

START

OPTION :=

0	start at	8
2		10
4		11
8		12
12		13

clear store from W to 7794 inclusive

clear every other location from ARITH to I inclusive

clear every location from PP to EXPRES inclusive

initialise SP; E:=1; NDAP:=1;

store +1 in CODL+1
store +3 in CODL+2 } first two constants

CODLP:= 3 to point at next free

BUFLAG:= 100; NAM:= 9;

CBN:= FBN:= HBN:= 50 (left shifted 4)

initialise NLP

place begin in top of stack

reset the "used" bits in
the built in namelist to zero

TITLE

in BNDPRO