

RPG\$VECTOR
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- Entry vectors for RPGRTL.EXE

N 5

16-SEP-1984 02:10:14 VAX/VMS Macro V04-00

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DECLARATIONS
RPGRTL Vector

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Va
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800
800
800

```

0000 1      .TITLE  RPG$VECTOR - Entry vectors for RPGRTL.EXE
0000 2      .IDENT  /1-004/                               ; File: RPGVECTOR.MAR Edit: DG1004
0000 3
0000 4
0000 5 :*****
0000 6 :*
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0000 24 :*
0000 25 :*
0000 26 :*****
0000 27 :
0000 28 :
0000 29 :++
0000 30 : FACILITY: Run-Time Library - RPGII Language Support
0000 31 :
0000 32 : ABSTRACT:
0000 33 :
0000 34 :     This module contains the entry vector definitions for the
0000 35 :     VAX-11 Run-Time Library shareable image RPGRTL.EXE
0000 36 :
0000 37 : ENVIRONMENT: User mode, AST Reentrant
0000 38 :
0000 39 : AUTHOR: Debess Grabazs, CREATION DATE: 18-April-1983
0000 40 :
0000 41 : MODIFIED BY:
0000 42 :
0000 43 : 1-001 - Original. DG 18-April-1983
0000 44 : 1-002 - Add in RPG$DSPLY. 22-Aug-1983
0000 45 : 1-003 - Add in RPG$DIVIDE. 5-Mar-1984
0000 46 : 1-004 - The routine name in module RPG$DIVIDE is RPG$DIV_LONG, not
0000 47 :         RPG$DIVIDE. 6-Mar-1984
0000 48 :--

```

```
0000 50      .SBTTL  DECLARATIONS
0000 51      :
0000 52      : LIBRARY MACRO CALLS:
0000 53      :
0000 54      :     NONE
0000 55      :
0000 56      : EXTERNAL DECLARATIONS:
0000 57      :
0000 58      :     .DSABL  GBL           ; Force all external symbols to be declared
0000 59      :
0000 60      : MACROS:
0000 61      :
0000 62      :
0000 63      :+
0000 64      : Macro to define an entry vector for a CALL entry point
0000 65      :-
0000 66      :
0000 67      :     .MACRO  VCALL   NAME, ALTMSK
0000 68      :     .EXTRN  NAME
0000 69      :     .TRANSFER NAME
0000 70      :     .IF B ALTMSK
0000 71      :     .MASK   NAME
0000 72      :     .IFF
0000 73      :     .MASK   ALTMSK
0000 74      :     .ENDC
0000 75      :     JMP     NAME+2
0000 76      :     .ENDM
0000 77      :
0000 78      :
0000 79      : EQUATED SYMBOLS:
0000 80      :
0000 81      :     NONE
0000 82      :
0000 83      : OWN STORAGE:
0000 84      :
0000 85      :     NONE
0000 86      :
0000 87      : PSECT DECLARATIONS:
0000 88      :
0000 89      :     .PSECT $RPG$VECTOR PIC, USR, CON, REL, LCL, SHR, -
0000 90      :     EXE, RD, NOWRT, LONG
0000 91
```

```
0000 93          .SBTTL  RPGRTL Vector
0000 94
0000 95 :+
0000 96 : Define vectored entry points for the RPGII Language Support procedures
0000 97 : by module in alphabetical order.
0000 98 :
0000 99 : Any additions to this file should be reflected in
0000 100 : COMS:RPGRTLVEC.DAT. All new entry points must be appended to the end
0000 101 : of the list. NEVER change existing entries unless you are sure that
0000 102 : what you do won't break existing programs.
0000 103 :-
0000 104
0000 105 : Module RPG$ERROR
0000 106         VCALL  RPG$ERROR
0008 107
0008 108 : Module RPG$EXT_INDS
0008 109         VCALL  RPG$EXT_INDS
0010 110
0010 111 : Module RPG$HANDLER
0010 112         VCALL  RPG$HANDLER
0018 113
0018 114 : Module RPG$IOEXCEPTION
0018 115         VCALL  RPG$IOEXCEPTION
0020 116
0020 117 : Module RPG$OPEN
0020 118         VCALL  RPG$OPEN_INDEXED
0028 119
0028 120 : Module RPG$PRINT
0028 121         VCALL  RPG$PRINT
0030 122         VCALL  RPG$TERM_PRINT
0038 123
0038 124 : Module RPG$$SQRT
0038 125         VCALL  RPG$$SQRT
0040 126
0040 127 : Module RPG$UPDATE
0040 128         VCALL  RPG$UPDATE
0048 129
0048 130 : Module RPG$DSPLY
0048 131         VCALL  RPG$DSPLY
0050 132
0050 133 : Module RPG$DIVIDE
0050 134         VCALL  RPG$DIV_LONG
0058 135
0058 136 :+
0058 137 : End of initial RPGRTL vector. All subsequent additions must be made
0058 138 : after this point.
0058 139 :-
0058 140
0058 141          .END                                ; End of module RPG$VECTOR
```

RPG\$VECTOR
Symbol table

- Entry vectors for RPGRTL.EXE

E 6

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6-SEP-1984 11:41:41

VAX/VMS Macro V04-00
[RPGRTL.SRC]RPGVECTOR.MAR;1

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RPG\$DIV LONG	*****	X	01
RPG\$DSPCY	*****	X	01
RPG\$ERROR	*****	X	01
RPG\$EXT INDS	*****	X	01
RPG\$HANDLER	*****	X	01
RPG\$IOEXCEPTION	*****	X	01
RPG\$OPEN INDEXED	*****	X	01
RPG\$PRINT	*****	X	01
RPG\$SORT	*****	X	01
RPG\$TERM PRINT	*****	X	01
RPG\$UPDATE	*****	X	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\$VECTOR	00000058 (88.)	01 (1.)	PIC USR	CON	REL	LCL	SHR	EXE	RD	NOWRT	NOVEC	LONG	

! Performance indicators !

Phase	Page faults	CPU Time	Elapsed Time
Initialization	10	00:00:00.11	00:00:00.79
Command processing	81	00:00:00.60	00:00:03.93
Pass 1	75	00:00:00.57	00:00:01.92
Symbol table sort	0	00:00:00.00	00:00:00.00
Pass 2	39	00:00:00.32	00:00:01.12
Symbol table output	3	00:00:00.03	00:00:00.14
Psect synopsis output	1	00:00:00.01	00:00:00.01
Cross-reference output	0	00:00:00.00	00:00:00.00
Assembler run totals	211	00:00:01.66	00:00:07.91

The working set limit was 900 pages.
2223 bytes (5 pages) of virtual memory were used to buffer the intermediate code.
There were 10 pages of symbol table space allocated to hold 11 non-local and 0 local symbols.
141 source lines were read in Pass 1, producing 12 object records in Pass 2.
1 page of virtual memory was used to define 1 macro.

! 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/LIS=LIS\$:RPGVECTOR/OBJ=OBJ\$:RPGVECTOR MSRC\$:RPGVECTOR/UPDATE=(ENH\$:RPGVECTOR)

