

```
\INCUSECOUNT (FRAME)
struct frameex1 *frame
```

INTERRUPTABLE
== NIL

frame->usecount ++
>MAXSAFEUSECOUNT

MPERROR

frame->alink
!=0

scanptr = frame->nextblock

\STK.NOTFLAG
scanptr->flags
 \STK.BF
 default

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

break;

return(frame)

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

scanptr+=2

scanptr->flags
==STKFX

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