

# STRM\$\$ - Terminate Text String with a Character

The STRM\$\$ routine can be used to terminate a text-string with a specific character.

## 1. Invocation

To terminate a text-string with a specific character code:

```
CALL STRM$$ USING ptr len [char]
```

where ptr is a PIC PTR variable that points to the PIC X(?) string to be terminated, len is a PIC 9(4) COMP variable containing the length of the string; and char is the optional terminating character. If char is omitted a byte of LOW-VALUE is used.

## 2. STOP Codes and Exception Conditions

No STOP codes are generated by STRM\$\$.

The following exceptions are returned by STRM\$\$:

EXIT code	Description
1	The length is not in the range 1 to 2047, inclusive.

## 3. Programming Notes

The first parameter passed to STRM\$\$ **MUST** be a PIC PTR pointer to the text-string i.e. **NOT** the text-string itself.

If the text-string is all SPACES no action is taken. Otherwise the first of the trailing SPACE characters is replaced by the specified character, or #00 if the char parameter is omitted.

**Important note:** If the string has NO trailing SPACE characters the byte immediately after the string will be replaced by the specified character, or #00 if the char parameter is omitted. **This could lead to data corruption unless a filler byte is explicitly defined after the text-string.**

**VERY IMPORTANT NOTE: DO NOT CONFUSE STRM\$\$ WITH THE STRM\$ STRING MOVE ROUTINE.**

## 4. Examples

## 5. Copy-Books

No copy-books are required.

## 6. See Also

STRS\$\$ Terminate Text String with a Character  
STRM\$ Move fixed length string