

Areas of the RPG II object program used when debugging with main storage dumps:

ROCA - Reserved Object Communications Area -

In many ways ROCA is the scratch pad for your RPG II program. ROCA is the first 256 bytes (0100 hex) of your program. The layout of ROCA is listed below:

Address (in Hex)	Length (dec)	Contents
00-89	144	Prime work area - early systems allowed a 144 printer length.
90-97	8	Constants 40 FF FF 00 00 01 00 02
98-99	2	Addr of first IOCB
9A-9B	2	Addr of IOCB processing
9C-9D	2	Addr of forced IOCB
9E-9F	2	Reserved
AO-A1	2	Addr of alternative collating sequence table
A2-A7	6	UPDATE in user specified format. Also UMONTH, UDAY, UYEAR.
A8-A9	2	S/34 Month/Day Compiled in packed format. S/36 not used
AA-AB	2	Time of compile
AC-AF	4	Branch of controled cancel
B0-B3	4	Branch to Input Mainline
B4-B5	2	Address of ROCA (If you are here, this is where you are at!)
B6-B8	3	Output constants "CR*" used in editing
B9-BB	3	S/36 Date of compile YYYYDD. S/34 not used.
BC-BD	2	Not used
BE-BF	2	Address of work area for SQRT
CO-C1	2	Constant X'0060' used with edit codes
C2-D9	24	Indicators
DA	1	Not used
DB	1	Modification level
DC	1	Release level
DA-FF	35	Secondary Work Area (includes modification level and release level).

Indicator Map -

All indicators are stored in ROCA. Each indicator is stored in one bit the map of the indicators is listed below:

Displacement into ROCA	Hex Byte Mask							
	80	40	20	10	08	04	02	01
C2	H4	H3	H2	H1	--	MR(int)	MR(ext)	1P
C3	L1	L0	LR	H9	H8	H7	H6	H5
C4	L9	L8	L7	L6	L5	L4	L3	L2
C5	U1	U2	U3	U4	U5	U6	U7	U8
C6	KH	KG	KF	KE	KD	KC	KB	KA
C7	KQ	KP	KN	KM	KL	KK	KJ	KI
C8	KY	KX	KW	KV	KU	KT	KS	KR
C9	07	06	05	04	03	02	01	--
CA	15	14	13	12	11	10	09	08
CB	23	22	21	20	19	18	17	16
CC	31	30	29	28	27	26	25	24
CD	39	38	37	36	35	34	33	32
CE	47	46	45	44	43	42	41	40
CF	55	54	53	52	51	50	49	48
D0	63	62	61	60	59	58	57	56
D1	71	70	69	68	67	66	65	64
D2	79	78	77	76	75	74	73	72
D3	87	86	85	84	83	82	81	80
D4	95	94	93	92	91	90	89	88
D5	--	--	--	--	99	98	97	96
D6	OV Ex.	OG Ex.	OF Ex.	OE Ex.	OD Ex.	OC Ex.	OB Ex.	OA Ex.
D7	OV 1st Int	OG 1st Int	OF 1st Int	OE 1st Int	OD 1st Int	OC 1st Int	OB 1st Int	OA 1st Int
D8	OV 2nd Int	OG 2nd Int	OF 2nd Int	OE 2nd Int	OD 2nd Int	OC 2nd Int	OB 2nd Int	OA 2nd Int
D9	Total cycle switch	Control fields processed	Overflow being processed	EOF on look- ahead	Close has been entered	** RESERVED		