

ADDOF\$ - Return Address of a Symbol

The ADDOF\$ routine is used to return the address of a data item by supplying the symbol name of that data item.

1. Invocation

To obtain the address of a symbol name code:

```
CALL ADDOF$ USING prog symbol ptr
```

where *prog* is a PIC X(8) program name (i.e. page name), *symbol* is a PIC X(8) symbol name and *ptr* is the pointer into which the address of the data item will be returned.

2. STOP Codes and Exception Conditions

No STOP codes are generated by ADDOF\$.

The following exception conditions may be returned by ADDOF\$.

EXIT code	\$\$COND	Description
10702	2	The symbol cannot be found in the specified symbol table.

3. Programming Notes

Both the Program Name (page name) and the Symbol Name must be supplied. ADDOF\$ searches the in-memory Symbol Table to locate the symbol. Thus, ADDOF\$ can only be used to return the address of symbols that are referenced in the compilation.

Note that for GSM SP-34, and later, the SYMBO\$ routine is available to return **both** the address and **format** of a symbol.

4. Examples

[EXAMPLE REQUIRED]

5. Copy-Books

None.

6. See Also

SIZOF\$	Return size of data item in bytes
DSFMT\$	Convert data item to displayable format
SYMBO\$	Return address and format of a symbol