

RPG\$BTZ
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- Blank-to-zero Translate Table

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DECLARATIONS
RPG\$BTZ- Blank-to-zero Translate Table

```
0000 1  
0000 2 .TITLE RPG$BTZ- Blank-to-zero Translate Table  
0000 3 .IDENT /1-002/ ; File: RPGBTZ.MAR Edit: DG1002  
0000 4  
0000 5  
0000 6 :*****  
0000 7 :*  
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0000 26 :*  
0000 27 :*****  
0000 28 :  
0000 29 :  
0000 30 :++  
0000 31 : FACILITY: RPGII Run Time Support  
0000 32 :  
0000 33 : ABSTRACT:  
0000 34 :  
0000 35 : This module contains RPG$BTZ, a translate table which can  
0000 36 : be used as the argument of LIB$MOVTC (or a MOVTC instruction) to  
0000 37 : translate blanks to zeroes.  
0000 38 :  
0000 39 : ENVIRONMENT: No executable code.  
0000 40 :  
0000 41 : AUTHOR: Debess Grabazs, CREATION DATE: 7-March-1983  
0000 42 :  
0000 43 : MODIFIED BY:  
0000 44 :  
0000 45 : 1-001 - Original. DG 7-Mar-1983  
0000 46 : 1-002 - Reference _RPG$CODE psect. DG 11-July-1983  
0000 47 :--
```

```
0000 49 .SBTTL DECLARATIONS
0000 50 :
0000 51 : LIBRARY MACRO CALLS:
0000 52 :
0000 53 : NONE
0000 54 :
0000 55 : EXTERNAL DECLARATIONS:
0000 56 :
0000 57 : .DSABL GBL ; Force all external symbols to be declared
0000 58 : NONE
0000 59 :
0000 60 : MACROS:
0000 61 :
0000 62 : NONE
0000 63 :
0000 64 : EQUATED SYMBOLS:
0000 65 :
0000 66 : NONE
0000 67 :
0000 68 : OWN STORAGE:
0000 69 :
0000 70 : NONE
0000 71 :
0000 72 : PSECT DECLARATIONS:
0000 73 :
00000000 74 : .PSECT _RPG$CODE PIC, USR, CON, REL, LCL, SHR, -
0000 75 : EXE, RD, NOWRT, LONG
```

```
0000 77 .SBTTL RPG$BTZ- Blank-to-zero Translate Table
0000 78 :++
0000 79 : FUNCTIONAL DESCRIPTION:
0000 80 :
0000 81 : RPG$BTZ is a translate table, suitable for use with
0000 82 : a MOVTC instruction, which specified translation of
0000 83 : blanks to zeroes.
0000 84 :
0000 85 : Only blanks are translated, all other characters
0000 86 : translate to themselves.
0000 87 :
0000 88 :--
0000 89
0000 90 RPG$BTZ::
0000 91
00000000 0000 92 I=0
0000 93 .REPEAT <^A/ /-0>
0000 94 .BYTE I
0000 95 I=I+1
00 0000 96 .ENDR
30 0020 97 .BYTE ^A/0/
00000021 0021 98 I=I+1
0021 99 .REPEAT <255-^A/ />
0021 100 .BYTE I
21 0021 101 I=I+1
0100 102 .ENDR
0100 103
0100 104
0100 105 .END ; End of module RPG$BTZ
```

RPG\$BTZ 00000000 RG 01

 ! Psect synopsis !

PSECT name	Allocation	PSECT No.	Attributes
ABS	00000000 (0.)	00 (0.)	NOPIC USR CON ABS LCL NOSHR NOEXE NORD NOWRT NOVEC BYTE
RPGR\$CODE	00000100 (256.)	01 (1.)	PIC USR CON REL LCL SHR EXE RD NOWRT NOVEC LONG

 ! Performance indicators !

Phase	Page faults	CPU Time	Elapsed Time
Initialization	10	00:00:00.07	00:00:01.40
Command processing	70	00:00:00.64	00:00:02.63
Pass 1	92	00:00:01.72	00:00:04.72
Symbol table sort	0	00:00:00.01	00:00:00.01
Pass 2	34	00:00:00.53	00:00:01.59
Symbol table output	2	00:00:00.01	00:00:00.01
Psect synopsis output	2	00:00:00.01	00:00:00.29
Cross-reference output	0	00:00:00.00	00:00:00.00
Assembler run totals	212	00:00:02.99	00:00:10.70

The working set limit was 750 pages.
 15208 bytes (30 pages) of virtual memory were used to buffer the intermediate code.
 There were 10 pages of symbol table space allocated to hold 2 non-local and 0 local symbols.
 105 source lines were read in Pass 1, producing 8 object records in Pass 2.
 0 pages of virtual memory were used to define 0 macros.

 ! Macro library statistics !

Macro library name	Macros defined
_\$255\$DUA28:[SYSLIB]STARLET.MLB;2	0

0 GETS were required to define 0 macros.

There were no errors, warnings or information messages.

MACRO/ENABLE=SUPPRESSION/DISABLE=(GLOBAL,TRACEBACK)/LIS=LIS\$:RPGBTZ/OBJ=OBJ\$:RPGBTZ MSRC\$:RPGBTZ/UPDATE-(ENH\$:RPGBTZ)

