


```

SSSSSSSS RRRRRRRR MM MM DDDDDDDD EEEEEEEEE EEEEEEEEE FFFFFFFF
SSSSSSSS RRRRRRRR MM MM DDDDDDDD EEEEEEEEE FFFFFFFF
SS RR RR MMMM MMMM DD DD EE FF
SS RR RR MMMM MMMM DD DD EE FF
SS RR RR MM MM MM DD DD EE FF
SSSSSS RRRRRRRR MM MM DD DD EEEEEEE FFFFFFFF
SSSSSS RRRRRRRR MM MM DD DD EEEEEEE FFFFFFFF
SS RR RR MM MM DD DD EE FF
SS RR RR MM MM DD DD EE FF
SS RR RR MM MM DD DD EE FF
SSSSSSSS RR RR MM MM DDDDDDDD EEEEEEEEE FF
SSSSSSSS RR RR MM MM DDDDDDDD EEEEEEEEE FF

```

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MM MM DDDDDDDD LL
MM MM DDDDDDDD LL
MMMM MMMM DD DD LL
MMMM MMMM DD DD LL
MM MM MM DD DD LL
MM MM MM DD DD LL
MM MM MM DD DD LL
MM MM MM DD DD LL
MM MM MM DD DD LL
MM MM MM DD DD LL
MM MM MM DD DD LL
MM MM DDDDDDDD LLLLLLLLLL
MM MM DDDDDDDD LLLLLLLLLL

```

Version 'V04-000'

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\$STRUCT DSC

definitions of SRM data types

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DTYPE_Z      : unspecified
DTYPE_V      : bit
DTYPE_BU     : byte logical
DTYPE_WU     : word logical
DTYPE_LU     : long logical
DTYPE_QU     : quadword logical
DTYPE_B      : byte integer
DTYPE_W      : word integer
DTYPE_L      : longword integer
DTYPE_Q      : quadword integer
DTYPE_F      : single-precision floating
DTYPE_D      : double-precision floating
DTYPE_FC     : single-precision complex
DTYPE_DC     : double-precision complex
DTYPE_T      : ASCII text string
DTYPE_NU     : numeric string, unsigned
DTYPE_NL     : numeric string, left separate sign
DTYPE_NLO    : numeric string, left overpunched sign
DTYPE_NR     : numeric string, right separate sign
DTYPE_NRO    : numeric string, right overpunched sign
DTYPE_NZ     : numeric string, zoned sign
DTYPE_P      : packed decimal string
DTYPE_ZI     : sequence of instructions

```

> DTYPE_ZEM ; procedure entry mask
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