

[illegible]

(2)	50	HISTORY	: Detailed Current Edit History
(3)	58	DECLARATIONS	
(4)	88	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

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


```

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::
0000 99 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
0008 100 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
0010 101 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
0018 102 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
0020 103 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
0028 104 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
0030 105 .BYTE ^X7D,^X4A,^X4B,^X4C,^X4D,^X4E,^X4F,^X50
0038 106 .BYTE ^X51,^X52,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
0040 107 .BYTE ^X7D,^X4A,^X4B,^X4C,^X4D,^X4E,^X4F,^X50
0048 108 .BYTE ^X51,^X52,^X4A,^X4B,^X4C,^X4D,^X4E,^X4F
0050 109 .BYTE ^X50,^X51,^X52,^X7D,^X7D,^X7D,^X7D,^X7D
0058 110 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
0060 111 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
0068 112 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
0070 113 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
0078 114 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
0080 115 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
0088 116 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
0090 117 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
0098 118 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
00A0 119 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
00A8 120 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
00B0 121 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
00B8 122 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
00C0 123 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
00C8 124 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
00D0 125 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
00D8 126 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
00E0 127 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
00E8 128 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
00F0 129 .BYTE ^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D,^X7D
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

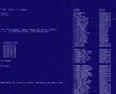
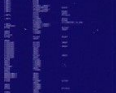
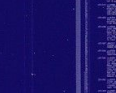
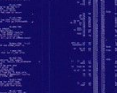
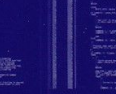
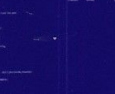
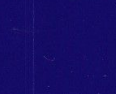
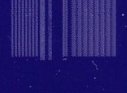
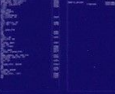
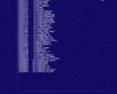
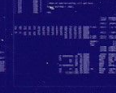
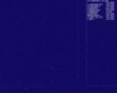
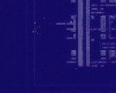
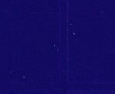
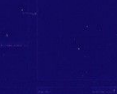
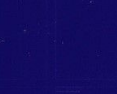
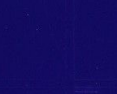
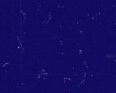
0 GETS were required to define 0 macros.

There were no errors, warnings or information messages.

MACRO/ENABLE=SUPPRESSION/DISABLE=(GLOBAL,TRACEBACK)/LIS=LIS\$:RPGMOVE3/OBJ=OBJ\$:RPGMOVE3 MSRC\$:RPGMOVE3/UPDATE=(ENH\$:RPGMOVE3)

0332 AH-BT13A-SE
VAX/VMS V4.0

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	RPGMSGTX LIS																
						DTE_DF03 MAP											
RPGMOVE3 LIS																	
			RPGSORT LIS														
	RPGOPEN LIS					RTPAD											
						CTORIVER MAP											
																	
																	
						RTPAD MAP					RTPADMACS MAR						
RPGMSGPTR LIS																	
																	
						RPGVECTOR LIS											
	RPGPRINT LIS		RPGUPDATE LIS					RTDEF SDL		DTE_DF03 MAR	CTORIVER LIS				