





(2)	62	HISTORY	: Detailed Current Edit History
(3)	70	DECLARATIONS	
(4)	100	RPG\$AB_CVTPT_0	

```
0000 1 .TITLE RPG$AB_CVTPT_0 Packed to Overpunch Translation Table
0000 2 .IDENT /1-0027 ; File: RPGCVTPTO.MAR
0000 3
0000 4
0000 5 *****
0000 6
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0000 24
0000 25 *****
0000 26
0000 27
0000 28 FACILITY: RPG LIBRARY SUPPORT
0000 29 ++
0000 30 ABSTRACT:
0000 31 This module contains the translation table for packed to overpunch
0000 32 conversion using the CVTPT instruction.
0000 33 This module is the same as LIB$AB_CVTPT_0 except that it produces
0000 34 the alternate format of 0-9 for the positive value.
0000 35 Specifically the following entries were changed from LIB$AB_CVTPT_0:
0000 36
0000 37 all ^X7B -> ^X30
0000 38 all ^X41 -> ^X31
0000 39 all ^X42 -> ^X32
0000 40 all ^X43 -> ^X33
0000 41 all ^X44 -> ^X34
0000 42 all ^X45 -> ^X35
0000 43 all ^X46 -> ^X36
0000 44 all ^X47 -> ^X37
0000 45 all ^X48 -> ^X38
0000 46 all ^X49 -> ^X39
0000 47
0000 48
0000 49 --
0000 50
0000 51 VERSION: 1
0000 52
0000 53 HISTORY:
0000 54
0000 55 AUTHOR:
0000 56 Leo Treggiari, 3-Mar-1983
0000 57
```

RPG\$AB\_CVTPT\_0  
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Packed to Overpunch Translation Table <sup>E 11</sup>

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6-SEP-1984 11:40:53 [RPGRTL.SRC]RPGCVTPTO.MAR;1 (1)

0000 58 : MODIFIED BY:  
0000 59 :  
0000 60 :

RPG\$AB\_CVTPT\_0  
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F 11  
Packed to Overpunch Translation Table 16-SEP-1984 02:11:08 VAX/VMS Macro V04-00 Page 3  
HISTORY ; Detailed Current Edit History 6-SEP-1984 11:40:53 [RPGRTL.SRC]RPGCVTPTO.MAR;1 (2)

0000 62 .SBTTL HISTORY ; Detailed Current Edit History  
0000 63  
0000 64  
0000 65 ; Edit History for Version 1 of RPGCVTPTO  
0000 66 :  
0000 67 : 1-001 Original.  
0000 68 ; 1-002 - Reference \_RPG\$CODE psect.

LPT 4-Mar-1983  
DG 11-July-1983

```
0000 70      .SBTTL  DECLARATIONS
0000 71
0000 72  :
0000 73  : INCLUDE FILES:
0000 74  :
0000 75  :
0000 76  :
0000 77  : EXTERNAL SYMBOLS:
0000 78  :     NONE
0000 79  :
0000 80  :
0000 81  :
0000 82  : MACROS:
0000 83  :     NONE
0000 84  :
0000 85  :
0000 86  :
0000 87  : PSECT DECLARATIONS:
00000000 88  :     .PSECT  _RPG$CODE      PIC, SHR, LONG, EXE, NOWRT
0000 89  :
0000 90  :
0000 91  : EQUATED SYMBOLS:
0000 92  :     NONE
0000 93  :
0000 94  :
0000 95  :
0000 96  : OWN STORAGE:
0000 97  :     NONE
0000 98  :
```

```
0000 100 .SBTTL RPG$AB_CVTPT_0
0000 101
0000 102 :++
0000 103 : FUNCTIONAL DESCRIPTION:
0000 104 :
0000 105 : This is the packed to overpunch translation table.
0000 106 :
0000 107 :--
0000 108
0000 109 RPG$AB_CVTPT_0::
30 30 30 30 30 30 30 30 0000 110 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 7D 30 7D 30 30 30 0008 111 .BYTE ^X30,^X30,^X30,^X7D,^X30,^X7D,^X30,^X30
30 30 30 30 30 30 30 30 0010 112 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
31 31 4A 31 4A 31 30 30 0018 113 .BYTE ^X30,^X30,^X31,^X4A,^X31,^X4A,^X31,^X31
30 30 30 30 30 30 30 30 0020 114 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
32 32 4B 32 4B 32 30 30 0028 115 .BYTE ^X30,^X30,^X32,^X4B,^X32,^X4B,^X32,^X32
30 30 30 30 30 30 30 30 0030 116 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
33 33 4C 33 4C 33 30 30 0038 117 .BYTE ^X30,^X30,^X33,^X4C,^X33,^X4C,^X33,^X33
30 30 30 30 30 30 30 30 0040 118 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
34 34 4D 34 4D 34 30 30 0048 119 .BYTE ^X30,^X30,^X34,^X4D,^X34,^X4D,^X34,^X34
30 30 30 30 30 30 30 30 0050 120 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
35 35 4E 35 4E 35 30 30 0058 121 .BYTE ^X30,^X30,^X35,^X4E,^X35,^X4E,^X35,^X35
30 30 30 30 30 30 30 30 0060 122 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
36 36 4F 36 4F 36 30 30 0068 123 .BYTE ^X30,^X30,^X36,^X4F,^X36,^X4F,^X36,^X36
30 30 30 30 30 30 30 30 0070 124 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
37 37 50 37 50 37 30 30 0078 125 .BYTE ^X30,^X30,^X37,^X50,^X37,^X50,^X37,^X37
30 30 30 30 30 30 30 30 0080 126 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
38 38 51 38 51 38 30 30 0088 127 .BYTE ^X30,^X30,^X38,^X51,^X38,^X51,^X38,^X38
30 30 30 30 30 30 30 30 0090 128 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
39 39 52 39 52 39 30 30 0098 129 .BYTE ^X30,^X30,^X39,^X52,^X39,^X52,^X39,^X39
30 30 30 30 30 30 30 30 00A0 130 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00A8 131 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00B0 132 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00B8 133 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00C0 134 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00C8 135 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00D0 136 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00D8 137 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00E0 138 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00E8 139 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00F0 140 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00F8 141 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
0100 142 :
0100 143 .END
```



RPG\$AB\_CVTPT\_0 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
_RPG\$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	11	00:00:00.09	00:00:00.97
Command processing	85	00:00:00.68	00:00:03.48
Pass 1	59	00:00:00.67	00:00:02.23
Symbol table sort	0	00:00:00.01	00:00:00.12
Pass 2	40	00:00:00.29	00:00:00.94
Symbol table output	2	00:00:00.01	00:00:00.01
Psect synopsis output	2	00:00:00.01	00:00:00.14
Cross-reference output	0	00:00:00.00	00:00:00.00
Assembler run totals	201	00:00:01.78	00:00:08.07

The working set limit was 750 pages.  
 2711 bytes (6 pages) of virtual memory were used to buffer the intermediate code.  
 There were 10 pages of symbol table space allocated to hold 1 non-local and 0 local symbols.  
 143 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=LISS:RPGCVTPTO/OBJ=OBJ\$:RPGCVTPTO MSRC\$:RPGCVTPTO/UPDATE=(ENH\$:RPGCVTPTO)

