FREEX\$ - Allocate 32-bit Memory

The FREEX\$ routine can be used to allocate a Temporary 32-bit Data Page. All Data Pages allocated by FREEX\$ will be automatically deallocated when the next STOP RUN occurs.

1. Invocation

To allocate a 32-bit Data Page code:

CALL FREEX\$ USING fm

where fm is a control block of the following format:

| 01 | FM | | |
|----|--------|---------------|---------------------------------------|
| 02 | FMFUN | PIC 9 COMP | * Function required |
| | | | * 0 = Get work space (fixed name) |
| | | | * 1 = Free work space (fixed name) |
| | | | * 2 = Get Work space (variable name) |
| | | | * (GSM SP-11, and later) |
| | | | * 3 = Free Work space (variable name) |
| | | | * (GSM SP-11, and later) |
| 02 | FMSIZE | PIC 9(6) COMP | * Size of work space required, or 0 |
| 02 | FMPTR | PIC PTR | * Pointer to the 1st byte allocated |
| 02 | FMNAME | PIC X(8) | * Page name (only if FMFUN = 2 or 3) |
| | | | * (GSM SP-11, and later) |
| 02 | FMESIZ | PIC 9(9) COMP | * Extended size, if FMSIZE zero |
| | | | * (GSM SP-36, and later) |

To de-allocate a 32-bit Data Page code:

CALL FREEX\$

The zero-parameter call of FREEX\$ is equivalent to a call with FMFUN=1.

2. STOP Codes and Exception Conditions

The following STOP codes may be generated by FREEX\$:

| STOP code | Description |
|-----------|---|
| 3603 | The value of FMFUN is invalid (i.e. not in the range 0 to 3). |
| 3604 | The value of FMSIZE is invalid (i.e. not in the range 1 to 8,388,607. |
| 3605 | The value of FMESIZ is invalid (i.e. not in the range 1 to 2,147,483,647. |

The following EXIT codes may be returned by FREEX\$:

| OND Description |
|-----------------|
|-----------------|

| 3601 1 | | nt memory or ne 32-bit Data | | entries t | to |
|--------|--|--------------------------------|--|-----------|----|
|--------|--|--------------------------------|--|-----------|----|

3. Programming Notes

The 32-bit FREEX\$ sub-routine is **broadly** compatible with the 16-bit equivalent. The main differences are:

- The format of the FMSIZE field has been extended from PIC 9(4) COMP to PIC 9(6) COMP. For GSM SP-36, and later, this has been further extended to PIC 9(9) COMP by the addition of FMESIZ;
- The size of the FMPTR PIC PTR has been extended from 16-bits to 32-bits:
- For functions 2 and 3 **only**, the FM block has been extended by the FMNAME PIC X(8) field.

For functions 0 and 1, the name of the 32-bit Data Page is set to \$\$FREE\$\$. The default name may be overridden by replacing functions 0 and 1 with 2 and 3, respectively. The option to override the default Page Name is only available with GSM Service Pack 11 (GSM SP-11), and later.

When allocating a Data Page (i.e. FMFUN = 0 or 2), if a Data Page of the same name is already present, it will be extended by allocating a Linked Data Page. All Linked Data Pages are de-allocated when any one page is de-allocated.

The Data Page allocated by FREEX\$ are not pre-initialised. Do not assume the contents of any freshly allocated Data Pages.

Each Data Page allocated by FREEX\$ will be contained within a separate 32-bit page. DO NOT ASSUME THAT TWO CALLS TO FREEX\$ WILL ALLOCATE CONSECUTIVE MEMORY BLOCKS.

Any attempt to allocate memory outside the block allocated by FREEX\$ will normally crash the Global Client.

The following fields in the 32-bit System Area may make it unnecessary to use FREEX\$ to create Data Pages under some circumstances:

Some highly-specialised 16-bit code may assume that the data established in 16-bit Free Memory (i.e. after a call to FREE\$) is preserved after a subsequent de-allocate and re-allocate. While is assumption may be true, **under some conditions**, for 16-bit FREE\$ it should **never** be assumed for 32-bit FREEX\$.

4. Examples

[EXAMPLES REQUIRED]

5. Copy-Books

See copy-book "f\$" in copy-library S.SYS32. Note that this copy-book MUST be expanded using a SUBSTITUTING clause. For example:

COPY "f\$" USING "FM"

6. See Also

SDATA\$

XDATA\$

Allocate Temporary 32-bit Data Page Extended SDATA\$ De-allocate Data Page Allocate 32-bit Memory UNLO\$ FREE2\$