	RPG DISI	PLAYS
DISPLAY	REASON	ACTION
0 E 2 2	MR FIELD OUT OF SE	SAME AS DETT
0 E 2 3	RECORD UNIDENTIFIED	SAME AS OE 11
0E31	CARD TYPE OUT OF SE- QUENCE IN SECONDARY (\$2) FILE	SAME AS DE11
	MR FIELD OUT OF SE-	SAME AS DELA
0E33	RECORD UNIDENTIFIED	SAME AS OEII
0E43	RECORD UNIDENTIFIED IN CHAINING FILE 'CT'	PRESS START TO GET ANOTHER RECORD FROM FILE
0E 53	C2 RECORD UNIDENTI-	SAME AS 0E43
0E63	C3 RECORD UNIDENTI-	SAME AS 0E43
0 E 7 3	RECORD UNIDENTIFIED	PRESS START TO BYPASS RECORD IN ERROR
	IN CALCULATION CHAINED	
0E83	RECORD UNIDENTIFIED IN CALCULATION CHAINED FILE 2	PRESS START TO BYPASS RECORD IN ERROR
0 E 9 3	RECORD UNIDENTIFIED IN CALCULATION CHAINED FILE 3	PRESS START TO BYPASS RECORD IN ERROR
0 E FO	HI HALT	PRESS START TO CON-
	H2 HALT	SAME AS OFFO
0EFF 1FFF	H 1 & H 2 H A L T EOF SENTINEL READ	SAME AS DEFO RUN COMPLETED
29 E E	DIVIDE CHECK ERROR	CORRECT ERROR & RE-
30U 1	PROGRAM NOT FOUND	CORRECT ERROR & RERUN
380 ×	I/O ERROR ON UNIT X	UNRECOVERABLE
390×	HO ERROR ON UNIT X	KEYIN NONZERO INTO LOCATION 4 TO TRY AGAIN
41 E F	GENERATION COMPLETE OR EOF SENTINEL READ	MOS CONTROL TRANSFER TO EOJ ROUTINE
4730	A 1004 I/O ERRÓR	PRESS MANUAL ALTERATION 1. FEED ONE CARD IF NECESSARY SET MANUAL ALTERATION 1 OF AND PRESS RUN ON 1004. PRESS START ON 9200/9300 CONSOLE.
60x1	READ OR WRITE TAPE ERROR	PRESS START TO ATTEMPT RECOVERY ON KEYIN 01 TO CANCEL.
	1004 READER ERROR	UNRECOVERABLE.
	1004 CARD COUNT ERROR HOLE COUNT ERROR ON 1004	PRESS START TO IGNORE. SET MANUAL ALTERATION 1; RUN OUT LAST CARD; INPUT LAST TWO CARDS AGAIN. RESE' MANUAL ALTERATION 1; READ ONE CARD; PRESS RUN ON 1004 PRESS ONE CARD; PRESS RUN ON 1004. PRESS START ON

SPERRY UNIVAC 9200/9300 Series

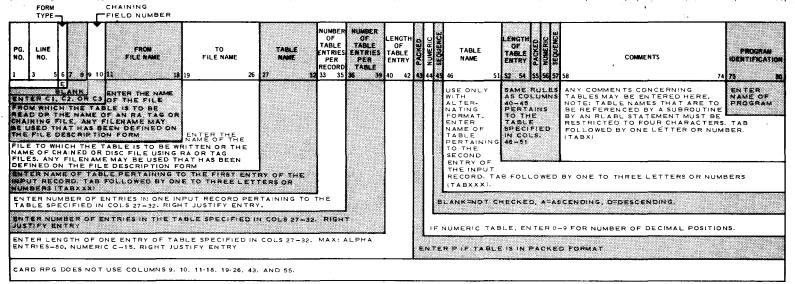
Report Program Generator Summary

4	
1	
4	
-	LABEL INFORMATION - EXPIRATION DATE
_	
-	
_	LABEL INFORMATION - VOLUME NUMBER
	A DESCRIPTION OF SELECTION NUMBER
	LABEL INFORMATION - GENERATION NUMBER
4	
_	
-	LABEL INFORMATION - CREATION DATE
-	
-	
1	
	EABEL INFORMATION - FILE IDENTIFICATION
4	
_	
4	SEVENTH CHANNEL NUMBER
1	
	SEVENTH LINE NUMBER
_	SIXTH CHANNEL NUMBER
_	
_	SIXTH LINE NUMBER
_	FIFTH CHANNEL NUMBER
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-	FIFTH LINE NUMBER
_	FOURTH CHANNEL NUMBER
-	The state of the s
_	FOURTH LINE NUMBER
_	THIRD CHANNEL NUMBER
-	
	THIRD LINE NUMBER
-	SECOND CHANNEL NUMBER
4	SECOND CHANNEL NUMBER
_	SECOND LINE NUMBER
_	FIRST CHANNEL NUMBER
_	FIRST CHANNEL NUMBER
_	FIRST LINE NUMBER
-	
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_	
_	LELINE COUNTER SPECIFICATIONS CARD IDENTIFICATION, MANDATORY ENTRY
_	
-	
-	

## LINE COUNTER SPECIFICATIONS

	RPG D	ISPLAYS
DISPLA	Y REASON	ACTION
000F	MEMORY EXCEEDED DUR-	REVISE INPUT & RERUN
0333 0C x 1	GENERATION COMPLETE DISC X PRIME DATA	PRESS START TO RUN PRESS START TO CLOSE
0 C × 2	AREA FULL DISC X OVERFLOW AREA	FILES & CANCEL JOS SAME AS OCX1
0C×3	FULL DUPLICATE KEY FOUND ON DISC X	PRESS START TO IGNORE RECORD
0 C × 4	RECORD MISSING ON DISC X	IF RA FILE: PRESS START TO IGNORE REC- CORD
0C×5	RECORD OUT OF SE-	PRESS START TO IGNORE
OCFF	DISC HARDWARE ERROR	PRESS START TO CLOSE FILES & CANCEL JOB
0001	SOURCE CODE ERRORS.	PRESS START TO RUN
0010	HEADER CONTROL CARD	CORRECT ERRORS & RERUN
0D11	NO CONTROL CARD	REFEED CONTROL CARD & LAST 2 CARDS READ. PRESS START
0D12	HEADER CONTROL CARD ERRORS IN COLS. 13 & 14	SAME AS ODIT
0D13	OR IN 23-25 PROGRAM IS TOO LARGE	REVISE INPUT & RERUN
0 D 14	SOURCE CODE ERRORS. FATAL	CORRECT ERRORS & RERUN
0D15	SUBROUTINE NOT DE-	SAME AS OD 14
0 D 16	CARD COUNT ERROR IN RPG OR SUBROUTINE	SAME AS OD14
0D17	SUBROUTINE LABEL NOT DEFINED BY REABL	SAME AS OD14
0D18	TABLE LENGTH DEFINI- TION ERROR	SAME AS OD14
0D 19	SUBROUTINES MISSING OR INSERTED WRONG	SAME AS OD14
0 D 2 O	PROGRAM AS GENERATED EXCEEDS MEMORY	REVISE INPUT & RERUN
0D21	TOO FEW TABLES	CORRECT ERROR & RERUN
0 D 2 2	TOO MANY TABLES NO FILE DESCRIPTION	SAME AS 0021 CORRECT ERROR & RERUN
*	CARD FOR CALCULA-	SOURCE EMON & NEWS
0030	RPG GENERATOR CARD SEQUENCE ERROR	CORRECT ERROR & RERUN
0031	NO L CARD OR NO SEN- TINEL FOLLOWING L CARD	SAME AS OD21
0D32	CHANNEL IN L CARD IS	SAME AS OD21
0E11	CARD TYPE OUT OF SE-	IF CARD READER: PRESS START TO BYPASS CARD
	FILE	IN ERROR CARD IS
0E12	MATCHING RECORDS	NEXT TO LAST IN STACK.
	FIELD OUT OF SE-	IF CARD CONTROLLER: CARD IN POST-READ
	FILE	STATION CAUSED ERROR.
0E13	RECORD UNIDENTIFIED	CARD IN PRE-READ STA-
0 E 2 1	IN PRIMARY FILE CARD TYPE OUT OF SE- QUENCE IN SECONDARY	TION IS PROCESSED NEXT
_	(SI) FILE	

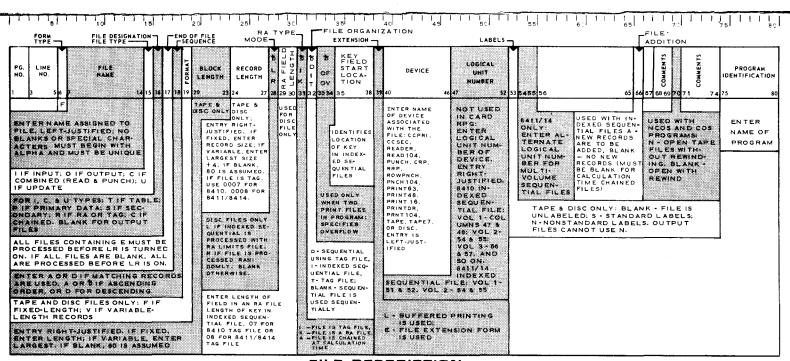
R = CLOSE REWIND WITHOUT INTERLOCK N = NO REWIND  E = FILE IS TO BE EXTENDED: B = FILE NOT EXTENDED  LOGICAL UNIT NUMBER OF THIS FILE;  IF BLANK, 01 IS ASSUMED.  USER-DEFINED FILE NAME TO  RECEIVE OBJECT PROGRAM: IF  BLANK, RPGOUTPT IS ASSUMED.  SAME CODES AS COL. 58  C = GET CODING TRANSIENT P = FUT CODING IN ANSIENT P = FUT CODING IN ANSIENT P = FUT CODING IN ANSIENT FOR TAPE IOCS  G = GET/FUT CODING IN CHIEF FOR TAPE IOCS  G = GET/FUT CODING TRANSIENT FOR SOUCHTIAL: B = SOTH SET/FUT AND READ/MITE CODING IN LINE  S = SETL/ESETL CODING TRANSIENT, B = SETL/ESETL CODING IN LINE  ID CHARACTERS 5 -8 OF OBJECT PROGRAM (NCOS-COS ONLY)  HEXADECIMAL BASE ADDRESS FOR GENERATED PRO- GRAM, USED WITH NCOS AND COS. ADDRESS.  UP TO 4 CHARACTER 1.0. OF OBJECT PROGRAM - OR ID FIELD ON TAPE/DISC  IF USING NCOS C = 1001 CONTROL STREAM INPUT BLANK = READER CONTROL INPUT BLANK = SOFTWARE MID/E  48 - 48 CHAR. BAR, BLANK - 63, CHAR, BAR FOR TYPE OF PRINT BAR USI BLANK = OSTTWARE MID/E  BLANK = DECIMAL POINT NUMERIC LITERALS 1 = DECIMAL COMMA NUMERIC LITERALS  BLANK = DECIMAL POINT NUMERIC LITERALS 1 = DECIMAL COMMA NUMERIC LITERALS  BLANK = DECIMAL POINT NUMERIC LITERALS 1 = DECIMAL COMMA NUMERIC LITERALS  BLANK = DECIMAL POINT NUMERIC LITERALS 1 = DECIMAL COMMA NUMERIC LITERALS  BLANK = DECIMAL POINT NUMERIC LITERALS 1 = DECIMAL COMMA NUMERIC LITERALS  BLANK = DECIMAL POINT NUMERIC LITERALS 1 = DECIMAL COMMA NUMERIC LITERALS  BLANK = DECIMAL POINT NUMERIC LITERALS 1 = DECIMAL COMMA NUMERIC CLITERALS  BLANK = DECIMAL POINT NUMERIC LITERALS 1 = DECIMAL COMMA NUMERIC CLITERALS  BLANK = DECIMAL POINT NUMERIC LITERALS 1 = DECIMAL COMMA NUMERIC CLITERALS  BLANK = DECIMAL POINT NUMERIC LITERALS 1 = DECIMAL COMMA NUMERIC CLITERALS  BLANK = DECIMAL POINT NUMERIC LITERALS 1 = DECIMAL COMMA NUMERIC CLITERALS  BLANK = DECIMAL POINT NUMERIC LITERALS 1 = DECIMAL COMMA NUMERIC CLITERALS  BLANK = SOURCE POINT NO DISC ONLY MOS S FOR TAPE AND DISC ONLY  1 = RESSE	4		٠
R = CLOSE REWIND WITHOUT INTERLOCK N = NO REWIND  E=FILE IS TO BE EXTENDED: \$\( \) = FILE NOT EXTENDED  LOGICAL UNIT NUMBER OF THIS FILE;  IF BLANK, 01 IS ASSUMED.  USER-DEFINED FILE NAME TO  RECEIVE OBJECT PROGRAM: IF  BLANK, REGOUTET IS ASSUMED.  SAME CODES AS COL. 58  G = GET CODING TRANSIENT P = PUT CODING TRANSIENT P = PUT CODING TRANSIENT P = PUT CODING TRANSIENT FOR TAPE IOCS  TO = GET FOUT CODING TRANSIENT P = PUT CODING TRANSIENT P = PUT CODING TRANSIENT P = PUT CODING TRANSIENT D = GET AND PUT CODING TRANSIENT S = SETL/ESETL CODING TRANSIENT FOR INDEX SEQUENTIAL:  ID CHARACTERS 5-8 OF OBJECT PROGRAM (NCOS-COS ONLY)  HEXADECIMAL ADDRESS FOR TOP OF MEMORY FOR THIS PROGRAM (USE IN COS)  HEXADECIMAL BASE ADDRESS FOR GENERATED PRO- GRAM. USED WITH NCOS AND COS. BLANK - OBJECT PROGRAM BASE ADDRESS = RPG BASE ADDRESS.  UP TO 4 CHARACTEV I.D. OF OBJECT PROGRAM (NCOS-COS ONLY)  M = HARDWARME MULTIPLY, DIVIDE, EDIT ON OBJECT COMPUT BLANK = READER CONTROL INPUT  M = HARDWARME MULTIPLY, DIVIDE, EDIT ON OBJECT COMPUT BLANK = SOFTWARE M/D/E  48 - 48 CHAR, BAR, BLANK - 93 CHAR, BAR FOR TYPE OF PRINT BAR USI DURING CAN BEATTON  DURING CAN BEATTON  TO SHARKEWARE MULTIPLY, DIVIDE, EDIT ON OBJECT PROGRAM  BLANK = DECIMAL POINT NUMERIC LITERALS 1 - DECIMAL COMMA NUMERIC LITERALS SHILLING OUTPUT FORMAT 1 = HOLLERITH BOTH BLANK=PENCE FORM SHILLING OUTPUT FORMAT 1 = HOLLERITH BOTH BLANK=PENCE FORM SHILLING OUTPUT FORMAT 1 = HOLLERITH BOTH BLANK=PENCE FORM SHILLING OUTPUT FORMAT 1 = HOLLERITH BOTH BLANK=PENCE FORM SHILLING OUTPUT FORMAT 1 = BSI BOTH 0 = PRINT ONLY  PENCE INDUT FORMAT 1 = HOLLERITH BOTH BLANK=PENCE FORM SHILLING OUTPUT FORMAT 1 = BSI BOTH 0 = PRINT ONLY  BLANK = DOCIMAL POINT NUMERIC LITERALS 1 = DECIMAL COMMA NUMERIC LITERALS SHILLING OUTPUT FORMAT 1 = HOLLERITH BOTH BLANK=PENCE FORM SHILLING OUTPUT FORMAT 2 = BSI BOTH 0 = PRINT ONLY  PENCE INDUT FORMAT 3 = FORM TO STORM TO TAPE/OISC LOGICAL UNIT 1  SHAME SECRETATE AND RUN  O = RESSEN	7	NOTE:	
LOGICAL UNIT NUMBER OF THIS FILE;  IF BLANK, 0115 ASSUMED.  USER-DEFINED FILE NAME TO  RECEIVE OBJECT PROGRAM: IF  BLANK, RPGOUTPT IS ASSUMED.  SAME CODES AS COL. 56  G = GET CODING TRANSIENT B = BOTH GET AND FOUND TO THE MASSIENT B = BOTH GET AND FOUND TO THE MASSIENT B = BOTH GET AND FOUND THANSIENT B = BOTH GET AND FOUND TO THE MASSIENT B = BOTH GET AND FOUND THANSIENT FOR TAPE IOCS  IF G = GET CODING TRANSIENT B = BOTH GET AND FOUND THANSIENT B = BOTH GET AND GET AND GET COMPUTED TO THAN GET AND GET	<u></u>	R = CLOSE REWIND WITHOUT INTERLOCK	
LOGICAL UNIT NUMBER OF THIS FILE;  IF BLANK, 0115 ASSUMED.  USER-DEFINED FILE NAME TO  RECEIVE OBJECT PROGRAM: IF  BLANK, RPGOUTPT IS ASSUMED.  SAME CODES AS COL. 56  G = GET CODING TRANSIENT B = BOTH GET AND FOUND TO THE MASSIENT B = BOTH GET AND FOUND TO THE MASSIENT B = BOTH GET AND FOUND THANSIENT B = BOTH GET AND FOUND TO THE MASSIENT B = BOTH GET AND FOUND THANSIENT FOR TAPE IOCS  IF G = GET CODING TRANSIENT B = BOTH GET AND FOUND THANSIENT B = BOTH GET AND GET AND GET COMPUTED TO THAN GET AND GET	]		
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RECEIVE OBJECT PROGRAM: IF BLANK, RPOOUTPT IS ASSUMED.  SAME CODES AS COL. 56  G = GET CODING TRANSIENT P = PUT COOING TRANSIENT B = BOTA GET AND PUT COOING TRANSIENT B = BOTA GET AND PUT COOING TRANSIENT B = SOFT AND FUT COOING TRANSIENT B = SOFT AND FUT COOING TRANSIENT B = SOFT AND FUT COOING TRANSIENT B = READ/WHITE COOING TRANSIENT B = READ/WHITE COOING TRANSIENT B = READ/WHITE COOING TRANSIENT B = SOFT AND READ/WHITE COOING TRANSIENT B =	IF BLAN	K, 01 IS ASSUMED.	
BLANK, RPGOUTPT IS ASSUMED.  SAME CODES AS COL. 56  G = GET CODING TRANSIENT P = POT CODING TRANSIENT P = RECUPENTIAL D = RECT/POT AND READ/WRITE CODING TRANSIENT P = RECOMMENTE CODING TRANSIENT P = POT CODING TRANSIENT P = P	in T	COL. 54-	-70
SAME CODES AS COL. 56  G = GET CODING TRANSIENT P = PUT CODING TRANSIENT D = BOTH GET FOR PUT CODING TRANSIENT D = BOTH GET FOR PUT CODING TRANSIENT FOR TAPE IOCS  G = GET FOUND TRANSIENT FOR TAPE IOCS G = GET FOUND TRANSIENT FOR SEQUENTIAL: D = BOTH GET FOR TRANSIENT S = SETL/ESETL CODING TRANSIENT S = SETL/ESETL CODING TRANSIENT S = SETL/ESETL CODING TRANSIENT, D = BOTH GET FOUND TRANSIENT S = SETL/ESETL CODING TRANSIENT, D = SETL/ESETL CODING IN LINE  ID CHARACTERS 5 - B OF OBJECT PROGRAM INCOSCOS ONLY)  ID CHARACTERS 5 - B OF OBJECT PROGRAM INCOSCOS ONLY)  HEXADECIMAL BASE ADDRESS FOR GENERATED PROGRAM. USED IN COS. BLANK - OBJECT PROGRAM BASE ADDRESS = RPG BASE ADDRESS.  UP TO 4 CHARACTEV 1.0 OF ORIECT PROGRAM - OR ID FIELD ON TAPE/DISC  IF USING NCOS C = 1001 CONTROL STREAM INPUT BLANK = READER CONTROL INPUT  M = HARDWARE MULTPLY, DIVIDE, EDIT ON OBJECT COMPUT BLANK = SOFTWARE M/D/E  48 - 48 CHAR, BAR, BLANK - 63 CHAR, BAR FOR TYPE OF PRINT BAR USI DURING GENERATION  T 96 = 96. 120 = 120, 132 = 132 FOR NO. OF PRINT POSITIONS USED IN OBJECT PROGRAM  BLANK = DECIMAL POINT NUMERIC LITERALS 1 = DECIMAL COMMA NUMERIC LITERALS PENCE OUTPUT FORMAT			N.
G = GET CODING TRANSIENT P = PUT CODING TRANSIENT B = BOTH GET AND PUT CODING TRANSIENT B = BOTH GET AND PUT CODING TRANSIENT G = GET/PUT CODING TRANSIENT R = REAC/WRITE CODING TRANSIENT R =	]		
P = PUT CODING TRANSIENT B = BOTH GET AND PUT CODING TRANSIENT B = BOTH GET AND PUT CODING TRANSIENT B = BOTH GET AND PUT CODING TRANSIENT FOR TAPE TOCS FOR SEQUENTIAL: FOR TINDEX SEQUENTIAL: B = BET AND PUT CODING TRANSIENT R = READ/WRITE CODING TRANSIENT S = SETL/ESETL CODING TRANSIENT B = BOTH GET/PUT AND READ/WRITE CODING TRANSIENT S = SETL/ESETL CODING TRANSIENT. D = SETL/ESETL CODING TRANSIENT S = SETL/ESETL CODING TRANSIENT. D = SETL/ESETL CODING TRANSIENT TO THIS PROGRAM (USE IN COS)  HEXADECIMAL ADDRESS FOR TOF OF MEMORY FOR THIS PROGRAM (USE IN COS)  HEXADECIMAL BASE ADDRESS FOR GENERATED PRO- GRAM. USED WITH NCOS AND COS. BLANK - OBJECT PROGRAM BASE ADDRESS = RPG BASE ADDRESS.  PUNCHES IN COL. 73-76 OF OBJECT OF OBJECT PROGRAM - OR ID FIELD ON TAPE/DISC  IF USING NCOS C = 1001 CONTROL STREAM INPUT BLANK = READER CONTROL INPUT BLANK = SOFTWARE M/D/E  M = HARDWARE MULTIPLY, DIVIDE, EDIT ON OBJECT COMPUT BLANK = SOFTWARE M/D/E  AR - 48 CHAR, BAR, BLANK - 63 CHAR, BAR FOR TYPE OF PRINT BAR USI DURING GENERATION  D 96 = 96, 120 = 120, 132 = 132 FOR NO. OF PRINT POSITIONS USED IN OBJECT PROGRAM  BLANK = DECIMAL POINT NUMERIC LITERALS 1 = DECIMAL COMMA NUMERIC LITERALS DURING GENERATION  D 96 = 96, 120 = 120, 132 = 132 FOR NO. OF PRINT POSITIONS USED IN OBJECT PROGRAM  BLANK = DECIMAL POINT NUMERIC LITERALS 1 = DECIMAL COMMA NUMERIC LITERALS SHILLING OUTPUT FORMAT	4		
FOR TAPE IOCS  FOR TAPE IOCS  FOR SEQUENTIAL:  B = SET AND PUT COING IN LINE  G = GET/PUT CORDING TRANSIENT R  R = READ/WHITE CODING TRANSIENT R  R = READ/WHITE CODING TRANSIENT R  R = READ/WHITE CODING TRANSIENT R  S = SETL/ESETL CODING TRANSIENT, B = SETL/ESETL CODING IN LINE  ID CHARACTERS 5 - 8 OF OBJECT PROGRAM INCOS-COS ONLY)  ID CHARACTERS 5 - 8 OF OBJECT PROGRAM INCOS-COS ONLY)  HEXADECIMAL ADDRESS FOR TOP OF MEMORY FOR THIS PROGRAM (USE IN COS)  HEXADECIMAL BASE ADDRESS FOR GENERATED PROGRAM . SEED WITH NCOS AND COS.  BLANK - OBJECT PROGRAM BASE ADDRESS = RPG BASE ADDRESS.  UP TO 4 CHARACTE' 1.D. OF OBJECT PROGRAM - OR ID FIELD ON TAPE/DISC  IF USING NCOS C = 1001 CONTROL STREAM INPUT  BLANK = READER CONTROL INPUT  M = HARDWARE MULTIPLY, DIVIDE, EDIT ON OBJECT COMPUT  BLANK = SOFTWARE M/D/E  48 - 48 CHAR, BAR, BLANK - 63 CHAR, BAR FOR TYPE OF PRINT BAR USI DURING GENERATION  DURING GENERATION  BLANK = DECIMAL POINT NUMERIC LITERALS 1 = DECIMAL COMMA NUMERIC LITERALS  PENCE OUTPUT FORMAT 1 = HOLLERITH BOTH BLANK=PENCE FORM  SHILLING OUTPUT FORMAT 2 = BSI BOTH 0 = PRINT ONLY  PENCE INPUT FORMAT 1 = HOLLERITH BOTH BLANK=PENCE FORM  SHILLING INPUT FORMAT 1 = HOLLERITH BOTH BLANK = PENCE FORM  SHILLING INPUT FORMAT 1 = HOLLERITH BOTH BLANK = PENCE FORM  SHILLING INPUT FORMAT 1 = HOLLERITH BOTH BLANK = PENCE FORM  SHILLING INPUT FORMAT 1 = HOLLERITH BOTH BLANK = PENCE FORM  SHILLING INPUT FORMAT 1 = HOLLERITH BOTH BLANK = PENCE FORM  SHILLING INPUT FORMAT 1 = HOLLERITH BOTH BLANK = PENCE FORM  SHILLING INPUT FORMAT 1 = HOLLERITH BOTH BLANK = PENCE FORM  SHILLING INPUT FORMAT 1 = HOLLERITH BOTH BLANK = PENCE FORM  SHILLING OF PENCE INSTING B = DO NOT SENERATE LISTING  BLANK = GERPATE REG LISTING B = DO NOT SENERATE LISTING  BLANK = GENEPATE REG LISTING B = DO NOT SENERATE LISTING  BLANK = GERPATE REG LISTING B = DO NOT SENERATE LISTING  BLANK = GERPATE REG LISTING B = DO NOT SENERATE LISTING  BLANK = GERPATE REG LISTING B = DO NOT SENERATE LISTING  BLANK = GERPATE REG LISTING B = DO NOT SENERATE LISTING  BLAN	<u>.                                    </u>	, , , , , , , , , , , , , , , , , , , ,	
FOR TAPE IOCS  FOR SEQUENTIAL:  R = READO/WRITE CODING TRANSIENT R = READO/WRITE CODING TRANSIENT B = BOTH GET/PUT AND READ/WRITE CODING TRANSIENT S = SETL/ESETL CODING TRANSIENT, B = BOTH GET/PUT AND READ/WRITE CODING TRANSIENT S = SETL/ESETL CODING TRANSIENT, B = SETL/ESETL CODING IN LINE  ID CHARACTERS 5 - 8 OF OBJECT PROGRAM (NCOS-COS ONLY)  HEXADECIMAL ADDRESS FOR TOP OF MEMORY FOR THIS PROGRAM (USE IN COS)  HEXADECIMAL BASE ADDRESS FOR GENERATED PROGRAM. USED WITH NCOS AND COS. BLANK - OBJECT PROGRAM BASE ADDRESS = RPG BASE ADDRESS.  UP TO 4 CHARACTE'S I.D. OF ORIECT PROGRAM - OR ID FIELD ON TAPE/DISC  IF USING NCOS C = 1001 CONTROL STREAM INPUT BLANK = SOFTWARE M/D/E  48 - 48 CHAR, BAR, BLANK - 63 CHAR, BAR FOR TYPE OF PRINT BAR USI DURING GENERATION  BLANK = DECIMAL POINT NUMERIC LITERALS 1 - DECIMAL COMMA NUMERIC LITERALS  PENCE OUTPUT FORMAT   1 = HOLLERITH BOTH BLANK=PENCE FORM SHILLING OUTPUT FORMAT   2 = BSI BOTH O = PRINT ONLY SHILLING OUTPUT FORMAT   1 = HOLLERITH BOTH BLANK=PENCE FORM SHILLING INPUT FORMAT   2 = BSI BOTH O = PRINT ONLY SHILLING INPUT FORMAT   2 = BSI  BLANK = GENERATE RPG LISTING B = DO NOT GENERATE LISTING  BLANK = GENERATE RPG LISTING B = DO NOT GENERATE LISTING  BLANK = OPENCHING R= PUNCH OBJECT (ROW PUNCH) S = PUNCH OBJECT (SERIAL PUN  A = RESERVE MEMORY FOR DISC ONLY MOS: \$\overline{B}\$ FOR TYPE AND DISC LOGICAL UNIT 1  BLANK = GENERATE RPG LISTING B = DO NOT GENERATE LISTING  BLANK = GENERATE RPG LISTING B = DO NOT GENERATE LISTING  BLANK = GENERATE RPG LISTING B = DO NOT GENERATE LISTING  BLANK = GENERATE RPG LISTING B = DO NOT GENERATE LISTING  BLANK = GENERATE RPG LISTING B = DO NOT GENERATE LISTING  BLANK = GENERATE RPG LISTING B = DO NOT GENERATE LISTING  BLANK = GENERATE RPG LISTING B = DO NOT GENERATE LISTING  BLANK = GENERATE RPG LISTING B = DO NOT GENERATE LISTING  BLANK = GENERATE RPG LISTING B = DO NOT GENERATE LISTING  BLANK = GENERATE RPG LISTING B = DO NOT GENERATE LISTING  BLANK = GENERATE RPG LISTING B = DO NOT GENERATE LISTING  BLANK = GENERATE RPG LISTING	4		
B = 80TH GET/PUT AND READ/WRITE COOING TRANSIENT   FOR INDEX SEQUENTIAL   B = GET/PUT AND READ/WRITE COOING THANSIENT     S = SETL/ESETL CODING TRANSIENT   B = SETL/ESETL CODING IN LINE   S = SETL/ESETL CODING TRANSIENT   B = SETL/ESETL CODING IN LINE   S = SETL/ESETL CODING TRANSIENT   B = SETL/ESETL CODING IN LINE   S = SETL/ESETL CODING TRANSIENT   B = SETL/ESETL CODING IN LINE   S = SETL/ESETL CODING TRANSIENT   B = SETL/ESETL CODING IN LINE   S = SETL/ESETL CODING TRANSIENT   B = SETL/ESETL CODING IN LINE   S = SETL/ESETL CODING TRANSIENT   B = SETL/ESETL CODING IN LINE   S = SETL/ESETL CODING TRANSIENT   B = SETL/ESETL CODING IN LINE   S = SETL/ESETL CODING TRANSIENT   B = SETL/ESETL CODING IN LINE   S = SETL/ESETL CODING TRANSIENT   B = SETL/ESETL CODING IN LINE   S = SETL/ESETL CODING TRANSIENT   S = SETL/ESETL CODING IN LINE   S = SETL/ESETL CODING TRANSIENT   S = SETL/ESETL CODING IN LINE   S = SETL/ESETL CODING TRANSIENT   S = SETL/ESETL CODING IN LINE   S = SETL/ESETL CODING TRANSIENT   S = SETL/ESETL CODING IN LINE   S = SETL/ESETL CODING TRANSIENT   S = SETL/ESETL CODING IN LINE   S = SETL/ESETL CODING TRANSIENT   S = SETL/ESETL CODING IN LINE   S = SETL/ESETL CODING TRANSIENT   S = SETL/ESETL CODING IN LINE   S = SETL/ESETL CODING TRANSIENT   S = SETL/ESETL CODING IN LINE   S = SETL/ESETL CODING TRANSIENT   S = SETL/ESETL CODIN	·	D = BEAD/WRITE CODING TRANSIENT	]
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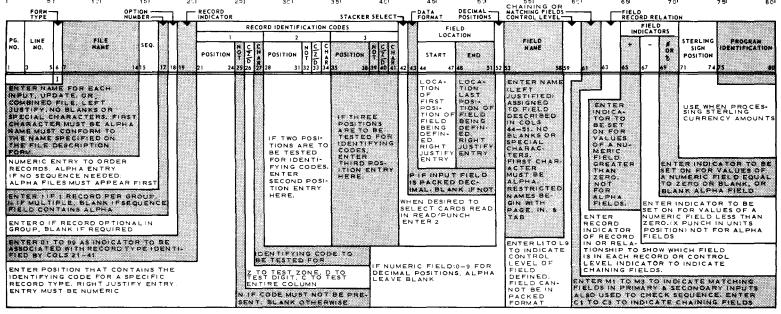
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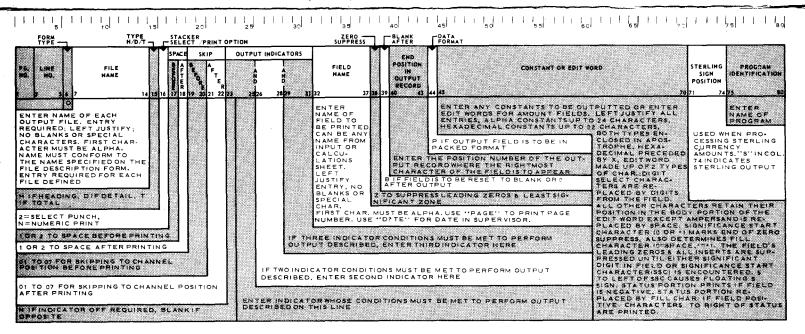
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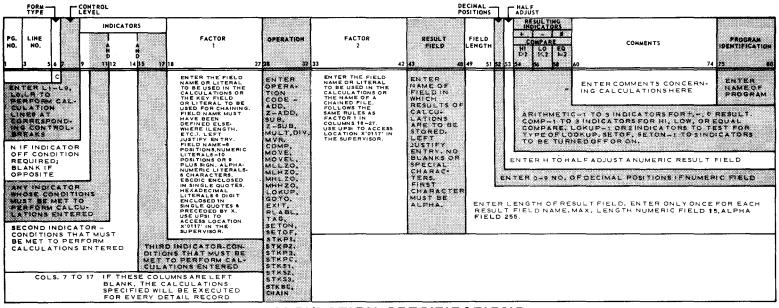
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## INPUT FORMAT SPECIFICATIONS



**OUTPUT FORMAT SPECIFICATIONS** 



CALCULATION SPECIFICATIONS