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A Further Development of The
Massachusetts Institute of Technology
Computer Aided Design Executive System

by

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A FURTHER DEVELOPMENT OF THE
MASSACHUSETTS INSTITUTE OF TECHNOLOGY
COMPUTER AIDED DESIGN EXECUTIVE SYSTEM

by

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ABSTRACT

The MIT Design Executive System, which is referred to as DEX, is a design oriented, structured interactive computer system. DEX provides the designer with a flexible but controlled environment in which to interact through DEX with program modules, databases, and the operating system. The structured design environment is provided through the use of menus.

A further development of the MIT Computer Aided Design EXecutive system provides truly dynamic loading of program modules at execution time. A dynamic storage capability is added along with the capability to determine file status and dynamically allocate files during execution of DEX. In the event of an abnormal termination of execution, this condition is trapped and any open database is saved.

Improvements are added to the present DEX database system, with compression of the database after delete. Backward pointers are added, and a proposal for a dynamically extendible database is provided.

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CHAPTER 1
BACKGROUND AND THESIS ORGANIZATION

1.1 Background

In recent years the computer has come to the forefront of the design process, as numerous computer aided design systems have been developed. However, we as designers still do not realize the full potential of this powerful tool. There are several reasons for this. While the recent improvements in the user/ program interface have made the computer more straightforward to use, there are still several common problems which make the designer unwilling to accept the outlay of time required to change from one design program to another. Some of the common problems that these design programs, and the systems that contain them suffer from are:

1. Too often the programs are inflexible, and do not allow the user to deviate from the preconceived design process.

2. There is no consistent input/output procedure, and the output of one program cannot easily be used as input to another.
3. Because of the inconsistencies, the user must learn new procedures for each new program. This results in excessive training time requirements.
4. The program is often not forgiving, and after spending much time running the program an error can result in the loss of all output.
5. Inability of the programs to be transported to other facilities.
6. Often the programs are not user friendly. That is they were not designed with the ease of use as a major consideration in writing the program.

In 1974, researchers at the Massachusetts Institute of Technology and the University of Michigan joined together in a project to develop a structured computer aided design system that would eliminate or reduce the above characteristics. They named the system the Design EXecutive

System (DEX). The DEX system was written in a structured, top down manner, with each subroutine having a specific function. This was done to enhance transportability. If a given function was not available at a facility, then only the routine containing that function and the references to it would have to be changed. Also when transporting DEX, the few site dependent routines would be separate and could be easily changed without having to rewrite all of DEX. DEX can be adapted to almost any computer system that supports the Fortran programming language.

DEX provides an environment for running various application programs, called "modules". This provides ease of use and consistency by requiring all module programmers to interface with the user in the same manner. The DEX system was designed as a transactional manager that would insulate the user from both the module and the operating system, with DEX controlling all transactions. DEX consists of three levels or groups of programs:

1. DEX proper - The main body of DEX which provides the operating environment or "umbrella" of DEX, within which the user and the modules interact.

These routines provide the user with the consistent impression of the system.

2. EXTENDED DEX library - These are a collection of 45 utility subroutines and general functions which can be used by the module writer to facilitate the construction of the module. They are already set up to communicate with DEX properly. They include routines for reading, writing, editing data, unit conversion, and outputting messages and status indications.
3. Module - A module is a single subroutine or a complete set of subroutines written and executed together to perform a specific task. This is the actual application program which performs the calculations that the user is interested in.

The DEX system will be explained in more detail in Chapter 2. Celotto in his thesis [Celotto, 1981] gives the references for the earlier work on DEX, and gives an excellent example of how to write a module and how to run the DEX system. He also gives a detailed description of the Extended DEX library which was primarily his work.

1.2 Purpose

The purpose of this work is to make a further development in DEX proper. The first area of emphasis was in the DEX assembly language routines. While DEX is written primarily in Fortran for transportability, there are some system functions that were not available to DEX through Fortran at the Massachusetts Institute of Technology. It thus became necessary to write a few functions as site dependent IBM/370 assembly language routines. These functional areas were:

- User identification.
- System time.
- Enhanced file management routines.
- Enhanced dynamic loading and unloading of modules.
- Enhanced dynamic allocation of memory.
- Enhanced error recovery with recovery from abnormal termination.

This was my major area of emphasis.

The second area of emphasis was in the DEX database editing routines. To the existing database management system in DEX the following capabilities were added:

- Enhanced delete function.
- Bi-directional pointers.
- Compression of the database (elimination of deleted entries) when the database is full or at the users request.
- Expansion of the database array buffer when it is full through the use of dynamic memory allocation.

1.3 Preview of Things to Come

Chapter 2 provides further detail on the DEX system. Chapter 3 will look at the assembly language utility routines, and the DEX philosophy of file management, dynamic loading, and dynamic memory allocation. Chapter 4 will give

further detail on the DEX database system, what it was, what it is now, and how it should be developed in the future. Chapter 5 will give conclusions and recommendations for the future. Appendix A is an assembly language programmers guide, written for the user who desires to write or modify DEX assembly language routines. Appendix B is a sample session with DEX's database editor. Appendix C is the program listings for the assembly language routines addressed in Chapter 3. And finally, Appendix D is the program listings for the database routines discussed in Chapter 4.

CHAPTER 2
THE DESIGN EXECUTIVE SYSTEM (DEX)

2.1 The DEX System

The DEX System is a highly structured interactive Design Executive program which manages all interactions between: 1.) the user, 2.) application program "modules" operating within DEX, 3.) DEX databases in memory, 4.) other sources and destinations of data, and 5.) the operating system. The design philosophy of the DEX System is discussed in the next section. DEX provides a major control structure utilizing menus to communicate with the user. When in the DEX environment the user is prompted to enter an item from one of the DEX menus shown in figure 2.1 indicating the action that the user desires to be performed. The menu DEX.MAIN is the major DEX control menu, and contains the major DEX commands. DEX begins its interaction with the user by prompting for an item from this menu, and returns to this menu after the completion of the requested action or actions.

The menu DEX.DISP is reached by entering the menu item DISPLAY from the menu DEX.MAIN, and is used to display at

SENDER AN ITEM FROM MENU - DEX.MAIN
display menu all

	MENU	MENU	MENU	MENU	MENU	MENU	MENU
\$	DEX.DISP	DB-TYPES	DBEDCMD5	DEX.ALTR	DXYES-NO	DEX.MAIN	
\$ 1	MENU	INTEGER	CREATE	TERSE	YES	LIBRARY	
\$ 2	NEWS	REAL	STORE	VERBOSE	NO	HELP	
\$ 3	MODE	ARRAY-RL	DELETE	KEYBOARD		DISPLAY	
\$ 4			COMMENT	GRAPHIC		ALTER	
\$ 5			EXPLAIN	ECHO-ON		TIDY	
\$ 6			PRINT	ECHO-OFF		OPEN-DB	
\$ 7			DUMP	DONE		EDIT-DB	
\$ 8			SET-TITL			CLOSE-DB	
\$ 9			GET-TITL			BEGIN	
\$ 10			DONE			CONTINUE	
\$ 11						SYSTEM	
\$ 12						QUIT-DEX	

Figure 2.1 The DEX Menus

the terminal a menu or list of menus, DEX news, or the current mode. The system can be operating in either the DEX mode or a module mode. After the item is displayed control is automatically is returned to the menu DEX.MAIN. The menu DEX.ALTR is reached by entering the menu item ALTER from the menu DEX.MAIN, and is used to alter the state of DEX. An example might be to change from verbose to terse messages. This menu unlike DEX.DISP maintains control until the user has entered all desired menu items. In this case control is not returned to DEX.MAIN until the user enters the menu item DONE.

The menu DBEDCMDS contains the commands used to edit a DEX database. The menu DBEDCMDS is reached by entering the menu item EDIT-DB from the menu DEX.MAIN. The database edit commands will be discussed in Chapter 4. The menu DB-TYPES is used by the database edit routines to obtain the type of variable to be entered in the database. The menu DXYES-NO can be used by any routine to obtain a yes/no answer to a question.

The DEX.MAIN menu item LIBRARY displays a list of the modules currently in the DEX library. The menu item HELP displays a help file written by the module author to explain

the operation of a given module. The menu item TIDY is used to clear the graphics screen. The menu items OPEN-DB, EDIT-DB, and CLOSE-DB are used for manipulating databases, and will be discussed in Chapter 4. The menu item BEGIN is used to begin execution of a module. Upon completion of the module control is returned to the DEX mode. The menu item CONTINUE is used to resume execution of a module after execution of the module was interrupted by a user request to temporarily return to the DEX mode. The menu item SYSTEM is used to temporarily exit to the operating system, and the system command RETURN is used to return to DEX. Finally the menu item QUIT-DEX is used to terminate the DEX session.

2.2 The Design Philosophy of the DEX System

The design philosophy of the DEX system was to provide the user with the maximum flexibility, while still maintaining consistency through control of all interactions. Celotto in his work [Celotto, 1981] pointed out that "there are five characteristics of DEX which reflect the design philosophy of the system:

1. The user is in the design loop.

2. The system allows the design process to be executed in more than one sequence.
3. The system talks with the user in plain English.
4. The system is forgiving.
5. The system has multiple capabilities for input and output."

Let us explore each of these important characteristics.

2.3 The User In the Design Loop

The design process is iterative in nature, and there is not necessarily one correct flow through the procedure. Computer programs allow the relatively quick completion of complex and time consuming calculations, but often only in the sequence preconceived by the program writer. DEX allows the user to be in the design loop so the user can choose the sequence in which individual modules are executed. This is accomplished through dynamic loading and starting of modules. Additionally the user may choose to modify the

output of one module before it is input to another module or written to its destination. Thus the user can control the sequence of flow through the design spiral, and modify or insert additional data between steps.

2.4 Multiple Design Sequences

The flexibility offered by DEX is enhanced by the use of menus to allow the user to control the flow of execution. Thus the user has a wide choice of paths to follow through the design process. A menu is a list of options from which the user can choose the next step in the process, or the next variable to be defined. At present DEX allows a maximum of twelve items per menu, and a maximum of 25 menus. At any time the user can make a request to return to DEX from a module by typing the \$ sign followed by the name of the desired menu and menu item. Menu names and menu items can be up to eight characters long with no embedded blanks.

If the user is in the DEX environment, then DEX will prompt to enter an item from a DEX menu. If in the module environment, that is if the user has told DEX to begin a module, then the user will be prompted to enter an item from

one of the module menus depending on the point of execution of the module. If the user doesn't know the items in the menu, the menu items can be displayed by typing:

```
$ display menu menuname
```

Where \$ indicates a request to return to DEX, display is a menu item from menu DEX.MAIN, menu is a menu item from menu DEX.DISP, and menuname is the name of the menu that you desire to be displayed. After reviewing the menu the user types:

```
continue
```

which is an item from menu DEX.MAIN, and the user is returned to the prompting message for the menu item. The menu items are of three different types:

1. Information - such as data needed for a module's execution
2. Commands - such as BEGIN for begin calculation, or DONE indicating the desire to terminate execution of this module.

3. Other Menus - such as INPUT implying proceed to the menu INPUT which might have as its items the possible sources of input.

2.5 DEX Communicates with the user in plain English

The messages and prompts which DEX gives the user are written in English sentences, and are designed to be as clear as possible. The responses which the user gives are items from the various DEX or Module menus. These menu items are also English words designed to be a logical response to the queries from DEX. Also the user can string together a series of menu items into a sentence which will cause DEX to match each word with the appropriate menu, resulting in a sequence of actions. Thus the interaction is very much like an oral dialogue. This makes the DEX system easier to learn as the dialogue is consistent.

2.6 DEX is Forgiving

Because of the complexity of DEX, the occurrence of errors is inevitable. Whether it be simply typing something

that DEX does not expect, or the attempt to load a program that does not exist. The designers of DEX tried to anticipate as many errors as possible. And where possible, diagnostic messages in plain English were included in the DEX message pool. Where possible, DEX advises the user of the error and then allows another try at the same place. If this is not possible DEX will return control to a previous routine or menu or back to DEX itself. In the event of a fatal error this investigator has added the capability to intercept the abort to the operating system, returning control to a DEX fatal error handling routine. This routine announces the problem to the user, saves any open database, and gives the user the option of terminating execution (recommended since the status of the system is unknown), or continuing execution until things have deteriorated beyond recovery.

2.7 DEX has Many Sources/Destinations for Information

In Celotto's work [Celotto, 1981], he used the term "information" rather than input or output, because the terms "input", and "output" are too limiting in concept. He rather talked of "sources" of information, and "destinations" of

information. This writer will adopt the same convention. DEX enables the communication of information by the dynamic allocation of databases and files. DEX distinguishes between two types of files, a.) databases, and b.) disk files. In addition to these two types of files, DEX can communicate information to and from the terminal (or plotter) in the form of alphanumeric characters or graphics. The terminal is the destination for DEX messages, and the source for menu entries by the user. The DEX operating environment can be seen to have five sources of information and four destinations; they are:

1. DEX - created and edited databases which can be saved on or loaded from disk.
2. The user at the terminal using DEX utility routines to read or write alphanumerics.
3. The user at a graphics device using DEX graphics routines to read or create x-y co-ordinate plots, or other graphical data. (This capability has not yet been implemented in the present version of DEX at MIT.)

4. Sequential disk files.

5. Module default data (source of information only).

The reader is referred to the work by Celotto[[Celotto, 1981] for a more detailed description of how to run DEX, and of the Extended DEX library of utility routines. A description of the DEX database system will be given in Chapter 4.

CHAPTER 3

THE DEX ASSEMBLY LANGUAGE UTILITIES

3.1 General Description

As previously stated the philosophy of DEX is to provide the most flexibility to the designer using DEX, while still maintaining uniformity of dialogue and consistent information transfer. As a result DEX is a complex but structured program. Since the user is in the design loop, DEX has no way of knowing in advance the path that the user will follow through the design sequence. For this reason it cannot be determined in advance which files the user will need access to, or which modules the user will need loaded. Additionally the user may start using a database which might become full, and need to be expanded.

As a result, if all of the possible combinations were attempted to be provided for when DEX was compiled, the size and cost of DEX would be prohibitive. It would not be feasible to attempt such an undertaking, even if the resources were available. For this reason there are several functions which are essential to the dynamic nature of DEX. They are:

1. Dynamic file management.
2. Dynamic loading and unloading of modules.
3. Dynamic allocation of storage.
4. Error recovery.

Additionally there are several cosmetic or accounting capabilities that would enhance the DEX environment. These are:

1. Obtaining time from the system,
2. The obtaining of a users ID for communication and accounting of DEX use.
3. The ability to interrupt DEX, go to the system to perform some function, and then return to DEX at the point where you stopped.
4. The ability to shift the contents of a memory location either left or right.

However, these types of functions are generally not available to the IBM/370 Fortran programmer, and therefore it was necessary to develop them in assembly language at MIT. The description of each of these capabilities are given in the subsequent sections. The code listings for the assembly language routines are included in Appendix C.

3.2 Dynamic File Management

In the traditional program organization the input/output files must be allocated to the logical unit number either before the program is executed or in an "open" statement in the program. This results in a fixed file structure, with the unit number being allocated to one file and one file only for the entire execution of the program. In the DEX System, it is unknown which modules the user will invoke, and therefore what files will need to be allocated to which units. DEX requires the dynamic allocation of files at execution time, in order to provide the capability to change file allocation at any time. Also it is necessary for DEX to be able to check the existence of a file before attempting to allocate it. DEX needs to be able to CLOSE files after use and free the allocation, so that the unit can be

used for other files. Before allocating a file DEX must be able to determine if a file is already attached to the desired unit, and if so what file. The following is a list of the assembly language routines used for dynamic file management:

- ALLOC - Allocate a file for read or write. DEX allocates logical unit number (LUN) 18 as output device (OUTDEV), and LUN 19 as input device (INPDEV). Other assignments of LUN used by DEX are:

Messages device	MSGSDV=13
Usage device	USEDEV=14
Information device	INFODV=17
Database device	DBSDEV=12
News device	NEWSDV=15
Help device	HELPDV=16

- CKFILE - Check for the existence on the disk of a given file by its name.
- CLOSE - Close an open file.
- FREE - Free an allocated file.

- QUERY - Query what file if any is allocated to a given logical unit number (LUN).

The routines ALLOC and CKFILE were existing routines modified by this investigator. The routines CLOSE and FREE were existing routines which were not modified. The QUERY routine is a new routine developed by this investigator. The description of these routines is given in more detail below.

ALLOC The routine ALLOC is a combination of the previous routines ALLOCW and ALLOC. It is used to allocate a fortran I/O file to a given unit number. A third argument has been added, which is a WFLAG (write flag) which if .TRUE. tells the routine to allocate the file for write with the pointer at the end of the file. ALLOC is an Integer Function. The calling sequence is,

```
RET = ALLOC(LUN,FILENAME,WFLAG)
```

Where, RET is assigned the integer value zero if the file was successfully allocated, and a non zero return code if the file could not be allocated. The current version of the MIT IBM operating system returns the

value 24 for all the error conditions, so that they cannot be distinguished.

LUN is the Logical Unit Number which is the unit to which the module or DEX is writing or reading from.

FILENAME is a 24 byte string containing the CMS name of the file, segregated into 8 byte pieces. If the filename is given as a '*', then the terminal is allocated.

WFLAG is a flag which indicates that the file is to be allocated for write when it is .TRUE..

CKFILE The routine CKFILE is a logical function which checks the existence of a given file. This routine uses the FSSTATE macro which is a Conversational Monitor System (CMS) macro which checks the existence of a file. Error handling was added so the routine returns an RCODE to indicate the reason for a failure to find the given file. The calling sequence is,

```
RET = CKFILE(FILENAME,RCODE)
```

Where FILENAME is an 18 character string containing the full filename.

RET is a logical variable which is set .TRUE. if the file exists, and .FALSE. if the file does not exist.

RCODE is an error return code of integer type. The meaning of the return codes are,

RCODE = 0 No error

RCODE = 1 Invalid character in FILEID

RCODE = 2 Invalid FILEMODE

RCODE = 3 File not found

RCODE = 4 Disk not accessed

CLOSE The CLOSE routine was not modified by this investigator, but is included here for completeness. This routine closes a file for fortran to allow for file cleanup after use. The calling sequence is,

CALL CLOSE(LUN,&NOTGOOD)

Where LUN is the Logical Unit Number to which the file to be closed is attached (the LUN is in full word binary)

&NOTGOOD is for a fortran RETURN I convention. It is the label number of the line in the fortran routine which called CLOSE where control will be returned if the CLOSE is not successful. This is accomplished in assembly language by returning a 0 in register 15 if the normal return is to be taken, and a 4 in register 15 if the &NOTGOOD return is to be taken. For example;

```
CALL CLOSE(18,&33333)
RCODE = 0
go to 99999
C... The file could not be closed
33333 RCODE = 1
.
.
99999 RETURN
end
```

FREE The FREE routine was not modified by this investigator, but is included here for completeness. This routine frees

the file from the given LUN. The present version ignores the filename and frees whatever file is attached to that LUN. The calling sequence is,

```
CALL FREE(FILENUM<,FILENAME>,&NOTGOOD)
```

Where FILENUM is the LUN in character format

FILENAME is the name of the file to be freed; it is currently ignored.

&NOTGOOD is for the fortran RETURN I convention, and is as described in the CLOSE routine description above.

QUERY The QUERY routine was developed by this investigator. The QUERY routine makes use of the RDJFCB (Read Job File Control Block) system macro, and the IBM CMS (Conversational Monitor System) macros CMSCB and DEVTYPE [IBM, 3,4,5]. When passed a fortran I/O unit number (UNIT), this routine reads the system Job File Control Block (JFCB) for FTNNF001, where NN = unit number. The JFCB contains information about any file which is attached to that unit number. The CMSCB macro

(CMS Control Block) is then used to map the JFCB. The CMSCB macro is a series of labeled fields with the same length as the fields in the File Control Block. These labels can then be used to extract data from the JFCB. The FCBREAD field is checked to see if a file was attached. If none is then a .FALSE. is returned. If a file is attached a .TRUE. is returned, and the FILENAME, FILETYPE, and FILEMODE are extracted from the JFCB and returned. The CMS DEVTYPE macro is invoked to determine the device type, and this is returned. The calling sequence is,

```
TRUFLG = QUERY(UNIT,RCODE,NAME,TYPE,MODE,DEV)
```

Where UNIT is the fortran LUN for which information is desired.

RCODE is a return code which is not currently used. It was included as an argument in the event that later changes in the system control block structure necessitated a return code to identify the reason for failure of the query.

NAME is the filename returned.

TYPE is the filetype returned.

MODE is the filemode returned.

DEV is the device to which the unit is attached and is returned to the calling routine as an 8 character device. The possible device returns are,

PRINTER
READER
TERMINAL
TAPE
DISK
PUNCH
CRT

If no file is attached to the UNIT then NAME,TYPE,MODE, and DEV are set to zero.

3.3 Dynamic Loading and Unloading of Modules

The dynamic loading and unloading of modules is an important feature of DEX, and is an integral part of

the system, providing much of DEX's flexibility. In the previous version of DEX at MIT dynamic unloading was not implemented, and dynamic loading was simulated by reserving a very large storage area at the time DEX was initialized. Then when a module was loaded it would always be loaded at the start of this area. This allowed modules to be dynamically loaded, but caused several problems. First it was necessary to waste storage, because the area had to be sufficiently large to hold the largest routine in the DEX library. Additionally if two modules loaded were of different size and happened to use the same name for some of their routines, linkage conflicts could arise. This investigator developed the following assembly language routines to provide truly dynamic loading and unloading of modules. These routines make use of the OS/VS1 supervisor services macros. [IBM,6,7,8]

- LOAD - Dynamically load a module into memory and return the entry point.
- START - Dynamically start a loaded module.
- UNLOAD - Unload a previously loaded module.

These routines will now be described in greater detail.

LOAD The LOAD routine loads a module into main storage and returns the entry point address. It uses the OS/VS1 Supervisor 'Load' macro [IBM,7]. LOAD assumes the filetype is TEXT. LOAD calls the routine CKFILE with the filename to be loaded and a filetype of TEXT, to check that the file to be loaded exists. LOAD is a logical function, and if the load is unsuccessful a .FALSE. is returned. If the module is loaded, it's entry point is returned and LOAD is .TRUE.. This routine is used in Appendix A as an example. The calling sequence is,

```
TRUVAL = LOAD(FILENAME,ENTRY,RFCODE)
```

Where FILENAME is an 8 character filename, and a filetype of text is assumed.

ENTRY is the returned entry point address where the module was loaded.

RFCODE is a fatal return code which is set to one prior to entry. If no fatal error occurs the RFCODE is reset to zero. However, if a

fatal error occurs then execution terminates abnormally and RFCODE is still equal to one. This indicates to the DXABND routine that the error occurred in LOAD.

The concept of a fatal return code introduced above, was introduced by this investigator to identify the routine in which a fatal error occurred. The fatal return code (RFCODE) is passed in common to the DEX abnormal end routine (DXABND). The routine DXABND will only receive control if an abnormal end has occurred. The value of the RFCODE when DXABND receives control indicates the routine where the error occurred. Prior to calling any routine where a fatal error could occur RFCODE is set to the value assigned to that routine. Thus if a fatal error occurs control will not return normally but will go to DXABND with the RFCODE still set. If the routine terminates normally then the RFCODE can be reset to zero. Currently only four RFCODES have been assigned. It was decided that further assignments of RFCODEs could be made as experimentation with DEX indicated the need. The current assignments are:

RFCODE = 0 No Fatal Error

RFCODE = 1 Logical Function LOAD

RFCODE = 2 Subroutine START

RFCODE = 3 Logical Function FREEMN

RFCODE = 4 Module program

START The START routine when passed a module entry point (which was obtained using LOAD) passes control to that routine, and then returns control to the calling routine after the module has completed. In other words, it provides linkage between DEX and the module program. The calling sequence is,

```
CALL START(ENTRY,RFCODE)
```

Where ENTRY is the entry address for a module as obtained from the LOAD routine.

RFCODE is a fatal return code which is set to two prior to calling this routine. If no fatal error occurs then RFCODE is set to zero before returning to the calling routine. If a fatal

error occurs then execution is terminated abnormally, and the RFCODE is still equal to two. This then indicates to the DXABND routine that the error occurred in START.

UNLOAD The UNLOAD routine deletes a previously loaded module from main storage. The UNLOAD routine is a logical function and returns UNLOAD = .TRUE. if the unload is successful. If the indicated module can't be found then UNLOAD is returned as a .FALSE.. The UNLOAD routine uses the OS/VS1 Supervisor 'DELETE' macro [IBM,7]. The calling sequence is,

```
TRUVAL = UNLOAD(FILENAME)
```

Where FILENAME is an 8 character name of a module loaded using the LOAD routine.

No fatal return is necessary as there is no fatal error condition.

3.4 Dynamic Allocation of Storage

The traditional storage approach is that an array must be dimensioned statically to the worst case size. This is not only inflexible, but is wasteful of storage. In the DEX System the dynamic allocation of storage is essential to the very philosophy of the database, and it is expected that the allocation of storage should expand and contract with the data stored. This is important if DEX is to be a truly flexible design tool.

- FREEMN - Free previously allocated storage.
- GETMN - Get a block of main storage and return its entry point.
- READEC Read a block of memory at a location offset from the beginning of an existing memory area.
- WRITEC Write a block of data to memory at a location offset from the beginning of the memory area.

The routines FREEMN, and GETMN were developed by this investigator to provide the dynamic storage allocation capability in the MIT version of DEX in a manner that would facilitate the future development of a dynamic database. The previous version was locked at 2000 words of main storage for the database and there was no capability to free the storage and get an enlarged storage area. The routines READEC and WRITEC were existing routines based on the previous implementation which simulated the Control Data Corporation (CDC) ECS storage scheme, but with a fixed amount of storage. The basic structure is still the same, but in the current version the READEC and WRITEC routines were modified to take the pointer and length information describing the storage area as arguments. The routine GETMN is called to get a block of storage of any size up to the maximum size of 16 million bytes. However, the system has imposed a currently authorized limit of 1 million bytes on the DEX account. This limit can be raised but as it is raised the system is slowed, and limits are placed on the use of DEX. The pointer to the storage area is returned and placed in common. This information is then used to manage the storage area, allowing a new area to be obtained, the old copied, and then the old released using the FREEMN routine.

FREEMN The routine FREEMN frees a block of storage via the system FREEMAIN macro. The number of words of storage and the pointer to the area to be freed are passed as arguments. The calling sequence is,

```
FREFLG = FREEMN(NWORDS,POINTR,RFCODE)
```

Where NWORDS is the number of words of storage to be freed.

POINTR is an integer pointer to the start of the main storage area to be freed.

RFCODE is a fatal return code which is set to three prior to entry. If no fatal error occurs the RFCODE is reset to zero. However, if a fatal error occurs then execution terminates abnormally and RFCODE is still equal to three. This indicates to the DXABND routine that the error occurred in FREEMN.

FREFLG will be .TRUE. if the area is successfully freed. The only reason that it would fail is if the size exceeds the allowed storage

size. This would cause an abnormal end which is trapped for.

GETMN The routine GETMN acquires a block of storage via the system GETMAIN macro. The number of words of storage to get is passed as an argument. A pointer to the area is returned. The virtual storage area obtained by the GETMAIN macro begins on a doubleword boundary (see Appendix A-3.1), or a page boundary. The area is not cleared to zero when it is allocated. This routine does not need a fatal RFCODE because the GETMAIN macro is invoked with a conditional code. If the storage size requested exceeds the allowed limit then the GETMAIN is ignored, and GETMN is returned as a .FALSE.. The calling sequence is,

```
GETFLG = GETMN(NWORDS,POINTR)
```

Where NWORDS is the number of words of storage to be acquired.

POINTR is an integer pointer to the start of the main storage area.

READEC The routine READEC reads a block of storage from the simulated CDC Extended Core Storage (ECS) area obtained by the GETMN routine. The block of storage is read into a string (symbolic name) starting at the first byte. The block begins at a given offset from the start of the ECS area. This routine is used to read a stored array or comment from the ECS area. Comments are known to be of fixed length 64. Arrays are stored with the length of the array in the first location and the n elements of the array in the next n locations. The calling sequence is,

```
CALL READEC (STRING, OFFSET, LENWDS, ECSPTR, ECSLEN)
```

Where STRING is the symbolic name of the array where the words of data are stored as they are read.

OFFSET is the number of words that the desired block is offset from the beginning of the ECS area pointed to by ECSPTR.

LENWDS is the number of words of storage to be read (length in words).

ECSPTR is the pointer to the beginning of the ECS area. ECSPTR is returned by GETMN when it acquires the ECS area.

ECSLEN is the length of the ECS area and is used to check that the request is not an attempt to access beyond the area. If it is the request is ignored and a return code of 4 is returned in register zero. This check is included to make the routine general, but is presently redundant as DEX makes a check prior to calling READEC. The check is made in the routine DBAPTR that the NEXECS plus LENWDS does not exceed MAXECS. If it does DBAPTR is set .FALSE., and upon return to DBEDIT, the routine DBXECS is called to expand the ECS area.

The READEC routine reads a block of storage LENWDS long starting at ECSPTR plus OFFSET into STRING. The sequence of action when using READEC to read a database array from main storage would be; first the pointer to the array relative to the start of ECS would be obtained from the database. Then READEC would be called with that offset and a length of one. The value returned would be the length of the stored array.

READEC would again be called, but with an array as the string location, OFFSET+1, and the length of the array just read with the previous READEC call.

WRITEC The routine WRITEC writes a block of storage into the 'ECS' storage area obtained by the GETMN routine. A block of storage is taken from string and stored in the ECS area. The block is stored at the given offset from the start of the ECS area. This routine is used to write an array or comment into the ECS area. Comments are known to be of fixed length 64. Arrays are stored with the length of the array in the first location and the n elements of the array in the next n locations. The calling sequence is,

```
CALL WRITEC (STRING, OFFSET, LENWDS, ECSPTR, ECSLEN)
```

Where STRING is the symbolic name of the array whose contents are to be moved into the ECS area.

OFFSET is the number of words that the block is to be offset from the location pointed to by ECSPTR.

LENWDS is the number of words of storage to be written (length in words).

ECSPTR is the pointer to the beginning of the ECS area. ECSPTR is returned by GETMN when it acquires the ECS area.

ECSLEN is the length of the ECS area and is used to check that the request is not an attempt to access beyond the area. It is handled in the same manner as in READEC.

The WRITEC routine writes a block of storage LENWDS long from STRING into the ECS area starting at ECSPTR plus OFFSET. The sequence of action when using WRITEC to write a database array into main storage would be: First the next available ECS location would be determined from the variable NEXECS, then WRITEC would be called to write the length into the next available location. WRITEC would again be called to write a pointer to the previous block into the next location. A pointer back to the database entry would be written, and then WRITEC would be called with the array and LENWDS equal to the length of the array.

3.5 Error Recovery

As has been previously discussed, DEX is a very forgiving system. If the user enters a number in the wrong format, then DEX announces it and indicates which data items must be reentered. If the user is prompted for a menu item, and enters an incorrect response, DEX again indicates the error and allows the user to recover. However, there are some system functions which are not forgiving, and cause an abnormal termination, such as an error in a module which tries an illegal action. As a result a routine was developed to trap the abnormal end condition in the system and reroute it to a DEX fatal error handling routine.

- ABTRAP - Intercepts abnormal termination, and transfers control to the fortran routine DXABND (developed by this investigator). The routine DXABND announces to the user that an abnormal termination has occurred, and gives the user the option of saving any open database. It then gives the user the option of continuing or terminating the session.

The routine ABTRAP uses the CMS macro HNDSVC to set up a trap for a supervisor call SVC 13 which is the command used by the CMS operating system to branch to the system abend routine. The HNDSVC macro sets up the trap with an address where control is to be transferred anytime the SVC 13 command is issued. The address used for the trap is the label ABNORM in the ABTRAP routine. After the trap has been successfully set ABTRAP returns control to DEX and indicates successful completion by returning with ABTRAP .TRUE.. Then if at anytime later an abnormal condition arises, the operating system takes control and issues an SVC 13 to call the system abend routine. This condition is intercepted by the trap and rerouted to the location ABNORM in the routine ABTRAP. This section of assembly language code clears the trap to prevent a recursive abend sequence, and branches to the DEX routine DXABND. DXABND is a fortran routine which informs the user of the abnormal end condition, checks the RFCODE to determine which routine caused the error, provides the opportunity to save any open database, and then gives the user the option of terminating or continuing the DEX session.

The DXABND routine makes the least number of calls possible because of the uncertain status of DEX and the operating

system. The primary objective here was to save the database so that all would not be lost. However, if the user desires an attempt will be made to recover and continue operating. This action is not recommended because the user's virtual machine has been altered and the conditions will continue to deteriorate. The calling sequence is,

```
TRUFLG = ABTRAP(DUMMY)
```

DUMMY is a dummy argument to satisfy local fortran logical function convention that a function requires an argument.

3.6 Other Utility Routines

It would be beneficial for DEX to have several other capabilities. It would be useful to be able to identify the user's logon ID in order to keep an account of DEX users, and also to include the name in the welcome message.

Often it is convenient, when running a program, to return to the system to check something, or perform

some system function and then return to the program to resume execution.

Because of the large range of possible functions which could be performed under DEX, it would be useful to have the date and time indicated on the record of each DEX session so that the chronology of the design could be kept.

In assembly language coding it is sometimes necessary to convert from words of memory to bytes. This can be done by shifting the contents of the word to the left. Also some system macros return the results packed into a single register with an address portion and perhaps a length portion. This information can be more easily extracted by shifting the contents of the register to purge the undesired portion. Thus a routine which shifts a word of memory a given number of bits would be useful. The assembly language routines which provide these capabilities are:

- ISHIFT - To shift a word of memory left or right a given number of bits.

- JGVMID - To obtain the users Logon ID from the system.
- SYSTEM - To exit to the system and then be able to return to DEX after completing the desired function. It should be noted that ONLY transient system commands, and commands which are nucleus-resident are possible. They are:

The nucleus-resident CMS commands,

CP	GENMOD	START
DEBUG	INCLUDE	STATE
ERASE	LOAD	STATEW
FETCH	LOADMOD	

The transient system CMS commands,

ACCESS	HELP	RELEASE
ASSGN	LISTFILE	RENAME

COMPARE	MODMAP	SET
DISK	OPTION	SVCTRACE
DLBL	PRINT	SYNONYM
FILEDEF	PUNCH	TAPE
GENDIRT	QUERY	TYPE
GLOBAL	READCARD	

- TIME - To obtain the time of day and date from the system.

These routines were developed by Jeff Rice, except for JGVMID which was developed by J. Graham of the MIT Information Processing Service and are presented here for completeness. The calling sequence is,

```
CALL ISHIFT(WORD,NBITS)
```

Where WORD is the word to be shifted

NBITS is the number of bits to shift. If it is positive the shift is to the left if negative the shift is to the right.

CALL JGVMID(VMID)

VMID is the user ID who is currently logged on and using this program. This is the return argument from the system, and is 8 bytes in length.

CALL SYSTEM _ Branches to the CMS subset.

CALL TIME(STRING)

Where STRING is the symbolic name where the time and date are to be stored. The format is HH.MM.SS.TH YY/DDD. This routine uses the supervisor services macro TIME to get the system time, and then extracts the time/date information in the correct format.

CHAPTER 4
THE DEX DATABASE SYSTEM

4.1 General Description

The DEX Database System identifies entries in the database using the name of the variable or datum as a key. The variable's location in the database is not important. When the variable is placed in the database or later needs to be located for data manipulation, its address is calculated using a "hashing" algorithm. The hashing algorithm translates the name (sometimes called a key) into a number which is uniformly scattered or randomized. This number is then used to determine where the element is to be stored [Donovan, 1972; Martin, 1977]. This technique and the logical and physical database structure will be explained in section 4.2. The formal description of the overall database structure is called a "schema" [Martin, 1977].

4.1.1 The DEX Database Philosophy

The DEX Database System was designed to provide the user with the maximum flexibility in database manipulation. A new database can be constructed and used, or an existing database can be loaded and used, by either the module program, or the user using database manipulation menu items from the menus DEX.MAIN or DBEDCMDS. Opening a database means that it is opened in memory for manipulation. If it is a new database, then memory is initialized for it. If it is an existing database which is stored on disk, it will be loaded into memory if necessary. No database will be loaded if a copy of the database requested already exists in memory. After the database has been created and used, it will not necessarily be saved on disk. DEX will prompt the user to determine if the user desires that the database be saved. Databases can be manipulated by either a module program or the user in the DEX environment. The possible methods are:

1. A database can be manipulated from within a module program using the database management routines directly, or using the Extended DEX Library. The

Extended DEX Library was created to facilitate the module author in handling different sources and destinations of information including databases. The reader is referred to the work by Celotto [Celotto, 1981] which gives a description of the Extended DEX Library routines, and how to use them. The basic DEX database management routines are:

DBOPEN - Opens a database in memory. If the database is new memory is initialized for the new database. If the database already exists on disk it will be loaded into memory and used. DEX will not load a database if it is already in memory.

DBVINS - Insert a new variable name (key) into an open database in memory.

AGET - Retrieve real array values from the database in memory, and store them in the indicated array. (in all of the references to the database below the database is in memory)

IGET - Retrieve an integer value from the database for the given key, and store it in the indicated integer variable.

CMTGET - Retrieve the comment associated with a given key, and store it in the indicated variable. The length of the comment can be up to 64 characters.

RGET - Retrieve a real value from the database for the given key, and store it in the indicated real variable.

TGET - Retrieve the title of the open database, and store it in the indicated variable. The title can be up to 64 characters long.

APUT - Store the values of an array in the database

CMTPUT - Store the 64 character comment describing the datum (key).

IPUT - Store an integer value in the database for the given key.

RPUT - Store a real value in the database for the given key.

TPUT - Store a 64 character string into the database as its title.

DBVDEL - Removes a variable name(key) from an open database by making the NODE where it is stored unavailable to the user. The NODE is flagged for later compression of the database.

DBCLOS - Save the database on disk if the user desires, and close the database.

2. The user can manipulate a database, while in the DEX mode, using database commands from the menus DEX.MAIN and DBEDCMDS. The Database Edit Commands menu (DBEDCMDS) is reached by entering the DEX.MAIN menu item EDIT-DB. The menu items on the menu DEX.MAIN which involve databases, and the routine called are:

OPEN-DB - calls DBOPUT - The DB Open Utility routine checks to see if there is already an open database. If there is the user is given the option of saving it. If the user wants to use a different database a name is obtained, and the user is given the option of using a saved database. If a saved database is to be used it is loaded into memory. If a new database is to be created the database memory area is initialized.

EDIT-DB - calls DBEDIT - The routine DBEDIT prompts the user to enter an item from the menu DBEDCMD5. The Database Edit Commands are given below.

CLOSE-DB - calls DBCLUT - The DB Close Utility routine announces the name of the open database if one exists, and gives the user the option of saving the database with the same or a new name. If the database cannot be saved this is indicated, and the user prompted for a different name. The database is then closed.

The Database Edit Commands from the menu DBEDCMDS, and the routine called when that command is entered are:

CREATE - calls DBEDCR - Creates a node in the database for the given data name or key.

STORE - calls DBEDST - Obtains a value from the user for the given variable name or key, and puts it in the database at the previously created node. Valid types of data are integer, real, and one-dimensional real array.

DELETE - calls DBEDDL - Removes a variable name(key) from an open database by making the NODE where it is stored unavailable to the user. The NODE is flagged for later compression of the database.

COMMENT - calls DBEDCM - Puts a comment in the database describing the variable. For the present version of DEX where no provision has been made for units, it is desirable to include the

units in the comment. The comment can be up to 64 characters in length.

EXPLAIN - calls DBEDEX - Gets the variable's comment from the database, and displays it at the terminal.

PRINT - calls DBEDPR - Prints the value stored for the given data name.

DUMP - calls DBEDDM - Dumps the current contents of the database to the terminal.

SET-TITL - calls DBEDTS - Prompts the user to enter a database title of up to 64 characters in length, and stores it in the database.

GET-TITL - calls DBEDTG - Gets the title of the database from the database, and displays it at the terminal.

DONE - Returns control to the DEX major control routine DXMAJC which prompts the user to enter a menu item from the menu DEX.MAIN.

A very important feature of the EDIT-DB capability, is that the user can edit a database while in the DEX environment or mode, but outside of the module, so that the user can modify the results generated by a program, before proceeding to the next module used in the design sequence. The DBEDIT routines are a substructure of DEX proper, and they are reached from the DEX mode by entering the menu item EDIT-DB from the menu DEX.MAIN. If the database has not been opened, the user would first enter the menu item OPEN-DB from the menu DEX.MAIN to open the database. The menu item EDIT-DB is one of the DEX commands, and transfers control to the routine DBEDIT, which then prompts the user to enter a menu item from the menu DBEDCMDS, and asks for the name of the datum to be manipulated. The DBEDIT commands are listed above.

After the user has completed editing the database, and has returned to the DEX prompt "enter an item from menu DEX.MAIN" there are many paths that might be taken. If the user has finished using the database, then he would enter the menu item CLOS-DB from the menu DEX.MAIN. DEX will then announce the name of the open database, and ask if the user wants to save it. If the

answer is yes, the user will be given the option of changing the name. The database will then be written to the disk, and the file closed.

4.2 The DEX Database Organization

For the reader to understand the operation of the DEX database, and the further developments made by this investigator, it is necessary to present the formal description of the database structure. The overall view of the database is called its "schema". Martin discussed different levels of description of data: [Martin, 1977]

1. The Global Logical Database Description, or SCHEMA
 - This is the overall view of the logical layout of the data. This is the way that the data is normally perceived.
2. Physical Database Description - A description of the physical layout of the data, and how it is actually stored.

The DEX Database SCHEMA is represented in figure 4.1. This is the overall logical view of the data that would be seen at the terminal if the user issued the DBEDIT command dump, which would dump the contents of the database to the terminal. The physical representation of the data is shown in figures 4.2 - 4.7, and is described in the following sections.

4.2.1 The Physical Description of the DEX Database

The physical description of the DEX Database, or how the data is actually stored, will now be considered. The present version of DEX allows up to 200 variables to be stored in the database. These variables can be one of three types: integer, real, or real array. If the type is real array, then the number of elements in the array and the actual array values are stored in a separate ECS array storage area which is dynamically allocated, and initialized to 2000 words of memory. As the area fills it is expanded in increments of 2000 words. A pointer to the array's location is stored in the value field of the variable in the database.

\$TITLE: **SAMPLE DATABASE

\$	NAME	TYPE	VALUE	COMMENT
	NCREW	(I)	100	NUMBER OF CREW
	DIAMETER	(R)	**UNDEFINED**	HULL DIAMETER (SQUARE FEET)
	POWER	(A)	ARRAY(7)	
	SPEEDAR	(A)	ARRAY(1)	
	LENGTH	(R)	0.46000E+03	

THE ARRAYS

```
$NAME: SPEEDAR , LENGTH= 3 ( 1)
$ 0.50000E+01 0.10000E+02 0.20000E+02
$NAME: POWER , LENGTH= 3 ( 7)
$ 0.80000E+05 0.10000E+06 0.15000E+06
```

Figure 4.1 The Database SCHEMA, and Sample Data

Each individual array can contain up to 200 elements. However, once the array has been stored its length becomes fixed at the number stored, even if it is less than 200.

Figure 4.2 is a representation of the physical layout of the DEX Database.

The actual physical structure of the database is a series of arrays representing the fields of the schema. If the database is an already existing one then the values of the arrays represented in figure 4.2 are loaded from a disk file. If the database is new, then the values of the arrays are initialized in the routine DBINIT when the database is opened. The initial values will be explained below.

The KEY to the database (KEY is the field used to locate entries) is the variable name. The name is up to eight characters in length, and is stored in a two-dimensional array IDENT(I,J). The first four characters of the name are stored in IDENT(I,1), and the second four in IDENT(I,2). The value of the index I indicates the number of the node in the database. The IDENT array is initialized with blanks. The variable type is stored in the array NODTYP(I), which is initialized to all zeros. Next is the array DATUM(I), which will contain the value of the data element. If the variable is an array then the DATUM will contain a pointer to the location of the array in memory. The DATUM array is ini-

TITLE

--

NAVAIL DELCNT MAXECS NEXECS PRECS

1	0	2000	1	0
---	---	------	---	---

BUCKET	1	2	3	4	5	31	32
	0	0	0	0	0	0	0

NODE	IDENT1	IDENT2	NODTYP	DATUM	LINK	LINKF	CMTPTR
1			0	0	2	0	0
2			0	0	3	0	0
3			0	0	4	0	0
4			0	0	5	0	0
5			0	0	6	0	0
6			0	0	7	0	0
.
.
.
.
.
.
199			0	0	200	0	0
200			0	0	0	0	0

ARRAY STORAGE AREA

--

Figure 4.2 The physical Database Structure

tialized to zero. Next is the array LINK(I), it is initialized to the node number plus one. This is used initially to indicate the next available node in the database. It is later used to link together variables with the same hash value. This will be made clear in an example which will follow. Next is the array CMTPTR(I), which will contain a pointer to a 64 character comment which is stored in the array buffer. The arrays are stored in a separate area of main storage which is obtained dynamically at execution time. The database main structure then is made up of the arrays IDENT(I,1), IDENT(I,2), NODTYP(I), DATUM(I), LINK(I), and CMTPTR(I). The index I is dimensioned 200 in the present version of DEX. In addition to this main 200 node database body there is the auxiliary storage area where the comments and arrays are stored. Also there is a title array which allows for a 64 character title of the database to be stored. The addressing scheme uses a hashing function which converts the name of the datum into a number. The resultant hashed numbers are uniformly distributed between 1 and 32. For example, if the name of the datum was length, then the hashing function would yield the result;

HASH(LENGTH) = 32

The hashing function will be described in more detail in the next section. The result of the hash is used as a pointer to an element in a 32 element array BUCKET(I). The BUCKET is used to contain a pointer to the node in the database where LENGTH is stored. Length is stored in the next available node in the database which is indicated by the variable NAVAIL. NAVAIL is initially set to one. It is updated from the value of the LINK at the node which is currently the next available when the next datum is stored.

4.2.2 The DEX Hashing Function

The DEX hashing function uses the internal machine code values for each character in the KEY name, summing these codes up until the first blank is encountered. The resulting number is truncated using the modulo function to obtain a number between 1 and 32.

4.2.3 An Example of Editing the DEX Database

In this section, an example demonstrating the inserting of several nodes in the database will be given. An example

DEX database editing session is given in Appendix B, and shows the interaction with DEX which was required to enter the variables described in this example in the database. The sample session is given for information only, and will not be discussed as this example is a description of the physical structure of the database. The hashing values used in this example are not necessarily those that would actually result for these variables, but were chosen merely for discussion purposes. Figures 4.3, 4.4, and 4.5 will show how the database is changed as each entry is made. Figure 4.6 will show the effect of deleting an entry from the database. Initially the database is as shown in figure 4.2.

The first name to be entered is LENGTH. Its type is real. It is assumed for this example that for each datum entered DEX has already prompted the user for the datum name and type. This name is hashed and the routine DBHASH returns the value 32. The bucket of 32 is checked to see if there has been a previous entry. Since the value of BUCKET(32) is zero this is the first entry. Since NAVAIL is one, the next available NODE is NODE one. So LENGTH is entered in NODE one as follows: (see figure 4.3)

```
NODE=1
```

```
NAVAIL=LINK(1)=2
```


LINK(1)=BUCKET(32)=0

BUCKET(32)=NODE=1

IDENT(1,1)=LENG

IDENT(1,2)=TH

NODTYP=-2 The 2 indicates real type and the negative indicates that no data has been entered for this node.

LINKF=-32 The LINKF of the first or only entry in a chain is used to contain the negative value of the BUCKET as a BUCKET pointer. A negative number is used to distinguish the BUCKET pointer from a forward LINK to another NODE.

As a result LENGTH has been entered in NODE one of the database with a NODTYP of -2 to indicate real type with no value entered. The next available node has been set from the link of NODE one, and is NAVAIL=2. The LINK has been updated from the BUCKET to point to any other nodes with the same HASH value. In this case the LINK is zero indicating that there are no others. BUCKET(32) is now pointing to NODE one, and LINKF is pointing back to bucket 32.

TITLE

SAMPLE DATABASE

NAVAIL DELCNT MAXECS NEXECS PRECS

2	0	2000	1	0
---	---	------	---	---

BUCKET	1	2	3	4	5	31	32
	0	0	0	0	0	0	1

NODE	IDENT1	IDENT2	NODTYP	DATUM	LINK	LINKF	CMPTR
1	LENG	TH	-2	0	0	-32	0
2			0	0	3	0	0
3			0	0	4	0	0
4			0	0	5	0	0
5			0	0	6	0	0
6			0	0	7	0	0
.
.
.
.
.
199	.	.	0	0	200	0	0
200			0	0	0	0	0

ARRAY STORAGE AREA

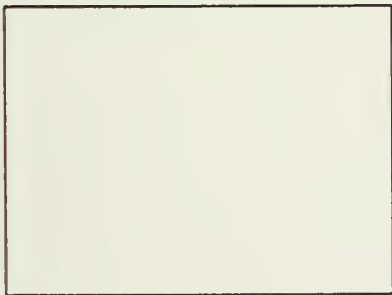


Figure 4.3 Length is entered in the database.

TITLE

SAMPLE DATABASE

NAVAIL DELCNT MAXECS NEXECS PRECS

3	0	2000	1	0
---	---	------	---	---

BUCKET	1	2	3	4	5	...	9	31	32
	0	0	0	0	0	...	2	0	1

NODE	IDENT1	IDENT2	NODTYP	DATUM	LINK	LINKF	CMPTR
1	LENG	TH	-2	0	0	-32	0
2	DIAM	ETER	-2	0	0	-9	0
3			0	0	4	0	0
4			0	0	5	0	0
5			0	0	6	0	0
6			0	0	7	0	0
.
.
.
.
.
199	.	.	0	0	200	0	0
200	.	.	0	0	0	0	0

ARRAY STORAGE AREA

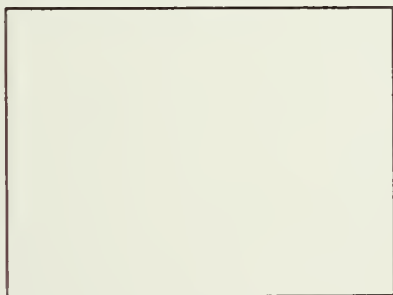


Figure 4.4 Diameter is entered in the database

TITLE

SAMPLE DATABASE

NAVAIL DELCNT MAXECS NEXECS PRECS

5	0	2000	1	0
---	---	------	---	---

BUCKET	1	2	3	4	5	...	9	31	32
	0	4	0	0	0	...	3	0	1

NODE	IDENT1	IDENT2	NODTYP	DATUM	LINK	LINKF	CMPTR
1	LENG	TH	-2	0	0	-32	0
2	DIAM	ETER	-2	0	0	3	0
3	HEIG	HT	-2	0	2	-9	0
4	SPEE	DAR	-3	5	0	-2	0
5	.	.	0	0	6	0	0
6	.	.	0	0	7	0	0
.
.
.
.
.
199	.	.	0	0	200	0	0
200	.	.	0	0	0	0	0

ARRAY STORAGE AREA

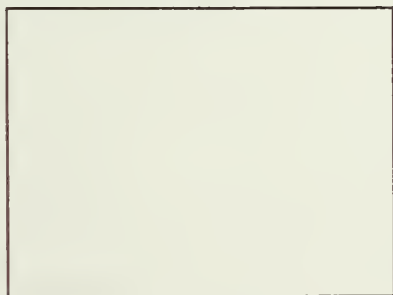


Figure 4.5 Speedar is entered in the database.

TITLE

SAMPLE DATABASE

NAVAIL DELCNT MAXECS NEXECS PRECS

5	1	2000	1	0
---	---	------	---	---

BUCKET	1	2	3	4	5	...	9	31	32
	0	4	0	0	0	...	2	0	1

NODE	IDENT1	IDENT2	NODTYP	DATUM	LINK	LINKF	CMPTR
1	LENG	TH	-2	0	0	-32	0
2	DIAM	ETER	-2	0	0	-9	0
3	HEIG	HT	-9	0	2	-9	0
4	SPEE	DAR	-3	5	0	-2	0
5			0	0	6	0	0
6			0	0	7	0	0
.
.
.
.
.
199			0	0	200	0	0
200			0	0	0	0	0

ARRAY STORAGE AREA

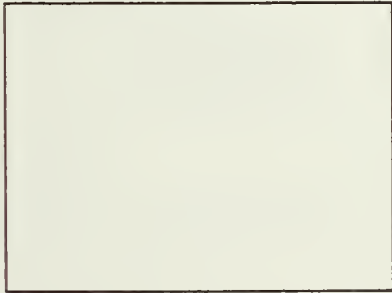


Figure 4.6 Height is deleted from the database.

TITLE

SAMPLE DATABASE

NAVAIL DELCNT MAXECS NEXECS PRECS

7	1	2000	13	1
---	---	------	----	---

BUCKET	1	2	3	4	5	...	9	31	32
	0	4	0	0	6	...	2	5	1

NODE	IDENT1	IDENT2	NODTYP	DATUM	LINK	LINKF	CMPTR
1	LENG	TH	-2	0	0	-32	0
2	DIAM	ETER	-2	0	0	-9	0
3	HEIG	HT	-9	0	2	-9	0
4	SPEE	DAR	3	1	0	-2	0
5	NCRE	W	1	100	0	-31	0
6	POWE	R	3	7	0	-5	0
.
.
.
.
199			0	0	200	0	0
200			0	0	0	0	0

ARRAY STORAGE AREA

1	3
2	0
3	4
4	0.50000E+01
5	0.10000E+02
6	0.20000E+02
7	3
8	1
9	6
10	0.80000E+05
.	.
.	.

Figure 4.7 Array values are stored.

The next variable to be entered is DIAMETER, which the user has indicated is of real type. Diameter is hashed and the routine DBHASH returns a value of 9. Since NAVAIL=2, DIAMETER will be entered in NODE two as follows:

```
NODE=2
NAVAIL=LINK(2)=3
LINK(2)=BUCKET(9)=0
BUCKET(9)=NODE=2
IDENT(2,1)='DIAM'
IDENT(2,2)='ETER'
NODTYP=-2  Indicating real type.
LINKF(2)=-9
```

As a result DIAMETER has been placed in the database at NODE two. The next available node has been updated from the LINK of NODE two such that the NAVAIL now is three. The LINK(2) has been updated from the BUCKET(9), and is equal to zero. The NODTYP is -2 to indicate a real number will be entered. Since this is the only datum that has hashed to BUCKET(9) so far LINKF(2) is set to point to BUCKET(9).

The next variable entered is HEIGHT which is of real type. HEIGHT is hashed and the routine DBHASH returns a value of 9. When the BUCKET(9) is checked it is found that it contains a pointer to NODE two. This is a collision

since both items cannot occupy NODE two. Since NAVAIL=3, HEIGHT will be entered in NODE three, and will be connected to node two by the pointers LINK and LINKF as follows:

```
NODE=3
NAVAIL=LINK(3)=4
LINK(3)=BUCKET(9)=2
LINKF(2)=NODE=3
BUCKET(9)=NODE=3
IDENT(3,1)='HEIG'
IDENT(3,2)='HT  '
NODTYP=-2  Indicating real type.
LINKF(2)=-9
```

As a result HEIGHT is entered into the database at NODE three, and NAVAIL is set equal to four. This time when LINK(3) is set equal to BUCKET(9), the value 2 is placed in the LINK. A pointer to NODE three is now placed in BUCKET(9). Since both HEIGHT and DIAMETER hashed to BUCKET(9) they are linked together. Thus BUCKET(9) points to HEIGHT in NODE three, NODE three is linked to DIAMETER in NODE two by LINK(3)=2, and DIAMETER in NODE two is linked to HEIGHT in NODE three by LINKF(2)=3. HEIGHT is linked to the BUCKET(9), to which both were hashed, by LINKF(3)=-9.

The next variable to be entered is SPEEDAR, which is a real array with 5 elements. SPEEDAR is hashed and the routine DBHASH returns a value of 2. Since NAVAIL=4, SPEEDAR will be entered in NODE four as follows:

NODE=4

NAVAIL=LINK(4)=5

LINK(4)=BUCKET(2)=0

BUCKET(2)=NODE=4

IDENT(4,1)='SPEE'

IDENT(4,2)='DAR '

NODTYP=-3 Indicating real- array type.

LINKF(2)=-2

DATUM(4)=5 Indicating that 5 array elements will later be stored.

As a result SPEEDAR is entered into the database at NODE four, and the NAVAIL is set to five. LINK(4) is updated from BUCKET(2) and becomes zero. BUCKET(2) is set to point to NODE four. The NODTYP is set equal to -3 which indicates that this entry is an array. The DATUM is set to the number of elements which the user expects to store in the array. When values are entered in the array, the actual number of elements that were entered will be stored followed by pointers to the previous stored array, and a pointer back to the

NODE in the database. Then the actual elements of the array will be stored following these.

At this point HEIGHT will be deleted from the database to show how this is done. The entry is deleted by setting its NODTYP=-9. The LINK of the deleted NODE replaces the LINK of the NODE pointed to by the LINKF of the deleted NODE. The LINKF of the deleted NODE replaces the LINKF of the NODE pointed to by the LINK. If the LINK is zero then this is the end of the chain. If the entry is the first entry after BUCKET, then the value of the deleted LINK is placed in BUCKET. The LINKF is handled as before except its value is the pointer back to the BUCKET. DEX knows that it is a pointer to the BUCKET and not to a NODE because it is negative.

In this example HEIGHT is deleted. So HEIGHT is hashed to BUCKET(9), which points to NODE three. The IDENT of NODE three is compared to the variable name, and since there is a match NODE 3 will be deleted. If there had been no match, each NODE in the chain would be searched for HEIGHT until a match occurred. The links are updated as previously described. The DATUM is set equal to zero, and the NODTYP is set to a minus nine to indicate the NODE has been

deleted. If the NODTYP is a +3 indicating that an array is stored, then the DATUM is set equal to -DATUM. Thus if the NODTYP=-9 and the DATUM is less than zero, then the absolute value of DATUM is the pointer to the array storage block which must be compressed. The array storage area compression capability has not been implemented yet, and is an area for future work. A CMLPTR is handled similarly.

NODE=3

Since there is a LINK the LINKF of that NODE must be modified LINKF(2)=LINKF(3)=-9

BUCKET(9)=LINK(3)=2

DATUM(3)=0 If NODTYP=3 then DATUM(I)=-DATUM(I) so that the pointer to the array storage area is saved for later compression of the array storage area.

CMLPTR(3)=0 If CMLPTR is not 0, CMLPTR(I)=-CMLPTR(I)

LINKF(3)=0

NODTYP=-9 Indicating that this datum has been deleted.

It should be noted by the reader that at this point the variable names LENGTH, DIAMETER, SPEEDAR, and HEIGHT were created as NODEs in the database only, and then HEIGHT was deleted as a NODE in the database. That is to say that the NODEs are created, but no value has been stored for those datum names. To store a value, DEX prompts the user for the name, type, and value. The name is hashed to a BUCKET, and the NODE determined. If the NODE does not exist the user is

so informed. The NODE is checked to see if its IDENT matches the name, if it does then the value is stored in DATUM(NODE). If there is no match the next NODE in the chain is checked until a NODE is found with that name. Once the NODE containing the desired name has been located, its NODTYP is compared to the type indicated by the user. If the type does not match, then the user is informed and the user prompted for a new menu item.

Figure 4.7 shows the database at a later stage after two additional variables and data for several of the variables have been entered. NODE five contains NCREW with a NODTYP of one indicating an integer value. Since the NODTYP is positive a value has been entered for this NODE. NODE six contains a real array POWER. Values have been entered for the two arrays SPEEDAR and POWER. The DATUM for SPEEDAR points to location one in the array storage area, and the DATUM for POWER points to location seven in the array storage area. Looking at the array storage area, the reader will notice that location one contains a three indicating that three numbers are stored. The next entry is a pointer to the previous stored array. This value is zero in this case because this is the first stored array. The next number is a pointer to the NODE four, linking this array back

to the SPEEDAR entry in the database. This is followed by the three speeds which are the array entries. It should be noted that the user had originally said five numbers would be stored, but since only three were stored the size is now constrained to three, the number stored. The next number in the array storage is at location seven which is the beginning of the next array block. This number indicates that three values are stored in the array. Next is the pointer to the previous array which points to location one. This is followed by the pointer to NODE six to which this array belongs. The three array values follow in the next three locations (only one is shown). Looking at the figure 4.7 it is seen that DELCNT = 1 indicating one item has been deleted from the database. MAXECS = 2000 indicating that only one block of ECS storage has been obtained. NEXECS = 13 indicating that the next available location in the ECS area is at location 13. PRECS = 1 indicating that the previous array was stored beginning at location 1. The storage of comments is handled in a similar manner to the arrays.

4.3 Further Developments in the DEX Database

The DEX Database System as described in section 4.2 had the limitation of fixed size. It also lacked the capability

of compressing the database after delete or after some given number of deletes. The DEX Database System handled deletes by making the node available and setting the NODTYP = -9. This technique worked fine, except that it broke up the consistent upward flow of the LINKs, and if there were a large number of deletes would leave a lot of holes in the database. This would be detrimental to any future development of a dynamically extendible database. Another feature of the database is that it had pointers in one direction only. This made it more difficult to locate previous entries in the chain. The decision was made to modify the DEX Database System to be consistent with the possibility of future development in the flexibility of the Database System. To this end, it was decided to add the following capabilities to the already existing database.

1. Bi-directional Pointers - To provide the capability of easily reconnecting the chain of LINKs after a delete. Also to provide possible future flexibility in error recovery. This was done by adding to the physical database structure a forward link, LINKF(I).

2. Modified Delete Structure - The delete technique was modified so that the node is not made available after delete. The next node and previous node in the chain are connected using the bi-directional link structure, and the deleted node made unavailable by putting a -9 in the NODTYP. This provides a consistent link structure with the LINK always pointing backwards in the database, and the LINKF always pointing forward. This facilitates compressing the database.

3. Database Compression Feature - As the database fills up it will have holes left by the now unavailable deleted entries. Therefore, a routine (DBCMPR) was provided to compress the database when it is full or at the users request. This will also facilitate any future development in a dynamically extendible and contractable database.

4. Dynamic Expansion of the Array Storage Area - Utilizing the dynamic memory management routines GETMN and FREEMN, the auxiliary array storage area was made expandable. As the 2000 word storage area fills up, a larger block of storage is obtained.

The current array area is copied into it and the first area released.

4.3.1 The Pointer Structure

The DEX pointer structure has been modified to include the original backward LINK(I), with the addition of the LINKF(I). When collisions occur in the database, and several nodes with the same hash value are chained together, then the direction of the links is as follows. The node address of the last item entered is placed in the bucket, and its LINK points back to the previous node that was entered with that hash value. The LINKF points forward from the previous node to the current one. The links are propagated along the chain in the same manner. The LINKF of the last node entered contains the negative of the bucket address to which it hashed.

4.3.2 The Modified Delete Structure

The delete structure was modified so that it would preserve the clean structure of the links. When a node is

deleted it is not made available but is flagged with a -9 in NODTYP. This will be used by the DBCMPR (compression routine) routine. The next node in a chain and the previous node in the chain have their links joined together by using the LINK and LINKF of the deleted entry to tie them together.

4.3.3 The Database Compression Feature (DBCMPR)

The further capability to compress the database was developed so that as the database fills up, the database can be periodically compressed to open up any holes left by delete. The compress technique used was to search the database until a type of -9 was found. Then a count was updated to keep track of the number of deletes. The nodes were then moved up a number of positions equal to the count until the next -9 was encountered. As the Node is moved up its links were modified including any link to the bucket.

4.3.4 Dynamic Expansion of the Array Storage Area (DBXECS)

With the further development of the DEX dynamic storage allocation achieved by this investigation, it has become possible to begin the development of the routines to allow the database storage to grow with the data. This investigator developed a simple first step routine to expand the database array area as it becomes full. The routine was called DBXECS for Database Expand ECS area. The routine has the following calling sequence,

```
TRUVAL = DBXECS(IDUM)
```

The routine is a logical function with a dummy argument. The required variables are passed in the common DBDAIO which was modified to include the following variables:

MAXECS - is the maximum ECS storage size. It is initialized to 2000 words, and is incremented by 2000 each time the ECS area is expanded.

NEXECS - is a pointer to the next free location in the ECS storage area. (as previously used)

PRECS - is a pointer back to where the previous array is stored in the ECS area.

ECSPTR(2) - is an array containing the address of the old ECS area and the new ECS area.

ECSLEN(2) - is the array containing the length of the two ECS areas. (ECSLEN(1) = MAXECS - 2000, ECSLEN(2) = MAXECS)

The DBXECS routine is called as the array area is filled up. It acquires a new block of main storage whose size is now MAXECS+2000. It saves the current MAXECS and the previous MAXECS. It then copies from ECS area one to ECS area two, frees area one, and then saves the new pointer and maximums. It then returns to the calling routine.

The DBSAVE and DBLOAD routines have been modified so that the final MAXECS, the NEXECS, and the PRECS are saved in the database.

4.4 Future Developments in the DEX Database

The DEX Database System has been developed with the philosophy of the DEX System in mind. That is to provide the user the maximum flexibility while still maintaining consistency of structure, and uniformity of dialogue. The DEX Database System has been designed to use the usual DEX control structure and menu communication system. It has also been designed with its future growth in mind. There are two major areas that need to be considered by future investigators.

The first is to take the database the next step beyond the work of this investigator, and provide a dynamically extendible and contractable database that responds to the size of the database as it grows or items are deleted. This writer has taken a first step in this direction by providing the memory allocation routines, the capability to compress the database after delete (DBCMPR), the capability to expand the array storage area (DBX ECS), bi-directional LINKs, and the enhanced delete capabilities described in the previous section. However, the current version still has a limit of 200 nodes in the main database structure. This limitation needs to be addressed, and a routine developed to make the

database completely expandible. Fagin in his work on "extendible hashing" for dynamic database management has suggested a technique[[Fagin, 1977] that provides a dynamic storage structure that grows and shrinks gracefully as the database grows and shrinks".

The technique chosen by this investigator was to expand the database by acquiring more memory. This does not depend on the use of direct access file management, but has a limitation imposed by the amount of memory required. In the current version of DEX the size of the array storage area is limited by the number of nodes in the database and the size of array, overhead, and comment for each node. This is not an insignificant amount of storage, but is less than the theoretically available sixteen million. If the number of NODES in the database is also made expandible in memory, then the required storage could become unmanageable. Another technique which was considered, and temporarily set aside because of its machine dependencies, is Virtual Storage Access Method (VSAM). This among other things allows direct access files on disk storage. With this procedure only the segments needed at any given time are in memory. Thus storage requirements would be kept at a manageable level. This would facilitate the use of Fagin's technique of hashing to

a segment of the memory and then to a node within the page. The database could then be made totally expandible and contractable without large storage requirements. Both techniques will be experimented with and perhaps a combination of the two will be the best approach. The second area is to provide an alerting capability which allows for a structure that chains dependent variables to other variables upon which it depends. Then alert the user when a change has occurred in an independent variable upon which this variable depends.

CHAPTER 5

CONCLUSIONS AND RECOMMENDATIONS

The work of this investigation has provided a further enhancement of the already existing DEX capabilities, and has developed the structure necessary to achieve a truly dynamic database that can respond to the requirements of the complex design problem.

This work has made improvements in the area of dynamic file management which provide a fairly adequate file management structure. Additionally the area of dynamic loading and unloading of modules has been solved by this investigator's development of the LOAD, START, and UNLOAD routines utilizing supervisor services macros. The dynamic storage allocation routines and database enhancements have taken the database capabilities a step closer to the concept of an extendible database system that can dynamically respond to the growth of the database.

There are several areas of DEX which still need development. First is the further development of the DEX database system to expand upon the work of this investigator to achieve a dynamically expandible database. Along this line,

the limit of 200 elements in the main body of the database must be addressed and the procedure developed to expand it. Future investigations will include experimentation with both dynamic memory allocation techniques to expand the database in memory, and Direct Access File Management techniques to expand the database in direct access files on disk, bringing only those segments needed into memory. It will be determined which of these is the best procedure, or if a combination of the procedures is the best approach to removing the database size limitations. The development of the dynamic storage allocation routines GETMN and FREEMN have provided the basic tools for this development, along with the modifications to the database system to make it upward compatible with the addition of a consistent bi-directional LINK structure. Finally with the database compress algorithm and the capability to expand the ECS storage area this work has taken the next step in the development of a truly dynamic database.

Second is the implementation of the graphics capabilities into the MIT DEX environment. This capability is the logical next step in the development of DEX as a design system. The decision has been made to pursue segmented graphics as the base for the MIT implementation of DEX graphics. This

will allow the use of segmented graphics routines already implemented in DEX at other installations.

In conclusion DEX then has been developed as a truly Design Executive with a strict adherence to structured programming in its development. DEX follows the structured programming rule of one function for one routine with a consistent top down control structure. DEX allows the user to exercise as much or as little control over the design process as desired. With the dynamic file, memory, and module management capabilities coupled with the removal of restrictions from the DEX Database system and the future addition of a powerful graphics design capability will give the designer the maximum consistency and flexibility in the control of the flow of a design process.

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APPENDIX A

ASSEMBLY LANGUAGE PROGRAMMING

A-1.0 Why Assembly Language

The assembly language is the symbolic language which is most like the actual machine language. Machine language is the actual numerical codes and addresses stored in memory which the machine hardware translates into action. Depending on the Computer, the machine language will be in Binary (base 2), Octal (base 8), or Hexadecimal (base 16). These numerical machine language codes provide control at the hardware level over machine functions, but are highly burdensome and time-consuming. The advantage of assembly language over machine language is that it allows symbolic representation of instructions and addresses while still allowing just as much control over specific instructions and machine functions.

The advantage of assembly language over high level languages such as Fortran, Cobol, Algol, or PL/I is that the assembly language provides: [Madnick 1974, IBM, 2]

1. Full control over all machine functions.
2. The form closest to machine language while still providing symbolic representation.
3. Ability to override system defaults assumed by the higher level language.
4. Ability to obtain system status information not accessible by higher level languages.
5. Ability to closely control your program down to the byte and even bit level.

These advantages are very important in an executive manager program such as DEX, where it is important to know the status of the system, program modules, attached files, memory management, database management, and DEX requests by the user, so that these elements can be integrated and closely controlled. In this Appendix I will provide background on the general knowledge necessary to writing assembly language code on any machine. I will then address the specific machine structure for the IBM/370 on which this version of DEX is written. I will then address the structure of an

assembly language program on the 370 (the general structure can be adapted to other machines), and explain in greater detail an example assembly language program from the utility routines written in assembly language for DEX.

A-2.0 General Approach to Preparing for a New Computer

When preparing to write assembly language programs on a new computer, the programmer must gain an understanding of the machine's structure in order to control it. Madnick and Donovan [Madnick 1974] suggested a general approach to a new computer that could be adopted by a user wishing to understand the structure and become familiar with a new computer. The procedure consists of a series of questions that should be answered before attempting to write assembly language code on a new machine.

1. Memory

What is the memory's basic unit, size, and addressing scheme?

2. Registers

How many registers are there? What are their sizes, functions, and interrelationships?

3. Data

What type of data can be handled by the computer? Can it handle characters, numbers, logical data? How is this data stored?

4. Instructions

What are the classes of instructions on the machine? Are there arithmetic, logical, symbolic instructions? What are their formats? How are they stored in memory?

5. Special Hardware Features (pertinent to operating systems)

The answers to questions 1,2,3, and 4 will provide sufficient understanding of the machine structure for most users. However, the user who must under-

stand the operating system in order to interface with it, such as the DEX system programmer (not necessary for the DEX module programmer), must understand additional hardware features.

- a. Status of Program - How does the CPU keep track of which instruction to execute? Does the CPU differentiate between operating system state and user state?
- b. Input/Output Processing - How is input and output handled? If separate I/O processors are used, how does the CPU communicate with them?
- c. Interrupts - What kinds of interrupts exist? How are interrupts handled, and can they be intercepted? This is important in DEX for trapping abnormal termination, control information, and other status.
- d. Masking - Can interrupts be ignored or suspended?
- e. Protection - Is there hardware available that can prevent the reading, writing, or execution of parts

of memory? Is it possible to access system routines for DEX use?

f. Timers - Is there a clock on the system that can be accessed?

g. States - Does the CPU have different states? Does the CPU have privileged instructions that may be executed only in certain states?

To Madnick and Donovan's list I would add that the DEX system programmer must also gain an understanding of the operating system control block structure [IBM,3]. Where control blocks are areas of storage in which the system keeps information on data blocks, file status, and executable module status. Also I would recommend that the DEX system programmer become familiar with the system supervisor control program and how to communicate with it. The IBM/370 does this with the SVC (supervisor call) instruction [IBM,4].

For the 370 there are several references which the DEX system programmer should read [Madnick 1974, IBM,1,2,3,4,5].

A-3.0 IBM/370 Specific Machine Structure

In this section I will answer the questions of section A-2.0 as they apply to the IBM/370.

A-3.1 Memory

The IBM/370 is a 32 bit word machine. The basic unit of memory is a byte = 8 bits. A word is composed of 4 bytes and each byte is individually addressable. Therefore each addressable position in memory contains 8 bits of information, where a bit contains either a binary one or zero. Instructions may operate on the following groupings of bytes:

Memory Unit's Name	No. of Bytes	Length in Bits
Byte	1	8
Halfword	2	16
Word	4	32
Doubleword	8	64

The IBM/370 has a total of 2^{24} bytes of memory (about 16 million). The size is based on the addressing scheme used. The 370 uses a 24 bit address for referencing memory, and uses a base/offset addressing scheme. This scheme uses 12 bits of a 32 bit instruction for the offset and 4 more bits to indicate a register that will be used as the base register. Into this base register is placed a 24 bit base or starting address. Another 4 bits of the instruction are used to reference a register used as an index register. The address is then calculated by adding the offset to the contents of the base register. If the storage area is an array the index register can then be used to reference the proper element in the array.

$$\text{Address} = C(\text{base register}) + \text{Offset} + C(\text{index register})$$

where $C(\text{register})$ indicates the contents of register

Any of the 4 bytes in a memory word can be individually addressed, but normally the low order byte is addressed. If the four bytes of the memory word had addresses 94,95,96, and 97 respectively, the memory word would be addressed as 94.

A-3.2 Registers

The 370 registers are of four general types:

- 16 General Purpose 32 bit registers
- 4 Floating Point 64 bit registers
- 16 Special Control 32 bit registers
- 1 Program Status Word 64 bit register

The general purpose registers can be used as base address registers or for arithmetic or logical operations. When used as a base register they contain a starting address, and care should be used not to alter its contents after the desired address is stored. In the case of arithmetic and logical operations these registers act as scratch pads in which calculation results are accumulated, manipulated or compared. The floating point registers are used in floating point calculations where greater accuracy is required. The Program Status Word (PSW) contains the address of the instruction to be executed, as well as protection information, and interrupt status.

The 16 control registers are assigned to special operating system facilities, such as paging or virtual memory handling. They are used, in a fashion similar to the general purpose registers, to act as scratch areas for the system facilities. They are used to hold information specifying if an operation can take place or to furnish and manipulate system information, such as the memory page size, for the control programs. The control registers are referenced by the numbers 0-15 in control instructions such as LOAD CONTROL 13, LOCATION.

There is no interrelationship on the 370 between the 4 types of registers. Within a given register group, such as the general purpose registers, the registers are interrelated by the instructions operating on them.

A-3.3 Data

All data and instructions are stored as binary ones and zeros. However, for convenience these numbers are written in the hexadecimal (base 16) number system. A hexadecimal digit is represented by four binary bits. The relation

between binary, hexadecimal and decimal numbers are given below:

Binary	Hexadecimal	Decimal
0000	0	0
0001	1	1
0010	2	2
0011	3	3
0100	4	4
0101	5	5
0110	6	6
0111	7	7
1000	8	8
1001	9	9
1010	A	10
1011	B	11
1100	C	12
1101	D	13
1110	E	14
1111	F	15

So for example the binary number B'0000 0010 1111 1100' has the hexadecimal equivalent X' 0 2 F C '. The bits in a memory word are numbered from left to right, with the left most bit numbered zero and the right most bit numbered thirty one. The IBM/370 allows seven different data formats:

1. Short Form Fixed Point - This format is a 16 bit halfword with bit 0 used as a sign bit. With a

binary zero indicating a positive number, and a binary one indicating a two's complement negative number. A knowledge of binary arithmetic is assumed for this discussion [Osborne,1980]. Bits 1-15 are then an integer number. Some instructions are unsigned and treat the data as a 16 bit unsigned number.

2. Long Form Fixed Point - Similar to the short form except that bits 1-31 contain the integer number.
3. Short Form Floating Point - Is a 32 bit representation, with bit 0 used as a sign bit, bits 1-7 used as an exponent, and bits 8-31 used as a fractional number.
4. Long Form Floating Point - Is a 64 bit representation, with bit 0 used for sign, bits 1-7 for exponent, and bits 8-63 used for the fraction.
5. Decimal-Number Formats - Decimal numbers may be represented in either of two formats, packed decimal or zoned (sometimes referred to as unpacked decimal) decimal. Either of these formats can have

from 1 to 16 bytes, with each byte consisting of two 4 bit codes. The packed decimal format is best suited for decimal arithmetic, while zoned decimal is best suited for input/output.

- a. Packed Decimal - In this format each byte contains two 4 bit decimal digits (0-9) with binary representation 0000-1001, except for the right most byte which contains one binary decimal code and one 4 bit sign code in the right most 4 bits. The preferred sign code is 1100 (hex C) for positive, and 1101 (hex D) for negative. There are instructions which perform decimal arithmetic and return the results in the same format. There are also instructions which convert from packed decimal to zoned decimal (unpacked), or from packed decimal to binary.

- b. Zoned Decimal - In this format each byte contains a decimal digit in the right 4 bits and a zone code in the left 4 bits. The zone code is a hex F (1111 binary) which can easily be masked out to extract the decimal information.

In this format the zone of the right most byte is treated as a sign code with the same representation used in packed decimal. Zoned decimal digits are part of a larger character set which represents alphanumeric and special characters as two hexadecimal numbers. Thus the zoned decimal numbers are represented by the hex number "F" followed by a decimal digit between 0-9. The zoned decimal numbers are therefore best suited for the input, editing, and output of human-readable numeric data.

6. Logical (Character) Format - In this representation, each character is represented by an 8 bit code [IBM, 9].

A-3.4 Instruction Format

The 370 has five types of instructions and five formats of instructions. The five types are:

1. General Instructions - These are the arithmetic, logical, comparison, branching, memory and register

manipulating, data conversion, and mask and test instructions.

2. Decimal Instructions - These are instructions which manipulate numbers which are in one of the decimal representations.
3. Floating Point Instructions - These are the instructions which normalize, manipulate, and perform floating point arithmetic.
4. Control Instructions - These are the instructions which are used to control and manipulate the supervisor state. These are privileged instructions and cannot be executed from the problem state (that's the user program).
5. Input/Output Instructions - These are the instructions which are used to control the input/output operations on the machine. Generally the program writer will not access these instructions, but will instead access system macros designed to facilitate I/O.

The basic form of all of the different formats of instructions is an 8 bit Op Code, and two operands. In assembly language the 8 bit Op Code is represented with a mnemonic code, such as A for add or L for load. The Op Code operates on the two operands. Generally the flow is from the second operand into the first operand, except in store instructions where the data indicated by the first operand is stored in the location indicated by the second operand. An example of the first type of flow would be:

A 1,2

which would add the contents of register 2 to register 1 and leave the result in register 1. An example of the second type of flow would be:

ST 5,TEMP

which would store the contents of register 5 into the memory location which has the label TEMP. The five formats of instruction are:

1. RR Format (2 bytes in length) - A register-register instruction which has an op code which operates on the contents of two registers.

2. RX Format (4 bytes in length) - A register-indexed memory instruction which moves the contents of a memory location into a register, stores the contents of the register in memory, or performs an arithmetic or logical operation on the contents of the register and the memory location. In this instruction the memory address is found by adding the offset, base, and index.

3. RS Format (4 bytes in length) - A register-memory instruction which is similar to the RX instruction except that it has two register operands and a base/offset memory operand.

4. SI Format (4 bytes in length) - An immediate operand - memory instruction which performs the operation on the memory location and the immediate 8 bit value contained in the instruction.

5. SS Format (6 bytes in length) - A memory-memory instruction which performs the operation on the two locations in memory.

A-3.5 Special Hardware Features

STATUS OF A PROGRAM The program status word (PSW) is the internal register which is the basic control register for the 370. It contains information on interrupt status, what interrupts are masked out of use, whether the machine is in supervisor (privileged) state or problem state (working on a user problem), and the address of the next instruction.

64 bits

System Mask	Key	CMWP	Interrupt code	ILC	CC	Program Mask	Instruction Address
8 bits	4	4	16	2	2	4	24

bit 0

bit 63

The SYSTEM MASK indicates whether or not interrupts will be accepted from a given channel. Bits 0-5 correspond to channels 0-5 and must be on (binary one) if interrupts are to be accepted. Bit 6 set on indicates that interrupts will be accepted from all channels above 6. Bit 7 on indicates that external interrupts are allowed. If the I/O channel is masked (off) then the hardware will hold the interrupt until the interrupt is again enabled.

The KEY is for protection of memory. If an area of memory is referenced its key must match the key in the PSW allowed for the executing program. If the keys do not match a protection exception occurs.

The CMWP field is a collection of 4 flags (C=extended control mode, M=machine check mode, W=wait mode, P=problem state mode). C and M flags are used by the operating system for system control testing, and machine hardware failure checking. They will not be discussed as they are not applicable to the general assembly language programmer. The W bit indicates that the CPU is running (W=0) or waiting (W=1). The P flag indicates the state of the machine (P=0 implies the supervisory state, P=1 implies the user problem is running). The INTERRUPT CODE tells the CPU the type of interrupt last received and thus where to go in memory to handle it. The ILC field is the Instruction Length Code and tells you the length of the previous instruction executed. The CC field is the Condition Code and contains the current value of the condition set by certain instructions. The CC field is tested by the conditional branch instructions, and is set to flag the results of arithmetic and comparison instructions. It might be set to indicate that the result of an operation was positive, negative, or zero. This con-

dition code can then be checked by a conditional branch instruction such as branch on zero (BZ).

The PROGRAM MASK allows the masking of other non I/O interrupts such as underflow and overflow in arithmetic calculations. The INSTRUCTION ADDRESS contains the address of the next instruction to be executed. This field, the condition code, and the previous instruction length code ILC are very useful for debugging programs. The load address of the program can be subtracted (in hex arithmetic) from the address in the PSW at the time of an error to get a relative address of the error.

Of the special hardware features mentioned, the status of program, masking, and protection were covered in the above discussion of the program status word. Input/Output processing and Interupts will now be discussed.

Input/Output processing involves the transfer of information between the main memory of the computer and an I/O device such as a disk drive. On the IBM 370, I/O devices are attached to I/O processors called CHANNELS, which control all data transfer. The CPU communicates with the I/O channels through the I/O instructions:

Test Channel
Clear Channel
Store Channel ID
Clear I/O
Halt Device
Halt I/O
Start I/O
Start I/O Fast Relief
Test I/O

The first 3 instructions reference a channel only. The last 6 instructions address a channel and a device on that channel. The I/O address is a 16 bit address consisting of two parts. The leftmost eight bits is the channel address, and the rightmost 8 bits is the device address. There are up to 256 channels numbered from 0-255, and their type and assignments are system dependent. Each channel has the facility for addressing up to 256 devices. The CPU uses the START I/O command to identify a channel and tell it to start operation. The channel then loads the Channel Address Word (CAW) from a hardware fixed location in memory. The CAW contains the address in memory of the I/O program the channel is to execute.

The programmer could write an assembly language program to control individual channels and devices. However, the system provides Data Management Macro Instructions which perform I/O operations, and provide the facilities to open, close, and manipulate files [IBM,4]. The reader is referred to the literature for a more detailed description of these facilities. [Madnick, 1974, Donovan, 1982, IBM, 1,2,3,4,5]

Interrupts are hardware signals indicating that some condition requires the immediate attention of the CPU. On the 370 there are five conditions or interrupt types:

Operating Exception - tried to execute an illegal instruction.

Machine Checking - Hardware Failure Detection

External - such as an alarm

Input/Output - channel is finished or waiting to transfer to CPU

Supervisor Call (SVC) - request to the operating system.

An interrupt signal causes a hardware automatic response which notes where execution is when the interrupt occurs, and starts an interrupt action. When the interrupt occurs, the hardware first saves the current PSW in a predefined location in memory. Then the hardware loads the PSW from a specific reserved memory location, which depends on the type of interrupt. Then the CPU executes the interrupt handler program. When the interrupt handler completes its function it restores the old PSW from the fixed location. The CPU resumes execution of the interrupted program at the place where it was interrupted.

A-4.0 Assembly Language Structure

An assembly language program is made up of statements that are either instructions or comments. The assembly language instructions can be divided into three types:

1. Machine Instructions (machine-op)

Which are the symbolic representation of the machine language instruction. An example of a machine instruction would be the add instruction, in which

the CPU is instructed to add the contents of two registers. For example the machine instruction

```
ADD 1,2
```

would add the contents of register 1 to the contents of register 2. This type of instruction will be explained more fully in the example program.

2. Assembler Instructions (psuedo-op)

An assembler instruction or psuedo-op is a note to the assembler which is not executable at execution time, but rather tells the assembler how to set up the program while it is assembling it. Examples of this type of instruction would be DC, and DS which define constants or storage. Assembler instructions can also be used to define entry points and other references.

3. Macro Instructions

A macro instruction allows the assembler to substitute a predefined block of code for that macro sym-

bol when it is encountered in the program. This allows the user to define a block of code which is used often in a program as a macro. The name of the macro is then used in the program and the assembler expands it at assembly time. Macros can take arguments as well, and also allows for conditional expansion based on the arguments. The system provides several utility macro definitions for Input/Output handling, data management, and communication with supervisor operations.

There are three types of comments in an assembly language program. In a macro definition comments must begin with a period in column one followed by an *. In the main part of the assembly language program comments on a line by themselves must begin with an * in column one and must not go beyond column 71. Comments may be included on the same line as instructions, but must be after the last field of the instruction and must be separated from the last instruction field by at least one blank.

A-4.1 General Structure of Program

The general structure of an assembly language program depends on the conventions of the particular machine you are using. The basic ideas will be the same as for the IBM/370 but the reader will need to investigate these conventions at his computer facility. Generally psuedo-ops will be used to set up the entry and external linkage to the routine, as well as the starting reference and base register convention. Additionally psuedo-ops will be used to define storage areas. The general convention is that it is the responsibility of the assembly language routine to save all registers at entry, and restore them before returning control to the calling routine. After this setup is accomplished the routine performs its calculations, stores its results, and returns to the calling routine. This structure will be explained in the example, and is summarized below:

- Define program START, ENTRY points, control sectioning (CSECT,DSECT), and external references (EXTRN)

- Identify the base register or registers the program will be USING.
- Save the general purpose registers using the store multiple(SM) instruction into the save area indicated by register 13. The store multiple instruction stores the contents of all the registers from the register indicated by the first operand to that indicated by the second operand into the memory area indicated by the third operand.
- Pick up the arguments if any. The convention for passing arguments will be explained in the section on coding conventions.
- Perform the required calculations and operations.
- Save the results in the arguments.
- Restore the registers by using the load multiple instruction (LM). This is necessary because calculations in your routine have changed the contents of the registers, and this could destroy the results obtained by the calling routine. Also if the registers aren't

restored the return path to the calling routine could be lost.

- Return control to the calling program by branching to the address contained in register 14. (BR 14).
- Use the END psuedo-op to end assembly.

A-4.2 Coding Conventions

The statement field in an assembly language program begins in column 1 and ends in column 71. Column 72 is used to indicate a continuation line follows. If a line is continued then the continuation line begins in column 16. The format of an instruction statement consists of four parts 1) the label, 2) the operation code, 3) the operand entry, and 4) an optional remark. The order is important, and must be from 1-4. The entries must be separated by one or more blanks. If used the label must begin in column 1, and the operation code must start at least one column to the right of column 1. Generally for ease of reading the op-code is placed in column 10, and the operands start in column 16

with the optional remark in any convenient place to the right of the operands.

A-4.3 Subroutine Calling and Return Convention

When calling an assembly language subroutine, the convention is that the addresses of the arguments are loaded consecutively into a parameter list (PLIST), with the address of argument one stored in the first word of storage, and the address of argument two stored in the second word and so on. Then the address of the parameter list is loaded into register one. For example assuming the two arguments NAME and RCODE:

LA	3,NAME	Load address of Name into R3
ST	3,PLIST	Store it in Plist
LA	3,RCODE	Load address of Rcode into R3
ST	3,PLIST+4	Store it in the second word of
PLIST		
LA	1,PLIST	Load the Address of PLIST into
R1		

The convention for passing control is to load the address of the routine you want to branch to into register 15, and the address where you want control to return into register 14. You then branch to the address in register 15. This can be accomplished nicely by use of the BALR (branch and link) instruction, which loads the address of the next sequential instruction into the first operand, and branches to the address contained in the second operand register. For example:

```
L      15,CKADDR
BALR   14,15
CL     0,ZERO
```

In this example the address of the CKFILE routine was previously loaded into the location with the symbol CKADDR. The first instruction loads register 15 from the contents of location CKADDR. The BALR instruction loads the address of the compare logical (CL) instruction which follows it into register 14, and then branches to the address in register 15. Now control has been passed to the CKFILE routine. When the subroutine has completed it's operation it does an unconditional branch to the address contained in register 14 (BR 14) which returns control back to the CL instruction.

This CL instruction then compares the return code in register 0 to zero.

Another convention often used is that register 13 contains the address of a save area for saving register contents.

As the writer of an assembly language subroutine you then can expect the following register conventions when your subroutine receives control.

- Register 15 will contain the address at which your routine has been loaded (since it was used to contain the address of the subroutine in the BALR 14,15 instruction), and thus can be used as the base or reference address register.
- Register one will contain the address of a parameter list where the entries in the parameter list are pointers to the arguments. There are two techniques for obtaining this data. Assuming that there are three arguments, the first technique would be to load multiple into registers 2,3,and 4 from the location pointed to by register 1.

LM 2,4,0(1)

Would result in registers 2,3, and 4 being loaded consecutively from the address pointed to by register 1, C(1)+4, and C(1)+8. Each of these three registers would then be pointing at one of the arguments. To get the argument it is then necessary to load from the address pointed to by the register. For example:

L 5,0(2)

This would load register 5 from the address contained in register 2 plus an offset of zero. The address contained in register two is the address of the first argument, which was loaded into register two by the load multiple instruction above. The other technique is to individually load each register with the address of an argument and then use that register to load another register with the actual argument. For example,

L 2,0(1) load register 2 with the address pointed to by register 1, which is the first address in the parameter list. As a result register 2 will be pointing at the first argument.

L 5,0(2) load register 5 from the location pointed to by register 2. Places the first argument in register 5.

L 3,4(1) load register 3 with the address pointed to by register 1 plus 4. In other words the pointer to the second argument.

L 6,0(3) load register 6 from the location pointed to by register 3.

L 4,8(1) again load register 4 from the location pointed to by register 1 plus 8. Register 4 will contain the address found by adding an offset of 8 bytes to the address of the PLIST which is the address that was loaded into register 1.

L 7,0(4) now register 4 points to the third argument, and this instruction loads it into register 7.

- Register 13 will contain the address of a save area.

- Register 14 will contain the return address in the calling routine.

A-4.4

Macro Organization

Macro definitions are composed of the MACRO psuedo-op indicating that a macro definition follows, a macro name which can take arguments, a body of executable assembly language instructions and conditional assembly macro instructions, and a MEND (Macro END) psuedo-op indicating that the macro definition has ended. Macro definitions must be either at the beginning of a program or in a macro library. Arguments in the macro definition are indicated by & followed by a name. Wherever this occurs in the macro definition the corresponding argument will be substituted for it. Macros can be used for three basic functions.

1. For Text Insertion - This is the most common use of macros. In this fashion macros are used to insert commonly used assembly language instructions into the source program at assembly time. This allows the programmer to not have to continuously write

repetitious code in each program. An example would be a macro to set up the linkage convention between subroutines, such as the DEX IN and OUT macros.

2. For Text Modification - Modify the statements in the macro definition depending on how they are to be used.
3. For Text Manipulation - Utilizing conditional assembly change the way a macro is expanded based on the arguments so that a different block of code is substituted in different situations.

A-4.5 Example Assembly Language Routine

In this section I will consider a specific assembly language subroutine from the DEX assembly language utility routines. The detailed analysis of this routine will hopefully bring the readers understanding of assembly language programming into focus. The routine that I will consider is the dynamic loading routine LOAD. This routine is a logical function. However, the passing of arguments will be the same as for a sub-

routine. The only difference is that in this case the truth value will be returned in register 0, with R0 = 0 indicating `.false.`, and R0 = 1 indicating `.true.`. The first thing you will encounter when looking at the LOAD routine in figure A-1, is the block of comments explaining its purpose and calling sequence. Comments are important in any programming language to insure that the understanding of the program is passed on, and to facilitate future maintenance and modification. In assembly language comments are absolutely essential in order to obtain any continuity of what was originally done and intended.

After the comment section is the actual program code. The first line of which is the line - LOAD IN CSECT,etc.. This line is a macro definition, and the reader is referred to figure A-2 to see the expansion of the macro. The expanded code is indicated by a + sign in column 1. This is an excellent example of one of the reasons for using macros. All of the DEX assembly language routines have to save the registers and set up the base-using convention. This was done once when the IN macro was written and now is just invoked with each new subroutine. This macro and the OUT macro

which is further down in the code both take arguments which allow for modifying the use of the macro depending on the situation.

Looking at the expanded macro code in figure A-2, it can be seen that the first expanded instruction is the line - LOAD CSECT. In this line is the label LOAD and the psuedo-op CSECT. The CSECT defines to the assembler the beginning of this program as a control section which means it is executable and can be relocated. The routine is given the label LOAD. Another psuedo-op used to indicate a control section is the START psuedo-op, which is used at the start of the first routine in a group of programs to be loaded into memory. All subsequent routines use the CSECT. The reason START was not used is that psuedo-op indicates the first control section in a block of source code. Since this routine is a logical function in DEX it is not the first routine in the source file, the CSECT was used to indicate this is a control section other than the first. A control section is the smallest block of code that can be relocated as a unit.

The next instruction encountered in the macro expansion is a branch to a location which is offset 10 from the contents of register 15. Since register 15 will contain the address of this routine when execution is transferred here the address is 10 (hex A) from the beginning of the program. This is in effect a branch to the STM instruction at statement number 34. This is necessary because the macro expansion uses data constants (DC) at statements 32 and 33, and the CPU can't execute these since they are not instructions. The next instruction is the STM or store multiple which is used to save the registers in the location passed in register 13 + an offset of 12. The order in which the registers are stored in this case is register 14, 15, and then 1-12. After this the LR (load register) instruction is used to copy the contents of register 15 into register 12 so that register 15 can be used for calling other routines. Thus register 12 now becomes the base register, and this is indicated by the USING psuedo-op which is a note to the assembler that it can use register 15 for the base register and it can assume that the address of LOAD will be loaded into it at execution time.

At assembly time the assembler calculates its symbolic addresses relative to the address indicated by the USING psuedo-op. Thus looking at the excerpt from the listing (figure A-3) it can be seen that the address of the symbol NAME at statement 92 is 104 hex relative to LOAD. This then becomes the offset for the symbol NAME. Looking at the reference to NAME in statement number 42, the MVC (move) instruction:

```
MVC  NAME(8),0(2)
```

The instruction says to move 8 bytes of the contents pointed to by register 2 into storage location NAME. Looking to the left of the instruction at the object code column you will find a 12 digit hexadecimal number which is the machine code translation of this instruction:

```
D207 C104 2000
```

The D2 is the op-code, the 07 is the length to be moved less one, the C104 is the first operand address, and the 2000 is the second operand address. Translating the two numbers using the IBM system/370 reference Sum-

mary card [IBM, 6], in the first operand the C is the base register (hex C = decimal 12) and the 104 is the offset. In the second operand the register is number 2 and the offset is 000. Therefore all symbolic references are translated to a base register and the offset from the address in the USING instruction.

Now continuing with the macro expansion of the IN macro, the next group of instructions loads the address of this routine's save area and then chains it to the one passed. The LA instruction at statement 37 loads register 15 with the address of the SAVEAREA argument. The next instruction at statement 38 stores the contents of register 13 into the location determined by adding 4 to the contents of register 15. This loads the address of the save area passed from the routine which called LOAD into LOAD's SAVEAREA+4. The next instruction at statement 39 saves the address of the old save area in SAVEAREA which is pointed to by register 15. Finally the instruction at statement 40 loads register 13 with the address of the new SAVEAREA. The last thing to discuss regarding to IN macro is the argument STORAGE=0. This argument indicates to the IN macro that no dynamic storage is to be allocated. If

desired the programmer could indicate by this argument that a block of main storage is to be allocated for use by this routine at execution of this routine. This completes the group of instructions resulting from the expansion of the macro IN (these are the instructions flagged by the +).

The next instruction at line 41 picks up the first argument in the parameter list by loading register 2 with the pointer in register 1. Then the MVC instruction which was explained in the paragraph on address translation above, moves the contents of the location pointed to by register 2 into the location NAME. The next instruction at line 43 loads the pointer to the third argument (rfcode) into register 3. Then the next MVC instruction moves a literal "1" into the argument. This indicates that if a fatal error occurs it was in the LOAD routine. If no fatal error occurs this code will be reset to zero before returning.

The next group of instructions moves the address of NAME and RCODE into the parameter list and loads the address of the parameter list into register 1. This was discussed previously. Then register 15 is loaded

with the contents of location indicated by the label CKADDR. Looking at statement 100, the label CKADDR is defined using a DC (define constant) psuedo-op, and into this location is placed a V type constant. The V type constant is an external reference which will be resolved at execution time. the V constant tells the assembler to set up an external symbol table with the entry CKFILE. At execution time the address of CKFILE will be known and the address will be placed in this location. Thus the load instruction at line 51 is loading register 15 with the address of the subroutine CKFILE. This and the next two instructions were previously discussed. The BALR 14,15 branches to the subroutine CKFILE because that will be the address loaded into register 15, and then links by placing the return address in register 14. Upon return register 0 will contain a zero if CKFILE is .false. and a one if CKFILE is true. The CL (compare logical) instruction compares the contents of register 0 with the 0 stored in location ZERO. If the comparison is true the CC flag in the PSW is set, and the next instruction BE BOMB is a branch on equal. The BE tests the PSW and if the two were equal it branches to BOMB. This would be the case if the file which we are attempting to load

does not exist. If execution goes to BOMB, the fatal return code in argument 3 is reset to zero by use of the load and move instructions. Then the OUT macro is invoked with the arguments for a return register of zero and a return code of zero indicating a .false. condition. Thus if the routine calling load was an assembly language program, it will test register 0 for the return code. If the calling routine was a fortran routine, then this logical function LOAD will be .false. and the truthflg to which it is equated will be set .false..

If CKFILE was successful in finding the file to be loaded, then the next instruction encountered is the name of a system macro. This macro is called LOAD and takes the argument eploc=NAME. Which passes to the macro the name of the module being loaded. The system LOAD macro is expanded to three instructions. A load address (LA) of the NAME into register 0, a subtract (SR) register 1 from itself to zero it out (this indicates that we are not using a DCB or data control block), and SVC 8. The SVC instruction is a call to the supervisor program in the Operating System which indicates by the code 8 that the module name contained

in register 0 is to be loaded into memory. Upon return from the supervisor call the register 0 will contain the entry point location of the module in memory (the address). The contents of register 0 are then stored in the location ENTRY, and the rfcodes is reset to zero by the same load argument address and move sequence. Also the contents of ENTRY is moved into argument 2. Then the OUT macro is invoked with a return code equal to one indicating that the LOAD was .true.. The OUT macro expansion allows for restoring the registers to the state they were upon entry, and then a BR 14 returns to the calling routine. Where BR 14 is branch to the location in register 14, which is the next instruction in the calling routine. Also in the OUT macro is a LORG psuedo-op which defines the place to put literal constants. A literal constant is of the form =F'1'. A literal can be used in an instruction as one of the operands, without having to define a storage location yourself. Literals are placed either at the end of the program, or at the location defined by the LORG instruction.

The last section of the program is the data constant area. In this area there are two types of psuedo-ops

used to reserve storage. The first is the define storage (DS) which reserves the indicated length of storage but does not set it to any initial value. An example of this is the SAVEAREA DS 18F, which saves 18 fullwords of storage with the first labeled SAVEAREA. The other type is the define constant (DC), which sets the storage to the value indicated initially. Valid types are F for fullword H for halfword, X for hexadecimal, V for external address value, C for character, B for binary, and A for address.


```

L      1,TEMP      RESTORE R1
L      2,4(1)      USE R2 FOR THE ADDR OF ARG2
L      3,8(1)      USE R3 FOR THE ADDR OF ARG3
MVC    0(4,2),ENTRY STORE THE ENTRY ADDR IN ARG2
MVC    0(4,3),ZERO  RESET RFCODE = 0, NORMAL TERMINATION
***
      OUT  STORAGE=0,SAVE=SAVEAREA,RETC=1,RETREG=0 RETURN 'TRUE'
***
***** TEXT FILE DID NOT EXIST RETURN FALSE
***
BOMB   L      1,TEMP      RESTORE R1
      L      3,8(1)      USE R3 FOR THE ADDR OF ARG3
      MVC    0(4,3),ZERO  RESET RFCODE = 0, NORMAL TERMINATION
      OUT  STORAGE=0,SAVE=SAVEAREA,RETC=0,RETREG=0 RETURN 'FALSE'
*****
*** DATA CONSTANT AREA
SAVEAREA DS      18F      AREA FOR SAVING THE REGISTERS
TEMP     DS       F      TEMPORARY ONE REGISTER SAVE AREA
NAME     DC      CL8' '   FILENAME
        DC      CL8'TEXT' FILETYPE
        DC      CL2' '   FILEMODE
        DS      OF      ALIGN ON FULL WORD BOUNDARY
RCODE    DS       F      RETURN CODE FROM CKFILE STORED HERE
ENTRY    DS       A      STORAGE AREA FOR MODULE ENTRY ADDRESS
ZERO     DC      4X'00'   ZERO FULL WORD FOR COMPARISON
PLIST    DS       2A      PARAMETER LIST
CKADDR   DC      V(CKFILE) ENTRY POINT ADDRESS FOR CKFILE ROUTINE
END

```

figure A-1


```

1 *****
2 *
3 *      LOAD -
4 *
5 *      SUBROUTINE TO LOAD A MODULE
6 *
7 *      CALLING SEQUENCE -
8 *
9 *          TRUTHVALUE = LOAD(FILENAME,ENTRY,RFCODE)
0 *
1 *      WHERE FILENAME IS THE FILENAME OF MODULE TO BE LOADED.
2 *      WHERE ENTRY IS AN INTEGER ENTRY POINT ADDR OF THE LOADED
3 *      MODULE TO BE RETURNED TO THE CALLING PROGRAM
4 *      WHERE RFCODE IS A FATAL RETURN CODE. ABNORMAL TERMINATION
5 *      IS ASSUMED AND RFCODE IS SET EQUAL TO ONE UPON ENTRY
16 *      TO THIS ROUTINE. IF ABNORMAL TERMINATION OCCURS
17 *      RFCODE = 1 INDICATES THE FAILURE OCCURED HERE. IF THE
18 *      TERMINATION IS NORMAL RFCODE IS SET TO ZERO PRIOR TO
19 *      RETURN TO THE CALLING ROUTINE.
20 *
21 *      TRUTHVALUE IS TRUE IF LOAD WAS SUCCESSFUL AND FALSE IF
22 *      LOAD WAS UNSUCCESSFUL
23 *
24 *      USES THE OS/VS1 SUPERVISOR 'LOAD' MACRO. FOR FURTHER INFO
25 *      SEE 'OS/VS1 SUPERVISOR SERVICES AND MACRO INSTRUCTIONS',
26 *      GC24-5103
27 *
28 *****
29 LOAD      IN      CSECT,STORAGE=0,SAVE=SAVEAREA
30+LOAD      CSECT
31+         B      10(0,15)          BRANCH AROUND ID
32+         DC      AL1(4)           LENGTH OF IDENTIFIER
33+         DC      CL4'LOAD'        IDENTIFIER
34+         STM     14,12,12(13)     SAVE REGISTERS
35+         LR      12,15
36+         USING  LOAD,12
37+         LA      15,SAVEAREA      STATIC SAVE AREA
38+         ST      13,4(15)        CHAIN OLD AREA IN
39+         ST      15,8(13)
40+         LR      13,15
41         L      2,0(1)            LOAD THE ADDR OF ARG1 INTO R2
42         MVC     NAME(8),0(2)     GET LOAD MODULE NAME
43         L      3,8(1)            LOAD THE ADDR OF ARG3 INTO R3
44         MVC     0(4,3),=F'1'    SET RFCODE = 1 LOAD CAUSED ANY FATAL ERR
45         ST      1,TEMP           SAVE R1 UNTIL AFTER LOAD
46         LA      3,NAME           LOAD THE ADDRESS OF NAME INTO R3 AND
47         ST      3,PLIST          STORE IT IN THE PARAMETER LIST
48         LA      3,RCODE          LOAD THE ADDRESS OF THE RETURN CODE IN R3
49         ST      3,PLIST+4        AND STORE IT IN THE PARAMETER LIST

```



```

50      LA      1,PLIST      LOAD R1 WITH PARAMETER LIST ADDRESS
51      L       15,CKADDR    LOAD THE ENTRY ADDRESS FOR CKFILE
52      BALR    14,15        BRANCH TO ENTRY POINT
53      CL      0,ZERO       COMPARE RETURN CODE IN R0 TO ZERO
54      BE      BOMB         IF RETURN CODE = 0 LOAD MODULE NOT FOUND
55 ***
56      LOAD EPLOC=NAME      LOAD MODULE (EPLOC = ENTRY POINT LOCATION
57+     LA      0,NAME        LOAD PARAMETER INTO REGISTER ZERO
58+     SR      1,1           SHOW NO DCB PRESENT
59+     SVC     8             ISSUE LOAD SVC
60      ST      0,ENTRY      STORE THE ENTRY POINT ADDR IN ENTRY
61      L       1,TEMP       RESTORE R1
62      L       2,4(1)       USE R2 FOR THE ADDR OF ARG2
63      L       3,8(1)       USE R3 FOR THE ADDR OF ARG3
64      MVC     0(4,2),ENTRY  STORE THE ENTRY ADDR IN ARG2
65      MVC     0(4,3),ZERO   RESET RFCODE = 0, NORMAL TERMINATION
66 ***
67      OUT     STORAGE=0,SAVE=SAVEAREA,RETC=1,RETREG=0 RETURN 'TRUE'
68+     L       13,4(13)     RETURN TO ORIGINAL SAVE AREA
69+     LA      0,1
70+     ST      0,20(13)
71+     LM      14,12,12(13)
72+     BR      14
73+     LTORG
74      =F'1'
75 ***
76 ***** TEXT FILE DID NOT EXIST RETURN FALSE
77 ***
78 BOMB     L       1,TEMP     RESTORE R1
79         L       3,8(1)     USE R3 FOR THE ADDR OF ARG3
80         MVC     0(4,3),ZERO RESET RFCODE = 0, NORMAL TERMINATION
81         OUT     STORAGE=0,SAVE=SAVEAREA,RETC=0,RETREG=0 RETURN 'FALSE'
82+     L       13,4(13)     RETURN TO ORIGINAL SAVE AREA
83+     LA      0,0
84+     ST      0,20(13)
85+     LM      14,12,12(13)
86+     BR      14
87+     LTORG
88 *****
89 *** DATA CONSTANT AREA
90 SAVEAREA DS      18F      AREA FOR SAVING THE REGISTERS
91 TEMP     DS       F       TEMPORARY ONE REGISTER SAVE AREA
92 NAME     DC      CL8' '    FILENAME
93         DC      CL8'TEXT'  FILETYPE
94         DC      CL2' '     FILEMODE
95         DS      0F        ALIGN ON FULL WORD BOUNDARY
96 RCODE    DS       F       RETURN CODE FROM CKFILE STORED HERE
97 ENTRY    DS       A       STORAGE AREA FOR MODULE ENTRY ADDRESS
98 ZERO     DC      4X'00'    ZERO FULL WORD FOR COMPARISON

```


99	PLIST	DS	2A	PARAMETER LIST
100	CKADDR	DC	V(CKFILE)	ENTRY POINT ADDRESS FOR CKFILE ROUTINE
101		END		

figure A-2

EXCERPT FROM LISTING

EXTERNAL SYMBOL DICTIONARY PAGE 1

-SYMBOL TYPE ID ADDR LENGTH LDID
 LOAD SD 0001 000000 000130 CKFILE ER 0002

PAGE 2

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE	STATEMENT
				29	LOAD	IN CSECT, STORAGE=0, SAVE=SAVEAR
000000				30+	LOAD	CSECT
000000	47F0 F00A	0000A		31+	B	10(0,15)
000004	04			32+	DC	AL1(4)
000005	D3D6C1C4			33+	DC	CL4'LOAD'
000009	00					
00000A	90EC D00C	0000C		34+	STM	14,12,12(13)
00000E	18CF			35+	LR	12,15
			00000	36+	USING	LOAD,12
000010	41F0 C0B8	000B8		37+	LA	15,SAVEAREA
000014	50DF 0004	00004		38+	ST	13,4(15)
000018	50FD 0008	00008		39+	ST	15,8(13)
00001C	18DF			40+	LR	13,15
00001E	5821 0000	00000		41	L	2,0(1)
000022	D207 C104	2000 00104	00000	42	MVC	NAME(8),0(2)
000028	5831 0008	00008		43	L	3,8(1)
00002C	D203 3000	C090 00000	00090	44	MVC	0(4,3),=F'1'
000032	5010 C100	00100		45	ST	1,TEMP
000036	4130 C104	00104		46	LA	3,NAME
00003A	5030 C124	00124		47	ST	3,PLIST
00003E	4130 C118	00118		48	LA	3,RCODE
000042	5030 C128	00128		49	ST	3,PLIST+4
000046	4110 C124	00124		50	LA	1,PLIST
00004A	58F0 C12C	0012C		51	L	15,CKADDR
00004E	05EF			52	BALR	14,15
000050	5500 C120	00120		53	CL	0,ZERO
000054	4780 C094	00094		54	BE	BOMB

PAGE 3

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE	STATEMENT
0				55	***	
				56	LOAD	EPLOC=NAME
000058	4100 C104	00104		57+	LA	0,NAME
00005C	1B11			58+	SR	1,1
00005E	0A08			59+	SVC	8
000060	5000 C11C	0011C		60	ST	0,ENTRY
000064	5810 C100	00100		61	L	1,TEMP
000068	5821 0004	00004		62	L	2,4(1)
00006C	5831 0008	00008		63	L	3,8(1)


```

000070 D203 2000 C11C 00000 0011C      64          MVC  0(4,2),ENTRY
000076 D203 3000 C120 00000 00120      65          MVC  0(4,3),ZERO
66 ***
67          OUT    STORAGE=0,SAVE=SAVEAREA,RETC=1,RETREG=0 RETURN 'TRUE'
00007C 58DD 0004          00004      68+         L    13,4(13)
000080 4100 0001          00001      69+         LA   0,1
000084 500D 0014          00014      70+         ST   0,20(13)
000088 98EC D00C          0000C      71+         LM   14,12,12(13)
00008C 07FE                      72+         BR   14
000090                      73+         LTORG
000090 00000001          74          =F'1'
75 ***
76 *** TEXT FILE DID NOT EXIST
*** RETURN FALSE
77 ***
000094 5810 C100          00100      78 BOMB     L    1,TEMP
000098 5831 0008          00008      79          L    3,8(1)
00009C D203 3000 C120 00000 00120      80          MVC  0(4,3),ZERO
81          OUT    STORAGE=0,SAVE=SAVEAREA,RETC=0,RETREG=0 RETURN 'FALSE'
0000A2 58DD 0004          00004      82+         L    13,4(13)
0000A6 4100 0000          00000      83+         LA   0,0
0000AA 500D 0014          00014      84+         ST   0,20(13)
0000AE 98EC D00C          0000C      85+         LM   14,12,12(13)
0000B2 07FE                      86+         BR   14
0000B8                      87+         LTORG
88 *****
89 *** DATA CONSTANT AREA
0000B8          90 SAVEAREA DS    18F
000100          91 TEMP     DS     F
000104 4040404040404040  92 NAME     DC    CL8' '
00010C E3C5E7E340404040  93          DC    CL8'TEXT'
000114 4040          94          DC    CL2' '
000118          95          DS    OF
000118          96 RCODE    DS     F
00011C          97 ENTRY    DS     A
000120 00000000          98 ZERO     DC    4X'00'
000124          99 PLIST    DS    2A
00012C 00000000          100 CKADDR   DC    V(CKFILE)
101          END

```

RELOCATION DICTIONARY PAGE 4

-POS.ID	REL.ID	FLAGS	ADDRESS
0 0001	0002	1C	00012C

CROSS-REFERENCE PAGE 5

-SYMBOL	LEN	VALUE	DEFN	REFERENCES
BOMB	00004	00000094	00078	00054
CKADDR	00004	0000012C	00100	00051
ENTRY	00004	0000011C	00097	00060 00064

LOAD	00001	00000000	00030	00036		
NAME	00008	00000104	00092	00042	00046	00057
PLIST	00004	00000124	00099	00047	00049	00050
RCODE	00004	00000118	00096	00048		
SAVEAREA	00004	000000B8	00090	00037		
TEMP	00004	00000100	00091	00045	00061	00078
ZERO	00001	00000120	00098	00053	00065	00080

	LITERAL CROSS-REFERENCE			PAGE	6
-SYMBOL	LEN	VALUE	DEFN	REFERENCES	
0=F'1'	00004	00000090	00074	00044	

figure A-3

APPENDIX B
A Sample DEX Database Editing Session

```
start main
EXECUTION BEGINS...
DEX VERSION 82.1(35 98883)
$DEX AT MIT WELCOMES USER CHRYS DX
$ON 82/138
$AT 14.39.27.00
$THIS IS THE MAY 1982 DEX VERSION
$ENTER AN ITEM FROM MENU - DEX.MAIN
open-db
$ENTER THE NAME OF THE DATA-BASE
$FILE NAME
$ENTER UP TO 24 CHARACTERS
example database<
$DO YOU WISH TO USE A PREVIOUSLY CREATED A DATABASE?
$ENTER AN ITEM FROM MENU - DXYES-NO
no
$ENTER AN ITEM FROM MENU - DEX.MAIN
edit-db
$THE OPEN DATABASE IS NEW
FILE:EXAMPLE DATABASE
$*** NO TITLE ***
$ENTER A DATABASE COMMAND
$ENTER AN ITEM FROM MENU - DBEDCMDS
set-titl
$PLEASE ENTER DATABASE TITLE
$ENTER UP TO 64 CHARACTERS
sample database<
$ENTER A DATABASE COMMAND
$ENTER AN ITEM FROM MENU - DBEDCMDS
create
$ENTER TYPE
$ENTER AN ITEM FROM MENU - DB-TYPES
real
$ENTER NAME
length
$ENTER A DATABASE COMMAND
$ENTER AN ITEM FROM MENU - DBEDCMDS
create real diameter
$ENTER A DATABASE COMMAND
$ENTER AN ITEM FROM MENU - DBEDCMDS
create real height
$ENTER A DATABASE COMMAND
$ENTER AN ITEM FROM MENU - DBEDCMDS
create array-rl speedar
$ERROR IN READING AN INTEGER VALUE
```



```

$BAD CHARACTER IS FLAGGED. PRIOR ITEMS ACCEPTED.
$THE BAD VALUE AND SUBSEQUENT ITEMS MUST BE REENTERED
$CREATE ARRAY-RL SPEEDAR
5
$ENTER UP TO 1 INTEGER NUMBERS
5
$ENTER NAME
speedar
$ENTER A DATABASE COMMAND
$ENTER AN ITEM FROM MENU - DBEDCMDS
create integer ncrew
$ENTER A DATABASE COMMAND
$ENTER AN ITEM FROM MENU - DBEDCMDS
create
$ENTER TYPE
$ENTER AN ITEM FROM MENU - DB-TYPES
array-rl
$ENTER ARRAY SIZE
$ENTER UP TO 1 INTEGER NUMBERS
9
$ENTER NAME
power
$ENTER A DATABASE COMMAND
$ENTER AN ITEM FROM MENU - DBEDCMDS
store
$ENTER TYPE
$ENTER AN ITEM FROM MENU - DB-TYPES
real
$ENTER NAME
length
$ENTER UP TO 1 REAL NUMBERS
460.
*
$ENTER A DATABASE COMMAND
$ENTER AN ITEM FROM MENU - DBEDCMDS
delete
$ENTER NAME
height
$ENTER A DATABASE COMMAND
$ENTER AN ITEM FROM MENU - DBEDCMDS
store
$ENTER TYPE
$ENTER AN ITEM FROM MENU - DB-TYPES
real
$ENTER NAME
ncrew
$WRONG TYPE
$ENTER A DATABASE COMMAND
$ENTER AN ITEM FROM MENU - DBEDCMDS
store integer ncrew

```



```

$ENTER UP TO 1 INTEGER NUMBERS
100
$ENTER A DATABASE COMMAND
$ENTER AN ITEM FROM MENU - DBEDCMDS
store
$ENTER TYPE
$ENTER AN ITEM FROM MENU - DB-TYPES
array-rl
$ENTER ARRAY SIZE
$ENTER UP TO 1 INTEGER NUMBERS
3
$ENTER NAME
speedar
$ENTER UP TO 3 REAL NUMBERS
5. 10.
$ENTER UP TO 1 ADDITIONAL REAL NUMBERS
20.
$ENTER A DATABASE COMMAND
$ENTER AN ITEM FROM MENU - DBEDCMDS
store array-rl 3 power
$ENTER UP TO 3 REAL NUMBERS
80000. 100000. 150000.
$ENTER A DATABASE COMMAND
$ENTER AN ITEM FROM MENU - DBEDCMDS
print diameter
$DIAMETER
$=UNDEFINED
$ENTER A DATABASE COMMAND
$ENTER AN ITEM FROM MENU - DBEDCMDS
print length
$LENGTH
$ 0.460000E+03
$ENTER A DATABASE COMMAND
$ENTER AN ITEM FROM MENU - DBEDCMDS
dump
$TITLE: **SAMPLE DATABASE

```

\$	NAME	TYPE	VALUE	COMMENT
	NCREW	(I)	100	
	DIAMETER	(R)	**UNDEFINED**	
	POWER	(A)	ARRAY(7)	
	SPEEDAR	(A)	ARRAY(1)	
	LENGTH	(R)	0.46000E+03	

THE ARRAYS


```
$NAME: SPEEDAR , LENGTH= 3 ( 1)
$ 0.50000E+01 0.10000E+02 0.20000E+02
$NAME: POWER , LENGTH= 3 ( 7)
$ 0.80000E+05 0.10000E+06 0.15000E+06
$ENTER A DATABASE COMMAND
$ENTER AN ITEM FROM MENU - DBEDCMDS
done
$ENTER AN ITEM FROM MENU - DEX.MAIN
close-db
$THE OPEN DATABASE IS
FILE:EXAMPLE DATABASE
$DO YOU WISH TO SAVE DATABASE?
$ENTER AN ITEM FROM MENU - DXYES-NO
no
$ENTER AN ITEM FROM MENU - DEX.MAIN
quit-dex
```


APPENDIX C

DEX ASSEMBLY LANGUAGE ROUTINES


```

ABT00010
ABT00020
ABT00030
ABT00040
ABT00050
ABT00060
ABT00070
ABT00080
ABT00090
ABT00100
ABT00110
ABT00120
ABT00130
ABT00140
ABT00150
ABT00160
ABT00170
ABT00180
ABT00190
ABT00200
ABT00220
ABT00230
ABT00240
ABT00250
ABT00260
ABT00270
ABT00280
ABT00290
ABT00300
ABT00310
ABT00320
ABT00330
ABT00340
ABT00350
ABT00360
ABT00370
ABT00380
ABT00390
ABT00400
ABT00410
ABT00420
ABT00430
ABT00440
ABT00450
ABT00460
ABT00470

*****
* TITLE 'ABTRAP - TRAP AN ABNORMAL END CONOITION'
* *****
*
* ABTRAP -
*
* TRAPS AN ABENO CONDITION BY INTERCEPTING
* THE ISSUEING OF AN SVC 13 (SUPERVISOR CALL 13)
* WHICH IS USED BY THE SYSTEM AS AN ABNORMAL
* TERMINATION INTERRUPT.
*
* THIS ROUTINE SHOULD BE CALLED ONLY ONCE
* OURING THE INITIALIZATION OF DEX. IT SETS UP
* THE TRAP CONDITION AND IDENTIFIES TO THE SYSTEM
* THE NAME OF THE OEX SUBROUTINE THAT WILL HANDLE
* ANY ABENDS.
*
* CALLING SEQUENCE :
*
* TRUTHFLG=ABTRAP(DUMMY)
*
* WHERE DUMMY IS A DUMMY ARGUMENT TO SATISFY FORTRAN
* LOGICAL FUNCTION CONVENTION.
*
* TRUTHFLG IS 'TRUE' IF THE ABEND TRAP IS PROPERLY SET UP
* TRUTHFLG IS 'FALSE' IF THE SVC TRAP COULD NOT BE SET UP
*
* USES THE HNO SVC MACRO, SEE THE CMS COMMAND AND MACRO
* REFERENCE GUIDE.
*
* *****
* ABTRAP IN CSECT,STORAGE=O,SAVE=SAVE *****
* ***
*
* HNO SVC SET,(13,ABNORM),ERROR=NOPE CMS MACRO
*
* OUT STORAGE=O,SAVE=SAVE,RETC=1,RETREG=O RETURN 'TRUE'
* NOPE STORAGE=O,SAVE=SAVE,RETC=O,RETREG=O RETURN 'FALSE'
* *****
* DATA CONSTANT AREA
*
* OS 18F
* *****
*
* ABNORM IS THE RETURN POINT IF AN ABEND IS TRAPPED BY THE
* SYSTEM. IT PROVIDES LINKAGE TO THE DEX ABNORMAL END ROUTINE
* OXABND.
*
* *****

```



```

ABNORM      STM      14,12,12(13)
            USING ABNORM,12
            HNOSVC CLR,13
            L        15,ADCON
            BALR    14,15
            LM      14,12,12(13)
            BR      14
            *****
            ADDRESS CONSTANT AREA
            *****
            AOCN    DC      V(0XABN0)
            *****
            ENO

```

```

            SAVE REGISTERS IN AREA PASSED IN R13
            USE R12 FOR LINKAGE PER HNOSVC DOC.
            CLEAR SVC 13 TRAP
            LOAD R15 WITH POINTER TO DXABN0
            BRANCH TO DXABN0 ROUTINE
            RESTORE REGISTERS
            RETURN TO CONTROL PROGRAM
            *****
            EXTERNAL ROUTINE ADDR CONSTANT

```

```

ABT00480
ABT00490
ABT00500
ABT00510
ABT00520
ABT00530
ABT00540
ABT00550
ABT00560
ABT00570
ABT00580
ABT00590

```



```

*****
*      TITLE 'ALLOC - ALLOCATE A FORTRAN FILE'
*****
*
*      ALLOC - SUBROUTINE TO ALLOCATE A FORTRAN FILE WITH OR
*              WITHOUT A POINTER TO THE END OF THE FILE
*              USES THE SUPERVISOR CALL (SVC 202) TO INVOKE
*              THE CMS FILEEOF COMMAND
*
*      CALLING SEQUENCE -
*
*      RET = ALLOC(LUN,FILENAME,WFLAG)
*
*      WHERE LUN IS THE LUN, (IN CHARS), AND FILENAME IS A 24 BYTE
*      STRING CONTAINING THE FILE NAME, SEGREGATED INTO 8 BYTE PIECES
*
*      WFLAG IS A FLAG INDICATING WHETHER THE FLAG IS TO BE ALLOCATED
*      FOR READ OR WRITE. IF WFLAG IS TRUE THE FILE IS ALLOCATED WITH
*      A POINTER TO THE END OF THE FILE
*
*      IT CAN ALSO BE A '**', IN WHICH CASE THE TERMINAL IS ALLOCATED
*
*      RET IS THE RETURN FROM THE FILEEOF COMMAND
*
*      FOR FURTHER INFO, SEE THE CMS COMMAND AND MACRO REFERENCE
*****
*      EJECT
*
*      ALLOC      IN      CSECT,STORAGE=0      PICK UP PARMS
*                  LM      2,4,0(1)          PICK UP LUN
*                  L        6,0(2)           IS IT THE TERMINAL?
*                  CLI      0(3),C'**'       NO, MUST BE A DISK FILE
*                  BNE      CKFLAG          STORE LUN
*                  ST        6,TERMPARM+8    LOAD ADDR OF PARM LIST
*                  LA        1,TERMPARM      AND GO SVC
*                  B         SVC            IS THE WFLAG FALSE
*                  CKFLAG  CLI      0(4),=F'O' NO, THEN ALLOCATE FOR WRITE
*                  BNE      FILEW          NO, THEN ALLOCATE FOR WRITE
*****
*      ALLOCATE THE FILE USING PLIST
*
*      FILE      ST      6,FILENUM      STORE IN PARM LIST
*                  MVC     FILENAME(24),O(3) FILENAME TO BE ALLOCATED
*                  LA      1,PLIST      COMMAND POINTER
*                  B         SVC        AND GO SVC
*****
*      ALLOCATE THE FILE FOR WRITE USING PLISTW
*****

```

```

ALLO0010
ALLO0020
ALLO0030
ALLO0040
ALLO0050
ALLO0060
ALLO0070
ALLO0080
ALLO0090
ALLO0100
ALLO0110
ALLO0120
ALLO0130
ALLO0140
ALLO0150
ALLO0160
ALLO0170
ALLO0180
ALLO0190
ALLO0200
ALLO0210
ALLO0220
ALLO0230
ALLO0240
ALLO0250
ALLO0260
ALLO0270
ALLO0280
ALLO0290
ALLO0300
ALLO0310
ALLO0320
ALLO0330
ALLO0340
ALLO0350
ALLO0360
ALLO0370
ALLO0380
ALLO0390
ALLO0400
ALLO0410
ALLO0420
ALLO0430
ALLO0440
ALLO0450
ALLO0460
ALLO0470

```



```

FILE ST 6, FILENUMW STORE IN PARM LIST
MVC FILENAMW(24), O(3) FILENAME TO BE ALLOCATED
LA 1, PLISTW COMMAND POINTER
*****
*** THE SUPERVISOR CALL FOR SENDING A COMMAND TO THE SYSTEM
***
SVC SVC 202 EXECUTE COMMAND
OC AL4(BOMB) ERROR RETURN ADDRESS
*****
*** SET UP THE RETURN
***
OUT STORAGE=O, RETC=O, RETREG=O
LA 10, 15
OUT STORAGE=O, RETC=O(10), RETREG=O RETURN WITH CODE
*****
*** DATA CONSTANT AREA
***
PLIST OS 00
OC CL8'FILEDEF' COMMAND
FILENUM OC CL8', ' UNIT NUMBER
OC CL8'OISK'
FILENAME OC 3CL8', ' 3 PARTS OF FILE NAME
OC CL8'(' INDICATE START OF OPTION LIST
OC CL8'PERM' SAVE UNTIL FREED
OC 8X'FF' END OF STRING INDICATOR
*
*-----*
*
* PLISTW DS 00
DC CL8'FILEDEF' COMMAND
FILENUMW DC CL8', ' UNIT NUMBER
DC CL8'OISK'
FILENAMW DC 3CL8', ' 3 PARTS OF FILE NAME
DC CL8'(' INDICATE START OF OPTION LIST
DC CL8'OISP'
DC CL8'MOD'
OC CL8'PERM'
OC 8X'FF'
*
*-----*
*
* TERMPARM OC CL8'FILEDEF', CL8', ' CL8'TERM', CL8'(', ' CL8'PERM'
DC CL8'RECFM'
DC CL8'F', CL8'BLKSIZE', CL8'140'
OC CL8'LRECL', CL8'140', 8X'FF'
END

```

```

ALLO0480
ALLO0490
ALLO0500
ALLO0510
ALLO0520
ALLO0530
ALLO0540
ALLO0550
ALLO0560
ALLO0570
ALLO0580
ALLO0590
ALLO0600
ALLO0610
ALLO0620
ALLO0630
ALLO0640
ALLO0650
ALLO0660
ALLO0670
ALLO0680
ALLO0690
ALLO0700
ALLO0710
ALLO0720
ALLO0730
ALLO0740
ALLO0750
ALLO0760
ALLO0770
ALLO0780
ALLO0790
ALLO0800
ALLO0810
ALLO0820
ALLO0830
ALLO0840
ALLO0850
ALLO0860
ALLO0870
ALLO0880
ALLO0890
ALLO0900
ALLO0910
ALLO0920
ALLO0930

```



```

*****
***** TITLE 'CKFILE - VERIFY THE EXISTANCE OF A FILE'
*****
*****
***** CKFILE -
*****
***** VERIFIES A FILE'S EXISTANCE BY FILENAME
*****
***** CALLING SEQUENCE :
*****
***** RET = CKFILE(FILENAME,RCODE)
*****
***** WHERE FILENAME IS AN 18 CHARACTER STRING CONTAINING
***** THE FILENAME AND RET IS 'TRUE' IS THE FILE EXISTS
***** OR 'FALSE' IF IT DOES NOT.
*****
***** RCODE IS AN ERROR RETURN CODE.
***** RCODE IS OF INTEGER TYPE.
*****
***** RCODE = 0 NO ERROR
***** RCODE = 1 INVALID CHARACTER IN FILEIO
***** RCODE = 2 INVALID FILEMODE
***** RCODE = 3 FILE NOT FOUND
***** RCODE = 4 DISK NOT ACCESSED
*****
***** USES THE FSSTATE MACRO. FOR FURTHER INFO SEE THE
***** 'CMS COMMAND AND MACRO REFERENCE GUIDE', SC19-6209
*****
*****
***** CKFILE IN CSECT,STORAGE=0,SAVE=SAVE *****
***** LM 2,3,O(1) PICK UP THE FILENAME FROM PARAMETER LIST *****
***** ST 13,TEMP SAVE R13 UNTIL AFTER FSSTATE MACRO *****
***** FSSTATE(2),ERROR=NOPE CMS MACRO TO CHECK STATUS OF A FILE *****
***** L 13,TEMP RESTORE R13 *****
***** SR 4,4 ZERO OUT R4 TO RETURN A ZERO RCODE *****
***** ST 4,RCODE SET RCODE = 0 NO ERROR *****
***** MVC O(4,3),RCODE MOVE RCODE INTO ARG LIST *****
***** OUT STORAGE=0,SAVE=SAVE,RETC=1,RETREG=0 RETURN 'TRUE' *****
***** ERROR SECTION: CHECK THE RETURN CODES IN R15 FOR ERROR TYPE *****
*****
***** NOPE CL 15,=F'20' CHECK FOR INVALID CHARACTER IN FILEIO *****
***** BE RCO1 *****
***** CL 15,=F'24' CHECK FOR INVALID FILEMODE *****
***** BE RCO2 *****
***** CL 15,=F'28' CHECK FOR FILE NOT FOUND *****
***** BE RCO3 *****
*****
***** CKF00010
***** CKF00020
***** CKF00030
***** CKF00040
***** CKF00050
***** CKF00060
***** CKF00070
***** CKF00080
***** CKF00090
***** CKF00100
***** CKF00110
***** CKF00120
***** CKF00130
***** CKF00140
***** CKF00150
***** CKF00160
***** CKF00170
***** CKF00180
***** CKF00190
***** CKF00200
***** CKF00210
***** CKF00220
***** CKF00230
***** CKF00240
***** CKF00250
***** CKF00260
***** CKF00270
***** CKF00280
***** CKF00290
***** CKF00300
***** CKF00310
***** CKF00320
***** CKF00330
***** CKF00340
***** CKF00350
***** CKF00360
***** CKF00370
***** CKF00380
***** CKF00390
***** CKF00400
***** CKF00410
***** CKF00420
***** CKF00430
***** CKF00440
***** CKF00450
***** CKF00460
***** CKF00470

```



```

CL      15,=F'36'
BE      RCD4
B       ERRDUT
L       4,=F'1'
ST      4,RCODE
B       ERRDUT
L       4,=F'2'
ST      4,RCODE
B       ERRDUT
L       4,=F'3'
ST      4,RCODE
B       ERRDUT
L       4,=F'4'
ST      4,RCODE
*****
ERRDUT  MVC      O(4,3),RCODE MDVE RCODE INTO ARG LIST
DUT     STDRAGE=0,SAVE=SAVE,RETIC=0,RETREG=0      RETURN 'FALSE'
*****
***     DATA STORAGE AREA
***
SAVE    DS      18F      REGISTER SAVE AREA
RCDDE   DS      F       RETURN CODE
TEMP    DS      F       TEMPORARY WRD DF STORAGE
END

```

CHECK FDR DISK NDT ACCESSED

CKF00480
CKF00490
CKF00500
CKF00510
CKF00520
CKF00530
CKF00540
CKF00550
CKF00560
CKF00570
CKF00580
CKF00590
CKF00600
CKF00610
CKF00620
CKF00630
CKF00640
CKF00650
CKF00660
CKF00670
CKF00680
CKF00690
CKF00700
CKF00710


```

*****
*      TITLE 'CLOSE - CLOSE A FORTRAN FILE AND CLEAN UP'
*      *****
*
*      CLOSE -
*
*      CLOSE A FILE FOR FORTRAN, TO ALLOW A CLEANUP TO OCCUR,
*      FOR PURPOSES OF DYNAMIC FILE ALLOCATION
*
*      CALLING SEQUENCE
*
*      CALL CLOSE(LUN,&NOTG000)
*
*      WHERE LUN IS THE LUN(FULL-WORD BINARY), AND THE &NOTG000 IS
*      A SECONDARY RETURN LABEL (FORTRAN RETURN I CONVENTION) IN THE
*      FORTRAN ROUTINE WHICH CALLED CLOSE, THIS RETURN IS TAKEN
*      IF THE FILE , FOR WHATEVER REASON, COULD NOT BE CLOSED.
*
*      MAKES USE OF INTIMATE KNOWLEDGE OF THE FORTRAN OBJECT TIME
*      LIBRARY ROUTINES, DOCUMENTED IN THE 'IBM FORTRAN IV
*      LIBRARY PLM'
*
*      FORTRAN KEEPS A TABLE OF OCB ADORS
*      CALLED IHNUATBL IN ONE VERSION OF THE LIBRARY, IHOUATBL
*      IN THE OTHER. IT CONTAINS A FOUR WORD ENTRY FOR EACH
*      LUN, WHICH CONTAINS THE OCB ADDRESS FOR THE FILE, OR A
*      VALUE OF 1 TO INDICATE AN UNUSED ENTRY
*
*****
*      EJECT
*      IN CSECT,STORAGE=O,SAVE=SAVEAREA
*      L 2,0(1) PICK UP PARAMETER
*      L 11,MOOIIA00 MOO II LIBRARY UNIT TABLE
*      LTR 11,11 WAS IT THERE?
*      BNZ GOAHEAD YES, GO AHEAD
*      L 11,MOOIA00 NO? THEN TRY MOD I LIBRARY
*      LTR 11,11 IS THIS ONE HERE
*      BNZ NOCAN00 NEITHER? THEN I CAN'T DO ANYTHING
*      OS OH CONTINUE
*
*      GOAHEAD USING UATBL,11
*      L 2,0(.2) GET LUN
*      LTR 2,2 TEST FOR VALIDITY
*      BNH NOCAN00 NEGATIVE OR ZERO
*      BCTR 2,0 DECREMENT TO CORRECT OFFSET
*      SLL 2,4 MULTIPLY BY 16 FOR OFFSET
*      LH 3,UATABLEN LOAD THE LENGTH
*      CR 2,3 IS THE LUN TOO BIG??
*      BH NOCAN00

```

```

CL000010
CL000020
CL000030
CL000040
CL000050
CL000060
CL000070
CL000080
CL000090
CL000100
CL000110
CL000120
CL000130
CL000140
CL000150
CL000160
CL000170
CL000180
CL000190
CL000200
CL000210
CL000220
CL000230
CL000240
CL000250
CL000260
CL000270
CL000280
CL000290
CL000300
CL000310
CL000320
CL000330
CL000340
CL000350
CL000360
CL000370
CL000380
CL000390
CL000400
CL000410
CL000420
CL000430
CL000440
CL000450
CL000460
CL000470

```



```

LA      10,8(2,11)      ADDRESS OF UNIT ENTRY
USING  UNITNTRY,10
L       9,UABLKAO      ESTABLISH ADDRESSABILITY
LA      5,1            ADDRESS OF UNIT BLOCK
CR      9,5            GET A ONE FOR PROCESSING USE
BE      00NE          IS THE UNIT IN USE?
LA      8,76(.9)       NO, THEN WE OON'T HAVE TO CLOSE IT
CLOSE ((8))          POINT TO OCB IN UNIT BLOCK
FREEMAIN R, LV=164, A=(9) AND RETURN THE STORAGE
ST      5,UABLKAO      AND RESET UNIT ENTRY TO SHOW 'UNUSED'
OUT     OUT           STORAGE=0, RETC=0, SAVE=SAVEAREA OK, WE'RE SUCESSFUL
MODIADO OC           STORAGE=0, RETC=4, SAVE=SAVEAREA OOPS  CAN'T OO IT
MODIIA00 DC          V(IHNUATBL)
SAVEAREA DS          V(IHOUATBL)
UATBL   OSECT        72C
UAPREFIX DS          00
UACURRNT DS          H      CURRENT LUN IN PROGRESS??
UATABLEN OS          H      NUMBER OF ENTRIES IN TABLE
DEFDSRNS OS          4X     OSRNS FOR DEFAULT UNITS(MSG,READ,PRINT,PUN)
UNITNTRY EQU         *
UABLKAO OS          A      ADDRESS OF UNIT BLOCK, OR '1' IF UNUSED
OSA     OSECT
END

```

```

CL000480
CL000490
CL000500
CL000510
CL000520
CL000530
CL000540
CL000550
CL000560
CL000570
CL000580
CL000590
CL000600
CL000610
CL000620
CL000630
CL000640
CL000650
CL000660
CL000670
CL000680
CL000690
CL000700
CL000710

```



```

*****
*      TITLE 'FREE - FREE A FORTRAN FILE',
*      *****
*      FREE -
*      SUBROUTINE TO FREE A FORTRAN FILE
*      CALLING SEQUENCE -
*      CALL FREE(FILENUM<,FILENAME>,&NOGOOD)
*      WHERE FILENUM IS THE TWO CHARACTERS REPRESENTING THE
*      LUN (E. G. 2H10), AND FILENAME
*      IS THE NAME OF THE FILE TO BE FREED (DEFAULTS TO
*      WHATEVER IS ALLOCATED TO FTNNFOO1), AND
*      &NOGOOD IS A STATEMENT TO RETURN TO UPON
*      NON COMPLETION
*      NOTE: SHOULD BE CHANGED TO ALLOW ONE CHARACTER NUMBERS
*      THIS VERSION (JULY 1978) DOES TRY TO CLEAN UP AND CLOSE
*      THE FILE, BY CALLING THE SUBROUTINE CLOSE
*      *****
FREE  IN  CSECT,STORAGE=O,SAVE=SAVEAREA
      LM  2,3,O(1)
      PACK PACKED(8),O(2,2)
      CVB 5,PACKED TO BINARY FOR CLOSE
      ST  5,NUM
      LA  1,CLOSPARM PARM LIST FOR CLOSE
      CALL CLOSE
      MVC FILENUM(2),O(2) PICK UP FILENUM
      NOTE - IGNORES FILENAME TOTALLY
      LA  1,PLIST
      SVC 202
      DC  AL4(BOMB)
      OUT STORAGE=O,RETC=O,SAVE=SAVEAREA
      OUT STORAGE=O,RETC=4,SAVE=SAVEAREA,RETREG=15
      DS  OD
      DC  CL8'FILEDEF'
      DC  CL8'O1'
      DC  CL8'CLEAR'
      DC  8X'FF'
      DS  D
      NUM DS F
      CLOSPARM DC X'80',AL3(NUM)
      SAVEAREA DS 72C
      DSA DSECT
      END
*****
FREO0010
FREO0020
FREO0030
FREO0040
FREO0050
FREO0060
FREO0070
FREO0080
FREO0090
FREO0100
FREO0110
FREO0120
FREO0130
FREO0140
FREO0150
FREO0160
FREO0170
FREO0180
FREO0190
FREO0200
FREO0210
FREO0220
FREO0230
FREO0240
FREO0250
FREO0260
FREO0270
FREO0280
FREO0290
FREO0300
FREO0310
FREO0320
FREO0330
FREO0340
FREO0350
FREO0360
FREO0370
FREO0380
FREO0390
FREO0400
FREO0410
FREO0420
FREO0430
FREO0440
FREO0450
FREO0460
FREO0470

```



```

*****
*      TITLE 'ISHIFT - SHIFT A WRD AROUND'
*      *****
*      ISHIFT
*      *****
*      SHIFT A WRD A SPECIFIED NUMBER OF BITS
*      *****
*      CALLING SEQUENCE
*      *****
*      CALL ISHIFT(WDRD,NBITS)
*      *****
*      SHIFTS THE WRD 'WRD' NBITS BITS TO THE LEFT
*      (IF NBITS IS NEGATIVE, IT WILL SHIFT TO THE RIGHT)
*      *****
*      ISHIFT IN CSECT,STORAGE=0
*      *****
*      REGISTER
*      LM R3,R4,O(R1) PICK UP THE ARGUMENT LIST
*      LTR R4,R4 LOAD AND TEST R4 FOR NEGATIVE
*      BNM LEFT IF NBITS NOT MINUS GO TO LEFT
*      *****
*      SRA R3,O(R4) DOTHERWISE SHIFT THE WRD RIGHT
*      B OUT AND BRANCH DUT
*      *****
*      LCR R4,R4 SHIFT THE WRD LEFT
*      SLA R3,O(R4)
*      *****
*      ST R3,O(R1) PUT THE SHIFTED WRD BACK IN ARG1
*      OUT STORAGE=0
*      END
*      *****
ISH00010
ISH00020
ISH00030
ISH00040
ISH00050
ISH00060
ISH00070
ISH00080
ISH00090
ISH00100
ISH00110
ISH00120
ISH00130
ISH00140
ISH00150
ISH00160
ISH00170
ISH00180
ISH00190
ISH00200
ISH00210
ISH00220
ISH00230
ISH00240
ISH00250
ISH00260
ISH00270
ISH00280
ISH00290
ISH00300
ISH00310

```



```

***** TITLE 'JGVMI0 - OBTAIN THE VM USERID FOR THE PERSON USING DEX' JGV00010
***** JGV00020
***** JGV00030
*
* ROUTINE TO RETURN THE VM USERID
* CALL JGVMI0(VMID)
* WHERE VMID WILL BE 8 BYTES, EBCOIC
* J. GRAHAM / USER SERVICES
* DATE: 02/28/78
*****
JGVMI0 START O *****
STM 14,12,12(13) SAVE REGISTERS
BALR 12,0 ESTABLISH BASE
USING *,12 REGISTER
*
L 2,0(1) MOVE 1ST ARG ADDRESS TO R2
LA 6,RETAREA
LA 10,CMMOL (MAX) NO. OF BYTES TO BE STORED
DC X'83',X'6A',XL2'0000'
MVC 0(8,2),USERID MOVE ID INTO CALL LIST
*
LM 2,12,28(13) RESTORE REGISTERS
MVI 12(13),X'FF' INDICATE CONTROL RETURNED TO CALLING PROG
BCR 15,14 RETURN TO CALLING PROGRAM
*****
*** DATA STORAGE AREA
***
DS OD
SAVEAREA DS 18F
RETAREA DS 30
CMMDL EQU *-RETAREA
BUFFER ORG RETAREA
DUMMY DS XL16
USERIO DS CL8
END
JGV00040
JGV00050
JGV00060
JGV00070
JGV00080
JGV00090
JGV00100
JGV00110
JGV00120
JGV00130
JGV00140
JGV00150
JGV00160
JGV00170
JGV00180
JGV00190
JGV00200
JGV00210
JGV00220
JGV00230
JGV00240
JGV00250
JGV00260
JGV00270
JGV00280
JGV00290
JGV00300
JGV00310
JGV00320
JGV00330
JGV00340

```



```

*****
*      TITLE 'LOAD - DYNAMICALLY LOAD A MDOULE'
*      *****
*      LOAD -
*      *****
*      SUBROUTINE TO LOAD A MDOULE
*      *****
*      CALLING SEQUENCE -
*      *****
*      TRUTHVALUE = LOAD(FILENAME,ENTRY,RFCODE)
*      *****
*      WHERE FILENAME IS THE FILENAME OF MODULE TO BE LOADED.
*      THE FILETYPE IS ASSUMED TO BE TEXT SINCE THAT IS
*      THE ONLY TYPE WHICH CAN BE EXECUTED.
*      WHERE ENTRY IS AN INTEGER ENTRY POINT ADDR OF THE LOADED
*      MODULE TO BE RETURNED TO THE CALLING PROGRAM
*      WHERE RFCODE IS A FATAL RETURN CODE. ABNORMAL TERMINATION
*      IS ASSUMED AND RFCODE IS SET EQUAL TO ONE UPON ENTRY
*      TO THIS ROUTINE. IF ABNORMAL TERMINATION OCCURS
*      RFCODE = 1 INDICATES THE FAILURE OCCURED HERE. IF THE
*      TERMINATION IS NORMAL RFCODE IS SET TO ZERO PRIOR TO
*      RETURN TO THE CALLING ROUTINE.
*      *****
*      TRUTHVALUE IS TRUE IF LOAD WAS SUCCESSFUL AND FALSE IF
*      LOAD WAS UNSUCCESSFUL
*      *****
*      USES THE DS/V51 SUPERVISOR 'LOAD' MACRO. FOR FURTHER INFO
*      SEE 'OS/V51 SUPERVISOR SERVICES AND MACRO INSTRUCTIONS',
*      GC24-5103
*      *****
*      LOAD
*      IN CSECT,STORAGE=0,SAVE=SAVEAREA
*      L 2,0(1) LDAD THE ADDR OF ARG1 INTO R2
*      MVC NAME(8),0(2) GET LOAD MDDULE NAME
*      L 3,8(1) LDAD THE ADDR OF ARG3 INTO R3
*      MVC 0(4,3),=F'1' SET RFCODE = 1 LOAD CAUSED ANY FATAL ERR
*      ST 1,TEMP SAVE R1 UNTIL AFER LOAD
*      LA 3,NAME LOAD THE ADDRESS OF NAME INTO R3 AND
*      ST 3,PLIST STORE IT IN THE PARAMETER LIST
*      LA 3,RCODE LOAD THE ADDRESS OF THE RETURN CODE IN R3
*      ST 3,PLIST+4 AND STORE IT IN THE PARAMETER LIST
*      LA 1,PLIST LOAD R1 WITH PARAMETER LIST ADDRESS
*      L 15,CKADDR LDAD THE ENTRY ADDRESS FOR CKFILE
*      BALR 14,15 BRANCH TO ENTRY POINT
*      CL 0,ZERO COMPARE RETURN CODE IN R0 TO ZERO
*      BE BDMB IF RETURN CODE = 0 LOAD MODULE NOT FOUND
*      *****
*      ***

```

```

LOA00010
LOA00020
LOA00030
LOA00040
LOA00050
LOA00060
LOA00070
LOA00080
LOA00090
LOA00100
LOA00110
LOA00120
LOA00130
LOA00140
LOA00150
LOA00160
LOA00170
LOA00180
LOA00190
LOA00200
LOA00210
LOA00220
LOA00230
LOA00240
LOA00250
LOA00260
LOA00270
LOA00280
LOA00290
LOA00300
LOA00310
LOA00320
LOA00330
LOA00340
LOA00350
LOA00360
LOA00370
LOA00380
LOA00390
LOA00400
LOA00410
LOA00420
LOA00430
LOA00440
LOA00450
LOA00460
LOA00470

```



```

LOAD EPLOC=NAME                                LOA00480
ST  O,ENTRY                                   STORE THE ENTRY POINT ADDR IN ENTRY  LOA00490
L   1,TEMP                                     RESTORE R1                            LOA00500
L   2,4(1)                                    USE R2 FOR THE ADDR OF ARG2          LOA00510
L   3,8(1)                                    USE R3 FOR THE ADDR OF ARG3          LOA00520
MVC O(4,2),ENTRY                             STORE THE ENTRY ADDR IN ARG2        LOA00530
MVC O(4,3),ZERO                               RESET RFCODE = 0, NORMAL TERMINATION LOA00540
***
OUT  STORAGE=O,SAVE=SAVEAREA,RETC=1,RETREG=O  RETURN 'TRUE'                       LOA00550
***
*****
*** BOMB *****
L   1,TEMP                                     RESTORE R1                            LOA00600
L   3,8(1)                                    USE R3 FOR THE ADDR OF ARG3          LOA00610
MVC O(4,3),ZERO                               RESET RFCODE = 0, NORMAL TERMINATION LOA00620
OUT  STORAGE=O,SAVE=SAVEAREA,RETC=O  RETURN 'FALSE'                       LOA00630
*****
*** DATA CONSTANT AREA *****
SAVEAREA OS 18F                               AREA FOR SAVING THE REGISTERS        LOA00650
TEMP      OS F                                TEMPORARY ONE REGISTER SAVE AREA    LOA00660
NAME      OC CL8', '                          FILENAME                             LOA00670
          OC CL8'TEXT',                      FILETYPE                             LOA00680
          OC CL2', '                          FILEMOOE                             LOA00690
          OS OF                                ALIGN ON FULL WORD BOUNDARY        LOA00700
RCODE     OS F                                RETURN CODE FROM CKFILE STORED HERE LOA00710
ENTRY     OS A                                STORAGE AREA FOR MOOULE ENTRY ADDRESS LOA00720
ZERO      OC 4X'00'                          ZERO FULL WORD FOR COMPARISON      LOA00730
PLIST     OS 2A                                PARAMETER LIST                      LOA00740
CKA00R    OC V(CKFILE)                       ENTRY POINT ADDRESS FOR CKFILE ROUTINE LOA00750
END

```



```

L          3,UNIT
ICM       3,B'0011',DECIMAL+6
ST        3,DCBOONAM
L         5,UNIT+4
ST        5,DCBOONAM+4
*****
*** READ JFCB AND CHECK FOR EXISTANCE DF THE FILEDEF
***
LA        11,JFCBAREA
USING    IHAJFCB,11
ST        1,TEMP
LA        1,MSGDFF
SVC      202
DC        AL4(++4)
ROJFCB   MF=(E,EX1)
CLC      FCbread(4),ZERD
BE        NOFILE
*****
*** NO ERROR, RETURN QUERY2 = 'TRUE' AND THE FILEDEF INFO
***
DEVTTYPE OCBDNAM,DTYPE
L         1,TEMP
L         3,4(1)
L         4,8(1)
L         5,12(1)
L         6,16(1)
L         7,20(1)
MVC      O(8,3),=F'O'
MVC      O(8,4),FCBDSNAM
MVC      O(8,5),FCBDSTYP
MVC      O(2,6),FCBDSMD
L         8,DTYPE
N         8,MASK
ST        8,DTYPE
CLC      DTYPE(4),DEV1
BNE      NEXT1
MVC      O(8,7),PRINTR
B        DUT
*****
NEXT1
CLC      DTYPE(4),DEV2
BNE      NEXT2
MVC      O(8,7),READER
B        DUT
*****
NEXT2
CLC      DTYPE(4),DEV3
BNE      NEXT3

```

```

QUEO0480
QUEO0490
QUEO0500
QUEO0510
QUEO0520
QUEO0530
QUEO0540
QUEO0550
QUEO0560
QUEO0570
QUEO0580
QUEO0590
QUEO0600
QUEO0610
QUEO0620
QUEO0630
QUEO0640
QUEO0650
QUEO0660
QUEO0670
QUEO0680
QUEO0690
QUEO0700
QUEO0710
QUEO0720
QUEO0730
QUEO0740
QUEO0750
QUEO0760
QUEO0770
QUEO0780
QUEO0790
QUEO0800
QUEO0810
QUEO0820
QUEO0830
QUEO0840
QUEO0850
QUEO0860
QUEO0870
QUEO0880
QUEO0890
QUEO0900
QUEO0910
QUEO0920
QUEO0930
QUEO0940

```

```

LDAO FTOO INTO R3
INSERT THE LAST 2 ZONED DIGITS
MODIFY DCB NAME FOR ROJFCB
*****
USE REGISTER 11 FOR MAPPING JFCB
FCBSECT IS START OF CMSCB OSECT
SAVE R1 UNTIL AFTER ROJFCB MACRD
PREPARE TD ISSUE CP CDMMAND TD
TURN ERROR MSG OFF AT TERMINAL
IF ERRDR CONTINUE WITH NEXT INST
SYS MACRD TO READ DATA CNTRL BLK
CHECK FOR NO CNTRDL BLCK READ
ND MATCH MEANS ND FILEDEF
*****
RESTRE R1 AFTER ROJFCB MACRD
USE R3 FDR ADDR DF ARG2
USE R4 FDR ADDR DF ARG3
USE R5 FDR ADDR DF ARG4
USE R6 FDR ADDR DF ARG5
USE R7 FDR ADDR DF ARG6
PUT A O IN ARG2, ND FATAL RCDDE
STORE THE DATA SET NAME IN ARG3
STORE THE DATA SET TYPE IN ARG4
STORE THE DATA SET MODE IN ARG5
CHECK IF DEVICE CODE IS A PRINTER
IF ND MATCH CHECK NEXT TYPE
IF MATCH STDR PRINTER IN ARG6
AND RETURN
CHECK IF DEVICE CODE IS A READER
IF ND MATCH CHECK NEXT TYPE
IF MATCH STDR READER IN ARG6
AND RETURN
CHECK IF DEVICE CODE IS A TERMINL
IF ND MATCH CHECK NEXT TYPE

```



```

***
NEXT3 MVC O(8,7),TERMINL IF MATCH STDRE TERMINAL IN ARG6
      B OUT AND RETURN
      CLC O(8,7),DEVT4 CHECK IF OEVCE CDDE IS A TAPE
      BNE NEXT4 IF ND MATCH CHECK NEXT TYPE
      MVC O(8,7),TAPE IF MATCH STDRE TAPE IN ARG6
      B OUT AND RETURN
***
NEXT4 CLC DTYPE(4),DEV5 CHECK IF OEVCE CDDE IS A DISK
      BNE NEXT5 IF ND MATCH CHECK NEXT TYPE
      MVC O(8,7),DISK IF MATCH STDRE DISK IN ARG6
      B OUT AND RETURN
***
NEXT5 CLC DTYPE(4),DEV6 CHECK IF OEVCE CDDE IS A PUNCH
      BNE NEXT6 IF ND MATCH CHEXK NEXT TYPE
      MVC O(8,7),PUNCH IF MATCH STDRE PUNCH IN ARG6
      B OUT AND RETURN
***
NEXT6 CLC DTYPE(4),DEV7 CHECK IF OEVCE CDDE IS A CRT
      BNE DUT IF ND MATCH DDNE
      MVC O(8,7),CRT IF MATCH STDRE CRT IN ARG6
      B OUT AND RETURN
*****
*** NO FILEDEF. RETURN FLAG = O AND BLANK FILE INFRMATION *****
***
NOFILE SR 4,4 UNIT NDT ASSIGNED RETURN ARG2=O
      L 1,TEMP RESTORE R1 AFTER ROJFCB MACRD
      L 3,4(1) USE R3 FDR THE ADDR OF ARG2
      L 5,8(1) USE R5 FDR THE ADDR DF ARG3
      L 6,12(1) USE R6 FDR THE ADDR DF ARG4
      L 7,16(1) USE R7 FDR THE ADDR DF ARG5
      L 8,20(1) USE R8 FDR THE ADDR DF ARG6
      ST 4,0(3) STDRE O IN RFCODE -> NDT FATAL
      ST 4,0(5) ZERD DUT FILE NAME
      ST 4,4(5) ZERD OUT FILE TYPE
      ST 4,0(6) ZERD DUT FILE MODE
      ST 4,4(6) ZERD OUT FILE MODE
      ST 4,0(7) ZERD OUT DEVICE
      ST 4,0(8) ZERD OUT DEVICE
      ST 4,4(8) ZERD OUT DEVICE
***
      LA 1,MSGDN PREPARE TD ISSUE CP COMMAND TD
      SVC 202 RESTORE EMSG AT TERMINAL TD TEXT
      OC AL4(#+4) IF ERROR CONTINUE WITH NEXT INST
      OUT STORAGE=O,SAVE=SAVEAREA,RETIC=O,RETREG=O RETURN /FALSE/
*****
      LA 1,MSGDN PREPARE TD ISSUE CP COMMAND TD
DUT *****

```



```

SVC 202
OC AL4(++4)
OUT STORAGE=0,SAVEAREA,RETC=1,RETREG=0 RETURN 'TRUE',
*****
EX1 ROJFCB (FILEDEF.),MF=L
*****
*** DATA CONSTANT AREA
SAVEAREA OS 18F
OTYPE OS 2F
TEMP OS F
OCODE OS F
DECIMAL OS D
MASK OC X'0000FFFF'
UNIT OC C'FT00FOO1'
ZERO OC X'00000000'
***
DEVLIST
PRINTR OC OF
READER OC CL8'PRINTER'
TERMINL OC CL8'READER'
TAPE OC CL8'TERMINAL'
DISK OC CL8'TAPE'
PUNCH OC CL8'DISK'
CRT DC CL8'PUNCH'
***
DEV1 OC X'00000808'
DEV2 OC X'00000801'
DEV3 OC X'00000820'
DEV4 OC X'00008001'
DEV5 OC X'00002008'
DEV6 OC X'00000802'
DEV7 OC X'00001C'
***
MSGOFF OS 00
OC CL8'CP'
OC CL8'SET'
OC CL8'EMSG'
OC CL8'OFF'
DC 8X'FF'
***
MSGON OS 00
DC CL8'CP'
OC CL8'SET'
OC CL8'EMSG'
OC CL8'TEXT'
OC 8X'FF'
*****
RESTORE MSG AT TERMINAL TO TEXT
IF ERROR CONTINUE WITH NEXT INST
STORAGE=0,SAVEAREA,RETC=1,RETREG=0 RETURN 'TRUE',
*****
SAVE AREA FOR REGISTERS
RETURN AREA FOR DEVTYPE MACRO
TEMPORARY STORAGE AREA
DEVICE CODE
TEMP STORAGE FOR DECIMAL CONVERT
MASK FOR EXTRACTING DEVICE CODE
AREA FOR CONSTRUCTING UNIT NO.
ZERO WORD FOR COMPARISON
*****
LIST OF DEVICES TO RETURN IN DEV
DEV170
DEV1580
DEV1590
DEV1600
DEV1610
DEV1620
DEV1630
DEV1640
DEV1650
DEV1660
DEV1670
DEV1680
DEV1690
DEV1700
DEV1710
DEV1720
DEV1730
DEV1740
DEV1750
DEV1760
DEV1770
DEV1780
DEV1790
DEV1800
DEV1810
DEV1820
DEV1830
DEV1840
DEV1850
DEV1860
DEV1870
DEV1880
*****
DEVICE CODE FOR A PRINTER
DEVICE CODE FOR A READER
DEVICE CODE FOR A TERMINAL
DEVICE CODE FOR A TAPE
DEVICE CODE FOR A DISK
DEVICE CODE FOR A PUNCH
DEVICE CODE FOR A CRT
*****
STORAGE FOR CP COMMAND TO TURN
ERROR MESSAGE OFF AT TERMINAL
*****
STORAGE FOR CP COMMAND TO RESTORE
ERROR MESSAGE TO TEXT AT TERMINAL
*****

```



```

*** DATA CONTROL BLOCK
FILEDEF OCB OSORG=OA,EXLST=LST,MACRF=(RI),OONAME=DON
*****
*** AREA INTO WHICH RDJFCB MACRO OUMPS SYSTEM DATA CONTROL BLOCK
LST OS OF
OC X'07'
OC AL3(JFCBAREA)
JFCBAREA OS OF,176C
*****
CMSCB
*****
OCBD OSORG=PS
END
*****
MACRO FOR OSECT TO MAP JFCB
*****
MACRO FOR OSECT TO MAP OCB
*****

```

```

QUEO1890
QUEO1900
QUEO1910
QUEO1920
QUEO1930
QUEO1940
QUEO1950
QUEO1960
QUEO1970
QUEO1980
QUEO1990
QUEO2000
QUEO2010

```



```

*****
* TITLE 'READEC AND WRITEC ROUTINES TO SIMULATE CDC ECS STORAGE' REA00010
* REA00020
* REA00030
* REA00040
* REA00050
* REA00060
* REA00070
* REA00080
* REA00090
* REA00100
* REA00110
* REA00120
* REA00130
* REA00140
* REA00150
* REA00160
* REA00170
* REA00180
* REA00190
* REA00200
* REA00210
* REA00220
* REA00230
* REA00240
* REA00250
* REA00260
* REA00270
* REA00280
* REA00290
* REA00300
* REA00310
* REA00320
* REA00330
* REA00340
* REA00350
* REA00360
* REA00370
* REA00380
* REA00390
* REA00400
* REA00410
* REA00420
* REA00430
* REA00440
* REA00450
* REA00460
* REA00470

*****
* READEC.WRITEC
* SUBROUTINES TO SIMULATE CDC ECS
*
* CALL READEC(STRING,OFFSET,LENWDS,ECSPTR,ECSLEN)
*
* 'READS' LENWDS WORDS OF 'ECS', STARTING AT OFFSETFROM ECSPTR
* INTO STRING, STARTING AT BYTE ONE
*
* ECSPTR IS THE POINTER TO THE BEGINING OF THE ECS AREA
*
* ECSLEN IS THE LENGTH OF THE ECS AREA
*
* CALL WRITEC(STRING,OFFSET,LENWDS,ECSPTR,ECSLEN)
*
* OPPOSITE OF READEC, SAME ARGS, BUT MOVE IS FROM STRING TO 'ECS'
*
*****
***
READEC IN ENTRY, STORAGE=0
LM 2,6,0(1) PICK UP ADDRESS OF ARGS
*
* R2 = STRING
* R3 = OFFSET
* R4 = LENWDS
* R5 = ECSPTR
* R6 = ECSLEN
*
MVC ECSPTR(4),0(5) LOAD ECSPTR
MVC ECSLEN(4),0(6) LOAD ECSLEN
L 3,0(3) CGET OFFSET INTO ECS
SLL 3,2 ... IN BYTES
C 3,ECSLEN CHECK IF VALID
BH RNOGOOD
L 5,ECSPTR
L 4,0(4) STRING LENGTH
SLL 4,2 ... IN BYTES
BCTR 4,0 MINUS ONE FOR HARDWARE
LA 5,0(3,5) ADJUST ECSADD WITH OFFSET
EX 4,RMVC MOVE INTO STRING
*-----*
* OUT STORAGE=0

```



```

* RMVC MVC O(0.2),O(5)
* RNOG000 OUT STORAGE=0,RETC=4 BAO RETURN
*****
*** ROUTINE WRITEC ENTRY POINT
***
*** WRITEC IN ENTRY,STORAGE=0
LM 2,6,O(1) PICK UP ADDRESS OF ARGS
*
* R2 = STRING
* R3 = OFFSET
* R4 = LENWDS
* R5 = ECSPTR
* R6 = ECSLEN
*
MVC ECSPTR(4),O(5) LOAD ECSPTR
MVC ECSLEN(4),O(6) LOAD ECSLEN
L 3,O(3) GET OFFSET
SLL 3,2 ...IN BYTES
C 3,ECSLEN CHECK FOR TOO BIG
BH WNOGOOD
L 5,ECSPTR
L 4,O(4)
SLL 4,2
BCTR 4,O
LA 5,O(3.5) MINUS ONE FOR HARDWARE
EX 4,W MVC ADJUST ECS ADDR FOR OFFSET
STORE STRING INTO ECS
*
* -----*
* OUT STORAGE=0
* WNOG000 OUT STORAGE=0,RETC=4 BAO RETURN
*
* WMVC MVC O(0.5),O(2)
*****
*** DATA CONSTANT AREA
***
*** OS A POINTER TO BEGINNING OF ECS STORAGE AREA
ECSLEN OC A(O) LENGTH OF THE ECS STORAGE AREA
END

```

```

REAO0480
REAO0490
REAO0500
REAO0510
REAO0520
REAO0530
REAO0540
REAO0550
REAO0560
REAO0570
REAO0580
REAO0590
REAO0600
REAO0610
REAO0620
REAO0630
REAO0640
REAO0650
REAO0660
REAO0670
REAO0680
REAO0690
REAO0700
REAO0710
REAO0720
REAO0730
REAO0740
REAO0750
REAO0760
REAO0770
REAO0780
REAO0790
REAO0800
REAO0810
REAO0820
REAO0830
REAO0840
REAO0850
REAO0860
REAO0870
REAO0880
REAO0890
REAO0900
REAO0910
REAO0920

```



```

STA00010
STA00020
STA00030
STA00040
STA00050
STA00060
STA00070
STA00080
STA00090
STA00100
STA00110
STA00120
STA00130
STA00140
STA00150
STA00160
STA00170
STA00180
STA00190
STA00200
STA00210
STA00220
STA00230
STA00240
STA00250
STA00260
STA00270
STA00280
STA00290
STA00300
STA00310
STA00320
STA00330
STA00340
STA00350
STA00360
STA00370
STA00380
STA00390
STA00400

*****
TITLE 'START - START MODULE EXECUTION'
*****
*
* START -
*
* SUBROUTINE TO START A MODULE AT THE ENTRY POINT GIVEN
*
* CALLING SEQUENCE
*
* CALL START(ENTRY, RFCODE)
*
* WHERE ENTRY IS THE ENTRY POINT ADDRESS OF THE MODULE
* WHERE RFCODE IS A FATAL RETURN CODE.  ABNORMAL
* TERMINATION IS ASSUMED AND THE RFCODE IS SET
* EQUAL TO TWO UPON ENTRY.  IF AN ABNORMAL END
* OCCURS RFCODE = 2 IMPLIES THE ERROR OCCURED IN
* THIS ROUTINE.  IF TERMINATION IS NORMAL RFCODE
* IS RESET TO ZERO PRIOR TO RETURNING TO THE
* CALLING ROUTINE.
*
* ENTRY AND RFCODE ARE INTEGER ARGUMENTS
*
*****
*
* START
* IN CSECT, STORAGE=0, SAVE=SAVEAREA
* L 2,0(1) PICK UP PARM LIST
* L 3,4(1) USE R3 FOR ADDR OF RFCODE
* MVC O(4,3),=F'2' SET RFCODE = 2, IF ABEND IT WAS IN START
* *** PUT THE MODULE ENTRY ADDRESS IN R15 AND BRANCH TO IT
* L 15,0(2) GET THE LOAD MODULE ENTRY POINT
* BALR 14,15
* L 3,4(1) USE R3 FOR ADDR OF RFCODE
* MVC O(4,3),=F'0' SET RFCODE = 0, NORMAL TERMINATION
* OUT STORAGE=0, SAVE=SAVEAREA
*
*****
* *** DATA CONSTANT AREA
*
* SAVEAREA DS 18F REGISTER SAVE AREA
* END

```



```

*****
TITLE 'SYSTEM - EXIT TO CMS SUBSET'
*****
*
* SYSTEM -
*
* SUBROUTINE TO EXIT TO THE CMS SUBSET (OPERATING SYSTEM)
*
* CALLING SEQUENCE,
*
* CALL SYSTEM
*
* EXITS TO THE CMS OPERATING SYSTEM SUBSET TO ALLOW TRANSIENT
  CMS COMMANDS. TO RETURN TO DEX TYPE RETURN.
*
*****
*
* SYSTEM IN CSECT, STORAGE=0,SAVE=SAVEAREA
  LA 1,PARMS SET UP FOR THE SVC CALL
  CNDP 2,4
  SVC 202 USE THE SVC TO INVOKE THE COMMAND IN PARMS
  DC A(DUT)
  DUT DUT STRAGE=0,SAVE=SAVEAREA
*****
*** DATA STORAGE AREA
***
*
* DS OD START STORAGE ON DOUBLEWORD BOUNDARY
  DC CL8'SUBSET' COMMAND FOR CMS SUBSET
  DC 8X'FF' ENDS PARAMETERS
  SAVEAREA DS 18F REGISTER SAVE AREA
  END
*****
SYS00010
SYS00020
SYS00030
SYS00040
SYS00050
SYS00060
SYS00070
SYS00080
SYS00090
SYS00100
SYS00110
SYS00120
SYS00130
SYS00140
SYS00150
SYS00160
SYS00170
SYS00180
SYS00190
SYS00200
SYS00210
SYS00220
SYS00230
SYS00240
SYS00250
SYS00260
SYS00270
SYS00280
SYS00290
SYS00300

```



```

***** TITLE 'TIME - GETS TIME AND DATE FROM SYSTEM' *****
*
* TIME
*
* GETS THE TIME AND DATE FROM THE SYSTEM
*
* CALLING SEQUENCE
*
* CALL TIME(STRING)
*
* RETURN TIME AND DATE IN STRING IN THE FORM 'HH.MM.SS.TH YY/DDD'
*
* USES TIME SVC - FOR MORE INFO, SEE 'SUPERVISOR SERVICES AND
* MACRO INSTRUCTIONS', IBM GC24-5103
*
*****
TIME IN CSECT,STORAGE=128
L 11,0(1)
USING MSG,11
MVC HH(16),CHARS
TIME
ST 1,DATE
ST O,TIMER
UNPK UNDATE(5),DATE(4)
UNPK UNTIME(9),TIMER(5)
MVC HH(2),UNTIME
MVC MM(2),UNTIME+2
MVC SS(2),UNTIME+4
MVC TH(2),UNTIME+6
MVC YY(2),UNDATE
MVC DDD(3),UNDATE+2
OUT STORAGE=128
CHARS DC C'HH.MM.SS.TH YY/DDD'
DSA DSECT
SAVEAREA DS 72C
DATE DS F
TIMER DS F
UNDATE DS D
UNTIME DS D
MSG DSECT
HH DS 2C
DS C
MM DS 2C
DS C
SS DS 2C
DS C

```

```

TIM00010
TIM00020
TIM00030
TIM00040
TIM00050
TIM00060
TIM00070
TIM00080
TIM00090
TIM00100
TIM00110
TIM00120
TIM00130
TIM00140
TIM00150
TIM00160
TIM00170
TIM00180
TIM00190
TIM00200
TIM00210
TIM00220
TIM00230
TIM00240
TIM00250
TIM00260
TIM00270
TIM00280
TIM00290
TIM00300
TIM00310
TIM00320
TIM00330
TIM00340
TIM00350
TIM00360
TIM00370
TIM00380
TIM00390
TIM00400
TIM00410
TIM00420
TIM00430
TIM00440
TIM00450
TIM00460
TIM00470

```


TH DS 2C
DS C
YY DS 2C
DS C
DDD DS 3C
END TIME

TIM00480
TIM00490
TIM00500
TIM00510
TIM00520
TIM00530


```

UNL00010
UNL00020
UNL00030
UNL00040
UNL00050
UNL00060
UNL00070
UNL00080
UNL00090
UNL00100
UNL00110
UNL00120
UNL00130
UNL00140
UNL00150
UNL00160
UNL00170
UNL00180
UNL00190
UNL00200
UNL00210
UNL00220
UNL00230
UNL00240
UNL00250
UNL00260
UNL00270
UNL00280
UNL00290
UNL00300
UNL00310
UNL00320
UNL00330
UNL00340
UNL00350
UNL00360

*****
TITLE 'UNLDAO - DELETE A PREVIOUSLY LOADED MODULE'
*****
*
* UNLOAD -
*
* SUBROUTINE TO DELETE A MODULE PREVIOUSLY LOADED
*
* CALLING SEQUENCE -
*
* TRUTHVALUE = UNLOAD(FILENAME)
*
* WHERE FILENAME IS THE FILENAME OF MODULE TO BE DELETED.
* IT IS UP TO EIGHT CHARACTERS IN LENGTH
*
* TRUTHVALUE IS TRUE IF DELETE WAS SUCCESSFUL AND FALSE IF
* DELETE WAS UNSUCCESSFUL
*
* USES THE OS/VS1 SUPERVISOR 'DELETE' MACRD. FOR FURTHER INFO,
* SEE THE 'OS/VS1 SUPERVISOR SERVICES AND MACRD
* INSTRUCTION', GC24-5103
*
*****
UNLOAD IN CSECT,STDRAGE=0,SAVE=SAVEAREA
L 1,0(1) PICK UP PARM LIST
MVC NAME(8),0(1) GET LOAD MODULE NAME
DELETE EPLDC=NAME UNLDAO MODULE (EPLDC = ENTRY PDINT LOC)
CL 15,'F'4' COMPARE RETURN CODE TO 4 (CDULDN'T FIND)
BE BOMB
DUT STORAGE=0,SAVE=SAVEAREA,RETC=1,RETREG=0 RETURN 'TRUE'
DUT STORAGE=0,SAVE=SAVEAREA,RETC=0,RETREG=0 RETURN 'FALSE'
*****
BDMB *****
*** DATA CONSTANT AREA
SAVEAREA OS 18F
NAME DC CL8' ,
DC 8X'FF'
END

```



```

*****
*
*      CMSCB MACRO - SIMULATED DS CONTROL BLDCK
*
*      USED TO MAP A FILE CONTROL BLDCK
*
*****
MACRO
CMSCB
PUSH PRINT
AIF ('&SYS Parm' NE 'SUP').ACCO1
PRINT DFF,NOGEN
.AC CO1 ANOP
*****
*
*      SIMULATED OS CONTROL BLDCKS
*
FCBSECT OSECT
FCBINIT OS OX - INTERESTING IIOBITS
FCBDPCB EQU X'08' - OPEN ACQUIRED THIS CMS BLDCK
FCBPERM EQU X'04' - PERMANENT CONTROL BLOCK
FCBBATCH EQU X'02' - SPECIAL BATCH DATA SET
FCBCATML EQU X'01' - CONCATENATED MACLIB DATA SET
FCBOS EQU X'10' - FCB FOR OS FORMATTED DISK
FCBDOSL EQU X'20' - CONCATENATED DDSLIB DATA SET
FCBNEXT DS A - AL3(NEXT CMSCB)
FCBPROC DS A - A(SPECIAL PROCESSING ROUTINE)
FCBDD OS CL8 - DATA DEFINITION NAME
FCBDP OS CL8 - CMS OPERATION
IHAJFCB OS OD - *** JDB FILE CONTROL BLOCK ***
JFCBOSNM DS OX - 44 BYTES, DATA SET NAME
FCBTAPID OS OX - TAPE IDENTIFICATION
FCBDSNAM OS CL8 - DATA SET NAME
FCBDSTYP DS CL8 - DATA SET TYPE
FCBPRPU EQU FCB0STYP+4 - PRINTER/PUNCH COMMAND LIST
FCBTBSP DS OX 2 BYTES, TAPE BACKSPACE COUNT @VAO4853
FCBDSMD DS CL2 - DATA SET MODE
FCBITEM DS H - ITEM IDENTIFICATION NUMBER
FCBBUFF DS F - A(INPUT-OUTPUT BUFFER)
FCBBYTE OS F - DATA COUNT
FCBFDRM OS CL2 - FILE FORMAT: FIXED/VARIABLE RECDRDS
FCBCDUT OS H - RECDRDS PER CMS PHYSICAL BLOCK
FCBREAD OS F - N'BYTES ACTUALLY READ
FCBOEV DS X - DEVICE TYPE CODE
FCBOUM EQU O - DUMMY DEVICE
FCBPTR EQU 4 - PRINTER
FCBROR EQU 8 - READER
FCBCDN EQU 12 - CONSOLE TERMINAL

```

CMS00010
CMS00020
CMS00030
CMS00040
CMS00050
CMS00060
CMS00070
CMS00080
CMS00090
CMS00100
CMS00110
CMS00120
CMS00130
CMS00140
CMS00150
CMS00160
CMS00170
CMS00180
CMS00190
CMS00200
CMS00210
CMS00220
CMS00230
CMS00240
CMS00250
CMS00260
CMS00270
CMS00280
CMS00290
CMS00300
CMS00310
CMS00320
CMS00330
CMS00340
CMS00350
CMS00360
CMS00370
CMS00380
CMS00390
CMS00400
CMS00410
CMS00420
CMS00430
CMS00440
CMS00450
CMS00460
CMS00470

FCBTAP	16	-	TAPE	CMS00480
FCBDSK	20	-	DISK	CMS00490
FCBPCH	24	-	PUNCH	CMS00500
FCBCRT	28	-	CRT	CMS00510
FCBMOOE	X	-	MOOE: 1,2,3,4,5	CMS00520
FCBXTENT	H	-	NUMBER OF ITEMS IN EXTENT	CMS00530
FCBRECL	H	-	DCB LRECL AT OPEN TIME	CMS00540
IOBIOFLG	X	-	I/D FLAGS	CMS00550
FCBDCBCT	X	-	ND. DF OCB'S USING THIS FCB	CMS00560
FCBMEMBR	2F	-	DS PDS MEMBER NAME	CMS00570
FCBDSFST	F	-	POINTER TD DS FST	CMS00580
FCBOS0SN	F	-	POINTER TD DS DSNNAME BLOCK	CMS00590
FCBR13	DS	-	SAVEAREA VECTOR R13	CMS00600
FCBKEYS	DS	-	A(DDS IN'CORE KEY TABLE)	CMS00610
FCBPDS	OS	-	A(PDS IN-CORE OIRECTDRY)	CMS00620
JFCBMSK	DS	8X	VARIUS MASK BITS	CMS00630
JFCBCROT	DS	3C	DATA SET CREATIDN DATE (YDD)	CMS00640
JFCBPOT	DS	3C	DATA SET EXPIRATIDN DATE (YDD)	CMS00650
JFCBIND1	DS	X	INDICATOR DNE	CMS00660
JFCBIND2	DS	X	INDICATR DNE	CMS00670
JFCBUFND	DS	X	NUMBER DF BUFFERS	CMS00680
JFCBFTEK	DS	OX	BUFFERING TECHNIQUE	CMS00690
JFCBFALN	DS	X	BUFFER ALIGNMENT	CMS00700
JFCBUFL	DS	H	BUFFER LENGTH	CMS00710
JFCEROPT	DS	X	ERRDR OPTION	CMS00720
JFCKEYLE	DS	X	KEYLENGTH	CMS00730
	DS	X	---NDT USED---	CMS00740
JFCCLIMCT	DS	3X	BDAM SEARCH LIMIT	CMS00750
FCBOSDRG	OS	OX	DATA SET DRGANIZATION	CMS00760
JFCOSDRG	OS	2X	RECDRD FDRMAT	CMS00770
FCBRECFM	DS	OX		CMS00780
JFCRECFM	OS	X	DPTION CDOES	CMS00790
JFCOPTCO	DS	X	BLDCK SIZE	CMS00800
FCBBLKSZ	DS	OH		CMS00810
JFCBLKSI	DS	H	LDGICAL RECDRO LENGTH	CMS00820
FCBLRECL	DS	OH		CMS00830
JFCLRECL	DS	H		CMS00840
FCBIDSW	DS	X	I/D DPERATIDN INOICATOR	CMS00850
FCBCLOSE	DS	X	DURING "CLOSE"	CMS00860
FCBCLEAV	DS	X'80'	DISP = LEAVE OURING CLDSE	CMS00870
FCBPRDCC	DS	X'40'	GOTD FCBPRDC OURING CLOSE	CMS00880
FCBPRDCD	DS	X'20'	GOTD FCBPRDC OURING DPEN	CMS00890
FCBCASE	DS	X'10'	ON=LDWER CASE CDNSDLE I/D	CMS00900
FCBPVMB	DS	X'08'	PUT -MDVE -VAR-BLK	CMS00910
FCBIOWR	DS	X'04'	WRITE//PUT	CMS00920
FCBIDRD	DS	X'02'	READ//GET	CMS00930
FCBIDSW2	DS	X'01'	I/D DPERATIDN INDICATDRS	CMS00940
	DS	1X		

FCBMVPDS	EQU	X'01'	-	SW FDR MDVEFILE WITH PDS DPTIDN	CMS00950
FCBMMV	EQU	X'02'		MDVE PDS SWITCH FDR FIND	CMS00960
FCBMVFIL	EQU	X'08'		MDVE FILE IS ACTIVE	CMS00970
DEBLNGTH	DS	OX -		L'DEB IN DBLW WORDS	CMS00980
FCBTCL05	EQU	X'40'		A CLDSE TYPE T WAS DDNE	CMS00990
	DS	F -		---NOT USED---	CMS01000
IHADEB	DS	OD -		*** DATA EXTENT BLDCK ***	CMS01010
DEBTCBAD	DS	A -		A(MOVE-MDDE USER BUFFER)	CMS01020
SEBSAV	DS	F		DYNAMIC SAVE FDR RET ADDR FDR	CMS01030
*				SEB (DS I/D SIM)	CMS01040
DEBDFLGS	DS	4X -		DATA SET STAU5 FLAGS	CMS01050
DEBOPATB	DS	4X -		DPEN/CLDSE DPTION BYTE	CMS01060
IDBFLG	DS	OX -		(START DF IDBPREFIX FOR NORMAL SCH)	CMS01070
IOBBFLG	EQU	O -		DISPLACEMENT OF IOB FLAG IN IOB	CMS01080
IOBDUT	EQU	X'40'	-	"WRITE,PUT" IN PROGRESS	CMS01090
IOBIN	EQU	X'20'	-	"READ,GET" IN PROGRESS	CMS01100
IDBUPD	EQU	X'10'	-	"QSAM PUTX" IN PROGRESS	CMS01110
IDBNXTAD	DS	A -		A(NEXT BUFFER TD BE USED)	CMS01120
IDBECB	DS	F -		ECB FOR QSAM NORMAL SCHEDULING	CMS01130
IHAIOB	DS	OF -		*** INPUT/OUTPUT BLOCK ***	CMS01140
DEBEBID	DS	OX -		DEB IDENTIFICATION	CMS01150
DEBDCBAD	DS	A -		A(DATA CONTRDL BLDCK)	CMS01160
IOBECBCC	DS	OX -		ECB COMPLETION CODE	CMS01170
IOBECBC	EQU	12 -		DISPLACEMENT OF ECB CODE IN IOB	CMS01180
IOBECBP	EQU	12 -		DISPLACEMENT OF ECB PTR IN IOB	CMS01190
IDBECBPT	DS	A -		A(EVENT CONTRDL BLDCK)	CMS01200
IDBFLAG3	DS	OX -		I/O ERROR FLAG	CMS01210
IDBBCSW	EQU	16 -		DISPLACEMENT DF CSW IN IOB	CMS01220
IDBCSW	DS	8X -		LAST CCW STDRED(I.E., RESIDUAL COUNT)	CMS01230
IDBSTART	DS	A -		X'ID-NEXT BUFFER',AL3(INITIAL BUFFER)	CMS01240
IDBDCBPT	DS	A -		A(DATA CONTRDL BLDCK)	CMS01250
IDBEND	DS	OX -		END-DF-INPUT/OUTPUT BLDCK	CMS01260
FCBEND	DS	OD -		END-DF FCB,JFCB,DEB,IOB BLDCKS	CMS01270
FCBENSIZ	EQU	(*FCBSECT)/8		- SIZE OF FCB ENTRY, DOUBLEWORDS	CMS01280
		SPACE 3			CMS01290
DRG	FCBDSTYP+4				CMS01300
FCBIOOUT	DS	CL8 -		SPECIAL I/D CMDMAND LIST	CMS01310
FCBIDBUF	DS	A -		A(DATA BUFFER)	CMS01320
FCBCONCR	DS	C -		CDNSDLE COLOR CODE	CMS01330
FCBCDNMS	DS	X -		CONSOLE MISCELLANEDUS INFO	CMS01340
FCBIDCNT	DS	H -		L'DATA BUFFER	CMS01350
		SPACE 3			CMS01360
*					CMS01370
*	DATA	EVENT	CONTRDL	BLDCK	CMS01380
					CMS01390
IHADECB	DSECT				CMS01400
DECSDECB	DS	F -		EVENT CONTRDL BLDCK	CMS01410

DECTYPE	DS	H -	TYPE OF I/O REQUEST	CMSO1420
DECBRD	EQU	X'80' -	READ SF	CMSO1430
DECBWR	EQU	X'20' -	WRITE SF	CMSO1440
DECLNGTH	DS	H -	LENGTH OF KEY & DATA	CMSO1450
DEDCBAD	DS	A -	V(DATA CONTROL BLOCK)	CMSO1460
DECAREA	DS	A -	V(KEY & DATA, BUFFER)	CMSO1470
DECIDBPT	DS	A -	V(IOB)	CMSO1480
*		BDAM	EXTENSIDN	CMSO1490
DECKVADR	DS	A -	V(KEY)	CMSO1500
DECRECPT	DS	A -	V(BLOCK REFERENCE FIELD)	CMSO1510
		SPACE 3		CMSO1520
*				CMSO1530
*	SDME	FREQUENTLY USED EQUATES		CMSO1540
*				CMSO1550
DDNAM	EQU	FCBDSTYP -	FILETYPE = DATA SET NAME	CMSO1560
BLK	EQU	X'10' -	RECFM=BLOCKED RECORDS	CMSO1570
BS	EQU	X'20' -	MACRF=BSAM	CMSO1580
DA	EQU	X'20' -	DSDRG=DIRECT ACCESS	CMSO1590
FXD	EQU	X'80' -	RECFM=FIXED LENGTH RECDRDS	CMSO1600
IS	EQU	X'80' -	DSORG=INDEXED SEQUENTIAL	CMSO1610
LDC	EQU	X'08' -	MACRF=LDCATE MDDE	CMSO1620
MOV	EQU	X'10' -	MACRF=MOVE MODE	CMSO1630
PS	EQU	X'40' -	DSDRG=PHYSICAL SEQUENTIAL	CMSO1640
PDU	EQU	X'03' -	DSDRG=PARTITIONED UNMOVEABLE	CMSO1650
PD	EQU	X'02' -	DSDRG=PARTITIONED ORGANIZATION	CMSO1660
PREVIOUS	EQU	X'80' -	OFLGS=PREVIOUS I/O OPERATION	CMSO1670
QS	EQU	X'40' -	MACRF=QSAM	CMSO1680
UND	EQU	X'CO' -	RECFM=UNDEFIN FORMAT RECORDS	CMSO1690
VAR	EQU	X'40' -	RECFM=VARIABLE LENGTH RECORDS	CMSO1700
EJECT				CMSO1710
PDP		PRINT		CMSO1720
MEND				CMSO1730


```

*****
*
*      IN MACRO
*
*      USED TO SET UP THE ENTRY CONVENTION FOR AN
*      ASSEMBLY LANGUAGE PROGRAM
*
*****
MACRO
&LABEL      IN      &CSECT,&STORAGE=1024,&DSECT=DSA,&SAVE=
AIF          ('&CSECT' EQ 'ENTRY').ENTRY
AIF          ('&CSECT' EQ '').NOCSECT
&LABEL      CSECT
SAVE        (14,12)..&LABEL
AGO         .AWAY
ANOP
ANOP        ENTRY &LABEL
ANOP
ANOP        SAVE (14,12)..&LABEL
ANOP
LR          12,15
USING &LABEL,12
AIF          ('&STORAGE' EQ 'O').NODSA
GETMAIN R,LV=&STORAGE
ST          1,8(13)
ST          13,4(1)
LR          1,13
L           13,8(13)
USING &DSECT,13
L           0,20(1)
L           14,12(1)
L           15,16(1)
L           1,24(1)
MEXIT
ANOP
.NODSA      ANOP
AIF          ('&SAVE' EQ '').NOSAVE
LA          15,&SAVE      STATIC SAVE AREA
ST          13,4(15)
ST          15,8(13)
LR          13,15
.NOSAVE     ANOP
MEND

```

```

IN 00010
IN 00020
IN 00030
IN 00040
IN 00050
IN 00060
IN 00070
IN 00080
IN 00090
IN 00100
IN 00110
IN 00120
IN 00130
IN 00140
IN 00150
IN 00160
IN 00170
IN 00180
IN 00190
IN 00200
IN 00210
IN 00220
IN 00230
IN 00240
IN 00250
IN 00260
IN 00270
IN 00280
IN 00290
IN 00300
IN 00310
IN 00320
IN 00330
IN 00340
IN 00350
IN 00360
IN 00370
IN 00380
IN 00390
IN 00400
IN 00410
IN 00420

```



```

*****
*
*      OUT MACRO
*
*      USED TO SET UP THE RETURN CONVENTION FOR AN
*      ASSEMBLY LANGUAGE PROGRAM
*
*****
MACRO
&LABEL  OUT      &STORAGE=1024,&RETC=0,&RETREG=15,&SAVE =
          GBLB   &REGINIT
          LCLC   &LBL,&SAVEREG
          LCLA   &OFFSET
          &LBL   SETC  '&LABEL'
          AIF    ('&STORAGE' EQ '0').NODSA
          LR     1,13
          L      13,4(13)
          FREEMAIN R,LV=&STORAGE,A=(1)
          SETC  ','
          AGO   .RETURN
          .NODSA ANOP
          &LBL  AIF    ('&SAVE' EQ '') .RETURN
          &LBL  L      13,4(13)      RETURN TO ORIGINAL SAVE AREA
          .RETURN ANOP
          &LBL  LA     &RETREG,&RETC
          &OFFSET SETA (&REGINIT' EQ 'SET').REGSIN
          &OFFSET SETA (&RETREG+2)*4+12
          .LOW ANOP SETA (&RETREG LT 13).LOW
          &SAVEREG SETC '&OFFSET'
          AGO   .ON
          .REGSIN ANOP
          &SAVEREG SETC 'SR'.&RETREG'
          .ON ANOP
          &SAVEREG SETC '&SAVEREG'.'(13)'
          ST     &RETREG,&SAVEREG
          LM     14,12,12(13)
          BR     14
          LTORG
          MEND
*****
OUT00010
OUT00020
OUT00030
OUT00040
OUT00050
OUT00060
OUT00070
OUT00080
OUT00090
OUT00100
OUT00110
OUT00120
OUT00130
OUT00140
OUT00150
OUT00160
OUT00170
OUT00180
OUT00190
OUT00200
OUT00210
OUT00220
OUT00230
OUT00240
OUT00250
OUT00260
OUT00270
OUT00280
OUT00290
OUT00300
OUT00310
OUT00320
OUT00330
OUT00340
OUT00350
OUT00360
OUT00370
OUT00380
OUT00390
OUT00400
OUT00410
OUT00420

```


APPENDIX D

DEX DATABASE EDITING ROUTINES


```

C *****
C LOGICAL FUNCTION DBCMPR(RCDDDE)
C +-----+
C
C LDGICAL FUNCTION DBCMPR CAN BE CALLED TD CDMPRESS THE
C DATABASE AFTER A NUMBER DF DELETES.
C
C THE ARGUMENT RCODE IS RETURNED TO INDICATE THE REASON FDR
C THE LGICAL VALUE DF DBCMPR UPDN RETURN.
C
C RCDDDE = 0 --> THE COMPRESS WAS SUCCESSFUL.
C RCODE = 1 --> THE COMPRESS FAILED BECAUSE THERE WERE
C ND DELETED NDDDES.
C
C +-----+
C... DATABASE COMMON
C... CMMNDN /DBCDM/
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHTIT,NCHGMT,DELCNT,
C 2 INTTYP,RELTYP,ARRTYP,
C 3 DBCLSD,DBACTV,FILEDB
C
C INTEGER
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNOD,MAXARR,NCHTIT,NCHGMT,DELCNT,
C 2 INTTYP,RELTYP,ARRTYP
C
C LOGICAL
C 3 DBCLSD,DBACTV,FILEDB
C
C DIMENSION
C 1 TITLE(16),BUCKET(32),IDENT(200,2),NDDTYP(200),
C DATUM(200),LINK(200),LINKF(200),CMTPTR(200)
C
C INTEGER
C DELNDD
C
C +++ INITIALIZE CNSTANTS
C
C COUNT=0
C
C
C SEQUENCE THROUGH THE DATABASE LOOKING FDR DELETED ENTRIES
C DELETED ENTRIES HAVE NDDTYP = -9, WHEN A DELETED NDDDE IS
C FOUND COMPRESS UNTILL THE NEXT DELETED NDDDE, THEN INCREMENT
C CDUNT AND CONTINUE CDMPRESSING BY CDUNT. ADJUST PINTERS
C ACCDRDINGLY.
C
C +++ BEGIN SEARCH LDOP
C DD 1000 I=1,MAXNDD
C +++ IF NDDTYP(I)=0 THE REST DF THE DB NDDDES ARE EMPTY
C IF (NDDTYP(I) .EQ. 0) GD TD 6000
C IF (NDDTYP(I) .NE. -9) GD TO 1000

```

DBC00010
DBC00020
DBC00030
DBC00040
DBC00050
DBC00060
DBC00070
DBC00080
DBC00090
DBC00100
DBC00110
DBC00120
DBC00130
DBC00140
DBC00150
DBC00160
DBC00170
DBC00180
DBC00190
DBC00200
DBC00210
DBC00220
DBC00230
DBC00240
DBC00250
DBC00260
DBC00270
DBC00280
DBC00290
DBC00300
DBC00310
DBC00320
DBC00330
DBC00340
DBC00350
DBC00360
DBC00370
DBC00380
DBC00390
DBC00400
DBC00410
DBC00420
DBC00430
DBC00440
DBC00450
DBC00460
DBC00470


```

C      *** A DELETED ENTRY WAS FOUND, MOVE THE REST UP
      DELNOD=I
      COUNT=COUNT+1
      GO TO 2000
1000 CONTINUE
C      *** END OF SEARCH LOOP
C      *** IF YOU REACH THIS POINT THERE WERE NO DELETED NOOES
      GO TO 77777
2000 CONTINUE
C      *** BEGIN COMPRESS LOOP
      OO 3000 J=DELNOD,MAXNOD
      IF (NOOTYP(J) .EQ. O) GO TO 6000
      IF (J .EQ. MAXNOD) GO TO 5000
      IDENT(J,1)=IDENT(J+COUNT,1)
      IOENT(J,2)=IOENT(J+COUNT,2)
      NOOTYP(J)=NOOTYP(J+COUNT)
      ***
C      *** LINK AND LINKF ARE MOVED UP BY COUNT. IF LINK(J)=O
C      *** THEN THIS IS THE LAST NODE OR ONLY NODE IN A CHAIN.
C      *** IF LINK(J) IS NOT EQUAL TO ZERO THEN THE NODE TO WHICH DBCC00670
C      *** LINK(J) POINTS MUST HAVE ITS LINKF(LINK(J)) REDUCED BY DBCC00680
C      *** COUNT.
C      ***
C      *** IF LINKF(J) IS NEGATIVE THEN IT POINTS TO THE BUCKET
C      *** WHICH IS POINTING TO THIS NODE. SO THE BUCKET ENTRY
C      *** MUST BE ADJUSTED TO POINT TO THE NEW NODE POSITION J.
      ***
      LINK(J)=LINK(J+COUNT)
      LINKF(J)=LINKF(J+COUNT)
      IF (LINK(J) .NE. O) LINKF(LINK(J))=LINKF(LINK(J))-COUNT
      IF (LINKF(J) .LT. O) BUCKET(IABS(LINKF(J)))=J
      CMTPTR(J)=CMTPTR(J+COUNT)
      DATUM(J)=DATUM(J+COUNT)
C      ***
C      *** IF THE CMTPTR IS NOT ZERO THERE IS A COMMENT, SO
C      *** UPDATE THE POINTER BACK TO THE NODE FROM THE STORAGE
C      *** AREA. IF THE NODTYP IS EQUAL TO 3 THEN THERE IS
C      *** AN ARRAY STORED, SO UPDATE THE POINTER BACK TO THE
C      *** NODE FROM THE ARRAY STORAGE AREA.
      ***
C      ***
      IF (CMTPTR(J) .EQ. O) GO TO 2400
      IPOINT = CMTPTR(J)
      CALL WRITEC(J,IPOINT+2,1,ECSPTR(1),ECSLEN(1))
      IF (NOOTYP(J) .NE. 3) GO TO 2500
      IPOINT = DATUM(J)
2400

```

OBC00480
OBC00490
OBC00500
OBC00510
OBC00520
OBC00530
OBC00540
OBC00550
OBC00560
OBC00570
OBC00580
OBC00590
OBC00600
OBC00610
OBC00620
OBC00630
OBC00640
OBC00650
OBC00660
OBC00670
OBC00680
OBC00690
OBC00700
OBC00710
OBC00720
OBC00730
OBC00740
OBC00750
OBC00760
OBC00770
OBC00780
OBC00790
OBC00800
OBC00810
OBC00820
OBC00830
OBC00840
OBC00850
OBC00860
OBC00870
OBC00880
OBC00890
OBC00900
OBC00910
OBC00920
OBC00930
OBC00940


```

C          CALL WRITEC(J,IPDINT+2,1,ECSPTR(1),ECSLEN(1))
C
C      +++
C      +++ IF NDDTYP(J)=-9 AFTER COMPRESS THEN THE NEXT DELETED
C      +++ ENTRY HAS BEEN FOUND.  UPDATE THE NDDE NUMBER DF THE
C      +++ DELNOD AND EXIT THE LDDP.  CDUNT WILL BE INCREMENTED
C      +++ AND THE COMPRESS LDDP ENTERED WITH THE NEW DELNDD,
C      +++ AND COUNT.
C      +++
C
C      2500 IF (NDDTYP(J) .EQ. -9) DELNOD=J
C           IF (NDDTYP(J) .EQ. -9) GD TD 4000
C      3000 CONTINUE
C           +++ END DF CDMPRESS LDDP
C
C      4000 CONTINUE
C           CDUNT=CDUNT+1
C           GO TD 2000
C
C      5000 CONTINUE
C           +++ MOVE ZEROS INTO THE LAST DATABASE NDDE
C           IDENT(MAXNDD,1)=BLANK
C           IDENT(MAXNDD,2)=BLANK
C           NDDTYP(MAXNDD)=0
C           DATUM(MAXNOD)=0
C           LINK(MAXNOD)=0
C           LINKF(MAXNOD)=0
C           CMTPTR(MAXNDD)=0
C
C      6000 CONTINUE
C           +++ CDMPRESS WAS SUCCESSFUL RCDDE = 0
C           DBCMPR=.TRUE.
C           DELCNT=0
C           NAVAIL=NAVAIL-CDUNT
C           RCDDE=0
C           GO TD 99999
C
C      77777 CONTINUE
C           +++ THERE WERE ND DELETED NDDES RETURN DBCMPR=.FALSE.
C           +++ AND RCDDE = 1
C           DBCMPR=.FALSE.
C           RCODE=1
C           GD TD 99999
C      99999 CONTINUE
C           RETURN
C           END

```

```

DBC00950
DBC00960
DBC00970
DBC00980
DBC00990
DBC01000
DBC01010
DBC01020
DBC01030
DBC01040
DBC01050
DBC01060
DBC01070
DBC01080
DBC01090
DBC01100
DBC01110
DBC01120
DBC01130
DBC01140
DBC01150
DBC01160
DBC01170
DBC01180
DBC01190
DBC01200
DBC01210
DBC01220
DBC01230
DBC01240
DBC01250
DBC01260
DBC01270
DBC01280
DBC01290
DBC01300
DBC01310
DBC01320
DBC01330
DBC01340
DBC01350
DBC01360

```



```

C *****
C SUBROUTINE DBEDIT
C +-----+
C DBEDIT -
C
C SUBROUTINE DBEDIT IS CALLED FROM DXMAJC WHEN THE MENU
C ITEM EDIT-DB IS ENTERED.
C
C DISPLAYS THE MENU DBEDCMD5 AND ALLDWS THE USER TD EDIT
C THE DATABASE. THE MENU CHOICES ARE:
C
C CREATE - CREATE A NDDE IN THE DATABASE.
C STDR - STDR A VALUE IN A CREATED NODE.
C DELETE - DELETE A NDDE FROM THE DATABASE BY MAKING
C IT UNAVAILABLE.
C COMMENT - STDR A COMMENT IN THE DATABASE FDR THE DATUM.
C EXPLAIN - EXPLAIN A DATUM BY PRINTING ITS COMMENT.
C PRINT - PRINT THE VALUE DF A GIVEN DATUM.
C DUMP - DISPLAY THE CDNTENTS DF THE DATABASE AT THE
C TERMINAL.
C SET-TITL - PUT A TITL IN THE DATABASE.
C GET-TITL - DISPLAY THE TITL DF THE DATABASE.
C DDNE - FINISHED WITH THIS MENU, RETURN
C
C +-----+
C
C *****
C *THE COMMON CONTROL PARAMETERS,CHARACTERS, AND
C *GRAPHIC DISPLAY CNDTRL PARAMETERS
C
C CDMON /DEXCDM/
C 1 DXMDE,LOADED,MDPEND,DXREQS,DLREQS,KEYBRD,
C 2 TERSE,ECHOMD,DXSC,CPWDXS,MDSC,CURMOD,
C 3 NULMSG,DXNCPW,NAMLEN,
C 4 CLRMOD,MUNPST,ERASE,UPDATE,UPAINT,GCNTRL
C
C INTEGER
C 1 DXSC,CPWDXS,MDSC,CURMOD,NULMSG,DXNCPW,
C 2 NAMLEN,CLRMD,MDSC,MUNPST,ERASE,UPDATE,UPAINT
C
C LOGICAL
C 1 DXMODE,LOADED,MDPEND,DXREQS,DLREQS,KEYBRD,
C 2 TERSE,ECHOMD,GCNTRL
C
C DIMENSION
C 1 DXSC(1),CURMDD(2),NULMSG(1)
C *****
C *I/D DEVICES AND FILES
C
C CDMON /DEXFIL/
C 1 MSGSDV,USEDEV,INFDDV,DBSDEV,NEWSDV,HELDPDV,
C 2 DUTDEV,INPDEV,NFWD,
C 3 MSGSFL,USEFIL,INFDFL,DBSFIL,NEWSFL,HELPL,
C
DBE00010
DBE00020
DBE00030
DBE00040
DBE00050
DBE00060
DBE00070
DBE00080
DBE00090
DBE00100
DBE00110
DBE00120
DBE00130
DBE00140
DBE00150
DBE00160
DBE00170
DBE00180
DBE00190
DBE00200
DBE00210
DBE00220
DBE00230
DBE00240
DBE00250
DBE00260
DBE00270
DBE00280
DBE00290
DBE00300
DBE00310
DBE00320
DBE00330
DBE00340
DBE00350
DBE00360
DBE00370
DBE00380
DBE00390
DBE00400
DBE00410
DBE00420
DBE00430
DBE00440
DBE00450
DBE00460
DBE00470

```



```

4      INTEGER
1      MSGSDV, USEDEV, INFDDV, DBSDEV, NEWSDV, HELPDV,
2      OUTDEV, INPDEV,
3      MSGSFL, USEFIL, INFDFL, DBSFIL, NEWSFL, HELPFL,
4      DUTFIL, INPFIL, LDADEL, NDT1FL, NDT2FL, NFWD5
C...  FILE NAME DIMENSIONING ADJUSTED FOR CDC AND CU ONLY....
DIMENSION
1      MSGSFL(11), USEFIL(11), INFDFL(11),
2      DUTFIL(11), NEWSFL(11), HELPFL(11),
3      LDADEL(11), NDT1FL(11), NDT2FL(11)
4      CDDMN /DBCDM/
1      TITLE, BUCKET, IDENT, NDDTYP, DATUM, LINK, LINKF,
1      CMTPT, NAVAIL, MAXNDD, MAXARR, NCHTIT, NCHCMT, DELCNT,
2      INTTYP, RELTYP, ARRTYP,
3      DBCLSD, DBACTV, FILEDB
INTEGER
1      TITLE, BUCKET, IDENT, NDDTYP, DATUM, LINK, LINKF,
1      CMTPT, NAVAIL, MAXNDD, MAXARR, NCHTIT, NCHCMT, DELCNT,
2      INTTYP, RELTYP, ARRTYP
LOGICAL
3      DBCLSD, DBACTV, FILEDB
DIMENSION
1      TITLE(16), BUCKET(32), IDENT(200,2), NDDTYP(200),
          DATUM(200), LINK(200), LINKF(200), CMTPT(200)
INTEGER TYPE, DXMENU, CDDMAN, ARSIZE, DNE, ISPAC1, ISPAC2
INTEGER WDSPA1, WDSPA2, WDSPA3
LOGICAL LG, DXNBRI, DXGNAM
DIMENSION NAME(2), MITEM1(20), MITEM2(6)
DIMENSION MENM1(2), MENM2(2)
DIMENSION ISPAC1(16), ISPAC2(16), RSPAC3(200)
DATA WDSPA1 /16/, WDSPA2 /16/, WDSPA3 /200/
DATA NAMSUB /4HEDIT/
DATA DNE /1/
DATA MENM1 /4HDBED,4HCMDS/
DATA NITEM1 /10/
DATA MITEM1 /4HCREA,4HTE,4HSTDR,4HE,4HDELE,4HTE,
+         4HCDMM,4HENT,4HEXPL,4HAIN,4HPRIN,4HT,
+         4HDUMP,4H,4HSET-,4HTITL,4HGET-,4HTITL,
+         4HDDNE,4H /
DATA MENM2 /4HDB-T,4HYPES/
DATA NITEM2 /3/
DATA MITEM2 /4HINTE,4HGER,4HREAL,4H,4HARRA,4HY-RL/
IF (DBCLSD) GD TD 1111
IF (FILEDB) CALL DXMSGZ(NAMSUB,5)
IF (.NDT.(FILEDB)) CALL DXMSGZ(NAMSUB,6)
CALL DXFNPR(DBSFIL)
CALL DBEDTG(ISPAC1,WDSPA1)
DBE00480
DBE00490
DBE00500
DBE00510
DBE00520
DBE00530
DBE00540
DBE00550
DBE00560
DBE00570
DBE00580
DBE00590
DBE00600
DBE00610
DBE00620
DBE00630
DBE00640
DBE00650
DBE00660
DBE00670
DBE00680
DBE00690
DBE00700
DBE00710
DBE00720
DBE00730
DBE00740
DBE00750
DBE00760
DBE00770
DBE00780
DBE00790
DBE00800
DBE00810
DBE00820
DBE00830
DBE00840
DBE00850
DBE00860
DBE00870
DBE00880
DBE00890
DBE00900
DBE00910
DBE00920
DBE00930
DBE00940

```



```

C.... 1000 CONTINUE
C....   +++ REQUEST A EDIT-DB COMMAND
      CALL DXMSGF(NAMSUB,1,ISPAC1,WDSPA1)
      COMMAN=DXMENU(MENNM1,NITEM1,MITEM1,ISPAC1)
      IF (DXREQS) GO TO 99999
      IF (COMMAN.GT.6) GO TO 3000
      IF (COMMAN.GT.2) GO TO 2000
      +++ REQUEST TYPE OF DATUM
      CALL DXMSGF(NAMSUB,2,ISPAC1,WDSPA1)
      TYPE=DXMENU(MENNM2,NITEM2,MITEM2,ISPAC1)
      IF (DXREQS) GO TO 99999
      IF (TYPE.LT.3) GO TO 2000
      +++ FOR ARRAYS REQUEST SIZE
      CALL DXMSGF(NAMSUB,3,ISPAC1,WDSPA1)
      LOG=DXNBRI(ONE,ISPAC2,RSPEC3,NEEDUM,ISPAC1,1)
      IF (DXREQS) GO TO 99999
      IF (.NOT.LOG) GO TO 99999
      ARSIZE=ISPAC2(1)

2000 CONTINUE
C....   +++ REQUEST NAME OF THE DATUM
      LOG=DXGNAM(NAME)
      IF (DXREQS) GO TO 99999

3000 CONTINUE
      GO TO (3010,3020,3030,3040,3050,
+       3060,3070,3080,3090,3100),COMMAN

3010 CONTINUE
C....   +++ CREATE A NODE IN THE DATABASE
      CALL DBEDCR(NAME,TYPE,ARSIZE)
      GO TO 1000

3020 CONTINUE
C....   +++ STORE A DATA VALUE IN THE NODE
      CALL DBEDST(NAME,TYPE,ARSIZE,RSPEC3,WDSPA3)
      IF (DXREQS) GO TO 99999
      GO TO 1000

3030 CONTINUE
C....   +++ DELETE A NODE
      CALL DBEDDL(NAME)
      GO TO 1000

3040 CONTINUE
C....   +++ PUT A COMMENT FOR THE NODE INTO THE DATABASE
      CALL DBEDCM(NAME,ISPAC1,WDSPA1,ISPAC2,WDSPA2,NCHCMT)
      IF (DXREQS) GO TO 99999
      GO TO 1000

3050 CONTINUE
C....   +++ EXPLAIN THE NODE BY DISPLAYING THE COMMENT
      CALL DBEDEX(NAME,ISPAC1,WDSPA1,NCHCMT)

```

DBEO0950
DBEO0960
DBEO0970
DBEO0980
DBEO0990
DBEO1000
DBEO1010
DBEO1020
DBEO1030
DBEO1040
DBEO1050
DBEO1060
DBEO1070
DBEO1080
DBEO1090
DBEO1100
DBEO1110
DBEO1120
DBEO1130
DBEO1140
DBEO1150
DBEO1160
DBEO1170
DBEO1180
DBEO1190
DBEO1200
DBEO1210
DBEO1220
DBEO1230
DBEO1240
DBEO1250
DBEO1260
DBEO1270
DBEO1280
DBEO1290
DBEO1300
DBEO1310
DBEO1320
DBEO1330
DBEO1340
DBEO1350
DBEO1360
DBEO1370
DBEO1380
DBEO1390
DBEO1400
DBEO1410


```

3060      GD TD 1000
3060 CONTINUE
C...    +++ PRINT A SPECIFIED DATUM VALUE
        CALL DBEDPR(NAME,ARSIZE,RSPAC3,WDSPA3)
        GD TO 1000
3070 CONTINUE
C...    +++ DUMP THE WHOLE DATABASE
        CALL DBEDDM(ISPAC1,WDSPA1,RSPAC3,WDSPA3)
        IF (DXREQ5) GO TD 99999
        GD TD 1000
3080 CONTINUE
C...    +++ STORE TITLE IN DATABASE
        CALL DBEDTS(ISPAC1,WDSPA1,ISPAC2,WDSPA2,NCHTIT)
        IF (DXREQ5) GO TD 99999
        GD TD 1000
3090 CONTINUE
C...    +++ GET THE TITLE FROM THE DATABASE
        CALL DBEDTG(ISPAC1,WDSPA1)
        GD TO 1000
3100 CONTINUE
C...    +++ DDNE WITH THIS MENU, SD RETURN
        GD TD 99999
C....
11111 CONTINUE
        CALL DXMSGZ(NAMSUB,4)
        GO TO 99999
99999 CONTINUE
        RETURN
        END
DBEO1420
DBEO1430
DBEO1440
DBEO1450
DBEO1460
DBEO1470
DBEO1480
DBEO1490
DBEO1500
DBEO1510
DBEO1520
DBEO1530
DBEO1540
DBEO1550
DBEO1560
DBEO1570
DBEO1580
DBEO1590
DBEO1600
DBEO1610
DBEO1620
DBEO1630
DBEO1640
DBEO1650
DBEO1660
DBEO1670
DBEO1680
DBEO1690
DBEO1700

```



```

C *****
C SUBROUTINE DBEDCR(NAME,TYPE,ARSIZE)
C +-----+
C DBEDCR -
C
C CREATE A NODE IN THE DATABASE FOR THE GIVEN VARIABLE
C NAME. TYPE IS 1,2, DR 3 FOR INTEGER, REAL, REAL-ARRAY.
C IF TYPE = 3 THEN ARSIZE IS THE SIZE OF THE ARRAY.
C
C +-----+
C *THE COMMON CONTROL PARAMETERS, CHARACTERS, AND
C *GRAPHIC DISPLAY CONTROL PARAMETERS
C
C COMMON /DEXCDM/
C 1 DXMODE, LDADED, MDPEND, DXREQS, DLREQS, KEYBRD,
C 2 TERSE, ECHOMD, DXSC, CPWDXS, MDSC, CURMOD,
C 3 NULMSG, DXNCPW, NAMLEN,
C 4 CLRMOD, MUNPST, ERASE, UPDATE, UPAINT, GCNTRL
C
C 1 INTEGER
C 1 DXSC, CPWDXS, MDSC, CURMOD, NULMSG, DXNCPW,
C 2 NAMLEN, CLRMOD, MUNPST, ERASE, UPDATE, UPAINT
C
C 1 LGICAL
C 1 DXMDDE, LDADED, MDPEND, DXREQS, DLREQS, KEYBRD,
C 2 TERSE, ECHOMD, GCNTRL
C
C 1 DIMENSION
C 1 DXSC(1), CURMOD(2), NULMSG(1)
C 2 INTEGER
C 1 TYPE, RCODE, ARSIZE
C 1 LGICAL
C 1 DBVINS, DBCMPR
C 1 DIMENSION NAME(2)
C
C DATA NAMSUB /4HEDIT/
C
C *++ INSERT A NODE IN THE DATABASE WITH L.F. DBVINS
C 1000 IF (DBVINS(NAME,TYPE,ARSIZE,RCODE)) GO TO 99999
C
C *++ ERROR OCCURRED - ANNOUNCE IT.
C
C *++ NODE ALREADY EXISTS
C
C IF (RCODE.EQ.2) CALL DXMSGC(NAMSUB,7,NAME,NAMLEN,DXNCPW)
C
C *++ NO MORE SPACE FOR NDEES SD COMPRESS THE DATABASE
C
C IF (RCODE.EQ.3) GO TO 11111
C GO TO 99999
C
C 11111 IF (DBCMPR(RCODE)) GO TO 1000
C CALL DXMSGZ(NAMSUB,8)
C GO TO 99999
C
C 99999 CONTINUE
C RETURN
C END

```

DBEO1710

DBEO1720

DBEO1730

DBEO1740

DBEO1750

DBEO1760

DBEO1770

DBEO1780

DBEO1790

DBEO1800

DBEO1810

DBEO1820

DBEO1830

DBEO1840

DBEO1850

DBEO1860

DBEO1870

DBEO1880

DBEO1890

DBEO1900

DBEO1910

DBEO1920

DBEO1930

DBEO1940

DBEO1950

DBEO1960

DBEO1970

DBEO1980

DBEO1990

DBEO2000

DBEO2010

DBEO2020

DBEO2030

DBEO2040

DBEO2050

DBEO2060

DBEO2070

DBEO2080

DBEO2090

DBEO2100

DBEO2110

DBEO2120

DBEO2130

DBEO2140


```

C *****
C SUBROUTINE DBEDST(NAME,TYPE,ARSIZE,RARRAY,WDARSP)
C +-----+
C
C DBEDST -
C
C STORE A VALUE OF GIVEN TYPE IN THE NODE PREVIOUSLY
C CREATED FOR THE VARIABLE NAME.
C
C ARSIZE IS THE SIZE OF THE ARRAY TO BE STORED.
C
C RARRAY IS A TEMPORARY IN WHICH THE ARRAY WILL BE STORED
C UNTIL THE ELEMENTS ARE ENTERED INTO THE ECS STORAGE AREA.
C
C WDARSP IS THE DIMENSION OF RARRAY.
C
C +-----+
C *THE COMMON CONTROL PARAMETERS, CHARACTERS, AND
C *GRAPHIC DISPLAY CONTROL PARAMETERS
C
C COMMON /DEXCOM/
C 1 DXMODE,LOADED,MDPEND,DXREQS,DLREQS,KEYBRD,
C 2 TERSE,ECHOMD,DXSC,CPWDXS,MDSC,CURMOD,
C 3 NULMSG,DXNCPW,NAMLEN,
C 4 CLRMOD,MUNPST,ERASE,UPDATE,UPAINT,GCNTRL
C
C INTEGER
C 1 DXSC,CPWDXS,MDSC,CURMOD,NULMSG,DXNCPW,
C 2 NAMLEN,CLRMOD,MUNPST,ERASE,UPDATE,UPAINT
C
C LOGICAL
C 1 DXMODE,LOADED,MDPEND,DXREQS,DLREQS,KEYBRD,
C 2 TERSE,ECHOMD,GCNTRL
C
C DIMENSION
C COMMON /DBCOM/
C 1 TITLE,BUCKET,IDENT,NODTYP,DATUM,LINK,LINKF,
C 1 CMTPTR,NAVAIL,MAXNOD,MAXARR,NCHTIT,NCHGMT,DELCNT,
C 2 INTTYP,RELTYP,ARRTYP,
C 3 DBCLSD,DBACTV,FILEDB
C
C INTEGER
C 1 TITLE,BUCKET,IDENT,NODTYP,DATUM,LINK,LINKF,
C 1 CMTPTR,NAVAIL,MAXNOD,MAXARR,NCHTIT,NCHGMT,DELCNT,
C 2 INTTYP,RELTYP,ARRTYP
C
C LOGICAL
C 3 DBCLSD,DBACTV,FILEDB
C
C DIMENSION
C 1 DATUM(200),LINK(200),LINKF(200),CMTPTR(200)
C
C INTEGER TYPE,STYPE,ONE,TWO,RCODE,ARSIZE,DBNSKR,WDARSP
C LOGICAL DXNBRI,RPUT,IPUT,APUT,LOG,DBXEC5

```

DBE02150
DBE02160
DBE02170
DBE02180
DBE02190
DBE02200
DBE02210
DBE02220
DBE02230
DBE02240
DBE02250
DBE02260
DBE02270
DBE02280
DBE02290
DBE02300
DBE02310
DBE02320
DBE02330
DBE02340
DBE02350
DBE02360
DBE02370
DBE02380
DBE02390
DBE02400
DBE02410
DBE02420
DBE02430
DBE02440
DBE02450
DBE02460
DBE02470
DBE02480
DBE02490
DBE02500
DBE02510
DBE02520
DBE02530
DBE02540
DBE02550
DBE02560
DBE02570
DBE02580
DBE02590
DBE02600
DBE02610


```
33333 CONTINUE      +++ ARRAY TDD BIG TD BE STORED
C...              CALL DXMSGZ(NAMSUB,11)
                  GD TD 99999
44444 CONTINUE      +++ ARRAY PUT DID NDT TAKE PLACE SO EXPAND THE ECS AREA
C...              LDG=DBXEC(S>IDUM)
                  IF (LOG) GO TO 3000
                  +++ COULD NOT EXPAND SO ANNOUNCE AND RETURN
C...              CALL DXMSGI(NAMSUB,17,NSTDOR)
                  GD TD 99999
99999 CONTINUE      RETURN
                  END
DBE03090
DBE03100
DBE03110
DBE03120
DBE03130
DBE03140
DBE03150
DBE03160
DBE03170
DBE03180
DBE03190
DBE03200
DBE03210
DBE03220
```



```

C *****
C SUBROUTINE DBEDDL (NAME)
C +-----+
C DBEDDL -
C
C DELETE A NODE FROM THE DATABASE BY MAKING IT UNAVAILABLE.
C THIS IS DONE BY FLAGGING NDDTYP AS -9
C +-----+
C
C *****
C *THE COMMON CONTRL PARAMETERS,CHARACTERS, AND
C *GRAPHIC DISPLAY CONTRL PARAMETERS
C *****
C CMMON /DEXCOM/
C 1 DXMODE, LDADED, MDPEND, DXREQS, DLREQS, KEYBRD,
C 2 TERSE, ECHOMD, DXSC, CPWDXS, MDSC, CURMDD,
C 3 NULMSG, DXNCPW, NAMLEN,
C 4 CLRMDD, MUNPST, ERASE, UPDATE, UPAINT, GCNTRL
C
C INTEGER
C 1 DXSC, CPWDXS, MDSC, CURMDD, NULMSG, DXNCPW,
C 2 NAMLEN, CLRMDD, MUNPST, ERASE, UPDATE, UPAINT
C
C LDGICAL
C 1 DXMODE, LDADED, MDPEND, DXREQS, DLREQS, KEYBRD,
C 2 TERSE, ECHOMD, GCNTRL
C
C DIMENSION
C 1 DXSC(1), CURMDD(2), NULMSG(1)
C
C INTEGER RCDDE
C LDGICAL DBVDEL
C DIMENSION NAME(2)
C DATA NAMSUB /4HEDIT/
C
C +++ INVOKE THE LDGICAL FUNCTION DBVDEL TO DELETE THE NODE
C IF (DBVDEL(NAME,RCDDE)) GO TO 99999
C +++ UNABLE TO FIND NAME TO DELETE, ANNOUNCE.
C
C CALL DXMSGC(NAMSUB,9,NAME,NAMLEN,DXNCPW)
C GO TO 99999
99999 CONTINUE
C RETURN
C END

```

```

DBEO3230
DBEO3240
DBEO3250
DBEO3260
DBEO3270
DBEO3280
DBEO3290
DBEO3300
DBEO3310
DBEO3320
DBEO3330
DBEO3340
DBEO3350
DBEO3360
DBEO3370
DBEO3380
DBEO3390
DBEO3400
DBEO3410
DBEO3420
DBEO3430
DBEO3440
DBEO3450
DBEO3460
DBEO3470
DBEO3480
DBEO3490
DBEO3500
DBEO3510
DBEO3520
DBEO3530
DBEO3540
DBEO3550
DBEO3560
DBEO3570
DBEO3580
DBEO3590
DBEO3600

```



```

C...
11111 CONTINUE
C...
    +++ NODE DOES NOT EXIST
    CALL DXMSGC(NAMSUB,9,NAME,NAMLEN,DXNCPW)
    GO TD 99999
22222 CONTINUE
C...
    +++ NO MORE SPACE FOR COMMENTS, EXPAND THE ECS AREA
    LOG=DBXEC5(IDUM)
    IF (LDG) GO TD 1000
    +++ COULD NOT EXPAND ANNOUNCE AND RETURN
    CALL DXMSGZ(NAMSUB,13)
    GO TD 99999
99999 CONTINUE
    RETURN
    END
DBEO4080
DBEO4090
DBEO4100
DBEO4110
DBEO4120
DBEO4130
DBEO4140
DBEO4150
DBEO4160
DBEO4170
DBEO4180
DBEO4190
DBEO4200
DBEO4210
DBEO4220
DBEO4230

```



```

OBE04240
OBE04250
OBE04260
OBE04270
OBE04280
OBE04290
OBE04300
OBE04310
OBE04320
OBE04330
OBE04340
OBE04350
OBE04360
OBE04370
OBE04380
OBE04390
OBE04400
OBE04410
OBE04420
OBE04430
OBE04440
OBE04450
OBE04460
OBE04470
OBE04480
OBE04490
OBE04500
OBE04510
OBE04520
OBE04530
OBE04540
OBE04550
OBE04560
OBE04570
OBE04580
OBE04590
OBE04600
OBE04610
OBE04620
OBE04630
OBE04640
OBE04650
OBE04660
OBE04670
OBE04680
OBE04690
OBE04700

C *****
C SUBROUTINE OBE0EX(NAME,CMTBUF,WOSBUF,NCHCMT)
C +-----+
C
C OBE0EX -
C
C   EXPLAIN THE OATBASE ENTRY BY OISPLAYING ITS COMMENT.
C
C   NAME IS THE NAME DF THE OATUM.
C
C   CMTBUF IS THE ARRAY BUFFER WHICH THE CDMMENT IS PLACED IN
C   NCHCMT IS THE NUMBER OF CHARACTERS IN THE COMMENT.
C +-----+
C
C   *THE CDMMDN CONTROL PARAMETERS,CHARACTERS, AND
C   *GRAPHIC DISPLAY CONTROL PARAMETERS
C
C   COMMON /OEXCOM/
C   1 OXMODE,LOAEO,MOPEO,OXREO,DLREQS,KEYBRO,
C   2 TERSE,ECHOMD,DXSC,CPWOXS,MDSC,CURMOO,
C   3 NULMSG,OXNCPW,NAMLEN,
C   4 CLRMDO,MUNPST,ERASE,UPOATE,UPAINT,GCNTRL
C
C   INTEGER
C   1 OXSC,CPWDXS,MDSC,CURMOO,NULMSG,OXNCPW,
C   2 NAMLEN,CLRMDO,MUNPST,ERASE,UPOATE,UPAINT
C
C   LOGICAL
C   1 OXMODE,LOAEO,MOPEO,OXREO,DLREQS,KEYBRO,
C   2 TERSE,ECHOMD,GCNTRL
C
C   DIMENSION
C   1 OXSC(1),CURMOD(2),NULMSG(1)
C
C   INTEGER CMTBUF,RCODE,WOSBUF
C   LOGICAL LOG,CMTGET
C   DIMENSION CMTBUF(WOSBUF),NAME(2)
C   DATA NAMSUB /4HEDIT/
C
C   +++ GET THE CDMMENT FROM THE OATBASE.
C   LOG=CMTGET(NAME,CMTBUF,RCODE)
C   IF (RCODE.EQ.2) GO TO 11111
C   IF (RCDOE.EQ.3) GO TO 22222
C   CALL OXMSGN(CMTBUF,NCHCMT)
C   GO TO 99999
C
C 11111 CONTINUE
C
C +++ NOOE OOEES NOT EXIST
C CALL OXMSGC(NAMSUB,9,NAME,NAMLEN,OXNCPW)
C GO TO 99999
C
C 22222 CONTINUE
C
C +++ NO COMMENT STORED
C CALL DXMSGZ(NAMSUB,14)

```


99999 GO TO 99999
CONTINUE
RETURN
END

DBEO4710
DBEO4720
DBEO4730
DBEO4740


```

C *****
C SUBROUTINE DBEDPR(NAME,ARSIZE,ARSPAC,WDARSP)
C +-----+
C DBEDPR -
C
C PRINT THE VALUE DF A DATABASE ENTRY AT THE TERMINAL.
C
C NAME IS THE NAME DF THE DATUM.
C
C ARSIZE IS THE SIZE DF THE ARRAY, ARSPAC IS A TEMPDRARY
C ARRAY IN WHICH TD STDRE THE ARRAY, AND WDARSP IS THE
C DIMENSIONN OF ARSPAC.
C +-----+
C
C *****THE COMMON CDNTROL PARAMETERS,CHARACTERS, AND
C *****GRAPHIC DISPLAY CNDTRDL PARAMETERS
C
C COMMON /DEXCDM/
C 1 DXMODE, LDADED,MDPEND,DXREQS,DLREQS,KEYBRD,
C 2 TERSE,ECHOMD,DXSC,CPWDXS,MDSC,CURMOD,
C 3 NULMSG,DXNCPW,NAMLEN,
C 4 CLRMOD,MUNPST,ERASE,UPDATE,UPAINT,GCNTRL
C
C INTEGER
C 1 DXSC,CPWDXS,MDSC,CURMOD,NULMSG,DXNCPW,
C 2 NAMLEN,CLRMOD,MUNPST,ERASE,UPDATE,UPAINT
C
C LDGICAL
C 1 DXMDDE,LDADED,MDPEND,DXREQS,DLREQS,KEYBRD,
C 2 TERSE,ECHOMD,GCNTRL
C
C DIMENSIONN
C COMMON /DBC0M/
C 1 TITLE,CKET,IDENT,NDDTYP,DATUM,LINK,LINKF,
C 1 CMTPTR,NAVAIL,MAXNOD,MAXARR,NCHTIT,NCHCMT,DELCNT,
C 2 INTTYP,RELTYP,ARRTYP,
C 3 DBCLSD,DBACTV,FILEDB
C
C INTEGER
C 1 TITLE,CKET,IDENT,NDDTYP,DATUM,LINK,LINKF,
C 1 CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHTIT,NCHCMT,DELCNT,
C 2 INTTYP,RELTYP,ARRTYP
C
C LDGICAL
C 3 DBCLSD,DBACTV,FILEDB
C
C DIMENSIONN
C TITLE(16),CKET(32),IDENT(200,2),NDDTYP(200),
C 1 DATUM(200),LINK(200),LINKF(200),CMTPTR(200)
C
C REAL RDATUM
C INTEGER STYPE,RCODE,IDATUM,DBNSKR,UNDEF,UNLLEN,UNDCPW
C INTEGER ARSIZE,WDARSP

```

DBE04750
DBE04760
DBE04770
DBE04780
DBE04790
DBE04800
DBE04810
DBE04820
DBE04830
DBE04840
DBE04850
DBE04860
DBE04870
DBE04880
DBE04890
DBE04900
DBE04910
DBE04920
DBE04930
DBE04940
DBE04950
DBE04960
DBE04970
DBE04980
DBE04990
DBE05000
DBE05010
DBE05020
DBE05030
DBE05040
DBE05050
DBE05060
DBE05070
DBE05080
DBE05090
DBE05100
DBE05110
DBE05120
DBE05130
DBE05140
DBE05150
DBE05160
DBE05170
DBE05180
DBE05190
DBE05200
DBE05210


```

DIMENSIOND NAME(2),UNDEF(3),ARSPAC(WDARSP)
EQUIVALENCE (IDATUM,RDATUM)
DATA NAMSUB /4HEDIT/
DATA UNDEF /4HUNDE,4HFINE,4HND /
DATA UNDLN /10/
C...      *** SEARCH THE DATABASE FDR THE NDDE
          NODE=DBNSKR(NAME,STYPE,IDUM,RCDDDE)
          IF (NDDE.EQ.0) GO TO 11111
          *** EXTRACT THE VALUE
C...      IDATUM=DATUM(NDDE)
          CALL DXMSGC(NAMSUB,15,NAME,NAMLEN,DXNCPW)
          IF (STYPE.LT.0) GO TD 22222
          *** DETERMINE THE TYPE
C...      GO TD (1000,2000,3000),STYPE
          CONTINUE
          *** PRINT INTEGER DATUM
C...      CALL DXMSGI(NAMSUB,15,IDATUM)
          GO TO 99999
          CDNTINUE
          *** PRINT REAL DATUM
C...      CALL DXMSGR(NAMSUB,15,RDATUM)
          GO TD 99999
          CDNTINUE
          *** PRINT REAL-ARRAY
C...      CALL DBEDAP(NAME,IDATUM,WDARSP,ARSPAC,WDARSP)
          GO TO 99999
C...      *** NAMED DATUM DDES NDT EXIST
          CALL DXMSGC(NAMSUB,9,NAME,NAMLEN,DXNCPW)
          GO TD 99999
22222 CONTINUE
C...      *** DATUM IS UNDEFINED
          CALL DXMSGC(NAMSUB,16,UNDEF,UNDLN,DXNCPW)
          GO TD 99999
99999 CONTINUE
          RETURN
          END
DBE05220
DBE05230
DBE05240
DBE05250
DBE05260
DBE05270
DBE05280
DBE05290
DBE05300
DBE05310
DBE05320
DBE05330
DBE05340
DBE05350
DBE05360
DBE05370
DBE05380
DBE05390
DBE05400
DBE05410
DBE05420
DBE05430
DBE05440
DBE05450
DBE05460
DBE05470
DBE05480
DBE05490
DBE05500
DBE05510
DBE05520
DBE05530
DBE05540
DBE05550
DBE05560
DBE05570
DBE05580
DBE05590

```



```

C *****
C SUBROUTINE DBEDAP(NAME,NARRAY,NGET,RARRAY,WDARSP)
C +-----+
C DBEDAP -
C
C PRINT THE CONTENTS OF AN ARRAY FROM THE DATABASE.
C
C NAME IS THE NAME OF THE DATUM.
C
C NARRAY IS THE POINTER TO THE LOCATION OF THE ARRAY IN
C THE ECS STORAGE AREA. NGET IS THE NUMBER TO GET.
C
C RARRAY IS THE ARRAY IN WHICH TO PUT THE VALUES, AND
C WDARSP IS THE DIMENSION OF RARRAY.
C +-----+
C
C *****
C... *THE COMMON CONTROL PARAMETERS, CHARACTERS, AND
C... *GRAPHIC DISPLAY CONTROL PARAMETERS
C...
C... COMMON /DEXGDM/
C... 1 DXMODE, LOADED, MDPEND, DXREQS, DLREQS, KEYBRD,
C... 2 TERSE, ECHMD, DXSC, CPWDXS, MDSC, CURMDD,
C... 3 NULMSG, DXNCPW, NAMLEN,
C... 4 CLRMOD, MUNPST, ERASE, UPDATE, UPAIN, GCNTRL
C...
C... INTEGER
C... 1 DXSC, CPWDXS, MDSC, CURMOD, NULMSG, DXNCPW,
C... 2 NAMLEN, CLRMOD, MUNPST, ERASE, UPDATE, UPAIN
C...
C... LOGICAL
C... 1 DXMODE, LOADED, MDPEND, DXREQS, DLREQS, KEYBRD,
C... 2 TERSE, ECHMD, GCNTRL
C...
C... DIMENSION
C... DXSC(1), CURMDD(2), NULMSG(1)
C...
C... *I/D DEVICES AND FILES
C...
C... COMMON /DEXFIL/
C... 1 MSGSDV, USEDEV, INFDDV, DBSDEV, NEWSDV, HELPDV,
C... 2 DUTDEV, INPDEV, NFWDS,
C... 3 MSGSFL, USEFIL, INFDFL, DBSFIL, NEWSFL, HELPFL,
C... 4 DUTFIL, INPFIL, LADDFL, NDT1FL, NOT2FL
C...
C... INTEGER
C... 1 MSGSDV, USEDEV, INFDDV, DBSDEV, NEWSDV, HELPDV,
C... 2 DUTDEV, INPDEV,
C... 3 MSGSFL, USEFIL, INFDFL, DBSFIL, NEWSFL, HELPFL,
C... 4 DUTFIL, INPFIL, LADDFL, NDT1FL, NOT2FL, NFWDS
C...
C... FILE NAME DIMENSIONING ADJUSTED FOR CDC AND CU ONLY....
C... DIMENSION
C... MSGSFL(11), USEFIL(11), INFDFL(11),
C... DBSFIL(11), NEWSFL(11), HELPFL(11);

```

DBE05600
DBE05610
DBE05620
DBE05630
DBE05640
DBE05650
DBE05660
DBE05670
DBE05680
DBE05690
DBE05700
DBE05710
DBE05720
DBE05730
DBE05740
DBE05750
DBE05760
DBE05770
DBE05780
DBE05790
DBE05800
DBE05810
DBE05820
DBE05830
DBE05840
DBE05850
DBE05860
DBE05870
DBE05880
DBE05890
DBE05900
DBE05910
DBE05920
DBE05930
DBE05940
DBE05950
DBE05960
DBE05970
DBE05980
DBE05990
DBE06000
DBE06010
DBE06020
DBE06030
DBE06040
DBE06050
DBE06060


```

3      DUTFIL(11) , INPFIL(11) ,
2      LDADFL(11) , NDT1FL(11) , NDT2FL(11)
C...  *THE MESSAGE HANDLING STDR AND PARAMETERS
      COMMND /DEXMSG/
1      DXCHAR, MDCHAR, TRIMCH, MAXMSG, MAXWDS, MXPDDL,
2      SUBCNT, SUBCOD, MSGPTR, PVERB, LVERB, PTERSE,
3      LTERSE, LSTRNG, VPOSIT, TPOSIT, MSPDDL
      INTEGER
1      DXCHAR, MDCHAR, TRIMCH, MAXMSG, MAXWDS, MXPDDL,
2      SUBCNT, SUBCOD, MSGPTR, PVERB, LVERB, PTERSE,
3      LTERSE, LSTRNG, VPOSIT, TPOSIT, MSPDDL
      DIMENSION
5      SUBCDD( 40), MSGPTR(102), PVERB ( 102),
6      LVERB ( 102), PTERSE(102), LTERSE (102),
7      LSTRNG(102), VPDSIT(102), TPDSIT(102),
      MSPDDL(950), TRIMCH(1)
      INTEGER START, WDARSP
      LOGICAL DBNARD, LDG
      DIMENSION NAME(2), RARRAY(WDARSP)
      DATA START /1/
C...  +++ READ THE ARRAY FROM ECS STORAGE
      LOG=DBNARD(NARRAY,RARRAY,START,NGET,NSTORD)
      CALL DXGMSG
      WRITE (DUTDEV,00001) DXCHAR,NAME,NSTORD,NARRAY
      JSTEP=5
      ISTEP=40*JSTEP
      DD 2000 I=1,NSTDRD,ISTEP
      JBEG=1
      JEND=MINO(I+ISTEP-1,NSTORD)
      DD 1000 J=JBEG,JEND,JSTEP
      KBEG=J
      KEND=MINO(J+JSTEP-1,JEND)
      CALL DXGMSG
      WRITE (DUTDEV,00002) DXCHAR, (RARRAY(K),K=KBEG,KEND)
      +++ UPDATE GRAPHICS
C...
1000  CONTINUE
      CALL DXWAIT
      CALL DXUGRF(ERASE)
2000  CONTINUE
      CALL DXUGRF(UPDATE)
      RETURN
00001 FORMAT (1H /1H ,A1,6HNAME: ,2A4.9H, LENGTH=.I3,3X,1H(,I5,1H)//)
00002 FORMAT (1H ,A1,5E14.5)
      END
DBE06070
DBE06080
DBE06090
DBE06100
DBE06110
DBE06120
DBE06130
DBE06140
DBE06150
DBE06160
DBE06170
DBE06180
DBE06190
DBE06200
DBE06210
DBE06220
DBE06230
DBE06240
DBE06250
DBE06260
DBE06270
DBE06280
DBE06290
DBE06300
DBE06310
DBE06320
DBE06330
DBE06340
DBE06350
DBE06360
DBE06370
DBE06380
DBE06390
DBE06400
DBE06410
DBE06420
DBE06430
DBE06440
DBE06450
DBE06460
DBE06470
DBE06480
DBE06490

```



```

C *****
C SUBROUTINE DBEDDM(CMTBUF,CMTWDS,RARRAY,RARWDS)
C +-----+
C
C DBEDDM -
C
C DUMP THE CONTENTS OF THE DATABASE TO THE TERMINAL
C TO BE DISPLAYED.
C
C CMTBUF IS AN ARRAY IN WHICH TO STORE COMMENTS TEMPORARILY
C CMTWDS IS THE NUMBER OF COMMENT WORDS.
C
C RARRAY IS AN ARRAY IN WHICH TO STORE THE ARRAY TEMPORARILY
C RARWDS IS THE NUMBER OF WORDS IN THE ARRAY.
C
C +-----+
C
C *THE COMMON CONTROL PARAMETERS, CHARACTERS, AND
C *GRAPHIC DISPLAY CONTROL PARAMETERS
C
C COMMON /DEXCOM/
C 1 DXMDDE, LDADED, MDPEND, DXREQS, DLREQS, KEYBRD,
C 2 TERSE, ECHOMD, DXSC, CPWDXS, MDSC, CURMOD,
C 3 NULMSG, DXNCPW, NAMLEN,
C 4 CLRMOD, MUNPST, ERASE, UPDATE, UPAIN, GCNTRL
C
C INTEGER
C 1 DXSC, CPWDXS, MDSC, CURMDD, NULMSG, DXNCPW,
C 2 NAMLEN, CLRMOD, MUNPST, ERASE, UPDATE, UPAIN
C
C LOGICAL
C 1 DXMDDE, LDADED, MDPEND, DXREQS, DLREQS, KEYBRD,
C 2 TERSE, ECHOMD, GCNTRL
C
C DIMENSION
C DXSC(1), CURMDD(2), NULMSG(1)
C
C .... COMMON /DEXFIL/
C 1 MSGSDV, USEDEV, INFODV, DBSDEV, NEWSDV, HELPDV,
C 2 DUTDEV, INPDEV, NFWDS,
C 3 MSGSFL, USEFIL, INFDFL, DBSFIL, NEWSFL, HELPFL,
C 4 DUTFIL, INPFIL, LDADFL, NDT1FL, NDT2FL
C
C INTEGER
C 1 MSGSDV, USEDEV, INFDDV, DBSDEV, NEWSDV, HELPDV,
C 2 DUTDEV, INPDEV,
C 3 MSGSFL, USEFIL, INFDFL, DBSFIL, NEWSFL, HELPFL,
C 4 DUTFIL, INPFIL, LDADFL, NDT1FL, NDT2FL, NFWDS
C
C .... FILE NAME DIMENSIONING ADJUSTED FOR CDC AND CU ONLY .....
C DIMENSION
C 1 MSGSFL(11), USEFIL(11), INFDFL(11),
C 2 DBSFIL(11), NEWSFL(11), HELPFL(11),
C 3 DUTFIL(11), INPFIL(11)

```

DBE06500
DBE06510
DBE06520
DBE06530
DBE06540
DBE06550
DBE06560
DBE06570
DBE06580
DBE06590
DBE06600
DBE06610
DBE06620
DBE06630
DBE06640
DBE06650
DBE06660
DBE06670
DBE06680
DBE06690
DBE06700
DBE06710
DBE06720
DBE06730
DBE06740
DBE06750
DBE06760
DBE06770
DBE06780
DBE06790
DBE06800
DBE06810
DBE06820
DBE06830
DBE06840
DBE06850
DBE06860
DBE06870
DBE06880
DBE06890
DBE06900
DBE06910
DBE06920
DBE06930
DBE06940
DBE06950
DBE06960


```

C....          2          LDADEL(11) ,NDT1FL(11) ,NDT2FL(11)
          *THE MESSAGE HANDLING STDR AND PARAMETERS
          CMMMDN /DEXMSG/
          1          DXCHAR,MDCHAR,TRIMCH,MAXMSG,MAXWDS,MXPDDL,
          2          SUBCNT,SUBCDD,MSGPTR,PVERB,LVERB,PTERSE,
          3          LTERSE,LSTRNG,VPDSIT,TPDSIT,MSPDDL
          INTEGER
          1          DXCHAR,MDCHAR,TRIMCH,MAXMSG,MAXWDS,MXPDDL,
          2          SUBCNT,SUBCDD,MSGPTR,PVERB,LVERB,PTERSE,
          3          LTERSE,LSTRNG,VPDSIT,TPDSIT,MSPDDL
          DIMENSIDN
          5          SUBCDD( 40),MSGPTR(102),PVERB (102),
          6          LVERB (102),PTERSE(102),LTERSE(102),
          7          LSTRNG(102),VPDSIT(102),TPDSIT(102),
          MSPDDL(950),TRIMCH(1)
          CMMMDN /DBCMD/
          1          TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
          2          CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHIT,NCHCMT,DELCNT,
          3          INTTYP,RELTYP,ARRTYP,
          DBCLSD,DBACTV,FILEDB
          INTEGER
          1          TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
          2          CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHIT,NCHCMT,DELCNT,
          3          INTTYP,RELTYP,ARRTYP
          LDGICAL
          3          DBCLSD,DBACTV,FILEDB
          DIMENSIDN
          1          TITLE(16),BUCKET(32),IDENT(200,2),NDDTYP(200),
          2          DATUM(200),LINK(200),LINKF(200),CMTPTR(200)
          INTEGER BKTPTR,TYPE,CMTBUF,CMTWDS,RARWDS,UTYPE,CLASS
          LDGICAL NDCDMM,UNDEFD,DBNARD,DBNCRD,LDG
          DIMENSIDN NAME(2),CMTBUF(CMTWDS),RARRAY(RARWDS),CLASS(3)
          EQUIVALENCE (IDATUM,RDATUM)
          DATA CLASS /4H (I),4H (R),4H (A)/
          CALL DXUGRF(ERASE)
          CALL DBEDTG(CMTBUF ,CMTWDS)
          CALL DXGMSG
          WRITE (DUTDEV,00001) DXCHAR
          +++ SCAN THE BUCKET FDR NDDE ENTRIES
C....          DD 7000 BKTPTR=1,32
          NDDE=BUCKET(BKTPTR)
          CDMTINUE
          IF (NDDE.EQ.O) GD TD 6000
          +++ IF A NDDE IS NDT ZERD DUMP IT
          NAME(1)=IDENT(NDDE,1)
          NAME(2)=IDENT(NDDE,2)
          NDCDMM=(CMTPTR(NDDE).EQ.O)
          IF (.NDT.NDCDMM) LDG=DBNCRD(CMTPTR(NDDE),CMTBUF)
          TYPE=NDDTYP(NDDE)
          DBE06970
          DBE06980
          DBE06990
          DBE07000
          DBE07010
          DBE07020
          DBE07030
          DBE07040
          DBE07050
          DBE07060
          DBE07070
          DBE07080
          DBE07090
          DBE07100
          DBE07110
          DBE07120
          DBE07130
          DBE07140
          DBE07150
          DBE07160
          DBE07170
          DBE07180
          DBE07190
          DBE07200
          DBE07210
          DBE07220
          DBE07230
          DBE07240
          DBE07250
          DBE07260
          DBE07270
          DBE07280
          DBE07290
          DBE07300
          DBE07310
          DBE07320
          DBE07330
          DBE07340
          DBE07350
          DBE07360
          DBE07370
          DBE07380
          DBE07390
          DBE07400
          DBE07410
          DBE07420
          DBE07430

```



```

UNDEF0=(TYPE,LT,1)
IF (UNDEF0) GO TO 3000
IOATUM=OATUM(NDOE)
GO TO (2100,2200,2300),TYPE
CONTINUE
+++ DUMP THE INTEGER OATUM
IF (NDCDMM) GO TO 2110
WRITE (OUTDEV,00002)
NAME,CLASS(TYPE),IOATUM,CMTBUF
GO TO 4000
CONTINUE
WRITE (OUTDEV,00002) NAME,CLASS(TYPE),IOATUM
GD TO 4000
CONTINUE
+++ DUMP THE REAL OATUM
IF (NDCDMM) GD TO 2210
WRITE (OUTDEV,00003)
NAME,CLASS(TYPE),ROATUM,CMTBUF
GO TO 4000
CONTINUE
WRITE (OUTDEV,00003) NAME,CLASS(TYPE),ROATUM
GD TO 4000
CONTINUE
+++ INDICATE AN ARRAY POINTER
IF (NDCOMM) GD TO 2310
WRITE (OUTDEV,00004)
NAME,CLASS(TYPE),IOATUM,CMTBUF
GO TO 4000
CONTINUE
WRITE (OUTDEV,00004) NAME,CLASS(TYPE),IOATUM
GD TO 4000
CONTINUE
+++ INDICATE THE UNDEFINED ONES
UTYPE=IABS(TYPE)
IF (NOCOMM) GO TO 3010
WRITE (OUTDEV,00005) NAME,CLASS(UTYPE),CMTBUF
GD TO 4000
CONTINUE
WRITE (OUTDEV,00005) NAME,CLASS(UTYPE)
GD TO 4000
CONTINUE
NDOE=LINK(NDOE)
GD TO 1000
CONTINUE
CONTINUE
WRITE (OUTDEV,00006)
+++ DUMP THE ARRAYS
C...

```

```

OBE07440
OBE07450
OBE07460
OBE07470
OBE07480
OBE07490
OBE07500
OBE07510
OBE07520
OBE07530
OBE07540
OBE07550
OBE07560
OBE07570
OBE07580
OBE07590
OBE07600
OBE07610
OBE07620
OBE07630
OBE07640
OBE07650
OBE07660
OBE07670
OBE07680
OBE07690
OBE07700
OBE07710
OBE07720
OBE07730
OBE07740
OBE07750
OBE07760
OBE07770
OBE07780
OBE07790
OBE07800
OBE07810
OBE07820
OBE07830
OBE07840
OBE07850
OBE07860
OBE07870
OBE07880
OBE07890
OBE07900

```



```

DD 9000 NODE=1,MAXNDD
IF (NOOTYP(NDDE).NE.3) GD TO 8000
NAME(1)=IDENT(NODE,1)
NAME(2)=IDENT(NODE,2)
NARRAY=DATUM(NDDE)
NGET=RARWDS
CALL DBEDAP(NAME,NARRAY,NGET,RARRAY,RARWDS)

8000 CONTINUE
9000 CONTINUE
CALL DXUGRF(UPDATE)
CALL DXWAIT
99999 CONTINUE
RETURN
C...
00001 FORMAT (//1H ,A1,2X,4HNAME,4X,4HTYPE,11X,
+ SHVALUE,2X,7HCOMMENT/)
00002 FDRMAT (1H ,3X,3A4,I16,2X,16A4)
00003 FDRMAT (1H ,3X,3A4,E16.5,2X,16A4)
00004 FORMAT (1H ,3X,3A4,4X,6HARRAY(.I5,1H),2X,16A4)
00005 FDRMAT (1H ,3X,3A4,3X,13H**UNDEFINED**,2X,16A4)
00006 FDRMAT (1H //11H THE ARRAYS/)
END
DBE07910
DBE07920
DBE07930
DBE07940
DBE07950
DBE07960
DBE07970
DBE07980
DBE07990
DBE08000
DBE08010
DBE08020
DBE08030
DBE08040
DBE08050
DBE08060
DBE08070
DBE08080
DBE08090
DBE08100
DBE08110
DBE08120

```



```

C *****
C SUBROUTINE DBEDTS(TITLE,WDSTIT,MESSAG,MSGWDS,NCHTIT)
C +-----+
C DBEDTS -
C
C STDR A TITLE IN THE DATABASE.
C
C TITLE IS THE ARRAY WHERE THE DATABASE TITLE IS STDRD
C TEMPORARILY, WDSTIT IS ITS DIMENSION.
C
C MESSAG IS AN ARRAY IN WHICH TD STDR A MESSAGE, AND
C MSGWDS IS ITS DIMENSION.
C
C NCHTIT IS THE NUMBER DF CHARACTERS IN THE TITLE.
C +-----+
C
C *****
C *THE COMMON CONTRDL PARAMETERS,CHARACTERS, AND
C *GRAPHIC DISPLAY CONTROL PARAMETERS
C
C COMMON /DEXCOM/
C 1 DXMODE, LDADED,MDPEND,DXREQS,DLREQS,KEYBRD,
C 2 TERSE,ECHMD,DXSC,CPWDXS,WDSC,CURMDD,
C 3 NULMSG,DXNCPW,NAMLEN,
C 4 CLRMOD,MUNPST,ERASE,UPDATE,UPAINT,GCNTRL
C
C INTEGER
C 1 DXSC,CPWDXS,WDSC,CURMOD,NULMSG,DXNCPW,
C 2 NAMLEN,CLRMD,MD,ERASE,UPDATE,UPAINT
C
C LOGICAL
C 1 DXMDE,LOADED,MDPEND,DXREQS,DLREQS,KEYBRD,
C 2 TERSE,ECHMD,GCNTRL
C
C DIMENSION
C DXSC(1),CURMDD(2),NULMSG(1)
C
C INTEGER TITLE,CPWIT,WDSTIT,MESSAG,MSGWDS
C
C LOGICAL DXCHRI,LOG,DXPRMT,TPUT
C
C DIMENSIONN TITLE(WDSTIT),MESSAG(MSGWDS)
C
C DATA NAMSUB /4HEDTS/
C
C CALL DXMSGF(NAMSUB,1,MESSAG,MSGWDS)
C
C *****
C +++ GET THE TITLE FROM THE USER
C LDG=DXCHRI(NCHTIT,TITLE,WDSTIT,DXNCPW,NEED,MESSAG)
C IF (DXREQS) GD TD 99999
C
C *****
C +++ PUT THE TITLE IN THE DATABASE
C LDG=TPUT(TITLE)
C
C 99999 CDNTINUE
C RETURN
C END

```

```

DBE08130
DBE08140
DBE08150
DBE08160
DBE08170
DBE08180
DBE08190
DBE08200
DBE08210
DBE08220
DBE08230
DBE08240
DBE08250
DBE08260
DBE08270
DBE08280
DBE08290
DBE08300
DBE08310
DBE08320
DBE08330
DBE08340
DBE08350
DBE08360
DBE08370
DBE08380
DBE08390
DBE08400
DBE08410
DBE08420
DBE08430
DBE08440
DBE08450
DBE08460
DBE08470
DBE08480
DBE08490
DBE08500
DBE08510
DBE08520
DBE08530
DBE08540
DBE08550
DBE08560
DBE08570
DBE08580

```



```

C *****
C SUBROUTINE DBEDTG(TITLE,WDSTIT)
C +-----+
C DBEDTG -
C GET THE TITLE DF THE DATABASE.
C TITLE IS AN ARRAY IN WHICH TO STDRE THE TITLE.
C WDSTIT IS THE NUMBER DF WORDS IN THE TITLE.
C +-----+
C
C.... COMMND /DEXFIL/
1 MSGSDV, USEDEV, INFDDV, DBSDEV, NEWSDV, HELPDV,
2 OUTDEV, INPDEV, NFWDS ,
3 MSGSFL, USEFIL, INFDFL, DBSFIL, NEWSFL, HELPFL,
4 DUTFIL, INPFIL, LDADFL, NDT1FL, NDT2FL
INTEGER
1 MSGSDV, USEDEV, INFDDV, DBSDEV, NEWSDV, HELPDV,
2 DUTDEV, INPDEV,
3 MSGSFL, USEFIL, INFOFL, DBSFIL, NEWSFL, HELPFL,
4 DUTFIL, INPFIL, LDADFL, NDT1FL, NDT2FL, NFWDS
C.... FILE NAME DIMENSIONING ADJUSTED FDR CDC AND CU DNLY.....
DIMENSION
1 MSGSFL(11) , USEFIL(11) , INFDFL(11) ,
2 DUTFIL(11) , NEWSFL(11) , HELPFL(11) ,
3 DUTFIL(11) , INPFIL(11) ,
4 LDADFL(11) , NDT1FL(11) , NDT2FL(11)
C.... *THE MESSAGE HANDLING STDRE AND PARAMETERS
COMMND /DEXMSG/
1 DXCHAR, MDCHAR, TRIMCH, MAXMSG, MAXWDS, MXPDDL,
2 SUBCNT, SUBCOD, MSGPTR, PVERB , LVERB , PTERSE,
3 LTERSE, LSTRNG, VPOSIT, TPDSIT, MSPDDL
INTEGER
1 DXCHAR, MDCHAR, TRIMCH, MAXMSG, MAXWDS, MXPDDL,
2 SUBCNT, SUBCDD, MSGPTR, PVERB , LVERB , PTERSE,
3 LTERSE, LSTRNG, VPDSIT, TPDSIT, MSPDDL
DIMENSION
1 SUBCDD( 40), MSGPTR(102), PVERB ( 102),
2 LVERB (102), PTERSE(102), LTERSE(102),
3 LSTRNG(102), VPDSIT(102), TPDSIT(102),
4 MSPDDL(950), TRIMCH(1)
INTEGER TITLE, WDSTIT
LOGICAL TGET
DIMENSION TITLE(WDSTIT)
DATA NAMSUB /4HEDTG/

```

```

DBE08590
DBE08600
DBE08610
DBE08620
DBE08630
DBE08640
DBE08650
DBE08660
DBE08670
DBE08680
DBE08690
DBE08700
DBE08710
DBE08720
DBE08730
DBE08740
DBE08750
DBE08760
DBE08770
DBE08780
DBE08790
DBE08800
DBE08810
DBE08820
DBE08830
DBE08840
DBE08850
DBE08860
DBE08870
DBE08880
DBE08890
DBE08900
DBE08910
DBE08920
DBE08930
DBE08940
DBE08950
DBE08960
DBE08970
DBE08980
DBE08990
DBE09000
DBE09010
DBE09020
DBE09030
DBE09040
DBE09050

```



```

C....      *** GET THE TITLE FRDM THE DATABASE USING L.F. TGET
            IF (.NDT.(TGET(TITLE))) GD TD 11111
            CALL DXGMSG
C....      *** DISPLAY THE TITLE AT THE TERMINAL
            WRITE (OUTDEV,00001) DXCHAR,TITLE
            GO TD 99999
11111 CONTINUE
C....      *** NO TITLE STDRED
            CALL DXMSGZ(NAMSUB,1)
            GO TD 99999
99999 CDNTINUE
            RETURN
00001 FDRMAT (1H ,A1,9HTITLE: **,16A4,2H**)
            END
DBE09060
DBE09070
DBE09080
DBE09090
DBE09100
DBE09110
DBE09120
DBE09130
DBE09140
DBE09150
DBE09160
DBE09170
DBE09180
DBE09190

```



```

C *****
C SUBROUTINE DBINIT
C +-----+
C DBINIT -
C
C INITIALIZE THE DATABASE IN MEMDRY. CALLED FDR EACH
C NEW DATABASE.
C +-----+
C
C COMMON /DBCDM/
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHTIT,NCHCMT,DELCNT ,
C 2 INTTYP,RELTYP,ARRTYP,
C 3 DBCLSD,DBACTV,FILEDB
C
C INTEGER
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHTIT,NCHCMT,DELCNT ,
C 2 INTTYP,RELTYP,ARRTYP
C
C LOGICAL
C 3 DBCLSD,DBACTV,FILEDB
C
C DIMENSION
C 1 TITLE(16),BUCKET(32),IDENT(200,2),NDDTYP(200),
C 1 DATUM(200),LINK(200),LINKF(200),CMTPTR(200)
C... *BUFFER AND PARSER ARRAYS AND PARAMETERS
C
C COMMON /DEXPRS/
C 1 INBUFR,BUFLEN,CPWIBU,FLAGST,FLAGLN,FLAGCH,
C 1 LENBUF,CURPDS,NXTPDS,BEGPDS,ENDPDS,INPEND,
C 1 DELCHR,DELNUM,CPWDEL,STRDEL,CPWAQU,DELETE,
C 1 BLANK,
C 1 INTG,REAL,LINTG,LREAL,MENU,MDXY,XY
C
C INTEGER
C 1 INBUFR,BUFLEN,CPWIBU,FLAGST,FLAGLN,FLAGCH,
C 1 LENBUF,CURPDS,NXTPDS,BEGPDS,ENDPDS,
C 1 DELCHR,DELNUM,CPWDEL,STRDEL,CPWAQU,DELETE,
C 1 BLANK,
C 1 INTG,REAL,LINTG,LREAL,MENU,MDXY,XY
C
C LOGICAL
C 1 INPEND
C
C DIMENSION
C 1 INBUFR(133),FLAGST(133),FLAGCH(1),DELCHR(1),
C 1 STRDEL(1),DELETE(1)
C
C COMMON /DBDAID/
C 1 MAXECS,NEXECS,PRECS,ECSPTR,ECSLEN
C
C INTEGER
C 1 PRECS,ECSPTR,ECSLEN
C
C DIMENSION
C 1 ECSPTR(2),ECSLEN(2)

```

DBE09200
DBE09210
DBE09220
DBE09230
DBE09240
DBE09250
DBE09260
DBE09270
DBE09280
DBE09290
DBE09300
DBE09310
DBE09320
DBE09330
DBE09340
DBE09350
DBE09360
DBE09370
DBE09380
DBE09390
DBE09400
DBE09410
DBE09420
DBE09430
DBE09440
DBE09450
DBE09460
DBE09470
DBE09480
DBE09490
DBE09500
DBE09510
DBE09520
DBE09530
DBE09540
DBE09550
DBE09560
DBE09570
DBE09580
DBE09590
DBE09600
DBE09610
DBE09620
DBE09630
DBE09640
DBE09650
DBE09660


```

OBE09670
OBE09680
OBE09690
OBE09700
OBE09710
OBE09720
OBE09730
OBE09740
OBE09750
OBE09760
OBE09770
OBE09780
OBE09790
OBE09800
OBE09810
OBE09820
OBE09830
OBE09840
OBE09850
OBE09860
OBE09870
OBE09880
OBE09890
OBE09900
OBE09910
OBE09920
OBE09930
OBE09940
OBE09950
OBE09960
OBE09970
OBE09980
OBE09990
OBE10000
OBE10010
OBE10020
OBE10030
OBE10040
OBE10050
OBE10060
OBE10070
OBE10080
OBE10090
OBE10100

LOGICAL          GETMN,GETFLG
DATA            MAXL /2000/
DATA            NAMSUB /4HINDB/
C...           +++ INITIALIZE THE MAX SIZES
MAXNDD=200
MAXARR=200
NCHTIT=64
NCHCMT=64
C...           +++ INITIALIZE THE TYPE CODES
INTTYP=1
RELTYP=2
ARRTYP=3
C...           +++ INITIALIZE THE DATABASE VALUES
NAVAIL = 1
DELCONT = 0
OO 1000 I = 1,MAXNDD
IDENT(I,1)=BLANK
IDENT(I,2)=BLANK
NDDTYP(I)=0
LINK(I) = I+1
LINKF(I) = 0
CMTPTR(I) = 0
CONTINUE
LINK(MAXNDD) = 0
OO 2000 I=1,32
BUCKET(I) = 0
CONTINUE
OO 3000 I=1,16
TITLE(I)=0
CONTINUE
NEXECS=1
PRECS=0
MAXECS=MAXL
C...           +++ GET MAIN STORAGE TO SIMULATE COC ECS
GETFLG=GETMN(MAXECS,ECSPTR(1))
IF (.NOT. GETFLG) GO TO 88888
ECSLEN(1)=MAXECS
GO TO 99999
88888 CONTINUE
C...           +++ NOT ENOUGH STORAGE LEFT IN THE USERS VIRTUAL MACHINE.
CALL OXMSGZ (NAMSUB,1)
99999 CONTINUE
RETURN
END

```



```

C *****
C INTEGER FUNCTION DBGETN(RCODE)
C +-----+
C
C DBGETN -
C
C GET THE NUMBER DF THE NEXT AVAILABLE NDDE.
C
C RCDDE = 0 THERE ARE NDDES STILL AVAILABLE
C RCDDE = 1 ND MORE NDDES AVAILABLE
C +-----+
C
C COMMON /DBCDM/
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHTIT,NCHCMT,DELCNT ,
C 2 INTTYP,RELTYP,ARRTYP,
C 3 DBCLSD,DBACTV,FILEDB
C
C INTEGER
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHTIT,NCHCMT,DELCNT ,
C 2 INTTYP,RELTYP,ARRTYP
C
C LDGICAL
C 3 DBCLSD,DBACTV,FILEDB
C
C DIMENSION
C 1 TITLE(16),BUCKET(32),IDENT(200,2),NDDTYP(200),
C DATUM(200),LINK(200),LINKF(200),CMTPTR(200)
C
C INTEGER RCDDE
C DBGETN=NAVAIL
C... IF (DBGETN.EQ.0) RCDDE=1
C... IF (DBGETN.NE.0) RCODE=0
C IF (RCDDE.EQ.0) NAVAIL=LINK(DBGETN)
C GD TD 99999
99999 CONTINUE
C RETURN
C END
DBE 10110
DBE 10120
DBE 10130
DBE 10140
DBE 10150
DBE 10160
DBE 10170
DBE 10180
DBE 10190
DBE 10200
DBE 10210
DBE 10220
DBE 10230
DBE 10240
DBE 10250
DBE 10260
DBE 10270
DBE 10280
DBE 10290
DBE 10300
DBE 10310
DBE 10320
DBE 10330
DBE 10340
DBE 10350
DBE 10360
DBE 10370
DBE 10380
DBE 10390
DBE 10400
DBE 10410
DBE 10420
DBE 10430
DBE 10440
DBE 10450
DBE 10460
DBE 10470
DBE 10480

```



```
11111 CONTINUE      +++ NO OPEN DATA BASE
C...              RCODE=1
                  GO TO 99999
22222 CONTINUE      +++ NAMED DATUM DOES NOT EXIST
C...              RCODE=2
                  GO TO 99999
33333 CONTINUE      +++ TYPE DISAGREEMENT
C...              RCODE=3
                  GO TO 99999
99999 CONTINUE      RETURN
                  END
```

```
DBE 10960
DBE 10970
DBE 10980
DBE 10990
DBE 11000
DBE 11010
DBE 11020
DBE 11030
DBE 11040
DBE 11050
DBE 11060
DBE 11070
DBE 11080
DBE 11090
DBE 11100
```



```

C *****
C LDGICAL FUNCTION DBNDRD(DNAME,TYPE, IDATUM,RCODE)
C +-----+
C DBNDRD -
C
C READ THE DATUM FOR A NDDE IN THE DATABASE.
C
C DNAME IS THE DATUM NAME, AND TYPE IS 1, 2, DR 3 FOR
C INTEGER, REAL, DR REAL-ARRAY.
C
C THE DATUM IS PUT IN IDATUM.
C
C RCODE IS A RETURN CODE.
C
C RCODE = 0 THE READ WAS SUCCESSFUL
C RCODE = 1 ND OPEN DATABASE
C RCODE = 2 DNAME NOT IN DATABASE
C RCODE = 3 WRONG TYPE
C RCODE = 4 ND DATUM STDRED YET
C
C +-----+
C
C COMMON /DBCOM/
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C 1 BKTLNK,CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHTIT,NCHCMT ,
C 1 DELCNT,
C 2 INTTYP,RELTYP,ARRTYP,
C 3 DBCLSD,DBACTV,FILEDB
C
C INTEGER
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C 1 BKTLNK,CMTPTR,NAVAIL,MAXNOD,MAXARR,NCHTIT,NCHCMT ,
C 1 DELCNT,
C 2 INTTYP,RELTYP,ARRTYP
C
C LDGICAL
C 3 DBCLSD,DBACTV,FILEDB
C
C DIMENSIOND
C 1 DATUM(200),LINK(200),LINKF(200),BKTLNK(200),
C 1 CMTPTR(200)
C
C INTEGER DNAME,TYPE,IDATUM,RCODE,DBNSKR
C INTEGER PRNODE,STYPE
C DIMENSIONDNAME(2)
C IF (DBCLSD) GD TD 11111
C IDATUM=0
C
C +++ SEARCH THE DATABASE FOR THE NODE
C NDDE=DBNSKR(DNAME,STYPE,PRNODE,RCODE)
C ...

```

DBE11110
DBE11120
DBE11130
DBE11140
DBE11150
DBE11160
DBE11170
DBE11180
DBE11190
DBE11200
DBE11210
DBE11220
DBE11230
DBE11240
DBE11250
DBE11260
DBE11270
DBE11280
DBE11290
DBE11300
DBE11310
DBE11320
DBE11330
DBE11340
DBE11350
DBE11360
DBE11370
DBE11380
DBE11390
DBE11400
DBE11410
DBE11420
DBE11430
DBE11440
DBE11450
DBE11460
DBE11470
DBE11480
DBE11490
DBE11500
DBE11510
DBE11520
DBE11530
DBE11540
DBE11550
DBE11560
DBE11570


```

OBNORO=(NOOE.NE.O)
IF (.NOT.DBNDRO) GO TO 22222
IF (IABS(STYPE).NE.TYPE) GO TO 33333
C...
    +++ READ THE DATUM INTO IDATUM
    IDATUM=OATUM(NOOE)
    IF (STYPE.LT.O) GO TO 44444
    RCOOE=O
    GO TO 99999

11111 CONTINUE
C...
    +++ NO OPEN DATA BASE
    OBNORO=.FALSE.
    RCOOE=1
    GO TO 99999

22222 CONTINUE
C...
    +++ NOT IN OATA BASE
    RCOOE=2
    GO TO 99999

33333 CONTINUE
C...
    +++ WRONG TYPE
    RCOOE=3
    GO TO 99999

44444 CONTINUE
C...
    +++ NO OATUM STORED
    RCOOE=4
    GO TO 99999

99999 CONTINUE
RETURN
END
OBE 11580
OBE 11590
OBE 11600
OBE 11610
OBE 11620
OBE 11630
OBE 11640
OBE 11650
OBE 11660
OBE 11670
OBE 11680
OBE 11690
OBE 11700
OBE 11710
OBE 11720
OBE 11730
OBE 11740
OBE 11750
OBE 11760
OBE 11770
OBE 11780
OBE 11790
OBE 11800
OBE 11810
OBE 11820
OBE 11830
OBE 11840
OBE 11850

```



```

C *****
C INTEGER FUNCTION DBNSKR(DNAME,TYPE,PRNODE,RCODE)
C +-----+
C
C DBNSKR -
C
C GIVEN THE VARIABLE NAME AS IN DNAME, IT SEARCHES THE
C DATA-BASE TABLE USING THE HASHING FUNCTION FDR ITS INDEX.
C
C DBNSKR TAKES ON THE VALUE OF THE NODE.
C
C DNAME IS THE NAME OF THE DATUM, AND TYPE IS ITS TYPE
C PRNODE IS THE PREVIOUS NDDE.
C
C RCODE IS A RETURN CODE:
C
C     NODE NOT EQUAL TO ZERO
C     RCODE = 0 DATUM FOUND IN A SUBSEQUENT NDDE IN
C     THE CHAIN.
C     RCODE = 1 DATUM FOUND IN THE FIRST NDDE IN A
C     CHAIN.
C
C IF NDDE EQUALS 0
C RCODE = 1 DATUM NOT FOUND.
C +-----+
C
C COMMON /DBCDM/
C 1 TITLE,CKET,IDENT,NDDTYP,DATUM,LINK,LINKF,
C 1 CMTPTR,NAVAIL,MAXNOD,MAXARR,NCHTIT,NCHGMT,DELCNT,
C 2 INTTYP,RELTYP,ARRTYP,
C 3 DBGLSD,DBACTV,FILEDB
C
C INTEGER
C 1 TITLE,CKET,IDENT,NDDTYP,DATUM,LINK,LINKF,
C 1 CMTPTR,NAVAIL,MAXNOD,MAXARR,NCHTIT,NCHGMT,DELCNT,
C 2 INTTYP,RELTYP,ARRTYP
C
C LOGICAL
C 3 DBGLSD,DBACTV,FILEDB
C
C DIMENSION
C 1 TITLE(16),CKET(32),IDENT(200,2),NDDTYP(200),
C DATUM(200),LINK(200),LINKF(200),CMTPTR(200)
C
C INTEGER DNAME,TYPE,PRNODE,RCODE
C INTEGER HASH,DBHASH
C DIMENSION DNAME(2)
C HASH=DBHASH(DNAME)
C +++ SEARCH FOR THE NDDE
C... PRNODE=HASH
C NDDE=CKET(HASH)
C RCODE=1

```

DBE 11860
DBE 11870
DBE 11880
DBE 11890
DBE 11900
DBE 11910
DBE 11920
DBE 11930
DBE 11940
DBE 11950
DBE 11960
DBE 11970
DBE 11980
DBE 11990
DBE 12000
DBE 12010
DBE 12020
DBE 12030
DBE 12040
DBE 12050
DBE 12060
DBE 12070
DBE 12080
DBE 12090
DBE 12100
DBE 12110
DBE 12120
DBE 12130
DBE 12140
DBE 12150
DBE 12160
DBE 12170
DBE 12180
DBE 12190
DBE 12200
DBE 12210
DBE 12220
DBE 12230
DBE 12240
DBE 12250
DBE 12260
DBE 12270
DBE 12280
DBE 12290
DBE 12300
DBE 12310
DBE 12320


```

1000 CONTINUE      +++ IF N00E = 0 THE DATUM WASN'T FOUND
C...             IF (N00E.EQ.O) GO TO 3000
                +++ CHECK FOR A MATCH BETWEEN NAME AND IOENT
C...             IF ((IOENT(N00E,1).EQ.ONAME(1))
                .AND.(IOENT(N00E,2).EQ.DNAME(2))) GO TO 2000
                PRN00E=N00E
                RCODE=0
                N00E=LINK(PRNODE)
                GO TO 1000
2000 CONTINUE
C...             +++ DATUM WAS FOUND
                TYPE = N00TYP(N00E)
                GO TO 11111
3000 CONTINUE
C...             +++ DATUM WAS NOT FOUND
                PRN00E=HASH
                RCODE=1
                GO TO 11111
11111 CONTINUE
                DBNSKR=N00E
                GO TO 99999
99999 CONTINUE
                RETURN
                END
DBE 12330
DBE 12340
DBE 12350
DBE 12360
DBE 12370
DBE 12380
DBE 12390
DBE 12400
DBE 12410
DBE 12420
DBE 12430
DBE 12440
DBE 12450
DBE 12460
DBE 12470
DBE 12480
DBE 12490
DBE 12500
DBE 12510
DBE 12520
DBE 12530
DBE 12540
DBE 12550
DBE 12560
DBE 12570

```



```

C *****
C SUBROUTINE OBOPUT(NAMEOF,NEWBAS,FILNAM,RCODE)
C +-----+
C
C OBOPUT -
C
C DATABASE OPEN UTILITY - ROUTINE FOR OPENING A DATABASE
C IN MEMORY.
C
C RCODE IS A RETURN CODE;
C
C RCODE = 0 SUCCESSFUL
C RCODE = 1 AN OPEN DATABASE ALREADY EXISTS
C RCODE = 2 FAILED TO LOAD THE DATABASE
C
C +-----+
C
C *****
C *THE COMMON CONTROL PARAMETERS,CHARACTERS, AND
C *GRAPHIC DISPLAY CONTROL PARAMETERS
C
C COMMON /OEXCOM/
C 1 OXMOOE,LOAOEO,MOPENO,OXREQS,OLREQS,KEYBRD,
C 2 TERSE,ECHOMO,OXSC,CPWOXS,MOSC,CURMOD,
C 3 NULMSG,OXNCPW,NAMLEN,
C 4 CLRMOO,MUNPST,ERASE,UPDATE,UPAINT,GCNTRL
C
C INTEGER
C 1 OXSC,CPWOXS,MOSC,CURMOO,NULMSG,OXNCPW,
C 2 NAMLEN,CLRMOO,MUNPST,ERASE,UPDATE,UPAINT
C
C LOGICAL
C 1 OXMOOE,LOAOEO,MOPENO,OXREQS,OLREQS,KEYBRD,
C 2 TERSE,ECHOMO,GCNTRL
C
C DIMENSION
C 1 OXSC(1),CURMOO(2),NULMSG(1)
C
C *****
C *I/O DEVICES AND FILES
C
C COMMON /OEXFIL/
C 1 MSGSOV,USEOEV,INFOEV,INFODV,OBSEV,NEWSOV,HELPOV,
C 2 OUTOEV,INPOEV,NFWS,
C 3 MSGSFL,USEFIL,INFOFL,OBFSFIL,NEWSFL,HELPPFL,
C 4 OUTFIL,INPFIL,LOAOFL,NOT1FL,NOT2FL
C
C INTEGER
C 1 MSGSOV,USEOEV,INFOOV,OBSEOEV,NEWSOV,HELPOV,
C 2 OUTOEV,INPOEV,
C 3 MSGSFL,USEFIL,INFOFL,OBFSFIL,NEWSFL,HELPPFL,
C 4 OUTFIL,INPFIL,LOAOFL,NOT1FL,NOT2FL,NFWS
C
C FILE NAME DIMENSIONING ADJUSTED FOR COC AND CU ONLY.....
C DIMENSION
C 1 MSGSFL(11),USEFIL(11),INFOFL(11),
C 2 OBSFIL(11),NEWSFL(11),HELPPFL(11),

```

```

DBE12580
DBE12590
DBE12600
DBE12610
DBE12620
DBE12630
DBE12640
DBE12650
DBE12660
DBE12670
DBE12680
DBE12690
DBE12700
DBE12710
DBE12720
DBE12730
DBE12740
DBE12750
DBE12760
DBE12770
DBE12780
DBE12790
DBE12800
DBE12810
DBE12820
DBE12830
DBE12840
DBE12850
DBE12860
DBE12870
DBE12880
DBE12890
DBE12900
DBE12910
DBE12920
DBE12930
DBE12940
DBE12950
DBE12960
DBE12970
DBE12980
DBE12990
DBE13000
DBE13010
DBE13020
DBE13030
DBE13040

```



```

3      DUTFIL(11) ,INPFIL(11) ,
4      LDAOFL(11) ,NDT1FL(11) ,NDT2FL(11)
5      CDMON /OBCOM/
6      TITLE ,BUCKET,IDENT ,NODTYP ,DATUM ,LINK ,LINKF ,
7      CMTPTR,NAVAIL,MAXNOD,MAXARR,NCHTIT,NCHCMT,DELCNT ,
8      INTTYP,RELTYP,ARRTYP,
9      DBCLSD,DBACTV,FILEOB
10     INTEGER
11     TITLE ,BUCKET,IDENT ,NODTYP ,DATUM ,LINK ,LINKF ,
12     CMTPTR,NAVAIL,MAXNOD,MAXARR,NCHTIT,NCHCMT,DELCNT ,
13     INTTYP,RELTYP,ARRTYP
14     LOGICAL
15     OBCLSD,DBACTV,FILEOB
16     TITLE(16) ,BUCKET(32) ,IDENT(200,2) ,NODTYP(200) ,
17     DATUM(200) ,LINK(200) ,LINKF(200) ,CMTPTR(200)
18     INTEGER DXMENU ,FILNAM,RCODE
19     INTEGER CDBFN(20) ,XCDOE,TEMP(20)
20     LDGICAL OBLDAD,DXCKDV,NAMEFD,NEWBAS,MAKNEW,DXFNEQ,DBSAME,DXPRMT
21     DIMENSIDN MSG(16) ,MENNAM(2) ,ITEMS(4)
22     DATA MENNAM /4HDXYE ,4HS -ND/
23     DATA NITEMS /2/
24     DATA ITEMS /4HYES ,4H ,4HND ,4H /
25     DATA MSGWDS/16/ ,NAMSUB/4HDPUT/
26
27     IF (NAMEFD) GD TD 600
28     IF (.NDT.DBCLSD) GO TD 700
29     GO TD 900
30
31     600 CONTINUE
32     IF (DBCLSD) GD TO 3000
33     GO TD 11111
34
35     700 CONTINUE
36     +++ ANNOUNCE THE NAME DF THE OPEN DATABASE
37     WRITE(DUTDEV,00001)
38     FORMAT(' THE OPEN DATABASE IS ' )
39     CALL DXFNPR(DBSFIL)
40     CALL DXFMV(DBSFIL,TEMP)
41
42     C...
43     CALL DXMSGF(NAMSUB,2,MSG,MSGWDS)
44     ITEM=DXMENU(MENNAM,NITEMS,ITEMS,MSG)
45     IF (DXREQS) GO TD 99999
46     IF (ITEM.EQ.1) GD TD 750
47     IF (ITEM.EQ.2) GO TD 800
48
49     750 CONTINUE
50     +++ ASK IF WE WANT TD SAVE BEFDRE WE USE
51     CALL STRPAK(MSG,MSGWDS,4H< ,51HDD YDU WANT TO SAVE OPEN DATABASE)
52     1 BEFDRE USING IT?<
53     ITEM=DXMENU(MENNAM,NITEMS,ITEMS,MSG)
54
55     DBE 13050
56     DBE 13060
57     DBE 13070
58     DBE 13080
59     DBE 13090
60     DBE 13100
61     DBE 13110
62     DBE 13120
63     DBE 13130
64     DBE 13140
65     DBE 13150
66     DBE 13160
67     DBE 13170
68     DBE 13180
69     DBE 13190
70     DBE 13200
71     DBE 13210
72     DBE 13220
73     DBE 13230
74     DBE 13240
75     DBE 13250
76     DBE 13260
77     DBE 13270
78     DBE 13280
79     DBE 13290
80     DBE 13300
81     DBE 13310
82     DBE 13320
83     DBE 13330
84     DBE 13340
85     DBE 13350
86     DBE 13360
87     DBE 13370
88     DBE 13380
89     DBE 13390
90     DBE 13400
91     DBE 13410
92     DBE 13420
93     DBE 13430
94     DBE 13440
95     DBE 13450
96     DBE 13460
97     DBE 13470
98     DBE 13480
99     DBE 13490
100    DBE 13500
101    DBE 13510

```



```

800  IF (DXREQS) GD TD 99999
      IF (ITEM.EQ.2) GD TD 99999
      CALL DBCLUT(.FALSE.,CCDBFN,XCODE)
      IF (DXREQS) GO TD 99999
      IF (XCODE.GT.0) GD TD 11111
      GO TO 7000
      CONTINUE
      CALL DBCLUT(.FALSE.,CCDBFN,XCODE)
      IF (DXREQS) GD TD 99999
      IF (XCODE .GT.0) GO TO 11111
      IF (NAMEDF) GO TO 3000
      GD TD 2000
900  CONTINUE
      IF (NAMEDF) GO TO 3000
1000 CONTINUE
      IF (.NOT.(DBACTV)) GO TD 2000
      +++ ANNOUNCE THE NAME OF THE ACTIVE DATABASE
      CALL DXMSGZ(NAMSUB,1)
      CALL DXFNPR(DBSFIL)
      CALL DXFNMV(DBSFIL,TEMP)
      +++ ASK IF DBSFIL SHALL BE USED
      CALL DXMSGF(NAMSUB,2,MSG,MSGWDS)
      ITEM=DXMENU(MENNAM,NITEMS,ITEMS,MSG)
      IF (DXREQS) GO TO 99999
      IF (ITEM.EQ.1) GO TD 7000
2000 CONTINUE
      +++ ASK FDR A NAME
      IF (DXPRMT(O)) CALL DXMSGZ(NAMSUB,3)
      CALL DXGFNM(DBSFIL)
      IF (.NOT.DXREQS) GO TD 2100
      IF (DBACTV) CALL DXFNMV(TEMP,DBSFIL)
      GD TD 99999
2100 CONTINUE
      IF (NEWBAS) GD TD 5000
      +++ IS A SAVED BASE TO BE USED
      CALL DXMSGF(NAMSUB,4,MSG,MSGWDS)
      ITEM=DXMENU(MENNAM,NITEMS,ITEMS,MSG)
      IF (.NOT.DXREQS) GD TD 2200
      IF (DBACTV) CALL DXFNMV(TEMP,DBSFIL)
      GD TD 99999
2200 CONTINUE
      GD TD (6000,5000),ITEM
3000 CONTINUE
      IF (.NOT.(NEWBAS)) GD TD 4000
      CALL DXFNMV(FILNAM,DBSFIL)
      GD TD 5000
4000 CONTINUE

```

```

DBE 13520
DBE 13530
DBE 13540
DBE 13550
DBE 13560
DBE 13570
DBE 13580
DBE 13590
DBE 13600
DBE 13610
DBE 13620
DBE 13630
DBE 13640
DBE 13650
DBE 13660
DBE 13670
DBE 13680
DBE 13690
DBE 13700
DBE 13710
DBE 13720
DBE 13730
DBE 13740
DBE 13750
DBE 13760
DBE 13770
DBE 13780
DBE 13790
DBE 13800
DBE 13810
DBE 13820
DBE 13830
DBE 13840
DBE 13850
DBE 13860
DBE 13870
DBE 13880
DBE 13890
DBE 13900
DBE 13910
DBE 13920
DBE 13930
DBE 13940
DBE 13950
DBE 13960
DBE 13970
DBE 13980

```



```

5000          IF ((DBACTV).AND.(DXFNEQ(FILNAM,DBSFIL))) GD TD 7000
              CALL DXFNMV(FILNAM,DBSFIL)
              GO TO 6000
              CONTINUE
              MAKNEW=DXCKDV(DBSDEV,DBSFIL)
              IF (.NOT.MAKNEW) GD TO 22222
              CALL DBINIT
              FILEDB=.FALSE.
              GD TD 7000
6000          CONTINUE
              FILEDB=DBLDAD(RCDDE)
              IF (FILEDB) CALL DXMSGZ(NAMSUB,7)
              IF (FILEDB) GO TD 7000
              IF (NAMEOF) GD TD 22222
              +++ WE ARE ABLE TO TRY AGAIN, ANNOUNCE
              +++ FAILURE
              CALL DXMSGZ(NAMSUB,5)
              CALL DXFNPR(DBSFIL)
              +++ ASK IF TD TRY AGAIN
              CALL DXMSGF(NAMSUB,6,MSG,MSGWDS)
              ITEM=DXMENU(MENNAM,NITEMS,ITEMS,MSG)
              IF (.NOT.DXREQS) GD TD 6300
              IF (DBACTV) CALL DXFNMV(TEMP,DBSFIL)
              GO TD 99999
6300          CONTINUE
              GD TD (2000,22222),ITEM
C....
7000          CDNTINUE
C....          +++ SUCCESS
              DBCLSD=.FALSE.
              DBACTV=.TRUE.
              RCODE =0
              GO TD 99999
11111         CDNTINUE
C....          +++ AN OPEN DATABASE EXISTS. CAN NDT OPEN ANDTHER
              RCODE=1
              IF (NAMEOF) GO TD 99999
              CALL DXFNPR(DBSFIL)
              CALL DXMSGZ(NAMSUB,8)
              GD TO 99999
22222         CDNTINUE
C....          +++ LOADING FAILURE
              DBACTV=.FALSE.
              RCODE =2
              GD TD 99999
99999         CDNTINUE

```

```

DBE 13990
DBE 14000
DBE 14010
DBE 14020
DBE 14030
DBE 14040
DBE 14050
DBE 14060
DBE 14070
DBE 14080
DBE 14090
DBE 14100
DBE 14110
DBE 14120
DBE 14130
DBE 14140
DBE 14150
DBE 14160
DBE 14170
DBE 14180
DBE 14190
DBE 14200
DBE 14210
DBE 14220
DBE 14230
DBE 14240
DBE 14250
DBE 14260
DBE 14270
DBE 14280
DBE 14290
DBE 14300
DBE 14310
DBE 14320
DBE 14330
DBE 14340
DBE 14350
DBE 14360
DBE 14370
DBE 14380
DBE 14390
DBE 14400
DBE 14410
DBE 14420
DBE 14430
DBE 14440

```



```

      RETURN
      END
C *****
C SUBROUTINE DBCLUT(NAMEDF,FILNAM,RCDDDE)
C +-----+
C
C DBCLUT -
C
C DATABASE CLOSE UTILITY - ROUTINE FOR CLDSING AN OPEN
C DATABASE.
C
C RCDDDE IS A RETURN CODE;
C
C RCDDDE = 0 DATABASE WAS SUCCESSFULLY CLDSED.
C RCDDDE = 1 NO ACTIVE DATABASE.
C RCDDDE = 2 DATABASE COULD NOT BE SAVED WITH THE
C GIVEN NAME.
C +-----+
C
C *****
C... *THE COMMON CONTROL PARAMETERS,CHARACTERS, AND
C... *GRAPHIC DISPLAY CONTROL PARAMETERS
C
C COMMON /DEXCDM/
C 1 DXMDDE,LOADED,MDPEND,DXREQS,DLREQS,KEYBRD,
C 2 TERSE,ECHDMD,DXSC,CPWDXS,MDSC,CURMDD,
C 3 NULMSG,DXNCPW,NAMLEN,
C 4 CLRMDD,MUNPST,ERASE,UPDATE,UPAINT,GCNTRL
C
C INTEGER
C 1 DXSC,CPWDXS,MDSC,CURMOD,NULMSG,DXNCPW,
C 2 NAMLEN,CLRMDD,MUNPST,ERASE,UPDATE,UPAINT
C
C LOGICAL
C 1 DXMDDE,LOADED,MDPEND,DXREQS,DLREQS,KEYBRD,
C 2 TERSE,ECHDMD,GCNTRL
C
C DIMENSION
C 1 DXSC(1),CURMOD(2),NULMSG(1)
C... *I/D DEVICES AND FILES
C
C COMMON /DEXFIL/
C 1 MSGSDV,USEDEV,INFDDV,DBSDEV,NEWSDV,HELPODV,
C 2 DUTDEV,INPDEV,NFWD,
C 3 MSGSFL,USEFIL,INFDFL,DBSFIL,NEWSFL,HELPLFL,
C 4 OUTFIL,INPFIL,LOADFL,NDT1FL,NOT2FL
C
C INTEGER
C 1 MSGSDV,USEDEV,INFDDV,DBSDEV,NEWSDV,HELPODV,
C 2 DUTDEV,INPDEV,
C 3 MSGSFL,USEFIL,INFDFL,DBSFIL,NEWSFL,HELPLFL,
C 4 DUTFIL,INPFIL,LOADFL,NOT1FL,NDT2FL,NFWD
C... FILE NAME DIMENSIONING ADJUSTED FOR CDC AND CU ONLY.....

```

DBE 14450
DBE 14460
DBE 14470
DBE 14480
DBE 14490
DBE 14500
DBE 14510
DBE 14520
DBE 14530
DBE 14540
DBE 14550
DBE 14560
DBE 14570
DBE 14580
DBE 14590
DBE 14600
DBE 14610
DBE 14620
DBE 14630
DBE 14640
DBE 14650
DBE 14660
DBE 14670
DBE 14680
DBE 14690
DBE 14700
DBE 14710
DBE 14720
DBE 14730
DBE 14740
DBE 14750
DBE 14760
DBE 14770
DBE 14780
DBE 14790
DBE 14800
DBE 14810
DBE 14820
DBE 14830
DBE 14840
DBE 14850
DBE 14860
DBE 14870
DBE 14880
DBE 14890
DBE 14900
DBE 14910


```

DBE 14920
DBE 14930
DBE 14940
DBE 14950
DBE 14960
DBE 14970
DBE 14980
DBE 14990
DBE 15000
DBE 15010
DBE 15020
DBE 15030
DBE 15040
DBE 15050
DBE 15060
DBE 15070
DBE 15080
DBE 15090
DBE 15100
DBE 15110
DBE 15120
DBE 15130
DBE 15140
DBE 15150
DBE 15160
DBE 15170
DBE 15180
DBE 15190
DBE 15200
DBE 15210
DBE 15220
DBE 15230
DBE 15240
DBE 15250
DBE 15260
DBE 15270
DBE 15280
DBE 15290
DBE 15300
DBE 15310
DBE 15320
DBE 15330
DBE 15340
DBE 15350
DBE 15360
DBE 15370
DBE 15380

DIMENSIONIDN      MSGSFL(11) , USEFIL(11) , INFDFL(11) ,
1 DBSFIL(11) , NEWSFL(11) , HELPFL(11) ,
3 DUTFIL(11) , INPFIL(11) ,
2 LDADFL(11) , NDT1FL(11) , NDT2FL(11)

COMMON /DBCDDM/
1 TITLE , BUCKET , IDENT , NDDTYP , DATUM , LINK , LINKF ,
1 CMTPTR , NAVAIL , MAXNDD , MAXARR , NCHTIT , NCHCMT , DELCNT ,
2 INTTYP , RELTYP , ARRTYP ,
3 DBCLSD , DBACTV , FILEDB

INTEGER
1 TITLE , BUCKET , IDENT , NODTYP , DATUM , LINK , LINKF ,
1 CMTPTR , NAVAIL , MAXNOD , MAXARR , NCHTIT , NCHCMT , DELCNT ,
2 INTTYP , RELTYP , ARRTYP

LDGICAL
3 DBCLSD , DBACTV , FILEDB

DIMENSION
1 TITLE(16) , BUCKET(32) , IDENT(200,2) , NDDTYP(200) ,
  DATUM(200) , LINK(200) , LINKF(200) , CMTPTR(200)

INTEGER FILNAM , RCDD , DXMENU
INTEGER NAME(1) , TEMP(20)
LDGICAL NAMEDF , DBSAVE , DXPRMT
DIMENSIONIDN FILNAM(987)
DIMENSIONIDN MSG(16) , MENNAM(2) , ITEMS(4)
DATA MENNAM /4HDXYE ,4HS-NO/
DATA MSGWDS/16/,NITEMS /2/
DATA ITEMS /4HYES ,4H ,4HND ,4H /
DATA NAMSUB/4HCLUT/
DATA NAME /4HOPUT/

C.... IF (DBCLSD) GO TD 11111
CALL DXFNMV(DBSFIL,TEMP)
IF (.NOT.(NAMEDF)) GD TD 1000
  CALL DXFNMV(FILNAM,DBSFIL)
  GO TD 4000

1000 CONTINUE
C.... +++ ANNOUNCE THE NAME OF THE DPEN DATABASE
CALL DXMSGZ(NAMSUB,1)
CALL DXFNPR(DBSFIL)
C.... +++ SHULD DATABASE BE SAVED\
CALL DXMSGF(NAMSUB,2,MSGG,MSGWDS)
ITEM=DXMENU(MENNAM,NITEMS,ITEMS,MESSG)
IF (DXREQS) GD TD 99999
IF (ITEM.EQ.1) GD TD 2000
DBACTV=.FALSE.
GO TD 6000

2000 CONTINUE
C.... +++ SHULD IT BE SAVED WITH A NEW FILE NAME\
CALL DXMSGF(NAMSUB,3,MSGG,MSGWDS)

```



```

ITEM=DXMENU(MENNAM,NITEMS, ITEMS, MESSG)
IF (DXREQS) GO TO 99999
GD TD (3000,4000), ITEM
CONTINUE
+++ GET THE NEW FILE NAME
CALL DXGFNM(DBSFIL)
IF (DXREQS) GD TD 99999
    GD TD 4000
CONTINUE
4000
C....
+++ SAVE THE FILE
DBACTV=DBSAVE(DBSFIL)
FILEDB=DBACTV
IF (DBACTV) GO TD 6000
IF (.NDT.(NAMEDF)) GD TD 5000
+++ THE DATABASE COULD NOT BE SAVED AS NAMED IN
+++ FILNAM
    DBACTV=.TRUE.
    CALL DXFNMV(TEMP,DBSFIL)
    RCDDE=2
    GO TD 99999
C....
5000
C....
CONTINUE
+++ THE DATABASE COULD NOT BE SAVED WITH THE
+++ INTERACTIVELY OBTAINED NAME. TRY AGAIN BUT
+++ PROMPT FIRST
    CALL DXMSGZ(NAMSUB,5)
    CALL DXFNPR(DBSFIL)
    DBACTV=.TRUE.
    CALL DXFNMV(TEMP,DBSFIL)
    CALL DXMSGF(NAME,6,MSG,MSGWDS)
    ITEM=DXMENU(MENNAM,NITEMS, ITEMS, MESSG)
    IF (DXREQS) GO TD 99999
    GO TD (1000,5100), ITEM
CONTINUE
5100
RCDDE=2
GD TD 99999
6000
C....
CONTINUE
RCDDE=0
GD TD 7000
7000
C....
CONTINUE
DBCLSD=.TRUE.
GD TO 99999
11111
C....
CONTINUE
+++ THERE IS NO ACTIVE DATABASE
IF (.NDT.(NAMEDF)) CALL DXMSGZ(NAMSUB,4)
RCDDE=1
GD TO 99999

```


99999 CONTINUE
RETURN
END

DBE 15860
DBE 15870
DBE 15880


```

C *****
C LDGICAL FUNCTIDN OBDPEN(NAMEDF,NEWBAS,FILNAM,RCDOE)
C +-----+
C DBOPEN -
C
C RDTIME TO CALL DBOPUT TD DPEN A DATABASE
C
C RCODE AS RETURNED FRDM DBDPUT
C +-----+
C
C INTEGER FILNAM,RCODE
C LDGICAL NAMEOF,NEWBAS
C OIMENSIDN FILNAM(987)
C CALL DBOPUT(NAMEOF,NEWBAS,FILNAM,RCDOE)
C DBOPEN=(RCDDDE.EQ.O)
C 99999 CDNTINUE
C RETURN
C END
DBD00010
DBD00020
DBD00030
DBD00040
DBD00050
DBD00060
DBD00070
DBD00080
DBD00090
DBD00100
DBD00110
DBD00120
DBD00130
DBD00140
DBD00150
DBD00160
DBD00170
DBD00180
DBD00190
DBD00200
DBD00210

```



```

C *****
C LOGICAL FUNCTION DBCLOS(NAMEDF,FILNAM,RCODE)
C +-----+
C DBCLOS -
C
C ROUTINE TO CALL DBCLUT TO CLOSE AN OPEN DATABASE
C
C RCODE AS RETURNED FROM DBCLUT
C +-----+
C
C INTEGER FILNAM,RCODE
C LOGICAL NAMEOF
C DIMENSION FILNAM(987)
C CALL DBCLUT(NAMEDF,FILNAM,RCODE)
C DBCLOS=(RCODE.EQ.O)
C RETURN
C END
DB000220
DB000230
DB000240
DB000250
DB000260
DB000270
DB000280
DB000290
DB000300
DB000310
DB000320
DB000330
DB000340
DB000350
DB000360
DB000370
DB000380
DB000390
DB000400
DB000410

```



```

C *****
C LOGICAL FUNCTION OBVINS(ONAME,TYPE,ARSIZE,RCODE)
C +-----+
C
C OBVINS -
C
C OBVINS INSERTS THE VARIABLE CONTAINED IN ONAME INTO THE
C OPEN DATABASE.
C
C RCODE IS A RETURN CODE:
C
C RCODE = 0 SUCCESSFUL INSERT
C RCODE = 1 NO OPEN DATABASE
C RCODE = 2 NDOE ALREADY EXISTS
C RCODE = 3 NO MDRE SPACE TO MAKE NODES
C RCODE = 4 WRDNG TYPE
C +-----+
C
C COMMON /DBCOM/
C 1 TITLE ,BUCKET,IOENT ,NODTYP,DATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNDO,MAXARR,NCHTIT,NCHCMT,OELCNT ,
C 2 INTTYP,RELTYP,ARRTYP,
C 3 DBCLSD,OBACTV,FILEOB
C
C INTEGER
C 1 TITLE ,BUCKET,IOENT ,NODTYP,OATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNDO,MAXARR,NCHTIT,NCHCMT,OELCNT ,
C 2 INTTYP,RELTYP,ARRTYP
C
C LOGICAL
C 3 OBCLSO,OBACTV,FILEDB
C
C DIMENSION
C 1 TITLE(16),BUCKET(32),IOENT(200,2),NODTYP(200),
C OATUM(200),LINK(200),LINKF(200),CMTPTR(200)
C
C INTEGER DNAME,TYPE,RCODE,DBGETN,BKTPTR,OBNSKR
C
C DIMENSION DNAME(2)
C
C IF (TYPE.GT.ARRTYP) GD TO 44444
C IF (DBCLSD) GD TO 22222
C IF (NODE.NE.O) GD TO 22222
C NDDE=OBGETN(RCODE)
C IF (RCODE.NE.O) GO TD 33333
C
C +++ INSERT THE NODE IN THE DATABASE
C +++ LINK CHAINS UPWARD IN THE DATABASE TO PREVIOUS
C +++ NODES THAT HASHED TO THE SAME BUCKET. LINKF LINKS
C +++ FORWARD TO PROVIDE A 2-WAY LINK BETWEEN THE NODES.

```

```

DBD00420
DBD00430
DBD00440
DBD00450
DBD00460
DBD00470
DBD00480
DBD00490
DBD00500
DBD00510
DBD00520
DBD00530
DBD00540
DBD00550
DBD00560
DBD00570
DBD00580
DBD00590
DBD00600
DBD00610
DBD00620
DBD00630
DBD00640
DBD00650
DBD00660
DBD00670
DBD00680
DBD00690
DBD00700
DBD00710
DBD00720
DBD00730
DBD00740
DBD00750
DBD00760
DBD00770
DBD00780
DBD00790
DBD00800
DBD00810
DBD00820
DBD00830
DBD00840
DBD00850
DBD00860
DBD00870
DBD00880

```



```

C *****
C LOGICAL FUNCTION OBVOEL(DNAME,RCOOE)
C +-----+
C
C OBVOEL -
C
C DELETES THE VARIABLE CONTAINED IN ONAME FROM THE OPEN
C DATABASE. IT ADJUSTS THE LINK AND LINKF AS APPROPRIATE
C
C RCOOE IS THE RETURN CODE;
C
C RCOOE = 1 NO OPEN DATA BASE
C +-----+
C
C COMMON /OBCOM/
C 1 TITLE ,BUCKET,IOENT ,NOOTYP, DATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNOO ,MAXARR,NCHTIT,NCHCMT,DEL CNT ,
C 2 INTTYP,RELTYP,ARRTYP,
C 3 OBCLSO,OBACTV,FILEOB
C
C INTEGER
C 1 TITLE ,BUCKET,IOENT ,NOOTYP, DATUM ,LINK ,LINKF ,
C 2 CMTPTR,NAVAIL,MAXNOO ,MAXARR,NCHTIT,NCHCMT,DEL CNT ,
C 3 INTTYP,RELTYP,ARRTYP
C
C LOGICAL
C 3 OBCLSO,OBACTV,FILEOB
C
C DIMENSION
C 1 TITLE(16),BUCKET(32),IOENT(200,2),NOOTYP(200),
C OATUM(200),LINK(200),LINKF(200),CMTPTR(200)
C
C INTEGER ONAME,OBNSKR,PRNOOE,RCOOE,STYPE
C DIMENSION ONAME(2)
C
C +++ SEARCH FOR THE NOOE TO BE DELETED
C NOOE=OBNSKR(ONAME,STYPE,PRNOOE,RCOOE)
C IF (OBCLSO) GO TO 11111
C OBVOEL=(NOOE.NE.O)
C IF (.NOT.OBVOEL) GO TO 99999
C
C +++ MAKE IT UNAVAILABLE BY SETTING NOOTYP = -9
C +++ IF THERE IS A LINK UPDATE THE LINKF OF THE NOOE TO
C +++ WHICH LINKED. COPY THE LINK INTO EITHER THE LINK OF
C +++ THE PREVIOUS NOOE OR INTO THE BUCKET, DEPENDING ON
C +++ POSITION IN THE CHAIN. IF THE NOOE IS AN ARRAY SET
C +++ ITS OATUM (ARRAY POINTER) TO THE NEGATIVE OF ITS
C +++ CURRENT VALUE. SIMILARLY FOR COMMENTS.
C
C IF (LINK(NOOE).NE.O) LINKF(LINK(NOOE))=LINKF(NOOE)
C IF (RCOOE.EQ.O) LINK(PRNOOE)=LINK(NOOE)

```

OB001270
OB001280
OB001290
OB001300
OB001310
OB001320
OB001330
OB001340
OB001350
OB001360
OB001370
OB001380
OB001390
OB001400
OB001410
OB001420
OB001430
OB001440
OB001450
OB001460
OB001470
OB001480
OB001490
OB001500
OB001510
OB001520
OB001530
OB001540
OB001550
OB001560
OB001570
OB001580
OB001590
OB001600
OB001610
OB001620
OB001630
OB001640
OB001650
OB001660
OB001670
OB001680
OB001690
OB001700
OB001710
OB001720
OB001730


```
DBD01740
DBD01750
DBD01760
DBD01770
DBD01780
DBD01790
DBD01800
DBD01810
DBD01820
DBD01830
DBD01840
DBD01850
DBD01860
DBD01870
DBD01880
DBD01890
```

```
IF (RCDE.EQ.1) BUCKET(PRNODE)=LINK(NODE)
DATUM(NODE)=0
IF (NODTYP(NODE) .EQ. 3) DATUM(NODE)=-DATUM(NODE)
IF (CMTPTR(NODE) .NE. 0) CMTPTR(NODE)=-CMTPTR(NODE)
LINKF(NODE)=0
NODTYP(NODE)=-9
DELCNT=DELCNT+1
GD TD 99999

11111 CONTINUE
C...      +++ ND OPEN DATA BASE
          RCDE=1
          DBVDEL=.FALSE.
          GD TD 99999

99999 CONTINUE
          RETURN
          END
```



```

C *****
C LOGICAL FUNCTIOND INPUT(NAME, IVALUE, RCDDE)
C +-----+
C
C      INPUT -
C
C      PUT AN INTEGER VALUE ( IVALUE ) IN THE DATABASE AT THE
C      NODE ASSIGNED TO NAME.
C
C      RCDDE IS AS RETURNED FROM DBNDIN
C +-----+
C
C      CMMMDN /DBCDM/
C      1      TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C      1      CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHTIT,NCHCMT,DELCNT ,
C      2      INTTYP,RELTYP,ARRTYP ,
C      3      DBCLSD,DBACTV,FILEDB
C
C      INTEGER
C      1      TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C      1      CMTPTR,NAVAIL,MAXNOD,MAXARR,NCHTIT,NCHCMT,DELCNT ,
C      2      INTTYP,RELTYP,ARRTYP
C
C      LOGICAL
C      3      DBCLSD,DBACTV,FILEDB
C
C      DIMENSION
C      1      TITLE(16),BUCKET(32),IDENT(200,2),NDDTYP(200),
C           DATUM(200),LINK(200),LINKF(200),CMTPTR(200)
C
C      INTEGER NAME , IVALUE,RCDDE
C      LOGICAL DBNDIN
C      DIMENSION NAME(2)
C      INPUT=DBNDIN(NAME ,INTTYP , IVALUE ,RCDDE )
99999 CONTINUE
      RETURN
      END
END
DBD01900
DBD01910
DBD01920
DBD01930
DBD01940
DBD01950
DBD01960
DBD01970
DBD01980
DBD01990
DBD02000
DBD02010
DBD02020
DBD02030
DBD02040
DBD02050
DBD02060
DBD02070
DBD02080
DBD02090
DBD02100
DBD02110
DBD02120
DBD02130
DBD02140
DBD02150
DBD02160
DBD02170
DBD02180
DBD02190
DBD02200
DBD02210
DBD02220
DBD02230

```



```

C *****
C LOGICAL FUNCTION IGET(NAME, IVALUE, RCODE)
C +-----+
C IGET -
C
C GET AN INTEGER VALUE FROM THE DATABASE AT THE NDDE
C ASSIGNED TO NAME AND RETURN IT IN IVALUE.
C
C RCODE IS AS RETURNED FROM DBNDRD
C +-----+
C
C CMMON /DBCDM/
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNOD,MAXARR,NCHTIT,NCHCMT,DELCNT ,
C 2 INTTYP,RELTYP,ARRTYP,
C 3 DBCLSD,DBACTV,FILEDB
C
C INTEGER
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNOD,MAXARR,NCHTIT,NCHCMT,DELCNT ,
C 2 INTTYP,RELTYP,ARRTYP
C
C LDGICAL
C 3 DBCLSD,DBACTV,FILEDB
C
C DIMENSION
C 1 TITLE(16),BUCKET(32),IDENT(200,2),NDDTYP(200),
C DATUM(200),LINK(200),LINKF(200),CMTPTR(200)
C
C INTEGER NAME , IVALUE,RCODE
C LDGICAL DBNDRD
C DIMENSION NAME(2)
C IGET=DBNDRD(NAME ,INTTYP , IVALUE,RCODE)
99999 CONTINUE
      RETURN
      END

```

```

DBD02240
DBD02250
DBD02260
DBD02270
DBD02280
DBD02290
DBD02300
DBD02310
DBD02320
DBD02330
DBD02340
DBD02350
DBD02360
DBD02370
DBD02380
DBD02390
DBD02400
DBD02410
DBD02420
DBD02430
DBD02440
DBD02450
DBD02460
DBD02470
DBD02480
DBD02490
DBD02500
DBD02510
DBD02520
DBD02530
DBD02540
DBD02550
DBD02560
DBD02570

```



```

C *****
C LDGICAL FUNCTIDN RPUT(NAME,RVALUE,RCDDDE)
C +-----+
C
C RPUT -
C
C PUT A REAL VALUE (RVALUE) IN THE DATABASE AT THE NDDE
C ASSIGNED TD NAME.
C
C RCDDDE IS AS RETURNED FROM DBNDIN
C +-----+
C
C CMMMDN /DBCDDM/
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNDD ,MAXARR,NCHTIT,NCHCMT,DELCNT ,
C 2 INTTYP,RELTYP,ARRTYP,
C 3 DBCLSD,DBACTV,FILEDB
C
C INTEGER
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNDD ,MAXARR,NCHTIT,NCHCMT,DELCNT ,
C 2 INTTYP,RELTYP,ARRTYP
C
C LDGICAL
C 3 DBCLSD,DBACTV,FILEDB
C
C DIMENSIDN
C 1 TITLE(16),BUCKET(32),IDENT(200,2),NDDTYP(200),
C 1 DATUM(200),LINK(200),LINKF(200),CMTPTR(200)
C
C INTEGER NAME,RCDDDE,ITEMP
C LDGICAL DBNDIN
C DIMENSIDN NAME(2)
C REAL RVALUE,RTEMP
C EQUIVALENCE (ITEMP,RTEMP)
C RTEMP = RVALUE
C RPUT=DBNDIN(NAME,RELTYP,ITEMP,RCDDDE)
C 99999 CDNTINUE
C RETURN
C END

```

```

DBD02580
DBD02590
DBD02600
DBD02610
DBD02620
DBD02630
DBD02640
DBD02650
DBD02660
DBD02670
DBD02680
DBD02690
DBD02700
DBD02710
DBD02720
DBD02730
DBD02740
DBD02750
DBD02760
DBD02770
DBD02780
DBD02790
DBD02800
DBD02810
DBD02820
DBD02830
DBD02840
DBD02850
DBD02860
DBD02870
DBD02880
DBD02890
DBD02900
DBD02910
DBD02920
DBD02930
DBD02940

```



```

C *****
C LDGICAL FUNCTIDN RGET(NAME,RVALUE,RCDDDE)
C +-----+
C
C RGET-
C
C GET A REAL VALUE FRDM THE DATABASE NODE ASSIGNED TD NAME
C AND RETURN IT IN RVALUE.
C
C RCDDDE IS AS RETURNED FRDM DBNDRD
C +-----+
C
C CDMMDN /DBCDDM/
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNOD ,MAXARR,NCHTIT ,NCHCMT,DELCNT ,
C 2 INTTYP,RELTYP,ARRTYP,
C 3 DBCLSD,DBACTV,FILEDB
C
C INTEGER
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNOD ,MAXARR,NCHTIT ,NCHCMT,DELCNT ,
C 2 INTTYP,RELTYP,ARRTYP
C
C LDGICAL
C 3 DBCLSD,DBACTV,FILEDB
C
C DIMENSIDN
C 1 TITLE(16),BUCKET(32),IDENT(200,2),NDDTYP(200),
C DATUM(200),LINK(200),LINKF(200),CMTPTR(200)
C
C INTEGER NAME,RCDDDE,ITEMP
C DIMENSIDN NAME(2)
C REAL RVALUE,RTEMP
C LDGICAL DBNDRD
C EQUIVALENCE (ITEMP,RTEMP)
C RGET=DBNDRD(NAME,RELTYP,ITEMP,RCDDDE)
C RVALUE=RTEMP
C 99999 CDNTINUE
C RETURN
C END

```

```

DBD02950
DBD02960
DBD02970
DBD02980
DBD02990
DBD03000
DBD03010
DBD03020
DBD03030
DBD03040
DBD03050
DBD03060
DBD03070
DBD03080
DBD03090
DBD03100
DBD03110
DBD03120
DBD03130
DBD03140
DBD03150
DBD03160
DBD03170
DBD03180
DBD03190
DBD03200
DBD03210
DBD03220
DBD03230
DBD03240
DBD03250
DBD03260
DBD03270
DBD03280
DBD03290
DBD03300
DBD03310

```



```

C *****
C LDGICAL FUNCTIDN APUT(NAME,RARRAY,NPUT,NSTORD,RCDDDE)
C +-----+
C
C APUT -
C
C PUT THE VALUES DF THE ARRAY (RARRAY) INTD THE ECS
C STRAGE AREA ASSIGNED TD NAME.
C
C RCDDDE = 0 SUCCESS
C RCDDDE 1-3 AS IN DBNDIN
C RCDDDE = 4 NPUT > NSTORD
C RCDDDE = 5 NPUT < NSTORD
C
C +-----+
C
C CMMDN /DBCDM/
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHTIT,NCHCMT,DELCONT,
C 2 INTTYP,RELTYP,ARRTYP,
C 3 DBCLSD,DBACTV,FILEDB
C
C INTEGER
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHTIT,NCHCMT,DELCONT,
C 2 INTTYP,RELTYP,ARRTYP
C
C LDGICAL
C 3 DBCLSD,DBACTV,FILEDB
C
C DIMENSION
C 1 DATUM(200),LINK(200),LINKF(200),NDDTYP(200),
C 1 INTRER,NAME,NPUT,NSTORD,RCDDDE,PDINTR,START
C LDGICAL DBNDRD,DBNAIN,DBNDIN,NEW
C DIMENSION NAME(2),RARRAY(987)
C DATA START /1/, NDDAT /4/
C APUT=DBNDRD(NAME,ARRTYP,PDINTR,RCDDDE)
C IF(RCDDDE.EQ.0) GD TD 1000
C IF(RCDDDE.LT.4) GD TD 99999
C 1000 CONTINUE
C NEW=(RCDDDE.EQ.NDDAT)
C APUT=DBNAIN(NEW,NAME,PDINTR,RARRAY,START,NPUT,NSTORD)
C IF (NEW.AND.APUT) APUT=DBNDIN(NAME,ARRTYP,PDINTR,RCDDDE)
C IF (APUT) GD TD 99999
C IF (NPUT.GT.NSTORD) RCDDDE=4
C IF (NPUT.LT.NSTORD) RCDDDE=5
C 99999 CONTINUE
C RETURN
C END

```

```

DBD03760
DBD03770
DBD03780
DBD03790
DBD03800
DBD03810
DBD03820
DBD03830
DBD03840
DBD03850
DBD03860
DBD03870
DBD03880
DBD03890
DBD03900
DBD03910
DBD03920
DBD03930
DBD03940
DBD03950
DBD03960
DBD03970
DBD03980
DBD03990
DBD04000
DBD04010
DBD04020
DBD04030
DBD04040
DBD04050
DBD04060
DBD04070
DBD04080
DBD04090
DBD04100
DBD04110
DBD04120
DBD04130
DBD04140
DBD04150
DBD04160
DBD04170
DBD04180
DBD04190
DBD04200
DBD04210
DBD04220

```



```
11111 CONTINUE  
  TPUT=.FALSE.  
  GO TO 99999  
99999 CONTINUE  
      RETURN  
      END
```

```
DB004700  
DB004710  
DB004720  
DB004730  
DB004740  
DB004750
```



```
1000          CONTINUE
          GD TO 99999
11111 CDNTINUE
C...      +++ ND DPEN DATABASE
          TGET = .FALSE.
          GD TD 99999
99999 CONTINUE
          RETURN
          END
```

```
DBD05230
DBD05240
DBD05250
DBD05260
DBD05270
DBD05280
DBD05290
DBD05300
DBD05310
```



```

C *****
C LOGICAL FUNCTION CMTGET(NAME,CMTSTR,RCDDDE)
C +-----+
C
C CMTGET -
C
C GET THE COMMENT STDRD FOR VARIABLE NAME FROM THE
C ECS STRAGE AREA AND RETURN IT IN CMTSTR.
C
C RCDDDE IS A RETURN CODE;
C
C RCDDDE = 0 SUCCESS
C RCDDDE = 1 ND DPEN DATABASE
C RCDDDE = 2 NODE NOT IN DATABASE
C RCDDDE = 3 NO COMMENT STDRD
C
C +-----+
C
C CMMDN /DBCOM/
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHTIT,NCHCMT,DELCNT,
C 2 INTTYP,RELTYP,ARRTYP,
C 3 DBCLSD,DBACTV,FILEDB
C
C INTEGER
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHTIT,NCHCMT,DELCNT,
C 2 INTTYP,RELTYP,ARRTYP
C
C LDGICAL
C 3 DBCLSD,DBACTV,FILEDB
C
C DIMENSION
C 1 TITLE(16),BUCKET(32),IDENT(200,2),NDDTYP(200),
C DATUM(200),LINK(200),LINKF(200),CMTPTR(200)
C
C INTEGER CMTSTR,RCODE,DBNSKR,PDINTR
C LDGICAL DBNCRD
C DIMENSION CMTSTR(987),NAME(2)
C IF (DBCLSD) GO TO 11111
C NODE=DBNSKR(NAME,IDUM1,IDUM2,RCDDDE)
C CMTGET=(NODE,NE.O)
C IF (.NOT.CMTGET) GO TD 22222
C POINTR=CMTPTR(NODE)
C CMTGET=DBNCRD(POINTR,CMTSTR)
C IF (.NOT.(CMTGET)) GO TD 33333
C RCDDDE=0
C GD TD 99999
C
C 11111 CONTINUE
C... +++ ND DPEN DATABASE
C RCDDDE=1

```



```
GO TO 99999
22222 CONTINUE    +++ NOT IN DATA BASE
C...             RC00E=2
                 GO TO 99999
33333 CONTINUE    +++ NO COMMENT IS STORED
C...             RC00E=3
                 GO TO 99999
99999 CONTINUE
                RETURN
                END
0B005790
0B005800
0B005810
0B005820
0B005830
0B005840
0B005850
0B005860
0B005870
0B005880
0B005890
0B005900
```



```

C *****
C LDGICAL FUNCTION CMTPUT(NAME,CMTSTR,RCDDDE)
C +-----+
C
C CMTPUT -
C
C PUT THE COMMENT CONTAINED IN CMTSTR INTO THE ECS
C STRDAGE AREA ASSIGNED TO NAME.
C
C RCDDDE IS A RETURN CODE;
C
C RCDDDE = 0 SUCCESS
C RCDDDE = 1 NO OPEN DATABASE
C RCDDDE = 2 NODE NOT IN DATABASE
C RCDDDE = 3 NDT ABLE TD GET SPACE
C
C +-----+
C
C COMMON /DBCDM/
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHTIT,NCHCMT,DELCNT,
C 2 INTTYP,RELTYP,ARRTYP,
C 3 DBCLSD,DBACTV,FILEDB
C
C INTEGER
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
C 1 CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHTIT,NCHCMT,DELCNT,
C 2 INTTYP,RELTYP,ARRTYP
C
C LDGICAL
C 3 DBCLSD,DBACTV,FILEDB
C
C DIMENSION
C 1 TITLE(16),BUCKET(32),IDENT(200,2),NDDTYP(200),
C DATUM(200),LINK(200),LINKF(200),CMTPTR(200)
C
C INTEGER CMTSTR,RCDDDE,DBNSKR,POINTR
C LDGICAL DBNCIN
C DIMENSION CMTSTR(987),NAME(2)
C IF (DBCLSD) GO TD 11111
C NDDE=DBNSKR(NAME,IDUM1,IDUM2,RCDDDE)
C CMTPUT=(NODE.NE.O)
C IF (.NOT.CMTPUT) GO TD 22222
C POINTR=CMTPTR(NODE)
C CMTPUT=DBNCIN(POINTR,CMTSTR,NDDE)
C IF (.NOT.(CMTPUT)) GO TO 33333
C CMTPTR(NDDE)=POINTR
C RCDDDE=O
C GD TD 99999
C
C 11111 CONTINUE
C... +--- ND OPEN DATABASE

```

DBD05910
DBD05920
DBD05930
DBD05940
DBD05950
DBD05960
DBD05970
DBD05980
DBD05990
DBD06000
DBD06010
DBD06020
DBD06030
DBD06040
DBD06050
DBD06060
DBD06070
DBD06080
DBD06090
DBD06100
DBD06110
DBD06120
DBD06130
DBD06140
DBD06150
DBD06160
DBD06170
DBD06180
DBD06190
DBD06200
DBD06210
DBD06220
DBD06230
DBD06240
DBD06250
DBD06260
DBD06270
DBD06280
DBD06290
DBD06300
DBD06310
DBD06320
DBD06330
DBD06340
DBD06350
DBD06360
DBD06370

DB006380
DB006390
DB006400
DB006410
DB006420
DB006430
DB006440
DB006450
DB006460
DB006470
DB006480
DB006490
DB006500

```
RCODE=1  
GO TO 99999  
22222 CONTINUE  
C...    +++ NOT IN DATA BASE  
RCODE=2  
GO TO 99999  
33333 CONTINUE  
C...    +++ NOT ABLE TO GET SPACE FOR COMMENT  
RCODE=3  
GO TO 99999  
99999 CONTINUE  
RETURN  
END
```



```

C DBL00010
C ***** DBL00020
C LOGICAL FUNCTI DN DBLDAD(RCDD E) *****
C +-----+
C DBLOAD -
C
C      LDAD AN EXISTING DATABASE FROM DISK.
C
C      RCDD E IS A RETURN CDDE;
C
C      RCDD E = 0 DATABASE SUCCESSFULLY LOADED
C      RCDD E = 1 DATABASE FILE NDT FOUND
C      RCDD E = 2 FILE IS NDT A DEX DATABASE
C      RCDD E = 3 ECS STORAGE AREA IS FULL
C      RCDD E = 4 PREMATURE EDF ENCOUNTERED
C
C +-----+
C
C      THIS ROUTINE IS MACHINE DEPENDENT
C+++ THIS ROUTINE IS SITE DEPENDENT
C+++ USES ECS
C +-----+
C . ESTABLISH DATA BASE FDR 'DIRECT' ACCESS IN ECS
C +-----+
C
C      *THE COMMON CONTRDL PARAMETERS,CHARACTERS, AND
C      *GRAPHIC DISPLAY CONTRDL PARAMETERS
C
C      DXMODE, LDADED,MDPEND,DXREQS,DLREQS,KEYBRD,
C      TERSE,ECHOMD,DXSC ,CPWDXS,MDSC ,CURMDD,
C      NULMSG,DXNCPW,NAMLEN,
C      CLRMOD,MUNPST,ERASE,UPDATE,UPAINT,GCNTRL
C
C      DXSC ,CPWDXS,MDSC ,CURMOD,NULMSG,DXNCPW,
C      NAMLEN,CLRMOD,MUNPST,ERASE,UPDATE,UPAINT
C
C      DXMODE, LDADED,MDPEND,DXREQS,DLREQS,KEYBRD,
C      TERSE,ECHOMD,GCNTRL
C      DIMENSION  DXSC(1),CURMOD(2) ,NULMSG(1)
C      *I/O DEVICES AND FILES
C....
C      COMMON /DEXFIL/
C      1 MSGSDV,USEDEV,INFDDV,DBSDEV,NEWSDV,HELDPDV,
C      2 DUTDEV,INPDEV,NFWD S ,
C      3 MSGSFL,USEFIL,INFDFL,DBSFIL,NEWSFL,HELPLFL,
C      4 OUTFIL,INPFIL,LDAADF,NOT1FL,NDT2FL
C
C      INTEGER
C      1 MSGSDV,USEDEV,INFDDV,DBSDEV,NEWSDV,HELDPDV,

```



```

2 OUTDEV,INPDEV,
3 MSGSFL,USEFIL,INFOFL,DBSFIL,NEWSFL,HELPL,
4 DUTFIL,INPFIL,LOADFL,NOT1FL,NDT2FL,NFWD
C... FILE NAME DIMENSIONING ADJUSTED FDR COC AND CU ONLY....
DIMENSION
1 MSGSFL(11),USEFIL(11),INFDFL(11),
3 DUTFIL(11),NEWSFL(11),HELPL(11),
2 LDADFL(11),NOT1FL(11),NOT2FL(11)
COMMON /DBCDM/
1 TITLE,CKET,IDENT,NDDTYP,DATUM,LINK,LINKF,
1 CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHTIT,NCHCMT,DELCNT,
2 INTTYP,RELTYP,ARRTYP,
3 OBCLSD,DBACTV,FILEDB
INTEGER
1 TITLE,CKET,IDENT,NDDTYP,DATUM,LINK,LINKF,
1 CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHTIT,NCHCMT,DELCNT,
2 INTTYP,RELTYP,ARRTYP
LOGICAL
3 DBCLSD,DBACTV,FILEDB
DIMENSION
1 TITLE(16),CKET(32),IDENT(200,2),NDDTYP(200),
1 DATUM(200),LINK(200),LINKF(200),CMTPTR(200)
COMMON /OBOAID/
1 MAXECS,NEXECS,PRECS,ECSPTR,ECSLEN
INTEGER
1 PRECS,ECSPTR,ECSLEN
DIMENSION
1 ECSPTR(2),ECSLEN(2)
INTEGER DBFCHK,CHKSTR,RCODE,WDSTIT,WDSCMT
LDGICAL OXCKDV,LDG,DBAPTR
DIMENSION ARRAY(200),DBFCHK(2),CHKSTR(2)
DATA
1 CHKSTR/4HDATA,4HBASE/,NAMSUB/4HDBLD/
OBLDAO = .TRUE.
IF (.NOT.OXCKOV(OBSDEV,DBSFIL)) GO TD 11111
REWIND OBSDEV
READ (OBSDEV,0001,END=44444) OBFCHK
IF (OBFCHK(1).NE.CHKSTR(1)) GO TD 22222
IF (OBFCHK(2).NE.CHKSTR(2)) GO TD 22222
CALL DBINIT
WDSTIT=NCHTIT/DXNCPW
WDSCMT=NCHCMT/DXNCPW
C...
+++ LDAD THE DATABASE FROM THE DBSDEV
READ (OBSDEV,0002,END=44444) (TITLE(I),I=1,WDSTIT)
READ (OBSDEV,0003,END=44444) NAVAIL,DELCNT,MAXECS,NEXECS,
+ PRECS,CKET
DD 1000 I=1,MAXNDD
+ READ (OBSDEV,0004,END=44444) IOENT(I,1),IDENT(I,2),
+ NDDTYP(I),DATUM(I),LINK(I),LINKF(I),CMTPTR(I)

```

```

DBL00480
DBL00490
DBL00500
DBL00510
DBL00520
DBL00530
DBL00540
DBL00550
DBL00560
DBL00570
DBL00580
DBL00590
DBL00600
DBL00610
DBL00620
DBL00630
DBL00640
DBL00650
DBL00660
DBL00670
DBL00680
DBL00690
DBL00700
DBL00710
DBL00720
DBL00730
DBL00740
DBL00750
DBL00760
DBL00770
DBL00780
DBL00790
DBL00800
DBL00810
DBL00820
DBL00830
DBL00840
DBL00850
DBL00860
DBL00870
DBL00880
DBL00890
DBL00900
DBL00910
DBL00920
DBL00930
DBL00940

```



```

1000 CONTINUE
      OO 4000 I=1,MAXN00
      +++ LOAD THE ARRAYS AND COMMENTS
      +++ LOAD ARRAYS
      IF (NOOTYP(I) .NE. 3) GO TO 2000
      READ (OBSOEV,00005,END=44444) L,(ARRAY(J),J=1,L)
      IF (.NOT.(OBAPTR(IPOINT, IDUM, 1))) GO TO 33333
      DATUM(I)=IPOINT
      CALL WRITEC(L,IPOINT, 1,ECSPTR(1),ECSLEN(1))
      IF(.NOT.OBAPTR(IPOINT, IDUM,L)) GO TO 33333
      CALL WRITEC(ARRAY, IPOINT, L,ECSPTR(1),ECSLEN(1))
      CONTINUE
      +++ LOAD THE COMMENTS
      IF(CMTPTR(I).EQ.O) GO TO 3000
      READ (OBSOEV,00006,END=44444) (ARRAY(J),
      J=1,WDESCMT)
      IF(.NOT.DBAPTR(IPOINT, IDUM,WOSGMT)) GO TO 33333
      CALL WRITEC(ARRAY, IPOINT, 16,ECSPTR(1),ECSLEN(1))
      CMTPTR(I)=IPOINT
      CONTINUE
3000 CONTINUE
4000 RCODE=0
      GO TO 99999

11111 CONTINUE
      +++ DATABASE FILE NOT FOUND
      CALL OXMSGZ(NAMSUB,2)
      RCODE=1
      GO TO 99999

22222 CONTINUE
      +++ FILE IS NOT A OEX OATABASE
      CALL OXMSGZ(NAMSUB,3)
      RCODE=2
      GO TO 99999

33333 CONTINUE
      +++ DIRECT ACCESS STORAGE FULL
      RCODE=3
      GO TO 99999

44444 CONTINUE
      +++ PREMATURE EOF ENCOUNTERED
      CALL DXMSGZ(NAMSUB, 1)
      RCODE=4
      GO TO 99999

99999 CONTINUE
      DBLOAD=(RCODE.EQ.O)
      RETURN

00001 FORMAT ( 1X,2A4 )
00002 FORMAT ( 1X, 16A4 )

```

```

DBLO0950
DBLO0960
DBLO0970
DBLO0980
DBLO0990
DBLO1000
DBLO1010
DBLO1020
DBLO1030
DBLO1040
DBLO1050
DBLO1060
DBLO1070
DBLO1080
DBLO1090
DBLO1100
DBLO1110
DBLO1120
DBLO1130
DBLO1140
DBLO1150
DBLO1160
DBLO1170
DBLO1180
DBLO1190
DBLO1200
DBLO1210
DBLO1220
DBLO1230
DBLO1240
DBLO1250
DBLO1260
DBLO1270
DBLO1280
DBLO1290
DBLO1300
DBLO1310
DBLO1320
DBLO1330
DBLO1340
DBLO1350
DBLO1360
DBLO1370
DBLO1380
DBLO1390
DBLO1400
DBLO1410

```


DBLO1420
DBLO1430
DBLO1440
DBLO1450
DBLO1460
DBLO1470

00003 FORMAT (1X,5I10/(16I5))
C++ THE NEXT TWO FORMATS ARE SITE DEPENDENT
00004 FORMAT (2X,2A4,1X,I4,1X,Z8,1X,4I5)
00005 FORMAT (2X,Z8,1X,Z8,1X,Z8)
00006 FORMAT (2X,16A4)
END


```

C *****
C LOGICAL FUNCTIDN DBSAVE(FILNAM)
C +-----+
C DBSAVE -
C
C SAVE A DATABASE FOR FUTURE USE.
C +-----+
C
C+++ THIS ROUTINE IS MACHINE DEPENDENT
C+++ THIS ROUTINE IS SITE DEPENDENT
C+++ FILE MANIPULATION
C +-----+
C... *THE CDMMDN CINTRDL PARAMETERS,CHARACTERS, AND
C... *GRAPHIC DISPLAY CINTRDL PARAMETERS
C... CDMMDN /DEXCDM/
C 1 DXMDE, LDADED,MDPEND,DXREQS,DLREQS,KEYBRD,
C 2 TERSE ,ECHDMD,DXSC ,CPWDXS,MDSC ,CURMDD,
C 3 NULMSG,DXNCPW,NAMLEN,
C 4 CLRMDD,MUNPST,ERASE,UPDATE,UPAINT,GCNTRL
C
C INTEGER
C 1 DXSC ,CPWDXS,MDSC ,CURMDD,NULMSG,DXNCPW,
C 2 NAMLEN,CLRMDD,MUNPST,ERASE,UPDATE,UPAINT
C
C LOGICAL
C 1 DXMDE, LDADED,MDPEND,DXREQS,DLREQS,KEYBRD,
C 2 TERSE ,ECHDMD,GCNTRL
C
C DIMENSIDN
C... *I/D DEVICES AND FILES
C... CDMMDN /DEXFIL/
C 1 MSGSDV,USEDEV,INFDDV,DBSDEV,NEWSDV,HELDPDV,
C 2 DUTDEV,INPDEV,NFWD
C 3 MSGSFL,USEFIL,INFDFL,DBSFIL,NEWSFL,HELPLFL,
C 4 DUTFIL,INPFIL,LDADFL,NDT1FL,NDT2FL
C
C INTEGER
C 1 MSGSDV,USEDEV,INFDDV,DBSDEV,NEWSDV,HELDPDV,
C 2 DUTDEV,INPDEV,
C 3 MSGSFL,USEFIL,INFDFL,DBSFIL,NEWSFL,HELPLFL,
C 4 DUTFIL,INPFIL,LDADFL,NDT1FL,NDT2FL,NFWD
C... FILE NAME DIMENSIDN ADJUSTED FOR CDC AND CU ONLY.....
C DIMENSIDN
C 1 MSGSFL(11) ,USEFIL(11) ,INFDFL(11) ,
C 2 DBSFIL(11) ,NEWSFL(11) ,HELPLFL(11) ,
C 3 DUTFIL(11) ,INPFIL(11) ,
C 4 LDADFL(11) ,NDT1FL(11) ,NOT2FL(11)
C... CDMMDN /DBCMDN/
C 1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,

```

DBLO1480
DBLO1490
DBLO1500
DBLO1510
DBLO1520
DBLO1530
DBLO1540
DBLO1550
DBLO1560
DBLO1570
DBLO1580
DBLO1590
DBLO1600
DBLO1610
DBLO1620
DBLO1630
DBLO1640
DBLO1650
DBLO1660
DBLO1670
DBLO1680
DBLO1690
DBLO1700
DBLO1710
DBLO1720
DBLO1730
DBLO1740
DBLO1750
DBLO1760
DBLO1770
DBLO1780
DBLO1790
DBLO1800
DBLO1810
DBLO1820
DBLO1830
DBLO1840
DBLO1850
DBLO1860
DBLO1870
DBLO1880
DBLO1890
DBLO1900
DBLO1910
DBLO1920
DBLO1930
DBLO1940


```

1 CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHTIT,NCHCMT,DELCNT, DBLO1950
2 INTTYP,RELTYP,ARRTYP, DBLO1960
3 DBCLSD,DBACTV,FILEDB DBLO1970
INTEGER DBLO1980
1 TITLE,CKET,IDENT,NDDTYP,DATUM,LINK,LINKF, DBLO1990
1 CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHTIT,NCHCMT,DELCNT, DBLO2000
2 INTTYP,RELTYP,ARRTYP DBLO2010
LDGICAL DBLO2020
3 DBCLSD,DBACTV,FILEDB DBLO2030
DIMENSIONDN TITLE(16),BUCKET(32),IDENT(200,2),NDDTYP(200), DBLO2040
1 DATUM(200),LINK(200),LINKF(200),CMTPTR(200) DBLO2050
1 CMMDN /DBDAID/ DBLO2060
1 MAXECS,NEXECS,PRECS,ECSPTR,ECSLEN DBLO2070
1 INTEGER DBLO2080
1 DIMENSIOND PRECS,ECSPTR,ECSLEN DBLO2090
1 ECSPTR(2),ECSLEN(2) DBLO2100
INTEGER RCODE,WDSTIT,WDSCMT,FILNAM,DBFCHK DBLO2110
LDGICAL DBNARD,CMTGET,LDG DBLO2120
LDGICAL DXCKDV DBLO2130
DIMENSIOND FILNAM(987),NAME(2),ITEMP(200),TEMP(200),DBFCHK(2) DBLO2140
EQUIVALENCE (ITEMP(1),TEMP(1)) DBLO2150
DATA NAMSUB /4HSAVE/ DBLO2160
DATA DBFCHK /4HDATA,4HBASE/ DBLO2170
DBSAVE=.TRUE. DBLO2180
WDSTIT=NCHTIT/DXNCPW DBLO2190
WDSCMT=NCHCMT/DXNCPW DBLO2200
IF(.NDT.DXCKDV(DBSDEV,FILNAM)) GD TD 11111 DBLO2210
REWIND DBSDEV DBLO2220
+++ SAVE THE DATABASE DBLO2230
WRITE (DBSDEV,00001) DBFCHK DBLO2240
WRITE (DBSDEV,00002) (TITLE(I),I=1,WDSTIT) DBLO2250
WRITE (DBSDEV,00003) NAVAIL,DELCNT,MAXECS,NEXECS, DBLO2260
1 PRECS,BUCKET DBLO2270
1 DD 1000 I=1,MAXNDD DBLO2280
WRITE (DBSDEV,00004) IDENT(I,1),IDENT(I,2),NDDTYP(I), DBLO2290
+ DATUM(I),LINK(I),LINKF(I),CMTPTR(I) DBLO2300
1000 CDNTINUE DBLO2310
C... +++ SAVE THE ARRAYS DBLO2320
DD 4000 I=1,MAXNDD DBLO2330
IF (NDDTYP(I).NE.3) GD TD 2000 DBLO2340
IPDINT=DATUM(I) DBLO2350
LDG=DBNARD(IPDINT,TEMP,1,MAXARR,L) DBLO2360
WRITE (DBSDEV,00005) L,(ITEMP(J),J=1,L) DBLO2370
CDNTINUE DBLO2380
2000 +++ DUMP CDMMENTS TD A SAVE DEVICE DBLO2390
C... DBLO2400

```



```

IF (CMTPTR(I).EQ.O) GD TD 3000
NAME(1)=IDENT(I,1)
NAME(2)=IDENT(I,2)
LOG=CMTGET(NAME,ITEMP,RCDD)
WRITE (DBSDEV,00006) (ITEMP(J),J=1,WDSGMT)

3000 CDNTINUE
4000 CONTINUE
REWIND DBSDEV
C...   +++ ANNOUNCE THAT DATABASE HAS BEEN SAVED
      CALL DXMSGZ(NAMSUB,1)
      GO TD 99999
11111 CONTINUE
C...   +++ FAILED TO SAVE DATABASE
      DBSAVE=.FALSE.
      CALL DXMSGI(NAMSUB,2,IRC)
      GO TD 99999
99999 CONTINUE
      RETURN
00001 FORMAT (1H ,2A4)
00002 FORMAT (1H ,16A4)
00003 FDRMAT (1H ,5I10/(16I5))
C...   +++ THE NEXT TWD FORMATS ARE MACHINE DEPENDENT
00004 FORMAT (2H *,2A4,1H*,I4,1H*,Z8,1H*,4I5)
00005 FORMAT (2H *,Z8,1H*,I4,1H*,Z8,1H*,4I5)
00006 FDRMAT (2H *,16A4,1H*)
END

```

```

DBLO2420
DBLO2430
DBLO2440
DBLO2450
DBLO2460
DBLO2470
DBLO2480
DBLO2490
DBLO2500
DBLO2510
DBLO2520
DBLO2530
DBLO2540
DBLO2550
DBLO2560
DBLO2570
DBLO2580
DBLO2590
DBLO2600
DBLO2610
DBLO2620
DBLO2630
DBLO2640
DBLO2650
DBLO2660
DBLO2670

```



```

DBLO2680
DBLO2690
DBLO2700
DBLO2710
DBLO2720
DBLO2730
DBLO2740
DBLO2750
DBLO2760
DBLO2770
DBLO2780
DBLO2790
DBLO2800
DBLO2810
DBLO2820
DBLO2830
DBLO2840
DBLO2850
DBLO2860
DBLO2870
DBLO2880
DBLO2890
DBLO2900
DBLO2910
DBLO2920
DBLO2930
DBLO2940
DBLO2950
DBLO2960
DBLO2970
DBLO2980
DBLO2990
DBLO3000
DBLO3010
DBLO3020
DBLO3030
DBLO3040
DBLO3050
DBLO3060
DBLO3070

C *****
C INTEGER FUNCTION DBHASH(DNAME)
C +-----+
C
C DBHASH -
C
C HASH DNAME TO A NUMBER BETWEEN 1 AND 32 TO BE USED AS
C AN INDEX TO ITS LOCATION IN THE DATABASE.
C +-----+
C
C+++ THIS ROUTINE IS MACHINE DEPENDENT
C... THIS ROUTINE USES THE INTERNAL CODE VALUES FOR EACH
C... CHARACTER TO SUM THEM AND TRUNCATE THE SUM TO OBTAIN
C... VALUES IN THE RANGE OF 1 TO 32.
C... THE SUMMATION CEASES WHEN THE FIRST BLANK IN THE NAME
C... IS ENCOUNTERED.
C +-----+
C
C INTEGER DNAME,NAMWRD,IFWRD,ZBLANK
C LOGICAL*1 NAMBYT,IFBYTE
C DIMENSION DNAME(2),NAMWRD(2)
C DIMENSION NAMBYT(8),IFBYTE(4)
C EQUIVALENCE (NAMWRD(1),NAMBYT(1)),(IFWRD,IFBYTE(1))
C DATA ZBLANK /ZOOOOOOO40/
C NAMWRD(1)=DNAME(1)
C NAMWRD(2)=DNAME(2)
C IFWRD=ZBLANK
C DBHASH=0
C DD 1000 I=1,8
C IFBYTE(4)=NAMBYT(I)
C IF (IFWRD.EQ.ZBLANK) GO TO 2000
C DBHASH=DBHASH+IFWRD
C
C 1000 CONTINUE
C 2000 CONTINUE
C DBHASH=IABS(MOD(DBHASH,32))+1
C 9999 CONTINUE
C RETURN
C END

```



```

DBLO3080
DBLO3090
DBLO3100
DBLO3110
DBLO3120
DBLO3130
DBLO3140
DBLO3150
DBLO3160
DBLO3170
DBLO3180
DBLO3190
DBLO3200
DBLO3210
DBLO3220
DBLO3230
DBLO3240
DBLO3250
DBLO3260
DBLO3270
DBLO3280
DBLO3290
DBLO3300
DBLO3310
DBLO3320
DBLO3330
DBLO3340
DBLO3350
DBLO3360
DBLO3370
DBLO3380
DBLO3390
DBLO3400
DBLO3410
DBLO3420
DBLO3430
DBLO3440
DBLO3450
DBLO3460
DBLO3470
DBLO3480
DBLO3490
DBLO3500
DBLO3510
DBLO3520
DBLO3530
DBLO3540

C *****
C LOGICAL FUNCTION DBAPTR(PDINTR,PREPTR,NEED)
C +-----+
C
C DBAPTR -
C
C DATABASE ARRAY PDINTER - DBTAINS THE POINTER TO THE
C NEXT AVAILABLE LDCATION IN THE ECS AREA IN PDINTR.
C
C PREPTR IS A POINTER TO THE LOCATION OF THE LAST ARRAY
C DR COMMENT ENTERED IN THE STORAGE AREA.
C
C NEED IS THE NUMBER DF LDCATIONS WHICH NEED TO BE ENTERED.
C +-----+
C
C +++ THIS ROUTINE IS MACHINE DEPENDENT
C +++ THIS RDUITINE IS SITE DEPENDENT
C +++ USES ECS
C +-----+
C
COMMON /DBCDM/
1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
1 CMTPTR,NAVAIL,MAXNOD,MAXARR,NCHTIT,NCHCMT,DELCNT,
2 INTTYP,RELTYP,ARRTYP,
3 DBCLSD,DBACTV,FILEDB
INTEGER
1 TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
1 CMTPTR,NAVAIL,MAXNOD,MAXARR,NCHTIT,NCHCMT,DELCNT,
2 INTTYP,RELTYP,ARRTYP
LOGICAL
3 DBCLSD,DBACTV,FILEDB
DIMENSION
1 TITLE(16),BUCKET(32),IDENT(200,2),NDDTYP(200),
1 DATUM(200),LINK(200),LINKF(200),CMTPTR(200)
COMMON /DBDAID/
1 MAXECS,NEXECS,PRECS,ECSPTR,ECSLEN
INTEGER
1 PRECS,ECSPTR,ECSLEN
DIMENSIDN
1 ECSPTR(2),ECSLEN(2)
INTEGER PDINTR,PREPTR
DATA
1 NAMSUB/4HAPTR/
C....
1 +++ CHECK THAT HAVEN'T EXCEEDED MAX SIZE
DBAPTR=((NEXECS+NEED-1).LE.MAXECS)
IF (.NDT.DBAPTR) GD TO 88888
1 +++ SET PDINTER TO NEXT AVAILABLE ECS, AND PREPTR TO THE
C....

```



```

C...      *** PREVIOUS ECS LOCATION.
          POINTR=NEXECS
          PREPTR=PRECS
          *** UPDATE THE NEXECS AND PRECS FOR NEXT TIME.
C...      PRECS=NEXECS
          NEXECS=NEXECS+NEED
          GO TO 99999
88888      CONTINUE
          CALL DXMSGZ(NAMSUB, 1)
          DBAPTR=.FALSE.
          GO TO 99999
99999      CONTINUE
          RETURN
          END
DBL03550
DBL03560
DBL03570
DBL03580
DBL03590
DBL03600
DBL03610
DBL03620
DBL03630
DBL03640
DBL03650
DBL03660
DBL03670
DBL03680

```



```

DBL03690
DBL03700
DBL03710
DBL03720
DBL03730
DBL03740
DBL03750
DBL03760
DBL03770
DBL03780
DBL03790
DBL03800
DBL03810
DBL03820
DBL03830
DBL03840
DBL03850
DBL03860
DBL03870
DBL03880
DBL03890
DBL03900
DBL03910
DBL03920
DBL03930
DBL03940

C *****
C LDGICAL FUNCTIDN DBCPTR(PDINTR,PREPTR,NEED)
C +-----+
C
C DBCPTR -
C
C DATABASE COMMENT PDIINTER - OBTAINS THE PDIINTER TD THE
C NEXT AVAILABLE LDCATION IN THE ECS AREA IN PDINTR.
C
C PREPTR IS A PDIINTER TD THE LOCATION OF THE LAST ARRAY
C DR COMMENT ENTERED IN THE STORAGE AREA.
C
C NEED IS THE NUMBER OF LDCATIONS WHICH NEED TD BE ENTERED.
C +-----+
C
C
C THIS ROUTINE IS MACHINE DEPENDENT
C+++ THIS ROUTINE IS SITE DEPENDENT
C+++
C+++ USES ECS
C+++ INTEGER PDINTR,PREPTR
C+++ LDGICAL DBAPTR
C+++ DBCPTR=DBAPTR(PDINTR,PREPTR,NEED)
99999 CONTINUE
      RETURN
      END

```



```

DBLO3950
DBLO3960
DBLO3970
DBLO3980
DBLO3990
DBLO4000
DBLO4010
DBLO4020
DBLO4030
DBLO4040
DBLO4050
DBLO4060
DBLO4070
DBLO4080
DBLO4090
DBLO4100
DBLO4110
DBLO4120
DBLO4130
DBLO4140
DBLO4150
DBLO4160
DBLO4170
DBLO4180
DBLO4190
DBLO4200
DBLO4210
DBLO4220
DBLO4230
DBLO4240
DBLO4250
DBLO4260
DBLO4270
DBLO4280
DBLO4290
DBLO4300
DBLO4310
DBLO4320
DBLO4330
DBLO4340
DBLO4350
DBLO4360
DBLO4370
DBLO4380
DBLO4390
DBLO4400
DBLO4410

C *****
C LDGICAL FUNCTI0N DBNAIN(NEW,NAME,POINTR,RARRAY,START,NPUT,
C      1 NSTORD)
C +-----+
C
C DBNAIN -
C
C DATABASE NODE ARRAY IN - STORES THE VALUES OF THE ARRAY
C RARRAY INTO THE ECS STORAGE AREA FOR VARIABLE NAME.
C +-----+
C
C+++ THIS ROUTINE IS MACHINE DEPENDENT
C+++ THIS ROUTINE IS SITE DEPENDENT
C+++ USES ECS
C +-----+
C
C DMMMDN /DBDAID/
C      1 MAXECS,NEXECS,PRES,ECSPTR,ECSDEN
C INTEGER
C      1 PRECS,ECSPTR,ECSDEN
C DIMENSIDN
C      1 ECSPTR(2),ECSDEN(2)
C INTEGER PDINTR,START,NPUT,NSTDRD,PREPTR,DBNSKR
C LDGICAL NEW,DBAPTR
C DIMENSION RARRAY(NPUT),NAME(2)
C IF (NEW) GD TD 1000
C      +++ ARRAY IS ALREADY STDRD USE SAME AREA.
C      CALL READEC(NSTDRD,POINTR,1,ECSPTR(1),ECSDEN(1))
C      DBNAIN=(NPUT.EQ.NSTDRD)
C      IF (.NOT.(DBNAIN)) GO TD 99999
C      CALL WRITEC(RARRAY,POINTR+3,MINO(NPUT,NSTDRD),ECSPTR(1),
C      ECSDEN(1))
C      1 GD TO 99999
C
C 1000 CONTINUE
C NSTDRD=INPUT
C +++ GET SPACE FOR ARRAY ITS LENGTH AND POINTER INFRMATIDN
C DBNAIN=DBAPTR(POINTR,PREPTR,NSTDRD+3)
C IF (.NOT.(DBNAIN)) GO TD 99999
C +++ PUT IN THE NUMBER STORED
C CALL WRITEC(NSTDRD,POINTR,1,ECSPTR(1),ECSDEN(1))
C +++ PUT IN A POINTER TO THE PREVIOUS ARRAY OR COMMENT STDRDDBLO4370
C CALL WRITEC(PREPTR,POINTR+1,1,ECSPTR(1),ECSDEN(1))
C +++ PUT IN A POINTER BACK TO THE NDDE
C NODE=DBNSKR(NAME,IDUM1,IDUM2,IDUM3)
C CALL WRITEC(NDDE,POINTR+2,1,ECSPTR(1),ECSDEN(1))

```



```

C...
1   +++ PUT IN THE ARRAY VALUES
    CALL WRITEC(RARRAY,POINTR+3,MINO(NPUT,NSTORD),
    ECSPTR(1),ECSLEN(1))
    IF (NPUT.EQ.NSTORD) GO TO 99999
    IBEG=NPUT+1
    DO 2000 I=IBEG,NSTORD
      CALL WRITEC(O.O,POINTR+3+I,1,ECSPTR(1),ECSLEN(1))
      CONTINUE
    GO TO 99999
2000 CONTINUE
99999 CONTINUE
      RETURN
      END
DBLO4420
DBLO4430
DBLO4440
DBLO4450
DBLO4460
DBLO4470
DBLO4480
DBLO4490
DBLO4500
DBLO4510
DBLO4520
DBLO4530

```



```

DBLO4540
DBLO4550
DBLO4560
DBLO4570
DBLO4580
DBLO4590
DBLO4600
DBLO4610
DBLO4620
DBLO4630
DBLO4640
DBLO4650
DBLO4660
DBLO4670
DBLO4680
DBLO4690
DBLO4700
DBLO4710
DBLO4720
DBLO4730
DBLO4740
DBLO4750
DBLO4760
DBLO4770
DBLO4780
DBLO4790
DBLO4800
DBLO4810
DBLO4820
DBLO4830
DBLO4840
DBLO4850
DBLO4860
DBLO4870
DBLO4880
DBLO4890
DBLO4900
DBLO4910
DBLO4920

C *****
C LDGICAL FUNCTION DBNARD(PDINTR, RARRAY, START, NGET, NSTDRD)
C +-----+
C
C DBNARD -
C
C DATABASE NDDE ARRAY READ - READS THE CDNTENTS DF THE
C ARRAY PDINTE TD BY PDINTR FRDM THE ECS STDRAGE AREA
C INTD RARRAY.
C +-----+
C
C THIS ROUTINE IS MACHINE DEPENDENT
C+++ THIS ROUTINE IS SITE DEPENDENT
C+++ USES ECS
C+++ CDMMDN /DBDAID/ MAXECS, NEXECS, PRECS, ECSPTR, ECSLEN
1
1 INTEGER
1 PRECS, ECSPTR, ECSLEN
1 DIMENSION
1 ECSPTR(2), ECSLEN(2)
1 INTEGER PDINTR, START, NGET, NSTDRD
1 DIMENSION RARRAY(987)
C... +++ READ THE NUMBER STDRD
C... CALL READEC(NSTDRD, PDINTR, 1, ECSPTR(1), ECSLEN(1))
C... +++ READ THE ARRAY ELEMENTS
C... CALL READEC(RARRAY, PDINTR+3, MINO(NSTDRD, NGET), ECSPTR(1), ECSLEN(1))
IF (NSTDRD.GE.NGET) GD TD 2000
IB=NSTDRD+1
DD 1000 I=IB,NGET
RARRAY(I)=0.
1000 CDNTINUE
2000 CDNTINUE
DBNARD=.TRUE.
GD TD 99999
99999 CDNTINUE
RETURN
END

```



```

C *****
C LDGICAL FUNCTIDN DBNCRD(PDINTR,CMTSTR)
C +-----+
C DBNCRD -
C
C DATABASE NDDE CDMNT READ - READS THE CDMNT PDINTED
C TD BY PDINTR FRDM THE ECS STRDRGE AREA INTD CMTSTR.
C +-----+
C
C THIS RDTUINE IS MACHINE DEPENDENT
C+++ THIS RDTUINE IS SITE DEPENDENT
C+++ USES ECS
C +-----+
C
C *THE CDMND CNTRDL PARAMETERS,CHARACTERS, AND
C *GRAPHIC DISPLAY CNTRDL PARAMETERS
C
C CDMND /DEXCDM/
1 DXMDE, LDADED,MDPEND,DXREQS,DLREQS,KEYBRD,
2 TERSE,ECHDMD,DXSC,CPWDXS,MDSC,CURMDD,
3 NULMSG,DXNCPW,NAMLEN,
4 CLRMDD,MUNPST,ERASE,UPDATE,UPAINT,GCNTRL
C INTEGER
1 DXSC,CPWDXS,MDSC,CURMDD,NULMSG,DXNCPW,
2 NAMLEN,CLRMDD,MUNPST,ERASE,UPDATE,UPAINT
C LDGICAL
1 DXMDE, LDADED,MDPEND,DXREQS,DLREQS,KEYBRD,
2 TERSE,ECHDMD,GCNTRL
C DIMENSIDN
CDMND /DBCNDM/
1 TITLE, BUCKET,IDENT, NDDTYP,DATUM, LINK, LINKF,
1 CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHTIT,NCHCMT,DELCNT,
2 INTTYP,RELTYP,ARRTYP,
3 DBCLSD,DBACTV,FILEDB
C INTEGER
1 TITLE, BUCKET,IDENT, NDDTYP,DATUM, LINK, LINKF,
1 CMTPTR,NAVAIL,MAXNDD,MAXARR,NCHTIT,NCHCMT,DELCNT,
2 INTTYP,RELTYP,ARRTYP
C LDGICAL
3 DBCLSD,DBACTV,FILEDB
C DIMENSIDN
1 TITLE(16),BUCKET(32),IDENT(200,2),NDDTYP(200),
1 DATUM(200),LINK(200),LINKF(200),CMTPTR(200)
C CDMND /DBDAID/
1 MAXECS,NEXECS,PRECS,ECSPTR,ECSLEN
C INTEGER

```

DBL04930
DBL04940
DBL04950
DBL04960
DBL04970
DBL04980
DBL04990
DBL05000
DBL05010
DBL05020
DBL05030
DBL05040
DBL05050
DBL05060
DBL05070
DBL05080
DBL05090
DBL05100
DBL05110
DBL05120
DBL05130
DBL05140
DBL05150
DBL05160
DBL05170
DBL05180
DBL05190
DBL05200
DBL05210
DBL05220
DBL05230
DBL05240
DBL05250
DBL05260
DBL05270
DBL05280
DBL05290
DBL05300
DBL05310
DBL05320
DBL05330
DBL05340
DBL05350
DBL05360
DBL05370
DBL05380
DBL05390


```

1 DIMENSION PRECS,ECSPTR,ECSDLEN
1 ECSPTR(2),ECSDLEN(2)
INTEGER POINTR,CMTSTR,CMTWDS
DIMENSION CMTSTR(987)
CMTWDS=NCHCMT/DXNCPW
DBNCRD=(POINTR.GT.O)
+++ READ THE COMMENT
1 IF (DBNCRD) CALL READEC(CMTSTR,POINTR+2,CMTWDS,ECSPTR(1),
ECSDLEN(1))
99999 CONTINUE
RETURN
END

```

```

DBL05400
DBL05410
DBL05420
DBL05430
DBL05440
DBL05450
DBL05460
DBL05470
DBL05480
DBL05490
DBL05500
DBL05510
DBL05520

```



```

1      INTEGER          MAXECS, NEXECS, PRECS, ECSPTR, ECSLEN
1      INTEGER          PRECS, ECSPTR, ECSLEN
1      DIMENSION        ECSPTR(2), ECSLEN(2)
1      INTEGER          PTR, CMTSTR, CMTWDS, PREPTR
LOGICAL          DBCPTR
DIMENSION CMTSTR(987)
CMTWDS=NCHCMT/OXNCPW
DBNCIN=(PTR.GT.O)
C....          +++ IF ALREADY HAVE A POINTER DON'T GET ANOTHER
C....          +++ OTHERWISE GET THE POINTER TO THE NEXT AVAILABLE ECS
          IF (.NOT.(DBNCIN)) DBNCIN=OBCPTR(PTR,PREPTR,CMTWDS+2)
          IF (.NOT.(DBNCIN)) GO TO 99999
C....          +++ PUT IN A POINTER BACK TO PREVIOUS COMMENT OR ARRAY
C....          +++ LOCATION IN THE ECS AREA. PUT IN A POINTER BACK TO
C....          +++ THE NOOE, AND THEN PUT IN THE COMMENT.
          CALL WRITEC(PREPTR,PTR,1,ECSPTR(1),ECSLEN(1))
          CALL WRITEC(NOOE,PTR+1,1,ECSPTR(1),ECSLEN(1))
          CALL WRITEC(CMTSTR,PTR+2,CMTWDS,ECSPTR(1),ECSLEN(1))
99999 CONTINUE
          RETURN
          ENO
OBL06000
OBL06010
OBL06020
OBL06030
OBL06040
OBL06050
OBL06060
OBL06070
OBL06080
OBL06090
OBL06100
OBL06110
OBL06120
OBL06130
OBL06140
OBL06150
OBL06160
OBL06170
OBL06180
OBL06190
OBL06200
OBL06210
OBL06220

```



```

C*****DBX00010
LOGICAL FUNCTION DBXEC(S>IDUM)*****DBX00020
C +-----+-----+-----+-----+-----+-----+DBX00030
C DBXEC(S) - DBX00040
C DBX00050
C DBX00060
C DBX00070
C DBX00080
C DBX00090
C +-----+-----+-----+-----+-----+-----+DBX00100
C DBX00110
C DBX00120
C DBX00130
C DBX00140
C DBX00150
C DBX00160
C DBX00170
C DBX00180
C DBX00190
C DBX00200
C DBX00210
C DBX00220
C DBX00230
C DBX00240
C DBX00250
C DBX00260
C DBX00270
C DBX00280
C DBX00290
C DBX00300
C DBX00310
C DBX00320
C DBX00330
C DBX00340
C DBX00350
C DBX00360
C DBX00370
C DBX00380
C DBX00390
C DBX00400
C DBX00410
C DBX00420
C DBX00430
C DBX00440
C DBX00450
C DBX00460

```

```

C*****
LOGICAL FUNCTION DBXEC(S>IDUM)
C +-----+
C DBXEC(S) -
C
C DATABASE EXPAND ECS - EXPANDS THE DATABASE SIMULATED ECS
STORAGE AREA BY INCREMENTS OF 2000.
C +-----+
C
C COMMON /DBDAIO/
1 MAXECS,NEXECS,PRECS,ECSPTR,ECSLEN
C
C INTEGER
1 PRECS,ECSPTR,ECSLEN
C
C DIMENSION
1 ECSPTR(2),ECSLEN(2)
C
C LOGICAL
GETMN,FREEMN,LOG
C
C INTEGER
RFCODE
C
C COMMON /CODE/ RFCODE
C
C +++ SAVE THE OLD MAXECS AND INCREMENT MAXECS BY 2000
C
C ECSLEN(1)=MAXECS
C MAXECS=MAXECS+2000
C ECSLEN(2)=MAXECS
C
C +++ GET STORAGE VIA GETMAIN AND COPY THE DATABASE ARRAYS
C
C DBXEC=GETMN(MAXECS,ECSPTR(2))
C IF (.NOT. DBXEC) GO TO 11111
C KLEN = ECSLEN (1)
C DO 1000 I=1,KLEN
C CALL READC(RARRAY,I,1,ECSPTR(1),ECSLEN(1))
C CALL WRITEC(RARRAY,I,1,ECSPTR(2),ECSLEN(2))
C
C 1000 CONTINUE
C
C +++ FREE THE ORIGINAL STORAGE AREA VIA FREEMAIN
C
C LOG=FREEMN(ECSLEN(1),ECSPTR(1),RFCODE)
C ECSPTR(1)=ECSPTR(2)
C ECSLEN(1)=ECSLEN(2)
C GO TO 99999
C
C 11111 MAXECS = MAXECS - 2000
C 99999 RETURN
C END

```



```

C ***** OXAO0010
SUBROUTINE DXABND -----+
C +-----+
C OXABND -
C
C DEX ABNORMAL END - WHEN AN ABNORMAL END OCCURS THE
C ABENO CONDITION IS TRAPPED BY THE ASSEMBLY LANGUAGE
C ROUTINE ABTRAP, AND CONTROL IS PASSED TO THIS ROUTINE
C UPON ENTRY THE VALUE OF RCODE INDICATES THE ROUTINE
C WHICH CAUSED THE ABNORMAL END.
C
C THE CONDITION IS ANNOUNCED TO THE USER.
C
C THE USER IS GIVEN THE OPTION OF SAVING ANY OPEN
C OATABASE.
C
C THE USER IS THEN GIVEN THE OPTION OF CONTINUING OEX
C OPERATION, OR STOPPING. THE LATTER IS RECOMMENDEO.
C +-----+
C+++ THIS ROUTINE IS MACHINE DEPENDENT
C+++ THIS ROUTINE IS SITE DEPENDENT
C +-----+
C
C... *I/O DEVICES AND FILES
COMMON /OEXFIL/
1 MSGSOV,USEOEV,INFOOV,OBSEOEV,NEWSOV,HELPOV,
2 OUTOEV,INPOEV,NFWS
3 MSGSFL,USEFIL,INFOFL,OBFSFL,NEWSFL,HELFL,
4 OUTFIL,INPFIL,LOAFL,NOT1FL,NOT2FL
INTEGER
1 MSGSOV,USEOEV,INFOOV,DBSEOEV,NEWSOV,HELPOV,
2 OUTOEV,INPOEV,
3 MSGSFL,USEFIL,INFOFL,OBFSFL,NEWSFL,HELFL,
4 OUTFIL,INPFIL,LOAFL,NOT1FL,NOT2FL,NFWS
C... FILE NAME DIMENSIONING ADJUSTED FOR COC AND CU ONLY.....
DIMENSION
1 OBSFIL(11),NEWSFL(11),INFOFL(11),
3 OUTFIL(11),INPFIL(11),HELFL(11),
2 LOAFL(11),NOT1FL(11),NOT2FL(11)
C... OATABASE COMMON
COMMON /DBCOM/
1 TITLE,BUCKET,IOENT,NOOTYP,OATUM,LINK,LINKF,
1 CMTPTR,NAVAIL,MAXNOO,MAXARR,NCHTIT,NCHCMT,OELCNT,
2 INTTYP,RELTYP,ARRTYP,

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3          DBCLSD,DBACTV,FILEDB
INTEGER
1          TITLE ,BUCKET,IDENT ,NDDTYP,DATUM ,LINK ,LINKF ,
1          CMTPTR,NAVAIL,MAXNOD,MAXARR,NCHTIT,NCHCMT,DELCNT,
2          INTTYP,RELTYP,ARRTYP
LOGICAL
3          DBCLSD,DBACTV,FILEDB
1          DIMENSIOND
1          TITLE(16),BUCKET(32),IDENT(200,2),NDDTYP(200),
          DATUM(200),LINK(200),LINKF(200),CMTPTR(200)
COMMON /CDDE/ RFCDDDE
LOGICAL SAVEFL,DBSAVE
INTEGER FILENM
DIMENSIOND FILENM(5)
DATA      FILENM/4H ,4H ,4H DAT,4HABAS,4HE A /
DATA      NAMSUB/4HABND/
C          ANNOUNCE THAT AN ABNORMAL TERMINATION HAS OCCURED.
C....    IF RFCDDDE = 1 THEN ANNOUNCE THAT THE ERRDR WAS IN ROUTINE LOAD
C....    WHILE LDADING A MODULE.
C....    IF RFCDDDE = 2 THEN ANNOUNCE THAT THE ERRDR WAS IN RDUTINE START
C....    WHILE STARTING A MODULE.
C....    IF RFCDDDE = 3 THEN ANNOUNCE THAT THE ERRDR WAS IN RDUTINE FREEMN.
C....    IF RFCDDDE = 4 THEN ANNOUNCE THAT THE ERRDR WAS IN THE MDDULE.
C
          WRITE (DUTDEV,00001)
          IF (RFCDDDE .EQ. 1) WRITE (OUTDEV,00002)
          IF (RFCDDDE .EQ. 2) WRITE (DUTDEV,00003)
          IF (RFCDDDE .EQ. 3) WRITE (DUTDEV,00004)
          IF (RFCDDDE .EQ. 4) WRITE (OUTDEV,00005)
          IF (.NDT.DBCLSD) GD TD 7777
C
C          IF THERE WAS AN DPEN DATABASE SAVE IT
C
          WRITE (DUTDEV,00006)
          READ (INPDEV,00007) IANS
          IF (IANS .EQ. 0) GD TD 88888
          WRITE (OUTDEV,00008)
          READ (INPDEV,00009) (FILENM(I),I=1,2)
          SAVEFL=DBSAVE(FILENM)
          IF (SAVEFL) WRITE (DUTDEV,00010)
          IF (.NDT.SAVEFL) WRITE (DUTDEV,00011)
          GO TD 88888
C
C          ANNOUNCE THAT THERE IS ND DPEN DATABASE
C
7777 CONTINUE
          WRITE (DUTDEV,00012)

```

DXA00480
DXA00490
DXA00500
DXA00510
DXA00520
DXA00530
DXA00540
DXA00550
DXA00560
DXA00570
DXA00580
DXA00590
DXA00600
DXA00610
DXA00620
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DXA00890
DXA00900
DXA00910
DXA00920
DXA00930
DXA00940


```

C          CHECK IF THE USER WANTS TO RETURN TO DEX DR STOP
C
C
88888 CDNTINUE
      WRITE (OUTDEV,00013)
      READ (INPDEV,00007) IANS
      IF (IANS.EQ.O) GD TD 99999
          CALL DXMAJJC
          STDP
99998 RETURN
C
C          THATS IT THE USER CHDSE TO STDP
C
99999 CDNTINUE
      STOP
C
C          FORMAT STATEMENTS
C
00001 FORMAT (1X,'AN ABNORMAL TERMINATION OF EXECUTION HAS OCCURED.',/,
1      'THE SYSTEM ABEND HAS BEEN INTERCEPTED BY DEX.',//)
00002 FORMAT (1X,'THE ABEND WAS CAUSED IN ROUTINE LOAD WHILE LOADING',/
1      'A MODULE PROGRAM.',//)
00003 FORMAT (1X,'THE ABEND WAS CAUSED IN ROUTINE START WHILE STARTING',/
1      'A MODULE PROGRAM.',//)
00004 FDMAT (1X,'THE ABEND WAS CAUSED IN ROUTINE FREEMN',//)
00005 FDMAT (1X,'THE ABEND WAS CAUSED BY THE EXECUTING MDDULE',//)
00006 FDMAT (1X,'DEX IS NDW UNPREDICTABLE. DO YDU WANT TO SAVE YDUR',/
1      'DPEN DATABASE. (ENTER 1=YES DR O=ND)',//)
00007 FORMAT (I1)
00008 FORMAT (1X,'ENTER AN 8 CHARACTER FILENAME FOR YDUR DATABASE.',/,
1      'A FILETYPE DF DATABASE IS ASSUMED.',//)
00009 FDMAT (2A4)
00010 FORMAT (1X,'YOUR DATABASE HAS BEEN SAVED.',//)
00011 FORMAT (1X,'UNABLE TO SAVE YOUR DATABASE.',//)
00012 FDMAT (1X,'THERE IS ND DPEN DATABASE.',//)
00013 FDMAT (1X,'SINCE THE SYSTEM AND POSSIBLY DEX HAVE BEEN HAMMERED',/
1      'FURTHER EXECUTION WILL HAVE UNPREDICTABLE RESULTS.',/,
2      'WE RECDMMEND THAT YDU STDP AND RESTART DEX. DD YDU',/
3      'WISH TO CDNTINUE WITH DEX OR STDP?',/,
4      '(ENTER 1 TO CDNTINUE, OR O TO STOP)',//)
      END
DXA00950
DXA00960
DXA00970
DXA00980
DXA00990
DXA01000
DXA01010
DXA01020
DXA01030
DXA01040
DXA01050
DXA01060
DXA01070
DXA01080
DXA01090
DXA01100
DXA01110
DXA01120
DXA01130
DXA01140
DXA01150
DXA01160
DXA01170
DXA01180
DXA01190
DXA01200
DXA01210
DXA01220
DXA01230
DXA01240
DXA01250
DXA01260
DXA01270
DXA01280
DXA01290
DXA01300
DXA01310
DXA01320
DXA01330
DXA01340
DXA01350

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Thesis
S73875 Stone
c.1

199470

A further develop-
ment of the Massachu-
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aided design executive
system.

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