


```

RRRRRRR      PRRRRRR      GGGGGGG      LL      IIIII      BBBBBBB
RRRRRRR      PRRRRRR      GGGGGGG      LL      IIIII      BBBBBBB
RR      RR    PP      PP    GG      LL      II      BB      BB
RR      RR    PP      PP    GG      LL      II      BB      BB
RR      RR    PP      PP    GG      LL      II      BB      BB
RR      RR    PP      PP    GG      LL      II      BB      BB
RRRRRRR      PRRRRRR      GGGGGGG      LL      IIIII      BBBBBBB
RRRRRRR      PRRRRRR      GGGGGGG      LL      IIIII      BBBBBBB
RR      RR    PP      PP    GG      GGGGG      LL      II      BB      BB
RR      RR    PP      PP    GG      GGGGG      LL      II      BB      BB
RR      RR    PP      PP    GG      GG      LL      II      BB      BB
RR      RR    PP      PP    GG      GG      LL      II      BB      BB
RR      RR    PP      PP    GGGGG      LLLLLLLLLL      IIIII      BBBBBBB
RR      RR    PP      PP    GGGGG      LLLLLLLLLL      IIIII      BBBBBBB

```

```

RRRRRRR      EEEEEEEEE      QQQQQ      QQQQQ
RRRRRRR      EEEEEEEEE      QQQQQ      QQQQQ
RR      RR    EE      QQ      QQ
RR      RR    EE      QQ      QQ
RR      RR    EE      QQ      QQ
RRRRRRR      EEEEEEEEE      QQ      QQ
RRRRRRR      EEEEEEEEE      QQ      QQ
RR      RR    EE      QQ      QQ      QQ
RR      RR    EE      QQ      QQ      QQ
RR      RR    EE      QQ      QQ
RR      RR    EE      QQ      QQ
RR      RR    EEEEEEEEE      QQQQ      QQ
RR      RR    EEEEEEEEE      QQQQ      QQ

```

RPGII Run-Time Library specific macros and symbols
 File: RPGLIB.REQ, Edit: DG1001

```

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*****
  
```

Author: Debess Grabazs, 24-May-1983
 1-001 - Original. DG 24-May-1983

This file is the master source for RPGLIB.L32.
 It contains definitions for macros and symbols used internally to the
 RPGII Run-Time Library.

LINKAGE

```

JSB_STR= JSB
      (REGISTER = 0, REGISTER = 1 , REGISTER = 2):
      NOTUSED (9, 10, 11),

JSB_D= JSB
      (REGISTER = 0, REGISTER = 1 ; REGISTER = 0, REGISTER = 1):
      NOTUSED (6, 7, 8, 9, 10, 11),

JSB_67= JSB
      (REGISTER = 6, REGISTER = 7):
      NOPRESERVE (2, 3, 4, 5, 6, 7)
      NOTUSED (8, 9, 10, 11),

JSB_678= JSB
      (REGISTER = 6, REGISTER = 7, REGISTER = 8):
      NOPRESERVE (2, 3, 4, 5, 6, 7, 8)
      NOTUSED (9, 10, 11),
  
```

JSB_6789= JSB
(REGISTER = 6, REGISTER = 7, REGISTER = 8, REGISTER = 9):
NOPRESERVE (2, 3, 4, 5, 6, 7, 8, 9)
NOTUSED (10, 11);

LIBRARY 'RTLSTARLE'; : SYSSLIBRARY:STARLET.L32
REQUIRE 'RTLIN:RPGDEF'; : Context area definitions
! End of file RPGLIB.REQ

0331 AH-BT13A-SE
VAX/VMS V4.0

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A grid of 144 small screenshots of VAX/VMS command-line interfaces, arranged in 12 rows and 12 columns. Each screenshot shows a different command and its output, including:

- RMS0TRUNC LIS
- STAPRFLNM LIS
- RPGCUTPT0 LIS
- RPGHANDLE LIS
- RPGMOVE1 LIS
- RPGLIB REQ
- RMSGB LIS
- RPGRTL
- RPGDSPLY LIS
- RPGRTL MAP
- RPGPROLOG REQ
- RPGEXTIND LIS
- RPGLIB LIS
- RMS0SRCH LIS
- RMS0WAIT LIS
- RPGBTZ LIS
- RPGMOVE2 LIS
- RPGDIVIDE LIS
- RPGIOEXCE LIS
- RPGDEF REQ
- RMS0UPDAT LIS
- RPGERRR LIS