```
VVV         VVV  MMM         MMM     SSSSSSSSSSSS  LLL                 IIIIIIIII     BBBBBBBBBBBB
VVV         VVV  MMM         MMM     SSSSSSSSSSSS  LLL                 IIIIIIIII     BBBBBBBBBBBB
VVV         VVV  MMM         MMM     SSSSSSSSSSSS  LLL                 IIIIIIIII     BBBBBBBBBBBB
VVV         VVV  MMMMMM   MMMMMM  SSS              LLL                    III        BBB         BBB
VVV         VVV  MMMMMM   MMMMMM  SSS              LLL                    III        BBB         BBB
VVV         VVV  MMMMMM   MMMMMM  SSS              LLL                    III        BBB         BBB
VVV         VVV  MMM   MMM   MMM  SSS              LLL                    III        BBB         BBB
VVV         VVV  MMM   MMM   MMM  SSS              LLL                    III        BBB         BBB
VVV         VVV  MMM   MMM   MMM  SSS              LLL                    III        BBB         BBB
VVV         VVV  MMM         MMM     SSSSSSSSS     LLL                    III        BBBBBBBBBBBB
VVV         VVV  MMM         MMM     SSSSSSSSS     LLL                    III        BBBBBBBBBBBB
VVV         VVV  MMM         MMM     SSSSSSSSS     LLL                    III        BBBBBBBBBBBB
VVV         VVV  MMM         MMM              SSS  LLL                    III        BBB         BBB
VVV         VVV  MMM         MMM              SSS  LLL                    III        BBB         BBB
VVV         VVV  MMM         MMM              SSS  LLL                    III        BBB         BBB
   VVV   VVV     MMM         MMM              SSS  LLL                    III        BBB         BBB
   VVV   VVV     MMM         MMM              SSS  LLL                    III        BBB         BBB
   VVV   VVV     MMM         MMM              SSS  LLL                    III        BBB         BBB
      VVV        MMM         MMM  SSSSSSSSSSSS     LLLLLLLLLLLLLLL     IIIIIIIII     BBBBBBBBBBBB
      VVV        MMM         MMM  SSSSSSSSSSSS     LLLLLLLLLLLLLLL     IIIIIIIII     BBBBBBBBBBBB
      VVV        MMM         MMM  SSSSSSSSSSSS     LLLLLLLLLLLLLLL     IIIIIIIII     BBBBBBBBBBBB
```

```
**FILE**ID**EODEFB
```

```
EEEEEEEEEE    000000    DDDDDDDD    EEEEEEEEEE  FFFFFFFFFF  BBBBBBBB
EEEEEEEEEE    000000    DDDDDDDD    EEEEEEEEEE  FFFFFFFFFF  BBBBBBBB
EE          00      00  DD      DD  EE          FF          BB      BB
EE          00      00  DD      DD  EE          FF          BB      BB
EE          00      00  DD      DD  EE          FF          BB      BB
EE          00      00  DD      DD  EE          FF          BB      BB
EEEEEEEE    00      00  DD      DD  EEEEEEEE    FFFFFFFF    BBBBBBBB
EEEEEEEE    00      00  DD      DD  EEEEEEEE    FFFFFFFF    BBBBBBBB
EE          00      00  DD      DD  EE          FF          BB      BB
EE          00      00  DD      DD  EE          FF          BB      BB
EE          00      00  DD      DD  EE          FF          BB      BB       ....
EE          00      00  DD      DD  EE          FF          BB      BB       ....
EEEEEEEEEE    000000    DDDDDDDD    EEEEEEEEEE  FF          BBBBBBBB         ....
EEEEEEEEEE    000000    DDDDDDDD    EEEEEEEEEE  FF          BBBBBBBB         ....


BBBBBBBB      333333      222222
BBBBBBBB      333333      222222
BB      BB  33      33  22      22
BB      BB  33      33  22      22
BB      BB          33          22
BB      BB          33          22
BBBBBBBB          33          22
BBBBBBBB          33          22
BB      BB          33      22
BB      BB          33      22
BB      BB  33      33    22
BB      BB  33      33    22
BBBBBBBB      333333    2222222222
BBBBBBBB      333333    2222222222
```

```
!
! Version:      'V04-000'
!
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!
!++
! FACILITY :
!       EDITPC Pattern Operator Encodings
!
! ABSTRACT :
!       The EDITPC instruction, Edit Packed to Character String, performs the
!       editing according to the pattern string which consists of one byte
!       pattern operators.  Some pattern operators take no operands.  Some
!       take a repeat count which is contained in the rightmost nibble of the
!       pattern operator itself.  The rest take a one byte operand which
!       follows the pattern operator immediately.  This operand is either an
!       unsigned integer length or byte character.  Edit patterns must end
!       with the EO$END pattern operator.
!
!       The EODEF macros permit easy construction of the edit pattern.
!
! ENVIRONMENT:
!
! AUTHOR:
!       R. P. Grosso,           Creation Date 9-Oct-1980
!
! MODIFIED BY:
!
!       V02-001         RPG0001         Bob Grosso      3-Aug-1981
!               Parenthesize use of formals and use signed relational
!               expressions.
!
!--

! EO$END edit pattern operator encoding
```

```
MACRO
        EO$END = BYTE(%X'00') %;


! EO$END_FLOAT edit pattern operator encoding
MACRO
        EO$END_FLOAT = BYTE(%X'01') %;


! EO$CLEAR_SIGNIF edit pattern operator encoding
MACRO
        EO$CLEAR_SIGNIF = BYTE(%X'02') %;



! EO$SET_SIGNIF edit pattern operator encoding
MACRO
        EO$SET_SIGNIF = BYTE(%X'03') %;


! EO$STORE_SIGN edit pattern operator encoding
MACRO
        EO$STORE_SIGN = BYTE(%X'04') %;


! EO$LOAD_FILL edit pattern operator encoding
! Where CH is the fill character
MACRO
        EO$LOAD_FILL(CH) = BYTE(%X'40',CH) %;


! EO$LOAD_SIGN edit pattern operator encoding
! Where CH is loaded into the sign register
MACRO
        EO$LOAD_SIGN(CH) = BYTE(%X'41',CH) %;


! EO$LOAD_PLUS edit pattern operator encoding
! Where CH is loaded into the sign register
MACRO
        EO$LOAD_PLUS(CH) = BYTE(%X'42',CH) %;


! EO$LOAD_MINUS edit pattern operator encoding
! Where CH is loaded into the sign register
MACRO
        EO$LOAD_MINUS(CH) = BYTE(%X'43',CH) %;
```

```
! EO$INSERT edit pattern operator encoding
! Where CH is the character inserted
MACRO
        EO$INSERT(CH) = BYTE(%X'44',CH) %;



! EO$BLANK_ZERO edit pattern operator encoding
!Fix up the destination to be blank when the value is zero
!Where the fill character is stored in the last LEN bytes
!when the source string is zero.
!If LEN EQL 0 then unpredictable
MACRO
        EO$BLANK_ZERO(LEN) =
        %IF (LEN) LEQ 0
        %THEN %WARN('EO$BLANK_ZERO - Length must be greater than zero')
        %FI
        BYTE(%X'45', LEN) %;



! EO$REPLACE_SIGN edit pattern operator encoding
! Fix up the destination sign when the value is -0
! Where contents of fill register are stored
! in last LEN bytes of destination.
! If LEN EQL 0 then unpredictable
MACRO
        EO$REPLACE_SIGN(LEN) =
        %IF (LEN) LEQ 0
        %THEN %WARN('EO$REPLACE_SIGN - Length must be greater than zero')
        %FI
        BYTE(%X'46', LEN) %;



! EO$ADJUST_INPUT edit pattern operator encoding
! Handle source strings with lenths different from the output
! if LEN EQL 0 or LEN GTR 31 then unpredictable
MACRO
        EO$ADJUST_INPUT(LEN) =
        %IF (LEN) LEQ 0
        %THEN %WARN('EO$ADJUST_INPUT - Length must be greater than zero')
        %ELSE
                %IF (LEN) GTR 31
                %THEN %WARN('EO$ADJUST_INPUT - Length must be less than 32')
                %FI
        %FI
        BYTE(%X'47', LEN) %;



! EO$FILL edit pattern operator encoding
! Insert the fill character.
! where R is the repeat count.
! R must fit in a nibble.
MACRO
        EO$FILL(R) =
        %IF (R) LEQ 0
        %THEN %WARN('EO$FILL - Repeat must be greater than zero')
        %ELSE
                %IF (R) GTR 15
                %THEN %WARN('EO$FILL - Repeat must be less than 16')
                %FI
        %FI
        BYTE(%X'80' + R) %;


! EO$MOVE edit pattern operator encoding
! Move digits.
! where R is the repeat count.
! R must fit in a nibble.
MACRO
        EO$MOVE(R) =
        %IF (R) LEQ 0
        %THEN %WARN('EO$MOVE - Repeat must be greater than zero')
        %ELSE
                %IF (R) GTR 15
                %THEN %WARN('EO$MOVE - Repeat must be less than 16')
                %FI
        %FI
        BYTE(%X'90' + R) %;


! EO$FLOAT edit pattern operator encoding
! Move digits, floating the sign across insignificant digits.
! where R is the repeat count.
! R must fit in a nibble.
MACRO
        EO$FLOAT(R) =
        %IF (R) LEQ 0
        %THEN %WARN('EO$FLOAT - Repeat must be greater than zero')
        %ELSE
                %IF (R) GTR 15
                %THEN %WARN('EO$FLOAT - Repeat must be less than 16')
                %FI
        %FI
        BYTE(%X'A0' + R) %;

!+
!
!       End EDITPC edit pattern operator encodings
!
!-
```

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VAX/VMS V4.0

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