


```
VV      VV  RRRRRRRR
VV      VV  RRRRRRRR
VV      VV  RR      RR
VV      VV  RR      RR
VV      VV  RR      RR
VV      VV  RR      RR
VV      VV  RRRRRRRR
VV      VV  RRRRRRRR
VV      VV  RR  RR
VV      VV  RR  RR
VV      VV  RR  RR
VV      VV  RR  RR
VV      VV  RR  RR
VV      VV  RR  RR
VV      VV  RR  RR
VV      VV  RR  RR
```

```
RRRRRRRR  EEEEEEEEE  QQQQQQ
RRRRRRRR  EEEEEEEEE  QQQQQQ
RR      RR  EE      QQ      QQ
RR      RR  EE      QQ      QQ
RR      RR  EE      QQ      QQ
RR      RR  EE      QQ      QQ
RRRRRRRR  EEEEEEE   QQ      QQ
RRRRRRRR  EEEEEEEEE  QQ      QQ
RR  RR    EE      QQ      QQ
RR  RR    EE      QQ      QQ
RR      RR  EE      QQ      QQ
RR      RR  EE      QQ      QQ
RR      RR  EE      QQ      QQ
RR      RR  EEEEEEEEE  QQQQ  QQ
RR      RR  EEEEEEEEE  QQQQ  QQ
```

Version: 'V04-000'

```

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

```

```

ABSTRACT:
  Tables and definitions used for .VARIABLE, .IF, .IFNOT, .ELSE, and
  .ENDIF. The tables all contain space for an extra entry, so that various
  other pieces of code need not continually check to see if there is an
  entry in the tables.

```

```

ENVIRONMENT: Transportable BLISS

```

```

AUTHOR: Rich Friday

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```

CREATION 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

```

```

vr_table_count = 5,          !Number of tables that are vectors.
vr_tab_size =                !Total BPVALs needed to save this information.
  !Space for tables that are vectors.
  (max_vr_names + 1) * (vr_table_count)

```

```
+  
!Space for names.  
(max_vr_names + 1) * CH$ALLOCATION (max_vr_length);
```

```
MACRO  
vrtflg_def =  
VECTOR [max_vr_names + 1]      ! TRUE flag.  
%,  
vrfflg_def =  
VECTOR [max_vr_names + 1]      ! FALSE flags.  
%,  
vrbool_def =  
VECTOR [max_vr_names + 1]      ! TRUE/FALSE setting.  
%,  
vrsrc_def =  
VECTOR [max_vr_names + 1]      ! How variable got defined.  
%,  
vrlnq_def =  
VECTOR [max_vr_names + 1]      ! 0 means /VARIANT, 1 means .VARIABLE.  
%,  
vrname_def =  
BLOCKVECTOR [max_vr_names + 1  
             ,ch$allocation (max_vr_length)]  
%;
```

```
!  
                End of VR.REQ
```

