

IAS/RSX-11
MACRO-11 Reference Manual

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PREFACE

0.1 MANUAL OBJECTIVES AND READER ASSUMPTIONS

The intent of this manual is to enable users to develop programs coded in the MACRO-11 assembly language. No prior knowledge of the MACRO-11 Relocatable Assembler is assumed.

Although the description of the assembly language is wholly self-contained within this manual, the reader is assumed to be familiar with the PDP-11 processors and related terminology, as presented in the PDP-11 Processor Handbooks. No attempt is made in this document to describe the PDP-11 hardware or the functions of the various PDP-11 instructions.

Since the development of programs necessarily involves the use of the Task Builder to create an executable task image, the reader is encouraged to become familiar with this system program, as presented in the applicable Task Builder reference manual (see Section 0.3).

In presenting MACRO-11, a tutorial bias has been adopted to enlarge upon the reference material. This posture is reflected in the examples and the accompanying commentary describing MACRO-11 language elements in typical applications.

0.2 STRUCTURE OF THE DOCUMENT

This manual contains four parts. Part I, consisting of two chapters, briefly introduces MACRO-11. Chapter 1 lists the key features of MACRO-11, and Chapter 2 identifies the advantages of following programming standards and conventions. Also described is the format used in coding MACRO-11 source programs.

Part II, consisting of three chapters, presents general information essential to programming with the MACRO-11 assembly language. Chapter 3 describes the symbols, terms, and expressions that form the elements of MACRO-11 instructions. The character set is listed, and the types of programming symbols that may be defined by the user are discussed. Chapter 4 describes the output of MACRO-11 and presents concepts essential to the proper relocation and linking of object modules by the Task Builder. Chapter 5 briefly describes how data stored in memory can be accessed and manipulated using the addressing modes recognized by the PDP-11 hardware.

Part III, consisting of two chapters, describes the MACRO-11 directives that control the processing of source statements during assembly. Chapter 6 discusses directives which accomplish generalized MACRO-11 functions, while Chapter 7 deals with directives used in the definition and expansion of macros.

Part IV, consisting only of Chapter 8, presents the operating procedures essential to the assembly, linking, and initiating of MACRO-11 programs.

Finally, several appendixes are provided, supplying additional information of interest to the MACRO-11 programmer.

Appendix A lists the ASCII and Radix-50 character sets that may be used in MACRO-11 programs. Appendix B lists the special characters recognized by MACRO-11, summarizes the syntax of the various addressing modes used in PDP-11 processors, and briefly describes the MACRO-11 directives in alphabetical order. The permanent symbols that have been defined for use with MACRO-11 are listed alphabetically in Appendix C.

The diagnostic error codes produced by MACRO-11 to identify various types of errors detected during the assembly process are listed alphabetically in Appendix D. Appendix E contains a sample coding standard that is recommended practice in preparing MACRO-11 programs. Appendix F discusses several methods of conserving dynamic memory space for users of small systems who may experience difficulty in assembling MACRO-11 programs.

Appendix G lists the features and functions that are not supported in the 8K RSX-11M version of MACRO-11. MACRO-11 is available in two versions under RSX-11M. One is a 14K version which is functionally identical to the RSX-11D assembler and which has all the features described in this manual. The other assembler is an 8K version which, because of size limitations, supports an extensive subset of MACRO-11 features. Appendix H is a discussion of position independent code (PIC).

0.3 ASSOCIATED DOCUMENTS

The reader should refer to the applicable documentation directory listed below for descriptions of documents associated with this manual.

IAS Documentation Directory

RSX-11D Documentation Directory

RSX-11M/RSX-11S Documentation Directory

0.4 DOCUMENT CONVENTIONS

The symbols defined below are used throughout this manual.

<u>Symbol</u>	<u>Definition</u>
[]	Brackets indicate that the enclosed argument is optional.
	Vertical bars indicate that a single choice must be made from a list of arguments.
...	Ellipsis indicates optional continuation of an argument list in the form of the last specified argument.

UPPER-CASE
CHARACTERS

Upper-case characters indicate elements of the language that must be used exactly as shown.

lower-case
characters

Lower-case characters indicate elements of the language that are supplied by the programmer.

(n)

In some instances the symbol (n) is used following a number to indicate the radix. For example, 100(8) indicates that 100 is an octal value, while 100(10) indicates a decimal value.

PART I

INTRODUCTION TO MACRO-11

CHAPTER 1
MACRO-11 FEATURES

The MACRO-11 Assembler provides the following features:

1. Program and command string control of assembly functions
2. Device and filename specifications for input and output files
3. Error listing on command output device
4. Alphabetized, formatted symbol table listing; optional cross-reference listing of symbols
5. Relocatable object modules
6. Global symbols for linking independent object modules
7. Conditional assembly directives
8. Program sectioning directives
9. User-defined macros and macro libraries
10. Comprehensive system macro library
11. Extensive program and command string control of listing functions
12. An indirect command file facility for controlling the assembly process.

1.1 OVERVIEW OF MACRO-11

MACRO-11 is a 2-pass assembler. The functions and operations relevant to each assembly pass are described in the following sections.

1.1.1 Assembly Pass 1

The main purpose of assembly pass 1 is to locate and read all required macros from libraries; to build symbol tables and program section tables for the program; while also performing a rudimentary assembly of each source statement.

The first stage of assembly pass 1 is the initialization of all impure data areas that MACRO-11 uses internally for the assembly process. These areas include all dynamic storage areas and buffer areas used as file storage regions.

MACRO-11 FEATURES

After initializing memory areas, MACRO-11 issues a call to a system subroutine which transfers a command line into memory. This command line contains the specifications of the files to be used during assembly. After scanning the command line for proper syntax, MACRO-11 initializes the specified output files. These files are opened to determine if valid output file specifications have been passed in the command line. They are then closed to minimize requirements for active file space.

As the assembly process begins, MACRO-11 initiates a routine which retrieves source lines from the input file. If no such file is currently open, as is the case at the beginning of assembly, MACRO-11 opens the next input file specified in the command line previously read and begins to assemble the source statements. MACRO-11 determines the length of each instruction and assembles it accordingly as one word, two words, or three words.

At the end of assembly pass 1, MACRO-11 reopens the output files described above and writes out information that is to be used later by the Task Builder in linking the object modules. Such information as the object module name, the program version number, and the global symbol directory (GSD) entries for each program section are output to the object file. After writing out the GSD entries for a given program section, MACRO-11 scans through the symbol tables to find all the global symbols that are bound to that particular program section. MACRO-11 then writes out GSD records to the object file for these symbols. This process continues for each program section, bringing to a close assembly pass 1.

1.1.2 Assembly Pass 2

As an integral part of pass 2, MACRO-11 simultaneously writes the object records to the output file and generates the assembly listing, followed by the symbol table listing for the program. A cross-reference listing may also be generated. See Section 8.1.4.

Basically, assembly pass 2 consists of the same steps performed in assembly pass 1, except that all source statements containing MACRO-11-detected errors are flagged with an error code as the assembly listing file is created. The object file that is created as the final consequence of pass 2 contains all the object records, together with relocation records containing information necessary for subsequent Task Builder linking of the object file.

The information thus passed to the Task Builder enables the global symbols in the object modules to be associated with absolute or virtual memory addresses, thereby forming an executable body of code.

The user may wish to become familiar with the macro object file format and description. This information is presented in the applicable Task Builder Reference Manual (see Section 0.3 in the Preface).

CHAPTER 2

SOURCE PROGRAM FORMAT

2.1 PROGRAMMING STANDARDS AND CONVENTIONS

Assembly level programming deals directly with the host hardware. Hence, great care must be exercised in establishing programming standards and conventions to enable code written by one group to be interchanged easily with another group. Standards provide a number of advantages. When applied to the program development process, standards make the programming effort easier to:

- Plan
- Comprehend
- Test
- Modify
- Convert.

Even though standards must accommodate local requirements, many aspects of the program development process have universal applicability. The standards common to all of DIGITAL's PDP-11 software products are presented in Appendix E as a model for users. Observance of these standards is beneficial to DIGITAL and its users, by simplifying both communications and the continuing task of software maintenance and enhancement.

2.2 STATEMENT FORMAT

A source program is composed of a sequence of source coding lines. Each line contains a single assembly-language statement. MACRO-11 will accept a source line of 132 characters, but 80 characters is the recommended length, because of constraints imposed by listing format and terminal line size.

A MACRO-11 statement may consist of as many as four fields. These fields are identified by their order of appearance within the statement and/or by specified separating characters between fields. The general format of a MACRO-11 statement is:

Label: Operator Operand ;Comment(s)

The label and comment fields are optional. The operator and operand fields are interdependent, i.e., when both fields are present in a source statement, each field is evaluated by MACRO-11 in the context of the other.

A statement may contain an operator field and no operand field, but the reverse is not true. A statement containing an operand with no operator does not conform to established MACRO-11 coding conventions; such a statement is currently interpreted by MACRO-11 during assembly as an implicit .WORD directive (see Section 6.3.2).

SOURCE PROGRAM FORMAT

MACRO-11 interprets and processes source program statements one by one, generating one or more binary instructions or data words, or performing a specified assembly process. Blank lines, although legal, have no significance in the source program.

An assembly-language statement must be completed on one source line; no continuation lines are allowed in MACRO-11.

The tab character can be used in the source statement to format the fields into aligned columns in accordance with DIGITAL's standard source program format, as shown below:

Label - begins in column 1
Operator - begins in column 9
Operand(s) - begin(s) in column 17
Comment(s) - begin(s) in column 33.

For example, the following statement should be formatted in the source program into specific columns, increasing its readability in the assembly listing:

```
REGTST:BIT#MASK,VALUE;COMPARES BITS IN OPERANDS.
```

```
1      9      17      33      (columns)
```

```
REGTST: BIT      #MASK,VALUE      ;COMPARES BITS IN OPERANDS.
```

The above formatting conventions are not mandatory in coding MACRO-11 programs (free-field coding is permissible). However, it is recommended that source programs be prepared in accordance with these conventions for consistency and clarity.

2.2.1 Label Field

A label is a means of symbolically referring to a location in a program.

A label is a user-defined symbol which is assigned the value of the current location counter and entered into the user-defined symbol table. The current location counter is the means by which MACRO-11 assigns memory addresses to the source program statements as they are encountered during the assembly process. The address value of the label is absolute or relocatable, depending on whether the current program section being assembled is absolute or relocatable. (The concept of program sections and the attributes that may be specified for them are discussed in detail in Section 6.8.)

In the case of an absolute program section, the value of the current location counter is likewise absolute, i.e., its value references an absolute virtual memory address (such as location 100). Similarly, the value of the current location counter in a relocatable program section is also relocatable; however, a relocation bias calculated by the Task Builder will be added to the apparent value of the current location counter to establish its effective absolute virtual address at execution time.

SOURCE PROGRAM FORMAT

If present, a label always appears as the first field in a source statement and must be terminated by a colon. For example, if the current location counter value is absolute 100(8), the statement:

```
ABCD: MOV A,B
```

assigns the value 100(8) to the label ABCD. Subsequent references to this label would then yield a value of absolute 100(8). In this example, if the location counter value were relocatable, the final value of ABCD would be 100(8)+K, where K represents the relocation bias of the program section, as calculated by the Task Builder at link time.

~~More than one label may appear within a single label field. Each label so specified is assigned the same address value. For example, if the current location counter value is 100(8), the multiple labels in the following statement:~~

```
ABC: $DD: A7.7: MOV A,B
```

are each assigned the value 100(8).

Multiple labels may also appear on successive lines. For example, the statements

```
ABC:
$DD:
A7.7: MOV A,B
```

likewise cause the same current location counter value to be assigned to all three labels.

Of the two methods of assigning multiple labels shown above, the second is preferred, because consistency of field positioning within the source program improves readability.

~~A double colon (::) defines the label as a global symbol. Such a label can be referenced by independently-assembled object modules. References to this label in other modules will be resolved by the Task Builder when the modules are linked as a composite executable task. For example, the statement~~

```
ABCD:: MOV A,B
```

establishes the label ABCD as a global symbol. The distinguishing attribute of a global symbol is that it can be referenced from within an object module other than the module in which the symbol is defined (see Section 6.9).

The legal characters for defining labels are:

- A through Z
- 0 through 9
- . (Period)
- \$ (Dollar Sign)

NOTE

By convention, the dollar sign (\$) and period (.) are reserved for use in defining DIGITAL system software symbols. Therefore these characters should not be used in defining labels in MACRO-11 source programs.

SOURCE PROGRAM FORMAT

A label may be any length; however, ~~only the first six characters are significant and, therefore, must be unique among all the labels in the source program. All labels are terminated by a colon (:), which is not considered part of the label. It is a mandatory delimiter.~~ An error code (M) is generated in the assembly listing if the first six characters in two or more labels are the same (see Appendix D).

A symbol used as a label must not be redefined within the source program. If the symbol is redefined, a label with a multiple definition results, causing MACRO-11 to generate an error code (M) in the assembly listing (see Appendix D). Furthermore, any statement in the source program which references a multi-defined label results in an additional diagnostic message; in this case, an error code (D) is generated in the assembly listing (see Appendix D).

2.2.2 Operator Field

The operator field specifies the action to be performed. It may consist of an instruction mnemonic (op code), an assembler directive, or a macro call.

The operator field follows the label field in a source statement. Chapters 6 and 7 describe these three types of operator field entries.

When the operator is an instruction mnemonic, the mnemonic op code specifies the machine instruction to be generated. MACRO-11 then continues with the evaluation of the address(es) of the operand(s) which follow(s). When the operator is a directive, the directive causes MACRO-11 to perform certain control actions or processing operations during the assembly of the source program. When the operator is a macro call, MACRO-11 inserts the code generated by the macro expansion.

The operator field need not be preceded by a label; but it may be preceded by one or more labels and followed by one or more operands and/or a comment. Furthermore, leading and trailing spaces or tabs in the operator field have no significance; such characters serve only to separate the operator field from the preceding and following fields.

An operator is terminated by a space, tab, or any non-RAD50 character, as in the following examples:

```
MOV A,B                ;THE SPACE TERMINATES THE OPERATOR
                        ;MOV.

MOV    A,B             ;THE TAB TERMINATES THE OPERATOR MOV.

MOV@A,B               ;THE @ CHARACTER TERMINATES THE
                        ;OPERATOR MOV.
```

Although the statements above are all equivalent in function, the second statement is the recommended form because it conforms to MACRO-11 coding conventions.

2.2.3 Operand Field

When the operator field contains an instruction mnemonic (op code), the operand field specifies those program variables that are to be

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evaluated/manipulated by the operator. The operand field may also be used to supply arguments to MACRO-11 directives and macro calls, as described in Chapters 6 and 7, respectively.

Operands may be expressions or symbolic arguments (within the context of the specified operation). Multiple expressions used in the operand field of a MACRO-11 statement must be separated by a comma; multiple symbolic arguments similarly used may be delimited by any legal separator, i.e., a comma, tab, and/or space. An operand should be preceded by an operator field; if it is not, the statement is treated by MACRO-11 as an implicit .WORD directive (see Section 6.3.2).

When the operator field contains an op code, associated operands are always expressions, as shown in the following statement:

```
MOV      R0,A+2(R1)
```

On the other hand, when the operator field contains a MACRO-11 directive or a macro call, associated operands are normally symbolic arguments, as shown in the following statement:

```
.MACRO  ALPHA  ARG1,ARG2
```

Refer to the description of each MACRO-11 directive to determine the type and number of operands required in issuing the directive.

The operand field is terminated by a semicolon when the field is followed by a comment. For example, in the following statement:

```
LABEL:  MOV      A,B          ;COMMENT FIELD
```

the tab between MOV and A terminates the operator field and defines the beginning of the operand field; a comma separates the operands A and B; and a semicolon terminates the operand field and defines the beginning of the comment field. When no comment field follows, the operand field is terminated by the end of the source line.

2.2.4 Comment Field

The comment field normally begins in column 33 and extends through the end of the line. This field is optional and may contain any ASCII characters except null, RUBOUT, carriage-return, line-feed, vertical-tab or form-feed. All other characters appearing in the comment field, even special characters reserved for use in MACRO-11, are checked only for ASCII legality and then included in the assembly listing as they appear in the source text.

All comment fields must begin with the semicolon character(;). When lengthy comments extend beyond the end of the source line (column 80), the comment may be resumed in a following line. Such a line must contain a leading semicolon, and it is suggested that the body of the comment be continued in the same columnar position in which the comment began. A comment line can also be included as an entirely separate line within the code body.

Comments do not affect assembly processing or program execution. However, comments are useful in source listings for later analysis, debugging, or documentation purposes.

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2.3 FORMAT CONTROL

Horizontal formatting of the source program is controlled by the space and tab characters. These characters have no effect on the assembly process unless they are embedded within a symbol, number, or ASCII text string, or unless they are used as the operator field terminator. Thus, the space and tab characters can be used to provide an orderly and readable source program, as reflected by the following statements:

```
LABEL:MOV(SP)+,TAG;POP VALUE OFF STACK.
```

No spaces or tabs have been used to separate the fields in this statement. Note the difficulty in recognizing where one field ends and the next begins.

```
LABEL:  MOV      (SP)+,TAG      ;POP VALUE OFF STACK.
```

This statement conforms to the standard horizontal formatting conventions, i.e., the statement elements are separated into four distinct fields and are therefore easily discernible.

Page formatting and assembly listing considerations are discussed in Chapter 6 in the context of MACRO-11 directives that may be specified to accomplish desired formatting operations. Appendix E describes the coding conventions used in all DIGITAL PDP-11 operating system software.

PART II
PROGRAMMING
IN MACRO-11 ASSEMBLY
LANGUAGE

CHAPTER 3
SYMBOLS AND EXPRESSIONS

This chapter describes the components of MACRO-11 instructions. The character set, the conventions observed in constructing symbols, and the use of numbers, operators, terms and expressions are discussed as they relate to MACRO-11 programming.

3.1 CHARACTER SET

The following characters are legal in MACRO-11 source programs:

1. The letters A through Z. Both upper- and lower-case letters are acceptable, although, upon input, lower-case letters are converted to upper-case (see Section 6.2, .ENABL LC).
2. The digits 0 through 9.
3. The characters . (period) and \$ (dollar sign). These characters are reserved for use as Digital Equipment Corporation system program symbols.
4. The special characters listed in Table 3-1.

Table 3-1
Special Characters Used in MACRO-11

Character	Designation	Function
:	Colon	Label terminator.
::	Double colon	Label terminator; defines the label as a global label.
=	Equal sign	Direct assignment operator; and macro keyword indicator.
==	Double equal sign	Direct assignment operator; defines the symbol as a global symbol.
%	Percent sign	Register term indicator.
	Tab	Item or field terminator.
	Space	Item or field terminator.

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Table 3-1 (Cont.)
Special Characters Used in MACRO-11

Character	Designation	Function
#	Number sign	Immediate expression indicator.
@	At sign	Deferred addressing indicator.
(Left parenthesis	Initial register indicator.
)	Right parenthesis	Terminal register indicator.
.	Period	Current location counter
,	Comma	Operand field separator.
;	Semicolon	Comment field indicator.
<	Left angle bracket	Initial argument or expression indicator.
>	Right angle bracket	Terminal argument or expression indicator.
+	Plus sign	Arithmetic addition operator or autoincrement indicator.
-	Minus sign	Arithmetic subtraction operator or autodecrement indicator.
*	Asterisk	Arithmetic multiplication operator.
/	Slash	Arithmetic division operator.
&	Ampersand	Logical AND operator.
!	Exclamation point	Logical inclusive OR operator.
"	Double quote	Double ASCII character indicator.
'	Single quote	Single ASCII character indicator; or concatenation indicator.
^	Up arrow or circumflex	Universal unary operator or argument indicator.
\	Backslash	Macro call numeric argument indicator.

3.1.1 Separating and Delimiting Characters

Legal separating characters and legal argument delimiters are defined below in Tables 3-2 and 3-3 respectively.

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Table 3-2
Legal Separating Characters

Character	Definition	Usage
Space	One or more spaces and/or tabs	A space is a legal separator between instruction fields and between symbolic arguments within the operand field. <u>Spaces within expressions are ignored</u> (see Section 3.9).
	Comma	A comma is a legal separator between symbolic arguments within the operand field. Multiple expressions used in the operand field must be separated by a comma.

Table 3-3
Legal Argument Delimiters

Character	Definition	Usage
<...>	Paired angle brackets	Paired angle brackets may be used anywhere in a program to enclose <u>an expression</u> for treatment as a single term. Paired angle brackets are also used to enclose a macro argument, particularly when that argument contains separating characters (see Section 7.3).
x...x	Up-arrow (unary operator) construction, where the up-arrow is followed by an argument that is bracketed by any paired printing characters (x).	This construction is equivalent in function to the paired angle brackets described above and is generally used only where the argument itself contains angle brackets.

3.1.2 Illegal Characters

A character is determined to be illegal for one of two reasons:

1. A character is not an element of the recognized MACRO-11 character set. A character of this kind is replaced in the listing by a question mark, and an error code (I) is printed in the assembly listing (see Appendix D). The exception to this is an embedded null which, when detected, terminates the scan of the current line.

SYMBOLS AND EXPRESSIONS

2. A legal MACRO-11 character is illegal in the context of its usage within the source statement, i.e., its syntax is illegal or questionable. Such a character causes an error code (Q) to be printed in the assembly listing.

3.1.3 Unary and Binary Operators

Legal MACRO-11 unary operators are described in Table 3-4. Unary operators are used in connection with single terms (arguments or operands) to indicate an action to be performed on that term during assembly. A term preceded by a unary operator is considered to contain that operator. The term so specified thus becomes a value which can be used alone or as an element of an expression.

Table 3-4
Legal Unary Operators

Unary Operator	Explanation	Example	Effect
+	Plus sign	+A	Produces the positive value of A.
-	Minus sign	-A	Produces the negative (2's complement) value of A.
^	Up-arrow, universal unary operator. (This usage is described in detail in Section 6.4.)	^C24 ^D127 ^F3.0 ^O34 ^B11000111 ^RABC	Produces the 1's complement value of 24(8). Interprets 127 as a decimal number. Interprets 3.0 as a 1-word, floating-point number. Interprets 34 as an octal number. Interprets 11000111 as a binary number. Evaluates ABC in Radix-50 form.

Unary operators can be used adjacent to each other or in constructions involving multiple terms, as shown below:

-^D50 (Equivalent to -(<^D50>))
 ^C^O12 (Equivalent to ^C<^O12>)

Legal MACRO-11 binary operators are described in Table 3-5. In contrast to unary operators, binary operators specify actions to be performed on multiple items or terms within an expression. Table 3-5 shows the relationships that can be established between expression terms through the use of binary operators.

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Table 3-5
Legal Binary Operators

Binary Operator	Explanation	Example
+	Addition	A+B
-	Subtraction	A-B
*	Multiplication	A*B (16-bit product returned)
/	Division	A/B (16-bit quotient returned)
&	Logical AND	A&B
!	Logical inclusive OR	A!B

All binary operators have equal priority. Items or terms can be grouped for evaluation within an expression by enclosing them within angle brackets. Terms so enclosed are evaluated first, and remaining operations are performed from left to right, as shown in the examples below:

```
.WORD 1+2*3          ;EQUALS 11(8).  
.WORD 1+<2*3>       ;EQUALS 7(8).
```

3.2 MACRO-11 SYMBOLS

Three types of symbols may be defined for use within MACRO-11 source programs: permanent symbols, user-defined symbols, and macro symbols. MACRO-11 maintains three types of symbol tables: the Permanent Symbol Table (PST), the User Symbol Table (UST), and the Macro Symbol Table (MST). The PST contains all the permanent symbols defined within (and thus automatically recognized by) MACRO-11 and is part of the MACRO-11 task image. The UST and MST are constructed as the source program is assembled.

3.2.1 Permanent Symbols

Permanent symbols consist of the instruction mnemonics (see Appendix C) and MACRO-11 directives (see Chapters 6 and 7 and Appendix B). These symbols are a permanent part of the MACRO-11 task image and need not be defined before being used in the operator field of a MACRO-11 source statement (see Section 2.2.2).

3.2.2 User-Defined and Macro Symbols

User-defined symbols are those symbols treated by the programmer as labels (see Section 2.2.1) or that are equated to a specific value through a direct assignment statement (see Section 3.3) or appear as macro names or dummy arguments. These symbols are added to the User Symbol Table as they are encountered during assembly. Macro symbols are those symbols used as macro names (see Section 7.1). Similarly, these symbols are added to the Macro Symbol Table as they are encountered during assembly.

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User-defined and macro symbols can be composed of alphanumeric characters, dollar signs (\$), and periods (.) only; any other character is illegal.

NOTE

The dollar sign (\$) and period (.) characters are reserved for use in defining Digital Equipment Corporation system software symbols. For example, READ\$ is a file-processing system macro. The user is cautioned not to employ these characters in constructing user-defined symbols or macro symbols in order to avoid possible conflicts with existing or future Digital Equipment Corporation system software symbols.

The following rules govern the creation of user-defined and macro symbols:

1. The first character of a symbol must not be a number (except in the case of local symbols; see Section 3.5).
2. The first six characters of a symbol must be unique.
3. A symbol can be written with more than six legal characters, but the seventh and subsequent characters are checked only for ASCII legality and are not otherwise evaluated or recognized by MACRO-11.
4. Spaces, tabs, and illegal characters must not be embedded within a symbol. The legal MACRO-11 character set is defined in Section 3.1.

The value of a symbol depends upon its use in the program. When a symbol appears in the operator field, it may be any one of the three symbol types described above i.e., permanent, user-defined, macro. To determine the value of an operator-field symbol, MACRO-11 searches the symbol tables in the following order:

1. Macro Symbol Table
2. Permanent Symbol Table
3. User-Defined Symbol Table

This search order allows redefinition of Permanent Symbol Table entries as macro symbols. That is, permanent symbols may be used as macro symbols. But the user must keep in mind the sequence in which the search for symbols is performed in order to avoid incorrect interpretation of the symbol's use.

When a symbol appears in the operand field, the User-Defined Symbol Table is searched first, then the Permanent Symbol Table is searched.

Depending on their use in the source program, user-defined symbols have either a local (internal) attribute or a global (external) attribute.

Normally, MACRO-11 treats all user-defined symbols as local, that is, their definition is limited to the module in which they appear. However, symbols can be explicitly declared to be global symbols through one of three methods:

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1. Use of the .GLOBL directive (see Section 6.9).
2. Use of the double colon (::) in defining a label (see Section 2.2.1).
3. Use of the double equal (==) sign in a direct assignment statement (see Section 3.3).

All symbols within a module that remain undefined at the end of assembly are treated as default global references.

NOTE

Undefined symbols at the end of assembly are assigned a value of 0 and placed into the user-defined symbol table as undefined default global references. If the .DSABL GBL directive is in effect, however, (see Section 6.2), the automatic global reference default function of MACRO-11 is inhibited, causing the statement containing the undefined symbol to be flagged with an error code (U) in the assembly listing (see Appendix D).

Global symbols provide linkages between independently-assembled object modules within the task image. A global symbol defined as a label, for example, may serve as an entry-point address to another section of code within the task image. Such symbols are referenced from other source modules in order to transfer control throughout the task's execution. These global symbols are resolved by the Task Builder at link time, ensuring that the resulting task image is a logically coherent and complete body of code.

3.3 DIRECT ASSIGNMENT STATEMENTS

A direct assignment statement allows you to equate a symbol to a specific value. When a direct assignment statement is first used to define a symbol, that symbol is entered into the User-Defined Symbol Table. A symbol defined in this manner may be redefined in a subsequent direct assignment statement by assigning a new value to the previously-defined symbol.

The general format for a direct assignment statement is:

symbol=expression

or

symbol==expression

where: expression - can have only one level of forward reference
 (see 5. below).
 - cannot contain an undefined global reference.

A direct assignment statement embodying the double equal (==) sign, as shown above, defines the symbol as global (see Section 6.9).

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The following examples illustrate the coding of direct assignment statements:

```
A=1                                ;THE SYMBOL A IS EQUATED TO THE
                                   ;VALUE 1.

B=A-1&MASKLOW                      ;THE SYMBOL B IS EQUATED TO THE
                                   ;VALUE OF THE ENTIRE EXPRESSION
                                   ;WHICH FOLLOWS.

C:
D=.                                ;THE SYMBOL D IS EQUATED TO ., AND
E:  MOV    #1,ABLE                 ;THE LABELS C AND E ARE ASSIGNED A
                                   ;VALUE THAT IS EQUAL TO THE LOCATION
                                   ;OF THE MOV INSTRUCTION.
```

The last of the three examples above is provided only to illustrate the performance of MACRO-11 in such situations. See Section 3.6 for a description of the period (.) as the current location counter symbol.

The following conventions apply to the coding of direct assignment statements:

1. An equal sign (=) or double equal sign (==) must separate the symbol from the expression defining the symbol's value. Spaces preceding and/or following the direct assignment operators, although permissible, have no significance in the resulting value.
2. The symbol being assigned in a direct assignment statement is placed in the label field.
3. Only one symbol can be defined in a single direct assignment statement.
4. A direct assignment statement may be followed only by a comment field.
5. Only one level of forward referencing is allowed, as shown in the following example:

```
X=Y      (Illegal forward reference)
y=z      (Legal forward reference)
Z=1
```

The above example would result in the generation of an error code (U) in the assembly listing on the line containing the illegal forward reference.

Although one level of forward referencing is allowed for local symbols, a global symbol defined in a direct assignment statement must not contain a forward reference, i.e., the global assignment expression must not itself contain an undefined reference to another symbol. Such a forward reference is illegal, causing an error code (A) to be generated in the assembly listing.

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3.4 REGISTER SYMBOLS

The eight general registers of the PDP-11 processor are numbered 0 through 7 and can be expressed in the source program in the following manner:

```
%0
%1
.
.
.
%7
```

where % indicates a reference to a register rather than a location. The digit specifying the register can be replaced by any legal, absolute term that can be evaluated during the first assembly pass. Use standard symbolic names for all register references.

The register definitions listed below are automatically assigned by MACRO-11, i.e., these definitions are the normal default values and remain valid for all register references within the source program.

```
R0=%0                ;REGISTER 0 DEFINITION.
R1=%1                ;REGISTER 1 DEFINITION.
R2=%2                ;REGISTER 2 DEFINITION.
R3=%3                ;REGISTER 3 DEFINITION.
R4=%4                ;REGISTER 4 DEFINITION.
R5=%5                ;REGISTER 5 DEFINITION.
SP=%6                ;STACK POINTER DEFINITION.
PC=%7                ;PROGRAM COUNTER DEFINITION.
```

Note that registers 6 and 7 are given special names because of their unique system functions.

A register symbol may be defined in a direct assignment statement appearing in the program. The defining expression of a register symbol must be a legal, absolute value. Although you can reassign the standard register symbols through the use of the .DSABL REG directive (see Section 6.2), this practice is not recommended. An attempt to redefine a default register symbol without first specifying the .DSABL REG directive to override the normal register definitions causes that assignment statement to be flagged with an error code (R) in the assembly listing. The symbolic default names assigned to the registers, as listed above, are the conventional names used in all DIGITAL-supplied PDP-11 system programs. For this reason, you are well advised to follow these conventions.

All non-standard register symbols must be defined before they are referenced in the source program. A register expression less than 0 or greater than 7 is flagged with an error code (R) in the assembly listing.

The % character may be used with any legal term or expression to specify a register. For example, the statement

```
CLR    %3+1
```

is equivalent in function to the statement

```
CLR    %4
```

and clears the contents of register 4.

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In contrast, the statement

```
CLR      4
```

clears the contents of virtual memory location 4.

3.5 LOCAL SYMBOLS

Local symbols are specially formatted symbols used as labels within a block of coding that has been delimited as a local symbol block. Local symbols are of the form n\$, where n is a decimal integer from 1 to 65535, inclusive. Examples of local symbols are:

```
1$
27$
59$
104$
```

A local symbol block is delimited in one of three ways:

1. The range of a local symbol block usually consists of those statements between two normally-constructed symbolic labels (see Figure 3-1). Note that a statement of the form:

```
ALPHA=expression
```

is a direct assignment statement (see Section 3.3), but does not create a label and thus does not delimit the range of a local symbol block.

2. The range of a local symbol block is normally terminated upon encountering a .PSECT, .CSECT, or .ASECT directive in the source program (see Figure 3-1).
3. The range of a local symbol block is delimited through MACRO-11 directives, as follows:

```
Starting delimiter: .ENABL LSB (see Section 6.2)
```

```
Ending delimiter:  .ENABL LSB
```

or

```
.DSABL LSB (see Section 6.2)
```

followed by one of: Symbolic label

```
.PSECT (see Section 6.8.1)
```

```
.CSECT (see Section 6.8.2)
```

```
.ASECT (see Section 6.8.2)
```

Local symbols provide a convenient means of generating labels for branch instructions and other such references within a local symbol block. Using local symbols reduces the possibility of symbols with multiple definitions appearing within a user program. In addition, the use of local symbols differentiates entry-point labels from local labels, since local symbols cannot be referenced from outside their respective local symbol block. Thus, local symbols of the same name can appear in other local symbol blocks without conflict. Local symbols do not appear in cross-reference listings.

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Local symbols require less symbol table space than other types of symbols. Their use is recommended. When defining local symbols, use the range from 1\$ to 63\$ first, then the range from 128\$ to 65535\$. Local symbols within the range 64\$ through 127\$, inclusive, can be generated automatically as a feature of MACRO-11. Such local symbols are useful in the expansion of macros during assembly and are described in detail in this context in Section 7.3.5.

Be sure to avoid multiple definitions of local symbols within the same local symbol block. For example, if the local symbol 10\$ is defined two or more times within the same local symbol block, each symbol represents a different address value. Such a multi-defined symbol causes an error code (P) to be generated in the assembly listing.

For examples of local symbols and local symbol blocks as they appear in a source program, see Figure 3-1.

```

121                                     )
122                                     ) PROGRAM INITIALIZATION CODE
123                                     )
124                                     )
125 000000                                ,PSECT  XCTPRG,GBL
126 000000 012700 000000'                XCTPRG:MOV  #IMPURE,R0      ;IMPURE DATA INITIALIZATION
127 000004 005020                                1$:  CLR  (R0)+
128 000006 022700 000000'                CMP    #IMPURT,R0
129 000012 101374                                BHI   1$
130
131 000000                                ,PSECT  XCTPAS,GBL
132 000000 012700 000000'                XCTPAS:MOV  #IMPPAS,R0     ;PASS INITIALIZATION
133 000004 005020                                1$:  CLR  (R0)+
134 000006 022700 000000'                CMP    #IMPPAT,R0
135 000012 101374                                BHI   1$
136
137 000000                                ,PSECT  XCTLIN,GBL
138 000000 012700 000000'                XCTLIN:MOV  #IMPLIN,R0    ;LINE INITIALIZATION
139 000004 005020                                1$:  CLR  (R0)+
140 000006 022700 000000'                CMP    #IMPLIT,R0
141 000012 101374                                BHI   1$
142

```

Figure 3-1 Assembly Listing Showing Local Symbol Block

3.6 CURRENT LOCATION COUNTER

The period (.) is the symbol for the current location counter. When used in the operand field of an instruction, it represents the address of the first word of the instruction, as shown in the first example below. When used in the operand field of a MACRO-11 directive, it represents the address of the current byte or word, as shown in the second example below.

```

A:      MOV      #.,R0                    ;THE PERIOD (.) REFERS TO THE ADDRESS
                                           ;OF THE MOV INSTRUCTION.

```

(The function of the # symbol is explained in Section 5.9.)

```

SAL=0
        .WORD    177535,+.4,SAL          ;THE OPERAND .+4 IN THE .WORD
                                           ;DIRECTIVE REPRESENTS A VALUE
                                           ;THAT IS STORED AS THE SECOND
                                           ;OF THREE WORDS DURING
                                           ;ASSEMBLY.

```

Assume that the current value of the location counter is 500. During assembly, MACRO-11 reserves storage in response to the .WORD directive (see Section 6.3.2), beginning with location 500. The operands accompanying the .WORD directive determine the values so stored. The

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value 177535 is thus stored in location 500. The value represented by `+.4` is stored in location 502; this value is derived as the current value of the location counter (which is now 502), plus the absolute value 4, thereby depositing the value 506 in location 502. Finally, the value of SAL, previously equated to 0, is deposited in location 504.

Figure 3-2 illustrates the result of the example.

LOCATION	CONTENTS
500	177535
502	506
504	0

Figure 3-2 Sample Assembly Results

At the beginning of each assembly pass, MACRO-11 resets the location counter. Normally, consecutive memory locations are assigned to each byte of object data generated. However, the value of the location counter can be changed through a direct assignment statement of the following form:

```
.=expression
```

Similar to other MACRO-11 symbols, the current location counter symbol (`.`) has an attribute of relocatability associated with it: it is either absolute or relocatable, depending on the specific such attribute of the current program section. (A program section and its attributes are defined through the use of the `.PSECT` directive described in Section 6.8.1.) The existing attribute (or mode) of the current location counter cannot be changed by specifying a defining expression having a different attribute.

Furthermore, such a defining expression must not force the location counter into another program section (`.PSECT` area), even though the program sections so involved may both be absolute or relocatable. The expression defining the location counter value must not contain a forward reference, i.e., the expression must not contain a reference to a symbol that is not previously defined. Such violations constitute a general assembly error, resulting in an error code (A) in the assembly listing.

Thus, the attribute (or mode) of the current location counter takes on the attribute of the current program section. Therefore, its attribute from program section to program section can be changed only through the program sectioning directives (`.PSECT`, `.ASECT`, and `.CSECT`), as described in Section 6.8.

The following coding illustrates the use of the current location counter:

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```
.ASECT
.=500                                ;SET LOCATION COUNTER TO
FIRST: MOV      .+10,COUNT           ;ABSOLUTE 500(OCTAL).
                                      ;THE LABEL "FIRST" HAS THE VALUE
                                      ;500(OCTAL).
                                      ;.+10 EQUALS 510(OCTAL). THE
                                      ;CONTENTS OF THE LOCATION
                                      ;510(OCTAL) WILL BE DEPOSITED
                                      ;IN THE LOCATION "COUNT."
.=520                                ;THE ASSEMBLY LOCATION COUNTER
SECOND: MOV     .,INDEX              ;NOW HAS A VALUE OF
                                      ;ABSOLUTE 520(OCTAL).
                                      ;THE LABEL SECOND HAS THE
                                      ;VALUE 520(OCTAL).
                                      ;THE CONTENTS OF LOCATION
                                      ;520(OCTAL), THAT IS, THE BINARY
                                      ;CODE FOR THE INSTRUCTION
                                      ;ITSELF, WILL BE DEPOSITED IN THE
                                      ;LOCATION "INDEX."
.PSECT
.=.+20                                ;SET LOCATION COUNTER TO
THIRD: .WORD    0                    ;RELOCATABLE 20 OF THE
                                      ;UNNAMED PROGRAM SECTION.
                                      ;THE LABEL THIRD HAS THE
                                      ;VALUE OF RELOCATABLE 20.
```

Storage areas may be reserved in the program by advancing the location counter. For example, if the current value of the location counter is 1000, each of the following statements:

```
.=.+40
      or
      .BLKB 40
      or
      .BLKW 20
```

reserves 40(8) bytes of storage space in the source program. The .BLKB and .BLKW directives, however, are recommended as the preferred ways to reserve storage space (see Section 6.5.3).

3.7 NUMBERS

MACRO-11 assumes that all numbers in the source program are to be interpreted in octal radix, unless otherwise specified. An exception to this is that operands associated with Floating Point Processor instructions and Floating Point Data directives are treated as decimal (see Section 6.4.2). This default radix can be altered with the .RADIX directive (see Section 6.4.1.1). Also, individual numbers can be designated as decimal, binary, or octal numbers through temporary radix control operators (see Section 6.4.1.2).

For every statement in the source program that contains a digit that is not in the current radix, an error code (N) is generated in the assembly listing. However, MACRO-11 continues with the scan of the statement and evaluates each such number encountered as a decimal value.

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Negative numbers must be preceded by a minus sign; MACRO-11 translates such numbers into two's complement form. Positive numbers may (but need not) be preceded by a plus sign.

A number containing more than 16 significant bits, i.e., greater than 177777(8), is truncated from the left and flagged with an error code (T) in the assembly listing.

Numbers are always considered to be absolute values, i.e., they are not relocatable.

Single-word floating-point numbers may be generated with the ^F operator (see Section 6.4.2.2) and are stored in the following format:

15	14	7 6	0
Sign	8-bit	7-bit	
Bit	Exponent	Mantissa	

Refer to the appropriate PDP-11 Processor Handbook for details of the floating-point number format.

3.8 TERMS

A term is a component of an expression and may be one of the following:

1. A number, as defined in Section 3.7, whose 16-bit value is used.
2. A symbol, as defined in Section 3.2. Symbols are evaluated as follows:
 - a. A period (.) specified in an expression causes the value of the current location counter to be used.
 - b. A defined symbol is located in the User-Defined Symbol Table (UST) and its value is used.
 - c. A permanent symbol's basic value is used, with zero substituted for the addressing modes. (Appendix C lists all op codes and their values.)
 - d. An undefined symbol is assigned a value of zero and inserted in the User-Defined Symbol Table as an undefined default global reference. If the .DSABL GBL directive (see Section 6.2) is in effect, the automatic global reference default function of MACRO-11 is inhibited, in which case, the statement containing the undefined symbol is flagged with an error code (U) in the assembly listing.
3. An ASCII conversion operation is performed, using either a single quote followed by a single ASCII character, or a double quote followed by two ASCII characters. This type of expression construction is explained in detail in Section 6.3.3.

SYMBOLS AND EXPRESSIONS

4. A term may also be an expression enclosed in angle brackets (<>). Any expression so enclosed is evaluated and reduced to a single term before the remainder of the expression in which it appears is evaluated. Angle brackets, for example, may be used to alter the left-to-right evaluation of expressions (as in $A*B+C$ versus $A*<B+C>$), or to apply a unary operator to an entire expression (as in $-<A+B>$).

3.9 EXPRESSIONS

Expressions are combinations of terms joined together by binary operators (see Table 3-5) and which reduce to a 16-bit expression value. The evaluation of an expression includes the determination of its attributes. A resultant expression value may be any one of four types (as described later in this section): absolute, relocatable, external, or complex relocatable.

Expressions are evaluated from left to right with no operator hierarchy rules, except that unary operators take precedence over binary operators. A term preceded by a unary operator is considered to contain that operator. (Terms are evaluated, where necessary, before their use in expressions.) Multiple unary operators are valid and are treated as follows:

$--A$

is equivalent to:

$-<+<-A>>$

A missing term, expression, or external symbol is interpreted as a zero. A missing or illegal operator terminates the expression analysis, causing an error code (A) or (Q), or both, to be generated in the assembly listing, depending on the context of the expression itself. For example, the expression:

`TAG ! LA 177777`

is evaluated as

`TAG ! LA`

because the first non-blank character following the symbol LA is not a legal binary operator, an expression separator (i.e., a comma), or an operand field terminator (i.e., a semicolon or the end of the source line). It should be noted that spaces within expressions are ignored.

The value of an external expression is equal to the value of the absolute part of that expression. For example, the expression `EXTERN+A`, where "EXTERN" is an external symbol, has a value at assembly-time that is equal to the value of the internal symbol A. This expression, however, when evaluated by the Task Builder at link time takes on the resolved value of the symbol EXTERN, plus the value of symbol A.

Expressions, when evaluated by MACRO-11, are determined to be one of four types: absolute, relocatable, external (or global), or complex relocatable. The following distinctions are important:

1. An expression is absolute if its value is fixed. An expression whose terms are numbers and ASCII conversion characters will reduce to an absolute value. A relocatable

SYMBOLS AND EXPRESSIONS

expression or term minus a relocatable term, where both elements being evaluated belong to the same program section, are also absolute, since such an expression is reduced to a single term by MACRO-11 upon completion of the expression scan. For example, the expression TAG2-TAG1, where both TAG1 and TAG2 are defined in the same program section, is an absolute expression.

2. An expression is relocatable if its value is fixed relative to the base address of the program section in which it appears, but it will have an offset value added at task-build time. Expressions whose terms contain labels defined in relocatable program sections will have a relocatable value; similarly, a period (.) in a relocatable program section, representing the value of the current location counter, will also have a relocatable value.
3. An expression is external (or global) if it contains a single global reference (plus or minus an absolute expression value) that is not defined within the current program. Thus, an external expression is only partially defined following assembly and must be resolved by the Task Builder at link time.
4. An expression is complex relocatable if any of the following conditions applies:
 - It contains a global reference and a relocatable symbol.
 - It contains more than one global reference.
 - It contains relocatable terms belonging to different program sections.
 - The value resulting from the expression has more than one level of relocation. For example, if the relocatable symbols TAG1 and TAG2 associated with the same program section are specified in an expression construction in the form TAG1+TAG2, two levels of relocation would be introduced, since each symbol is evaluated in terms of the relocation bias in effect for the program section.
 - An operation other than addition is specified on an undefined global symbol.
 - An operation other than addition, subtraction, negation, or complementation is specified for a relocatable value.

The evaluation of relocatable, external, and complex relocatable expressions is completed at link time.

CHAPTER 4
RELOCATION AND LINKING

The output of MACRO-11 is an object module which must be processed by the Task Builder before it can be loaded and executed. Essentially, the Task Builder fixes (i.e., makes absolute) the values of external or relocatable symbols in the object module, thus transforming the object module, or several such object modules, into an executable task image. This process is called linking.

To enable the Task Builder to fix the value of an expression, MACRO-11 issues certain directives to the Task Builder, together with other required parameters. In the case of relocatable expressions in the object module, the Task Builder adds the base of the associated relocatable program section to the value of the relocatable expression provided by MACRO-11. In the case of external expression values, the Task Builder determines the value of the external term in the expression (since the external symbol must be defined in one of the other object modules being linked together) and then adds it to the absolute portion of the external expression, as provided by MACRO-11.

All instructions that require modification by the Task Builder are flagged in the assembly listing, as illustrated in the example below. The apostrophe (') following the octal expansion of the instruction indicates that simple relocation is required; the letter G indicates that the value of an external symbol must be added to the absolute portion of an expression; and the letter C indicates that complex relocation analysis by the Task Builder is required in order to fix the value of the expression.

EXAMPLE:

```
005065 CLR      EXTERN(R5)      ;THE VALUE OF THE "EXTERN" SYMBOL IS
000000G          ;ASSEMBLED AS ZERO AND IS TO BE
                 ;RESOLVED BY THE TASK BUILDER.

005065 CLR      EXTERN+6(R5)    ;THE VALUE OF THE SYMBOL "EXTERN"
000006G          ;IS TO BE RESOLVED BY
                 ;THE TASK BUILDER AND ADDED TO
                 ;THE ABSOLUTE PORTION (+6) OF
                 ;THE EXPRESSION.

005065 CLR      RELOC(R5)       ;ASSUMING THAT THE VALUE OF THE
000040'          ;SYMBOL "RELOC" IS RELOCATABLE
                 ;40, THE TASK BUILDER WILL ADD A
                 ;RELOCATION BIAS TO THIS VALUE.

005065 CLR      -<EXTERN+RELOC>(R5) ;THIS EXPRESSION IS COMPLEX
000000C          ;RELOCATABLE BECAUSE IT REQUIRES
                 ;THE NEGATION OF AN EXPRESSION
                 ;THAT CONTAINS A GLOBAL (EXTERN)
                 ;REFERENCE AND A RELOCATABLE TERM.
```

RELOCATION AND LINKING

For a complete description of object records output by MACRO-11, refer to the applicable Task Builder Reference Manual (see Section 0.3 in the Preface).

CHAPTER 5

ADDRESSING MODES

The program counter (PC) always contains the address of the next word to be fetched, i.e., the address of the next instruction to be executed, or the second or third word of the current instruction.

In order to understand how the address modes operate and how they assemble, the action of the program counter must be understood. The key rule to remember is:

"whenever the processor implicitly uses the program counter (PC) to fetch a word from memory, the program counter is automatically incremented by 2 after the fetch operation is completed."

In the case of 2- or 3-word instructions, the processor uses the PC to fetch the following words as well.

The following symbols are used in describing addressing modes throughout this chapter:

1. E is any expression, as defined in Chapter 3.
2. R is a register expression, i.e., any expression containing a term preceded by a percent sign (%) or a symbol previously equated to such a term, as shown in the examples below:

```
R0=%0           ;GENERAL REGISTER 0.  
R1=R0+1        ;GENERAL REGISTER 1.  
R2=1+%1        ;GENERAL REGISTER 2.
```

The symbol R may also represent any of the normal default register definitions (see Section 3.4).

3. ER is a register expression or an absolute expression in the range 0 to 7, inclusive.
4. A is a general addressing specification which produces a 6-bit mode address field, as described in the PDP-11 Processor Handbooks. The addressing specification, A, is described in terms of E, R, and ER, as defined above. Each addressing specification within this section is illustrated using either the single operand instruction CLR or the double operand instruction MOV.

5.1 REGISTER MODE

The register itself (R) contains the operand to be manipulated by the instruction.

ADDRESSING MODES

Format for A: R

Example:

```
CLR    R3                ;CLEARS REGISTER 3.
```

5.2 REGISTER DEFERRED MODE

The register (R) contains the address of the operand to be manipulated by the instruction.

Format for A: @R or (ER)

Examples:

```
CLR    @R1                ;ALL THESE INSTRUCTIONS CLEAR
CLR    (R1)                ;THE WORD AT THE ADDRESS
CLR    (1)                 ;CONTAINED IN REGISTER 1.
```

5.3 AUTOINCREMENT MODE

The contents of the register (ER) are incremented immediately after being used as the address of the operand (see Note below).

Format for A: (ER)+

Examples:

```
CLR    (R0)+              ;EACH INSTRUCTION CLEARS
CLR    (R4)+              ;THE WORD AT THE ADDRESS
CLR    (R2)+              ;CONTAINED IN THE SPECIFIED
                          ;REGISTER AND INCREMENTS
                          ;THAT REGISTER'S CONTENTS
                          ;BY TWO.
```

NOTE

Certain special instruction/address mode combinations, which are rarely or never used, do not operate exactly the same on all PDP-11 processors, as described below.

In the autoincrement mode, both the JMP and JSR instructions autoincrement the register before its use on the PDP-11/40, but not on the PDP-11/45 or 11/10.

In double operand instructions having the addressing form $R_n, (R_n)+$ or $R_n, -(R_n)$, where the source and destination registers are the same, the source operand is evaluated as the autoincremented or autodecremented value, but the destination register, at the time it is used, still contains the originally-intended effective address. In the following example, as executed on the PDP-11/40, Register 0 originally contains 100(8):

ADDRESSING MODES

```
MOV      R0,(R0)+          ;THE QUANTITY 102 IS MOVED
                          ;TO LOCATION 100.
```

```
MOV      R0,-(R0)         ;THE QUANTITY 76 IS MOVED
                          ;TO LOCATION 100.
```

The use of these forms should be avoided, since they are not compatible with the entire family of PDP-11 processors.

An error code (Z) is printed in the assembly listing with each instruction which is not compatible among all members of the PDP-11 family.

5.4 AUTOINCREMENT DEFERRED MODE

The register (ER) contains a pointer to the address of the operand. The contents of the register are incremented after being used as a pointer.

Format for A: @(ER)+

Example:

```
CLR      @(R3)+           ;THE CONTENTS OF REGISTER 3 POINT
                          ;TO THE ADDRESS OF A WORD TO BE
                          ;CLEARED BEFORE THE CONTENTS OF THE
                          ;REGISTER ARE INCREMENTED BY TWO.
```

5.5 AUTODECREMENT MODE

The contents of the register (ER) are decremented before being used as the address of the operand (see Note above in Section 5.3).

Format for A: -(ER)

Examples:

```
CLR      -(R0)           ;DECREMENT THE CONTENTS OF THE SPECI-
                          ;FIED REGISTER (0, 3, OR 2) BY TWO
CLR      -(R3)           ;BEFORE USING ITS CONTENTS
CLR      -(R2)           ;AS THE ADDRESS OF THE WORD TO BE
                          ;CLEARED.
```

5.6 AUTODECREMENT DEFERRED MODE

The contents of the register (ER) are decremented before being used as a pointer to the address of the operand.

Format for A: @-(ER)

Example:

```
CLR      @-(R2)          ;DECREMENT THE CONTENTS OF
                          ;REGISTER 2 BY TWO BEFORE
                          ;USING ITS CONTENTS AS A POINTER
                          ;TO THE ADDRESS OF THE WORD TO BE
                          ;CLEARED.
```

ADDRESSING MODES

5.7 INDEX MODE

The value of an expression (E) is stored as the second or third word of the instruction. The effective address of the operand is calculated as the value of E, plus the contents of register ER. The value E is the offset of the instruction, and the contents of register ER form the base.

Format for A: E(ER)

Examples:

```
CLR      X+2(R1)          ;THE EFFECTIVE ADDRESS OF THE WORD
                          ;TO BE CLEARED IS X+2, PLUS THE
                          ;CONTENTS OF REGISTER 1.
MOV      R0,-2(R3)       ;THE EFFECTIVE ADDRESS OF THE
                          ;DESTINATION LOCATION IS -2, PLUS
                          ;THE CONTENTS OF REGISTER 3.
```

5.8 INDEX DEFERRED MODE

An expression (E), plus the contents of a register (ER), yields a pointer to the address of the operand. As in index mode above, the value E is the offset of the instruction, and the contents of register ER form the base.

Format for A: @E(ER)

Example:

```
CLR      @114(R4)        ;IF REGISTER 4 CONTAINS 100, THIS
                          ;VALUE, PLUS THE OFFSET 114, YIELDS
                          ;THE POINTER 214. IF LOCATION 214
                          ;CONTAINS THE ADDRESS 2000, LOCATION
                          ;2000 WOULD BE CLEARED.
```

5.9 IMMEDIATE MODE

Immediate mode allows the operand itself (E) to be stored as the second or third word of the instruction. This mode is assembled as an autoincrement of the PC.

Format for A: #E

Examples:

```
MOV      #100,R0         ;MOVE THE VALUE 100 INTO REGISTER 0.
MOV      #X,R0           ;MOVE THE VALUE OF SYMBOL X INTO
                          ;REGISTER 0.
```

The number sign (#) in the MACRO-11 character set has special significance as an addressing mode indicator. When this character appears in the operand field, as shown above, it specifies the immediate addressing mode, indicating to MACRO-11 that the operand itself immediately follows the instruction word.

ADDRESSING MODES

The operation of this mode can be shown through the first example, MOV #100,R0, which assembles as two words:

```
Location 20: 0 1 2 7 0 0
Location 22: 0 0 0 1 0 0
Location 24: Next instruction
```

Note that the source operand (the value 100) is assembled immediately following the instruction word, i.e., as the second word in the instruction. Upon execution of the instruction, the processor fetches the first word (MOV) and increments the PC by 2 so that it points to location 22 (which contains the source operand).

After the next fetch and increment cycle, the source operand (100) is moved into register 0, leaving the PC pointing to location 24 (the next instruction).

5.10 ABSOLUTE MODE

Absolute mode is the equivalent of immediate mode deferred. The address expression @#E specifies an absolute address which is stored as the second or third word of the instruction. In other words, the value immediately following the instruction word is taken as the absolute address of the operand. Absolute mode is assembled as an autoincrement deferred of the PC.

Format for A: @#E

Examples:

```
MOV    @#100,R0    ;MOVE THE CONTENTS OF LOCATION 100
                    ;INTO REGISTER R0.
CLR    @#X          ;CLEAR THE CONTENTS OF THE LOCATION
                    ;WHOSE ADDRESS IS SPECIFIED BY
                    ;THE SYMBOL X.
```

The operation of this mode can be shown through the first example, MOV @#100,R0, which assembles as two words:

```
Location 20: 0 1 3 7 0 0
Location 22: 0 0 0 1 0 0
Location 24: Next instruction
```

Note that the absolute address 100 is assembled immediately following the instruction word, i.e., as the second word in the instruction. Upon execution of the instruction, the processor fetches the first word (MOV) and increments the PC by 2 so that it points to location 22 (which contains the absolute address of the source operand). After the next fetch and increment cycle, the contents of absolute address 100 (the source operand) are moved into register 0, leaving the PC pointing to location 24 (the next instruction).

5.11 RELATIVE MODE

Relative mode is the normal mode for memory references within your program. It is assembled as index mode, using the PC as the index register.

ADDRESSING MODES

Format for A: E

Examples:

```
CLR    100           ;CLEAR LOCATION 100, RELATIVE TO
                    ;THE CONTENTS OF THE PC.
MOV    R0,Y         ;MOVE THE CONTENTS OF REGISTER 0
                    ;TO LOCATION Y, RELATIVE TO THE
                    ;CONTENTS OF THE PC.
```

In relative mode, the offset for the address calculation is assembled as the second or third word of the instruction. This value is added to the contents of the PC (the base register) to yield the address of the source operand.

The operation of relative mode can be shown with the statement `MOV 100,R3`, which assembles as two words:

```
Location 20: 0 1 6 7 0 3
Location 22: 0 0 0 0 5 4
Location 24: Next instruction
```

Note that the constant 54 is assembled immediately following the instruction word, i.e., as the second word in the instruction. Upon execution of the instruction, the processor fetches the first word (MOV) and increments the PC by 2 so that it points to location 22 (containing the value 54). After the next fetch and increment cycle, the processor calculates the effective address of the source operand by taking the contents of location 22 (the offset) and adding it to the current value of the PC, which now points to location 24 (the next instruction). Thus, the source operand address is the result of the calculation $OFFSET+PC = 54+24 = 100(8)$, causing the contents of location 100 to be moved into register 3.

Since MACRO-11 considers the contents of the current location counter (.) as the address of the first word of the instruction, an equivalent index mode statement is shown below:

```
MOV    100--4(PC),R3
```

This instruction has a relative addressing mode because the operand address is calculated relative to the current value of the location counter. The offset is the distance (in bytes) between the operand and the current value of the location counter.

5.12 RELATIVE DEFERRED MODE

The relative deferred mode is similar in operation to the relative mode above, except that the expression E is used as a pointer to the address of the operand. In other words, the operand following the instruction word is added to the contents of the PC to yield a pointer to the address of the operand.

Format for A: @E

Example:

```
MOV    @X,R0        ;RELATIVE TO THE CURRENT VALUE OF
                    ;THE PC, MOVE THE CONTENTS OF THE
                    ;LOCATION WHOSE ADDRESS IS POINTED
                    ;TO BY LOCATION X INTO REGISTER 0.
```

ADDRESSING MODES

5.13 SUMMARY OF ADDRESSING FORMS

Each PDP-11 instruction takes at least one word. Operands of the form listed below do not increase the length of an instruction.

Form	Meaning
R	Register mode
@R or (ER)	Register deferred mode (see Note below)
(ER)+	Autoincrement mode
@(ER)+	Autoincrement deferred mode
-(ER)	Autodecrement mode
@-(ER)	Autodecrement deferred mode

Operands of the following forms add one word to the instruction length for each occurrence of an operand of that form:

Form	Meaning
E(ER)	Index mode
@E(ER)	Index deferred mode
#E	Immediate mode
@#E	Absolute mode (see Note below)
E	Relative mode
@E	Relative deferred mode

The syntax of the addressing modes is summarized in Appendix B. Additional discussion of addressing modes is provided in the applicable PDP-11 Processor Handbook.

NOTE

An alternate form for @R is (ER). However, the form @(ER) is only logically, but not physically equivalent to the expression @0(ER). The addressing form @#E differs from form E in that the second or third word of the instruction contains the absolute address of the operand, rather than the relative distance between the operand and the PC. Thus, the instruction CLR @#100 clears absolute location 100, even if the instruction is moved from the point at which it was assembled. See the description of the .ENABL AMA function in Section 6.2, which causes all relative mode addresses to be assembled as absolute mode addresses.

ADDRESSING MODES

5.14 BRANCH INSTRUCTION ADDRESSING

The branch instructions are 1-word instructions. The high-order byte contains the operator, and the low-order byte contains an 8-bit signed offset (seven bits, plus sign), which specifies the branch address relative to the current value of the PC. The hardware calculates the branch address as follows:

1. Extends the sign of the offset through bits 8-15.
2. Multiplies the result by 2, creating a byte offset rather than a word offset.
3. Adds the result to the current value of the PC to form the effective branch address.

MACRO-11 performs the reverse operation to form the word offset from the specified address. Remember that when the offset is added to the current value of the PC, the PC is pointing to the word following the branch instruction; hence, the factor -2 in the following calculation:

$$\text{Word offset} = (E-PC)/2 \text{ truncated to eight bits.}$$

Since the value of the PC = $.+2$, we have:

$$\text{Word offset} = (E-. -2)/2 \text{ truncated to eight bits.}$$

In using branch instructions, you must exercise care to avoid the following error conditions:

1. Branching from one program section to another;
2. Branching to a location that is defined as an external (global) symbol; or
3. Specifying a branch address that is out of range, i.e., the branch offset is a value that does not lie within the range -128(10) to +127(10).

The above conditions cause an error code (A) to be generated in the assembly listing for the statement in error.

5.15 USING TRAP INSTRUCTIONS

The EMT and TRAP instructions do not use the low-order byte of the instruction word, allowing information to be transferred to the trap handlers in the low-order byte. If the EMT or TRAP instruction is followed by an expression, the value of the expression is stored in the low-order byte of the word. However, if the expression is greater than 377(8), it is truncated to eight bits and an error code (T) is generated in the assembly listing.

PART III

MACRO-11 DIRECTIVES

Chapters 6 and 7 describe all the directives used with MACRO-11. Directives are statements that cause MACRO-11 to perform certain operations during assembly. Chapter 6 describes several types of directives, including those which control symbol interpretation, listing header material, program sections, data storage formats, and assembly listings. Chapter 7 describes those directives concerning macros, macro arguments, and repetitive coding sequences.

MACRO-11 directives can be preceded by a label (subject to any restrictions associated with specific directives) and followed by a comment. A MACRO-11 directive occupies the operator field of a source statement. Only one directive can be included in any given source line. The operand field may be occupied by one or more operands or left blank; legal operands differ with each directive specified.

CHAPTER 6
GENERAL ASSEMBLER DIRECTIVES

This category of directives includes:

1. Listing control
2. Function control
3. Data storage
4. Radix and numeric control
5. Location counter control
6. Terminators
7. Program boundaries
8. Program sectioning
9. Symbol control
10. Conditional assembly
11. PAL-11R conditional assembly.

Each is described in its own section of this chapter.

6.1 LISTING CONTROL DIRECTIVES

Listing control directives control the content, format, and pagination of all line printer and teleprinter listing output generated during assembly. Facilities also exist for creating object module names and other identification information in the listing output.

6.1.1 .LIST and .NLIST Directives

Listing control options can be specified in the text of a MACRO-11 program through the .LIST and .NLIST directives. These directives are of the form:

```
.LIST  
.LIST arg  
.NLIST  
.NLIST arg
```

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where: arg represents one or more of the optional symbolic arguments defined in Table 6-1.

As indicated above, the listing control directives may be used without arguments, in which case the listing directives alter the listing level count. The listing level count is initialized to zero. At each occurrence of a .LIST directive, the listing level count is incremented; at each occurrence of an .NLIST directive, the listing level count is decremented. When the listing level count is negative, the listing is suppressed (unless the line contains an error). Conversely, when the listing level count is greater than zero, the listing is always generated. Finally, when the count is zero, the line is either listed or suppressed, contingent upon the other listing controls currently in effect for the program. For example, the following macro definition employs the .LIST and .NLIST directives to selectively list portions of the macro body when the macro is expanded:

```

      .MACRO LTEST                           ;LIST TEST
; A-THIS LINE SHOULD LIST                 ;LISTING LEVEL COUNT IS 0.
      .NLIST                               ;LISTING LEVEL COUNT IS -1.
; B-THIS LINE SHOULD NOT LIST
      .NLIST                               ;LISTING LEVEL COUNT IS -2.
; C-THIS LINE SHOULD NOT LIST
      .LIST                                 ;LISTING LEVEL COUNT IS -1.
; D-THIS LINE SHOULD NOT LIST
      .LIST                                 ;LISTING LEVEL COUNT IS 0.
; E-THIS LINE SHOULD LIST                 ;LISTING LEVEL COUNT IS BACK TO 0.
      .ENDM
      .
      .
      .LIST ME                             ;LIST MACRO EXPANSION.
      LTEST                                ;CALL THE MACRO
; A-THIS LINE SHOULD LIST                 ;LISTING LEVEL COUNT IS 0.
; E-THIS LINE SHOULD LIST                 ;LISTING LEVEL COUNT IS BACK TO 0.

```

An important purpose of the level count is to allow macro expansions to be listed selectively and yet exit with the listing level count restored to the value existing prior to the macro call.

When used with arguments, the listing directives do not alter the listing level count; however, the .LIST and .NLIST directives can be used to override current listing control, as shown in the example below:

```

      .MACRO XX
      .
      .
      .LIST                                ;LIST NEXT LINE.
X=.
      .NLIST                               ;DO NOT LIST REMAINDER OF MACRO
      .                                    ;EXPANSION.
      .
      .ENDM
      .NLIST ME                            ;DO NOT LIST MACRO EXPANSIONS.
XX
X=.

```

The symbolic arguments allowed for use with the listing directives are described in Table 6-1. These arguments can be used singly or in combination with each other. If multiple arguments are specified in a listing directive, each argument must be separated by a comma, tab, or

GENERAL ASSEMBLER DIRECTIVES

space. For any argument not specifically included in a listing control statement, the associated default assumption (List or No list) is applicable throughout the source program. The default assumptions for the listing control directives also appear in Table 6-1.

Table 6-1
Symbolic Arguments of Listing Control Directives

Argument	Default	Function
SEQ*	List	Controls the listing of source line sequence numbers. MACRO-11 assigns sequence number 1 to the first source line in a file, and increments the sequence number for each additional line in the file. If this field is suppressed through an .NLIST SEQ directive, MACRO-11 generates a tab, effectively allocating space for the field, but fills the field with blanks. Thus, the inter-positional relationships of subsequent fields in the listing remain undisturbed. During the assembly process, MACRO-11 examines each source line for possible error conditions. For any line in error, an appropriate error flag is printed preceding the line sequence number field (see Appendix D). MACRO-11 does not assign sequence numbers for files that have had sequence numbers assigned by other programs, such as an editor.
LOC*	List	Controls the listing of the current location counter field. Normally, this field is not suppressed. However, if it is suppressed through the .NLIST LOC directive, MACRO-11 does not generate a tab, nor does it allocate space for the field, as is the case with the source line sequence number field (SEQ) described above. Thus, the suppression of the current location counter (LOC) field effectively left-justifies all subsequent fields (while preserving inter-positional relationships) to that position otherwise normally occupied by this field.
BIN*	List	Controls the listing of generated binary code. If this field is suppressed through an .NLIST BIN directive, left-justification of the source code field occurs in the same manner described above for the current location counter (LOC) field.
BEX	List	Controls the listing of binary extensions, i.e., the locations and binary contents beyond those that will fit on the source statement line. This is a subset of the BIN argument.
SRC*	List	Controls the listing of source lines.

GENERAL ASSEMBLER DIRECTIVES

Table 6-1 (Cont.)
Symbolic Arguments of Listing Control Directives

Argument	Default	Function
COM	List	Controls the listing of comments. This is a subset of the SRC argument. The .NLIST COM directive reduces listing time and space when comments are not desired.
MD	List	Controls the listing of macro definitions and repeat range expansions.
MC	List	Controls the listing of macro calls and repeat range expansions.
ME	No list	Controls the listing of macro expansions.
MEB	No list	Controls the listing of macro expansion binary code. A .LIST MEB directive causes only those macro expansion statements that generate binary code to be listed. This is a subset of the ME argument.
CND	List	Controls the listing of unsatisfied conditional coding and associated .IF and .ENDC directives in the source program. This argument permits conditional assemblies to be listed without including unsatisfied conditional coding.
LD	No list	Controls the listing of all listing directives having no arguments, i.e., those listing directives that alter the listing level count.
TOC	List	Controls the listing of the table of contents during assembly pass 1 (see Section 6.1.4 describing the .SBTTL directive). This argument does not affect the printing of the full assembly listing during assembly pass 2.
SYM	List	Controls the listing of the symbol table resulting from the assembly of the source program.
TTM	List	Controls the listing output format. The default can be set by the system manager. If the system manager does not set a default, it is set to line printer format. Figure 6-1 illustrates the line printer output format. Figure 6-2 illustrates the teleprinter output format.

* If the .NLIST arguments SEQ, LOC, BIN, and SRC are in effect at the same time, i.e., if all four significant fields in the listing are to be suppressed, the printing of the resulting blank line is inhibited.

GENERAL ASSEMBLER DIRECTIVES

An example of an assembly listing, as sent to a 132-column line printer, is shown in Figure 6-1. Note that binary extensions for statements generating more than one word are formatted horizontally on the source line.

An example of an assembly listing, as sent to a teleprinter (in the same format as for an 80-column line printer), is shown in Figure 6-2. Notice that binary extensions for statements generating more than one word are printed on subsequent lines. There is no explicit truncation of output to 80 characters by the assembler.

Any argument specified in a .LIST/.NLIST directive other than those listed in Table 6-1 causes the directive to be flagged with an error code (A) in the assembly listing.

The listing control options can also be specified at assembly time through switches included in the command string to MACRO-11 (see Chapter 8). The use of these switches overrides all corresponding listing control (.LIST or .NLIST) directives specified in the source program.

```

209          ,SBTTL READ AND PARSE COMMAND LINES
210
211 001230          GETLN: GCMLS #GCLBLK      ;GET LINE VIA GCML
212 001244 103003   BCC 1$          ;SKIP IF NO ERROR
213 001246          EXIT$$        ;ELSE, EXIT
214 001254          1$:  TYPE      G,CMLD+2(R0),G,CMLD(R0),#10    ;SEND OUT THE INPUT LINE
215 001300          CSIS1 #CSIBLK,GCLBLK+G,CMLD+2,GCLBLK+G,CMLD
216 001324 103064   BCC 2$          ;BRANCH IF NO ERROR DETECTED
217 001326 016046 000020 MOV C,FILD+2(R0),-(SP) ;PUT STRING ERROR ADDR IN STK
218 001332 166016 000004 SUB C,CMLD+2(R0),(SP) ;CALCULATE LENGTH OF FIRST PART
219 001336          TYPE C,CMLD+2(R0),(SP),#1$ ;SEND OUT FIRST PART OF STRING
220 001360          TYPE C,FILD+2(R0),C,FILD(R0),#1$ ;SEND OUT SECOND PART
221 001404 066060 000016 000020 ADD C,FILD(R0),C,FILD+2(R0) ;CALC ADDR OF LAST PART OF STRING
222 001412 162660 000002 SUB (SP)+,C,CMLD(R0) ;DEDUCT LENGTH OF FIRST PART
223 001416 166060 000016 000002 SUB C,FILD(R0),C,CMLD(R0) ;CALC LENGTH OF LAST PART
224 001424          TYPE C,FILD+2(R0),C,CMLD(R0),#40 ;SEND OUT LAST PART
225 001450          TYPEN STX,40 ;SEND SYNTAX ERROR MESSAGE
226 001474 000655   BR GETLN ;TRY FOR MORE
227
228 001476 005760 000002 2$: TST C,CMLD(R0) ;CHECK LENGTH OF LINE
229 001502 001652   BEQ GETLN ;IF NULL, SKIP BACK FOR NEXT LINE
230 001504 112767 000060 176432 MOVB #10,EQUBIT ;ASSUME EQUAL SIGN NOT FOUND
231 001512 132760 000040 000001 BITB #CS,EQU,C,STAT(R0) ;CHECK STATUS
232 001520 001402   BEQ 10$ ;SKIP IF EQUAL SIGN NOT SEEN
233 001522 105267 176416 INCB EQUBIT ;ELSE, INDICATE EQUAL SIGN FOUND
234 001526          10$: TYPEN EQU,40 ;SEND EQUAL SIGN STATUS MESSAGE
235 001552          TYPEN OPT,40 ;SEND OUTPUT SCAN MESSAGE
236 001576          OPARSE: CALL INIT2 ;INIT LOCNS FOR CSI2 CALL/TEST
237 001602          CSIS2 ,OUTPUT,#SWTBL ;PARSE OUTPUT SPEC
238 001620 103441   BCS CS2ERR ;SKIP ON ERROR
239 001622          CALL EVALU8 ;EVALUATE RESULTS OF SEMANTIC PARSE
240 001626 132760 000020 000001 BITB #CS,MOR,C,STAT(R0) ;ADDITIONAL OUTPUT SPECS?
241 001634 001360   BNE OPARSE ;YES, CONTINUE WITH OUTPUT SCAN
242 001636          TYPEN IPT,40 ;SEND INPUT SCAN MESSAGE
243 001662          IPARSE: CALL INIT2 ;INIT LOCNS FOR CSI2 CALL/TEST
244 001666          CSIS2 ,INPUT,#SWTBL ;PARSE INPUT SPEC
245 001704 103407   BCS CS2ERR ;SKIP ON ERROR
246 001706          CALL EVALU8 ;EVALUATE RESULTS OF SEMANTIC PARSE
247 001712 132760 000020 000001 BITB #CS,MOR,C,STAT(R0) ;ADDITIONAL INPUT SPECS?
248 001720 001360   BNE IPARSE ;YES, CONTINUE WITH INPUT SCAN
249 001722 000412   BR JMPGET ;GET ANOTHER COMMAND LINE

```

GENERAL ASSEMBLER DIRECTIVES

Figure 6-1 Example of Line Printer Assembly Listing

GENERAL ASSEMBLER DIRECTIVES

CSITST -- TEST OF CS11 AND CS12 MACRO M0707 09-JUL-74 15:59 PAGE 5
 READ AND PARSE COMMAND LINES

```

209          ,SBTTL  READ AND PARSE COMMAND LINES
210
211 001230      GETLN: GCMLS  #GCLBLK      )GET LINE VIA GCML
212 001244      BCC      1$              )SKIP IF NO ERROR
213 001246      EXIT$$              )ELSE, EXIT
214 001254      1$:  TYPE      G,CMLD+2(R0),G,CMLD(R0),#10      )SEND OUT THE INPUT LINE
215 001300      CS1$1  #CSIBLK,GCLBLK+G,CMLD+2,GCLBLK+G,CMLD
216 001324      BCC      2$              )BRANCH IF NO ERROR DETECTED
217 001326      MOV      C,FILD+2(R0),-(SP)      )PUT STRING ERROR ADDR IN STK
          000020
218 001332      SUB      C,CMLD+2(R0),(SP)      )CALCULATE LENGTH OF FIRST PART
          000004
219 001336      TYPE      C,CMLD+2(R0),(SP),#1$      )SEND OUT FIRST PART OF STRING
220 001360      TYPE      C,FILD+2(R0),C,FILD(R0),#1$      )SEND OUT SECOND PART
221 001404      ADD      C,FILD(R0),C,FILD+2(R0) )CALC ADDR OF LAST PART OF STRING
          066060
          000016
          000020
222 001412      SUB      (SP)+,C,CMLD(R0)      )DEDUCT LENGTH OF FIRST PART
          000002
223 001416      SUB      C,FILD(R0),C,CMLD(R0)  )CALC LENGTH OF LAST PART
          166060
          000016
          000002
224 001424      TYPE      C,FILD+2(R0),C,CMLD(R0),#40      )SEND OUT LAST PART
225 001450      TYPEN  STX,40              )SEND SYNTAX ERROR MESSAGE
226 001474      BR      GETLN              )TRY FOR MORE
227
228 001476      2$:  TST      C,CMLD(R0)      )CHECK LENGTH OF LINE
          000002
229 001502      BEQ      GETLN              )IF NULL, SKIP BACK FOR NEXT LINE
230 001504      MOV      #10,EQUBIT        )ASSUME EQUAL SIGN NOT FOUND
          000060
          176432
231 001512      BITB   #CS,EQU,C,STAT(R0) )CHECK STATUS
          000040
          000001
232 001520      BEQ      10$              )SKIP IF EQUAL SIGN NOT SEEN
233 001522      INCB   EQUBIT              )ELSE, INDICATE EQUAL SIGN FOUND
          176416
234 001526      10$:  TYPEN  EQU,40         )SEND EQUAL SIGN STATUS MESSAGE
235 001552      TYPEN  OPT,40         )SEND OUTPUT SCAN MESSAGE
236 001576      OPARSE: CALL  INIT2        )INIT LOCNS FOR CS12 CALL/TEST
237 001602      CS1$2  ,OUTPUT,#SWTBL    )PARSE OUTPUT SPEC
238 001620      BCS     CS2ERR          )SKIP ON ERROR
239 001622      CALL   EVALUB           )EVALUATE RESULTS OF SEMANTIC PARSE
          103441
240 001626      BITB   #CS,MOR,C,STAT(R0) )ADDITIONAL OUTPUT SPECS?
          132760
          000020
          000001
241 001634      BNE     OPARSE           )YES, CONTINUE WITH OUTPUT SCAN
242 001636      TYPEN  IPT,40          )SEND INPUT SCAN MESSAGE
243 001662      IPARSE: CALL  INIT2        )INIT LOCNS FOR CS12 CALL/TEST
244 001666      CS1$2  ,INPUT,#SWTBL    )PARSE INPUT SPEC
245 001704      BCS     CS2ERR          )SKIP ON ERROR
246 001706      CALL   EVALUB           )EVALUATE RESULTS OF SEMANTIC PARSE
247 001712      BITB   #CS,MOR,C,STAT(R0) )ADDITIONAL INPUT SPECS?
          132760
          000020
          000001
248 001720      BNE     IPARSE           )YES, CONTINUE WITH INPUT SCAN
          001360
  
```

Figure 6-2 Example of Terminal Assembly Listing

GENERAL ASSEMBLER DIRECTIVES

Figure 6-3 shows a listing, produced in line printer format, reflecting the use of the .LIST and .NLIST directives in the source program and the effects such directives have on the assembly listing output.

6.1.2 Page Headings

MACRO-11 prints each assembly page in the format shown in either Figure 6-1 or Figure 6-2, depending on the listing mode (see TTM, Table 6-1). On the first line of each page, MACRO-11 prints the following (from left to right):

1. Title of the object module, as established through the .TITLE directive (see next section).
2. Assembler version identification.
3. Date.
4. Time-of-day.
5. Page number.

The second line of each assembly listing page contains the subtitle text specified in the last-encountered .SBTTL directive (see Section 6.1.4).

```

27
28
29 000062          LSTMAC  COM          ;COMMENT LINES TEST
      000062 000001 000002 000003      .NLIST  COM
      000070 000004 000005          .WORD  1,2,3,4,5
      .LIST  COM
30
31
32 000074          LSTMAC  <COM,BEX>      ;COMMENT LINES AND EXTENDED BINARY TEST
      000074 000001 000002 000003      .NLIST  COM,BEX
      .WORD  1,2,3,4,5
      .LIST  COM,BEX

```

.MAIN, MACRO M0707 09-JUL-74 16:29 PAGE 1-1

```

33
34
35
36          .LIST  TTM          ;NARROW LISTING MODE IS IN EFFECT
37
38 000106          LSTMAC  SEQ          ;SEQUENCE NUMBERS TEST
      000106 000001      .NLIST  SEQ
      000110 000002      .WORD  1,2,3,4,5      ;THIS IS A COMMENT
      000112 000003
      000114 000004
      000116 000005
      .LIST  SEQ
39
40
41 000120          LSTMAC  BEX          ;EXTENDED BINARY TEST
      000120 000001      .NLIST  BEX
      .WORD  1,2,3,4,5      ;THIS IS A COMMENT
      .LIST  BEX
42
43
44          000001'          .END

```

Figure 6-3 Listing Produced With Listing Control Directives

```
1          .NLIST ITM          ;WIDE LISTING MODE IS IN EFFECT
2          .LIST ME           ;LIST MACRO EXPANSIONS
3
4          ;
5          ; LISTING CONTROL TEST MACRO
6          ;
7          .MACRO LSTMAC ARG
8          .NLIST ARG
9          .WORD 1,2,3,4,5     ;THIS IS A COMMENT
10         .LIST ARG
11         .ENDM
12
13
14
15
16
17 000012          .NLIST LSTMAC LOC          ;LOCATION COUNTER TEST
18               .WORD 1,2,3,4,5           ;THIS IS A COMMENT
19               .LIST LOC
20 000024          .NLIST BIN
21               .WORD 1,2,3,4,5           ;THIS IS A COMMENT
22               .LIST BIN
23 000036          .NLIST BEX          ;EXTENDED BINARY TEST
24               .WORD 1,2,3,4,5           ;THIS IS A COMMENT
25               .LIST BEX
26 000050          .NLIST SRC          ;SOURCE LINES TEST
27               .WORD 1,2,3,4,5           ;THIS IS A COMMENT
28               .LIST SRC
```

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GENERAL ASSEMBLER DIRECTIVES

Figure 6-3 (cont.) Listing Produced With Listing Control Directives

GENERAL ASSEMBLER DIRECTIVES

6.1.3 .TITLE Directive

The .TITLE directive is used to assign a name to the object module as the first entry in the header of each page in the assembly listing. The name so assigned is the first six non-blank characters following the .TITLE directive. This name should be six Radix-50 characters or less in length; any characters beyond the first six are checked for ASCII legality, but they are not used as part of the object module name. For example, the directive:

```
.TITLE PROGRAM TO PERFORM DAILY ACCOUNTING
```

causes the assembled object module to be named PROGRA. Note that this 6-character name bears no relationship to the filename of the object module, as specified in the command string to MACRO-11. The name of an object module (specified in the .TITLE directive) appears in the Task Builder load map. This is also the module name which the Librarian will recognize.

If the .TITLE directive is not specified, MACRO-11 assigns the default name .MAIN. to the object module. If more than one .TITLE directive is specified in the source program, the last .TITLE directive encountered establishes the name for the entire object module.

All spaces and/or tabs up to the first non-space/non-tab character following the .TITLE directive are ignored by MACRO-11 when evaluating the text string.

If the .TITLE directive is specified without an object module name, or if the first non-space/non-tab character in the object module name is not a Radix-50 character, the directive is flagged with an error code (A) in the assembly listing.

Section A.2 of Appendix A contains a table of Radix-50 characters.

6.1.4 .SBTTL Directive

The .SBTTL directive is used to produce a table of contents immediately preceding the assembly listing and to further identify each page in the listing. In the latter case, the text following the .SBTTL directive is printed as the second line of the header of each page in the listing, continuing until altered by a subsequent .SBTTL directive in the program. For example, the directive:

```
.SBTTL CONDITIONAL ASSEMBLIES
```

causes the text

```
CONDITIONAL ASSEMBLIES
```

to be printed as the second line in the header of the assembly listing.

During assembly pass 1, a table of contents is printed for the assembly listing, containing the line sequence number, the page number, and the text accompanying each .SBTTL directive. The listing of the table of contents is suppressed whenever an .NLIST TOC directive is encountered in the source program (see Table 6-1). An example of a table of contents listing is shown in Figure 6-4.

GENERAL ASSEMBLER DIRECTIVES

CSITST -- TEST OF CSI1 AND CSI2 MACRO M0707 09-JUL-74 15:47
TABLE OF CONTENTS

2-	55	MACRO DEFINITIONS
3-	74	MESSAGE STRINGS
4-	153	MISCELLANEOUS DATA
5-	209	READ AND PARSE COMMAND LINES
6-	255	EVALUATE THE SEMANTIC ANALYSIS
7-	345	SUBROUTINES

Figure 6-4 Assembly Listing Table of Contents

6.1.5 .IDENT Directive

The .IDENT directive provides an additional means of labeling the object module produced by MACRO-11. In addition to the name assigned to the object module with the .TITLE directive (see Section 6.1.3), a character string up to six Radix-50 characters can be specified between paired printing delimiters to label the object module with the program version number. This directive takes the following form:

```
.IDENT /string/
```

where: string represents six legal Radix-50 characters or less which establish the program identification or version number. This number is included in the global symbol directory of the object module.

/ / represent delimiting characters. These delimiters may be any paired printing characters, other than the equal sign (=), the left angle bracket (<), or the semicolon (;), as long as the delimiting character is not contained within the text string itself. If the delimiting characters do not match, or if an illegal delimiting character is used, the .IDENT directive is flagged with an error code (A) in the assembly listing.

An example of the .IDENT directive is shown below:

```
.IDENT /V05A/
```

The character string V05A is converted to Radix-50 representation and included in the global symbol directory of the object module. This character string also appears in the Task Builder load map and the Librarian directory listings.

When more than one .IDENT directive is encountered in a given program, the last such directive encountered establishes the character string which forms part of the object module identification.

GENERAL ASSEMBLER DIRECTIVES

6.1.6 .PAGE Directive/Page Ejection

Page ejection is accomplished in one of four ways:

1. After reaching a count of 58 lines in the listing, MACRO-11 automatically performs a page eject to skip over page perforations on line printer paper and to formulate teleprinter output into pages.
2. In addition, the .PAGE directive is used within the source program to perform a page eject at desired points in the listing. The format of this directive is:

```
.PAGE
```

This directive takes no arguments and causes a skip to the top of the next page when encountered. It also causes the page number to be incremented. The .PAGE directive does not appear in the listing.

When used within a macro definition, the .PAGE directive is ignored during the assembly of the macro definition. Rather, the page eject operation is performed as the macro itself is expanded. In this case, the page number is also incremented.

3. A page eject is performed when a form-feed character is encountered. If the form-feed character appears within a macro definition, a page eject occurs during the assembly of the macro definition, but not during the expansion of the macro itself. A page eject resulting from the use of the form-feed character likewise causes the page number to be incremented.
4. Encountering a new source file causes the page number to be incremented and the line sequence count to be reset.

6.2 FUNCTION DIRECTIVES: .ENABL AND .DSABL

Several function control options are provided by MACRO-11 through the .ENABL and .DSABL directives. These directives are included in a source program to invoke or inhibit certain MACRO-11 functions and operations incidental to the assembly process itself. These directives take the following form:

```
.ENABL arg  
.DSABL arg
```

where: arg represents one or more of the optional symbolic arguments defined in Table 6-2.

GENERAL ASSEMBLER DIRECTIVES

Table 6-2
Symbolic Arguments of Function Control Directives

Argument	Default	Function
ABS	Disable	Enabling this function produces absolute binary output in FILES-11 format. To convert this output to Formatted Binary format (as required by the Absolute Loader), use the FLX utility.
AMA	Disable	Enabling this function causes all relative addresses (address mode 67) to be assembled as absolute addresses (address mode 37). This function is useful during the debugging phase of program development.
CDR	Disable	Enabling this function causes source columns 73 and greater, i.e., to the end of the line, to be treated as a comment. The most common use of this feature is to permit sequence numbers in card columns 73-80.
CRF	Enable	Disabling this function inhibits the generation of cross-reference output. This function only has meaning if cross-reference output generation is specified in the command string.
FPT	Disable	Enabling this function causes floating-point truncation; disabling this function causes floating-point rounding.
LC	Disable	Enabling this function causes MACRO-11 to accept lower-case ASCII input instead of converting it to upper-case. If this function is not enabled, all text is converted to upper-case.
LSB	Disable	<p>This argument permits the enabling or disabling of a local symbol block. Although a local symbol block is normally established by encountering a new symbolic label or a .PSECT directive in the source program, an .ENABL LSB directive establishes a new local symbol block which is not terminated until (1) another .ENABL LSB is encountered, or (2) another symbolic label or .PSECT directive is encountered following a paired .DSABL LSB directive.</p> <p>Although the .ENABL LSB directive permits a local symbol block to cross .PSECT boundaries, local symbols cannot be defined in a program section other than the one that was in effect when the block was entered. The basic function of this directive with regard to .PSECT's is limited to those instances</p>

GENERAL ASSEMBLER DIRECTIVES

Table 6-2 (Cont.)
Symbolic Arguments of Function Control Directives

Argument	Default	Function
LSB (Cont.)	Disable	<p>where it is desirable to leave a program section temporarily to store data, followed by a return to the original program section. Attempts to define local symbols in an alternate program section are flagged with an error code (P) in the assembly listing.</p> <p>An example of the .ENABL LSB and .DSABL LSB directives, as typically used in a source program, is shown in Figure 6-5.</p>
PNC	Enable	<p>Disabling this function inhibits binary output until an .ENABL PNC statement is encountered within the same module.</p>
REG	Enable	<p>When specified, the .DSABL REG directive inhibits the normal MACRO-11 default register definitions; if not disabled, the default definitions listed below remain in effect.</p> <pre style="margin-left: 40px;"> R0=%0 R1=%1 R2=%2 R3=%3 R4=%4 R5=%5 SP=%6 PC=%7 </pre> <p>The .ENABL REG statement may be used as the logical complement of the .DSABL REG directive. The use of these directives, however, is not recommended. For logical consistency, use the normal default register definitions listed above.</p>
GBL	Enable	<p>When the .ENABL GBL directive is specified, MACRO-11 treats all symbol references that are undefined at the end of assembly pass 1 as default global references; when the .DSABL GBL directive is specified, MACRO-11 treats all such references as undefined symbols. In assembly pass 2, if the .DSABL GBL function is still in effect, these undefined symbols are flagged with an error code (U) in the assembly listing; otherwise, they continue to be regarded by MACRO-11 as global references.</p>

Specifying any argument in an .ENABL/.DSABL directive other than those listed in Table 6-2 causes that directive to be flagged with an error code (A) in the assembly listing.

```

272
273
274
275
276
277
278 003142 010103
279 003144 060203
280 003146 020301
281 003150 001422
282 003152 124327 000073
283 003156 001373
284 003160 010302
285 003162 000412
286
287 003164 060102
288 003166 020201
289 003170 001412
290 003172 124227 000011
291 003176 001773
292 003200 121227 000040
293 003204 001770
294 003206 005202
295 003210 160102
296 003212 000241
297 003214 000401
298 003216 000261
299 003220
300
301
302

```

```

.ENABL LSB
FNDSMI: MOV R1,R3 ;PUT ADDR OF LINE IN R3
        ADD R2,R3 ;POINT R3 PAST LAST CHAR IN LINE
1$:    CMP R3,R1 ;DOES R3 POINT TO START OF LINE?
        BEQ 30$ ;IF SO, LEAVE INDICATING FAILURE
        CMPB =(R3),#SEMIC ;IS THE LAST CHARACTER SEMICOLON?
        BNE 1$ ;NO, CONTINUE LOOKING
        MOV R3,R2 ;YES, POINT R2 PAST NEW END-OF-LINE
        BR 20$ ;LEAVE VIA COMMON SUCCESS CODE
SKPBLK: ADD R1,R2 ;POINT R2 PAST END-OF-LINE
10$:   CMP R2,R1 ;DOES R2 POINT TO START OF LINE?
        BEQ 30$ ;IF SO, LEAVE WITH FAILURE
        CMPB =(R2),#TAB ;IS THE LAST CHARACTER A TAB?
        BEQ 10$ ;IF SO, IGNORE IT
        CMPB (R2),#BLANK ;IS IT A BLANK?
        BEQ 10$ ;IF SO, IGNORE IT
        INC R2 ;NON-BLANK CHARACTER--POINT PAST IT
20$:   SUB R1,R2 ;RE-COMPUTE LINE LENGTH
        CLC ;INDICATE SUCCESS
        BR 40$ ;BRANCH TO LEAVE
30$:   SEC ;INDICATE FAILURE
40$:   RETURN
.DSABL LSB

```

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Figure 6-5 Example of .ENABL and .DSABL Directives

GENERAL ASSEMBLER DIRECTIVES

6.3 DATA STORAGE DIRECTIVES

A wide range of data and data types can be generated with the following directives, ASCII conversion characters, and radix-control operators:

```
.BYTE
.WORD
'
"
.ASCII
.ASCIZ
.FLT2
.FLT4
.RAD50
^B
^C
^D
^F
^O
^R
```

These MACRO-11 facilities are described in the following sections.

6.3.1 .BYTE Directive

The .BYTE directive is used to generate successive bytes of binary data in the object module. The directive is of the form:

```
.BYTE    exp                ;STORES THE BINARY VALUE OF THE
                                ;EXPRESSION "EXP" IN THE NEXT BYTE.

.BYTE    exp1,exp2,expn     ;STORES THE BINARY VALUES OF THE LIST
                                ;OF EXPRESSIONS IN SUCCESSIVE BYTES.
```

A legal expression must reduce to eight bits of data or less. The operands of a .BYTE directive are evaluated as word expressions before being truncated to the low-order eight bits. The 16-bit value of the specified expression must have a high-order byte (which is truncated) that is either all zeros (0) or all ones (1). Each expression value is stored in the next byte of the object module. Multiple expressions, which must be separated by commas, are stored in successive bytes, as described below:

```
SAM=5
.=410
.BYTE    ^D48,SAM           ;THE VALUE 060 (OCTAL EQUIVALENT OF 48
                                ;DECIMAL) IS STORED IN LOCATION 410.
                                ;THE VALUE 005 IS STORED IN LOCATION
                                ;411.
```

If the high-order byte of the expression reduces to a value other than 0 or -1, the value is truncated to the low-order eight bits and flagged with an error code (T) in the assembly listing.

The construction ^D in the first operand of the .BYTE directive above illustrates the use of a temporary radix-control operator. The function of such special unary operators is described in Section 6.4.1.2.

At link time, it is likely that a relocatable expression will result in a value having more than eight bits, in which case the Task Builder

GENERAL ASSEMBLER DIRECTIVES

issues a truncation diagnostic for the object module in question. For example, the following statements create such a possibility:

```
A:      .BYTE  23                ;STORES OCTAL 23 IN NEXT BYTE.
        .BYTE  A                ;RELOCATABLE VALUE A WILL PROBABLY
                                ;CAUSE TASK BUILDER TRUNCATION
                                ;DIAGNOSTIC.
```

If an expression following the .BYTE directive is null, it is interpreted as a zero, as described below:

```
.=420
        .BYTE  ,,,            ;ZEROS ARE STORED IN BYTES 420, 421,
                                ;422, AND 423.
```

Note that in the above example, four bytes of storage result from the .BYTE directive. The three commas in the operand field represent an implicit declaration of four null values, each separated from the other by a comma. Hence, four bytes, each containing a value of zero (0), are reserved in the object module.

6.3.2 .WORD Directive

The .WORD directive is used to generate successive words of data in the object module. The directive is of the form:

```
        .WORD  exp              ;STORES THE BINARY EQUIVALENT OF THE
                                ;EXPRESSION EXP IN THE NEXT WORD.

        .WORD  exp1,exp2,expn   ;STORES THE BINARY EQUIVALENTS OF THE
                                ;LIST OF EXPRESSIONS IN SUCCESSIVE
                                ;WORDS.
```

A legal expression must result in 16 bits of data or less. Each expression is stored in the next word of the object program. Multiple expressions must be separated by commas and stored in successive words, as shown in the following example:

```
SAL=0
.=500
        .WORD  177535,.,+4,SAL ;STORES THE VALUES 177535, 506, AND
                                ;0 IN WORDS 500, 502, AND 504,
                                ;RESPECTIVELY.
```

If an expression following the .WORD directive contains a null value, it is interpreted as a zero, as shown in the following example:

```
.=500
        .WORD  ,5,              ;STORES THE VALUES 0, 5, AND 0 IN
                                ;LOCATION 500, 502, AND 504,
                                ;RESPECTIVELY.
```

A statement containing a blank operator field, i.e., a symbol that is not recognized by MACRO-11 as a macro call, an instruction mnemonic, a MACRO-11 directive, or a semicolon is interpreted during assembly as an implicit .WORD directive, as shown in the example below:

```
.=440
LABEL: 100,LABEL              ;STORES THE VALUE 100 IN LOCATION 440
                                ;AND THE VALUE 440 IN LOCATION 442.
```

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CAUTION

You should not use this technique to generate .WORD directives because it may not be included in future PDP-11 assemblers.

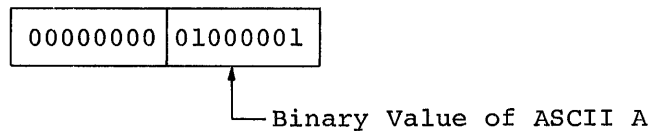
6.3.3 ASCII Conversion Characters

The single quote (') and the double quote (") characters are unary operators that can appear in any MACRO-11 expression. When so used, these characters cause a 16-bit expression value to be generated.

When the single quote is used, MACRO-11 takes the next character in the expression and converts it from its 7-bit ASCII value to a 16-bit expression value. The 16-bit value is then used as an absolute term within the expression. For example, the statement:

```
MOV    #'A,R0
```

results in the following 16-bit expression value being moved into register 0:



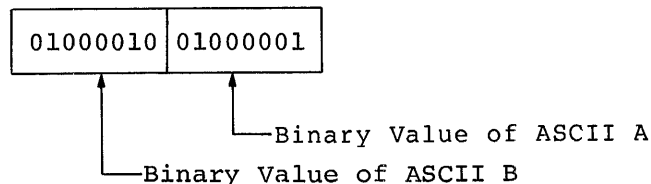
Thus, in the example above, the expression 'A results in a value of 101(8). Note that the high-order byte is always zero (0) in the resulting expression value when the single quote unary operator is used.

The ' character must not be followed by a carriage-return, null, RUBOUT, line-feed, or form-feed character; if it is, an error code (A) is generated in the assembly listing.

When the double quote is used, MACRO-11 takes the next two characters in the expression and converts them to a 16-bit binary expression value from their 7-bit ASCII values. This 16-bit value is then used as an absolute term within the expression. For example, the statement:

```
MOV    #"AB,R0
```

results in the following 16-bit expression value being moved into register 0:



Thus, in the example above, the expression "AB results in a value of 041101(8).

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The " character also must not be followed by a carriage-return, null, RUBOUT, line-feed, or form-feed character; if it is, an error code (A) is likewise generated in the assembly listing.

The ASCII character set is listed in Section A.1, Appendix A.

6.3.4 .ASCII Directive

The .ASCII directive translates character strings into their 7-bit ASCII equivalents and stores them in the object module. The format of the .ASCII directive is as follows:

```
.ASCII /string 1/.../string n/
```

where: string is a string of printable ASCII characters. All printable ASCII characters are legal. The vertical-tab, null, line-feed, RUBOUT, and all other non-printable ASCII characters, except carriage-return and form-feed, are illegal characters. Such an illegal non-printing character is flagged with an error code (I) in the assembly listing. The carriage-return and form-feed characters terminate the scan of the source line. This premature termination of the .ASCII statement results in the generation of an error code (A) in the assembly listing, because MACRO-11 is unable to complete the scan of the matching delimiter at the end of the character string.

/ / represent delimiting characters. These delimiters may be any paired printing characters, other than the equal sign (=), the left angle bracket (<), or the semicolon (;), as long as the delimiting character is not contained within the text string itself. If the delimiting characters do not match, or if an illegal delimiting character is used, the .ASCII directive is flagged with an error code (A) in the assembly listing.

A non-printing character can be expressed in an .ASCII statement only by enclosing its equivalent octal value within angle brackets. Each set of angle brackets so used represents a single character. For example, in the following statement:

```
.ASCII <15>/ABC/<A+2>/DEF/<5><4>
```

the expressions <15>, <A+2>, <5>, and <4> represent the values of non-printing characters. Furthermore, the expressions must reduce to eight bits of absolute data or less, subject to the same rules for generating data as with the .BYTE directive (see Section 6.3.1).

Angle brackets can be embedded between delimiting characters in the character string, but angle brackets so used do not take on their usual significance as delimiters for non-printing characters. For example, the statement:

```
.ASCII /ABC<expression>DEF/
```

contains a single ASCII character string, and performs no evaluation of the embedded, bracketed expression. This use of the angle brackets is shown in the third example of the .ASCII directive below:

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```
.ASCII /HELLO/ ;STORES THE BINARY REPRESENTATION
                ;OF THE LETTERS HELLO IN FIVE
                ;CONSECUTIVE BYTES.

.ASCII /ABC/<15><12>/DEF/ ;STORES THE BINARY REPRESENTATION
                ;OF THE CHARACTERS A,B,C,CARRIAGE
                ;RETURN,LINE FEED,D,E,F IN EIGHT
                ;CONSECUTIVE BYTES.

.ASCII /A<15>B/ ;STORES THE BINARY REPRESENTATION
                ;OF THE CHARACTERS A, <, 1, 5, >,
                ;AND B IN SIX CONSECUTIVE BYTES.
```

The semicolon (;) and equal sign (=) can be used as delimiting characters in an ASCII string, but care must be exercised in so doing because of their significance as a comment indicator and assignment operator, respectively, as illustrated in the examples below:

```
.ASCII ;ABC;/DEF/ ;STORES THE BINARY REPRESENTATION OF
                ;THE CHARACTERS A, B, C, D, E, AND F
                ;IN SIX CONSECUTIVE BYTES; NOT
                ;RECOMMENDED PRACTICE.

.ASCII /ABC/;DEF; ;STORES THE BINARY REPRESENTATIONS OF
                ;THE CHARACTERS A, B, AND C IN THREE
                ;CONSECUTIVE BYTES; THE CHARACTERS D,
                ;E, F, AND ; ARE TREATED AS A COMMENT.

.ASCII /ABC/=DEF= ;STORES THE BINARY REPRESENTATION
                ;OF THE CHARACTERS A, B, C, D, E, AND
                ;F IN SIX CONSECUTIVE BYTES; NOT
                ;RECOMMENDED PRACTICE.
```

An equal sign is treated as an assignment operator when it appears as the first character in the ASCII string, as illustrated by the following example:

```
.ASCII =DEF= ;THE DIRECT ASSIGNMENT OPERATION
                ;.ASCII=DEF IS PERFORMED, AND A Q
                ;(SYNTAX) ERROR IS GENERATED UPON
                ;ENCOUNTERING THE SECOND = SIGN.
```

6.3.5 .ASCIIZ Directive

The .ASCIIZ directive is equivalent to the .ASCII directive described above, except that a zero byte is automatically inserted as the final character of the string. Thus, when a list or text string has been created with an .ASCIIZ directive, a search for the null character in the last byte can effectively determine the end of the string, as reflected by the coding below:

```
CR=15
LF=12
HELLO: .ASCIIZ <CR><LF>/MACRO-11 V01A/<CR><LF> ;INTRODUCTORY MESSAGE
        .EVEN
        .
        .
        .
        MOV #HELLO,R1 ;GET ADDRESS OF MESSAGE.
        MOV #LINBUF,R2 ;GET ADDRESS OF OUTPUT BUFFER.
10$: MOVB (R1)+,(R2)+ ;MOVE A BYTE TO OUTPUT BUFFER.
        BNE 10$ ;IF NOT NULL, MOVE ANOTHER BYTE.
        .
        .
        .
```

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The .ASCII directive is subject to the same checks for character legality and proper character string construction as described above for the .ASCII directive.

6.3.6 .RAD50 Directive

The .RAD50 directive allows the user to generate data in Radix-50 packed format. Radix-50 form allows three characters to be packed into sixteen bits (one word); therefore, any 6-character symbol can be stored in two consecutive words. The form of the directive is:

```
.RAD50 /string 1/.../string n/
```

where: string represents a series of characters to be packed (three characters per word). The string must consist of the characters A through Z, 0 through 9, dollar sign (\$), period (.) and space (). An illegal printing character causes an error flag (Q) to be printed in the assembly listing.

If fewer than three characters are to be packed, the string is packed left-justified within the word, and trailing spaces are assumed.

As with the .ASCII directive described in Section 6.3.4, the vertical-tab, null, line-feed, RUBOUT, and all other non-printing characters, except carriage-return and form-feed, are illegal characters, resulting in an error code (I) in the assembly listing. Similarly, the carriage-return and form-feed characters result in an error code (A) because these characters end the scan of the line, preventing MACRO-11 from detecting the terminating matching delimiter.

/ / represent delimiting characters. These delimiters may be any paired printing characters, other than the equal sign (=), the left angle bracket (<), or the semicolon (;), provided that the delimiting character is not contained within the text string itself. If the delimiting characters do not match, or if an illegal delimiting character is used, the .RAD50 directive is flagged with an error code (A) in the assembly listing.

Examples of .RAD50 directives are shown below:

```
.RAD50 /ABC/           ;PACKS ABC INTO ONE WORD.
.RAD50 /AB/           ;PACKS AB (SPACE) INTO ONE WORD.
.RAD50 /ABCD/         ;PACKS ABC INTO FIRST WORD AND
                     ;D (SPACE) (SPACE) INTO SECOND WORD.
.RAD50 /ABCDEF/      ;PACKS ABC INTO FIRST WORD, DEF INTO
                     ;SECOND WORD.
```

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Each character is translated into its Radix-50 equivalent, as indicated in the following table:

Character	Radix-50 Octal Equivalent
(space)	0
A-Z	1-32
\$	33
.	34
(undefined)	35
0-9	36-47

The Radix-50 equivalents for characters 1 through 3 (C1,C2,C3) are combined as follows:

$$\text{Radix-50 Value} = ((C1*50)+C2)*50+C3$$

For example:

$$\text{Radix-50 Value of ABC} = ((1*50)+2)*50+3 = 3223$$

Refer to Section A.2 in Appendix A for a table of Radix-50 equivalents.

Angle brackets (<>) must be used in the .RAD50 directive whenever special codes are to be inserted in the text string, as shown in the example below:

```
.RAD50 /AB/<35> ;STORES 3255 IN ONE WORD.
```

```
CHR1=1
CHR2=2
CHR3=3
```

```

.
.
.
.RAD50 <CHR1><CHR2><CHR3> ;EQUIVALENT TO .RAD50 /ABC/.
```

6.3.7 Temporary Radix-50 Control Operator: ^R

The ^R operator specifies that an argument is to be converted to Radix-50 format. This allows up to three characters to be stored in one word. The ^R operator is coded as follows:

```
^Rccc
```

where ccc represents a maximum of three characters to be converted to a 16-bit Radix-50 value. If more than three characters are specified, any following the third character are ignored. If fewer than 3 are specified, it is assumed that the trailing characters are blanks. The following example shows how the ^R operator might be used to pack a 3-character file type specifier (MAC) into a single 16-bit word.

```
MOV #^RMAC,FILEXT ;STORE RAD50 MAC AS FILE EXTENSION
```

The number sign (#) is used to indicate immediate data, i.e., data to be assembled directly into object code. ^R specifies that the characters MAC are to be converted to Radix-50. This value is then stored in location FILEXT.

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6.4 RADIX AND NUMERIC CONTROL FACILITIES

6.4.1 Radix Control and Unary Control Operators

The normal default assumption for numeric values or expression values appearing in a MACRO-11 source program is octal. However, numerous instances may occur where an alternate radix is useful for portions of a program or for variables within a given statement. It may be useful, for example, to declare a given radix for applicability throughout a program or to specify a numeric value or expression value in a manner that causes it to be interpreted as a binary, octal, or decimal value during assembly. In other such instances, it may be useful to complement numeric values or expression values. These MACRO-11 facilities are described in the following sections.

NOTE

When two or more unary operators appear together, modifying the same term, the operators are applied, from right to left, to the term.

6.4.1.1 .RADIX Directive - Numbers used in a MACRO-11 source program are initially considered to be octal values; however, you can declare any one of the following radices for applicability throughout the source program or within specific portions of the program:

2, 8, 10

This is accomplished via a .RADIX directive of the form:

```
.RADIX n
```

where: n represents one of the three acceptable radices listed above. If the argument n is not specified, the octal default radix is assumed.

The argument in the .RADIX directive is always interpreted as a decimal value. Any alternate radix declared in the source program through the .RADIX directive remains in effect until altered by the occurrence of another such directive, i.e., a given radix declaration is valid throughout a program until changed. For example, the statement:

```
.RADIX 10                ;BEGINS A SECTION OF CODE HAVING A
                          ;DECIMAL RADIX.
.
.
.
.RADIX                    ;REVERTS TO OCTAL RADIX.
```

Any value other than null, 2, 8, or 10 specified as an argument in the .RADIX directive causes an error code (A) to be generated in the assembly listing.

In general, macro definitions should not contain or rely on radix settings established with the .RADIX directive. Rather, temporary radix control operators should be used within a macro definition. Where a possible radix conflict exists within a macro definition or in possible future uses of that code, it is recommended that the user

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specify numeric or expression values using the temporary radix control operators described below.

6.4.1.2 Temporary Radix Control Operators: \wedge D, \wedge O, and \wedge B - Once the user has specified a given radix for a section of code or has decided to use the default octal radix, he may discover a number of cases where an alternate radix is more convenient or desirable (particularly within macro definitions). The creation of a mask word, for example, might best be accomplished through the use of a binary radix.

MACRO-11 has three unary operators that allow the user to establish an alternate radix, as shown below:

```
 $\wedge$ D"number" ("number" is evaluated as a decimal number)
 $\wedge$ O"number" ("number" is evaluated as an octal number)
 $\wedge$ B"number" ("number" is evaluated as a binary number)
```

Thus, an alternate radix can be declared temporarily to meet a localized requirement in the source program. Such a declaration can be made at any time, regardless of the existence of the default octal radix or another specific radix declaration elsewhere in the program. In other words, the effect of a temporary radix control operator is limited to the term or expression immediately following the operator. Any value specified in connection with a temporary radix control operator is evaluated during assembly as a 16-bit entity. Temporary radix control declarations can be included in the source program anywhere a numeric value is legal.

The expressions below are representative of the methods of specifying temporary radix control operators:

```
 $\wedge$ D123          Decimal radix
 $\wedge$ O 47          Octal Radix
 $\wedge$ B 00001101    Binary Radix
 $\wedge$ O<A+13>      Octal Radix
```

Note that the up-arrow and the radix control operator may not be separated, but the radix control operator and the following term or expression can be physically separated by spaces or tabs for legibility or formatting purposes. A multi-element term or expression that is to be interpreted in an alternate radix should be enclosed within angle brackets, as shown in the last of the four temporary radix control expressions above.

The following example also illustrates the use of angle brackets to delimit an expression that is to be interpreted in an alternate radix:

```
.RADIX 10
A=10
.WORD  $\wedge$ O<A+10>*10
```

When the temporary radix expression in the .WORD directive above is evaluated, it effectively yields the following equivalent statement:

```
.WORD 180.
```

MACRO-11 also allows a temporary radix change to decimal by specifying a number, immediately followed by a decimal point (.), as shown below:

```
100.          Equivalent to 144(8)
1376.         Equivalent to 2540(8)
128.          Equivalent to 200(8)
```

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The above expression forms are equivalent in function to those listed below:

```
^D100
^D1376
^D128
```

6.4.2 Numeric Directives and Unary Control Operators

Two storage directives and two numeric control operators are available to simplify the use of the floating-point hardware on the PDP-11. These facilities allow floating-point data to be created in the program, and numeric values to be complemented or treated as floating-point numbers.

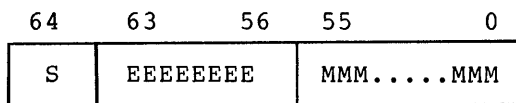
A floating-point number is represented by a string of decimal digits. The string (which can be a single digit in length) may optionally contain a decimal point, and may be followed by an optional exponent indicator in the form of the letter E and a signed decimal integer exponent. The number may not contain embedded blanks, tabs or angle brackets and may not be an expression. Such a string will result in one or more errors (A or Q) in the assembly listing.

The list of numeric representations below contains seven distinct, valid representations of the same floating-point number:

```
3
3.
3.0
3.0E0
3E0
.3E1
300E-2
```

As can be inferred, the list could be extended indefinitely (e.g., 3000E-3, .03E2, etc.). A leading plus sign is optional (e.g., 3.0 is considered to be +3.0). A leading minus sign complements the sign bit. No other operators are allowed (e.g., 3.0+N is illegal).

All floating-point numbers are evaluated as 64 bits in the following format:



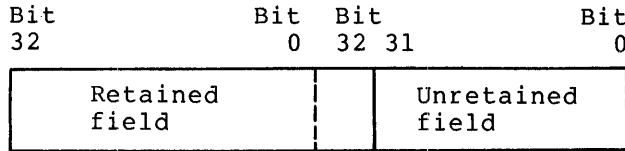
Mantissa (55 bits)
Exponent (8 bits)
Sign (1 bit)

MACRO-11 returns a value of the appropriate size and precision via one of the floating-point directives. The values returned may be truncated or rounded (see Section 6.2).

Floating-point numbers are normally rounded. That is, when a floating-point number exceeds the limits of the field in which it is to be stored, the high-order bit of the unretained word is added to the low-order bit of the retained word, as shown below. For example, if the number is to be stored in a 2-word field, but more than 32 bits are needed to express its exact value, the highest bit (32) of the

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unretained field is added to the least significant bit (0) of the retained field (see illustration below). The `.ENABL FPT` directive is used to enable floating-point truncation; `.DSABL FPT` is used to return to floating-point rounding (see Table 6-2).



Note that all numeric operands associated with Floating Point Processor instructions are automatically evaluated as single-word, decimal, floating-point values unless a temporary radix control operator is specified. For example, to add (floating) the octal constant 41040 to the contents of floating accumulator zero, the following instruction must be used:

```
ADDF    #^041040,F0
```

where: F0 is assumed to represent floating accumulator zero.

Floating-point numbers are described in greater detail in the applicable PDP-11 Processor Handbook.

6.4.2.1 .FLT2 and .FLT4 - Floating-Point Storage Directives - MACRO-11 supports two directives that evaluate successive floating-point numbers and store the results in the object module. These directives are similar to the `.WORD` directive and are of the form:

```
.FLT2  arg1,arg2,...  
.FLT4  arg1,arg2,...
```

where: `arg1,arg2,...` represent one or more floating point numbers as described in Section 6.4.2. Multiple arguments must be separated by commas.

`.FLT2` causes two words of storage to be generated for each argument, while `.FLT4` generates four words of storage for each argument.

6.4.2.2 Temporary Numeric Control Operators: `^C` and `^F` - The `^C` unary operator allows you to specify an argument that is to be complemented as it is evaluated during assembly. The `^F` unary operator allows you to specify an argument consisting of a 1-word floating-point number.

As with the radix control operators described above, the numeric control operator (`^C`) can be used anywhere in the source program that an expression value is legal. Such a construction is evaluated by MACRO-11 as a 16-bit binary value before being complemented. For example, the following statement:

```
TAG4:  .WORD    ^C151
```

causes the 1's complement of the value 151 (octal) to be stored as a 16-bit value in the program. The resulting value expressed in octal form is 177626(8).

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Because the $\wedge C$ construction is a unary operator, the operator and its argument are regarded as a term. Thus, more than one unary operator may be applied to a single term. For example, the following construction:

$\wedge C^D25$

causes the decimal value 25 to be complemented during assembly. The resulting binary value, when expressed in octal form, reduces to 177746(octal).

The term created through the use of the temporary numeric control operator thus becomes an entity that can be used alone or in combination with other expression elements. For example, the following construction:

$\wedge C2+6$

is equivalent in function to:

$\langle \wedge C2 \rangle +6$

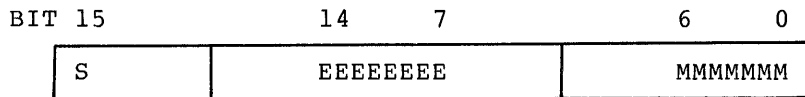
This expression is evaluated during assembly as the 1's complement of 2, plus the absolute value of 6. When these terms are combined, the resulting expression value generates a carry beyond the most significant bit, leaving 000003(8) as the reduced value.

As shown above, when the temporary numeric control operator and its argument are coded as a term within an expression, angle brackets should be used as delimiters to ensure precise evaluation and readability.

MACRO-11 also supports a unary operator for numeric control which allows you to specify an argument consisting of a 1-word floating-point number. For example, the following statement:

A: MOV # $\wedge F3.7,R0$

creates a 1-word floating-point number at location A+2 containing the value 3.7 formatted as shown below.



Sign (bit 15) Exponent (bits 14-7) Mantissa (bits 6-0)

The importance of ordering with respect to unary operators is shown below.

$\wedge F1.0$ = 020400
 $\wedge F-1.0$ = 120400
 $-\wedge F1.0$ = 157400
 $-\wedge F-1.0$ = 057400

The value created by the $\wedge F$ unary operator and its argument is then a term that can be used by itself or in an expression. For example:

$\wedge C^F6.2$

is equivalent to:

$\wedge C \langle \wedge F6.2 \rangle$

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For this reason, the use of angle brackets is advised. Expressions used as terms or arguments of a unary operator must be explicitly grouped.

6.5 LOCATION COUNTER CONTROL DIRECTIVES

The directives used in controlling the value of the current location counter and in reserving storage space in the object program are described in the following sections.

In this connection, it should be noted that several MACRO-11 statements may cause an odd number of bytes to be allocated, as listed below:

1. .BYTE directive
2. .BLKB directive
3. .ASCII or .ASCIZ directive
4. .ODD directive
5. A direct assignment statement of the form `.=.+expression`, which results in the assignment of an odd address value.

In cases that yield an odd address value, the next word-boundaried instruction automatically forces the location counter to an even value, but that instruction is flagged with an error code (B) in the assembly listing.

6.5.1 .EVEN Directive

The .EVEN directive ensures that the current location counter contains an even value by adding 1 if the current value is odd. If the current location counter is already even, no action is taken. Any operands following an .EVEN directive are flagged with an error code (Q) in the assembly listing.

The .EVEN directive is used as follows:

```
.ASCIZ /THIS IS A TEST/  
.EVEN                               ;ENSURES THAT THE NEXT STATEMENT WILL  
                                     ;BEGIN ON A WORD BOUNDARY.  
.WORD   XYZ
```

6.5.2 .ODD Directive

The .ODD directive ensures that the current location counter contains an odd value by adding 1 if the current value is even. If the current location counter is already odd, no action is taken. Any operands following an .ODD directive are also flagged with an error code (Q) in the assembly listing.

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6.5.3 .BLKB and .BLKW Directives

Blocks of storage can be reserved in the object program by means of the .BLKB and .BLKW directives. The .BLKB directive is used to reserve byte blocks; similarly, the .BLKW directive reserves word blocks. The two directives are of the form:

```
.BLKB  exp
.BLKW  exp
```

where: exp represents the specified number of bytes or words to be reserved in the object program. If no argument is present, a default value of 1 is assumed. These directives should not be used without arguments. Any expression that is completely defined at assembly-time and that reduces to an absolute value is legal. If the expression specified in either of these directives is not an absolute value, the statement is flagged with an error code (A) in the assembly listing.

Figure 6-6 illustrates the use of the .BLKB and .BLKW directives.

```
166 000000          .PSECT  IMPURE,D
167 000000          PASS:  .BLKW  1          ;PASS FLAG
168                ;NEXT GROUP MUST STAY TOGETHER
169 000000          .PSECT  IMPPAS,D,GBL
170 000000          SYMBOL: .BLKW  2          ;SYMBOL ACCUMULATOR
171 000004          MODE:   .BLKW  1          ;MODE/FLAGS BYTE
172 000004          FLAGS:  .BLKB  1          ;
173 000005          SECTOR: .BLKB  1          ;SYMBOL/EXPRESSION TYPE
174 000006          VALUE:  .BLKW  1          ;EXPRESSION VALUE
175 000010          RELLVL: .BLKW  1          ;RELOCATION LEVEL
176                000003          .REPT  MAXXMT-<<,-SYMBOL>/2>
177                .BLKW  1
178                .ENDR
179
180 000020          CLCNAM: .BLKW  2          ;CURRENT LOCATION COUNTER NAME
181 000024          CLCFG:  .BLKB  1          ;
182 000025          CLCSEC: .BLKB  1          ;
183 000026          CLCLOC: .BLKW  1          ;
184 000030          CLCMAX: .BLKW  1          ;END OF GROUPED DATA
185 000032          CHRPN:  .BLKW  1          ;CHARACTER POINTER
186 000034          SYMBEG: .BLKW  1          ;POINTER TO START OF SYMBOL
187 000036          ENDFLG: .BLKW  1          ;
188 000000          .PSECT
```

Figure 6-6 Example of .BLKB and .BLKW Directives

The .BLKB directive in a source program has the same effect as the following statement:

```
.=.+expression
```

which causes the value of the expression to be added to the current value of the location counter. The .BLKB directive, however, is easier to interpret in the context of the source code in which it appears and is therefore recommended.

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6.6 TERMINATING DIRECTIVES

6.6.1 .END Directive

The .END directive indicates the logical end of the source input, and takes the following form:

```
.END    exp
```

where: exp represents an optional expression value which, if present, indicates the program-entry point, i.e., the transfer address at which program execution is to begin.

When MACRO-11 encounters a valid occurrence of the .END directive, it terminates the current assembly pass. Any additional text beyond this point in the current source file, as well as in additional source files identified in the command line, will be ignored.

When creating a task image consisting of several object modules, only one object module may be terminated with an .END exp statement specifying the starting address. All other object modules must be terminated with an .END statement without an address argument; otherwise, the Task Builder will issue a diagnostic message. If no starting address is specified in any of the object modules, task execution will begin at location 1 of the task and immediately fault because of an odd addressing error.

The .END statement must not be used within a macro expansion or a conditional assembly block; if it is so used, it is flagged with an error code (O) in the assembly listing. The .END statement may be used, however, in an immediate conditional statement (see Section 6.10.2).

If the source program input is not terminated with an .END directive, an error code (E) results in the assembly listing.

6.6.2 .EOT Directive

Under RSX-11 and IAS operating systems, the MACRO-11 .EOT directive is ignored and simply treated as a directive without effect, i.e., as a no-op.

6.7 PROGRAM BOUNDARIES DIRECTIVE: .LIMIT

It is often desirable to know the upper and lower address boundaries of the task image. When the .LIMIT directive is specified in the source program, MACRO-11 effectively generates the following instruction:

```
.BLKW    2
```

causing two storage words to be reserved in the object module. Later, at link time, the address of the bottom of the task's stack is inserted into the first reserved word, and the address of the first free word following the task image is inserted into the second reserved word.

GENERAL ASSEMBLER DIRECTIVES

During linking, the size of the task image is rounded upward to the nearest 2-word boundary.

For a discussion of task memory allocation and mapping, refer to the applicable Task Builder reference manual (see Section 0.3 in the Preface).

6.8 PROGRAM SECTIONING DIRECTIVES

The MACRO-11 program sectioning directives are used to declare names for program sections and to establish certain program section attributes essential to Task Builder processing.

6.8.1 .PSECT Directive

The .PSECT directive allows absolute control over the memory allocation of a program at link time, because any program attributes established through this directive are passed to the Task Builder.

For example, if you are writing programs for a multi-user environment, a program section containing pure code (instructions only) or a program section containing impure code (data only) may be explicitly declared through the .PSECT directive. Furthermore, these program sections may be explicitly declared as read-only code, qualifying them for use as protected, reentrant programs.

In addition, program sections exhibiting the global (GBL) attribute can be explicitly allocated in a task's overlay structure at link time.

The advantages gained through sectioning programs in this manner therefore relate primarily to control of memory allocation, program modularity, and more effective partitioning of memory. Refer to the applicable Task Builder reference manual for a discussion of memory allocation (see Section 0.3 in the Preface).

The .PSECT directive is formatted as follows:

```
.PSECT name,arg1,arg2,...argn
```

where: name represents the symbolic name of the program section, as described in Table 6-3.

, represents any legal separator (comma, tab and/or space).

arg1, arg2,... argn represent one or more of the legal symbolic arguments defined for use with the .PSECT directive, as described in Table 6-3. The slash separating each pair of symbolic arguments listed in the table indicates that these optional arguments are mutually exclusive, i.e., one or the other, but not both, may be specified. Multiple arguments must be separated by a legal separating character. Any symbolic argument specified in the .PSECT directive other than those listed in Table 6-3 will cause that statement to be flagged with an error code (A) in the assembly listing.

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Table 6-3
Symbolic Arguments of .PSECT Directive

Argument	Default	Meaning
NAME	Blank	Establishes the program section name, which is specified as one to six Radix-50 characters. If this argument is omitted, a comma must appear in place of the name parameter. The Radix-50 character set is listed in Section A.2 of Appendix A.
RO/RW	RW	<p>Defines which type of access is permitted to the program section:</p> <p style="padding-left: 40px;">RO=Read-Only Access RW=Read/Write Access</p> <p style="text-align: center;">NOTE</p> <p style="padding-left: 40px;">IAS and RSX-11D set hardware protection for RO program sections. RSX-11M does not provide such protection.</p>
I/D	I	Defines the program section as containing either instructions (I) or data (D). These attributes allow the Task Builder to differentiate global symbols that are program entry-point instructions (I) from those that are data values (D).
GBL/LCL	LCL	<p>Defines the scope of the program section, as subsequently interpreted by the Task Builder.</p> <p>In building single-segment programs, the GBL/LCL arguments have no meaning, because the total memory allocation for the program will go into the root segment of the task. The GBL/LCL arguments apply only in the case of overlays.</p> <p>If an object module contains a local program section, then the storage allocation for that module will occur within the segment in which the module resides. Many modules can reference this same program section, and the memory allocation for each module is either concatenated or overlaid within the segment, depending on the argument of the program section (.PSECT) defining</p>

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Table 6-3 (Cont.)
Symbolic Arguments of .PSECT Directive

Argument	Default	Meaning
GBL/LCL (cont'd)	LCL	<p>its allocation requirements (see CON/OVR below). If an object module contains a global program section, the contributions to this program section are collected across segment boundaries, and the allocation of memory for that section will go into the segment nearest the root in which the first contribution to this program section appeared. (The term contribution implies an allocation of memory to the program section.)</p>
ABS/REL	REL	<p>Defines the relocatability attribute of the program section:</p> <p>ABS=Absolute (non-relocatable). When the ABS argument is specified, the program section is regarded by the Task Builder as an absolute module, thus requiring no relocation. The program section is assembled and loaded, starting at absolute virtual address 0.</p> <p>The location of data in absolute program sections must fall within the virtual memory limits of the segment containing the program section; otherwise, an error results at link time. For example, the following code, although valid at during assembly, may generate a Task Builder error message if virtual location 100000 is outside the segment's virtual address space:</p> <pre> .PSECT ALPHA,ABS .=+100000 .WORD X </pre> <p>The above coding assembles properly, but the resulting load address may be outside the respective segment's boundaries. In such cases, the Task Builder recognizes this as an attempt to load data outside the task image and responds with an error message.</p> <p>REL=Relocatable. When the REL argument is specified, the Task Builder calculates a relocation bias and adds it to all references to locations within the program section, i.e., all references to the program section must have a relocation bias added to them to make them absolute.</p>

GENERAL ASSEMBLER DIRECTIVES

Table 6-3 (Cont.)
Symbolic Arguments of .PSECT Directive

Argument	Default	Meaning
CON/OVR	CON	<p>Defines the allocation requirements of the program section:</p> <p>CON=Concatenated. All program section contributions are to be concatenated with other references to this same program section in order to determine the total memory allocation requirement for this program section.</p> <p>OVR=Overlaid. All program section contributions are to be overlaid. Thus, the total allocation requirement for the program section is equal to the largest allocation request made by any individual contribution to this program section.</p>

The only argument in the .PSECT directive that is position-dependent is NAME. If it is omitted, a comma must be used in its place. For example, the directive:

```
.PSECT ,GBL
```

shows a .PSECT directive with a blank name argument and the GBL argument. Default values (see Table 6-3) are assumed for all other unspecified arguments.

Once the attributes of a program section are declared through a .PSECT directive, MACRO-11 assumes that these attributes remain in effect for all subsequent .PSECT directives of the same name that are encountered within the module.

MACRO-11 provides for 256(10) program sections, as listed below:

1. One default absolute program section (. ABS.)
2. One default unnamed relocatable program section
3. Two-hundred-fifty-four named program sections.

The .PSECT directive enables the user to:

1. Create program sections (see Section 6.8.1.1)
2. Share code and data among program sections (see Section 6.8.1.2).

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For each program section specified or implied, MACRO-11 maintains the following information:

1. Program section name
2. Contents of the current location counter
3. Maximum location counter value encountered
4. Program section attributes, i.e., the .PSECT arguments described in Table 6-3 above.

6.8.1.1 Creating Program Sections - MACRO-11 automatically begins assembling source statements at relocatable zero of the unnamed program section, i.e., the first statement of a source program is always an implied .PSECT directive.

The first occurrence of a .PSECT directive with a given name assumes that the current location counter is set at relocatable zero. The scope of this directive then extends until a directive declaring a different program section is specified. Further occurrences of a program section name in subsequent .PSECT statements cause the resumption of assembly where that section previously ended. For example:

```

D — A:      .PSECT                ;DECLARES UNNAMED RELOCATABLE PROGRAM
Z — B:      .WORD      0          ;SECTION ASSEMBLED AT RELOCATABLE
4 — C:      .WORD      0          ;ADDRESSES 0, 2, AND 4.
      .PSECT ALPHA                ;DECLARES RELOCATABLE PROGRAM SECTION
X:      .WORD      0          ;NAMED ALPHA ASSEMBLED AT RELOCATABLE
Y:      .WORD      0          ;ADDRESSES 0 AND 2.
6 — D:      .PSECT                ;RETURNS TO UNNAMED RELOCATABLE
      .WORD      0          ;PROGRAM SECTION AND CONTINUES ASSEM-
                          ;BLY AT RELOCATABLE ADDRESS 6.
  
```

A given program section may be defined completely upon encountering its first .PSECT directive. Thereafter, the section can be referenced by specifying its name only, or by completely respecifying its attributes. For example, a program section can be declared through the directive:

```
.PSECT ALPHA,ABS,OVR
```

and later referenced through the equivalent directive:

```
.PSECT ALPHA
```

which requires no arguments.

By maintaining separate location counters for each program section, MACRO-11 allows the user to write statements that are not physically contiguous within the program, but that can be loaded contiguously following assembly, as shown in the following example.

GENERAL ASSEMBLER DIRECTIVES

```

0      .PSECT  SECL,REL,RO      ;START A RELOCATABLE PROGRAM SECTION
A:    .WORD   0                ;NAMED SECL ASSEMBLED AT RELOCATABLE
2      .WORD   0                ;ADDRESSES 0, 2, AND 4.
4      .WORD   0
6      ST:    CLR    A          ;ASSEMBLE CODE AT RELOCATABLE
10     CLR    B          ;ADDRESSES 6 THROUGH 12.
12     CLR    C
      .PSECT  SECA,ABS        ;START AN ABSOLUTE PROGRAM SECTION
      .WORD   .+2,A          ;NAMED SECA. ASSEMBLE CODE AT
      .PSECT  SECL          ;ABSOLUTE ADDRESSES 0 AND 2.
14     INC    A          ;RESUME RELOCATABLE PROGRAM SECTION
16     BR     ST          ;SECL. ASSEMBLE CODE AT RELOCATABLE
      .WORD   0                ;ADDRESSES 14 AND 16.

```

All labels in an absolute program section are absolute; likewise, all labels in a relocatable section are relocatable. The current location counter symbol (.) is also relocatable or absolute when referenced in a relocatable or absolute program section, respectively.

Any labels appearing on a line containing a .PSECT (or .ASECT or .CSECT) directive are assigned the value of the current location counter before the .PSECT (or other) directive takes effect. Thus, if the first statement of a program is:

```
A:      .PSECT  ALT,REL
```

the label A is assigned to relocatable address zero of the unnamed (or blank) program section.

It is not known during assembly where relocatable program sections will be loaded, therefore all references between relocatable sections in a single assembly are translated by MACRO-11 to references relative to the base of the referenced section. Thus, MACRO-11 provides the Task Builder with the necessary information to resolve the linkages between various program sections. Such information is not necessary, however, when referencing an absolute program section, because all instructions in an absolute program section are associated with an absolute virtual address.

In the following example, references to the symbols X and Y are translated into references relative to the base of the relocatable program section named SEN.

```

      .PSECT  ENT,ABS
.=.+1000
A:    CLR    X                ;ASSEMBLED AS CLR BASE OF
      .WORD   10             ;RELOCATABLE SECTION + 10.
      JMP    Y                ;ASSEMBLED AS JMP BASE OF
      .WORD   6              ;RELOCATABLE SECTION + 6.
      .PSECT  SEN,REL
4     MOV    R0,R1
6     JMP    A                ;ASSEMBLED AS JMP 1000.
Y:    HALT
X:    .WORD   0

```

NOTE

In the preceding example, using a constant in conjunction with the current location counter symbol (.) in the form .=1000 would result in an error, because constants are always absolute and are always associated with the program's .ASECT (. ABS.). If the form .=1000 were used, a program section incompatibility would be detected. See Section 3.6 for a discussion of the current location counter.

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6.8.1.2 Code or Data Sharing - Named relocatable program sections with the arguments GBL and OVR operate in the same manner as FORTRAN COMMON, i.e., program sections of the same name with the arguments GBL and OVR from different assemblies are all loaded at the same location by the Task Builder. All other program sections, i.e., those with the argument CON, are concatenated.

Note that no conflict exists between internal symbolic names and program section names, i.e., it is legal to use the same symbolic name for both purposes. Considering FORTRAN again, using the same symbolic name is necessary to accommodate the following statement:

```
COMMON /X/ A,B,C,X
```

where the symbol X represents the base of the program section and also the fourth element of that section.

6.8.1.3 Memory Allocation Considerations - The assembler does not generate an error when a module ends at an odd location. This allows you to place odd length data at the end of a module. However, when several modules contain object code contributions to the same program section having the concatenate attribute (see Table 6-3), odd length modules (except the last) may cause the Task Builder to link succeeding modules starting at odd locations, thereby making the linked program unexecutable. To avoid this problem, code and data should be separated from each other and be placed in separately named program sections. This permits the Task Builder to automatically begin each program section on an even address. Refer to the applicable Task Builder reference manual for further information on memory allocation of tasks (see Section 0.3 in the Preface).

6.8.2 .ASECT and .CSECT Directives

IAS and RSX-11 assembly-language programs use the .PSECT and .ASECT directives exclusively, since the .PSECT directive provides all the capabilities of the .CSECT directive defined for other PDP-11 assemblers. MACRO-11 will accept both .ASECT and .CSECT directives, but assembles them as though they were .PSECT directives with the default attributes listed in Table 6-4. Also, compatibility exists between other MACRO-11 programs and the IAS/RSX-11 Task Builders, since the respective Task Builders recognize the .ASECT and .CSECT directives that appear in such programs and likewise assign the default values listed in Table 6-4.

GENERAL ASSEMBLER DIRECTIVES

Table 6-4
Non-IAS/RSX-11 Program Section Default Values

Attribute	Default Value		
	.ASECT	.CSECT (named)	.CSECT (unnamed)
Name	. ABS.	name	Blank
Access	RW	RW	RW
Type	I	I	I
Scope	GBL	GBL	LCL
Relocation	ABS	REL	REL
Allocation	OVR	OVR	CON

The allowable syntactical forms of the .ASECT and .CSECT directives are:

```
.ASECT
.CSECT
.CSECT symbol
```

Note that the statement:

```
.CSECT JIM
```

is identical to the statement:

```
.PSECT JIM,GBL,OVR
```

because the .CSECT default values GBL and OVR are assumed for the named program section.

6.9 SYMBOL CONTROL DIRECTIVE: .GLOBL

MACRO-11 produces a relocatable object module and a listing file containing the assembly listing and symbol table. The Task Builder joins separately-assembled object modules into a single executable task image. During linking, object modules are relocated as a function of the specified base of the module. The object modules are then linked via global symbols, such that a global symbol in one module, defined either by a global assignment operator (==), a global label operator (::), or the .GLOBL directive can be referenced from another module. Thus, all symbols which will be referenced by other program modules must be singled out as global symbols in the defining modules.

The .GLOBL directive is provided to define (and thus provide linkage to) symbols not otherwise defined as global symbols within a module. For example, if the .DSABL GBL directive is in effect (see Section 6.2), .GLOBL directives might be included in a source program to effect linkage to library routines. For a global symbol definition, the directive .GLOBL A,B,C is equivalent to:

```
A==expression (or A::)
B==expression (or B::)
C==expression (or C::)
```

GENERAL ASSEMBLER DIRECTIVES

Thus, the general form of the .GLOBL directive is:

```
.GLOBL sym1,sym2,...symn
```

where: sym1, sym2,... symn represent legal symbolic names. When multiple symbols are specified, they are separated by any legal separator (comma, space, and/or tab).

A .GLOBL directive may also embody a label field and/or a comment field.

At the end of assembly pass 1, MACRO-11 determines whether a given global symbol is defined within the current program module or whether it is to be treated as an external symbol. All internal symbols appearing within a given program must be defined at the end of assembly pass 1 or they will be assumed to be default global references. Refer to Section 6.2 for a description of enabling/disabling of global references.

In the example below, A and B are entry-point symbols. The symbol A has been explicitly defined as a global symbol by means of the .GLOBL directive, and the symbol B has been explicitly defined as a global label by means of the double colon (::). Since the symbol C is not defined as a label within the current assembly, it is an external (global) reference.

```
;
; DEFINE A SUBROUTINE WITH 2 ENTRY POINTS WHICH CALLS AN
; EXTERNAL SUBROUTINE
;
      .PSECT                ;DECLARE THE UNNAMED PROGRAM SECTION.
      .GLOBL A              ;DEFINE A AS A GLOBAL SYMBOL.
A:    MOV    @(R5)+,R0      ;DEFINE ENTRY POINT A.
      MOV    #X,R1
X:    JSR    PC,C          ;CALL EXTERNAL SUBROUTINE C.
      RTS    R5            ;EXIT.
B::   MOV    (R5)+,R1      ;DEFINE ENTRY POINT B.
      CLR    R2
      BR    X
```

External symbols can appear in the operand field of an instruction or MACRO-11 directive as a direct reference, as shown in the examples below:

```
CLR    EXT
      .WORD  EXT
CLR    @EXT
```

External symbols may also appear as a term within an expression, as shown below:

```
CLR    EXT+A
      .WORD  EXT-2
CLR    @EXT+A(R1)
```

It should be noted that an undefined external symbol cannot be used in the evaluation of a direct assignment statement or as an argument in a conditional assembly directive (see Sections 6.10.1 and 6.10.3).

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6.10 CONDITIONAL ASSEMBLY DIRECTIVES

Conditional assembly directives allow you to include or exclude blocks of source code during the assembly process, based on the evaluation of stated condition tests within the body of the program. This capability allows several variations of a program to be generated from the same source code.

6.10.1 Conditional Assembly Block Directives: .IF, .ENDC

The general form of a conditional assembly block is as follows:

```
.IF      cond,argument(s) ;START CONDITIONAL ASSEMBLY BLOCK.
      .
      .
range   ;RANGE OF CONDITIONAL ASSEMBLY BLOCK.
      .
      .
.ENDC   ;END OF CONDITIONAL ASSEMBLY BLOCK.
```

where: `cond` represents a specified condition that must be met if the block is to be included in the assembly. The conditions that may be tested by the conditional assembly directives are defined in Table 6-5.

`,` represents any legal separator (comma, space, and/or tab).

`argument(s)` represent(s) the symbolic argument(s) or expression(s) of the specified conditional test. These arguments are thus a function of the specified condition to be tested (see Table 6-5).

`range` represents the body of code that is either included in the assembly or excluded, depending upon whether the specified condition is met.

`.ENDC` terminates the conditional assembly block. This directive must be present to end the conditional assembly block.

A condition test other than those listed in Table 6-5, an illegal argument, or a null argument specified in an `.IF` directive causes that line to be flagged with an error code (A) in the assembly listing.

Table 6-5
Legal Condition Tests for Conditional Assembly Directives

Conditions		Arguments	Assemble Block If:
Positive	Complement		
EQ	NE	Expression	Expression is equal to 0 (or not equal to 0).
GT	LE	Expression	Expression is greater than 0 (or less than or equal to 0).

GENERAL ASSEMBLER DIRECTIVES

Table 6-5 (Cont.)
Legal Condition Tests for Conditional Assembly Directives

Conditions		Arguments	Assemble Block If:
Positive	Complement		
LT	GE	Expression	Expression is less than 0 (or greater than or equal to 0).
DF	NDF	Symbolic argument	Symbol is defined (or not defined).
B	NB	Macro-type argument	Argument is blank (or non-blank).
IDN	DIF	Two macro-type arguments	Arguments are identical (or different).
Z	NZ	Expression	Same as EQ/NE.
G	L	Expression	Same as GT/LT.

NOTE

A macro-type argument (which is a form of symbolic argument), as shown below, is enclosed within angle brackets or denoted with an up-arrow construction (as described in Section 7.3.1).

<A,B,C>
~/124/

An example of a conditional assembly directive follows:

```
.IF EQ ALPHA+1           ;ASSEMBLE BLOCK IF ALPHA+1=0.
.
.
.
.ENDC
```

The two operators & and ! have special meaning within DF and NDF conditions, in that they are allowed in grouping symbolic arguments.

```
&           Logical AND operator
!           Logical inclusive OR operator
```

For example, the conditional assembly statement:

```
.IF DF SYM1 & SYM2
.
.
.
.ENDC
```

results in the assembly of the conditional block if the symbols SYM1 and SYM2 are both defined.

GENERAL ASSEMBLER DIRECTIVES

Nested conditional directives take the form:

```
Conditional Assembly Directive
Conditional Assembly Directive
.
.
.
.ENDC
.ENDC
```

For example, the following conditional directives:

```
.IF DF SYM1
.   IF DF SYM2
.
.
.
.ENDC
.ENDC
```

can govern whether assembly is to occur. In the example above, if the outermost condition is unsatisfied, no deeper level of evaluation of nested conditional statements within the program occurs.

Each conditional assembly block must be terminated with an `.ENDC` directive. An `.ENDC` directive encountered outside a conditional assembly block is flagged with an error code (O) in the assembly listing.

MACRO-11 permits a nesting depth of 16(10) conditional assembly levels. Any statement that attempts to exceed this nesting level depth is flagged with an error code (O) in the assembly listing.

6.10.2 Subconditional Assembly Block Directives: `.IFF`, `.IFT`, `.IFTF`

Subconditional directives may be placed within conditional assembly blocks to indicate:

1. The assembly of an alternate body of code when the condition of the block tests false.
2. The assembly of a non-contiguous body of code within the conditional assembly block, depending upon the result of the conditional test in entering the block.
3. The unconditional assembly of a body of code within a conditional assembly block.

The subconditional directives are described in detail in Table 6-6. If a subconditional directive appears outside a conditional assembly block, an error code (O) is generated in the assembly listing.

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Table 6-6
Subconditional Assembly Block Directives

Subconditional Directive	Function
.IFF	If the condition tested upon entering the conditional assembly block is false, the code following this directive, and continuing up to the next occurrence of a subconditional directive or to the end of the conditional assembly block, is to be included in the program.
.IFT	If the condition tested upon entering the conditional assembly block is true, the code following this directive, and continuing up to the next occurrence of a subconditional directive or to the end of the conditional assembly block, is to be included in the program.
.IFTF	The code following this directive, and continuing up to the next occurrence of a subconditional directive or to the end of the conditional assembly block, is to be included in the program, regardless of the result of the condition tested upon entering the conditional assembly block.

The implied argument of a subconditional directive is the condition test specified upon entering the conditional assembly block, as reflected by the initial directive in the conditional coding examples below. Conditional or subconditional directives in nested conditional assembly blocks are not evaluated if the previous (or outer) condition in the block is not satisfied. Examples 3 and 4 below illustrate nested directives that are not evaluated because of previous unsatisfied conditional coding.

EXAMPLE 1: Assume that symbol SYM is defined.

```

      .IF DF  SYM                ;TESTS TRUE, SYM IS DEFINED. ASSEMBLE
      .                ;THE FOLLOWING CODE.
      .
      .
      .IFF                    ;TESTS FALSE. SYM IS DEFINED. DO NOT
      .                ;ASSEMBLE THE FOLLOWING CODE.
      .
      .
      .IFT                    ;TESTS TRUE. SYM IS DEFINED. ASSEM-
      .                ;BLE THE FOLLOWING CODE.
      .
      .
      .IFTF                   ;ASSEMBLE FOLLOWING CODE UNCONDITION-
      .                ;ALLY.
      .
      .
      .IFT                    ;TESTS TRUE. SYM IS DEFINED. ASSEM-
      .                ;BLE REMAINDER OF CONDITIONAL ASSEM-
      .                ;BLY BLOCK.
      .
      .ENDC

```


GENERAL ASSEMBLER DIRECTIVES

EXAMPLE 2: Assume that symbol X is defined and that symbol Y is not defined.

```
.IF DF X           ;TESTS TRUE, SYMBOL X IS DEFINED.
.IF DF Y           ;TESTS FALSE, SYMBOL Y IS NOT DEFINED.
.IFF              ;TESTS TRUE, SYMBOL Y IS NOT DEFINED,
.                 ;ASSEMBLE THE FOLLOWING CODE.
.
.
.IFT              ;TESTS FALSE, SYMBOL Y IS NOT DEFINED.
.                 ;DO NOT ASSEMBLE THE FOLLOWING CODE.
.
.
.ENDC
.ENDC
```

EXAMPLE 3: Assume that symbol A is defined and that symbol B is not defined.

```
.IF DF A           ;TESTS TRUE. A IS DEFINED.
                   ;ASSEMBLE THE FOLLOWING CODE.
MOV A,R1
.
.
.IFF              ;TESTS FALSE. A IS DEFINED. DO NOT
                   ;ASSEMBLE THE FOLLOWING CODE.
MOV R1,R0
.
.
.IF NDF B         ;NESTED CONDITIONAL DIRECTIVE IS NOT
                   ;EVALUATED.
.
.
.ENDC
.ENDC
```

EXAMPLE 4: Assume that symbol X is not defined and that symbol Y is defined.

```
.IF DF X           ;TESTS FALSE. SYMBOL X IS NOT DEFINED.
                   ;DO NOT ASSEMBLE THE FOLLOWING CODE.
.IF DF Y           ;NESTED CONDITIONAL DIRECTIVE IS NOT
                   ;EVALUATED.
.
.
.IFF              ;NESTED SUBCONDITIONAL DIRECTIVE IS
                   ;NOT EVALUATED.
.
.
.IFT              ;NESTED SUBCONDITIONAL DIRECTIVE IS
                   ;NOT EVALUATED.
.
.
.ENDC
.ENDC
```

GENERAL ASSEMBLER DIRECTIVES

6.10.3 Immediate Conditional Assembly Directive: .IIF

An immediate conditional assembly directive provides a means for writing a 1-line conditional assembly block. In using this directive, no terminating .ENDC statement is required, and the condition to be tested is completely expressed within the line containing the directive. Immediate conditional assembly directives are of the form:

```
.IIF cond,arg,statement
```

where: cond represents one of the legal condition tests defined for conditional assembly blocks in Table 6-5.

, represents any legal separator (comma, space, and/or tab).

arg represents the argument associated with the immediate conditional directive, i.e., an expression, symbolic argument, or macro-type argument, as described in Table 6-5.

, represents the separator between the conditional argument and the statement field. If the preceding argument is an expression, then a comma must be used; otherwise, a comma, space, and/or tab may be used.

statement represents the specified statement to be assembled if the condition is satisfied.

For example, the immediate conditional statement:

```
.IIF DF FOO,BEQ ALPHA
```

generates the code

```
BEQ ALPHA
```

if the symbol FOO is defined within the source program.

As with the .IF directive, a condition test other than those listed in Table 6-5, an illegal argument, or a null argument specified in an .IIF directive results in an error code (A) in the assembly listing.

6.10.4 PAL-11R Conditional Assembly Directives

In order to maintain compatibility with programs developed under PAL-11R, the following conditionals remain permissible under MACRO-11. It is advisable, however, to develop future programs using the format for MACRO-11 conditional assembly directives.

Directive	Arguments	Assemble Block if
.IFZ or .IFEQ	expression	expression=0
.IFNZ or .IFNE	expression	expression not equal 0
.IFL or .IFLT	expression	expression<0
.IFG or .IFGT	expression	expression>0
.IFLE	expression	expression is < or =0
.IFDF	symbolic argument	symbol is defined
.IFNDF	symbolic argument	symbol is undefined

The rules governing these directives are the same as for the MACRO-11 conditional assembly directives previously described.

CHAPTER 7
MACRO DIRECTIVES

7.1 DEFINING MACROS

In assembly-language programming, it is often convenient and desirable to generate a recurring coding sequence by invoking a single statement within the program. In order to do this, the desired coding sequence is first established with dummy arguments as a macro definition. Once a macro has been defined, a single statement calling the macro by name with a list of real arguments (replacing the corresponding dummy arguments in the macro definition) generates the desired coding sequence. This sequence is called the macro expansion.

7.1.1 .MACRO Directive

The first statement of a macro definition must be a .MACRO directive. This directive takes the form:

label: .MACRO name, dummy argument list

where: label represents an optional statement label.

name represents the programmer-assigned symbolic name of the macro. This name may be any legal symbol and may be used as a label elsewhere in the program.

' represents any legal separator (comma, space, and/or tab).

dummy argument list represents a number of legal symbols (see 3.2.2) that may appear anywhere in the body of the macro definition, even as a label. These dummy symbols can be used elsewhere in the program with no conflict of definition. Multiple dummy arguments specified in this directive may be separated by any legal separator. The detection of a duplicate or an illegal symbol in a dummy argument list terminates the scan and causes an error code to be generated.

A comment may follow the dummy argument list in a .MACRO directive, as shown below:

```
.MACRO ABS A,B ;DEFINES MACRO ABS WITH TWO ARGUMENTS.
```

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NOTE

Although it is legal for a label to appear on a .MACRO directive, ~~this practice is discouraged, especially in the case of nested macro definitions,~~ because invalid labels or labels constructed with the concatenation character will cause the macro directive to be ignored. This may result in improper termination of the macro definition. This NOTE also applied to .IRP, .IRPC, and .REPT.

7.1.2 .ENDM Directive

The final statement of every macro definition must be an .ENDM directive of the form:

```
.ENDM name
```

where: name represents an optional argument specifying the symbolic name of the macro being terminated by the directive, as shown in the following example:

```
.ENDM ;TERMINATES THE CURRENT  
;MACRO DEFINITION.
```

```
.ENDM ABS ;TERMINATES THE CURRENT  
;MACRO DEFINITION NAMED ABS.
```

If specified, the symbolic name in the .ENDM statement must match the name specified in the corresponding .MACRO directive. Otherwise, the statement is flagged with an error code (A) in the assembly listing (see Appendix D). In either case, the current macro definition is terminated. Specifying the macro name in the .ENDM statement thus permits MACRO-11 to detect missing .ENDM statements or improperly-nested macro definitions.

The .ENDM directive may be followed by a comment field, but must not contain a label, as shown below:

```
.MACRO TYPMSG MESSGE ;TYPE A MESSAGE.  
JSR R5,TYPMSG  
.WORD MESSGE  
.ENDM ;END OF TYPMSG MACRO.
```

An .ENDM statement encountered by MACRO-11 outside a macro definition is flagged with an error code (O) in the assembly listing (see Appendix D).

NOTES

1. Labels on .ENDM directives are ignored.
2. Illegal labels will cause the directive to be bypassed.

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real arguments represent symbolic arguments which replace the dummy arguments specified in the .MACRO directive. When multiple arguments are specified, they are separated by any legal separator. Arguments to the macro call are treated as character strings whose usage is determined by the macro definition. Note that MACRO-11 accepts the ASCII value of lower-case alphabetic characters when .ENABL LC has been specified.

When a macro name is the same as a user label, the appearance of the symbol in the operator field designates the symbol as a macro call; the appearance of the symbol in the operand field designates it as a label, as shown below:

```
ABS:  MOV      (R0),R1      ;ABS IS DEFINED AS A LABEL.
      .
      .
      BR       ABS         ;ABS IS CONSIDERED TO BE A LABEL.
      .
      .
      ABS     #4,ENT,LAR    ;ABS IS A MACRO CALL.
```

7.3 ARGUMENTS IN MACRO DEFINITIONS AND MACRO CALLS

Arguments within a macro definition or macro call are separated from other arguments by any of the legal separating characters described in Section 3.1.1.

Macro definition arguments (dummy) and macro call arguments (real) normally maintain a strict positional relationship. That is, the first real argument in a macro call corresponds with the first dummy argument in a macro definition. Only the use of keyword arguments in a macro call can override this correspondence (see Section 7.3.6).

For example, the following macro definition and its associated macro expansion contain multiple arguments:

```
.MACRO  REN A,B,C
      .
      .
      REN  ALPHA,BETA,<C1,C2>
```

Arguments which themselves contain separating characters must be enclosed in paired angle brackets, as shown above. For example, the macro call:

```
REN    <MOV    X,Y>,#44,WEV
```

causes the entire expression

```
MOV    X,Y
```

to replace all occurrences of the symbol A in the macro definition. Real arguments within a macro call are considered to be character strings and are treated as a single entity during the macro expansion.

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The up-arrow (^) construction is provided to allow angle brackets to be passed as part of the argument. This construction, for example, could have been used in the above macro call, as follows:

```
REN      ^/<MOV X,Y>/,#44,WEV
```

causing the entire character string <MOV X,Y> to be passed as an argument.

The following macro call:

```
REN      #44,WEV^/MOV X,Y/
```

however, contains only two arguments (#44 and WEV^/MOV X,Y/), because the up-arrow is a unary operator (see Section 3.1.3) and it is not preceded by an argument separator.

As shown in the examples above, spaces can be used within bracketed argument constructions to increase the legibility of such expressions.

7.3.1 Macro Nesting

The nesting of macros, where the expansion of one macro includes a call to another, causes one set of angle brackets in the macro definition to be removed from an argument with each nested call. The depth of nesting allowed is dependent upon the amount of dynamic memory used by the source program being assembled.

To pass an argument containing legal argument delimiters to nested macros, the argument in the macro definition should be enclosed within one set of angle brackets for each level of nesting, as shown in the coding sequence below. It should be noted that this extra set of angle brackets for each level of nesting is required in the macro definition, not in the macro call.

```
.MACRO  LEVEL1 DUM1,DUM2
LEVEL2  <DUM1>
LEVEL2  <DUM2>
.ENDM

.MACRO  LEVEL2 DUM3
DUM3
ADD     #10,R0
MOV     R0,(R1)+
.ENDM
```

A call to the LEVEL1 macro, as shown below, for example:

```
LEVEL1  <MOV X,R0>,<MOV R2,R0>
```

causes the following macro expansion to occur:

```
MOV     X,R0
ADD     #10,R0
MOV     R0,(R1)+
MOV     R2,R0
ADD     #10,R0
MOV     R0,(R1)+
```

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When macro definitions are nested, i.e., when a macro definition is contained entirely within the definition of another macro, the inner definition is not a callable macro until the outer macro has been called and expanded. For example, in the following coding:

```
.MACRO LV1 A,B
:
:
.MACRO LV2 C
:
:
.ENDM
.ENDM
```

the LV2 macro cannot be called and expanded until the LV1 macro has been so invoked. Likewise, any macro defined within the LV2 macro definition cannot be called and expanded until LV2 has also been invoked.

7.3.2 Special Characters in Macro Arguments

An argument may include special characters without enclosing them in a bracketed construction if that argument does not contain spaces, tabs, semicolons, or commas. For example, the macro definition:

```
.MACRO PUSH ARG
MOV ARG,-(SP)
.ENDM
:
:
PUSH X+3(%2)
```

causes the following code to be generated:

```
MOV X+3(%2),-(SP)
```

7.3.3 Passing Numeric Arguments as Symbols

When macro arguments are passed, an absolute symbol value can be passed which is treated by the macro as a numeric string. An argument preceded by the unary operator backslash (\) is treated as a numeric value in the current program radix. The ASCII characters representing this value are inserted in the macro expansion, and their function is defined in the context of the resulting code, as shown in the following example:

```
.MACRO INC A,B
CON A,\B ;B IS TREATED AS A NUMBER IN CURRENT
B=B+1 ;PROGRAM RADIX.
.ENDM
.MACRO CON A,B
A'B: .WORD 4 ;A'B IS DESCRIBED IN SECTION 7.3.6.
.ENDM
:
:
C=0 INC X,C
```


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The above macro call (INC) would thus expand to:

```
X0:      .WORD    4
```

Note in this expanded code that the label X0: is the result of the concatenation of two real arguments. The single quote (') character in the label A'B: causes the real arguments X and 0 to be concatenated as they are passed during the expansion of the macro. This type of argument construction is described in further detail in Section 7.3.6.

A subsequent call to the same macro would generate the following code:

```
X1:      .WORD    4
```

and so on, for later calls. The two macro definitions are necessary because the symbol associated with dummy argument B (i.e., C) cannot be updated in the CON macro definition, because its numeric value has already been substituted for its symbolic name, i.e., the character 0 has replaced C in the argument string. In the CON macro definition, the number passed is treated as a string argument. (Where the value of the real argument is _0, only a single 0 character is passed to the macro expansion.)

Passing numeric values in this manner is useful in identifying source listings. For example, versions of programs created through conditional assemblies of a single source program can be identified through such coding as that shown below. Assume, for example, that the symbol ID in the macro call (IDT) has been equated elsewhere in the source program to the value 6.

```
      .MACRO  IDT  SYM          ;ASSUME THAT THE SYMBOL ID TAKES
      .IDENT  /V05A'SYM/      ;ON A UNIQUE 2-DIGIT VALUE.
      .ENDM                    ;WHERE V05A IS THE UPDATE
      .
      .
      IDT      \ID
```

The above macro call would then expand to:

```
      .IDENT  /V05A6/
```

where 6 is the numeric value of the symbol ID.

7.3.4 Number of Arguments in Macro Calls

If more arguments appear in the macro call than in the macro definition, an error code (Q) is generated in the assembly listing. If fewer arguments appear in the macro call than in the macro definition, missing arguments are assumed to be null values. The conditional directives .IF B and .IF NB (see Table 6-5) can be used within the macro to detect missing arguments. The number of arguments can also be specified using the .NARG directive (Section 7.4.1). Note that a macro can be defined with no arguments.

7.3.5 Creating Local Symbols Automatically

A label is often required in an expanded macro. In the conventional macro facilities thus far described, such a label must be explicitly

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specified as an argument with each macro call. Be careful in issuing subsequent calls to the same macro, to avoid specifying a duplicate label as a real argument. This concern can be eliminated through a feature of MACRO-11 which creates a unique symbol where a label is required in an expanded macro.

As noted in Section 3.5, MACRO-11 can automatically create local symbols of the form n\$, where n is a decimal integer within the range 64 through 127, inclusive. Such local symbols are created by MACRO-11 in numerical order, as shown below:

```
64$
65$
.
.
.
126$
127$
```

This automatic facility is invoked on each call of a macro whose definition contains a dummy argument preceded by the question mark (?) character, as shown in the macro definition below:

```
.MACRO ALPHA, A,?B ;CONTAINS DUMMY ARGUMENT B PRECEDED BY
;QUESTION MARK.
TST A
BEQ B
ADD #5,A
B:
.ENDM
```

A local symbol is generated automatically by MACRO-11 only when a real argument of the macro call is either null or missing, as shown in Example 1 below, which reflects the expansion of the ALPHA macro defined above.

If the real argument is specified in the macro call, however, MACRO-11 inhibits the generation of a local symbol and normal argument replacement occurs, as shown in Example 2 below.

EXAMPLE 1: Generate a Local Symbol for the Missing Argument:

```
ALPHA R1 ;SECOND ARGUMENT IS MISSING.
TST R1
BEQ 64$ ;LOCAL SYMBOL IS GENERATED.
ADD #5,R1
64$:
```

EXAMPLE 2: Do Not Generate a Local Symbol:

```
ALPHA R2,XYZ ;SECOND ARGUMENT XYZ IS SPECIFIED.
TST R2
BEQ XYZ ;NORMAL ARGUMENT REPLACEMENT OCCURS.
ADD #5,R2
XYZ:
```

Automatically-generated local symbols are restricted to the first 16(10) arguments of a macro definition.

Note that automatically-created local symbols resulting local symbols from the expansion of a macro, as described above, do not in any way influence local symbol block boundaries. In other words, such automatically-created local symbols do not establish a local symbol block in their own right.

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However, when a macro has several arguments earmarked for automatic local symbol generation, substituting a specific label for one such argument introduces a risk that assembly errors will result. This is because MACRO-11 constructs its argument substitution list at the point of macro invocation. Therefore, the appearance of any label, the .ENABL LSB directive, or the .PSECT directive, in the macro expansion will create a new local symbol block. This could leave local symbol references in the previous block and the symbol definitions in the new one, resulting in error codes in the assembly listing (see Appendix D). Furthermore, a subsequent macro expansion that generates local symbols in the new block may duplicate one of the symbols in question, resulting in an additional error code (P) in the assembly listing.

7.3.6 Keyword Arguments

Macros may be defined with and/or invoked with keyword arguments. A keyword argument has the following form:

```
name=string
```

where

```
name      represents the dummy argument,
string    represents the real symbolic argument.
```

The keyword argument may not contain embedded argument separators unless properly delimited as described in section 7.3.

When a keyword argument appears in the dummy argument list of a macro definition, the specified string becomes the default real argument at macro call.

When a keyword argument appears in the real argument list of a macro call, the specified string becomes the real argument for the dummy argument that exactly matches the specified name, whether or not the dummy argument was defined with a keyword. If a match fails, the entire argument specification is treated as the next positional real argument. A keyword argument may be specified anywhere in the dummy argument list of a macro definition and is part of the positional ordering of argument. On the other hand, a keyword argument may be specified anywhere in the real argument list of a macro call but does not affect the positional correspondence of the remaining arguments.

```
1          .LIST  ME
2          ;
3          ; DEFINE A MACRO HAVING KEYWORDS IN DUMMY ARGUMENT LIST
4          ;
5
6          .MACRO  TEST CONTRL=1,BLOCK,ADDRES=TEMP
7          .WORD  CONTRL
8          .WORD  BLOCK
9          .WORD  ADDRES
10         .ENDM
11
12
13         ;
14         ; NOW INVOKE SEVERAL TIMES
15         ;
16
```

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```

17 000000          TEST    A,B,C
   000000 000000G    .WORD  A
   000002 000000G    .WORD  B
   000004 000000G    .WORD  C
18
19 000006          TEST    ADDRES=20,BLOCK=30,CONTRL=40
   000006 000040    .WORD  40
   000010 000030    .WORD  30
   000012 000020    .WORD  20
20
21 000014          TEST    BLOCK=5
   000014 000001    .WORD  1
   000016 000005    .WORD  5
   000020 000000G    .WORD  TEMP
22
23 000022          TEST    CONTRL=5,ADDRES=VARIAB
   000022 000005    .WORD  5
   000024 000000    .WORD
   000026 000000G    .WORD  VARIAB
24
25 000030          TEST
   000030 000001    .WORD  1
   000032 000000    .WORD
   000034 000000G    .WORD  TEMP
26
27 000036          TEST    ADDRES=JACK!JILL
   000036 000001    .WORD  1
   000040 000000    .WORD
   000042 000000C    .WORD  JACK!JILL
28
29
30          000001    .END

```

7.3.7 Concatenation of Macro Arguments

The apostrophe or single quote character (') operates as a legal delimiting character in macro definitions. A single quote that precedes and/or follows a dummy argument in a macro definition is removed, and the substitution of the real argument occurs at that point. For example, in the following statements:

```

      .MACRO  DEF A,B,C
A'B:  .ASCIZ  /C/
      .BYTE  'A','B
      .ENDM

```

when the macro DEF is called through the statement:

```
DEF    X,Y,<MACRO-11>
```

it is expanded, as follows:

```
XY:   .ASCIZ  /MACRO-11/
      .BYTE  'X','Y'

```

In expanding the first line, the scan for the first argument terminates upon finding the first ' character. Since A is a dummy argument, the ' is removed. The scan then resumes with B; B is also noted as another dummy argument. The two real arguments X and Y are then concatenated to form the label XY:. The third dummy argument is noted in the operand field of the .ASCIZ directive, causing the real argument MACRO-11 to be substituted in this field.

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When evaluating the arguments to the .BYTE directive during expansion of the second line, the scan begins with the first ' character. Since it is neither preceded nor followed by a dummy argument, this ' character remains in the macro expansion. The scan then encounters the second ' character, which is followed by a dummy argument and is therefore discarded. The scan of argument A is terminated upon encountering the comma (,). The third ' character is neither preceded nor followed by a dummy argument and again remains in the macro expansion. The fourth (and last) ' character is followed by another dummy argument and is likewise discarded. (Note that four ' characters were necessary in the macro definition to generate two ' characters in the macro expansion.)

7.4 MACRO ATTRIBUTE DIRECTIVES: .NARG, .NCHR, AND .NTYPE

Three directives are available in MACRO-11 which allow the user to determine certain attributes of macro arguments. The use of these directives permits selective modifications of a macro expansion, depending on the nature of the arguments being passed. These directives are described separately below.

7.4.1 .NARG Directive

The .NARG directive is used to determine the number of arguments in the macro call currently being expanded. Hence, the .NARG directive can appear only within a macro definition; if it does not, an error code (O) is generated in the assembly listing. This directive takes the form:

label: .NARG symbol

where: label represents an optional statement label.

symbol represents any legal symbol. This symbol is equated to the number of arguments in the macro call currently being expanded. If a symbol is not specified, the .NARG directive is flagged with an error code (A) in the assembly listing.

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An example of the .NARG directive follows:

```

1          .TITLE NARG
2
3          .MACRO  NOPP,NUM
4          .NARG  SYM
5          .IF    EQ,SYM
6          .MEXIT
7          .IFF
8          .REPT  NUM
9          NOP
10         .ENDM
11        .ENDC
12        .ENDM
13
14
15 000000      000000      NOPP
          .NARG  SYM
          .IF    EQ,SYM
          .MEXIT
          .IFF
          .REPT  NUM
          NOP
          .ENDM
          .ENDC

16
17
18 000000      000001      NOPP      6
          .NARG  SYM
          .IF    EQ,SYM
          .MEXIT
          .IFF
          .REPT  6
          NOP
          .ENDM
          NOP
          000000  000240    NOP
          000002  000240    NOP
          000004  000240    NOP
          000006  000240    NOP
          000010  000240    NOP
          000012  000240    NOP
          .ENDC

19
20
21          000001      .END

```

7.4.2 .NCHR Directive

The .NCHR directive, which can appear anywhere in a MACRO-11 program, is used to determine the number of characters in a specified character string. This directive, which is useful in calculating the length of macro arguments, takes the following form:

label: .NCHR symbol,<string>

where: label represents an optional statement label.

symbol represents any legal symbol. This symbol is equated to the number of characters in the specified character string. If a symbol is not specified, the .NCHR directive is flagged with an error code (A) in the assembly listing (see Appendix D).

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, represents any legal separator (comma, space, and/or tab).

<string> represents a string of printable characters. The character string need be enclosed within angle brackets (<>) or up-arrows (^) only if the specified character string contains a legal separator (comma, space, and/or tab). If the delimiting characters do not match or if the ending delimiter cannot be detected because of a syntactical error in the character string (thus prematurely terminating its evaluation), the .NCHR directive is flagged with an error code (A) in the assembly listing.

An example of the .NCHR directive follows:

```
1          .TITLE NCHR
2
3          .MACRO CHAR,MESS
4          .NCHR SYM,MESS
5          .WORD SYM
6          .ASCII /MESS/
7          .EVEN
8          .ENDM
9
10
11 000000 MSG1: CHAR <HELLO>
12          .NCHR SYM,HELLO
13          .WORD SYM
14          .ASCII /HELLO/
15          .EVEN
16          .ENDM
17          .EVEN
18
19
20          .ENDM
21          .EVEN
22
23          .ENDM
24          .EVEN
25
26          .ENDM
27          .EVEN
28
29          .ENDM
30          .EVEN
31
32          .ENDM
33          .EVEN
34
35          .ENDM
36          .EVEN
37
38          .ENDM
39          .EVEN
40
41          .ENDM
42          .EVEN
43
44          .ENDM
45          .EVEN
46
47          .ENDM
48          .EVEN
49
50          .ENDM
51          .EVEN
52
53          .ENDM
54          .EVEN
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56          .ENDM
57          .EVEN
58
59          .ENDM
60          .EVEN
61
62          .ENDM
63          .EVEN
64
65          .ENDM
66          .EVEN
67
68          .ENDM
69          .EVEN
70
71          .ENDM
72          .EVEN
73
74          .ENDM
75          .EVEN
76
77          .ENDM
78          .EVEN
79
80          .ENDM
81          .EVEN
82
83          .ENDM
84          .EVEN
85
86          .ENDM
87          .EVEN
88
89          .ENDM
90          .EVEN
91
92          .ENDM
93          .EVEN
94
95          .ENDM
96          .EVEN
97
98          .ENDM
99          .EVEN
100         .ENDM
101         .EVEN
102
103         .ENDM
104         .EVEN
105
106         .ENDM
107         .EVEN
108
109         .ENDM
110         .EVEN
111
112         .ENDM
113         .EVEN
114
115         .ENDM
116         .EVEN
117
118         .ENDM
119         .EVEN
120
121         .ENDM
122         .EVEN
123
124         .ENDM
125         .EVEN
126
127         .ENDM
128         .EVEN
129
130         .ENDM
131         .EVEN
132
133         .ENDM
134         .EVEN
135
136         .ENDM
137         .EVEN
138
139         .ENDM
140         .EVEN
141
142         .ENDM
143         .EVEN
144
145         .ENDM
146         .EVEN
147
148         .ENDM
149         .EVEN
150
151         .ENDM
152         .EVEN
153
154         .ENDM
155         .EVEN
156
157         .ENDM
158         .EVEN
159
160         .ENDM
161         .EVEN
162
163         .ENDM
164         .EVEN
165
166         .ENDM
167         .EVEN
168
169         .ENDM
170         .EVEN
171
172         .ENDM
173         .EVEN
174
175         .ENDM
176         .EVEN
177
178         .ENDM
179         .EVEN
180
181         .ENDM
182         .EVEN
183
184         .ENDM
185         .EVEN
186
187         .ENDM
188         .EVEN
189
190         .ENDM
191         .EVEN
192
193         .ENDM
194         .EVEN
195
196         .ENDM
197         .EVEN
198
199         .ENDM
200         .EVEN
201
202         .ENDM
203         .EVEN
204
205         .ENDM
206         .EVEN
207
208         .ENDM
209         .EVEN
210
211         .ENDM
212         .EVEN
213
214         .ENDM
215         .EVEN
216
217         .ENDM
218         .EVEN
219
220         .ENDM
221         .EVEN
222
223         .ENDM
224         .EVEN
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226         .ENDM
227         .EVEN
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229         .ENDM
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232         .ENDM
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241         .ENDM
242         .EVEN
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244         .ENDM
245         .EVEN
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247         .ENDM
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250         .ENDM
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253         .ENDM
254         .EVEN
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256         .ENDM
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259         .ENDM
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262         .ENDM
263         .EVEN
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265         .ENDM
266         .EVEN
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271         .ENDM
272         .EVEN
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274         .ENDM
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277         .ENDM
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283         .ENDM
284         .EVEN
285
286         .ENDM
287         .EVEN
288
289         .ENDM
290         .EVEN
291
292         .ENDM
293         .EVEN
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295         .ENDM
296         .EVEN
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298         .ENDM
299         .EVEN
300         .ENDM
301         .EVEN
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303         .ENDM
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353         .ENDM
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356         .ENDM
357         .EVEN
358
359         .ENDM
360         .EVEN
361
362         .ENDM
363         .EVEN
364
365         .ENDM
366         .EVEN
367
368         .ENDM
369         .EVEN
369
```

7.4.3 .NTYPE Directive

The .NTYPE directive is used to determine the addressing mode of a specified macro argument. Hence, the .NTYPE directive can appear only within a macro definition; if it appears elsewhere, it is flagged with an error code (O) in the assembly listing. This directive takes the form:

label: .NTYPE symbol,aexp

where: label represents an optional statement label.

symbol represents any legal symbol. This symbol is equated to the 6-bit addressing mode of the following argument. If a symbol is not specified, the .NTYPE directive is flagged with an error code (A) in the assembly listing.

, represents any legal separator (comma, space, and/or tab).

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aexp represents any legal address expression, as used with an opcode. If no argument is specified, the result will be zero.

An example of the use of an .NTYPE directive in a macro definition is shown below:

```

1          .TITLE NTYPE
2
3          .MACRO  SAVE,ARG
4          .NTYPE  SYM,ARG
5          .IF     EQ,SYM&70
6          MOV     ARG,-(SP)          ;REGISTER MODE
7          .IFF
8          MOV     #ARG,-(SP)        ;NON-REGISTER MODE
9          .ENDC
10         .ENDM
11
12
13 000000  000000  TEMP:  .WORD  0
14
15
16 000002          SAVE  R1
           000001  .NTYPE SYM,R1
           000002  010146 .IF  EQ,SYM&70
           MOV     R1,-(SP)        ;REGISTER MODE
           .IFF
           MOV     #R1,-(SP)        ;NON-REGISTER MODE
           .ENDC
17
18
19 000004          SAVE  TEMP
           000067  .NTYPE SYM,TEMP
           .IF     EQ,SYM&70
           MOV     TEMP,-(SP)      ;REGISTER MODE
           .IFF
           MOV     #TEMP,-(SP)     ;NON-REGISTER MODE
           000004  012746 .ENDC
           000000
20
21
22          000001  .FND

```

For additional information concerning addressing modes, refer to Chapter 5 and Appendix B, Section B.2.

7.5 .ERROR AND .PRINT DIRECTIVES

The .ERROR directive is used to output messages to the listing file during assembly pass 2. A common use of this directive is to provide a diagnostic announcement of a rejected or erroneous macro call or to alert the user to the existence of an illegal set of conditions specified in a conditional assembly. If the listing file is not specified, the .ERROR messages are output to the command output device. The .ERROR directive takes the form:

```
label: .ERROR expr ;text
```


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where: label represents an optional statement label.
expr represents an optional expression whose value is output when the .ERROR directive is encountered during assembly.
; denotes the beginning of the text string.
text represents the specified message associated with the .ERROR directive.

Upon encountering an .ERROR directive anywhere in a source program, MACRO-11 outputs a single line containing:

1. An error code (P)
2. The sequence number of the .ERROR directive statement
3. The value of the current location counter
4. The value of the expression, if one is specified
5. The source line containing the .ERROR directive.

For example, the following directive:

```
.ERROR A ;INVALID MACRO ARGUMENT
```

causes a line in the following form to be output to the listing file:

	Seq. No.	Loc. No.	Exp. Value		Text
P	512	005642	000076	.ERROR A	;INVALID MACRO ARGUMENT

The .PRINT directive is identical in function to the .ERROR directive, except that it is not flagged with the P error code.

7.6 INDEFINITE REPEAT BLOCK DIRECTIVES: .IRP AND .IRPC

An indefinite repeat block is a structure that is similar to a macro definition; essentially a macro definition that has only one dummy argument. At each expansion of the indefinite repeat range, this dummy argument is replaced with successive elements of a specified real argument list. An indefinite repeat block directive and its associated repeat range are coded in-line within the source program. This type of macro definition and expansion does not require calling the macro by name, as required in the expansion of conventional macros previously described in this section.

An indefinite repeat block can appear either within or outside another macro definition, indefinite repeat block, or repeat block (see Section 7.7). The rules for specifying indefinite repeat block arguments are the same as for specifying macro arguments (see Section 7.3).

7.6.1 .IRP Directive

The .IRP directive is used to replace a dummy argument with successive real arguments specified in an argument string. This replacement process occurs during the expansion of an indefinite repeat block range. This directive takes the following form:

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```
label: .IRP    sym,<argument list>
      .
      .
      (range of indefinite repeat block)
      .
      .
      .ENDM
```

where: label represents an optional statement label.

sym represents a dummy argument that is successively replaced with the specified real arguments enclosed within the angle brackets. If no dummy argument is specified, the .IRP directive is flagged with an error code (A) in the assembly listing.

, represents any legal separator (comma, space, and/or tab).

<argument list> represents a list of real arguments enclosed within angle brackets that is to be used in the expansion of the indefinite repeat range. A real argument may consist of one or more characters; multiple arguments must be separated by any legal separator (comma, space, and/or tab). If no real arguments are specified, no action is taken.

range represents the block of code to be repeated once for each occurrence of a real argument in the list. The range may contain other macro definitions and repeat ranges. The .MEXIT directive (see Section 7.1.3) is legal within the range of an indefinite repeat block.

.ENDM indicates the end of the indefinite repeat block range.

An example of the use of the .IRP directive is shown in Figure 7-1.

7.6.2 .IRPC Directive

The .IRPC directive is available to permit single character substitution, rather than argument substitution. On each iteration of the indefinite repeat range, the dummy argument is replaced with each successive character in the specified string. The .IRPC directive is specified as follows:

```
label: .IRPC  sym,<string>
      .
      .
      (range of indefinite repeat block)
      .
      .
      .ENDM
```

where: label represents an optional statement label.

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- sym represents a dummy argument that is successively replaced with the specified real arguments enclosed within the angle brackets. If no dummy argument is specified, the .IRPC directive is flagged with an error code (A) in the assembly listing.
- ,
- <string> represents a list of characters enclosed within angle brackets to be used in the expansion of the indefinite repeat range. Although the angle brackets are required only when the string contains separating characters, their use is recommended for legibility.
- range represents the block of code to be repeated once for each occurrence of a character in the list. The range may contain macro definitions and repeat ranges. The .MEXIT directive (see Section 7.1.3) is legal within the range of an indefinite repeat block.
- .ENDM indicates the end of the indefinite repeat block range.

An example of the use of the .IRPC directive is shown in Figure 7-1.

```

1                                     .TITLE IRPTST
2                                     .LIST ME
3
4
5
6                                     .IRP X,<AA,BB,CC,DD,EE,FF>
7                                     MOV X,(R0)+
8                                     .ENDM
000000 016720 000000G MOV AA,(R0)+
000004 016720 000000G MOV BB,(R0)+
000010 016720 000000G MOV CC,(R0)+
000014 016720 000000G MOV DD,(R0)+
000020 016720 000000G MOV EE,(R0)+
000024 016720 000000G MOV FF,(R0)+
9
10
11                                     .IRPC X,<ABCDEF>
12                                     MOVB #'X,-(R1)
13                                     .ENDM
000030 112741 000000G MOVB #A,-(R1)
000034 112741 000000G MOVB #B,-(R1)
000040 112741 000000G MOVB #C,-(R1)
000044 112741 000000G MOVB #D,-(R1)
000050 112741 000000G MOVB #E,-(R1)
000054 112741 000000G MOVB #F,-(R1)
14
15
16 000001' .END

```

Figure 7-1 Example of .IRP and .IRPC Directives

7.7 REPEAT BLOCK DIRECTIVE: .REPT, .ENDR

It is sometimes useful to duplicate a block of code a number of times in-line with other source code. This duplication of code is accomplished by creating a repeat block, using a directive in the form:

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```
label: .REPT  exp
      .
      .
      (range of repeat block)
      .
      .
      .ENDM
```

where: label represents an optional statement label.

exp represents any legal expression whose value controls the number of times the block of code is to be assembled within the program. When the expression value is less than or equal to zero (0), the repeat block is not assembled. If this expression is not an absolute value, the .REPT statement is flagged with an error code (A) in the assembly listing.

range represents the block of code to be repeated the number of times determined by the specified expression value. The repeat block may contain macro definitions, indefinite repeat blocks, or other repeat blocks. The .MEXIT directive is legal within the range of a repeat block.

.ENDM indicates the end of the repeat block range. The terminating statement in a repeat block can be either an .ENDM directive or an .ENDR directive.

or .ENDR

7.8 MACRO LIBRARY DIRECTIVE: .MCALL

The .MCALL directive allows you to indicate in advance those system and/or user-defined macro definitions that are required in the assembly of the source program. The .MCALL directive allows you to specify the names of all system or user macro definitions not defined within the source program but which are required to assemble the program. The .MCALL directive must appear before the first occurrence of a call to any externally-defined macro. The .MCALL directive is of the form:

```
.MCALL arg1,arg2,...argn
```

where: arg1, arg2,... argn represent the symbolic names of the macro definitions required in the assembly of the source program. The symbolic macro names may be separated by any legal separator (comma, space, and/or tab).

The .MCALL directive thus provides the means to access both user-defined and system macro libraries during assembly.

The /ML switch under RSX-11 and the /LIBRARY qualifier under IAS, specified in connection with an input file specification, indicate to MACRO-11 that the file is a macro library. When a macro call is encountered in the source program, MACRO-11 first searches the user macro library for the named macro definitions, and, if necessary, continues the search with the system macro library.

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Any number of such user-supplied macro files may be designated. In cases of multiple library files, the search for the named macros begins with the last such file specified. The search continues in reverse order until the required macro definitions are found, terminating again, if necessary, with a search of the system macro library.

If any named macro is not found upon completion of the search, i.e., if the macro is not defined, the .MCALL statement is flagged with an error code (U) in the assembly listing. Furthermore, a statement elsewhere in the source program which attempts to expand such an undefined macro is flagged with an error code (O) in the assembly listing.

The RSX-11 and IAS command strings to MACRO-11, through which a file specification is supplied, are described in detail in Sections 8.1.2 and 8.2.2, respectively.

MACRO DIRECTIVES

PART IV
OPERATING PROCEDURES

CHAPTER 8

OPERATING PROCEDURES

MACRO-11 assembles one or more ASCII source files containing MACRO-11 statements into a single relocatable binary object file. The output of MACRO-11 consists of a binary object file and a file containing the table of contents listing, the assembly listing, and the symbol table listing. An optional cross-reference listing of symbols and macros is available. A sample assembly listing is provided in Appendix I.

8.1 RSX-11D AND RSX-11M OPERATING PROCEDURES

The following sections describe those MACRO-11 operating procedures that apply exclusively to the RSX-11D and RSX-11M system environments.

8.1.1 Initiating MACRO-11 Under RSX-11M/RSX-11D

Following the entry of CTRL/C (^C) from an operator's console, the Monitor Console Routine (MCR) indicates its readiness to accept a command by prompting with the following sequence:

```
MCR>
```

MCR then waits for input.

One of five methods can be employed to initiate MACRO-11, as described below.

8.1.1.1 Method 1 - Direct MACRO-11 Call - The terminal sequence for method 1 is:

```
MCR>MAC
MAC>mac11-cmd-string
```

The monitor console routine (MCR) accepts MAC as input, causing MACRO-11 to be activated. Since an assembly command string is not present with the MCR line, MACRO-11 then solicits input with the prompting sequence MAC> and waits for command string input (see Section 8.1.2 below). After the assembly of the indicated files has been completed, MACRO-11 again solicits command string input with the MAC> prompting sequence. This process will be repeated until a CTRL/Z (^Z) is entered.

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8.1.1.2 Method 2 - Using RUN Facility - The terminal sequence for method 2 is:

```
MCR>RUN ...MAC/UIC=[g,m]
MAC>macll-cmd-string
```

Method 2 is identical to method 1, except that the MCR RUN command is used, which requires the entire task name, including the 3-dot prefix. In addition, the default UIC is changed for one execution. As in method 1 above, MACRO-11 again solicits command string input (see Section 8.1.2) after the assembly of the indicated files is completed. The /UIC is optional.

8.1.1.3 Method 3 - Single Assembly - The terminal sequence for method 3 is:

```
MCR>MAC macll-cmd-string
```

In method 3, no prompting from MACRO-11 occurs, since the command string input is included in the MCR command line. As in methods 1 and 2, the expression macll-cmd-string is any legal, syntactically correct MACRO-11 command string of the form described in Section 8.1.2. MACRO-11 then assembles source files under control of the command string and exits when finished.

8.1.1.4 Method 4 - Install, Run Immediately, and Remove On Exit - The terminal sequence for method 4 is:

```
MCR>RUN $MAC/UIC=[g,m]
MAC>macll-cmd-string
```

This method is used when the MACRO-11 assembler is not permanently installed in the system. MCR installs MAC from the system program directory and requests it under the specified UIC. As in method 1, MACRO-11 solicits command string input (see Section 8.1.2). When MACRO-11 exits, it is automatically removed from the system.

NOTE

MACRO-11 can be terminated by entering a CTRL/Z (^Z) at any time a request for command string input is present.

8.1.1.5 Method 5 - Using Indirect Filename Facility - Any one of the following sequences may be used in initiating RSX-11's indirect file facility for command string input:

```
MCR>MAC
MAC>@filespec
```

or

```
MCR>RUN ...MAC/UIC=[g,m]
MAC>@filespec
```

or

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```
MCR>MAC @filespec
```

or

```
MAC>RUN $MAC/UIC=[g,m]  
MAC>@filespec
```

These forms use the indirect file facility of RSX-11, which effectively accomplishes the substitution of "@filespec" for the "mac11-cmd-string" input employed in methods 1 through 4. The file specified as "@filespec" contains MACRO-11 command strings. After this file is opened, command lines are read from the file until the end-of-file is detected. Only three nested levels of indirect files are permitted in MACRO-11.

8.1.2 RSX-11 Command String Format

In response to the MAC> prompting sequence printed by MACRO-11, type the output and input file specifications in the form shown below:

```
MAC>object,listing=src1,src2,...,srcn
```

where: object represents the binary object (output) file.
listing represents the assembly listing (output) file containing the table of contents, the assembly listing, and the symbol table.
= separates output file specifications from input file specifications.
src1, represent the ASCII source (input) files
src2,... containing the MACRO-11 source program or the
srcn user-supplied macro library files to be assembled.

Only two output file specifications in the command string will be recognized by MACRO-11; any more than two such files will be ignored. No limit is set on the number of source input files; however, the entire command string must fit on an 80-byte command line.

A null specification in either of the output file specification fields signifies that the associated output file is not desired. A null specification in the input file field, however, is an error condition, resulting in the error message "MAC -- ILLEGAL FILENAME" on the command output device (see Section 8.4). Note that the absence of both the device name (dev:) and the name of the file (filename.type) from a file specification is the equivalent of a null specification.

NOTE

When no listing file is specified, any errors encountered in the source program are printed on the terminal from which MACRO-11 was initiated. When the /NL switch is used in the listing file specification without an argument, the errors and symbol table are output to the file specified.

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Each file specification contains the following information (in accordance with the standard RSX-11 conventions for file specifications):

filespec /switch:value ...

where: filespec is the standard RSX-11 file specification as described in Section 8.3 below.

/switch represents an ASCII name identifying a switch option. This switch option may be specified in three forms, as shown below, depending on the function desired:

/SW Invokes the specified switch action.
/NOSW Negates the specified switch action.
/-SW Also negates the specified switch action.

In addition, the switch identifier may be accompanied by any number of the following values: ASCII character strings, octal numbers, or decimal numbers. The default assumption for a numeric value is octal. Decimal values must be followed by a decimal point (.).

Any numeric value preceded by a number sign (#) is regarded as an explicit octal declaration; this option is provided for documentation purposes and ready identification of octal values.

Also, any numeric value can be preceded by a plus sign (+) or a minus (-) sign. The positive specification is the default assumption. If an explicit octal declaration is specified (#), the sign indicator, if included, must precede the number sign.

All switch values must always be preceded by a colon (:).

The number of permissible switch specifications, accompanying switch values, and interpretations thereof are program-dependent, i.e., the switch specifications are interpreted in the context of the program to which they apply. The switch options applicable to MACRO-11 are described in Table 8-2 below.

A syntactical error detected in the command string causes MACRO-11 to output the following error message to the command output device (see Section 8.4):

MAC -- COMMAND SYNTAX ERROR

followed by a copy of the entire command string.

Table 8-1 lists the default values for each file specification.

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Table 8-1
File Specification Default Values

File	Device	Default Value		
		Directory	Filename	Type
Object File	System device.	Current.	None	.OBJ
Listing File	Device used for object file.	Directory used in Object file.	None	.LST
Source 1 File	System device.	Current.	None	.MAC
Source 2 to Source n File	Device used for source 1 or last source file specified.	Directory used for source 1 or last source file specified.	None	.MAC
User Macro Library	System device, if macro file is specified first; if not, device used by last source file is used.	Current, if macro file is specified first; if not, directory of last source file is used.	None	.MLB
System Macro Library	System device.	[1,1]	RSXMAC	.SML
Indirect Command File	System device.	Current.	None	.CMD

8.1.3 RSX-11 File Specification Switches

At assembly time, you may want to override certain MACRO-11 directives appearing in the source program or to provide MACRO-11 with information establishing how certain files are to be handled during assembly. You can do so through one or more switches, which may be selectively invoked as additional parameters in each file specification (see Section 8.1.2). The available switches for use in MACRO-11 file specifications under RSX-11 are listed in Table 8-2.

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Table 8-2
MACRO-11 File Specification Switches for RSX-11

Switch	Function
<p>/LI:arg /NL:arg</p>	<p>Listing control switches; these options accept ASCII switch values (arg) which are equivalent in function and name to and override the arguments of the .LIST and .NLIST directives specified in the source program (see Section 6.1.1). This switch overrides the arguments and remains in effect for the entire assembly process.</p>
<p>/EN:arg /DS:arg</p>	<p>Function control switches; these options accept ASCII switch values (arg) which are equivalent in function and name to and override the arguments of the .ENABL and .DSABL directives specified in the source program (see Section 6.2). This switch overrides the arguments and remains in effect for the entire assembly process.</p>
<p>/ML (see Note)</p>	<p>The /ML switch, which takes no accompanying switch values, indicates to MACRO-11 that an input file is a macro library file. As noted in Section 7.8, any macro that is defined externally must be identified in the .MCALL directive before it can be retrieved from a macro library file and assembled with the user program. In locating macro definitions, MACRO-11 initiates a fixed search algorithm, beginning with the last user macro file specified, continuing in reverse order with each such file specified, and terminating, if necessary, with a search of the system macro library file. If a required macro definition is not found upon completion of the search, an error code (U) results in the assembly listing (see Appendix D). This means that a user macro library file must be specified in the command line prior to the source file(s) that use macros defined in the library file.</p> <p>MACRO-11 does not pre-scan the command line for macro libraries; when a new source file is needed, it parses the next input file specification. If that file specification contains the /ML switch, it is appended to the front of the library file list. As a result, a user macro library file must be specified in the command line prior to the source files which require it, in order to resolve macro definitions.</p>

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Table 8-2 (Cont.)
MACRO-11 File Specification Switches for RSX-11

Switch	Function
/PA:1 (see Note)	Assemble the associated file during assembly pass 1 only.
/PA:2 (see Note)	Assemble the associated file during assembly pass 2 only.
/SP (see Note)	Spool listing output (default value).
/NOSP (see Note)	Do not spool output.
/CR:[arg]	Produce a cross-reference listing. See Section 8.1.4.

NOTE

The /ML, /PA and /SP switches do not interact with or override MACRO-11 directives. Rather, they have meaning only in the command line itself.

Switches for the object file are limited to /EN and /DS; when specified, they apply throughout the entire command string. Switch options for the listing file are limited to /LI, /NL, /SP, /CR, and /NOSP. Switches for input files are limited to /ML, /PA, /EN, and /DS; the options /ML and /PA apply only to the file immediately preceding the option so specified, whereas the /EN and /DS options, as noted above, are also applicable to subsequent files in the command string.

Multiple occurrences of the same switch following a file specification must be avoided, because the accompanying values of a subsequent like switch specification override any previously-specified values. For example, in the following command string element:

/LI:SRC/LI:MEB

the switch specification /LI:MEB will override that specified previously as /LI:SRC. If both switch values are desired, they can be specified in the syntactically correct form shown below:

/LI:SRC:MEB

Examples:

1. MAC>OBJFIL,LSTFIL/NL:BEX:COM/LI:ME=SRCFIL

This command string suppresses the listing of binary extensions and the source comments, and lists the macro expansions. Furthermore, it causes all listing directives in the source program having the arguments BEX, COM, and ME to be overridden. In this example, the object output is sent to the file named OBJFIL.OBJ, and the listing and symbol table output is sent to the file named LSTFIL.LST.

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2. MAC>OBJFIL,LISTM/NL:TOC=SRCFIL

This command string causes the assembly listing's table of contents to be suppressed along with all other listing output (except the symbol table), when the general no-list mode prevails for listing files, e.g., when the /NL switch is present in the file specification without an argument.

8.1.4 Cross-Reference Processor (CREF)

The CREF processor is used to produce a listing that includes cross-references to symbols that appear in the source program. The cross-reference listing is appended to the assembly listing. Such cross-references are helpful in debugging and in reading long programs.

A cross-reference listing can include up to four sections:

1. User-defined symbols
2. Macro symbols
3. Register symbols
4. Permanent symbols

To generate a cross-reference listing, specify the /CR switch in the MACRO-11 command string. Optional arguments can also be specified. The form of the switch is:

```
      /CR :  SYM
           REG
           PST
```

where:

SYM	specifies user-defined symbols (default)
MAC	specifies macro symbols (default)
REG	specifies register symbols
PST	specifies permanent symbols.

If you wish to generate listings for user-defined and macro symbols only, simply use /CR. No argument is necessary.

However, if an argument is specified, only that type of cross-reference listing is generated. For example:

```
/CR:SYM
```

produces a cross-reference listing of user-defined symbols only. No listing of macro symbols is generated. Thus, to produce all four types of cross-reference listings, you must specify all four arguments (the order in which they are specified is not significant). Use a colon to separate arguments. For example:

```
/CR:REG:SYM:MAC:PST
```

The CREF processor is more fully described in the Utilities Reference Manual supplied with your system.

Figure 8-1 illustrates a complete cross-reference listing.

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PERMANENT SYMBOL TABLE CROSS REFERENCE				CREF	V01
SYMBOL	REFERENCES				
ADD	2-227	2-256	2-313		
BCC	2-241				
BCS	2-271				
BEQ	2-203	2-236	2-275	2-295	2-300 2-306
BISB	2-237				
BIT	2-235	2-305			
BITB	2-250	2-274			
BLO	2-232				
BNE	2-225	2-251	2-273	2-302	
BR	2-282				
CLR	2-207	2-264	2-267	2-280	2-298
CLRB	2-304				
CMP	2-202	2-224	2-231	2-272	2-301 2-314
INC	2-252	2-253			
JMP	2-285	2-331			
JSR	2-205	2-208	2-210	2-219	2-220 2-222
	2-281	2-311			
MOV	2-204	2-206	2-209	2-221	2-223 2-226
	2-245	2-247	2-248	2-249	2-255 2-260
	2-268	2-276	2-277	2-278	2-279 2-284
	2-310	2-312	2-316	2-329	2-330
MOVB	2-230	2-239	2-307		
RTS	2-212	2-320			
SEC	2-292				
TST	2-246	2-318			
TSTB	2-299				
.BLKB	2-151				
.BLKW	2-77	2-78	2-80	2-81	2-82 2-83
	2-122	2-123	2-124	2-125	2-126 2-127
.BYTE	2-152	2-164	2-164	2-165	2-165 2-166
	2-169	2-169	2-170	2-170	
.END	2-333				
.ENDC	1-179	2-165	2-166	2-167	2-167 2-168
.IDENT	1-3	2-2			
.IF	1-174	2-164	2-164	2-165	2-165 2-166
	2-169	2-169	2-170	2-170	2-205 2-205
	2-208	2-208	2-208	2-210	2-210 2-210
	2-220	2-220	2-222	2-222	2-222 2-222
	2-240	2-243	2-243	2-243	2-243 2-243
	2-258	2-258	2-258	2-258	2-258 2-270
	2-281	2-281	2-281	2-281	2-311 2-311
.IFF	2-164	2-164	2-165	2-166	2-168 2-170
.LIST	1-199				
.MACRO	1-46	1-75	1-83	1-98	1-123 1-145
	2-40				
.NARG	2-205	2-208	2-210	2-220	2-222 2-240
	2-311				
.NLIST	1-1				
.PSECT	2-75	2-88	2-118	2-129	
.RAD50	2-79	2-149	2-164	2-165	2-166 2-167
.TITLE	1-2	2-1			
.WORD	2-135	2-138	2-139	2-140	2-141 2-142

Figure 8-1 Sample CREF Listing

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8.2 IAS MACRO-11 OPERATING PROCEDURES

The following sections describe those MACRO-11 operating procedures that apply exclusively to the IAS system environment.

8.2.1 Initiating MACRO-11 Under IAS

The MACRO command is used under IAS to begin MACRO-11 assembler operations. The command causes MACRO-11 to assemble one or more ASCII source files containing MACRO-11 statements into a relocatable binary object file. The assembler will also produce an assembly listing, followed by a symbol table listing. A cross-reference listing can also be produced, by means of the /CROSSREFERENCE qualifier (see 8.2.2, below).

The command can be issued whenever the IAS Program Development System (PDS) is at command level in interactive mode. This condition is signified by the appearance of the prompting sequence:

```
PDS>
```

at the user's terminal. The MACRO command can be input either directly from the terminal (interactive mode) or from a batch file (batch mode). When the specified assembly has completed, MACRO-11 terminates operations and returns control to PDS. (Refer to the IAS User's Guide for further information about interactive and batch mode operations.)

8.2.2 IAS Command String Format

A MACRO-11 command string can be specified using any one of the three formats shown below. The first two formats apply to interactive mode operation, while the last format applies to batch mode operation. Note that, in interactive mode, if the input file specification (filespec) does not begin on the same line as the MACRO command and its qualifiers, PDS prints following the prompting message:

```
FILES?
```

then waits for the user to specify the input file(s).

In batch mode, the command and its arguments must appear on the same line unless the PDS line continuation symbol (-) is used.

The command formats for each operating mode are as follows:

Interactive Mode

```
PDS> MACRO[qualifiers]      input
                             filespec[/LIBRARY]+...
```

or

```
PDS> MACRO[qualifiers]
      input
FILES? filespec[/LIBRARY]+...
```


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Batch Mode

```
$MACRO [qualifiers] input  
filespec[/LIBRARY]+...
```

where:

input filespec is the specification of an input file (see Section 8.3) that contains MACRO-11 source program code. When the program consists of multiple files, a plus sign (+) must be used to separate each file specification from the next. The "wild card" form of a file specification is not allowed.

/LIBRARY specifies that an input file is a macro library file. As noted in Section 7.8, any macro that is defined externally must be identified in the .MCALL directive before it can be retrieved from a macro library file and assembled with the user program. In locating macro definitions, MACRO-11 initiates a fixed search algorithm, beginning with the last user macro file specified, continuing in reverse order with each such file specified, and terminating, if necessary, with a search of the system macro library file. If a required macro definition is not found upon completion of the search, an error code (U) results in the assembly listing (see Appendix D). This means that a user macro library file must be specified in the command line prior to the source file(s) that uses any macros defined in the library file. If more than one library file is specified, the libraries will be searched in right-to-left order.

qualifiers specifies one or more of the following:

output
/OBJECT[:filespec] Produce an object file as specified by filespec (see Section 8.3). The default is a file with the same filename as the last named source file and an .OBJ extension. /OBJECT is always the default condition.

/NOBJECT Do not produce an object file.

output
/LIST[:filespec] Produce an assembly listing file according to filespec (see Section 8.3). If filespec is not specified, the listing is printed on the line printer. The default is /NOLIST.

/NOLIST Do not produce a listing file. The default in interactive mode is /NOLIST and in batch mode is /LIST.

OPERATING PROCEDURES

NOTE

When no listing file is specified, any errors encountered in the source program are displayed at the terminal from which MACRO-11 was initiated.

`/CROSSREFERENCE[:arg1...arg4]`

Produce a cross-reference listing. Arg1 through arg4 are as described in Section 8.1.4. This qualifier may be abbreviated to /C.

PDS accepts the MACRO or \$MACRO command as input and initializes the MACRO-11 assembler, which in turn processes the specified files according to the options indicated in the command string. When the operation is complete, MACRO-11 returns control to PDS to obtain the next command line either from the terminal or from the batch stream.

8.2.3 IAS Indirect Command Files

The indirect command file facility of PDS can be used with MACRO-11 command strings. This is accomplished by creating an ASCII file that contains the desired command strings (or portions thereof) in the forms shown in Section 8.2.2. When an indirect command file reference is used in a MACRO-11 command string, the contents of the specified file are taken as all or part of the command string. An indirect command file reference is specified in the form:

`@filespec`

where:

@ specifies that the name that follows is an indirect file.

filespec is the file specification of a file (see Section 8.3) that contains a command string. The default extension for the file name is .CMD.

An indirect command file reference must always be the rightmost entry in the command (see Section 8.2.4 for examples).

8.2.4 IAS Command String Examples

The following examples show typical PDS MACRO-11 command strings.

1. PDS> MACRO /NOLIST
FILES? A+BOOT.MAC;3

In this example, the source files A.MAC and BOOT.MAC;3 will be assembled to produce an object file called BOOT.OBJ. No listing will be produced.

2. Where the indirect command file TEST.CMD contains the command string:

MACRO/OBJECT:MYFILE A+B

OPERATING PROCEDURES

The command:

```
PDS>@TEST
```

causes MACRO-11 to assemble the two files A.MAC and B.MAC into an object file called MYFILE.OBJ.

3. Where the indirect command file IND02.CMD contains the command string segment:

```
AEST/LIBRARY+BTEST+SRT1.021
```

The command:

```
PDS>MACRO/LIST:DK1:FOO @IND02
```

causes MACRO-11 to assemble the files BTEST.MAC and SRT1.021 using the macro library file AEST.MAC to produce an object file named SRT1.OBJ. A listing file named FOO.LST is placed on disk unit 1.

4. \$MACRO/LIST:DK0:MICR/NOOBJECT -
LIB1/LIBRARY+MICR.MAC;002

In this example, the library file is assembled with the file MICR.MAC;002. The program listing file named MICR.LST is placed on disk unit 0.

8.3 IAS/RSX-11 FILE SPECIFICATION FORMAT

The general form for a file specification in IAS/RSX-11 systems is shown below. Detailed information is provided in the applicable system user's guide or operating procedures manual (see Section 0.3 in the Preface).

```
dev:[g,m]name.ext;ver
```

where:

dev: is the name of the physical device where the desired file resides. A device name consists of two characters followed by a 1- or 2-digit device unit number (octal) and a colon (e.g., DP1:, DK0:, DT3:). The default device under RSX-11D and RSX-11M is as specified in Table 8-1. The default device under IAS is established initially by the system manager for each user and can be changed through the SET command.

[g,m] is the User File Directory (UFD) code. This code consists of a group number (octal), a comma (,), and an owner (member) number (octal) all enclosed in brackets ([]). An example of a UFD code is: [200,30].

The default UFD is equivalent to the User Identification Code (UIC) given at log-in time. Under IAS, this can be changed through the SET DEFAULT command.

name is the filename and consists of one through nine alphanumeric characters. There is no default for a filename.

OPERATING PROCEDURES

.ext is a 1- to 3-alphanumeric character filename extension or type that is preceded by a period (.). An extension is normally used to identify the nature of the file. Default values depend on the context of the file specification and are as follows:

- .CMD = Indirect command (input) file
- .LST = A listing (print format) file
- .MAC = MACRO-11 source module (input file)
- .OBJ = MACRO-11 object module (output file)
- .CRF = Intermediate CREF input file created by MACRO-11.

;ver is an octal number between 1 and 77777 that is used to differentiate between versions of the same file. This number must be prefixed by a semicolon (;).

For input files, the default value is the highest version number of the file that exists.

For output files, the default value is the highest version number of the file that exists increased by 1. If no version number exists, the value 1 is used.

8.4 MACRO-11 ERROR MESSAGES

MACRO-11 outputs an appropriate error message to the command output device when one of the error conditions described below is detected. These error messages reflect operational problems and should not be confused with the diagnostic error messages (see Appendix D) produced by MACRO-11 during assembly.

All the error messages listed below, with the exception of the "MAC -- COMMAND I/O ERROR" message, result in the termination of the current assembly; MACRO-11 then attempts to restart by reading another command line. In the case of a command I/O error, however, MACRO-11 exits, since it is unable to obtain additional command line input.

Error Message	Meaning
MAC -- COMMAND FILE OPEN FAILURE	Either the file from which MACRO-11 is reading a command could not be opened initially or between assemblies; or, the indirect command file specified as "@filename" in the MACRO-11 command line could not be opened. See "OPEN FAILURE ON INPUT FILE" for meaning.
MAC -- COMMAND I/O ERROR	An error was returned by the file system during MACRO-11's attempt to read a command line. This is an unconditionally fatal error, causing MACRO-11 to exit. No MACRO-11 restart is attempted when this message appears.

OPERATING PROCEDURES

Error Message	Meaning
MAC -- COMMAND SYNTAX ERROR	An error was detected in the syntax of the MACRO-11 command line.
MAC -- ILLEGAL FILENAME	Neither the device name nor the filename was present in the input file specification (i.e., the input file specification is null), or a "wild card" convention (asterisk) was employed in an input or output file specification. "Wild card" options (*) are not permitted in MACRO-11 file specifications.
MAC -- ILLEGAL SWITCH	An illegal switch was specified for a file, an illegal value was specified with a switch, or an invalid use of a switch was detected by MACRO-11.
MAC -- INDIRECT COMMAND SYNTAX ERROR	The name of the indirect command file (@filename) specified in the MACRO-11 command line is syntactically incorrect.
MAC -- INDIRECT FILE DEPTH EXCEEDED	An attempt to exceed the maximum allowable number of nested indirect command files has occurred. (Only three levels of indirect command files are permitted in MACRO-11.)
MAC -- INSUFFICIENT DYNAMIC MEMORY	There is not enough physical memory available for MACRO-11 to page its symbol table. Reinstall MACRO-11 in a larger partition; or see Section F.3.
MAC -- INVALID FORMAT IN MACRO LIBRARY	The library file has been corrupted or it was not produced by the Librarian Utility Program (LBR).
MAC -- I/O ERROR ON INPUT FILE	In reading a record from a source input file or macro library file, an error was detected by the file system, e.g., a line containing more than 132(10) characters is encountered. This message may also indicate that a device problem exists or that either a source file or a macro library file has been corrupted with incorrect data.

OPERATING PROCEDURES

Error Message	Meaning
MAC -- I/O ERROR ON MACRO LIBRARY FILE	Same meaning as I/O ERROR ON INPUT FILE, except that the file is a macro library file and not a source input file.
MAC -- I/O ERROR ON OUTPUT FILE	In writing a record to the object output file or the listing output file, an error was detected by the file system. This message may also indicate that a device problem exists or that the storage space on a device has been exhausted (i.e., the device is full).
MAC -- I/O ERROR ON WORK FILE	A read or write error occurred on the work file used to store the symbol table. This error is most likely caused by a problem on this device, or by attempting to write to a device that is full.
MAC -- OPEN FAILURE ON INPUT FILE	<ol style="list-style-type: none">1. Specified device does not exist.2. The volume is not mounted.3. A problem exists with the device.4. Specified directory file does not exist.5. Specified file does not exist.6. User does not have access to the file directory or the file itself.
MAC -- OPEN FAILURE ON OUTPUT FILE	<ol style="list-style-type: none">1. Specified device does not exist.2. The volume is not mounted.3. A problem exists with the device.4. Specified directory file does not exist.5. User does not have access to the file directory6. The volume is full or the device is write protected.

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Error Message	Meaning
MAC -- 64K STORAGE LIMIT EXCEEDED	64K words of work file memory are available to MACRO-11. This message indicates that the assembler has generated so many symbols (on the order of 13,000 to 14,000), it has run out of space. This means either the source program is too large to start with, or it contains a condition that leads to excessive size, such as a macro expansion that recursively calls itself without a terminating condition.

The MACRO Assembler uses its stack for the following purposes:

1. Symbol Table. Four words for every symbol, including macro names and local symbols. (Local symbol space, however, is reused.)
2. Control Section Information. Five words for each PSECT, .ASECT, or .CSECT.
3. Storage of macro-definition text. Each and every character, including comments, between a .MACRO and the corresponding .ENDM is stored on the stack.
4. Work space (for code conversion, etc.).

If, during its execution, the MACRO Assembler reports a stack overflow, then either the demands of one or more of the above-described categories must be reduced, or the program must be broken up into smaller modules and linked together at Task-Build time.

The default stack size for MACRO is 4K. This allows approximately 1000 symbols with the trade-offs mentioned above.

APPENDIX A
MACRO-11 CHARACTER SETS

A.1 ASCII CHARACTER SET

<u>EVEN PARITY BIT</u>	<u>7-BIT OCTAL CODE</u>	<u>CHARACTER</u>	<u>REMARKS</u>
0	000	NUL	Null, tape feed, CONTROL/SHIFT/P.
1	001	SOH	Start of heading; also SOM, start of message, CONTROL/A.
1	002	STX	Start of text; also EOA, end of address, CONTROL/B.
0	003	ETX	End of text; also EOM, end of message, CONTROL/C.
1	004	EOT	End of transmission (END); shuts off TWX machines, CONTROL/D.
0	005	ENQ	Enquiry (ENQRY); also WRU, CONTROL/E.
0	006	ACK	Acknowledge; also RU, CONTROL/F.
1	007	BEL	Rings the bell. CONTROL/G.
1	010	BS	Backspace; also FEO, format effector. backspaces some machines, CONTROL/H.
0	011	HT	Horizontal tab. CONTROL/I.
0	012	LF	Line feed or Line space (new line); advances paper to next line, duplicated by CONTROL/J.
1	013	VT	Vertical tab (VTAB). CONTROL/K.
0	014	FF	Form Feed to top of next page (PAGE). CONTROL/L.
1	015	CR	Carriage return to beginning of line; duplicated by CONTROL/M.
1	016	SO	Shift out; changes ribbon color to red. CONTROL/N.
0	017	SI	Shift in; changes ribbon color to black. CONTROL/O.
1	020	DLE	Data link escape. CONTROL/P (DC0).
0	021	DC1	Device control 1; turns transmitter (READER) on, CONTROL/Q (X ON). 0 022 DC2 Device control 2; turns punch or auxiliary on. CONTROL/R (TAPE, AUX ON).
1	023	DC3	Device control 3; turns transmitter (READER) off, CONTROL/S (X OFF).
0	024	DC4	Device control 4; turns punch or auxiliary off. CONTROL/T (AUX OFF).

MACRO-11 CHARACTER SETS

<u>EVEN PARITY BIT</u>	<u>7-BIT OCTAL CODE</u>	<u>CHARACTER</u>	<u>REMARKS</u>
1	025	NAK	Negative acknowledge; also ERR, ERROR. CONTROL/U.
1	026	SYN	Synchronous file (SYNC). CONTROL/V.
0	027	ETB	End of transmission block; also LEM, logical end of medium. CONTROL/W.
0	030	CAN	Cancel (CANCL). CONTROL/X.
1	031	EM	End of medium. CONTROL/Y.
1	032	SUB	Substitute. CONTROL/Z.
0	033	ESC	Escape. CONTROL/SHIFT/K.
1	034	FS	File separator. CONTROL/SHIFT/L.
0	035	GS	Group separator. CONTROL/SHIFT/M.
0	036	RS	Record separator. CONTROL/SHIFT/N.
1	037	US	Unit separator. CONTROL/SHIFT/O.
1	040	SP	Space.
0	041	!	
0	042	"	
1	043	#	
0	044	\$	
1	045	%	
1	046	&	
0	047	'	Accent acute or apostrophe.
0	050	(
1	051)	
1	052	*	
0	053	+	
1	054	,	
0	055	-	
0	056	.	
1	057	/	
0	060	0	
1	061	1	
1	062	2	
0	063	3	
1	064	4	
0	065	5	
0	066	6	
1	067	7	
1	070	8	
0	071	9	
0	072	:	
1	073	;	
0	074	<	
1	075	=	
1	076	>	
0	077	?	
1	100	@	
0	101	A	
0	102	B	
1	103	C	
0	104	D	
1	105	E	
1	106	F	
0	107	G	
0	110	H	
0	111	I	

MACRO-11 CHARACTER SETS

<u>EVEN PARITY BIT</u>	<u>7-BIT OCTAL CODE</u>	<u>CHARACTER</u>	<u>REMARKS</u>
1	112	J	
0	113	K	
1	114	L	
0	115	M	
0	116	N	
1	117	O	
0	120	P	
1	121	Q	
1	122	R	
0	123	S	
1	124	T	
0	125	U	
0	126	V	
1	127	W	
1	130	X	
0	131	Y	
0	132	Z	
1	133	[shift/k.
0	134	\	shift/l.
1	135]	shift/m.
1	136	^	*
0	137	~	**
0	140	`	Accent grave.
1	141	a	
1	142	b	
0	143	c	
1	144	d	
0	145	e	
0	146	f	
1	147	g	
1	150	h	
0	151	i	
0	152	j	
1	153	k	
0	154	l	
1	155	m	
1	156	n	
0	157	o	
1	160	p	
0	161	q	
0	162	r	
1	163	s	
0	164	t	
1	165	u	
1	166	v	
0	167	w	
0	170	x	
1	171	y	
1	172	z	
0	173		
1	174		
0	175		This code generated by ALTMODE.
0	176		This code generated by prefix key (if present).
1	177		Delete, Rubout.

* ^ Appears as # or † on some machines.

** _ Appears as † on some machines.

MACRO-11 CHARACTER SETS

A.2 RADIX-50 CHARACTER SET

Character	ASCII Octal Equivalent	Radix-50 Equivalent
space	40	0
A-Z	101-132	1-32
\$	44	33
.	56	34
unused		35
0-9	60-71	36-47

The maximum Radix-50 value is, thus,

$$47*50**2+47*50+47=174777$$

The following table provides a convenient means of translating between the ASCII character set and its Radix-50 equivalents. For example, given the ASCII string X2B, the Radix-50 equivalent is (arithmetic is performed in octal):

X=113000
 2=002400
 B=000002
 X2B=115402

<u>Single Char.</u> or <u>First Char.</u>	<u>Second Character</u>	<u>Third Character</u>
Space	000000	Space
A	003100	A
B	006200	B
C	011300	C
D	014400	D
E	017500	E
F	022600	F
G	025700	G
H	031000	H
I	034100	I
J	037200	J
K	042300	K
L	045400	L
M	050500	M
N	053600	N
O	056700	O
P	062000	P
Q	065100	Q
R	070200	R
S	073300	S
T	076400	T
U	101500	U
V	104600	V
W	107700	W
X	113000	X
Y	116100	Y
Z	121200	Z
\$	124300	\$

MACRO-11 CHARACTER SETS

<u>SINGLE CHAR.</u> <u>OR</u> <u>FIRST CHAR.</u>		<u>SECOND</u> <u>CHARACTER</u>		<u>THIRD</u> <u>CHARACTER</u>	
.	127400	.	002140	.	000034
Unused	132500	Unused	002210	Unused	000035
0	135600	0	002260	0	000036
1	140700	1	002330	1	000037
2	144000	2	002400	2	000040
3	147100	3	002450	3	000041
4	152200	4	002520	4	000042
5	155300	5	002570	5	000043
6	160400	6	002640	6	000044
7	163500	7	002710	7	000045
8	166600	8	002760	8	000046
9	171700	9	003030	9	000047

APPENDIX B

MACRO-11 ASSEMBLY LANGUAGE AND ASSEMBLER DIRECTIVES

B.1 SPECIAL CHARACTERS

<u>Character</u>	<u>Function</u>
:	Label terminator
=	Direct assignment operator
%	Register term indicator
tab	Item terminator or field terminator
space	Item terminator or field terminator
#	Immediate expression indicator
@	Deferred addressing indicator
(Initial register indicator
)	Terminal register indicator
, (comma)	Operand field separator
;	Comment field indicator
+	Arithmetic addition operator or auto increment indicator
-	Arithmetic subtraction operator or auto decrement indicator
*	Arithmetic multiplication operator
/	Arithmetic division operator
&	Logical AND operator
!	Logical OR operator
"	Double ASCII character indicator
' (apostrophe)	Single ASCII character indicator or concatenation indicator
.	Assembly location counter
<	Initial argument indicator
>	Terminal argument indicator
~	Universal unary operator or argument indicator
\	Macro call numeric argument indicator
vertical tab	Source line terminator

B.2 SUMMARY OF ADDRESS MODE SYNTAX

Address mode syntax is expressed in the summary below using the following symbols: *n* is an integer between 0 and 7 representing a register number; *R* is a register expression; *E* is an expression; and *ER* is either a register expression or an expression in the range 0 to 7.

MACRO-11 ASSEMBLY LANGUAGE AND ASSEMBLER DIRECTIVES

<u>Format</u>	<u>Address Mode Name</u>	<u>Address Mode Number</u>	<u>Meaning</u>
R	Register	0n	Register R contains the operand.
@R or (ER)	Register deferred	1n	Register R contains the address of the operand.
(ER)+	Autoincrement	2n	The contents of the register specified as (ER) are incremented after being used as the address of the operand.
@(ER)+	Autoincrement Deferred	3n	The register specified as (ER) contains the pointer to the address of the operand; the register (ER) is incremented after use.
-(ER)	Autodecrement	4n	The contents of the register specified as (ER) are decremented before being used as the address of the operand.
@-(ER)	Autodecrement Deferred	5n	The contents of the register specified as (ER) are decremented before being used as the pointer to the address of the operand.
E(ER)	Index	6n	The expression E, plus the contents of the register specified as (ER), form the address of the operand.
@E(ER)	Index Deferred	7n	The expression E, plus the contents of the register specified as (ER), yield a pointer to the address of the operand.
#E	Immediate	27	The expression E is the operand itself.
@#E	Absolute	37	The expression E is the address of the operand.
E	Relative	67	The address of the operand E, relative to the instruction, follows the instruction.
@E	Relative Deferred	77	The address of the operand is pointed to by E whose address, relative to the instruction, follows the instruction.

B.3 ASSEMBLER DIRECTIVES

The MACRO-11 assembler directives are summarized in the following table. For a detailed description of each directive, the table

MACRO-11 ASSEMBLY LANGUAGE AND ASSEMBLER DIRECTIVES

contains references to the appropriate sections in the body of the manual.

<u>Form</u>	<u>Section Reference</u>	<u>Operation</u>
'	6.3.3 7.3.6	A single quote (apostrophe) followed by one ASCII character generates a word which contains the 7-bit ASCII representation of the character in the low-order byte and zero in the high-order byte. This character is also used as a concatenation indicator in the expansion of macro arguments (see Section 7.3.6).
"	6.3.3	A double quote followed by two ASCII characters generates a word which contains the 7-bit ASCII representation of the two characters. The first character is stored in the low-order byte; the second character is stored in the high-order byte.
^Bn	6.4.1.2	Temporary radix control; causes the value n to be treated as a binary number.
^Cexpr	6.4.2.2	Temporary numeric control; causes the expression's value to be ones-complemented.
^Dn	6.4.1.2	Temporary radix control; causes the value n to be treated as a decimal number.
^Fn	6.4.2.2	Temporary numeric control; causes the value n to be treated as a sixteen-bit floating-point number.
^On	6.4.1.2	Temporary radix control; causes the value n to be treated as an octal number.
^Rccc	6.3.7	Convert ccc to Radix-50 form.
.ASCII /string/	6.3.4	Generates a block of data containing the ASCII equivalent of the character string (enclosed in delimiting characters), one character per byte.

MACRO-11 ASSEMBLY LANGUAGE AND ASSEMBLER DIRECTIVES

<u>Form</u>	<u>Section Reference</u>	<u>Operation</u>
.ASCIZ /string/	6.3.5	Generates a block of data containing the ASCII equivalent of the character string (enclosed in delimiting characters), one character per byte, with a zero byte terminating the specified string.
.ASECT	6.8.2	Begin or resume the absolute program section.
.BLKB exp	6.5.3	Reserves a block of storage space whose length in bytes is determined by the specified expression.
.BLKW exp	6.5.3	Reserves a block of storage space whose length in words is determined by the specified expression.
.BYTE expl,exp2,..	6.3.1	Generates successive bytes of data; each byte contains the value of the corresponding specified expression.
.CSECT [name]	6.8.2	Begin or resume named or unnamed relocatable program section. This directive is provided for compatibility with other PDP-11 assemblers.
.DSABL arg	6.2	Disables the function specified by the argument.
.ENABL arg	6.2	Enables (invokes) the function specified by the argument.
.END [exp]	6.6.1	Indicates the logical end of the source program. The optional argument specifies the transfer address where program execution is to begin.
.ENDC	6.10.1	Indicates the end of a conditional assembly block.
.ENDM [name]	7.1.2	Indicates the end of the current repeat block, indefinite repeat block, or macro definition. The optional name, if used, must be identical to the name specified in the macro definition.
.ENDR	7.7	Indicates the end of the current repeat block. This directive is provided for compatibility with other PDP-11 assemblers.
.EOT	6.6.2	Ignored; indicates end-of-tape (which is detected automatically by the hardware). It is included for compatibility with earlier assemblers.

MACRO-11 ASSEMBLY LANGUAGE AND ASSEMBLER DIRECTIVES

<u>Form</u>	<u>Section Reference</u>	<u>Operation</u>
.ERROR exp;text	7.5	User-invoked error directive; causes output to the listing file or the command output device containing the optional expression and the statement containing the directive.
.EVEN	6.5.1	Ensures that the current location counter contains an even address by adding 1 if it is odd.
.FLT2 arg1,arg2,...	6.4.2.1	Generates successive 2-word floating-point equivalents for the floating-point numbers specified as arguments.
.FLT4 arg1,arg2,...	6.4.2.1	Generates successive 4-word floating-point equivalents for the floating-point numbers specified as arguments.
.GLOBL sym1,sym2,...	6.9	Defines the symbol(s) specified as global symbol(s).
.IDENT /string/	6.1.5	Provides a means of labeling the object module with the program version number. The version number is the Radix-50 string appearing between the paired delimiting characters.
.IF cond,arg1	6.10.1	Begins a conditional assembly block of source code which is included in the assembly only if the stated condition is met with respect to the argument(s) specified.
.IFF	6.10.2	Appears only within a conditional assembly block, indicating the beginning of a section of code to be assembled if the condition upon entering the block tests false.
.IFT	6.10.2	Appears only within a conditional assembly block, indicating the beginning of a section of code to be assembled if the condition upon entering the block tests true.
.IFTF	6.10.2	Appears only within a conditional assembly block, indicating the beginning of a section of code to be assembled unconditionally.
.IIF cond,arg, statement	6.10.3	Acts as a 1-line conditional assembly block where the condition is tested for the argument specified. The statement is assembled only if the condition tests true.

MACRO-11 ASSEMBLY LANGUAGE AND ASSEMBLER DIRECTIVES

<u>Form</u>	<u>Section Reference</u>	<u>Operation</u>
<arg1,arg2,...>		.IRP sym, 7.6.1 Indicates the beginning of an indefinite repeat block in which the symbol specified is replaced with successive elements of the real argument list enclosed within angle brackets.
.IRPC sym,<string>	7.6.2	Indicates the beginning of an indefinite repeat block in which the specified symbol takes on the value of successive characters, optionally enclosed within angle brackets.
.LIMIT	6.7	Reserves two words into which the Task Builder inserts the low and high addresses of the task image.
.LIST [arg]	6.1.1	Without an argument, the .LIST directive increments the listing level count by 1. With an argument, this directive does not alter the listing level count, but formats the assembly listing according to the argument specified.
.MACRO name,arg1, arg2,...	7.1.1	Indicates the start of a macro definition having the specified name and the following dummy arguments.
.MCALL arg1,arg2,...	7.8	Specifies the symbolic names of the user or system macro definitions required in the assembly of the current user program, but which are not defined within the program.
.MEXIT	7.1.3	Causes an exit from the current macro expansion or indefinite repeat block.
.NARG symbol	7.4.1	Can appear only within a macro definition; equates the specified symbol to the number of arguments in the macro call currently being expanded.
.NCHR symbol,<string>	7.4.2	Can appear anywhere in a source program; equates the symbol specified to the number of characters in the specified string.
.NLIST [arg]	6.1.1	Without an argument, the .NLIST directive decrements the listing level count by 1. With an argument, this directive suppresses that portion of the listing specified by the argument.

MACRO-11 ASSEMBLY LANGUAGE AND ASSEMBLER DIRECTIVES

<u>Form</u>	<u>Section Reference</u>	<u>Operation</u>
.NTYPE symbol,aexp	7.4.3	Can appear only within a macro definition; equates the symbol to the 6-bit addressing mode of the specified address expression.
.ODD	6.5.2	Ensures that the current location counter contains an odd address by adding 1 if it is even.
.PAGE	6.1.6	Causes the assembly listing to skip to the top of the next page, and to increment the page count.
.PRINT exp;text	7.5	User-invoked message directive; causes output to the listing file or the command output device containing the optional expression and the statement containing the directive.
.PSECT name,att1,... attn	6.8.1	Begin or resume a named or unnamed program section having the specified attributes.
.RADIX n	6.4.1.1	Alters the current program radix to n, where n is 2, 8, or 10.
.RAD50 /string/	6.3.6	Generates a block of data containing the Radix-50 equivalent of the character string enclosed within delimiting characters.
.REPT exp	7.7	Begins a repeat block; causes the section of code up to the next .ENDM or .ENDR directive to be repeated the number of times specified as exp.
.SBTTL string	6.1.4	Causes the specified string to be printed as part of the assembly listing page header. The string component of each .SBTTL directive is collected into a table of contents at the beginning of the assembly listing.
.TITLE string	6.1.3	Assigns the first six Radix-50 characters in the string as an object module name and causes the string to appear on each page of the assembly listing.
.WORD expl,exp2,..	6.3.2	Generates successive words of data; each word contains the value of the corresponding specified expression.

APPENDIX C

PERMANENT SYMBOL TABLE (PST)

The permanent symbol table (PST) contains those symbols which are automatically recognized by MACRO-11. These symbols consist of both op codes and assembler directives. The op codes (i.e., the instruction set) are listed first, followed by the directives which cause specific actions during assembly.

For a detailed description of the instruction set, see the appropriate PDP-11 Processor Handbook.

C.1 OP CODES

<u>MNEMONIC</u>	<u>OCTAL VALUE</u>	<u>FUNCTIONAL NAME</u>
ADC	005500	Add Carry
ADCB	105500	Add Carry (Byte)
ADD	060000	Add Source To Destination
ASH	072000	Shift Arithmetically
ASHC	073000	Arithmetic Shift Combined
ASL	006300	Arithmetic Shift Left
ASLB	106300	Arithmetic Shift Left (Byte)
ASR	006200	Arithmetic Shift Right
ASRB	106200	Arithmetic Shift Right (Byte)
BCC	103000	Branch If Carry Is Clear
BCS	103400	Branch If Carry Is Set
BEQ	001400	Branch If Equal
BGE	002000	Branch If Greater Than Or Equal
BGT	003000	Branch If Greater Than
BHI	101000	Branch If Higher
BHIS	103000	Branch If Higher Or Same
BIC	040000	Bit Clear
BICB	140000	Bit Clear (Byte)
BIS	050000	Bit Set
BISB	150000	Bit Set (Byte)
BIT	030000	Bit Test
BITB	130000	Bit Test (Byte)
BLE	003400	Branch If Less Than Or Equal
BLO	103400	Branch If Lower
BLOS	101400	Branch If Lower Or Same
BLT	002400	Branch If Less Than

PERMANENT SYMBOL TABLE (PST)

<u>MNEMONIC</u>	<u>OCTAL VALUE</u>	<u>FUNCTIONAL NAME</u>
BMI	100400	Branch If Minus
BNE	001000	Branch If Not Equal
BPL	100000	Branch If Plus
BPT	000003	Breakpoint Trap
BR	000400	Branch Unconditional
BVC	102000	Branch If Overflow Is Clear
BVS	102400	Branch If Overflow Is Set
CALL	004700	Jump To Subroutine (JSR PC,xxx)
CCC	000257	Clear All Condition Codes
CLC	000241	Clear C Condition Code Bit
CLN	000250	Clear N Condition Code Bit
CLR	005000	Clear Destination
CLRB	105000	Clear Destination (Byte)
CLV	000242	Clear V Condition Code Bit
CLZ	000244	Clear Z Condition Code Bit
CMP	020000	Compare Source To Destination
CMPB	120000	Compare Source To Destination (Byte)
COM	005100	Complement Destination
COMB	105100	Complement Destination (Byte)
DEC	005300	Decrement Destination
DECB	105300	Decrement Destination (Byte)
DIV	071000	Divide
EMT	104000	Emulator Trap
FADD	075000	Floating Add
FDIV	075030	Floating Divide
FMUL	075020	Floating Multiply
FSUB	075010	Floating Subtract
HALT	000000	Halt
INC	005200	Increment Destination
INCB	105200	Increment Destination (Byte)
IOT	000004	Input/Output Trap
JMP	000100	Jump
JSR	004000	Jump To Subroutine
MARK	006400	Mark
MFPI	006500	Move From Previous Instruction Space
MFPS	106700	Move from PS (LSI-11)
MOV	010000	Move Source To Destination
MOVB	110000	Move Source To Destination (Byte)
MTPI	006600	Move To Previous Instruction Space
MTPS	106400	Move to PS (LSI-11)
MUL	070000	Multiply
NEG	005400	Negate Destination
NEGB	105400	Negate Destination (Byte)
NOP	000240	No Operation
RESET	000005	Reset External Bus
RETURN	000207	Return From Subroutine (RTS PC)
ROL	006100	Rotate Left
ROLB	106100	Rotate Left (Byte)
ROR	006000	Rotate Right

PERMANENT SYMBOL TABLE (PST)

<u>MNEMONIC</u>	<u>OCTAL VALUE</u>	<u>FUNCTIONAL NAME</u>
RORB	106000	Rotate Right (Byte)
RTI	000002	Return From Interrupt (Permits a trace trap)
RTS	000200	Return From Subroutine
RTT	000006	Return From Interrupt (inhibits trace trap)
SBC	005600	Subtract Carry
SBCB	105600	Subtract Carry (Byte)
SCC	000277	Set All Condition Code Bits
SEC	000261	Set C Condition Code Bit
SEN	000270	Set N Condition Code Bit
SEV	000262	Set V Condition Code Bit
SEZ	000264	Set Z Condition Code Bit
SOB	077000	Subtract One And Branch
SUB	160000	Subtract Source From Destination
SWAB	000300	Swap Bytes
SXT	006700	Sign Extend
TRAP	104400	Trap
TST	005700	Test Destination
TSTB	105700	Test Destination (Byte)
WAIT	000001	Wait For Interrupt
XOR	074000	Exclusive OR

OP CODES FLOATING POINT PROCESSOR ONLY

<u>MNEMONIC</u>	<u>OCTAL VALUE</u>	<u>FUNCTIONAL NAME</u>
ABSD	170600	Make Absolute Double
ABSF	170600	Make Absolute Floating
ADDD	172000	Add Double
ADDF	172000	Add Floating
CFCC	170000	Copy Floating Condition Codes
CLRD	170400	Clear Double
CLRF	170400	Clear Floating
CMPD	173400	Compare Double
CMPF	173400	Compare Floating
DIVD	174400	Divide Double
DIVF	174400	Divide Floating
LDCDF	177400	Load And Convert From Double To Floating
LDCFD	177400	Load And Convert From Floating To Double
LDCID	177000	Load And Convert Integer To Double
LDCIF	177000	Load And Convert Integer To Floating
LDCLD	177000	Load And Convert Long integer To Double
LDCLF	177000	Load And Convert Long Integer To Floating
LDD	172400	Load Double
LDEXP	176400	Load Exponent

PERMANENT SYMBOL TABLE (PST)

<u>MNEMONIC</u>	<u>OCTAL VALUE</u>	<u>FUNCTIONAL NAME</u>
LDF	172400	Load Floating
LDFPS	170100	Load FPPs Program Status
MFPD	106500	Move From Previous Data Space
MODD	171400	Multiply And Integerize Double
MODF	171400	Multiply And Integerize Floating
MTPD	106600	Move To Previous Data Space
MULD	171000	Multiply Double
MULF	171000	Multiply Floating
NEGD	170700	Negate Double
NEGF	170700	Negate Floating
SETD	170011	Set Double Mode
SETF	170001	Set Floating Mode
SETI	170002	Set Integer Mode
SETL	170012	Set Long Integer Mode
SPL	000230	Set Priority Level
STCDF	176000	Store And Convert From Double To Floating
STCDI	175400	Store And Convert From Double To Integer
STCDL	175400	Store And Convert From Double To Long Integer
STCFD	176000	Store And Convert From Floating To Double
STCFI	175400	Store And Convert From Floating To Integer
STCFL	175400	Store And Convert From Floating To Long Integer
STD	174000	Store Double
STEXP	175000	Store Exponent
STF	174000	Store Floating
STFPS	170200	Store FPPs Program Status
STST	170300	Store FPPs Status
SUBD	173000	Subtract Double
SUBF	173000	Subtract Floating
TSTD	170500	Test Double
TSTF	170500	Test Floating

C.2 MACRO-11 DIRECTIVES

<u>DIRECTIVE</u>	<u>FUNCTIONAL SIGNIFICANCE</u>
.ASCII	Translates character string to ASCII equivalents.
.ASCIZ	Translates character string to ASCII equivalents; inserts zero byte as last character.
.ASECT	Begins absolute program section (provided for compatibility with other PDP-11 assemblers).
.BLKB	Reserves byte block in accordance with value of specified argument.
.BLKW	Reserves word block in accordance with value of specified argument.
.BYTE	Generates successive byte data in accordance with specified arguments.
.CSECT	Begins relocatable program section (provided for compatibility with other PDP-11 assemblers).

PERMANENT SYMBOL TABLE (PST)

<u>DIRECTIVE</u>	<u>FUNCTIONAL SIGNIFICANCE</u>
.DSABL	Disables specified function.
.ENABL	Enables specified function.
.END	Defines logical end of source program.
.ENDC	Defines end of conditional assembly block.
.ENDM	Defines end of macro definition, repeat block, or indefinite repeat block.
.ENDR	Defines end of current repeat block (provided for compatibility with other PDP-11 assemblers).
.EOT	Define End of Tape condition (ignored).
.ERROR	Outputs diagnostic message to listing file or command output device.
.EVEN	Word-aligns the current location counter.
.FLT2	Causes two words of storage to be generated for each floating-point argument.
.FLT4	Causes four words of storage to be generated for each floating-point argument.
.GLOBL	Declares global attribute for specified symbol(s).
.IDENT	Labels object module with specified program version number.
.IF	Begins conditional assembly block.
.IFF	Begins subconditional assembly block (if conditional assembly block test is false).
.IFT	Begins subconditional assembly block (if conditional assembly block test is true).
.IFTF	Begins subconditional assembly block (whether conditional assembly block test is true or false).
.IIF	Assembles immediate conditional assembly statement (if specified condition is satisfied).
.IRP	Begins indefinite repeat block; replaces specified symbol with specified successive real arguments.
.IRPC	Begins indefinite repeat block; replaces specified symbol with value of successive characters in specified string.
.LIMIT	Reserves two words of storage for high and low addresses of task image.
.LIST	Controls listing level count and format of assembly listing. .MACRO Denotes start of macro definition.
.MCALL	Identifies required macro definition(s) for assembly.
.MEXIT	Exit from current macro definition or indefinite repeat block.
.NARG	Equates specified symbol to the number of arguments in the macro expansion.
.NCHR	Equates specified symbol to the number of characters in the specified character string.
.NLIST	Controls listing level count and suppresses specified portions of the assembly listing.
.NTYPE	Equates specified symbols to the addressing mode of the specified argument.
.ODD	Byte-aligns the current location counter.
.PAGE	Advances form to top of next page.
.PRINT	Prints specified message on command output device.
.PSECT	Begins specified program section having specified attributes.
.RADIX	Changes current program radix to specified radix.
.RAD50	Generates data block having Radix-50 equivalents of specified character string.
.REPT	Begins repeat block and replicates it according to the value of the specified expression.

PERMANENT SYMBOL TABLE (PST)

DIRECTIVE

FUNCTIONAL SIGNIFICANCE

.SBTTL	Prints specified subtitle text as the second line of the assembly listing page header.
.TITLE	Prints specified title text as object module name in the first line of the assembly listing page header.
.WORD	Generates successive word data in accordance with specified arguments.

The MACRO-11 directives listed above are summarized in greater detail in Appendix B.

APPENDIX D

DIAGNOSTIC ERROR MESSAGE SUMMARY

D.1 MACRO-11 ERROR CODES

A diagnostic error code is printed as the first character in a source line which contains an error detected by MACRO-11. This error code identifies a syntactical problem or some other type of error condition detected during the processing of a source line. An example of such a source line is shown below:

```
Q    26 000236 010102          MOV R1,R2,A
```

The extraneous argument A in the MOV instruction above causes the line to be flagged with a Q (syntax) error.

<u>Error Code</u>	<u>Meaning</u>
A	<p>Assembly error. Because many different types of error conditions produce this diagnostic message, all the possible directives which may yield a general assembly error have been categorized below to reflect specific classes of error conditions:</p> <p>CATEGORY 1: ILLEGAL ARGUMENT SPECIFIED.</p> <p>.RADIX -- A value other than 2, 8, or 10 is specified as a new radix.</p> <p>.LIST/.NLIST -- Other than a legally defined argument (see Table 6-1) is specified with the directive.</p> <p>.ENABL/.DSABL -- Other than a legally defined argument (see Table 6-2) is specified with the directive.</p> <p>.PSECT -- Other than a legally-defined argument (see Table 6-3) is specified with the directive.</p> <p>.IF/.IIF -- Other than a legally defined conditional test (see Table 6-5) or an illegal argument expression value is specified with the directive.</p> <p>.MACRO -- An illegal or duplicate symbol found in dummy argument list.</p>

DIAGNOSTIC ERROR MESSAGE SUMMARY

Error Code

Meaning

A
(Cont'd)

CATEGORY 2: NULL ARGUMENT OR SYMBOL SPECIFIED.

.TITLE -- Program name is not specified in the directive, or first non-blank character following the directive is a non-Radix-50 character.

.IRP/.IRPC -- No dummy argument is specified in the directive.

.NARG/.NCHAR/.NTYPE -- No symbol is specified in the directive.

.IF/.IIF -- No conditional argument is specified in the directive.

CATEGORY 3: UNMATCHED DELIMITER/ILLEGAL ARGUMENT CONSTRUCTION.

.ASCII/.ASCIZ/.RAD50/.IDENT -- Character string or argument string delimiters do not match, or an illegal character is used as a delimiter, or an illegal argument construction is used in the directive.

.NCHAR -- Character string delimiters do not match, or an illegal character is used as a delimiter in the directive.

CATEGORY 4: GENERAL ADDRESSING ERRORS.

This type of error results from one of several possible conditions:

1. Permissible range of a branch instruction, i.e., from -128(10) to +127(10) words, has been exceeded.
2. A statement makes invalid use of the current location counter, e.g., a ".=expression" statement attempts to force the current location counter to cross program section (.PSECT) boundaries.
3. A statement contains an invalid address expression. In cases where an absolute address expression is required, specifying a global symbol, a relocatable value, or a complex relocatable value (see Section 3.9) results in an invalid address expression. Similarly, in cases where a relocatable address expression is required, either a relocatable or absolute value is permissible, but a global symbol or a complex relocatable value in the statement likewise results in an invalid address expression. Specific cases of this type of error are those which follow:

DIAGNOSTIC ERROR MESSAGE SUMMARY

<u>Error Code</u>	<u>Meaning</u>
	.BLKB/.BLKW/.REPT -- Other than an absolute value or an expression which reduces to an absolute value has been specified with the directive.
	4. Multiple expressions are not separated by a comma. This condition causes the next symbol to be evaluated as part of the current expression.
	CATEGORY 5: ILLEGAL FORWARD REFERENCE.
	This type of error results from either of two possible conditions:
	1. A global assignment statement (symbol==expression) contains a forward reference to another symbol.
	2. An expression defining the value of the current location counter contains a forward reference.
B	Bounding error. Instructions or word data are being assembled at an odd address. The location counter is incremented by 1.
D	Doubly-defined symbol referenced. Reference was made to a symbol which is defined more than once.
E	End directive not found. When the end-of-file is reached during source input and the .END directive has not yet been encountered, MACRO-11 generates this error code, ends assembly pass 1, and proceeds with assembly pass 2.
I	Illegal character detected. Illegal characters which are also non-printable are replaced by a question mark (?) on the listing. The character is then ignored.
L	Input line is greater than 132(10) characters in length. Currently, this error condition is caused only through excessive substitution of real arguments for dummy arguments during the expansion of a macro.
M	Multiple definition of a label. A label was encountered which was equivalent (in the first six characters) to a label previously encountered.
N	A number contains a digit that is not in the current program radix. The number is evaluated as a decimal value.
O	Opcode error. Directive out of context. Permissible nesting level depth for conditional assemblies has been exceeded. Attempt to expand a macro which was unidentified after .MCALL search.

DIAGNOSTIC ERROR MESSAGE SUMMARY

<u>Error Code</u>	<u>Meaning</u>
P	Phase error. A label's definition of value varies from one assembly pass to another or a multiple definition of a local symbol has occurred within a local symbol block. Also, when in a local symbol block defined by the .ENABL LSB directive, an attempt has occurred to define a local symbol in a program section other than that which was in effect when the block was entered. A P error code also appears if an .ERROR directive is assembled.
Q	Questionable syntax. Arguments are missing, too many arguments are specified, or the instruction scan was not completed.
R	Register-type error. An invalid use of or reference to a register has been made, or an attempt has been made to redefine a standard register symbol without first issuing the .DSABL REG directive.
T	Truncation error. A number generated more than 16 bits in a word, or an expression generated more than 8 significant bits during the use of the .BYTE directive or trap (EMT or TRAP) instruction.
U	Undefined symbol. An undefined symbol was encountered during the evaluation of an expression; such an undefined symbol is assigned a value of zero. Other possible conditions which result in this error code include unsatisfied macro names in the list of .MCALL arguments and a direct assignment (symbol=expression) statement which contains a forward reference to a symbol whose definition also contains a forward reference; also, a local symbol may have been referenced that does not exist in the current local symbol block.
Z	Instruction error. The instruction so flagged is not compatible among all members of the PDP-11 family. See Section 5.3 for details.

APPENDIX E
SAMPLE CODING STANDARD

E.1 INTRODUCTION

Standards eliminate variability and the requirement to make a decision. Much of the difficulty in establishing standards stems from the notion that they should be optimal. However, to be successfully applied, standards must represent an agreement on certain aspects of the programming process.

This Appendix contains DIGITAL's PDP-11 Program Coding Standard. It is suggested that this be used as a model to assist users in preparing standards for their own installations.

E.2 LINE FORMAT

All source lines shall consist of from one to a maximum of eighty characters (not including the audit trail added by the SLIPR (SLP in RSX-11M) editor. This program is described in the applicable RSX-11M or RSX-11D utilities manual or in the IAS Editing Utilities Reference Manual (see Section 0.3 in the Preface).

Assembly language code lines shall have the following format:

1. Label Field - if present, the label shall start at tab stop 0 (column 1).
2. Operation field - the operation field shall start at tab stop 1 (column 9).
3. Operand field - the operand field shall start at tab stop 2 (column 17).
4. Comments field - the comments field shall start at tab stop 4 (column 33) and may continue to column 80.

Comment lines that are included in the code body shall be delimited by a line containing only a leading semicolon. The comment itself contains a leading semicolon and starts in column 3. Indents shall be 1 tab.

If the operand field extends beyond tab stop 4 (column 33) simply leave a space and start the comment. Comments which apply to an instruction but require continuation should always line up with the character position which started the comment.

SAMPLE CODING STANDARD

E.3 COMMENTS

Comment all coding to convey the global role of an instruction, rather than simply a literal translation of the instruction into English. In general this will consist of a comment per line of code. If a particularly difficult, obscure, or elegant instruction sequence is used, a paragraph of comments must immediately precede that section of code.

Preface text, which describes formats, algorithms, program-local variables, etc., will be delimited by the character sequence ;+ at the start of the text and ;- at the end; these delimiters facilitate automated extraction of narrative commentary. The comment itself will start in column 3.

For example:

```
;+  
; THE INVERT ROUTINE ACCEPTS  
; A LIST OF RANDOM NUMBERS AND  
; APPLIES THE KOLMOGOROV ALGORITHM  
; TO ALPHABETIZE THEM.  
;-
```

E.4 NAMING STANDARDS

E.4.1 Register Standards

E.4.1.1 General Purpose Registers - Only the following names are permitted as register names; and may not be used for any other purpose:

R0=%0	;REG 0
R1=%1	;REG 1
R2=%2	;REG 2
R3=%3	;REG 3
R4=%4	;REG 4
R5=%5	;REG 5
SP=%6	;STACK POINTER (REG 6)
PC=%7	;PROGRAM COUNTER (REG 7)

E.4.1.2 Hardware Registers - These registers must be named identically to the hardware definition. For example, PS and SWR.

E.4.1.3 Device Registers - These are symbolically named identically to the hardware notation. For example, the control status register for the RK disk is RKCS. Only this symbolic name may be used to refer to this register.

SAMPLE CODING STANDARD

E.4.2 Processor Priority

Testing or altering the processor priority is done using the symbols

PR0, PR1, PR2,PR7

which are equated to their corresponding priority bit pattern.

E.4.3 Other Symbols

Frequently-used bit patterns such as CR and LF will be made conventional symbolics on an as-needed basis.

E.4.4 Using the Standard Symbolics

The register standards will be defined within the assembler. All other standard symbols will appear in a file and will be linked prior to program execution.

E.4.5 Symbols*

E.4.5.1 Global Symbols - Global symbols should be easily recognized by their format. The following standards apply and completely define symbol standards for PDP-11 Medium/Large software products.

symbol	pos-1	pos-2	pos-3	pos-4	pos-5	pos-6	length
non-glbl-sym	letter	a-num/ null	a-num/ null	a-num/ null	a-num/ null	a-num/ null	>=1
glbl-sym	\$/.	a-num/ null	a-num/ null	a-num/ null	a-num/ null	a-num/ null	>=1
glbl-offset	letter	\$/.	a-num	a-num/ null	a-num/ null	a-num/ null	>=3
glbl-bit-ptrn	letter	a-num	\$/.	a-num/ null	a-num/ null	a-num/ null	>=4
local-sym	number *	\$					>=2

* Symbols that are branch targets are also called labels, but we will always use the term "symbol".

** Number is in the range 0<number<65535.

*** The use of \$ or . for global names is reserved for DEC-supplied software.

SAMPLE CODING STANDARD

where:

a-num	is an alphanumeric character.
non-glbl-sym	are non-global symbols.
local-sym	local symbols, as defined by MACRO-11.
glbl-sym	are global symbols (addresses).
glbl-offset	are global offsets (absolute quantities).
glbl-bit-ptn	are global bit patterns.

A program never contains a .GLOBL statement without showing cause.

E.4.5.2 Symbol Examples

Non-Global Symbols

A1B
ZXCJ1
INSRT

Global Address Symbols

\$JIM
.VECTR
\$SEC

Global Absolute Offset Symbols

A\$JIM
A\$XT
A.ENT

Global Bit Pattern Symbols

A1\$20
B3.6
JI.M

Local Symbols

37\$
271\$
6\$

E.4.5.3 Program-Local Symbols - Self-relative address arithmetic (.+n) is absolutely forbidden in branch instructions; its use in other contexts must be avoided if at all possible and practical.

SAMPLE CODING STANDARD

Target symbols for branches that exist solely for positional reference will use local symbols of the form

<num>\$:

Use of non-local symbols is restricted, within reason, to those cases where reference to the code occurs external to the code. Local-symbols are formatted such that the numbers proceed sequentially down the page and from page to page.

E.4.5.4 Macro Names - The last two characters (with the last character possibly being null) have special significance. The next to last character is a \$, the last, a character specifying the mode of the macro.

For example, in the three macro forms in-line, stack, and p-section, the in-line form has no suffix, the stack has an <S>, and the p-section a <C>. Thus the Queue I/O macro can be written as any of

QIO\$

QIO\$\$

QIO\$C

depending on the form required. These are not reserved letters. Only the form of the name is standard.

E.5 PROGRAM MODULES

E.5.1 General Comments on Programs

In our software, a program provides a single distinct function. No limits exist on size, but the single function limitation should make modules larger than 1K a rarity. Since any software may eventually exploit the virtual memory capacity of the 11/40 and 11/45, programs should make every attempt to maintain a dense reference locus (don't promiscuously branch over page boundaries or over a large absolute address distance).

All code is read-only. Code and data areas are distinct and each contains explanatory text. Read-only data should be segregated from read-write data.

E.5.2 The Module Preface

Each program module in the system shall exist as a separate file. The filename will reflect the name of the module and the file extension shall be of the form 'NNN'. The 'NNN' signifies the edit number or the version number. The version number shall be changed only when a new base level is created. Furthermore, if no corrections are made to a file from one base level to the next, the version number will not be changed. (The availability of File Control Services and File Control Primitives will greatly simplify version number maintenance). Program modules adhere to a strict format. This format adds to the readability and understandability of the module. The following sections are included in each module:

SAMPLE CODING STANDARD

For the Code Section:

1. A .TITLE statement that specifies the name of the module. If a module contains more than one routine, subtitles may be used.
2. An .IDENT statement specifying the version number. The PDP-11 version number standard appears in section E.10.
3. A .PSECT statement that defines the program section in which the module resides.
4. A copyright statement, and the disclaimer.

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5. The version number of the file.
The PDP-11 version number standard is described in section E.10.
6. The name of the principal author and the date on which the module was first created.
7. The name of each modifying author and the date of modification. Names and modification dates appear one per line and in chronological order.
8. A brief statement of the function of the module.
Note: Items 1-8 should appear on the same page.
9. A list of the definitions of all equated local symbols used in the module. These definitions appear one per line and in alphabetical order.
10. All local macro definitions, preferably in alphabetical order by name.
11. All local data. The data should indicate
 - a. Description of each element (type, size, etc.)
 - b. Organization (functional, alpha, adjacent, etc.)
 - c. Adjacency requirements

SAMPLE CODING STANDARD

12. A more detailed definition of the function of the module.
13. A list of the inputs expected by the module. This includes the calling sequence if non-standard, condition code settings, and global data settings.
14. A list of the outputs produced as a result of entering this module. These include delivered results, condition code settings, but not side effects. (All these outputs are visible to the caller.)
15. A list of all effects (including side effects) produced as a result of entering this module. Effects include alterations in the state of the system not explicitly expected in the calling sequence, or those not visible to the caller.
16. The module code.

E.5.3 Formatting the Module Preface

Rules:

1. The first eight items appear on the same page and will not have explicit headings. Item 3 may be omitted if the blank p-section is being used.
2. Headings start at the left margin*; descriptive text is indented 1 tab position.
3. Items 7-14 will have headings which start at the left margin, preceded and followed by lines containing only a leading <>. Items which do not apply may be omitted.

A template for the module preface follows.

FILE-EXAMPL.S01

```
.TITLE    EXAMPLE
.IDENT    /01/
.PSECT    KERNEL

;
; COPYRIGHT (C) 1976
; DIGITAL EQUIPMENT COPORATION, MAYNARD, MASS.
;
; THIS SOFTWARE IS FURNISHED UNDER A LICENSE FOR USE ONLY ON A
; SINGLE COMPUTER SYSTEM AND MAY BE COPIED ONLY WITH THE
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;
```

*The left margin consists of a <> a <space> then the heading, so the text of the heading begins in column 3.

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```
; DEC ASSUMES NO RESPONSIBILITY FOR THE USE OR RELIABILITY OF
; ITS SOFTWARE ON EQUIPMENT WHICH IS NOT SUPPLIED BY DEC.
;
; VERSION 01
;
; JOE PASCUSNIK 1-JAN-72
;
; MODIFIED BY:
;
;     RICHARD DOE 21-JAN-73
;
;     SPENCER THOMAS 12-JUN-73
;
;     Brief statement of the module's function
;
; EQUATED SYMBOLS
;
;     List equated symbols
;
; LOCAL MACROS
;
;     Local Macros
;
; LOCAL DATA
;
;     Local data
;+
; Module function-details
;
; INPUTS:
;
;     Description of inputs
;
; OUTPUTS:
;
;     Description of outputs
;
; EFFECTS:
;
;     Description of effects
;-
;
;     Begin Module Code
```

E.5.4 Modularity

No other characteristic has more impact on the ultimate engineering success of a system than does modularity. Modularity for PDP-11 Software Engineering's products consists of the application of the single-function philosophy described in section E.5.1, and adherence to a set of calling and return conventions.

E.5.4.1 Calling Conventions (Inter-Module) - The following calling conventions must be observed.

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Transfer of Control

Macros will exist for call and return. The actual transfer will be via a JSR PC instruction. For register save routines, a JSR Rn,SAVE will be permitted.

The CALL macro is:

```
CALL    subr-name
```

The RETURN macro is:

```
RETURN
```

Register Conventions

On entry, a subroutine minimally saves all registers it intends to alter except result registers. On exit it restores these registers. (State preservation is assumed across calls.)

Argument Passing

Any registers may be used, but their use should follow a coherent pattern. For example, if passing three arguments, pass them in R0, R1 and R2 rather than R0, R2, R5. Saving and restoring occurs in one place.

E.5.4.2 Exiting - All subroutine exits occur through a single RETURN macro.

E.5.4.3 Intra-Module Calling Conventions - Designer optional, but consistency favors a calling sequence identical to that of the inter-module sequence.

E.5.4.4 Success/Failure Indication - The C bit will be used to return the success/failure indicator, where success equals 0, and failure equals 1. The argument registers can be used to return values or additional success/failure data.

E.5.4.5 Module Checking Routines - Modules are responsible for verifying the validity of arguments passed to them. The design of a module's calling sequence should aim at minimizing the validity checks by minimizing invalid combinations. Programmers may add test code to perform additional checks during checkout. All code should aim at discovering an error as close (in terms of instruction executions) to its occurrence as possible.

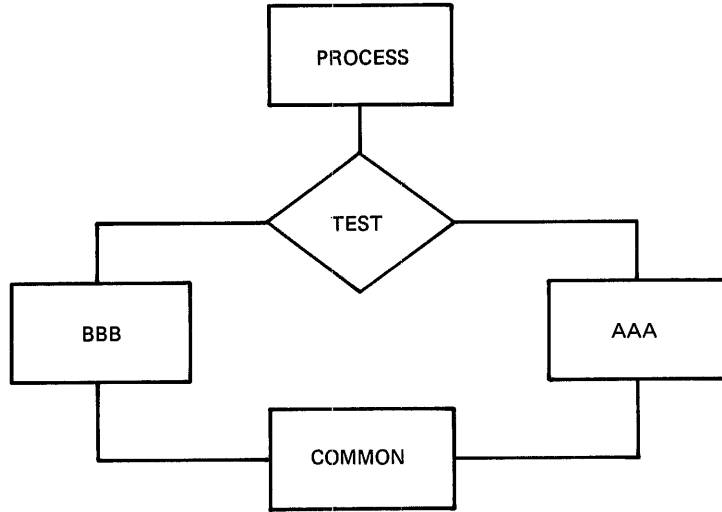
E.6 FORMATTING STANDARDS

E.6.1 Program Flow

Programs will be organized on the listing such that they flow down the page, even at the cost of an extra branch or jump.

SAMPLE CODING STANDARD

For example:



shall appear on the listing as:

```

      TST
      BNE      BBB
AAA:  .....
      .....
      .....
      .....
      BR      CMN
BBB:  .....
      .....
CMN:  .....
      .....
      .....
  
```

Rather than:

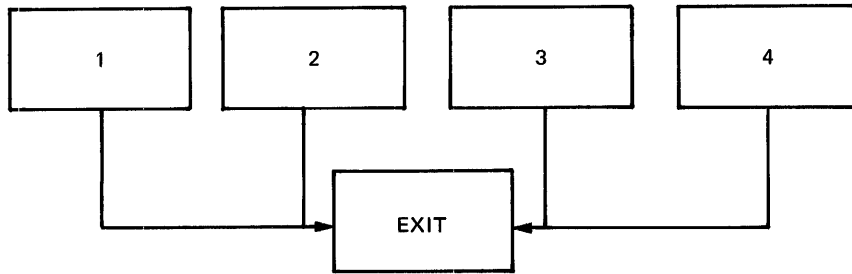
```

      TST
      BNE      BBB
AAA:  .....
      .....
      .....
      .....
CMN:  .....
      .....
      .....
      .....
BBB:  .....
      .....
      .....
      .....
      BR      CMN
  
```

SAMPLE CODING STANDARD

E.6.2 Common Exits

A common exit appears as the last code sequence on the listing. Thus the flow chart:



will appear on the listing as:

```
PR1:  ....  ....  
      ....  ....  
      ....  ....  
      BR    EXIT
```

```
PR2:  ....  ....  
      ....  ....  
      ....  ....  
      BR    EXIT
```

```
PR3:  ....  ....  
      ....  ....  
      ....  ....  
      BR    EXIT
```

```
PR4:  ....  ....  
      ....  ....  
      ....  ....
```

EXIT:

And not as:

```
PR1:  ....  ....  
      ....  ....  
      ....  ....
```

```
EXIT:  ....  ....  
       ....  ....  
       ....  ....
```

```
PR2:  ....  ....  
      ....  ....  
      ....  ....  
      BR    EXIT
```

```
PR3:  ....  ....  
      ....  ....  
      ....  ....  
      BR    EXIT
```

```
PR4:  ....  ....  
      ....  ....  
      ....  ....  
      BR    EXIT
```


SAMPLE CODING STANDARD

E.6.3 Code with Interrupts Inhibited

Code that is executed with interrupts inhibited, shall be flagged by a three semicolon (;;;) comment delimiter. For example:

```
..ERTZ:                                ;ENABLE BY RETURNING
                                        ;BY SYSTEM SUBROUTINES,

    BIS    #PR7,PS                      ;;; INHIBIT INTERRUPTS
    BIT    #PR7,+2(SP)                  ;;; C
    BEQ    10$,                          ;;; O
    RTT                                ;;; M
                                        ;;; M
10$:    ....                            ;;; E
        ....                            ;;; N
        ....                            ;;; T
        ....                            ;;; S
```

E.7 PROGRAM SOURCE FILES

Source creation and maintenance shall be done in base levels. A base level is defined as a point at which the program source files have been frozen. From the freeze point to the next base level, corrections will not be made directly to the base level itself. Rather a file of corrections shall be accumulated for each file in the base level. Whenever an updated source file is desired, the correction file will be applied to the base file.

The accumulation of corrections shall proceed until a logical breaking point has occurred (i.e. a milestone or significant implementation point has been reached). At this time all accumulated corrections shall be applied to the previous base level to create a new base level. Correction files will then be started for the new base level.

E.8 FORBIDDEN INSTRUCTION USAGE

1. The use of instructions or index words as literals of the previous instruction. For example:

```
MOV    @PC,Register
BIC    Src,Dst
```

uses the bit clear instruction as a literal. This may seem to be a very "neat" way to save a word but what about maintaining a program using this trick? To compound the problem, it will not execute properly if I/D space is enabled on the 11/45. In this case @PC is a D bank reference.

2. ~~The use of the MOV instruction instead of a JMP instruction to transfer program control to another location.~~ For example:

```
MOV    #ALPHA,PC
```

transfers control to location ALPHA. Besides taking longer to execute (2.3 microseconds for MOV vs. 1.2 for JMP) the use of MOV instead of JMP makes it nearly impossible to pick up someone else's program and tell where transfers of control

SAMPLE CODING STANDARD

take place. What if one would like to get a jump trace of the execution of a program (a move trace is unheard of)? As a more general issue, perhaps even other operations such as ADD and SUB from PC should be discouraged. Possibly one or two words can be saved by using these operations but how many such occurrences are there?

3. The seemingly "neat" use of all single word instructions where one double-word instruction could be used and would execute faster and would not consume additional memory. Consider the following instruction sequence:

```
CMP  -(R1),(-R1)
      CMP  -(R1),-(R1)
```

The intent of this instruction sequence is to subtract 8 from register R1 (not to set condition codes). This can be accomplished in approximately 1/3 the time via a SUB instruction (9.4 vs. 3.8 microseconds) at no additional cost in memory space. Another question here is also, what if R1 is odd? SUB always wins since it will always execute properly and is always faster!

E.9 RECOMMENDED CODING PRACTICE

E.9.1 Conditional Branches

When using the PDP-11 conditional branch instructions, it is imperative that the correct choice be made between the signed and the unsigned branches.

<u>SIGNED</u>	<u>UNSIGNED</u>
BGE	BHIS (BCC)
BLT	BLO
BGT	BHI
BLE	BLOS (BCS)

A common pitfall is to use a signed branch (e.g. BGT) when comparing two memory addresses. All goes well until the two addresses have opposite signs; that is, one of them goes across the 16K (100000(8)) bound. This type of coding error usually shows itself as a result of re-linking at different addresses and/or a change in size of the program.

E.10 PDP-11 VERSION NUMBER STANDARD

The PDP-11 Version Number Standard applies to all modules, parameter files, complete programs, and libraries which are written or caused to be written, as part of the PDP-11 Software Development effort. It is used to provide unique identification of all released, pre-released, and in-house software.

It is limited in that, as currently specified, only six characters of identification are used. Future implementations of the Macro Assembler, Task Builder, and Librarian should provide for at least

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~~nine characters, and possibly twelve.~~ It is expected that this standard will be enhanced as the need arises.

Version Identifier = <form> <version> <edit> <patch>

<form>	Used to identify a particular form of a module or program, where applicable, as in the case of LINK-11. One alphabetic character, if used, and null (i.e., a binary 0) if not used.
<version>	Used to identify the release, or generation, of a program. <u>Two decimal digits, starting at 00,</u> and incremented at the discretion of the project in order to reflect what, in their opinion, is a major change.
<edit>	Used to identify the level to which a particular release, or generation, of a program or module has been edited. An edit is defined to be an alteration to the source form. <u>Two decimal digits, beginning at 01,</u> and incremented with each edit; null if no edits.
<patch>	Used to identify the level to which a particular release, or generation, of a program or module has been patched. A patch is defined as an alteration to a binary form. <u>One alphabetic character, starting at B,</u> and running sequentially toward Z, each time a set of patches is released; null if no patches.

These fields are interrelated. When <version> is changed, then <patch> and <edit> must be reset to nulls. It is intended that when <edit> is incremented, then <patch> will be re-set to null, because the various bugs have been fixed.

E.10.1 Displaying the Version Identifier

The visible output of the version identifier should appear as:

Key <letter> <form> <version> - <edit> <patch> ,

where the following Key Letters have been identified:

V	released or frozen version
X	in-house experimental version
Y	field test, pre-release, or in-house release version

Note that 'X' corresponds roughly to individual support, 'Y' to group support, and 'V' to company support.

The dash which separates <version> from <edit> is used only if <edit> and/or <patch> is not null. When a version identifier is displayed as part of program identification, then the format is:

Program
Name <space><key-letter><form><version>-<edit><patch>

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Examples:

```
PIP X03
LINK VB04-C
MACRO Y05-01
```

E.10.2 Use of the Version Number in the Program

All sources must contain the version number in an `.IDENT` directive. For programs (or libraries) which consist of more than one module, each individual module will follow this version number standard. The version number of the program or library is not necessarily related to the version numbers of the constituent modules; it is perfectly reasonable, for example, that the first version of a new FORTRAN library, V00, contain an existing SIN routine, say V05-01.

Parameter files are also required to contain the version number in an `.IDENT` directive. Because the assembler records the last `.IDENT` seen, parameter files must precede the program.

Entities which consist of a collection of modules or programs, e.g., the FORTRAN Library, will have an identification module in the first position. An identification module exists solely to provide identification, and normally consists of something like:

```
;OTS IDENTIFICATION
.TITLE FTNLIB
.IDENT /003010/
.END
```

APPENDIX F
ALLOCATING VIRTUAL MEMORY

This appendix is intended for the MACRO-11 user who wants to avoid the problem of thrashing, by optimizing the allocation of virtual memory. Users of smaller systems, particularly those with the 8K subset version of MACRO-11, should become thoroughly familiar with the conventions discussed herein. In this regard, Appendix F addresses the following topics:

1. General hints and space-saving guidelines
2. Macro definitions and expansions
3. Operational techniques.

The user is assumed to have pursued a policy of modular programming, as advised in Appendix E. In addition to the obvious advantages accruing from small, distinct, highly-functional bodies of code, one can usually avoid the problem of insufficient dynamic memory during assembly by practicing such a policy. Other suggestions as to how available memory can be best utilized are discussed in the following sections.

F.1 GENERAL HINTS AND SPACE-SAVING GUIDELINES

Work-file memory is shared by a number of MACRO-11's tables, each of which is allocated space on demand (64K words of dynamically pageable storage are available to the assembler). The tables and their corresponding entry sizes are as follows:

1. User-defined symbols - five words.
2. Local symbols - four words.
3. Program sections - six words.
4. Macro names - four words.
5. Macro text - nine words.
6. Source files - six words.

In addition, several scratch pad tables are used during the assembly process, as follows:

1. Expression analysis - five words.
2. Object code generation - five words.

ALLOCATING VIRTUAL MEMORY

3. Macro argument processing - three words.
4. .MCALL argument processing - five words.

The above information can serve as a guide for estimating dynamic storage requirements and for determining ways to reduce such requirements.

For example, ~~the use of local symbols whenever possible is highly encouraged, since their internal representation requires 25% less dynamic storage than that required for regular user-defined symbols.~~ The usage of local symbols can often be maximized by extending the scope of local symbol blocks through the ~~.ENABL LSB/.DSABL LSB MACRO-11 directives (see Sections 3.5 and 6.2).~~

Since MACRO-11 does not support a purge function, once a symbol is defined, it permanently occupies its dynamic memory allocation. Numerous instances occur during conditional assemblies and repeat loops when a temporarily assigned symbol is used as a count or offset indicator. If possible, the symbols so used should be re-used.

In keeping with the same principle, special treatment should be given to the definition of commonly-used symbols. ~~Instead of simply appending a prefix file which defines all possibly-used symbols for each assembly, users are encouraged to group symbols into logical classes.~~ Each class so grouped can then become a shortened prefix file or a macro in a library (see Section F.2 below). In either case, selective definition of symbolic assignments is achieved, resulting in fewer defined (but unreferenced) symbols.

An appropriate example of this idea is seen in the definition of standard symbols. The system macro library, for example, supplies several macros used to define distinct classes of symbols. These groupings and associated macro names are, as follows:

DRERR\$ - Directive return status codes
IOERR\$ - I/O return status codes
FILIO\$ - File-related I/O function codes
SPCIO\$ - Special I/O function codes

F.2 MACRO DEFINITIONS AND EXPANSIONS

By far, dynamic storage is used most heavily for the storage of macro text. Upon macro definition or the issuance of an .MCALL directive, the entire macro body is stored, including all comments appearing in the macro definition. For this reason, comments should not be included as part of the macro text. An RSX-11 utility program (called SQZ for RSX-11D only) and a Librarian function switch (/SZ) are available to compress macro source text by removing all trailing blanks and tabs, blank lines, and comments. The system macro library (RSXMAC.SML) has already been compressed. User-supplied macro libraries (.MLB) and macro definition prefix files should also be compressed. For additional information regarding these two utility tasks, consult the applicable RSX-11M or RSX-11D utilities manual (see Section 0.3 in the Preface).

It often seems expedient to append a macro definition prefix file to each assembly to provide commonly-used macros. This practice, however, may produce the undesirable allocation of valuable dynamic

ALLOCATING VIRTUAL MEMORY

storage for unnecessary macros. This side effect can be avoided by specifying that the prefix file containing the macros is a user-supplied macro library file (see Table 8-1). This action imposes the stipulation that the names of all desired macros must be listed as arguments in the .MCALL directive (see Section 7.8).

Storage for macro text can be re-used effectively by redefining certain types of macros to null after they have been invoked. This practice releases their dynamic memory for the storage of later macro text and also eliminates the overhead and the need for dynamic memory which would otherwise be required during the subsequent invocation and expansion of such non-redefined macros. The practice of redefining macros to null applies mainly to those that only define symbolic assignments, as shown in the example below. The redefinition process may be accomplished as follows:

```
        .MACRO  DEFIN
SYM1 = VAL1                ;DEFINE SYMBOLIC ASSIGNMENTS.
SYM2 = VAL2
      .
      .
OFF1 = SYMBOL              ;DEFINE SYMBOLIC OFFSETS.
OFF2 = OFF1+SIZ1
OFF3 = OFF2+SIZ2
      .
      .
OFFN = OFFM+SIZM
      .
      .
        .MACRO  DEFIN                ;MACRO NULL REDEFINITION.
        .ENDM
      .ENDM  DEFIN
```

Macros exhibiting this redefinition property should be defined (or read via the .MCALL directive) and invoked before all other macro definition and/or .MCALL processing. So doing ensures more efficient use of dynamic memory.

The following system macros have the automatic null redefinition property after once being invoked:

- DRERR\$ - Directive return status codes
- IOERR\$ - I/O return status codes
- FILIO\$ - File-related I/O function codes
- SPCIO\$ - Special I/O function codes
- CSI\$ - Command String Interpreter codes and offsets
- GCMLD\$ - Get Command Line codes and offsets
- BDOFF\$ - FCS buffer descriptor offsets
- FCSBT\$ - FCS bit value codes
- FDOFF\$ - FCS file descriptor block offsets
- FSROF\$ - FCS file storage region (FSR) offsets
- NBOFF\$ - FCS filename block offsets

ALLOCATING VIRTUAL MEMORY

F.3 OPERATIONAL TECHNIQUES

When, despite adhering to the guidelines discussed above, performance still falls below expectations, several additional measures may be taken to improve performance.

The first measure involves shifting the burden of symbol definition from MACRO-11 to the Task Builder. In most cases, the definition of system I/O and FCS symbols (and user-defined symbols of the same nature) is not necessary during the assembly process, since such symbols are defaulted to global references (see Section 3.9 and Section D.1, category 4 of error code A). The Task Builder attempts to resolve all global references from user-specified default libraries and/or the system object library (SYSLIB.OLB). Furthermore, by applying the selective search option for object modules consisting only of global symbol definitions, the actual additional burden to the Task Builder is minimal.

A second way of making more dynamic memory available is to produce only one output file (either object or listing), as opposed to two. The additional file descriptor block (FDB) and file storage region (FSR) required to support the second output file are allocated from available dynamic memory at the start of each assembly. Furthermore, the size of the file storage region allocated is the minimum required for the second (listing) output file. For disk files, this is 264(10) words, and for direct line printer output, it is 74(10) words.

The final way of increasing available dynamic memory is related only to the operating environment. Under RSX-11M, MACRO-11 allocates all storage between its highest address and the end of its partition as dynamic memory. Consequently, the amount of working storage can be increased by installing and running MACRO-11 in a larger partition.

In IAS and RSX-11D, the assembler's dynamic memory is fixed at link time. If a larger assembler is not available, you may build one by increasing the size of the task's stack. This is accomplished by altering the STACK= option in the command file to build MACRO-11.

APPENDIX G

FEATURES/FUNCTIONS NOT SUPPORTED BY THE RSX-11M 8K ASSEMBLER

<u>ITEM</u>	<u>REFERENCE</u>
Search of PST in operand expressions	3.2.2
^F unary operator	3.7 and 6.4.2.2
Z error code	5.3
.ENABL, .DSABL Symbolic Arguments:	
ABS	6.2
CDR	6.2
FPT	6.2
LC	6.2
PNC	6.2
Floating-point Storage Directives:	
.FLT2	6.4.2.1
.FLT4	6.4.2.1
PAL-11R Conditional Assembly Directives	6.11.3
.EOT directive	6.6.2
More than one level of indirect command files	8.1.1.5
No Floating Point Processor op-codes	C.1
No CREF support	8.1.4

APPENDIX H

WRITING POSITION INDEPENDENT CODE

H.1 INTRODUCTION TO POSITION INDEPENDENT CODE

The output of a MACRO-11 assembly is a relocatable object module. The Task Builder binds one or more modules together to create an executable task image. Once built, a task can generally be loaded and executed only at the virtual address specified by the Task Builder at link time. This is because the Task Builder has had to modify some instructions to reflect the memory locations in which the program is to run. Such a body of code is considered position-dependent (i.e., dependent on the virtual addresses to which it was bound).

All PDP-11 processors offer addressing modes that make it possible to write instructions that are not dependent on the virtual addresses to which they are bound. A body of such code is termed position-independent and can be loaded and executed at any virtual address. Position-independent code can improve system efficiency, both in use of virtual address space and in conservation of physical memory.

In multiprogramming systems like IAS, RSX-11D and RSX-11M, it is important that many tasks be able to share a single physical copy of common code; for example a library routine. To make the optimum use of a task's virtual address space, shared code should be position-independent. Code that is not position-independent can also be shared, but it must appear in the same virtual locations in every task using it. This restricts the placement of such code by the Task Builder and can result in the loss of virtual addressing space.

The construction of position-independent code is closely linked to the proper usage of PDP-11 addressing modes. The remainder of this Appendix assumes you are familiar with the addressing modes described in Chapter 5.

All addressing modes involving only register references are position-independent. These modes are as follows:

R	register mode
(R)	deferred register mode
(R)+	autoincrement mode
@(R)+	deferred autoincrement mode
-(R)	autodecrement mode
@-(R)	deferred autodecrement mode

When using these addressing modes, you are guaranteed position-independence, providing the contents of the registers have been supplied such that they are not dependent upon a particular virtual memory location.

WRITING POSITION INDEPENDENT CODE

The relative addressing modes are position-independent when a relocatable address is referenced from a relocatable instruction. These modes are as follows:

A	relative mode
@A	relative deferred mode

Relative modes are not position-independent when an absolute address (that is a non-relocatable address) is referenced from a relocatable instruction. In this case, absolute addressing (i.e., @#A) may be employed to make the reference position-independent.

Index modes can be either position-independent or position-dependent, according to their use in the program. These modes are as follows:

X(R)	index mode
@X(R)	index deferred mode

If the base, X, is an absolute value (e.g., a control block offset), the reference is position-independent. For example:

```
N=4      MOV      2(SP),R0      ;POSITION-INDEPENDENT
          MOV      N(SP),R0    ;POSITION-INDEPENDENT
```

If, however, X is a relocatable address, the reference is position-dependent. For example:

```
CLR      ADDR(R1)      ;POSITION-DEPENDENT
```

Immediate mode can be either position-independent or not, according to its usage. Immediate mode references are formatted as follows:

#N	immediate mode
----	----------------

When an absolute expression defines the value of N, the code is position-independent. When a relocatable expression defines N, the code is position-dependent. That is, immediate mode references are position-independent only when N is an absolute value.

Absolute mode addressing is position-independent only in those cases where an absolute virtual location is being referenced. Absolute mode addressing references are formatted as follows:

@#A	absolute mode
-----	---------------

An example of a position-independent absolute reference is a reference to the directive status word (\$DSW) from a relocatable instruction. For example:

```
MOV      @#$DSW,R0      ;RETRIEVE DIRECTIVE STATUS
```

H.2 EXAMPLES

The RSX-11 library routine, PWRUP, is a FORTRAN callable subroutine to establish or remove a user power failure AST entry point address. Imbedded within the routine is the actual AST entry point which saves all registers, effects a call to the user-specified entry point, restores all registers on return, and executes an AST exit directive. The following examples are excerpts from this routine. The first example has been modified to illustrate position-dependent references, (see Figure H-1). The second example, Figure H-2, is the position-independent version.

WRITING POSITION INDEPENDENT CODE

```

PWRUP::
    CLR      -(SP)                ;ASSUME SUCCESS
    CALL     .X.PAA                ;PUSH (SAVE) ARGUMENT ADDRESSES ONTO
                                ;STACK
    .WORD    1.,$DSW              ;CLEAR DSW, AND SET R1=R2=SP
    MOV      $OTSV,R4             ;GET OTS IMPURE AREA POINTER
    MOV      (SP)+,R2            ;GET AST ENTRY POINT ADDRESS
    BNE     10$                  ;IF NONE SPECIFIED, SPECIFY NO POWER
    CLR      -(SP)                ;RECOVERY AST SERVICE
    BR      20$                  ;
10$:
    MOV      R2,F.PF(R4)         ;SET AST ENTRY POINT
    MOV      #BA,-(SP)          ;PUSH AST SERVICE ADDRESS
20$:
    CALL     .X.EXT              ;ISSUE DIRECTIVE, EXIT.
    .BYTE    109.,2.            ;
    .
    .
BA:
    MOV      R0,-(SP)            ;PUSH (SAVE) R0
    MOV      R1,-(SP)            ;PUSH (SAVE) R1
    MOV      R2,-(SP)            ;PUSH (SAVE) R2

```

Figure H-1 Position-Dependent Code

```

PWRUP::
    CLR      -(SP)                ;ASSUME SUCCESS
    CALL     .X.PAA                ;PUSH ARGUMENT ADDRESSES ONTO STACK
    .WORD    1.,$DSW              ;CLEAR DSW, AND SET R1=R2=SP.
    MOV      @#$OTSV,R4          ;GET OTS IMPURE AREA POINTER
    MOV      (SP)+,R2            ;GET AST ENTRY POINT ADDRESS
    BNE     10$                  ;IF NONE SPECIFIED, SPECIFY NO POWER
    CLR      -(SP)                ;RECOVERY AST SERVICE
    BR      20$                  ;
10$:
    MOV      R2,F.PF(R4)         ;SET AST ENTRY POINT
    MOV      PC,-(SP)           ;PUSH CURRENT LOCATION
    ADD      #BA-.,(SP)         ;COMPUTE ACTUAL LOCATION OF AST
20$:
    CALL     .X.EXT              ;ISSUE DIRECTIVE, EXIT.
    .BYTE    109.,2.            ;
;
; ACTUAL AST SERVICE ROUTINE:
;
; 1) SAVE REGISTERS
; 2) EFFECT A CALL TO SPECIFIED SUBROUTINE
; 3) RESTORE REGISTERS
; 4) ISSUE AST EXIT DIRECTIVE
;
BA:
    MOV      R0,-(SP)            ;PUSH (SAVE) R0
    MOV      R1,-(SP)            ;PUSH (SAVE) R1
    MOV      R2,-(SP)            ;PUSH (SAVE) R2

```

Figure H-2 Position-Independent Code

The position-dependent version of the subroutine contains a relative reference to an absolute symbol (\$OTSV) and a literal reference to a relocatable symbol (BA). Both references are bound by the Task Builder to fixed memory locations. Therefore, the routine will not execute properly as part of a resident library if its location in virtual memory is not the same as the location specified at link time.

WRITING POSITION INDEPENDENT CODE

In the position-independent version, the reference to \$OTSV has been changed to an absolute reference. In addition, the necessary code has been added to compute the virtual location of BA based upon the value of the program counter. In this case, the value is obtained by adding the value of the program counter to the fixed displacement between the current location and the specified symbol. Thus, execution of the modified routine is not affected by its location in the task's virtual address space.

The MACRO-11 Assembler provides a way of checking the position-independence of code. In an assembly listing, MACRO-11 inserts a ' character following the contents of any word which requires the Task Builder to perform a relocation operation. In some cases this character indicates a position-dependent instruction; in other cases, it merely draws the user's attention to the use of a symbol which may or may not be position-independent. The cases which cause a ' character to be inserted in the assembly listing are as follows:

1. Absolute mode references are flagged with a ' character when the reference is relocatable. References are not flagged when they are position-independent (i.e., absolute). For example:

```
MOV  @#ADDR,R1      ;PIC ONLY IF ADDR IS ABSOLUTE.
```

2. Index and index deferred mode references are flagged with a ' character when the offset is relocatable. For example:

```
MOV  ADDR(R1),R5    ;NON-PIC IF ADDR IS RELOCATABLE.
MOV  @ADDR(R1),R5   ;NON-PIC IF ADDR IS RELOCATABLE.
```

3. Relative and relative deferred mode references are flagged with a ' character when the address specified is relocatable with respect to another program section. For example:

```
MOV  ADDR1,R1       ;NON-PIC WHEN ADDR1 IS BOUND
MOV  @ADDR1,R1      ;TO ANOTHER PROGRAM SECTION
```

4. Immediate mode references to relocatable addresses are always flagged with a ' character.

```
MOV  #3,R0          ;ALWAYS POSITION-INDEPENDENT.
MOV  #ADDR,R1       ;NON-PIC WHEN ADDR IS RELOCATABLE.
```

There is one case in which the MACRO-11 assembler does not flag a potential position-dependent reference. This occurs where a relative reference is made to an absolute virtual location from a relocatable instruction (i.e., MOV \$OTSV,R4 in Figure F-1).

Those references requiring more than simple Task Builder relocation are also indicated in the assembly listing. Simple global references are flagged with the letter G. Those which contain multiple global references or complex relocation, are flagged with the letter C (see Section 3.9 and Chapter 4). In such cases, it is difficult to positively state which are or are not position-independent. However, in general, it is safe to apply the guidelines discussed earlier in this Appendix to the resulting address value produced by the Task Builder.

APPENDIX I

SAMPLE ASSEMBLY AND CROSS REFERENCE LISTING

```

1      .TITLE P3PRE
2      .IDENT /05/
3
4      ;
5      ; COPYRIGHT 1976, DIGITAL EQUIPMENT CORP., MAYNARD, MASS.
6      ;
7      ; THIS SOFTWARE IS FURNISHED TO PURCHASER UNDER A LICENSE FOR USE
8      ; ON A SINGLE COMPUTER SYSTEM AND CAN BE COPIED (WITH INCLUSION
9      ; OF DEC'S COPYRIGHT NOTICE) ONLY FOR USE IN SUCH SYSTEM, EXCEPT
10     ; AS MAY OTHERWISE BE PROVIDED IN WRITING BY DEC.
11     ;
12     ; THE INFORMATION IN THIS DOCUMENT IS SUBJECT TO CHANGE WITHOUT
13     ; NOTICE AND SHOULD NOT BE CONSTRUED AS A COMMITMENT BY DIGITAL
14     ; EQUIPMENT CORPORATION.
15     ;
16     ; DEC ASSUMES NO RESPONSIBILITY FOR THE USE OR RELIABILITY
17     ; OF ITS SOFTWARE ON EQUIPMENT WHICH IS NOT SUPPLIED BY DEC.
18     ;
19     ; VERSION 05
20     ;
21     ; C. MONIA 05-FEB-76
22     ;
23     ; PERFORM PRELIMINARY SYMBOL TABLE PROCESSING
24     ;
25     ; LOCAL MACROS
26     ;
27     ; DEFINE CANNED SECTION TABLE ENTRIES
28     ;
29     ; SECTN NAME,FLAGS,SEG
30     ;
31     ; WHERE:
32     ;
33     ; NAME=SECTION NAME
34     ; OFFSET=OFFSET IN SEGMENT DESCRIPTOR TO RECEIVE SECTION ADDRESS.
35     ; BLANK IF NONE.
36     ; FLAGS=SECTION FLAGS BYTE CONTENTS
37     ; SEG='ROOT' IF SECTION IS DEFINED IN ROOT SEGMENT ONLY
38     ;
39
40     .MACRO SECTN NAME,FLAGS,OFFSET,SEG
41     .=-2
42     $$$=,
43     .WORD 0
44     .WORD 0
45     $$$=,
46     .=-4
47     .RAD50 /NAME/
48     .=$$$
49     .BYTE FLAGS
50     .IF B SEG
51     .BYTE 0
52     .IFF
53     .BYTE =1
54     .ENDC
55     .IF NB OFFSET
56     .WORD OFFSET
57     .IFF

```

```

58          .WORD      0
59          .ENDC
60          SCTLGH=,=SS0
61          .WORD      0
62          .ENDM
63
64          ;
65          ; LOCAL DATA
66          ;
67          ; COMMON STORAGE SHARED WITH MODULE 'PRCLM'
68          ;
69          ;     *** NOTE ***
70          ;
71          ; THE CONTENTS OF THE SECTION DEFINED BELOW MUST MATCH
72          ; THE SECTION CONTENTS SPECIFIED IN MODULE 'PRCLM'.
73          ;
74
75          000000          .PSECT  PRCLSD,D,OVR
76
77          000000          CR SCT:  .BLKW  10.          ; CURRENT SECTION DATA
78          000024          CRVSC:  .BLKW  1           ; VIRTUAL ADDRESS OF CURRENT SEGMENT
79          000026          LOADNM:  .RAD50  /$LOAD/     ; NAME OF MANUAL LOAD ROUTINE
              000030          125257 003340
80          000032          MODN:   .BLKW  1           ; FIRST HALF OF MODULE NAME
81          000034          LCLSYM: .BLKW  0.          ; LOCAL SYMBOL STORAGE
82          000054          SRCPF:  .BLKW  1           ; SEARCH PATH FLAG
83          000056          SRVSG:  .BLKW  1           ; VIRTUAL ADDRESS OF SEARCH SEGMENT
84          000060          SYDEF:  .BLKW  1           ; SYMBOL DEFINITION FLAG
85          000062          SYENT:  .BLKW  1           ; SYMBOL ENTRY ADDRESS
86          000064          SYFLG:  .BLKW  1           ; CURRENT SYMBOL FLAGS
87
88          000000          .PSECT
89
90          ;
91          ; GSD DISPATCH VECTOR TABLE
92          ;
93          ; THIS TABLE CONTAINS THE ADDRESS OF SUBROUTINES WITHIN MODULE
94          ; 'PRCLM' THAT PROCESS SPECIFIED GSD RECORD TYPES. PRIOR TO
95          ; ISSUING A SUBROUTINE CALL TO ANY OF THESE ENTRY POINTS, THE
96          ; FOLLOWING MUST BE SETUP:
97          ;
98          ; INPUTS:
99          ;
100         ; R0=REAL ADDRESS OF SEGMENT DESCRIPTOR
101         ; R1=ADDRESS OF LOCAL SYMBOL DESCRIPTOR (LCLSYM)
102         ; R4=ADDRESS OF DUMMY ELEMENT DESCRIPTOR
103         ; R5=REAL ADDRESS OF SEGMENT DESCRIPTOR
104         ; CR SCT=CURRENT SECTION DATA (SETUP BY PSTNME OR SCTNME)
105         ; MODN=NAME OF SEGMENT BEING PROCESSED
106         ; SCREL M=ADDRESS OF DUMMY ELEMENT DESCRIPTOR
107         ; SCRSE G=REAL ADDRSS OF SEGMENT DESCRIPTOR
108         ; SCRVEL=0 (VIRTUAL ADDRESS OF CURRENT ELEMENT DESCRIPTOR)
109         ; SCRVS G=VIRTUAL ADDRESS OF SEGMENT DESCRIPTOR
110         ;
111         ;
112         ;     *** NOTE ***
113         ;

```

```

114           ; THE CONTENTS OF THIS TABLE ARE ESTABLISHED BY MODULE "PRCLM".
115           ; ANY CHANGE IN THAT MODULE MUST BE REFLECTED HEREIN.
116           ;
117
118 000000      .PSECT  GSDVSD,D,OVR
119
120 000000      MODNME; .BLKW  1           ; MODULE NAME
121 000002      SCTNME; .BLKW  1           ; SECTION NAME
122 000004      INTSYM; .BLKW  1           ; INTERNAL SYMBOL
123 000006      XFRADR; .BLKW  1           ; TRANSFER ADDRESS
124 000010      SYMOCL; .BLKW  1           ; SYMBOL DECLARATION
125 000012      PSTNME; .BLKW  1           ; PROGRAM SECTION NAME
126 000014      VIDENT; .BLKW  1          ; VERSION IDENTIFICATION
127 000016      VSTNME; .BLKW  1          ; VIRTUAL ARRAY NAME
128
129 000000      .PSECT
130
131           ;
132           ; DUMMY ELEMENT DESCRIPTOR
133           ;
134
135 000000 000000 DUMMY; .WORD  0           ; LINK TO NEXT
136           .BLKW  1           ; ADDRESS OF CMT TABLE
137           .BLKW  1           ; HIGHEST SECTION NUMBER
138 000006 000000 .WORD  0           ; ELEMENT SWITCH WORD
139 000010 000000 .WORD  0           ; MODULE IDENTIFICATION
140 000012 000000 .WORD  0           ; ...
141 000014 000000 .WORD  0           ; MODULE NAME
142 000016 000000 .WORD  0           ; ...
143 000020 000000 .WORD  0           ; VIRTUAL ADDRESS OF CMT TABLE
144
145           ;
146           ; SYMBOL ENTRY FOR OVERLAY CONTROL ROUTINE
147           ;
148
149 000022 125311 MARKS; .RAD50 /SMA/      ; FIRST HALF OF NAME
150           .BLKW  1           ; SECOND HALF OF NAME
151           .BLKB  1           ; FLAGS
152 000027 000     .BYTE  0           ; UNUSED
153
154           ;
155           ; SECTION ENTRY LIST
156           ;
157           ; THE SECTIONS DESIGNATED AS "ROOT" ARE INCLUDED IN THE MAIN
158           ; ROOT SEGMENT ONLY. ALL OTHERS ARE INCLUDED IN EACH SEGMENT OF
159           ; THE TASK.
160           ;
161
162 000030 000000 SCTNM; .WORD  0           ; DUMMY ZERO AT START OF TABLE
163
164 000032      SECTN  $$ALVC,<CSSRELIC$STYP>,$$GAUT+2 ; AUTOLOAD VECTOR SPACE
165 000042      SECTN  $$RGDS,<CSSRELIC$STYP>,$$GREG+2,ROOT ; REGION DESCRIPTOR
166 000052      RTSPC; SECTN  $$RTS,<CSSALOIC$GBLIC$REL> ; GLOBAL SEGMENT RETURN POINT
167 000062      SECTN  $$$GD0,<CSSALOIC$RELIC$STYP>,,ROOT ; DELIMITING SECTION FOR SEGMENT TABLES
168 000072      SECTN  $$$GD1,<CSSRELIC$STYP>,$$GSEG+2,ROOT ; SEGMENT DESCRIPTORS
169 000102      SECTN  $$$GD2,<CSSALOIC$RELIC$STYP>,,ROOT ; DELIMITING SECTION FOR SEGMENT DESCRIPTORS
170 000112      SECTN  $$$WDS,<CSSRELIC$STYP>,$$GWND+2,ROOT ; WINDOW DESCRIPTORS

```



```

293 000542 012700      MOV      #LCLSYM+2,R0      ; POINT TO LOCAL DESCRIPTOR
          000036'
294 000546 012320      MOV      (R3)+,(R0)+      ; COPY SECTION NAME
295 000550 001434      BEQ      30$              ; IF EQ AT END OF LIST
296 000552 012320      MOV      (R3)+,(R0)+      ; COPY SECOND HALF OF NAME
297 000554 012320      MOV      (R3)+,(R0)+      ; COPY FLAGS
298 000556 005010      CLR      (R0)             ; CLEAR LENGTH
299 000560 105740      TSTB    =(R0)            ; ROOT SEGMENT ONLY?
300 000562 001404      BEQ      10$              ; IF EQ NO
301 000564 026767      CMP      $CRVSG,$RTSEG    ; AT ROOT?
          000000G
          000000G
302 000572          BNE      20$              ; IF NE NO
          001022
303 000574          ;
304 000574 105010 10$:    CLRB    (R0)             ; CLEAR HIGH FLAGS BYTE
305 000576 032767      BIT      #SWSNH,TSKSW    ; BUILDING RESIDENT LIBRARY?
          000000G
          177316
306 000604 001402      BEQ      15$              ; IF EQ NO
307 000606 112710      MOVB    #CS$RES,(R0)     ; FLAG SECTION AS TASK-RESIDENT
          000000G
308 000612          ;
309 000612 010500 15$:    MOV      R5,R0            ; COPY REAL ADDRESS OF SEGMENT
310 000614 012701      MOV      #LCLSYM,R1      ; GET ADDRESS OF LOCAL DESCRIPTOR
          000034'
311 000620          CALL    #PSTNME          ; ENTER SECTION IN TABLES
312 000624 010500      MOV      R5,R0            ; GET ADDRESS OF SEGMENT DESCRIPTOR
313 000626 061300      ADD     (R3),R0          ; OFFSET TO PROPER SLOT IN DESCRIPTOR
314 000630 020005      CMP     R0,R5            ; NO OFFSET?
315 000632 001402      BEQ     20$              ; IF EQ NO OFFSET TO BE SETUP
316 000634 016710      MOV     CRVSC,(R0)      ; STORE SECTION ADDRESS
          000024'
317 000640          ;
318 000640 005723 20$:    TST     (R3)+            ; CLEAR C, ADVANCE TO NEXT ENTRY
319 000642          ;
320 000642          ;
          30$:    RETURN
321
322          ;
323          ; INSERT A GLOBAL SYMBOL IN SEGMENT.
324          ;
325          ; LOCAL SYMBOL DESCRIPTOR AND CURRENT SECTION MUST BE SETUP
326          ;
327
328 000644          IN$SYM:
329 000644 012701      MOV     #LCLSYM,R1      ; GET ADDRESS OF LOCAL DESCRIPTOR
          000034'
330 000650 010500      MOV     R5,R0            ; COPY ADDRESS OF SEGMENT DESCRIPTOR
331 000652          CALLR  #SYMDCL          ; ENTER SYMBOL IN TABLE
332
333          000001          .END

```

SYMBOL CROSS REFERENCE

CREF V01

SYMBOL	VALUE	REFERENCES				
CR	# 000015	#1-197				
CRSCT	000000 R	#2-77				
CRVSC	000024 R	#2-78	2-316			
CSSALO	# ***** GX	2-166	2-167	2-169		
CSSGBL	# ***** GX	2-166				
CSSREL	# ***** GX	2-164	2-165	2-166	2-167	2-168
		2-169	2-170			
CSSRES	# ***** GX	2-307				
CSSTYP	# ***** GX	2-164	2-165	2-167	2-168	2-169
		2-170				
DUMMY	000000 R	#2-135	2-263	2-284		
ESLCMT	# ***** GX	#2-264				
ESLNUM	# ***** GX	#2-265				
ESLSWT	# ***** GX	2-206				
FF	# 000014	#1-197				
HT	# 000011	#1-197				
INSCT	000540 R	2-270	#2-291			
INSYM	000644 R	2-281	#2-328			
INTSYM	000004 R	#2-122				
LCLSYM	000034 R	#2-81	2-276	2-293	2-310	2-329
LF	# 000012	#1-197				
LOADNM	000026 R	#2-79				
MARKS	000022 R	#2-149	2-228	2-245		
MODN	000032 R	#2-80	2-260			
MODNME	000000 R	#2-120				
PSTNME	000012 R	#2-125	2-311			
P3PRE	000174 R	2-209	#2-218			
RTSPC	000052 R	#2-166	2-272			
RSS11M	# 000000	#1-34				
SCTLGH	# 000010	#2-164	#2-165	#2-166	#2-167	#2-168
		#2-169	#2-170	2-272		
		#2-162	2-268			
SCTNM	000030 R	#2-162				
SCTNME	000002 R	#2-121				
SGSGBL	# ***** GX	2-274				
SPA	# 000040	#1-197				
SRCPF	000054 R	#2-82				
SRVSG	000056 R	#2-83				
SWSNH	# ***** GX	2-235	2-305			
SYDEF	000060 R	#2-84				
SYENT	000062 R	#2-85				
SYFLG	000064 R	#2-86				
SYMDCI	000010 R	#2-124	2-331			
SYSDCF	# ***** GX	2-279				
SYSGBL	# ***** GX	2-230	2-279			
SYSREL	# ***** GX	2-279				
SYSHK	# ***** GX	2-237	2-250			
SSGAUT	# ***** GX	2-164				
SSGNME	# ***** GX	2-261	2-262	2-277	2-278	
SSGREG	# ***** GX	2-165				
SSGSEG	# ***** GX	2-168				
SSGSTB	# ***** GX	2-227	2-256			
SSGSTS	# ***** GX	2-274				

REGISTER SYMBOL	CROSS REFERENCE	CREF	V01		
PC	*2-205	*2-210	*2-212	*2-220	
	*2-222	*2-243	*2-257	*2-258	
	*2-270	*2-311	*2-320		
R0	2-206	*2-209	*2-226	2-244	
	*2-246	*2-247	*2-248	2-249	
	*2-255	*2-256	*2-260	*2-261	
	*2-276	*2-277	*2-278	*2-279	
	*2-284	*2-293	*2-294	*2-296	
	2-298	*2-299	2-304	2-307	
	*2-312	*2-313	2-314	2-316	
	*2-204	*2-207	*2-221	2-224	
	2-229	2-233	2-239	*2-242	
	*2-329			*2-310	
	R2	*2-230	*2-237	2-239	*2-245
		*2-248	2-249		*2-247
R3	*2-268	2-272	*2-294	*2-296	
	2-313	*2-318		*2-297	
R4	*2-263	2-264	2-265	2-266	
R5	*2-219	*2-223	2-226	2-252	
	2-262	2-274	2-277	2-261	
	2-312	2-314	2-330	2-309	

MACRO CROSS REFERENCE

CREF V01

MACRO NAME	REFERENCES				
CALL	#1-46	2-205	2-208	2-210	2-220
	2-222	2-240	2-243	2-257	2-258
	2-270	2-281	2-311		
CALLR	#1-75	#2-285	#2-331		
DEF	#1-83	#1-197	#1-197		
ERRORS	#1-123				
JOL	#1-145				
RETURN	#1-187	#2-212	#2-320		
SAVRG	#1-156	2-219			
SAVVR	#1-166				
SECTN	#2-40	#2-164	#2-165	#2-166	#2-167
	#2-168	#2-169	#2-170		
SOB	#1-175				
.DSECT	#1-98				

PERMANENT SYMBOL TABLE CROSS REFERENCE

CREF V01

SYMBOL	REFERENCES					
ADD	2-227	2-256	2-313			
BCC	2-241					
BCS	2-271					
BEQ	2-203	2-236	2-275	2-295	2-300	2-306
	2-315					
BISB	2-237					
BIT	2-235	2-305				
BITB	2-250	2-274				
BLO	2-232					
BNE	2-225	2-251	2-273	2-302		
BR	2-202					
CLR	2-207	2-264	2-267	2-280	2-298	
CLRB	2-304					
CMP	2-202	2-224	2-231	2-272	2-301	2-314
INC	2-252	2-253				
JMP	2-285	2-331				
JSR	2-205	2-208	2-210	2-219	2-220	2-222
	2-240	2-243	2-257	2-258	2-270	2-281
	2-311					
MOV	2-204	2-206	2-209	2-221	2-223	2-226
	2-228	2-229	2-233	2-242	2-244	2-245
	2-247	2-248	2-249	2-255	2-260	2-261
	2-262	2-263	2-265	2-266	2-268	2-276
	2-277	2-278	2-279	2-284	2-293	2-294
	2-296	2-297	2-309	2-310	2-312	2-316
	2-329	2-330				
MOVB	2-230	2-239	2-307			
RTS	2-212	2-320				
SEC	2-292					
TST	2-246	2-318				
TSTB	2-299					
.BLKB	2-151					
.BLKW	2-77	2-78	2-80	2-81	2-82	2-83
	2-84	2-85	2-86	2-120	2-121	2-122
	2-123	2-124	2-125	2-126	2-127	2-136
	2-137	2-150	2-176			
.BYTE	2-152	2-164	2-164	2-165	2-165	2-166
	2-166	2-167	2-167	2-168	2-168	2-169
	2-169	2-170	2-170			
.END	2-333					
.ENDC	1-179	2-165	2-166	2-167	2-167	2-168
	2-169	2-169	2-170			
.IDENT	1-3	2-2				
.IF	1-174	2-164	2-164	2-165	2-165	2-166
	2-166	2-167	2-167	2-168	2-168	2-169
	2-169	2-170	2-170	2-205	2-205	2-205
	2-205	2-205	2-208	2-208	2-208	2-208
	2-208	2-210	2-210	2-210	2-210	2-210
	2-220	2-220	2-220	2-220	2-220	2-222
	2-222	2-222	2-222	2-240	2-240	2-240
	2-240	2-240	2-240	2-243	2-243	2-243
	2-243	2-243	2-257	2-257	2-257	2-257

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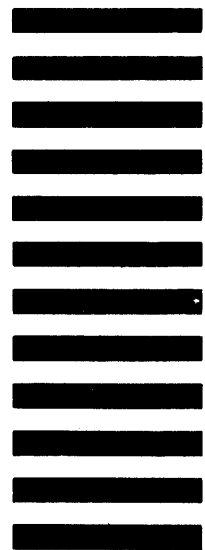
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