

Version V04-000 -- 16-OCT-1980
 For DSR V1.124f

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*****
    
```

Structures defining information stored in a dynamic memory pool.

MACRO

```

POOL = VECTOR [POOL_CNTRL_SIZE] %,
PAD = VECTOR [PAD_CNTRL_SIZE] %;
    
```

LITERAL

```

POOL_CNTRL_SIZE = 3,           !Size of POOL control area.
PAD_CNTRL_SIZE = 2;          !Size of a Pooled Area Descriptor
    
```

!Offsets into pool control area (POOL) and pool area descriptor (PAD)

LITERAL

```

POOL_MAX_PADS = 0,           !Maximum number of PADs that can be accommodated
POOL_ACT_PADS = 1,           !Current number of allocated PADs
POOL_ACT_SIZE = 2;          !Number of BPVALS in pool control area.
    
```

LITERAL

```

PAD_SIZE = 0,                !Size of pooled area (BLISS VALUES)
PAD_ADDRESS = 1;             !Start of pooled area
    
```

!The GET_SEG_ADDR macro returns the starting address of a
 !specified segment from the specified pool.

MACRO

```

GET_SEG_ADDR(AREA,INDEX) =
BEGIN
LOCAL
    PADTAB : REF VECTOR;
    PADTAB = .AREA+POOL_CNTRL_SIZE*%ZUPVAL;
    .PADTAB[PAD_CNTRL_SIZE*(INDEX-1)+PAD_ADDRESS]
END %;
    
```

POOL.REQ;1

! End of POOL.REQ

RUN

M

