


```

CCCCCCCC  HH      HH  RRRRRRRR  KK      KK  EEEEEEEEE  YY      YY
CCCCCCCC  HH      HH  RRRRRRRR  KK      KK  EEEEEEEEE  YY      YY
CC        HH      HH  RR        RR  KK      KK  EE          YY      YY
CC        HH      HH  RR        RR  KK      KK  EE          YY      YY
CC        HH      HH  RR        RR  KK      KK  EE          YY      YY
CC        HH      HH  RR        RR  KK      KK  EE          YY      YY
CC        HHHHHHHHHH RRRRRRRR  KKKKKK  EEEEEEEEE  YY      YY
CC        HHHHHHHHHH RRRRRRRR  KKKKKK  EEEEEEEEE  YY      YY
CC        HH      HH  RR      RR  KK      KK  EE          YY      YY
CC        HH      HH  RR      RR  KK      KK  EE          YY      YY
CC        HH      HH  RR      RR  KK      KK  EE          YY      YY
CC        HH      HH  RR      RR  KK      KK  EE          YY      YY
CCCCCCCC  HH      HH  RR        RR  KK      KK  EEEEEEEEE  YY      YY
CCCCCCCC  HH      HH  RR        RR  KK      KK  EEEEEEEEE  YY      YY

```

```

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

```


CHRKEY.REQ:1

) : VECTOR [,BYTE];

!

CHRKEY.REQ - last line

PASWIRIH LIS	PASWIRTEL LIS	PASWIRREG LIS	PASWIRSTR LIS	PASWIRREF LIS	PASWIRFH LIS	PASWIRIUN LIS	PASWIRINT LIS	PASWIRIOCT LIS	PASWIRIFG LIS	PASWIRIFF LIS	PASWIRFD LIS
PATDEF MDL	PATCH	PATCH MAP	SRMDEF MDL	BSTRUC REQ	CHRKEY REQ						

