

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

HISTORY ; Detailed Current Edit History
DECLARATIONS
RPG\$AB_MOVE_3

```
0000 1
0000 2 .TITLE RPG$AB_MOVE_3 MOVE character to numeric translate table
0000 3 .IDENT /1-0027 ; File: RPGMOVE3.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
0000 33 : negative numeric 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, 11-Mar-1983
0000 44
0000 45 : MODIFIED BY:
0000 46
0000 47
0000 48 :
```

RPG\$AB_MOVE_3
1-002

G 1

MOVE character to numeric translate tabl 16-SEP-1984 02:12:20 VAX/VMS Macro V04-00 Page 2
HISTORY ; Detailed Current Edit History 6-SEP-1984 11:41:20 [RPGRTL.SRC]RPGMOVE3.MAR;1 (2)

0000 50 .SBTTL HISTORY ; Detailed Current Edit History
0000 51
0000 52
0000 53 ; Edit History for Version 1 of RPGMOVE3
0000 54
0000 55 ; 1-001 Original.
0000 56 ; 1-002 - Reference _RPG\$CODE psect.

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

RP

.....

```
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:
0000 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 :
```

.....

```
0000 88 .SBTTL RPG$AB_MOVE_3
0000 89
0000 90 :++
0000 91 : FUNCTIONAL DESCRIPTION:
0000 92 :
0000 93 : This is the alphanumeric to numeric translation table
0000 94 : which forces a negative sign.
0000 95 :
0000 96 :--
0000 97
0000 98 RPG$AB_MOVE_3::
7D 7D 7D 7D 7D 7D 7D 7D 0000 99 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 0008 100 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 0010 101 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 0018 102 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 0020 103 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 0028 104 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
50 4F 4E 4D 4C 4B 4A 7D 0030 105 .BYTE ^X7D,^X4A,^X4B,^X4C,^X4D,^X4E,^X4F,^X50
7D 7D 7D 7D 7D 7D 52 51 0038 106 .BYTE ^X51,^X52,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
50 4F 4E 4D 4C 4B 4A 7D 0040 107 .BYTE ^X7D,^X4A,^X4B,^X4C,^X4D,^X4E,^X4F,^X50
4F 4E 4D 4C 4B 4A 52 51 0048 108 .BYTE ^X51,^X52,^X4A,^X4B,^X4C,^X4D,^X4E,^X4F
7D 7D 7D 7D 7D 52 51 50 0050 109 .BYTE ^X50,^X51,^X52,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 0058 110 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 0060 111 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 0068 112 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 0070 113 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 0078 114 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 0080 115 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 0088 116 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 0090 117 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 0098 118 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 00A0 119 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 00A8 120 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 00B0 121 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 00B8 122 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 00C0 123 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 00C8 124 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 00D0 125 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 00D8 126 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 00E0 127 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 00E8 128 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 00F0 129 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
7D 7D 7D 7D 7D 7D 7D 7D 00F8 130 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
0100 131 :
0100 132 .END
```

RPG\$AB_MOVE_3 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	10	00:00:00.09	00:00:01.20
Command processing	81	00:00:00.60	00:00:03.92
Pass 1	58	00:00:00.64	00:00:02.49
Symbol table sort	0	00:00:00.00	00:00:00.00
Pass 2	38	00:00:00.29	00:00:01.44
Symbol table output	1	00:00:00.01	00:00:00.01
Psect synopsis output	3	00:00:00.02	00:00:00.02
Cross-reference output	0	00:00:00.00	00:00:00.00
Assembler run totals	193	00:00:01.68	00:00:09.10

The working set limit was 750 pages.
2622 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.
132 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\$:RPGMOVE /OBJ=OBJ\$:RPGMOVE3 MSRC\$:RPGMOVE3/UPDATE=(ENH\$:RPGMOVE3)

