



\*\*FILE\*\*IC\*\*BOPTIONS

```

BBBBBBBB 000000 PPPPPPPP TTTTTTTTTT IIIIII 000000 NN NN SSSSSSSS
BBBBBBBB C00000 PPPPPPPP TTTTTTTTTT IIIIII 000000 NN NN SSSSSSSS
BB BB 00 00 PP PP TT TT II II 00 00 NN NN SS
BB BB 00 00 PP PP TT TT II II 00 00 NN NN SS
BB BB 00 00 PP PP TT TT II II 00 00 NN NN SS
BB BB 00 00 PP PP TT TT II II 00 00 NN NN SS
BBBBBBBB 00 00 PPPPPPPP TT TT II II 00 00 NN NN SSSSSS
BBBBBBBB 00 00 PPPPPPPP TT TT II II 00 00 NN NN SSSSSS
BB BB 00 00 PP TT TT II II 00 00 NN NN SSSSSS
BB BB 00 00 PP TT TT II II 00 00 NN NN SSSSSS
BB BB 00 00 PP TT TT II II 00 00 NN NN SSSSSS
BB BB 00 00 PP TT TT II II 00 00 NN NN SSSSSS
BBBBBBBB 000000 PP TT TT IIIIII 000000 NN NN SSSSSSSS
BBBBBBBB 000000 PP TT TT IIIIII 000000 NN NN SSSSSSSS

```

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RRRRRRRR 333333 222222
RRRRRRRR 333333 222222
RR RR 33 33 22 22
RR RR 33 33 22 22
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RR RR 33 33 22 22
RR RR 33 33 22 22
RR RR 333333 2222222222
RR RR 333333 2222222222

```

Version: 'V04-000'

```

*****
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```

Options for debugging, etc.

Note: There are two versions of this file:

```

DOPTIONS.R32   for debugging
OPTIONS.R32   for shipping

```

COMPILETIME

```

DEBUG_TIMER           = 0 .           ! tick adder for all timers
DEBUG_ACP_STARTUP    = 0 .
DEBUG_COND_RUN       = 0 .
DEBUG_PREFIX_COMPILE = 0 .
DEBUG_STAGE_RUN      = 1 .
JNLACP_BUILD         = 0 .
DEBUG_TAPES          = 0 ;

```

UNLBUFR R32
UNLDEFINT SDL
CJFU4
CJFRUFMAC SDL
RUFUSR SDL
UNLFILE SDL
UPGRADE LIS
UNLDEF SDL
BOPTIONS R32