

RPG\$AB_MOVE_2
Table of contents

(2) 50
(3) 58
(4) 88

HISTORY ; Detailed Current Edit History
DECLARATIONS
RPG\$AB_MOVE_2

```
0000 1  
0000 2 .TITLE RPG$AB_MOVE_2 MOVE character to numeric translate table  
0000 3 .IDENT /1-0027 ; File: RPGMOVE2.MAR  
0000 4  
0000 5 :  
0000 6 :*****  
0000 7 :*  
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0000 25 :*  
0000 26 :*  
0000 27 :*****  
0000 28 :  
0000 29 : FACILITY: RPG LIBRARY SUPPORT  
0000 30 :++  
0000 31 : ABSTRACT:  
0000 32 : This module contains the translation table for alphanumeric to numeric  
0000 33 : conversion using the MOVTC instruction.  
0000 34 :  
0000 35 :  
0000 36 :--  
0000 37 :  
0000 38 : VERSION: 1  
0000 39 :  
0000 40 : HISTORY:  
0000 41 :  
0000 42 : AUTHOR:  
0000 43 : Leo Treggiari, 7-Mar-1983  
0000 44 :  
0000 45 : MODIFIED BY:  
0000 46 :  
0000 47 :  
0000 48 :
```

RPG\$AB_MOVE_2
1-002

L 16
MOVE character to numeric translate tabl 16-SEP-1984 02:11:56 VAX/VMS Macro V04-00 Page 2
HISTORY ; Detailed Current Edit History 6-SEP-1984 11:41:18 [RPGRTL.SRC]RPGMOVE2.MAR;1 (2)

0000 50 .SBTTL HISTORY ; Detailed Current Edit History
0000 51
0000 52
0000 53 ; Edit History for Version 1 of RPGMOVE2
0000 54 :
0000 55 ; 1-001 Original.
0000 56 ; 1-002 - Reference _RPG\$CODE psect.

LPT 7-Mar-1983
DG 11-July-1983

RPG\$AB_MOVE_2
1-002

MOVE character to numeric translate tabl M 16
DECLARATIONS 16-SEP-1984 02:11:56 VAX/VMS Macro V04-00
6-SEP-1984 11:41:18 [RPGRTL.SRC]RPGMOVE2.MAR;1

Page 3
(3)

```
0000 58 .SBTTL DECLARATIONS
0000 59
0000 60 :
0000 61 : INCLUDE FILES:
0000 62 :
0000 63 :
0000 64 :
0000 65 : EXTERNAL SYMBOLS:
0000 66 : NONE
0000 67 :
0000 68 :
0000 69 :
0000 70 : MACROS:
0000 71 : NONE
0000 72 :
0000 73 :
0000 74 :
0000 75 : PSECT DECLARATIONS:
00000000 76 : .PSECT _RPG$CODE PIC, SHR, LONG, EXE, NOWRT
0000 77 :
0000 78 :
0000 79 : EQUATED SYMBOLS:
0000 80 : NONE
0000 81 :
0000 82 :
0000 83 :
0000 84 : OWN STORAGE:
0000 85 : NONE
0000 86 :
```


RPG\$AB_MOVE_2 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 | 17 | 00:00:00.08 | 00:00:00.43 |
| Command processing | 95 | 00:00:00.66 | 00:00:03.44 |
| Pass 1 | 62 | 00:00:00.66 | 00:00:02.99 |
| Symbol table sort | 0 | 00:00:00.00 | 00:00:00.00 |
| Pass 2 | 39 | 00:00:00.31 | 00:00:01.58 |
| Symbol table output | 1 | 00:00:00.01 | 00:00:00.01 |
| Psect synopsis output | 2 | 00:00:00.01 | 00:00:00.01 |
| Cross-reference output | 0 | 00:00:00.00 | 00:00:00.00 |
| Assembler run totals | 218 | 00:00:01.74 | 00:00:08.70 |

The working set limit was 600 pages.
 2614 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.
 131 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\$:RPGMOVE2/OBJ=OBJ\$:RPGMOVE2 MSRC\$:RPGMOVE2/UPDATE=(ENH\$:RPGMOVE2)

