\INCUSECOUNT (FRAME)

struct frameex1 *frame

INTERRUPTABLE
== NIL

frame->usecount ++
>MAXSAFEUSECOUNT

MPERROR

frame->alink
!=0

scanptr = frame->nextblock

\STK.NOTFLAG

do{ scanptr++;}
while(scanptr->flags != STKBF

scanptr->flags

\STK.BF

break;

default

return(frame)

CHECK: whether
scanptr->residual || (scanptr ->ivar= frame->nextblock)

scanptr+=2

CHECK:whether
(scanptr-2 == scanptr->blink ||
((scanpre-2)->residual &&
  (scanptr-2)->ivar == (scanptr->blink)->ivar

scanptr->flags
==STKFX