```
RRRRRRRRRRRR     UUU         UUU  NNN         NNN     000000000     FFFFFFFFFFFFFFF  FFFFFFFFFFFFFFF
RRRRRRRRRRRR     UUU         UUU  NNN         NNN     000000000     FFFFFFFFFFFFFFF  FFFFFFFFFFFFFFF
RRRRRRRRRRRR     UUU         UUU  NNN         NNN     000000000     FFFFFFFFFFFFFFF  FFFFFFFFFFFFFFF
RRR         RRR  UUU         UUU  NNN         NNN  000         000  FFF              FFF
RRR         RRR  UUU         UUU  NNN         NNN  000         000  FFF              FFF
RRR         RRR  UUU         UUU  NNN         NNN  000         000  FFF              FFF
RRR         RRR  UUU         UUU  NNNNNN      NNN  000         000  FFF              FFF
RRR         RRR  UUU         UUU  NNNNNN      NNN  000         000  FFF              FFF
RRR         RRR  UUU         UUU  NNNNNN      NNN  000         000  FFF              FFF
RRRRRRRRRRRR     UUU         UUU  NNN   NNN   NNN  000         000  FFFFFFFFFFFF     FFFFFFFFFFFF
RRRRRRRRRRRR     UUU         UUU  NNN   NNN   NNN  000         000  FFFFFFFFFFFF     FFFFFFFFFFFF
RRRRRRRRRRRR     UUU         UUU  NNN   NNN   NNN  000         000  FFFFFFFFFFFF     FFFFFFFFFFFF
RRR   RRR        UUU         UUU  NNN      NNNNNN  000         000  FFF              FFF
RRR   RRR        UUU         UUU  NNN      NNNNNN  000         000  FFF              FFF
RRR   RRR        UUU         UUU  NNN      NNNNNN  000         000  FFF              FFF
RRR      RRR     UUU         UUU  NNN         NNN  000         000  FFF              FFF
RRR      RRR     UUU         UUU  NNN         NNN  000         000  FFF              FFF
RRR      RRR     UUU         UUU  NNN         NNN  000         000  FFF              FFF
RRR         RRR  UUUUUUUUUUUUUUU  NNN         NNN     000000000     FFF              FFF
RRR         RRR  UUUUUUUUUUUUUUU  NNN         NNN     000000000     FFF              FFF
RRR         RRR  UUUUUUUUUUUUUUU  NNN         NNN     000000000     FFF              FFF
```

```
NN      NN  MM      MM  LL            SSSSSSSS  TTTTTTTTTT
NN      NN  MM      MM  LL            SSSSSSSS  TTTTTTTTTT
NN      NN  MMMM  MMMM  LL          SS              TT
NN      NN  MMMM  MMMM  LL          SS              TT
NNNN    NN  MM  MM  MM  LL          SS              TT
NNNN    NN  MM  MM  MM  LL          SS              TT
NN  NN  NN  MM      MM  LL            SSSSSS        TT
NN  NN  NN  MM      MM  LL            SSSSSS        TT
NN    NNNN  MM      MM  LL                  SS      TT
NN    NNNN  MM      MM  LL                  SS      TT
NN      NN  MM      MM  LL                  SS      TT          ....
NN      NN  MM      MM  LL                  SS      TT          ....
NN      NN  MM      MM  LLLLLLLLLL  SSSSSSSS        TT          ....
NN      NN  MM      MM  LLLLLLLLLL  SSSSSSSS        TT          ....


RRRRRRRR    EEEEEEEEEE    QQQQQQ
RRRRRRRR    EEEEEEEEEE    QQQQQQ
RR      RR  EE          QQ      QQ
RR      RR  EE          QQ      QQ
RR      RR  EE          QQ      QQ
RR      RR  EE          QQ      QQ
RRRRRRRR    EEEEEEEE    QQ      QQ
RRRRRRRR    EEEEEEEE    QQ      QQ
RR  RR      EE          QQ  QQ  QQ
RR  RR      EE          QQ  QQ  QQ
RR    RR    EE          QQ    QQ
RR    RR    EE          QQ    QQ
RR      RR  EEEEEEEEEE    QQQQ  QQ
RR      RR  EEEEEEEEEE    QQQQ  QQ
```

```
Version:      'V04-000'
```


```
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```


```
!++
! FACILITY:      DSR (Digital Standard RUNOFF) / DSRPLUS

! ABSTRACT:
!       Definitions pertaining to lists of numbers picked up by GLNM.

! ENVIRONMENT:   Transportable BLISS

! AUTHOR:        Rich Friday

! CREATICN DATE: 1978

! MODIFIED BY:

!       002     KAD00002        Keith Dawson    07-Mar-1983
!               Global edit of all modules. Updated module names, idents,
!               copyright dates. Changed require files to BLISS library.

!--

LITERAL
    NMLST__COUNT        = 1,            !The number of numbers found.
    NMLST__VALUE        = 2,            !The values of the numbers.
    NMLST__DESCR        = 3;            !What the numbers looked like.

LITERAL
    NMLST_MAXSIZE       = 40;

STRUCTURE
```

```
    NUMBER_LIST[I,Attribute;Length=NMLST_MAXSIZE] =

        [%UPVAL*( 2*length + 1 )]
        (If Attribute eql NMLST__COUNT
         then
            NUMBER_LIST
         else
            (NUMBER_LIST + %UPVAL*1 +
                (if     Attribute eql NMLST__VALUE
                 then   %UPVAL*(I - 1)
                 else   %UPVAL*(I - 1 + Length) )));

! Names for NMLST_DESCRIPT things.
!
LITERAL
    NM_NULL     = 0,    ! No number given.
    NM_UNSIGNED = 1,    ! Number was unsigned.
    NM_PLUS     = 2,    ! A '+' preceeded the number.
    NM_MINUS    = 3,    ! A '-' preceeded the number.
    NM_BAD      = 4;    ! The number was in error.

MACRO
    NMLST_COUNT          = NMLST [0,NMLST__COUNT]%,
    NMLST_VALUE (I)      = NMLST [I,NMLST__VALUE]%,
    NMLST_DESCR (I)      = NMLST [I,NMLST__DESCR]%;

!                        End of NMLST.REQ
```

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