

RSX-11M V3.2
 MISC SYSTEM TASKS
 RMD

Seq 5.7.5.3 F

1 of 3

A WAY TO REDUCE OVERHEAD IN RMD (SPR 11-80028Z AG)

PROBLEM STATEMENT

RMD updates the screen 1 line at a time. This means that it can take up to 24 QIO's to update. Most of these QIO's are relatively small, making the overhead to update the screen excessive.

RESPONSE

The following patch, when applied to module RMDRIV will make RMD fill a 256 buffer before issuing a QIO. This means that, after the original screen paint, the screen can almost always be updated with a single QIO. This has resulted in a significant reduction in system overhead.

OU:RMDRIV.MAC;2/AU/-BF=IN:[14,10]RMDRIV.MAC;1

\-2,2

.IDENT /1.2/

-9,9

; VERSION: 1.2

-11

; MODIFICATIONS:

;

; AG046 CHANGE TO SINGLE LONG QIO

;

;

-33,33,;/AG046/

.MCALL QIOWS,DIRS,*SIGSS,*WTSSS

-49,;/AG046/

.MACRO PUTC CHAR,?A ; PUT CHARACTER TO OUTPUT BUFFER

C*P R5,#BUFFER+RUFL-1

BLT A

CALL OUTPUT

A: MOV9 CHAR,(R5)+

.ENDM