======== KPL PROGRAM STARTING ============

Initializing Thread Scheduler...

Initializing Frame Manager...

**** FRAME-MANAGER TEST ****

12345678.9.10.....1.23.7.4685...910...2..13784..5.6....9102.31..74.86. 5....9.10.237.1..46..8.59.10.2.3.1.6..7.45.10.89..1.27.4.3..95..12..46 8.9.73..41.9.7.6..42..9106..4.1.5..7.32.5.8.9.3.1.8.3.10.2.8.510.7..16 4.32..43.5..107..1.69..16..43.5..4.7.82..78..610..35.4..91..29..82..10 8.5.10.7..106.9.2.4.8.5.1.7.10.3.6.9.2.4.8.5.1.7.10.3.6.9.2.4.8.5.1.7. 10.3.6.9.2.4..84..54..74..34..94.1.4..104.6.4.2..28..12...125...132... 4.312...3101...391...37.92..7.98.7..15...5110....5610..9..8..35.7..104 9..8.2.357..101..892...4.83..5.710.4.8.1.2.3.5.9.2.3.59..2..17.102..41 0..59.10...15.8.7.3.5.8..7310..87...1098.1.10.4.3..47.5..29.8.2.10.2.1 0.7.10.5.1..98.3.9.3.9.7.10.5.1..81.2.3.9.7.10.6..65..68..61..96..76.4 6.2.6..36.10.6.5.6.4.2.1.3.9.10.7.5.8.6.8.6.1.3.9.10.7.5.4.2..28..12.. 1.3.12..3.7.1.2.6.3.12...351..93..63..72.10..2.10.4.110..4.93...945... 9.61.410.7..3.5.79....2531..82..79..48..10.5.34...15.2.7..91...5.10749 6.3.6.5..6.107..4.110..9.42..95..47.9.1.3.1.2.1.5.10...457.9.4.9.2..91 0.3.9.5..78...817..82...1089..4.108..74..75.9.7..107..310.4.6..65..69. 86...678...1068..5.68..46.7.6.10..63..16.8.9.8.7.8.10.3.1.6.4.9.2.7.5. 8.5.3.1.6.4.9..92.9..109..59..19..1.49..18.9..31..71..41..4.51..94..29 10.6.5.1..51..5.47.5...879...617.4...765.4..78.4..104.9..65.2.5.7..85. 104..810..110.3.7.5..9.75.4..75..410.7..109..810..310..3.610.2..29..25 9..37..63..103..4.210..52..17.2.3..1.23.10..23.10.2.4.1.5..15.7.1.3.10 2.4.2.4.2.5.7..37.8.8.6..86..4.86..53.7.3.2.3..210..86..108.6..78.6.3. 86..38..48.7.8.9.8.10.6.3.6.4.6.7.9.8.10.2.3.5.4.1.6.1.9.8.10.2.3.5.4. 4.7.4.7..1.47...4107...4510...1084..310.7..110..1.210.1..910..9.57.9.. 5...879...51....106.95...37....143.7....1013....795...104.7...10.13.6.10...53.8. 49.1..21.10.7.5.3.7.5.3.9..63.10.6.4..57.2.1.9..38..36.4.3.7.3.1..910. 9.5.6.5.6.3..13.10.1.9.4.9.7.5.7.3.10.1.2.2.4.9.4..54.7.10.1.2.1.2..82 32..42..102.1.2.8.8.3.8..84..8..18.2.7.6.9.4.5.1.8...82..68..96.8..56. 8.26...862..6.9.6.5.6.8.2.8.2.5.6.5.6..96.8.6.8.6.9.2..5.3.8.6..2..3.8 .6.2..8.6.2..6..6.6.

Here is a histogram showing how many times each frame was used: 0:

1:

2:

3:

4:

5 :

6:	
**************************************	* *
**************************************	* *
**************************************	* *
**************************************	k *
**************************************	k *
**************************************	* *

7:	
**************************************	* *
**************************************	k *

8:	
**************************************	k *

9:	
**************************************	k *

10:	
**************************************	k *

11:	
**************************************	k *
************************	k *

12:	

13:

14:

15:

***************** 16: ****************

16: ************************************

16: ************************************

20:

21:

22:

23:

24:

25:

26:

FRAME MANAGER TEGT COMPLETER CUCCECCEULLY
***** FRAME-MANAGER TEST COMPLETED SUCCESSFULLY *****
LADI DEGCEMA TERMINATION
======================================
Done! The next instruction to execute will be:
001078: C0100000 sethi 0x0000,r1 ! 0x00001088 = 4232
(noGoMessage)
The DLITT Machine Emulator
==== The BLITZ Machine Emulator =====
===== ================================
===== Copyright 2001–2007, Harry H. Porter III =====
Enter a command at the prompt. Type 'quit' to exit or 'help' for
info about commands.

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