```
DDDDDDDDDDD     EEEEEEEEEEEEEEE  BBBBBBBBBBB      UUU         UUU     GGGGGGGGGGG
DDDDDDDDDDDD    EEEEEEEEEEEEEEE  BBBBBBBBBBBB     UUU         UUU     GGGGGGGGGGGG
DDDDDDDDDDDD    EEEEEEEEEEEEEEE  BBBBBBBBBBBB     UUU         UUU     GGGGGGGGGGGG
DDD         DDD EEE              BBB         BBB  UUU         UUU GGG
DDD         DDD EEE              BBB         BBB  UUU         UUU GGG
DDD         DDD EEE              BBB         BBB  UUU         UUU GGG
DDD         DDD EEE              BBB         BBB  UUU         UUU GGG
DDD         DDD EEE              BBB         BBB  UUU         UUU GGG
DDD         DDD EEEEEEEEEEE      BBBBBBBBBBBB     UUU         UUU GGG
DDD         DDD EEEEEEEEEEE      BBBBBBBBBBBB     UUU         UUU GGG
DDD         DDD EEEEEEEEEEE      BBBBBBBBBBBB     UUU         UUU GGG
DDD         DDD EEE              BBB         BBB  UUU         UUU GGG   GGGGGGGGG
DDD         DDD EEE              BBB         BBB  UUU         UUU GGG   GGGGGGGGG
DDD         DDD EEE              BBB         BBB  UUU         UUU GGG   GGGGGGGGG
DDD         DDD EEE              BBB         BBB  UUU         UUU GGG         GGG
DDD         DDD EEE              BBB         BBB  UUU         UUU GGG         GGG
DDD         DDD EEE              BBB         BBB  UUU         UUU GGG         GGG
DDDDDDDDDDDD    EEEEEEEEEEEEEEE  BBBBBBBBBBBB      UUUUUUUUUUUUUUUUU     GGGGGGGGG
DDDDDDDDDDDD    EEEEEEEEEEEEEEE  BBBBBBBBBBBB      UUUUUUUUUUUUUUUUU     GGGGGGGGG
DDDDDDDDDDDD    EEEEEEEEEEEEEEE  BBBBBBBBBBBB      UUUUUUUUUUUUUUUUU     GGGGGGGGG
```

```
  SSSSSSSS  TTTTTTTTTT  RRRRRRRR    UU      UU    CCCCCCCC  DDDDDDDD    EEEEEEEEEE  FFFFFFFFFF
  SSSSSSSS  TTTTTTTTTT  RRRRRRRR    UU      UU    CCCCCCCC  DDDDDDDD    EEEEEEEEEE  FFFFFFFFFF
SS              TT      RR      RR  UU      UU  CC          DD      DD  EE          FF
SS              TT      RR      RR  UU      UU  CC          DD      DD  EE          FF
SS              TT      RR      RR  UU      UU  CC          DD      DD  EE          FF
SS              TT      RR      RR  UU      UU  CC          DD      DD  EE          FF
  SSSSSS        TT      RRRRRRRR    UU      UU  CC          DD      DD  EEEEEEEE    FFFFFFFF
  SSSSSS        TT      RRRRRRRR    UU      UU  CC          DD      DD  EEEEEEEE    FFFFFFFF
        SS      TT      RR  RR      UU      UU  CC          DD      DD  EE          FF
        SS      TT      RR  RR      UU      UU  CC          DD      DD  EE          FF
        SS      TT      RR    RR    UU      UU  CC          DD      DD  EE          FF              ....
        SS      TT      RR    RR    UU      UU  CC          DD      DD  EE          FF              ....
SSSSSSSS        TT      RR      RR  UUUUUUUUUU    CCCCCCCC  DDDDDDDD    EEEEEEEEEE  FF              ....
SSSSSSSS        TT      RR      RR  UUUUUUUUUU    CCCCCCCC  DDDDDDDD    EEEEEEEEEE  FF              ....
```

```
RRRRRRRR    EEEEEEEEEE    QQQQQQ
RRRRRRRR    EEEEEEEEEE    QQQQQQ
RR      RR  EE          QQ      QQ
RR      RR  EE          QQ      QQ
RR      RR  EE          QQ      QQ
RR      RR  EE          QQ      QQ
RRRRRRRR    EEEEEEEE    QQ      QQ
RRRRRRRR    EEEEEEEE    QQ      QQ
RR  RR      EE          QQ  QQ  QQ
RR  RR      EE          QQ  QQ  QQ
RR    RR    EE          QQ    QQ
RR    RR    EE          QQ    QQ
RR      RR  EEEEEEEEEE    QQQQ  QQ
RR      RR  EEEEEEEEEE    QQQQ  QQ
```

```
!----------------------------------------------------------------------

!       STRUCDEF -- DECLARATION FILE FOR DATA STRUCTURE DEFINITION
!                   AND ACCESS MACROS USED IN THE VAX DEBUGGER

!----------------------------------------------------------------------

! Version:      'V04-000'

!****************************************************************************
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! WRITTEN BY
!       Bert Beander    August, 1981.

! MODULE FUNCTION:
!       This REQUIRE file contains all macros used in defining and accessing
!       data structures (BLISS BLOCKs) in the VAX Debugger.  These symbolic
!       names should always be used in BLISS Field-References.
```

DATA STRUCTURE DEFINITION AND ACCESS

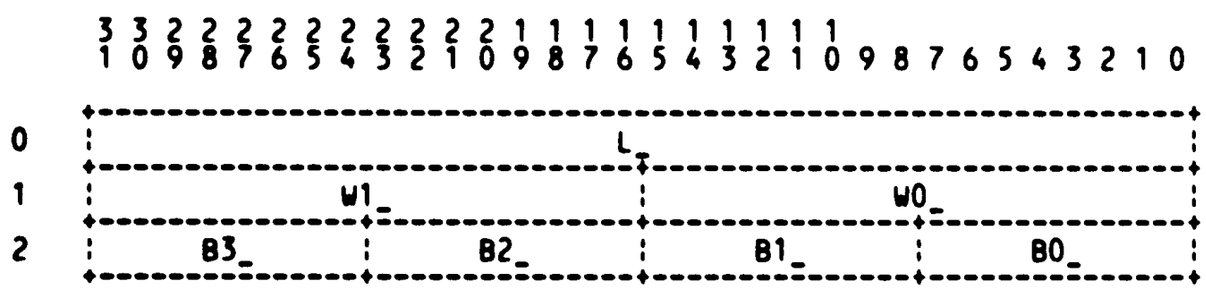
The following macros must be used in defining field names for all data structures in the Debugger. These macros supply the position, size, and sign-extension values when used in FIELD declarations for BLOCK and BLOCKVECTOR data structures. The various generic forms (as specified by the letters in the names) are as follows:

A	Materialized address
L	Longword
W	Zero-extended word
B	Zero-extended byte
V	Zero-extended bit field
SW	Sign-extended word
SB	Sign-extended byte
SV	Sign-extended bit field

The "A" form should be used whenever the field being defined is such that only the address of the field may be materialized in a structure reference; that is, fetch and store operations on the field are not valid. An example of such a field is an ASCII string.

Each of the "V" and "SV" forms take one or two parameters. The first parameter is the bit position within the longword (or byte) and the second is the field size in bits. The second parameter is optional; if omitted, it defaults to 1. Thus V_(5) means bit 5 while V_(5,3) means the 3-bit field starting at bit 5 and ending at bit 7. Bit positions are counted from the low-order (least significant) end of the longword, starting at zero.

The following data structure picture shows the locations of the various fields that can be specified. Note how the bit positions are numbered along the top of the illustration.




```
***
MACRO
        A_      =  0,  0,  0 %,         ! Address of a longword

        A0_     =  0,  0,  0 %,         ! Address of byte 0
        A1_     =  8,  0,  0 %,         ! Address of byte 1
```

```
        A2_     = 16,  0,  0 %,         ! Address of byte 2
        A3_     = 24,  0,  0 %,         ! Address of byte 3

        L_      =  0, 32,  0 %,         ! Longword
        W_      =  0, 16,  0 %,         ! Word, zero-extended
        B_      =  0,  8,  0 %,         ! Byte, zero-extended

        W0_     =  0, 16,  0 %,         ! Word 0 zero-extended
        W1_     = 16, 16,  0 %,         ! Word 1 zero-extended

        B0_     =  0,  8,  0 %,         ! Byte 0 zero-extended
        B1_     =  8,  8,  0 %,         ! Byte 1 zero-extended
        B2_     = 16,  8,  0 %,         ! Byte 2 zero-extended
        B3_     = 24,  8,  0 %,         ! Byte 3 zero-extended

        V_(P,S) = P, %IF %NULL(S) %THEN 1 %ELSE S %FI, 0 %, ! Unsigned bit field

        V0_(P,S) = P,      %IF %NULL(S) %THEN 1 %ELSE S %FI, 0 %, ! Bits in B0_
        V1_(P,S) = (P+8),  %IF %NULL(S) %THEN 1 %ELSE S %FI, 0 %, ! Bits in B1_
        V2_(P,S) = (P+16), %IF %NULL(S) %THEN 1 %ELSE S %FI, 0 %, ! Bits in B2_
        V3_(P,S) = (P+24), %IF %NULL(S) %THEN 1 %ELSE S %FI, 0 %, ! Bits in B3_

        SW_     =  0, 16,  1 %,         ! Word, sign-extended
        SB_     =  0,  8,  1 %,         ! Byte, sign-extended

        SW0_    =  0, 16,  1 %,         ! Word 0 sign-extended
        SW1_    = 16, 16,  1 %,         ! Word 1 sign-extended

        SB0_    =  0,  8,  1 %,         ! Byte 0 sign-extended
        SB1_    =  8,  8,  1 %,         ! Byte 1 sign-extended
        SB2_    = 16,  8,  1 %,         ! Byte 2 sign-extended
        SB3_    = 24,  8,  1 %,         ! Byte 3 sign-extended

        SV_(P,S)= P, %IF %NULL(S) %THEN 1 %ELSE S %FI, 1 %, ! Signed bit field

        SV0_(P,S) = P,      %IF %NULL(S) %THEN 1 %ELSE S %FI, 1 %, ! Bits in B0_
        SV1_(P,S) = (P+8),  %IF %NULL(S) %THEN 1 %ELSE S %FI, 1 %, ! Bits in B1_
        SV2_(P,S) = (P+16), %IF %NULL(S) %THEN 1 %ELSE S %FI, 1 %, ! Bits in B2_
        SV3_(P,S) = (P+24), %IF %NULL(S) %THEN 1 %ELSE S %FI, 1 %; ! Bits in B3_

!
! END OF STRUCDEF.REQ
```

STRUCDEF
REQ

TEMPREQ
REQ

DBGADDEXP
LIS

DBGATSIGN
LIS

SSIDEF
REQ