



RRRRRRRR	PPPPPPPP	GGGGGGGG	PPPPPPPP	RRRRRRRR	000000	LL	000000	GGGGGGGG	
RRRRRRRR	PPPPPPPP	GGGGGGGG	PPPPPPPP	RRRRRRRR	000000	LL	000000	GGGGGGGG	
RR RR RR	PP PP PP	GG	PP PP	RR RR	00 00	LL	00 00	GG	
RR RR RR	PP PP PP	GG	PP PP	RR RR	00 00	LL	00 00	GG	
RR RR RR	PP PP PP	GG	PP PP	RR RR	00 00	LL	00 00	GG	
RRRRRRRR	PPPPPPPP	GG	PPPPPPPP	RRRRRRRR	00 00	LL	00 00	GG	
RRRRRRRR	PPPPPPPP	GG	PPPPPPPP	RRRRRRRR	00 00	LL	00 00	GG	
RR RR PP		GG GGGGGG	PP	RR RR	00 00	LL	00 00	GG GGGGGG	
RR RR PP		GG GGGGGG	PP	RR RR	00 00	LL	00 00	GG GGGGGG	
RR RR PP		GG GG	PP	RR RR	00 00	LL	00 00	GG GG	.....
RR RR PP		GG GG	PP	RR RR	00 00	LL	00 00	GG GG	.....
RR RR PP		GGGGGG	PP	RR RR	000000	LLLLLLLLLLL	000000	GGGGGG	.....
RR RR PP		GGGGGG	PP	RR RR	000000	LLLLLLLLLLL	000000	GGGGGG	.....

RRRRRRRR	EEEEEEEEEE	QQQQQQ	
RRRRRRRR	EEEEEEEEEE	QQQQQQ	
RR RR RR	EE	QQ QQ	
RR RR RR	EE	QQ QQ	
RR RR RR	EE	QQ QQ	
RRRRRRRR	EEEEEEEEEE	QQ QQ	
RRRRRRRR	EEEEEEEEEE	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 EE	EEEEEEEEEE	QQQQ QQ	
RR RR EE	EEEEEEEEEE	QQQQ QQ	

Prologue BLISS REQUIRE file for Run-Time Library RPG\$ Support  
File: RPGPROLOG.REQ, Edit: DG1001

```

*****
*
* COPYRIGHT (c) 1978, 1980, 1982, 1984 BY
* DIGITAL EQUIPMENT CORPORATION, MAYNARD, MASSACHUSETTS.
* ALL RIGHTS RESERVED.
*
* THIS SOFTWARE IS FURNISHED UNDER A LICENSE AND MAY BE USED AND COPIED
* ONLY IN ACCORDANCE WITH THE TERMS OF SUCH LICENSE AND WITH THE
* INCLUSION OF THE ABOVE COPYRIGHT NOTICE. THIS SOFTWARE OR ANY OTHER
* COPIES THEREOF MAY NOT BE PROVIDED OR OTHERWISE MADE AVAILABLE TO ANY
* OTHER PERSON. NO TITLE TO AND OWNERSHIP OF THE SOFTWARE IS HEREBY
* TRANSFERRED.
*
* THE INFORMATION IN THIS SOFTWARE IS SUBJECT TO CHANGE WITHOUT NOTICE
* AND SHOULD NOT BE CONSTRUED AS A COMMITMENT BY DIGITAL EQUIPMENT
* CORPORATION.
*
* DIGITAL ASSUMES NO RESPONSIBILITY FOR THE USE OR RELIABILITY OF ITS
* SOFTWARE ON EQUIPMENT WHICH IS NOT SUPPLIED BY DIGITAL.
*
*****

```

Edit History:

1-001 - Created. DG 18-Apr-1983

Set addressing modes to be used.

SWITCHES ADDRESSING\_MODE (EXTERNAL=GENERAL, NONEXTERNAL=WORD\_RELATIVE);

Reference precompiled libraries.

```

LIBRARY 'RTLSTARLE';           ! SYSS$LIBRARY:STARLET.L32
LIBRARY 'RTLML:RPGLIB';       ! RPG-specific definitions

```

Declare PSECTs to be used.

```

PSECT
  CODE = RPG$CODE (READ, NOWRITE, EXECUTE, SHARE, PIC,
    ADDRESSING MODE (WORD_RELATIVE)),
  PLIT = _RPG$CODE (READ, NOWRITE, EXECUTE, SHARE, PIC,

```

ADDRESSING MODE (WORD RELATIVE),  
OWN = RPGSDATA (READ, WRITE, NOEXECUTE, NOSHARE, PIC,  
ADDRESSING MODE (LONG RELATIVE)),  
GLOBAL = RPGSDATA (READ, WRITE, NOEXECUTE, NOSHARE, PIC,  
ADDRESSING\_MODE (LONG\_RELATIVE));

' End of RPGPROLOG.REQ

RMS0TRUNC LIS	STAPRFLNM LIS	RPGCUTPTO LIS	RPGHANDLE LIS	RPGMOVE1 LIS
RMSGB LIS	RPGRTL LIS	RPLIB REQ	RPGDISPLY LIS	RPGLIB LIS
RMS0SRCH LIS	RMS0WAIT LIS	RPGRTL MAP	RPGPROLOG REQ	RPGEXTIND LIS
RMS0UPDAT LIS	RPGDEF REQ	RPGBTZ LIS	RPGDIVIDE LIS	RPGIOEXCE LIS
RPGERRR LIS	RPGMOVE2 LIS	RPGIOEXE LIS	RPGIOEXE LIS	RPGIOEXE LIS