

START

OPTION := {
0 start at 8
2 10
4 11
8 12
12 13

Clear store from W to 7794 inclusive

↓
Clear every other location from ARITH to I
inclusive

↓
Clear every location from PP to EXPRES
inclusive

↓
initialise SP; E:=1; NDAP:=1;

store +1 in CODL+1
store +3 in CODL+2 } first two constants

CODLP:= 3 to point at next free

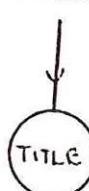
BUFLAG:= 100; NAM:= 9;

CBN:= PBN:= HBN:= 50 (left shifted 4)

↓
initialise NLP

place begin in top of stack

↓
reset the "used" bits in
the built in namelist to zero



↓
in BNDFR0