

B\$RCNV - Record Conversion Routine

The B\$RCNV routine is used to convert one Speedbase record set to another Speedbase record set.

1. Invocation

To convert a Speedbase record set to another code:

```
CALL B$RCNV USING $rt1 record_id1 $rt2 record_id2
```

where *\$rt1* is the Record Control Block for the input record; *record_id1* is the PIC X(2) record-id for the input record; *\$rt2* is the Record Control Block for the output record; *record_id2* is the PIC X(2) record-id for the output record. Note the mandatory "\$" character in the Record Control Block parameters.

2. STOP Codes and Exception Conditions

No STOP codes are generated by B\$RCNV.

The following EXIT codes may be returned by B\$RCNV.

| EXIT code | \$\$COND | Description |
|-----------|----------|-------------------------------------|
| 22506 | 6 | Overflow converting a numeric field |

3. Programming Notes

The input and output records can be either traditional Speedbase (i.e. non-DBX) or DBX records.

For all the fields that exist on the output record:

- Character fields in the output record are populated by the equivalent character fields in the input record. The field size used is the field size of the output record so that character string truncation may occur if the size of a field in the output record is smaller than the same field in the input record. However, **no exception is returned**;
- Numeric fields in the output record are populated by the equivalent numeric fields in the input record. If an overflow occurs an exception condition is returned;
- Date fields in the output record are populated by the equivalent dates field in the input record;

If the output field is a GVA then no conversion occurs. However, **no exception is returned**.

If the input field type does not match the output field type then no conversion occurs and the field is ignored. However, **no exception is returned**.

The B\$RCNV routine must not be used if one, or both, of the I/O channels are defined outside

of the current compilation. This is because the symbols will be present in the local program's Symbol Table only if referenced. Similarly, B\$RCNV cannot be used if a local I/O channel uses the LOCAL clause, which causes unreferenced symbols to be dropped (depending on the debug option in force). Finally, if fields in the I/O channel have been redefined in any manner, then B\$RCNV should be used with caution.

4. Examples

[EXAMPLE REQUIRED]

5. Copy-Books

None.

6. See Also

None.