


```

BBBBBBBBB      AAAAAA      SSSSSSSS      MM      MM      AAAAAA      TTTTTTTTTT      NN      NN      UU      UU      LL
BBBBBBBBB      AAAAAA      SSSSSSSS      MM      MM      AAAAAA      TTTTTTTTTT      NN      NN      UU      UU      LL
BB      BB      AA      AA      SS      MMMM      MMMM      AA      AA      TT      NN      NN      UU      UU      LL
BB      BB      AA      AA      SS      MMMM      MMMM      AA      AA      TT      NN      NN      UU      UU      LL
BB      BB      AA      AA      SS      MM      MM      AA      AA      TT      NNNN      NN      UU      UU      LL
BBBBBBBBB      AA      AA      SSSSSS      MM      MM      AA      AA      TT      NN      NN      UU      UU      LL
BBBBBBBBB      AA      AA      SSSSSS      MM      MM      AA      AA      TT      NN      NN      UU      UU      LL
BB      BB      AAAAAAAAAA      SS      MM      MM      AAAAAAAAAA      TT      NN      NN      UU      UU      LL
BB      BB      AAAAAAAAAA      SS      MM      MM      AAAAAAAAAA      TT      NN      NN      UU      UU      LL
BB      BB      AA      AA      SS      MM      MM      AA      AA      TT      NN      NN      UU      UU      LL
BB      BB      AA      AA      SS      MM      MM      AA      AA      TT      NN      NN      UU      UU      LL
BBBBBBBBB      AA      AA      SSSSSSSS      MM      MM      AA      AA      TT      NN      NN      UUUUUUUUUU      LLLLLLLLLL      ....
BBBBBBBBB      AA      AA      SSSSSSSS      MM      MM      AA      AA      TT      NN      NN      UUUUUUUUUU      LLLLLLLLLL      ....

```

```

LL      IIIIII      SSSSSSSS
LL      IIIIII      SSSSSSSS
LL      II      SS
LL      II      SS
LL      II      SS
LL      II      SS
LL      II      SSSSSS
LL      II      SSSSSS
LL      II      SS
LL      II      SS
LL      II      SS
LL      II      SS
LLLLLLLLLL      IIIIII      SSSSSSSS
LLLLLLLLLL      IIIIII      SSSSSSSS

```

BASSMAT_NULL
Table of contents

L 15

15-SEP-1984 23:50:28 VAX/VMS Macro V04-00

Page 0

(2) 49
(3) 99

DECLARATIONS
BASSMAT_NULL - Initialize a string matrix to null matrix

```
0000 1 .TITLE BASSMAT_NULL
0000 2 .IDENT /1-004/ ; File: BASSMATNUL.MAR EDIT:MDL1004
0000 3
0000 4
0000 5 *****
0000 6 *
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0000 23 * SOFTWARE ON EQUIPMENT WHICH IS NOT SUPPLIED BY DIGITAL. *
0000 24 *
0000 25 *
0000 26 *****
0000 27
0000 28
0000 29 :++
0000 30 : FACILITY: BASIC code support
0000 31
0000 32 : ABSTRACT:
0000 33
0000 34 : This module initializes a string matrix to have a null string
0000 35 : for each element.
0000 36
0000 37 : ENVIRONMENT: User Mode, AST Reentrant
0000 38
0000 39 :--
0000 40 : AUTHOR: R. Will, CREATION DATE: 30-May-79
0000 41
0000 42 : MODIFIED BY:
0000 43
0000 44 : 1-001 - Original
0000 45 : 1-002 - Make references to bounds signed. Rw 7-Jun-79
0000 46 : 1-003 - Change shared external references to G^ RNH 25-Sep-81
0000 47 : 1-004 - make ALL external references G^. MDL 26-May-1983
```

DECLARATIONS

```

0000 49      .SBTTL  DECLARATIONS
0000 50      :
0000 51      : INCLUDE FILES:
0000 52      :
0000 53      :
0000 54      $DSCDEF                ; define descriptors
0000 55      :
0000 56      :
0000 57      : EXTERNAL DECLARATIONS:
0000 58      :
0000 59      :
0000 60      .DSABL  GBL                ; Prevent undeclared
0000 61      :                          ; symbols from being
0000 62      :                          ; automatically global.
0000 63      .EXTRN  BAS$K_ARGDONMAT    ; signalled if all 3 blocks
0000 64      :                          ; not present in array desc
0000 65      :                          ; or dimct = 0
0000 66      .EXTRN  BAS$STORE_BFA     ; array element store
0000 67      .EXTRN  BAS$$STOP        ; signal fatal errors
0000 68      :
0000 69      :
0000 70      : MACROS:
0000 71      :
0000 72      :
0000 73      :
0000 74      : EQUATED SYMBOLS:
0000 75      :
0000 76      :
0000000C 0000 77      index1 = 12      ; stack offset of index1
0000 78      :                          ; before call to store
00000010 0000 79      index2 = 16     ; stack offset of index2
0000 80      :                          ; before call to store
00000018 0000 81      dsc$L_l1_1 = 24 ; desc offset if 1 sub
0000001C 0000 82      dsc$L_u1_1 = 28 ; desc offset if 1 sub
0000001C 0000 83      dsc$L_l1_2 = 28 ; desc offset if 2 sub
00000020 0000 84      dsc$L_u1_2 = 32 ; desc offset if 2 sub
00000024 0000 85      dsc$L_l2_2 = 36 ; desc offset if 2 sub
00000028 0000 86      dsc$L_u2_2 = 40 ; desc offset if 2 sub
0000 87      :
0000 88      :
0000 89      : OWN STORAGE:
0000 90      :
0000 91      :
0000 92      :
0000 93      : PSECT DECLARATIONS:
0000 94      :
00000000 0000 95      .PSECT _BAS$CODE PIC, USR, CON, REL, LCL, SHR, -
0000 96      :                          ; EXE, RD, NOWRT, LONG
0000 97      :

```

BASSMAT_NULL - Initialize a string matr

```

0000 99      .SBTTL BASSMAT_NULL - Initialize a string matrix to null matrix
0000 100     :++
0000 101     : FUNCTIONAL DESCRIPTION:
0000 102     :
0000 103     :   This routine initializes each element of a string array to the
0000 104     :   null string. It does this by copying a null string to each elemnt.
0000 105     :
0000 106     : CALLING SEQUENCE:
0000 107     :
0000 108     :   CALL BASSMAT_NULL (matrix.wx.da)
0000 109     :
0000 110     : INPUT PARAMETERS:
0000 111     :
0000 112     :   NONE
0000 113     :
0000 114     : IMPLICIT INPUTS:
0000 115     :
0000 116     :   NONE
0000 117     :
0000 118     : OUTPUT PARAMETERS:
0000 119     :
00000004 0000 120     :   matrix = 4
0000 121     :
0000 122     : IMPLICIT OUTPUTS:
0000 123     :
0000 124     :   NONE
0000 125     :
0000 126     : FUNCTION VALUE:
0000 127     : COMPLETION CODES:
0000 128     :
0000 129     :   NONE
0000 130     :
0000 131     : SIDE EFFECTS:
0000 132     :
0000 133     :   This routine will call the BASIC array fetch and store routines and so
0000 134     :   may cause any of their errors to be signalled. It may also signal any
0000 135     :   of the errors listed in the externals section.
0000 136     :
0000 137     :--
0000 138     :
0000 139     :
0000 140     :+
0000 141     : REGISTER USAGE
0000 142     : R2   current bound for 1st subscript
0000 143     : R3   upper bound for 1st subscript
0000 144     : R4   lower bound for 2nd subscript
0000 145     : R5   upper bound for 2nd subscript
0000 146     : R6   current value of 2nd subscript
0000 147     :--
0000 148     :
0000 149     : .ENTRY BASSMAT_NULL, ^M<R2,R3,R4,R5,R6,IV>
407C 0002 150
0002 151     :+
0002 152     : If block 2 of array descriptor (multipliers) is not present then error.
0002 153     :--
0002 154
50 04 AC D0 0002 155     MOVL   matrix(AP), R0           ; get pointer to mat descriptr

```

BASSMAT_NULL - Initialize a string matr 6-SEP-1984 10:30:40 [BASRTL.SRC]BASSMATNUL.MAR;1

```

6E 0A A0 07 E1 0006 156 BBC #DSC$V_FL_BOUNDS, DSC$B_AFLAGS(R0), ERR_ARGDONMAT
000B 157 ; exit if block 3 not
000B 158 ; present in descriptor
000B 159
000B 160
000B 161 ;+ Initialize stack for CALLG to element store routine. Then divide algc thm
000B 162 ; based on number of subscripts.
000B 163 ;-
000B 164
010E0000 7E D4 000B 165 CLRQ -(SP) ; pointer of descriptor
8F DD 000D 166 PUSHL #<<DSC$K_CLASS_S @ 24> + <DSC$K_DTYPE_T @ 16>> ; 1st desc word
0013 167 ; class, type and 0 length
7E 7C 0013 168 CLRQ -(SP) ; space for indices
50 DD 0015 169 PUSHL R0 ; ptr to dest desc for call
01 0C AE DF 0017 170 PUSHAL 12(SP) ; pointer to NULL descriptor
0B A0 91 001A 171 CMPB DSC$B_DIMCT(R0), #1 ; determine # of subscripts
05 13 001E 172 BEQLU INIT_ONE_SUB ; 1 sub, go init
1A 1A 0020 173 BGTRU INIT_TWO_SUBS ; >=2 subs, go init
0054 31 0022 174 BRW ERR_ARGDONMAT ; 0 subs, error
0025 175
0025 176 ;+
0025 177 ; There is only 1 subscript. Make both upper and lower bound for 2nd
0025 178 ; subscript a 1. A second subscript will be passed to and ignored by the
0025 179 ; store routine because the argcount in the arglist of the CALL will not
0025 180 ; include the 2nd subscript. Put bounds for 1st subscript into registers.
0025 181 ;-
0025 182
0025 183 INIT_ONE SUB:
0025 184 PUSHL #3 ; 3 arguments to store routine
0027 185 ; ignores 2nd index
53 1C A0 D0 0027 186 MOVL dsc$L_u1_1(R0), R3 ; 1st upper bound
52 18 A0 D0 002B 187 MOVL dsc$L_l1_1(R0), R2 ; 1st lower bound
03 14 002F 188 BGTR 1$ ; not 0 or neg, init 2nd bound
52 01 D0 0031 189 MOVL #1, R2 ; don't alter row 0
54 01 D0 0034 190 1$: MOVL #1, R4 ; set 2nd lower bnd to 1
55 01 D0 0037 191 MOVL #1, R5 ; set 2nd upper bnd to 1
1C 11 003A 192 BRB LOOP_1ST_SUB ; go loop
003C 193
003C 194 ;+
003C 195 ; There are 2 subscripts. Put the upper bound for both subscripts in
003C 196 ; registers and make sure that the lower bound for both subscripts will start
003C 197 ; at 1 (do not alter row or col 0)
003C 198 ;-
003C 199
003C 200 INIT_TWO SUBS:
003C 201 PUSHL #4 ; 4 arguments to store routine
55 28 A0 D0 003E 202 MOVL dsc$L_u2_2(R0), R5 ; 2nd upper bound
54 24 A0 D0 0042 203 MOVL dsc$L_l2_2(R0), R4 ; 2nd lower bound
03 14 0046 204 BGTR 1$ ; not col 0 or neg, do cols
54 54 01 D0 0048 205 MOVL #1, R4 ; start with col 1
53 20 A0 D0 004B 206 1$: MOVL dsc$L_u1_2(R0), R3 ; 1st upper bound
52 1C A0 D0 004F 207 MOVL dsc$L_l1_2(R0), R2 ; 1st lower bound
03 14 0053 208 BGTR LOOP_TST_SUB ; not row 0 or neg, go loop
52 01 D0 0055 209 MOVL #1, R2 ; start with row 1
0058 210
0058 211 ;+
0058 212 ; Loop through all the rows. Row and column upper and lower bounds have been

```

BASSMAT_NULL - Initialize a string matr 6-SEP-1984 10:30:40 [BASRTL.SRC]BASMATNUL.MAR;1

```

0058 213 ; initialized in registers.
0058 214 ; -
0058 215 ;
56 54 D0 0058 216 LOOP_1ST_SUB:
0058 217     MOVL    R4, R6                ; R6 has 1st lower bound
0058 218
0058 219 ; +
0058 220 ; Loop through all the elements (columns) of the current row. Column lower
0058 221 ; bound is initialized in R6. Column upper bound is in R5.
0058 222 ; -
0058 223
0058 224 LOOP_2ND_SUB:
0058 225
10 AE 56 D0 0058 226     MOVL    R6, index2(SP)          ; current column
OC AE 52 D0 005F 227     MOVL    R2, index1(SP)          ; current row
00000000'GF 6E FA 0063 228     CALLG   (SP), G^BAS$STORE_BFA      ; store in array
56 D6 006A 229     INCL    R6                ; get next column
55 56 D1 006C 230     CMPL   R6, R5                ; see if last column done
EA 15 006F 231     BLEQ   LOOP_2ND_SUB          ; no, continue inner loop
0071 232
0071 233 ; +
0071 234 ; Have completed entire row. See if it was the last row. If not,
0071 235 ; continue with next row.
0071 236 ; -
0071 237
53 52 D6 0071 238     INCL    R2                ; get next row
52 D1 0073 239     CMPL   R2, R3                ; see if last row done
E0 15 0076 240     BLEQ   LOOP_1ST_SUB          ; no, continue outer loop
0078 241
04 0078 242     RET                    ; yes, finished
0079 243
0079 244 ERR_ARGDONMAT:
0079 245     PUSHL  #BAS$K_ARGDONMAT          ; signal error, 0 for dimct
007F 246     CALLS  #1, G^BAS$$$STOP        ; or block 2 or 3 absent
0086 247
0086 248     .END                            ; end of BASSMAT_NULL

```

BASSMAT NULL
Symbol table

```

BAS$$STOP          ***** X 00
BAS$$ARGDONMAT    ***** X 00
BASMAT NULL       00000000 RG 02
BAS$$STORE BFA    ***** X 00
DSC$$B_AFLAGS     = 0000000A
DSC$$B_DIMCT      = 0000000B
DSC$$K_CLASS_S    = 00000001
DSC$$K_DTYPE_T    = 0000000E
DSC$$L_L1_1       = 00000018
DSC$$L_L1_2       = 0000001C
DSC$$L_L2_2       = 00000024
DSC$$L_U1_1       = 0000001C
DSC$$L_U1_2       = 00000020
DSC$$L_U2_2       = 00000028
DSC$$V_FL_BOUNDS  = 00000007
ERR_ARGDONMAT     = 00000079 R 02
INDEX1            = 0000000C
INDEX2            = 00000010
INIT_ONE_SUB      = 00000025 R 02
INIT_TWO_SUBS    = 0000003C R 02
LOOP_1ST_SUB      = 00000058 R 02
LOOP_2ND_SUB      = 0000005B R 02
MATRIX            = 00000004

```

+-----+
! Psect synopsis !
+-----+

PSECT name	Allocation	PSECT No.	Attributes
. ABS .	00000000 (0.)	00 (0.)	NOPIC USR CON ABS LCL NOSHR NOEXE NORD NOWRT NOVEC BYTE
\$AB\$\$	00000000 (0.)	01 (1.)	NOPIC USR CON ABS LCL NOSHR EXE RD WRT NOVEC BYTE
_BAS\$CODE	00000086 (134.)	02 (2.)	PIC USR CON REL LCL SHR EXE RD NOWRT NOVEC LONG

+-----+
! Performance indicators !
+-----+

Phase	Page faults	CPU Time	Elapsed Time
Initialization	28	00:00:00.08	00:00:00.43
Command processing	103	00:00:00.50	00:00:01.89
Pass 1	135	00:00:01.81	00:00:05.79
Symbol table sort	0	00:00:00.18	00:00:00.34
Pass 2	55	00:00:00.63	00:00:01.85
Symbol table output	4	00:00:00.03	00:00:00.04
Psect synopsis output	2	00:00:00.02	00:00:00.02
Cross-reference output	0	00:00:00.00	00:00:00.00
Assembler run totals	329	00:00:03.26	00:00:10.36

The working set limit was 1350 pages.
 9282 bytes (19 pages) of virtual memory were used to buffer the intermediate code.
 There were 10 pages of symbol table space allocated to hold 149 non-local and 2 local symbols.
 248 source lines were read in Pass 1, producing 13 object records in Pass 2.
 8 pages of virtual memory were used to define 7 macros.

! Macro library statistics !

Macro library name

_S255SDUA28:[SYSLIB]STARLET.MLB;2

Macros defined

4

190 GETS were required to define 4 macros.

There were no errors, warnings or information messages.

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

A dense grid of technical diagrams and data tables, likely representing a system architecture or configuration. The diagrams are arranged in a grid pattern, with some larger, more detailed diagrams interspersed among smaller ones. The text within the diagrams is mostly illegible due to the low resolution and high density of the image. However, several larger diagrams contain the following text:

- BASMATMUL LIS** (located in the upper-middle section)
- BASMATIO LIS** (located in the middle-left section)
- BASMATRED LIS** (located in the middle-right section)
- BASMATNUL LIS** (located in the lower-right section)
- BASMATINU LIS** (located in the bottom-left corner)

The diagrams appear to be flowcharts or data flow diagrams, showing the relationships between various components of the system. The overall layout is highly structured and repetitive, suggesting a complex, multi-layered system architecture.