NAME

ppsmdot - set mdot and field pointer buffer for matcher

SYNOPSIS

```
ppsmdot(mdotbufptr)
        char **mdotbufptr;
```

DESCRIPTION

Ppsmdot(3L) is used to tell the pattern matcher (**ppmatch(3L)**) the location of the buffer to be used to store the pointer values which are set by the **mdot**, **deffld**, **startfld** and **endfld** built-in patterns. If **ppsmdot** is never called or if the value of the **ppsmdot** argument is '**(int *) 0**', then **mdot**, **deffld**, **startfld** and **endfld** primitives are ignored by the matcher.

Ppgmdot(3L) will return the address of the buffer (which was set by the last **ppsmdot**). If **ppsmdot** had not been called prior to **ppgmdot**, then **ppgmdot** will return a zero.

No check is made to ensure that the **ppsmdot** argument is valid or that it points to a large enough area to hold everything that is going to be put there. For example, if a '**mdot(<index>)**' pattern occurs, then the matcher writes the cursor value into memory location ***(mdotbufptr + index*2)**. To avoid some problems **ppmdotsiz** should be used to obtain the maximum offset from **mdotbufptr** which may occur.

SEE ALSO

ppmatch(3L), ppgmdot(3L), ppmdotsiz(3L), pattern(5L)

DIAGNOSTICS

Ppsmdot and **ppgmdot** produce no diagnostics, and they never change the value of **pperrno**.

BUGS

Ppsmdot and **ppgmdot** are very simple assembly language routines which are a part of the **ppmatch(3L)** subroutine in the pattern library. They do not use **csv(2)** and **cret(2)** so **adb(1)** will not show any auto variables for them.