

(2) 50
(3) 93

DECLARATIONS
RPGRTL Vector

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```
0000 1 .TITLE RPG$VECTOR - Entry vectors for RPGRTL.EXE
0000 2 .IDENT /1-004/ ; File: RPGVECTOR.MAR Edit: DG1004
0000 3
0000 4
0000 5 :*****
0000 6 :*
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0000 29 :++
0000 30 : FACILITY: Run-Time Library - RPGII Language Support
0000 31 :
0000 32 : ABSTRACT:
0000 33 :
0000 34 : This module contains the entry vector definitions for the
0000 35 : VAX-11 Run-Time Library shareable image RPGRTL.EXE
0000 36 :
0000 37 : ENVIRONMENT: User mode, AST Reentrant
0000 38 :
0000 39 : AUTHOR: Debess Grabazs, CREATION DATE: 18-April-1983
0000 40 :
0000 41 : MODIFIED BY:
0000 42 :
0000 43 : 1-001 - Original. DG 18-April-1983
0000 44 : 1-002 - Add in RPG$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 :--
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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      :
00000000 89      :     .PSECT $RPG$VECTOR PIC, USR, CON, REL, LCL, SHR, -
0000 90      :     EXE, RD, NOWRT, LONG
0000 91
```


RPG\$VECTOR
Symbol table

- Entry vectors for RPGRTL.EXE

E 6

16-SEP-1984 02:10:14
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\$SQRT	*****	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)

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

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The image displays a grid of 100 small terminal window screenshots, arranged in 10 rows and 10 columns. Each window shows a different type of data or report, including:

- RPGMSGTXT LIS**: A list of text records.
- DTE_DF03 MAP**: A map or diagram.
- RPGMOVE3 LIS**: A list of records.
- RPGSRT LIS**: A sorted list of records.
- RPGOPEN LIS**: A list of records.
- RTPAD**: A text editor or display.
- CTDRIVER MAP**: A map or diagram.
- RTPAD MAP**: A map or diagram.
- RTPADMACS MAR**: A map or diagram.
- RPGMSGPTR LIS**: A list of records.
- RPGVECTOR LIS**: A list of records.
- RPGPRINT LIS**: A list of records.
- RPGUQATE LIS**: A list of records.
- RTDEF SQL**: A SQL query or result.
- DTE_DF03 MAR**: A map or diagram.
- CTDRIVER LIS**: A list of records.

Each window contains text, tables, and some graphical elements, but the text is too small to read clearly. The overall appearance is that of a multi-screen terminal session.