

RB \emptyset

R \emptyset	FRAC 1
R1	INT 1
R2	WADD 1L
R3	WADD 1H
R4	SCRATCH
R5	COUNT \emptyset
R6	COUNT 1
R7	COUNT 2

RB1

R \emptyset	FRAC 2
R1	INT 2
R2	WADD 2L
R3	WADD 2H
R4	SCRATCH
R5	FLAGS *
R6	KEY /
R7	BUFFPTR *

DIGIT

BUFFER 2 \emptyset

T	M	DIGIT	0/0
3F			

R5	S				MODE

S = 1 (Restricted)

S = 0 (All clear)