

**KeyMapD**

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