2 ..START_LINE_NO));
: 753 1008 2
: 754 1009 1 END;                                ! end of routine SMG$DELETE_LINE

```

			000C 00000	.ENTRY	SMG\$DELETE LINE, Save R2,R3	0885
	50	6C	02 83 00002	SUBB3	#2, (AP), DIFF	0940
		01	50 91 00006	CMPB	DIFF, #1	
			08 1B 00009	BLEQU	1\$	
		50 00000000G	8F D0 0000B	MOVL	#SMG\$_WRONUMARG, R0	
			04 00012	RET		
		50 04 BC	D0 00013 1\$:	MOVL	@DISPLAY_ID, R0	0942
	C4	BC 38 A0	D1 00017	CMPL	56(R0), @DISPLAY_ID	
			06 12 0001C	BNEQ	2\$	
		11 44 A0	91 0001E	CMPB	68(R0), #17	
			08 13 00022	BEQL	3\$	
		50 00000000G	8F D0 00024 2\$:	MOVL	#SMG\$_INVDIS_ID, R0	
			04 0002B	RET		
		52 04 BC	D0 0002C 3\$:	MOVL	@DISPLAY_ID, DCB	
		53 08 BC	D0 00030	MOVL	@START_LINE_NO, R3	0949
53	62	10	00 ED 00034	CMPZV	#0, #16, (DCB), R3	
			08 14 00039	BGTR	4\$	
53	02 A2	10	00 ED 0003B	CMPZV	#0, #16, 2(DCB), R3	0950
			08 18 00041	BGEQ	5\$	
		50 00000000G	00 9E 00043 4\$:	MOVAB	SMG\$_INVROW, R0	0952
			04 0004A	RET		
		03	6C 91 0004B 5\$:	CMPB	(AP), #3	0954
			1E 1F 0004E	BLSSU	6\$	
		0C AC	D5 00050	TSTL	12(AP)	
			19 13 00053	BEQL	6\$	
		51 0C BC	D0 00055	MOVL	@NUM_LINES, WORK_NUM_LINES	0957
		50 FF A143	9E 00059	MOVAB	-1(WORK_NUM_LINES)[R3], R0	0958
50	02 A2	10	00 ED 0005E	CMPZV	#0, #16, 2(DCB), R0	
			0B 18 00064	BGEQ	7\$	
		50 00000000G	00 9E 00066	MOVAB	SMG\$_INVARG, R0	0960
			04 0006D	RET		
		51	01 D0 0006E 6\$:	MOVL	#1, WORK_NUM_LINES	0963
			50 D4 00071 7\$:	CLRL	ROW_NUM	0976
			04 11 00073	BRB	9\$	
		4C B240	94 00075 8\$:	CLRB	@76(DCB)[ROW_NUM]	0977
	F8	50	51 F3 00079 9\$:	AOBLEQ	WORK_NUM_LINES, ROW_NUM, 8\$	
			51 DD 0007D	PUSHL	WORK_NUM_LINES	0991
			01 DD 0007F	PUSHL	#1	0985
		7E 06 A2	3C 00081	MOVZWL	6(DCB), -(SP)	0989
		50 02 A2	3C 00085	MOVZWL	2(DCB), R0	0988

SMG\$DISPLAY_CHA 1-048 SMG\$DISPLAY_CHANGE - Virtual Display -- Changes 16-Sep-1984 00:16:38 VAX-11 Bliss-32 V4.0-742
 SMG\$DELETE_LINE - Delete Line in Display 14-Sep-1984 13:09:40 [SMGRTL.SRC]SMGDISCHA.B32;1

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50		53	C2	00089	SUBL2	R3, R0	
	01	A0	9F	0008C	PUSHAB	1(R0)	
7E	04	A2	3C	0008F	MOVZWL	4(DCB), -(SP)	0987
		0C	BB	00093	PUSHR	#^M<R2,R3>	0985
00000000G	00	07	FB	00095	CALLS	#7, SMG\$\$SCROLL_AREA	
28	A2	53	B0	0009C	MOVW	R3, 40(DCB)	0997
2A	A2	01	B0	000A0	MOVW	#1, 42(DCB)	0998
34	A2	01	8A	000A4	BICB2	#1, 52(DCB)	0999
		53	DD	000AB	PUSHL	R3	1007
		18	DD	000AA	PUSHL	#24	1005
		52	DD	000AC	PUSHL	DCB	
00000000G	00	03	FB	000AE	CALLS	#3, SMG\$\$CHECK_FOR_OUTPUT_DCB	
		04	00	000B5	RET		1009

; Routine Size: 182 bytes, Routine Base: _SMG\$CODE + 0237

; 755 1010 1 !<BLF/PAGE>

```

: 757      1011 1 %SBTTL 'SMG$ERASE_CHARS - Erase Characters in Display'
: 758      1012 1 GLOBAL ROUTINE SMG$ERASE_CHARS (
: 759      1013 1     DISPLAY_ID,
: 760      1014 1     NUM_CHARS,
: 761      1015 1     LINE_NO,
: 762      1016 1     COL_NO
: 763      1017 1 ) =
: 764      1018 1
: 765      1019 1 ++
: 766      1020 1 FUNCTIONAL DESCRIPTION:
: 767      1021 1     This routine erases characters in a display by replacing them
: 768      1022 1     with blanks. Remaining text is not moved over.
: 769      1023 1
: 770      1024 1     Erasing is limited to the specified line. If NUM_CHARS would
: 771      1025 1     cause characters past the end of line to be erased, it is ignored
: 772      1026 1     and only to the end of the line is blanked.
: 773      1027 1
: 774      1028 1     The internal display cursor position is set to the first free
: 775      1029 1     position following the erase.
: 776      1030 1
: 777      1031 1 CALLING SEQUENCE:
: 778      1032 1
: 779      1033 1     ret_status.wlc.v = SMG$ERASE_CHARS (DISPLAY_ID.rl.r,
: 780      1034 1     NUM_CHARS.rl.r,
: 781      1035 1     LINE_NO.rl.r,
: 782      1036 1     COL_NO.rl.r)
: 783      1037 1
: 784      1038 1 FORMAL PARAMETERS:
: 785      1039 1
: 786      1040 1     DISPLAY_ID.rl.r Display id of desired virtual display.
: 787      1041 1
: 788      1042 1     NUM_CHARS.rl.r Number of characters to erase.
: 789      1043 1
: 790      1044 1     LINE_NO.rl.r Address of line number where erasing starts.
: 791      1045 1
: 792      1046 1     COL_NO.rl.r Address of column number where erasing starts.
: 793      1047 1
: 794      1048 1 IMPLICIT INPUTS:
: 795      1049 1
: 796      1050 1     NONE
: 797      1051 1
: 798      1052 1 IMPLICIT OUTPUTS:
: 799      1053 1
: 800      1054 1     NONE
: 801      1055 1
: 802      1056 1 COMPLETION STATUS:
: 803      1057 1
: 804      1058 1     $$$_NORMAL Normal successful completion
: 805      1059 1
: 806      1060 1 SIDE EFFECTS:
: 807      1061 1
: 808      1062 1     NONE
: 809      1063 1 --
: 810      1064 1
: 811      1065 2 BEGIN
: 812      1066 2
: 813      1067 2 LOCAL

```



```

814      1068      2      DCB : REF $DCB_DECL,      ! Addr of virtual display
815      1069      2      ! control block.
816      1070      2      DEST_COL,      ! destination column number
817      1071      2      START_INDEX,      ! starting linear index into buffers
818      1072      2      WORK_NUM_CHARS;      ! working number of characters
819      1073      2
820      1074      2      $SMG$VALIDATE_ARGCOUNT (4, 4);
821      1075      2
822      1076      2      $SMG$GET_DCB ( .DISPLAY_ID, DCB);      ! Get address of virtual
823      1077      2      ! display control block.
824      1078      2      +
825      1079      2      ! Validity check the parameters. Don't try to erase more characters
826      1080      2      ! than are on the line.
827      1081      2      -
828      1082      2
829      1083      2      $SMG$VALIDATE_ROW_COL ( ..LINE_NO, ..COL_NO);
830      1084      2
831      1085      2      WORK_NUM_CHARS = ..NUM_CHARS;
832      1086      2      DEST_COL = ..COL_NO + ..NUM_CHARS - 1;
833      1087      2      IF .DEST_COL GTR .DCB [DCB_W_NO_COLS]
834      1088      2      THEN
835      1089      2          WORK_NUM_CHARS = .PCB [DCB_W_NO_COLS] - ..COL_NO + 1;
836      1090      2
837      1091      2      +
838      1092      2      ! Put blanks in the text buffer, the default attribute byte into the
839      1093      2      ! attribute buffer, and the default character set byte into the character
840      1094      2      ! buffer.
841      1095      2      -
842      1096      2
843      1097      2      START_INDEX = $SMG$LINEAR (..LINE_NO, ..COL_NO);
844      1098      2
845      1099      2      $SMG$BLANK_FILL_DCB (.WORK_NUM_CHARS, .START_INDEX);
846      1100      2
847      1101      2      +
848      1102      2      ! Virtual display buffers have been erased. Init cursor to first
849      1103      2      ! free position.
850      1104      2      -
851      1105      2
852      1106      2      DCB [DCB_W_CURSOR_ROW] = ..LINE_NO;
853      1107      2      DCB [DCB_W_CURSOR_COL] = ..COL_NO;
854      1108      2      DCB [DCB_V_FULL] = 0;      ! turn off scrolling
855      1109      2
856      1110      2      +
857      1111      2      ! Call the output routine to see if this change in the virtual display
858      1112      2      ! should be reflected on the screen immediately.
859      1113      2      -
860      1114      2
861      1115      3      RETURN (SMG$$CHECK_FOR_OUTPUT_DCB (.DCB,
862      1116      3          SMG$C_ERASE_CHARS,
863      1117      3          ..LINE_NO));
864      1118      1      END;      ! End of routine SMG$ERASE_CHARS
  
```

OFFC 00000

.ENTRY SMG\$ERASE_CHARS, Save R2,R3,R4,R5,R6,R7,R8,-; 1012

			5E	04	C2	00002	SUBL2	R9,R10,R11	
			04	6C	91	00005	CMPB	#4, SP	1074
				08	13	00008	BEQL	(AP), #4	
			50	00000000G	8F	00000A	MOVL	#SMG\$_WRONUMAPG, R0	
					04	00011	RET		
			50	04	BC	00012	1\$: MOVL	@DISPLAY_ID, R0	1076
	04		BC	38	A0	00016	CMPB	56(R0), @DISPLAY_ID	
				06	12	0001B	BNEQ	2\$	
			11	44	A0	0001D	CMPB	68(R0), #17	
				08	13	00021	BEQL	3\$	
			50	00000000G	8F	00023	2\$: MOVL	#SMG\$_INVDIS_ID, R0	
					04	0002A	RET		
			56	04	BC	0002B	3\$: MOVL	@DISPLAY_ID, DCB	
			6E	0C	BC	0002F	MOVL	@LINE_NO, (SP)	1083
					08	15	BLEQ	4\$	
6E	02	A6	10		00	ED	CMPZV	#0, #16, 2(DCB), (SP)	
					08	18	BGEQ	5\$	
			50	00000000G	8F	0003D	4\$: MOVL	#SMG\$_INVROW, R0	
					04	00044	RET		
			5A	10	BC	00045	5\$: MOVL	@COL_NO, R10	
					08	15	BLEQ	6\$	
5A	06	A6	10		00	ED	CMPZV	#0, #16, 6(DCB), R10	
					08	18	BGEQ	7\$	
			50	00000000G	8F	00053	6\$: MOVL	#SMG\$_INVCOL, R0	
					04	0005A	RET		
			50	08	BC	0005B	7\$: MOVL	@NUM_CHARS, R0	1085
			57		50	0005F	MOVL	R0, WORK_NUM_CHARS	
			50	FF	A04A	9E	MOVAB	-1(R0)[RTO], DEST_COL	1086
50	06	A6	10		00	ED	CMPZV	#0, #16, 6(DCB), DEST_COL	1087
					08	18	BGEQ	8\$	
			50	06	A6	3C	MOVZWL	6(DCB), R0	1089
			50		5A	C2	SUBL2	R10, R0	
			57	01	A0	9E	MOVAB	1(R0), WORK_NUM_CHARS	
		50	6E		01	C3	8\$: SUBL3	#1, (SP), R0	1097
			51	06	A6	3C	MOVZWL	6(DCB), R1	
			50		51	C4	MULL2	R1, R0	
			5B	FF	AA40	9E	MOVAB	-1(R10)[R0], START_INDEX	
			50	10	A6	D0	MOVL	16(DCB), TEXT_BUF	1099
			58	14	A6	7D	MOVQ	20(DCB), ATTR_BUF	
57		20	6E		00	2C	MOVCS	#0, (SP), #32, WORK_NUM_CHARS, -	
					6B40	00097		(START_INDEX)[TEXT_BUF]	
57	2E	A6	6E		00	2C	MOVCS	#0, (SP), 46(DCB), WORK_NUM_CHARS, -	
					6B48	0009F		(START_INDEX)[ATTR_BUF]	
					59	D5	TSTL	CHAR_BUF	
					08	13	BEQL	9\$	
57	30	A6	6E		00	2C	MOVCS	#0, (SP), 48(DCB), WORK_NUM_CHARS, -	
					6B49	000AB		(START_INDEX)[CHAR_BUF]	
	28	A6			6E	B0	9\$: MOVW	(SP), 40(DCB)	1106
	2A	A6			5A	B0	MOVW	R10, 42(DCB)	1107
	34	A6			01	8A	BICB2	#1, 52(DCB)	1108
					6E	DD	PUSHL	(SP)	1117
					19	DD	PUSHL	#25	1115
					56	DD	PUSHL	DCB	
			00000000G	00	03	FB	CALLS	#3, SMG\$\$CHECK_FOR_OUTPUT_DCB	
					04	000C6	RET		1118

SMG\$DISPLAY_CHA SMG\$DISPLAY CHANGE - Virtual Display -- Changes 16-Sep-1984 00:16:38
1-048 SMG\$ERASE_CHARS - Erase Characters in Display 14-Sep-1984 13:09:40

B 14

VAX-11 Bliss-32 V4.0-742
[SMGRTL.SRC]SMGDISCHA.B32;1

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; Routine Size: 199 bytes, Routine Base: _SMG\$CODE + 02ED

; 865 1119 1 !<BLF/PAGE>

```

: 867      1120 1 XSBTTL 'SMG$ERASE_DISPLAY - Erase Display'
: 868      1121 1 GLOBAL ROUTINE SMG$ERASE_DISPLAY (
: 869      1122 1     DISPLAY_ID,
: 870      1123 1     START_LINE_NO,
: 871      1124 1     START_COL_NO,
: 872      1125 1     END_LINE_NO,
: 873      1126 1     END_COL_NO
: 874      1127 1 ) =
: 875      1128 1
: 876      1129 1 ++
: 877      1130 1 FUNCTIONAL DESCRIPTION:
: 878      1131 1     This routine causes the specified display to be erased from the
: 879      1132 1     specified start position to the specified end position. If omitted,
: 880      1133 1     the start position defaults to (1,1). If the end position is omitted,
: 881      1134 1     it defaults to the last character position in the display. Thus the
: 882      1135 1     entire display is erased if only the display_id is passed.
: 883      1136 1
: 884      1137 1     The internal display cursor position is set to the first free
: 885      1138 1     position (1,1) following the erase.
: 886      1139 1
: 887      1140 1 CALLING SEQUENCE:
: 888      1141 1
: 889      1142 1     ret_status.wlc.v = SMG$ERASE_DISPLAY (DISPLAY_ID.rl.r
: 890      1143 1     [START_LINE_NO.rl.r,
: 891      1144 1     START_COL_NO.rl.r]
: 892      1145 1     [END_LINE_NO.rl.r,
: 893      1146 1     END_COL_NO.rl.r])
: 894      1147 1
: 895      1148 1 FORMAL PARAMETERS:
: 896      1149 1
: 897      1150 1     DISPLAY_ID.rl.r     Display id of the desired virtual display.
: 898      1151 1
: 899      1152 1     START_LINE_NO.rl.r   Optional. Address of line number at which to
: 900      1153 1     start erasing. If omitted, START_COL_NO will be
: 901      1154 1     ignored as well and whole display will be
: 902      1155 1     erased.
: 903      1156 1
: 904      1157 1     START_COL_NO.rl.r     Optional. Address of Column number at which
: 905      1158 1     to start erasing. If omitted, START_LINE_NO
: 906      1159 1     will be ignored as well and entire display will
: 907      1160 1     be erased.
: 908      1161 1
: 909      1162 1     END_LINE_NO.rl.r     Optional. Address of line number at which to
: 910      1163 1     end erasing. If omitted, END_COL_NO is also
: 911      1164 1     ignored and to the end of the display is erased.
: 912      1165 1
: 913      1166 1     END_COL_NO.rl.r     Optional. Address of column number at which to
: 914      1167 1     end erasing. If omitted, END_LINE_NO is also
: 915      1168 1     ignored and to the end of the display is erased.
: 916      1169 1
: 917      1170 1 IMPLICIT INPUTS:
: 918      1171 1
: 919      1172 1     NONE
: 920      1173 1
: 921      1174 1 IMPLICIT OUTPUTS:
: 922      1175 1
: 923      1176 1     NONE

```

```

924 1177 1 |
925 1178 1 | COMPLETION STATUS:
926 1179 1 |
927 1180 1 |     SSS_NORMAL      Normal successful completion
928 1181 1 |
929 1182 1 | SIDE EFFECTS:
930 1183 1 |
931 1184 1 |     NONE
932 1185 1 | --
933 1186 1 |
934 1187 2 | BEGIN
935 1188 2 |
936 1189 2 | LOCAL
937 1190 2 |     DCB : REF $DCB_DECL,      | Addr of virtual display
938 1191 2 |                               | control block.
939 1192 2 |     LINE,                     | temp row
940 1193 2 |     COL,                      | temp column
941 1194 2 |     END_ROW,                  | temp end row
942 1195 2 |     END_COLUMN,              | temp end col
943 1196 2 |     START_INDEX,             | starting linear index into buffers
944 1197 2 |     END_INDEX,               | ending linear index into buffers
945 1198 2 |     NUM_CHARS;               | number of characters to put into buffers
946 1199 2 |
947 1200 2 | BUILTIN
948 1201 2 |     ACTUALCOUNT,
949 1202 2 |     NULLPARAMETER;
950 1203 2 |
951 1204 2 | LITERAL
952 1205 2 |     K_START_LINE_ARG = 2,      | argument number of start_line_no
953 1206 2 |     K_END_LINE_ARG   = 4,      | argument number of end_line_no
954 1207 2 |     K_END_COL_ARG    = 5;      | argument number of end_col_no
955 1208 2 |
956 1209 2 | +
957 1210 2 | - Validity check the number of parameters.
958 1211 2 |
959 1212 2 |
960 1213 2 |     $SMG$VALIDATE_ARGCOUNT (1, 5);
961 1214 2 |
962 1215 2 |     $SMG$GET_DCB ( .DISPLAY_ID, DCB);      | Get address of virtual
963 1216 2 |                                           | display control block.
964 1217 2 | +
965 1218 2 | - Calculate the linear start index, based on whether a cursor position
966 1219 2 |   was specified.
967 1220 2 |
968 1221 2 |
969 1222 2 |     IF ACTUALCOUNT ( ) LSS K_START_LINE_ARG OR      | Quick check
970 1223 2 |     NULLPARAMETER (START_LINE_NO) OR                | More elaborate checks
971 1224 2 |     NULLPARAMETER (START_COL_NO)
972 1225 2 | THEN
973 1226 3 |     BEGIN
974 1227 3 |     START_INDEX = 0;
975 1228 3 |     LINE = 1;
976 1229 3 |     COL = 1;
977 1230 3 |     END
978 1231 2 | ELSE
979 1232 2 |     BEGIN
980 1233 3 |     $SMG$VALIDATE_ROW_COL ( ..START_LINE_NO, ..START_COL_NO);

```

```

981      1234 3      START_INDEX = $SMG$LINEAR (..START_LINE_NO, ..START_COL_NO);
982      1235 3      LINE = ..START_LINE_NO;
983      1236 3      COL = ..START_COL_NO;
984      1237 2      END;
985      1238 2
986      1239 2      IF ACTUALCOUNT() GEQ K_END_LINE_ARG      AND      ! Last 2 exist and are not null
987      1240 2      NOT NULLPARAMETER (END_LINE_NO)          AND
988      1241 2      NOT NULLPARAMETER (END_COL_NO)
989      1242 2      THEN
990      1243 3      BEGIN                                  ! use specified end position
991      1244 3      $SMG$VALIDATE_ROW_COL (..END_LINE_NO, ..END_COL_NO);
992      1245 3      END_ROW = ..END_LINE_NO;
993      1246 3      END_COLUMN = ..END_COL_NO;
994      1247 3      END
995      1248 2      ELSE                                  ! use default end position
996      1249 3      BEGIN
997      1250 3      END_ROW = .DCB [DCB_W_NO_ROWS];
998      1251 3      END_COLUMN = .DCB [DCB_W_NO_COLS];
999      1252 2      END;
1000     1253 2
1001     1254 2      END_INDEX = $SMG$LINEAR (.END_ROW, .END_COLUMN);
1002     1255 2
1003     1256 2
1004     1257 2      +
1005     1258 2      Reset the line characteristics in case the line was previously
1006     1259 2      double high or wide.
1007     1260 2      -
1008     1261 2
1009     1262 3      BEGIN
1010     1263 3      BIND
1011     1264 3      LINE_CHAR = .DCB [DCB_A_LINE_CHAR];
1012     1265 3      MAP
1013     1266 3      LINE_CHAR : VECTOR [,BYTE];
1014     1267 3      INCR ROW_NUM FROM .LINE TO (.END_ROW - .LINE) DO
1015     1268 3      LINE_CHAR [.ROW_NUM] = 0;
1016     1269 2      END;
1017     1270 2
1018     1271 2      +
1019     1272 2      Put blanks in the text buffer, the default attribute byte into the
1020     1273 2      attribute buffer, and the default character set byte into the character
1021     1274 2      buffer.
1022     1275 2      -
1023     1276 2
1024     1277 2      NUM_CHARS = .END_INDEX - .START_INDEX + 1;
1025     1278 2
1026     1279 2      $SMG$BLANK_FILL_DCB (.NUM_CHARS, .START_INDEX);
1027     1280 2
1028     1281 2      +
1029     1282 2      Virtual display buffers have been erased. Init the cursor to the first
1030     1283 2      free position.
1031     1284 2      -
1032     1285 2
1033     1286 2      DCB [DCB_W_CURSOR_ROW] = .LINE;
1034     1287 2      DCB [DCB_W_CURSOR_COL] = .COL;
1035     1288 2
1036     1289 2      DCB [DCB_V_FULL] = 0;      ! flag that some lines are free
1037     1290 2

```



```

: 1038      1291  2  ! *
: 1039      1292  2  ! Call the output routine to see if this change in the virtual display
: 1040      1293  2  ! should be reflected on the screen immediately.
: 1041      1294  2  !
: 1042      1295  2  !
: 1043      1296  2  !
: 1044      1297  2  !
: 1045      1298  1  !
  
```

```

      RETURN (SMG$CHECK_FOR_OUTPUT_DCB (.DCB,
      SMG$C_ERASE_DISPLAY));
      END;
      ! End of routine SMG$ERASE_DISPLAY
  
```

				OFFC 00000	.ENTRY	SMG\$ERASE_DISPLAY, Save R2,R3,R4,R5,R6,R7,-	
					R8,R9,R10,R11		1121
					SUBL2 #4, SP		
					SUBB3 #1, (AP), DIFF		1213
					CMPB DIFF, #4		
					BLEQU 1\$		
					MOVL #SMG\$_WRONUMARG, R0		
					RET		
					MOVL @DISPLAY_ID, R0		1215
					CMPL 56(R0), @DISPLAY_ID		
					BNEQ 2\$		
					CMPB 68(R0), #17		
					BEQL 3\$		
					MOVL #SMG\$_INVDIS_ID, R0		
					RET		
					MOVL @DISPLAY_ID, DCB		
					CMPB (AP), #2		1222
					BLSSU 4\$		
					TSTL 8(AP)		1223
					BEQL 4\$		
					CMPB (AP) #3		1224
					BLSSU 4\$		
					TSTL 12(AP)		
					BNEQ 5\$		
					CLRL START_INDEX		1227
					MOVL #1, LINE		1228
					MOVL #1, COL		1229
					BRB 10\$		1230
					MOVL @START_LINE_NO, R2		1231
					BLEQ 6\$		
					CMPZV #0, #16, 2(DCB), R2		
					BGEQ 7\$		
					MOVL #SMG\$_INVROW, R0		
					RET		
					MOVL @START_COL_NO, R1		
					BLEQ 8\$		
					CMPZV #0, #16, 6(DCB), R1		
					BGEQ 9\$		
					MOVL #SMG\$_INVCOL, R0		
					RET		
					MOVAB -1(R2), R0		1234
					MOVZWL 6(DCB), R3		
					MULL2 R3, R0		
					MOVAB -1(R1)[R0], START_INDEX		

57		52	D0	0008D	MOVL	R2, LINE	1235
6E		51	D0	00090	MOVL	R1, COL	1236
04		6C	91	00093	10\$: CMPB	(AP), #4	1239
		40	1F	00096	BLSSU	15\$	
	10	AC	D5	00098	TSTL	16(AP)	1240
		3B	13	0009B	BEQL	15\$	
05		6C	91	0009D	CMPB	(AP), #5	1241
		36	1F	000A0	BLSSU	15\$	
	14	AC	D5	000A2	TSTL	20(AP)	
		31	13	000A5	BEQL	15\$	
50	10	BC	D0	000A7	MOVL	@END_LINE_NO, R0	1244
		08	15	000AB	BLEQ	11\$	
50	02	A8	00	ED	000AD	CMPZV	#0, #16, 2(DCB), R0
			08	18	000B3	BGEQ	12\$
50	00000000G	8F	D0	000B5	11\$: MOVL	#SMG\$_INVROW, R0	
			04	000BC	RET		
51	14	BC	D0	000BD	12\$: MOVL	@END_COL_NO, R1	
		08	15	000C1	BLEQ	13\$	
51	06	A8	00	ED	000C3	CMPZV	#0, #16, 6(DCB), R1
			08	18	000C9	BGEQ	14\$
50	00000000G	8F	D0	000CB	13\$: MOVL	#SMG\$_INVCOL, R0	
			04	000D2	RET		
52		51	D0	000D3	14\$: MOVL	R1, END_COLUMN	1246
		08	11	000D6	BRB	16\$	1239
50	02	A8	3C	000D8	15\$: MOVZWL	2(DCB), END_ROW	1250
52	06	A8	3C	000DC	MOVZWL	6(DCB), END_COLUMN	1251
51	FF	A0	9E	000E0	16\$: MOVAB	-1(R0), R1	1254
53	06	A8	3C	000E4	MOVZWL	6(DCB), R3	
51		53	C4	000E8	MULL2	R3, R1	
56	FF	A241	9E	000EB	MOVAB	-1(END_COLUMN)[R1], END_INDEX	
50		57	C2	000F0	SUBL2	LINE, R0	1267
51	FF	A7	9E	000F3	MOVAB	-1(R7), ROW_NUM	
		04	11	000F7	BRB	18\$	
	4C	B841	94	000F9	17\$: CLRB	@76(DCB)[ROW_NUM]	1268
		50	F3	000FD	18\$: AOBLEQ	R0, ROW_NUM, -17\$	
51		5B	C2	00101	SUBL2	START_INDEX, R6	1277
56		56	D6	00104	INCL	NUM_CHARS	
50	10	A8	D0	00106	MOVL	16(DCB), TEXT_BUF	1279
59	14	A8	7D	0010A	MOVQ	20(DCB), ATTR_BUF	
56	20	0C	2C	0010E	MOVCS	#0, (SP), #32, NUM_CHARS, (START_INDEX)-	
		6B40		00113		[TEXT_BUF]	
56	2E	A8	00	2C	00115	MOVCS	#0, (SP), 46(DCB), NUM_CHARS, (START_INDEX)-
			6B49		0011B		[ATTR_BUF]
			5A	D5	0011D	TSTL	CHAR_BUF
			08	13	0011F	BEQL	19\$
56	30	A8	00	2C	00121	MOVCS	#0, (SP), 48(DCB), NUM_CHARS, (START_INDEX)-
			6B4A		00127		[CHAR_BUF]
28	A8	57	B0	00129	19\$: MOVW	LINE, -40(DCB)	1286
2A	A8	6E	B0	0012D	MOVW	COL, 42(DCB)	1287
34	A8	01	8A	00131	BICB2	#1, 52(DCB)	1289
		0C	DD	00135	PUSHL	#12	1296
		58	DD	00137	PUSHL	DCB	
00000000G	00	02	FB	00139	CALLS	#2, SMG\$\$CHECK_FOR_OUTPUT_DCB	
			04	00140	RET		1298

; Routine Size: 321 bytes, Routine Base: _SMG\$CODE + 03B4

SMG\$DISPLAY_CHA SMG\$DISPLAY CHANGE - Virtual Display -- Changes H 14
1-048 SMG\$ERASE_DISPLAY - Erase Display 16-Sep-1984 00:16:38
14-Sep-1984 13:09:40

VAX-11 Bliss-32 V4.0-742
[SMGRTL.SRC]SMGD!SCHA.B32;1

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; 1046 1299 1 !<BLF/PAGE>

```

1048 1300 1 %SBTTL 'SMG$ERASE_LINE - Erase Line from Display'
1049 1301 1 GLOBAL ROUTINE SMG$ERASE_LINE (
1050 1302 1     DISPLAY_ID,
1051 1303 1     LINE_NO,
1052 1304 1     COL_NO
1053 1305 1 ) =
1054 1306 1
1055 1307 1 **
1056 1308 1 FUNCTIONAL DESCRIPTION:
1057 1309 1     This routine causes the display to be erased from the specified
1058 1310 1     position to the end of the line. If the position is not
1059 1311 1     specified, the current cursor position on the screen is assumed.
1060 1312 1
1061 1313 1     The internal display cursor position is set to the first free
1062 1314 1     position following the erase.
1063 1315 1
1064 1316 1 CALLING SEQUENCE:
1065 1317 1
1066 1318 1     ret_status.wlc.v = SMG$ERASE_LINE (DISPLAY_ID.rl.r,
1067 1319 1     [LINE_NO.rl.r,
1068 1320 1     COL_NO.rl.r])
1069 1321 1
1070 1322 1 FORMAL PARAMETERS:
1071 1323 1
1072 1324 1     DISPLAY_ID.rl.r Display id of desired virtual display.
1073 1325 1
1074 1326 1     LINE_NO.rl.r Optional. Address of line number where erasing
1075 1327 1     starts. If this argument is omitted, COL_NO is
1076 1328 1     ignored as well, and current position will be
1077 1329 1     used.
1078 1330 1
1079 1331 1     COL_NO.rl.r Optional. Address of column number where
1080 1332 1     erasing starts. If this argument is omitted,
1081 1333 1     LINE_NO is ignored as well, and current position
1082 1334 1     will be used.
1083 1335 1
1084 1336 1 IMPLICIT INPUTS:
1085 1337 1
1086 1338 1     NONE
1087 1339 1
1088 1340 1 IMPLICIT OUTPUTS:
1089 1341 1
1090 1342 1     NONE
1091 1343 1
1092 1344 1 COMPLETION STATUS:
1093 1345 1
1094 1346 1     $$$_NORMAL Normal successful completion
1095 1347 1
1096 1348 1 SIDE EFFECTS:
1097 1349 1
1098 1350 1     NONE
1099 1351 1 --
1100 1352 1
1101 1353 2 BEGIN
1102 1354 2
1103 1355 2 LOCAL
1104 1356 2     DCB : REF $DCB_DECL, ! Addr of virtual display
  
```

```

1105 1357 2          control block.
1106 1358 2          temp line
1107 1359 2          temp column
1108 1360 2          START_INDEX, starting linear index into buffers
1109 1361 2          END_INDEX, ending linear index into buffers
1110 1362 2          NUM_CHARS; number of characters to put into buffers
1111 1363 2
1112 1364 2          BUILTIN
1113 1365 2          ACTUALCOUNT,
1114 1366 2          NULLPARAMETER;
1115 1367 2
1116 1368 2      +
1117 1369 2      - Validity check the number of parameters.
1118 1370 2
1119 1371 2
1120 1372 2          $SMG$VALIDATE_ARGCOUNT (1, 3);
1121 1373 2
1122 1374 2          $SMG$GET_DCB ( .DISPLAY_ID, DCB); ! Get address of virtual
1123 1375 2          ! display control block.
1124 1376 2
1125 1377 2
1126 1378 2      +
1127 1379 2      - Calculate the linear start index, based on whether a cursor position
1128 1380 2      was specified.
1129 1381 2
1130 1382 2
1131 1383 2          IF NULLPARAMETER (LINE_NO) OR
1132 1384 2          NULLPARAMETER (COL_NO)
1133 1385 2          THEN ! default start position
1134 1386 2          BEGIN
1135 1387 2          LINE = .DCB [DCB_W_CURSOR_ROW];
1136 1388 2          COL = .DCB [DCB_W_CURSOR_COL];
1137 1389 2          END
1138 1390 2          ELSE ! use specified position
1139 1391 2          BEGIN
1140 1392 2          $SMG$VALIDATE_ROW_COL ( ..LINE_NO, ..COL_NO);
1141 1393 2          LINE = ..LINE_NO;
1142 1394 2          COL = ..COL_NO;
1143 1395 2          END;
1144 1396 2      +
1145 1397 2      - Put blanks in the text buffer, the default attribute byte into the
1146 1398 2      attribute buffer, and the default character set byte into the character
1147 1399 2      buffer.
1148 1400 2
1149 1401 2
1150 1402 2          START_INDEX = $SMG$LINEAR (.LINE, .COL);
1151 1403 2          END_INDEX = $SMG$LINEAR (.LINE, .DCB [DCB_W_NO_COLS]);
1152 1404 2          NUM_CHARS = .END_INDEX - .START_INDEX + 1;
1153 1405 2
1154 1406 2          $SMG$BLANK_FILL_DCB (.NUM_CHARS, .START_INDEX);
1155 1407 2
1156 1408 2      +
1157 1409 2      - Reset the line characteristics in case the line was previously
1158 1410 2      double high or wide.
1159 1411 2
1160 1412 2
1161 1413 2      BEGIN
  
```

```

1162 1414 3 BIND
1163 1415 3 LINE_CHAR = .DCB [DCB_A_LINE_CHAR];
1164 1416 3 MAP
1165 1417 3 LINE_CHAR : VECTOR [,BYTE];
1166 1418 3 IF .NUM_CHARS EQL .DCB [DCB_W_NO_COLS]
1167 1419 3 THEN
1168 1420 3 LINE_CHAR [.LINE] = 0;
1169 1421 3 END;
1170 1422 2
1171 1423 2
1172 1424 2 + Virtual display buffers have been erased. Init cursor to first
1173 1425 2 free position.
1174 1426 2 -
1175 1427 2
1176 1428 2 DCB [DCB_W_CURSOR_ROW] = .LINE;
1177 1429 2 DCB [DCB_W_CURSOR_COL] = .COL;
1178 1430 2 DCB [DCB_V_FULL] = 0; ! turn off scrolling
1179 1431 2
1180 1432 2 +
1181 1433 2 Call the output routine to see if this change in the virtual display
1182 1434 2 should be reflected on the screen immediately.
1183 1435 2 -
1184 1436 2
1185 1437 3 RETURN (SMG$CHECK_FOR_OUTPUT_DCB (.DCB,
1186 1438 3 SMG$C_ERASE_LINE,
1187 1439 3 .LINE));
1188 1440 1 END; ! End of routine SMG$ERASE_LINE

```

			OFFC 00000	.ENTRY	SMG\$ERASE_LINE, Save R2,R3,R4,R5,R6,R7,R8,-	
	5E	08	C2 00002	SUBL2	R9,R10,R11	1301
50	6C	01	83 00005	SUBB3	#8, SP	
	02	50	91 00009	CMPB	#1, (AP), DIFF	1372
		08	1B 0000C	BLEQU	DIFF, #2	
	50 00000000G	8F	D0 0000E	MOVL	1\$	
		04	00015	RET	#SMG\$_WRONUMARG, R0	
	50	04	BC D0 00016	MOVL	@DISPLAY_ID, R0	1374
04	BC	38	A0 D1 0001A	CMPL	56(R0), @DISPLAY_ID	
		06	12 0001F	BNEQ	2\$	
	11	44	A0 91 00021	CMPB	68(R0), #17	
		08	13 00025	BEQL	3\$	
	50 00000000G	8F	D0 00027	MOVL	#SMG\$_INVDIS_ID, R0	
		04	0002E	RET		
	58	04	BC D0 0002F	MOVL	@DISPLAY_ID, DCB	
	02	6C	91 00033	CMPB	(AP), #2	1383
		0F	1F 00036	BLSSU	4\$	
		08	AC D5 00038	TSTL	8(AP)	
		0A	13 0003B	BEQL	4\$	
	03	6C	91 0003D	CMPB	(AP), #3	1384
		05	1F 00040	BLSSU	4\$	
		0C	AC D5 00042	TSTL	12(AP)	
		0B	12 00045	BNEQ	5\$	
	56	28	A8 3C 00047	MOVZWL	40(DCB), LINE	1387

	04	AE	2A	A8	3C	0004B	MOVZWL	42(DCB), COL	1388	
				33	11	00050	BRB	10\$	1383	
	51		08	BC	D0	00052	5\$:	MOVL	@LINE_NO, R1	1392
				08	15	00056		BLEQ	6\$	
51	02	A8		10	00	ED 00058		CMPZV	#0, #16, 2(DCB), R1	
				08	18	0005E		BGEQ	7\$	
	50	00000000G		8F	D0	00060	6\$:	MOVL	#SMG\$_INVROW, R0	
					04	00067		RET		
	50		0C	BC	D0	00068	7\$:	MOVL	@COL_NO, R0	
				08	15	0006C		BLEQ	8\$	
50	06	A8		10	00	ED 0006E		CMPZV	#0, #16, 6(DCB), R0	
				08	18	00074		BGEQ	9\$	
	50	00000000G		8F	D0	00076	8\$:	MOVL	#SMG\$_INVCOL, R0	
					04	0007D		RET		
	56			51	D0	0007E	9\$:	MOVL	R1, LINE	1393
	04	AE		50	D0	00081		MOVL	R0, COL	1394
	50		FF	A6	9E	00085	10\$:	MOVAB	-1(R6), R0	1402
	5B		06	A8	3C	00089		MOVZWL	6(DCB), R11	
	50			5B	C4	0008D		MULL2	R11, R0	
		51		01	C3	00090		SUBL3	#1, COL, R1	
	04	AE		51	C1	00095		ADDL3	R1, R0, START_INDEX	
	50			51	C1	00095		ADDL3	R1, R0, START_INDEX	
	50		FF	AB40	9E	00099		MOVAB	-1(R11)[R0], END_INDEX	1403
	50			6E	C2	0009E		SUBL2	START_INDEX, R0	1404
	57		01	A0	9E	000A1		MOVAB	1(R0), NUM_CHARS	
	50		10	A8	D0	000A5		MOVL	16(DCB), TEXT_BUF	1406
	59		14	A8	7D	000A9		MOVQ	20(DCB), ATTR_BUF	
57		20		00	2C	000AD		MOVCS	#0, (SP), #32, NUM_CHARS, @START_INDEX-	
				00	BE40	000B2			[TEXT_BUF]	
57	2E	A8		00	2C	000B5		MOVCS	#0, (SP), 46(DCB), NUM_CHARS, @START_INDEX-	
				00	BE49	000BB			[ATTR_BUF]	
				5A	D5	000BE		TSTL	CHAR_BUF	
				09	13	000C0		BEQL	11\$	
57	30	A8		00	2C	000C2		MOVCS	#0, (SP), 48(DCB), NUM_CHARS, @START_INDEX-	
				00	BE4A	000C8			[CHAR_BUF]	
	5B			57	D1	000CB	11\$:	CMPL	NUM_CHARS, R11	1418
				04	12	000CE		BNEQ	12\$	
				4C	B846	94 000D0		CLRB	@76(DCB)[LINE]	1420
	28	A8		56	B0	000D4	12\$:	MOVW	LINE, 40(DCB)	1428
	2A	A8		04	AE	B0 000D8		MOVW	COL, 42(DCB)	1429
	34	A8		01	8A	000DD		BICB2	#1, 52(DCB)	1430
				56	DD	000E1		PUSHL	LINE	1439
				0D	DD	000E3		PUSHL	#13	1437
				5B	DD	000E5		PUSHL	DCB	
	00000000G	00		03	FB	000E7		CALLS	#3, SMG\$\$CHECK_FOR_OUTPUT_DCB	
				04	00	000EE		RET		1440

; Routine Size: 239 bytes, Routine Base: _SMG\$CODE + 04F5

; 1189 1441 1 !<BLF/PAGE>

```

1191 1442 1 XSBTTL 'SMG$HOME_CURSOR - Home cursor to a corner position'
1192 1443 1 GLOBAL ROUTINE SMG$HOME_CURSOR (
1193 1444 1     DISPLAY_ID,
1194 1445 1     POSITION
1195 1446 1 ) =
1196 1447 1
1197 1448 1 **
1198 1449 1 FUNCTIONAL DESCRIPTION:
1199 1450 1
1200 1451 1     This routine moves the cursor to the corner row and column
1201 1452 1     of the specified virtual display according to position specified
1202 1453 1     by the POSITION parameter.
1203 1454 1     The caller does not need to know the dimensions of the
1204 1455 1     virtual display.
1205 1456 1
1206 1457 1 CALLING SEQUENCE:
1207 1458 1
1208 1459 1     ret_status.wlc.v = SMG$HOME_CURSOR (
1209 1460 1         DISPLAY_ID.rl.r
1210 1461 1         [,POSITION.rl.r])
1211 1462 1
1212 1463 1 FORMAL PARAMETERS:
1213 1464 1
1214 1465 1     DISPLAY_ID.rl.r The display id of the desired virtual display.
1215 1466 1
1216 1467 1     POSITION.rl.r   Optional. Position to move cursor to according
1217 1468 1                   to following code:
1218 1469 1
1219 1470 1         0 = SMG$C_UPPER_LEFT   Row 1 Column 1 (upper left-hand corner).
1220 1471 1                               This is the default if argument is
1221 1472 1                               omitted.
1222 1473 1
1223 1474 1         1 = SMG$C_LOWER_LEFT   Row n Column 1 (Lower left-hand corner).
1224 1475 1                               This is a useful position for inputting
1225 1476 1                               into an upward scrolling virtual display
1226 1477 1
1227 1478 1         2 = SMG$C_UPPER_RIGHT  Row 1 Column m (Upper right-hand corner)
1228 1479 1
1229 1480 1         3 = SMG$C_LOWER_RIGHT  Row n Column m (Lower right-hand corner)
1230 1481 1
1231 1482 1
1232 1483 1
1233 1484 1
1234 1485 1
1235 1486 1
1236 1487 1
1237 1488 1
1238 1489 1
1239 1490 1
1240 1491 1
1241 1492 1
1242 1493 1
1243 1494 1
1244 1495 1
1245 1496 1
1246 1497 1
1247 1498 1

```

0
2

1
3

```

1236 1487 1 IMPLICIT INPUTS:
1237 1488 1
1238 1489 1     NONE
1239 1490 1
1240 1491 1 IMPLICIT OUTPUTS:
1241 1492 1
1242 1493 1     NONE
1243 1494 1
1244 1495 1 COMPLETION STATUS:
1245 1496 1
1246 1497 1     $$$ NORMAL      Normal successful completion
1247 1498 1     SMG$_INVDIS_ID  Invalid virtual display id.

```



```

1248 1499 1 | SMG$WRONUMARG Wrong number of arguments.
1249 1500 1 |
1250 1501 1 | SIDE EFFECTS:
1251 1502 1 |
1252 1503 1 | NONE
1253 1504 1 | --
1254 1505 2 | BEGIN
1255 1506 2 | BUILTIN
1256 1507 2 | NULLPARAMETER;
1257 1508 2 |
1258 1509 2 | LOCAL
1259 1510 2 | ROW, ! Working row number
1260 1511 2 | COL, ! Working col number
1261 1512 2 | DCB : REF $DCB_DECL; ! Addr of display control block
1262 1513 2 |
1263 1514 2 | $SMG$VALIDATE_ARGCOUNT (1, 2);
1264 1515 2 |
1265 1516 2 | $SMG$GET_DCB ( .DISPLAY_ID, DCB); ! Get addr of display control
1266 1517 2 | ! block
1267 1518 2 |
1268 1519 2 | ROW = 1; ! Assume defaults
1269 1520 2 | COL = 1;
1270 1521 2 |
1271 1522 2 | IF NOT NULLPARAMETER (POSITION)
1272 1523 2 | THEN
1273 1524 3 | BEGIN ! User-specified
1274 1525 3 | IF ..POSITION LSS SMG$C_UPPER_LEFT OR
1275 1526 3 | ..POSITION GTR SMG$C_LOWER_RIGHT
1276 1527 3 | THEN
1277 1528 3 | RETURN (SMG$_INVARG);
1278 1529 3 |
1279 1530 3 | CASE ..POSITION FROM SMG$C_UPPER_LEFT TO SMG$C_LOWER_RIGHT OF
1280 1531 3 | SET
1281 1532 3 | [SMG$C_UPPER_LEFT]:
1282 1533 3 | ;
1283 1534 3 |
1284 1535 3 | [SMG$C_LOWER_LEFT]:
1285 1536 3 | ROW = .DCB [DCB_W_NO_ROWS];
1286 1537 3 |
1287 1538 3 | [SMG$C_UPPER_RIGHT]:
1288 1539 3 | COL = .DCB [DCB_W_NO_COLS];
1289 1540 3 |
1290 1541 3 | [SMG$C_LOWER_RIGHT]:
1291 1542 4 | BEGIN
1292 1543 4 | ROW = .DCB [DCB_W_NO_ROWS];
1293 1544 4 | COL = .DCB [DCB_W_NO_COLS];
1294 1545 3 | END;
1295 1546 3 |
1296 1547 3 | [INRANGE, OUTRANGE]:
1297 1548 3 | RETURN SMG$_INVARG;
1298 1549 3 |
1299 1550 3 | TES;
1300 1551 3 |
1301 1552 2 | END; ! User-specified
1302 1553 2 |
1303 1554 2 | DCB [DCB_W_CURSOR_ROW] = .ROW;
1304 1555 2 | DCB [DCB_W_CURSOR_COL] = .COL;

```

```

: 1305      1556 2      DCB [DCB_V_FULL] = 0;                ! turn off scrolling
: 1306      1557 2
: 1307      1558 3      RETURN (SMG$$CHECK_FOR_OUTPUT_DCB (.DCB
: 1308      1559 2                      SMG$C_HOME CURSOR));
: 1309      1560 1      END;                                ! End of routine SMG$HOME_CURSOR
  
```

50	6C	01	001C	00000	.ENTRY	SMG\$HOME_CURSOR, Save R2,R3,R4	1443
	01	50	83	00002	SUBB3	#1, (AP), DIFF	1514
		08	1B	00009	CMPB	DIFF, #1	
	50	8F	D0	0000B	BLEQU	1\$	
			04	00012	MOVL	#SMG\$_WRONUMARG, R0	
	50	BC	D0	00013	RET		
04	BC	38	A0	D1 00017	MOVL	@DISPLAY_ID, R0	1516
		06	12	0001C	CPL	56(R0), @DISPLAY_ID	
	11	44	A0	91 0001E	BNEQ	2\$	
		08	13	00022	CMPB	68(R0), #17	
	50	8F	D0	00024	BEQL	3\$	
			04	0002B	MOVL	#SMG\$_INVDIS_ID, R0	
	50	BC	D0	0002C	RET		
	54	01	CJ	00030	MOVL	@DISPLAY_ID, DCB	1519
	53	01	D0	00033	MOVL	#1, ROW	1520
	02	6C	91	00036	MOVL	#1, COL	1522
		35	1F	00039	CMPB	(AP), #2	
		08	AC	D5 0003B	BLSSU	9\$	
		30	13	0003E	TSTL	8(AP)	
	52	08	BC	D0 00040	BEQL	9\$	
		11	19	00044	MOVL	@POSITION, R2	1525
	03	52	D1	00046	BLSS	5\$	
		0C	14	00049	CPL	R2, #3	1526
	00	52	CF	0004B	BGTR	5\$	
0019	001D	0013	0021	0004F	CASEL	R2, #0, #3	1530
					.WORD	9\$-4\$,-	
						6\$-4\$,-	
						8\$-4\$,-	
						7\$-4\$	
	51	00000000G	00	9E 00057	MOVAB	SMG\$_INVARG, R1	1548
	50		51	D0 0005E	MOVL	R1, R0	
				04 00061	RET		
	54	02	A0	3C 00062	MOVZWL	2(DCB), ROW	1536
			08	11 00066	BRB	9\$	
	54	02	A0	3C 00068	MOVZWL	2(DCB), ROW	1543
	53	06	A0	3C 0006C	MOVZWL	6(DCB), COL	1544
28	A0		54	B0 00070	MOVW	ROW, 40(DCB)	1554
2A	A0		53	B0 00074	MOVW	COL, 42(DCB)	1555
34	A0		01	8A 00078	BICB2	#1, 52(DCB)	1556
			0E	DD 0007C	PUSHL	#14	1558
			50	DD 0007E	PUSHL	DCB	
	00000000G	00	02	FB 00080	CALLS	#2, SMG\$\$CHECK_FOR_OUTPUT_DCB	
			04	00087	RET		1560

; Routine Size: 136 bytes, Routine Base: _SMG\$CODE + 05E4

SMG\$DISPLAY_CHA 1-048 SMG\$DISPLAY CHANGE - Virtual Display -- Changes
SMG\$HOME_CURSOR - Home cursor to a corner posit
; 1310 1561 1 !<BLF/PAGE>

C 15

16-Sep-1984 00:16:38
14-Sep-1984 13:09:40

VAX-11 Bliss-32 V4.0-742
[SMGRTL.SRC]SMGDISCHA.B32;1

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SM
1-

```

1312 1562 1 XSBTTL 'SMG$INSERT_CHARS - Insert Characters'
1313 1563 1 GLOBAL ROUTINE SMG$INSERT_CHARS (
1314 1564 1     DISPLAY_ID,
1315 1565 1     CHAR_STRING,
1316 1566 1     ROW,
1317 1567 1     COL,
1318 1568 1     RENDITION_SET,
1319 1569 1     RENDITION_COMPLEMENT,
1320 1570 1     CHAR_SET
1321 1571 1 ) =
1322 1572 1
1323 1573 1 ++
1324 1574 1 FUNCTIONAL DESCRIPTION:
1325 1575 1     This routine inserts the specified character string at the
1326 1576 1     row and column position specified.
1327 1577 1
1328 1578 1     Characters supplied from CHAR_STRING are inserted into the
1329 1579 1     specified display at the specified ROW and COL, shifting
1330 1580 1     subsequent characters on the line to the right.
1331 1581 1
1332 1582 1     SMG$INSERT_CHARS is a character-oriented operation - any
1333 1583 1     characters which do not fit on the current line are thrown
1334 1584 1     away. Wrapping is not allowed.
1335 1585 1
1336 1586 1     The internal display cursor position is left at the character
1337 1587 1     position following the last character written.
1338 1588 1
1339 1589 1 CALLING SEQUENCE:
1340 1590 1
1341 1591 1     ret_status.wlc.v = SMG$INSERT_CHARS (
1342 1592 1         DISPLAY_ID.rl.r,
1343 1593 1         CHAR_STRING.rt.dx,
1344 1594 1         ROW.fl.r,
1345 1595 1         COL.rl.r,
1346 1596 1         [,RENDITION_SET.rl.r]
1347 1597 1         [,RENDITION_COMPLEMENT.rl.r]
1348 1598 1         [,CHAR_SET.fl.r])
1349 1599 1
1350 1600 1 FORMAL PARAMETERS:
1351 1601 1
1352 1602 1     DISPLAY_ID.rl.r     Display id of desired virtual display.
1353 1603 1
1354 1604 1     CHAR_STRING.rt.dx   Character string to be inserted
1355 1605 1
1356 1606 1     ROW.rl.r           Row position at which to start
1357 1607 1     insertion.
1358 1608 1
1359 1609 1     COL.rl.r           Column position at which to start
1360 1610 1     insertion.
1361 1611 1
1362 1612 1     RENDITION_SET.rl.r  Each 1 bit attribute in this parameter
1363 1613 1     causes the corresponding attribute to
1364 1614 1     be set in the display. (See below for
1365 1615 1     list of settable attributes.)
1366 1616 1
1367 1617 1     RENDITION_COMPLEMENT.rl.r
1368 1618 1     Each 1 bit attribute in this parameter
  
```

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SS\$ NORMAL	Normal successful completion
LIB\$ INVSTRDES	Invalid string descriptor
SMG\$ INVROW	Invalid row specification-- outside virtual display.
SMG\$ INVCOL	Invalid column specification -- outside virtual display.
SMG\$ INVDIS ID	Invalid virtual display id.

```

1426 1676 1 | SMG$WRONUMARG Wrong number or arguments.
1427 1677 1 | SMG$INVARG Unrecognized rendition code.
1428 1678 1 |
1429 1679 1 | SIDE EFFECTS:
1430 1680 1 |
1431 1681 1 | NONE
1432 1682 1 | --
1433 1683 2 | BEGIN
1434 1684 2 |
1435 1685 2 | BUILTIN
1436 1686 2 | NULLPARAMETER;
1437 1687 2 |
1438 1688 2 | LITERAL
1439 1689 2 | K_SET_ARG = 5;
1440 1690 2 | K_COMP_ARG = 6;
1441 1691 2 |
1442 1692 2 | LOCAL
1443 1693 2 | DCB : REF $DCB_DECL, | Addr of display control block
1444 1694 2 | STR_ADDR, | Addr of text
1445 1695 2 | STR_LEN : INITIAL(0), | Length of text
1446 1696 2 | PRINT_LEN, | Length of text w/tabs, backspaces, etc
1447 1697 2 | REND_CODE, | Rendition code
1448 1698 2 | STATUS; | Retd by called routine
1449 1699 2 |
1450 1700 2 | $SMG$VALIDATE_ARGCOUNT (4, 7);
1451 1701 2 |
1452 1702 2 | $SMG$GET_DCB ( .DISPLAY_ID, DCB); | Get addr of display control
1453 1703 2 |
1454 1704 2 | +
1455 1705 2 | Validity check row and column specified.
1456 1706 2 | -
1457 1707 2 |
1458 1708 2 | $SMG$VALIDATE_ROW_COL ( ..ROW, ..COL);
1459 1709 2 |
1460 1710 2 | IF NOT NULLPARAMETER( CHAR_SET )
1461 1711 2 | THEN
1462 1712 3 | BEGIN
1463 1713 3 | CASE ..CHAR_SET FROM SMG$C_UNITED_KINGDOM TO SMG$C_ALT_GRAPHICS OF
1464 1714 3 | SET
1465 1715 3 |
1466 1716 3 | [SMG$C_UNITED_KINGDOM, SMG$C_ASCII, SMG$C_SPEC_GRAPHICS,
1467 1717 3 | SMG$C_ALT_CHAR, SMG$C_ALT_GRAPHICS]:
1468 1718 3 |
1469 1719 3 | [INRANGE, OUTRANGE]:
1470 1720 3 | RETURN (SMG$INVARG);
1471 1721 3 |
1472 1722 2 | YES;
1473 1723 2 | END;
1474 1724 2 |
1475 1725 2 | IF NOT (STATUS = LIB$ANALYZE_SDESC_R2 ( .CHAR_STRING;
1476 1726 2 | STR_LEN,
1477 1727 2 | STR_ADDR))
1478 1728 2 | THEN
1479 1729 2 | RETURN (.STATUS);
1480 1730 2 | +
1481 1731 2 | Reset the line characteristics in case the line was previously
1482 1732 2 | double high or wide.

```

```

1483 1733 2 !-
1484 1734 2
1485 1735 2 BEGIN
1486 1736 2 BIND
1487 1737 2 LINE_CHAR = .DCB [DCB_A_LINE_CHAR];
1488 1738 2 MAP
1489 1739 2 LINE_CHAR : VECTOR [BYTE];
1490 1740 2 IF .LINE_CHAR [..ROW] NEQ 0 ! prev. wide or high chars
1491 1741 2 THEN
1492 1742 2 BEGIN ! blank line
1493 1743 2 LOCAL
1494 1744 2 START_INDEX;
1495 1745 2 START_INDEX = $SMG$LINEAR (..ROW, 1);
1496 1746 2 $SMG$BLANK FILL DCB (.DCB [DCB_W_NO_COLS], .START_INDEX);
1497 1747 2 LINE_CHAR [..ROW] = 0;
1498 1748 2 END;
1499 1749 2 END;
1500 1750 2
1501 1751 2 *
1502 1752 2 Shift existing characters over to make room for new text. If the
1503 1753 2 space is already blank, just write into it. Don't write over a
1504 1754 2 blank if there are characters to the right of it - an embedded blank
1505 1755 2 should be treated as a regular character and shifted.
1506 1756 2
1507 1757 2 Macro $SMG$FIND_PRINT_LENGTH scans the string for funny characters
1508 1758 2 and determines how many printing characters there are. Extra space
1509 1759 2 is allowed for tabs. If a LF or CR is found, it terminates the string
1510 1760 2 since the effect of this routine is limited to a single line. STR_LEN
1511 1761 2 is modified to reflect the number of characters that comprise PRINT_LEN.
1512 1762 2
1513 1763 2
1514 1764 2 BEGIN
1515 1765 2 LOCAL
1516 1766 2 INDEX,
1517 1767 2 PTR,
1518 1768 2 LINE_LEN,
1519 1769 2 TEXT_BUF : REF VECTOR [BYTE];
1520 1770 2
1521 1771 2 $SMG$FIND_PRINT_LENGTH (STR_LEN, .STR_ADDR, PRINT_LEN);
1522 1772 2
1523 1773 2 INDEX = $SMG$LINEAR (..ROW, ..COL);
1524 1774 2 TEXT_BUF = .DCB [DCB_A_TEXT_BUF];
1525 1775 2
1526 1776 2 LINE_LEN = .DCB [DCB_W_NO_COLS] - ..COL + 1;
1527 1777 2
1528 1778 2 PTR = CH$FIND_NOT_CH (.LINE_LEN, TEXT_BUF [.INDEX], %C' ');
1529 1779 2 ! get ptr to 1st non-blank
1530 1780 2
1531 1781 2 IF .PTR NEQ 0
1532 1782 2 THEN
1533 1783 2 SMG$$SCROLL_AREA (.DCB, ..ROW, ..COL,
1534 1784 2 1, .DCB [DCB_W_NO_COLS],
1535 1785 2 SMG$M_RIGHT, .PRINT_LEN);
1536 1786 2
1537 1787 2 END;
1538 1788 2
1539 1789 2 *
1539 1789 2 Write text into created space. SMG$$PUT_TEXT_TO_BUFFER checks for

```

```

1540 1790 2 ! funny characters (tabs, etc) and also updates the cursor position.
1541 1791 2 !-
1542 1792 2
1543 1793 2 $SMG$SET_REND_CODE (K_SET_ARG, K_COMP_ARG);
1544 1794 2
1545 1795 2
1546 1796 2 DCB [DCB_W_CURSOR_ROW] = ..ROW;
1547 1797 2 DCB [DCB_W_CURSOR_COL] = ..COL;
1548 1798 2 ! set current position for PUT_TEXT
1549 1799 2
1550 1800 2 SMG$PUT_TEXT_TO_BUFFER (.DCB, .REND_CODE,
1551 1801 2 .STR_LEN, .STR_ADDR,
1552 1802 2 (IF NOT NULLPARAMETER (CHAR_SET)
1553 1803 2 THEN ..CHAR_SET
1554 1804 2 ELSE SMG$C_ASCII) );
1555 1805 2
1556 1806 2 !+
1557 1807 2 Turn off scrolling. Sequential output has been interrupted by
1558 1808 2 moving the cursor for insert_chars.
1559 1809 2 !-
1560 1810 2
1561 1811 2 DCB [DCB_V_FULL] = 0;
1562 1812 2
1563 1813 2 !+
1564 1814 2 See if this change needs to be reflected on the screen.
1565 1815 2 !-
1566 1816 2
1567 1817 2 RETURN (SMG$CHECK_FOR_OUTPUT_DCB (.DCB,
1568 1818 2 SMG$C_INSERT_CHARS,
1569 1819 2 ..ROW);
1570 1820 1 END;

```

! End of routine SMG\$INSERT_CHARS

				.EXTRN	CHAR_TABLE	
				.ENTRY	SMG\$INSERT_CHARS, Save R2,R3,R4,R5,R6,R7,-	1563
					R8,R9,R10,R11	
				SUBL2	#4, SP	
				CLRL	STR_LEN	1683
				SUBB3	#4, (AP), DIFF	1700
				CMPB	DIFF, #3	
				BLEQU	1\$	
				MOVL	#SMG\$_WRONUMARG, R0	
				RET		
				MOVL	@DISPLAY_ID, R0	1702
				CMPL	56(R0), @DISPLAY_ID	
				BNEQ	2\$	
				CMPB	68(R0), #17	
				BEQL	3\$	
				MOVL	#SMG\$_INVDIS_ID, R0	
				RET		
				MOVL	@DISPLAY_ID, DCB	
				MOVL	@ROW, R9	1708
				BLEQ	4\$	
				CMPZV	#0, #16, 2(DCB), R9	
				BGEQ	5\$	

50	6C	03	50	00000000G	04	C2	00002	
					7E	D4	00005	
					04	83	00007	
					50	91	0000B	
					08	1B	0000E	
					8F	D0	00010	
					04	00017		
	50	04	BC	D0	00018	1\$:		
04	BC	38	A0	D1	0001C			
			06	12	00021			
	11	44	A0	91	00023			
			08	13	00027			
	50	00000000G	8F	D0	00029	2\$:		
			04	00030				
	56	04	BC	D0	00031	3\$:		
	59	0C	BC	D0	00035			
			08	15	00039			
59	02	A6	10	00	ED	0003B		
			08	18	00041			

			50	00000000G	8F	D0	00043	4\$:	MOVL	#SMG\$_INVROW, R0	
						04	0004A		RET		
			5A		10	BC	D0	0004B	5\$:	MOVL	@COL, R10
						08	15	0004F		BLEQ	6\$
5A		06	A6			00	ED	00051		CMPZV	#0, #16, 6(DCB), R10
			10			08	18	00057		BGEQ	7\$
			50	00000000G	8F	D0	00059	6\$:	MOVL	#SMG\$_INVCOL, R0	
						04	00060		RET		
			07			6C	91	00061	7\$:	CM ->	(AP), #7
						1C	1F	00064		BLSJ	9\$
					1C	AC	D5	00066		TSTL	28(AP)
						17	13	00069		BEQL	9\$
0012		04	0012		00	1C	BC	CF	0006B		@CHAR_SET, #0, #4
					0012			00070	8\$:	.WORD	9\$-8\$,-
					0012			00078			9\$-8\$,-
											9\$-8\$,-
											9\$-8\$,-
											9\$-8\$,-
											9\$-8\$
			50	00000000G	00	9E	0007A		MOVAB	SMG\$_INVARG, R0	1720
						04	00081		RET		
			50		08	AC	D0	00082	9\$:	MOVL	CHAR_STRING, R0
				00000000G	00	16	00086		JSB	LIB\$ANALYZE_SDESC_R2	1724
			6E			51	7D	0008C		MOVQ	R1, (SP)
			01			50	E8	0008F		BLBS	STATUS, 10\$
						04	00092		RET		
					4C	B649	95	00093	10\$:	TSTB	@76(DCB)[R9]
						38	13	00097		BEQL	12\$
			50		FF	A9	9E	00099		MOVAB	-1(R9), R0
			51		06	A6	3C	0009D		MOVZWL	6(DCB), R1
			50			51	C4	000A1		MULL2	R1, R0
			5B			50	D0	000A4		MOVL	R0, START_INDEX
			50		10	A6	D0	000A7		MOVL	16(DCB), TEXT_BUF
			57		14	A6	7D	000AB		MOVQ	20(DCB), ATTR_BUF
06	A6		20			00	2C	000AF		MOVCS	#0, (SP), #32, 6(DCB), (START_INDEX)-
						6B40		000B5			[TEXT_BUF]
06	A6		2E	A6		00	2C	000B7		MOVCS	#0, (SP), 46(DCB), 6(DCB), (START_INDEX)-
						6B47		000BE			[ATTR_BUF]
						58	D5	000C0		TSTL	CHAR_BUF
						09	13	000C2		BEQL	11\$
06	A6		30	A6		00	2C	000C4		MOVCS	#0, (SP), 48(DCB), 6(DCB), (START_INDEX)-
						6B48		000CB			[CHAR_BUF]
					4C	B649	94	000CD	11\$:	CLRB	@76(DCB)[R9]
			58			01	8E	000D1	12\$:	MNEGB	#1, ALLONES
						55	D4	000D4		CLRL	PRINT_LEN
			54			6E	D0	000D6		MOVL	STR_LEN, BYTES_REMAINING
			57		04	AE	D0	000D9		MOVL	STR_ADDR, IN_POINTER
						6E	D4	000DD		CLRL	STR_LEN
						54	D5	000DF	13\$:	TSTL	BYTES_REMAINING
						59	13	000E1		BEQL	17\$
58	00000000G		00		67	54	2A	000E3		SCANC	BYTES_REMAINING, (IN_POINTER), CHAR_TABLE, -
											ALLONES
						50	C3	000EC		SUBL3	NEW_BYTES_REMAINING, BYTES_REMAINING, R2
						52	C0	000F0		ADDL2	R2, IN_POINTER
						55	C0	000F3		ADDL2	R2, PRINT_LEN
						52	C0	000F6		ADDL2	R2, STR_LEN
						50	D0	000F9		MOVL	NEW_BYTES_REMAINING, BYTES_REMAINING
						3E	13	000FC		BEQL	17\$

001C	002C	0032	50	01	00000000G	61	9A	000FE	MOVZBL	(ADDR DIFF), R0	
				01		0040	8F	00101	CASEB	CHAR TABLE[R0], #1, #9	
0032	0032	0032	002C	002C		002C		0010A	.WORD	16\$-14\$,-	
			0032	0032		0032		00112		16\$-14\$,-	
			002C	0032		0032		0011A		16\$-14\$,-	
										15\$-14\$,-	
										17\$-14\$,-	
										17\$-14\$,-	
										17\$-14\$,-	
										17\$-14\$,-	
										17\$-14\$,-	
										17\$-14\$,-	
										16\$-14\$	
			50	00000000G	8F	D0	0011E	04	00125	MOVL	#SMG\$_FATERRLIB, R0
			50	2A	A6	3C	00126	15\$:	MOVZWL	42(DCB), R0	
			50		50	D7	0012A		DECL	R0	
			55	09	A540	7E	0012F		DIVL2	#8, R0	
					6E	D6	00134		MOVAQ	9(PRINT_LEN)[R0], PRINT_LEN	
					57	D6	00136	16\$:	INCL	STR_LEN	
					54	D7	00138		INCL	IN_POINTER	
					A3	11	0013A		DECL	BYTES_REMAINING	
			50	FF	A9	9E	0013C	17\$:	BRB	13\$	
			51	06	A6	3C	00140		MOVAB	-1(R9), R0	1773
			50		51	C4	00144		MOVZWL	6(DCB), R1	
			52	FF	AA40	9E	00147		MULL2	R1, R0	
			51	10	A6	D0	0014C		MOVAB	-1(R10)[R0], INDEX	1774
			50	06	A6	3C	00150		MOVL	16(DCB), TEXT_BUF	1776
			50		5A	C2	00154		MOVZWL	6(DCB), R0	
					50	D6	00157		SUBL2	R10, R0	
6241			50		20	3B	00159		INCL	LINE_LEN	
					02	12	0015E		SKPC	#32, LINE_LEN, (INDEX)[TEXT_BUF]	1778
					51	D4	00160		BNEQ	18\$	
					51	D5	00162	18\$:	CLRL	R1	
					15	13	00164		TSTL	PTR	1780
					55	DD	00166		BEQL	19\$	
					04	DD	00168		PUSHL	PRINT_LEN	1784
			7E	06	A6	3C	0016A		PUSHL	#4	1782
					01	DD	0016E		MOVZWL	6(DCB), -(SP)	1783
					0640	8F	BB	00170	PUSHL	#1	1782
			00		07	FB	00174		PUSHR	#*M<R6,R9,R10>	
			50	2E	A6	9A	0017B	19\$:	CALLS	#7, SMG\$\$_SCROLL_AREA	
			05		6C	91	0017F		MOVZBL	46(DCB), REND_CODE	1793
					09	1F	00182		CMPB	(AP), #5	
				14	AC	D5	00184		BLSSU	20\$	
					04	13	00187		TSTL	20(AP)	
			50	14	BC	C8	00189		BEQL	20\$	
			06		6C	91	0018D	20\$:	BISL2	@RENDITION_SET, REND_CODE	
					09	1F	00190		CMPB	(AP), #6	
				18	AC	D5	00192		BLSSU	21\$	
					04	13	00195		TSTL	24(AP)	
			50	18	BC	CC	00197		BEQL	21\$	
28			A6		59	B0	0019B	21\$:	XORL2	@RENDITION_COMPLEMENT, REND_CODE	1796
2A			A6		5A	B0	0019F		MOVW	R9, 40(DCB)	1797
			07		6C	91	001A3		MOVW	R10, 42(DCB)	1802
					0A	1F	001A6		CMPB	(AP), #7	
				1C	AC	D5	001A8		BLSSU	22\$	
									TSTL	28(AP)	

		05	13	001AB	BEQL	22\$		
		BC	DD	001AD	PUSHL	@CHAR_SET		1803
		02	11	001B0	BRB	23\$		
		01	DD	001B2	PUSHL	#1		1802
		08	AE	DD 001B4	PUSHL	STR_ADDR		1801
		08	AE	DD 001B7	PUSHL	STR_LEN		
		50	DD	001BA	PUSHL	REND_CODE		1800
		56	DD	0013C	PUSHL	DCB		
00000000G	00	05	FB	001BE	CALLS	#5, SMG\$\$PUT_TEXT_TO_BUFFER		1811
34	A6	01	8A	001C5	BICB2	#1, 52(DCB)		1819
		59	DD	001C9	PUSHL	R9		1817
		0F	DD	001CB	PUSHL	#15		
		56	DD	001CD	PUSHL	DCB		
00000000G	00	03	FB	001CF	CALLS	#3, SMG\$\$CHECK_FOR_OUTPUT_DCB		1820
		04	001D6	RET				

; Routine Size: 471 bytes,

Routine Base: _SMG\$CODE + 066C

; 1571

1821 1 !<BLF/PAGE>

```

1573 1822 1 %SBTTL 'SMG$INSERT_LINE - Insert a line into a virtual display'
1574 1823 1 GLOBAL ROUTINE SMG$INSERT_LINE ( DISPLAY_ID,
1575 1824 1 LINE_NO,
1576 1825 1 STRING,
1577 1826 1 DIRECTION,
1578 1827 1 RENDITION_SET,
1579 1828 1 RENDITION_COMPLEMENT,
1580 1829 1 WRAP_FLAG,
1581 1830 1 CHAR_SET ) =
1582 1831 1
1583 1832 1
1584 1833 1 **
1585 1834 1 FUNCTIONAL DESCRIPTION:
1586 1835 1
1587 1836 1 This routine allows a line to be inserted into a virtual display
1588 1837 1 at a location other than the first or last line. Existing lines
1589 1838 1 are scrolled in the specified direction to create an open space.
1590 1839 1 If a string is passed, it will be written in the space created;
1591 1840 1 otherwise, the new line will remain blank. The entire line is
1592 1841 1 rewritten; if the string does not span the width of the display,
1593 1842 1 it is blank padded.
1594 1843 1
1595 1844 1 If WRAP_FLAG is set, characters which would exceed the rightmost
1596 1845 1 boundary of the display cause another line scroll and the overflow
1597 1846 1 characters are written in the created space. If WRAP_FLAG is off,
1598 1847 1 any overflow characters are lost.
1599 1848 1
1600 1849 1 The internal display cursor position is left at the character
1601 1850 1 position following the text written.
1602 1851 1
1603 1852 1 See SMG$PUT_WITH_SCROLL to add lines at the first or last
1604 1853 1 line of a virtual display with scrolling.
1605 1854 1 CALLING SEQUENCE:
1606 1855 1
1607 1856 1 ret_status.wlc.v = SMG$INSERT_LINE ( DISPLAY_ID.rl.r,
1608 1857 1 LINE_NO.rlu.r,
1609 1858 1 [,STRING.rt.dx]
1610 1859 1 [,DIRECTION.rl.r]
1611 1860 1 [,RENDITION_SET.rl.r]
1612 1861 1 [,RENDITION_COMPLEMENT.rl.r]
1613 1862 1 [,WRAP_FLAG.rl.r]
1614 1863 1 [,CHAR_SET.rl.r])
1615 1864 1
1616 1865 1 FORMAL PARAMETERS:
1617 1866 1
1618 1867 1 DISPLAY_ID.rl.r Display id of desired virtual display.
1619 1868 1
1620 1869 1 LINE_NO.rlu.r Line number at which to start scroll.
1621 1870 1
1622 1871 1 STRING.rt.dx Optional. Text to insert into line
1623 1872 1 created. If not specified, all blanks
1624 1873 1 are used.
1625 1874 1
1626 1875 1 DIRECTION.rlu.r Optional. Direction to scroll text.
1627 1876 1 SMG$M_UP (Default)
1628 1877 1 SMG$M_DOWN
1629 1878 1

```

```

: 1630      1879 1 1      RENDITION_SET.rl.r      Each 1 bit attribute in this parameter
: 1631      1880 1      causes the corresponding attribute to
: 1632      1881 1      be set in the display. (See below for
: 1633      1882 1      list of settable attributes.)
: 1634      1883 1
: 1635      1884 1      RENDITION_COMPLEMENT.rl.r
: 1636      1885 1      Each 1 bit attribute in this parameter
: 1637      1886 1      causes the corresponding attribute to
: 1638      1887 1      be complemented in the display. (See
: 1639      1888 1      below for list of complementable
: 1640      1889 1      attributes.)
: 1641      1890 1
: 1642      1891 1      If the same bit is specified in both the RENDITION_SET parameter
: 1643      1892 1      and in the RENDITION_COMPLEMENT parameter, the application is
: 1644      1893 1      RENDITION_SET followed by RENDITION complement. Using these two
: 1645      1894 1      parameters together the caller can exercise arbitrary and
: 1646      1895 1      independent control over each attribute on a single call. On an
: 1647      1896 1      attribute by attribute basis he can cause the following
: 1648      1897 1      transformations:
: 1649      1898 1
: 1650      1899 1
: 1651      1900 1
: 1652      1901 1      SET      COMPLEMENT      Action
: 1653      1902 1      ---      0-----
: 1654      1903 1      0      0      Attribute unchanged.
: 1655      1904 1      1      0      Attribute set to 'on'.
: 1656      1905 1      0      1      Attribute set to complement of
: 1657      1906 1      1      1      current setting.
: 1658      1907 1      1      1      Attribute set to 'off'.
: 1659      1908 1
: 1660      1909 1      WRAP_FLAG.rl.r      Optional. Action to take if text does
: 1661      1910 1      not fit on the line.
: 1662      1911 1      0 = nowrap (Default)
: 1663      1912 1      1 = wrap
: 1664      1913 1
: 1665      1914 1      CHAR_SET.rl.r      Optional. Character set to use.
: 1666      1915 1      Choices are:
: 1667      1916 1      SMG$C_UNITED_KINGDOM
: 1668      1917 1      SMG$C_ASCII (default)
: 1669      1918 1      SMG$C_SPEC_GRAPHICS
: 1670      1919 1      SMG$C_ALT_CHAR
: 1671      1920 1      SMG$C_ALT_GRAPHICS
: 1672      1921 1
: 1673      1922 1      IMPLICIT INPUTS:
: 1674      1923 1      NONE
: 1675      1924 1      IMPLICIT OUTPUTS:
: 1676      1925 1      NONE
: 1677      1926 1
: 1678      1927 1      COMPLETION STATUS:
: 1679      1928 1
: 1680      1929 1      $$$ NORMAL      Normal successful completion
: 1681      1930 1      SMG$_INVDIS_ID      Invalid display id.
: 1682      1931 1      SMG$_WRONUMARG      Wrong number of arguments.
: 1683      1932 1
: 1684      1933 1      SIDE EFFECTS:
: 1685      1934 1
: 1686      1935 1

```

```

1687 1936 1 !      NONE
1688 1937 1 !--
1689 1938 2      BEGIN
1690 1939 2
1691 1940 2      BUILTIN
1692 1941 2          NULLPARAMETER;
1693 1942 2
1694 1943 2      LITERAL
1695 1944 2          K_SET_ARG = 5;
1696 1945 2          K_COMP_ARG = 6;
1697 1946 2
1698 1947 2      LOCAL
1699 1948 2          DONE,
1700 1949 2          STATUS,
1701 1950 2          DCB : REF $DCB DECL,
1702 1951 2          STR_LEN : INITIAL (0),
1703 1952 2          STR_ADDR,
1704 1953 2          DIR,
1705 1954 2          C_SET,
1706 1955 2          WRAP_CHARS : INITIAL (0),
1707 1956 2
1708 1957 2
1709 1958 2          REND_CODE;
1710 1959 2
1711 1960 2      $SMG$VALIDATE_ARGCOUNT (2, 8);
1712 1961 2
1713 1962 2      $SMG$GET_DCB ( .DISPLAY_ID, DCB);
1714 1963 2
1715 1964 2
1716 1965 2 !+
1717 1966 2 !- Validity check the arguments.
1718 1967 2
1719 1968 2
1720 1969 2      IF ..LINE_NO LSS .DCB [DCB_W_TOP_OF_SCRREG] OR
1721 1970 2          ..LINE_NO GTR .DCB [DCB_W_BOTTOM_OF_SCRREG]
1722 1971 2      THEN
1723 1972 2          RETURN (SMG$_INVROW);
1724 1973 2
1725 1974 2      DIR = SMG$_UP;
1726 1975 2          ! init to default
1727 1976 2
1728 1977 2      IF NOT NULLPARAMETER( DIRECTION )
1729 1978 2      THEN
1730 1979 2          BEGIN
1731 1980 2              IF ( ..DIRECTION NEQ SMG$_UP AND
1732 1981 2                  ..DIRECTION NEQ SMG$_DOWN)
1733 1982 2              THEN
1734 1983 2                  RETURN (SMG$_INVARG)
1735 1984 2              ELSE
1736 1985 2                  DIR = ..DIRECTION;
1737 1986 2              END;
1738 1987 2
1739 1988 2      C_SET = SMG$_ASCII;
1740 1989 2          ! init to default
1741 1990 2
1742 1991 2      IF NOT NULLPARAMETER( CHAR_SET )
1743 1992 2      THEN
1744 1993 2          BEGIN
1745 1994 2              CASE ..CHAR_SET FROM SMG$_UNITED_KINGDOM TO SMG$_ALT_GRAPHICS OF

```

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```

1744 1993 3      SET
1745 1994 3
1746 1995 3      [SMG$C_UNITED_KINGDOM, SMG$C_ASCII, SMG$C_SPEC_GRAPHICS,
1747 1996 3      SMG$C_ALT_CHAR, SMG$C_ALT_GRAPHICS]:
1748 1997 3      C_SET = .CHAR_SET;
1749 1998 3      [INRANGE, -OUTRANGE]:
1750 1999 3      RETURN (SMG$_INVARG);
1751 2000 3      TES;
1752 2001 3      END;
1753 2002 3
1754 2003 3      +
1755 2004 3      Set up string to output, either the caller's text or a blank line.
1756 2005 3      -
1757 2006 3
1758 2007 2      IF NOT NULLPARAMETER (STRING)
1759 2008 2      THEN
1760 2009 3      BEGIN
1761 2010 4      IF NOT (STATUS = LIB$ANALYZE_SDESC_R2 (.STRING; STR_LEN, STR_ADDR))
1762 2011 3      THEN
1763 2012 3      RETURN (.STATUS);
1764 2013 2      END;
1765 2014 2      ! user caller's text
1766 2015 2
1767 2016 2      +
1768 2017 2      Move existing lines up or down to create an empty space. This space
1769 2018 2      will remain empty if the user did not specify a text string.
1770 2019 2      -
1771 2020 2
1772 2021 2      IF .DIR EQL SMG$M_UP
1773 2022 2      THEN
1774 2023 2      SMG$$SCROLL_AREA (.DCB, .DCB [DCB_W_TOP_OF_SCRREG],
1775 2024 2      .DCB [DCB_W_COL_START],
1776 2025 2      (.LINE_NO = .DCB [DCB_W_TOP_OF_SCRREG] + 1),
1777 2026 2      .DCB [DCB_W_NO_COLS],
1778 2027 2      SMG$M_UP, 1)
1779 2028 2      ELSE
1780 2029 2      SMG$$SCROLL_AREA (.DCB, .LINE_NO, .DCB [DCB_W_COL_START],
1781 2030 2      (.DCB [DCB_W_BOTTOM_OF_SCRREG] - .LINE_NO + 1),
1782 2031 2      .DCB [DCB_W_NO_COLS],
1783 2032 2      SMG$M_DOWN, 1);
1784 2033 2
1785 2034 2      +
1786 2035 2      Reset the line characteristics in case the line was previously
1787 2036 2      double high or wide.
1788 2037 2      -
1789 2038 2
1790 2039 3      BEGIN
1791 2040 3      BIND
1792 2041 3      LINE_CHAR = .DCB [DCB_A_LINE_CHAR];
1793 2042 3      MAP
1794 2043 3      LINE_CHAR : VECTOR [BYTE];
1795 2044 3      LINE_CHAR [..LINE_NO] = 0;
1796 2045 3      END;
1797 2046 3
1798 2047 3      +
1799 2048 3      Write text into the space just created. SMG$$PUT_TEXT_TO_BUFFER
1800 2049 3      checks for funny characters (tabs, etc) and also updates the cursor
      position.

```

```

1801 2050 2 :-
1802 2051 2
1803 2052 2 IF .STR_LEN NEQ 0
1804 2053 2 THEN
1805 2054 2 BEGIN
1806 2055 2   $SMG$SET_RENDER_CODE (K_SET_ARG, K_COMP_ARG);
1807 2056 2
1808 2057 2   DCB [DCB_W_CURSOR_ROW] = .LINE_NO;
1809 2058 2   DCB [DCB_W_CURSOR_COL] = 1;
1810 2059 2   ! set current position for PUT_TEXT
1811 2060 2   DCB [DCB_V_FULL] = 0;
1812 2061 2
1813 2062 2   SMG$PUT_TEXT_TO_BUFFER (.DCB,
1814 2063 2     .RENDER_CODE,
1815 2064 2     .STR_LEN,
1816 2065 2     .STR_ADDR,
1817 2066 2     C_SET,
1818 2067 2     WRAP_CHARS);
1819 2068 2
1820 2069 2   END
1821 2070 2 ELSE
1822 2071 2 BEGIN
1823 2072 2   !
1824 2073 2   ! Used the short cut to put out a blank line (we let SMG$SCROLL_AREA
1825 2074 2   ! do it), so we must update the cursor position ourselves (normally
1826 2075 2   ! SMG$PUT_TEXT_TO_BUFFER would do it).
1827 2076 2   !
1828 2077 2   DCB [DCB_W_CURSOR_ROW] = .LINE_NO + 1;
1829 2078 2   IF .DCB [DCB_W_CURSOR_ROW] LEQ .DCB [DCB_W_BOTTOM_OF_SCRREG]
1830 2079 2   THEN
1831 2080 2     BEGIN
1832 2081 2       DCB [DCB_V_FULL] = 0;
1833 2082 2       DCB [DCB_W_CURSOR_COL] = .DCB [DCB_W_COL_START]
1834 2083 2     END
1835 2084 2   ELSE
1836 2085 2     BEGIN
1837 2086 2       ! just wrote last line
1838 2087 2       DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_BOTTOM_OF_SCRREG];
1839 2088 2       DCB [DCB_W_CURSOR_COL] = .DCB [DCB_W_NO_COLS];
1840 2089 2       DCB [DCB_V_FULL] = 1;
1841 2090 2       ! remember used all lines
1842 2091 2       DCB [DCB_Y_COL_80] = 1;
1843 2092 2       ! remember at last col position
1844 2093 2     END;
1845 2094 2   END;
1846 2095 2
1847 2096 2   !
1848 2097 2   ! Check for overflow characters which should cause us to scroll 2 lines
1849 2098 2   ! in order to output everything (if wrap requested). Need to pass the
1850 2099 2   ! number of characters (not the printing length) in the descriptor.
1851 2100 2   !
1852 2101 2   IF .WRAP_CHARS NEQ 0
1853 2102 2   THEN
1854 2103 2     BEGIN
1855 2104 2       IF NOT NULLPARAMETER( WRAP_FLAG ) AND
1856 2105 2       .WRAP_FLAG NEQ 0
1857 2106 2     THEN
1858 2107 2       ! wrap requested
1859 2108 2
1860 2109 2       BEGIN
1861 2110 2         ! recurse until whole string output
1862 2111 2         LOCAL
  
```



```

1858      2107  4      TEMP_DESC : BLOCK [8, BYTE];
1859      2108  4
1860      2109  4      TEMP_DESC [DSC$B_CLASS] = DSC$K_CLASS_S;
1861      2110  4      TEMP_DESC [DSC$B_DTYPE] = DSC$K_DTYPE_T;
1862      2111  4      TEMP_DESC [DSC$W_LENGTH] = .STR_LEN - .DCB [DCB_W_NO_COLS];
1863      2112  4      TEMP_DESC [DSC$A_POINTER] = .STR_ADDR +
1864      2113  4          .DCB [DCB_W_NO_COLS];
1865      2114  4
1866      2115  4      !+
1867      2116  4      ! Kludge for downscrolling so that pieces of the line appear
1868      2117  4      ! in the correct order.
1869      2118  4      !-
1870      2119  4      IF .DIR EQL SMG$M_DOWN
1871      2120  4      THEN
1872      2121  5          BEGIN
1873      2122  5              LOCAL
1874      2123  5                  OVERFLOW_LINE;
1875      2124  5                  OVERFLOW_LINE = .LINE_NO + 1;
1876      2125  5                  SMG$INSERT_LINE (.DISPLAY_ID, OVERFLOW_LINE,
1877      2126  5                      TEMP_DESC, %REF (SMG$M_DOWN),
1878      2127  6                      (IF NOT NULLPARAMETER (RENDITION_SET)
1879      2128  6                          THEN .RENDITION_SET
1880      2129  5                          ELSE 0),
1881      2130  6                      (IF NOT NULLPARAMETER (RENDITION_COMPLEMENT)
1882      2131  6                          THEN .RENDITION_COMPLEMENT
1883      2132  5                          ELSE 0),
1884      2133  5                      .WRAP_FLAG, C_SET);
1885      2134  5                  END
1886      2135  4      ELSE
1887      2136  4          SMG$INSERT_LINE (.DISPLAY_ID, .LINE_NO,
1888      2137  4              TEMP_DESC, %REF (SMG$M_UP),
1889      2138  5              (IF NOT NULLPARAMETER (RENDITION_SET)
1890      2139  5                  THEN .RENDITION_SET
1891      2140  4                  ELSE 0),
1892      2141  5              (IF NOT NULLPARAMETER (RENDITION_COMPLEMENT)
1893      2142  5                  THEN .RENDITION_COMPLEMENT
1894      2143  4                  ELSE 0),
1895      2144  4              .WRAP_FLAG,
1896      2145  4              C_SET);
1897      2146  4      DONE = 0;
1898      2147  4      RETURN 1;
1899      2148  4      ! to keep Bliss happy
1900      2149  3      END
1901      2150  4      ELSE
1902      2151  4          BEGIN
1903      2152  4              !+
1904      2153  4              ! Wrap was not requested but there were overflow characters.
1905      2154  4              ! Put out diamond in last position to show truncation.
1906      2155  4              !-
1907      2156  4              IF .DCB [DCB_V_TRUNC_ICON]
1908      2157  5              THEN
1909      2158  5                  BEGIN
1910      2159  5                      DCB [DCB_W_CURSOR_COL] = .DCB [DCB_W_NO_COLS];
1911      2160  5                      SMG$SPUT_TEXT_TO_BUFFER (.DCB,
1912      2161  5                          .REND_CODE + ATTR M_USER_GRAPHIC,
1913      2162  5                          1, UPCIT (BYTE (DIAMOND)),
1914      2163  4                          SMG$C_ASCII);
1915      2164  4                  END;
1916      2165  4      END;

```

```

1915 2164 4 DONE = 1;
1916 2165 3 END;
1917 2166 2 END
1918 2167 2 ELSE
1919 2168 2 DONE = 1;
1920 2169 2 ! no wrap chars
1921 2170 2
1922 2171 2 See if this change should be reflected on the screen. Even if
1923 2172 2 we call SMG$INSERT_LINE again, SMG$$CHECK_FOR_OUTPUT_DCB should
1924 2173 2 be executed only once.
1925 2174 2
1926 2175 2
1927 2176 2 IF .DONE
1928 2177 2 THEN
1929 2178 2 RETURN (SMG$$CHECK_FOR_OUTPUT_DCB (.DCB,
1930 2179 2 SMG$( INSERT_LINE,
1931 2180 2 ..LINE_NO))
1932 2181 2 ELSE
1933 2182 2 RETURN 1;
1934 2183 2
1935 2184 1 END;
! End of SMG$INSERT_LINE

```

00843 .BLKB 1
 60 00844 P.AAA: .BYTE 96

			03FC 00000	.ENTRY	SMG\$INSERT_LINE, Save R2,R3,R4,R5,R6,R7,R8,-; 1823	
					R9	
		59	00000000G 00 9E 00002	MOVAB	SMG\$\$PUT_TEXT_TO_BUFFER, R9	
		5E	18 C2 00009	SUBL2	#24, SP	
			58 D4 0000C	CLRL	STR LEN	1938
		04	AE D4 0000E	CLRL	WRAP_CHARS	
	50	6C	02 83 00011	SUBB3	#2, (AP), DIFF	1960
		06	50 91 00015	CMPB	DIFF, #6	
			08 1B 00018	BLEQU	1\$	
		50	00000000G 8F D0 0001A	MOVL	#SMG\$_WRONUMARG, R0	
			04 00021	RET		
		50	04 BC D0 00022 1\$:	MOVL	@DISPLAY_ID, R0	1962
	04	BC	38 A0 D1 00026	CMPL	56(R0), @DISPLAY_ID	
			06 12 0002B	BNEQ	2\$	
		11	44 A0 91 0002D	CMPB	68(R0), #17	
			08 13 00031	BEQL	3\$	
		50	00000000G 8F D0 00033 2\$:	MOVL	#SMG\$_INVDIS_ID, R0	
			04 0003A	RET		
		53	04 BC D0 0003B 3\$:	MOVL	@DISPLAY_ID, DCB	
		54	08 BC D0 0003F	MOVL	@LINE_NO, R4	1969
54	48	A3	10 00 ED 00043	CMPZV	#0, #16, 72(DCB), R4	
			08 14 00049	BGTR	4\$	
54	4A	A3	10 00 ED 0004B	CMPZV	#0, #16, 74(DCB), R4	1970
			08 1B 00051	BGEQ	5\$	
		50	00000000G 00 9E 00053 4\$:	MOVAB	SMG\$_INVROW, R0	1972
			04 0005A	RET		
		57	01 D0 0005B 5\$:	MOVL	#1, DIR	1974
		04	6C 91 0005E	CMPB	(AP), #4	1976

			15	1F	00061	BLSSU	7\$		
		10	AC	D5	00063	TSTL	16(AP)		
			10	13	00066	BEQL	7\$		
	01	10	BC	D1	00068	CMPL	@DIRECTION, #1	1979	
			06	13	0006C	BEQL	6\$		
	02	10	BC	D1	0006E	CMPL	@DIRECTION, #2	1980	
			21	12	00072	BNEQ	9\$		
	57	10	BC	D0	00074	MOVL	@DIRECTION, DIR	1984	
	OC AE		01	D0	00078	MOVL	#1, C_SET	1987	
			6C	91	0007C	CMPL	(AP), -#8	1989	
	08		21	1F	0007F	BLSSU	11\$		
		20	AC	D5	00081	TSTL	32(AP)		
			1C	13	00084	BEQL	11\$		
0012	04	00	20	BC	CF	CASEL	@CHAR_SET, #0, #4	1992	
	0012	0012	0012		00088	.WORD	10\$-8\$, -		
			0012		00093		10\$-8\$, -		
							10\$-8\$, -		
							10\$-8\$, -		
							10\$-8\$, -		
							10\$-8\$, -		
		50	00000000G	00	9E	00095	9\$: MOVAB	SMG\$_INVARG, R0	1999
				04	0009C	RET			
	OC AE	20	BC	D0	0009D	10\$: MOVL	@CHAR_SET, C_SET	1997	
	03		6C	91	000A2	11\$: CMPL	(AP), -#3	2007	
			16	1F	000A5	BLSSU	12\$		
		OC	AC	D5	000A7	TSTL	12(AP)		
			11	13	000AA	BEQL	12\$		
	50	OC	AC	D0	000AC	MOVL	STRING, R0	2010	
		00000000G	00	16	000B0	JSB	LIB\$ANALYZE_SDESC_R2		
	58		51	D0	000B6	MOVL	R1, R8		
	01		50	E8	000B9	BLBS	STATUS, 12\$		
				04	000BC	RET			
	56	06	A3	9E	000BD	12\$: MOVAB	6(DCB), R6	2025	
	01		57	D1	000C1	CMPL	DIR, #1	2020	
			1C	12	000C4	BNEQ	13\$		
			01	DD	000C6	PUSHL	#1	2022	
			01	DD	000C8	PUSHL	#1		
	7E		66	3C	000CA	MOVZWL	(R6), -(SP)	2025	
	50	48	A3	3C	000CD	MOVZWL	72(DCB), R0	2024	
	54		50	C3	000D1	SUBL3	R0, R4, R0		
		01	A0	9F	000D5	PUSHAB	1(R0)		
	7E	04	A3	3C	000D8	MOVZWL	4(DCB), -(SP)	2023	
	7E	48	A3	3C	000DC	MOVZWL	72(DCB), -(SP)	2027	
			17	11	000E0	BRB	14\$		
			01	DD	000E2	13\$: PUSHL	#1	2028	
			02	DD	000E4	PUSHL	#2		
	7E		66	3C	000E6	MOVZWL	(R6), -(SP)	2030	
	50	4A	A3	3C	000E9	MOVZWL	74(DCB), R0	2029	
	50		54	C2	000ED	SUBL2	R4, R0		
		01	A0	9F	000F0	PUSHAB	1(R0)		
	7E	04	A3	3C	000F3	MOVZWL	4(DCB), -(SP)	2028	
			54	DD	000F7	PUSHL	R4		
			53	DD	000F9	14\$: PUSHL	DCB		
	00000000G	00	07	FB	000FB	CALLS	#7 SMG\$\$\$SCROLL_AREA		
		4C	B344	94	00102	CLRB	@76(DCB)[R4]	2043	
			58	D5	00106	TSTL	STR_LEN	2052	
			3D	13	00108	BEQL	17\$		
	55	2E	A3	9A	0010A	MOVZBL	46(DCB), REND_CODE	2055	

		05	6C	91	0010E	CMPB	(AP), #5	
			09	1F	00111	BLSSU	15\$	
		14	AC	D5	00113	TSTL	20(AP)	
			04	13	00116	BEQL	15\$	
		55	BC	C8	00118	BISL2	@RENDITION_SET, REND_CODE	
		06	6C	91	0011C	CMPB	(AP), #6	
			09	1F	0011F	BLSSU	16\$	
		18	AC	D5	00121	TSTL	24(AP)	
			04	13	00124	BEQL	16\$	
		55	BC	CC	00126	XORL2	@RENDITION_COMPLEMENT, REND_CODE	
28	A3		54	B0	0012A	MOVW	R4, 40(DCB)	2057
2A	A3		01	B0	0012E	MOVW	#1, 42(DCB)	2058
34	A3		01	8A	00132	BICB2	#1, 52(DCB)	2060
		04	AE	9F	00136	PUSHAB	WRAP_CHARS	2062
		10	AE	9F	00139	PUSHAB	C_SET	
			52	DD	0013C	PUSHL	STR_ADDR	2065
		0128	8F	BB	0013E	PUSHR	#^M2R3,R5,R8>	2062
		69	06	FB	00142	CALLS	#6, SMG\$SPUT_TEXT_TO_BUFFER	
			24	11	00145	BRB	19\$	2052
28	A3	54	01	A1	00147	ADDW3	#1, R4, 40(DCB)	2077
4A	A3	28	A3	B1	0014C	CPW	40(DCB), 74(DCB)	2078
			0B	1A	00151	BGTRU	18\$	
34	A3		01	8A	00153	BICB2	#1, 52(DCB)	2081
2A	A3	04	A3	B0	00157	MOVW	4(DCB), 42(DCB)	2082
			0D	11	0015C	BRB	19\$	
28	A3	4A	A3	B0	0015E	MOVW	74(DCB), 40(DCB)	2086
2A	A3		66	B0	00163	MOVW	(R6), 42(DCB)	2087
34	A3		03	88	00167	BISB2	#3, 52(DCB)	2089
		04	AE	D5	0016B	TSTL	WRAP_CHARS	2099
			03	12	0016E	BNEQ	20\$	
			00C0	31	00170	BRW	34\$	
		07	6C	91	00173	CMPB	(AP), #7	2102
			03	1E	00176	BGEQU	22\$	
			009F	31	00178	BRW	33\$	
		1C	AC	D5	0017B	TSTL	28(AP)	
			F8	13	0017E	BEQL	21\$	
		1C	BC	D5	00180	TSTL	@WRAP_FLAG	2103
			F3	13	00183	BEQL	21\$	
10	AE	12	AE	8F	B0	00185	MOVW	#270, TEMP_DESC+2
			58	A3	0018B	SUBW3	(R6), STR_LEN, TEMP_DESC	2111
			50	3C	00190	MOVZWL	(R6), R0	2113
14	AE		52	C1	00193	ADDL3	R0, STR_ADDR, TEMP_DESC+4	
		02	57	D1	00198	CMPL	DIR, #2	2119
			3C	12	0019B	BNEQ	27\$	
		08	AE	A4	9E	0019D	MOVAB	1(R4), OVERFLOW_LINE
			0C	AE	9F	001A2	PUSHAB	C_SET
			1C	AC	DD	001A5	PUSHL	WRAP_FLAG
		06	6C	91	001A8	CMPB	(AP), #6	2130
			0A	1F	001AB	BLSSU	23\$	
		18	AC	D5	001AD	TSTL	24(AP)	
			05	13	001B0	BEQL	23\$	
		18	AC	DD	001B2	PUSHL	RENDITION_COMPLEMENT	2131
			02	11	001B5	BRB	24\$	
			7E	D4	001B7	CLRL	-(SP)	2130
		05	6C	91	001B9	CMPB	(AP), #5	2127
			0A	1F	001BC	BLSSU	25\$	
		14	AC	D5	001BE	TSTL	20(AP)	

			05	13	001C1	BEQL	25\$		
		14	AC	DD	001C3	PUSHL	RENDITION_SET		2128
			02	11	001C6	BRB	26\$		
			7E	D4	001C8	CLRL	-(SP)		2127
10	AE		02	D0	001CA	MOVL	#2, 16(SP)		2126
		10	AE	9F	001CE	PUSHAB	16(SP)		
		24	AE	9F	001D1	PUSHAB	TEMP_DESC		2125
		20	AE	9F	001D4	PUSHAB	OVERFLOW_LINE		
			35	11	001D7	BRB	32\$		
		0C	AE	9F	001D9	PUSHAB	C_SET		2136
		1C	AC	DD	001DC	PUSHL	WRAP_FLAG		2144
	06		6C	91	001DF	CMPB	(AP), #6		2141
			0A	1F	001E2	BLSSU	28\$		
		18	AC	D5	001E4	TSTL	24(AP)		
			05	13	001E7	BEQL	28\$		
		18	AC	DD	001E9	PUSHL	RENDITION_COMPLEMENT		2142
			02	11	001EC	BRB	29\$		
			7E	D4	001EE	CLRL	-(SP)		2141
			6C	91	001F0	CMPB	(AP), #5		2138
	05		0A	1F	001F3	BLSSU	30\$		
		14	AC	D5	001F5	TSTL	20(AP)		
			05	13	001F8	BEQL	30\$		
		14	AC	DD	001FA	PUSHL	RENDITION_SET		2139
			02	11	001FD	BRB	31\$		
			7E	D4	001FF	CLRL	-(SP)		2138
	10	AE	01	D0	00201	MOVL	#1, 16(SP)		2137
		10	AE	9F	00205	PUSHAB	16(SP)		
		24	AE	9F	00208	PUSHAB	TEMP_DESC		2136
		08	AC	DD	0020B	PUSHL	LINE_NO		
		04	AC	DD	0020E	PUSHL	DISPLAY_ID		
	FDEA	CF	08	FB	00211	CALLS	#8, SMG\$INSERT_LINE		
			52	D4	00216	CLRL	DONE		2146
			2E	11	00218	BRB	35\$		2147
14	2F	A3	01	E1	0021A	BBC	#1, 47(DCB), 34\$		2155
	2A	A3	66	B0	0021F	MOVW	(R6), 42(DCB)		2158
			01	DD	00223	PUSHL	#1		2159
		FDD6	CF	9F	00225	PUSHAB	P.AAA		2161
			01	DD	00229	PUSHL	#1		2159
		40	A5	9F	0022B	PUSHAB	64(REND_CODE)		2160
			53	DD	0022E	PUSHL	DCB		2159
	69		05	FB	00230	CALLS	#5, SMG\$\$PUT_TEXT_TO_BUFFER		
	52		01	D0	00233	MOVL	#1, DONE		2168
	0F		52	E9	00236	BLBC	DONE, 35\$		2176
		08	BC	DD	00239	PUSHL	@LINE_NO		2180
			10	DD	0023C	PUSHL	#16		2178
			53	DD	0023E	PUSHL	DCB		
	00000000G	00	03	FB	00240	CALLS	#3, SMG\$\$CHECK_FOR_OUTPUT_DCB		
			04	00247	RET				2182
	50		01	D0	00248	MOVL	#1, R0		
			04	0024B	RET				2184

; Routine Size: 588 bytes, Routine Base: _SMG\$CODE + 0845

; 1936 2185 1 !<BLF/PAGE>

```

1938 2186 1 XSBTTL 'SMG$PUT_CHARS - Put Text to Display'
1939 2187 1 GLOBAL ROUTINE SMG$PUT_CHARS (
1940 2188 1     DISPLAY_ID,
1941 2189 1     TEXT - : REF BLOCK [,BYTE],
1942 2190 1     LINE_NO,
1943 2191 1     COL_NO,
1944 2192 1     ERASE_LINE_FLAG,
1945 2193 1     RENDITION_SET,
1946 2194 1     RENDITION_COMPLEMENT,
1947 2195 1     CHAR_SET
1948 2196 1 ) =
1949 2197 1
1950 2198 1 ++
1951 2199 1 FUNCTIONAL DESCRIPTION:
1952 2200 1
1953 2201 1     This routine is used to write messages to the virtual display.
1954 2202 1     No additional cursor motion is added. Existing text is NOT
1955 2203 1     shifted over - SMG$PUT_CHARS will overwrite anything already
1956 2204 1     in the specified positions. (See SMG$INSERT_CHARS to write new
1957 2205 1     text while preserving existing text.)
1958 2206 1
1959 2207 1     By default, SMG$PUT_CHARS will write out only the text passed to
1960 2208 1     it - other character positions in the line are not modified.
1961 2209 1     Optionally, the caller can request that the line be erased before
1962 2210 1     the new characters are output by setting ERASE_LINE_FLAG. This
1963 2211 1     option is provided for callers who do not want to preserve the
1964 2212 1     previous contents of the line.
1965 2213 1
1966 2214 1     The internal display cursor position is left at the character position
1967 2215 1     following the text written.
1968 2216 1
1969 2217 1 CALLING SEQUENCE:
1970 2218 1
1971 2219 1     ret_status.wlc.v = SMG$PUT_CHARS (DISPLAY_ID.rl.r,
1972 2220 1     TEXT.rt.dx
1973 2221 1     [,LINE_NO.rl.r, COL_NO.rl.r]
1974 2222 1     [,ERASE_LINE_FLAG.r]
1975 2223 1     [,RENDITION_SET.rl.r]
1976 2224 1     [,RENDITION_COMPLEMENT.rl.r]
1977 2225 1     [,CHAR_SET.fl.r])
1978 2226 1
1979 2227 1 FORMAL PARAMETERS:
1980 2228 1
1981 2229 1     DISPLAY_ID.rl.r Display id of virtual display
1982 2230 1
1983 2231 1     TEXT.rt.dx      Address of descriptor of output string.
1984 2232 1
1985 2233 1     LINE_NO.rl.r    Optional. Address of line number at which to
1986 2234 1     start output. If omitted (=0), the current
1987 2235 1     line number is used.
1988 2236 1
1989 2237 1     COL_NO.rl.r     Optional. Address of column number at which
1990 2238 1     to start output. If omitted (=0), the current
1991 2239 1     line number is used.
1992 2240 1
1993 2241 1     ERASE_LINE_FLAG.rl.r
1994 2242 1     Optional. Address of flag which specifies
     whether to erase the line before outputting
  
```

```

1995 2243 1 the specified text.
1996 2244 1 1==> Erase
1997 2245 1 0==> Don't erase
1998 2246 1
1999 2247 1 RENDITION_SET.rl.r Each 1 bit attribute in this parameter
2000 2248 1 causes the corresponding attribute to
2001 2249 1 be set in the display. (See below for
2002 2250 1 list of settable attributes.)
2003 2251 1
2004 2252 1 RENDITION_COMPLEMENT.rl.r
2005 2253 1 Each 1 bit attribute in this parameter
2006 2254 1 causes the corresponding attribute to
2007 2255 1 be complemented in the display. (See
2008 2256 1 below for list of complementable
2009 2257 1 attributes.)
2010 2258 1
2011 2259 1 If the same bit is specified in both the RENDITION_SET parameter
2012 2260 1 and in the RENDITION_COMPLEMENT parameter, the application is
2013 2261 1 RENDITION_SET followed by RENDITION complement. Using these two
2014 2262 1 parameters together the caller can exercise arbitrary and
2015 2263 1 independent control over each attribute on a single call. On an
2016 2264 1 attribute by attribute basis he can cause the following
2017 2265 1 transformations:
2018 2266 1
2019 2267 1
2020 2268 1
2021 2269 1
2022 2270 1
2023 2271 1
2024 2272 1
2025 2273 1
2026 2274 1
2027 2275 1
2028 2276 1
2029 2277 1
2030 2278 1
2031 2279 1
2032 2280 1
2033 2281 1
2034 2282 1
2035 2283 1
2036 2284 1
2037 2285 1
2038 2286 1
2039 2287 1
2040 2288 1
2041 2289 1
2042 2290 1
2043 2291 1
2044 2292 1
2045 2293 1
2046 2294 1
2047 2295 1
2048 2296 1
2049 2297 1
2050 2298 1
2051 2299 1

```

SET	COMPLEMENT	Action
---	-----	
0	0	Attribute unchanged.
1	0	Attribute set to 'on'.
0	1	Attribute set to complement of current setting.
1	1	Attribute set to 'off'.

Attributes which can be manipulated in this manner are:

SMG\$M_BLINK displays characters blinking.

SMG\$M_BOLD displays characters in higher-than-normal intensity.

SMG\$M_REVERSE displays characters in reverse video -- that is, using the opposite default rendition of the virtual display.

SMG\$M_UNDERLINE displays characters underlined.

CHAR_SET.rl.r Optional. Character set to use.
 Choices are:
 SMG\$C_UNITED_KINGDOM
 SMG\$C_ASCII (default)
 SMG\$C_SPEC_GRAPHICS
 SMG\$C_ALT_CHAR
 SMG\$C_ALT_GRAPHICS

IMPLICIT INPUTS:

NONE

IMPLICIT OUTPUTS:

```

2052 2300 1 NONE
2053 2301 1
2054 2302 1 COMPLETION STATUS:
2055 2303 1
2056 2304 1 SSS NORMAL Normal successful completion
2057 2305 1 SMG$_INVCOL Invalid column specification
2058 2306 1 SMG$_INVROW Invalid row specification
2059 2307 1 LIB$_INVSTRDES Invalid string descriptor
2060 2308 1 SMG$_WRONUMARG Wrong number (or combination of) arguments
2061 2309 1
2062 2310 1 SIDE EFFECTS:
2063 2311 1
2064 2312 1 NONE
2065 2313 1 --
2066 2314 1
2067 2315 2 BEGIN
2068 2316 2
2069 2317 2 BUILTIN
2070 2318 2 NULLPARAMETER;
2071 2319 2
2072 2320 2 LOCAL
2073 2321 2 ROW, Row where text goes
2074 2322 2 COL, Column where text goes
2075 2323 2 REND CODE, RENDITION_CODE code to use.
2076 2324 2 STR_LEN : INITIAL (0), Length of text string
2077 2325 2 STR_ADDR, Addr. of text string
2078 2326 2 DCB : REF $DCB_DECL, Address of virtual display
2079 2327 2 control block
2080 2328 2 STATUS; Status of subroutine calls
2081 2329 2
2082 2330 2 LITERAL
2083 2331 2 K_SET_ARG = 6;
2084 2332 2 K_COMP_ARG = 7;
2085 2333 2
2086 2334 2 $SMG$VALIDATE_ARGCOUNT (2, 8);
2087 2335 2
2088 2336 2 $SMG$GET_DCB ( .DISPLAY_ID, DCB); Get address of virtual display
2089 2337 2 control block.
2090 2338 2
2091 2339 2 +
2092 2340 2 Get the length and address of the text string.
2093 2341 2 -
2094 2342 2
2095 2343 3 IF NOT (STATUS = LIB$ANALYZE_SDESC_R2 ( .TEXT;
2096 2344 3 STR_LEN,
2097 2345 3 STR_ADDR))
2098 2346 2 THEN
2099 2347 2 RETURN (.STATUS);
2100 2348 2
2101 2349 2 +
2102 2350 2 Check for all optional arguments. Set local variables to caller's
2103 2351 2 values, when available, and defaults when arguments omitted.
2104 2352 2 -
2105 2353 2
2106 2354 2 IF NOT NULLPARAMETER (LINE_NO) AND
2107 2355 2 ..LINE_NO NEQ 0
2108 2356 2 THEN

```



```

2109      2357      2      ROW = ..LINE_NO
2110      2358      2      ELSE
2111      2359      2      ROW = .DCB [DCB_W_CURSOR_ROW];
2112      2360      2
2113      2361      2      IF NOT NULLPARAMETER (COL_NO) AND
2114      2362      2      ..COL_NO NEQ 0
2115      2363      2      THEN
2116      2364      2      COL = ..COL_NO
2117      2365      2      ELSE
2118      2366      2      COL = .DCB [DCB_W_CURSOR_COL];
2119      2367      2
2120      2368      2      $SMG$VALIDATE_ROW_COL (.ROW, .COL);
2121      2369      2      ! verify row & col within display
2122      2370      2
2123      2371      2      $SMG$SET_REND_CODE (K_SET_ARG, K_COMP_ARG);
2124      2372      2      ! macro to use caller's args if present
2125      2373      2
2126      2374      2      IF NOT NULLPARAMETER (CHAR_SET )
2127      2375      2      THEN
2128      2376      3      BEGIN
2129      2377      3      CASE ..CHAR_SET FROM SMG$C_UNITED_KINGDOM TO SMG$C_ALT_GRAPHICS OF
2130      2378      3      SET
2131      2379      3
2132      2380      3      [SMG$C_UNITED_KINGDOM, SMG$C_ASCII, SMG$C_SPEC_GRAPHICS,
2133      2381      3      SMG$C_ALT_CHAR, SMG$C_ALT_GRAPHICS];
2134      2382      3
2135      2383      3      [INRANGE, OUTRANGE]:
2136      2384      3      RETURN (SMG$_INVARG);
2137      2385      3
2138      2386      2      TES;
2139      2387      2      END;
2140      2388      2
2141      2389      2      !+
2142      2390      2      ! Reset the line characteristics in case the line was previously
2143      2391      2      ! double high or wide.
2144      2392      2      !-
2145      2393      2
2146      2394      3      BEGIN
2147      2395      3      BIND
2148      2396      3      LINE_CHAR = .DCB [DCB_A_LINE_CHAR];
2149      2397      3      MAP
2150      2398      3      LINE_CHAR : VECTOR [,BYTE];
2151      2399      3      IF ..LINE_CHAR [.ROW] NEQ 0      ! prev wide or high chars
2152      2400      3      THEN
2153      2401      4      BEGIN      ! blank line
2154      2402      4      LOCAL
2155      2403      4      START_INDEX;
2156      2404      4      START_INDEX = $SMG$LINEAR (.ROW, 1);
2157      2405      4      $SMG$BLANK_FILL_DCB (.DCB [DCB_W_NO_COLS], .START_INDEX);
2158      2406      4      LINE_CHAR [.ROW] = 0;
2159      2407      3      END;
2160      2408      2      END;
2161      2409      2
2162      2410      2      !+
2163      2411      2      ! If erase_line_flag is set, blank out the line before outputting the text.
2164      2412      2      !-
2165      2413      2

```

```

2166 2414 2 IF NOT NULLPARAMETER (ERASE_LINE_FLAG) AND
2167 2415 2 ..ERASE_LINE_FLAG NEQ 0
2168 2416 2 THEN
2169 2417 2 BEGIN
2170 2418 2 LOCAL
2171 2419 2 START_INDEX;
2172 2420 2 START_INDEX = $SMG$LINEAR (.ROW, 1);
2173 2421 2 $SMG$BLANK_FILL_DCB (.DCB [DCB_W_NO_COLS], .START_INDEX);
2174 2422 2 END;
2175 2423 2
2176 2424 2 !+
2177 2425 2 All local variables are set up. Call routine to put text into the
2178 2426 2 display buffer.
2179 2427 2 !-
2180 2428 2
2181 2429 2 DCB [DCB_W_CURSOR_ROW] = .ROW;
2182 2430 2 DCB [DCB_W_CURSOR_COL] = .COL;
2183 2431 2 ! set current position for PUT_TEXT
2184 2432 2
2185 2433 2 IF NOT (STATUS = SMG$PUT_TEXT_TO_BUFFER ( .DCB,
2186 2434 2 .REND CODE,
2187 2435 2 .STR_LEN,
2188 2436 2 .STR_ADDR,
2189 2437 2 IF NOT NULLPARAMETER (CHAR_SET)
2190 2438 2 THEN ..CHAR_SET
2191 2439 2 ELSE SMG$C_ASCII ))
2192 2440 2 THEN
2193 2441 2 RETURN (.STATUS);
2194 2442 2
2195 2443 2 !+
2196 2444 2 Check for non-printable characters, such as LF, that may cause this
2197 2445 2 call to affect several lines. Normally we try to tell the output
2198 2446 2 routines exactly what line changed (so it can optimize), but if we
2199 2447 2 encountered funny characters which may have changed more than 1 line,
2200 2448 2 just pass a 0 (which will turn off optimization).
2201 2449 2 !-
2202 2450 2
2203 2451 2 BEGIN
2204 2452 2 LOCAL
2205 2453 2 SAVED_STRING_LEN,
2206 2454 2 PRINT_LEN;
2207 2455 2
2208 2456 2 SAVED_STRING_LEN = .STR_LEN;
2209 2457 2 ! side effect of macro is to change STR_LEN
2210 2458 2 $SMG$FIND_PRINT_LENGTH (STR_LEN, .STR_ADDR, PRINT_LEN);
2211 2459 2 ! macro to do SCANC
2212 2460 2 IF .PRINT_LEN NEQ .SAVED_STRING_LEN
2213 2461 2 THEN
2214 2462 2 ROW = 0;
2215 2463 2
2216 2464 2 END;
2217 2465 2 !+
2218 2466 2 Turn off scrolling. This change just moved the cursor to some
2219 2467 2 random position.
2220 2468 2 !-
2221 2469 2 DCB [DCB_V_FULL] = 0;
2222 2470 2

```


2223	2471	2	!	+	
2224	2472	2	!	+	See if this change should be reflected on the screen.
2225	2473	2	!	+	
2226	2474	2	!	+	
2227	2475	3			RETURN (SMG\$CHECK_FOR_OUTPUT_DCB (.DCB,
2228	2476	3			SMG\$C_PUT_CHARS,
2229	2477	2			.ROW));
2230	2478	1			! End of routine SMG\$PUT_CHARS
					END;

			OFFC 00000		.ENTRY	SMG\$PUT_CHARS. Save R2,R3,R4,R5,R6,R7,R8,-	2187
						R9,R10,R11	
	5E		0C C2 00002		SUBL2	#12, SP	
			7E D4 00C05		CLRL	STR_LEN	2315
50	6C		02 83 00007		SUBB3	#2, -(AP), DIFF	2334
	06		50 91 0000B		CMPB	DIFF, #6	
			08 1B 0000E		BLEQU	'\$	
	50	00000000G	8F D0 0C010		MOVL	#SMG\$_WRONUMARG, R0	
			04 00017		RET		
	50	04	BC D0 00018	1\$:	MOVL	@DISPLAY_ID, R0	2336
04	BF	38	A0 D1 0001C		CMPB	56(R0), @DISPLAY_ID	
			06 12 00021		BNEQ	2\$	
	11	44	A0 91 00023		CMPB	68(R0), #17	
			08 13 00027		BEQ	3\$	
	50	00000000G	8F D0 00029	2\$:	MOVL	#SMG\$_INVDIS_ID, R0	
			04 00030		RET		
	57	04	BC D0 00031	3\$:	MOVL	@DISPLAY_ID, DCB	
	50	08	AC D0 00035		MOVL	TEXT, R0	2343
		00000000G	00 16 00039		JSB	LIB\$ANALYZE_SDESC_R2	
04	AE		50 D0 0003F		MOVL	R0, STATUS	
	6E		51 D0 00043		MOVL	R1, (SP)	
0C	AE		52 D0 00046		MOVL	R2, 12(SP)	
	03	04	AE E8 0004A		BLBS	STATUS, 4\$	
		0152	31 0004E		BRW	22\$	
	03		6C 91 00051	4\$:	CMPB	(AP), #3	2354
			10 1F 00054		BLSSU	5\$	
		0C	AC D5 00056		TSTL	12(AP)	
			0B 13 00059		BEQ	5\$	
		0C	BC D5 0005B		TSTL	@LINE_NO	2355
			06 13 0005E		BEQ	5\$	
	56	0C	BC D0 0C060		MOVL	@LINE_NO, ROW	2357
			04 11 00064		BRB	6\$	
	56	28	A7 3C 00066	5\$:	MOVZWL	40(DCB), ROW	2359
	04		6C 91 0006A	6\$:	CMPB	(AP), #4	2361
			10 1F 0006D		BLSSU	7\$	
		10	AC D5 0006F		TSTL	16(AP)	
			0B 13 00072		BEQ	7\$	
		10	BC D5 00074		TSTL	@COL_NO	2362
			06 13 00077		BEQ	7\$	
	5B	10	BC D0 00079		MOVL	@COL_NO, COL	2364
			04 11 0007D		BRB	8\$	
	5B	2A	A7 3C 0007F	7\$:	MOVZWL	42(DCB), COL	2366
			56 D5 00083	8\$:	TSTL	ROW	2368
			0B 15 00085		BLEQ	9\$	

SMGSDISPLAY_CHA		SMGSDISPLAY CHANGE - Virtual Display		-- Changes		16 Sep-1984 00:16:38		VAX-11 Bliss-32 V4.0-742		Page 64		SMC	
1-048		SMGSPUT_CHARS - Put Text to Display				14-Sep-1984 13:09:40		[SMGRTL.SRC]SMGDISCHA.B32;1		(14)		1-C	
56	02	A7	10	00	ED	00087		CMPZV	#0, #16, 2(DCB), ROW				
			50	00000000G	08	18	0C08D	BGEQ	10\$				
					8F	D0	0008F	9\$:	MOVL	#SMGS_INVROW, R0			
						04	00096	RET					
					5B	D5	00097	10\$:	TSTL	COL			
					08	15	00099		BLEQ	11\$			
5B	06	A7	10	00	ED	0009B		CMPZV	#0, #16, 6(DCB), COL				
			50	00000000G	08	18	000A1	BGEQ	12\$				
					8F	D0	000A3	11\$:	MOVL	#SMGS_INVCOL, R0			
						04	000AA	RET					
		08	AE	2E	A7	9A	000AB	12\$:	MOVZBL	46(DCB), REND_CODE		2371	
			06		6C	91	000B0		CMPB	(AP), #6			
					0A	1F	000B3		BLSSU	13\$			
					18	AC	D5	000B5	TSTL	24(AP)			
		08	AE	18	05	13	000B8		BEQL	13\$			
			07		BC	C8	000BA		BISL2	@RENDITION_SET, REND_CODE			
					6C	91	000BF	13\$:	CMPB	(AP), #7			
					0A	1F	000C2		BLSSU	14\$			
					1C	AC	D5	000C4	TSTL	28(AP)			
		08	AE	1C	05	13	000C7		BEQL	14\$			
			08		BC	CC	000C9		XORL2	@RENDITION_COMPLEMENT, REND_CODE		2374	
					6C	91	000CE	14\$:	CMPB	(AP), #8			
					1C	1F	000D1		BLSSU	16\$			
					20	AC	D5	000D3	TSTL	32(AP)			
					17	13	0C0D6		BEQL	16\$			
0012	04		00	20	BC	CF	000D8		CASEL	@CHAR_SET, #0, #4		2377	
	0012		0012		0012		000DD	15\$:	.WORD	16\$-15\$,-			
					0012		000E5			16\$-15\$,-			
										16\$-15\$,-			
										16\$-15\$,-			
										16\$-15\$,-			
										16\$-15\$			
			50	00000000G	00	9E	000E7		MOVAB	SMGS_INVARG, R0		2384	
						04	000EE		RET				
					4C	B746	95	000EF	16\$:	TSTB	@76(DCB)[ROW]		2399
						38	13	000F3		BEQL	18\$		
			50		FF	A6	9E	000F5		MOVAB	-1(R6), R0		2404
			51	06	A7	3C	000F9		MOVZWL	6(DCB), R1			
			50			51	C4	000FD		MULL2	R1, R0		
			5A			50	D0	00100		MOVL	R0, START_INDEX		
			50	10	A7	D0	00103		MOVL	16(DCB), TEXT_BUF		2405	
			58	14	A7	7D	00107		MOVQ	20(DCB), ATTR_BUF			
06	A7		20		00	2C	0010B		MOVCS	#0, (SP), #32, 6(DCB), (START_INDEX)-			
					6A40		00111			[TEXT_BUF]			
06	A7	2E	A7	6E	00	2C	00113		MOVCS	#0, (SP), 46(DCB), 6(DCB), (START_INDEX)-			
					6A48		0011A			[ATTR_BUF]			
					59	D5	0011C		TSTL	CHAR_BUF			
					09	13	0011E		BEQL	17\$			
06	A7	30	A7	6E	00	2C	00120		MOVCS	#0, (SP), 48(DCB), 6(DCB), (START_INDEX)-			
					6A49		00127			[CHAR_BUF]			
					4C	B746	94	00129	17\$:	CLRB	@76(DCB)[ROW]		2406
			05		6C	91	0012D	18\$:	CMPB	(AP), #5		2414	
					3E	1F	00130		BLSSU	19\$			
					14	AC	D5	00132	TSTL	20(AP)			
					39	13	00135		BEQL	19\$			
					14	BC	D5	00137	TSTL	@ERASE_LINE_FLAG		2415	
					34	13	0013A		BEQL	19\$			
			50	FF	A6	9E	0013C		MOVAB	-1(R6), R0		2420	

50	00000000G	8F	D0	001F8	MOVL	28\$-25\$,-	:
			04	001FF	RET	27\$-25\$	:
50	2A	A7	3C	00200	26\$: MOVZWL	42(DCB), R0	:
		50	D7	00204	DECL	R0	:
50		08	C6	00206	DIVL2	#8, R0	:
55	09	A540	7E	00209	MOVAQ	9(PRINT_LEN)[R0], PRINT_LEN	:
		6E	D6	0020E	INCL	STR_LEN	:
		58	D6	00210	27\$: INCL	IN_POINTER	:
		54	D7	00212	DECL	BYTES_REMAINING	:
		A3	11	00214	BRB	24\$	:
58		55	D1	00216	28\$: CMPL	PRINT_LEN, SAVED_STRING_LEN	: 2460
		02	13	00219	BEQL	29\$	:
		56	D4	0021B	CLRL	ROW	: 2462
34	A7	01	8A	0021D	29\$: BICB2	#1, 52(DCB)	: 2469
		56	DD	00221	PUSHL	ROW	: 2477
		11	DD	00223	PUSHL	#17	: 2475
		57	DD	00225	PUSHL	DCB	:
00000000G	00	03	FB	00227	CALLS	#3, SMG\$\$CHECK_FOR_OUTPUT_DCB	:
		04	0022E	RET			: 2478

; Routine Size: 559 bytes, Routine Base: _SMG\$CODE + 0A91

; 2231 2479 1 !<BLF/PAGE>

```

2233 2480 1 XSBTTL 'SMG$PUT_LINE - Put Text to Display in Line Mode'
2234 2481 1 GLOBAL ROUTINE SMG$PUT_LINE (
2235 2482 1     DISPLAY_ID,
2236 2483 1     TEXT      : REF BLOCK [,BYTE],
2237 2484 1     LINE_ADV,
2238 2485 1     RENDITION_SET,
2239 2486 1     RENDITION_COMPLEMENT,
2240 2487 1     WRAP_FLAG,
2241 2488 1     CHAR_SET
2242 2489 1 ) =
2243 2490 1
2244 2491 1 **
2245 2492 1 FUNCTIONAL DESCRIPTION:
2246 2493 1
2247 2494 1     This routine is used to write lines to the virtual display
2248 2495 1     optionally followed by cursor movement sequences. SMG$PUT_LINE
2249 2496 1     writes from the current cursor position to the end of the line.
2250 2497 1     If the caller's text does not span to the end of the line, blank
2251 2498 1     fill is added.
2252 2499 1
2253 2500 1     Treatment of text which exceeds the rightmost bounds of the
2254 2501 1     display depends on WRAP_FLAG. If WRAP_FLAG is set, lines are
2255 2502 1     scrolled LINE_ADV times to make room for the overflow characters
2256 2503 1     in the 'next' line. If wrap is off, overflow characters are lost.
2257 2504 1
2258 2505 1     Following a call to SMG$PUT_LINE, the internal display cursor
2259 2506 1     position is set to column 1 of the next line where output should
2260 2507 1     occur. The next line where output should occur is determined by
2261 2508 1     LINE_ADV; LINE_ADV defaults to 1 so that subsequent calls to
2262 2509 1     SMG$PUT_LINE will not cause overprinting.
2263 2510 1
2264 2511 1 CALLING SEQUENCE:
2265 2512 1
2266 2513 1     ret_status.wlc.v = SMG$PUT_LINE (DISPLAY_ID.rl.r,
2267 2514 1     TEXT.rt.dx
2268 2515 1     [,LINE_ADV.rl.r]
2269 2516 1     [,RENDITION_SET.rl.r]
2270 2517 1     [,RENDITION_COMPLEMENT.rl.r]
2271 2518 1     [,WRAP_FLAG.rl.r]
2272 2519 1     [,CHAR_SET.rl.r])
2273 2520 1
2274 2521 1 FORMAL PARAMETERS:
2275 2522 1
2276 2523 1     DISPLAY_ID.rl.r Display id of virtual display
2277 2524 1
2278 2525 1     TEXT.rt.dx      Address of descriptor of output string.
2279 2526 1
2280 2527 1     LINE_ADV.rl.r   Optional. Address of signed number of lines
2281 2528 1     to advance after output.
2282 2529 1
2283 2530 1     RENDITION_SET.rl.r Each 1 bit attribute in this parameter
2284 2531 1     causes the corresponding attribute to
2285 2532 1     be set in the display. (See below for
2286 2533 1     list of settable attributes.)
2287 2534 1
2288 2535 1     RENDITION_COMPLEMENT.rl.r
2289 2536 1     Each 1 bit attribute in this parameter

```

SET	COMPLEMENT	Action
0	0	Attribute unchanged.
1	0	Attribute set to "on".
0	1	Attribute set to complement of current setting.
1	1	Attribute set to "off".

```

SMGSM_BLINK    displays characters blinking.
SMGSM_BOLD     displays characters in higher-than-normal
                intensity.
SMGSM_REVERSE  displays characters in reverse video -- that is,
                using the opposite default rendition of the
                virtual display.
SMGSM_UNDERLINE displays characters underlined.

```

CHAR_SET.r1.r Optional. Character set to use.
Choices are:
SMGSC-UNITED KINGDOM
SMGSC-ASCII (default)
SMGSC-SPEC GRAPHICS
SMGSC-ALT-CHAR
SMGSC-ALT-GRAPHICS

NONE

NONE

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```

2347 2594 1      LIB$INVSTRDES Invalid string descriptor
2348 2595 1
2349 2596 1      SIDE EFFECTS:
2350 2597 1
2351 2598 1      NONE
2352 2599 1      --
2353 2600 1
2354 2601 2      BEGIN
2355 2602 2
2356 2603 2      BUILTIN
2357 2604 2      NULLPARAMETER;
2358 2605 2
2359 2606 2      LOCAL
2360 2607 2      DONE,
2361 2608 2      DCB : REF $DCB_DECL,           ! Address of virtual display
2362 2609 2                                     ! control block.
2363 2610 2      STR_LEN : INITIAL (0),       ! Length of text string
2364 2611 2      STR_ADDR,                 ! Address of text string
2365 2612 2      REND_CODE,                ! Rendition code to use
2366 2613 2      WRAPPED_CHARS : INITIAL (0), ! Number of chars that don't fit on
2367 2614 2                                     ! the current line
2368 2615 2      SCROLL_FLAG : INITIAL (0),   ! Set by call to SMG$$PUT_TEXT_TO_BUFFER
2369 2616 2                                     ! Flag to scroll up, down, or neither
2370 2617 2      STATUS;                     ! Set by $SMG$SET_SCROLLING
2371 2618 2                                     ! Status of subroutine calls
2372 2619 2
2373 2620 2      LITERAL
2374 2621 2      K_SET_ARG = 4;
2375 2622 2      K_COMP_ARG = 5;
2376 2623 2
2377 2624 2      MACRO $SCROLL_UP (COUNT) =
2378 2625 2          SMG$$SCROLL_AREA (.DCB,
2379 2626 2              .DCB [DCB-W-TOP-OF-SCRREG],
2380 2627 2              .DCB [DCB-W-COL-START],
2381 2628 2              (.DCB [DCB-W-BOTTOM-OF-SCRREG] -
2382 2629 2                  .DCB [DCB-W-TOP-OF-SCRREG] + 1),
2383 2630 2              .DCB [DCB-W-NO-COLS],
2384 2631 2              SMG$M_UP, COUNT) %;
2385 2632 2
2386 2633 2      $SMG$VALIDATE_ARGCOUNT (2,7);
2387 2634 2
2388 2635 2      $SMG$GET_DCB (.DISPLAY_ID, DCB); ! Get address of virtual display
2389 2636 2                                     ! control block.
2390 2637 2
2391 2638 2      IF NOT NULLPARAMETER (LINE_ADV) AND
2392 2639 2          ..LINE_ADV LSS 0
2393 2640 2      THEN
2394 2641 2          RETURN (SMG$_INVARG);         ! positive advancing only
2395 2642 2
2396 2643 2      !+
2397 2644 2      ! Select rendition code to use, based on whether one was provided by
2398 2645 2      ! caller.
2399 2646 2      !-
2400 2647 2
2401 2648 2      $SMG$SET_REND_CODE (K_SET_ARG, K_COMP_ARG);
2402 2649 2
2403 2650 2      !+
  
```

```

2404 2651 2 ! Get the length and address of the text string.
2405 2652 2 !-
2406 2653 3 IF NOT (STATUS = LIB$ANALYZE_SDESC_R2 ( .TEXT;
2407 2654 3 STR_LEN,
2408 2655 3 STR_ADDR))
2409 2656 2 THEN
2410 2657 2 RETURN (.STATUS);
2411 2658 2
2412 2659 2 !+
2413 2660 2 If the previous line written was the last line in the display, we
2414 2661 2 did not scroll at the end of the operation. (This would've always
2415 2662 2 left the last line blank - effectively the display would have one
2416 2663 2 less useable line.) If we're at the bottom, scroll up one before writing.
2417 2664 2 !-
2418 2665 2
2419 2666 2
2420 2667 2 $SMG$SET_SCROLLING (SCROLL_FLAG);
2421 2668 2
2422 2669 2 IF .SCROLL_FLAG EQL 1
2423 2670 2 THEN
2424 2671 3 ! we're at the last line in the display
2425 2672 3 ! and display is full
2426 2673 3 IF NOT NULLPARAMETER (LINE_ADV)
2427 2674 3 THEN
2428 2675 4 BEGIN ! Arg present
2429 2676 4 IF ..LINE_ADV GTR 0
2430 2677 4 THEN ! positive line advancing
2431 2678 4 $SCROLL_UP (..LINE_ADV)
2432 2679 4
2433 2680 4 ELSE
2434 2681 5 BEGIN ! Negative line advance specified
2435 2682 5 IF ..LINE_ADV LSS 0
2436 2683 5 THEN
2437 2684 5 RETURN (SMG$_INVARG);
2438 2685 5
2439 2686 5 END ! Negative line advance specified
2440 2687 5 END ! Arg present
2441 2688 4
2442 2689 4 ELSE ! Arg not present, default to 1 line
2443 2690 3 $SCROLL_UP (1)
2444 2691 3
2445 2692 3
2446 2693 3
2447 2694 2 END; ! we're at the last line in the display
2448 2695 2
2449 2696 2 !+
2450 2697 2 Blank out the line before writing new text.
2451 2698 2 !-
2452 2699 2
2453 2700 3 BEGIN
2454 2701 3 LOCAL
2455 2702 3 START_INDEX;
2456 2703 3
2457 2704 3 START_INDEX = $SMG$LINEAR (.DCB [DCB_W_CURSOR_ROW], .DCB [DCB_W_CURSOR_COL]);
2458 2705 3 $SMG$BLANK_FILL_DCB ((.DCB [DCB_W_NO_COLS] - .DCB [DCB_W_CURSOR_COL] + 1),
2459 2706 3 .START_INDEX);
2460 2707 3

```



```

2461 2708 2 END;
2462 2709 3
2463 2710 3
2464 2711 3 * Reset the line characteristics in case the line was previously
2465 2712 3 double high or wide.
2466 2713 3 -
2467 2714 3
2468 2715 3 BEGIN
2469 2716 3 BIND
2470 2717 3 LINE_CHAR = .DCB [DCB_A_LINE_CHAR];
2471 2718 3 MAP
2472 2719 3 LINE_CHAR : VECTOR [,BYTE];
2473 2720 3 LINE_CHAR [.DCB [DCB_W_CURSOR_ROW]] = 0;
2474 2721 3 END;
2475 2722 3
2476 2723 3 *
2477 2724 3 Move the text string into our virtual display buffer.
2478 2725 3 Note the cursor position is already correct for the call.
2479 2726 3 -
2480 2727 3
2481 2728 3 IF NOT ( STATUS = SMG$PUT_TEXT_TO_BUFFER ( .DCB,
2482 2729 3 .REND_CODE,
2483 2730 3 .STR_LEN,
2484 2731 3 .STR_ADDR,
2485 2732 3 IF NOT NULLPARAMETER (CHAR_SET)
2486 2733 3 THEN .CHAR_SET
2487 2734 3 ELSE SMG$C_ASCII,
2488 2735 3 WRAPPED_CHARS))
2489 2736 3 THEN
2490 2737 3 RETURN (.STATUS);
2491 2738 3
2492 2739 3
2493 2740 3 *
2494 2741 3 If all went well so far, we need to enter the <CR>,<LF> to form the
2495 2742 3 end of line.
2496 2743 3 -
2497 2744 3
2498 2745 3 DCB [DCB_W_CURSOR_COL] = 1; ! Effect of <CR>
2499 2746 3
2500 2747 3 *
2501 2748 3 Default to advancing one line if LINE_ADV is omitted.
2502 2749 3 -
2503 2750 3
2504 2751 3 IF NULLPARAMETER (LINE_ADV)
2505 2752 3 THEN
2506 2753 3 BEGIN ! line adv omitted
2507 2754 3 IF .DCB [DCB_W_CURSOR_ROW] + 1 LEQ .DCB [DCB_W_BOTTOM_OF_SCRREG]
2508 2755 3 THEN
2509 2756 3 ! Just advance cursor row to next line
2510 2757 3 DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_CURSOR_ROW] + 1
2511 2758 3 ELSE
2512 2759 3 BEGIN
2513 2760 3 $SMG$SET_SCROLLING (SCROLL_FLAG);
2514 2761 3 IF .SCROLL_FLAG EQL 1
2515 2762 3 THEN
2516 2763 3 IF .DCB [DCB_W_CURSOR_ROW] NEQ .DCB [DCB_W_BOTTOM_OF_SCRREG]
2517 2764 3 THEN

```

```

2518 2765 4          $$SCROLL UP (1);          ! scroll if within scrolling region
2519 2766 4          IF .DCB [DCB_W_CURSOR_ROW] LEQ .DCB [DCB_W_BOTTOM_OF_SCRREG]
2520 2767 4          THEN
2521 2768 4              DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_BOTTOM_OF_SCRREG];
2522 2769 4          DCB [DCB_V_FOLC] = 1; ! remember that we used last line
2523 2770 3          END;
2524 2771 3
2525 2772 3          END ! line_adv omitted
2526 2773 3
2527 2774 3      !+
2528 2775 3      ! Take care of the requested line advancing.
2529 2776 3      !-
2530 2777 3
2531 2778 2      ELSE
2532 2779 3          BEGIN ! line_adv specified
2533 2780 3          IF ..LINE_ADV GTR 0
2534 2781 3          THEN
2535 2782 4              BEGIN ! upspacing requested
2536 2783 4              IF .DCB [DCB_W_CURSOR_ROW] + ..LINE_ADV LEQ
2537 2784 4              .DCB [DCB_W_BOTTOM_OF_SCRREG]
2538 2785 4              THEN
2539 2786 4                  ! Just advance cursor row number
2540 2787 4                  DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_CURSOR_ROW]
2541 2788 4                  + ..LINE_ADV
2542 2789 4              ELSE
2543 2790 5                  BEGIN ! scrolling up
2544 2791 5                  $$MSG$SET_SCROLLING (SCROLL_FLAG);
2545 2792 5                  IF .SCROLL_FLAG EQL 1
2546 2793 5                  THEN
2547 2794 5                      IF .DCB [DCB_W_CURSOR_ROW] NEQ .DCB [DCB_W_BOTTOM_OF_SCRREG]
2548 2795 5                      THEN
2549 2796 5                          $$SCROLL UP (..LINE_ADV); ! scroll if w/in scroll region
2550 2797 5                      IF .DCB [DCB_W_CURSOR_ROW] LEQ .DCB [DCB_W_BOTTOM_OF_SCRREG]
2551 2798 5                      THEN
2552 2799 5                          DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_BOTTOM_OF_SCRREG];
2553 2800 5                      DCB [DCB_V_FOLC] = 1; ! remember that we used last line
2554 2801 5                      END ! scrolling up
2555 2802 3                  END; ! upspace action
2556 2803 3
2557 2804 2          END; ! line_adv specified
2558 2805 2
2559 2806 2      !+
2560 2807 2      ! If wrapping was requested and some characters overflowed the line,
2561 2808 2      ! call ourself again with the remainder of the characters.
2562 2809 2      !-
2563 2810 2
2564 2811 2      IF .WRAPPED_CHARS NEQ 0 AND
2565 2812 3      ((NOT NULLPARAMETER (LINE_ADV) AND ..LINE_ADV GTR 0) OR
2566 2813 3      NULLPARAMETER (LINE_ADV))
2567 2814 2      THEN
2568 2815 3          BEGIN ! overflow chars
2569 2816 4          IF (NOT NULLPARAMETER (WRAP_FLAG) AND
2570 2817 4          ..WRAP_FLAG NEQ 0)
2571 2818 3          THEN
2572 2819 4              BEGIN ! wrap set - recurse w/overflow
2573 2820 4              LOCAL
2574 2821 4              STR_DESC : BLOCK [8, BYTE],

```

```

2575      2822  4          C_SET;
2576      2823  4
2577      2824  4          STR_DESC [DSC$B_CLASS] = DSC$K_CLASS_S;
2578      2825  4          STR_DESC [DSC$B_DTYPE] = DSC$K_DTYPE_T;
2579      2826  4          STR_DESC [DSC$W_LENGTH] = .STR_LEN - .DCB [DCB_W_NO_COLS];
2580      2827  4          STR_DESC [DSC$A_POINTER] = .STR_ADDR + .DCB [DCB_W_NO_COLS];
2581      2828  4
2582      2829  4          C_SET = SMG$C_ASCII;
2583      2830  4          IF NOT NULLPARAMETER( CHAR_SET ,
2584      2831  4          THEN
2585      2832  4              C_SET = ..CHAR_SET;
2586      2833  4
2587      2834  4          SMG$PUT_LINE (.DISPLAY_ID,
2588      2835  4                      STR_DESC,
2589      2836  4                      .LINE_ADV,
2590      2837  4                      .RENDITION_SET,
2591      2838  4                      .RENDITION_COMPLEMENT,
2592      2839  4                      .WRAP_FLAG,
2593      2840  4                      C_SET);
2594      2841  4          DONE = 0;
2595      2842  4          RETURN 1;          ! to keep Bliss happy
2596      2843  4          END          ! wrap set - recurse w/overflow
2597      2844  3      ELSE
2598      2845  4          BEGIN          ! wrap not set - truncation
2599      2846  4          !+
2600      2847  4          ! Wrap was not requested but there were overflow characters.
2601      2848  4          ! Put out diamond in last position to show truncation.
2602      2849  4          !-
2603      2850  4          IF .DCB [DCB_V_TRUNC_ICON]
2604      2851  4          THEN
2605      2852  5              BEGIN
2606      2853  5              IF NOT .DCB [DCB_V_FULL]
2607      2854  5              THEN
2608      2855  5                  DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_CURSOR_ROW] - 1;
2609      2856  5                  DCB [DCB_W_CURSOR_COL] = .DCB [DCB_W_NO_COLS];
2610      2857  5
2611      2858  5                  SMG$$PUT_TEXT_TO_BUFFER (.DCB,
2612      2859  5                      .REND_CODE + ATTR_M_USER_GRAPHIC,
2613      2860  5                      1, UP[IT (BYTE (DIAMOND))],
2614      2861  5                      SMG$C_ASCII);
2615      2862  5
2616      2863  5                  IF NOT .DCB [DCB_V_FULL]
2617      2864  5                  THEN
2618      2865  5                      DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_CURSOR_ROW] + 1;
2619      2866  5                      ! restore for next call
2620      2867  5                  DCB [DCB_W_CURSOR_COL] = 1;
2621      2868  4                  END;
2622      2869  4
2623      2870  4          DONE = 1;
2624      2871  3          END          ! wrap not set - truncation
2625      2872  3      ELSE
2626      2873  2          DONE = 1;          ! no wrap chars
2627      2874  2
2628      2875  2          !+
2629      2876  2          ! See if this change should be reflected on the screen.
2630      2877  2          ! Even if we call SMG$PUT_LINE again, SMG$$CHECK_FOR_OUTPUT_DCB
2631      2878  2

```

```

: 2632      2879 2      ! should be called only once.
: 2633      2880 2      !-
: 2634      2881 2
: 2635      2882 2      IF .DONE
: 2636      2883 2      THEN
: 2637      2884 3          BEGIN
: 2638      2885 3              LOCAL
: 2639      2886 3                  LINE_CHANGED;
: 2640      2887 4                  LINE_CHANGED = .DCB [DCB_W_CURSOR_ROW] -(IF NOT NULLPARAMETER (LINE_ADV)
: 2641      2888 4                      THEN ABS (...LINE_ADV)
: 2642      2889 3                      ELSE 0);
: 2643      2890 4                  RETURN (SMG$$CHECK_FOR_OUTPUT_DCB (.DCB,
: 2644      2891 4                      SMG$C_PUT_LINE,
: 2645      2892 3                      .LINE_CHANGED));
: 2646      2893 3      END
: 2647      2894 2      ELSE
: 2648      2895 2          RETURN 1;
: 2649      2896 2
: 2650      2897 1      END;

```

! End of routine SMG\$PUT_LINE

60 00CC0 P.AAB: .BYTE 96

			OFFC 00000	.ENTRY	SMG\$PUT_LINE, Save R2,R3,R4,R5,R6,R7,R8,R9,-;	2481
	5E		24 C2 00002	SUBL2	R10,R11	
			7E D4 00005	CLRL	#36, SP	
		18	AE D4 00007	CLRL	STR_LEN	2601
			7E D4 0000A	CLRL	WRAPPED_CHARS	
50	6C		02 83 0000C	SUBB7	SCROLL_FLAG	
	05		50 91 00010	CMPB	#2, (AP), DIFF	2633
			08 1B 00013	BLEQU	DIFF, #5	
	50	00000000G	8F D0 00015	MOVL	1\$	
			04 0001C	RET	#SMG\$_WRONUMARG, R0	
	50	04	BC D0 0001D	MOVL	@DISPLAY_ID, R0	2635
04	BC	38	A0 D1 00021	CMPL	56(R0), @DISPLAY_ID	
			06 12 00026	BNEQ	2\$	
	11	44	A0 91 00028	CMPB	68(R0), #17	
			08 13 0002C	BEQL	3\$	
	50	00000000G	8F D0 0002E	MOVL	#SMG\$_INVDIS_ID, R0	
			04 00035	RET		
	56	04	BC D0 00036	MOVL	@DISPLAY_ID, DCB	
	03		6C 91 0003A	CMPB	(AP), #3	2638
			0A 1F 0003D	BLSSU	4\$	
		0C	AC D5 0003F	TSTL	12(AP)	
			05 13 00042	BEQL	4\$	
		0C	BC D5 00044	TSTL	@LINE_ADV	2639
			7C 19 00047	BLSS	11\$	
14	AE	2E	A6 9A 00049	MOVZBL	46(DCB), REND_CODE	2648
	04		6C 91 0004E	CMPB	(AP), #4	
			0A 1F 00051	BLSSU	5\$	
		10	AC D5 00053	TSTL	16(AP)	
			05 13 00056	BEQL	5\$	
14	AE	10	BC C8 00058	BISL2	@RENDITION_SET, REND_CODE	

05		6C	91	0005D	5\$:	CMPB	(AP), #5	
		0A	1F	00060		BLSSU	6\$	
	14	AC	D5	00062		TSTL	20(AP)	
		05	13	00065		BEQL	6\$	
14	AE	14	BC	CC 00067		XORL2	@RENDITION_COMPLEMENT, REND_CODE	
	50	08	AC	D0 0006C	6\$:	MOVL	TEXT, R0	2653
		00000000G	00	16 00070		JSB	LIB\$ANALYZE_SDESC_R2	
10	AE		50	D0 00076		MOVL	R0, STATUS	
04	AE		51	D0 0007A		MOVL	R1, 4(SP)	
18	AE		52	D0 0007E		MOVL	R2, 24(SP)	
	03	10	AE	E8 00082		BLBS	STATUS, 7\$	
			00F1	31 00086		BRW	18\$	
			6E	D4 00089	7\$:	CLRL	SCROLL_FLAG	2667
0C	AE	34	A6	9E 0008B		MOVAB	52(DCB), 12(SP)	
	16	0C	BE	E9 00090		BLBC	@12(SP), 9\$	
4A	A6	28	A6	B1 00094		CMPW	40(DCB), 74(DCB)	
			05	12 00099		BNEQ	8\$	
	6E		01	D0 0C09B		MOVL	#1, SCROLL_FLAG	
			0A	11 0009E		BRB	9\$	
48	A6	28	A6	B1 000A0	8\$:	CMPW	40(DCB), 72(DCB)	
			03	12 000A5		BNEQ	9\$	
	6E		02	D0 000A7		MOVL	#2, SCROLL_FLAG	
	01		6E	D1 000AA	9\$:	CMPL	SCROLL_FLAG, #1	2669
			45	12 000AD		BNEQ	14\$	
	03		6C	91 000AF		CMPB	(AP), #3	2672
			19	1F 000B2		BLSSU	12\$	
		0C	AC	D5 000B4		TSTL	12(AP)	
			14	13 000B7		BEQL	12\$	
	50	0C	BC	D0 000B9		MOVL	@LINE_ADV, R0	2675
			04	15 000BD		BLEQ	10\$	
			50	DD 000BF		PUSHL	R0	2678
			0C	11 000C1		BRB	13\$	
			2F	18 000C3	10\$:	BGEQ	14\$	2683
	50	00000000G	00	9E 000C5	11\$:	MOVAB	SMG\$_INVARG, R0	2685
			04	000CC		RET		
			01	DD 000CD	12\$:	PUSHL	#1	2692
			01	DD 000CF	13\$:	PUSHL	#1	
	7E	06	A6	3C 000D1		MOVZWL	6(DCB), -(SP)	
	50	4A	A6	3C 000D5		MOVZWL	74(DCB), R0	
	51	48	A6	3C 000D9		MOVZWL	72(DCB), R1	
	50		51	C2 000DD		SUBL2	R1, R0	
		01	A0	9F 000E0		PUSHAB	1(R0)	
	7E	04	A6	3C 000E3		MOVZWL	4(DCB), -(SP)	
	7E	48	A6	3C 000E7		MOVZWL	72(DCB), -(SP)	
			56	DD 000EB		PUSHL	DCB	
00000000G	00		07	FB 000ED		CALLS	#7, SMG\$\$SCROLL_AREA	
	57	28	A6	9E 000F4	14\$:	MOVAB	40(DCB), R7	2704
	50		67	3C 000F8		MOVZWL	(R7), R0	
			50	D7 000FB		DECL	R0	
	5B	06	A6	9E 000FD		MOVAB	6(DCB), R11	
	51		6B	3C 00101		MOVZWL	(R11), R1	
	50		51	C4 00104		MULL2	R1, R0	
	51	2A	A6	3C 00107		MOVZWL	42(DCB), R1	
08	AE	FF	A140	9E 0010B		MOVAB	-1(R1)[R0], START_INDEX	
	50	10	A6	D0 00111		MOVL	16(DCB), TEXT_BUF	2706
	59	14	A6	D0 00115		MOVL	20(DCB), ATTR_BUF	
	58	18	A6	D0 00119		MOVL	24(DCB), CHAR_BUF	

	5A		6B	3C	0011D	MOVZWL	(R11), R10	
	5A		51	C2	00120	SUBL2	R1, R10	
			5A	D6	00123	INCL	R10	
5A		20	6E	00	2C	00125	MOVCS	#0, (SP), #32, R10, @START_INDEX[TEXT_BUF]
			08	BE	40	0012A		
5A		2E	6E	00	2C	0012D	MOVCS	#0, (SP), 46(DCB), R10, @START_INDEX-
			08	BE	49	00133		
				58	D5	00136	TSTL	[ATTR_BUF]
				09	13	00138	BEQL	CHAR_BUF
5A		30	6E	00	2C	0013A	MOVCS	#0, (SP), 48(DCB), R10, @START_INDEX-
			08	BE	48	00140		
50			50	67	3C	00143	MOVZWL	(R7), R0
			4C	A6	C0	00146	ADDL2	76(DCB), R0
				60	94	0014A	CLRB	(R0)
			1C	AE	9F	0014C	PUSHAB	WRAPPED_CHARS
			07	6C	91	0014F	CMPB	(AP), #7
				0A	1F	00152	BLSSU	16\$
			1C	AC	D5	00154	TSTL	28(AP)
				05	13	00157	BEQL	16\$
			1C	BC	DD	00159	PUSHL	@CHAR_SET
				02	11	0015C	BRB	17\$
				01	DD	0015E	PUSHL	#1
			20	AE	DD	00160	PUSHL	STR_ADDR
			10	AE	DD	00163	PUSHL	STR_LEN
			24	AE	DD	00166	PUSHL	REND_CODE
				56	DD	00169	PUSHL	DCB
	00000000G		00	06	FB	0016B	CALLS	#6, SMG\$PUT_TEXT_TO_BUFFER
	10		AE	50	D0	00172	MOVL	R0, STATUS
			05	10	AE	E8	BLBS	STATUS, 19\$
			5C	10	AE	D0	MOVL	STATUS, R0
						04	RET	
	2A	A6		01	B0	0017F	MOVW	#1, 42(DCB)
	03			6C	91	00183	CMPB	(AP), #3
				05	1F	00186	BLSSU	20\$
			0C	AC	D5	00188	TSTL	12(AP)
				64	12	0018B	BNEQ	25\$
			50	67	3C	0018D	MOVZWL	(R7), R0
				50	D6	00190	INCL	R0
50			10	00	ED	00192	CMPZV	#0, #16, 74(DCB), R0
	4A	A6		04	19	00198	BLSS	21\$
				67	B6	0019A	INCW	(R7)
				6A	11	0019C	BRB	26\$
				6E	D4	0019E	CLRL	SCROLL_FLAG
	14		0C	BE	E9	001A0	BLBC	@12(SPT), 23\$
4A	A6			67	B1	001A4	CMPW	(R7), 74(DCB)
				05	12	001A8	BNEQ	22\$
	6E			01	D0	001AA	MOVL	#1, SCROLL_FLAG
				09	11	001AD	BRB	23\$
48	A6			67	B1	001AF	CMPW	(R7), 72(DCB)
				03	12	001B3	BNEQ	23\$
	6E			02	D0	001B5	MOVL	#2, SCROLL_FLAG
	01			6E	D1	001B8	CMPL	SCROLL_FLAG, #1
				2C	12	001BB	BNEQ	24\$
4A	A6			67	B1	001BD	CMPW	(R7), 74(DCB)
				26	13	001C1	BEQL	24\$
				01	DD	001C3	PUSHL	#1
				01	DD	001C5	PUSHL	#1

	7E		6B	3C	001C7	MOVZWL	(R11), -(SP)	
	50	4A	A6	3C	001CA	MOVZWL	74(DCB), R0	
	51	48	A6	3C	001CE	MOVZWL	72(DCB), R1	
	50		51	C2	001D2	SUBL2	R1, R0	
		01	A0	9F	001D5	PUSHAB	1(R0)	
	7E	04	A6	3C	001D8	MOVZWL	4(DCB), -(SP)	
	7E	48	A6	3C	001DC	MOVZWL	72(DCB), -(SP)	
			56	DD	001E0	PUSHL	DCB	
00000000G	00		07	FB	001E2	CALLS	#7, SMG\$\$\$SCROLL_AREA	
4A	A6		67	B1	001E9	24\$:	CMPW	(R7), 74(DCB)
			6C	1B	001ED		BLEQU	31\$
			6E	11	001EF		BRB	32\$
	50	0C	BC	D0	001F1	25\$:	MOVL	@LINE_ADV, R0
			6C	15	001F5		BLEQ	33\$
	51		67	3C	001F7		MOVZWL	(R7), R1
	51		50	C0	001FA		ADDL2	R0, R1
51		4A	A6				CMPZV	#0, #16, 74(DCB), R1
	10		00	ED	001FD		BLSS	27\$
			05	19	00203		ADDW2	R0, (R7)
	67		50	A0	00205		BRB	33\$
			59	11	00208	26\$:	CLRL	SCROLL_FLAG
			6E	D4	0020A	27\$:	BLBC	@12(SPT), 29\$
	14	0C	BE	E9	0020C		CMPW	(R7), 74(DCB)
4A	A6		67	B1	00210		BNEQ	28\$
			05	12	00214		MOVL	#1, SCROLL_FLAG
	6E		01	D0	00216		BRB	29\$
			09	11	00219		CMPW	(R7), 72(DCB)
48	A6		67	B1	0021B	28\$:	BNEQ	29\$
			03	12	0021F		MOVL	#2, SCROLL_FLAG
	6E		02	D0	00221		CMP	SCROLL_FLAG, #1
	01		6E	D1	00224	29\$:	BNEQ	30\$
			2C	12	00227		CMPW	(R7), 74(DCB)
4A	A6		67	B1	00229		BEQL	30\$
			26	13	0022D		PUSHL	R0
			50	DD	0022F		PUSHL	#1
			01	DD	00231		MOVZWL	(R11), -(SP)
	7E		6B	3C	00233		MOVZWL	74(DCB), R0
	50	4A	A6	3C	00236		MOVZWL	72(DCB), R1
	51	48	A6	3C	0023A		SUBL2	R1, R0
	50		51	C2	0023E		PUSHAB	1(R0)
		01	A0	9F	00241		MOVZWL	4(DCB), -(SP)
	7E	04	A6	3C	00244		MOVZWL	72(DCB), -(SP)
	7E	48	A6	3C	00248		PUSHL	DCB
			56	DD	0024C		CALLS	#7, SMG\$\$\$SCROLL_AREA
00000000G	00		07	FB	0024E		CMPW	(R7), 74(DCB)
4A	A6		67	B1	00255	30\$:	BGTRU	32\$
			04	1A	00259		MOVW	74(DCB), (R7)
	67	4A	A6	B0	0025B	31\$:	BISB2	#1, @12(SP)
			01	88	0025F	32\$:	TSTL	WRAPPED_CHARS
0C	BE	1C	AE	D5	00263	33\$:	BNEQ	35\$
			03	12	00266		BRW	42\$
			009F	31	00268	34\$:	CMPB	(AP), #3
			6C	91	0026B	35\$:	BLSSU	36\$
			0A	1F	0026E		TSTL	12(AP)
	03		AC	D5	00270		BEQL	36\$
		0C	05	13	00273		TSTL	@LINE_ADV
		0C	BC	D5	00275		BGTR	37\$
			0A	14	00278			

		03		6C	91	0027A	36\$:	CMPB	(AP), #3	2813
				05	1F	0027D		BLSSU	37\$	
			0C	AC	D5	0027F		TSTL	12(AP)	
				E4	12	00282		BNEQ	34\$	
		06		6C	91	00284	37\$:	CMPB	(AP), #6	2816
				4C	1F	00287		BLSSU	39\$	
			18	AC	D5	00289		TSTL	24(AP)	
				47	13	0028C		BEQL	39\$	
			18	BC	D5	0028E		TSTL	@WRAP_FLAG	2817
				42	13	00291		BEQL	39\$	
		26	AE	010E	8F	B0	00293	MOVW	#270, STR_DESC+2	2825
24	AE	04	AE		6B	A3	00299	SUBW3	(R11), STR_LEN, STR_DESC	2826
			50		6B	3C	0029F	MOVZWL	(R11), R0	2827
		28	AE	18	BE	40	9E	002A2	MOVAB	@STR_ADDR[R0], STR_DESC+4
		20	AE		01	D0	002A8	MOVL	#1, C_SET	2829
			07		6C	91	002AC	CMPB	(AP), #7	2830
					0A	1F	002AF	BLSSU	38\$	
				1C	AC	D5	002B1	TSTL	28(AP)	
					05	13	002B4	BEQL	38\$	
		20	AE	1C	BC	D0	002B6	MOVL	@CHAR_SET, C_SET	2832
				20	AE	9F	002BB	PUSHAB	C_SET	2834
		7E		14	AC	7D	002BE	MOVQ	RENDITION_COMPLEMENT, -(SP)	2838
		7E		0C	AC	7D	002C2	MOVQ	LINE_ADV, -(SP)	2836
				3E	AE	9F	002C6	PUSHAB	STR_DESC	2834
				04	AC	DD	002C9	PUSHL	DISPLAY_ID	
		FD2F	CF		07	FB	002CC	CALLS	#7, SMG\$PUT_LINE	
					52	D4	002D1	CLRL	DONE	2841
					67	11	002D3	BRB	45\$	2842
30		2F	A6		01	E1	002D5	39\$:	BBC	#1, 47(DCB), 42\$
			02	0C	BE	E8	002DA	BLBS	@12(SP), 40\$	2850
					67	B7	002DE	DECW	(R7)	2853
		2A	A6		6B	B0	002E0	40\$:	MOVW	(R11), 42(DCB)
					01	DD	002E4	PUSHL	#1	2856
				FD15	CF	9F	002E6	PUSHAB	P.AAB	2858
					01	DD	002EA	PUSHL	#1	2860
50		20	AE	00000040	8F	C1	002EC	ADDL3	#64, REND_CODE, R0	2858
					50	DD	002F5	PUSHL	R0	2859
					56	DD	002F7	PUSHL	DCB	
		00000000G	00		05	FB	002F9	CALLS	#5, SMG\$PUT_TEXT_TO_BUFFER	2858
			02	0C	BE	E8	00300	BLBS	@12(SP), 41\$	2863
					67	B6	00304	INCW	(R7)	2865
		2A	A6		01	B0	00306	41\$:	MOVW	#1, 42(DCB)
			52		01	D0	0030A	42\$:	MOVL	#1, DONE
			2C		52	E9	0030D	BLBC	DONE, 45\$	2874
			03		6C	91	00310	CMPB	(AP), #3	2882
					10	1F	00313	BLSSU	43\$	2887
				0C	AC	D5	00315	TSTL	12(AP)	
					0B	13	00318	BEQL	43\$	
		50		0C	BC	D0	0031A	MOVL	@LINE_ADV, R0	2888
					07	18	0031E	BGEQ	44\$	
		50			50	CE	00320	MNEGL	R0, R0	
					02	11	00323	BRB	44\$	
					50	D4	00325	43\$:	CLRL	R0
			51		67	3C	00327	44\$:	MOVZWL	(R7), R1
50			51		50	C3	0032A	SUBL3	R0, R1, LINE_CHANGED	
					50	DD	0032E	PUSHL	LINE_CHANGED	2892
					12	DD	00330	PUSHL	#18	2890


```

2653 2899 1 %SBTTL 'SMG$PUT_WITH_SCROLL - Scroll virtual display and output'
2654 2900 1 GLOBAL ROUTINE SMG$PUT_WITH_SCROLL (
2655 2901 1     DISPLAY_ID,
2656 2902 1     STRING,
2657 2903 1     DIRECTION,
2658 2904 1     RENDITION_SET,
2659 2905 1     RENDITION_COMPLEMENT,
2660 2906 1     WRAP_FLAG,
2661 2907 1     CHAR_SET
2662 2908 1 ) =
2663 2909 1
2664 2910 1 **
2665 2911 1 FUNCTIONAL DESCRIPTION:
2666 2912 1     This routine scrolls a virtual display, if necessary, and deposits
2667 2913 1     the string in the opened area. If no string is specified, the opened
2668 2914 1     line is left blank. This routine imitates a physical scrolling region
2669 2915 1     in a virtual display; scrolling occurs when all the lines in the
2670 2916 1     virtual display have been filled. A new line is opened at the bottom
2671 2917 1     of the virtual display for upscrolling, and at the top of the virtual
2672 2918 1     display for downscrolling.
2673 2919 1
2674 2920 1     Treatment of text which exceeds the rightmost boundary of the display
2675 2921 1     depends on the setting of WRAP_FLAG. If WRAP_FLAG is on, another line
2676 2922 1     scroll occurs and overflow characters are written in the new space.
2677 2923 1     If WRAP_FLAG is off, overflow characters are lost.
2678 2924 1
2679 2925 1     The internal display cursor position is left at the character
2680 2926 1     position following the last character written.
2681 2927 1
2682 2928 1     See SMG$INSERT_LINE for inserting lines at locations other than the
2683 2929 1     first or last line of a virtual display.
2684 2930 1
2685 2931 1 CALLING SEQUENCE:
2686 2932 1
2687 2933 1     ret_status.wlc.v = SMG$PUT_WITH_SCROLL (
2688 2934 1         DISPLAY_ID.rl.r
2689 2935 1         [,STRING.rt.dx]
2690 2936 1         [,DIRECTION.rlu.r]
2691 2937 1         [,RENDITION_SET.rl.r]
2692 2938 1         [,RENDITION_COMPLEMENT.rl.r]
2693 2939 1         [,WRAP_FLAG.rl.r]
2694 2940 1         [,CHAR_SET.rl.r])
2695 2941 1
2696 2942 1 FORMAL PARAMETERS:
2697 2943 1
2698 2944 1     DISPLAY_ID.rl.r      Display id of desired virtual display.
2699 2945 1
2700 2946 1     STRING.rt.dx         Optional. String to be deposited in the opened
2701 2947 1                          line. If omitted, a blank line is the default.
2702 2948 1
2703 2949 1     DIRECTION.rlu.r      Optional. Direction to scroll. Values:
2704 2950 1                          SMG$M_UP (up) Default
2705 2951 1                          SMG$M_DOWN (down)
2706 2952 1
2707 2953 1     RENDITION_SET.rl.r   Optional. Each 1 bit attribute in this
2708 2954 1                          parameter causes the corresponding attribute
2709 2955 1                          to be set in the display. (See below for

```

```

2710      2956 1 |
2711      2957 1 |
2712      2958 1 |
2713      2959 1 |
2714      2960 1 |
2715      2961 1 |
2716      2962 1 |
2717      2963 1 |
2718      2964 1 |
2719      2965 1 |
2720      2966 1 |
2721      2967 1 |
2722      2968 1 |
2723      2969 1 |
2724      2970 1 |
2725      2971 1 |
2726      2972 1 |
2727      2973 1 |
2728      2974 1 |
2729      2975 1 |
2730      2976 1 |
2731      2977 1 |
2732      2978 1 |
2733      2979 1 |
2734      2980 1 |
2735      2981 1 |
2736      2982 1 |
2737      2983 1 |
2738      2984 1 |
2739      2985 1 |
2740      2986 1 |
2741      2987 1 |
2742      2988 1 |
2743      2989 1 |
2744      2990 1 |
2745      2991 1 |
2746      2992 1 |
2747      2993 1 |
2748      2994 1 |
2749      2995 1 |
2750      2996 1 |
2751      2997 1 |
2752      2998 1 |
2753      2999 1 |
2754      3000 1 |
2755      3001 1 |
2756      3002 1 |
2757      3003 1 |
2758      3004 1 |
2759      3005 1 |
2760      3006 1 |
2761      3007 1 |
2762      3008 1 |
2763      3009 1 |
2764      3010 1 |
2765      3011 1 |
2766      3012 1 |
  
```

list of settable attributes.)

RENDITION_COMPLEMENT.rl.r
 Optional. Each 1 bit attribute in this parameter causes the corresponding attribute to be complemented in the display. (See below for list of complementable attributes.)

If the same bit is specified in both the RENDITION_SET parameter and in the RENDITION_COMPLEMENT parameter, the application is RENDITION_SET followed by RENDITION complement. Using these two parameters together the caller can exercise arbitrary and independent control over each attribute on a single call. On an attribute by attribute basis he can cause the following transformations:

SET	COMPLEMENT	Action
---	-----	
0	0	Attribute unchanged.
1	0	Attribute set to 'on'.
0	1	Attribute set to complement of current setting.
1	1	Attribute set to 'off'.

Attributes which can be manipulated in this manner are:

SMG\$M_BLINK displays characters blinking.

SMG\$M_BOLD displays characters in higher-than-normal intensity.

SMG\$M_REVERSE displays characters in reverse video -- that is, using the opposite default rendition of the virtual display.

SMG\$M_UNDERLINE displays characters underlined.

WRAP_FLAG.rl.r Optional.
 = 0 means no wrap
 = 1 means wrap
 If omitted, no wrap is the default.

CHAR_SET.rl.r Optional. Character set to use.
 Choices are:
 SMG\$C_UNITED_KINGDOM
 SMG\$C_ASCII (default)
 SMG\$C_SPEC_GRAPHICS
 SMG\$C_ALT_CHAR
 SMG\$C_ALT_GRAPHICS

IMPLICIT INPUTS:
 NONE

IMPLICIT OUTPUTS:
 NONE

```

2767 .013 1
2768 3014 1 COMPLETION STATUS:
2769 3015 1
2770 3016 1 SSS NORMAL Normal successful completion
2771 3017 1 LIB$ INVSTRDES Invalid string descriptor
2772 3018 1 SMG$ INVDIS ID Invalid display id.
2773 3019 1 SMG$ WRONUMARG Wrong number of arguments.
2774 3020 1 or ACTION is given but RENDITION is not.
2775 3021 1 SMG$ INVARG Unrecognized action code
2776 3022 1 or Unrecognized rendition code
2777 3023 1
2778 3024 1 SIDE EFFECTS:
2779 3025 1
2780 3026 1 NONE
2781 3027 1 --
2782 3028 2 BEGIN
2783 3029 2
2784 M 3030 2 MACRO $$SCROLL_UP (COUNT) =
2785 M 3031 2 SMG$$SCROLL_AREA (.DCB,
2786 M 3032 2 .DCB [DCB-W-TOP-OF-SCRREG],
2787 M 3033 2 .DCB [DCB-W-COL-START],
2788 M 3034 2 (.DCB [DCB-W-BOTTOM-OF-SCRREG] -
2789 M 3035 2 .DCB [DCB-W-TOP-OF-SCRREG] + 1),
2790 M 3036 2 .DCB [DCB-W-NO-COLS],
2791 3037 2 SMG$M_UP, COUNT) %;
2792 3038 2
2793 M 3039 2 MACRO $$SCROLL_DOWN (COUNT) =
2794 M 3040 2 SMG$$SCROLL_AREA (.DCB,
2795 M 3041 2 .DCB [DCB-W-TOP-OF-SCRREG],
2796 M 3042 2 .DCB [DCB-W-COL-START],
2797 M 3043 2 (.DCB [DCB-W-BOTTOM-OF-SCRREG] -
2798 M 3044 2 .DCB [DCB-W-TOP-OF-SCRREG] + 1),
2799 M 3045 2 .DCB [DCB-W-NO-COLS],
2800 3046 2 SMG$M_DOWN, COUNT) %;
2801 3047 2
2802 3048 2 BUILTIN
2803 3049 2 NULLPARAMETER;
2804 3050 2
2805 3051 2 LITERAL
2806 3052 2 K_STRING_ARG = 2,
2807 3053 2 K_SET_ARG = 4,
2808 3054 2 K_COMP_ARG = 5;
2809 3055 2
2810 3056 2 LOCAL
2811 3057 2 DONE, ! Done flag
2812 3058 2 STATUS, ! Status of subroutine calls
2813 3059 2 DCB : REF $DCB DECL, ! Addr of display control block
2814 3060 2 STR_LEN : INITIAL '0', ! Length of string
2815 3061 2 STR_ADDR, ! Addr of string
2816 3062 2 WORK_DIR, ! Working direction
2817 3063 2 WRAP_CHARS : INITIAL (0), ! No. of overflow characters
2818 3064 2 SCROLL_FLAG, ! Flag to scroll up, down, or neither
2819 3065 2 REND_CODE; ! Rendition code from params
2820 3066 2
2821 3067 2 $SMG$VALIDATE_ARGCOUNT (1, 7);
2822 3068 2
2823 3069 2 $SMG$GET_DCB (.DISPLAY_ID, DCB); ! Get address of display control

```

```

2824      3070      2      . block
2825      3071      2
2826      3072      2      !+
2827      3073      2      !- Validity check the arguments.
2828      3074      2      !-
2829      3075      2
2830      3076      2      IF NOT NULLPARAMETER( DIRECTION )
2831      3077      2      THEN
2832      3078      3      BEGIN                                ! use caller's direction
2833      3079      4      IF ( ..DIRECTION NEQ SMG$M_UP AND
2834      3080      4      ..DIRECTION NEQ SMG$M_DOWN)
2835      3081      3      THEN
2836      3082      4      RETURN (SMG$_INVARG)
2837      3083      3      ELSE
2838      3084      3      WORK_DIR = ..DIRECTION;
2839      3085      3      END
2840      3086      2      ELSE
2841      3087      2      WORK_DIR = SMG$M_UP;                                ! use default direction
2842      3088      2
2843      3089      2      IF NOT NULLPARAMETER( CHAR_SET )
2844      3090      2      THEN
2845      3091      3      BEGIN
2846      3092      3      CASE ..CHAR_SET FROM SMG$_UNITED_KINGDOM TO SMG$_ALT_GRAPHICS OF
2847      3093      3      SET
2848      3094      3
2849      3095      3      [SMG$_UNITED_KINGDOM, SMG$_ASCII, SMG$_SPEC_GRAPHICS,
2850      3096      3      SMG$_ALT_CHAR, SMG$_ALT_GRAPHICS]:
2851      3097      3
2852      3098      3      [INRANGE, OUTRANGE]:
2853      3099      3      RETURN (SMG$_INVARG);
2854      3100      3      YES;
2855      3101      2      END;
2856      3102      2
2857      3103      2      !+
2858      3104      2      !- Check user's text, if any.
2859      3105      2      !-
2860      3106      2
2861      3107      2      IF NOT NULLPARAMETER (STRING)
2862      3108      2      THEN
2863      3109      3      BEGIN                                ! use caller's text
2864      3110      4      IF NOT (STATUS = LIB$ANALYZE_SDESC_R2 (.STRING; STR_LEN, STR_ADDR))
2865      3111      3      THEN
2866      3112      3      RETURN (.STATUS);
2867      3113      2      END;                                ! end use caller's text
2868      3114      2
2869      3115      2      !+
2870      3116      2      !- If the display is full and we're at the top or bottom line (depending on
2871      3117      2      scrolling direction), then scroll to make a space.
2872      3118      2      !-
2873      3119      2
2874      3120      2      $SMG$SET_SCROLLING (SCROLL_FLAG);
2875      3121      2
2876      3122      2      IF .SCROLL_FLAG EQL 1 AND
2877      3123      2      .WORK_DIR EQL SMG$M_UP
2878      3124      2      THEN
2879      3125      2      $SCROLL_UP (1)                                ! on bottom line
2880      3126      2      ELSE

```

```

2881 3127 2      IF .SCROLL_FLAG EQL 2 AND
2882 3128 2          .WORK_DIR EQL SMG$M_DOWN
2883 3129 2      THEN
2884 3130 2          $SCROLL_DOWN (1);    ! on top line
2885 3131 2
2886 3132 2      !+
2887 3133 2      ! Reset the line characteristics in case the line was previously
2888 3134 2      ! double high or wide.
2889 3135 2      !-
2890 3136 2
2891 3137 3      BEGIN
2892 3138 3      BIND
2893 3139 3          LINE_CHAR = .DCB [DCB_A_LINE_CHAR];
2894 3140 3      MAP
2895 3141 3          LINE_CHAR : VECTOR [BYTE];
2896 3142 3          LINE_CHAR [.DCB [DCB_W_CURSOR_ROW]] = 0;
2897 3143 2      END;
2898 3144 2
2899 3145 2      !+
2900 3146 2      ! Write text into the space. SMG$PUT_TEXT_TO_BUFFER checks for
2901 3147 2      ! funny characters (tabs, etc) and also updates the cursor position.
2902 3148 2      !-
2903 3149 2
2904 3150 2      IF .STR_LEN NEQ 0
2905 3151 2      THEN
2906 3152 3      BEGIN
2907 3153 3          $SMG$SET_REND_CODE (K_SET_ARG, K_COMP_ARG);
2908 3154 3
2909 3155 3          DCB [DCB_W_CURSOR_COL] = .DCB [DCB_W_COL_START];
2910 3156 3          ! set cursor for PUT_TEXT
2911 3157 3          SMG$PUT_TEXT_TO_BUFFER (.DCB, .REND_CODE,
2912 3158 3              .STR_LEN,
2913 3159 3              .STR_ADDR,
2914 3160 4              (IF NULLPARAMETER( CHAR_SET )
2915 3161 4                  THEN SMG$C_ASCII
2916 3162 3                  ELSE ..CHAR_SET),
2917 3163 3              WRAP_CHARS);
2918 3164 2      END;
2919 3165 2
2920 3166 2      !+
2921 3167 2      ! Update the cursor position. Set bits in the DCB which may affect
2922 3168 2      ! future scrolling.
2923 3169 2      !-
2924 3170 2
2925 3171 2      DCB [DCB_W_CURSOR_COL] = 1;
2926 3172 2
2927 3173 2      CASE .WORK_DIR FROM SMG$M_UP TO SMG$M_DOWN OF
2928 3174 2      SET
2929 3175 2          [SMG$M_UP]:
2930 3176 3          BEGIN
2931 3177 3              IF .DCB [DCB_W_CURSOR_ROW] + 1 LEQ .DCB [DCB_W_BOTTOM_OF_SCRREG]
2932 3178 3              THEN
2933 3179 3                  DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_CURSOR_ROW] + 1
2934 3180 3              ELSE
2935 3181 3                  DCB [DCB_V_FULL] = 1;
2936 3182 2          END;
2937 3183 2

```

; Rc

; 32


```

2938 3184 2      [SMG$M_DOWN]:
2939 3185 3      BEGIN
2940 3186 3      IF .DCB [DCB_W_CURSOR_ROW] - 1 GEQ .DCB [DCB_W_TOP_OF_SCRREG]
2941 3187 3      THEN
2942 3188 3          DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_CURSOR_ROW] - 1
2943 3189 3      ELSE
2944 3190 3          DCB [DCB_V_FULL] = 1;
2945 3191 3      END;
2946 3192 2      TES;
2947 3193 2
2948 3194 2      +
2949 3195 2      | Check for overflow characters which should cause us to scroll 2 lines
2950 3196 2      | in order to output everything (if wrap requested).
2951 3197 2      -
2952 3198 2
2953 3199 2      IF .WRAP_CHARS NEQ 0
2954 3200 2      THEN
2955 3201 3      BEGIN
2956 3202 3      IF NOT NULLPARAMETER( WRAP_FLAG ) AND
2957 3203 3      ..WRAP_FLAG NEQ 0      ! wrap requested
2958 3204 3      THEN
2959 3205 4      BEGIN      ! recurse until whole string output
2960 3206 4      LOCAL
2961 3207 4      TEMP_DESC : BLOCK [8, BYTE],
2962 3208 4      C_SET;
2963 3209 4
2964 3210 4      TEMP_DESC [DSC$B_CLASS] = DSC$K_CLASS_S;
2965 3211 4      TEMP_DESC [DSC$B_DTYPE] = DSC$K_DTYPE_T;
2966 3212 4      TEMP_DESC [DSC$W_LENGTH] = .STR_LEN - .DCB [DCB_W_NO_COLS];
2967 3213 4      TEMP_DESC [DSC$A_POINTER] = .STR_ADDR +
2968 3214 4      .DCB [DCB_W_NO_COLS];
2969 3215 4
2970 3216 4      C_SET = SMG$C_ASCII;
2971 3217 4      IF NOT NULLPARAMETER( CHAR_SET )
2972 3218 4      THEN
2973 3219 4      C_SET = ..CHAR_SET;
2974 3220 4
2975 3221 4      +
2976 3222 4      | Notice that we always upscroll for wrapped text. This is
2977 3223 4      | because downscrolling would cause the last part of the line
2978 3224 4      | to be displayed before the first part. This approach may not
2979 3225 4      | be perfect but it at least lines appear in a readable manner.
2980 3226 4      -
2981 3227 4      IF .WORK_DIR EQL SMG$M_DOWN
2982 3228 4      THEN
2983 3229 5      BEGIN
2984 3230 5      LOCAL
2985 3231 5      OVERFLOW_LINE;
2986 3232 5      OVERFLOW_LINE = .DCB [DCB_W_CURSOR_ROW] + 1;
2987 3233 5      SMG$INSERT_LINE ( .DISPLAY_ID,
2988 3234 5      OVERFLOW_LINE,
2989 3235 5      TEMP_DESC, XREF (SMG$M_DOWN),
2990 3236 6      (IF NOT NULLPARAMETER (RENDITION_SET)
2991 3237 6      THEN .RENDITION_SET
2992 3238 5      ELSE 0),
2993 3239 6      (IF NOT NULLPARAMETER (RENDITION_COMPLEMENT)
2994 3240 6      THEN .RENDITION_COMPLEMENT
  
```

```

2995      3241 5
2996      3242 5
2997      3243 5
2998      3244 5
2999      3245 4
3000      3246 4
3001      3247 4
3002      3248 5
3003      3249 5
3004      3250 4
3005      3251 5
3006      3252 5
3007      3253 4
3008      3254 4
3009      3255 4
3010      3256 4
3011      3257 4
3012      3258 4
3013      3259 3
3014      3260 4
3015      3261 4
3016      3262 4
3017      3263 4
3018      3264 4
3019      3265 4
3020      3266 4
3021      3267 5
3022      3268 5
3023      3269 5
3024      3270 5
3025      3271 5
3026      3272 5
3027      3273 5
3028      3274 5
3029      3275 5
3030      3276 5
3031      3277 5
3032      3278 5
3033      3279 5
3034      3280 5
3035      3281 5
3036      3282 4
3037      3283 4
3038      3284 4
3039      3285 3
3040      3286 3
3041      3287 2
3042      3288 2
3043      3289 2
3044      3290 2
3045      3291 2
3046      3292 2
3047      3293 2
3048      3294 2
3049      3295 2
3050      3296 2
3051      3297 2

      ELSE 0),
      .WRAP_FLAG, C_SET);
      DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_ROW_START];
      END
      ELSE
      SMG$PUT_WITH_SCROLL (.DISPLAY_ID,
      TEMP_DESC, REF (SMG$M_UP),
      IF NOT NULLPARAMETER (RENDITION_SET)
      THEN .RENDITION_SET
      ELSE 0),
      (IF NOT NULLPARAMETER (RENDITION_COMPLEMENT)
      THEN .RENDITION_COMPLEMENT
      ELSE 0),
      .WRAP_FLAG,
      C_SET);

      DONE = 0;
      RETURN 1;
      ! to keep Bliss happy
      END
      ELSE
      BEGIN
      !
      ! Wrap was not requested but there were overflow characters.
      ! Put out diamond in last position to show truncation.
      !
      IF .DCB [DCB_V_TRUNC_ICON]
      THEN
      BEGIN
      IF NOT .DCB [DCB_V_FULL]
      THEN
      DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_CURSOR_ROW] - 1;
      DCB [DCB_W_CURSOR_COL] = .DCB [DCB_W_NO_COLS];
      SMG$PUT_TEXT_TO_BUFFER (.DCB,
      .REND_CODE + ATTR M_USER_GRAPHIC,
      1, UP[IT (BYTE (DIAMOND))],
      SMG$C_ASCII);

      IF NOT .DCB [DCB_V_FULL]
      THEN
      DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_CURSOR_ROW] + 1;
      ! restore for next call
      END;
      DONE = 1;
      END
      ELSE
      DONE = 1;
      ! no wrap chars
      !
      ! See if this change should be reflected on the screen.
      ! Even if SMG$PUT_WITH_SCROLL is called multiple times, call
      ! SMG$CHECK_FOR_OUTPUT_DCB only once.
      !
      IF .DONE
      THEN

```



```

: 3052      3298 3      RETURN (SMG$SCHECK_FOR_OUTPUT_DCB (.DCB,
: 3053      3299 3      SMG$C_PUT_WITH_SCROLL))
: 3054      3300 2      ELSE
: 3055      3301 2      RETURN 1;
: 3056      3302 2
: 3057      3303 1      END;

```

! End of routine SMG\$PUT_WITH_SCROLL

60 01001 .BLKB 3
 01004 P.AAC: .BYTE 96

			03FC 00000	.ENTRY	SMG\$PUT_WITH_SCROLL, Save R2,R3,R4,R5,R6,- R7,R8,R9	2900
	59	00000000G	00 9E 00002	MOVAB	SMG\$PUT_TEXT_TO_BUFFER, R9	
	5E		18 C2 00009	SUBL2	#24, SP	
			58 D4 0000C	CLRL	STR_LEN	3028
		04	AE D4 0000E	CLRL	WRAP_CHARS	
50	6C		01 83 00011	SUBB3	#1, (AP), DIFF	3067
	06		50 91 00015	CMPB	DIFF, #6	
			08 1B 00018	BLEQU	1\$	
	50	00000000G	8F D0 0001A	MOVL	#SMG\$_WRONUMARG, R0	
			04 00021	RET		
	50	04	BC D0 00022 1\$:	MOVL	@DISPLAY_ID, R0	3069
04	BC	38	A0 D1 00026	CMPL	56(R0), @DISPLAY_ID	
			06 12 0002B	BNEQ	2\$	
	11	44	A0 91 0002D	CMPB	68(R0), #17	
			08 13 00031	BEQL	3\$	
	50	00000000G	8F D0 00033 2\$:	MOVL	#SMG\$_INVDIS_ID, R0	
			04 0003A	RET		
	53	04	BC D0 0003B 3\$:	MOVL	@DISPLAY_ID, DCB	
	03		6C 91 0003F	CMPB	(AP), #3	3076
			17 1F 00042	BLSSU	5\$	
		0C	AC D5 00044	TSTL	12(AP)	
			12 13 00047	BEQL	5\$	
	01	0C	BC D1 00049	CMPL	@DIRECTION, #1	3079
			06 13 0004D	BEQL	4\$	
	02	0C	BC D1 0004F	CMPL	@DIRECTION, #2	3080
			22 12 00053	BNEQ	8\$	
	57	0C	BC D0 00055 4\$:	MOVL	@DIRECTION, WORK_DIR	3084
			03 11 00059	BRB	6\$	3076
	57		01 D0 0005B 5\$:	MOVL	#1, WORK_DIR	3087
	07		6C 91 0005E 6\$:	CMPB	(AP), #7	3089
			1C 1F 00061	BLSSU	9\$	
		1C	AC D5 00063	TSTL	28(AP)	
			17 13 00066	BEQL	9\$	
			BC CF 00068	CASEL	@CHAR_SET, #0, #4	3092
0012		00	0012 0006D 7\$:	.WORD	9\$-7\$,-	
			0012 00075		9\$-7\$,-	
					9\$-7\$,-	
					9\$-7\$,-	
					9\$-7\$,-	
					9\$-7\$	
	50	00000000G	00 9E 00077 8\$:	MOVAB	SMG\$_INVARG, R0	3099
			04 0007E	RET		
	02		6C 91 0007F 9\$:	CMPB	(AP), #2	3107

	2A	A3	04	A3	B0	0012B	17\$:	MOVW	4(DCB), 42(DCB)	3155
			04	AE	9F	00130		PUSHAB	WRAP_CHARS	3157
		07		6C	91	00133		CMPB	(AP), #7	3160
				05	1F	00136		BLSSU	18\$	
			1C	AC	D5	00138		TSTL	28(AP)	
				04	12	0013B		BNEQ	19\$	
				01	DD	0013D	18\$:	PUSHL	#1	
				03	11	0013F		BRB	20\$	
			1C	BC	DD	00141	19\$:	PUSHL	@CHAR SET	3162
				52	DD	00144	20\$:	PUSHL	STR ADDR	3159
			0128	8F	BB	00146		PUSHR	#MZR3,R5,R8>	3157
		69		06	FB	0014A		CALLS	#6, SMG\$SPUT_TEXT_TO_BUFFER	
	01	A3	2A	01	B0	0014D	21\$:	MOVW	#1, 42(DCB)	3171
		01		57	CF	00151		CASEL	WORK DIR, #1, #1	3173
		0015		0004		00155	22\$:	.WORD	23\$-22\$,-	
									24\$-22\$	
		50		64	3C	00159	23\$:	MOVZWL	(R4), R0	3177
				50	D6	0015C		INCL	R0	
50	4A	A3	10	00	ED	0015E		CMPZV	#0, #16, 74(DCB), R0	
				15	19	00164		BLSS	25\$	
				64	B6	00166		INCW	(R4)	3179
				14	11	00168		BRB	26\$	
		50		64	3C	0016A	24\$:	MOVZWL	(R4), R0	3186
				50	D7	0016D		DECL	R0	
50	48	A3	10	00	ED	0016F		CMPZV	#0, #16, 72(DCB), R0	
				04	14	00175		BGTR	25\$	
				64	B7	00177		DECW	(R4)	3188
				03	11	00179		BRB	26\$	
		66		01	88	0017B	25\$:	BISB2	#1, (R6)	3190
			04	AE	D5	0017E	26\$:	TSTL	WRAP_CHARS	3199
				03	12	00181		BNEQ	27\$	
				00EA	31	00183		BRW	43\$	
		06		6C	91	00186	27\$:	CMPB	(AP), #6	3202
				03	1E	00189		BGEQU	29\$	
				00BE	31	0018B	28\$:	BRW	41\$	
			18	AC	D5	0018E	29\$:	TSTL	24(AP)	
				F8	13	00191		BEQL	28\$	
			18	BC	D5	00193		TSTL	@WRAP_FLAG	3203
				F3	13	00196		BEQL	28\$	
		12	AE	010E	8F	B0	00198	MOVW	#270, TEMP_DESC+2	3211
10	AE		58	06	A3	A3	0019E	SUBW3	6(DCB), STR_LEN, TEMP_DESC	3212
			50	06	A3	3C	001A4	MOVZWL	6(DCB), R0	3214
14	AE		52		50	C1	001A8	ADDL3	R0, STR_ADDR, TEMP_DESC+4	
		0C	AE		01	D0	001AD	MOVL	#1, C_SET	3216
			07		6C	91	001B1	CMPB	(AP), #7	3217
				0A	1F	001B4		BLSSU	30\$	
			1C	AC	D5	001B6		TSTL	28(AP)	
				05	13	001B9		BEQL	30\$	
		0C	AE	1C	BC	D0	001BB	MOVL	@CHAR SET, C_SET	3219
			02		57	D1	001C0	30\$:	CMPB	WORK DIR, #2
					49	12	001C3	BNEQ	35\$	
		08	AE		64	3C	001C5	MOVZWL	(R4), OVERFLOW_LINE	3232
				08	AE	D6	001C9	INCL	OVERFLOW_LINE	
			0C	AE	9F	001CC		PUSHAB	C SET	3233
			18	AC	DD	001CF		PUSHL	WRAP_FLAG	3242
		05		6C	91	001D2		CMPB	(AP), #5	3239
				0A	1F	001D5		BLSSU	31\$	

SMG\$DISPLAY_CHA SMG\$DISPLAY CHANGE - Virtual Display -- Changes 16-Sep-1984 00:16:38 VAX-11 Bliss-32 V4.0-742
 1-048 SMG\$PUT_WITH_SCROLL - Scroll virtual display an 14-Sep-1984 13:09:40 [SMGRTL.SRC]SMGDISCHA.B32;1

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SMG
1-0

	15	DD	00276	PUSHL	#21	
	53	DD	00278	PUSHL	DCB	
00000000G	00	02	FB 0027A	CALLS	#2, SMG\$CHECK_FOR_OUTPUT_DCB	
			04 00281	RET		
	50	01	D0 00282 448:	MOVL	#1, R0	
			04 00285	RET		

; 3298
 ;
 ; 3301
 ;
 ; 3303

; Routine Size: 646 bytes, Routine Base: _SMG\$CODE + 1005

; 3058 3304 1 !<BLF/PAGE>

```

3060 3305 1 %SBTTL 'SMG$READ FROM DISPLAY - Read text from virtual display'
3061 3306 1 GLOBAL ROUTINE SMG$READ_FROM_DISPLAY (
3062 3307 1     DISPLAY_ID,
3063 3308 1     RET_STRING,
3064 3309 1     SEARCH_STRING
3065 3310 1 ) =
3066 3311 1
3067 3312 1 **
3068 3313 1 FUNCTIONAL DESCRIPTION:
3069 3314 1
3070 3315 1 This procedure returns back to the caller a text string which
3071 3316 1 represents the current contents of a portion of a virtual
3072 3317 1 display line. The current cursor position row determines which
3073 3318 1 line is to act as the source of the text.
3074 3319 1 If the SEARCH_STRING parameter is omitted, the contents of
3075 3320 1 the current line, from the current cursor column to the
3076 3321 1 right-most column, is returned in RET_STRING.
3077 3322 1
3078 3323 1 If SEARCH_STRING is provided, it is a list of character codes
3079 3324 1 that are to act as terminators in "back searching" -- the
3080 3325 1 process of determining the first character position to be
3081 3326 1 returned. Each character in this string serves as a potential
3082 3327 1 terminator. If no terminator is encountered during "back
3083 3328 1 searching", the search is terminated by column 1 of the
3084 3329 1 virtual display.
3085 3330 1
3086 3331 1 Some examples:
3087 3332 1     Assume the line of text which contains the current
3088 3333 1     cursor contains the text:
3089 3334 1     '$ COPY/LOG F001 F002'
3090 3335 1
3091 3336 1
3092 3337 1 Assume the cursor is positioned at the 'G'.
3093 3338 1
3094 3339 1 SMG$READ_FROM_DISPLAY (Display_id, OUTSTRING )
3095 3340 1 will return 'G F001 F002' since no terminator was supplied,
3096 3341 1 and hence no "back-searching" is performed.
3097 3342 1
3098 3343 1 SMG$READ_FROM_DISPLAY (Display_id, OUTSTRING, '/' )
3099 3344 1 will return '7LOG F001 F002' since the specified terminator
3100 3345 1 was found prior to encountering column 1.
3101 3346 1
3102 3347 1 SMG$READ_FROM_DISPLAY (Display_id, OUTSTRING, '' )
3103 3348 1 will return '$ COPY/LOG F001 F002' since the specified
3104 3349 1 terminator was not found prior to encountering column 1.
3105 3350 1
3106 3351 1 SMG$READ_FROM_DISPLAY (Display_id, OUTSTRING, '#' )
3107 3352 1 will return '$ COPY/LOG F001 F002' since the specified
3108 3353 1 terminator was not seen before column 1 was encountered.
3109 3354 1
3110 3355 1 SMG$READ_FROM_DISPLAY (Display_id, OUTSTRING, 'Y/' )
3111 3356 1 will return '7LOG F001 F002' since, of the specified
3112 3357 1 terminators, the '/' was encountered before column 1 or any of
3113 3358 1 the other terminators.
3114 3359 1
3115 3360 1 NOTE: The "back-searching" begins at the current cursor column.
3116 3361 1 Hence, if the text string is:

```



```

3117 3362 1  '$COPY/LOG F001,F002  ' and cursor is positioned
3118 3363 1
3119 3364 1
3120 3365 1  SMG$READ_FROM_DISPLAY (Display_id, OUTSTRING, ' ' ) will
3121 3366 1  return '-F002'.
3122 3367 1
3123 3368 1  CALLING SEQUENCE:
3124 3369 1
3125 3370 1  ret_status.wlc.v = SMG$READ_FROM_DISPLAY (
3126 3371 1  DISPLAY_ID.rl.r,
3127 3372 1  RET_STRING.wt.dx
3128 3373 1  [,SEARCH_STRING.rt.dx])
3129 3374 1
3130 3375 1  FORMAL PARAMETERS:
3131 3376 1
3132 3377 1  DISPLAY_ID.rl.r  Address of a display id.
3133 3378 1
3134 3379 1  RET_STRING.wt.dx Address of a string descriptor,
3135 3380 1  describing the output string to be
3136 3381 1  produced.
3137 3382 1
3138 3383 1  SEARCH_STRING.rt.dx [Optional]. If specified, the address
3139 3384 1  of a string descriptor, describing a
3140 3385 1  list of terminators which is to stop the
3141 3386 1  backward search in determining the
3142 3387 1  starting position of the string to be
3143 3388 1  returned.
3144 3389 1  If omitted, the returned string starts
3145 3390 1  at the current cursor column position --
3146 3391 1  no back searching is performed.
3147 3392 1
3148 3393 1  IMPLICIT INPUTS:
3149 3394 1
3150 3395 1  NONE
3151 3396 1
3152 3397 1  IMPLICIT OUTPUTS:
3153 3398 1
3154 3399 1  NONE
3155 3400 1
3156 3401 1  COMPLETION STATUS:
3157 3402 1
3158 3403 1  SS$ NORMAL Normal successful completion
3159 3404 1  LIB$ INVSTRDES Invalid string descriptor
3160 3405 1  LIB$ INSVIRMEM Insufficient virtual memory
3161 3406 1
3162 3407 1  SIDE EFFECTS:
3163 3408 1
3164 3409 1  NONE
3165 3410 1  --
3166 3411 1
3167 3412 2  BEGIN
3168 3413 2  BUILTIN
3169 3414 2  NULLPARAMETER;
3170 3415 2
3171 3416 2  LOCAL
3172 3417 2  STATUS, ! Status of subroutine calls
3173 3418 2

```

```

3174 3419 2      START_COL,      ! Computed column number where source-
3175 3420 2      ! to-be-returned starts.
3176 3421 2
3177 3422 2      START_LOC : REF VECTOR [1, BYTE], ! Address of text byte
3178 3423 2      ! currently being inspected
3179 3424 2
3180 3425 2      DCB : REF $DCB_DECL;      ! Address of Display Control Block
3181 3426 2
3182 3427 2      !+
3183 3428 2      !- Validate number of arguments and extract corresponding DCB address
3184 3429 2      !-
3185 3430 2      $SMG$VALIDATE_ARGCOUNT (1, 3);
3186 3431 2      $SMG$GET_DCB T.DISPLAY_ID, DCB)
3187 3432 2
3188 3433 2      IF NOT NULLPARAMETER (SEARCH_STRING)
3189 3434 2      THEN
3190 3435 3      BEGIN      ! Terminator string supplied
3191 3436 3      LOCAL
3192 3437 3      T_LEN,      ! Length of terminator string
3193 3438 3
3194 3439 3      T_ADDR : REF VECTOR [,BYTE];      ! Address of 1st byte
3195 3440 3      ! of terminator string
3196 3441 3
3197 3442 3      !+
3198 3443 3      !- Extract length and address of 1st byte of terminator string.
3199 3444 3      !-
3200 3445 4      IF NOT (STATUS = LIB$ANALYZE_SDESC_R2 ( .SEARCH_STRING ;
3201 3446 4      T_LEN, T_ADDR))
3202 3447 3      THEN
3203 3448 3      RETURN (.STATUS);      ! Can't access terminator string
3204 3449 3
3205 3450 3      !+
3206 3451 3      !- Initialize pointer for searching.
3207 3452 3      !-
3208 3453 3      START_LOC =
3209 3454 3      (.DCB [DCB_W_CURSOR_ROW] - 1) * .DCB [DCB_W_NO_COLS] +
3210 3455 3      .DCB [DCB_W_CURSOR_COL] - 1 + .DCB [DCB_A_TEXT_BUF];
3211 3456 3
3212 3457 3      START_COL = .DCB [DCB_W_CURSOR_COL];
3213 3458 3      WHILE .START_COL NEQ T
3214 3459 3      DO
3215 3460 4      BEGIN      ! Back search
3216 3461 4      !+
3217 3462 4      !- If text byte currently under inspection is one of the
3218 3463 4      !- the terminator bytes, exit from loop.
3219 3464 4      !-
3220 3465 4      INCR I FROM 0 TO .T_LEN -1
3221 3466 4      DO
3222 3467 5      BEGIN      ! Try to match terminator loop
3223 3468 5      IF .START_LOC [0] EQL .T_ADDR [I]
3224 3469 5      THEN
3225 3470 6      BEGIN      ! Terminator found exit path
3226 3471 7      RETURN (LIB$COPY_R_DX6 (
3227 3472 7      .DCB [DCB_W_NO_COLS] - .START_COL + 1, ! # bytes
3228 3473 7      .START_LOC, ! from
3229 3474 6      .RET_STRING)); ! To desc
3230 3475 5      END;      ! Terminator found exit path

```



```

3231 3476 4      END;      ! Try to match terminator loop
3232 3477 4
3233 3478 4      !+ This character doesn't match any of the terminator.
3234 3479 4      !- Back up where we are searching by one column.
3235 3480 4
3236 3481 4      START_COL = .START_COL - 1;
3237 3482 4      START_LOC = .START_LOC - 1;
3238 3483 3      END;      ! Back search
3239 3484 3
3240 3485 3      !+ If we fall out of loop above, none of the terminators were
3241 3486 3      !- found. We need to return the whole line.
3242 3487 3
3243 3488 4      RETURN (LIB$SCOPY R DX6 (
3244 3489 4          .DCB [DCB_W_NO_COLS],      ! # bytes
3245 3490 4          .START_LOC,                  ! from
3246 3491 3          .RET_STRING));              ! To desc
3247 3492 3      END      ! Terminator string supplied
3248 3493 3
3249 3494 2      ELSE
3250 3495 2
3251 3496 3          BEGIN      ! No terminator string supplied
3252 3497 3          !+
3253 3498 3          !- Return string starting at current cursor column.
3254 3499 3
3255 3500 3          START_COL = .DCB [DCB_W_CURSOR_COL];
3256 3501 2          END;      ! No terminator string supplied
3257 3502 2
3258 3503 2      !+
3259 3504 2      !- Recalculate starting byte offset within text buffer for selected
3260 3505 2      !- starting position.
3261 3506 2
3262 3507 2      START_LOC = (.DCB [DCB_W_CURSOR_ROW] - 1) * .DCB [DCB_W_NO_COLS]
3263 3508 2      + .START_COL - 1 + .DCB [DCB_A_TEXT_BUF];
3264 3509 2      !+
3265 3510 2      !- Deliver selected text string to callers string.
3266 3511 2
3267 3512 3      RETURN (LIB$SCOPY R DX6 (
3268 3513 3          .DCB [DCB_W_NO_COLS] - .START_COL + 1,      ! # bytes
3269 3514 3          .START_LOC,                  ! start address
3270 3515 2          .RET_STRING));              ! Dest. descr.
3271 3516 1      END;      ! End of routine SMG$READ_FROM_DISPLAY

```

			OFFC 00000	.ENTRY	SMG\$READ_FROM_DISPLAY, Save R2,R3,R4,R5,R6,-;	3306
					R7,R8,R9,R10,R11	
50	5E	04	C2 00002	SUBL2	#4, SP	
	6C	01	83 00005	SUBB3	#1, (AP), DIFF	3430
	02	50	91 00009	CMPB	DIFF, #2	
		08	1B 0000C	BLEQU	1\$	
	50 00000000G	8F	D0 0000E	MOVL	#SMG\$_WRONUMARG, R0	
			04 00015	RET		
	50	04	BC D0 00016 1\$:	MOVL	@DISPLAY_ID, R0	3431
04	BC	38	A0 D1 0001A	CMPL	56(R0), @DISPLAY_ID	
		06	12 0001F	BNEQ	2\$	

	11	44	A0	91	00021		CMPB	68(R0), #17		
			08	13	00025		BEQL	3\$		
	50	00000000G	8F	D0	00027	2\$:	MOVL	#SMG\$_INVDIS_ID, R0		
				04	0002E		RET			
	57	04	BC	D0	0002F	3\$:	MOVL	@DISPLAY_ID, DCB		
	53	2A	A7	9E	00033		MOVAB	42(DCB), -R3	3455	
	03		6C	91	00037		CMPB	(AP), #3	3433	
			6E	1F	0003A		BLSSU	9\$		
		0C	AC	D5	0003C		TSTL	12(AP)		
			69	13	0003F		BEQL	9\$		
	50	0C	AC	D0	00041		MOVL	SEARCH_STRING, R0	3445	
		00000000G	00	16	00045		JSB	LIB\$ANALYZE_SDESC_R2		
	54		51	D0	0004B		MOVL	R1, R4		
	59		52	D0	0004E		MOVL	R2, R9		
	01		50	E8	00051		BLBS	STATUS, 4\$		
				04	00054		RET			
	50	28	A7	3C	00055	4\$:	MOVZWL	40(DCB), R0	3454	
			50	D7	00059		DECL	R0		
	51	06	A7	3C	0005B		MOVZWL	6(DCB), R1		
	50		51	C4	0005F		MULL2	R1, R0		
51	52		63	3C	00062		MOVZWL	(R3), R2	3455	
	50		52	C1	00065		ADDL3	R2, R0, R1		
	51	10	A7	C0	00069		ADDL2	16(DCB), R1		
	5A	FF	A1	9E	0006D		MOVAB	-1(R1), START_LOC		
	5B		52	D0	00071		MOVL	R2, START_COL	3457	
	6E	FF	A4	9E	00074		MOVAB	-1(R4), (SP)	3465	
	01		5B	D1	00078	5\$:	CMPB	START_COL, #1	3458	
			20	13	0007B		BEQL	8\$		
	58		01	CE	0007D		MVEGL	#1, I	3468	
			11	11	00080		URB	7\$		
	6849		6A	91	00082	6\$:	CMPB	(START_LOC), (I)[T_ADDR]		
			0B	12	00086		BNEQ	7\$		
	50	06	A7	3C	00088		MOVZWL	6(DCB), R0	3472	
	50		5B	C2	0008C		SUBL2	START_COL, R0		
			50	D6	0008F		INCL	R0		
			3E	11	00091		BRB	10\$		
EB	58		6E	F3	00093	7\$:	AOBLEQ	(SP), I, 6\$	3465	
			5B	D7	00097		DECL	START_COL	3481	
			5A	D7	00099		DECL	START_LOC	3482	
			DB	11	0009B		BRB	5\$	3458	
	52	08	AC	D0	0009D	8\$:	MOVL	RET_STRING, R2	3489	
	51		5A	D0	000A1		MOVL	START_LOC, R1		
	50	06	A7	3C	000A4		MOVZWL	6(DCB), R0		
			2E	11	000A8		BRB	11\$		
	5B		63	3C	000AA	9\$:	MOVZWL	(R3), START_COL	3500	
	50	28	A7	3C	000AD		MOVZWL	40(DCB), R0	3507	
			50	D7	000B1		DECL	R0		
	51	06	A7	3C	000B3		MOVZWL	6(DCB), R1		
	50		51	C4	000B7		MULL2	R1, R0		
51	50		5B	C1	000BA		ADDL3	START_COL, R0, R1	3508	
	51	10	A7	C0	000BE		ADDL2	16(DCB), R1		
	5A	FF	A1	9E	000C2		MOVAB	-1(R1), START_LOC		
	57	06	A7	3C	000C6		MOVZWL	6(DCB), R7	3513	
	57		5B	C2	000CA		SUBL2	START_COL, R7		
	50	01	A7	9E	000CD		MOVAB	1(R7), R0		
	52	08	AC	D0	000D1	10\$:	MOVL	RET_STRING, R2		
	51		5A	D0	000D5		MOVL	START_LOC, R1		

SMG\$DISPLAY_CHA	SMG\$DISPLAY CHANGE - Virtual Display -- Changes	16-Sep-1984 00:16:38	VAX-11 Bliss-32 V4.0-742
1-048	SMG\$READ_FROM_DISPLAY - Read text from virtual	14-Sep-1984 13:09:40	[SMGRTL.SRC]SMGDISCHA.B32;1

```
000000000G 00 16 000D8 11S: JSB LIB$SCOPY_R_DX6
04 000DE RET
```

```
; Routine Size: 223 bytes,    Routine Base: _SMG$CODE + 128B
```

```

3274 3518 1 %SBTTL 'SMG$RETURN_CURSOR_POS - Return current cursor position'
3275 3519 1 GLOBAL ROUTINE SMG$RETURN_CURSOR_POS :
3276 3520 1     DISPLAY_ID,
3277 3521 1     ROW_NUM,
3278 3522 1     COL_NUM
3279 3523 1 ) =
3280 3524 1
3281 3525 1 **
3282 3526 1 FUNCTIONAL DESCRIPTION:
3283 3527 1     Returns the current cursor row and column position in the
3284 3528 1     specified virtual display.
3285 3529 1
3286 3530 1 CALLING SEQUENCE:
3287 3531 1
3288 3532 1     ret_status.wlc.v = SMG$RETURN_CURSOR_POS (
3289 3533 1     DISPLAY_ID.rl.r,
3290 3534 1     ROW_NUM.wl.r,
3291 3535 1     COL_NUM.wl.r)
3292 3536 1
3293 3537 1 FORMAL PARAMETERS:
3294 3538 1
3295 3539 1     DISPLAY_ID.rl.r Display id of desired display.
3296 3540 1
3297 3541 1     ROW_NUM.wl.r    Returned row position.
3298 3542 1
3299 3543 1     COL_NUM.wl.r    Returned column position.
3300 3544 1
3301 3545 1 IMPLICIT INPUTS:
3302 3546 1
3303 3547 1     NONE
3304 3548 1
3305 3549 1 IMPLICIT OUTPUTS:
3306 3550 1
3307 3551 1     NONE
3308 3552 1
3309 3553 1 COMPLETION STATUS:
3310 3554 1
3311 3555 1     $$$ NORMAL      Normal successful completion
3312 3556 1     SMG$_WRONUMARG  Wrong number arguments.
3313 3557 1     SMG$_INVDIS_ID  Invalid display id.
3314 3558 1
3315 3559 1 SIDE EFFECTS:
3316 3560 1
3317 3561 1     NONE
3318 3562 1
3319 3563 2 --
3320 3564 2     BEGIN
3321 3565 2     LOCAL
3322 3566 2         DCB : REF $DCB_DECL;          ! Addr. of display control block
3323 3567 2     $SMG$VALIDATE_ARGCOUNT (3,3);      ! Check for right no. of args
3324 3568 2
3325 3569 2     $SMG$GET_DCB ( .DISPLAY_ID, DCB);    ! Get address of display control
3326 3570 2                                         ! block
3327 3571 2
3328 3572 2     .ROW_NUM = .DCB [DCB_W_CURSOR_ROW];
3329 3573 2     .COL_NUM = .DCB [DCB_W_CURSOR_COL];
3330 3574 2
  
```

; 3331 3575 2 RETURN (SS\$NORMAL);
 ; 3332 3576 1 END; . End of routine SMG\$RETURN_CURSOR_POS

			0000	00030	.ENTRY	SMG\$RETURN_CURSOR_POS, Save nothing	: 3519
	03		6C	91 00002	CMPB	(AP), #3	: 3567
			08	13 00005	BEQL	1\$	
	50	00000000G	8F	D0 00007	MOVL	#SMG\$_WRONUMARG, R0	
				04 0000E	RET		
	50	04	BC	D0 0000F	MOVL	@DISPLAY_ID, R0	: 3569
04	BC	38	A0	D1 00013	CMPL	56(R0), @DISPLAY_ID	
			06	12 00018	BNEQ	2\$	
	11	44	A0	91 0001A	CMPB	68(R0), #17	
			08	13 0001E	BEQL	3\$	
	50	00000000G	8F	D0 C0020	MOVL	#SMG\$_INVDIS_ID, R0	
				04 00027	RET		
	50	04	BC	D0 00028	MOVL	@DISPLAY_ID, DCB	: 3572
08	BC	28	A0	3C 0002C	MOVZWL	40(DCB), @ROW_NUM	: 3573
0C	BC	2A	A0	3C 00031	MOVZWL	42(DCB), @COL_NUM	: 3575
	50		01	D0 00036	MOVL	#1, R0	: 3576
			04	00039	RET		

; Routine Size: 58 bytes. Routine Base: _SMG\$CODE + 136A

```

3334 3577 1 %SBTTL 'SMG$SCROLL_DISPLAY_AREA - Scroll rectangular area in a virtual display'
3335 3578 1 GLOBAL ROUTINE SMG$SCROLL_DISPLAY_AREA (
3336 3579 1     DISPLAY_ID,
3337 3580 1     START_ROW,
3338 3581 1     START_COL,
3339 3582 1     HEIGHT,
3340 3583 1     WIDTH,
3341 3584 1     DIRECTION,
3342 3585 1     COUNT
3343 3586 1 ) =
3344 3587 1
3345 3588 1 **
3346 3589 1 FUNCTIONAL DESCRIPTION:
3347 3590 1
3348 3591 1     This routine scrolls the contents of a rectangular area in a virtual
3349 3592 1     display in the specified direction for the specified count. By default
3350 3593 1     the scrolling rectangle is the 'scrolling region' in the virtual
3351 3594 1     display.
3352 3595 1
3353 3596 1     The default direction is 'up' and the default number of units is 1.
3354 3597 1
3355 3598 1     The scrolling rectangle must lie entirely
3356 3599 1     within the virtual display, else SMG$_INVARG is returned.
3357 3600 1
3358 3601 1     If the number of units to be scrolled exceeds the size of the rectangle
3359 3602 1     in that direction the text within the rectangle simply "disappears"
3360 3603 1     at the rectangle boundary. Locations emptied by this operation are
3361 3604 1     set to spaces.
3362 3605 1
3363 3606 1     The cursor position is left at START_ROW, START_COL.
3364 3607 1 CALLING SEQUENCE:
3365 3608 1
3366 3609 1     ret_status.wlc.v = SMG$SCROLL_DISPLAY_AREA (
3367 3610 1         DISPLAY_ID.rl.r
3368 3611 1         [,START_ROW.rl.r, START_COL_NUM.rl.r]
3369 3612 1         [,HEIGHT.rl.r]
3370 3613 1         [,WIDTH.rl.r]
3371 3614 1         [,DIRECTION.rl.r]
3372 3615 1         [,COUNT.rl.r]
3373 3616 1
3374 3617 1 FORMAL PARAMETERS:
3375 3618 1
3376 3619 1     DISPLAY_ID.rl.r Display id of desired display.
3377 3620 1
3378 3621 1     START_ROW.rl.r Optional. Row in which scrolling region starts.
3379 3622 1     Defaults to row 1.
3380 3623 1
3381 3624 1     START_COL.rl.r Optional. Column in which scrolling region starts.
3382 3625 1     Defaults to column 1.
3383 3626 1
3384 3627 1     HEIGHT.rl.r Optional. Height of scrolling region. Defaults to
3385 3628 1     the height of the scrolling region in the virtual
3386 3629 1     display.
3387 3630 1
3388 3631 1     WIDTH.rl.r Optional. Width of scrolling region. Defaults to
3389 3632 1     the width of the scrolling region in the virtual
3390 3633 1     display.
  
```



```

3391 3634 1
3392 3635 1 DIRECTION.rl.r Optional. Direction in which to scroll. Defaults
3393 3636 1 to SMG$M_UP. Choices are: SMG$M_UP
3394 3637 1 SMG$M_DOWN
3395 3638 1 SMG$M_RIGHT
3396 3639 1 SMG$M_LEFT
3397 3640 1
3398 3641 1 COUNT.rl.r Optional. Number of positions to scroll. Defaults
3399 3642 1 to 1 line.
3400 3643 1
3401 3644 1 IMPLICIT INPUTS:
3402 3645 1
3403 3646 1 NONE
3404 3647 1
3405 3648 1 IMPLICIT OUTPUTS:
3406 3649 1
3407 3650 1 NONE
3408 3651 1
3409 3652 1 COMPLETION STATUS:
3410 3653 1
3411 3654 1 $$$ NORMAL Normal successful completion
3412 3655 1 SMG$WRONUMARG Wrong number arguments.
3413 3656 1 SMG$INVDIS_ID Invalid display Id.
3414 3657 1
3415 3658 1 SIDE EFFECTS:
3416 3659 1
3417 3660 1 NONE
3418 3661 1 --
3419 3662 2 BEGIN
3420 3663 2 LOCAL
3421 3664 2 DCB : REF $DCB_DECL, ! Addr. of display control block
3422 3665 2 LOCAL_ROW, ! working start row
3423 3666 2 LOCAL_COL, ! working start column
3424 3667 2 LOCAL_HEIGHT, ! working height
3425 3668 2 LOCAL_WIDTH, ! working width
3426 3669 2 LOCAL_DIR, ! working direction
3427 3670 2 LOCAL_COUNT, ! working count
3428 3671 2 STATUS; ! status of called routine
3429 3672 2
3430 3673 2 BUILTIN
3431 3674 2 NULLPARAMETER;
3432 3675 2
3433 3676 2 $SMG$VALIDATE_ARGCOUNT (1,7);
3434 3677 2
3435 3678 2 $SMG$GET_DCB ( .DISPLAY_ID, DCB); ! Get address of display control
3436 3679 2 ! block
3437 3680 2
3438 3681 2 !
3439 3682 2 ! Validate arguments and fill in local variables.
3440 3683 2 !
3441 3684 2 !
3442 3685 2 IF NOT NULLPARAMETER (START_ROW) AND
3443 3686 2 NOT NULLPARAMETER (START_COL)
3444 3687 2 THEN
3445 3688 2 BEGIN ! use caller's row, col
3446 3689 2 $SMG$VALIDATE_ROW_COL (..START_ROW, ..START_COL);
3447 3690 2 LOCAL_ROW = ..START_ROW;

```

```

3448      LOCAL_COL = ..START_COL;
3449      END
3450  ELSE
3451      BEGIN
3452          ! use default row, col
3453          LOCAL_ROW = .DCB [DCB_W_TOP_OF_SCRREG];
3454          LOCAL_COL = 1;
3455      END;
3456  LOCAL_HEIGHT = .DCB [DCB_W_BOTTOM_OF_SCRREG] -
3457                .LOCAL_ROW + 1; ! init to default
3458  IF NOT NULLPARAMETER (HEIGHT)
3459  THEN
3460      BEGIN
3461          ! check caller's height
3462          IF ..HEIGHT + .LOCAL_ROW - 1 LSS .DCB [DCB_W_ROW_START] OR
3463             ..HEIGHT + .LOCAL_ROW - 1 GTR .DCB [DCB_W_NO_ROWS]
3464          THEN
3465              RETURN (SMG$_INVARG)
3466          ELSE
3467              LOCAL_HEIGHT = ..HEIGHT;
3468          END;
3469  LOCAL_WIDTH = .DCB [DCB_W_NO_COLS]; ! init to default
3470  IF NOT NULLPARAMETER (WIDTH)
3471  THEN
3472      BEGIN
3473          ! check caller's width
3474          IF ..WIDTH + .LOCAL_COL - 1 LSS .DCB [DCB_W_COL_START] OR
3475             ..WIDTH + .LOCAL_COL - 1 GTR .DCB [DCB_W_NO_COLS]
3476          THEN
3477              RETURN (SMG$_INVARG)
3478          ELSE
3479              LOCAL_WIDTH = ..WIDTH;
3480          END;
3481  LOCAL_DIR = SMG$_UP;
3482  IF NOT NULLPARAMETER (DIRECTION)
3483  THEN
3484      BEGIN
3485          ! check caller's direction
3486          CASE ..DIRECTION FROM SMG$_UP TO SMG$_LEFT OF
3487          SET
3488              [SMG$_UP, SMG$_DOWN, SMG$_RIGHT, SMG$_LEFT]:
3489              LOCAL_DIR = ..DIRECTION;
3490          [INRANGE,OUTRANGE]:
3491              RETURN (SMG$_INVARG);
3492          TES;
3493      END;
3494  LOCAL_COUNT = 1; ! init to default
3495  IF NOT NULLPARAMETER (COUNT)
3496  THEN
3497      BEGIN
3498          ! check caller's count
3499          IF ..COUNT GTR 0
3500          THEN
3501              RETURN (SMG$_INVARG);
3502          END;
3503      END;
3504  END

```



```

3505 3748 3      LOCAL_COUNT = ..COUNT
3506 3749 3      ELSE
3507 3750 3      RETURN (SMG$_INVARG);
3508 3751 2      END;
3509 3752 2
3510 3753 2      +
3511 3754 2      Now all the arguments are set up. Call an internal routine to do
3512 3755 2      the real work.
3513 3756 2      -
3514 3757 2
3515 3758 2      STATUS = SMG$$SCROLL_AREA (.DCB,
3516 3759 2      .LOCAL_ROW, .LOCAL_COL,
3517 3760 2      .LOCAL_HEIGHT, .LOCAL_WIDTH,
3518 3761 2      .LOCAL_DIR, .LOCAL_COUNT);
3519 3762 2      IF NOT (.STATUS) THEN RETURN (.STATUS);
3520 3763 2
3521 3764 2      +
3522 3765 2      The internal routine did not reset the cursor position. Do that here.
3523 3766 2      -
3524 3767 2
3525 3768 2      DCB [DCB_W_CURSOR_ROW] = .LOCAL_ROW;
3526 3769 2      DCB [DCB_W_CURSOR_COL] = .LOCAL_COL;
3527 3770 2
3528 3771 2      +
3529 3772 2      Turn off scrolling since we have moved the cursor.
3530 3773 2      -
3531 3774 2
3532 3775 2      DCB [DCB_V_FULL] = 0;
3533 3776 2
3534 3777 2      +
3535 3778 2      See if this change should be reflected on the screen immediately.
3536 3779 2      -
3537 3780 2
3538 3781 3      RETURN (SMG$$CHECK_FOR_OUTPUT_DCB (.DCB,
3539 3782 2      SMG$_C_SCROLL_DISPLAY_AREA));
3540 3783 1      END;
                                ! End of routine SMG$SCROLL_DISPLAY_AREA

```

			01FC 00000	.ENTRY	SMG\$SCROLL_DISPLAY_AREA, Save R2,R3,R4,R5,-	3578
					R6,R7,R8	
50	58	00000000G	00 9E 00002	MOVAB	SMG\$_INVARG, R8	
	6C		01 83 00009	SUBB3	#1, (AP), DIFF	3676
	06		50 91 0000D	CMPB	DIFF, #6	
			08 1B 00010	BLEQU	1\$	
	50	00000000G	8F D0 00012	MOVL	#SMG\$_WRONUMARG, R0	
			04 00019	RET		
	50	04	BC D0 0001A 1\$:	MOVL	@DISPLAY_ID, R0	3678
	64	BC 38	A0 D1 0001E	CMPL	56(R0), @DISPLAY_ID	
			06 12 00023	BNEQ	2\$	
	11	44	AC 91 00025	CMPB	68(R0), #17	
			08 13 00029	BEQL	3\$	
	50	00000000G	8F D0 0002B 2\$:	MOVL	#SMG\$_INVDIS_ID, R0	
			04 00032	RET		
	52	04	BC D0 00033 3\$:	MOVL	@DISPLAY_ID, DCB	

			02	6C 91 00037	CMPB (AP), #2	3685
				43 1F 0003A	BLSSU 8\$	
		08		AC D5 0003C	TSTL 8(AP)	
				3E 13 0003F	BEQL 8\$	
			03	6C 91 00041	CMPB (AP), #3	3686
				39 1F 00044	BLSSU 8\$	
		0C		AC D5 00046	TSTL 12(AP)	
				34 13 00049	HEQL 8\$	
			51	08 BC D0 0004B	MOVL @START_ROW, R1	3689
				08 15 0004F	BLEQ 4\$	
51	02	A2	10	00 ED 00051	CMPZV #0, #16, 2(DCB), R1	
				08 18 00057	BGEQ 5\$	
			50	00000000G 8F D0 00059 4\$:	MOVL #SMG\$_INVROW, R0	
				04 00060	RET	
			50	0C BC D0 00061 5\$:	MOVL @START_COL, R0	
				08 15 00065	BLEQ 6\$	
50	06	A2	10	00 ED 00067	CMPZV #0, #16, 6(DCB), R0	
				08 18 0006D	BGEQ 7\$	
			50	00000000G 8F D0 0006F 6\$:	MOVL #SMG\$_INVCOL, R0	
				04 00076	RET	
			56	51 D0 00077 7\$:	MOVL R1, LOCAL_ROW	3690
			57	50 D0 0007A	MOVL R0, LOCAL_COL	3691
				07 11 0007D	BRB 9\$	3685
			56	48 A2 3C 0007F 8\$:	MOVZWL 72(DCB), LOCAL_ROW	3695
			57	01 D0 00083	MOVL #1, LOCAL_COL	3696
			50	4A A2 3C 00086 9\$:	MOVZWL 74(DCB), R0	3700
			50	56 C2 0008A	SUBL2 LOCAL_ROW, R0	
				50 D6 0008D	INCL LOCAL_HEIGHT	
			04	6C 91 0008F	CMPB (AP), #4	3702
				20 1F 00092	BLSSU 10\$	
				10 AC D5 00094	TSTL 16(AP)	
				1B 13 00097	BEQL 10\$	
			51	10 BC D0 00099	MOVL @HEIGHT, R1	3705
			53	FF A6 41 9E 0009D	MOVAB -1(LOCAL_ROW)[R1], R3	
53		62	10	00 ED 000A2	CMPZV #0, #16, (DCB), R3	
				32 14 000A7	BGTR 11\$	
53	02	A2	10	00 ED 000A9	CMPZV #0, #16, 2(DCB), R3	3706
				2A 19 000AF	BLSS 11\$	
			50	51 D0 000B1	MOVL R1, LOCAL_HEIGHT	3710
			55	06 A2 3C 000B4 10\$:	MOVZWL 6(DCB), LOCAL_WIDTH	3713
			05	6C 91 000B8	CMPB (AP), #5	3715
				28 1F 000BB	BLSSU 13\$	
				14 AC D5 000BD	TSTL 20(AP)	
				23 13 000C0	BEQL 13\$	
			51	14 BC D0 000C2	MOVL @WIDTH, R1	3718
			53	FF A7 41 9E 000C6	MOVAB -1(LOCAL_COL)[R1], R3	
53	04	A2	10	00 ED 000CB	CMPZV #0, #16, 4(DCB), R3	
				08 14 000D1	BGTR 11\$	
53	06	A2	10	00 ED 000D3	CMPZV #0, #16, 6(DCB), R3	3719
				07 18 000D9	BGEQ 12\$	
			53	68 9E 000DB 11\$:	MOVAB SMG\$_INVARG, R3	3721
			50	53 D0 000DE	MOVL R3, R0	
				04 000E1	RET	
			55	51 D0 000E2 12\$:	MOVL R1, LOCAL_WIDTH	3723
			54	01 D0 000E5 13\$:	MOVL #1, LOCAL_DIR	3726
			06	6C 91 000E8	CMPB (AP), #6	3728
				20 1F 000EB	BLSSU 16\$	

0012	07	01	18	AC	D5	000ED	TSTL	24(AP)	
0012	002E	0012	18	BC	CF	000F2	BEQL	16\$	
	002E	002E				000FF	CASEL	@DIRECTION, #1, #7	3731
							.WORD	15\$-14\$,-	
								15\$-14\$,-	
								17\$-14\$,-	
								15\$-14\$,-	
								17\$-14\$,-	
								17\$-14\$,-	
								17\$-14\$,-	
								15\$-14\$,-	
								17\$	3737
		54	18	BC	D0	00109	MOVL	@DIRECTION, LOCAL_DIR	3734
		53		01	D0	0010D	MOVL	#1, LOCAL_COUNT	3741
		07		6C	91	00110	CMPB	(AP), #7	3743
				17	1F	00113	BLSSU	18\$	
			1C	AC	D5	00115	TSTL	28(AP)	
				12	13	00118	BEQL	18\$	
			1C	BC	D5	0011A	TSTL	@COUNT	3746
				06	15	0011D	BLEQ	17\$	
		53	1C	BC	D0	0011F	MOVL	@COUNT, LOCAL_COUNT	3748
				07	11	00123	BRB	18\$	
		51		68	9E	00125	MOVAB	SMG\$ INVARG, R1	3750
		50		51	D0	00128	MOVL	R1, R0	
					04	0012B	RET		
				53	DD	0012C	PUSHL	LOCAL_COUNT	3761
				54	DD	0012E	PUSHL	LOCAL_DIR	
				21	BB	00130	PUSHR	#*M<R0,R5>	3760
			00C4	8F	BB	00132	PUSHR	#*M<R2,R6,R7>	3758
	00000000G	00		07	FB	00136	CALLS	#7, SMG\$\$\$SCROLL_AREA	
		17		50	E9	0013D	BLBC	STATUS, 19\$	3762
	28	A2		56	B0	00140	MOVW	LOCAL_ROW, 40(DCB)	3768
	2A	A2		57	B0	00144	MOVW	LOCAL_COL, 42(DCB)	3769
	34	A2		01	8A	00148	BICB2	#1, 52(DCB)	3775
				1A	DD	0014C	PUSHL	#26	3781
				52	DD	0014E	PUSHL	DCB	
	00000000G	00		02	FB	00150	CALLS	#2, SMG\$\$\$CHECK_FOR_OUTPUT_DCB	
				04	00157	19\$:	RET		3783

; Routine Size: 344 bytes, Routine Base: _SMG\$CODE + 13A4

; 3541 3784 1 !<BLF/PAGE>

```

3543 3785 1 %SBTTL 'SMG$SET_CURSOR_ABS - Set absolute cursor position'
3544 3786 1 GLOBAL ROUTINE SMG$SET_CURSOR_ABS (
3545 3787 1     DISPLAY_ID,
3546 3788 1     ROW_NUM,
3547 3789 1     COL_NUM
3548 3790 1 ) =
3549 3791 1 **
3550 3792 1 FUNCTIONAL DESCRIPTION:
3551 3793 1
3552 3794 1     Position cursor to absolute row and column specified.
3553 3795 1     Return SMG$_INVROW or SMG$_INVCOL if either position is outside
3554 3796 1     of the virtual display area.
3555 3797 1
3556 3798 1 CALLING SEQUENCE:
3557 3799 1
3558 3800 1     ret_status.wlc.v = SMG$SET_CURSOR_ABS (
3559 3801 1         DISPLAY_ID.rl.r
3560 3802 1         [,ROW_NUM.rl.r]
3561 3803 1         [,COL_NUM.rl.r])
3562 3804 1
3563 3805 1 FORMAL PARAMETERS:
3564 3806 1
3565 3807 1     DISPLAY_ID.rl.r Display id of desired display.
3566 3808 1
3567 3809 1     ROW_NUM.rl.r   Row position.  If not supplied, row number is
3568 3810 1                   not altered from current position.
3569 3811 1
3570 3812 1     COL_NUM.rl.r   Column position.  If not supplied, column number
3571 3813 1                   is not altered from current position.
3572 3814 1
3573 3815 1 IMPLICIT INPUTS:
3574 3816 1
3575 3817 1     NONE
3576 3818 1
3577 3819 1 IMPLICIT OUTPUTS:
3578 3820 1
3579 3821 1     NONE
3580 3822 1
3581 3823 1 COMPLETION STATUS:
3582 3824 1
3583 3825 1     SSS_NORMAL      Normal successful completion
3584 3826 1     SMG$_INVROW     Invalid row number
3585 3827 1     SMG$_INVCOL     Invalid column number
3586 3828 1     SMG$_WRONUMARG  Wrong number arguments.
3587 3829 1     SMG$_INVDIS_ID  Invalid display id.
3588 3830 1
3589 3831 1 SIDE EFFECTS:
3590 3832 1
3591 3833 1     NONE
3592 3834 1 --
3593 3835 2     BEGIN
3594 3836 2     BUILTIN
3595 3837 2     NULLPARAMETER;
3596 3838 2
3597 3839 2     LOCAL
3598 3840 2     STATUS,
3599 3841 2     ROW,

```

: Status of subroutine calls
 : Working row number

```

: 3600      3842 2      COL,                ! Working column number
: 3601      3843 2      DCB: REF $DCB_DECL;    ! Addr. of display control block
: 3602      3844 2
: 3603      3845 2      $SMG$VALIDATE_ARGCOUNT (1,3);
: 3604      3846 2
: 3605      3847 2      $SMG$GET_DCB ( .DISPLAY_ID, DCB);    ! Get address of display control
: 3606      3848 2                        ! block
: 3607      3849 2
: 3608      3850 2
: 3609      3851 3      ROW = (IF NOT NULLPARAMETER (ROW_NUM) THEN ..ROW_NUM
: 3610      3852 2                        ELSE .DCB [DCB_W_CURSOR_ROW]);
: 3611      3853 2
: 3612      3854 3      COL = (IF NOT NULLPARAMETER (COL_NUM) THEN ..COL_NUM
: 3613      3855 2                        ELSE .DCB [DCB_W_CURSOR_COL]);
: 3614      3856 2
: 3615      3857 2      +
: 3616      3858 2      ! Make sure resulting position is still within the virtual display.
: 3617      3859 2      -
: 3618      3860 2      +
: 3619      3861 2      ! Validity check row and column specified
: 3620      3862 2      -
: 3621      3863 2      $SMG$VALIDATE_ROW_COL ( .ROW, .COL);
: 3622      3864 2
: 3623      3865 2      +
: 3624      3866 2      ! Ok, set them.
: 3625      3867 2      -
: 3626      3868 2      DCB [DCB_W_CURSOR_ROW] = .ROW;
: 3627      3869 2      DCB [DCB_W_CURSOR_COL] = .COL;
: 3628      3870 2
: 3629      3871 2      +
: 3630      3872 2      ! We have altered the cursor position so obviously sequential output
: 3631      3873 2      ! has been interrupted. Turn off the scrolling bit.
: 3632      3874 2      -
: 3633      3875 2
: 3634      3876 2      DCB [DCB_V_FULL] = 0;
: 3635      3877 2
: 3636      3878 3      RETURN (SMG$$CHECK_FOR_OUTPUT_DCB (.DCB,
: 3637      3879 2                        SMG$C_SET_CURSOR_ABS));
: 3638      3880 1      END;                ! End of routine SMG$SET_CURSOR_ABS

```

50	6C	01	83	00002	.ENTRY	SMG\$SET_CURSOR_ABS, Save R2	: 3786
	02	50	91	00006	SUBB3	#1, (AP), DIFF	: 3845
		08	1B	00009	CMPB	DIFF, #2	
	50	8F	D0	0000B	BLEQU	1\$	
			04	00012	MOVL	#SMG\$_WRONUMARG, R0	
	50	BC	D0	00013	RET		
04	BC	38	A0	D1	MOVL	@DISPLAY_ID, R0	: 3847
		06	12	0001C	CMPB	56(R0), @DISPLAY_ID	
	11	44	A0	91	BNEQ	2\$	
		08	13	00022	CMPB	68(R0), #17	
	50	8F	D0	00024	BEQL	3\$	
			04	0002B	MOVL	#SMG\$_INVDIS_ID, R0	
					RET		

50	04	RC	D0	0002C	3\$:	MOVL	@DISPLAY_ID, DCB		
02		6C	91	00030		CMPB	(AP), #2	3851	
		0B	1F	00033		BLSSU	4\$		
	08	AC	D5	00035		TSTL	8(AP)		
		06	13	00038		BEQL	4\$		
52	08	BC	D0	0003A		MOVL	@ROW_NUM, ROW		
		04	11	0003E		BRB	5\$		
52	28	A0	3C	00040	4\$:	MOVZWL	40(DCB), ROW	3852	
03		6C	91	00044	5\$:	CMPB	(AP), #3	3854	
		0B	1F	00047		BLSSU	6\$		
	0C	AC	D5	00049		TSTL	12(AP)		
		06	13	0004C		BEQL	6\$		
51	0C	BC	D0	0004E		MOVL	@COL_NUM, COL		
		04	11	00052		BRB	7\$		
51	2A	A0	3C	00054	6\$:	MOVZWL	42(DCB), COL	3855	
		52	D5	00058	7\$:	TSTL	ROW	3863	
		08	15	0005A		BLEQ	8\$		
52	02	A0	10	00		CMPZV	#0, #16, 2(DCB), ROW		
		08	18	00062		BGEQ	9\$		
50	00000000G	8F	D0	00064	8\$:	MOVL	#SMG\$_INVROW, R0		
		04	0006B			RET			
		51	D5	0006C	9\$:	TSTL	COL		
		08	15	0006E		BLEQ	10\$		
51	06	A0	10	00		CMPZV	#0, #16, 6(DCB), COL		
		08	18	00076		BGEQ	11\$		
50	00000000G	8F	D0	00078	10\$:	MOVL	#SMG\$_INVCOL, R0		
		04	0007F			RET			
28	A0	52	B0	00080	11\$:	MOVW	ROW, 40(DCB)	3868	
2A	A0	51	B0	00084		MOVW	COL, 42(DCB)	3869	
34	A0	01	8A	00088		BICB2	#1, 52(DCB)	3876	
		16	DD	0008C		PUSHL	#22	3878	
		50	DD	0008E		PUSHL	DCB		
00000000G	00	02	FB	00090		CALLS	#2, SMG\$\$CHECK_FOR_OUTPUT_DCB		
		04	00097			RET		3880	

; Routine Size: 152 bytes, Routine Base: _SMG\$CODE + 14FC

; 3639 3881 1 !<BLF/PAGE>


```

3641 3882 1 %SBTTL 'SMG$SET_CURSOR_REL - Set relative cursor position'
3642 3883 1 GLOBAL ROUTINE SMG$SET_CURSOR_REL (
3643 3884 1     DISPLAY_ID,
3644 3885 1     DELTA_ROW,
3645 3886 1     DELTA_COLUMN
3646 3887 1 ) =
3647 3888 1
3648 3889 1 **
3649 3890 1 FUNCTIONAL DESCRIPTION:
3650 3891 1     Position cursor to relative row and column specified --
3651 3892 1     relative to current position.
3652 3893 1     If adding DELTA_ROW or DELTA_COLUMN takes us outside of the
3653 3894 1     virtual display, return SMG$_INVROW or SMG$_INVCOL respectively.
3654 3895 1
3655 3896 1
3656 3897 1 CALLING SEQUENCE:
3657 3898 1
3658 3899 1     ret_status.wlc.v = SMG$SET_CURSOR_REL (
3659 3900 1         DISPLAY_ID.rl.r
3660 3901 1         [,DELTA_ROW.rl.r]
3661 3902 1         [,DELTA_COLUMN.rl.r])
3662 3903 1
3663 3904 1 FORMAL PARAMETERS:
3664 3905 1
3665 3906 1     DISPLAY_ID.rl.r      Display id of desired display.
3666 3907 1
3667 3908 1     DELTA_ROW.rl.r      Delta row position (-delta, +delta)
3668 3909 1                        If not supplied, row number is not
3669 3910 1                        altered from current position.
3670 3911 1
3671 3912 1     DELTA_COLUMN.rl.r   Delta column position (-delta, +delta)
3672 3913 1                        if not supplied, column number is not
3673 3914 1                        altered from current position.
3674 3915 1
3675 3916 1
3676 3917 1 IMPLICIT INPUTS:
3677 3918 1
3678 3919 1     NONE
3679 3920 1
3680 3921 1 IMPLICIT OUTPUTS:
3681 3922 1
3682 3923 1     NONE
3683 3924 1
3684 3925 1 COMPLETION STATUS:
3685 3926 1
3686 3927 1     SSS NORMAL          Normal successful completion
3687 3928 1     SMG$_INVROW         When delta column is added to current column
3688 3929 1     SMG$_INVCOL         and/or delta_row is added to current row,
3689 3930 1                        resulting row or column is outside virtual
3690 3931 1                        display.
3691 3932 1     SMG$_WRONUMARG      Wrong number arguments.
3692 3933 1
3693 3934 1 SIDE EFFECTS:
3694 3935 1
3695 3936 1     NONE
3696 3937 1
3697 3938 2 -- BEGIN
  
```

```

3698      3939  2      BUILTIN
3699      3940  2      NULLPARAMETER;
3700      3941  2
3701      3942  2      LOCAL
3702      3943  2      STATUS,          ! Status of subroutine calls
3703      3944  2      D_ROW,          ! Working delta row
3704      3945  2      D_COL,          ! Working delta column
3705      3946  2      DCB : REF $DCB_DECL; ! Addr. of display control block
3706      3947  2
3707      3948  2      $SMG$VALIDATE_ARGCOUNT (1.3);
3708      3949  2
3709      3950  2      $SMG$GET_DCB ( .DISPLAY_ID, DCB); ! Get address of display control
3710      3951  2      ! block
3711      3952  2
3712      3953  2
3713      3954  3      D_ROW = (IF NOT NULLPARAMETER (DELTA_ROW) THEN .DELTA_ROW
3714      3955  2      ELSE 0);
3715      3956  2
3716      3957  3      D_COL = (IF NOT NULLPARAMETER (DELTA_COLUMN) THEN .DELTA_COLUMN
3717      3958  2      ELSE 0);
3718      3959  2
3719      3960  2      !+
3720      3961  2      ! Make sure resulting position is still within the virtual display.
3721      3962  2      !-
3722      3963  2      IF .DCB [DCB_W_CURSOR_ROW] + .D_ROW LSS 1 OR
3723      3964  2      .DCB [DCB_W_CURSOR_ROW] + .D_ROW GTR .DCB [DCB_W_NO_ROWS]
3724      3965  2      THEN
3725      3966  2      RETURN (SMG$_INVROW);
3726      3967  2
3727      3968  2      IF .DCB [DCB_W_CURSOR_COL] + .D_COL LSS 1 OR
3728      3969  2      .DCB [DCB_W_CURSOR_COL] + .D_COL GTR .DCB [DCB_W_NO_COLS]
3729      3970  2      THEN
3730      3971  2      RETURN (SMG$_INVCOL);
3731      3972  2
3732      3973  2      !+
3733      3974  2      ! Ok, set them.
3734      3975  2      !-
3735      3976  2      DCB [DCB_W_CURSOR_ROW] = .DCB [DCB_W_CURSOR_ROW] + .D_ROW;
3736      3977  2      DCB [DCB_W_CURSOR_COL] = .DCB [DCB_W_CURSOR_COL] + .D_COL;
3737      3978  2
3738      3979  2      !+
3739      3980  2      ! Turn off scrolling.
3740      3981  2      !-
3741      3982  2
3742      3983  2      DCB [DCB_V_FULL] = 0;
3743      3984  2
3744      3985  3      RETURN (SMG$$CHECK_FOR_OUTPUT_DCB (.DCB,
3745      3986  2      SMG$_C_SET_CURSOR_REL));
3746      3987  1      END;
                                     ! End of routine SMG$SET_CURSOR_REL

```

50	6C	000C 00000	ENTRY	SMG\$SET_CURSOR_REL, Save R2,R3	: 3883
	02	01 83 00002	SUBB3	#1, (APT, DIFF	: 3948
		50 91 00006	CMPI	DIFF, #2	:

			08	1B	00009	BLEQU	1\$	
		50	00000000G	8F	D0 0000B	MOVL	#SMG\$_WRONUMARG, R0	
				04	00012	RET		
04		50	04	BC	D0 00013	1\$: MOVL	@DISPLAY_ID, R0	3950
		BC	38	A0	D1 00017	CMPL	56(R0), @DISPLAY_ID	
				06	12 0001C	BNEQ	2\$	
		11	44	A0	91 0001E	CMPB	68(R0), #17	
				08	13 00022	BEQL	3\$	
		50	00000000G	8F	D0 00024	2\$: MOVL	#SMG\$_INVDIS_ID, R0	
				04	0002B	RET		
		50	04	BC	D0 0002C	3\$: MOVL	@DISPLAY_ID, DCB	
		02		6C	91 00030	CMPB	(AP), #2	3954
				0B	1F 00033	BLSSU	4\$	
			08	AC	D5 00035	TSTL	8(AP)	
				06	13 00038	BEQL	4\$	
		53	08	BC	D0 0003A	MOVL	@DELTA_ROW, D_ROW	
				02	11 0003E	BRB	5\$	
				53	D4 00040	4\$: CLRL	D_ROW	
		03		6C	91 00042	5\$: CMPB	(AP), #3	3957
				0B	1F 00045	BLSSU	6\$	
			0C	AC	D5 00047	TSTL	12(AP)	
				06	13 0004A	BEQL	6\$	
		52	0C	BC	D0 0004C	MOVL	@DELTA_COLUMN, D_COL	
				02	11 00050	BRB	7\$	
				52	D4 00052	6\$: CLRL	D_COL	
		51	28	A0	3C 00054	7\$: MOVZWL	40(DCB), R1	3963
		51		53	C0 00058	ADDL2	D_ROW, R1	
				08	15 0005B	BLEQ	8\$	
51	02	A0		10	00 ED 0005D	CMPZV	#0, #16, 2(DCB), R1	3964
				09	18 00063	BGEQ	9\$	
		51	00000000G	00	9E 00065	8\$: MOVAB	SMG\$_INVROW, R1	3966
				18	11 0006C	BRB	11\$	
		51	2A	A0	3C 0006E	9\$: MOVZWL	42(DCB), R1	3968
		51		52	C0 00072	ADDL2	D_COL, R1	
				08	15 00075	BLEQ	10\$	
51	06	A0		10	00 ED 00077	CMPZV	#0, #16, 6(DCB), R1	3969
				0B	18 0007D	BGEQ	12\$	
		51	00000000G	00	9E 0007F	10\$: MOVAB	SMG\$_INVCOL, R1	3971
		50		51	D0 00086	11\$: MOVL	R1, R0	
				04	00089	RET		
		28	A0	53	A0 0008A	12\$: ADDW2	D_ROW, 40(DCB)	3976
		2A	A0	52	A0 0008E	ADDW2	D_COL, 42(DCB)	3977
		34	A0	01	8A 00092	BICB2	#T, 52(DCB)	3983
				17	DD 00096	PUSHL	#23	3985
				50	DD 00098	PUSHL	DCB	
		00000000G	00	02	FB 0009A	CALLS	#2, SMG\$\$CHECK_FOR_OUTPUT_DCB	
				04	000A1	RET		3987

; Routine Size: 162 bytes, Routine Base: _SMG\$CODE + 1594

; 3747 3988 1 !<BLF/PAGE>

; R

: 3749 3989 1 END ! End of module SMG\$DISPLAY_CHANGE
: 3750 3990 1
: 3751 3991 0 ELUDOM

.EXTRN LIB\$STOP

PSECT SUMMARY

Name	Bytes	Attributes
_SMG\$CODE	5686	NOVEC,NOWRT, RD , EXE, SHR, LCL, REL, CON, PIC,ALIGN(2)

Library Statistics

File	----- Total	Symbols Loaded	----- Percent	Pages Mapped	Processing Time
_\$255\$DUA28:[SYSLIB]STARLET.L32;1	9776	41	0	581	00:01.0
_\$255\$DUA28:[SMGRTL.OBJ]RTLLIB.L32;1	36	0	0	8	00:00.1
_\$255\$DUA28:[SMGRTL.OBJ]SMGLIB.L32;1	469	31	6	38	00:00.4

COMMAND QUALIFIERS

: BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/NOTRACE/LIS=LISS:SMGDISCHA/OBJ=OBJ\$:SMGDISCHA MSRC\$:SMGDISCHA/UPDATE=(ENH\$:SMGDISCHA
:)

: Size: 5679 code + 7 data bytes
: Run Time: 01:51.9
: Elapsed Time: 05:20.2
: Lines/CPU Min: 2140
: Lexemes/CPU-Min: 18059
: Memory Used: 354 pages
: Compilation Complete

0355 AH-BT13A-SE
VAX/VMS V4.0

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