

**KeyMapD**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> KeyMapD		
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<b>REVISION HISTORY</b>
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# Contents

<b>1</b>	<b>KeyMapD</b>	<b>1</b>
1.1	KeyMapD . . . . .	1
1.2	TMP:Modula-2/KeyMapD.def . . . . .	1

## Chapter 1

# KeyMapD

### 1.1 KeyMapD

Konstanten

badChar	buffOvfl	dp2dFacShift
dp2dIndexMask	internalErr	maxKeys
noQual	vanilla	

Typ-Deklarationen

BitTable	BitTablePtr	DeadPrefixByteSet
DeadPrefixBytes	Info	InfoPtr
KeyInfo	KeyMap	KeyMapNode
KeyMapPtr	KeyMapResource	KeyMapTypeSet
KeyMapTypes	Types	TypesPtr

### 1.2 TMP:Modula-2/KeyMapD.def

```

DEFINITION MODULE KeyMapD; (*$ Implementation:=FALSE *)
(* 17-Apr-1992/cn *)

FROM SYSTEM IMPORT ADDRESS, LONGSET;

FROM ExecD IMPORT Node , List ;

CONST
(* Mögliche Resultatwerte der Funktionen MapANSI und MapRawKey *)
badChar=0;
buffOvfl=-1;
internalErr=-2;

TYPE
KeyMapTypes =(shift, alt, control, downup, kmp4, dead, string, nop);
KeyMapTypeSet =SET OF KeyMapTypes ;

CONST

```

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```
noQual= KeyMapTypeSet {};  
vanilla= KeyMapTypeSet {shift,alt,control};  
  
TYPE  
  DeadPrefixBytes =(dpbMod,dpb1,dpb2,dpbDead);  
  DeadPrefixByteSet =SET OF  DeadPrefixBytes ;  
  
CONST  
  dp2dIndexMask=0FH;  
  dp2dFacShift=4;  
  
  maxKeys=64;  
  
TYPE  
  Types =ARRAY [0..maxKeys-1] OF  KeyMapTypeSet ;  
  TypesPtr =POINTER TO  Types ;  
  
  KeyInfo =RECORD  
  CASE :INTEGER OF  
    |0: ch:ARRAY [0..3] OF CHAR;  
    |1: st:ADDRESS  
  END  
END;  
  
  Info =ARRAY [0..maxKeys-1] OF  KeyInfo ;  
  InfoPtr =POINTER TO  Info ;  
  
  BitTable =ARRAY [0..maxKeys DIV (8*SIZE(LONGSET))-1] OF LONGSET;  
  BitTablePtr =POINTER TO  BitTable ;  
  
  KeyMap =RECORD  
  loKeyMapTypes: TypesPtr ;  
  loKeyMap: InfoPtr ;  
  loCapsable: BitTablePtr ;  
  loRepeatable: BitTablePtr ;  
  hiKeyMapTypes: TypesPtr ;  
  hiKeyMap: InfoPtr ;  
  hiCapsable: BitTablePtr ;  
  hiRepeatable: BitTablePtr ;  
END;  
  KeyMapPtr =POINTER TO  KeyMap ;  
  
  KeyMapNode =RECORD  
  node: Node ;  
  keyMap: KeyMap ;  
END;  
  
  KeyMapResource =RECORD  
  node: Node ;  
  list: List ;  
END;  
  
END KeyMapD.noimp
```

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