DIRECTORY
    BcdDefs: FROM "bcddefs",
    LoaderBcdUtilDefs: FROM "Loaderbcdutildefs",
    ControlDefs: FROM "ControlDefs",
    LoadStateDefs: FROM "loadstatedefs",
    SegmentDefs: FROM "segmentdefs",
    TableDefs: FROM "tabledefs";

DEFINITIONS FROM LoadStateDefs, LoaderBcdUtilDefs, BcdDefs;

BcdMergeDefs: DEFINITIONS = BEGIN

GlobalFrameHandle: TYPE = ControlDefs.GlobalFrameHandle;

MergeModule: PROCEDURE [frame, copied: GlobalFrameHandle, initialGFT: LoadStateGFT];

MergeBcd: PROCEDURE [mergee: BcdBase, RealFromRel: Relocation, config: ConfigIndex,
    initialGFT: LoadStateGFT, code: BOOLEAN, bcdname: STRING];

MergedBcdSize: PROCEDURE RETURNS [size: CARDINAL];

WriteMergedBcd: PROCEDURE [movewords: PROCEDURE [POINTER, CARDINAL]];

InitializeMerge: PROCEDURE [sizeoftable: CARDINAL, lastrealgfi: ControlDefs.GFIIndex];

FinalizeMerge: PROCEDURE;


MergeDataHandle: TYPE = POINTER TO MergeData;

END.