RSX-11M/S - RSX-11M-PLUS Software Dispatch, January 1981

RSX-11M V3.2 MISC SYSTEM TASKS RMD

Seq 5.7.5.3 F

1001

1 of 3

A WAY TO REDUCE OVERHEAD IN RMD (SPR 11-89928Z AG)

nempreson participation PROBLEM STATEMENT

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RMD updates the screen 1 line at a time. This means that it can take up to 24 010's to update. Most of these 010's are relatively small, making the overhead to update the screen excessive. SHI IN POSCULATION OF ARREST TO BURNES HERE OF BOX

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BUFFER: 18LKE '80FL COTTENT BEFRESH VERNING V

## 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 original screen paint, the screen can almost always be updated with a single QIO. This has resulted in a significant reduction in system overhead.

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R5, #BUFFER+RUFL-1 ; PUT CHARACTER TO OUTPUT BUFFER .MACRO PUTC A CUTPUT CHAR, (R5) + SSG CIE LIES SCHOOL CONTROL CONT BLT CALL MOVB

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