CODE Resource ID=0: Jump Table Implementation

Revised: 5/9/89
Security: Everyone

CODE Resource ID=0: Jump Table Implementation

==========

This article last reviewed: 30 March 1989

CODE resource ID=0 in an application is used to implement a jump table for routines that are called from one code segment but reside in another code segment of the application. The first 8 bytes of CODE 0 include such information as the jump table length, the offset from register A5, and so on.

Beginning at the ninth word (usually referred to as "word 8", because numbering starts at 0) are the actual jump table entries for each of the routines that are called from outside their segments. Each entry is four words long. The first word is the offset in hex of the routine being called. This offset is from the beginning of the segment to which the routine belongs.

The next three words are the instructions that will be executed; they have the format:

```
MOVE.W    #$0001,-(A7)
_LoadSeg
```

The #$0001 word identifies the segment that is to be loaded and contains the routine. In the example above, code segment 1 contains the routine. In hex, a sample jump table entry is:

```
  WORD    1    2    3    4
          298C 3F3C 0001 A9F0
```

1) The offset
2) MOVE.W
3) The code segment
4) _LoadSeg

Tech Info Library Article Number:3664