


```

VV      VV      EEEEEEEEE  CCCCCCCC  MM      MM      AAAAAA  PPPPPPP  RRRRRRR  EEEEEEEEE  GGGGGGG
VV      VV      EEEEEEEEE  CCCCCCCC  MM      MM      AAAAAA  PPPPPPP  RRRRRRR  EEEEEEEEE  GGGGGGG
VV      VV      EE          CC          MMMM   MMMM   AA      AA  PP      PP  RR      RR  EE          GG
VV      VV      EE          CC          MMMM   MMMM   AA      AA  PP      PP  RR      RR  EE          GG
VV      VV      EE          CC          MM  MM   MM   AA      AA  PP      PP  RR      RR  EE          GG
VV      VV      EE          CC          MM  MM   MM   AA      AA  PPPPPPP  RRRRRRR  EEEEEEEEE  GG
VV      VV      EEEEEEEEE  CC          MM      MM   AA      AA  PPPPPPP  RRRRRRR  EEEEEEEEE  GG
VV      VV      EEEEEEEEE  CC          MM      MM   AA      AA  PP      PP      RR      RR  EE          GG
VV      VV      EE          CC          MM      MM   AAAAAAAAAA  PP      RR      RR      RR  EE          GG
VV      VV      EE          CC          MM      MM   AAAAAAAAAA  PP      RR      RR      RR  EE          GG
VV      VV      EE          CC          MM      MM   AA      AA  PP      RR      RR      RR  EE          GG
VV      VV      EE          CC          MM      MM   AA      AA  PP      RR      RR      RR  EE          GG
VV      VV      EEEEEEEEE  CCCCCCCC  MM      MM   AA      AA  PP      RR      RR      RR  EEEEEEEEE  GGGGGG
VV      VV      EEEEEEEEE  CCCCCCCC  MM      MM   AA      AA  PP      RR      RR      RR  EEEEEEEEE  GGGGGG

```

```

LL      IIIIII  SSSSSSS
LL      IIIIII  SSSSSSS
LL      II     SS
LL      II     SS
LL      II     SS
LL      II     SS
LL      II     SSSSSS
LL      II     SSSSSS
LL      II     SS
LL      II     SS
LL      II     SS
LL      II     SS
LLLLLLLL  IIIIII  SSSSSSS
LLLLLLLL  IIIIII  SSSSSSS

```

Pse

DATA

_LII

CODI

_LII

SRM


```

0058
0059      integer*4      vec$l_mapreg
0060
0061      integer*4      field
0062
0063      integer*4      compress4
0064
0065      character*31   vec$v_maplock(15:15)
0066
0067      data           vec$v_maplock(15)
0068      1 /'MPR'(S) PERMANENTLY ALLOCATED*/
0069
0070      character*23   vec$v_lwae(29:29)
0071
0072      data           vec$v_lwae(29)
0073      1 /'LONGWORD ACCESS ENABLE*/
0074
0075      character*28   vec$v_pathlock(31:31)
0076
0077      data           vec$v_pathlock(31)
0078      1 /'BDP' PERMANENTLY ALLOCATED*/
0079
0080
0081
0082      call linchk (lun,4)
0083
0084      write(lun,75) 'MAPPING ALLOCATION INFORMATION'
0085      75      format(/' ',a)
0086
0087      write(lun,80) 'VEC$L_MAPREG',vec$l_mapreg
0088      80      format(/' ',t8,a,t24,z8.8)
0089
0090      if (vec$l_mapreg .NE. 0) then
0091
0092      field = lib$extzv(0,15,vec$l_mapreg)
0093
0094      call linchk (lun,1)
0095
0096      write(lun,85) 'MPR' #',field,'. STARTING MAP REGISTER'
0097      85      format(' ',t40,a,i<compress4 (field)>,a)
0098
0099      call output (lun,vec$l_mapreg,vec$v_maplock,15,15,15,'0')
0100
0101      field = lib$extzv(16,8,vec$l_mapreg)
0102
0103      call linchk (lun,1)
0104
0105      write(lun,90) field,'. MAP REGISTER(S) ALLOCATED'
0106      90      format(' ',t40,i<compress4 (field)>,a)
0107
0108      field = lib$extzv(24,5,vec$l_mapreg)
0109
0110      call linchk (lun,1)
0111
0112      if (field .ne. 0) then
0113
0114      write(lun,95) 'DATAPATH #',field,'. ALLOCATED'

```


LABELS

Address	Label	Address	Label	Address	Label	Address	Label	Address	Label	Address	Label
1-000000B1	75'	1-000000B7	80'	1-000000C4	85'	1-000000D2	90'	1-000000DF	95'	1-000000ED	100'

FUNCTIONS AND SUBROUTINES REFERENCED

Type	Name	Type	Name	Type	Name	Type	Name
I*4	COMPRESS4	I*4	LIB\$EXTZV		LINCHK		OUTPUT

COMMAND QUALIFIERS

FORTRAN /LIS=LISS:VECMAPREG/OBJ=OBJ\$:VECMAPREG MSRCS:VECMAPREG

/CHECK=(NOBOUNDS,OVERFLOW,NOUNDERFLOW)
 /DEBUG=(NOSYMBOLS,TRACEBACK)
 /STANDARD=(NOSYNTAX,NOSOURCE FORM)
 /SHOW=(NOPREPROCESSOR,NOINCLUDE,MAP)
 /F77 /NOG_FLOATING /I4 /OPTIMIZE /WARNINGS /NOD_LINES /NOCROSS_REFERENCE /NOMACHINE_CODE /CONTINUATIONS=19

COMPILATION STATISTICS

Run Time: 1.87 seconds
 Elapsed Time: 7.43 seconds
 Page Faults: 101
 Dynamic Memory: 170 pages

80
 80

