

## Object module format (Beck):

### Header record:

Column 1:	H
2-7:	CSECT name
8-13:	Starting address of CSECT (hex)
14-19:	Length of CSECT in bytes (hex)

### Refer record:

Column 1:	R
2-7:	Name of external symbol referenced in this CSECT
8-73:	Names of other external symbols referenced in this CSECT

### Define record:

Column 1:	D
2-7:	Name of external symbol defined in this CSECT
8-13:	Relative location of symbol in this CSECT (hex)
14-73:	Repeat of information in columns 2-13 for any other external symbols

### Text record:

Column 1:	T
2-7:	Starting address (in this CSECT) for the object code in this record
8-9:	Length of object code in this record in bytes (hex)
10-69:	Object code, represented in hexadecimal (each byte of object code requires two columns)

### Modification record:

Column 1:	M
2-7:	Relative address (in this CSECT) of field to be modified (hex)
8-9:	Length of field to be modified, in <i>half-bytes</i> (hex)
10:	Modification flag (+ or -)
11-16:	External symbol whose value is to be added to or subtracted from the indicated field

### End record:

Column 1:	E
2-7:	If the first executable instruction for the program is in this CSECT, its address (hex)