


```

BBBBBBBBB      AAAAAA      SSSSSSSS      IIIIII      NN      NN      AAAAAA      RRRRRRRR      GGGGGGGG
BBBBBBBBB      AAAAAA      SSSSSSSS      IIIIII      NN      NN      AAAAAA      RRRRRRRR      GGGGGGGG
BB      BB      AA      AA      SS      II      NN      NN      AA      AA      RR      RR      GG
BB      BB      AA      AA      SS      II      NN      NN      AA      AA      RR      RR      GG
BB      BB      AA      AA      SS      II      NNNN      NN      AA      AA      RR      RR      GG
BB      BB      AA      AA      SS      II      NNNN      NN      AA      AA      RR      RR      GG
BBBBBBBBB      AA      AA      SSSSSS      II      NN      NN      AA      AA      RRRRRRRR      GG
BBBBBBBBB      AA      AA      SSSSSS      II      NN      NN      AA      AA      RRRRRRRR      GG
BB      BB      AAAAAAAAAA      SS      II      NN      NNNN      AAAAAAAAAA      RR      RR      GG      GGGGGG
BB      BB      AAAAAAAAAA      SS      II      NN      NNNN      AAAAAAAAAA      RR      RR      GG      GGGGGG
BB      BB      AA      AA      SS      II      NN      NN      AA      AA      RR      RR      GG      GG
BB      BB      AA      AA      SS      II      NN      NN      AA      AA      RR      RR      GG      GG
BBBBBBBBB      AA      AA      SSSSSSSS      IIIIII      NN      NN      AA      AA      RR      RR      GG      GG
BBBBBBBBB      AA      AA      SSSSSSSS      IIIIII      NN      NN      AA      AA      RR      RR      GG      GG

```

```

RRRRRRRR      EEEEEEEEE      QQQQQQ
RRRRRRRR      EEEEEEEEE      QQQQQQ
RR      RR      EE      QQ      QQ
RR      RR      EE      QQ      QQ
RR      RR      EE      QQ      QQ
RRRRRRRR      EEEEEEEEE      QQ      QQ
RRRRRRRR      EEEEEEEEE      QQ      QQ
RR      RR      EE      QQ      QQ      QQ
RR      RR      EE      QQ      QQ      QQ
RR      RR      EE      QQ      QQ      QQ
RR      RR      EE      QQ      QQ
RR      RR      EEEEEEEEE      QQQQ      QQ
RR      RR      EEEEEEEEE      QQQQ      QQ

```

♦ This file, BASINARG.REQ, is used by the frame initialization routines
to define their argument list. Edit: PLL1007

```
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```

♦ Edit History:

```
0-001 - Initial coding from BP2VAXDGC. JBS 19-NOV-78
1-001 - Make version number 1. JBS 27-NOV-78
1-002 - Change BASSB_IN_L_FCD to BASSB_IN_V_FCD. JBS 09-FEB-1979
1-003 - Divide BASSL_IN_NO_STR up into two fields: BASSW_IN_NO_FST
        and BASSW_IN_NO_DST. JBS 20-MAR-1979
1-004 - Add BASSK_IN_V_FCD. JBS 03-AUG-1979
1-005 - Remove the PRINT statement, for the new BLISS compiler.
        JBS 02-OCT-1979
1-006 - Add copyright notice. SBL 11-Mar-1980
1-007 - Add new fields, BASSL_IN_LEN_RT_A_DT and BASSL_IN_RT_A_TMT, for
        run-time dimensioned arrays. PLC 12-May-1982
```

FIELD

BASSINIT_ARGS =

SET

```
BASSL_IN_L_ARG = [0, 0, 32, 0],      : length of argument list in bytes
BASSB_IN_V_FCD = [4, 0, 8, 0],      : version number of frame
BASSB_IN_PROC_C = [5, 0, 8, 1],     : procedure code
BASSW_IN_FLAGS = [6, 0, 16, 0],     : frame flags
BASSL_IN_PROC_I = [8, 0, 32, 0],    : offset to procedure info
BASSB_IN_S_V_PK = [12, 0, 8, 1],    : scale for packed
BASSB_IN_S_V_DB = [13, 0, 8, 1],    : scale for double
BASSL_IN_LEN_SC = [16, 0, 32, 0],   : local numeric scalars
```

```

BASSB_IN_NO_FML = [20, 0, 8, 0]      ! number of formals
BASSL_IN_LEN_DT = [24, 0, 32, 0]    ! length of frame desc. template
BASSL_IN_DT_TMT = [28, 0, 32, 0]    ! offset to frame desc. template
BASSL_IN_LEN_DM = [32, 0, 32, 0]    ! length of frame desc. mod table
BASSL_IN_DT_MOD = [36, 0, 32, 0]    ! offset to frame desc. mod table
BASSW_IN_NO_DST = [40, 0, 16, 0]    ! number of dynamic strings
BASSW_IN_NO_FST = [42, 0, 16, 0]    ! Number of fixed strings
BASSL_IN_LEN_NA = [44, 0, 32, 0]    ! numeric array elements
BASSL_IN_NO_TST = [48, 0, 32, 0]    ! temp strings (R9)
BASSL_IN_NO_NMT = [52, 0, 32, 0]    ! temp numerics (R9)

```

! The following part of the argument list is present only for
! BASSINIT (not for BASSINIT_DEF or for BASSINIT_DEFS).

```

BASSL_IN_BEG_DA = [56, 0, 32, 0]    ! offset to DATA string
BASSL_IN_END_DA = [60, 0, 32, 0]    ! offset to end of DATA string
BASSL_IN_LEN_RTA_DT = [64, 0, 32, 0] ! length of frame run-time array
                                     ! desc. template
BASSL_IN_RTA_TMT = [68, 0, 32, 0]   ! offset to frame run-time array
                                     ! desc. template

```

TES;

```

LITERAL
BASSK_IN_V_FCD = 1;                ! Value in BASSB_IN_V_FCD.

```

! End of file BASINARG.REQ

