z/OS

Unicode Services User's Guide and Reference

Version 2 Release 1

SA38-0680-00

Note

Before using this information and the product it supports, read the information in "Notices" on page 571.

This edition applies to Version 2 Release 1 of z/OS (5650-ZOS) and to all subsequent releases and modifications until otherwise indicated in new editions.

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About this information

This information provides guidance for using z/OS® support for the Unicode Standard.

Who should use this information

This information is intended for application programmers, system programmers, and system administrators who want to know how to set up and use the z/OS Unicode Services environment.

How this information is organized

Following is an overview of the contents of this information and some additional relevant information.

Overview of contents

This document contains the following information:

- Part 1, “Introduction to the Unicode Standard and z/OS Unicode Services,” on page 1
  - Chapter 1, “Introduction to the Unicode Standard,” on page 3 is an overview of what the Unicode Standard is and what Unicode support on the z/OS platform is.
- Part 2, “Application programmer information,” on page 11
  - Chapter 2, “About the application programming interfaces,” on page 13 describes the programming interfaces provided by z/OS Unicode Services.
  - Chapter 3, “Character conversion,” on page 19 gives instructions on how to use the character conversion services.
  - Chapter 4, “Case conversion,” on page 89 gives instructions on how to use the case conversion services.
  - Chapter 5, “Normalization,” on page 107 gives instructions on how to use the normalization services.
  - Chapter 6, “Collation,” on page 121 gives instructions on how to use the collation services.
  - Chapter 7, “Bidi transformation,” on page 185 describes the programming required for the bidi transformation service.
  - Chapter 8, “Stringprep conversion,” on page 195 describes the programming required for the stringprep conversion services.
  - Chapter 9, “Conversion information service,” on page 207 describes the programming required for the conversion information service.
- Part 3, “System programmer information,” on page 263
  - Chapter 11, “z/OS Unicode environment,” on page 265 describes the Unicode environment.
  - Chapter 12, “Diagnostic tools for z/OS Unicode environment errors,” on page 271 describes how the system operator can recover from errors in the Unicode environment.

  - Chapter 13, “Manually setting up z/OS Unicode Services,” on page 275 describes how to set up the system to use Unicode Services if you want to configure the system manually.
  - Chapter 14, “Creating user-defined conversion tables,” on page 293 describes how to create user defined conversion tables and have Unicode Services Character Conversion Service use them.
  - “Defining a new user-defined CCSID and then creating a user-defined conversion table using this new CCSID” on page 298 shows how you can define a user defined CCSID in the Unicode services knowledge base.
- “Encoding Scheme” on page 307 describes the CCSIDs supported by the Unicode environment.
- Appendix B, “Conversion support for multi-byte encodings (MBCS),” on page 323 describes how MBCS conversions are handled internally.
- Appendix C, “Conversion tables supplied with z/OS Unicode Services,” on page 329 shows all tables IBM® provides for conversions.
- Appendix D, “Validation, case, normalization, collation, & stringprep resources,” on page 489 describes the conversion tables supplied by the Unicode environment.
- Appendix E, “Locales for collation and case support,” on page 499 lists the locales supported in the data set SYS1.SCUNLOCL.
- Appendix G, “System control offsets,” on page 551 describes the system control offsets that can be used as an alternative to linking or link-editing the service stub.
- Appendix H, “Unicode return and reason codes,” on page 553 lists the Unicode Services return and reason codes.
- Appendix I, “Accessibility,” on page 567 describe the major accessibility features in z/OS.
- “Glossary of terms and abbreviations” on page 575 explains the terminology used in this document.

Syntax diagrams

This document uses railroad syntax diagrams to illustrate how to use commands. This is how you read a syntax diagram:

A command or keyword that you must enter (a required command) is displayed like this:

```
►►──Command──────────────────────────────────────────────►◄
```

An optional keyword is shown below the line, like this:

```
►►──┬────────┬───────────────────────────────────────────►◄
    └─Option─┘
```

A default is shown over the line, like this:

```
    ┌─Default─┐
►►──┴─────────┴──────────────────────────────────────────►◄
```

An item that can be repeated is shown like this:

z/OS information

This information explains how z/OS references information in other documents and on the web.

When possible, this information uses cross document links that go directly to the topic in reference using shortened versions of the document title. For complete titles and order numbers of the documents for all products that are part of z/OS, see *z/OS Information Roadmap*.

To find the complete z/OS library, including the z/OS Information Center, see z/OS Internet Library (http://www.ibm.com/systems/z/os/zos/bkserv/).

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z/OS Version 2 Release 1 summary of changes

See the following publications for all enhancements to z/OS Version 2 Release 1 (V2R1):

- *z/OS Migration*
- *z/OS Planning for Installation*
- *z/OS Summary of Message and Interface Changes*
- *z/OS Introduction and Release Guide*

Part 1. Introduction to the Unicode Standard and z/OS Unicode Services

Chapter 1. Introduction to the Unicode Standard

z/OS Unicode Services provides a set of functions that work with the Unicode Standard. This section describes the z/OS Unicode Services, what they contain, how to work with them and other related issues.

What is the Unicode Standard?

The Unicode Standard precisely defines a character set as well as a small number of encodings for it. It enables you to handle text in any language efficiently. It allows a single application to work for a global audience.

Before the Unicode Standard, the encoding systems that existed did not cover all the necessary numbers, characters, and symbols in use. Different encoding systems might assign the same number to different characters. If you used the wrong encoding system, your output might not have been what you expected to see.

The Unicode Standard provides a unique number for every character, regardless of platform, language, or program. Using the Unicode Standard, you can develop a software product that works with various platforms, languages, and countries. The Unicode Standard also allows data to be transported through many different systems. Modern systems provide internationalization solutions based on the Unicode Standard.

The original Unicode Standard repertoire covered all major languages commonly used in computing. The Unicode Standard continues to grow and to include more scripts.

The design of the Unicode Standard differs in several ways from traditional character sets and encoding schemes:

- Its repertoire enables users to include text efficiently in almost all languages within a single document.
- It can be encoded in a byte-based way with one or more bytes per character, but the default encoding scheme uses 16-bit units that allow much simpler processing for all common characters.
- Many characters, such as letters with accents and umlauts, can be combined from the base character and accent or umlaut modifiers. This combining reduces the number of different characters that need to be encoded separately. Pre-composed variants for characters that existed in common character sets at the time were included for compatibility.

Characters and their usage are well-defined and described. Traditional character sets typically provide only the name or a picture of a character and its number and byte encoding; the Unicode Standard has a comprehensive database of properties available. It also defines a number of processes and algorithms for dealing with many aspects of text processing to make it more interoperable.

The early inclusion of all characters of commonly used character sets makes the Unicode Standard a useful mechanism for converting between traditional character sets, and makes it feasible to process non-Unicode text by first converting the text into Unicode, processing the text, and then converting it back to the original encoding without loss of data.

The Unicode standard

The Unicode Standard has been adopted by such industry leaders as IBM Corporation, Google Inc, Apple, Inc., Microsoft Corporation, Oracle Corporation, and many other government and educational institutions.

The Unicode Standard is the foundation of modern computer standards and is the character infrastructure of the Internet and the World Wide Web. It is supported in many operating systems, all modern browsers, and many other products.

For more information on the Unicode Standard, see the organization's web site at http://www.unicode.org/.

How the Unicode Standard relates to prior standards such as ASCII and EBCDIC

The Unicode Standard has advantages over other standards. It can reduce the complexity of handling character data in globalized applications.

Evolving standards based on limited platforms

The representation of character data in modern computer systems can be fairly complicated, depending on the needs of your globalized application. One of the reasons for this complexity is that the methods for handling this data have evolved from early methods that served less complicated environments and hardware platforms.

In fact, many early decisions about how to encode characters on a system were guided by the functional requirements of specific devices, such as the early Telex (TTY) terminals and punch card technologies. For example, the Delete character (with an ASCII value of x'7F') was required in order to punch out all of the holes in a column of a punch card to signify that the column should be ignored. The storage capacities of these early computing systems placed additional limitations on system and application designers.

The character encoding schemes that have grown out of these early systems were built on this historical foundation:

- The ASCII (American Standard Code for Information Interchange) character set uses 7-bit units, with a trivial encoding designed for 7-bit bytes. It is the most important character set in use today, despite its limitation to very few characters, because its design is the foundation for most modern character sets. ASCII provides only 128 numeric values, and 33 of those are reserved for special functions.
- The EBCDIC (Extended Binary-Coded Decimal Interchange Code) character set and a number of associated character sets, designed by IBM for its mainframes, uses 8-bit bytes. It was developed at a similar time as ASCII, and shares the same set of base characters and has other similar properties. Unlike ASCII, the Latin letters are not combined in two blocks for upper- and lower-case. Instead, the letters are arranged so that their hexadecimal values have second digits of 1 through 9.

Historical simplicity creates modern complexity

The physical and functional limitations of the early character sets gave way to rapidly expanding hardware and functional capabilities. Character representation on computing systems became less dependent on hardware; instead, software designers used the existing encoding schemes to accommodate the needs of an increasingly global community of computer users.

Character sets for many characters

The most common encodings (character encoding schemes) use a single byte per character, and they are often called single-byte character sets (SBCS). They are all limited to 256 characters. Because of this, none of them can even cover all of the accented letters for the Western European languages. Consequently, many different such encodings were created over time to fulfill the needs of different user communities. The most widely used SBCS encoding today, after ASCII, is ISO-8859-1. It is an 8-bit superset of ASCII and provides most of the characters necessary for Western Europe.

However, East Asian writing systems needed a way to store over 10,000 characters and so double-byte character sets (DBCS) were developed to provide enough space for the thousands of ideographic characters in East Asian writing systems. Here, the encoding is still byte-based, but each two bytes together represent a single character.

Even in East Asia, text contains letters from small alphabets like Latin or Katakana. These are represented more efficiently with single bytes. Multi-byte character sets (MBCS) provide for this by using a variable number of bytes per character, which distinguishes them from the DBCS encodings. MBCSs are often compatible with ASCII; that is, the Latin letters are represented in such encodings with the same bytes that ASCII uses. Some less often used characters may be encoded using three or even four bytes.

An important feature of MBCSs is that they have byte value ranges that are dedicated for lead bytes and trail bytes. Special ranges for lead bytes, the first bytes in multibyte sequences, make it possible to decide how many bytes belong together to encode a single character. Traditional MBCS encodings are designed so that it is easy to go forwards through a stream of bytes and read characters. However, it is often complicated and very dependent on the properties of the encoding to go backwards in text: going backwards, it is often hard to find out which variable number of bytes represents a single character, and sometimes it is necessary to go forward from the beginning of the text to do this.

Examples of commonly used MBCS encodings are Shift-JIS and EUC-JP (for Japanese), with up to 2 or 3 bytes per character.

Stateful encodings

Some encodings are stateful; they have bytes or byte sequences that switch the meanings of the following bytes. Simple encodings, like mixed-byte EBCDIC, use Shift-In and Shift-Out control characters (bytes) to switch between two states. Sometimes, the bytes after a Shift-In are interpreted as a certain SBCS encoding, and the bytes after a Shift-Out as a certain DBCS encoding. This is very different from an MBCS encoding where the bytes for each character indicate the length of the byte sequence.

The most common stateful encoding is ISO 2022 and its language-specific variations. It uses Escape sequences (byte sequences starting with an ASCII Escape character, byte value 27) to switch between many different embedded encodings. It can also announce encodings that are to be used with special shifting characters in the embedded byte stream. Language-specific variants like ISO-2022-JP limit the set of embeddable encodings and specify only a small set of acceptable Escape sequences for them.

Such encodings are very powerful for data exchange but hard to use in an application. Their flexibility allows you to embed many other encodings, but direct use in programs and conversions to and from other encodings are complicated. For direct use, a program has to keep track not only of the current position in the text, but also of the state--which embeddable encoding is currently active--or must be able to determine the state for a position from considerable context. For conversions to other encodings, converting software might need to have mappings for many embeddable encodings, and for conversions from other encodings, special code must figure out which embeddable encoding to choose for each character.

Why the Unicode Standard?

Hundreds of encodings have been developed, each for small groups of languages and special purposes. As a result, the interpretation of text, input, sorting, display, and storage depends on the knowledge of all the different types of character sets and their encodings. Programs are written to either handle one single encoding at a time and switch between them, or to convert between external and internal encodings.

Part of the problem is that there is no single, authoritative source of precise definitions of many of the encodings and their names. Transferring of text from one machine to another one often causes some loss of information. Also, if a program has the code and the data to perform conversion between a significant subset of traditional encodings, then it carries several megabytes of data around.

The Unicode Standard provides a single character set that covers the languages of the world, and a small number of machine-friendly encoding forms and schemes to fit the needs of existing applications and protocols. It is designed for best interoperability with both ASCII and ISO-8859-1, the most widely used character sets, to make it easier for Unicode to be used in applications and protocols.

The Unicode Standard is in use today, and it is the preferred character set for the Internet, especially for HTML and XML. It is slowly being adopted for use in e-mail, too. Its most attractive property is that it covers all the characters of the world (with exceptions, which will be added in the future). The Unicode Standard makes it possible to access and manipulate characters by unique numbers (that is, their Unicode code points) and use older encodings only for input and output, if at all.

What is z/OS Unicode Services?

z/OS Unicode Services is the Unicode environment on z/OS and consists of two main components:

- z/OS Unicode application programming interfaces services listed below and described in more detail in Part 2, “Application programmer information,” on page 11.
- The infrastructure, described in Part 3, “System programmer information,” on page 263, which provides the z/OS Unicode environment needed to run the z/OS Unicode application programing interfaces.

The z/OS Unicode environment is ready for use after IPL has completed, requiring no action by the system operator.

z/OS support for the Unicode Standard application programming interfaces

z/OS Unicode support is based on Version 6.0 of the Unicode Standard, although lower versions are supported by some services. Review each individual service to see the Unicode Standard versions supported.

z/OS Unicode Services supports the following services:
- Character conversion
- Case conversion
- Normalization
- Collation
- Stringprep
- Bidirectional transformation
- Conversion information service
- Dynamic locale service

Summary information on these services is listed below. For detailed information about these services, see the individual chapters for each service.

Character conversion

Within character conversion, characters are converted from one coded character set identifier (CCSID) to another.

This support is provided in three ways:

Direct conversion
: The conversion from CCSID A to CCSID B is completed with one mapping table that contains all the information needed. z/OS support for the Unicode Standard provides direct conversion between character streams that are encoded with CCSIDs listed in Appendix C, "Conversion tables supplied with z/OS Unicode Services," on page 329.

Indirect conversion
: The conversion from CCSID A to CCSID B is completed in two steps by using Unicode (1200) as the intermediate mapping.

Composite conversion
: The conversion of MBCS characters uses several steps to complete the conversion. An MBCS input data stream is decomposed into SBCS and DBCS parts. The conversion services automatically select an SBCS table for the SBCS data and a DBCS table for the DBCS data. There are no MBCS tables provided by z/OS support for the Unicode Standard. You can find a detailed description of the internal handling in Appendix B, "Conversion support for multi-byte encodings (MBCS)," on page 323. An example and an illustration is included as well.

Note: The interface to all three character conversion methods is the same (z/OS Unicode Services uses the indirect or composite method if it is needed).

For character conversion, the conversion services are called using a stub routine named CUNLCNV for AMODE (31) or CUN4LCNV for AMODE (64). z/OS support for the Unicode Standard must be called in primary mode.

The character conversion service also includes support for bidi transformations.

Case conversion

Case conversion allows conversion to upper, lower, or title case.

z/OS support for the Unicode Standard provides case conversions that allow users to convert the Unicode Standard characters to their upper case equivalent or their lower case equivalent. For more details about the case mappings, refer to the tables provided by the Unicode Consortium at the Web site http://www.unicode.org/.

For case conversion, the conversion services are called using a stub routine named CUNLASE for AMODE (31) or CUN4LASE for AMODE (64).

Normalization

z/OS support for the Unicode Standard provides support that allows the normalization (decomposition or composition) of Unicode characters to one of the normalization forms. For a detailed explanation of normalization, including specific information about the normalization forms, refer to the Technical Report #15 provided by the Unicode Consortium (http://www.unicode.org/unicode/reports/tr15/).

The normalization service is called using a stub routine named CUNLNORM for AMODE (31) or CUN4LNOR for AMODE (64).

Collation

Collation allows for culturally correct comparisons between two Unicode strings. It can also provide a sort key for one or two input Unicode strings for later use in binary comparisons.

z/OS Support for the Unicode Standard provides the Collation Service to make a culturally correct binary comparison between two Unicode strings. It can also generate a sort key, which can later be used by the caller to do binary comparisons between strings. For a detailed explanation of the Unicode Standard collation process, please refer to the Unicode Consortium Technical Report #10 at: http://www.unicode.org/unicode/reports/tr10.

The collation service is called using a stub routine named CUNLOCOL for AMODE (31) or CUN4LCOL for AMODE (64).

Stringprep

The stringprep conversion service prepares a string of Unicode text in order to increase the likelihood that string input and string comparison work in ways that make sense for typical users.

z/OS support for the Unicode Standard provides String preparation for internationalized string useful for some internet protocols. This feature is based on RFC 3454. (For more information about this RFC, see http://www.ietf.org/rfc/rfc3454.txt)

The String preparation service is called using a stub routine named CUNLSTRP for AMODE (31) or CUN4LSTP for AMODE (64).

Bidirectional transformation

Bidirectional transformation defines a minimal set of directional formatting codes to control the ordering of characters when rendered. This allows exact control of the display ordering for legible interchange and also ensures that plain text used for simple items like filenames or labels can always be correctly ordered for display.

Two levels of bidi support are provided:

- The original support, which implements a limited portion of the Unicode Consortium's bidi standard, is available via the bidi service and the character conversion service B technique. These are equivalent functions.
- Extended bidi support, which implements more of the Unicode Consortium's bidi standard, is available through the character conversion extended bidi support.

The original bidi transformation service is called using a stub routine named CUNLBIDI for AMODE (31) and CUN4LBID for AMODE (64), or CUNLCNV for AMODE(31) and CUN4LCNV for AMODE(64) if the service B technique is specified.

The extended bidi transformation service is called using a stub routine named CUNLCNV for AMODE (31) and CUN4LCNV for AMODE (64).

Conversion information service

z/OS support for the Unicode Standard provides conversion information for obtaining information about details of one specific coded character set identifier (CCSID) or two CCSIDs. The conversion information service is used separately or is used before the z/OS Unicode character conversion service.

The conversion information service is called using a stub routine named CUNLINFO for AMODE (31) and CUN4LINF for AMODE (64).

Dynamic locale service

z/OS support for the Unicode Standard provides the dynamic locale service for dynamically building and loading locale data into the z/OS Unicode Services environment to be used by applications with locale-sensitive data.

The dynamic locale service is called using a stub routine called CUNLLOCB for AMODE (31) and CUN4LLOC for AMODE (64).

Part 2. Application programmer information

Chapter 2. About the application programming interfaces

Part 2, “Application programmer information,” on page 11 describes how application programmers are to use the programming interfaces provided by z/OS Unicode Services.

This topic describes some of the key concepts and terminology necessary to understand how to use the Unicode interfaces correctly.

z/OS Unicode environment

The z/OS Unicode environment is an area of the system used to store data needed by z/OS Unicode Services to do its work, such as character conversion tables. It is created during IPL and is accessible from all jobs.

No setup is needed to begin using the z/OS Unicode Services. As of release 1.7, z/OS ships with the z/OS Unicode Services ready to use. An empty z/OS Unicode environment is created, and data is loaded into the environment as needed.

Note: The system programmer can cause conversions to be loaded during IPL if needed.

Application programmers do not work directly with the z/OS Unicode environment. This is because (as of z/OS release 1.7) z/OS Unicode Services automatically loads its resources into the z/OS Unicode environment as needed. This is also referred to as Unicode on-demand or dynamic loading of conversion data.

General concepts when using the z/OS Unicode Services programming interfaces

z/OS Unicode Services provides services in the form of programming interfaces. These are sometimes referred to as application programming interfaces, or APIs. An example of one is the "character conversion service".

Many of these interfaces use the same concepts and field types, such as:

Parameter area
: Each programming interface defines a parameter area or an area of storage provided by the caller and used to pass data to the service and to get results back from the service.

Parameter area defaults
: Each service defines a constant to initialize the parameter area to default values.

  Note: The default value is not necessarily all binary zeroes.

  A typical use for the default initializer constant is to initialize the parameter area before changing it to reflect the specific inputs required.

Dynamic Data Area (DDA) required
: Some of the services require callers to define a DDA or an area of storage needed and used by the service to perform its function. This storage

should be on a word boundary, but does not have to be initialized because it will be modified by the service. The size of the DDA required depends on things such as the parameter area version used, the function selected, and details such as the character data in the source buffer. Most services define a DDA length that is sufficient to accommodate all requests. It is recommended that this length be used.

Parameter area version
Most of the parameter areas define a "version" parameter. The initial version is typically 1 and then incrementally advanced as the parameter area gets larger to accommodate more parameters. The version level controls things such as how big the parameter area is, how much DDA is required, the functions that are available, and what parameter values are valid. It is recommended that new applications be written to use the latest Unicode Services parameter area version.

ALET support
z/OS Unicode Services interfaces generally allow its DDA and buffers to reside in any address space located by an Access List Entry Token (ALET).

Abstract character data
Abstract character data is a stream of bytes that represent abstract characters. For example, in EBCDIC CCSIDs, the abstract character data bytes x'C9C2D4' represent the abstract characters 'IBM'. Abstract character data is usually referred to as character data or character strings.

Buffers
z/OS Unicode Services that operate on abstract character data have parameters for a source buffer and target buffer. Some services also require a work buffer to store intermediate results. Each buffer is defined by three parameters: a pointer to the buffer, the buffer's ALET, and the buffer's length in bytes.

Note: z/OS Unicode Services typically increment the pointer and decrement the length to indicate how much of the buffer has been used.

Buffer sizes
z/OS Unicode Services that operate on abstract character data have different requirements for target buffer size. The recommended target buffer size is typically a function of the source buffer size and the function requested. For example, when converting from 1-byte Unicode to 2-byte Unicode, the target buffer is typically twice the size of the source buffer. Each API documents its buffer size requirements. The same example applies to the size required for work buffers. Maximum buffer size is limited only by system resources.

Conversion data
Conversion data refers to the data z/OS Unicode Services needs to perform a conversion, such as tables that map from ASCII to EBDCIC. It does not refer to the caller's source buffer. For example, when the character conversion service is called to convert from CCSID 00037 to CCSID 00437, it needs a control block with information about the conversion (information such as both CCSIDs are single-byte) and it needs a 256 byte table to translate the character data. Conversion data is not normally exposed by Unicode Services. The conversion data is stored within the Unicode environment and various interfaces use a 'conversion handle' to refer to conversion data.

Return and reason codes
Generally, z/OS Unicode Services communicate by setting return code and reason code parameters. These values should always be checked when the API returns control.

Note: The parameter area may be left in an inconsistent state when there is a program interrupt.
See Appendix H, "Unicode return and reason codes," on page 553 for return and reason codes.

Parameters not validated
z/OS Unicode Services do not validate the parameter area before using it. If the parameter area is not filled in properly, unexpected results may occur, including incorrect results, bad return codes, or program interrupts. Unicode Services does not generally monitor for internal errors. The caller is responsible for handling errors.

Page-fixed storage
Callers running with key 0-7 can request that conversion data be loaded into page-fixed storage within the Unicode environment as a way to improve performance by reducing the number of page faults. However, there is no guarantee that the conversion request will result in conversion data being loaded because the conversion data may already be loaded into non-page-fixed storage. To ensure your conversion is loaded into page-fixed storage, you need to work with your system programmer to implement with a PARMLIB member.

Using page-fixed storage is not recommended. There is no guarantee that performance will improve if the conversion is page-fixed.

Note: Callers are free to page-fix the storage they pass into z/OS Unicode Services APIs. Also, z/OS Unicode Services modules themselves are not-page fixed and z/OS Unicode Services is not guaranteed to run with dynamic address translation (DAT) off.

Invoking the z/OS Unicode Services interfaces
z/OS Unicode Services are normally invoked by calling a routine provided by linking a stub routine into application code. These stub routines are located in SYS1.CSSLIB. Some interfaces can be invoked by branching to a control offset, as shown in Appendix G, "System control offsets," on page 551. This technique may improve performance by eliminating some parameter checking. It is recommended that most customers use the stub routines provided.

Conversion handle use

Some z/OS Unicode Services define a 'conversion handle' parameter. Conversion handles are generated automatically by the conversion service and are available as a way to improve performance.

When a conversion service is invoked, it attempts to locate the conversion data needed:

- If a conversion handle is not provided (for example, it is set to all binary zero), the service resolves the resources needed, then generates a handle to them and stores the handle in the parameter area.

- If a conversion handle is provided, the service checks if the conversion handle is valid. If it is valid, the service does not resolve to the resources specified because it already has this information.

Once the conversion handle is either generated or validated, the service uses it to perform the conversion.

One use of the conversion handle is when you have multiple conversions with the same conversion data and want to optimize performance. For example, when you have multiple buffers that all require the same conversion. Unicode Services lets you re-use conversion handles, saving the effort of re-generating the conversion handle. However, re-using conversion handles requires more from the caller.

The sophisticated usage pattern is:

1. Set the conversion handle to all binary 0.
2. Optional: Invoke the conversion service with an empty source buffer, only to generate the conversion handle. If this step is omitted, the handle will be generated in the next step.
3. Set values into the parameter area, leaving alone the conversion handle. Next, invoke the conversion service and check the return code.
4. Repeat the previous step, making sure to reset any values changed by the conversion service. If you have a different conversion to perform (such as a different source CCSID or target CCSID), also set those values into the parameter area and zero out the conversion handle before repeating the previous step.

Note:

1. If a handle is provided, it is used regardless of the settings of the parameters used to generate it (such as the From CCSID).
2. If the handle needs to be re-generated, the parameter area values will be used to re-generate the handle. It is recommended that you do not modify these key parameters if you are also re-using handles.
3. Handles are invalidated when the Unicode environment changes, such as when adding or deleting a conversion. For example, with the SETUNI DELETE,ALL,FORCE=YES command that may be needed when conversion data is updated via a PTF. Conversion handles are not valid between IPLs of the system. When the conversion service is given an invalid handle, it either returns with an error or generates a valid conversion handle and continues, depending on the setting of the Inv_Handle flag in the Flag1 parameter. It is recommended that most customers set the Inv_Handle flag to 1 to regenerate a new handle.

Sample code

z/OS Unicode Services provides sample source code to invoke the z/OS Unicode Services functions. These are shipped in data set SYS1.SAMPLIB. The API documentation indicates which data set members contain the sample code.

Characteristics for the caller

The programming interfaces share several characteristics, such as:

- z/OS Unicode Services supports the programming languages HLASM, C, and C++. Both 31-bit and 64-bit addressing mode versions of these interfaces are provided.

- They are callable from any key.
- They are callable from problem or supervisor state.
- They are callable in task or SRB mode.
- They are callable in cross-memory mode.
- Header files and sample code are provided.

Linkage conventions

z/OS Unicode Services interfaces follow the MVS linkage conventions described in "Linkage Conventions" of *z/OS MVS Programming: Assembler Services Guide*. The topic for each z/OS Unicode interface gives specific details about the conventions that are followed. In general,

- GPR 1 - Caller must set to the address of the parameter area.
- GPR 13 - Caller must set to the address of a save area.
- GPR 14 - Caller must set to the return address.
- GPR 15 - Caller must set to the entry address. The stub routines do this automatically.

Bidi function

z/OS Unicode Services provides bidirectional and character shaping (bidi) services in two forms:

- Bidi transformation service
- B technique of the character conversion service

The conversions performed are equivalent, except the character conversion service has more options. Bidi conversion options are provided as part of the character conversion service and do not have a separate bidi conversion, so consider using the character conversion interface for new applications.

Related services

Other z/OS components provide some Unicode Standard functions and are not part of the z/OS Unicode Services function, such as:

- Hardware instructions such as "Unpack Unicode" and "Convert UTF-8 to UTF-16".
- C Run-time functions such as iconv.

Chapter 3. Character conversion

This topic describes the character conversion services and the bidirectional and character shaping transformation services (bidi). You can use one or both services with a single API invocation.

The character conversion services convert character data from one representation to another. Character representations are denoted by a coded character set identifier (CCSID) established by the Character Data Representation Architecture (CDRA). For example, z/OS typically stores character data in EBCDIC CCSID 1047.

The bidi transformation services implement some of the specifications described in the Unicode Standard Annex #9, which is available at http://www.unicode.org/reports/tr9. Typically, this service is used to transform character data into a format suitable for display. It does things like changing character data from 'left to right' to 'right to left' and replacing characters with their shaped version. The exact transformation to be performed is specified by fields in the parameter area. Many of these parameters are exactly equivalent to parameters described by the Open Group's portable layout service, which is available at http://http.opengroup.org.

The character conversion services are called using a stub routine named **CUNLCNV** for AMODE (31) and **CUN4LCNV** for AMODE (64). The routine converts a string of text characters between the specified code pages given as CCSIDs.

The CCSID is defined as a 32-bit binary integer where numbers below X'DFFF' represent standard CCSIDs. (See Character Data Representation Architecture Reference). The range from X'E000' to X'EFFF' can be used for user-defined CCSIDs. X'E000' to X'EFFF'X'E000' to X'EFFF'X'E000' to X'EFFF' (user-defined CCSIDs)X'DFFF' (standard CCSIDs)X'E000' to X'EFFF'X'DFFF' Values from X'F000' to X'FFFF' are reserved for special purposes.

Instead of the CCSIDs, a handle can be given as input. This is possible after the first call because the handle that was used is returned. This helps to speed up the future conversions because the code needed to locate the conversion table has to be executed only in the first call.

Note: All indirect conversion services require a work buffer to be provided by the caller of the services. Caller allocation of the work buffer eliminates the need for the services themselves to be concerned with memory management (and cleanup on failure). To hold at least one Unicode character the length of the work buffer in bytes must be at least 2. For optimal performance it should be not less than two times the number of characters in the source string.

Calling the character conversion services

This is a general description of how the character conversion services have to be called and what problems can occur.

The recommended DDA size for the character conversion services is 8K, set in the CUNBCPRM_DDA_BUF_LEN and CUN4BCPR_DDA_BUF_LEN fields in the parameter list.

The 31-bit caller of the conversion services must provide the following fields in the parameter area:
- Source buffer pointer, ALET, and length.
- Target buffer pointer, ALET, and length (see Note 2).
- FROM-CCSID (or conversion handle in subsequent calls).
- TO-CCSID (or conversion handle in subsequent calls).
- Conversion technique (or conversion handle in subsequent calls).
- Work buffer pointer, ALET, and length (see Note 2).
- Dynamic data area pointer (DDA), ALET, and length.
- Flags.

Note:
1. A dynamic data area (DDA) must always be specified. The required length is defined by constant CUNBCPRM_DDA_REQ for AMODE (31). See Interface Definition File CUNBCIDF.
2. To take advantage of a performance improvement, specifically for EBCDIC <=> UTF-8 and EBCDIC MBCS <=> UTF-16 conversions, the application developer can provide larger work and target buffers. The work buffer and target buffer must be three times the size of the source buffer. Expressed mathematically:
```
Wrk Buffer Len >= 3* Src Buffer Len AND
Targ Buffer Len >= 3* Src Buffer Len
```

The 64-bit caller of the conversion services must provide the following fields in the parameter area:
- Source buffer (64 bit pointer), ALET (4 byte), and length (8 byte).
- Target buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte) (see Note 2).
- FROM-CCSID (or conversion handle in subsequent calls).
- TO-CCSID (or conversion handle in subsequent calls).
- Conversion technique (or conversion handle in subsequent calls).
- Work buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte) (see Note 2).
- Dynamic data area pointer (DDA), ALET, and length (see Note 1).
- Flags.

Note:
1. A dynamic data area (DDA) must always be specified. The required length is defined by constant CUN4BCPR_DDA_REQ for AMODE (64). See Interface Definition File CUN4BCID
2. To take advantage of a performance improvement, specifically for EBCDIC <=> UTF-8 and EBCDIC MBCS <=> UTF-16 conversions, the application developer can provide larger work and target buffers. The work buffer and target buffer must be three times the size of the source buffer. Expressed mathematically:
```
Wrk Buffer Len >= 3* Src Buffer Len AND
Targ Buffer Len >= 3* Src Buffer Len
```

From the caller's perspective, conversions are always done with a single call to the conversion services. Internally, the following conversions are done in the following steps (an indirect conversion):
- A mixed code page and anything other than simple code pages

- UTF-8 and anything other than UTF-16
- A conversion requesting bidi transformations

Two step conversions require that a work buffer be supplied by the caller. For coding simplicity, a caller may choose to always supply a work buffer (which will go unused for single-step conversions). Alternatively, if the caller knows that a particular conversion is "single-step", the work buffer need not be supplied.

The dynamic data area (DDA) is needed to hold all the variables needed internally by the conversion service. The size of the DDA required depends on the type of conversion being done (source and target CCSIDs), the addressing mode (AMODE(31) or AMODE(64)), whether the B technique is requested, and the parameter area version being used. If the DDA size is not large enough to support the type of conversion specified by Src_CCSID and Trg_CCSID, the conversion services will return with a return code of "CUN_RC_USER_ERR" and reason code of "CUN_RS_DDA_BUF_SMALL", and will also return the DDA size required for the specified conversion in field "UCCE_DDA_BUF_LEN" of the UCCE handle. It is recommended that the caller also provide code to recognize and react (by allocating a larger DDA buffer and recalling the service) to a "CUN_RS_DDA_BUF_SMALL" error.

When the service returns, it updates the source buffer and target buffer pointers, and lengths. Thus the caller can see how many bytes were converted and how much of the target buffer is filled up. Return codes and reason codes notify when a target buffer overflow was detected or other error occurred. Recommendations for the work buffer and target buffer sizes are listed in “Handling a target buffer overflow” on page 86.

The source buffer may contain characters that have no equivalent in the TO-CCSID or may contain the substitution character in the FROM-CCSID. The user of the conversion services specifies the action to take on detection of such a character by the value of the input parameter bit 'CUNBCPRM_Sub_Action'. Depending on this input bit the conversion service either terminates conversion with reason code CUN_RS_SUB_ACT_TERM or it inserts the conversion table's substitution character into the target buffer, sets bit CUNBCPRM_Substitution in the parameter list, and continues conversion with the next character in the source buffer.

The source buffer may also contain byte-strings that do not represent a character in the source code page. These characters are referred to as "malformed characters" and cannot be converted to a valid target codepoint. If the CUNBCPRM_Flag1 parameter bit CUNBCPRM_Sub_Action specifies "substitute", and CUNBCPRM_Mal_Action specifies "terminate", then the conversion will terminate with RC=4 and RS=0C when a malformed character is encountered. But if CUNBCPRM_Mal_Action specifies "substitute", the malformed character will be substituted.

The source code page (FROM-CCSID), target code page (TO-CCSID), and technique-search-order are given initially. A call with those specified always returns a conversion handle which – for the services – is a fast path to the conversion table and its properties. In subsequent calls, it is recommended that the caller provides the conversion handle. If a caller wants to request the conversion handle without converting, specify a source buffer length of 0.

The caller can put the conversion data in any data space. To allow the conversion service to access the data, an ALET must be specified. An ALET of 0 indicates that the data is in the primary address space.

To indicate which code page was active at the end of conversions from and to mixed code pages, CUNBCPRM_Subcodepage is updated by the character conversion services. The same technique is used for designator sequences used for some ISO 2022 encoding.

Specifically, since an MBCS encoding is made up of SBCS and DBCS tables, a unique algorithm is used to deal with this in the character conversion service. When converting to an MBCS encoding, the character conversion service will first begin using the SBCS table to search for the character to be converted. If the code point is not in the valid range within the SBCS table (from X'00' to X'FF'), the conversion service will switch to the DBCS table to look for that code point and convert. It is that switch that will generate a X'0E' (Shift-Out) in the converted data stream, because a shift out of SBCS mode was performed. Next the character conversion service will continue using the DBCS table for subsequent conversions of characters. At this point, if there are no more characters to be converted, the character conversion service will stop the conversion and the converted data stream will end without a X'0F' (shift into SBCS mode). However, if the character conversion service encounters a code point that is in the valid SBCS code point range, the character conversion service will switch back to SBCS and thereby generating a X'0F' (Shift In) in the converted data stream, because a shift into SBCS mode was performed. It is the responsibility of the character conversion service exploiter to add the necessary SI/SO (Shift In/Shift Out) characters when a string is broken up across multiple calls to the character conversion service that involves MBCS characters.

This is where the CUNBCPRM_Subcodepage parameter is useful. CUNBCPRM_Subcodepage is made up of two halves - first half is CUNBCPRM_Source_SCP_State and second half is CUNBCPRM_Target_SCP_State. When converting from Unicode to EBCDIC(MBCS), the character conversion service will set CUNBCPRM_Target_SCP_State. When converting from EBCDIC(MBCS) to Unicode, the character conversion service will set CUNBCPRM_Source_SCP_State. See the “Description of parameters in area CUNBCPRM” on page 33 for the specific values and their definitions.

For the internal handling of MBCS conversions, refer to Appendix B, “Conversion support for multi-byte encodings (MBCS),” on page 323.

Calling the bidi conversion services

This section describes how to use the bidi and character shaping services to transform character data to accommodate bidirectional texts. For example, you can transform text to a form suitable for display.

The bidi transformation works with character conversion. The character conversion service can perform CCSID conversions or CCSID conversions with bidi transformations.

The bidi support operates on CCSID 1200. If the source and target CCSIDs are not both 1200 (or equivalent CCSIDs), the bidi algorithm will cause a two-stage conversion to be performed regardless of any other considerations. The source buffer is first converted to CCSID 1200, bidi transformations are performed, and then the characters are converted to the target CCSID. The work buffer (Wrk_Buf) is required for this.

Note: Use of the extended bidi support for CCSIDs other than Arabic or Hebrew CCSIDs 00420, 00424, 00425, 00856, 00862, 00864, 00916, 01046, 01089, 01255, 01256 will result in a RC = CUN_RC_USER_ERR and a RS = CUN_RS_CCSID_NOT_SUPP.

The bidi support meets some of the standards set forth in the Unicode Consortium's Standard Annex #9. The annex can be found at the Unicode Consortium's web site http://www.unicode.org/reports/tr9.

There are two different levels of bidi support:

1. The B technique. This support:
   - Is requested by adding the letter B to the technique field.
   - Uses parameters Bidi_Context and Bidi_ImpAlg in the Flag1 field in the character conversion parameter area (CUNBCPRM or CUN4BCPR).
   - Invokes an older version of the bidi algorithm. This support is equivalent to the bidi transformation service (CUNLBIDI and CUN4LBID).
   - Can be used only with parameter area versions 1 and 2.
2. The extended bidi support. This support:
   - Is requested by setting the Extended_Bidi_Parm_Area_Ptr.
   - Uses parameters in the extended bidi parameter area (CUNBDPRM or CUN4BDPR).
   - Iinvokes a newer version of the bidi algorithm.
   - Can be used beginning with parameter area version 3.

IBM does not intend to enhance the B technique support. Instead, it is recommended that you use the extended bidi support for all new development and those who want to use the highest level of bidi support.

If you have code that uses the B technique and you want to change your code to use parameter area version 3, you can no longer use the B technique. In this situation, you must also change your code to use the extended bidi support.

To change your code from the B technique to use the extended bidi support, do the following:

- Use parameter area version 3 and provide the DDA size required for parameter area version 3.
- Set the Extended_Bidi_Parm_Area_Ptr and remove B from the technique letters.
- Instead of setting Flag1 bits Bidi_Context and Bidi_ImpAlg, use fields Context_Src and ImplicitAlg in the extended bidi parameter area.
- Set all other fields in the extended bidi parameter area as appropriate.

Using the extended bidi support requires an extended bidi parameter area.

The extended bidi parameter area is defined by structures CUNBDPRM (for 31-bit service) and CUN4BDPR (for 64-bit service). This parameter area is different than the bidi parameter area defined by the bidi transformation service.

Many of the field names in the extended bidi parameter area specify attributes of either the source or target character string. This is denoted by Src or Targ in the field name. For example, Context_Targ specifies the context for the target string.

Restrictions for the calling environment

Table 1. Restrictions while calling the character conversion services

Property	Restriction
Authorization	Problem state or supervisor state, and any PSW key
Dispatchable unit mode	Task or SRB
Cross memory mode	Any PASN, any HASN, any SASN
AMODE	31-bit and 64-bit
ASC mode	Called in primary mode but exploiting AR mode
Interrupt status	Enabled for I/O and external interrupts
Locks	May be held by the caller, but is not required to hold any
Control parameters	Must be in the primary address space
Recovery environment	Provided exclusively by the caller of the conversion services

Using the C interface

This is the call syntax in C for calling the stub routine **CUNLCNV** (character conversion). The mapping of the parameter area supplied by the header file cunhc.h is listed in “Mapping of parameters in C.” A sample program, CUNSCSMC, is provided in SYS1.SAMPLIB.

```
#include<cunhc.h>
#define SLEN 1000
#define WLEN 1000
#define TLEN 4096
.....
unsigned char Sourcebuffer [SLEN ];
unsigned char Targetbuffer [TLEN ];
unsigned char Workbuffer [WLEN ];
unsigned char DDA [CUNBCPRM_DDA_REQ ];

CUNBCPRM myparm ={CUNBCPRM_DEFAULT};
myparm.Src_Buf_Ptr=Sourcebuffer;
myparm.Targ_Buf_Ptr=Targetbuffer;
myparm.Targ_Buf_Len=TLEN;
myparm.Src_Buf_Len=SLEN;
myparm.Src_CCSID=850;
myparm.Targ_CCSID=1047;
memcpy(myparm.Technique,"LMER",4);
myparm.Wrk_Buf_Ptr=Workbuffer;
myparm.Wrk_Buf_Len=WLEN;
myparm.DDA_Buf_Ptr=DDA;
myparm.DDA_Buf_Len=CUNBCPRM_DDA_REQ;
CUNLCNV ( & myparm );
if((myparm.Return_Code !=CUN_RC_OK)......
```

Mapping of parameters in C

A C header file is supplied (cunhc.h) which contains the function prototypes for the conversion services. The following structures used in the interface to the character conversion service show the parameter list (tagCUNBCPRM) and conversion handle within the parameter list (uccehdl):

31-bit mapping

```
typedef struct tagCUNBCPRM {
long           Version;              /* Structure version number    */
long           Length;               /* Length of  structure        */
long           Res1;                 /* Reserved                    */
void   *       Src_Buf_Ptr;          /* Pointer to Source           */
unsigned long  Src_Buf_ALET;         /* ALET of source buffer       */
unsigned long  Src_Buf_Len;          /* Length of source data       */
long           Res2;                 /* Reserved                    */
void   *       Targ_Buf_Ptr;         /* Pointer to Target           */
unsigned long  Targ_Buf_ALET;        /* ALET of target buffer       */
unsigned long  Targ_Buf_Len;         /* Length of target buffer     */
char           Conv_Handle[64];      /* conversion handle           */
unsigned long  Src_CCSID;            /* CCSID of source data        */
unsigned long  Targ_CCSID;           /* CCSID of target data        */
char           Technique[8];         /*                             */
long           Res3;                 /* Reserved                    */
void   *       Wrk_Buf_Ptr;          /* Pointer to work buffer      */
unsigned long  Wrk_Buf_ALET;         /* ALET of work buffer         */
unsigned long  Wrk_Buf_Len;          /* Length of work buffer       */
void   *       DDA_Buf_Ptr;          /* Pointer to dynamic data area*/
unsigned long  DDA_Buf_ALET;         /* ALET of DDA                 */
unsigned long  DDA_Buf_Len;          /* Length of DDA               */
struct {
  int           Sub_Action      : 1,  /* Sub action:                 */
                                      /* 0 = Terminate with error    */
                                      /* 1 = Substitute and cont.    */
                Inv_Handle      : 1,  /* Invalid handle at start:    */
                                      /* 0 = Terminate with error    */
                                      /* 1 = Get new handle and      */
                No_Opt_Buf_Fill : 1,  /* Target buffer filled        */
                                      /* 0 = Target buffer filled    */
                                      /* optimally increases runtime */
                                      /* 1 = Target Buffer not filled*/
                                      /* optimally increases runtime */
                Mal_Action      : 1,  /* Mal Action: (Default 0)     */
                                      /* 0 = Substitute and cont.    */
                                      /* 1 = Terminate with error    */
                RL_Sub_Action   : 1,  /* RL Sub action. If Tech=R/L: */
                                      /* 0 = Does nothing.           */
                                      /* 1 = Override SUB_ACTION.    */
                SrcSub_Chk      : 1,  /* If Sub is checked:          */
                                      /* 0=Does nothing.             */
                                      /* 1=Override SUB_ACTION.      */
                Bidi_Context    : 1,  /* Bidi Context                */
                                      /* 0 = Context LTR             */
                                      /* 1 = Context RTL             */
                Bidi_ImpAlg     : 1;  /* Bidi Implicit Alg           */
                                      /* 0 = Algor Basic             */
                                      /* 1 = Algor Implicit          */
  } Flag1;                            /* FLAG Byte 1 set by caller   */
 struct {                             /* Subcodepage number(s)       */
  int           Source_SCP_State :4,  /*Source subcodepage state     */
                Target_SCP_State :4;  /*Target subcodepage state     */
  } Subcodepage;
 struct {
  int           Substitution    : 1,  /* Substitution:               */
                                      /* 0 = No character substituted*/
                                      /* 1 = character(s) substituted*/
                Mal_Found       : 1,  /* Malformed String found      */
                                      /* 0 = No Malformed str found  */
                                      /* 1 = Malformed str found     */
                Page_Fix        : 1,  /* Page fixing:                */
                                      /* 0=System storage            */
                                      /* 1=Page Fixing.              */
           ETF3E_Behavior_Status : 1,  /* HW Enhancement for conver-  */
```

```
                                         /* sions from 1200 to 1208 and */
                                         /* vice versa status:          */
                                         /* 0 =  When ETF3E_Behavior is  */
                                         /* ON, means ETF3 HW enhancement*/
                                         /* is used (default)           */
                                         /* 1 =  When ETF3E_Behavior is   */
                                         /* ON, means ETF3 HW enhancement*/
                                         /* is not used, because it is     */
                                         /* not available.              */
                                         /*                              */
                                         /* Note. When conversion are not*/
                                         /*   requested from 1200 to     */
                                         /*   1208 and vice versa, the   */
                                         /*   contents of this is not    */
                                         /*   meaningful.                */
                                  : 4;
      } Flag2;
 unsigned char  Designator;           /* reserved for ISO 2022       */
 long           Return_Code;
 long           Reason_Code;
 unsigned int   Res6;                 /* Reserved                    */
 struct {
  int           ETF3E_Behavior   : 1, /* ETF3 HW Enhancement         */
                                      /* 0 =  Do not exploit ETF3     */
                                      /* (default)                   */
                                      /* 1 =  Exploit ETF3           */

                                 : 15; /* Reserved                    */
     } Flag3;                         /* FLAG3 Byte 2 set by caller   */
   char          Res7[2];             /* Reserved                    */
   CUNBDPRM *      Extended_Bidi_Parm_Area_Ptr;
   char            Res8[64];
 } CUNBCPRM;

/* The extended bidi parameter area */
typedef struct tagCUNBDPRM {
int             Version;
int             Length;
struct {
  int           XOpen_Defaults          :  1,
                KBS_Defaults            :  1,
                Keyword                 :  1,
                From_wtransform         :  1,
                                        :  4,
}               InFlags;
struct {
  int           Layout_Roundtrip        :  1,
                Layout_WinCompat        :  1,
                Layout_ImpToImp         :  1,
                Layout_Remove_Marks     :  1,
                Layout_Insert_Marks     :  1,
                Layout_Streaming        :  1,
                                        :  2;
}               Layout_Options;
struct {
  int           ActiveShapeEditing      :  1,
                ActiveDirectional       :  1,
                                        : 14;
}               OutFlags;
int             Orientation_Src;
int             Orientation_Targ;
int             Context_Src;
int             Context_Targ;
int             TypeOfText_Src;
int             TypeOfText_Targ;
int             ImplicitAlg_Src;
int             ImplicitAlg_Targ;
```

```
int            Swapping_Src;
int            Swapping_Targ;
int            Numerals_Src;
int            Numerals_Targ;
int            TextShaping_Src;
int            TextShaping_Targ;
int            ShapeCharsetSize;
int            ShapeContextSize_Front;
int            ShapeContextSize_Back;
int            CheckMode;
unsigned int   InpBufIndex;
unsigned long  Streaming_Processed_Length;
int            ArabicOneCellShaping_Src;
int            ArabicOneCellShaping_Targ;
int            WordBreak_Src;
int            WordBreak_Targ;
int            LamAlefEditMode_Src;
int            LamAlefEditMode_Targ;
int            YehHamzaMode_Src;
int            YehHamzaMode_Targ;
int            TailEditMode_Src;
int            TailEditMode_Targ;
int            TashkeelEditMode_Src;
int            TashkeelEditMode_Targ;
unsigned int *  InpToOut_Ptr;
unsigned int *  OutToInp_Ptr;
unsigned char * BidiLvl_Ptr;
char           Layout_Streaming_State[64];
char           Bidi_Keyword[128];
char           Res2[64];
} CUNBDPRM;
```

64-bit mapping

```
typedef struct tagCUN4BCPR {
 unsigned int   Version;              /* Structure version number    */
 unsigned int   Length;               /* Length of  structure        */
 void   *       Src_Buf_Ptr;          /* Pointer to Source           */
 unsigned int   Src_Buf_ALET;         /* ALET of source buffer       */
 unsigned int   Res1;                 /* Reserved                    */
 unsigned long  Src_Buf_Len;          /* Length of source data       */
 void   *       Targ_Buf_Ptr;         /* Pointer to Target           */
 unsigned int   Targ_Buf_ALET;        /* ALET of target buffer       */
 unsigned int   Res2;                 /* Reserved                    */
 unsigned long  Targ_Buf_Len;         /* Length of target buffer     */
 char           Conv_Handle[64];      /* conversion handle           */
 unsigned int   Src_CCSID;            /* CCSID of source data        */
 unsigned int   Targ_CCSID;           /* CCSID of target data        */
 char           Technique[8];         /*                             */
 void   *       Wrk_Buf_Ptr;          /* Pointer to work buffer      */
 unsigned int   Wrk_Buf_ALET;         /* ALET of work buffer         */
 unsigned int   Res3;                 /* Reserved                    */
 unsigned long  Wrk_Buf_Len;          /* Length of work buffer       */
 void   *       DDA_Buf_Ptr;          /* Pointer to dynamic data area*/
 unsigned int   DDA_Buf_ALET;         /* ALET of DDA                 */
 unsigned int   DDA_Buf_Len;          /* Length of DDA               */
 struct {
  int           Sub_Action      : 1,  /* Sub action:                 */
                                      /* 0 = Terminate with error    */
                                      /* 1 = Substitute and cont.    */
                Inv_Handle      : 1,  /* Invalid handle at start:    */
                                      /* 0 = Terminate with error    */
                                      /* 1 = Get new handle and      */
                No_Opt_Buf_Fill : 1,  /* Target buffer filled        */
                                      /* 0 = Target buffer filled    */
                                      /* optimally increases runtime */
                                      /* 1 = Target Buffer not filled*/
```

```
                                    /* optimally increases runtime */
                Mal_Action      : 1,  /* Mal Action: (Default 0)     */
                                      /* 0 = Substitute and cont.    */
                                      /* 1 = Terminate with error    */
                RL_Sub_Action   : 1,  /* RL Sub action. If Tech=R/L: */
                                      /* 0 = Does nothing.           */
                                      /* 1 = Override SUB_ACTION.    */
                SrcSub_Chk      : 1,  /* If Sub is checked:          */
                                      /* 0=Does nothing.             */
                                      /* 1=Override SUB_ACTION.      */
                Bidi_Context    : 1,  /* Bidi Context                */
                                      /* 0 = Context LTR             */
                                      /* 1 = Context RTL             */
                Bidi_ImpAlg     : 1;  /* Bidi Implicit Alg           */
                                      /* 0 = Algor Basic             */
                                      /* 1 = Algor Implicit          */
  } Flag1;                            /* FLAG Byte 1 set by caller   */
 struct {                             /* Subcodepage number(s)       */
  int           Source_SCP_State :4,  /*Source subcodepage state     */
                Target_SCP_State :4;  /*Target subcodepage state     */
  } Subcodepage;
 struct {
  int           Substitution    : 1,  /* Substitution:               */
                                      /* 0 = No character substituted*/
                                      /* 1 = character(s) substituted*/
                Mal_Found       : 1,  /* Malformed String found      */
                                      /* 0 = No Malformed str found  */
                                      /* 1 = Malformed str found     */
                Page_Fix        : 1,  /* Page fixing:                */
                                      /* 0=System storage            */
                                      /* 1=Page Fixing.              */
          ETF3E_Behavior_Status  : 1,  /* HW Enhancement for conver-   */
                                      /* sions from 1200 to 1208 and  */
                                      /* vice versa status:           */
                                      /* 0 =  When ETF3E_Behavior is   */
                                      /* ON, means ETF3 HW enhancement*/
                                      /* is used (default)            */
                                      /* 1 =  When ETF3E_Behavior is   */
                                      /* ON, means ETF3 HW enhancement*/
                                      /* is not used (because is      */
                                      /* not available)               */
                                      /*                              */
                                      /* Note. When conversion are not*/
                                      /*   requested from 1200 to     */
                                      /*   1208 and vice versa, the   */
                                      /*   contents of this is not    */
                                      /*   meaningful.                */
                                : 4;
  } Flag2;
 unsigned char  Designator;           /* reserved for ISO 2022       */
 unsigned int   Return_Code;
 unsigned int   Reason_Code;
int             Res4;
long            Res5;                 /* Reserved                    */
struct {
  int           ETF3E_Behavior   : 1, /* ETF3 HW Enhancement         */
                                      /* 0 =  Do not exploit ETF3    */
                                      /* (default)                   */
                                      /* 1 =  Exploit ETF3           */

                                 :15; /* Reserved                    */
}               Flag3;                /* FLAG3 Byte 2 set by caller  */
char            Res7[2];              /* Reserved                    */
CUN4BDPR *      Extended_Bidi_Parm_Area_Ptr;
char            Res8[64];
} CUN4BCPR;
```

```
typedef struct CUN4BDPR {
int             Version;
int             Length;
struct {
  int           XOpen_Defaults          :  1,
                KBS_Defaults            :  1,
                Keyword                 :  1,
                From_wtransform         :  1,
                                        :  4;
}               InFlags;
struct {
  int           Layout_Roundtrip        :  1,
                Layout_WinCompat        :  1,
                Layout_ImpToImp         :  1,
                Layout_Remove_Marks     :  1,
                Layout_Insert_Marks     :  1,
                Layout_Streaming        :  1,
                                        :  2;
}               Layout_Options;
struct {
  int           ActiveShapeEditing      :  1,
                ActiveDirectional       :  1,
                                        : 14;
}               OutFlags;
char            Res1[4];
int             Orientation_Src;
int             Orientation_Targ;
int             Context_Src;
int             Context_Targ;
int             TypeOfText_Src;
int             TypeOfText_Targ;
int             ImplicitAlg_Src;
int             ImplicitAlg_Targ;
int             Swapping_Src;
int             Swapping_Targ;
int             Numerals_Src;
int             Numerals_Targ;
int             TextShaping_Src;
int             TextShaping_Targ;
int             ShapeCharsetSize;
int             ShapeContextSize_Front;
int             ShapeContextSize_Back;
int             CheckMode;
unsigned long   InpBufIndex;
unsigned long   Streaming_Processed_Length;
int             ArabicOneCellShaping_Src;
int             ArabicOneCellShaping_Targ;
int             WordBreak_Src;
int             WordBreak_Targ;
int             LamAlefEditMode_Src;
int             LamAlefEditMode_Targ;
int             YehHamzaMode_Src;
int             YehHamzaMode_Targ;
int             TailEditMode_Src;
int             TailEditMode_Targ;
int             TashkeelEditMode_Src;
int             TashkeelEditMode_Targ;
unsigned int *  InpToOut_Ptr;
unsigned int *  OutToInp_Ptr;
unsigned char * BidiLvl_Ptr;
char            Layout_Streaming_State[64];
char            Bidi_Keyword[128];
char            Res2[64];
} CUN4BDPR;
```

Using the HLASM interface

This is the call syntax in HLASM for calling the stub routine **CUNLCNV** (character conversion for AMODE (31)) and **CUN4LCNV** (character conversion for AMODE (64)). A sample program, CUNSCSMA, is provided in SYS1.SAMPLIB.

For AMODE (31)

```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7--
         GETMAIN ........           Obtain storage for parameter area
*                                   in primary address space
         LR    R4,R1                Save parameter area address
         USING CUNBCPRM,R4          Make parameter area addressable
         XC    CUNBCPRM(CUNBCPRM_LEN),CUNBCPRM    Init ParmArea to zero
         LA    R15,CUNBCPRM_VER     Get Version
         ST    R15,CUNBCPRM_VERSION Version Store to parameter area
         LA    R15,CUNBCPRM_LEN     Initialize Length
         ST    R15,CUNBCPRM_LENGTH  Move to parameter area
         MVC   CUNBCPRM_TECHNIQUE,=CL8' ' Take default technique
         MVC   CUNBCPRM_SRC_CCSID,=FL4'1047'   From CCSID
         MVC   CUNBCPRM_TARG_CCSID,=FL4'13488' To CCSID
*
*        Supply source buffer pointer, length and ALET.
*        Supply target buffer pointer, length and ALET.
*        Supply work   buffer pointer, length and ALET. (Not required
*        for a conversion from 1047 to 13488).
*        Supply DDA buffer pointer, length and ALET.
*        Note: A DDA is always required. The required DDA length is
*        defined by constant CUNBCPRM_DDA_REQ.
*
         CALL  CUNLCNV,((R4))  Call stub routine with CUNBCPRM
*                              address as argument.
         CUNBCIDF DSECT=YES    Provide Mappings (CUNBCPRM, return and
*                              reason codes, constants for version
*                              and length).
```

For AMODE (64)

```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7--
         GETMAIN ........           Obtain storage for parameter area
*                                   in primary address space
         LR    R4,R1                Save parameter area address
         USING CUN4BCPR,R4          Make parameter area addressable
         XC    CUN4BCPR,CUN4BCPR    Init PARAMETER AREA TO BINARY 0
         LA    R15,CUN4BCPR_VER     Get Version
         ST    R15,CUN4BCPR_VERSION Version Store to parameter area
         LA    R15,CUN4BCPR_LEN     Initialize Length
         ST    R15,CUN4BCPR_LENGTH  Move to parameter area
         MVC   CUN4BCPR_TECHNIQUE,=CL8' '  Take default technique
         MVC   CUN4BCPR_SRC_CCSID,=FL4'1047'   From CCSID
         MVC   CUN4BCPR_TARG_CCSID,=FL4'13488' To CCSID
*
*        Supply source buffer pointer, length and ALET.
*        Supply target buffer pointer, length and ALET.
*        Supply work buffer pointer, length and ALET. (Not required
*        for a conversion from 1047 to 13488).
*        Supply DDA buffer pointer, length and ALET.
*
         CALL CUN4LCNV,((R4))  Call stub routine with CUN4BCPR
*                              address as argument.
         CUN4BCID DSECT=YES    Provide Mappings (CUN4BCPR, return and
*                              reason codes, constants for version
*                              and length).
```

Mapping of parameters for AMODE (31)

The mapping of the parameter areas are supplied by the interface definition file CUNBCIDF. This file is shipped in the SYS1.MACLIB data set, and contains the length of each parameter and any boundary alignment that may be necessary.

Table 2. Mapping of parameters in HLASM for character conversion AMODE (31)

Offset Dec	Offset Hex	Type	Length in bytes	Boundary	Name	Description
0	(0)	STRUCTURE	176	DWORD	CUNBCPRM	Parameter area
0	(0)	UNSIGNED	4		CUNBCPRM_Version	Parameter area VERSION
4	(4)	UNSIGNED	4		CUNBCPRM_Length	Parameter area Length
8	(8)	CHARACTER	4		*	Reserved for 64 bit
12	(C)	ADDRESS	4		CUNBCPRM_Src_Buf_Ptr	Source buffer pointer
16	(10)	UNSIGNED	4		CUNBCPRM_Src_Buf_ALET	Source buffer ALET
20	(14)	UNSIGNED	4		CUNBCPRM_Src_Buf_Len	Source buffer length
24	(18)	CHARACTER	4		*	Reserved for 64 bit
28	(1C)	ADDRESS	4		CUNBCPRM_Targ_Buf_Ptr	Target buffer pointer
32	(20)	UNSIGNED	4		CUNBCPRM_Targ_Buf_ALET	Target buffer ALET
36	(24)	UNSIGNED	4		CUNBCPRM_Targ_Buf_Len	Target buffer length
40	(28)	CHARACTER	64	DWORD	CUNBCPRM_Conv_Handle	Conversion handle
104	(68)	CHARACTER	16	WORD	CUNBCPRM_Conv_Key	Conversion Key
104	(68)	UNSIGNED	4		CUNBCPRM_Src_CCSID	Source CCSID (codepage)
		UNSIGNED	4		CUNBCPRM_Targ_CCSID	Target CCSID (codepage)
		CHARACTER	8		CUNBCPRM_Technique	The CONVERSION TECHNIQUE is specified as input to the image generator
120	(78)	CHARACTER	4		*	Reserved for 64 bit
124	(7C)	ADDRESS	4		CUNBCPRM_Wrk_Buf_Ptr	Work buffer pointer
128	(80)	UNSIGNED	4		CUNBCPRM_Wrk_Buf_ALET	Work buffer ALET
132	(84)	UNSIGNED	4		CUNBCPRM_Wrk_Buf_Len	Work buffer length
136	(88)	CHARACTER	4		*	Reserved for 64 bit
140	(8C)	ADDRESS	4	DWORD	CUNBCPRM_DDA_Buf_Ptr	Dynamic data area pointer
144	(90)	UNSIGNED	4		CUNBCPRM_DDA_Buf_ALET	Dynamic data area ALET
148	(94)	UNSIGNED	4		CUNBCPRM_DDA_Buf_Len	Dynamic data area length as defined by constant CUNBCPRM_DDA_Req
152	(98)	BITSTRING	1		CUNBCPRM_Flag1	FLAG Byte 1 set by caller
152	(98)	1...	1		CUNBCPRM_Sub_Action	Sub action: 0=TERMINATE WITH ERROR 1=Substitute AND CONT
152	(98)	.1..	1		CUNBCPRM_Inv_Handle	Invalid handle at start: 0=TERMINATE WITH ERROR 1=GET NEW HANDLE AND CONT
152	(98)	..1.	1		CUNBCPRM_No_Opt_Buf_Fill	Target buffer filled: 0=TARGET BUFFER FILLED OPTIMALLY 1=TARGET BUFFER NOT FILLED OPTIMALLY

Table 2. Mapping of parameters in HLASM for character conversion AMODE (31) (continued)

Offset Dec	Offset Hex	Type	Length in bytes	Boundary	Name	Description

152	(98)	...1	1		CUNBCPRM_Mal_Action	Mal Action: (Default 0):
						`0=SUBSTITUTE AND CONT`
						`1=TERMINATE WITH`
						`ERROR`

152	(98)	.... 1...	1		CUNBCPRM_RL_Sub_Action	R or L technique action

152	(98)	.... .1..	1		CUNBCPRM_SrcSub_Chk	Substitution Chars Check in source:
						`0=Do nothing`
						`1=Override SUB_ACTION`

152	(98)	.... ..1.	1		CUNBCPRM_Bidi_Context	Bidi Context:
						`0=Context LTR`
						`1=Context RTL`

152	(98)	1	1		CUNBCPRM_Bidi_ImpAlg	Bidi Implicit Alg:
						`0=Algor Basic`
						`1=Algor Implicit`

153	(99)	UNSIGNED	1		CUNBCPRM_Subcodepage	Number of subcodepage(s)
153	(99)	BITSTRING 1111	1		CUNBCPRM_Source_SCP_ State	Source subcodepage status
153	(99)	BITSTRING 1111	1		CUNBCPRM_Target_SCP_ State	Target subcodepage status
154	(9A)	BITSTRING	1		CUNBCPRM_Flag2	FLAG Byte 2 set by service

154	(9A)	1...	1		CUNBCPRM_Substitution	Substitution:
						`0=NO CHARACTER`
						`SUBSTITUTED`
						`1=CHARACTER(S)`
						`SUBSTITUTED.`

154	(9A)	.1..	1		CUNBCPRM_Mal_Found	Malformed String found:
						`0=NO MALFORMED`
						`STRING FOUND`
						`1=MALFORMED STRING`
						`FOUND.`

154	(9A)	..1.	1		CUNBCPRM_Page_Fix	Page fixing:
						`0=System storage`
						`1=Page Fixing`

154	(9A)	...1	1		CUNBCPRM_ETF3E_Behavior_
					
					Status
						ETF3 hardware enhancement for conversions from 1200 to 1208 and vice versa. The meanings of the values are:
						`0=ETF3 hardware`
						`  enhancement`
						`  is enabled.`
						`1=ETF3 hardware`
						`  enhancement`
						`  is not installed.`

155	(9B)	UNSIGNED	1		CUNBCPRM_Designator	Reserved for ISO2022
156	(9C)	CHARACTER	8	WORD	CUNBCPRM_RC_RS	Return/reason code
156	(9C)	UNSIGNED	4		CUNBCPRM_Return_Code	Return code
160	(A0)	UNSIGNED	4		CUNBCPRM_Reason_Code	Reason code
164	(A4)	CHARACTER	4		CUNBCPRM_Subs_Counter	Reserved
168	(A8)	BITSTRING	2		CUNBCPRM_Flag3	Flag 3

Table 2. Mapping of parameters in HLASM for character conversion AMODE (31) (continued)

Offset Dec	Offset Hex	Type	Length in bytes	Boundary	Name	Description
168	(A8)	1...	2		CUNBCPRM_ETF3E_Behavior	ETF3 hardware enhancement implementation for conversions from 1200 to 1208 and vice versa: • 0=Do not exploit ETF3 hardware enhancement. • 1=Exploit ETF3 hardware enhancement.
170	(AA)	CHARACTER	2		*	Reserved
172	(AC)	ADDRESS	4		CUNBCPRM_Extended_Bidi_ Parm_Area_Ptr	Points to the bidi parm area
176	(B0)		0		CUNBCPRM_End	End of CUNBCPRM

Description of parameters in area CUNBCPRM

This description applies to C and HLASM.

CUNBCPRM_Version - set by caller
: Specifies the version of the parameter area. This field must be initialized for the first call to stub routine CUNLCNV using the constant CUNBCPRM_Ver which is supplied by the interface definition file CUNBCIDF.

  Parameter value CUNBCPRM_Version2 is defined to exploit the extended-translation facility 3 (ETF3) function.

  Parameter value CUNBCPRM_Version3 is defined for extended bidi support.

CUNBCPRM_Length - set by caller
: Specifies the length of the parameter area. HLASM users must initialize this field for the first call to CUNLCNV using the constant CUNBCPRM_Len which is supplied by the interface definition file CUNBCIDF.

CUNBCPRM_Src_Buf_Ptr - set by caller
: Specifies the beginning address of a string of text characters encoded in the CCSID named in the CUNBCPRM_Src_CCSID parameter, and with a length specified in the CUNBCPRM_Src_Buf_Len parameter. At the completion of the conversion, CUNBCPRM_Src_Buf_Ptr will be updated to point just past the last character that was successfully converted, and CUNBCPRM_Src_Buf_Len will be updated to reflect the number of bytes left unconverted. If all bytes are converted, CUNBCPRM_Src_Buf_Len will be zero.

CUNBCPRM_Src_Buf_ALET - set by caller
: Specifies the ALET to be used if the source buffer addressed by CUNBCPRM_Src_Buf_ptr resides in a different address or data space.

CUNBCPRM_Src_Buf_Len - set by caller
: Specifies the length in bytes of the string in the source buffer addressed by CUNBCPRM_Src_Buf_Ptr, to be converted. The source buffer length may be zero. In this case, nothing is converted but the CUNBCPRM_Conv_Handle is returned. This may be used to request a handle without converting. The maximum allowed value is X'7FFFFFFF'.

CUNBCPRM_Targ_Buf_Ptr - set by caller
Specifies the beginning address of an area of storage where the converted text string will be stored. At the completion of the conversion, CUNBCPRM_Targ_Buf_Ptr will point just past the last character stored, and CUNBCPRM_Targ_Buf_Len will be updated to indicate the number of bytes not yet consumed in the buffer.

CUNBCPRM_Targ_Buf_ALET - set by caller
Specifies the ALET to be used, if the target buffer addressed by CUNBCPRM_Targ_Buf_Ptr resides in a different address or data space.

CUNBCPRM_Targ_Buf_Len - set by caller
Specifies the length in bytes of the target buffer addressed by CUNBCPRM_Targ_Buf_Ptr. At any point during a conversion, this length must be able to hold at least one character of the maximum width for the specified TO-CCSID (target code page) whenever CUNBCPRM_Src_Buf_Len is greater than 0. The maximum allowed value is X'7FFFFFFF'.

CUNBCPRM_Conv_Handle - set by conversion service
Specifies the handle to a UCCE. If a handle is present it will be used, otherwise the CUNBCPRM_Src_CCSID, CUNBCPRM_Targ_CCSID, and CUNBCPRM_Technique (if provided) parameters will be used and a handle to UCCE is returned in CUNBCPRM_Conv_Handle. Subsequent calls to stub routine CUNLCNV, requesting the same conversion, will be faster because the handle is used and CUNBCPRM_Conv_Handle does not need to be recomputed.

Note: For the first call to stub routine CUNLCNV, CUNBCPRM_Conv_Handle must be set to binary zero X'00'.

CUNBCPRM_Conv_Key
Specifies a structure that can be used to access CUNBCPRM_Src_CCSID, CUNBCPRM_Targ_CCSID, and CUNBCPRM_Technique as one unit.

CUNBCPRM_Src_CCSID - set by caller, updated by service*
Specifies the CCSID encoding of the text in the source buffer. The contents of CUNBCPRM_Src_CCSID must be a valid CCSID. It must correspond to the CUNBCPRM_Targ_CCSID parameter so that there is a valid UCCD built during IPL and it may be changed by a SET UNI command. This parameter is mandatory for the first call to stub routine CUNLCNV. It is not used if a non-zero CUNBCPRM_Conv_Handle is given.

Note: When CCSID 1200 is specified this parameter will be updated by the service accordingly with the Unicode version supported for this conversion. See "Control statement CONVERSION" on page 279 for some special considerations about CCSID 1200, for the list of UCS-2 CCSIDs versions supported.

CUNBCPRM_Targ_CCSID - set by caller, updated by service*
Specifies the CCSID encoding of the text in the target buffer. The contents of CUNBCPRM_Targ_CCSID must be a valid CCSID. It must correspond with the CUNBCPRM_Src_CCSID parameter in a way that there is a valid UCCE built during IPL and this may be changed by a SET UNI command. This parameter is mandatory for the first call to CUNLCNV. It is not used if a non-zero CUNBCPRM_Conv_Handle is given.

Note: When CCSID 1200 is specified this parameter will be updated by the service accordingly with the Unicode version supported for this conversion. See “Control statement CONVERSION” on page 279 for some special considerations about CCSID 1200, for the list of UCS-2 CCSIDs versions supported.

CUNBCPRM_Technique - set by caller
Specifies the technique-search-order for the given CCSID pair. See “Understanding how z/OS Unicode Services loads conversion tables” on page 287. In addition to the techniques search orders (R,E,C,L,M and 0-9) that are supported currently, you can also use technique B to invoke BIDI service through Character Conversion Service API. When technique B is requested, target buffer will contain the to-CSSID conversion plus BIDI properties. Consider the following characteristics when you use technique B:

- The B technique can be combined in any order with the current supported techniques search orders (R,E,C,L,M, and 0-9).
- When the B technique is requested, CUNBCPRM_DDA_Req2 must be used as DDA value for CUNBCPRM_DDA_Buf_Len.
- The B technique is not supported by the Image generator CUNMIUTL.
- The B technique is not part of the default technique search order RECLM.
- The B technique is not supported through the SETUNI command.
- The B technique can only be used with parameter area version 1 or 2.

CUNBCPRM_Wrk_Buf_Ptr - set by caller
Specifies the beginning address of an area of storage that the conversion services can use to store intermediate results.

CUNBCPRM_Wrk_Buf_ALET - set by caller
Specifies the ALET to be used if the work buffer addressed by CUNBCPRM_Wrk_Buf_Ptr resides in a different address or data space.

CUNBCPRM_Wrk_Buf_Len - set by caller
Specifies the length in bytes of the work buffer addressed by CUNBCPRM_Wrk_Buf_Ptr. The parameter CUNBCPRM_Wrk_Buf_Len must be equal or greater than 2 if CUNBCPRM_Src_Buf_Len is greater than 0. A work buffer is only required for indirect conversions. See “Calling the character conversion services” on page 19. The maximum allowed value is X'7FFFFFFF'.

CUNBCPRM_DDA_Buf_Ptr - set by caller
Specifies the beginning address of an area of storage that the conversion services are using internally as dynamic data area.

Note: CUNBCPRM_DDA_Buf_Ptr must be double-word boundary.

CUNBCPRM_DDA_Buf_ALET - set by caller
Specifies the ALET to be used if the dynamic data area addressed by CUNBCPRM_DDA_Buf_Ptr resides in a different address or data space.

CUNBCPRM_DDA_Buf_Len - set by caller
Specifies the length, in bytes, of the dynamic data area. The required length depends on the type of conversion being done (source and target CCSIDs), the addressing mode (AMODE(31) or AMODE(64)), whether the B technique is requested, and the parameter area version being used.

The following recommendations are for all conversion types:

- For parameter area version 1 or 2, use CUNBCPRM_DDA_Required. When the B technique is used (with parameter area version 1 or 2), use CUNBCPRM_DDA_Req2.
- For parameter area version 3, use CUNBCPRM_DDA_Req3.
- For AMODE(64), use the CUN4BCPR versions of the constants.

CUNBCPRM_Flag1 - set by caller

Bit position	Name
1xxx xxxx	CUNBCPRM_Sub_Action
x1xx xxxx	CUNBCPRM_Inv_Handle
xx1x xxxx	CUNBCPRM_No_Opt_Buf_Fill
xxx1 xxxx	CUNBCPRM_Mal_Action
xxxx 1xxx	CUNBCPRM_RL_Sub_Action
xxxx x1xx	CUNBCPRM_SrcSub_Chk
xxxx xx1x	CUNBCPRM_Bidi_Context
xxxx xxx1	CUNBCPRM_Bidi_ImpAlg

CUNBCPRM_Sub_Action

Specifies the action to take when either a source character that is not convertible to the TO-CCSID or the substitution character in the FROM-CCSID is encountered.

- **0**: Indicates that the conversion is to be terminated with an error.
- **1**: Indicates that the substitution character is to be put in the target buffer and the conversion is to be continued.

CUNBCPRM_Inv_Handle

Specifies what has to be done when the UCCE handle is invalid.

- **0**: Indicates that the conversion is to be terminated with return code CUN_RC_WARN and reason code CUN_RS_INV_HANDLE_SET or CUN_RS_INV_HANDLE_NOSET.
- **1**: Indicates that the conversion is to be done with a new handle created by the conversion services and put into CUNBCPRM_Conv_Handle. This is done only if no SET UNI or SETUNI command is running. If the SET UNI command is still running, the conversion will be terminated with return code CUN_RC_WARN and reason code CUN_RS_INV_HANDLE_SET.

CUNBCPRM_No_Opt_Buf_Fill

Specifies whether the target buffer is to be filled to a maximum for indirect conversion. This bit enables the caller to choose between fast execution without an optimally filled target buffer, and slower execution, but with a target buffer optimally filled.

- **0**: Indicates that the target buffer is to be filled to a maximum, taking additional steps into account. The benefit is that the target buffer is always filled with as many characters as possible, although processing time may be slow.
- **1**: Indicates that the target buffer is not filled to a maximum, which may decrease processing time. However, the number of characters that fit into the target buffer is only estimated once.

Therefore, characters may be left in the source buffer, although the corresponding target characters would fit into the target buffer.

CUNBCPRM_Mal_Action
Specifies the action to be taken when a source character is malformed on the source CCSID.

Note: This action only takes place when CUNBCPRM_Sub_Action is 1.

- **0**: Indicates that the substitution character is to be put in the target buffer, and the conversion is to be continued.
- **1**: Indicates that the conversion is to terminated with return code CUN_RC_WARN and reason code CUN_RS_MAL_CHAR_ACT_TERM.

CUNBCPRM_RL_Sub_Action
Specifies what has to be done when "R" or "L" techniques are specified in the conversion call when a substitution character is converted.

- **0**: Indicates that CUNBCPRM_Sub_Act will work normally.
- **1**: Indicates that CUNBCPRM_Sub_Act will be overridden to 0 and no substitution bit (CUNBCPRM_Substitution) will be flagged.

CUNBCPRM_SrcSub_Chk
Specifies whether the service will consider source substitution chars as substitution or not.

- **0**: Indicates that the substitution character was placed in the target buffer when one or more malformed, invalid or substitution character were found in the source. In addition, the CUNBCPRM_Substitution flag, part of CUNBCPRM_Flag2, is turned on.
- **1**: Indicates that when a substitution character belonging to the FROM-CCSID is found in the source, a substitution character is placed in the target buffer, but the CUNBCPRM_Substitution flag is not turned on.

Note: This action only takes place when CUNBCPRM_Sub_Action is 1. In addition, it is highly recommended that exploiters of this bit, notify their customers to rebuild their images, to avoid a degradation in performance.

CUNBCPRM_Bidi_Context
Specifies the context of the text to be transformed with the bidi service if technique B was specified. This field is for the B technique.

- **0**: Indicates the context is Left to Right (LTR).
- **1**: Indicates the context is Right to Left (RTL).

CUNBCPRM_Bidi_ImpAlg
Specifies the algorithm to be used if technique B was specified. This field is for the B technique.

- **0**: Indicates the basic algorithm will be used.
- **1**: Indicates the implicit algorithm will be used.

For more information, see Chapter 7, “Bidi transformation,” on page 185.

CUNBCPRM_Subcodepage - set by caller initially, then set by conversion service

Used for conversions with CCSIDs that have a "state-dependent" encoding scheme (such as EBCDIC MBCS). For each new source string, on the first call to the character conversion service, CUNBCPRM_Subcodepage should be set to zero. Thus the converter will start with default subcodepage(s). When the conversion service returns, CUNBCPRM_Subcodepage is updated to reflect the subcode page number used when converting the last source character. For subsequent calls to the character conversion service, (partial string processing of long source strings), CUNBCPRM_Subcodepage must be used unchanged as returned from the previous call. Thus the next piece of source will start with the correct subcode page.

CUNBCPRM_Subcodepage is made up of two halfbytes. The first halfbyte can be referenced by the name CUNBCPRM_Source_SCP_State. The second halfbyte can be referenced by the name CUNBCPRM_Target_SCP_State.

CUNBCPRM_Source_SCP_State - set by caller initially, then set by conversion service

Reflects the From_CCSID's subcode page used for the last converted character. Specifically, CUNBCPRM_Source_SCP_State is set to:

0 To denote that a 'non-state' dependent' encoding scheme was used.

1 To denote that the last character converted came from an SBCS EBCDIC table.

2 To denote that the last character converted came from a DBCS EBCDIC table.

3 To denote that the last character converted came from a TBCS EBCDIC table.

4 To denote that the last character converted came from a QBCS EBCDIC table.

5 To denote that the last character converted came from an SBCS ASCII table.

6 To denote that the last character converted came from a DBCS ASCII table.

7 To denote that the last character converted came from a TBCS ASCII table.

8 To denote that the last character converted came from a QBCS ASCII table.

An easy way to get the value of this halfbyte is to 'AND' CUNBCPRM_Subcodepage with 'F0'.

CUNBCPRM_Target_SCP_State - set by caller initially, then set by conversion service

Reflects the TO-CCSID's subcodepage used for the last converted character. Specifically, CUNBCPRM_Target_SCP_State is set to:

0 To denote that a 'non-state dependent' encoding scheme was used.

1 To denote that the last character converted came from an SBCS EBCDIC table.

2 To denote that the last character converted came from a DBCS EBCDIC table.

3 To denote that the last character converted came from a TBCS EBCDIC table.

4 To denote that the last character converted came from a QBCS EBCDIC table.

5 To denote that the last character converted came from an SBCS ASCII table.

6 To denote that the last character converted came from a DBCS ASCII table.

7 To denote that the last character converted came from a TBCS ASCII table.

8 To denote that the last character converted came from a QBCS ASCII table.

An easy way to get the value of this halfbyte is to 'AND' CUNBCPRM_Subcodepage with '0F'.

For example, when converting from MBCS to Unicode (UCS-2 or UTF-8) or any non-MBCS CCSID, CUNBCPRM_Source_SCP_State will be set. When converting from Unicode (UCS-2 or UTF-8) or any non-MBCS CCSID to MBCS, CUNBCPRM_Target_SCP_State will be set. When converting from any MBCS CCSID to another MBCS CCSID, both CUNBCPRM_Source_SCP_State and CUNBCPRM_Target_SCP_State will be set.

CUNBCPRM_Designator - set by conversion service

The parameter CUNBCPRM_Designator is used for conversions from and to ISO2022 encodings that use designator sequence. It specifies the active designator sequence in which the conversion is to begin. When the service returns, CUNBCPRM_Designator is updated as appropriate to reflect designator sequence active at the completion of the conversion.

For conversions to ISO2022-KR, which use only one designator, the sequence value means:

- **0**: The designator sequence was not yet inserted
- **1**: The designator sequence was already inserted

CUNBCPRM_Flag2 - set by service and caller

Bit position	Name
`1xxx xxxx`	CUNBCPRM_Substitution
`x1xx xxxx`	CUNBCPRM_Mal_Found
`xx1x xxxx`	CUNBCPRM_Page_Fix
`xxx1 xxxx`	CUNBCPRM_ETF3E_Behavior_Status

CUNBCPRM_Substitution
Indicates to the caller whether the conversion service has converted a character into the conversion table's substitution character.

Note: This bit has to be reset by the caller.

- **0**: Indicates that the conversion service did not substitute.
- **1**: Indicates that the conversion service converted at least 1 character into the conversion table's substitution character (or the service was already called with bit set to 1).

CUNBCPRM_Mal_Found
Indicates to the caller whether the conversion service has encountered a malformed character in the source buffer.

Note: This bit has to be reset by the caller.

- **0**: Indicates that the conversion service did not find a malformed character in the source buffer.
- **1**: Indicates that the conversion service found at least one malformed character in the source buffer (or the service was already called with bit set to 1).

CUNBCPRM_Page_Fix
If the requested conversion is not currently loaded in memory, this flag indicates if it should be loaded into page-fixed memory.

- **0**: Indicates Conversion will not be loaded on Page Fix.
- **1**: Indicates Conversion will be loaded on Page Fix.

Note:

- This bit has to be reset by the caller.
- CUNBCPRM_Page_Fix applies to callers that run from Key 0 to Key 7 only. Callers with other keys (8-F) cannot exploit PAGE FIX storage in the Unicode Data Space.

CUNBCPRM_ETF3E_Behavior_Status

The ETF3 and ETF3 enhancement are hardware features that can be used by the Unicode services to increase performance of certain translations between specific Unicode CCSIDs.

The bit CUNBCPRM_ETF3E_Behavior_Status indicates the presence of the ETF3 enhancement facility. This bit is set to the appropriate value by the Unicode services.When CUNBCPRM_ETF3E_Behavior is ON, it indicates that whether the hardware enhancement is in use for conversions from 1200 to 1208 and vice versa.

Note: When the conversion is not requested from 1200 to 1208 and vice versa, the contents of this flag is not meaningful.

- **0**: Indicates that ETF3 hardware enhancement is used. 0 is the default.
- **1**: Indicates that ETF3 hardware enhancement is not installed.

CUNBCPRM_RC_RS
Specifies a structure that can be used to access CUNBCPRM_Return_Code and CUNBCPRM_Reason_Code as one unit.

CUNBCPRM_Return_Code - set by service
Specifies the return code.

CUNBCPRM_Reason_Code - set by service
Specifies the reason code.

CUNBCPRM_Flag3 - set by caller

Bit position	Name
1xxx xxxx	CUNBCPRM_ETF3E_Behavior

CUNBCPRM_ETF3E_Behavior
Specify whether to use the ETF3 hardware enhancement for conversions from 1200 to 1208 and vice versa.

Note: To make this flag meaningful, the parameter area version field CUNBCPRM_Version must be defined as CUNBCPRM_Version2; otherwise, this flag is ignored.

- **0**: Do not exploit ETF3 hardware enhancement. 0 is the default.
- **1**: Use ETF3 hardware enhancement.

CUNBCPRM_Extended_Bidi_Parm_Area_Ptr - set by caller
Optionally specifies the address of the extended bidirectional and character shaping parameter area. This parameter area must be in the primary address space. The parameter area must be aligned on a doubleword boundary. Use a zero pointer value to indicate that the bidi and character shaping service is not to be used.

This field was added in parameter area version 3.

Mapping of parameters for AMODE (64)

The mapping of the parameter areas are supplied by the interface definition file CUN4BCID. This file is shipped in the SYS1.MACLIB data set, and contains the length of each parameter and any boundary alignment that may be necessary.

Table 3. Mapping of parameters in HLASM for character conversion AMODE (64)

Offset Dec	Offset Hex	Type	Length in bytes	Boundary	Name	Short Description - See full description following table for details
0	(0)	STRUCTURE	216	DWORD	CUN4BCPR	Parameter area
0	(0)	UNSIGNED	4		CUN4BCPR_Version	Parameter area VERSION
4	(4)	UNSIGNED	4		CUN4BCPR_Length	Parameter area Length
8	(8)	ADDRESS	8		CUN4BCPR_Src_Buf_Ptr	Source buffer pointer
16	(10)	UNSIGNED	4		CUN4BCPR_Src_Buf_ALET	Source buffer ALET
20	(14)	UNSIGNED	4		*	Reserved
24	(18)	UNSIGNED	8		CUN4BCPR_Src_Buf_Len	Source buffer length
32	(20)	ADDRESS	8		CUN4BCPR_Targ_Buf_Ptr	Target buffer pointer
40	(28)	UNSIGNED	4		CUN4BCPR_Targ_Buf_ALET	Target buffer ALET
44	(2C)	UNSIGNED	4		*	Reserved
48	(30)	UNSIGNED	8		CUN4BCPR_Targ_Buf_Len	Target buffer length
56	(38)	CHARACTER	64	DWORD	CUN4BCPR_Conv_Handle	Conversion handle
120	(78)	CHARACTER	16	WORD	CUN4BCPR_Conv_Key	Conversion Key
120	(78)	UNSIGNED	4		CUN4BCPR_Src_CCSID	Source CCSID (codepage)

Table 3. Mapping of parameters in HLASM for character conversion AMODE (64) (continued)

Offset Dec	Offset Hex	Type	Length in bytes	Boundary	Name	Short Description - See full description following table for details
120	(78)	UNSIGNED	4		CUN4BCPR_Targ_CCSID	Target CCSID (codepage)
120	(78)	CHARACTER	8		CUN4BCPR_Technique	The CONVERSION TECHNIQUE is specified as input to the image generator
136	(88)	ADDRESS	8		CUN4BCPR_Wrk_Buf_Ptr	Work buffer pointer
144	(90)	UNSIGNED	4		CUN4BCPR_Wrk_Buf_ALET	Work buffer ALET
148	(94)	UNSIGNED	4		*	Reserved for 64 bit
152	(98)	UNSIGNED	8		CUN4BCPR_Wrk_Buf_Len	Work buffer length
160	(A0)	ADDRESS	8	DWORD	CUN4BCPR_DDA_Buf_Ptr	Dynamic data area pointer
168	(A8)	UNSIGNED	4		CUN4BCPR_DDA_Buf_ALET	Dynamic data area ALET
172	(AC)	UNSIGNED	4		CUN4BCPR_DDA_Buf_Len	Dynamic data area length as defined by constant CUN4BCPR_DDA_Req
176	(B0)	BITSTRING	1		CUN4BCPR_Flag1	FLAG Byte 1 set by caller

176	(B0)	`1... ....`	1		CUN4BCPR_Sub_Action	Sub action:
						`0=TERMINATE WITH ERROR.`
						`1=Substitute AND CONT.`

176	(B0)	`.1.. ....`	1		CUN4BCPR_Inv_Handle	Invalid handle at start:
						`0=TERMINATE WITH ERROR`
						`1=GET NEW HANDLE AND CONT.`

176	(B0)	`..1. ....`	1		CUN4BCPR_No_Opt_ Buf_Fill	Target buffer filled:
						`0=TARGET BUFFER FILLED OPTIMALLY.`
						`1=TARGET BUFFER NOT FILLED OPTIMALLY.`

176	(B0)	`...1 ....`	1		CUN4BCPR_Mal_Action	Mal Action: (Default 0):
						`0=SUBSTITUTE AND CONT.`
						`1=TERMINATE WITH ERROR`

176	(B0)	`.... 1...`	1		CUN4BCPR_RL_Sub_Action	R or L technique action

176	(B0)	`.... .1..`	1		CUN4BCPR_SrcSub_Chk	Substitution Chars Check in source:
						`0=Does nothing.`
						`1=Override SUB_ACTION.`

176	(B0)	`.... ..1.`	1		CUN4BCPR_Bidi_Context	Bidi Context:
						`0=Context LTR`
						`1=Context RTL`

176	(B0)	`.... ...1`	1		CUN4BCPR_Bidi_ImpAlg	Bidi Implicit Alg:
						`0=Algor Basic`
						`1=Algor Implicit`

177	(B1)	UNSIGNED	1		CUN4BCPR_Subcodepage	Number of subcodepage(s)
177	(B1)	BITSTRING `1111 ....`	1		CUN4BCPR_Source_SCP_ State	Source subcodepage status
177	(B1)	BITSTRING `.... 1111`	1		CUN4BCPR_Target_SCP_ State	Target subcodepage status
178	(B2)	BITSTRING	1		CUN4BCPR_Flag2	FLAG Byte 2 set by service

Table 3. Mapping of parameters in HLASM for character conversion AMODE (64) (continued)

Offset Dec	Offset Hex	Type	Length in bytes	Boundary	Name	Short Description - See full description following table for details

178	(B2)	1...	1		CUN4BCPR_Substitution	Substitution:
						`0=NO CHARACTER SUBSTITUTED.`
						`1=CHARACTER(S) SUBSTITUTED.`

178	(B2)	.1..	1		CUN4BCPR_Mal_Found	Malformed string found:
						`0=NO MALFORMED STRING FOUND`
						`1=MALFORMED STRING FOUND.`

178	(B2)	..1.	1		CUN4BCPR_Page_Fix	Page fixing:
						`0=System storage`
						`1=Page Fixing`

178	(B2)	...1 ...	1		CUN4BCPR_ETF3E_Behavior
					
					Status
						ETF3 hardware enhancement for conversions from 1200 to 1208 and vice versa. When CUN4BCPR_ETF3E_ Behavior is on:
						`0=ETF3 hardware enhancement is enabled.`
						`1=ETF3 hardware enhancement is not installed.`

179	(B3)	UNSIGNED	1		CUN4BCPR_Designator	Reserved for ISO2022
180	(B4)	CHARACTER	8	WORD	CUN4BCPR_RC_RS	Return/reason code
180	(B4)	UNSIGNED	4		CUN4BCPR_Return_Code	Return code
184	(B8)	UNSIGNED	4		CUN4BCPR_Reason_Code	Reason code
188	(BC)	UNSIGNED	4		*	Reserved
192	(C0)	CHARACTER	8		CUN4BCPR_Subs_Counter	Reserved
200	(C8)	BITSTRING	2		CUN4BCPR_Flag3	Flag 3

200	(C8)	1...	2		CUN4BCPR_ETF3E_Behavior	ETF3 hardware enhancement implementation for conversions from 1200 to 1208 and vice versa:
						`0=Do not exploit ETF3 hardware enhancement.`
						`1=Exploit ETF3 hardware enhancement.`

202	(CA)	UNSIGNED	6		*	Reserved
208	(D0)	ADDRESS	8		CUN4BCPR_Extended_Bidi_ Parm_Area_Ptr	Points to the bidi parm area
216	(D8)		0		CUN4BCPR_End	End of CUN4BCPR

Description of parameters in area CUN4BCPR

This description applies to HLASM.

CUN4BCPR_Version - set by caller
Specifies the version of the parameter area. This field must be initialized for the first call to stub routine CUN4LCNV using the constant CUN4BCPR_Ver which is supplied by the interface definition file CUN4BCID.

Parameter value CUN4BCPR_Version2 is defined to exploit the ETF3 hardware enhancement function.

Parameter value CUN4BCPR_Version3 is defined for extended bidi support.

CUN4BCPR_Length - set by caller
Specifies the length of the parameter area. HLASM users must initialize this field for the first call to CUN4LCNV using the constant CUN4BCPR which is supplied by the interface definition file CUN4BCID.

CUN4BCPR_Src_Buf_Ptr - set by caller
Specifies the first eight bytes of address of a string of text characters encoded in the CCSID named in the CUN4BCPR_Src_CCSID parameter, and with a length specified in the CUN4BCPR_Src_Buf_Len parameter. At the completion of the conversion, CUN4BCPR_Src_Buf_Ptr will be updated to point just past the last character that was successfully converted, and CUN4BCPR_Src_Buf_Len will be updated to reflect the number of bytes left unconverted. If all bytes are converted, CUN4BCPR_Src_Buf_Len will be zero.

CUN4BCPR_Src_Buf_ALET - set by caller
Specifies the ALET to be used if the source buffer addressed by CUN4BCPR_Src_Buf_Ptr resides in a different address or data space.

CUN4BCPR_Src_Buf_Len - set by caller
Specifies the length in bytes of the string in the source buffer, addressed by CUN4BCPR_Src_Buf_Ptr, to be converted. The source buffer length can be zero. In this case, nothing is converted but the CUN4BCPR_Conv_Handle is returned. This can be used to request a handle without converting. The maximum allowed value is X'7FFFFFFFFFFFFFFF'.

CUN4BCPR_Targ_Buf_Ptr - set by caller
Specifies the first eight bytes of address of an area of storage where the converted text string will be stored. At the completion of the conversion, CUN4BCPR_Targ_Buf_Ptr will point just past the last character stored, and CUN4BCPR_Targ_Buf_Len will be updated to indicate the number of bytes not yet consumed in the buffer.

CUN4BCPR_Targ_Buf_ALET - set by caller
Specifies the ALET to be used, if the target buffer addressed by CUN4BCPR_Targ_Buf_Ptr resides in a different address or data space.

CUN4BCPR_Targ_Buf_Len - set by caller
Specifies the length in bytes of the target buffer addressed by CUN4BCPR_Targ_Buf_Ptr. At any point during a conversion, this length must be able to hold at least one character of the maximum width for the specified TO-CCSID (target code page) whenever CUN4BCPR_Src_Buf_Len is greater than 0. The maximum allowed value is X'7FFFFFFFFFFFFFFF'.

CUN4BCPR_Conv_Handle - set by conversion service
Specifies the handle to a UCCE. If a handle is present it will be used, otherwise the CUN4BCPR_Src_CCSID, CUN4BCPR_Targ_CCSID, and CUN4BCPR_Technique (if provided) parameters will be used and a handle to UCCE is returned in CUN4BCPR_Conv_Handle. Subsequent calls to

stub routine CUN4LCNV, requesting the same conversion, will be faster because the handle is used and CUN4BCPR_Conv_Handle does not need to be recomputed.

Note: For the first call to stub routine CUN4LCNV, CUN4BCPR_Conv_Handle must be set to binary zero X'00'.

CUN4BCPR_Conv_Key
Specifies a structure that can be used to access CUN4BCPR_Src_CCSID, CUN4BCPR_Targ_CCSID, and CUN4BCPR_Technique as one unit.

CUN4BCPR_Src_CCSID - set by caller, updated by service*
Specifies the CCSID encoding of the text in the source buffer. The contents of CUN4BCPR_Src_CCSID must be a valid CCSID. It must correspond to the CUN4BCPR_Targ_CCSID parameter so that there is a valid UCCE built during IPL and it may be changed by a SET UNI command. This parameter is mandatory for the first call to stub routine CUN4LCNV. It is not used if a non-zero CUN4BCPR_Conv_Handle is given.

Note: When CCSID 1200 is specified this parameter will be updated by the service accordingly with the Unicode version supported for this conversion. See "Control statement CONVERSION" on page 279 for some special considerations about CCSID 1200, for the list of UCS-2 CCSIDs versions supported.

CUN4BCPR_Targ_CCSID - set by caller, updated by service*
Specifies the CCSID encoding of the text in the target buffer. The contents of CUN4BCPR_Targ_CCSID must be a valid CCSID. It must correspond with the CUN4BCPR_Src_CCSID parameter so that there is a valid UCCE built during IPL and this may be changed by a SET UNI command. This parameter is mandatory for the first call to CUNLCNV. It is not used if a non-zero CUN4BCPR_Conv_Handle is given.

Note: When CCSID 1200 is specified this parameter will be updated by the service accordingly with the Unicode version supported for this conversion. See "Control statement CONVERSION" on page 279 for some special considerations about CCSID 1200, for the list of UCS-2 CCSIDs versions supported.

CUN4BCPR_Technique - set by caller
Specifies the technique-search-order for the given CCSID pair. See "Character conversion" on page 286. In addition to the techniques search orders (R,E,C,L,M, and 0-9) that are supported currently, you can also use the B technique to invoke bidi service through the character conversion service API. When the B technique is requested, target buffer will contain the to-CSSID conversion plus bidi properties. Consider the following characteristics when you use the B technique:

- The B technique can be combined in any order with the current supported techniques search orders (R,E,C,L,M, and 0-9).
- When The B technique is requested, CUN4BCPR_DDA_Req2 must be used as DDA value for CUN4BCPR_DDA_Buf_Len.
- The B technique is not supported by the Image generator CUNMIUTL.
- The B technique is not part of default technique search order RECLM.
- The B technique is not supported through the SETUNI command.
- The B technique can only be used with parameter area version 1 or 2.

CUN4BCPR_Wrk_Buf_Ptr - set by caller
Specifies the beginning address of an area of storage that the conversion services can use to store intermediate results.

CUN4BCPR_Wrk_Buf_ALET - set by caller
Specifies the ALET to be used if the work buffer addressed by CUN4BCPR_Wrk_Buf_Ptr resides in a different address or data space.

CUN4BCPR_Wrk_Buf_Len - set by caller
Specifies the length in bytes of the work buffer addressed by CUN4BCPR_Wrk_Buf_Ptr. The parameter CUN4BCPR_Wrk_Buf_Len must be equal or greater than 2, if CUN4BCPR_Src_Buf_Len is greater than 0. A work buffer is only required for indirect conversions. See "Calling the character conversion services" on page 19. The maximum allowed value is X'7FFFFFFFFFFFFFFF'.

CUN4BCPR_DDA_Buf_Ptr - set by caller
Specifies the beginning address of an area of storage that the conversion services are using internally as dynamic data area.

Note: CUN4BCPR_DDA_Buf_Ptr must be double-word boundary.

CUN4BCPR_DDA_Buf_ALET - set by caller
Specifies the ALET to be used, if the dynamic data area addressed by CUN4BCPR_DDA_Buf_Ptr resides in a different address or data space.

CUN4BCPR_DDA_Buf_Len - set by caller
Specifies the length, in bytes, of the dynamic data area. The required length depends on the type of conversion being done (source and target CCSIDs), the addressing mode (AMODE(31) or AMODE(64)), whether the B technique is requested, and the parameter area version being used.

The following recommendations are for all conversion types:

- For parameter area version 1 or 2, use CUN4BCPR_DDA_Required. When the B technique is used (with parameter area version 1 or 2), use CUN4BCPR_DDA_Req2.
- For parameter area version 3, use CUN4BCPR_DDA_Req3.
- For AMODE(31), use the CUNBCPRM versions of the constants.

CUN4BCPR_Flag1 - set by caller

Bit position	Name
1xxx xxxx	CUN4BCPR_Sub_Action
x1xx xxxx	CUN4BCPR_Inv_Handle
xx1x xxxx	CUN4BCPR_No_Opt_Buf_Fill
xxx1 xxxx	CUN4BCPR_Mal_Action
xxxx 1xxx	CUN4BCPR_RL_Sub_Action
xxxx x1xx	CUN4BCPR_SrcSub_Chk
xxxx xx1x	CUN4BCPR_Bidi_Context
xxxx xxx1	CUN4BCPR_Bidi_ImpAlg

CUN4BCPR_Sub_Action
Specifies the action to take when a source character is encountered which is not convertible to the TO-CCSID.

- **0**: Indicates that the conversion is to be terminated with an error.

- **1**: Indicates that the substitution character is to be put in the target buffer and the conversion is to be continued.

CUN4BCPR_Inv_Handle
Specifies what has to be done when the UCCE handle is invalid.

- **0**: Indicates that the conversion is to be terminated with return code CUN_RC_WARN and reason code CUN_RS_INV_HANDLE_SET or CUN_RS_INV_HANDLE_NOSET.
- **1**: Indicates that the conversion is to be done with a new handle created by the conversion services and put into CUN4BCPR_Conv_Handle. This is done only if no SET UNI or SETUNI command is running. If the SET UNI command is still running, the conversion will be terminated with return code CUN_RC_WARN and reason code CUN_RS_INV_HANDLE_SET.

CUN4BCPR_No_Opt_Buf_Fill
Specifies whether the target buffer is to be filled to a maximum for indirect conversion. This bit enables the caller to choose between fast execution without an optimally filled target buffer, and slower execution, but with a target buffer optimally filled.

- **0**: Indicates that the target buffer is to be filled to a maximum, taking additional steps into account. The benefit is that the target buffer is always filled with as many characters as possible, although processing time may be slow.
- **1**: Indicates that the target buffer is not filled to a maximum, which may decrease processing time. However, the number of characters that fit into the target buffer is only estimated once. Therefore, characters may be left in the source buffer, although the corresponding target characters would fit into the target buffer.

CUN4BCPR_Mal_Action
Specifies the action to take when a source character is malformed on the source CCSID. Note this action only occurs when CUN4BCPR_Sub_Action is 1.

- **0**: Indicates that the substitution character is to be put in the target buffer, and the conversion is to be continued when a malformed character is found.
- **1**: Indicates that the conversion is to be terminated with return code CUN_RC_WARN and reason code CUN_RS_MAL_CHAR_ACT_TERM, when a malformed character is found.

CUN4BCPR_RL_Sub_Action
Specifies what has to be done when "R" or "L" techniques are specified in the conversion call when a substitution character is converted.

- **0**: Indicates that CUN4BCPR_Sub_Act will work normally.
- **1**: Indicates that CUN4BCPR_Sub_Act will be overridden to 0 and no substitution bit (CUN4BCPR_Substitution) will be flagged.

CUN4BCPR_SrcSub_Chk
Specifies whether the service will consider source substitution chars as substitution or not.

- **0**: Indicates that the substitution character was placed in the target buffer when one or more malformed, invalid or substitution character were found in the source. In addition, the CUN4BCPR_Substitution flag, part of CUN4BCPR_Flag2, is turned on.
- **1**: Indicates that when a substitution character belonging to the FROM-CCSID is found in the source, a substitution character is placed in the target buffer, but the CUN4BCPR_Substitution flag is not turned on.

Note: This action only takes place when CUN4BCPR_Sub_Action is 1. In addition, it is highly recommended that exploiters of this bit, notify their customers to rebuild their images, to avoid a degradation in performance.

CUN4BCPR_Bidi_Context
Specifies the context of the text to be transformed with the bidi service if technique B was specified. This field is for the B technique.

- **0**: Indicates the context is Left to Right (LTR).
- **1**: Indicates the context is Right to Left (RTL).

CUN4BCPR_Bidi_ImpAlg
Specifies the algorithm to be used if technique B was specified. This field is for the B technique.

- **0**: Indicates the basic algorithm will be used.
- **1**: Indicates the implicit algorithm will be used.

For more information, see Chapter 7, “Bidi transformation,” on page 185.

CUN4BCPR_Subcodepage - set by caller initially, then set by conversion service
Used for conversions with CCSIDs that have a "state-dependent" encoding scheme (such as EBCDIC MBCS). For each new source string, on the first call to the character conversion service, CUN4BCPR_Subcodepage should be set to zero. Thus the converter will start with the default subcodepage(s). When the conversion service returns, CUN4BCPR_Subcodepage is updated to reflect the subcode page number used when converting the last source character. For subsequent calls to the character conversion service (partial string processing of long source strings), CUN4BCPR_Subcodepage must be used unchanged as returned from the previous call. Thus the next piece of source will start with the correct subcode page.

CUN4BCPR_Subcodepage is made up of two halfbytes. The first halfbyte can be referenced by the name CUN4BCPR_Source_SCP_State. The second halfbyte can be referenced by the name CUN4BCPR_Target_SCP_State.

CUN4BCPR_Source_SCP_State - set by caller initially, then set by conversion service
Reflects the FROM-CCSID's subcode page used for the last converted character. Specifically, CUN4BCPR_Source_SCP_State is set to:

0 To denote that a 'non-state' dependent' encoding scheme was used.

1 To denote that the last character converted came from an SBCS EBCDIC table.

2 To denote that the last character converted came from a DBCS EBCDIC table.

3 To denote that the last character converted came from a TBCS EBCDIC table.

4 To denote that the last character converted came from a QBCS EBCDIC table.

5 To denote that the last character converted came from an SBCS ASCII table.

6 To denote that the last character converted came from a DBCS ASCII table.

7 To denote that the last character converted came from a TBCS ASCII table.

8 To denote that the last character converted came from a QBCS ASCII table.

An easy way to get the value of this halfbyte is to 'AND' CUN4BCPR_Subcodepage with 'F0'.

CUN4BCPR_Source_SCP_State - set by caller initially, then set by conversion service

Reflects the TO-CCSID's subcode page used for the last converted character. Specifically, CUN4BCPR_Target_SCP_State is set to:

0 To denote that a 'non-state dependent' encoding scheme was used.

1 To denote that the last character converted came from an SBCS EBCDIC table.

2 To denote that the last character converted came from a DBCS EBCDIC table.

3 To denote that the last character converted came from a TBCS EBCDIC table.

4 To denote that the last character converted came from a QBCS EBCDIC table.

5 To denote that the last character converted came from an SBCS ASCII table.

6 To denote that the last character converted came from a DBCS ASCII table.

7 To denote that the last character converted came from a TBCS ASCII table.

8 To denote that the last character converted came from a QBCS ASCII table.

An easy way to get the value of this halfbyte is to 'AND' CUN4BCPR_Subcodepage with '0F'.

For example, when converting from MBCS to Unicode (UCS-2 or UTF-8) or any non-MBCS CCSID, CUN4BCPR_Source_SCP_State will be set. When converting from Unicode (UCS-2 or UTF-8) or any non-MBCS CCSID to MBCS, CUN4BCPR_Target_SCP_State will be set. When converting from any MBCS CCSID to another MBCS CCSID, both CUN4BCPR_Source_SCP_State and CUN4BCPR_Target_SCP_State will be set.

CUN4BCPR_Designator - set by conversion service

The parameter CUN4BCPR_Designator is used for conversions from and to ISO2022 encodings that use designator sequence. It specifies the active designator sequence in which the conversion is to begin. When the service returns, CUN4BCPR_Designator is updated as appropriate to reflect designator sequence active at the completion of the conversion.

For conversions to ISO2022-KR, which use only one designator, the sequence value means:

- **0**: The designator sequence was not yet inserted.
- **1**: The designator sequence was already inserted.

CUN4BCPR_Flag2 - set by service

Bit position	Name
`1xxx xxxx`	CUN4BCPR_Substitution
`x1xx xxxx`	CUN4BCPR_Mal_Found
`xx1x xxxx`	CUN4BCPR_Page_Fix
`xxx1 xxxx`	CUN4BCPR_ETF3E_Behavior_Status

CUN4BCPR_Substitution

Indicates to the caller whether the conversion service has converted a character into the conversion table's substitution character.

Note: This bit has to be reset by the caller.

- **0**: Indicates that the conversion service did not substitute.
- **1**: Indicates that the conversion service converted at least one character into the conversion table's substitution character (or the service was already called with bit set to 1).

CUN4BCPR_Mal_Found

Indicates to the caller whether the conversion service has encountered a malformed character in the source buffer.

- **0**: Indicates that the conversion service did not find a malformed character in the source buffer.
- **1**: Indicates that the conversion found at least one malformed character in the source buffer (or the service was already called with bit set to 1).

CUN4BCPR_Page_Fix

If the requested conversion is not currently loaded in memory, this flag indicates if it should be loaded in page-fixed memory.

- **0**: Indicates Conversion will not be loaded on Page Fix.
- **1**: Indicates Conversion will be loaded on Page Fix.

Note:

- This bit has to be reset by the caller.

- CUN4BCPR_Page_Fix applies to callers that run from Key 0 to Key 7 only. Callers with other keys (8-F) cannot exploit PAGE FIX storage in the Unicode Data Space.

CUN4BCPR_ETF3E_Behavior_Status
Indicates when CUN4BCPR_ETF3E_Behavior is ON, whether the ETF3 hardware enhancement is in use for conversions from 1200 to 1208 and vice versa.

Note: When conversion are not requested from 1200 to 1208 and vice versa, the contents of this flag is not meaningful.

- **0**: Indicates ETF3 hardware enhancement is used. This is the default set.
- **1**: Indicates ETF3 hardware enhancement is not installed.

CUN4BCPR_RC_RS
Specifies a structure that can be used to access CUN4BCPR_Return_Code and CUN4BCPR_Reason_Code as one unit.

CUN4BCPR_Return_Code - set by service
Specifies the return code.

CUN4BCPR_Reason_Code - set by service
Specifies the reason code.

CUN4BCPR_Flag3 - set by caller

Bit position	Name
1xxx xxxx	CUN4BCPR_ETF3E_Behavior

CUN4BCPR_ETF3E_Behavior
Specify whether to exploit the ETF3 hardware enhancement for conversions from 1200 to 1208 and vice versa.

Note: To make this flag meaningful, the parameter area version field CUN4BCPR_Version must be defined as CUN4BCPR_Version2, otherwise this flag will be ignored.

- **0**: Do not exploit ETF3 hardware enhancement. 0 is the default.
- **1**: Exploit ETF3 hardware enhancement.

CUN4BCPR_Extended_Bidi_Parm_Area_Ptr - set by caller
Optionally specifies the address of the extended bidirectional and character shaping parameter area. This parameter area must be in the primary address space. The parameter area must be aligned on a doubleword boundary. Use a zero pointer value to indicate that the bidi and character shaping service is not to be used.

This field was added in parameter area version 3.

Mapping of the extended bidi parameter area

The HLASM mapping of the extended bidi parameter area is given in interface definition files CUNBCIDF (for 31-bit) and CUN4BCID (for 64-bit) in dataset SYS1.MACLIB.

AMODE(31)

Table 4. Mapping of parameters in HLASM for the extended bidi parameter area of character conversion in AMODE(31)

Offset Dec	Offset Hex	Type	Length in bytes	Boundary	Name	Description
0	(0)	STRUCTURE		DWORD	CUNBDPRM	Extended bidi parameter area for 31-bit character conversion
	(0)	UNSIGNED	4		CUNBDPRM_Version	Version of the parameter area
	(4)	UNSIGNED	4		CUNBDPRM_Len	Length, in bytes, of the parameter area
	(8)	BITSTRING	1		CUNBDPRM_InFlags	Input flags
		1...	1		CUNBDPRM_XOpen_Defaults	Specifies X/Open portable layout option defaults
		.1..	1		CUNBDPRM_KBS_Defaults	Specifies Unicode Services knowledge base defaults
		..1.	1		CUNBDPRM_Keyword	Specifies bidi keyword
		...1	1		CUNBDPRM_From_wtransform	Reserved for Unicode Services use. This should not be set by users.
	(9)	BITSTRING	1		CUNBDPRM_Layout_Options	Layout options
		1...	1		CUNBDPRM_Layout_Roundtrip	Specifies if round trip processing is to be used
		.1..	1		CUNBDPRM_Layout_WinCompat	Specifies if the WinCompat mode is to be used
		..1.	1		CUNBDPRM_Layout_ImpToImp	Specifies if a 'logical to logical' transformation is to be performed
		...1	1		CUNBDPRM_Layout_Remove_Marks	Specifies if all bidi marks will be removed
		.... 1...	1		CUNBDPRM_Layout_Insert_Marks	Specifies if bidi marks are to be inserted
		.... .1..	1		CUNBDPRM_Layout_Streaming	Specifies if layout streaming is to be used
	(A)	BITSTRING	2		CUNBDPRM_OutFlags	Output flags
		1...			CUNBDPRM_ActiveDirectional	Specifies if directional elements were used
		.1..			CUNBDPRM_ActiveShapeEditing	Specifies if caller must perform shape editing
	(C)	CHARACTER	4		Reserved	
	(10)	UNSIGNED	4		CUNBDPRM_Orientation_Src	Orientation of the source buffer
	(14)	UNSIGNED	4		CUNBDPRM_Orientation_Targ	Orientation of the target buffer
	(18)	UNSIGNED	4		CUNBDPRM_Context_Src	Context of the source buffer
	(1C)	UNSIGNED	4		CUNBDPRM_Context_Targ	Context of the target buffer
	(20)	UNSIGNED	4		CUNBDPRM_TypeOfText_Src	Type of text of the source buffer
	(24)	UNSIGNED	4		CUNBDPRM_TypeOfText_Targ	Type of text of the target buffer

Table 4. Mapping of parameters in HLASM for the extended bidi parameter area of character conversion in AMODE(31) (continued)

Offset Dec	Offset Hex	Type	Length in bytes	Boundary	Name	Description
	(28)	UNSIGNED	4		CUNBDPRM_ImplicitAlg_Src	Implicit algorithm used in the source buffer
	(2C)	UNSIGNED	4		CUNBDPRM_ImplicitAlg_Targ	Implicit algorithm used in the target buffer
	(30)	UNSIGNED	4		CUNBDPRM_Swapping_Src	Swapping used in the source buffer
	(34)	UNSIGNED	4		CUNBDPRM_Swapping_Targ	Swapping used in the target buffer
	(38)	UNSIGNED	4		CUNBDPRM_Numerals_Src	Numerals used in the source buffer
	(3C)	UNSIGNED	4		CUNBDPRM_Numerals_Targ	Numerals used in the target buffer
	(40)	UNSIGNED	4		CUNBDPRM_TextShaping_Src	Text shaping used in the source buffer
	(44)	UNSIGNED	4		CUNBDPRM_TextShaping_Targ	Text shaping used in the target buffer
	(48)	UNSIGNED	4		CUNBDPRM_ShapeCharsetSize	Size of elements of the character set
	(4C)	UNSIGNED	4		CUNBDPRM_ShapeContextSize _Front	Number of code elements required for shape editing
	(50)	UNSIGNED	4		CUNBDPRM_ShapeContextSize _Back	Number of code elements required for shape editing
	(54)	UNSIGNED	4		CUNBDPRM_CheckMode	Level of bidi checking
	(58)	UNSIGNED	4		CUNBDPRM_InpBufIndex	Bidi input buffer index
	(5C)	UNSIGNED	4		CUNBDPRM_Streaming _Processed_Length	Bidi streaming processed length
	(60)	UNSIGNED	4		CUNBDPRM_ArabicOneCellShaping _Src	Arabic one-cell shaping used in the source buffer
	(64)	UNSIGNED	4		CUNBDPRM_ArabicOneCellShaping _Targ	Arabic one-cell shaping used in the target buffer
	(68)	UNSIGNED	4		CUNBDPRM_WordBreak_Src	Word break used in the source buffer
	(6C)	UNSIGNED	4		CUNBDPRM_WordBreak_Targ	Word break used in the target buffer
	(70)	UNSIGNED	4		CUNBDPRM_LamAlefEditMode_Src	LamAlef edit mode used in the source buffer
	(74)	UNSIGNED	4		CUNBDPRM_LamAlefEditMode_Targ	LamAlef edit mode used in the target buffer
	(78)	UNSIGNED	4		CUNBDPRM_YehHamzaMode_Src	YehHamza edit mode used in the source buffer
	(7C)	UNSIGNED	4		CUNBDPRM_YehHamzaMode_Targ	YehHamza edit mode used in the target buffer
	(80)	UNSIGNED	4		CUNBDPRM_TailEditMode_Src	Tail edit mode used in the source buffer
	(84)	UNSIGNED	4		CUNBDPRM_TailEditMode_Targ	Tail edit mode used in the target buffer
	(88)	UNSIGNED	4		CUNBDPRM_TashkeelEditMode_Src	Tashkeel edit mode used in the source buffer
	(8C)	UNSIGNED	4		CUNBDPRM_TashkeelEditMode_Targ	Tashkeel edit mode used in the target buffer

Table 4. Mapping of parameters in HLASM for the extended bidi parameter area of character conversion in AMODE(31) (continued)

Offset Dec	Offset Hex	Type	Length in bytes	Boundary	Name	Description
	(90)	ADDRESS	4		CUNBDPRM_InpToOut_Ptr	Bidi input to output buffer pointer
	(94)	ADDRESS	4		CUNBDPRM_OutToInp_Ptr	Bidi output to input buffer pointer
	(98)	ADDRESS	4		CUNBDPRM_BidiLvl_Ptr	BidiLvl property pointer
	(9C)	CHARACTER	64		CUNBDPRM_Layout_Streaming _State	State of the layout streaming operation
	(DC)	CHARACTER	128		CUNBDPRM_Bidi_Keyword	Short form keyword
	(15C)	CHARACTER	64		*	Reserved
	(19C)		0		CUNBDPRM_End	End of CUNBDPRM

Description of parameters in area CUNBDPRM

This description applies to HLASM.

CUNBDPRM_Version - set by caller
Specifies the version of the parameter area. Use version 1.

CUNBDPRM_Length - set by caller
Specifies the length of the parameter area, in bytes. Use constant CUNBDPRM_Len.

CUNBDPRM_InFlags - set by caller (except for CUNBDPRM_From_wtransform)

Bit position	Name
`1xxx xxxx`	CUNBDPRM_XOpen_Defaults
`x1xx xxxx`	CUNBDPRM_KBS_Defaults
`xx1x xxxx`	CUNBDPRM_Keyword
`xxx1 xxxx`	CUNBDPRM_From_wtransform

CUNBDPRM_XOpen_Defaults - set by caller
Specifies whether or not to use default settings for the X/Open portable layout options. Possible values are:

- **0**: Do not use default settings for the X/Open portable layout options.
- **1**: Use default settings for the X/Open portable layout options.

Note: The settings defined in the short-form keyword CUNBDPRM_Bidi_Keyword have higher priority over the defaults. The attributes specified in the bidi keyword will overlay the default attributes.

CUNBDPRM_KBS_Defaults - set by caller
Specifies whether or not to use default settings from the Unicode Services knowledge base to set the X/Open portable layout options. Possible values are:

- **0**: Do not use default settings from the Unicode Services knowledge base to set the X/Open portable layout options.
- **1**: Use default settings from the Unicode Services knowledge base to set the X/Open portable layout options.

Note: This flag is ignored if CUNBDPRM_XOpen_Defaults is ON. If CUNBDPRM_XOpen_Defaults is OFF and CUNBDPRM_KBS_Defaults is ON, the defaults defined in the Unicode Services knowledge base will be used. The bidi string types and associated attributes defined in the knowledge base are based on the input or output CCSID. The settings defined in the short-form keyword CUNBDPRM_Bidi_Keyword have higher priority over the default attributes.

CUNBDPRM_Keyword - set by caller
Specifies whether or not to use the short form keyword to set the X/Open portable layout options. Possible values are:

- **0**: Do not use the short form keyword to set the X/Open portable layout options.
- **1**: Use the short form keyword to set the X/Open portable layout options.

Note: This flag must be set to ON when the CUNBDPRM_Bidi_Keyword is used.

CUNBDPRM_From_wtransform - set by service
This flag is reserved for internal Unicode Services use. It should not be set by the caller.

CUNBDPRM_Layout_Options - set by caller

Bit position	Name
`1xxx xxxx`	CUNBDPRM_Layout_Roundtrip
`x1xx xxxx`	CUNBDPRM_Layout_WinCompat
`xx1x xxxx`	CUNBDPRM_Layout_ImpToImp
`xxx1 xxxx`	CUNBDPRM_Layout_Remove_Marks
`xxxx 1xxx`	CUNBDPRM_Layout_Insert_Marks
`xxxx x1xx`	CUNBDPRM_Layout_Streaming

CUNBDPRM_Layout_Roundtrip - set by caller
Specifies if numbers located between LTR text and RTL text are associated with the RTL text. This makes the algorithm reversible and makes it useful when round trip (from visual to logical and back to visual) must be achieved without adding LRM characters. However, this is a variation from the standard Unicode bidi algorithm. Possible values are:

- **0**: Numbers are not associated with the RTL text.
- **1**: Numbers are associated with the RTL text.

CUNBDPRM_Layout_WinCompat - set by caller
Specifies if the algorithm used to perform bidi transformations should approximate the algorithm used in Microsoft Windows XP, rather than strictly conform to the Unicode bidi algorithm. Possible values are:

- **0**: Do not approximate the Microsoft algorithm.
- **1**: Approximate the Microsoft algorithm.

CUNBDPRM_Layout_ImpToImp - set by caller
Specifies if a logical to logical transformation is to be performed:

- If the source orientation is LTR, the source text will be handled as LTR logical text and will be transformed to the RTL logical text which has the same LTR visual display.
- If the source orientation is RTL, the source text will be handled as RTL logical text and will be transformed to the LTR logical text which has the same LTR visual display.

This mode may be needed when logical text, which is basically Arabic or Hebrew, with possible included numbers or phrases in English, has to be displayed as if it had LTR orientation. This can happen if the displaying application treats all text as if it was basically LTR. This mode may also be needed in the reverse case, when logical text which is basically English, with possible included phrases in Arabic or Hebrew, has to be displayed as if it had RTL orientation. The problem may be handled by transforming the source text with this option before displaying it, so that it will be displayed properly. Possible values are:

- **0**: Logical to logical transformation is not to be performed.
- **1**: Logical to logical transformation is to be performed.

CUNBDPRM_Layout_Remove_Marks - set by caller

Specifies if all bidi marks (LRM or RLM) will be removed from the output text when performing a transformation. Possible values are:

- **0**: Bidi marks are not to be removed from the output text.
- **1**: Bidi marks are to be removed from the output text. The corresponding entries in the InpToOut map are set equal to the maximum value. This option should not be specified together with option Layout_Insert_Marks, and it overrides it.

CUNBDPRM_Layout_Insert_Marks - set by caller

Specifies if bidi marks (LRM or RLM) are to be inserted when needed to ensure correct results when reordering to an implicit order. This option is meaningful only when performing a transformation from visually ordered to implicitly ordered text. Possible values are:

- **0**: Do not insert bidi marks.
- **1**: Insert bidi marks. A minimum number of LRM or RLM characters will be added to the source text after reordering it so as to ensure round trip. For example, when applying the inverse transformation on the resulting implicit text with removal of bidi marks (option Layout_Remove_Marks), the result will be identical to the source text in the first transformation. The LRM and RLM characters, which are added in the output text, have no matching character in the source text. The corresponding entries in the OutToInp map are set equal to the maximum value.

Set by caller. Ignored if specified together with CUNBDPRM_Layout_Remove_Marks.

CUNBDPRM_Layout_Streaming - set by caller

Specifies if the caller is interested in using layout streaming. Layout streaming processes large text objects into parts using the piece by piece technique. The results of the successive calls are expected to be concatenated by the caller. Only the call for the last part will have this option bit off. Possible values are:

- **0**: Do not use layout streaming.
- **1**: Attempt to use layout streaming. The transform operation may process less than the full source text in order to truncate the text at a meaningful boundary. The caller must read the value in CUNBDPRM_Streaming_Processed_Length immediately after performing the transform in order to determine how much of the source text has been processed. Source text beyond that length should be resubmitted in following transform operations. If the last character of the source text constitutes a reasonable boundary, the whole text will be processed at once. If no where in the source text there exists such a reasonable boundary, the processed length will be zero. The caller should check for such an occurrence and do one of the following:
  - Submit a larger amount of text with a better chance to include a reasonable boundary.
  - Resubmit the same text after turning off this option.

In all cases, this option should be turned off before processing the last part of the text.

Using Layout_Streaming also requires setting the Layout_Streaming_State field.

CUNBDPRM_OutFlags - set by service

Bit position	Name
1xxx xxxx xxxx xxxx	CUNBDPRM_ActiveDirectional
x1xx xxxx xxxx xxxx	CUNBDPRM_ActiveShapeEditing

CUNBDPRM_ActiveDirectional - set by service
Specifies if the bidi transformation included knowledge of directional code elements and proper rendering of text implies reordering of directional code elements.

- **0**: The bidi transformation does not include knowledge of directional elements.
- **1**: The bidi transformation includes knowledge of directional elements.

CUNBDPRM_ActiveShapeEditing - set by service
Specifies if the bidi transformation included knowledge of context-dependent code elements that require shaping for presentation to the target CCSID. If so, the caller must perform some shaping transformation prior to rendering the text.

- **0**: The bidi transformation does not require shape editing.
- **1**: The bidi transformation requires shape editing.

CUNBDPRM_Orientation_Src - set by caller

CUNBDPRM_Orientation_Targ - set by caller
Specifies the global directional text orientation. Possible values are:

- **ORIENTATION_LTR**: Left-to-right horizontal rows that progress from top to bottom.
- **ORIENTATION_RTL**: Right-to-left horizontal rows that progress from top to bottom.
- **ORIENTATION_TTBRL**: Top-to-bottom vertical columns that progress from right to left.

- **ORIENTATION_TTBLR**: Top-to-bottom vertical columns that progress from left to right.
- **ORIENTATION_CONTEXTUAL**: The global orientation is set according to the direction of the first significant (strong) character.

If there are no strong characters in the text and the descriptor is set to this value, the global orientation of the text is set according to the value of the CUNBDPRM_Context. This option is meaningful only for bidirectional text.

The default is ORIENTATION_LTR.

CUNBDPRM_Context_Src - set by caller

CUNBDPRM_Context_Targ - set by caller

Specifies what orientation is used when no strong character appears in the text. This is meaningful only if the corresponding CUNBDPRM_Orientation parameter is set to ORIENTATION_CONTEXTUAL. Possible values are:

- **CONTEXT_LTR**: In the absence of characters with strong directionality in the text, orientation is assumed to be left-to-right rows progressing from top to bottom.
- **CONTEXT_RTL**: In the absence of characters with strong directionality in the text, orientation is assumed to be right-to-left rows progressing from top to bottom.

The default is CONTEXT_LTR.

CUNBDPRM_TypeOfText_Src - set by caller

CUNBDPRM_TypeOfText_Targ - set by caller

Specifies the ordering of the directional text. Characters may have a natural orientation attached to them as described by CUNBDPRM_Orientation. Possible values are:

- **TEXT_VISUAL**: Code elements are stored in visually ordered segments, which can be rendered without any segment inversion. Practically the whole text could be seen as if there were no sub segments.
- **TEXT_IMPLICIT**: Code elements are stored in logically ordered segments. Logically ordered means that the order in which the characters are stored is the same as the order in which the characters are pronounced when reading the presented text or the order in which characters would be entered from a keyboard. Logical order (or logical sequence) of characters is necessary for processing purposes; for example, when there is a need to sort or index the data. Segments of reversed orientation are recognized and inverted by a content-sensitive algorithm based on the natural orientation of characters. Because there are several possible algorithms for implicit reordering of directional segments, the ImplicitAlg value is used when TypeOfText is set to TEXT_IMPLICIT, to indicate the actual algorithm used.
- **TEXT_EXPLICIT**: Code elements are stored in logically ordered segments with a set of embedded controls. The explicit algorithm eliminates the ambiguities that might exist in some situations when using an implicit algorithm, but it introduces the need for additional control characters in the data stream. The set of embedded controls for TEXT_EXPLICIT is implementation defined.

The default (for the C locale) is TEXT_IMPLICIT.

CUNBDPRM_ImplicitAlg_Src - set by caller

CUNBDPRM_ImplicitAlg_Targ - set by caller
Specifies the type of bidirectional implicit algorithm used in reordering and shaping of directional or context-dependent text. Possible values are:

- **ALGOR_IMPLICIT**: Directional code elements will be reordered using an implementation-defined implicit directional algorithm when converting to or from an implicit form.

  Although the basic algorithm used when ImplicitAlg is set to ALGOR_BASIC, is an implicit algorithm, the fact that it recognizes some control characters, allows it to be used even when the TypeOfText descriptor is set to TEXT_EXPLICIT.

  Note: When TEXT_EXPLICIT is used in conjunction with ALGOR_BASIC, the controls may temporarily change the values of swapping, numerals and TextShaping. The ALGOR_IMPLICIT value may be equal to ALGOR_BASIC for a given implementation. Except in this case, it is not meaningful to have TypeOfText=TEXT_EXPLICIT at the same time as ImplicitAlg=ALGOR_IMPLICIT
- **ALGOR_BASIC**: The basic algorithm is used.

The default (for the C locale) is ALGOR_IMPLICIT.

CUNBDPRM_Swapping_Src - set by caller

CUNBDPRM_Swapping_Targ - set by caller
Specifies whether symmetric swapping is applied to the text. A list of symmetric swapping characters is given in the ISO/IEC 10646 standard. Possible values are:

- **SWAPPING_YES**: The text conforms to symmetric swapping.
- **SWAPPING_NO**: The text does not conform to symmetric swapping.

The default (for the C locale) is SWAPPING_NO.

CUNBDPRM_Numerals_Src - set by caller

CUNBDPRM_Numerals_Targ - set by caller
Specifies the shaping of numerals. Possible values are:

- **NUMERALS_NOMINAL**: Nominal shaping of numerals using the portable character set (Arabic numerals).
- **NUMERALS_NATIONAL**: National shaping of numerals based on the script of the C locale.
- **NUMERALS_CONTEXTUAL**: Contextual shaping of numerals depending on the context (script) of surrounding text (such as Hindi numbers in Arabic text and Arabic numbers otherwise).

The default (for the C locale) is NUMERALS_NOMINAL.

CUNBDPRM_TextShaping_Src - set by caller

CUNBDPRM_TextShaping_Targ - set by caller
Specifies the shaping; that is, choosing (or composing) the correct shape of the text. Possible values are:

- **TEXT_SHAPED**: The text has presentation form shapes.
- **TEXT_NOMINAL**: The text is in basic form.
- **TEXT_SHFORM1**: The text is in shape form 1.
- **TEXT_SHFORM2**: The text is in shape form 2.
- **TEXT_SHFORM3**: The text is in shape form 3.
- **TEXT_SHFORM4**: The text is in shape form 4.

The set of shaping characters is limited to the CUNBCPRM_Targ_CCSID specified.

The default (for the C locale) is TEXT_SHAPED.

The term 'shape form *n*' is used to mean:

- **Arabic Script**
- **Shape form 1**: Initial form.
- **Shape form 2**: Middle form.
- **Shape form 3**: Final form.
- **Shape form 4**: Isolated form.

CUNBDPRM_ShapeCharsetSize - set by service
Specifies the size, in bytes, of the encoding of characters in the CUNBCPRM_Targ_CCSID.

CUNBDPRM_ShapeContextSize_Front - set by service

CUNBDPRM_ShapeContextSize_Back - set by service
Specifies the size of the context, in number of code elements, that must be accounted for when performing active shape editing.

CUNBDPRM_CheckMode - set by caller
Indicates the level of checking of the elements in the source buffer for shaping and reordering purposes. It also defines the behavior of the implicit algorithm with respect to standalone neutral characters (until stabilized by a new strong character). Possible values are:

- **MODE_STREAM**: The string in the source buffer is expected to have valid combinations of characters or character elements. No validation is needed before shaping or combined character cell determination. The only thing validated before the transformation is the current state of the layout object based on previous input data.

  The reordering of bidirectional text will assign the nesting level of an unstabilized neutral character such that it follows the level of the previous strong character.

  It is guaranteed that each shape associated with a composite sequence will occupy a single display cell.
- **MODE_EDIT**: The shaping of input text may vary depending on locale-specific validation or assumptions.

  The reordering of bidirectional text will assign the nesting level of an unstabilized neutral character such that it follows the level of the global orientation.

  Not all code elements of a composite sequence may be assumed to occupy a single display cell.

The default (for the C locale) is MODE_STREAM.

CUNBDPRM_ArabicOneCellShaping_Src - set by caller

CUNBDPRM_ArabicOneCellShaping_Targ - set by caller
Specifies which Arabic one-cell shaping transformations are performed. One-cell shaping refers to the final forms of the seen family.

The effect of this parameter depends on the setting of the TypeOfText parameter. Combinations are:

- **ArabicOneCellShaping_Src is TWOCELL_SEEN, and ArabicOneCellShaping_Targ is ONECELL_SEEN, and TypeOfText_Src is TEXT_VISUAL, and TypeOfText_Targ is logical**: Transformation from visual to logical converts final forms of the seen family represented by two characters (the three quarters shape and the tail character) to corresponding nominal code points represented by one character and a space replacing the tail. This space is positioned next to the seen character.

- **ArabicOneCellShaping_Src is ONECELL_SEEN, and ArabicOneCellShaping_Targ is TWOCELL_SEEN, and TypeOfText_Src is logical, and TypeOfText_Targ is TEXT_VISUAL**: In transformation from logical to visual, each character in the seen family which is to receive a final form is converted to the corresponding final form of the seen family that is represented by two characters, consuming an existing space next to the seen character. If there is no space available, it will be converted to one character only which is the three quarters shape seen.
- **Other settings**: Seen tail characters remain as is.

CUNBDPRM_WordBreak_Src - set by caller

CUNBDPRM_WordBreak_Targ - set by caller

Specifies if the service is to transform each word in isolation from adjacent words based on whitespace delimiters.

Combinations are:

- **WordBreak_Src is NO_BREAK, and WordBreak_Targ is BREAK**: Transform each word in isolation from adjacent words based on whitespace delimiters.
- **Other settings**: Do not transform each word in isolation from adjacent words based on whitespace delimiters.

CUNBDPRM_LamAlefEditMode_Src - set by caller

CUNBDPRM_LamAlefEditMode_Targ - set by caller

Specifies which Lam-Alef edit mode transformations are performed.

Combinations are:

- **LamAlefEditMode_Src is LamAlefOff, and LamAlefEditMode_Targ is LamAlefOff**:
  - When transforming from visual to logical layouts, Lam-Alef characters are expanded to Lam plus Alef consuming an existing blank space next to it. If no blank space is available, the Lam-Alef character remains as is.
  - When transforming from logical to visual layouts, Lam plus Alef sequences are compressed to a unique Lam-Alef character; the space resulting from the Lam-Alef compression is positioned next to each generated Lam-Alef character.
- **LamAlefEditMode_Src is LamAlefOff, and LamAlefEditMode_Targ is LamAlefOn**:
  - When transforming from visual to implicit layouts, Lam-Alef characters are expanded to Lam plus Alef consuming a blank space at the absolute end of the buffer. If no blank space is available, the Lam-Alef character remains as is.
  - When transforming from implicit to visual layouts, Lam plus Alef sequences are compressed to a unique Lam-Alef character; the space resulting from Lam-Alef compression is positioned at the absolute end of the buffer.
- **LamAlefEditMode_Src is LamAlefOff, and LamAlefEditMode_Targ is LamAlefAuto**: For each LAMALEF character found, expand LAMALEF

using space at end. If there is no space at end, use spaces at beginning of the buffer. If there is no space at the beginning of the buffer, use spaces at the near (for example, the space after the LAMALEF character).

- **Other settings**: Lam Alef characters remain as is.

CUNBDPRM_YehHamzaMode_Src - set by caller

CUNBDPRM_YehHamzaMode_Targ - set by caller
Specifies which YehHamza edit mode transformations are performed. Possible values are:

- **ONECELL_YAHHAMZA**: The Yeh-Hamza final form is represented as one character.
- **TWOCELL_YAHHAMZA**: The Yeh-Hamza final form is represented as two characters.

The default value for CUNBDPRM_YehHamzaMode is TWOCELL_YAHHAMZA, if the CCSID is 00420 or 00864. Otherwise, it is ONECELL_YAHHAMZA.

CUNBDPRM_TailEditMode_Src - set by caller

CUNBDPRM_TailEditMode_Targ - set by caller
Specifies which Tail edit mode transformations are performed. Possible values are:

- **NEW_TAIL**: A newly defined Tail character (U+FE73) in Unicode 3.2 to replace the legacy Seen family Tail character.
- **OLD_TAIL**: A legacy Seen family tail character (U+200B).

The default value for CUNBDPRM_TailEditMode is OLD_TAIL.

CUNBDPRM_TashkeelEditMode_Src - set by caller

CUNBDPRM_TashkeelEditMode_Targ - set by caller
Specifies which Tashkeel edit mode transformations are performed. Possible values are:

- **TASHKEELBEGIN**: All Tashkeel characters (except for Shadda) are replaced by spaces. The resulting spaces are moved to the beginning of the buffer.
- **TASHKEELEND**: All Tashkeel characters (except for Shadda) are replaced by spaces. The resulting spaces are moved to the end of the buffer.
- **TASHKEELREPLACEWITHTATWEEL**: All Tashkeel characters (except for Shadda) are ignored and reseize the data buffer. This is done only when the output codepage is 420 or 864.
- **TASHKEELRESIZE**: All Tashkeel characters (except for Shadda) are ignored and reseize the data buffer. This is done only when the output codepage is 420 or 864.
- **TASHKEELISOLATED**: All Tashkeel or Tatweel characters (except for Shadda) are ignored and reseize the data buffer.

The default value for CUNBDPRM_TashkeelEditMode is TASHKEELEND.

CUNBDPRM_InpToOut_Ptr - set by caller
Specifies a buffer to receive a cross reference from each Src_Buf code element to the transformed data. The cross reference relates to the data in Src_Buf starting with the first element that InpBufIndex points to (and not necessarily starting from the beginning of the Src_Buf).

If not a NULL pointer, it points to an array of values with the same number of bytes in Src_Buf starting with the one pointed by InpBufIndex and up to the end of the substring in the buffer. On output, the *n*th value in InpToOut corresponds to the *n*th byte in Src_Buf. This value is the index (in units of bytes) in Targ_Buf that identifies the transformed element of the *n*th byte in Src_Buf. In the case of multibyte encoding, the index points (for each of the bytes of a code element in the Src_Buf) to the first byte of the transformed code element in the Targ_Buf.

InpToOut may be specified as NULL if no index array from Src_Buf to Targ_Buf is desired.

CUNBDPRM_OutToInp_Ptr - set by caller

Specifies a buffer to receive a cross reference from each Targ_Buf code element to the source buffer. The cross reference relates to the data in Src_Buf starting with the first element that InpBufIndex points to (and not necessarily starting from the beginning of the Src_Buf).

If not a NULL pointer, it points to an array of values with the same number of bytes in Targ_Buf. On output, the *n*th value in OutToInp corresponds to the *n*th byte in Targ_Buf. This value is the index (in units of bytes) in Src_Buf that identifies the source of the transformed element of the *n*th byte in Targ_Buf. In the case of multibyte encoding, the index points (for each of the bytes of a code element in the Targ_Buf) to the first byte of the source of the transformed code element in the Src_Buf.

OutToImp may be specified as NULL if no index array from Targ_Buf to Src_Buf is desired.

CUNBDPRM_BidiLvl_Ptr - set by caller

A weighted value that represents peculiar input string transformation properties with different connotations as explained below.

If this argument is not a NULL pointer, it represents an array of values with the same number of elements as the Src_Buf before the transformation. Each byte will contain relevant BidiLvl information of the corresponding element in Src_Buf starting from the element pointed by InpBufIndex. The four rightmost bits of each BidiLvl byte will contain information for bidirectional environments (when ActiveDirectional is true) and they will mean NestingLevels. The possible value from 0 to 15 represents the nesting level of the corresponding element in the Src_Buf starting from the element pointed by InpBufIndex. If ActiveDirectional is false, the content of NestingLevel bits will be ignored. The leftmost bit of each BidiLvl byte will contain a new cell indicator for composed character environments and will have a value of either 1 (for an element in Src_Buf that is transformed to the beginning of a new cell) or zero (for the zero-length composing character elements, when these are grouped into the same presentation cell with a non-composing character). Each element of BidiLvl pertains to the elements in the Src_Buf starting from the element pointed by InpBufIndex. Remember that this is not necessarily the beginning of SrcBuf.

If none of the transformation properties is required, the argument property can be NULL.

The use of BidiLvl can be enhanced in the future to pertain to other possible usage in other environments.

CUNBDPRM_InpBufIndex - set by caller, updated by service

InpBufIndex is an offset value to the location of the transformed text.

When the bidi service is invoked, InpBufIndex contains the offset to the element in Src_Buf that will be transformed first. Note: This is not necessarily the first element in Src_Buf. At the return from the transformation, InpBufIndex contains the offset to the first element in the Src_Buf that has not been transformed. If the entire substring has been transformed successfully, InpBufIndex will be incremented by the amount defined by Src_Buf_Len.

Set by caller. The service updates the offset value.

CUNBDPRM_Streaming_Processed_Length - set by service
Specifies the amount of source text, in bytes, that layout streaming processed. Set by service when Layout_Streaming is set.

CUNBDPRM_Layout_Streaming_State - set by caller, updated by service
Contains the state of the bidi transformation between calls to the service when Layout_Streaming is used.

The caller should set this area to all zero bytes the first time calling the service with Layout_Streaming and then not modify the value for subsequent calls to the service that use the same layout streaming operation. When using layout streaming, the last call in the sequence is with the Layout_Streaming bit turned off. The caller should not modify the content of the Layout_Streaming_State until after that call returns.

Set by caller and updated by the service when Layout_Streaming is used. Ignored when Layout_Streaming is not used.

CUNBDPRM_Bidi_Keyword - set by caller
This is a short form for extended bidi settings.

Note: Short path settings have higher priority over defaults and long path settings.
Format of CUNBDPRM_Bidi_Keyword:

```
Key1+Value_Key2+Value_Key3+Value...
```

Note:

1. Since most attributes (except for LayoutOptions and CheckMode attributes) can apply to both the source and target data, the second letter in the *key* indicates whether the attributes is for the source (S) or target (T) buffer.
2. If the same key is specified more than once, the last specified value is used.

In the example:

```
OS0_OT1_TS1_TT2
```

- Orientation of the source buffer is LTR.
- Orientation of the target buffer is RTL.
- Type of text of the source buffer is implicit.
- Type of text of the target buffer is explicit.

Attribute name	Format key: b=buffer (S=source or T=target) x=attribute value	Possible attribute values	Description
LayoutOptions	Lx	0-252	Layout options. Values: • 1... .... (128) = CUNBDPRM_Layout _Roundtrip • .1.. .... (64) = CUNBDPRM_Layout _WinCompat • ..1. .... (32) = CUNBDPRM_Layout _ImpToImp • ...1 .... (16) = CUNBDPRM_Layout _Remove_Marks • .... 1... (8) = CUNBDPRM_Layout _Insert_Marks • .... .1.. (4) = CUNBDPRM_Layout _Streaming Example of Roundtrip and ImpToImp (or Logical to Logical): `L160` For long path equivalent setting, see CUNBDPRM_Layout _Options description.
Orientation	Obx	0-4	The direction of the text. Values: • 0 = ORIENTATION_LTR (Input/Output Default) • 1 = ORIENTATION_RTL • 2 = ORIENTATION_TTBLR • 3 = ORIENTATION_TTBRL • 4 = ORIENTATION _CONTEXTUAL The mappings between short form and long form are defined by BIDI_ORIENTATION in the interface definition file CUNBCIDF.

Attribute name	Format key: b=buffer (S=source or T=target) x=attribute value	Possible attribute values	Description
Context	Cbx	0-1	Contextual orientation when the orientation attribute is set to ORIENTATION_CONTEXTUAL. Values: • 0 = CONTEXT_LTR (Input/Output Default) • 1 = CONTEXT_RTL The mappings between short form and long form are defined by BIDI_CONTEXT in the interface definition file CUNBCIDF.
TypeofText	Tbx	0-2	Type of the text. Values: • 0 = TEXT_VISUAL (Output default) • 1 = TEXT_IMPLICIT (Input default) • 2 = TEXT_EXPLICIT The mappings between short form and long form are defined by BIDI_TEXT_TYPE in the interface definition file CUNBCIDF.
ImplicitAlg	Ibx	0-1	Implicit algorithm used in the source/target buffer. Values: • 0 = ALGOR_BASIC (Input/Output Default) • 1 = ALGOR_IMPLICIT The mappings between short form and long form are defined by BIDI_IMPALG in the interface definition file CUNBCIDF.
Swapping	Sbx	0-1	Specifies whether symmetric swapping is enabled. Values: • 0 = SWAPPING_NO (Output default) • 1 = SWAPPING_YES (Input default) The mappings between short form and long form are defined by BIDI_SWAPPING in the interface definition file CUNBCIDF.

Attribute name	Format key: b=buffer (S=source or T=target) x=attribute value	Possible attribute values	Description
Numerals	Nbx	0-3	How numerals are shaped. Values: • 0 = NUMERALS_NOMINAL (Input default. Output default in Hebrew locale.) • 1 = NUMERALS_NATIONAL • 2 = NUMERALS_CONTEXTUAL (Output default in Arabic locale) • 3 = NUMERALS_NONE The mappings between short form and long form are defined by BIDI_NUMERALS in the interface definition file CUNBCIDF.
TextShaping	Ebx	0-7	Specifies whether text to be shaped. Values: • 0 = TEXT_SHAPED (Output default in Arabic locale) • 1 = TEXT_NOMINAL (Input default, Output default in Hebrew locale) • 2 = TEXT_SHFORM1 • 3 = TEXT_SHFORM2 • 4 = TEXT_SHFORM3 • 5 = TEXT_SHFORM4 • 6 = TEXT_STANDARD • 7 = TEXT_COMPOSED The mappings between short form and long form are defined by BIDI_SHAPING in the interface definition file CUNBCIDF.
CheckMode	Hx	0-1	Level of Bidi checking (apply to both source and target). Values: • 0 = MODE_STREAM • 1 = MODE_EDIT (Input/Output default) The mappings between short form and long form are defined by BIDI_CHECKMODE in the interface definition file CUNBCIDF.

Attribute name	Format key: b=buffer (S=source or T=target) x=attribute value	Possible attribute values	Description
WordBreak	Wbx	0-1	Word break. Values: • 0 = WORD_BREAK • 1 = NO_BREAK (Input/Output default) The mappings between short form and long form are defined by BIDI_WORDBREAK in the interface definition file CUNBCIDF.
LamALefEdit	Fbx	0-5	LamAlef edit mode. Values: • 0 = LamAlefOn • 1 = LamAlefBegin • 2 = LamAlefResize • 3 = LamAlefNear • 4 = LamAlefAuto (Input/Output default) • 5 = LamAlefOff The mappings between short form and long form are defined by BIDI_LAMALEF in the interface definition file CUNBCIDF.
ArabicOneCell	Abx	0-1	Arabic one-cell shaping. Values: • 0 = ONECELL_SEEN (Input default. Output default for Hebrew locale.) • 1 = TWOCELL_SEEN (Output default for Arabic locale.) The mappings between short form and long form are defined by BIDI_ONECELL in the interface definition file CUNBCIDF.
TailMode	Mbx	0-1	Tail edit mode. Values: • 0 = NEW_TAIL • 1 = OLD_TAIL The mappings between short form and long form are defined by BIDI_TAIL in the interface definition file CUNBCIDF.

Attribute name	Format key: b=buffer (S=source or T=target) x=attribute value	Possible attribute values	Description
TashkeelMode	Kbx	0-4	Tashkeel edit mode. Values: • 0 = TashkeelBegin • 1 = TashkeelEnd • 2 = TashkeelReplaceWithTatweel • 3 = TashkeelResize • 4 = TashkeelIsolated The mappings between short form and long form are defined by BIDI_TASHKEEL in the interface definition file CUNBCIDF.
YehHamza	Ybx	0-1	YehHamza edit mode. Values: • 0 = ONECELL_YEHHAMZA (Input default. Output default for Hebrew locale.) • 1 = TWOCELL_YEHHAMZA (Output default for Arabic locale.) The mappings between short form and long form are defined by BIDI_YEHHAMZA in the interface definition file CUNBCIDF.

AMODE(64)

Table 5. Mapping of parameters in HLASM for the extended bidi parameter area of character conversion in AMODE(64)

Offset Dec	Offset Hex	Type	Length in bytes	Boundary	Name	Description
0	(0)	STRUCTURE		DWORD	CUN4BDPR	Extended bidi parameter area for 31-bit character conversion
	(0)	UNSIGNED	4		CUN4BDPR_Version	Version of the parameter area
	(4)	UNSIGNED	4		CUN4BDPR_Len	Length, in bytes, of the parameter area
	(8)	BITSTRING	1		CUN4BDPR_InFlags	Input flags
		1...	1		CUN4BDPR_XOpen_Defaults	Specifies X/Open portable layout option defaults
		.1..	1		CUN4BDPR_KBS_Defaults	Specifies Unicode Services knowledge base defaults
		..1.	1		CUN4BDPR_Keyword	Specifies bidi keyword
		...1	1		CUN4BDPR_From_wtransform	Reserved for Unicode Services use. This should not be set by users.

Table 5. Mapping of parameters in HLASM for the extended bidi parameter area of character conversion in AMODE(64) (continued)

Offset Dec	Offset Hex	Type	Length in bytes	Boundary	Name	Description
	(9)	BITSTRING	1		CUN4BDPR_Layout_Options	Layout options
		1...	1		CUN4BDPR_Layout_Roundtrip	Specifies if round trip processing is to be used
		.1..	1		CUN4BDPR_Layout_WinCompat	Specifies if the WinCompat mode is to be used
		..1.	1		CUN4BDPR_Layout_ImpToImp	Specifies if a 'logical to logical' transformation is to be performed
		...1	1		CUN4BDPR_Layout_Remove_Marks	Specifies if all bidi marks will be removed
		.... 1...	1		CUN4BDPR_Layout_Insert_Marks	Specifies if bidi marks are to be inserted
		.... .1..	1		CUN4BDPR_Layout_Streaming	Specifies if layout streaming is to be used
	(A)	BITSTRING	2		CUN4BDPR_OutFlags	Output flags
		1...			CUN4BDPR_ActiveDirectional	Specifies if directional elements were used
		.1..			CUN4BDPR_ActiveShapeEditing	Specifies if caller must perform shape editing
	(C)	CHARACTER	4		Reserved	
	(10)	UNSIGNED	4		CUN4BDPR_Orientation_Src	Orientation of the source buffer
	(14)	UNSIGNED	4		CUN4BDPR_Orientation_Targ	Orientation of the target buffer
	(18)	UNSIGNED	4		CUN4BDPR_Context_Src	Context of the source buffer
	(1C)	UNSIGNED	4		CUN4BDPR_Context_Targ	Context of the target buffer
	(20)	UNSIGNED	4		CUN4BDPR_TypeOfText_Src	Type of text of the source buffer
	(24)	UNSIGNED	4		CUN4BDPR_TypeOfText_Targ	Type of text of the target buffer
	(28)	UNSIGNED	4		CUN4BDPR_ImplicitAlg_Src	Implicit algorithm used in the source buffer
	(2C)	UNSIGNED	4		CUN4BDPR_ImplicitAlg_Targ	Implicit algorithm used in the target buffer
	(30)	UNSIGNED	4		CUN4BDPR_Swapping_Src	Swapping used in the source buffer
	(34)	UNSIGNED	4		CUN4BDPR_Swapping_Targ	Swapping used in the target buffer
	(38)	UNSIGNED	4		CUN4BDPR_Numerals_Src	Numerals used in the source buffer
	(3C)	UNSIGNED	4		CUN4BDPR_Numerals_Targ	Numerals used in the target buffer
	(40)	UNSIGNED	4		CUN4BDPR_TextShaping_Src	Text shaping used in the source buffer
	(44)	UNSIGNED	4		CUN4BDPR_TextShaping_Targ	Text shaping used in the target buffer
	(48)	UNSIGNED	4		CUN4BDPR_ShapeCharsetSize	Size of elements of the character set

Table 5. Mapping of parameters in HLASM for the extended bidi parameter area of character conversion in AMODE(64) (continued)

Offset Dec	Offset Hex	Type	Length in bytes	Boundary	Name	Description
	(4C)	UNSIGNED	4		CUN4BDPR_ShapeContextSize _Front	Number of code elements required for shape editing
	(50)	UNSIGNED	4		CUN4BDPR_ShapeContextSize _Back	Number of code elements required for shape editing
	(54)	UNSIGNED	4		CUN4BDPR_CheckMode	Level of bidi checking
	(58)	UNSIGNED	8		CUN4BDPR_InpBufIndex	Bidi input buffer index
	(60)	UNSIGNED	8		CUN4BDPR_Streaming _Processed_Length	Bidi streaming processed length
	(68)	UNSIGNED	4		CUN4BDPR_ArabicOneCellShaping _Src	Arabic one-cell shaping used in the source buffer
	(6C)	UNSIGNED	4		CUN4BDPR_ArabicOneCellShaping _Targ	Arabic one-cell shaping used in the target buffer
	(70)	UNSIGNED	4		CUN4BDPR_WordBreak_Src	Word break used in the source buffer
	(74)	UNSIGNED	4		CUN4BDPR_WordBreak_Targ	Word break used in the target buffer
	(78)	UNSIGNED	4		CUN4BDPR_LamAlefEditMode_Src	LamAlef edit mode used in the source buffer
	(7C)	UNSIGNED	4		CUN4BDPR_LamAlefEditMode_Targ	LamAlef edit mode used in the target buffer
	(80)	UNSIGNED	4		CUN4BDPR_YehHamzaMode_Src	YehHamza edit mode used in the source buffer
	(84)	UNSIGNED	4		CUN4BDPR_YehHamzaMode_Targ	YehHamza edit mode used in the target buffer
	(88)	UNSIGNED	4		CUN4BDPR_TailEditMode_Src	Tail edit mode used in the source buffer
	(8C)	UNSIGNED	4		CUN4BDPR_TailEditMode_Targ	Tail edit mode used in the target buffer
	(90)	UNSIGNED	4		CUN4BDPR_TashkeelEditMode_Src	Tashkeel edit mode used in the source buffer
	(94)	UNSIGNED	4		CUN4BDPR_TashkeelEditMode_Targ	Tashkeel edit mode used in the target buffer
	(98)	ADDRESS	8		CUN4BDPR_InpToOut_Ptr	Bidi input to output buffer pointer
	(A0)	ADDRESS	8		CUN4BDPR_OutToInp_Ptr	Bidi output to input buffer pointer
	(A8)	ADDRESS	8		CUN4BDPR_BidiLvl_Ptr	BidiLvl property pointer
	(B0)	CHARACTER	64		CUN4BDPR_Layout_Streaming _State	State of the layout streaming operation
	(F0)	CHARACTER	128		CUN4BDPR_Bidi_Keyword	Short form keyword
	(170)	CHARACTER	64		*	Reserved
	(1B0)		0		CUN4BDPR_End	End of CUN4BDPR

Description of parameters in area CUN4BDPR

This description applies to HLASM.

CUN4BDPR_Version - set by caller

Specifies the version of the parameter area. Use version 1.

CUN4BDPR_Length - set by caller
Specifies the length of the parameter area, in bytes. Use constant CUN4BDPR_Len.

CUN4BDPR_InFlags - set by caller (except for CUN4BDPR_From_wtransform)

Bit position	Name
1xxx xxxx	CUN4BDPR_XOpen_Defaults
x1xx xxxx	CUN4BDPR_KBS_Defaults
xx1x xxxx	CUN4BDPR_Keyword
xxx1 xxxx	CUN4BDPR_From_wtransform

CUN4BDPR_XOpen_Defaults - set by caller
Specifies whether or not to use default settings for the X/Open portable layout options. Possible values are:

- **0**: Do not use default settings for the X/Open portable layout options.
- **1**: Use default settings for the X/Open portable layout options.

Note: The settings defined in the short-form keyword CUN4BDPR_Bidi_Keyword have higher priority over the defaults. The attributes specified in the bidi keyword will overlay the default attributes.

CUN4BDPR_KBS_Defaults - set by caller
Specifies whether or not to use default settings from the Unicode Services knowledge base to set the X/Open portable layout options. Possible values are:

- **0**: Do not use default settings from the Unicode Services knowledge base to set the X/Open portable layout options.
- **1**: Use default settings from the Unicode Services knowledge base to set the X/Open portable layout options.

Note: This flag is ignored if CUN4BDPR_XOpen_Defaults is ON. If CUN4BDPR_XOpen_Defaults is OFF and CUN4BDPR_KBS_Defaults is ON, the defaults defined in the Unicode Services knowledge base will be used. The bidi string types and associated attributes defined in the knowledge base are based on the input or output CCSID. The settings defined in the short-form keyword CUN4BDPR_Bidi_Keyword have higher priority over the default attributes.

CUN4BDPR_Keyword - set by caller
Specifies whether or not to use the short form keyword to set the X/Open portable layout options. Possible values are:

- **0**: Do not use the short form keyword to set the X/Open portable layout options.
- **1**: Use the short form keyword to set the X/Open portable layout options.

Note: This flag must be set to ON when the CUN4BDPR_Bidi_Keyword is used.

CUN4BDPR_From_wtransform - set by service
This flag is reserved for internal Unicode Services use. It should not be set by the caller.

CUN4BDPR_Layout_Options - set by caller

Bit position	Name
1xxx xxxx	CUN4BDPR_Layout_Roundtrip
x1xx xxxx	CUN4BDPR_Layout_WinCompat
xx1x xxxx	CUN4BDPR_Layout_ImpToImp
xxx1 xxxx	CUN4BDPR_Layout_Remove_Marks
xxxx 1xxx	CUN4BDPR_Layout_Insert_Marks
xxxx x1xx	CUN4BDPR_Layout_Streaming

CUN4BDPR_Layout_Roundtrip - set by caller
Specifies if numbers located between LTR text and RTL text are associated with the RTL text. This makes the algorithm reversible and makes it useful when round trip (from visual to logical and back to visual) must be achieved without adding LRM characters. However, this is a variation from the standard Unicode bidi algorithm. Possible values are:

- **0**: Numbers are not associated with the RTL text.
- **1**: Numbers are associated with the RTL text.

CUN4BDPR_Layout_WinCompat - set by caller
Specifies if the algorithm used to perform bidi transformations should approximate the algorithm used in Microsoft Windows XP, rather than strictly conform to the Unicode bidi algorithm. Possible values are:

- **0**: Do not approximate the Microsoft algorithm.
- **1**: Approximate the Microsoft algorithm.

CUN4BDPR_Layout_ImpToImp - set by caller
Specifies if a logical to logical transformation is to be performed:

- If the source orientation is LTR, the source text will be handled as LTR logical text and will be transformed to the RTL logical text which has the same LTR visual display.
- If the source orientation is RTL, the source text will be handled as RTL logical text and will be transformed to the LTR logical text which has the same LTR visual display.

This mode may be needed when logical text, which is basically Arabic or Hebrew, with possible included numbers or phrases in English, has to be displayed as if it had LTR orientation. This can happen if the displaying application treats all text as if it was basically LTR. This mode may also be needed in the reverse case, when logical text which is basically English, with possible included phrases in Arabic or Hebrew, has to be displayed as if it had RTL orientation. The problem may be handled by transforming the source text with this option before displaying it, so that it will be displayed properly. Possible values are:

- **0**: Logical to logical transformation is not to be performed.
- **1**: Logical to logical transformation is to be performed.

CUN4BDPR_Layout_Remove_Marks - set by caller
Specifies if all bidi marks (LRM or RLM) will be removed from the output text when performing a transformation. Possible values are:

- **0**: Bidi marks are not to be removed from the output text.
- **1**: Bidi marks are to be removed from the output text. The corresponding entries in the InpToOut map are set equal to the maximum value. This option should not be specified together with option Layout_Insert_Marks, and it overrides it.

CUN4BDPR_Layout_Insert_Marks - set by caller
Specifies if bidi marks (LRM or RLM) are to be inserted when needed to ensure correct results when reordering to an implicit order. This option is meaningful only when performing a transformation from visually ordered to implicitly ordered text. Possible values are:

- **0**: Do not insert bidi marks.
- **1**: Insert bidi marks. A minimum number of LRM or RLM characters will be added to the source text after reordering it so as to ensure round trip. For example, when applying the inverse transformation on the resulting implicit text with removal of bidi marks (option Layout_Remove_Marks), the result will be identical to the source text in the first transformation. The LRM and RLM characters, which are added in the output text, have no matching character in the source text. The corresponding entries in the OutToInp map are set equal to the maximum value.

Set by caller. Ignored if specified together with CUN4BDPR_Layout_Remove_Marks.

CUN4BDPR_Layout_Streaming - set by caller
Specifies if the caller is interested in using layout streaming. Layout streaming processes large text objects into parts using the piece by piece technique. The results of the successive calls are expected to be concatenated by the caller. Only the call for the last part will have this option bit off. Possible values are:

- **0**: Do not use layout streaming.
- **1**: Attempt to use layout streaming. The transform operation may process less than the full source text in order to truncate the text at a meaningful boundary. The caller must read the value in CUN4BDPR_Streaming_Processed_Length immediately after performing the transform in order to determine how much of the source text has been processed. Source text beyond that length should be resubmitted in following transform operations. If the last character of the source text constitutes a reasonable boundary, the whole text will be processed at once. If no where in the source text there exists such a reasonable boundary, the processed length will be zero. The caller should check for such an occurrence and do one of the following:
  - Submit a larger amount of text with a better chance to include a reasonable boundary.
  - Resubmit the same text after turning off this option.

In all cases, this option should be turned off before processing the last part of the text.

Using Layout_Streaming also requires setting the Layout_Streaming_State field.

CUN4BDPR_OutFlags - set by service

Bit position	Name
1xxx xxxx xxxx xxxx	CUN4BDPR_ActiveDirectional
x1xx xxxx xxxx xxxx	CUN4BDPR_ActiveShapeEditing

CUN4BDPR_ActiveDirectional - set by service
Specifies if the bidi transformation included knowledge of directional code elements and proper rendering of text implies reordering of directional code elements.

- **0**: The bidi transformation does not include knowledge of directional elements.
- **1**: The bidi transformation includes knowledge of directional elements.

CUN4BDPR_ActiveShapeEditing - set by service
Specifies if the bidi transformation included knowledge of context-dependent code elements that require shaping for presentation to the target CCSID. If so, the caller must perform some shaping transformation prior to rendering the text.

- **0**: The bidi transformation does not require shape editing.
- **1**: The bidi transformation requires shape editing.

CUN4BDPR_Orientation_Src - set by caller

CUN4BDPR_Orientation_Targ - set by caller
Specifies the global directional text orientation. Possible values are:

- **ORIENTATION_LTR**: Left-to-right horizontal rows that progress from top to bottom.
- **ORIENTATION_RTL**: Right-to-left horizontal rows that progress from top to bottom.
- **ORIENTATION_TTBRL**: Top-to-bottom vertical columns that progress from right to left.
- **ORIENTATION_TTBLR**: Top-to-bottom vertical columns that progress from left to right.
- **ORIENTATION_CONTEXTUAL**: The global orientation is set according to the direction of the first significant (strong) character.

If there are no strong characters in the text and the descriptor is set to this value, the global orientation of the text is set according to the value of the CUN4BDPR_Context. This option is meaningful only for bidirectional text.

The default is ORIENTATION_LTR.

CUN4BDPR_Context_Src - set by caller

CUN4BDPR_Context_Targ - set by caller
Specifies what orientation is used when no strong character appears in the text. This is meaningful only if the corresponding CUN4BDPR_Orientation parameter is set to ORIENTATION_CONTEXTUAL. Possible values are:

- **CONTEXT_LTR**: In the absence of characters with strong directionality in the text, orientation is assumed to be left-to-right rows progressing from top to bottom.

- **CONTEXT_RTL**: In the absence of characters with strong directionality in the text, orientation is assumed to be right-to-left rows progressing from top to bottom.

The default is CONTEXT_LTR.

CUN4BDPR_TypeOfText_Src - set by caller

CUN4BDPR_TypeOfText_Targ - set by caller

Specifies the ordering of the directional text. Characters may have a natural orientation attached to them as described by CUN4BDPR_Orientation. Possible values are:

- **TEXT_VISUAL**: Code elements are stored in visually ordered segments, which can be rendered without any segment inversion. Practically the whole text could be seen as if there were no sub segments.
- **TEXT_IMPLICIT**: Code elements are stored in logically ordered segments. Logically ordered means that the order in which the characters are stored is the same as the order in which the characters are pronounced when reading the presented text or the order in which characters would be entered from a keyboard. Logical order (or logical sequence) of characters is necessary for processing purposes; for example, when there is a need to sort or index the data. Segments of reversed orientation are recognized and inverted by a content-sensitive algorithm based on the natural orientation of characters. Because there are several possible algorithms for implicit reordering of directional segments, the ImplicitAlg value is used when TypeOfText is set to TEXT_IMPLICIT, to indicate the actual algorithm used.
- **TEXT_EXPLICIT**: Code elements are stored in logically ordered segments with a set of embedded controls. The explicit algorithm eliminates the ambiguities that might exist in some situations when using an implicit algorithm, but it introduces the need for additional control characters in the data stream. The set of embedded controls for TEXT_EXPLICIT is implementation defined.

The default (for the C locale) is TEXT_IMPLICIT.

CUN4BDPR_ImplicitAlg_Src - set by caller

CUN4BDPR_ImplicitAlg_Targ - set by caller

Specifies the type of bidirectional implicit algorithm used in reordering and shaping of directional or context-dependent text. Possible values are:

- **ALGOR_IMPLICIT**: Directional code elements will be reordered using an implementation-defined implicit directional algorithm when converting to or from an implicit form.

  Although the basic algorithm used when ImplicitAlg is set to ALGOR_BASIC, is an implicit algorithm, the fact that it recognizes some control characters, allows it to be used even when the TypeOfText descriptor is set to TEXT_EXPLICIT.

  Note: When TEXT_EXPLICIT is used in conjunction with ALGOR_BASIC, the controls may temporarily change the values of swapping, numerals and TextShaping. The ALGOR_IMPLICIT value may be equal to ALGOR_BASIC for a given implementation. Except in this case, it is not meaningful to have TypeOfText=TEXT_EXPLICIT at the same time as ImplicitAlg=ALGOR_IMPLICIT
- **ALGOR_BASIC**: The basic algorithm is used.

The default (for the C locale) is ALGOR_IMPLICIT.

CUN4BDPR_Swapping_Src - set by caller

CUN4BDPR_Swapping_Targ - set by caller
Specifies whether symmetric swapping is applied to the text. A list of symmetric swapping characters is given in the ISO/IEC 10646 standard. Possible values are:

- **SWAPPING_YES**: The text conforms to symmetric swapping.
- **SWAPPING_NO**: The text does not conform to symmetric swapping.

The default (for the C locale) is SWAPPING_NO.

CUN4BDPR_Numerals_Src - set by caller

CUN4BDPR_Numerals_Targ - set by caller
Specifies the shaping of numerals. Possible values are:

- **NUMERALS_NOMINAL**: Nominal shaping of numerals using the portable character set (Arabic numerals).
- **NUMERALS_NATIONAL**: National shaping of numerals based on the script of the C locale.
- **NUMERALS_CONTEXTUAL**: Contextual shaping of numerals depending on the context (script) of surrounding text (such as Hindi numbers in Arabic text and Arabic numbers otherwise).

The default (for the C locale) is NUMERALS_NOMINAL.

CUN4BDPR_TextShaping_Src - set by caller

CUN4BDPR_TextShaping_Targ - set by caller
Specifies the shaping; that is, choosing (or composing) the correct shape of the text. Possible values are:

- **TEXT_SHAPED**: The text has presentation form shapes.
- **TEXT_NOMINAL**: The text is in basic form.
- **TEXT_SHFORM1**: The text is in shape form 1.
- **TEXT_SHFORM2**: The text is in shape form 2.
- **TEXT_SHFORM3**: The text is in shape form 3.
- **TEXT_SHFORM4**: The text is in shape form 4.

The set of shaping characters is limited to the CUN4BDPR_Targ_CCSID specified.

The default (for the C locale) is TEXT_SHAPED.

The term 'shape form *n*' is used to mean:

- **Arabic Script**
- **Shape form 1**: Initial form.
- **Shape form 2**: Middle form.
- **Shape form 3**: Final form.
- **Shape form 4**: Isolated form.

CUN4BDPR_ShapeCharsetSize - set by service
Specifies the size, in bytes, of the encoding of characters in the CUN4BDPR_Targ_CCSID.

CUN4BDPR_ShapeContextSize_Front - set by service

CUN4BDPR_ShapeContextSize_Back - set by service
Specifies the size of the context, in number of code elements, that must be accounted for when performing active shape editing.

CUN4BDPR_CheckMode - set by caller

Indicates the level of checking of the elements in the source buffer for shaping and reordering purposes. It also defines the behavior of the implicit algorithm with respect to standalone neutral characters (until stabilized by a new strong character). Possible values are:

- **MODE_STREAM**: The string in the source buffer is expected to have valid combinations of characters or character elements. No validation is needed before shaping or combined character cell determination. The only thing validated before the transformation is the current state of the layout object based on previous input data.

  The reordering of bidirectional text will assign the nesting level of an unstabilized neutral character such that it follows the level of the previous strong character.

  It is guaranteed that each shape associated with a composite sequence will occupy a single display cell.
- **MODE_EDIT**: The shaping of input text may vary depending on locale-specific validation or assumptions.

  The reordering of bidirectional text will assign the nesting level of an unstabilized neutral character such that it follows the level of the global orientation.

  Not all code elements of a composite sequence may be assumed to occupy a single display cell.

The default (for the C locale) is MODE_STREAM.

CUN4BDPR_ArabicOneCellShaping_Src - set by caller

CUN4BDPR_ArabicOneCellShaping_Targ - set by caller

Specifies which Arabic one-cell shaping transformations are performed. One-cell shaping refers to the final forms of the seen family.

The effect of this parameter depends on the setting of the TypeOfText parameter. Combinations are:

- **ArabicOneCellShaping_Src is TWOCELL_SEEN, and ArabicOneCellShaping_Targ is ONECELL_SEEN, and TypeOfText_Src is TEXT_VISUAL, and TypeOfText_Targ is logical**: Transformation from visual to logical converts final forms of the seen family represented by two characters (the three quarters shape and the tail character) to corresponding nominal code points represented by one character and a space replacing the tail. This space is positioned next to the seen character.
- **ArabicOneCellShaping_Src is ONECELL_SEEN, and ArabicOneCellShaping_Targ is TWOCELL_SEEN, and TypeOfText_Src is logical, and TypeOfText_Targ is TEXT_VISUAL**: In transformation from logical to visual, each character in the seen family which is to receive a final form is converted to the corresponding final form of the seen family that is represented by two characters, consuming an existing space next to the seen character. If there is no space available, it will be converted to one character only which is the three quarters shape seen.
- **Other settings**: Seen tail characters remain as is.

CUN4BDPR_WordBreak_Src - set by caller

CUN4BDPR_WordBreak_Targ - set by caller

Specifies if the service is to transform each word in isolation from adjacent words based on whitespace delimiters.

Combinations are:

- **WordBreak_Src is NO_BREAK, and WordBreak_Targ is BREAK**: Transform each word in isolation from adjacent words based on whitespace delimiters.
- **Other settings**: Do not transform each word in isolation from adjacent words based on whitespace delimiters.

CUN4BDPR_LamAlefEditMode_Src - set by caller

CUN4BDPR_LamAlefEditMode_Targ - set by caller
Specifies which Lam-Alef edit mode transformations are performed.

Combinations are:

- **LamAlefEditMode_Src is LamAlefOff, and LamAlefEditMode_Targ is LamAlefOff**:
  - When transforming from visual to logical layouts, Lam-Alef characters are expanded to Lam plus Alef consuming an existing blank space next to it. If no blank space is available, the Lam-Alef character remains as is.
  - When transforming from logical to visual layouts, Lam plus Alef sequences are compressed to a unique Lam-Alef character; the space resulting from the Lam-Alef compression is positioned next to each generated Lam-Alef character.
- **LamAlefEditMode_Src is LamAlefOff, and LamAlefEditMode_Targ is LamAlefOn**:
  - When transforming from visual to implicit layouts, Lam-Alef characters are expanded to Lam plus Alef consuming a blank space at the absolute end of the buffer. If no blank space is available, the Lam-Alef character remains as is.
  - When transforming from implicit to visual layouts, Lam plus Alef sequences are compressed to a unique Lam-Alef character; the space resulting from Lam-Alef compression is positioned at the absolute end of the buffer.
- **LamAlefEditMode_Src is LamAlefOff, and LamAlefEditMode_Targ is LamAlefAuto**: For each LAMALEF character found, expand LAMALEF using space at end. If there is no space at end, use spaces at beginning of the buffer. If there is no space at the beginning of the buffer, use spaces at the near (for example, the space after the LAMALEF character).
- **Other settings**: Lam Alef characters remain as is.

CUN4BDPR_YehHamzaMode_Src - set by caller

CUN4BDPR_YehHamzaMode_Targ - set by caller
Specifies which YehHamza edit mode transformations are performed. Possible values are:

- **ONECELL_YAHHAMZA**: The Yeh-Hamza final form is represented as one character.
- **TWOCELL_YAHHAMZA**: The Yeh-Hamza final form is represented as two characters.

The default value for CUN4BDPR_YehHamzaMode is TWOCELL_YAHHAMZA, if the CCSID is 00420 or 00864. Otherwise, it is ONECELL_YAHHAMZA.

CUN4BDPR_TailEditMode_Src - set by caller

CUN4BDPR_TailEditMode_Targ - set by caller
Specifies which Tail edit mode transformations are performed. Possible values are:

- **NEW_TAIL**: A newly defined Tail character (U+FE73) in Unicode 3.2 to replace the legacy Seen family Tail character.
- **OLD_TAIL**: A legacy Seen family tail character (U+200B).

The default value for CUN4BDPR_TailEditMode is OLD_TAIL.

CUN4BDPR_TashkeelEditMode_Src - set by caller

CUN4BDPR_TashkeelEditMode_Targ - set by caller
Specifies which Tashkeel edit mode transformations are performed. Possible values are:

- **TASHKEELBEGIN**: All Tashkeel characters (except for Shadda) are replaced by spaces. The resulting spaces are moved to the beginning of the buffer.
- **TASHKEELEND**: All Tashkeel characters (except for Shadda) are replaced by spaces. The resulting spaces are moved to the end of the buffer.
- **TASHKEELREPLACEWITHTATWEEL**: All Tashkeel characters (except for Shadda) are ignored and reseize the data buffer. This is done only when the output codepage is 420 or 864.
- **TASHKEELRESIZE**: All Tashkeel characters (except for Shadda) are ignored and reseize the data buffer. This is done only when the output codepage is 420 or 864.
- **TASHKEELISOLATED**: All Tashkeel or Tatweel characters (except for Shadda) are ignored and reseize the data buffer.

The default value for CUN4BDPR_TashkeelEditMode is TASHKEELEND.

CUN4BDPR_InpToOut_Ptr - set by caller
Specifies a buffer to receive a cross reference from each Src_Buf code element to the transformed data. The cross reference relates to the data in Src_Buf starting with the first element that InpBufIndex points to (and not necessarily starting from the beginning of the Src_Buf).

If not a NULL pointer, it points to an array of values with the same number of bytes in Src_Buf starting with the one pointed by InpBufIndex and up to the end of the substring in the buffer. On output, the *n*th value in InpToOut corresponds to the *n*th byte in Src_Buf. This value is the index (in units of bytes) in Targ_Buf that identifies the transformed element of the *n*th byte in Src_Buf. In the case of multibyte encoding, the index points (for each of the bytes of a code element in the Src_Buf) to the first byte of the transformed code element in the Targ_Buf.

InpToOut may be specified as NULL if no index array from Src_Buf to Targ_Buf is desired.

CUN4BDPR_OutToInp_Ptr - set by caller
Specifies a buffer to receive a cross reference from each Targ_Buf code element to the source buffer. The cross reference relates to the data in Src_Buf starting with the first element that InpBufIndex points to (and not necessarily starting from the beginning of the Src_Buf).

If not a NULL pointer, it points to an array of values with the same number of bytes in Targ_Buf. On output, the *n*th value in OutToInp corresponds to the *n*th byte in Targ_Buf. This value is the index (in units of bytes) in Src_Buf that identifies the source of the transformed element of the *n*th byte in Targ_Buf. In the case of multibyte encoding, the index points (for each of the bytes of a code element in the Targ_Buf) to the first byte of the source of the transformed code element in the Src_Buf.

OutToImp may be specified as NULL if no index array from Targ_Buf to Src_Buf is desired.

CUN4BDPR_BidiLvl_Ptr - set by caller

A weighted value that represents peculiar input string transformation properties with different connotations as explained below.

If this argument is not a NULL pointer, it represents an array of values with the same number of elements as the Src_Buf before the transformation. Each byte will contain relevant BidiLvl information of the corresponding element in Src_Buf starting from the element pointed by InpBufIndex. The four rightmost bits of each BidiLvl byte will contain information for bidirectional environments (when ActiveDirectional is true) and they will mean NestingLevels. The possible value from 0 to 15 represents the nesting level of the corresponding element in the Src_Buf starting from the element pointed by InpBufIndex. If ActiveDirectional is false, the content of NestingLevel bits will be ignored. The leftmost bit of each BidiLvl byte will contain a new cell indicator for composed character environments and will have a value of either 1 (for an element in Src_Buf that is transformed to the beginning of a new cell) or zero (for the zero-length composing character elements, when these are grouped into the same presentation cell with a non-composing character). Each element of BidiLvl pertains to the elements in the Src_Buf starting from the element pointed by InpBufIndex. Remember that this is not necessarily the beginning of SrcBuf.

If none of the transformation properties is required, the argument property can be NULL.

The use of BidiLvl can be enhanced in the future to pertain to other possible usage in other environments.

CUN4BDPR_InpBufIndex - set by caller, updated by service

InpBufIndex is an offset value to the location of the transformed text. When the bidi service is invoked, InpBufIndex contains the offset to the element in Src_Buf that will be transformed first. Note: This is not necessarily the first element in Src_Buf. At the return from the transformation, InpBufIndex contains the offset to the first element in the Src_Buf that has not been transformed. If the entire substring has been transformed successfully, InpBufIndex will be incremented by the amount defined by Src_Buf_Len.

Set by caller. The service updates the offset value.

CUN4BDPR_Streaming_Processed_Length - set by service

Specifies the amount of source text, in bytes, that layout streaming processed. Set by service when Layout_Streaming is set.

CUN4BDPR_Layout_Streaming_State - set by caller, updated by service

Contains the state of the bidi transformation between calls to the service when Layout_Streaming is used.

The caller should set this area to all zero bytes the first time calling the service with Layout_Streaming and then not modify the value for subsequent calls to the service that use the same layout streaming operation. When using layout streaming, the last call in the sequence is with the Layout_Streaming bit turned off. The caller should not modify the content of the Layout_Streaming_State until after that call returns.

Set by caller and updated by the service when Layout_Streaming is used. Ignored when Layout_Streaming is not used.

CUN4BDPR_Bidi_Keyword - set by caller

This is a short form for extended bidi settings.

Note: Short path settings have higher priority over defaults and long path settings.
Format of CUN4BDPR_Bidi_Keyword:

```
Key1+Value_Key2+Value_Key3+Value...
```

Note:

1. Since most attributes (except for LayoutOptions and CheckMode attributes) can apply to both the source and target data, the second letter in the *key* indicates whether the attributes is for the source (S) or target (T) buffer.
2. If the same key is specified more than once, the last specified value is used.

In the example:

```
OS0_OT1_TS1_TT2
```

- Orientation of the source buffer is LTR.
- Orientation of the target buffer is RTL.
- Type of text of the source buffer is implicit.
- Type of text of the target buffer is explicit.

Attribute name	Format key: b=buffer (S=source or T=target) x=attribute value	Possible attribute values	Description
LayoutOptions	Lx	0-252	Layout options. Values: • 1... .... (128) = CUNBDPRM_Layout _Roundtrip • .1.. .... (64) = CUNBDPRM_Layout _WinCompat • ..1. .... (32) = CUNBDPRM_Layout _ImpToImp • ...1 .... (16) = CUNBDPRM_Layout _Remove_Marks • .... 1... (8) = CUNBDPRM_Layout _Insert_Marks • .... .1.. (4) = CUNBDPRM_Layout _Streaming Example of Roundtrip and ImpToImp (or Logical to Logical): `L160` For long path equivalent setting, see CUN4BDPR_Layout_Options description.

Attribute name	Format key: b=buffer (S=source or T=target) x=attribute value	Possible attribute values	Description
Orientation	Obx	0-4	The direction of the text. Values: • 0 = ORIENTATION_LTR (Input/Output Default) • 1 = ORIENTATION_RTL • 2 = ORIENTATION_TTBLR • 3 = ORIENTATION_TTBRL • 4 = ORIENTATION _CONTEXTUAL The mappings between short form and long form are defined by BIDI_ORIENTATION in the interface definition file CUNBCIDF.
Context	Cbx	0-1	Contextual orientation when the orientation attribute is set to ORIENTATION_CONTEXTUAL. Values: • 0 = CONTEXT_LTR (Input/Output Default) • 1 = CONTEXT_RTL The mappings between short form and long form are defined by BIDI_CONTEXT in the interface definition file CUNBCIDF.
TypeofText	Tbx	0-2	Type of the text. Values: • 0 = TEXT_VISUAL (Output default) • 1 = TEXT_IMPLICIT (Input default) • 2 = TEXT_EXPLICIT The mappings between short form and long form are defined by BIDI_TEXT_TYPE in the interface definition file CUNBCIDF.
ImplicitAlg	Ibx	0-1	Implicit algorithm used in the source/target buffer. Values: • 0 = ALGOR_BASIC (Input/Output Default) • 1 = ALGOR_IMPLICIT The mappings between short form and long form are defined by BIDI_IMPALG in the interface definition file CUNBCIDF.

Attribute name	Format key: b=buffer (S=source or T=target) x=attribute value	Possible attribute values	Description
Swapping	Sbx	0-1	Specifies whether symmetric swapping is enabled. Values: • 0 = SWAPPING_NO (Output default) • 1 = SWAPPING_YES (Input default) The mappings between short form and long form are defined by BIDI_SWAPPING in the interface definition file CUNBCIDF.
Numerals	Nbx	0-3	How numerals are shaped. Values: • 0 = NUMERALS_NOMINAL (Input default. Output default in Hebrew locale.) • 1 = NUMERALS_NATIONAL • 2 = NUMERALS_CONTEXTUAL (Output default in Arabic locale) • 3 = NUMERALS_NONE The mappings between short form and long form are defined by BIDI_NUMERALS in the interface definition file CUNBCIDF.
TextShaping	Ebx	0-7	Specifies whether text to be shaped. Values: • 0 = TEXT_SHAPED (Output default in Arabic locale) • 1 = TEXT_NOMINAL (Input default, Output default in Hebrew locale) • 2 = TEXT_SHFORM1 • 3 = TEXT_SHFORM2 • 4 = TEXT_SHFORM3 • 5 = TEXT_SHFORM4 • 6 = TEXT_STANDARD • 7 = TEXT_COMPOSED The mappings between short form and long form are defined by BIDI_SHAPING in the interface definition file CUNBCIDF.
CheckMode	Hx	0-1	Level of Bidi checking (apply to both source and target). Values: • 0 = MODE_STREAM • 1 = MODE_EDIT (Input/Output default) The mappings between short form and long form are defined by BIDI_CHECKMODE in the interface definition file CUNBCIDF.

Attribute name	Format key: b=buffer (S=source or T=target) x=attribute value	Possible attribute values	Description
WordBreak	Wbx	0-1	Word break. Values: • 0 = WORD_BREAK • 1 = NO_BREAK (Input/Output default) The mappings between short form and long form are defined by BIDI_WORDBREAK in the interface definition file CUNBCIDF.
LamALefEdit	Fbx	0-5	LamAlef edit mode. Values: • 0 = LamAlefOn • 1 = LamAlefBegin • 2 = LamAlefResize • 3 = LamAlefNear • 4 = LamAlefAuto (Input/Output default) • 5 = LamAlefOff The mappings between short form and long form are defined by BIDI_LAMALEF in the interface definition file CUNBCIDF.
ArabicOneCell	Abx	0-1	Arabic one-cell shaping. Values: • 0 = ONECELL_SEEN (Input default. Output default for Hebrew locale.) • 1 = TWOCELL_SEEN (Output default for Arabic locale.) The mappings between short form and long form are defined by BIDI_ONECELL in the interface definition file CUNBCIDF.
TailMode	Mbx	0-1	Tail edit mode. Values: • 0 = NEW_TAIL • 1 = OLD_TAIL The mappings between short form and long form are defined by BIDI_TAIL in the interface definition file CUNBCIDF.
TashkeelMode	Kbx	0-4	Tashkeel edit mode. Values: • 0 = TashkeelBegin • 1 = TashkeelEnd • 2 = TashkeelReplaceWithTatweel • 3 = TashkeelResize • 4 = TashkeelIsolated The mappings between short form and long form are defined by BIDI_TASHKEEL in the interface definition file CUNBCIDF.

Attribute name	Format key: b=buffer (S=source or T=target) x=attribute value	Possible attribute values	Description
YehHamza	Ybx	0-1	YehHamza edit mode. Values: • 0 = ONECELL_YEHHAMZA (Input default. Output default for Hebrew locale.) • 1 = TWOCELL_YEHHAMZA (Output default for Arabic locale.) The mappings between short form and long form are defined by BIDI_YEHHAMZA in the interface definition file CUNBCIDF.

Handling a target buffer overflow

If the target buffer is too small, the conversion services will convert as many characters as will fit into the target buffer. When the service returns with the appropriate reason code for that situation, the source and target buffer pointers point to the byte following the last successfully converted source character (respectively inserted target character). Additionally, the source buffer length is updated to the number of bytes left unconverted in the source buffer and the target buffer length is updated to the number of bytes not yet consumed in the target buffer.

There are two ways in which a caller can respond to reason code CUN_RS_TRG_EXH (target buffer exhausted):

1. **Redo the conversion with a large enough target buffer:**

   Repeat the conversion with a target buffer large enough to hold at least the maximum possible amount of target string bytes. To accomplish the necessary 'worst case' calculation, the caller has to take into account the number of source bytes to be converted and the nature of the CCSIDs involved (in terms of minimum possible source character width, maximum possible target character width, and possible shift-in/shift-out character sequences, or sub table switch control bytes). Such a 'worst case size' target buffer will prevent the occurrence of the reason code CUN_RS_TRG_EXH (target buffer exhausted).

   The following table lists the minimum and maximum character widths of the different encoding schemes:

Table 6. Minimum and maximum character widths of the different encoding schemes

Encoding scheme	ESID	Minimum Character Width	Maximum Character Width	Rationale
SBCS	x1xx	1	1	pure single byte
DBCS and UCS-2	x2xx	2	2	pure double byte
UTF-8	7807	1	4	UTF-8 uses 1 to 4 bytes to encode Unicode characters
PC MBCS	2300 to 3300	1	2	PC MBCS encodings always use one SBCS and one DBCS code page

Table 6. Minimum and maximum character widths of the different encoding schemes (continued)

Encoding scheme	ESID	Minimum Character Width	Maximum Character Width	Rationale
EUC MBCS	4403	1	2 - 4	EUC encodings use at least one SBCS and at least one DBCS sub code page. If more than two sub code pages are used, shift characters are inserted for characters of the third and fourth sub code page. Then the maximum width is 2 + 1 = 3. Some EUC encodings use TBCS (triple byte) code pages as the third sub code page (this case is not yet supported). Then the maximum width is 3 + 1 = 4.
EBCDIC MBCS	1301	1	3	EBCDIC MBCS encodings always use one SBCS and one DBCS sub code page. Because switching between them is done with shift characters the maximum width is 2 + 1 = 3.
ISO2022 MBCS JP and ISO2022 MBCS JP-1	5404	1	5 - 6	ISO2022 MBCS JP encodings always use at least one SBCS and at least one DBCS sub code page. Most ISO2022-JP encodings use an escape sequence of 4 characters for at least one of the DBCS sub code pages. Thus, we get 2 + 4 = 6. In one case, the escape sequence is only 3 characters long. In that case, we get 2 + 3 = 5.
ISO2022 MBCS KR	5409	1	6 - 7	ISO2022 MBCS KR encodings always use one or two SBCS sub code pages or one SCBS sub code page and one DBCS sub code page. Furthermore they use one designator sequence of length 4 before the first occurrence of a character of sub code page 2 and shift characters to switch between the sub code pages. Thus we get: (1 or 2) + 4 + 1 = (6 or 7).
PC Data for GB 18030	2A00	1	4	S-ch PC Data mixed for GB 18030.
QBCS	2900	4	4	S-ch 4 bytes part PC Data for GB 18030 (Fixed UCS2 Subset).

2. **Do the conversion piece-by-piece:**

   Save the target buffer characters already converted. Provide a new target buffer and call the conversion service again without modifying CUNBCPRM_Src_Buf_Len and CUNBCPRM_Src_Buf_Ptr to make sure that the conversion continues where it has been interrupted. This follow-on step may have to be repeated several times until all source bytes are converted. The completion of the conversion is indicated by return code CUN_RC_OK (Return code=0). Concatenate the individual conversion results to form the complete converted string.

Using the piece-by-piece method is not recommended when using the B technique. The B technique requires complete input to get correct results. You can use the piece-by-piece technique when using the extended bidi support with Layout_Streaming.

Sample programs

Sample programs for character conversion are provided in SYS1.SAMPLIB:

- CUNSCSMC for C.
- CUNSCSMA for HLASM.
- CUNSISM7 shows how to invoke the extended bidi support using C.
- CUNSISM8 shows how to implement the Open Group's bidi support using Unicode Services extended bidi support.

Chapter 4. Case conversion

This information describes the programming required for the case conversion services.

Case conversion is also referred to as 'conversion to upper or lower case'. The case conversion services are called using a stub routine named **CUNLASE** for AMODE (31) and **CUN4LASE** for AMODE (64). It converts the case in a string of text characters.

Unicode Services supports the following types of casing:

- Upper mapping:
  - Simple case to upper mapping (where string lengths do not change) based on Unicode data file only.
  - Special case to upper mapping (where string lengths may change) with or without additional information provided by a locale.
- Lower mapping:
  - Simple case to lower mapping (where string lengths do not change) based on Unicode data file only.
  - Special case to lower mapping (where string lengths may change) with or without additional information provided by a locale.
- Title case:
  - Simple title case (where string lengths do not change).
  - Special title case mapping (where string lengths may change) with or without additional information provided by a locale.

Unicode case conversion is described in the Unicode standard at http://www.unicode.org/. Case conversion rules are summarized in the two tables **UnicodeData.txt** and **SpecialCasing.txt** which are available from the same web site.

To activate case conversion, specify the CASE control statement in the input data set for the image generator (job CUNMIUTL). For detailed information, see "Creating a conversion image" on page 276 and "Case conversion" on page 288.

The case conversion environment can also be dynamically activated when a conversion request is performed and the requested conversion has not been previously loaded.

Calling the case conversion services

This is a general description of how the case conversion services have to be called.

The 31 bit caller has to provide:

- Source buffer pointer (31-bit pointer), ALET (4 byte), and length (8 byte)
- Target buffer pointer (31-bit pointer), ALET (4 byte), and length (8 byte)
- Dynamic data area pointer (31 bit pointer), ALET (4 byte), and length (8 byte)
- Conversion type (or case conversion handle in subsequent calls)
  - Simple casing to upper or to lower

  - Locale independent special casing to upper or to lower
  - Locale dependent special casing to upper or to lower
- Flags

The 64-bit caller has to provide:
- Source buffer pointer (64 bit pointer), ALET (4 byte), and length (8 byte)
- Target buffer pointer (64 bit pointer), ALET (4 byte), and length (8 byte)
- Dynamic data area pointer (64 bit pointer), ALET (4 byte), and length (8 byte)
- Conversion type (or case conversion handle in subsequent calls)
  - Simple casing to upper or to lower
  - Locale independent special casing to upper or to lower
  - Locale dependent special casing to upper or to lower
- Flags

Note: A dynamic data area (DDA) must always be specified. The required length is defined by constant CUNBAPRM_DDA_Req for AMODE (31) and CUN4BAPR_DDA_Req for AMODE (64).

When the service returns, it replaces the source and target buffer pointers and lengths. Thus the caller can see how many bytes were converted and how much of the target buffer is filled up. Return codes and reason codes notify when a target buffer overflow was detected or any other critical case happened.

The conversion type is given initially. A call always returns a case conversion handle which is a fast path for the conversion services to the case conversion table and its properties. In subsequent calls, IBM recommends that you provide the case conversion handle. If the caller wants to request the case conversion handle without converting any data, it can be done by specifying a source buffer length of 0.

The caller can put the conversion data in any dataspace. To allow the service to access the data, an ALET must be specified. An ALET of 0 indicates that the data is in the primary address space.

Restrictions for the calling environment

Table 7. Restrictions while calling the case conversion services

Property	**Restriction**
Authorization	Problem state or supervisor state, and any PSW key
Dispatchable unit mode	Task or SRB
Cross memory mode	Any PASN, any HASN, any SASN
Amode	31-bit and 64-bit
ASC mode	Called in primary mode but exploiting AR mode
Interrupt status	Enabled for I/O and external interrupts
locks	May be held by the caller, but is not required to hold any
Control parameters	Must be in the primary address space
Recovery environment	Provided exclusively by the caller of the conversion services

Using the C interface

This is the call syntax in C for calling the stub routine **CUNLASE** (case conversion). The mapping of the parameter area supplied by the header file cunhc.h is listed in "Mapping of parameters in C." A sample program, CUNSASMC, is provided in SYS1.SAMPLIB.

```
#include<cunhc.h>
#define SLEN 1000
#define TLEN 4096
.....
unsigned char Sourcebuffer [SLEN ];
unsigned char Targetbuffer [TLEN ];
unsigned char DDA [CUNBAPRM_DDA_REQ ];

CUNBAPRM myparm ={CUNBAPRM_DEFAULT};
myparm.Src_Buf_Ptr=Sourcebuffer;
myparm.Targ_Buf_Ptr=Targetbuffer;
myparm.Targ_Buf_Len=TLEN;
myparm.Src_Buf_Len=SLEN;
myparm.DDA_Buf_Ptr=DDA;
myparm.DDA_Buf_Length=CUNBAPRM_DDA_REQ;
Myparm.Conv_Type=CUNBAPRM_TO_UPPER;
CUNLASE ( & myparm );
if((myparm.Return_Code !=CUN_RC_OK)......
```

Mapping of parameters in C

A C header file is supplied (cunhc.h) which contains the function prototypes for the case conversion services. The following structure is used in the interface to the case conversion service.

31-bit mapping

```
typedef struct tagCUNBAPRM {
long          Version;              /* Structure version number    */
long          Length;               /* Length of  structure        */
long          Res1;                 /* Reserved                    */
void   *      Src_Buf_Ptr;          /* Pointer to Source           */
unsigned long Src_Buf_ALET;         /* ALET of source buffer       */
unsigned long Src_Buf_Len;          /* Length of source data       */
long          Res2;                 /* Reserved                    */
void   *      Targ_Buf_Ptr;         /* Pointer to Target           */
unsigned long Targ_Buf_ALET;        /* ALET of target buffer       */
unsigned long Targ_Buf_Len;         /* Length of target buffer     */
char          Conv_Handle[64];      /* conversion handle           */
unsigned char Conv_Type;            /* conversion type             */
char          Res3[3];              /* Reserved                    */
char          Locale[32];           /* LOCALE                      */
long          Res4;                 /* Reserved                    */
void   *      DDA_Buf_Ptr;          /* Pointer to dynamic data area*/
unsigned long DDA_Buf_ALET;         /* ALET of DDA                 */
unsigned long DDA_Buf_Len;          /* Length of DDA               */
 struct {
  int          Inv_Handle      : 1,  /* Invalid handle action:      */
                                     /* 0 = Terminate with error    */
                                     /* 1 = Get new handle and      */
               Not_Last_Buf    : 1,  /* Buffer contains last        */
                                     /* Source Character            */
                                     /* 0 = Src_Buffer is last/only */
                                     /* Buffer of complete src data */
                                     /* 1 = Another buffer follows  */
               Page_Fix        : 1,  /* Page fixing:                */
                                     /* 0=System storage            */
                                     /* 1=Page Fixing.              */
```

```
                              : 5;
 } Flag1;                           /* FLAG Byte 1 set by caller   */
struct {
 int           Locale_Support  : 1,  /* Locale support:             */
                                    /* When RC/RS <> 8/4 meaning:  */
                                    /* 0 = Locale supported        */
                                    /* When RC/RS = 8/4 meaning:   */
                                    /* 1 = Invalid Locale name     */
                                    /* When RC/RS <> 8/4 meaning:  */
                                    /* 1 = Locale Not supported    */
                                    /* (locale name is valid)      */
                               : 7; /* Padding                     */
 } Flag2;                           /* Flag2 - set by the service  */
unsigned char  Res5[2];             /* Reserved                    */
long           Return_Code;
long           Reason_Code;
unsigned char  Res6[3];             /* Reserved                    */
unsigned char UniVersion;           /* Unicode Data version        */
} CUNBAPRM;
```

Note: C constants for the parameter area are defined in the header file cunhc.h.

64-bit mapping

```
typedef struct tagCUN4BAPR {
unsigned int   Version;             /* Structure version number    */
unsigned int   Length;              /* Length of  structure        */
void   *       Src_Buf_Ptr;         /* Pointer to Source           */
unsigned int   Src_Buf_ALET;        /* ALET of source buffer       */
unsigned int   Res1;                /* Reserved                    */
unsigned long  Src_Buf_Len;         /* Length of source data       */
void   *       Targ_Buf_Ptr;        /* Pointer to Target           */
unsigned int   Targ_Buf_ALET;       /* ALET of target buffer       */
unsigned int   Res2;                /* Reserved                    */
unsigned long  Targ_Buf_Len;        /* Length of target buffer     */
char           Conv_Handle[64];     /* conversion handle           */
char           Conv_Type;           /* conversion type             */
char           Res3[7];
char           Locale[32];          /* LOCALE                      */
void   *       DDA_Buf_Ptr;         /* Pointer to dynamic data area*/
unsigned int   DDA_Buf_ALET;        /* ALET of DDA                 */
unsigned int   DDA_Buf_Len;         /* Length of DDA               */
struct {
 int           Inv_Handle      : 1,  /* Invalid handle action:      */
                                    /* 0 = Terminate with error    */
                                    /* 1 = Get new handle and      */
               Not_Last_Buf    : 1,  /* Buffer contains last        */
                                    /* Source Character            */
                                    /* 0 = Src_Buffer is last/only */
                                    /* Buffer of complete src data */
                                    /* 1 = Another buffer follows  */
               Page_Fix        : 1,  /* Page fixing:                */
                                    /* 0=System storage            */
                                    /* 1=Page Fixing.              */
                              : 5;  } Flag1;
                                    /* FLAG Byte 1 set by caller   */
 struct {
  int          Locale_Support  : 1,  /* Locale support:             */
                                    /* When RC/RS <> 8/4 meaning:  */
                                    /* 0 = Locale supported        */
                                    /* When RC/RS = 8/4 meaning:   */
                                    /* 1 = Invalid Locale name     */
                                    /* When RC/RS <> 8/4 meaning:  */
                                    /* 1 = Locale Not supported    */
                                    /* (locale name is valid)      */
                               : 7; /* Padding                     */
 } Flag2;                           /* Flag2 - set by the service  */
```

```
 unsigned char  Res5[2];             /* Reserved                   */
 int            Return_Code;
 int            Reason_Code;
 unsigned char  Res6[3];             /* Reserved                   */
 unsigned char UniVersion;           /* Unicode Data version       */
} CUN4BAPR;
```

Using the HLASM interface

This is the call syntax in HLASM for calling the stub routine **CUNLASE** (case conversion for 31-bit callers) and **CUN4LASE** (case conversion for 64-bit callers). A sample program, CUNSASMA, is provided in SYS1.SAMPLIB.

For AMODE (31)

```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7--
         GETMAIN ........           Obtain storage for parameter area
*                                   in primary address space.
         LR    R4,R1                Save parameter area address
         USING CUNBAPRM,R4          Make parameter area addressable
         XC    CUNBAPRM,CUNBAPRM    Init PARAMETER AREA TO BINARY 0
         LA    R15,CUNBAPRM_VER     Get Version
         ST    R15,CUNBAPRM_VERSION Store to parameter area
         LA    R15,CUNBAPRM_LEN     Initialize Length
         ST    R15,CUNBAPRM_LENGTH  Move to parameter area
         LA    R0,CUNBAPRM_TO_UPPER  Get conversion type
         STC   R0,CUNBAPRM_CONV_TYPE Store to parameter area
*
*        Supply source buffer pointer, length and ALET.
*        Supply target buffer pointer, length and ALET.
*        Supply DDA buffer pointer, length and ALET.
*        Note: A DDA is always required. The required DDA length is
*        defined by constant CUNBAPRM_DDA_REQ.
*
*        Fill all required fields of the parameter area.
         CALL  CUNLASE,((R4))  Call stub routine with CUNBAPRM
*                              address as argument.
         CUNBAIDF DSECT=YES    Provide Mappings (CUNBAPRM, return and
*                              reason codes, constants for version
*                              and length).
```

For AMODE (64)

```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7--
         GETMAIN ........           Obtain storage for parameter area
*                                   in primary address space
         LR    R4,R1                Save parameter area address
         USING CUN4BAPR,R4          Make parameter area addressable
         XC    CUN4BAPR,CUN4BAPR    Init PARAMETER AREA TO BINARY 0
         LA    R15,CUN4BAPR_VER     Get Version
         ST    R15,CUN4BAPR_VERSION Version Store to parameter area
         LA    R15,CUN4BAPR_LEN     Initialize Length
         ST    R15,CUN4BAPR_LENGTH  Move to parameter area
         LA    R0,CUN4BAPR_TO_UPPER  Get conversion type
         ST    R0,CUN4BAPR_CONV_TYPE Store to parameter area
*
*        Supply source buffer pointer, length and ALET.
*        Supply target buffer pointer, length and ALET.
*        Supply DDA buffer pointer, length and ALET.
*        Note: A DDA is always required. The required DDA length is
*        defined by constant CUN4BAPR_DDA_REQ.
*        Set flags
*
*        CALL CUN4LASE,((R4))  Call stub routine with CUN4BAPR
*                              address as argument.
```

```
*        CUN4BAID DSECT=YES    Provide Mappings (CUN4BAPR, return and
*                              reason codes, constants for version
*                              and length).
```

Mapping of parameters for AMODE (31)

The mapping of the parameter areas is supplied by the interface definition file CUNBAIDF. This file is shipped in the SYS1.MACLIB data set, and contains the length of each parameter and any boundary alignment that may be necessary.

Table 8. Mapping of parameters in HLASM for case conversion AMODE (31)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
0	(0)	STRUCTURE	168	DWORD	CUNBAPRM	Parameter Area
0	(0)	UNSIGNED	4		CUNBAPRM_Version	Parameter Area VERSION
4	(4)	UNSIGNED	4		CUNBAPRM_Length	Parameter area Length
8	(8)	CHARACTER	4		*	Reserved for 64 bit
12	(C)	ADDRESS	4		CUNBAPRM_Src_Buf_Ptr	Source buffer pointer
16	(10)	UNSIGNED	4		CUNBAPRM_Src_Buf_ALET	Source buffer ALET
20	(14)	UNSIGNED	4		CUNBAPRM_Src_Buf_Len	Source buffer length
24	(18)	CHARACTER	4		*	Reserved for 64 bit
28	(1C)	ADDRESS	4		CUNBAPRM_Targ_Buf_Ptr	Target buffer pointer
32	(20)	UNSIGNED	4		CUNBAPRM_Targ_Buf_ALET	Target buffer ALET
36	(24)	UNSIGNED	4		CUNBAPRM_Targ_Buf_Len	Target buffer length
40	(28)	CHARACTER	64	DWORD	CUNBAPRM_Conv_Handle	Conversion handle
104	(68)	UNSIGNED	1		CUNBAPRM_Conv_Type	Conversion Type
105	(69)	CHARACTER	3		*	Reserved
108	(6C)	CHARACTER	32		CUNBAPRM_Locale	Locale info
140	(8C)	CHARACTER	4		*	Reserved for 64 bit
144	(90)	ADDRESS	4	DWORD	CUNBAPRM_DDA_Buf_Ptr	Dynamic data area pointer
148	(94)	UNSIGNED	4		CUNBAPRM_DDA_Buf_ALET	Dynamic data area ALET
152	(98)	UNSIGNED	4		CUNBAPRM_DDA_Buf_Len	Dynamic data area length as defined by constant CUNBAPRM_DDA_Req.
156	(9C)	BITSTRING	1		CUNBAPRM_Flag1	FLAG Byte 1 set by caller

156	(9C)	`1... ....`	1		CUNBAPRM_Inv_Handle	Invalid handle action:
						`0=TERMINATE WITH ERROR`
						`1=GET NEW HANDLE AND CONTINUE.`

156	(9C)	`.1.. ....`	1		CUNBAPRM_Not_Last_Buf	Buffer contains last src char: • 0=Src_Buffer is last or only buffer of complete src data. • 1=Another buffer follows.

156	(9C)	`..1. ....`	1		CUNBAPRM_Page_Fix	Page fixing:
						`0=System storage`
						`1=Page Fixing`

157	(9D)	UNSIGNED	1		CUNBAPRM_Flag2	FLAG Byte 2 (Set by caller)

Table 8. Mapping of parameters in HLASM for case conversion AMODE (31) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
		1...	..		CUNBAPRM_Locale_Support	Locale support: When RC/RS <> 8/4 meaning: 0 = Locale supported When RC/RS = 8/4 meaning: 1 = Invalid Locale name When RC/RS <> 8/4 meaning: 1 = Locale Not supported (locale name is valid)
158	(9E)	CHARACTER	2		*	Reserved
160	(A0)	CHARACTER	8	WORD	CUNBAPRM_RC_RS	Return/reason code
		UNSIGNED	4		CUNBAPRM_Return_Code	Return code
		UNSIGNED	4		CUNBAPRM_Reason_Code	Reason code
168	(A8)	CHARACTER	3		*	Reserved
171	(AB)	CHARACTER	8		CUNBAPRM_UniVersion	Unicode Data Version
179	(B3)		0	WORD	CUNBAPRM_End	End of CUNBAPRM

Description of parameters in area CUNBAPRM

This description applies to C and HLASM.

CUNBAPRM_Version - set by caller
Specifies the version of the parameter area. This field must be initialized for the first call to stub routine CUNLASE using the constant CUNBAPRM_Version that is supplied by the interface definition file CUNBAIDF.

As of V1R9 and later releases, new parameter area is supported. If CUNBAPRM_Version is set to CUNBAPRM_Ver2, new CASE service features might be exploited:

- Exploit “Tittle Case” features (See CUNBAPRM_Conv_Type)
- Use specific Unicode character version (See CUNBAPRM_UniVersion)

CUNBAPRM_Length - set by caller
Specifies the length of the parameter area. HLASM users must initialize this field for the first call to CUNLASE using the constant CUNBAPRM_length which is supplied by the interface definition file CUNBAIDF.

CUNBAPRM_Src_Buf_Ptr - set by caller, updated by service
Specifies the beginning address of a string of text characters which are to be converted. The string has the length specified in the CUNBAPRM_Src_Buf_Len parameter. At the completion of the conversion, CUNBAPRM_Src_Buf_Ptr will be updated to point just past the last character that was successfully converted, and CUNBAPRM_Src_Buf_Len will be updated to reflect the number of bytes left unconverted. If all bytes are converted, CUNBAPRM_Src_Buf_Len will be zero.

Note: Source buffer pointed by CUNBAPRM_Src_Buf_Ptr must contain UTF-16 BE characters format only. Otherwise, CASE Conversion Service will cause unpredictable results.

CUNBAPRM_Src_Buf_ALET - set by caller
Specifies the ALET to be used, if the source buffer addressed by CUNBAPRM_Src_Buf_Ptr resides in a different address or data space.

CUNBAPRM_Src_Buf_Len - set by caller
Specifies the length in bytes of the string in the source buffer, addressed by CUNBAPRM_Src_Buf_Ptr, to be converted. The source buffer length may be zero. In this case, nothing is converted but the CUNBAPRM_Conv_Handle is returned. This may be used to request a handle without converting.

CUNBAPRM_Targ_Buf_Ptr - set by caller
Specifies the beginning address of an area of storage where the converted text string will be stored. At the completion of the conversion, CUNBAPRM_Targ_Buf_Ptr will point just past the last character stored, and CUNBAPRM_Targ_Buf_Len will be updated to indicate the number of bytes not yet consumed in the buffer.

CUNBAPRM_Targ_Buf_ALET - set by caller
Specifies the ALET to be used, if the target buffer addressed by CUNBAPRM_Targ_Buf_Ptr resides in a different address or data space.

CUNBAPRM_Targ_Buf_Len - set by caller
Specifies the length in bytes of the target buffer addressed by CUNBAPRM_Targ_Buf_Ptr.

CUNBAPRM_Conv_Handle - set by conversion service
Specifies the handle to the case conversion tables. If a handle is present, it will be used, otherwise the CUNBAPRM_Conv_Type and CUNBAPRM_UniVersion (if provided) parameters are used and a case conversion handle is returned in CUNBAPRM_Conv_Handle. Subsequent calls to stub routine CUNLASE, requesting the same conversion, will be faster because the handle is used and CUNBAPRM_Conv_Type does not need to be recomputed.

Note: For the first call to stub routine CUNLASE, CUNBAPRM_Conv_Handle must be set to binary zero X'00'.

CUNBAPRM_Conv_Type - set by caller
Specifies the conversion direction as defined by the following constants:

Constant	Description
CUNBAPRM_To_Upper	Converts to upper case, includes simple casing only
CUNBAPRM_To_Lower	Converts to lower case, includes simple casing only
CUNBAPRM_To_Upper_S	Converts to upper case, includes locale independent special casing
CUNBAPRM_To_Lower_S	Converts to lower case, includes locale independent special casing
CUNBAPRM_To_Upper_L	Converts to upper case, includes locale dependent and independent special casing
CUNBAPRM_To_Lower_L	Converts to lower case, includes locale dependent and independent special casing
CUNBAPRM_To_Title	Converts to title case, includes simple casing only

Constant	Description
CUNBAPRM_To_Title_S	Converts to title case, includes locale independent special casing
CUNBAPRM_To_Title_L	Converts to title case, includes locale dependent and independent special casing

Conversion types CUNBAPRM_To_Title, CUNBAPRM_To_Title_S and CUNBAPRM_To_Title_L can be used only if CUNBAPRM_Version is set to CUNBAPRM_Ver2 and if CUNBAPRM_UniVersion is not set to one of the following:

- CUNBAPRM_NONE
- CUNBAPRM_UNI300

Other valid Unicode data versions can use those case conversion types.

CUNBAPRM_Locale - set by caller
Specifies the locale information to be used when the locale dependent special casing is specified (Conv_Type = CUNBAPRM_TO_UPPER_L, CUNBAPRM_TO_LOWER_L or CUNBAPRM_To_Title_L). The locale can use the form *LL_CC* where

- *LL*is a two-letter language code (for example ***tr*** for Turkish).
- *CC* is a two-letter country code (for example ***TR*** for Turkey).

Note: LL and CC are not case sensitive. All input will be folded to uppercase. However, when specifying locale names in lower case, a non-Katakana EBCDIC CCSID must be used.

If the locale name is not specified, only locale independent special casing will be performed.

If the locale name specified is not supported, the case conversion service will return with RC=CUN_RC_USER_ERROR, RS=CUN_RS_CASE_NOT_SUPP.

CUNBAPRM_DDA_Buf_Ptr - set by caller
Specifies the beginning address of an area of storage that the conversion service is using internally as dynamic data area.

Note: CUNBAPRM_DDA_Buf_Ptr must be double-word boundary.

CUNBAPRM_DDA_Buf_ALET - set by caller
Specifies the ALET to be used if the dynamic data area addressed by CUNBAPRM_DDA_Ptr resides in a different address or data space.

CUNBAPRM_DDA_Buf_Len - set by caller
Specifies the length in bytes of the dynamic data area addressed by CUNBAPRM_DDA_Ptr.

Note: If CUNBAPRM_Version is set to CUNBAPRM_Ver2, you must set CUNBAPRM_DDA_Buf_Len to CUNBAPRM_DDA_Req_Ver2.

CUNBAPRM_Flag1 - set by caller

Bit position	Name
`1xxx xxxx`	CUNBAPRM_Inv_Handle
`x1xx xxxx`	CUNBAPRM_Not_Last_Buf
`xx1x xxxx`	CUNBAPRM_Page_Fix

CUNBAPRM_Inv_Handle
Specifies the action to be taken when the case conversion handle is invalid.

- **0**: Indicates that the conversion is to be terminated with an error.
- **1**: Indicates that the conversion is to be done with a new handle created by the conversion service and put into CUNBAPRM_Conv_Handle.

CUNBAPRM_Not_Last_Buf
Specifies whether the source buffer contains the last or only part of the complete source data, or whether the next call to the case converter will supply a subsequent part of the source data.

- **0**: Indicates that the source buffer contains the last or only part of the source data.
- **1**: Indicates that another buffer with more source characters will be supplied with the subsequent call to case conversion.

CUNBAPRM_Page_Fix
If the requested conversion is not currently loaded in memory, this flag indicates if it should be loaded in page-fixed memory.

- **0**: Indicates use of system storage management.
- **1**: Indicates use of page fixing.

Note: CUNBAPRM_Page_Fix applies to callers that run from Key 0 to Key 7 only. Callers with other keys (8-F) cannot exploit PAGE FIX storage in the Unicode Data Space.

CUNBAPRM_Flag2 - set by conversion service

Bit position	Name
`1xxx xxxx`	CUNBAPRM_Locale_Support

CUNBAPRM_Locale_Support
Indicates to the caller whether the locale provided by CUNBAPRM_Locale was supported, not supported or invalid.

- **Locale Supported:** CUNBAPRM_Locale content matches one of the locale names (See CUNBAPRM_Locale for a list of supported locales).
- **Locale Invalid:** CUNBAPRM_Locale content does not match any of the locale names from “Locales supported for case service” on page 513.
- **Locale NOT supported:** CUNBAPRM_Locale_Support content matches one of the locale names for Case service support list (See “Locales supported for case service” on page 513.

Terms	CUNBAPRM_Locale_Support Value	Description
Supported	0	When Return/Reason Code is *not* set to `CUN_RC_USER_ERR/ CUN_RS_CASE_NOT_SUPP` This means that the locale is supported. For any other Return/Reason Code, the flag might be set, but it is not related with a locale handling error.
Invalid	1	Return/Reason Code is set to `CUN_RC_USER_ERR/ CUN_RS_CASE_NOT_SUPP` This means that the Locales name is not valid, and Case Services returns to the caller.
NOT supported	1	When Return/Reason Code is not set to `CUN_RC_USER_ERR/ CUN_RS_CASE_NOT_SUPP` This means that locale is *not* supported; however, conversion continues. For any other Return/Reason Code, the flag might be set, but it is not related with a locale handling error.

Note: Result of this CUNBAPRM_Locale_Support flag is meaningful when callers request a Case Locale type only, that is, CUNBAPRM_To_Upper_L or CUNBAPRM_To_Lower_L. Any other case type (for example, CUNBAPRM_To_Upper, CUNBAPRM_To_Lower, and so on) in combination with this flag is *not* meaningful.

CUNBAPRM_RC_RS
Specifies a structure that can be used to access CUNBAPRM_Return_Code and CUNBAPRM_Reason_Code as one unit.

CUNBAPRM_Return_Code - set by conversion service
Specifies the return code.

CUNBAPRM_Reason_Code - set by conversion service
Specifies the reason code.

CUNBAPRM_UniVersion - set by caller
Specifies the Unicode data version. This field is meaningful for the case conversion service, only if CUNBAPRM_Version is set to CUNBAPRM_Ver2. Valid values are:

- CUNBAPRM_NONE (DEFAULT), 3.0.0. Unicode data version is requested.
- CUNBAPRM_UNI300, 3.0.0 Unicode data version is requested.
- CUNBAPRM_UNI301, 3.0.1 Unicode data version is requested.
- CUNBAPRM_UNI320, 3.2.0 Unicode data version is requested.
- CUNBAPRM_UNI401, 4.0.1 Unicode data version is requested.
- CUNBAPRM_UNI410, 4.1.0 Unicode data version is requested.
- CUNBAPRM_UNI500, 5.0.0 Unicode data version is requested.

- CUNBAPRM_UNI600, 6.0.0 Unicode data version is requested.

Mapping of parameters for AMODE (64)

The mapping of the parameter areas is supplied by the interface definition file CUN4BAID. This file is shipped in the SYS1.MACLIB data set, and contains the length of each parameter and any boundary alignment that may be necessary.

Table 9. Mapping of parameters in HLASM for case conversion AMODE (64)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
0	(0)	STRUCTURE	192	DWORD	CUN4BAPR	Parameter Area
0	(0)	UNSIGNED	4		CUN4BAPR_Version	Parameter Area VERSION
4	(4)	UNSIGNED	4		CUN4BAPR_Length	Parameter area Length
8	(8)	ADDRESS	8		CUN4BAPR_Src_Buf_Ptr	Source buffer pointer
16	(10)	UNSIGNED	4		CUN4BAPR_Src_Buf_ALET	Source buffer ALET
20	(14)	UNSIGNED	4		*	Reserved
24	(18)	UNSIGNED	8		CUN4BAPR_Src_Buf_Len	Source buffer length
32	(20)	ADDRESS	8		CUN4BAPR_Targ_Buf_Ptr	Target buffer pointer
40	(28)	UNSIGNED	4		CUN4BAPR_Targ_Buf_ALET	Target buffer ALET
44	(2C)	UNSIGNED	4		*	Reserved for 64 bit
48	(30)	UNSIGNED	8		CUN4BAPR_Targ_Buf_Len	Target buffer length
56	(38)	CHARACTER	64	DWORD	CUN4BAPR_Conv_Handle	Conversion handle
120	(78)	UNSIGNED	1		CUN4BAPR_Conv_Type	Conversion Type
121	(79)	CHARACTER	7		*	Reserved
128	(80)	CHARACTER	32		CUN4BAPR_Locale	Language locale used for case conversion
160	(A0)	ADDRESS	8	DWORD	CUN4BAPR_DDA_Buf_Ptr	Dynamic data area pointer
168	(A8)	UNSIGNED	4		CUN4BAPR_DDA_Buf_ALET	Dynamic data area ALET
172	(AC)	UNSIGNED	4		CUN4BAPR_DDA_Buf_Len	Dynamic data area length as defined by constant CUN4BAPR_DDA_Req.
176	(B0)	BITSTRING	1		CUN4BAPR_Flag1	FLAG Byte 1 set by caller

176	(B0)	`1... ....`	1		CUN4BAPR_Inv_Handle	Invalid handle action:
						`0=TERMINATE WITH ERROR.`
						`1=GET NEW HANDLE AND CONT.`

176	(B0)	`.1.. ....`	1		CUN4BAPR_Not_Last_Buf	Buffer contains last src char • 0=SRC_BUFFER IS LAST OR ONLY PART OF COMPLETE SRC DATA. • 1=ANOTHER BUFFER FOLLOWS.

176	(B0)	`..1. ....`	1		CUN4BAPR_Page_Fix	Page fixing:
						`0=System storage`
						`1=Page Fixing`

177	(B1)	UNSIGNED	1		CUN4BAPR_Flag2	FLAG Byte 2 (Set by caller)

Table 9. Mapping of parameters in HLASM for case conversion AMODE (64) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details

		1...	..		CUN4BAPR_Locale_Support	`Locale support:`
						`When RC/RS <> 8/4 meaning:`
						`0 = Locale supported`
						`When RC/RS = 8/4 meaning:`
						`1 = Invalid Locale name`
						`When RC/RS <> 8/4 meaning:`
						`1 = Locale Not supported`
						`(locale name is valid)`

178	(B2)	CHARACTER	2		*	Reserved
180	(B4)	CHARACTER	8	WORD	CUN4BAPR_RC_RS	Return/reason code
		UNSIGNED	4		CUN4BAPR_Return_Code	Return code
		UNSIGNED	4		CUN4BAPR_Reason_Code	Reason code
188	(BC)	CHARACTER	3		*	Reserved
191	(BF)	CHARACTER	1		CUN4BAPR_UniVersion	Unicode Data Version
192	(C0)		0	WORD	CUN4BAPR_End	End of CUN4BAPR

Description of parameters in area CUN4BAPR

This description applies to C and HLASM.

CUN4BAPR_Version - set by caller

Specifies the version of the parameter area. This field must be initialized for the first call to stub routine CUNLASE using the constant CUN4BAPR_Version that is supplied by the interface definition file CUN4BAID.

As of V1R9 and later releases, the new parameter area is supported. If CUN4BAPR_Version is set to CUN4BAPR_Ver2, new CASE service features might be exploited:

- Exploit "Tittle Case" features (See CUN4BAPR_Conv_Type)
- Use specific Unicode character version (See CUN4BAPR_UniVersion)

CUN4BAPR_Length - set by caller

Specifies the length of the parameter area. HLASM users must initialize this field for the first call to CUNLASE using the constant CUN4BAPR_length which is supplied by the interface definition file CUN4BAID.

CUN4BAPR_Src_Buf_Ptr - set by caller, updated by service

Specifies the first eight bytes of address of a string of text characters which are to be converted. The string has the length specified in the CUN4BAPR_Src_Buf_Len parameter. At the completion of the conversion, CUN4BAPR_Src_Buf_Ptr will be updated to point just past the last character that was successfully converted, and CUN4BAPR_Src_Buf_Len will be updated to reflect the number of bytes left unconverted. If all bytes are converted, CUN4BAPR_Src_Buf_Len will be zero.

Note: Source buffer pointed by CUN4BAPR_Src_Buf_Ptr must contain UTF-16 BE characters format only. Otherwise, CASE Conversion Service will cause unpredictable results.

CUN4BAPR_Src_Buf_ALET - set by caller
Specifies the ALET to be used if the source buffer addressed by CUN4BAPR_Src_Buf_Ptr resides in a different address or data space.

CUN4BAPR_Src_Buf_Len - set by caller
Specifies the length in bytes of the string in the source buffer, addressed by CUN4BAPR_Src_Buf_Ptr, to be converted. The source buffer length may be zero. In this case, nothing is converted but the CUN4BAPR_Conv_Handle is returned. This may be used to request a handle without converting.

CUN4BAPR_Targ_Buf_Ptr - set by caller
Specifies the first eight bytes of address of an area of storage where the converted text string will be stored. At the completion of the conversion, CUN4BAPR_Targ_Buf_Ptr will point just past the last character stored, and CUN4BAPR_Targ_Buf_Len will be updated to indicate the number of bytes not yet consumed in the buffer.

CUN4BAPR_Targ_Buf_ALET - set by caller
Specifies the ALET to be used if the target buffer addressed by CUN4BAPR_Targ_Buf_Ptr resides in a different address or data space.

CUN4BAPR_Targ_Buf_Len - set by caller
Specifies the length in bytes of the target buffer addressed by CUN4BAPR_Targ_Buf_Ptr.

CUN4BAPR_Conv_Handle - set by conversion service
Specifies the handle to the case conversion tables. If a handle is present, it will be used, otherwise the CUN4BAPR_Conv_Type and CUN4BAPR_UniVersion (if provided) parameters are used and a case conversion handle is returned in CUN4BAPR_Conv_Handle. Subsequent calls to stub routine CUN4LASE, requesting the same conversion, will be faster because then the handle is used and CUN4BAPR_Conv_Type does not need to be recomputed..

Note: For the first call to stub routine CUNLASE, CUN4BAPR_Conv_Handle must be set to binary zero X'00'.

CUN4BAPR_Conv_Type - set by caller
Specifies the conversion direction as defined by the following constants:

Constant	Description
CUN4BAPR_To_Upper	Converts to upper case, includes simple casing only
CUN4BAPR_To_Lower	Converts to lower case, includes simple casing only
CUN4BAPR_To_Upper_S	Converts to upper case, includes locale independent special casing
CUN4BAPR_To_Lower_S	Converts to lower case, includes locale independent special casing
CUN4BAPR_To_Upper_L	Converts to upper case, includes locale dependent and independent special casing
CUN4BAPR_To_Lower_L	Converts to lower case, includes locale dependent and independent special casing
CUN4BAPR_To_Title	Converts to title case, includes simple casing only
CUN4BAPR_To_Title_S	Converts to title case, includes locale independent special casing

Constant	Description
CUN4BAPR_To_Title_L	Converts to title case, includes locale dependent and independent special casing

Conversion types CUN4BAPR_To_Title, CUN4BAPR_To_Title_S and CUN4BAPR_To_Title_L can be used only if CUN4BAPR_Version is set to CUN4BAPR_Ver2 and if CUN4BAPR_UniVersion is not set to one of the following:

- CUN4BAPR_NONE
- CUN4BAPR_UNI300

Other valid Unicode data versions can use those case conversion types.

CUN4BAPR_Locale - set by caller

Specifies the locale information to be used when the locale dependent special casing is specified (Conv_Type = CUN4BAPR_TO_UPPER_L, CUN4BAPR_TO_LOWER_L or CUN4BAPR_To_Title_L). The locale can use the form *LL_CC* where

- *LL*is a two-letter language code (for example ***tr*** for Turkish).
- *CC* is a two-letter country code (for example ***TR*** for Turkey).

Note: LL and CC are not case sensitive. All input will be folded to uppercase. However, when specifying locale names in lower case, a non-Katakana EBCDIC CCSID must be used.

If the locale name is not specified, only locale independent special casing will be performed.

If the locale name specified is not supported, the case conversion service will return with RC=CUN_RC_USER_ERROR, RS=CUN_RS_CASE_NOT_SUPP.

CUN4BAPR_DDA_Buf_Ptr - set by caller

Specifies the beginning address of an area of storage that the conversion service is using internally as dynamic data area.

Note: CUN4BAPR_DDA_Buf_Ptr must be double-word boundary.

CUN4BAPR_DDA_Buf_ALET - set by caller

Specifies the ALET to be used if the dynamic data area addressed by CUN4BAPR_DDA_Ptr resides in a different address or data space.

CUN4BAPR_DDA_Buf_Len - set by caller

Specifies the length in bytes of the dynamic data area addressed by CUN4BAPR_DDA_Ptr.

Note: If CUN4BAPR_Version is set to CUN4BAPR_Ver2, you must set CUN4BAPR_DDA_Buf_Len to CUN4BAPR_DDA_Req_Ver2.

CUN4BAPR_Flag1 - set by caller

Bit position	Name
`1xxx xxxx`	CUN4BAPR_Inv_Handle
`x1xx xxxx`	CUN4BAPR_Not_Last_Buf
`xx1x xxxx`	CUN4BAPR_Page_Fix

CUN4BAPR_Inv_Handle
Specifies the action to be taken when the case conversion handle is invalid.

- **0**: Indicates that the conversion is to be terminated with an error.
- **1**: Indicates that the conversion is to be done with a new handle created by the conversion service and put into CUN4BAPR_Conv_Handle.

CUN4BAPR_Not_Last_Buf
Specifies whether the source buffer contains the last or only part of the complete source data, or whether the next call to the case converter will supply a subsequent part of the source data.

- **0**: Indicates that the source buffer contains the last or only part of the source data.
- **1**: Indicates that another buffer with more source characters will be supplied with the subsequent call to case conversion.

CUN4BAPR_Page_Fix
If the requested conversion is not currently loaded in memory, this flag indicates if it should be loaded in page-fixed memory.

- **0**: Indicates use of system storage management.
- **1**: Indicates use of page fixing.

Note: CUN4BAPR_Page_Fix applies to callers that run from Key 0 to Key 7 only. Callers with other keys (8-F) cannot exploit PAGE FIX storage in the Unicode Data Space.

CUN4BAPR_Flag2 - set by conversion service

Bit position	Name
1xxx xxxx	CUN4BAPR_Locale_Support

CUN4BAPR_Locale_Support
Indicates to the caller whether the locale provided by CUN4BAPR_Locale was supported, not supported, or invalid

- **Locale Supported:** CUN4BAPR_Locale content matches one of the locale names (See CUN4BAPR_Locale for a list of supported locales).
- **Locale Invalid:** CUN4BAPR_Locale content does not match any of the locale names from the "Locales supported for case service" on page 513 topic.
- **Locale NOT supported:** CUN4BAPR_Locale content matches one of the locale names for the case service support (See "Locales supported for case service" on page 513).

Terms	CUN4BAPR_Locale_Support Value	Description

Supported	0	When Return/Reason Code is not set to
		`CUN_RC_USER_ERR/`
		`CUN_RS_CASE_NOT_SUPP`
		
		This means that the locale is supported. For any other Return/Reason Code, the flag might be set, but it is not related with a locale handling error.

Terms	CUN4BAPR_Locale_Support Value	Description
Invalid	1	When Return/Reason Code is set to `CUN_RC_USER_ERR/ CUN_RS_CASE_NOT_SUPP` This means that the locale name is *not* valid, and Case Services returns to the caller.
NOT supported	1	When Return/Reason Code is *not* set to `CUN_RC_USER_ERR/ CUN_RS_CASE_NOT_SUPP` This means that the locale is *not* supported; however, conversion continues. For any other Return/Reason Code, the flag might be set but it is not related with a locale handling error.

Note: Result of this CUN4BAPR_Locale_Support flag is meaningful when callers request a Case Locale type only, that is, CUN4BAPR_To_Upper_L or CUN4BAPR_To_Lower_L. Any other case type (that is, CUN4BAPR_To_Upper, CUN4BAPR_To_Lower, and so on) in combination with this flag is *not* meaningful.

CUN4BAPR_RC_RS
Specifies a structure that can be used to access CUN4BAPR_Return_Code and CUN4BAPR_Reason_Code as one unit.

CUN4BAPR_Return_Code - set by conversion service
Specifies the return code.

CUN4BAPR_Reason_Code - set by conversion service
Specifies the reason code.

CUN4BAPR_UniVersion - set by caller
Specifies the Unicode data version. This field is meaningful for the case conversion service, only if CUN4BAPR_Version is set to CUN4BAPR_Ver2. Valid values are:

- CUN4BAPR_NONE (DEFAULT), 3.0.0. Unicode data version is requested.
- CUN4BAPR_UNI300, 3.0.0 Unicode data version is requested.
- CUN4BAPR_UNI301, 3.0.1 Unicode data version is requested.
- CUN4BAPR_UNI320, 3.2.0 Unicode data version is requested.
- CUN4BAPR_UNI401, 4.0.1 Unicode data version is requested.
- CUN4BAPR_UNI410, 4.1.0 Unicode data version is requested.
- CUN4BAPR_UNI500, 5.0.0 Unicode data version is requested.
- CUN4BAPR_UNI600, 6.0.0 Unicode data version is requested.

Sample programs

Sample programs for case conversion are provided in SYS1.SAMPLIB:

31-bit samples:
- CUNSASMC for C
- CUNSASMA for HLASM

64-bit samples:
- CUN4A01C for C
- CUN4A02A for HLASM

Chapter 5. Normalization

This topic describes the programing required for the Normalization services.

Normalization is also referred to as decomposition or composition. The normalization service is called using a stub routine named CUNLNORM for AMODE (31) and CUN4LNOR for AMODE (64). Normalization allows the decomposition or composition of a Unicode Standard input string. Normalization is described in "Unicode Technical Report #15: Unicode Normalization Forms", which is available at http://www.unicode.org/unicode/reports/tr15.

Normalization rules are based on the following Unicode Standard versions:

Table 10. Unicode version table

Unicode version	Type	URL
UNI301	UnicodeData-3.0.1.txt	http://www.unicode.org/Public/3.0-Update1/UnicodeData-3.0.1.txt
UNI301	CompositionExclusions-2.txt	http://www.unicode.org/Public/3.0-Update1/CompositionExclusions-2.txt
UNI320	UnicodeData-3.2.0.txt	http://www.unicode.org/Public/3.2-Update/UnicodeData-3.2.0.txt
UNI320	CompositionExclusions-3.2.0.txt	http://www.unicode.org/Public/3.2-Update/CompositionExclusions-3.2.0.txt
UNI401	UnicodeData-4.0.1.txt	http://www.unicode.org/Public/4.0-Update1/UnicodeData-4.0.1.txt
UNI401	CompositionExclusions-4.0.0.txt	http://www.unicode.org/Public/4.0-Update/CompositionExclusions-4.0.0.txt
UNI410	UnicodeData.txt	http://www.unicode.org/Public/4.1.0/ucd/UnicodeData.txt
UNI410	CompositionExclusions.txt	http://www.unicode.org/Public/4.1.0/ucd/CompositionExclusions.txt
UNI600	UnicodeData.txt	http://www.unicode.org/Public/6.0.0/ucd/UnicodeData.txt
UNI600	CompositionExclusions.txt	http://www.unicode.org/Public/6.0.0/ucd/CompositionExclusions.txt

Normalization can be activated by specifying the NORMALIZE control statement in the input data set for the image generator. For detailed information see “Creating a conversion image” on page 276 and “Normalization conversion” on page 288. The normalization environment can also be dynamically activated when a conversion request is performed and the requested conversion has not been previously loaded.

Calling the normalization service

This is a general description of how the normalization services have to be called.

The 31 bit caller has to provide:
- Source buffer pointer (31-bit pointer), ALET (4 byte), and length (8 byte)
- Target buffer pointer (31-bit pointer), ALET (4 byte), and length (8 byte)
- Work buffer pointer (31-bit pointer), ALET (4 byte), and length (8 byte)
- Normalization form (NFC, NFD, NFKD or NFKC)
- Dynamic data area pointer (31-bit pointer), ALET (4 byte), and length (8 byte)
- Flags
- Unicode Version

The 64-bit caller has to provide:
- Source buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Target buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Work buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Normalization form (NFC, NFD, NFKD or NFKC)
- Dynamic data area pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Flags
- Unicode Version

Note: A dynamic data area (DDA) must always be specified. The required length is defined by constant CUNBNPRM_DDA_Req for AMODE (31) and CUN4BNPR_DDA_Req for AMODE (64).

On a successful return from the normalization service, the data area pointed by the target buffer pointer as long as the target, source buffer pointers and lengths are updated. The caller can see how many bytes were normalized and how much of the target buffer is filled up. In case of any error, return codes and reason codes are updated with necessary information.

Handling a work buffer overflow

For the normalization service, it is strongly recommended that the work buffer be at least the same size as the target buffer. If not, an error could occur, such as RC=CUN_RC_USER_ERR and RS=CUN_RS_WRK_BUF_SMALL. In this case the normalization service returns to the caller.

Restrictions for the calling environment

Table 11. Restrictions while calling the normalization service

Property	Restriction
Authorization	Problem state or supervisor state, and any PSW key
Dispatchable unit mode	Task or SRB
Cross memory mode	Any PASN, any HASN, any SASN
AMODE	31-bit and 64-bit
ASC mode	Called in primary mode but exploiting AR mode
Interrupt status	Enabled for I/O and external interrupts
Locks	May be held by the caller, but is not required to hold any

Table 11. Restrictions while calling the normalization service (continued)

Property	Restriction
Control parameters	Must be in the primary address space
Recovery environment	Provided exclusively by the caller of the normalization service

Using the C interface

This is the call syntax in C for calling the stub routine **CUNLNORM** (normalization). The mapping of the parameter area supplied by the header file cunhc.h is listed in "Mapping of parameters in C" on page 91. A sample program, CUNSNSMC, is provided in SYS1.SAMPLIB.

```
#include<cunhc.h>
#define SLEN 10
#define WLEN 40
#define TLEN 40
.....
unsigned char Sourcebuffer[SLEN]=
{'\x00','\x41','\x00','\x41','\x00','\xC0','\x00','\x41','\x00','\x41'};
unsigned char Workbuffer [WLEN ];
unsigned char Targetbuffer [TLEN ];

unsigned char DDA [CUNBNPRM_DDA_REQ ];
CUNBNPRM myparm ={CUNBNPRM_DEFAULT};

myparm.Src_Buf_Ptr=Sourcebuffer;
myparm.Wrk_Buf_Ptr=Workbuffer;
myparm.Targ_Buf_Ptr=Targetbuffer;

myparm.Targ_Buf_Len=TLEN;
myparm.Wrk_Buf_Len=WLEN;
myparm.Src_Buf_Len=SLEN;

myparm.DDA_Buf_Ptr=DDA;
myparm.DDA_Buf_Length=CUNBNPRM_DDA_REQ;
myparm.Norm_Type=CUNBNPRM_D;
CUNLNORM ( & myparm );
if((myparm.Return_Code !=CUN_RC_OK)......
```

Mapping of parameters in C

A C header file is supplied (cunhc.h) that contains the function prototypes for the normalization service. The following structure is used in the interface to the normalization service.

31-bit mapping

```
typedef struct  tagCUNBNPRM {
long          Version;             /* Structure version number    */
long          Length;              /* Length of structure         */
long          Res1;                /* Reserved                    */
void *        Src_Buf_Ptr;         /* Pointer to Source           */
unsigned long Src_Buf_ALET;        /* ALET of source buffer       */
unsigned long Src_Buf_Len;         /* Length of source data       */
long          Res2;                /* Reserved                    */
void *        Targ_Buf_Ptr;        /* Pointer to Target           */
unsigned long Targ_Buf_ALET;       /* ALET of target buffer       */
unsigned long Targ_Buf_Len;        /* Length of target buffer     */
char          Norm_Handle[64];     /* Normalization handle        */
unsigned char Norm_Type;           /* normalization type          */
unsigned char Res3[7];             /* Reserved                    */
```

```
 long          Res4;                 /* Reserved                    */
 void *        Wrk_Buf_Ptr;          /* Pointer to work buffer      */
 unsigned long Wrk_Buf_ALET;         /* ALET of work buffer         */
 unsigned long Wrk_Buf_Len;          /* Length of work buffer       */
 long          Res5;                 /* Reserved                    */
 void *        DDA_Buf_Ptr;          /* Pointer to dynamic data area */
                                     /*                             */
 unsigned long DDA_Buf_ALET;         /* ALET of DDA                 */
 unsigned long DDA_Buf_Len;          /* Length of DDA               */
 struct {
  int           Inv_Handle      : 1, /* Invalid handle action:      */
                                     /* 0 = Terminate with error    */
                                     /* 1 = Get new handle and      */
                Page_Fix        : 1, /* Page Fixing:                */
                                     /* 0 = System storage          */
                                     /* 1 = Page Fixing             */
                                : 6;
  } Flag1;                           /* FLAG Byte 1 set by caller   */
 unsigned char Res6[3];              /* Reserved                    */
 long          Return_Code;          /* Return code                 */
 long          Reason_Code;          /* Reason code                 */
 unsigned char Res7[3];              /* Reserved                    */
 unsigned char UniVersion;           /* Unicode Data version for    */
                                     /* Normalization tables        */
} CUNBNPRM;
```

64-bit mapping

```
typedef struct  tagCUN4BNPR {
 unsigned int  Version;              /* Structure version number   */
 unsigned int  Length;               /* Length of structure        */
 void *        Src_Buf_Ptr;          /* Pointer to Source          */
 unsigned int  Src_Buf_ALET;         /* ALET of source buffer      */
 unsigned int  Res1;                 /* Reserved                   */
 unsigned long Src_Buf_Len;          /* Length of source data      */
 void *        Targ_Buf_Ptr;         /* Pointer to Target          */
 unsigned int  Targ_Buf_ALET;        /* ALET of target buffer      */
 unsigned int  Res2;                 /* Reserved                   */
 unsigned long Targ_Buf_Len;         /* Length of target buffer    */
 char          Norm_Handle[64];      /* Normalization handle       */
 unsigned char Norm_Type;            /* normalization type         */
 unsigned char Res3[7];              /* Reserved                   */
 void *        Wrk_Buf_Ptr;          /* Pointer to work buffer     */
 unsigned int  Wrk_Buf_ALET;         /* ALET of work buffer        */
 unsigned int  Res4;                 /* Reserved                   */
 unsigned long Wrk_Buf_Len;          /* Length of work buffer      */
 void *        DDA_Buf_Ptr;          /* Pointer to dynamic data area*/
                                     /*                            */
 unsigned int  DDA_Buf_ALET;         /* ALET of DDA                */
 unsigned int  DDA_Buf_Len;          /* Length of DDA              */
 struct {
  int           Inv_Handle      : 1, /* Invalid handle action:     */
                                     /* 0 = Terminate with error   */
                                     /* 1 = Get new handle and     */
                Page_Fix        : 1, /* Page Fixing:               */
                                     /* 0 = System storage         */
                                     /* 1 = Page Fixing            */
                                : 6;
  } Flag1;                           /* FLAG Byte 1 set by caller  */
 unsigned char Res6[3];              /* Reserved                   */
 unsigned int  Return_Code;          /* Return code                */
 unsigned int  Reason_Code;          /* Reason code                */
 unsigned char Res7[3];              /* Reserved                   */
 unsigned char UniVersion;           /* Unicode Data version for   */
                                     /* Normalization tables       */

} CUN4BNPR;
```

Using the HLASM interface

This is the call syntax in HLASM for calling the stub routine **CUNLNORM** (normalization for AMODE (31)) and **CUN4LNOR** (normalization for AMODE (64)). A sample program, CUNSNSMA, is provided in SYS1.SAMPLIB.

For AMODE (31)

```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7--

         GETMAIN ........           Obtain storage for parameter area
*                                   in primary address space.
         LR    R4,R1                Save parameter area address
         USING CUNBNPRM,R4          Make parameter area addressable
         XC    CUNBNPRM,CUNBNPRM    Init PARAMETER AREA TO BINARY 0
         LA    R15,CUNBNPRM_VER     Get Version
         ST    R15,CUNBNPRM_VERSION Store to parameter area
         LA    R15,CUNBNPRM_LEN     Initialize Length
         ST    R15,CUNBNPRM_LENGTH  Move to parameter area
         LA    R0,CUNBNPRM_D         Get normalization type
         STC   R0,CUNBNPRM_NORM_TYPE Store to parameter area
*
*        Supply source buffer pointer, length and ALET.
*        Supply work buffer pointer, length and ALET.
*        Supply target buffer pointer, length and ALET.
*
*        Supply DDA buffer pointer, length and ALET.
*        Note: A DDA is always required. The required DDA length is
*        defined by constant CUNBNPRM_DDA_REQ.
*
*        Fill all required fields of the parameter area.
         CALL  CUNLNORM,((R4))  Call stub routine with CUNBNPRM
*                               address as argument.
         CUNBNIDF DSECT=YES     Provide Mappings (CUNBNPRM, return and
*                               reason codes, constants for version
*                               and length).
```

For AMODE (64)

```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7--

         GETMAIN ........           Obtain storage for parameter area
*                                   in primary address space
         LR    R4,R1                Save parameter area address
         USING CUN4BNPR,R4          Make parameter area addressable
         XC    CUN4BNPR,CUN4BNPR    Init PARAMETER AREA TO BINARY 0
         LA    R15,CUN4BNPR_VER     Get Version
         ST    R15,CUN4BNPR_VERSION Version Store to parameter area
         LA    R15,CUN4BNPR_LEN     Initialize Length
         ST    R15,CUN4BNPR_LENGTH  Move to parameter area
         LA    R0,CUN4BNPR_D        Get normalization type
         STC  R0,CUN4BNPR_NORM_TYPE Store to parameter area

*        Supply source buffer pointer, length and ALET.
*        Supply work buffer pointer, length and ALET.
*        Supply target buffer pointer, length and ALET.

*        Supply DDA buffer pointer, length and ALET.
*        Note: A DDA is always required. The required DDA length is
*        defined by constant CUN4BNPR_DDA_REQ.
*
*        Fill all required fields of the parameter area.
         CALL CUN4LNOR,((R4))   Call stub routine with CUN4BNPR
*                               address as argument.
         CUN4BNID DSECT=YES     Provide Mappings (CUN4BNPR, return and
*                               reason codes, constants for version
*                               and length).
```

Mapping of parameters for AMODE (31)

The mapping of the parameter areas is supplied by the interface definition file CUNBNIDF. This file is shipped in the SYS1.MACLIB data set and contains the length of each parameter and any boundary alignment that may be necessary.

Table 12. Mapping of parameters in HLASM for normalization AMODE (31)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
0	(0)	STRUCTURE	160	DWORD	CUNBNPRM	Parameter Area
0	(0)	UNSIGNED	4		CUNBNPRM_Version	Parameter Area VERSION
4	(4)	UNSIGNED	4		CUNBNPRM_Length	Parameter area Length
8	(8)	CHARACTER	4		*	Reserved for 64 bit
12	(C)	ADDRESS	4		CUNBNPRM_Src_Buf_Ptr	Source buffer pointer
16	(10)	UNSIGNED	4		CUNBNPRM_Src_Buf_ALET	Source buffer ALET
20	(14)	UNSIGNED	4		CUNBNPRM_Src_Buf_Len	Source buffer length
24	(18)	CHARACTER	4		*	Reserved for 64 bit
28	(1C)	ADDRESS	4		CUNBNPRM_Targ_Buf_Ptr	Target buffer pointer
32	(20)	UNSIGNED	4		CUNBNPRM_Targ_Buf_ALET	Target buffer ALET
36	(24)	UNSIGNED	4		CUNBNPRM_Targ_Buf_Len	Target buffer length
40	(28)	CHARACTER	64	DWORD	CUNBNPRM_Norm_Handle	Normalization handle
104	(68)	UNSIGNED	1		CUNBNPRM_Norm_Type	Normalization Type
105	(69)	CHARACTER	7		*	Reserved
112	(70)	CHARACTER	4		*	Reserved for 64 bit
116	(74)	ADDRESS	4		CUNBNPRM_Wrk_Buf_Ptr	Work buffer pointer
120	(78)	UNSIGNED	4		CUNBNPRM_Wrk_Buf_ALET	Work buffer ALET
124	(7C)	UNSIGNED	4		CUNBNPRM_Wrk_Buf_Len	Work buffer length
128	(80)	CHARACTER	4		*	Reserved for 64 bit
132	(84)	ADDRESS	4	DWORD	CUNBNPRM_DDA_Buf_Ptr	Dynamic data area pointer
136	(88)	UNSIGNED	4		CUNBNPRM_DDA_Buf_ALET	Dynamic data area ALET
140	(8C)	UNSIGNED	4		CUNBNPRM_DDA_Buf_Len	Dynamic data area length as defined by constant CUNBNPRM_DDA_Req.
144	(90)	BITSTRING	1		CUNBNPRM_Flag1	FLAG Byte 1 set by caller

144	(90)	1...	1		CUNBNPRM_Inv_Handle	Invalid handle at start:
						`0=TERMINATE WITH ERROR`
						`1=GET NEW HANDLE AND CONTINUE.`

144	(90)	.1..	1		CUNBNPRM_Page_Fix	Page Fixing:
						`0=System storage management (default).`
						`1=Page fixing.`

144	(90)	..11 1111	1		*	Reserved
145	(91)	CHARACTER	3		*	Reserved
148	(94)	CHARACTER	8	WORD	CUNBNPRM_RC_RS	Return/reason code
		UNSIGNED	4		CUNBNPRM_Return_Code	Return code

Table 12. Mapping of parameters in HLASM for normalization AMODE (31) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
		UNSIGNED	4		CUNBNPRM_Reason_Code	Reason code
156	(9C)	CHARACTER	3		*	Reserved
159	(9F)	CHARACTER	1		CUNBNPRM_UniVersion	normalization Unicode data version
160	(A0)		0	WORD	CUNBNPRM_End	End of CUNBNPRM

Description of parameters in area CUNBNPRM

This description applies to C and HLASM.

CUNBNPRM_Version - set by caller

Specifies the version of the parameter area. This field must be initialized for the first call to stub routine CUNLNORM using the constant CUNBNPRM_Ver which is supplied by the interface definition file CUNBNIDF.

Also, if callers want to exploit new normalization data versions, this field must be set with CUNBNPRM_Ver2, which is defined in CUNBNIDF. With this value, the normalization algorithm uses the normalization data version as specified in the new field CUNBNPRM_UniVersion. See CUNBNPRM_UniVersion parameter description for a list of valid values.

If **CUNBNPRM_Version** is set with CUN4BNPR_Ver, the contents of **CUNBNPRM_UniVersion** is not significant, and normalization data version 3.0.1 is assumed.

CUNBNPRM_Length - set by caller

Specifies the length of the parameter area. HLASM users must initialize this field for the first call to CUNLNORM using the constant CUNBNPRM_Len which is supplied by the interface definition file CUNBNIDF.

CUNBNPRM_Src_Buf_Ptr - set by caller, updated by service

Specifies the beginning address of a string of text characters. At the completion of the normalization, CUNBNPRM_Src_Buf_Ptr will be updated to point just past the last character that was successfully normalized. If all bytes are normalized, CUNBNPRM_Src_Buf_Len will be zero.

Note: Source buffer pointed by CUNBNPRM_Src_Buf_Ptr must contain UTF-16 BE characters format only. Otherwise, Normalization Service will cause unpredictable results.

CUNBNPRM_Src_Buf_ALET - set by caller

Specifies the ALET to be used to access the source buffer addressed by CUNBNPRM_Src_Buf_Ptr. Use an ALET value of 0 to designate the primary address space.

CUNBNPRM_Src_Buf_Len - set by caller

Specifies the length in bytes of the string in the source buffer, addressed by CUNBNPRM_Src_Buf_Ptr, to be normalized. The source buffer length may be zero. In this case nothing is normalized, but the CUNBNPRM_Norm_Handle is returned. This may be used to request a handle without normalizing.

CUNBNPRM_Targ_Buf_Ptr - set by caller
Specifies the beginning address of an area of storage where the normalized text string will be stored. At the completion of the normalization, CUNBNPRM_Targ_Buf_Ptr will point just past the last character stored, and CUNBNPRM_Targ_Buf_Len will be updated to indicate the number of bytes not yet consumed in the buffer.

CUNBNPRM_Targ_Buf_ALET - set by caller
Specifies the ALET to be used to access the target buffer addressed by CUNBNPRM_Targ_Buf_Ptr. Use an ALET value of 0 to designate the primary address space.

CUNBNPRM_Targ_Buf_Len - set by caller, updated by service
Specifies the length in bytes of the target buffer addressed by CUNBNPRM_Targ_Buf_Ptr. It is strongly suggested this length be at least the same size as CUNBNPRM_Src_Buf_Len.

CUNBNPRM_Norm_Handle - set by caller, updated by service
CUNBNPRM_Norm_Handle specifies the handle to the normalization tables. If a handle is present, it will be used, otherwise the CUNBNPRM_Norm_Type and CUNBNPRM_UniVersion (if provided) parameters are used, and a normalization handle is returned in CUNBNPRM_Norm_Handle. Subsequent calls to stub routine CUNLNORM, requesting the same normalization, will be faster because then the handle is used and CUNBNPRM_Norm_Type does not need to be recomputed.

Note: For the first call to stub routine CUNLNORM, CUNBNPRM_Norm_Handle must be set to binary zero X'00'.

CUNBNPRM_Norm_Type - set by caller
Specifies the normalization type as defined by the following constants (defined in CUNBNIDF):

Constant	Description
CUNBNPRM_D	Normalize to canonical decomposition
CUNBNPRM_C	Normalize to canonical composition
CUNBNPRM_KD	Normalize to compatibility decomposition
CUNBNPRM_KC	Normalize to compatibility composition

CUNBNPRM_Wrk_Buf_Ptr - set by caller, updated by service
Specifies the beginning address of an area of storage that the normalization service can use to store intermediate results.

CUNBNPRM_Wrk_Buf_ALET - set by caller
Specifies the ALET to be used to access the work buffer addressed by CUNBNPRM_Wrk_Buf_Ptr. Use an ALET value of 0 to designate the primary address space.

CUNBNPRM_Wrk_Buf_Len - set by caller, updated by service
Specifies the length in bytes of the work buffer addressed by CUNBNPRM_Wrk_Buf_Ptr. It is strongly suggested this length be at least the same size as CUNBNPRM_Targ_Buf_Len

CUNBNPRM_DDA_Buf_Ptr - set by caller
Specifies the beginning address of an area of storage that the normalization service is using internally as a dynamic data area.

Note: CUNBNPRM_DDA_Buf_Ptr must be double-word boundary.

CUNBNPRM_DDA_Buf_ALET - set by caller
Specifies the ALET to be used to access the dynamic data area addressed by CUNBNPRM_DDA_Buf_Ptr. Use an ALET value of 0 to designate the primary address space.

CUNBNPRM_DDA_Buf_Len - set by caller
Specifies the length in bytes of the dynamic data area addressed by CUNBNPRM_DDA_Buf_Ptr. The required length is defined by constant CUNBNPRM_DDA_Req.

CUNBNPRM_Flag1 - set by caller

Bit position	Name
1xxx xxxx	CUNBNPRM_Inv_Handle
x1xx xxxx	CUNBNPRM_Page_Fix

CUNBNPRM_Inv_Handle
Specifies the action to be taken when the normalization handle is invalid:

- **0**: Indicates that the normalization is to be terminated with an error.
- **1**: Indicates that the normalization is to be done with a new handle created by the normalization service and put into CUNBNPRM_Norm_Handle.

CUNBNPRM_Page_Fix
If the requested conversion is not currently loaded in memory, this flag indicates if it should be loaded in page-fixed memory.

- **0**: Indicates use of system storage management (default).
- **1**: Indicates use of page fixing.

Note: CUNBNPRM_Page_Fix applies to callers that run from Key 0 to Key 7 only. Callers with other keys (8-F) cannot exploit PAGE FIX storage in the Unicode Data Space.

CUNBNPRM_Return_Code - set by service
Specifies the return code.

CUNBNPRM_Reason_Code - set by service
Specifies the reason code.

CUNBNPRM_UniVersion - set by caller
Specifies the normalization Unicode data version. This field is meaningful for the normalization algorithm and Unicode dynamic capabilities only if CUNBNPRM_Version is set to CUNBNPRM_Ver2. Valid values are:

- CUNBNPRM_NONE (DEFAULT), 3.0.1 Unicode data version is requested.
- CUNBNPRM_UNI301, 3.0.1 Unicode data version is requested.
- CUNBNPRM_UNI320, 3.2.0 Unicode data version is requested.
- CUNBNPRM_UNI401, 4.0.1 Unicode data version is requested.

- CUNBNPRM_UNI410, 4.1.0 Unicode data version is requested.
- CUNBNPRM_UNI600, 6.0.0 Unicode data version is requested.

Mapping of parameters for AMODE (64)

The mapping of the parameter areas is supplied by the interface definition file CUN4BNID. This file is shipped in the SYS1.MACLIB data set, and contains the length of each parameter and any boundary alignment that may be necessary.

Table 13. Mapping of parameters in HLASM for normalization AMODE (64)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
0	(0)	STRUCTURE	184	DWORD	CUN4BNPR	Parameter Area
0	(0)	UNSIGNED	4		CUN4BNPR_Version	Parameter Area VERSION
4	(4)	UNSIGNED	4		CUN4BNPR_Length	Parameter area Length
8	(8)	ADDRESS	8		CUN4BNPR_Src_Buf_Ptr	Source buffer pointer
16	(10)	ADDRESS	4		CUN4BNPR_Src_Buf_ALET	Source buffer ALET
20	(14)	UNSIGNED	4		*	Reserved
24	(18)	UNSIGNED	8		CUN4BNPR_Src_Buf_Len	Source buffer length
32	(20)	ADDRESS	8		CUN4BNPR_Targ_Buf_Ptr	Target buffer pointer
40	(28)	ADDRESS	4		CUN4BNPR_Targ_Buf_ALET	Target buffer ALET
44	(2C)	UNSIGNED	4		*	Reserved for 64 bit
48	(30)	UNSIGNED	8		CUN4BNPR_Targ_Buf_Len	Target buffer length
56	(38)	CHARACTER	64	DWORD	CUN4BNPR_Norm_Handle	Normalization handle
120	(78)	UNSIGNED	1		CUN4BNPR_Norm_Type	Normalization Type
121	(79)	CHARACTER	7		*	Reserved
128	(80)	ADDRESS	8		CUN4BNPR_Wrk_Buf_Ptr	Work buffer pointer
136	(88)	UNSIGNED	4		CUN4BNPR_Wrk_Buf_ALET	Work buffer ALET
140	(8C)	CHARACTER	4		*	Reserved
144	(90)	UNSIGNED	4		CUN4BNPR_Wrk_Buf_Len	Work buffer length
152	(98)	ADDRESS	8	DWORD	CUN4BNPR_DDA_Buf_Ptr	Dynamic data area pointer
160	(A0)	UNSIGNED	4		CUN4BNPR_DDA_Buf_ALET	Dynamic data area ALET
164	(A4)	UNSIGNED	4		CUN4BNPR_DDA_Buf_Len	Dynamic data area length as defined by constant CUN4BNPR_DDA_Req.
168	(A8)	BITSTRING	1		CUN4BNPR_Flag1	FLAG Byte 1 set by caller

168	(A8)	1...	1		CUN4BNPR_Inv_Handle	Invalid handle at start:
						`0=TERMINATE WITH ERROR`
						`1=GET NEW HANDLE AND CONTINUE.`

168	(A8)	.1..	1		CUN4BNPR_Page_Fix	Page Fixing:
						`0=System storage management (default).`
						`1=Page fixing.`

168	(A8)	..11 1111	1		*	Reserved
169	(A9)	CHARACTER	3		*	Reserved

Table 13. Mapping of parameters in HLASM for normalization AMODE (64) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
172	(AC)	CHARACTER	8	WORD	CUN4BNPR_RC_RS	Return/reason code
		UNSIGNED	4		CUN4BNPR_Return_Code	Return code
		UNSIGNED	4		CUN4BNPR_Reason_Code	Reason code
180	(B4)	CHARACTER	3		*	Reserved
183	(B7)	CHARACTER	1		CUN4BNPR_UniVersion	normalization Unicode data version
184	(B8)		0	WORD	CUN4BNPR_End	End of CUN4BNPR

Description of parameters in area CUN4BNPR

This description applies to C and HLASM.

CUN4BNPR_Version - set by caller

Specifies the version of the parameter area. This field must be initialized for the first call to stub routine CUN4LNOR using the constant CUN4BNPR_Ver which is supplied by the interface definition file CUN4BNID.

Also, if callers want to exploit new normalization data versions, this field must be set with CUN4BNPR_Ver2, which is defined in CUN4BNID. With this value, normalization algorithm uses the normalization data version as specified in the new field CUN4BNPR_UniVersion. See CUN4BNPR_UniVersion parameter description for a list of valid values.

If **CUN4BNPR_Version** is set with CUN4BNPR_Ver, the contents of **CUN4BNPR_UniVersion** is not significant, and normalization data version 3.0.1 is assumed.

CUN4BNPR_Length - set by caller

Specifies the length of the parameter area. HLASM users must initialize this field for the first call to CUN4LNOR using the constant CUN4BNPR_Len which is supplied by the interface definition file CUN4BNID.

CUN4BNPR_Src_Buf_Ptr - set by caller, updated by service

Specifies the beginning address of a string of text characters. At the completion of the normalization, CUN4BNPR_Src_Buf_Ptr will be updated to point just past the last character that was successfully normalized. If all bytes are normalized, CUN4BNPR_Src_Buf_Len will be zero.

Note: Source buffer pointed by CUN4BNPR_Src_Buf_Ptr must contain UTF-16 BE characters format only. Otherwise, Normalization Service will cause unpredictable result.

CUN4BNPR_Src_Buf_ALET - set by caller

Specifies the ALET to be used to access the source buffer addressed by CUN4BNPR_Src_Buf_Ptr. Use an ALET value of 0 to designate the primary address space.

CUN4BNPR_Src_Buf_Len - set by caller

Specifies the length in bytes of the string in the source buffer, addressed by CUN4BNPR_Src_Buf_Ptr, to be normalized. The source buffer length may be zero. In this case nothing is normalized, but the CUN4BNPR_Norm_Handle is returned. This may be used to request a handle without normalizing.

CUN4BNPR_Targ_Buf_Ptr - set by caller
Specifies the beginning address of an area of storage where the normalized text string will be stored. At the completion of the normalization, CUN4BNPR_Targ_Buf_Ptr will point just past the last character stored, and CUN4BNPR_Targ_Buf_Len will be updated to indicate the number of bytes not yet consumed in the buffer.

CUN4BNPR_Targ_Buf_ALET - set by caller
Specifies the ALET to be used to access the target buffer addressed by CUN4BNPR_Targ_Buf_Ptr. Use an ALET value of 0 to designate the primary address space.

CUN4BNPR_Targ_Buf_Len - set by caller, updated by service
Specifies the length in bytes of the target buffer addressed by CUN4BNPR_Targ_Buf_Ptr. It is strongly suggested this length be at least the same size as CUN4BNPR_Src_Buf_Len.

CUN4BNPR_Norm_Handle - set by caller, updated by service
Specifies the handle to the normalization tables. If a handle is present, it will be used, otherwise the CUN4BNPR_Norm_Type and CUN4BNPR_UniVersion (if provided) parameters are used, and a normalization handle is returned in CUN4BNPR_Norm_Handle. Subsequent calls to stub routine CUN4LNOR, requesting the same normalization, will be faster because then the handle is used and CUN4BNPR_Norm_Type does not need to be recomputed.

Note: For the first call to stub routine CUN4LNOR, CUN4BNPR_Norm_Handle must be set to binary zero X'00'.

CUN4BNPR_Norm_Type - set by caller
Specifies the normalization type as defined by the following constants (defined in CUNBNIDF):

Constant	Description
CUN4BNPR_D	Normalize to canonical decomposition
CUN4BNPR_C	Normalize to canonical composition
CUN4BNPR_KD	Normalize to compatibility decomposition
CUN4BNPR_KC	Normalize to compatibility composition

CUN4BNPR_Wrk_Buf_Ptr - set by caller, updated by service
Specifies the beginning address of an area of storage that the normalization service can use to store intermediate results.

CUN4BNPR_Wrk_Buf_ALET - set by caller
Specifies the ALET to be used to access the work buffer addressed by CUN4BNPR_Wrk_Buf_Ptr. Use an ALET value of 0 to designate the primary address space.

CUN4BNPR_Wrk_Buf_Len - set by caller, updated by service
Specifies the length in bytes of the work buffer addressed by CUN4BNPR_Wrk_Buf_Ptr. It is strongly suggested this length be at least the same size as CUN4BNPR_Targ_Buf_Len

CUN4BNPR_DDA_Buf_Ptr - set by caller
Specifies the beginning address of an area of storage that the normalization service is using internally as dynamic data area.

Note: CUN4BNPR_DDA_Buf_Ptr must be double-word boundary.

CUN4BNPR_DDA_Buf_ALET - set by caller
Specifies the ALET to be used to access the dynamic data area addressed by CUN4BNPR_DDA_Buf_Ptr. Use an ALET value of 0 to designate the primary address space.

CUN4BNPR_DDA_Buf_Len - set by caller
Specifies the length in bytes of the dynamic data area addressed by CUN4BNPR_DDA_Buf_Ptr. The required length is defined by constant CUN4BNPR_DDA_Req.

CUN4BNPR_Flag1 - set by caller

Bit position	Name
1xxx xxxx	CUN4BNPR_Inv_Handle
x1xx xxxx	CUN4BNPR_Page_Fix

CUN4BNPR_Inv_Handle
Specifies the action to be taken when the normalization handle is invalid.

- **0**: Indicates that the normalization is to be terminated with an error.
- **1**: Indicates that the normalization is to be done with a new handle created by the normalization service and put into CUN4BNPR_Norm_Handle.

CUN4BNPR_Page_Fix
If the requested conversion is not currently loaded in memory, this flag indicates if it should be loaded in page-fixed memory.

- **0**: Indicates use of system storage management (default).
- **1**: Indicates use of page fixing.

Note: CUN4BNPR_Page_Fix applies to callers that run from Key 0 to Key 7 only. Callers with other keys (8-F) cannot exploit PAGE FIX storage in the Unicode Data Space.

CUN4BNPR_Return_Code - set by service
Specifies the return code.

CUN4BNPR_Reason_Code - set by service
Specifies the reason code.

CUN4BNPR_UniVersion - set by caller
Specifies the normalization Unicode data version. Possible values are: This field is meaningful for the normalization algorithm and Unicode dynamic capabilities only if CUN4BNPR_Version is set to CUN4BNPR_Ver2. Valid values are:

- CUN4BNPR_NONE (DEFAULT), 3.0.1 Unicode data version is requested.
- CUN4BNPR_UNI301, 3.0.1 Unicode data version is requested.
- CUN4BNPR_UNI320, 3.2.0 Unicode data version is requested.
- CUN4BNPR_UNI401, 3.0.1 Unicode data version is requested.

- CUN4BNPR_UNI410, 4.1.0 Unicode data version is requested.
- CUN4BNPR_UNI600, 6.0.0 Unicode data version is requested.

Sample programs

Sample programs for normalization are provided in SYS1.SAMPLIB:

31-bit samples:
- CUNSNSMC for C
- CUNSNSMA for HLASM

64-bit samples:
- CUN4SNSA for C
- CUN4SNSC for HLASM

Chapter 6. Collation

This topic describes the programming required for the collation services.

The collation service provides a way for making culturally correct comparisons between two input Unicode strings according to the z/OS Unicode Services collation algorithm. It can also be used to generate a sort key for one or two Unicode strings. A sort key is a collection of weights which is optionally created in the collation process and is binary compared against another sort key to produce a compare result. Once a sort key is generated it can be kept and later used to do compares between other sort keys.

Collation supports customization, which means that collation service might behave according to some specific collation rules. Collation rules can be specified using a Locale or User Collation Rules (UCR). The following are the collation versions:

UCA301
: This collation version supports the Unicode Standard character suite 3.0.1 and does not support customization.

UCA400R1
: This collation version supports the Unicode Standard character suite 4.0.0 and uses Normalization Service under 4.0.1 Unicode character suite.

UCA410
: This collation version supports the Unicode Standard character suite 4.1.0 and uses Normalization Service under 4.1.0 Unicode character suite.

UCA600
: This collation version supports the Unicode Standard character suite 6.0.0 and uses Normalization Service under 6.0.0 Unicode character suite.

This z/OS Unicode Services implementation uses the instructions in the z/Architecture® Extended-Translation Facility 1 and 2 on models where those facilities are supported. The Extended-Translation Facility instructions can result in significant improvements in the performance of Unicode Services processing.

This z/OS collation implementation meets the specifications described in the Unicode Standard Versions 3.0.1, 4.0.0 and 4.1.0. For further information about the Unicode Standard collation standard, refer to the Unicode Consortium technical report #10 (http://www.Unicode.org/Unicode/reports/tr10).

The collation service can be called through stub routine CUNLOCOL for AMODE (31) or CUN4LCOL for AMODE (64). To create a Unicode image with collation, the COLLATE control statement must be present in the image generator (job CUNMIUTL).

IMPORTANT: z/OS Unicode Services Collation Service requires the normalization services if a collation is called with parameter CUNBOPRM_Norm_Type, specifying a particular normalization form (see "Description of parameters in area CUNBOPRM" on page 143). In this case, the image generator requires the NORMALIZE statement be present also.

Collation version 4.0.0 requires normalization service 4.0.1 and collation version 4.1.0 requires normalization service 4.1.0, which are supported by z/OS V1R8 and later. See Chapter 5, “Normalization,” on page 107 for more information.

For detailed information, see “Creating a conversion image” on page 276 and “Collation conversion” on page 288.

Calling the collation service

This topic describes how the z/OS support for the Unicode Standard collation service is called.

Collation works under two basic schemes — the binary comparison between two Unicode strings, and the generation of a sort key vector. Following is a description of how the service is called, followed by an explanation of the uses of the two types of calls.

Binary comparison:

The 31-bit caller has to provide:
- Source1 buffer pointer (31-bit pointer), ALET (4 byte), and length (8 byte)
- Source2 buffer pointer (31-bit pointer), ALET (4 byte), and length (8 byte)
- Target1 buffer pointer (31-bit pointer), ALET (4 byte), and length (8 byte)
- Target2 buffer pointer (31-bit pointer), ALET (4 byte), and length (8 byte)
- Collation level
- Work1 buffer pointer (31-bit pointer), ALET (4 byte), and length (8 byte)
- Work2 buffer pointer (31-bit pointer), ALET (4 byte), and length (8 byte)
- Dynamic data area pointer (DDA) (31-bit pointer), ALET (4 byte), and length (8 byte)
- Flag1 (handle options)
- Collation mask options (sort key option=0)

The 64-bit caller has to provide:
- Source1 buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Source2 buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Target1 buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Target2 buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Collation level
- Work1 buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Work2 buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Dynamic data area pointer (DDA) (64 bit pointer), ALET (4 byte), and length (8 byte)
- Flag1 (handle options)
- Collation mask options (sort key option=0)

For collation features (UCA400R1, UCA410, and UCA600), there are two ways to set the APIs as part of Unicode Dynamic Capabilities:
1. Long Path. This way to perform Collation API settings has the intention to continue to use the existing collation settings "plus" the new ones

2. Short Path. This new way to set Collation API is a very simple and easy for all the collation features supported.

Another option is to use SETUNI or SET UNI=xx commands as part of an static initialization. For more information, see SETUNI command in *z/OS MVS System Commands*.

Long Path:

The 31-bit caller has to provide:
- Set parameter area version2
- Source1 buffer pointer (31-bit pointer), ALET (4 byte), and length (8 byte)
- Source2 buffer pointer (31-bit pointer), ALET (4 byte), and length (8 byte)
- Target1 buffer pointer (31-bit pointer), ALET (4 byte), and length (8 byte)
- Target2 buffer pointer (31-bit pointer), ALET (4 byte), and length (8 byte)
- Collation level
- Work1 buffer pointer (31-bit pointer), ALET (4 byte), and length (8 byte)
- Work2 buffer pointer (31-bit pointer), ALET (4 byte), and length (8 byte)
- Dynamic data area pointer (DDA) (31-bit pointer), ALET (4 byte), and length (8 byte)
- Flag1 (handle options)
- Collation mask options (sort key option=0)
- Case Options Flags
- Hiragana support
- Locale or User Collation Rules file + DSN + Vol

The 64-bit caller has to provide:
- Set parameter area version2
- Source1 buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Source2 buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Target1 buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Target2 buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Collation level
- Work1 buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Work2 buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Dynamic data area pointer (DDA) (64 bit pointer), ALET (4 byte), and length (8 byte)
- Flag1 (handle options)
- Collation mask options (sort key option=0)
- Case Options Flags
- Hiragana support
- Locale or User Collation Rules file + DSN + Vol

Short Path:

The 31-bit caller has to provide:
- Set parameter area version2
- Source1 buffer pointer (31-bit pointer), ALET (4 byte), and length (4 byte)

- Source2 buffer pointer (31-bit pointer), ALET (4 byte), and length (4 byte)
- Target1 buffer pointer (31-bit pointer), ALET (4 byte), and length (4 byte)
- Target2 buffer pointer (31-bit pointer), ALET (4 byte), and length (4 byte)
- Work2 buffer pointer (31-bit pointer), ALET (4 byte), and length (4 byte)
- Dynamic data area pointer (DDA) (31 bit pointer), ALET (4 byte), and length (4 byte)
- Collation Keyword

The 64-bit caller has to provide:
- Set parameter area version2
- Source1 buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Source2 buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Target1 buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Target2 buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Work2 buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Dynamic data area pointer (DDA) (64 bit pointer), ALET (4 byte), and length (8 byte)
- Collation Keyword

Note: Short path settings has high priority over long path.

Sort key vector:

How you generate the sort key vector depends on how you set the sourceX buffer length. For example, you can use any of the following input combinations:
- Source1
- Source2
- Source1 and source2

In the first two cases, you only need to provide the pointers for the applicable source, work, and target buffers. In case number three, you must provide pointers for both sets of buffers.

You must always provide the following, regardless of which of the three cases applies:
- Collation level
- Dynamic data area pointer (DDA), ALET, and length
- Flag1 (handle options)
- Collation mask options (sort key option=1)

Following is an explanation of the two types of calls to the collation service.
1. Binary comparison:

   This is the most common use of the collation service. Two Unicode strings are input by the caller to be compared (collated) in a culturally correct manner. Prior to collation, the caller must provide a desired collation level and optionally, the alternate weighting, and other options in the collation parameter area, to specify a particular comparison type. Once the collation service is called, it will return a compare result and a return and reason code. For two given Unicode input strings A and B, the compare result shows how one string is related to the other in the following way:

- -1, if A < B
- 0, if A = B
- 1, if A > B

The compare result and return codes are returned in the fields CUNBOPRM_Result, CUNBOPRM_Return_Code, and CUNBOPRM_Reason_code (for 31-bit), or CUN4BOPR_Result, CUN4BOPR_Return_Code and CUN4BOPR_Reason_code (for 64-bit), respectively. To set alternate weighting options and a collation level, parameter fields CUNBOPRM_Mask and CUNBOPRM_Coll_Level (for 31-bit) or CUN4BOPR_Mask and CUN4BOPR_Coll_Level (for 64-bit) are used, respectively.

For more information on how to use these fields, see "Description of parameters in area CUNBOPRM" on page 143.

The two input Unicode strings to be compared are set in the same way as the other Unicode Services source buffers. A buffer pointer, length, and ALET are set for each source buffer.

The target buffers that are used to hold the converted bytes in the other Unicode services are not needed to be set in this case. That is because no bytes will be converted, except if the CUNBOPRM_Norm_Type or CUN4BOPR_Norm_Type field is equal to NFD, NFKD, NFC or NFKC.

For UCA400R1, UCA410, and UCA600 versions, only NFD are supported. If Collation API is set with version 2 and there is an NF (Normalization Form) set differently from NFD, the NF will be ignored and Normalization will no longer be considered. Also RC = CUN_RC_WARN, RS = CUN_RS_INVALID_NORMALIZATION_VALUE will be set, even the process continues without any Normalization Form.

The results obtained from the comparison are returned in the result,return and reason code fields as described in the paragraph above. The work buffers are used as auxiliary buffers to hold data during the collation process. The work buffers should always be set in each collation call with the sufficient length needed during the collation process, otherwise a work buffer error will result.

For more information about the target and work buffers, see "Target buffer length considerations" on page 181 and "Work buffer length considerations" on page 180.

2. Sort Key:

   A sort key, or sort key vector, is a collection of weights for a given Unicode string which can be binary compared against another sort key to produce a compare result.

   Sort keys can result from the collation process if the user sets the parameter area field CUNBOPRM_Coll_Mask or CUN4BOPR_Coll_Mask with constant CUNBOPRM_MASK_SK (see call samples). An associated comparison level and alternate weighting option can be specified by the user to form a particular sort key. Also, as part of new settings for Collation versions UCA400R1, UCA410, and UCA600, consider the long and short path for sort key generation settings.

   The sort key can be considered a "compare file", because it can be created as a data set if properly specified by the user. The usefulness of a sort key is that once created for an input string, it can be kept and used repeatedly by the caller in binary comparisons with other sort keys. This can represent a performance advantage for the caller, because in this case there would be no need to call the collation services, but only perform a binary comparison with the caller's preferred compare routine.

A sort key for a given Unicode character is formed by reading and processing the level weights found in the AllKeys.txt file provided by the Unicode consortium at: http://www.Unicode.org/Unicode/reports/tr10/allkeys.txt. Collation version 3.0.1 follows sort key generation as described on the Unicode Consortium TR#10, while recent Collation versions UCA400R1, UCA410, and UCA600 do not due to tailoring features.

In order to use this collation functionality, the target buffers must be set by the caller in addition to the source and work buffers. The target buffers will hold the resulting sort key for their respective source buffers. Both or only one sort key can be generated on each call to the collation services. To assume that one of the source buffers is not being used you must set its length at zero.

If you plan on using your own binary compare algorithms for sort keys, it is important you can interpret the sort key format. This is explained in “Sort key vector format” on page 179. The size of the sort key is determined by the collation level chosen. The greater the collation level, the longer the sort key will be.

z/OS Unicode Services collation does not provide a way of making a binary comparison for any pair of sort keys provided by the user. It is the user's responsibility to do the binary comparisons. If, after a call to z/OS, collation returns a zero return code, you can check for the sort key left in the target buffer(s). Otherwise, you must interpret the return and reason code, and retry a collation call after taking the appropriate steps.

For Collation versions UCA400R1, UCA410, and UCA600, sort key weights have different values than their respective versions from the DUCET (Default Unicode Collation Element Table - http://www.unicode.org/Public/UCA/latest/allkeys.txt) because they were modified for tailoring reasons (Locales or User Collation Rules - UCR).

According to each UCA (Unicode Collation Algorithm) version and settings (Locales or UCR) the Sort keys might contain different weights and then comparisons between different UCA version sort keys, in combination with some Locales or UCR, might return with an undesired comparison result. A good practice to avoid undesired results with sort key previously generated would be making sort key comparisons if and only if they comes from the same settings, that is, same UCA version, Locale, Collation Level, case options, etc. Otherwise, results might be inconsistent.

General considerations:

A successful call to collation always returns a valid collation handle. This handle can be used as a fast path when recalling the collation services, because it specifies a direct access to the collation tables. IBM recommends providing the collation handle if successive collation calls are to be performed. If the caller only desires to request a collation handle, the fields CUNBOPRM_Get_New_Handle or CUN4BOPR_Get_New_Handle must be set to X'80'. See description of the field CUNBOPRM_Flag1 in “Description of parameters in area CUNBOPRM” on page 143. A sample program, CUNSOSMC, is provided in SYS1.SAMPLIB.

The caller can put the source parameters in any data space. To allow the service to access data not in primary space, an ALET must be specified. An ALET of 0 indicates that the data is in the primary address space (default value), which is the case for most callers.

A dynamic data area (DDA) must always be specified. The required length is defined by constant CUNBOPRM_DDA_Req or CUN4BOPR_DDA_Req. Refer to the interface definition file (CUNBOIDF).

Restrictions for the calling environment

The following table lists the restrictions for calling the collation service.

Table 14. Restrictions for the calling environment

Property	Restriction
Authorization	Problem state or supervisor state, and any PSW key
Dispatchable unit mode	Task or SRB
Cross memory mode	Any PASN, HASN, or SASN
AMODE	31-bit or 64-bit
ASC mode	Called in primary mode but exploiting AR mode
Interrupt status	Enabled for I/O and external interrupts
Locks	May be held by the caller, but not required to hold any
Control parameters	Must be in the primary address space
Recovery environment	Provided exclusively by the caller of the conversion services

Using the C interface

This is the syntax call in C for calling the stub routine **CUNLOCOL** (collation). The mapping of the parameter area supplied by the header file cunhc.h is listed in “Mapping of parameters in C” on page 131.

```
/* Includes section                    */
.................
#include <string.h>
#include <cunhc.h>
.................
                              /* Constants section                   */
#define SLEN 10
#define WLEN 80
#define TLEN 80

                              /* Declaration section                 */
                              /*           Group 1                   */
unsigned char Sourcebuffer1 [SLEN ] = {
/* HELLO */
/* ---------     ---------     ---------     ---------
'\x00','\x48','\x00','\x45','\x00','\x4C','\x00,'\x4C','\x00','\x4F'
};
unsigned char Workbuffer1 [WLEN ];
unsigned char Targetbuffer1 [TLEN ];
                              /*           Group 2                   */
unsigned char Sourcebuffer2 [SLEN ] = {
/* HELLO */
/* ---------     ---------     ---------     ---------
'\x00','\x48','\x00','\x45','\x00','\x4C','\x00','\x6C','\x00','\x4F'
};

unsigned char Workbuffer2 [WLEN ];
unsigned char Targetbuffer2 [TLEN ];
                              /* DDA                                 */
unsigned char DDA [CUNBOPRM_DDA_REQ ];

                              /* Declaring a user collation          */
```

```
                              /* parameter area                       */
CUNBOPRM myparm = {CUNBOPRM_DEFAULT};
                              /* Making addressables PA buffers and  */
                              /* setting buffers length              */
myparm.Src1_Buf_Ptr=Sourcebuffer1;
myparm.Src1_Buf_Len=SLEN;

myparm.Src2_Buf_Ptr=Sourcebuffer2;
myparm.Src2_Buf_Len=SLEN;

myparm.Wrk1_Buf_Ptr=Workbuffer1;
myparm.Wrk2_Buf_Len=WLEN;

myparm.Wrk_Buf_Ptr=Workbuffer2;
myparm.Wrk_Buf_Len=WLEN;

myparm.Targ1_Buf_Ptr=Targetbuffer1;
myparm.Targ2_Buf_Len=TLEN;

myparm.Targ_Buf_Ptr=Targetbuffer2;
myparm.Targ_Buf_Len=TLEN;

myparm.DDA_Buf_Ptr=DDA;
myparm.DDA_Buf_Len=CUNBOPRM_DDA_REQ;

                                /* Set collation                     */
                                /* Level 1 = CUNBOPRM_PRIMARY        */
myparm.Coll_Level = CUNBOPRM_PRIMARY;
                                /* Set collation scheme rules        */
myparm.Coll_Mask[0] = CUNBOPRM_MASK_DEFAULT;
                                /* Calling collation service         */
CUNLOCOL ( & myparm );
if(myparm.Return_Code == CUN_RC_OK) then
   If (myparm.Coll_Result = 0) then
      ....................      /* SourceBuffer1 = SourceBuffer2     */
   else If (myparm.Coll_Result < 0) then
           .................... /* SourceBuffer1 < SourceBuffer2     */
        else
           .................... /* SourceBuffer1 > SourceBuffer2     */
else
   ....................         /* an error had ocurred              */
```

The sample below shows how to use "long path" settings to call current Unicode Collation Version 4.0.1 (UCA401). For new collation features, the following interfaces can be used:

```
/* Includes section                    */
.................
#include <string.h>
#include <cunhc.h>
.................
                              /* Constants section                    */
#define SLEN 10
#define WLEN 80
#define TLEN 80

                              /* Declaration section                  */
                              /*            Group 1                   */
unsigned char Sourcebuffer1 [SLEN ] = {
/* HELLO */
/* ---------     ---------     ---------     ---------
'\x00','\x48','\x00','\x45','\x00','\x4C','\x00,'\x4C','\x00','\x4F'
};
unsigned char Workbuffer1 [WLEN ];
unsigned char Targetbuffer1 [TLEN ];
                              /*            Group 2                   */
unsigned char Sourcebuffer2 [SLEN ] = {
```

```
/* HEL1O */
/* ---------     ---------     ---------     ---------
'\x00','\x48','\x00','\x45','\x00','\x4C','\x00','\x6C','\x00','\x4F'
};
unsigned char Workbuffer2 [WLEN ];
unsigned char Targetbuffer2 [TLEN ];
                              /* DDA                               */
unsigned char DDA [CUNBOPRM_DDA_REQ ];
                              /* Setting Collation PA version as 2   */
myparm.Version = CUNBOPRM_VERSION2;
                              /* Making addressables PA buffers and  */
                              /* setting buffers length              */
myparm.Src1_Buf_Ptr=Sourcebuffer1;
myparm.Src1_Buf_Len=SLEN;
myparm.Src2_Buf_Ptr=Sourcebuffer2;
myparm.Src2_Buf_Len=SLEN;
myparm.Wrk1_Buf_Ptr=Workbuffer1;
myparm.Wrk2_Buf_Len=WLEN;
myparm.Wrk_Buf_Ptr=Workbuffer2;
myparm.Wrk_Buf_Len=WLEN;
myparm.Targ1_Buf_Ptr=Targetbuffer1;
myparm.Targ2_Buf_Len=TLEN;
myparm.Targ_Buf_Ptr=Targetbuffer2;
myparm.Targ_Buf_Len=TLEN;
myparm.DDA_Buf_Ptr=DDA;
myparm.DDA_Buf_Len=CUNBOPRM_DDA_REQ;

                             /****************************************/
                             /* Long path Collation settings         */
                             /****************************************/


                            /* Collation PA version                  */
MyCollParm.Version   = CUNBOPRM_VERSION2;
                            /* Coll mask settings                    */

MyCollParm.Coll_Mask.Variable_Opt     = CUNBOPRM_MASK_NAVCE;
MyCollParm.Coll_Mask.Cmp_Order        = CUNBOPRM_MASK_FORWARD;
MyCollParm.Coll_Mask.SKey_Opt         = CUNBOPRM_MASK_nSK;
MyCollParm.Coll_Mask.Norm_Type        = CUNBOPRM_MASK_nNORM;
MyCollParm.Coll_Mask.SKey_and_Cmp     = CUNBOPRM_MASK_SKey_and_Cmp_OFF;

                            /* Coll Level settings                   */
MyCollParm.Coll_Level = CUNBOPRM_TERTIARY;
                            /* UCA version                           */
MyCollParm.UCA_Ver[0] = CUNBOPRM_UCA400R1;
                            /* Case Options settings                 */
MyCollParm.Case_Options.Case_First  =
                              CUNBOPRM_CASE_OPTIONS_Case_First_Default;
MyCollParm.Case_Options.Case_Level=
                              CUNBOPRM_CASE_OPTIONS_Case_Level_OFF;
                            /* Hiragana settings                     */
MyCollParm.Special.Hiragana = CUNBOPRM_CASE_SPECIAL_Hiragana_OFF;

                            /* Locale Settings                       */
strcpy(MyCollParm.Locale.Language,"EN");
strcpy(MyCollParm.Locale.Region,"US");
strcpy(MyCollParm.Locale.Variant,"POSIX");

                             /* Calling collation service            */
CUNLOCOL ( & myparm );
if(myparm.Return_Code == CUN_RC_OK) then
   If (myparm.Coll_Result = 0) then
      ....................      /* SourceBuffer1 = SourceBuffer2     */
   else If (myparm.Coll_Result < 0) then
           .................... /* SourceBuffer1 < SourceBuffer2     */
        else
```

```
              .................... /* SourceBuffer1 > SourceBuffer2     */
   else
      ....................         /* an error had ocurred              */
```

Calling Collation Service UCA400R1 short path settings:

```
   /* Includes section                    */
   .................
   #include <string.h>
   #include <cunhc.h>
   .................
                                /* Constants section                    */
   #define SLEN 10
   #define WLEN 80
   #define TLEN 80

                                /* Declaration section                  */
                                /*           Group 1                    */
   unsigned char Sourcebuffer1 [SLEN ] = {
   /* HELLO */
   /* ---------     ---------     ---------     ---------
   '\x00','\x48','\x00','\x45','\x00','\x4C','\x00,'\x4C','\x00','\x4F'
   };
   unsigned char Workbuffer1 [WLEN ];
   unsigned char Targetbuffer1 [TLEN ];
                                /*           Group 2                    */
   unsigned char Sourcebuffer2 [SLEN ] = {
   /* HEL1O */
   /* ---------     ---------     ---------     ---------
   '\x00','\x48','\x00','\x45','\x00','\x4C','\x00','\x6C','\x00','\x4F'
   };
   unsigned char Workbuffer2 [WLEN ];
   unsigned char Targetbuffer2 [TLEN ];
                                /* DDA                                  */
   unsigned char DDA [CUNBOPRM_DDA_REQ ];
                                /* Setting Collation PA version as 2   */
   myparm.Version = CUNBOPRM_VERSION2;
                                /* Making addressables PA buffers and  */
                                /* setting buffers length              */
   myparm.Src1_Buf_Ptr=Sourcebuffer1;
   myparm.Src1_Buf_Len=SLEN;
   myparm.Src2_Buf_Ptr=Sourcebuffer2;
   myparm.Src2_Buf_Len=SLEN;
   myparm.Wrk1_Buf_Ptr=Workbuffer1;
   myparm.Wrk2_Buf_Len=WLEN;
   myparm.Wrk_Buf_Ptr=Workbuffer2;
   myparm.Wrk_Buf_Len=WLEN;
   myparm.DDA_Buf_Ptr=DDA;
   myparm.DDA_Buf_Len=CUNBOPRM_DDA_REQ;
                               /* Setting Collation Keywords as        */
                               /* short path settings                  */
   strcpy(myparm.Collation_Keyword,"UCA400R1_LEN_RUS_VPOSIX_S3");

   /*********************** Collation Keywords Reference ********************/
  /* Sample:                                                             */
   /*                                                                     */
   /* UCA400R1_LEN_RGB_PREEURO_S1_KX_CD_AD_T0301xxxx_ND_FD_HD             */
   /*         ++  ++ +++++++  +  +  +  +  ++++++  ++++  +  +  +           */
   /*         ??  ?? ???????  1  X  X  N  ?????   ????  D  D  D           */
   /*                         2  O  L  S                X  X  X           */
   /*                         3  D  U  D                O  O  O           */
   /*                         4     D                                     */
   /*                         I                                           */
   /*                         D                                           */
   /*                                                                     */
   /*  Collation  Keywords Reference                                      */
```

```
/*    +---------------+-------+-------------------+                     */
/*    |Attribute Name |Key   |Possible Values    |                   */
/*    +---------------+-------+-------------------+                     */
/*    |Locale        |L.R.V |<Locale>           |                     */
/*    +---------------+-------+-------------------+                     */
/*    |Strength       |S      | 1, 2, 3, 4, I, D  |                     */
/*    +---------------+-------+-------------------+                     */
/*    |Case_Level     |K      | X, O, D           |                     */
/*    +---------------+-------+-------------------+                     */
/*    |Case_First     |C      | X, L, U, D        |                     */
/*    +---------------+-------+-------------------+                     */
/*    |Alternate      |A      | N, S, D           |                     */
/*    +---------------+-------+-------------------+                     */
/*    |Variable_Top   |T      |                   |                     */
/*    +---------------+-------+-------------------+                     */
/*    |Normalization  |N      |X, O, D            |                     */
/*    +---------------+-------+-------------------+                     */
/*    |French         |F      |X, O, D            |                     */
/*    +---------------+-------+-------------------+                     */
/*    |Hiragana       |H      |X, O, D            |                     */
/*    +---------------+-------+-------------------+                     */
/*                                                                      */
/*                                                                      */
/*  Collation Keyword values description                                */
/*    +--------------+-------------+                                    */
/*    |Description   | Abbreviation|                                    */
/*    +--------------+-------------+                                    */
/*    |Default       |      D      |                                    */
/*    |On            |      O      |                                    */
/*    |Off           |      X      |                                    */
/*    |Primary       |      1      |                                    */
/*    |Secondary     |      2      |                                    */
/*    |Tertiary      |      3      |                                    */
/*    |Quaternary    |      4      |                                    */
/*    |Identical     |      I      |                                    */
/*    |Shifted       |      S      |                                    */
/*    |Non-Ignorable |      N      |                                    */
/*    |Lower-First   |      L      |                                    */
/*    |Upper-First   |      U      |                                    */
/*    |              |             |                                    */
/*    +--------------+-------------+                                    */
/*                                                                      */
/***********************************************************************/
                            /* Calling collation service           */
CUNLOCOL ( & myparm );
if(myparm.Return_Code == CUN_RC_OK) then
   If (myparm.Coll_Result = 0) then
      ....................     /* SourceBuffer1 = SourceBuffer2     */
   else If (myparm.Coll_Result < 0) then
           .................... /* SourceBuffer1 < SourceBuffer2     */
        else
           .................... /* SourceBuffer1 > SourceBuffer2     */
else
   ....................        /* an error had ocurred              */
```

Mapping of parameters in C

A C header file is supplied (cunhc.h) that contains the function prototypes, default values, and constants to call the collation service. The structure tagCUNBOPRM contains the collation user parameter area mapped in C.

31-bit mapping

```
typedef struct tagCUNBOPRM {
long          Version;              /* Structure version number    */
long          Length;               /* Length of structure         */
```

```
long           Res1;                 /* Reserved                    */
void *         Src1_Buf_Ptr;         /* Pointer to Source 1         */
unsigned long  Src1_Buf_ALET;        /* ALET of source buffer 1     */
unsigned long  Src1_Buf_Len;         /* Length of source data 1     */
long           Res2;                 /* Reserved                    */
void *         Src2_Buf_Ptr;         /* Pointer to Source2          */
unsigned long  Src2_Buf_ALET;        /* ALET of source buffer 2     */
unsigned long  Src2_Buf_Len;         /* Length of source data 2     */
long           Res3;                 /* Reserved                    */
void *         Targ1_Buf_Ptr;        /* Pointer to Target 1         */
unsigned long  Targ1_Buf_ALET;       /* ALET of target buffer 1     */
unsigned long  Targ1_Buf_Len;        /* Length of target data 1     */
long           Res4;                 /* Reserved                    */
void *         Targ2_Buf_Ptr;        /* Pointer to target 2         */
unsigned long  Targ2_Buf_ALET;       /* ALET of target buffer 2     */
unsigned long  Targ2_Buf_Len;        /* Length of target data 2     */
char           Coll_Handle[64];      /* Collation handle            */
unsigned char  Coll_Level;           /* Collation Level type        */
unsigned char  Res5[7];              /* Reserved                    */
long           Res6;                 /* Reserved                    */
void *         Wrk1_Buf_Ptr;         /* Pointer to work1 buffer     */
unsigned long  Wrk1_Buf_ALET;        /* ALET of work1 buffer        */
unsigned long  Wrk1_Buf_Len;         /* Length of work1 buffer      */
long           Res7;                 /* Reserved                    */
void *         Wrk2_Buf_Ptr;         /* Pointer to work2 buffer     */
unsigned long  Wrk2_Buf_ALET;        /* ALET of work2 buffer        */
unsigned long  Wrk2_Buf_Len;         /* Length of work2 buffer      */
long           Res8;                 /* Reserved                    */
void *         DDA_Buf_Ptr;          /* Pointer to dynamic data area*/
unsigned long  DDA_Buf_ALET;         /* ALET of DDA                 */
unsigned long  DDA_Buf_Len;          /* Length of DDA               */
struct {
 int           Inv_Handle      : 1,  /* Invalid handle action:      */
                                     /* 0 = Terminate with error    */
                                     /* 1 = Get new handle and      */
               Get_New_Handle  : 1,  /* Get a new handle            */
                                     /* Source Character            */
                                     /* 0 = Get/Use a handle and    */
                                     /* continue with the service   */
                                     /* 1 = Get handle and return   */
                                     /* to the caller               */
               Page_Fix        : 1,  /* Page Fixing:                */
                                     /* 0=System storage            */
                                     /* 1=Page Fixing.              */
                               : 5;
 } Flag1;                            /* FLAG Byte 1 set by caller   */
unsigned char  Res9[1];              /* Reserved                    */
struct {
 int           Variable_Opt    : 3,  /* Where :                     */
                                     /*  0 - Shifted                */
                                     /*  1 - Blanked                */
                                     /* 10 - Non Blanked            */
                                     /* 11 - Shift-Trimmed and      */
               Cmp_Order       : 1,  /* Where :                     */
                                     /*  0 - Forward                */
                                     /*  1 - Backward (French)      */
               SKey_Opt        : 1,  /*  Where:                     */
                                     /*  0 - Not Get Sort Key       */
                                     /*  1 - Get Sort Key           */
               Norm_Type       : 3,  /* Normalization Form          */
                                     /* 000 - No Apply Normalization*/
                                     /* 001 - Apply NFD             */
                                     /* 010 - Apply NFC             */
                                     /* 011 - Apply NFKD            */
                                     /* 100 - Apply NFKC            */
               SKey_and_Cmp    : 1,  /* Make binary comparison      */
                                     /* (CUNBOPRM_RESULT), if and   */
```

```
                                    /* only if, CUN4BOPR_SKey_Opt  */
                                    /* is ON:                      */
                                    /* 0 - Do not perform binary   */
                                    /*     comparison              */
                                    /* 1 - Perform binary comparison*/
                              : 7;  /* Padding                     */
  } Coll_Mask;                      /* Collation Mask              */
 signed long    Coll_Result;        /* Collation Result            */
 long           Return_Code;        /* Return code                 */
 long           Reason_Code;        /* Reason code                 */
 unsigned char  UCA_Ver[1];         /* UCA Version                 */
 unsigned char  Res10[2];           /* Padding                     */
 struct {
   int          Case_First      : 8,  /* Where:                    */
                                    /* 000 - Default               */
                                    /* 001 - Upper First           */
                                    /* 010 - Lower First           */
                Case_Level      : 1,  /* Where:                    */
                                    /* 0 - Default                 */
                                    /* 1 - Primary Level will      */
                                    /*     ignore accent but not   */
                                    /*     case                    */
                                : 7;  /* Padding                   */
 } Case_Options;
 struct {
   int          Hiragana        : 1,  /* Distinguish between Japanese*/
                                    /* hiragana and Katakana chars */
                                    /* Where:                      */
                                    /*  0 - Default                */
                                    /*  1 - Conform to the         */
                                    /*      Japanese JIS X 4061    */
                                    /*      standard with Primary  */
                                    /*      Level                  */
                                : 7;  /* Reserved                  */
 } Special;
 unsigned char   Res11[2];          /* Padding                     */
 unsigned long   Var_Top;           /* Variable Top - UTF16BE      */
 struct {
   char          Language    [ 2];  /* Language                    */
   char          Underscore1 [ 1];  /* Underscore                  */
   char          Region      [ 2];  /* Region                      */
   char          Underscore2 [ 1];  /* Underscore                  */
   char          Variant     [26];  /* Variant                     */
 } Locale;
 unsigned char   Res12[2];          /* Padding                     */
 unsigned char   Collation_Keyword[64]; /* Collation Keyword - ICU */
                                    /* set short form              */
 unsigned char   DSName[44];        /* Data Set Name               */
 unsigned char   Res13[4];          /* Padding                     */
 unsigned char   Collation_Rules_File[8]; /* Member                */
 unsigned char   Collation_Rules_Vol[6];  /* Data Set Name Volume  */
 unsigned char   Res14[2];          /* Padding                     */
} CUNBOPRM;
```

64-bit mapping

```
typedef struct tagCUN4BOPR {
unsigned int   Version;             /* Structure version number    */
unsigned int   Length;              /* Length of structure         */
void *         Src1_Buf_Ptr;        /* Pointer to Source 1         */
unsigned int   Res1;                /* Reserved                    */
unsigned int   Src1_Buf_ALET;       /* ALET of source buffer 1     */
unsigned long  Src1_Buf_Len;        /* Length of source data 1     */
void *         Src2_Buf_Ptr;        /* Pointer to Source2          */
unsigned int   Res2;                /* Reserved                    */
unsigned int   Src2_Buf_ALET;       /* ALET of source buffer 2     */
unsigned long  Src2_Buf_Len;        /* Length of source data 2     */
```

```
void *         Targ1_Buf_Ptr;        /* Pointer to Target 1         */
unsigned int   Res3;                 /* Reserved                    */
unsigned int   Targ1_Buf_ALET;       /* ALET of target buffer 1     */
unsigned long  Targ1_Buf_Len;        /* Length of target data 1     */
void *         Targ2_Buf_Ptr;        /* Pointer to target 2         */
unsigned int   Res4;                 /* Reserved                    */
unsigned int   Targ2_Buf_ALET;       /* ALET of target buffer 2     */
unsigned long  Targ2_Buf_Len;        /* Length of target data 2     */
char           Coll_Handle[64];      /* Collation handle            */
unsigned char  Coll_Level;           /* Collation Level type        */
unsigned char  Res5[7];              /* Reserved                    */
void *         Wrk1_Buf_Ptr;         /* Pointer to work1 buffer     */
unsigned int   Res6;                 /* Reserved                    */
unsigned int   Wrk1_Buf_ALET;        /* ALET of work1 buffer        */
unsigned long  Wrk1_Buf_Len;         /* Length of work1 buffer      */
void *         Wrk2_Buf_Ptr;         /* Pointer to work2 buffer     */
unsigned int   Res7;                 /* Reserved                    */
unsigned int   Wrk2_Buf_ALET;        /* ALET of work2 buffer        */
unsigned long  Wrk2_Buf_Len;         /* Length of work2 buffer      */
void *         DDA_Buf_Ptr;          /* Pointer to dynamic data area*/
unsigned int   DDA_Buf_ALET;         /* ALET of DDA                 */
unsigned int   DDA_Buf_Len;          /* Length of DDA               */
struct {
 int           Inv_Handle      : 1,  /* Invalid handle action:      */
                                     /* 0 = Terminate with error    */
                                     /* 1 = Get new handle and      */
               Get_New_Handle  : 1,  /* Get a new handle            */
                                     /* Source Character            */
                                     /* 0 = Get/Use a handle and    */
                                     /* continue with the service   */
                                     /* 1 = Get handle and return   */
                                     /* to the caller               */
               Page_Fix        : 1,  /* Page Fixing:                */
                                     /* 0=System storage            */
                                     /* 1=Page Fixing.              */
                               : 5;
 } Flag1;                            /* FLAG Byte 1 set by caller   */
unsigned char  Res8;                 /* Reserved                    */
struct {
 int           Variable_Opt    : 3,  /* Where :                     */
                                     /*  0 - Shifted                */
                                     /*  1 - Blanked                */
                                     /* 10 - Non Blanked            */
                                     /* 11 - Shift-Trimmed and      */
               Cmp_Order       : 1,  /* Where :                     */
                                     /*  0 - Forward                */
                                     /*  1 - Backward (French)      */
               SKey_Opt        : 1,  /*  Where:                     */
                                     /*  0 - Not Get Sort Key       */
                                     /*  1 - Get Sort Key           */
               Norm_Type       : 3,  /* Normalization Form          */
                                     /* 000 - No Apply Normalization*/
                                     /* 001 - Apply NFD             */
                                     /* 010 - Apply NFC             */
                                     /* 011 - Apply NFKD            */
                                     /* 100 - Apply NFKC            */
               SKey_and_Cmp    : 1,  /* Make binary comparison      */
                                     /* (CUNBOPRM_RESULT), if and   */
                                     /* only if, CUN4BOPR_SKey_Opt  */
                                     /* is ON:                      */
                                     /* 0- Do not perform binary    */
                                     /*    comparison               */
                                     /* 1- Perform binary comparison*/
                               : 7;  /* Padding                     */
 } Coll_Mask;                        /* Collation Mask              */
int            Coll_Result;          /* Collation Result            */
unsigned int   Return_Code;          /* Return code                 */
```

```
unsigned int   Reason_Code;         /* Reason code              */
unsigned char  UCA_Ver[1];          /* UCA Version              */
unsigned char  Res9[2];             /* Padding                  */
struct {

  int          Case_First      : 8,  /* Where:                   */
                                     /* 000 - Default            */
                                     /* 001 - Upper First        */
                                     /* 010 - Lower First        */
               Case_Level      : 1,  /* Where:                   */
                                     /* 0 - Default              */
                                     /* 1 - Primary Level will   */
                                     /*     ignore accent but not */
                                     /*     case                 */

                               : 7;  /* Padding                  */
} Case_Options;
struct {
  int          Hiragana        : 1, /* Distinguish between Japanese */
                                    /* hiragana and Katakana chars  */
                                    /* Where:                       */
                                    /*  0 - Default                 */
                                    /*  1 - Conform to the          */
                                    /*      Japanese JIS X 4061     */
                                    /*      standard with Primary   */
                                    /*      Level                   */
                               : 7; /* Reserved                     */
} Special;
unsigned char   Res10[2];           /* Padding                   */
unsigned long   Var_Top;            /* Variable Top - UTF16BE    */
struct {
  char          Language    [ 2];   /* Language                  */
  char          Underscore1 [ 1];   /* Underscore                */
  char          Region      [ 2];   /* Region                    */
  char          Underscore2 [ 1];   /* Underscore                */
  char          Variant     [26];   /* Variant                   */
} Locale;
unsigned char   Res11[2];           /* Padding                   */
unsigned char   Collation_Keyword[64]; /* Collation Keyword - ICU */
                                    /* set short form            */
unsigned char   DSName[44];         /* Data Set Name             */
unsigned char   Res12[4];           /* Padding                   */
unsigned char   Collation_Rules_File[8]; /* Member               */
unsigned char   Collation_Rules_Vol[6];  /* Data Set Name Volume */
unsigned char   Res13[2];           /* Padding                   */
} CUN4BOPR;
```

Mapping of constants in C

Also, cunhc contains a group of constants to establish the Collation rules. These are the constants.

Group 1 - Collation level:

These constants set up the Coll_Level, and must be specified individually.

DDA size:

```
#ifdef _LP64
 #define CUNBOPRM_DDA_REQ        8192
#else
 #define CUNBOPRM_DDA_REQ        4096
#endif
```

Collation Parameter Area versions:

```
#define CUNBOPRM_VERSION          1
#define CUNBOPRM_VERSION2         2
```

ALET Constant:

```
#define CUNBOPRM_ALET             0
```

Collation Levels (also named Collation strengths):

```
#define CUNBOPRM_IDENTICAL        5
#define CUNBOPRM_PRIMARY          1
#define CUNBOPRM_SECONDARY        2
#define CUNBOPRM_TERTIARY         3
#define CUNBOPRM_QUATERNARY       4
#define CUNBOPRM_QUINARY          5
```

Collation Mask:

```
#define CUNBOPRM_MASK_DEFAULT '\xE0'  /* naVCE+Forward+nSK+nNorm     */
```

Used for Variable_Opt field:

```
#define CUNBOPRM_MASK_SHIFTED                                0
#define CUNBOPRM_MASK_BLANKED                                1
#define CUNBOPRM_MASK_nIGNORABLE                             2
#define CUNBOPRM_MASK_STRIMMED                               3
#define CUNBOPRM_MASK_NAVCE                                 14
```

Used for Cmp_Order field:

```
#define CUNBOPRM_MASK_FORWARD                                0
#define CUNBOPRM_MASK_BACKWARD                               1
```

Used for SKey_Opt field:

```
#define CUNBOPRM_MASK_nSK                                    0
#define CUNBOPRM_MASK_SK                                     1
```

Used for Norm_Type field:

```
#define CUNBOPRM_MASK_nNORM                                  0
#define CUNBOPRM_MASK_NFD                                    1
#define CUNBOPRM_MASK_NFC                                    2
#define CUNBOPRM_MASK_NFKD                                   3
#define CUNBOPRM_MASK_NFKC                                   4
```

Used for SKey_and_Cmp field:

```
#define CUNBOPRM_MASK_SKey_and_Cmp_OFF                       0
#define CUNBOPRM_MASK_SKey_and_Cmp_ON                        1
```

Used for Case_First field:

```
#define CUNBOPRM_CASE_OPTIONS_Case_First_Default             0
#define CUNBOPRM_CASE_OPTIONS_Case_First_UPPER               1
#define CUNBOPRM_CASE_OPTIONS_Case_First_lower               2
```

Used for Case_Level field:

```
#define CUNBOPRM_CASE_OPTIONS_Case_Level_OFF                 0
#define CUNBOPRM_CASE_OPTIONS_Case_Level_ON                  1
```

Used for Hiragana field:

```
#define CUNBOPRM_CASE_SPECIAL_Hiragana_OFF                   0
#define CUNBOPRM_CASE_SPECIAL_Hiragana_ON                    1
```

Used for Handle bit fields:

```
#define CUNBOPRM_FLAG1_DEFAULT                  '\x00'
#define CUNBOPRM_FLAG1_Ret_If_Inv_Handle_ON     '\x80'
#define CUNBOPRM_FLAG1_Get_New_Handle_ON        '\x40'
```

Null Handle:

```
#define CUNBOPRM_EMPTY_COLLHDL '\0','\0','\0','\0','\0','\0','\0',\
              '\0','\0','\0','\0','\0','\0','\0','\0','\0',\
              '\0','\0','\0','\0','\0','\0','\0','\0',\
              '\0','\0','\0','\0','\0','\0','\0','\0',\
              '\0','\0','\0','\0','\0','\0','\0','\0',\
              '\0','\0','\0','\0','\0','\0','\0','\0',\
              '\0','\0','\0','\0','\0','\0','\0','\0',\
              '\0','\0','\0','\0','\0','\0','\0','\0'
```

UCA (Unicode Collation Algorithm) versions:

```
#define CUNBOPRM_UCAempty                       '\x00'
#define CUNBOPRM_UCA301                         '\x01'
#define CUNBOPRM_UCA400R1                       '\x02'
#define CUNBOPRM_UCA410                         '\x03'
#define CUNBOPRM_UCA600                         '\x04'
```

There is also a C example in the **CUNSOSMC** member in SYS1.SAMPLIB. For further sample information, see "Sample programs" on page 182.

Using the HLASM interface

This is the call syntax in HLASM for calling the stub routine **CUNLOCOL** for AMODE (31) and **CUN4LCOL** for AMODE (64). Sample programs, CUNSOSMA for 31-bit and CUN4SOSA for 64-bit, are provided in SYS1.SAMPLIB.

Following is an example of how you can invoke the collation service with the HLASM interface. You can find this sample in the samples library (SYS1.SAMPLIB) as **CUNSOSMA** for 31-bit and **CUN4SOSA** for 64-bit.

For AMODE (31)

```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7--
................
************************************************************************
* PREPARE PARAMETER AREA FOR CALL TO THE CONVERSION ROUTINES          *
************************************************************************
         SPACE 1
         GETMAIN ........ Obtain storage for parameter area
*        in primary address space.
         LR R4,R1                          ! Save parameter area
*                                          ! address
         LA    R8,PARMAREA                 ! GET PARAMETER AREA ADDR
         USING CUNBOPRM,R8                 ! ESTABLISH ADDRESSABILITY
         SPACE 1
*                                          ! CLEAR PARAMETER AREA
         XC    CUNBOPRM(CUNBOPRM_LEN),CUNBOPRM
         LA    R0,CUNBOPRM_VER             ! GET ACTUAL VERSION
         ST    R0,CUNBOPRM_VERSION         ! STORE INTO PARAMETER
         LA    R0,CUNBOPRM_LEN             ! GET ACTUAL LENGTH
         ST    R0,CUNBOPRM_LENGTH          ! STORE INTO PARAMETER
*                             /************************************/
*                             /*     Setting source buffers       */
*                             /************************************/
         SPACE 2
         MVC   CUNBOPRM_SRC1_BUF_PTR,ASRC1   ! SOURCE1 BUFFER PTR
         MVC   CUNBOPRM_SRC1_BUF_ALET,=F'0'  ! PRIMARY MODE ALET
         MVC   CUNBOPRM_SRC1_BUF_LEN,SRC1LEN ! SOURCE1 BUFFER LENGTH
         SPACE 1
```

```
         MVC   CUNBOPRM_SRC2_BUF_PTR,ASRC2   ! SOURCE2 BUFFER PTR
         MVC   CUNBOPRM_SRC2_BUF_ALET,=F'0'  ! PRIMARY MODE ALET
         MVC   CUNBOPRM_SRC2_BUF_LEN,SRC2LEN ! SOURCE2 BUFFER LENGTH
*                                 /**********************************/
*                                 /*       Setting Work buffers     */
*                                 /**********************************/
..................
*                                 /**********************************/
*                                 /*     Setting Target buffers     */
*                                 /**********************************/
..................
***********************************************************************
*                  IMPORTANT: DDA IS ALWAYS REQUIRED                  *
***********************************************************************
*                                 /**********************************/
*                                 /*     Setting   DDA  buffers     */
*                                 /**********************************/
         SPACE 1
         MVC CUN4BOPR_DDA_BUF_PTR,ADDA     ! DYNAMIC DATA AREA
         MVC CUN4BOPR_DDA_BUF_ALET,=F'0'   ! PRIMARY MODE ALET
         LG R0,=A(CUN4BOPR_DDA_REQ)        ! GET DDA LENGTH
         STG R0,CUN4BOPR_DDA_BUF_LEN       ! STORE INTO PARAMETER
         SPACE 1
***********************************************************************
*                       NOW FILL PARAMETER AREA                       *
***********************************************************************
         SPACE 1
         LA    R0,CUNBOPRM_TERTIARY        ! GET COLLATION LEVEL
         STC   R0,CUNBOPRM_COLL_LEVEL      ! STORE TO PARAMETER AREA
         SPACE 1
         LA    R0,Mask_Default             ! SET COLLATION MASK
         STC   R0,CUNBOPRM_MASK            ! STORE TO PARAMETER AREA
*                                  /*       Copying to source 1      */
         SPACE 1
         L     R2,CUNBOPRM_SRC1_BUF_PTR    ! GET SRC1 BUFFER ADDRESS
         L     R3,STR1LEN                  ! GET ACTUAL TO-LENGTH
         L     R4,ASTRING1                 ! GET DATA BUFFER ADDRESS
         LR    R5,R3                       ! GET ACTUAL FROM-LENGTH
         ST    R5,CUNBOPRM_SRC1_BUF_LEN    ! UPDATE SRC BUFFER LENGTH
         MVCL  R2,R4                       ! MOVE DATA TO SOURCE BUFF
*                                  /*      Copying to source 2       */
         SPACE 1
         L     R2,CUNBOPRM_SRC2_BUF_PTR    ! GET SRC1 BUFFER ADDRESS
         L     R3,STR2LEN                  ! GET ACTUAL TO-LENGTH
         L     R4,ASTRING2                 ! GET DATA BUFFER ADDRESS
         LR    R5,R3                       ! GET ACTUAL FROM-LENGTH
         ST    R5,CUNBOPRM_SRC2_BUF_LEN    ! UPDATE SRC BUFFER LENGTH
         MVCL  R2,R4                       ! MOVE DATA TO SOURCE BUFF
***********************************************************************
*                   CALLING THE COLLATION SERVICE                     *
***********************************************************************
         SPACE 1
         CALL  CUNLOCOL,PARMAREA
         SPACE 1
***********************************************************************
*        Check CUNBOPRM_Return_Code and CUNBOPRM_Reason_Code          *
*        and CUNBOPRM_Result; where                                   *
*          if CUNBOPRM_Result = -1, then String1 < String2;           *
*          if CUNBOPRM_Result =  0, then String1 = String2;           *
*          if CUNBOPRM_Result =  1, then String1 > String2;           *
*                                                                     *
***********************************************************************
........................
For AMODE (64)

----+----1----+----2----+----3----+----4----+----5----+----6----+----7-
.................
```

```
***********************************************************************
* PREPARE PARAMETER AREA FOR CALL TO THE CONVERSION ROUTINES          *
***********************************************************************
         SPACE 1
         GETMAIN ........ Obtain storage for parameter area
*        in primary address space.
         LR R4,R1                           ! Save parameter area
*                                           ! address
         LA    R8,PARMAREA                  ! GET PARAMETER AREA ADDR
         USING CUN4BOPR,R8                  ! ESTABLISH ADDRESSABILITY
         SPACE 1
*                                           ! CLEAR PARAMETER AREA
         XC    CUN4BOPR(CUN4BOPR_LEN),CUN4BOPR
         LA    R0,CUN4BOPR_VER              ! GET ACTUAL VERSION
         ST    R0,CUN4BOPR_VERSION          ! STORE INTO PARAMETER
         LA    R0,CUN4BOPR_LEN              ! GET ACTUAL LENGTH
         ST    R0,CUN4BOPR_LENGTH           ! STORE INTO PARAMETER
*                                /***********************************/
*                                /*     Setting source buffers      */
*                                /***********************************/
         SPACE 2
         MVC   CUN4BOPR_SRC1_BUF_PTR,ASRC1   ! SOURCE1 BUFFER PTR
         MVC   CUN4BOPR_SRC1_BUF_ALET,=F'0'  ! PRIMARY MODE ALET
         MVC   CUN4BOPR_SRC1_BUF_LEN,SRC1LEN ! SOURCE1 BUFFER LENGTH
         SPACE 1
         MVC   CUN4BOPR_SRC2_BUF_PTR,ASRC2   ! SOURCE2 BUFFER PTR
         MVC   CUN4BOPR_SRC2_BUF_ALET,=F'0'  ! PRIMARY MODE ALET
         MVC   CUN4BOPR_SRC2_BUF_LEN,SRC2LEN ! SOURCE2 BUFFER LENGTH
*                                /***********************************/
*                                /*       Setting Work buffers      */
*                                /***********************************/
...................
*                                /***********************************/
*                                /*     Setting Target buffers      */
*                                /***********************************/
...................
***********************************************************************
*                   IMPORTANT: DDA IS ALWAYS REQUIRED                 *
***********************************************************************
*                                /***********************************/
*                                /*     Setting   DDA  buffers      */
*                                /***********************************/
         SPACE 1
         MVC   CUN4BOPR_DDA_BUF_PTR,ADDA      ! DYNAMIC DATA AREA
         MVC   CUN4BOPR_DDA_BUF_ALET,=F'0'    ! PRIMARY MODE ALET
         L     R0,=A(CUN4BOPR_DDA_REQ)        ! GET DDA LENGTH
         ST    R0,CUN4BOPR_DDA_BUF_LEN        ! STORE INTO PARAMETER
         SPACE 1
***********************************************************************
*                        NOW FILL PARAMETER AREA                      *
***********************************************************************
         SPACE 1
         LA    R0,CUN4BOPR_TERTIARY         ! GET COLLATION LEVEL
         STC   R0,CUN4BOPR_COLL_LEVEL       ! STORE TO PARAMETER AREA
         SPACE 1
         LA    R0,Mask_Default              ! SET COLLATION MASK
         STC   R0,CUN4BOPR_MASK             ! STORE TO PARAMETER AREA
*                                 /*      Copying to source 1      */
         SPACE 1
         L     R2,CUN4BOPR_SRC1_BUF_PTR     ! GET SRC1 BUFFER ADDRESS
         L     R3,STR1LEN                   ! GET ACTUAL TO-LENGTH
         L     R4,ASTRING1                  ! GET DATA BUFFER ADDRESS
         LR    R5,R3                        ! GET ACTUAL FROM-LENGTH
         ST    R5,CUN4BOPR_SRC1_BUF_LEN     ! UPDATE SRC BUFFER LENGTH
         MVCL  R2,R4                        ! MOVE DATA TO SOURCE BUFF
*                                 /*     Copying to source 2       */
         SPACE 1
```

```
        L     R2,CUN4BOPR_SRC2_BUF_PTR    ! GET SRC1 BUFFER ADDRESS
        L     R3,STR2LEN                  ! GET ACTUAL TO-LENGTH
        L     R4,ASTRING2                 ! GET DATA BUFFER ADDRESS
        LR    R5,R3                       ! GET ACTUAL FROM-LENGTH
        ST    R5,CUN4BOPR_SRC2_BUF_LEN    ! UPDATE SRC BUFFER LENGTH
        MVCL  R2,R4                       ! MOVE DATA TO SOURCE BUFF
***********************************************************************
*                  CALLING THE COLLATION SERVICE                      *
***********************************************************************
        SPACE 1
        CALL  CUN4LCOL,PARMAREA
        SPACE 1
***********************************************************************
*       Check CUN4BOPR_Return_Code and CUN4BOPR_Reason_Code           *
*       and CUN4BOPR_Result; where                                    *
*         if CUN4BOPR_Result = -1, then String1 < String2;            *
*         if CUN4BOPR_Result =  0, then String1 = String2;            *
*         if CUN4BOPR_Result =  1, then String1 > String2;            *
*                                                                     *
***********************************************************************
........................
```

For more HLASM samples, see “Sample programs” on page 182.

Mapping of parameters for AMODE (31)

The mapping of the parameter areas is supplied by the interface definition file CUNBOIDF. This file is shipped in the SYS1.MACLIB data set and contains the length of each parameter and any boundary alignment that may be necessary.

Table 15. Mapping of parameters in HLASM for collation AMODE (31)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
0	(0)	STRUCTURE	380	DWORD	CUNBOPRM	Parameter Area
0	(0)	UNSIGNED	4		CUNBOPRM_Version	Parameter Area VERSION
4	(4)	UNSIGNED	4		CUNBOPRM_Length	Parameter area Length
8	(8)	CHARACTER	4		*	Reserved for 64 bit
12	(C)	ADDRESS	4		CUNBOPRM_Src1_Buf_Ptr	Source1 buffer pointer
16	(10)	UNSIGNED	4		CUNBOPRM_Src1_Buf_ALET	Source1 buffer ALET
20	(14)	UNSIGNED	4		CUNBOPRM_Src1_Buf_Len	Source1 buffer length
24	(18)	CHARACTER	4		*	Reserved for 64 bit
28	(1C)	ADDRESS	4		CUNBOPRM_Src2_Buf_Ptr	Source2 buffer pointer
32	(20)	UNSIGNED	4		CUNBOPRM_Src2_Buf_ALET	Source2 buffer ALET
36	(24)	UNSIGNED	4		CUNBOPRM_Src2_Buf_Len	Source2 buffer length
40	(28)	CHARACTER	4		*	Reserved for 64 bit
44	(2C)	ADDRESS	4		CUNBOPRM_Targ1_Buf_Ptr	Target1 buffer pointer
48	(30)	UNSIGNED	4		CUNBOPRM_Targ1_Buf_ALET	Target1 buffer ALET
52	(34)	UNSIGNED	4		CUNBOPRM_Targ1_Buf_Len	Target1 buffer length
56	(38)	CHARACTER	4		*	Reserved for 64 bit
60	(3C)	ADDRESS	4		CUNBOPRM_Targ2_Buf_Ptr	Target2 buffer pointer
64	(40)	UNSIGNED	4		CUNBOPRM_Targ2_Buf_ALET	Target2 buffer ALET
68	(44)	UNSIGNED	4		CUNBOPRM_Targ2_Buf_Len	Target2 buffer length

Table 15. Mapping of parameters in HLASM for collation AMODE (31) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
72	(48)	CHARACTER	64	DWORD	CUNBOPRM_Coll_Handle	Collation handle
136	(88)	CHARACTER	1		CUNBOPRM_Coll_Level	Collation level
137	(89)	CHARACTER	7		*	Reserved
144	(90)	CHARACTER	4		*	Reserved for 64 bit
148	(94)	ADDRESS	4		CUNBOPRM_Wrk1_Buf_Ptr	Work1 buffer pointer
152	(98)	UNSIGNED	4		CUNBOPRM_Wrk1_Buf_ALET	Work1 buffer ALET
156	(9C)	UNSIGNED	4		CUNBOPRM_Wrk1_Buf_Len	Work1 buffer length
160	(A0)	CHARACTER	4		*	Reserved for 64 bit
164	(A4)	ADDRESS	4		CUNBOPRM_Wrk2_Buf_Ptr	Work2 buffer pointer
168	(A8)	UNSIGNED	4		CUNBOPRM_Wrk2_Buf_ALET	Work2 buffer ALET
172	(AC)	UNSIGNED	4		CUNBOPRM_Wrk2_Buf_Len	Work2 buffer length
176	(80)	CHARACTER	4		*	Reserved for 64 bit
180	(B4)	ADDRESS	4	DWORD	CUNBOPRM_DDA_Buf_Ptr	Dynamic data area pointer
184	(B8)	UNSIGNED	4		CUNBOPRM_DDA_Buf_ALET	Dynamic data area ALET
188	(BC)	UNSIGNED	4		CUNBOPRM_DDA_Buf_Len	Dynamic data area length as defined by constant CUNBOPRM_DDA_Req.
192	(C0)	BITSTRING	1		CUNBOPRM_Flag1	FLAG Byte 1 set by caller
192	(C0)	1...	1		CUNBOPRM_Inv_Handle	Invalid handle action: `0=TERMINATE WITH ERROR.` `1=GET NEW HANDLE AND CONT.`
192	(C0)	.1..	1		CUNBOPRM_Get_New _Handle	Get a new handle `0=Get/Use a handle and continue with the service` `1=Get handle and return to the caller`
192	(C0)	..1.	1		CUNBOPRM_Page_Fix	Page Fixing: `0=System storage management (default).` `1=Page Fixing.`
193	(C1)	CHARACTER	1		*	Reserved
194	(C2)	BITSTRING	2		CUNBOPRM_Mask	Collation Mask
194	(C2)	BITSTRING	1		CUNBOPRM_Mask1	
194	(C2)	111.	1		CUNBOPRM_Variable_Opt	Where: `0=Shifted` `1=Blanked` `10=Non Blanked` `11=Shift Trimmed and Reserved`
194	(C2)	...1	1		CUNBOPRM_Cmp_Order	Where: `0=Forward` `1=Backward (French)`

Table 15. Mapping of parameters in HLASM for collation AMODE (31) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
194	(C2)	.... 1...	1		CUNBOPRM_Skey_Opt	Where: 0=No get sort key 1=Get sort key
194	(C2)	.... .111	1		CUNBOPRM_Norm_Type	Normalization form 000=No Apply Norm. 001=Apply NFD 010=Apply NFC 011=Apply NFKD 100=Apply NFKC
195	(C3)	BITSTRING	1		CUNBOPRM_Mask2	
195	(C3)	1...	1		CUNBOPRM_GenSKey_and _Cmp	Make binary comparison (CUNBOPRM_RESULT) if and only if, CUNBOPRM_SKey_Opt is ON 0 - Do not perform binary comparison (Default) 1 - Perform binary comparison
196	(C4)	UNSIGNED	4		CUNBOPRM_Result	Comparison result: -1 if String1 < String2 0 if String1 = String2 1 if String1 > String2
200	(C8)	CHARACTER	8	WORD	CUNBOPRM_RC_RS	Return/reason code
200	(C8)	UNSIGNED	4		CUNBOPRM_Return_Code	Return code
204	(CC)	UNSIGNED	4		CUNBOPRM_Reason_Code	Reason code
208	(D0)	UNSIGNED	1		CUNBOPRM_UCA_Ver	Unicode Standard Version
209	(D1)	CHARACTER	2		*	Reserved
211	(D3)	CHARACTER	2		CUNBOPRM_Case_Options	Case Options
211	(D3)	UNSIGNED	1		CUNBOPRM_Case_First	Where: 0 - Default 1 - Upper First 10- Lower First
212	(D4)	BITSTRING	1		CUNBOPRM_Case_Options _Flags	Case Options
		1...			CUNBOPRM_Case_Level	Where: 0 - Default 1 - Primary Level will ignore accent but not case
213	(D5)	BITSTRING	1		CUNBOPRM_Special	Special chars considerations
		1...			CUNBOPRM_Hiragana	Distinguish between Japanese Hiragana and Katakana characters. 0 - Default 1 - Conform to the Japanese JIS X 4061 standard with Primary Level

Table 15. Mapping of parameters in HLASM for collation AMODE (31) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
214	(D6)	CHARACTER	2		*	Reserved
216	(D8)	UNSIGNED	4		CUNBOPRM_Var_Top	Variable Top - UTF16BE
220	(DC)	CHARACTER	32		CUNBOPRM_Locale	Locale Input (ll_CC_Variant)
		CHARACTER	2		CUNBOPRM_Locale_ll	Locale Language
		CHARACTER	1		*	Underscore
		CHARACTER	2		CUNBOPRM_Locale_CC	Locale Country/Region
		CHARACTER	1		*	Underscore
		CHARACTER	26		CUNBOPRM_Locale_Variant	Locale Variant
252	(FC)	CHARACTER	64		CUNBOPRM_Collation _Keyword	Collation parameters set - short form
316	(13C)	CHARACTER	44		CUNBOPRM_DSName	Collation rules DS Name
360	(168)	CHARACTER	4		*	Reserved
364	(16C)	CHARACTER	8		CUNBOPRM_Collation_Rules _File	File Name
372	(174)	CHARACTER	6		CUNBOPRM_Collation_Rules _Vol	Volume
378	(17A)	CHARACTER	2		*	Reserved
380	(17C)		0		CUNBOPRM_End	End of CUNBOPRM

Description of parameters in area CUNBOPRM

CUNBOPRM_Version - set by caller

Specifies the version of the parameter area. This field must be initialized for the first call to stub routine CUNLOCOL using the constant CUNBOPRM_Ver which is supplied by the interface definition file CUNBOIDF.

In order to exploit Collation features (UCA versions UCA400R1, UCA410, UCA600, and tailoring features), CUNBOPRM_Version must be set with CUNBOPRM_Ver2 (Collation parameter area version 2). For backward compatibility purposes, the default value is CUNBOPRM_Ver.

CUNBOPRM_Length - set by caller

Specifies the length of the parameter area. HLASM users must initialize this field for the first call to CUNLOCOL using the constant CUNBOPRM_Len which is supplied by the interface definition file CUNBOIDF.

CUNBOPRM_Src1_Buf_Ptr - set by caller, updated by service

Specifies the beginning address of the string of Unicode characters to be processed. No write operations are done in this field. The string has the length specified in the CUNBOPRM_Src1_Buf_Len parameter.

Note: Source buffer pointed by CUNBOPRM_Src1_Buf_Ptr must contain UTF-16 BE character format only. Otherwise, Collation Service will cause unpredictable results.

CUNBOPRM_Src1_Buf_ALET - set by caller
Specifies the ALET to be used if the source 1 buffer addressed by CUNBOPRM_Src1_Buf_Ptr resides in a different data space. If not the primary address, the default value is 0.

CUNBOPRM_Src1_Buf_Len - set by caller
Specifies the length in bytes of the string in the source buffer, addressed by CUNBOPRM_Src1_Buf_Ptr, to be collated.

CUNBOPRM_Src2_Buf_Ptr - set by caller, updated by service
Specifies the beginning address of the string of Unicode characters to be processed. No write operations are done in this field. The string has the length specified in the CUNBOPRM_Src2_Buf_Len parameter.

Note: Source buffer pointed by CUNBOPRM_Src2_Buf_Ptr must contain UTF-16 BE characters format only. Otherwise, Collation Service will cause unpredictable results. The UTF-16 BE character structure depends on the Unicode Standard Version specified at CUNBOPRM_UCA_Ver (The default is CUNBOPRM_UCA301) or CUNBOPRM_Collation_Keyword.

CUNBOPRM_Src2_Buf_ALET - set by caller
Specifies the ALET to be used if the source 2 buffer addressed by CUNBOPRM_Src2_Buf_Ptr resides in a different data space. If not the primary address, the default value is 0.

CUNBOPRM_Src2_Buf_Len - set by caller
Specifies the length in bytes of the string in the source buffer, addressed by CUNBOPRM_Src2_Buf_Ptr, to be collated.

CUNBOPRM_Targ1_Buf_Ptr - set by caller, updated by service
This variable has two primary functions:

1. Binary comparison - If you need to do a comparison, you must specify two strings (to do a logical comparison). For this reason, CUNBOPRM_Targ1_Buf_Ptr needs to specify the beginning address and its related fields (CUNBOPRM_Targ1_Buf_ALET and CUNBOPRM_Targ1_Buf_Len).
2. Sort key vector generation - If you need to generate a sort key vector, and you choose to set the CUNBOPRM_Src1_Buf_Ptr, you also need to set up its relative values (CUNBOPRM_Src1_Buf_ALET and CUNBOPRM_Src1_Buf_Len).

   In both cases, it is important that you to set up this field correctly. For more information, see “Target buffer length considerations” on page 181 and “Sort key vector format” on page 179.

CUNBOPRM_Targ1_Buf_ALET - set by caller
Specifies the ALET to be used if the target 1 buffer addressed by CUNBOPRM_Targ1_Buf_Ptr resides in a different data space. If not the primary address, the default value is 0.

CUNBOPRM_Targ1_Buf_Len - set by caller, updated by service
Specifies the length in bytes of the target buffer addressed by CUNBOPRM_Targ1_Buf_Ptr. Certain conditions apply, dependent upon the collation level and the need for a sort key vector. See “Target buffer length considerations” on page 181 for more information.

CUNBOPRM_Targ2_Buf_Ptr - set by caller, updated by service
This variable has two primary functions:

1. Binary comparison - If you need to do a comparison, you must specify two strings (to do a logical comparison). For this reason,

CUNBOPRM_Targ2_Buf_Ptr needs to specify the beginning address and its related fields (CUNBOPRM_Targ2_Buf_ALET and CUNBOPRM_Targ2_Buf_Len).

2. Sort key vector generation - If you need to generate a sort key vector, and you choose to set the CUNBOPRM_Src2_Buf_Ptr, you also need to set up its relative values (CUNBOPRM_Src2_Buf_ALET and CUNBOPRM_Src2_Buf_Len).

   In both cases, it is important that you to set up this field correctly. For more information, see "Target buffer length considerations" on page 181 and "Sort key vector format" on page 179.

CUNBOPRM_Targ2_Buf_ALET - set by caller
Specifies the ALET to be used if the target 2 buffer addressed by CUNBOPRM_Targ2_Buf_Ptr resides in a different data space. If not the primary address, the default value is 0.

CUNBOPRM_Targ2_Buf_Len - set by caller, updated by service
Specifies the length in bytes of the target buffer addressed by CUNBOPRM_Targ2_Buf_Ptr. Certain conditions apply, dependent upon the collation level and the need for a sort key vector. See "Target buffer length considerations" on page 181 for more information.

CUNBOPRM_Coll_Handle - set by caller, updated by service
Specifies the handle to the collation tables. If the handle is present, it will be used, otherwise a new handle will be returned in CUNBOPRM_Coll_Handle. Subsequent calls to stub routine CUNLOCOL, requesting the same collation properties, will be faster because then the handle is used and CUNBOPRM_Coll_Type does not need to be recomputed.

Note: For the first call to stub routine CUNLOCOL, CUNBOPRM_Coll_Handle must be set to binary zero X'00'.

CUNBOPRM_Coll_Level - set by caller
Specifies the collation level as defined by the following constants (defined in the interface definition file CUNBOIDF):

- CUNBOPRM_PRIMARY
- CUNBOPRM_SECONDARY
- CUNBOPRM_TERTIARY
- CUNBOPRM_QUATERNARY
- CUNBOPRM_QUINARY (Supported by UCA400R1 and higher)
- CUNBOPRM_IDENTICAL (Supported by UCA400R1 and higher)

Note:

1. CUNBOPRM_QUINARY and CUNBOPRM_IDENTICAL have exactly the same behavior and were added to cover multiple naming conventions for those Collation Levels.
2. Collation Levels are also named as "Collation Strength". See CUNBOPRM_Collation_Keyword field description.

CUNBOPRM_Wrk1_Buf_Ptr - set by caller, updated by service

Specifies the beginning address of the string addressed by CUNBOPRM_Wrk1_Buf_Ptr. This variable is mainly used for internal purposes; however, it must always be set. See "Work buffer length considerations" on page 180 for more information.

CUNBOPRM_Wrk1_Buf_ALET - set by caller, updated by service
Specifies the ALET to be used if the work 1 buffer addressed by CUNBOPRM_Wrk1_Buf_Ptr resides in a different data space. If not the primary address, the default value is 0.

CUNBOPRM_Wrk1_Buf_Len - set by caller, updated by service
Specifies the length in bytes of the work 1 buffer addressed by CUNBOPRM_Wrk1_Buf_Ptr. The length addressed will depend on the collation rules, including the collation level. See “Work buffer length considerations” on page 180 for more information.

CUNBOPRM_Wrk2_Buf_Ptr - set by caller, updated by service

Specifies the beginning address of the string addressed by CUNBOPRM_Wrk2_Buf_Ptr. This variable is mainly used for internal purposes; however, it must always be set. See “Work buffer length considerations” on page 180 for more information.

CUNBOPRM_Wrk2_Buf_ALET - set by caller, updated by service
Specifies the ALET to be used if the work 2 buffer addressed by CUNBOPRM_Wrk2_Buf_Ptr resides in a different data space. If not the primary address, the default value is 0.

CUNBOPRM_Wrk2_Buf_Len - set by caller, updated by service
Specifies the length in bytes of the work 2 buffer addressed by CUNBOPRM_Wrk2_Buf_Ptr. The length addressed will depend on the collation rules, including the collation level. See “Work buffer length considerations” on page 180 for more information.

CUNBOPRM_DDA_Buf_Ptr - set by caller
Specifies the beginning address of an area of storage that collation needs internally as a dynamic data area.

Note: CUNBOPRM_DDA_Buf_Ptr must be double-word boundary.

CUNBOPRM_DDA_Buf_ALET - set by caller
Specifies the ALET to be used if the dynamic data area addressed by CUNBOPRM_DDA_Buf_Ptr resides in a different address or data space. If not the primary address, the default value is 0.

CUNBOPRM_DDA_Buf_Len - set by caller
Specifies the length in bytes of the dynamic data area addressed by CUNBOPRM_DDA_Buf_Ptr. The required length is defined by constant CUNBOPRM_DDA_Req, which is provided in the interface definition file (CUNBOIDF).

CUNBOPRM_Flag1 - set by caller

Bit position	Name
1xxx xxxx	CUNBOPRM_Inv_Handle
x1xx xxxx	CUNBOPRM_Get_New_Handle
xx1x xxxx	CUNBOPRM_Page_Fix

CUNBOPRM_Inv_Handle
Specifies the action to be taken when the collation handle is invalid.

- **0**: Indicates that the collation is to be terminated with an error.

- **1**: Indicates that the collation is to be done with a new handle created by the collation service and put into CUNBOPRM_Coll_Handle.

CUNBOPRM_Get_New_Handle
Specifies the action to be taken with the new collation handle.

- **0**: Get and use the new handle and continue with the service.
- **1**: Get the new handle and return to the caller.

CUNBOPRM_Page_Fix
If the requested conversion is not currently loaded in memory, this flag indicates if it should be loaded in page-fixed memory.

- **0**: Indicates use of system storage management (default).
- **1**: Indicates use of page fixing.

Note: CUNBOPRM_Page_Fix applies to callers that run from Key 0 to Key 7 only. Callers with other keys (8-F) cannot exploit PAGE FIX storage in the Unicode Data Space.

CUNBOPRM_Mask - set by caller
This parameter is two bytes in length, and together with CUNBOPRM_Coll_Level defines the collation rules. The default value is MASK_DEFAULT.

The following table shows the format and description of the sub fields.

Table 16. Collation mask sub fields descriptions

Sub fields	Description

CUNBOPRM_Variable_Opt	This sub field specifies if operations with variable collation elements must be performed. The options are:
	`0 - Shifted (SHIFTED)`
	`1 - Blanked (BLANKED)`
	`2 - Non-Ignored (NIGNORED)`
	`3 - Shift-Trimmed (STRIMMED)`
	`4 - No Variable Behavior (NAVARIABLECE)`

CUNBOPRM_Cmp_Order	This sub field specifies following comparison orders:
	`0 - Forward (FORWARD) (Default)`
	`1 - Backward (BACKWARD) (French behavior)`

CUNBOPRM_SKey_Opt	This sub field specifies either a comparison or sort key:
	`0 - No get sort key (SKOFF) and perform binary comparison.`
	`1 - Get sort key (SKON) and do not perform binary comparison.`

CUNBOPRM_Norm_Type	This sub field specifies the normalization form according to the following values:
	`0 - No apply normalization (NNORM) (Default)`
	`1 - Apply NFD (NFD)`
	`2 - Apply NFC (NFC)`
	`3 - Apply NFKD (NFKD)`
	`4 - Apply NFKC (NFKC)`

Table 16. Collation mask sub fields descriptions (continued)

Sub fields	Description

CUNBOPRM_GenSKey_and_Cmp	Perform Binary comparison when Sort Key is also requested.
	`0 - Do not perform binary comparison (default)`
	`1 - perform binary comparison`
	
	Note: This bit flag will be meaningful if the following flags are set:
	• CUNBOPRM_Version = CUNBOPRM_Ver2
	• CUNBOPRM_SKey_Opt = SKON
	• CUNBOPRM_UCA_Ver = CUNBOPRM_UCA400R1 (or higher)
	
	Collation version 3.0.1, was able to generate either:
	• Perform Binary comparisons or
	• Generate Sort Key
	
	But not both.
	
	From UCA400R1 and higher, its possible to generate sort key and perform binary comparison at the same time.

CUNBOPRM_RESULT - updated by Service

Specifies the result of the binary comparison (between CUNBOPRM_Src1_Buf_Ptr and CUNBOPRM_Src2_Buf_Ptr).

The results can be evaluated according to the following values:

```
-1 if CUNBOPRM_Src1_Buf_Ptr < CUNBOPRM_Src2_Buf_Ptr
 0 if CUNBOPRM_Src1_Buf_Ptr = CUNBOPRM_Src2_Buf_Ptr
 1 if CUNBOPRM_Src1_Buf_Ptr > CUNBOPRM_Src2_Buf_Ptr
```

CUNBOPRM_RC_RS - set by service

A structure that can be used to access CUNBOPRM_Return_Code and CUNBOPRM_Reason_Code as one unit.

CUNBOPRM_Return_Code - set by service

Specifies the return code.

CUNBOPRM_Reason_Code - set by service

Specifies the reason code.

CUNBOPRM_UCA_VER - set by caller

Specifies the Unicode Collation Algorithm version (UCA) which also makes reference to the specific Unicode Standard character suite.

Note: This field will be referenced if Collation Parameter Area is set as CUNBOPRM_Version = CUNBOPRM_Ver2, otherwise its content will be ignored.

CUNBOPRM_Case_Options - set by caller

Specifies CASE options.

CUNBOPRM_Case_First - set by caller

Specifies whether upper case characters collate before lower case characters or not:

- 0 - Default (default value will depend on Locale. Most of the locales use Lower First as default.)

- 1 - Upper First
- 2 - Lower First

CUNBOPRM_Case_Options_Flags - set by caller

Setting CUNBOPRM_Case_Level to ON and CUNBOPRM_Coll_Level = CUNBOPRM_PRIMARY will ignore accent but not case:

- 0 - Default
- 1- Ignore accent but not under primary collation

Note: Those fields will be referenced if Collation Parameter Area is set as CUNBOPRM_Version = CUNBOPRM_Ver2 and CUNBOPRM_UCA_VER is set to CUNBOPRM_UCA400R1 or CUNBOPRM_UCA401, otherwise its content will be ignored.

CUNBOPRM_Special - set by caller

CUNBOPRM_Hiragana - set by caller

Specifies whether to distinguish between Japanese Hiragana and Katakana characters.

- 0 - Do not distinguish (default)
- 1 - Conform to the Japanese JIS X 4061 standard and use the CUNBOPRM_Coll_Level = CUNBOPRM_QUATERNARY collation.

Note: This field will be referenced if Collation Parameter Area is set as CUNBOPRM_Version = CUNBOPRM_Ver2 and CUNBOPRM_UCA_VER is set to CUNBOPRM_UCA400R1 or CUNBOPRM_UCA401, otherwise its content will be ignored.

CUNBOPRM_Var_Top - set by caller

Specifies the "highest" character (in UCA order) weight that is to be considered ignorable. The Variable Top attribute is only meaningful if the CUNBOPRM_Variable_Opt attribute is not set to Non-Ignored (NIGNORED). In such case, it controls which characters count as ignorable.

For example, if callers want white-space to be ignorable but not any visible characters, they would use the value CUNBOPRM_Var_Top = X'0020' (space). All characters of the same primary weight are equivalent, so CUNBOPRM_Var_Top=X'3000' (ideographic space) has the same effect as CUNBOPRM_Var_Top =X'0020'.

Note:

1. All valid Code Points must be under UTF-16 format.
2. Those fields will be referenced if Collation Parameter Area is set as CUNBOPRM_Version = CUNBOPRM_Ver2 and CUNBOPRM_UCA_VER is set to CUNBOPRM_UCA400R1, CUNBOPRM_UCA410, or CUNBOPRM_UCA600, otherwise its content will be ignored.

CUNBOPRM_Locale - set by caller

Specifies a locale, where specific Collation Rules will modify any of the default Unicode Collation tables specified (UCA400R1, UCA410, or UCA600. UCA301 does not support customization) and then Collation will behave according to those rules. Locales are set when you specify the following fields:

CUNBOPRM_Locale_Language - set by caller
Specify a language for desired locale.

CUNBOPRM_Locale_Region - set by caller
Specify a region for desired locale.

CUNBOPRM_Locale_Variant - set by caller
Specify a variant for desired locale.

Note:

1. For supported Locales settings (Language/Region/Variant), see Appendix E, "Locales for collation and case support," on page 499.
2. If there is no Locale information, UCA version will be set as default without any change.
3. Those fields will be referenced if Collation Parameter Area is set as CUNBOPRM_Version = CUNBOPRM_Ver2 and CUNBOPRM_UCA_VER is set to CUNBOPRM_UCA400R1 or CUNBOPRM_UCA401, otherwise its content will be ignored.

Unicode Locales repository data set name SYS1.SCUNLOCL contains a set of locales documented in Appendix E, "Locales for collation and case support," on page 499. All of those locales contain a section for Collation rules.

Users might want to copy locales and modify them as needed and then provide the locale name in CUNBOPRM_Locale sub-fields. Then you have to provide CUNBOPRM_DSName and CUNBOPRM_Collation_Rules_Vol in case that you want to load the locales with the Unicode dynamic capabilities. If that locale (modified by the users) is already loaded in the Unicode environment, there is no need to set data set and volume information.

The following example (CUNENUSX) shows how a locale looks like:

```
*******************************************************************
* Licensed Materials - Property of IBM                            *
*                                                                 *
* "Restricted Materials of IBM"                                   *
*                                                                 *
* (C) Copyright IBM Corp.  2006                                   *
*                                                                 *
* Status = HUN7730                                                *
*                                                                 *
*******************************************************************

<version $revision: 1.19 $ = default>
  <collation>
    <rules>
      &\u0061\u0065
         <<\u00E6
         <<<\u00C6
    </rules>
  </collation>
</version $revision: 1.19 $>
```

For further information about Locales, see Appendix E, "Locales for collation and case support," on page 499.

For further information about Collation rules syntax, see CUNBOPRM_Collation_Rules_File field description.

From Appendix E, "Locales for collation and case support," on page 499 the value shown in Column 2 for the Collation API field

CUNBOPRM_Collation_Keyword is used for "short path". Based on that field values for locales purpose, the following table shows some examples about how to get equivalencies between "short path" and "long path" settings.

Table 17. Equivalencies between short path and long path locale settings

CUNBOPRM_Collation_Keyword	CUNBOPRM_Locale_Language	CUNBOPRM_Locale_Region	CUNBOPRM_Locale_Variant
LAF	AF		
LAR_RBH	AR	BH	
LDE_RAT_VPREEURO	DE	AT	PREEURO
LZH_VPINYIN	ZH		PINYIN
LEN_RUS_VPOSIX	EN	US	POSIX

Locales information for CUNBOPRM_Collation_Keyword has the following prefixes:

- L*xx* - For Language
- R*yy* - For Region
- V*zz* - For Variant

For CUNBOPRM_Locale_Language, CUNBOPRM_Locale_Region and CUNBOPRM_Locale_Variant, you can use exactly the same values but without the prefixes L, R or V.

Note: IBM does not recommend using CUNBOPRM_Locale directly, instead of that, use sub-fields CUNBOPRM_Locale_Language, CUNBOPRM_Locale_Region or CUNBOPRM_Locale_Variant.

CUNBOPRM_Collation_Keyword - set by caller

Specifies the "short path" settings form compatible with International Components for Unicode (ICU). IBM suggests you use this field instead of the "long path" settings for Collation callers for UCA400R1, UCA410, and UCA600 versions in the Collation API. This field can be set according the following table:

Table 18. Collation keywords descriptions

Attribute Name	Key	Possible Values	Description
Locale	L R V	<locale>	Provide a specific locale for collation rules which are in SYS1.SCUNLOCL repository. For Locales supported, see Appendix E, “Locales for collation and case support,” on page 499. Where "Attribute Name" has the following format: L*xx*_R*yy*_V*zz*, where: • L means language • R means region • V means variant Example: `UCA400R1_LSV (Swedish) "Kypper" < "Köpfe"` For long path equivalent setting, see CUNBOPRM_Locale description.

Table 18. Collation keywords descriptions (continued)

Attribute Name	Key	Possible Values	Description

Strength	S	1, 2, 3, 4, I, D	The Strength attribute determines whether accents or case are taken into account when collating or matching text (In UCA this is named Collation Levels. See CUNBOPRM_Coll_Level description).
			
			Example:
			`UCA400R1_S1 role = Role = rôle`
			`UCA400R1_S2 role = Role < rôle`
			`UCA400R1_S3 role < Role < rôle`
			
			For long path equivalent setting, see CUNBOPRM_Coll_Level description.

Case_Level	K	X, O, D	The Case Level attribute is used when ignoring accents but not case. In such case, set Strength to Primary, and Case_Level to On.
			
			In most locales, this setting is Off by default.
			
			Example:
			`UCA400R1_S1_KX   role = Role = rôle`
			`UCA400R1_S1_KO   role = rôle < Role`
			
			For long path equivalent setting, see CUNBOPRM_Case_Level description.

Case_First	C	X, L, U, D	The Case First attribute is used to control whether uppercase letters come before lowercase letters or vice versa in the absence of other differences in the strings. The possible values are Upper Case First (U) and Lower Case First (L), plus the standard Default and Off. There is almost no difference between the Off and Lower Case First options in terms of results, so typically users will not use Lower Case First but only Off or Upper Case First.
			
			Example:
			`UCA400R1_CX or UCA400R1_CL "china" < "China" < "denmark" < "Denmark"`
			`UCA400R1_CU                "China" < "china" < "Denmark" < "denmark"`
			
			For long path equivalent setting, see CUNBOPRM_Case_First description.

Alternate	A	N, S, D	The Alternate attribute is used to control the handling of the so-called variable characters in the UCA: white-space, punctuation and symbols. If Alternate is set to Non-Ignorable (N), then differences among these characters are of the same importance as differences among letters.
			
			If Alternate is set to Shifted (S), then these characters are of only minor importance. The Shifted value is often used in combination with Strength set to Quaternary. In such case, white-space, punctuation, and symbols are considered when comparing strings, but only if all other aspects of the strings (base letters, accents, and case) are identical.
			
			If Alternate is not set to Shifted, then there is no difference between a Strength of 3 and a Strength of 4.
			
			For more information and examples, see Variable_Weighting in the UCA. The reason the Alternate values are not simply On and Off is that additional Alternate values may be added in the future. The UCA option **Blanked** is expressed with Strength set to 3, and Alternate set to Shifted.
			
			Example:
			`UCA400R1_S3_AN di Silva < Di Silva < diSilva < U.S.A. < USA`
			`UCA400R1_S3_AS di Silva = diSilva < Di Silva < U.S.A. = USA`
			`UCA400R1_S4_AS di Silva < diSilva < Di Silva < U.S.A. < USA`
			
			For long path equivalent setting, see CUNBOPRM_Variable_Opt description.

Table 18. Collation keywords descriptions (continued)

Attribute Name	Key	Possible Values	Description

Variable_Top	T	<hex digits>	The Variable Top attribute is only meaningful if the Alternate attribute is not set to Non-Ignorable. In such a case, it controls which characters count as ignorable. The string value specifies the "highest" character (in UCA order) weight that is to be considered ignorable.
			
			Thus, for example, if a user wanted white-space to be ignorable, but not any visible characters, then s/he would use the value Variable Top="\u0020" (space). All characters of the same primary weight are equivalent, so Variable Top="\u3000" (ideographic space) has the same effect as Variable_Top="\u0020".
			
			Example:
			`UCA400R1_S3_AN di       Silva < diSilva < U.S.A. < USA`
			`UCA400R1_S3_AS di       Silva = diSilva < U.S.A. = USA`
			`UCA400R1_S3_AS_T0020 di Silva = diSilva < U.S.A. = USA`
			
			For long path equivalent setting, see CUNBOPRM_Var_Top description.

Normalization Checking	N	X, O, D	The Normalization setting determines whether text is thoroughly normalized or not in comparison (see also CUN4BOPR_Norm_Type).
			
			Example:
			`UCA400R1_NX ä= a + Ì% < ä+ Ì% < ¡+ Ì%`
			`UCA400R1_NO ä= a + Ì% < ä+ Ì% < ¡+ Ì%`
			
			For long path equivalent setting, see CUNBOPRM_Norm_Type description.

French	F	X, O, D	The French sort strings with different accents from the back of the string. This attribute is automatically set to On for the French locales and a few others. Users normally would not need to explicitly set this attribute. There is a string comparison performance cost when it is set On, but sort key length is not affected (see also CUN4BOPR_Cmp_Order).
			
			Example:
			`UCA400R1_FX cote < coté< côte < côté`
			`UCA400R1_FO cote < côte< coté < côté`
			
			For long path equivalent setting, see CUNBOPRM_Cmp_Order description.

Hiragana	H	X, O, D	Compatibility with JIS x 4061 requires the introduction of an additional level to distinguish Hiragana and Katakana characters. If compatibility with that standard is required, then this attribute should be set On, and the strength set to Quaternary. This will affect sort key length and string comparison string comparison performance.
			
			Example:
			`UCA400R1_HX_S4 M0...= -å< M0†= -0æ`
			`UCA400R1_HO_S4 M0...< -å< M0†< -0æ`
			
			For long path equivalent setting, see CUNBOPRM_Hiragana description.

Valid values for collation keywords are listed in the following table:

Table 19. Valid values for collation keywords

Value	Abbreviation
Default	D
On	O
Off	X
Primary	1
Secondary	2
Tertiary	3
Quaternary	4

Table 19. Valid values for collation keywords (continued)

Value	Abbreviation
Identical	I
Shifted	S
Non-Ignorable	N
Lower-First	L
Upper-First	U

These abbreviations allow a 'short path settings' specification of a set of collation options, such as "UCA400R1_AS_LSV_S2", which can be used to specify that the desired options are: UCA version 4.0.1; ignore spaces, punctuation and symbols; use Swedish linguistic conventions; compare case-insensitively.

A number of attribute values are common across different attributes; these include Default (abbreviated as D), On (O), and Off (X).

This form is compatible with ICU 3.2, however, the content of this short-set form fields is mutually exclusively from current collation configuration fields (long path settings), which means that this field will be the first one to be analyzed prior current collation fields content sets.

Note:

All collation keywords sets must start with one of the following Collation versions followed by desired sets:
- * UCA400R1_...
- * UCA410_...
- * UCA600_...

If there is an invalid Keyword or invalid keyword value, Collation will return RC8/RS24 (CUN_RC_USER_ERR/ CUN_RS_INVALID_COLLATION_KEYWORD_VALUES). If some of the keywords appear more than once, RC8/RS31 will be returned (CUN_RC_USER_ERR/ CUN_RS_OVERLAYING_COLLATION_KEYWORD).

CUNBOPRM_DSName - set by caller
Specifies the name of the alternative data set from where the rules are to be loaded. It enables callers to load Locales from non-official Unicode repository (SYS1.SCUNLOCL) or load User Collation Rules Files from private data spaces as well (see CUNBOPRM_Collation_Rules_File).

CUNBOPRM_Collation_Rules_File - set by caller
Specifies member name where the alternative collation rules are. You can use User Collation Rules (UCR) for full Collation customization environment. Those files can be considered as a variation of Collation Rules or Locales since both UCR and Locales follow exactly the same collation syntax.

Collation rules can be redefined using the following symbols:

Table 20. Collation rule symbols

Symbol	Example	Description
<	\u0061<\u0062	Identifies a primary (base letter) difference between "a" and "b"

Table 20. Collation rule symbols (continued)

Symbol	Example	Description
<<	\u0061<<\u00E4	Signifies a secondary (accent) difference between "a" and "ä"
<<<	\u0061<<<\u0041	Identifies a tertiary difference between "a" and "A"
=	x = y	Signifies no difference between "x" and "y". **Note:** X means CP x and Y means CP Y (x,y are not chars but CPs)
&	&Z	These rules will be relative to this letter, but will not affect the position of Z itself. **Note:** Z means CP Z (Z is not char but a CP)
/	æ/e	Expansion. Add the collation element for 'e' to the collation element for æ. After a reset "&ae << æ" is equivalent to "&a << æ/e".
|	a|b	Prefix processing. If 'b' is encountered and it follows 'a', output the appropriate collation element. If 'b' follows any other letter, output the normal collation element for 'b'. Collation element for 'a' is not affected.

Also the following tags might be part of the Collation syntax rules (default values are in BOLD and italic) as an easier way to set collation behavior:

Table 21. Collation syntax rules

Option	Example	Description
... ...	See CUNBOPRM_Locale parameter description field.	Describes the start/end block of sets for a locale. X.x and default denotes a locale revision/version, however, Locales versions are not meaningful at this time.
... ...	Refer to your default Unicode locales repository SYS1.SCUNLOCL and look for CUNAF locale.	Describes the start/end block of sets for a locale, where no revision and version are required, because default UCA rules are part of this locale.
... ...	See the example that follows table "Collation syntax rules".	Describes the start/end block of sets for a User Collation Rules (UCR). Default denotes an "UCR" version which is not meaningful at this time.
Alternate	***[alternate non-ignorable]*** [alternate shifted]	Sets the default value for Alternate attribute. If set to shifted, variable code points will be ignored on the primary level.
Backwards	***[backwards 2]***	Sets the default value for Backwards attribute. If set to on, secondary level will be reversed.
Variable top	& X < [variable top]	Sets the default value for Variable Top attribute. All the code points with primary strengths less than variable top will be considered variable.
Normalization Case Level	***[normalization off]*** [normalization on]	Turns on or off the Normalization attribute. If set to on, a quick check and necessary normalization will be performed.
Case Level	***[caseLevel off]*** [caseLevel on]	Turns on or off the Case Level attribute. If set to on a level consisting only of case characteristics will be inserted in front of tertiary level. To ignore accents but take cases into account, set strength to primary and case level to on.
Case First	***[caseFirst off]*** [caseFirst upper] [caseFirst lower]	Sets the value for Case First attribute. If set to upper, causes upper case to sort before lower case. If set to lower, lower case will sort before upper case. Useful for locales that have already supported ordering but require different order of cases. Affects case and tertiary levels.

Table 21. Collation syntax rules (continued)

Option	Example	Description
Strength	[strength 1] [strength 2] ***[strength 3]*** [strength 4] [strength 5] [strength I]	Sets the default strength attribute.
Hiragana	***[hiraganaQ off]*** [hiraganaQ on]	Controls special treatment of Hiragana code points on quaternary level. If turned on, Hiragana code points will get lower values than all the other non-variable code points. Strength must be greater or equal than quaternary if you want this attribute to take effect. Set UCOE_HIRAGANAQ.
[before 1|2|3]	&[before 1] a<?<à<?<á?	Enables users to order characters before a given character. In UCA 3.0, the example is equivalent to &?<?<à<?<á? (?= \u3029, Hangzhou numeral nine) * and makes accented 'a' letters sort before 'a'. Accents are often used to indicate the intonations in Pinyin. In this case, the non-accented letters sort after the accented letters.
[last non ignorable]	&[last non ignorable]<\u4E9C	Defines a list of CP's which will be positioned right after [last non-ignorable] CP.
[last regular]	&[last regular]<\u4E9C	Equivalent as [last non-ignorable]
[suppressContractions [FromCP-ToCP]]	&[suppressContractions [\u0400-\u045F]]	Suppress all contraction defined in a range defined by FromCP - ToCP. After this rule, all of them will be treated as Normal CP's.
[last secondary ignorable]	&[last secondary ignorable]<<<\u0020	All CP's after [last secondary ignorable] will be placed after last secondary ignorable CP.

The following is an example which can be used as UCR files:

```
******************************************************************
*  Owner: My Name                                                *
*  Prof Description: User Collation Rules profile sample         *
*                                                                *
*                                                                *
*                                                                *
*                                                                *
*                                                                *
*                                                                *
*                                                                *
*                                                                *
******************************************************************
<version $UCR$ = default>
 <collation>
   <rules>
      [strength 1]                 * Collation Settings ...
      [alternate non-ignorable]
      [backwards 2]
      [normalization on]
      [caseLevel on]
      [caseFirst off]
      [hiraganaQ off]
      &\u0061\u0065               * Modifying CPs
            <<\u00E6
            <<<\u00C6
      &\u0062<\u0061
   </rules>
  </collation>
 </version $UCR$ = default>
```

For Collation Rules Files or locales files consider the following:

- Use the asterisk "*" as a comment line, starting at column 1.
- Whatever collation settings must be specified inside of the tags <rules> ... </rules>.
- All collation tags and values are key sensitive. Use exact same tags and UTF-16 CP format as specified in this topic.
- As part of code points, use the following UTF-16, that is, \u0061. "\u" denotes a UTF-16 CP.
- Blanks are not allowed after each one of the following symbols:
  - =\u
  - <\u
  - <<\u
  - <<<\u
  - /\u

For this new collation implementation (tailoring for UCA400R1 and higher - not available for UCA301), there are two ways to perform collation settings in the Collation API. You must follow the following order in case that more than one is specified in the Collation API.

1. Short path - This setting is based on the contents of CUNBOPRM_Collation_Keyword For example, "UCA400R1_LEN_RUS_VPOSIX"
2. Long path - This setting is used when some of the following fields are set and values are followed according to its order in the following list:
   - CUNBOPRM_Coll_Level
   - CUNBOPRM_Variable_Opt
   - CUNBOPRM_Cmp_Order
   - CUNBOPRM_SKey_Opt
   - CUNBOPRM_Norm_Type
   - CUNBOPRM_Case_First
   - CUNBOPRM_Case_Level
   - CUNBOPRM_Hiragana
   - CUNBOPRM_Var_Top
   - CUNBOPRM_Locale_Language, CUNBOPRM_Locale_Region or CUNBOPRM_Locale_Variant
   - CUNBOPRM_Collation_Rules_File

Note: For long path settings, collation API fields like CUNBOPRM_Coll_Level, CUNBOPRM_Variable ... CUNBOPRM_Var_Top overide any Collation settings on Locales (CUNBOPRM_Locale) or UCR (CUNBOPRM_Collation_Rules_File).

CUNBOPRM_Collation_Rules_Vol - set by caller
Specifies the volume for data set specified by CUNBOPRM_DSName.

Mapping of constants for AMODE (31)

For HLASM, you can set up the parameter area CUNBOPRM with a group of constants that are provided in the interface definition file for collation (CUNBOIDF).

```
* ********************************************************************
* *                    CUNBOPRM_Mask Constants                       *
* * xxx- ----  CUNBOPRM_Mask field into CUNBOPRM                     *
* *  Where CUNBOPRM_Mask is a sub-structure into CUNBOPRM structure  *
* ********************************************************************
*
*
MASK_DEFAULT EQU X'E0'        Non-ApplyVCE + Not Backward +
*
*   *****************************************************************!
*   *                                                                !
*   * NSK + Not Norm                                                 !
*   *                                                                !
*   *****************************************************************!
*
*
* ********************************************************************
* * xxx- ----                                                        *
* *             Where xxx is CUNBOPRM_Variable_Opt field             *
* ********************************************************************
*
*
SHIFTED  EQU     X'00'       Shift
BLANKED  EQU     X'20'       Blanked
NIGNORED EQU     X'40'       Not-Ignored
STRIMMED EQU     X'60'       Shift-Trimmed
NAVARIABLECE EQU X'E0'     No Variable CE
*
* ********************************************************************
* * ---x ----                                                        *
* *             Where ---x is CUNBOPRM_Cmp_Order field               *
* ********************************************************************
*
*
BACKWARD EQU   X'10'       Backward Order
FORWARD  EQU   X'00'       Frowand Order
*
* ********************************************************************
* * ---- x---                                                        *
* *             Where x is CUNBOPRM_SKey_Opt field                   *
* ********************************************************************
*
*
SKOFF    EQU   X'00'       Sort Key OFF
SKON     EQU   X'08'       Sort Key ON
*
* ********************************************************************
* * ---- -xxx                                                        *
* *             Where xxx is CUNBOPRM_Norm_Type field                *
* ********************************************************************
*
*
NNORM    EQU   X'00'       Not Norm
NFD      EQU   X'01'       Can Decomp
NFC      EQU   X'02'       Can Comp
NFKD     EQU   X'03'       Compat Dec
NFKC     EQU   X'04'       Compat Com
*
* ********************************************************************
* *                    CUNBOPRM_Flag1 Constants                      *
* * xy-- ----  CUNBOPRM_Flag1 field into CUNBOPRM                    *
* *           Where  x--- ----  CUNBOPRM_Inv_Handle; and             *
* *                  -y-- ----  CUNBOPRM_Get_New_Handle              *
* ********************************************************************
*
*
FLAG1_DEFAULT     EQU X'00'       Flag1 Default
```

```
INV_HANDLE_ON     EQU X'80'       Get Handle ON
GET_NEW_HANDLE_ON EQU X'40'       Get_New_Handle ON
*
* *****************************************************************
* *                Other Collation Constants                      *
* *****************************************************************
*
*                                  * Maximum Collation Level
*
MAXVALIDLEVEL EQU 5      Available
ALTERNATE_NON_IGNORABLE EQU B'0'
ALTERNATE_SHIFTED EQU B'1'
BACKWARDS_OFF EQU B'0'
BACKWARDS_ON EQU B'1'
NORMALIZATION_OFF EQU B'0'
NORMALIZATION_ON EQU B'1'
CASELEVEL_OFF EQU B'0'
CASELEVEL_ON EQU B'1'
CASEFIRST_OFF EQU 0
CASEFIRST_UPPER EQU 1
CASEFIRST_LOWER EQU 2
STRENGTH_I EQU 5
STRENGTH_1 EQU 1
STRENGTH_2 EQU 2
STRENGTH_3 EQU 3
STRENGTH_4 EQU 4
STRENGTH_5 EQU 5
HIRAGANAQ_OFF EQU B'0'
HIRAGANAQ_ON EQU B'1'
CUNBOPRM_LEN EQU *-CUNBOPRM
*
* *****************************************************************
* *           Constant to initialize CUNBOPRM_Version.            *
* *****************************************************************
*
*
CUNBOPRM_VER EQU 1
CUNBOPRM_VER2 EQU 2
*
* *****************************************************************
* *    Constant defining the required Dynamic Data Area (DDA) size.  *
* *****************************************************************
*
*
CUNBOPRM_DDA_BUF_MIN EQU 800 DDa min Buf
CUNBOPRM_DDA_REQ EQU 4096 Required Dynamic data area size.
*
* *****************************************************************
* *                       Constant UCA Versions                   *
* *****************************************************************
*
*
CUNBOPRM_UCAEMPTY EQU 0
CUNBOPRM_UCA301 EQU 1
CUNBOPRM_UCA400R1 EQU 2
CUNBOPRM_UCA410 EQU 3
CUNBOPRM_UCA600 EQU 4
*
* *****************************************************************
* *             CUNBOPRM_Coll_Level Constants                     *
* *****************************************************************
*
*
CUNBOPRM_IDENTICAL EQU 5 Identical
CUNBOPRM_PRIMARY EQU 1   First Level
```

```
CUNBOPRM_SECONDARY EQU 2 Second Level
CUNBOPRM_TERTIARY EQU 3  Third Level
CUNBOPRM_QUATERNARY EQU 4 Fourth Level
CUNBOPRM_QUINARY EQU 5   Fifth Level
```

Note: IBM suggests you use "OR" operations to add collation rules. If you add any value directly, the field will lose the previous designation.

Mapping of parameters for AMODE (64)

The mapping of the parameter areas is supplied by the interface definition file CUN4BOID. This file is shipped in the SYS1.MACLIB data set, and contains the length of each parameter and any boundary alignment that may be necessary.

Table 22. Mapping of parameters in HLASM for collation AMODE (64)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
0	(0)	STRUCTURE	428	DWORD	CUN4BOPR	Parameter Area
0	(0)	UNSIGNED	4		CUN4BOPR_Version	Parameter Area VERSION
4	(4)	UNSIGNED	4		CUN4BOPR_Length	Parameter area Length
8	(8)	ADDRESS	8		CUN4BOPR_Src1_Buf_Ptr	Source1 buffer pointer
16	(10)	CHARACTER	4		*	Reserved for 64 bit
20	(14)	UNSIGNED	4		CUN4BOPR_Src1_Buf_ALET	Source1 buffer ALET
24	(18)	UNSIGNED	8		CUN4BOPR_Src1_Buf_Len	Source1 buffer length
32	(20)	ADDRESS	8		CUN4BOPR_Src2_Buf_Ptr	Source2 buffer pointer
40	(28)	CHARACTER	4		*	Reserved for 64 bit
44	(2C)	UNSIGNED	4		CUN4BOPR_Src2_Buf_ALET	Source2 buffer ALET
48	(30)	UNSIGNED	8		CUN4BOPR_Src2_Buf_Len	Source2 buffer length
56	(38)	ADDRESS	8		CUN4BOPR_Targ1_Buf_Ptr	Target1 buffer pointer
64	(40)	CHARACTER	4		*	Reserved for 64 bit
68	(44)	UNSIGNED	4		CUN4BOPR_Targ1_Buf_ALET	Target1 buffer ALET
72	(48)	UNSIGNED	8		CUN4BOPR_Targ1_Buf_Len	Target1 buffer length
80	(50)	ADDRESS	8		CUN4BOPR_Targ2_Buf_Ptr	Target2 buffer pointer
88	(58)	CHARACTER	4		*	Reserved for 64 bit
92	(5C)	UNSIGNED	4		CUN4BOPR_Targ2_Buf_ALET	Target2 buffer ALET
96	(60)	UNSIGNED	8		CUN4BOPR_Targ2_Buf_Len	Target2 buffer length
104	(68)	CHARACTER	64	DWORD	CUN4BOPR_Coll_Handle	Collation handle
168	(A8)	CHARACTER	1		CUN4BOPR_Coll_Level	Collation level
169	(A9)	CHARACTER	7		*	Reserved
176	(B0)	ADDRESS	8		CUN4BOPR_Wrk1_Buf_Ptr	Work1 buffer pointer
184	(B8)	CHARACTER	4		*	Reserved for 64 bit
188	(BC)	UNSIGNED	4		CUN4BOPR_Wrk1_Buf_ALET	Work1 buffer ALET
192	(C0)	UNSIGNED	8		CUN4BOPR_Wrk1_Buf_Len	Work1 buffer length
200	(C8)	ADDRESS	8		CUN4BOPR_Wrk2_Buf_Ptr	Work2 buffer pointer
208	(D0)	CHARACTER	4		*	Reserved for 64 bit
212	(D4)	UNSIGNED	4		CUN4BOPR_Wrk2_Buf_ALET	Work2 buffer ALET

Table 22. Mapping of parameters in HLASM for collation AMODE (64) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
216	(D8)	UNSIGNED	8		CUN4BOPR_Wrk2_Buf_Len	Work2 buffer length
224	(E0)	ADDRESS	8	DWORD	CUN4BOPR_DDA_Buf_Ptr	Dynamic data area pointer
232	(E8)	UNSIGNED	4		CUN4BOPR_DDA_Buf_ALET	Dynamic data area ALET
236	(EC)	UNSIGNED	4		CUN4BOPR_DDA_Buf_Len	Dynamic data area length as defined by constant CUN4BOPR_DDA_Req.
240	(F0)	BITSTRING	1		CUN4BOPR_Flag1	FLAG Byte 1 set by caller
240	(F0)	1...	1		CUN4BOPR_Inv_Handle	Invalid handle action: 0=TERMINATE WITH ERROR. 1=GET NEW HANDLE AND CONT.
240	(F0)	.1..	1		CUN4BOPR_Get_New _Handle	Get a new handle 0=Get/Use a handle and continue with the service 1=Get handle and return to the caller
240	(F0)	..1.	1		CUN4BOPR_Page_Fix	Page Fixing: 0=System storage management (default). 1=Page Fixing.
241	(F1)	CHARACTER	1		*	Reserved
242	(F2)	BITSTRING	2		CUN4BOPR_Mask	Collation Mask
242	(F2)	BITSTRING	1		CUN4BOPR_Mask1	
		111.			CUN4BOPR_Variable_Opt	Where: 0=Shifted 1=Blanked 10=Non Blanked 11=Shift Trimmed and Reserved
		...1			CUN4BOPR_Cmp_Order	Where: 0=Forward 1=Backward (French)
		.... 1...			CUN4BOPR_Skey_Opt	Where: 0=No get sort key 1=Get sort key
		.... .111			CUN4BOPR_Norm_Type	Normalization form 000=No Apply Norm. 001=Apply NFD 010=Apply NFC 011=Apply NFKD 100=Apply NFKC
243	(F3)	BITSTRING	1		CUN4BOPR_Mask2	

Table 22. Mapping of parameters in HLASM for collation AMODE (64) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details

		1...			CUN4BOPR_GenSKey_and _Cmp	Make binary comparison (CUNBOPRM_RESULT) if and only if, CUN4BOPR_SKey_Opt is ON
						`0 - Do not perform binary comparison (Default)`
						`1 - Perform binary comparison`

244	(F4)	UNSIGNED	4		CUN4BOPR_Result	Comparison result:
						`-1 if String1 < String2`
						`0 if String1 = String2`
						`1 if String1 > String2`

248	(F8)	CHARACTER	8	WORD	CUN4BOPR_RC_RS	Return/reason code
248	(F8)	UNSIGNED	4		CUN4BOPR_Return_Code	Return code
252	(FC)	UNSIGNED	4		CUN4BOPR_Reason_Code	Reason code
256	(100)	UNSIGNED	1		CUN4BOPR_UCA_Ver	Unicode Standard Version
257	(101)	CHARACTER	2		*	Reserved
259	(103)	CHARACTER	2		CUN4BOPR_Case_Options	Case Options

259	(103)	UNSIGNED	1		CUN4BOPR_Case_First	Where:
						`0 - Default`
						`1 - Upper First`
						`10- Lower First`

260	(104)	BITSTRING	1		CUN4BOPR_Case_Options _Flags	Case Options

		1...			CUN4BOPR_Case_Level	Where:
						`0 - Default`
						`1 - Primary Level will ignore accent but not case`

261	(105)	BITSTRING	1		CUN4BOPR_Special	Special chars considerations

		1...			CUN4BOPR_Hiragana	Distinguish between Japanese Hiragana and Katakana characters.
						`0 - Default`
						`1 - Conform to the Japanese JIS X 4061 standard with Primary Level`

262	(106)	CHARACTER	2		*	Reserved
264	(108)	UNSIGNED	4		CUN4BOPRM_Var_Top	Variable Top - UTF16BE
268	(10C)	CHARACTER	32		CUN4BOPRM_Locale	Locale Input (ll_CC_Variant)
		CHARACTER	2		CUN4BOPRM_Locale_ll	Locale Language
		CHARACTER	1		*	Underscore
		CHARACTER	2		CUN4BOPRM_Locale_CC	Locale Country/Region
		CHARACTER	1		*	Underscore

Table 22. Mapping of parameters in HLASM for collation AMODE (64) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
		CHARACTER	26		CUN4BOPRM_Locale_Variant	Locale Variant
300	(12C)	CHARACTER	64		CUN4BOPRM_Collation _Keyword	Collation parameters set - short form
364	(16C)	CHARACTER	44		CUN4BOPRM_DSName	Collation rules DSName
408	(198)	CHARACTER	4		*	Reserved
412	(19C)	CHARACTER	8		CUN4BOPRM_Collation_Rules _File	File Name
420	(1A4)	CHARACTER	6		CUN4BOPRM_Collation_Rules _Vol	Volume
426	(1AA)	CHARACTER	2		*	Reserved
428	(1AC)		0		CUN4BOPR_End	End of CUN4BOPR

Description of parameters in area CUN4BOPR

CUN4BOPR_Version - set by caller

Specifies the version of the parameter area. This field must be initialized for the first call to stub routine CUN4LCOL using the constant CUN4BOPR_Ver which is supplied by the interface definition file CUN4BOID.

In order to exploit new Collation features (UCA versions UCA400R1, UCA410, UCA600 and tailoring features), CUN4BOPR_Version must be set with CUN4BOPR_Ver2 (Collation parameter area version 2). For backward compatibility purposes, the default value is CUN4BOPR_Ver.

CUN4BOPR_Length - set by caller

Specifies the length of the parameter area. HLASM users must initialize this field for the first call to CUN4LCOL using the constant CUN4BOPR_Len which is supplied by the interface definition file CUN4BOID.

CUN4BOPR_Src1_Buf_Ptr - set by caller, updated by service

Specifies the beginning address of the string of Unicode characters to be processed. No write operations are done in this field. The string has the length specified in the CUN4BOPR_Src1_Buf_Len parameter.

Note: Source buffer pointed by CUN4BOPR_Src1_Buf_Ptr must contain UTF-16 BE characters format only. Otherwise, Collation Service will cause unpredictable results.

CUN4BOPR_Src1_Buf_ALET - set by caller

Specifies the ALET to be used if the source 1 buffer addressed by CUN4BOPR_Src1_Buf_Ptr resides in a different data space. If not the primary address, the default value is 0.

CUN4BOPR_Src1_Buf_Len - set by caller

Specifies the length in bytes of the string in the source buffer, addressed by CUN4BOPR_Src1_Buf_Ptr, to be collated.

CUN4BOPR_Src2_Buf_Ptr - set by caller, updated by service

Specifies the beginning address of the string of Unicode characters to be processed. No write operations are done in this field. The string has the length specified in the CUN4BOPR_Src2_Buf_Len parameter.

Note: Source buffer pointed to by CUN4BOPR_Src2_Buf_Ptr must contain UTF-16 BE character format only. Otherwise, Collation Service will cause unpredictable results.

CUN4BOPR_Src2_Buf_ALET - set by caller
Specifies the ALET to be used if the source 2 buffer addressed by CUN4BOPR_Src2_Buf_Ptr resides in a different data space. If not the primary address, the default value is 0.

CUN4BOPR_Src2_Buf_Len - set by caller
Specifies the length in bytes of the string in the source buffer, addressed by CUN4BOPR_Src2_Buf_Ptr, to be collated.

CUN4BOPR_Targ1_Buf_Ptr - set by caller, updated by service
This variable has two primary functions:

1. Binary comparison - If you need to do a comparison, you must specify two strings (to do a logical comparison). For this reason, CUN4BOPR_Targ1_Buf_Ptr needs to specify the beginning address and its related fields (CUN4BOPR_Targ1_Buf_ALET and CUN4BOPR_Targ1_Buf_Len).
2. Sort key vector generation - If you need to generate a sort key vector, and you choose to set the CUN4BOPR_Src1_Buf_Ptr, you also need to set up its relative values (CUN4BOPR_Src1_Buf_ALET and CUN4BOPR_Src1_Buf_Len).

   In both cases, it is important that you to set up this field correctly. For more information, see “Target buffer length considerations” on page 181 and “Sort key vector format” on page 179.

CUN4BOPR_Targ1_Buf_ALET - set by caller
Specifies the ALET to be used if the target 1 buffer addressed by CUN4BOPR_Targ1_Buf_Ptr resides in a different data space. If not the primary address, the default value is 0.

CUN4BOPR_Targ1_Buf_Len - set by caller, updated by service
Specifies the length in bytes of the target buffer addressed by CUN4BOPR_Targ1_Buf_Ptr. Certain conditions apply, dependent upon the collation level and the need for a sort key vector. See “Target buffer length considerations” on page 181 for more information.

CUN4BOPR_Targ2_Buf_Ptr - set by caller, updated by service
This variable has two primary functions:

1. Binary comparison - If you need to do a comparison, you must specify two strings (to do a logical comparison). For this reason, CUN4BOPR_Targ2_Buf_Ptr needs to specify the beginning address and its related fields (CUN4BOPR_Targ2_Buf_ALET and CUN4BOPR_Targ2_Buf_Len).
2. Sort key vector generation - If you need to generate a sort key vector, and you choose to set the CUN4BOPR_Src2_Buf_Ptr, you also need to set up its relative values (CUN4BOPR_Src2_Buf_ALET and CUN4BOPR_Src2_Buf_Len).

   In both cases, it is important that you to set up this field correctly. For more information, see “Target buffer length considerations” on page 181 and “Sort key vector format” on page 179.

CUN4BOPR_Targ2_Buf_ALET - set by caller
Specifies the ALET to be used if the target 2 buffer addressed by CUN4BOPR_Targ2_Buf_Ptr resides in a different data space. If not the primary address, the default value is 0.

CUN4BOPR_Targ2_Buf_Len - set by caller, updated by service
Specifies the length in bytes of the target buffer addressed by CUN4BOPR_Targ2_Buf_Ptr. Certain conditions apply, dependent upon the collation level and the need for a sort key vector. See “Target buffer length considerations” on page 181 for more information.

CUN4BOPR_Coll_Handle - set by caller, updated by service
Specifies the handle to the collation tables. If the handle is present, it will be used, otherwise a new handle will be returned in CUN4BOPR_Coll_Handle. Subsequent calls to stub routine CUN4LCOL, requesting the same collation properties, will be faster because then the handle is used and CUN4BOPR_Coll_Type does not need to be recomputed.

Note: For the first call to stub routine CUN4LCOL, CUN4BOPR_Coll_Handle must be set to binary zero X'00'.

CUN4BOPR_Coll_Level - set by caller
Specifies the collation level as defined by the following constants (defined in the interface definition file CUN4BOID):

- CUN4BOPR_PRIMARY
- CUN4BOPR_SECONDARY
- CUN4BOPR_TERTIARY
- CUN4BOPR_QUATERNARY
- CUN4BOPR_QUINARY (Supported by UCA400R1 and higher)
- CUN4BOPR_IDENTICAL (Supported by UCA400R1 and higher)

Note:

1. CUN4BOPR_QUINARY and CUN4BOPR_IDENTICAL have exactly the same behavior and were added to cover multiple naming conventions for those Collation Levels.
2. Collation Levels are also named as "Collation Strength". See CUN4BOPR_Collation_Keyword field description.

CUN4BOPR_Wrk1_Buf_Ptr - set by caller, updated by service

Specifies the beginning address of the string addressed by CUN4BOPR_Wrk1_Buf_Ptr. This variable is mainly used for internal purposes; however, it must always be set. See “Work buffer length considerations” on page 180 for more information.

CUN4BOPR_Wrk1_Buf_ALET - set by caller, updated by service
Specifies the ALET to be used if the work 1 buffer addressed by CUN4BOPR_Wrk1_Buf_Ptr resides in a different data space. If not the primary address, the default value is 0.

CUN4BOPR_Wrk1_Buf_Len - set by caller, updated by service
Specifies the length in bytes of the work 1 buffer addressed by CUN4BOPR_Wrk1_Buf_Ptr. The length addressed will depend on the collation rules, including the collation level. See “Work buffer length considerations” on page 180 for more information.

CUN4BOPR_Wrk2_Buf_Ptr - set by caller, updated by service

Specifies the beginning address of the string addressed by CUN4BOPR_Wrk2_Buf_Ptr. This variable is mainly used for internal purposes; however, it must always be set. See "Work buffer length considerations" on page 180 for more information.

CUN4BOPR_Wrk2_Buf_ALET - set by caller, updated by service
Specifies the ALET to be used if the work 2 buffer addressed by CUN4BOPR_Wrk2_Buf_Ptr resides in a different data space. If not the primary address, the default value is 0.

CUN4BOPR_Wrk2_Buf_Len - set by caller, updated by service
Specifies the length in bytes of the work 2 buffer addressed by CUN4BOPR_Wrk2_Buf_Ptr. The length addressed will depend on the collation rules, including the collation level. See "Work buffer length considerations" on page 180 for more information.

CUN4BOPR_DDA_Buf_Ptr - set by caller
Specifies the beginning address of an area of storage that collation needs internally as a dynamic data area.

Note: CUN4BOPR_DDA_Buf_Ptr must be double-word boundary.

CUN4BOPR_DDA_Buf_ALET - set by caller
Specifies the ALET to be used if the dynamic data area addressed by CUN4BOPR_DDA_Buf_Ptr resides in a different address or data space. If not the primary address, the default value is 0.

CUN4BOPR_DDA_Buf_Len - set by caller
Specifies the length in bytes of the dynamic data area addressed by CUN4BOPR_DDA_Buf_Ptr. The required length is defined by constant CUN4BOPR_DDA_Req, which is provided in the interface definition file (CUN4BOID).

CUN4BOPR_Flag1 - set by caller

Bit position	Name
1xxx xxxx	CUN4BOPR_Inv_Handle
x1xx xxxx	CUN4BOPR_Get_New_Handle
xx1x xxxx	CUN4BOPR_Page_Fix

CUN4BOPR_Inv_Handle
Specifies the action to be taken when the collation handle is invalid.
- **0**: Indicates that the collation is to be terminated with an error.
- **1**: Indicates that the collation is to be done with a new handle created by the collation service and put into CUN4BOPR_Coll_Handle.

CUN4BOPR_Get_New_Handle
Specifies the action to be taken with the new collation handle.
- **0**: Get and use the new handle and continue with the service.
- **1**: Get the new handle and return to the caller.

CUN4BOPR_Page_Fix
If the requested conversion is not currently loaded in memory, this flag indicates if it should be loaded in page-fixed memory.
- **0**: Indicates use of system storage management (default).

- **1**: Indicates use of page fixing.

Note: CUN4BOPR_Page_Fix applies to callers that run from Key 0 to Key 7 only. Callers with other keys (8-F) cannot exploit PAGE FIX storage in the Unicode Data Space.

CUN4BOPR_Mask - set by caller
This parameter is two bytes in length, and together with CUN4BOPR_Coll_Level defines the collation rules. The default value is MASK_DEFAULT.

The following table shows the format and description of the sub fields.

Table 23. Collation mask sub fields descriptions

Sub fields	**Description**

CUN4BOPR_Variable_Opt	This sub field specifies if operations with variable collation elements must be performed. The options are:
	`0 - Shifted (SHIFTED)`
	`1 - Blanked (BLANKED)`
	`2 - Non-Ignored (NIGNORED)`
	`3 - Shift-Trimmed (STRIMMED)`
	`4 - No Variable Behavior (NAVARIABLECE)`

CUN4BOPR_Cmp_Order	This sub field specifies following comparison orders:
	`0 - Forward (FORWARD) (Default)`
	`1 - Backward (BACKWARD) (French behavior)`

CUN4BOPR_SKey_Opt	This sub field specifies either a comparison or sort key:
	`0 - No get sort key (SKOFF) and`
	`perform binary comparison.(Default)`
	`1 - Get sort key (SKON) and do not`
	`perform binary comparison.`

CUN4BOPR_Norm_Type	This sub field specifies the normalization form according to the following values:
	`0 - No apply normalization (NNORM) (Default)`
	`1 - Apply NFD (NFD)`
	`2 - Apply NFC (NFC)`
	`3 - Apply NFKD (NFKD)`
	`4 - Apply NFKC (NFKC)`

Table 23. Collation mask sub fields descriptions (continued)

Sub fields	Description

CUN4BOPR_GenSKey_and_Cmp	Perform Binary comparison when Sort Key is also requested.
	`0 - Do not perform binary comparison (default)`
	`1 - perform binary comparison`
	Note: This bit flag will be meaningful if the following flags are set:
	• CUN4BOPR_Version = CUN4BOPR_Ver2
	• CUN4BOPR_SKey_Opt = SKON
	• CUN4BOPR_UCA_Ver = CUN4BOPR_UCA400R1 (or higher)
	Collation version 3.0.1, was able to generate either:
	• Perform Binary comparisons or
	• Generate Sort Key
	But not both.
	From UCA400R1 and higher, its possible to generate sort key and perform binary comparison at the same time.

CUN4BOPR_RESULT - updated by service

Specifies the result of the binary comparison (between CUN4BOPR_Src1_Buf_Ptr and CUN4BOPR_Src2_Buf_Ptr).

The results can be evaluated according to the following values:

```
-1 if CUN4BOPR_Src1_Buf_Ptr < CUN4BOPR_Src2_Buf_Ptr
 0 if CUN4BOPR_Src1_Buf_Ptr = CUN4BOPR_Src2_Buf_Ptr
 1 if CUN4BOPR_Src1_Buf_Ptr > CUN4BOPR_Src2_Buf_Ptr
```

CUN4BOPR_RC_RS - set by service
A structure that can be used to access CUN4BOPR_Return_Code and CUN4BOPR_Reason_Code as one unit.

CUN4BOPR_Return_Code - set by service
Specifies the return code.

CUN4BOPR_Reason_Code - set by service
Specifies the reason code.

CUN4BOPR_UCA_VER - set by caller
Specifies the Unicode Collation Algorithm version (UCA) which also makes reference to the specific Unicode Standard character suite.

Note: This field will be referenced if Collation Parameter Area is set as CUN4BOPR_Version = CUN4BOPR_Ver2, otherwise its content will be ignored.

CUN4BOPR_Case_Options - set by caller
Specifies CASE options.

CUN4BOPR_Case_First - set by caller
Specifies whether upper case characters collate before lower case characters or not:

- 0 - Default (default value will depend on Locale. Most of the locales use Lower First as default.)

- 1 - Upper First
- 2 - Lower First

CUN4BOPR_Case_Options_Flags - set by caller
Setting CUN4BOPR_Case_Level to ON and CUN4BOPR_Coll_Level = CUN4BOPR_PRIMARY will ignore accent but not case:

- 0 - Default
- 1- Ignore accent but not under primary collation

Note: Those fields will be referenced if Collation Parameter Area is set as CUN4BOPR_Version = CUN4BOPR_Ver2 and CUN4BOPR_UCA_VER is set to CUN4BOPR_UCA400R1, CUN4BOPR_UCA410, or CUN4BOPR_UCA600, otherwise its content will be ignored.

CUN4BOPR_Special - set by caller

CUN4BOPR_Hiragana - set by caller
Specifies whether to distinguish between Japanese Hiragana and Katakana characters.

- 0 - Do not distinguish (default)
- 1 - Conform to the Japanese JIS X 4061 standard and use the CUN4BOPR_Coll_Level = CUN4BOPR_QUATERNARY collation.

Note: This field will be referenced if Collation Parameter Area is set as CUN4BOPR_Version = CUN4BOPR_Ver2 and CUN4BOPR_UCA_VER is set to CUN4BOPR_UCA400R1, CUN4BOPR_UCA410, or CUN4BOPR_UCA600, otherwise its content will be ignored.

CUN4BOPR_Var_Top - set by caller

Specifies the "highest" character (in UCA order) weight that is to be considered ignorable. The Variable Top attribute is only meaningful if the CUN4BOPR_Variable_Opt attribute is not set to Non-Ignored (NIGNORED). In such case, it controls which characters count as ignorable.

For example, if callers want white-space to be ignorable but not any visible characters, they would use the value CUN4BOPR_Var_Top=X'0020' (space). All characters of the same primary weight are equivalent, so CUN4BOPR_Var_Top=X'3000' (ideographic space) has the same effect as CUNBOPRM_Var_Top =X'0020'.

Note:

1. All valid Code Points must be under UTF-16 format.
2. Those fields will be referenced if Collation Parameter Area is set as CUN4BOPR_Version = CUN4BOPR_Ver2 and CUN4BOPR_UCA_VER is set to CUN4BOPR_UCA400R1, CUN4BOPR_UCA410, or CUN4BOPR_UCA600, otherwise its content will be ignored.

CUN4BOPR_Locale - set by caller
Specifies a locale, where specific Collation Rules will modify any of the default Unicode Collation tables specified (UCA400R1, UCA410, or UCA600. UCA301 does not support customization) and then Collation will behave according to those rules. Locales are set when you specify the following fields:

`CUN4BOPR_Locale_Language - set by caller`
Specify a language for desired locale.

CUN4BOPR_Locale_Region - set by caller
Specify a region for desired locale.

CUN4BOPR_Locale_Variant - set by caller
Specify a variant for desired locale.

Note:

1. For supported Locales settings (Language/Region/Variant), see Appendix E, "Locales for collation and case support," on page 499.
2. If there is no Locale information, UCA version will be set as default without any change.
3. Those fields will be referenced if Collation Parameter Area is set as CUN4BOPR_Version = CUN4BOPR_Ver2 and CUN4BOPR_UCA_VER is set to CUN4BOPR_UCA400R1, CUN4BOPR_UCA410, or CUN4BOPR_UCA600, otherwise its content will be ignored.

Unicode Locales repository data set name SYS1.SCUNLOCL contains a set of locales documented in Appendix E, "Locales for collation and case support," on page 499. All of those locales contain a section for Collation rules.

Users might want to copy locales and modify them as needed and then provide the locale name in CUN4BOPR_Locale sub-fields. Then you have to provide CUN4BOPR_DSName and CUN4BOPR_Collation_Rules_Vol in case that you want to load the locales with the Unicode dynamic capabilities. If that locale (modified by the users) is already loaded in the Unicode environment, there is no need to set data set and volume information.

The following example (CUNENUSX) shows how a locale looks like:

```
*******************************************************************
* Licensed Materials - Property of IBM                            *
*                                                                 *
* "Restricted Materials of IBM"                                   *
*                                                                 *
* (C) Copyright IBM Corp.  2006                                   *
*                                                                 *
* Status = HUN7730                                                *
*                                                                 *
*******************************************************************

<version $revision: 1.19 $ = default>
  <collation>
    <rules>
      &\u0061\u0065
         <<\u00E6
         <<<\u00C6
    </rules>
  </collation>
</version $revision: 1.19 $>
```

For further information about Locales, see Appendix E, "Locales for collation and case support," on page 499.

For further information about Collation rules syntax, see CUN4BOPR_Collation_Rules_File field description.

From Appendix E, "Locales for collation and case support," on page 499 the value shown in Column 2 for the Collation API field CUN4BOPR_Collation_Keyword is used for "short path". Based on that field values for locales purpose, the following table shows some examples about how to get equivalencies between "short path" and "long path" settings.

Table 24. Equivalencies between short path and long path local settings

CUN4BOPR_Collation_Keyword	CUN4BOPR_Locale_Language	CUN4BOPR_Locale_Region	CUN4BOPR_Locale_Variant
LAF	AF		
LAR_RBH	AR	BH	
LDE_RAT_VPREEURO	DE	AT	PREEURO
LZH_VPINYIN	ZH		PINYIN
LEN_RUS_VPOSIX	EN	US	POSIX

Locales information for CUN4BOPR_Collation_Keyword has the following prefixes:
- L*xx* - For Language
- R*yy* - For Region
- V*zz* - For Variant

For CUN4BOPR_Locale_Language, CUN4BOPR_Locale_Region and CUN4BOPR_Locale_Variant, you can use exactly the same values but without the prefixes L, R or V.

Note: IBM does not recommend to use CUN4BOPR_Locale directly, instead of that, use sub-fields CUN4BOPR_Locale_Language, CUN4BOPR_Locale_Region or CUN4BOPR_Locale_Variant.

CUN4BOPR_Collation_Keyword - set by caller

Specifies the "short path" settings form compatible with International Components for Unicode (ICU). IBM suggests you use this field instead of the "long path" settings for Collation callers for UCA400R1, UCA410, and UCA600 versions in the Collation API. This field can be set according the following table:

Table 25. Collation keywords descriptions

Attribute Name	Key	Possible Values	Description
Locale	L R V	<locale>	Provide a specific locale for collation rules which are in SYS1.SCUNLOCL repository. For Locales supported, see Appendix E, “Locales for collation and case support,” on page 499. Where "Attribute Name" has the following format: L*xx*_R*yy*_V*zz*, where: • L means language • R means region • V means variant Example: `UCA400R1_LSV (Swedish) "Kypper" < "Köpfe"` For long path equivalent setting, see CUNBOPRM_Locale description.

Table 25. Collation keywords descriptions (continued)

Attribute Name	Key	Possible Values	Description

Strength	S	1, 2, 3, 4, I, D	The Strength attribute determines whether accents or case are taken into account when collating or matching text (In UCA this is named Collation Levels. See CUNBOPRM_Coll_Level description).
			
			Example:
			`UCA400R1_S1 role = Role = rôle`
			`UCA400R1_S2 role = Role < rôle`
			`UCA400R1_S3 role < Role < rôle`
			
			For long path equivalent setting, see CUNBOPRM_Coll_Level description.

Case_Level	K	X, O, D	The Case Level attribute is used when ignoring accents but not case. In such case, set Strength to Primary, and Case_Level to On.
			
			In most locales, this setting is Off by default.
			
			Example:
			`UCA400R1_S1_KX   role = Role = rôle`
			`UCA400R1_S1_KO   role = rôle < Role`
			
			For long path equivalent setting, see CUNBOPRM_Case_Level description.

Case_First	C	X, L, U, D	The Case First attribute is used to control whether uppercase letters come before lowercase letters or vice versa in the absence of other differences in the strings. The possible values are Upper Case First (U) and Lower Case First (L), plus the standard Default and Off. There is almost no difference between the Off and Lower Case First options in terms of results, so typically users will not use Lower Case First but only Off or Upper Case First.
			
			Example:
			`UCA400R1_CX or UCA400R1_CL "china" < "China" < "denmark" < "Denmark"`
			`UCA400R1_CU                "China" < "china" < "Denmark" < "denmark"`
			
			For long path equivalent setting, see CUNBOPRM_Case_First description.

Alternate	A	N, S, D	The Alternate attribute is used to control the handling of the so-called variable characters in the UCA: white-space, punctuation and symbols. If Alternate is set to Non-Ignorable (N), then differences among these characters are of the same importance as differences among letters.
			
			If Alternate is set to Shifted (S), then these characters are of only minor importance. The Shifted value is often used in combination with Strength set to Quaternary. In such case, white-space, punctuation, and symbols are considered when comparing strings, but only if all other aspects of the strings (base letters, accents, and case) are identical.
			
			If Alternate is not set to Shifted, then there is no difference between a Strength of 3 and a Strength of 4.
			
			For more information and examples, see Variable_Weighting in the UCA. The reason the Alternate values are not simply On and Off is that additional Alternate values may be added in the future. The UCA option **Blanked** is expressed with Strength set to 3, and Alternate set to Shifted.
			
			Example:
			`UCA400R1_S3_AN di Silva < Di Silva < diSilva < U.S.A. < USA`
			`UCA400R1_S3_AS di Silva = diSilva < Di Silva < U.S.A. = USA`
			`UCA400R1_S4_AS di Silva < diSilva < Di Silva < U.S.A. < USA`
			
			For long path equivalent setting, see CUNBOPRM_Variable_Opt description.

Table 25. Collation keywords descriptions (continued)

Attribute Name	Key	Possible Values	Description

Variable_Top	T	<hex digits>	The Variable Top attribute is only meaningful if the Alternate attribute is not set to Non-Ignorable. In such a case, it controls which characters count as ignorable. The string value specifies the "highest" character (in UCA order) weight that is to be considered ignorable.
			
			Thus, for example, if a user wanted white-space to be ignorable, but not any visible characters, then s/he would use the value Variable Top="\u0020" (space). All characters of the same primary weight are equivalent, so Variable Top="\u3000" (ideographic space) has the same effect as Variable_Top="\u0020".
			
			Example:
			`UCA400R1_S3_AN di       Silva < diSilva < U.S.A. < USA`
			`UCA400R1_S3_AS di       Silva = diSilva < U.S.A. = USA`
			`UCA400R1_S3_AS_T0020 di Silva = diSilva < U.S.A. = USA`
			
			For long path equivalent setting, see CUNBOPRM_Var_Top description.

Normalization Checking	N	X, O, D	The Normalization setting determines whether text is thoroughly normalized or not in comparison (see also CUN4BOPR_Norm_Type).
			
			Example:
			`UCA400R1_NX ä= a + Ì% < ä+ Ì% < i+ Ì%`
			`UCA400R1_NO ä= a + Ì% < ä+ Ì% < i+ Ì%`
			
			For long path equivalent setting, see CUNBOPRM_Norm_Type description.

French	F	X, O, D	The French sort strings with different accents from the back of the string. This attribute is automatically set to On for the French locales and a few others. Users normally would not need to explicitly set this attribute. There is a string comparison performance cost when it is set On, but sort key length is not affected (see also CUN4BOPR_Cmp_Order).
			
			Example:
			`UCA400R1_FX cote < coté< côte < côté`
			`UCA400R1_FO cote < côte< coté < côté`
			
			For long path equivalent setting, see CUNBOPRM_Cmp_Order description.

Hiragana	H	X, O, D	Compatibility with JIS x 4061 requires the introduction of an additional level to distinguish Hiragana and Katakana characters. If compatibility with that standard is required, then this attribute should be set On, and the strength set to Quaternary. This will affect sort key length and string comparison string comparison performance.
			
			Example:
			`UCA400R1_HX_S4 M0...= -å< M0†= -0æ`
			`UCA400R1_HO_S4 M0...< -å< M0†< -0æ`
			
			For long path equivalent setting, see CUNBOPRM_Hiragana description.

Valid values for collation keywords are listed in the following table:

Table 26. Valid values for collation keywords

Value	Abbreviation
Default	D
On	O
Off	X
Primary	1
Secondary	2
Tertiary	3
Quaternary	4

Table 26. Valid values for collation keywords (continued)

Value	Abbreviation
Identical	I
Shifted	S
Non-Ignorable	N
Lower-First	L
Upper-First	U

These abbreviations allow a 'short path settings' specification of a set of collation options, such as "UCA400R1_AS_LSV_S2", which can be used to specify that the desired options are: UCA version 4.0.1; ignore spaces, punctuation and symbols; use Swedish linguistic conventions; compare case-insensitively.

A number of attribute values are common across different attributes; these include Default (abbreviated as D), On (O), and Off (X).

This form is compatible with ICU 3.2, however, the content of this short-set form fields is mutually exclusively from current collation configuration fields (long path settings), which means that this field will be the first one to be analyzed prior current collation fields content sets.

Note:

All collation keywords sets must start with one of the following Collation versions followed by desired sets:

- * UCA400R1_...
- * UCA410_...
- * UCA600_...

If there is an invalid Keyword or invalid keyword value, Collation will return RC8/RS24 (CUN_RC_USER_ERR/ CUN_RS_INVALID_COLLATION_KEYWORD_VALUES). If some of the keywords appear more than once, RC8/RS31 will be returned (CUN_RC_USER_ERR/ CUN_RS_OVERLAYING_COLLATION_KEYWORD).

CUN4BOPR_DSName - set by caller
Specifies the name of the alternative data set from where the rules are to be loaded. It enables callers to load Locales from non-official Unicode repository (SYS1.SCUNLOCL) or load User Collation Rules Files from private data spaces as well (see CUN4BOPR_Collation_Rules_File).

CUN4BOPR_Collation_Rules_File - set by caller
Specifies member name where the alternative collation rules are. You can use User Collation Rules (UCR) for full Collation customization environment. Those files can be considered as a variation of Collation Rules or Locales since both UCR and Locales follow exactly the same collation syntax.

Collation rules can be redefined using the following symbols:

Table 27. Collation rule symbols

Symbol	Example	Description
<	\u0061<\u0062	Identifies a primary (base letter) difference between "a" and "b"

Table 27. Collation rule symbols (continued)

Symbol	Example	Description
<<	\u0061<<\u00E4	Signifies a secondary (accent) difference between "a" and "ä"
<<<	\u0061<<<\ u0041	Identifies a tertiary difference between "a" and "A"
=	x = y	Signifies no difference between "x" and "y". **Note:** X means CP x and Y means CP Y (x,y are not chars but CPs)
&	&Z	These rules will be relative to this letter, but will not affect the position of Z itself. **Note:** Z means CP Z (Z is not char but a CP)
/	æ/e	Expansion. Add the collation element for 'e' to the collation element for æ. After a reset "&ae << æ" is equivalent to "&a << æ/e".
|	a|b	Prefix processing. If 'b' is encountered and it follows 'a', output the appropriate collation element. If 'b' follows any other letter, output the normal collation element for 'b'. Collation element for 'a' is not affected.

Also the following tags might be part of the Collation syntax rules (default values are in BOLD and italic) as an easier way to set collation behavior:

Table 28. Collation syntax rules

Option	Example	Description
... ...	See CUNBOPRM_Locale parameter description field.	Describes the start/end block of sets for a locale. X.x and default denotes a locale revision/version, however, Locales versions are not meaningful at this time.
... ...	Refer to your default Unicode locales repository SYS1.SCUNLOCL and look for CUNAF locale.	Describes the start/end block of sets for a locale, where no revision and version are required, because default UCA rules are part of this locale.
... ...	See the example that follows table "Collation syntax rules".	Describes the start/end block of sets for a User Collation Rules (UCR). Default denotes an "UCR" version which is not meaningful at this time.
Alternate	***[alternate non-ignorable]*** [alternate shifted]	Sets the default value for Alternate attribute. If set to shifted, variable code points will be ignored on the primary level.
Backwards	***[backwards 2]***	Sets the default value for Backwards attribute. If set to on, secondary level will be reversed.
Variable top	& X < [variable top]	Sets the default value for Variable Top attribute. All the code points with primary strengths less than variable top will be considered variable.
Normalization Case Level	***[normalization off]*** [normalization on]	Turns on or off the Normalization attribute. If set to on, a quick check and necessary normalization will be performed.
Case Level	***[caseLevel off]*** [caseLevel on]	Turns on or off the Case Level attribute. If set to on a level consisting only of case characteristics will be inserted in front of tertiary level. To ignore accents but take cases into account, set strength to primary and case level to on.
Case First	***[caseFirst off]*** [caseFirst upper] [caseFirst lower]	Sets the value for Case First attribute. If set to upper, causes upper case to sort before lower case. If set to lower, lower case will sort before upper case. Useful for locales that have already supported ordering but require different order of cases. Affects case and tertiary levels.

Table 28. Collation syntax rules (continued)

Option	Example	Description
Strength	[strength 1] [strength 2] ***[strength 3]*** [strength 4] [strength 5] [strength I]	Sets the default strength attribute.
Hiragana	***[hiraganaQ off]*** [hiraganaQ on]	Controls special treatment of Hiragana code points on quaternary level. If turned on, Hiragana code points will get lower values than all the other non-variable code points. Strength must be greater or equal than quaternary if you want this attribute to take effect. Set UCOE_HIRAGANAQ.
[before 1|2|3]	&[before 1] a<?<à<?<á?	Enables users to order characters before a given character. In UCA 3.0, the example is equivalent to &?<?<à<?<á? (?= \u3029, Hangzhou numeral nine) * and makes accented 'a' letters sort before 'a'. Accents are often used to indicate the intonations in Pinyin. In this case, the non-accented letters sort after the accented letters.
[last non ignorable]	&[last non ignorable]<\u4E9C	Defines a list of CP's which will be positioned right after [last non-ignorable] CP.
[last regular]	&[last regular]<\u4E9C	Equivalent as [last non-ignorable]
[suppressContractions [FromCP-ToCP]]	&[suppressContractions [\u0400-\u045F]]	Suppress all contraction defined in a range defined by FromCP - ToCP. After this rule, all of them will be treated as Normal CP's.
[last secondary ignorable]	&[last secondary ignorable]<<<\u0020	All CP's after [last secondary ignorable] will be placed after last secondary ignorable CP.

The following is an example which can be used as UCR files:

```
*******************************************************************
*  Owner: My Name                                                 *
*  Prof Description: User Collation Rules profile sample          *
*                                                                 *
*                                                                 *
*                                                                 *
*                                                                 *
*                                                                 *
*                                                                 *
*                                                                 *
*                                                                 *
*******************************************************************
<version $UCR$ = default>
 <collation>
   <rules>
      [strength 1]                 * Collation Settings ...
      [alternate non-ignorable]
      [backwards 2]
      [normalization on]
      [caseLevel on]
      [caseFirst off]
      [hiraganaQ off]
      &\u0061\u0065               * Modifying CPs
            <<\u00E6
            <<<\u00C6
      &\u0062<\u0061
   </rules>
  </collation>
 </version $UCR$ = default>
```

For Collation Rules Files or locales files consider the following:

- Use the asterisk "*" as a comment line, starting at column 1.
- Whatever collation settings must be specified inside of the tags <rules> ... </rules>.
- All collation tags and values are key sensitive. Use exact same tags and UTF-16 CP format as specified in this topic.
- As part of code points, use the following UTF-16, that is, \u0061. "\u" denotes a UTF-16 CP.
- Blanks are not allowed after each one of the following symbols:
  - =\u
  - <\u
  - <<\u
  - <<<\u
  - /\u

For this new collation implementation (tailoring for UCA400R1 and higher - not available for UCA301), there are two ways to perform collation settings in the Collation API. You must follow the following order in case that more than one is specified in the Collation API.

1. Short path - This setting is based on the contents of CUN4BOPR_Collation_Keyword For example, "UCA400R1_LEN_RUS_VPOSIX"
2. Long path - This setting is used when some of the following fields are set and values are followed according to its order in the following list:
   - CUN4BOPR_Coll_Level
   - CUN4BOPR_Variable_Opt
   - CUN4BOPR_Cmp_Order
   - CUN4BOPR_SKey_Opt
   - CUN4BOPR_Norm_Type
   - CUN4BOPR_Case_First
   - CUN4BOPR_Case_Level
   - CUN4BOPR_Hiragana
   - CUN4BOPR_Var_Top
   - CUN4BOPR_Locale_Language, CUN4BOPR_Locale_Region or CUN4BOPR_Locale_Variant
   - CUN4BOPR_Collation_Rules_File

Note: For long path settings, collation API fields like CUN4BOPR_Coll_Level, CUN4BOPR_Variable ... CUN4BOPR_Var_Top overide any Collation settings on Locales (CUN4BOPR_Locale) or UCR (CUN4BOPR_Collation_Rules_File).

CUN4BOPR_Collation_Rules_Vol - set by service
Specify the volume for data set specified by CUN4BOPR_DSName.

Mapping of constants for AMODE (64)

For HLASM, you can set up the parameter area (CUN4BOPR) with a group of constants that are provided in the interface definition file for collation (CUN4BOID).

```
* *********************************************************************
* *                   CUN4BOPR_Mask Constants                         *
* * xxx- ----  CUN4BOPR_Mask field into CUN4BOPR                      *
* *  Where CUN4BOPR_Mask is a sub-structure into CUN4BOPR structure  *
* *********************************************************************
*
*
MASK_DEFAULT EQU X'E0'        Non-ApplyVCE + Not Backward +
*
*   *****************************************************************!
*   *                                                                !
*   * NSK + Not Norm                                                 !
*   *                                                                !
*   *****************************************************************!
*
*
* *********************************************************************
* * xxx- ----                                                         *
* *             Where xxx is CUN4BOPR_Variable_Opt field              *
* *********************************************************************
*
*
SHIFTED  EQU     X'00'       Shift
BLANKED  EQU     X'20'       Blanked
NIGNORED EQU     X'40'       Not-Ignored
STRIMMED EQU     X'60'       Shift-Trimmed
NAVARIABLECE EQU X'E0'     No Variable CE
*
* *********************************************************************
* * ---x ----                                                         *
* *             Where ---x is CUN4BOPR_Cmp_Order field                *
* *********************************************************************
*
*
BACKWARD EQU   X'10'       Backward Order
FORWARD  EQU   X'00'       Forward Order
*
* *********************************************************************
* * ---- x---                                                         *
* *             Where x is CUN4BOPR_SKey_Opt field                    *
* *********************************************************************
*
*
SKOFF    EQU   X'00'       Sort Key OFF
SKON     EQU   X'08'       Sort Key ON
*
* *********************************************************************
* * ---- -xxx                                                         *
* *             Where xxx is CUN4BOPR_Norm_Type field                 *
* *********************************************************************
*
*
NNORM    EQU   X'00'       Not Norm
NFD      EQU   X'01'       Can Decomp
NFC      EQU   X'02'       Can Comp
NFKD     EQU   X'03'       Compat Dec
NFKC     EQU   X'04'       Compat Com
*
* *********************************************************************
* *                   CUN4BOPR_Flag1 Constants                        *
* * xy-- ----  CUN4BOPR_Flag1 field into CUN4BOPR                     *
* *           Where  x--- ----  CUN4BOPR_Inv_Handle; and              *
* *                  -y-- ----  CUN4BOPR_Get_New_Handle               *
* *********************************************************************
*
*
FLAG1_DEFAULT     EQU X'00'       Flag1 Default
```

```
INV_HANDLE_ON     EQU X'80'       Get Handle ON
GET_NEW_HANDLE_ON EQU X'40'       Get_New_Handle ON
*
* *******************************************************************
* *               Other Collation Constants                         *
* *******************************************************************
*
*                                  * Maximum Collation Level
*
MAXVALIDLEVEL EQU 4      Available
*
CUN4BOPR_DDA_BUF_MIN EQU 800 DDA min Buf
CUN4BOPR_DDA_REQ EQU 4096 Required Dynamic data area size.
*
* *******************************************************************
* *             CUN4BOPR_Coll_Level Constants                       *
* *******************************************************************
*
*
CUN4BOPR_IDENTICAL EQU 0 Identical
CUN4BOPR_PRIMARY EQU 1   First Level
CUN4BOPR_SECONDARY EQU 2 Second Level
CUN4BOPR_TERTIARY EQU 3  Third Level
CUN4BOPR_QUATERNARY EQU 4 Fourth Level
```

Note: IBM suggests you use "OR" operations to add collation rules. If you add any value directly, the field will lose the previous designation.

Sort key vector format

The sort key, or sort key vector, is a collection of weights which come from the file allkeys.txt. This vector is stored in the target buffers of the parameter area, followed by two main restrictions:

- Sort key option ON (CUNBOPRM_SKey_Opt = SKON)
- The CUNBOPRM_SrcX_Buf_Ptr, with some valid addressed information (where X could be 1 or 2)

Also, the sort key vector has two principal variations:

1. Contents - depends on the CUNBOPRM_MASK, which can generate some different results according its combinations.
2. Size - defined by collation level specified in the CUNBOPRM_Coll_Level field, and by CUNBOPRM_Norm_Type, which is a sub field from the CUNBOPRM_MASK.

Consequently, the length of the sort key vector will depend on the number of Unicode characters set to the respective source (1 or 2), and the collation rules (CUNBOPRM_Coll_Level and CUNBOPRM_MASK).

The weights of the Unicode characters will be combined by level, then a separator must be inserted (X'0000') before the concatenated weight for the next level, and so on. This process is executed for as many collation levels as have been specified (1 to 4).

The size of the sort key vector is related to the collation level, as shown in the following table:

Table 29. Collation level weight length

Collation Level	Weight length in bytes
L1	2
L2	2
L3	1
L4	2

For any given Unicode character with a selected collation level, its collation sort key will be formed in the following format:

```
wwww0000xxxx0000yy0000zzzz

where:

wwww represents level one (two bytes)
xxxx represents level two (two bytes)
yy  represents level three (one byte)
zzzz represents level four (two bytes)
```

0000 represents the collation level separator (two bytes). For an example:

```
Unicode characters: FD3F,2495,FE30

Weight entries:

FD3F ; [*0287.0020.0002.FD3F]
           # ORNATE RIGHT PARENTHESIS
2495 ; [.0858.0020.0004.2495] [.085B.0020.0004.2495] [*0241.0020.0004.2495]
           # NUMBER FOURTEEN
FE30 ; [*0241.0020.0016.FE30] [*0241.0020.0016.FE30]
           # PRESENTATION FORM FOR VERTICAL TWO DOT
```

The collation options assumed are collation level=3, and variable_opt = ignored.

Sort key formed, would be:

```
02870858085B024102410241000000200020002000200020002000000020404041616
```

For UCA version UCA400R1 and higher, size of sort key is increased due to new infrastructure for tailoring purposes and also add support for surrogates as part of Collation versions (UCA400R1, UCA410, and UCA600). Even the size of the sort key per Code Point might have many variations according the settings. For target buffers size, see "Target buffer length considerations" on page 181.

Work buffer length considerations

The work buffer length has the same considerations for both 31-bit and 64-bit. There are two main considerations, both of them are related to the collation level you specify. Following are the two possibilities:

- Case 1 - CUNBOPRM_Coll_Level = 1, 2 or 3. For this case, you must consider at least twice the value of the source length (CUNBOPRM_SrcX_Buf_Len * 2), where X could be 1 or 2.
- Case 2 - CUNBOPRM_Coll_Level = 4. For this level, you must require at least three times the value of the source (SrcX_Buf_Len * 3), where X could be 1 or 2.

For UCA version UCA400R1 and higher, the following table shows the size of the work buffers for most common UTF-16BE Code Points:

Table 30. Size of the work buffers for UTF-16BE Code Points

Collation Level / Strength	Work Buffer length per Code Point in Source buffer
1	4 - Bytes
2	7 - Bytes
3	9 - Bytes
4	12 - Bytes
5	15 - Bytes

Note:

Most common UTF-16BE Code Points require 2-bytes in Source buffer. Non-normal CP's are expansions, contractions, surrogates, surrogates expansions and surrogates contractions.

IBM recommends allocating the same bytes for work buffer as for target buffer, see "Target buffer length considerations." If Collation returns with RC = CUN_RC_USER_ERR, RS = CUN_RS_WRK_EXHAUSTED by following this recommendation (Wrk Buffer Len = Target buffer length), it is recommended to multiply failed work buffer length by 2 and so on.

Target buffer length considerations

The target buffer length has the same considerations for both 31-bit and 64-bit. The following explains how you can set the size of the CUNBOPRM_TargX_Buf_Len parameter (where X could be 1 or 2).

1. Binary comparison - In this case, many combinations must be considered, due to the kind of normalization that has been specified. see Chapter 5, "Normalization," on page 107 for more information.
2. Sort key vector - the main use of the target buffer is to keep the sort key vector from CUNBOPRM_TargX_Buf_Ptr (where x could be 1 or 2). The size of this parameter is based upon several factors.

The following table shows a brief reference of recommended lengths for the various collation levels.

Table 31. Recommended target buffer lengths for collation

Collation Level	IBM recommended length
L1	Len1 = CUNBOPRM_SrcX_Buf_Len
L2	Len2 = CUNBOPRM_SrcX_Buf_Len * 2 + 2
L3	Len3 = (CUNBOPRM_SrcX_Buf_Len * 3) + 2
L4	Len4 = (CUNBOPRM_SrcX_Buf_Len * 4) + 2

For UCA version UCA400R1 and higher, the following table shows the size of the target buffers for most common UTF-16BE Code Points:

Table 32. Size of the target buffers for UTF-16BE Code Points

Collation Level / Strength	Target Buffer length per Code Point in Source buffer	Collation Separator size between intermediate Collation Levels
1	4 - Bytes	4 - Bytes

Table 32. Size of the target buffers for UTF-16BE Code Points (continued)

Collation Level / Strength	Target Buffer length per Code Point in Source buffer	Collation Separator size between intermediate Collation Levels
2	7 - Bytes	3 - Bytes
3	9 - Bytes	2 - Bytes
4	12 - Bytes	2 - Bytes
5	15 - Bytes	Not required

For Collation sort keys which live on target buffers, it is required to consider the Collation separator size.

Consider the following example:

```
Source Buffer Len  = 4 (two UTF-16BE CP's
CP' on Src  Buffer = Source Buffer Len / 2
```

Table 33. Target Buffer Formula

Collation Level / Strength	Target Buffer Formula
1	(CP' on Src Buffer * 4)
2	(CP' on Src Buffer * 4) + 4 (CP' on Src Buffer * 3)
3	(CP' on Src Buffer * 4) + 4 (CP' on Src Buffer * 3) + 3 (CP' on Src Buffer * 2)
4	(CP' on Src Buffer * 4) + 4 (CP' on Src Buffer * 3) + 3 (CP' on Src Buffer * 2) + 2 (CP' on Src Buffer * 3)
5 or I	(CP' on Src Buffer * 4) + 4 (CP' on Src Buffer * 3) + 3 (CP' on Src Buffer * 2) + 2 (CP' on Src Buffer * 3)

Note: For target buffers size when current work buffer length does not satisfy Collation requirements and returns with RC = CUN_RC_ERR, RS = CUN_RS_TARG_EXHAUSTED), it is recommended to multiply failed target buffer length by 2 and so on.

See "Sort key vector format" on page 179 for more information.

Sample programs

Sample programs for collation are provided in SYS1.SAMPLIB. The following table shows the AMODE and the API used (C/C++ or HLASM) in combination with long or short path settings.

Table 34. The AMODE and API (C/C++ or HLASM) in combination with long or short path settings

Program Name	AMODE 31-Bit	AMODE 64-Bit	Coll API C/C++	Coll API HLASM	UCA Version	Long Path	Short Path
CUNSOSMC	X		X		UCA301		
CUNSOSMA	X			X	UCA301		
CUN4SOSA		X		X			
CUN4SOSC		X	X				
CUNSO00C	X		X		UCA400R1	X	

Table 34. The AMODE and API (C/C++ or HLASM) in combination with long or short path settings (continued)

Program Name	AMODE 31-Bit	AMODE 64-Bit	Coll API C/C++	Coll API HLASM	UCA Version	Long Path	Short Path
CUNSO01C	X		X		UCA400R1		X
CUNSO02C		X	X		UCA400R1	X	
CUNSO03C		X	X		UCA400R1		X
CUNSO04A	X			X	UCA400R1	X	
CUNSO05A	X			X	UCA400R1		X
CUNSO06A		X		X	UCA400R1	X	
CUNSO07A		X		X	UCA400R1		X

Chapter 7. Bidi transformation

This topic describes the programming required for the bidi transformation service.

Note: IBM does not intend to enhance the bidi transformation service. Instead, it is recommended that you use the character conversion 'extended bidi support' for all new development and for the highest level of bidi support.

Bidi is also referred to as Unicode System Services for bidi and character shaping services. The bidi transformation service is called using a stub routine named CUNLBIDI for AMODE (31), and CUN4LBID for AMODE (64).

Bidi defines a minimal set of directional formatting codes to control the ordering of characters when rendered. This allows exact control of the display ordering for legible interchange and also ensures that plain text used for simple items like filenames or labels can always be correctly ordered for display.

This z/OS Unicode implementation meets some specifications described in the Unicode Standard Annex #9 "The bidirectional Algorithm" (For z/OS v1R8 bidi only supports mirroring and character inversion). For further information about the bidi and character shaping service, see the Unicode Standard Annex #9 (http://www.unicode.org/reports/tr9/).

Bidi transformation services for Unicode provide two different ways to invoke them, with a new API and also for an ease of use, conversion character services now support a technique B, which makes the transformation on the output buffer but preserving the current behavior.

Calling bidi transformation service

This topic describes how to call the bidi transformation and character shaping service.

The 31-bit caller has to provide:

- Source buffer pointer (31-bit pointer), ALET (4 byte), and length (4 byte)
- Target buffer pointer (31-bit pointer), ALET (4 byte), and length (4 byte)
- Work buffer pointer (31-bit pointer), ALET (4 byte), and length (4 byte)
- Source CCSID (4 byte)
- Target CCSID (4 byte)
- Flags

The 64-bit caller has to provide:

- Source buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Target buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Work buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Source CCSID (4 byte)
- Target CCSID (4 byte)
- Flags

Using the C interface

This topic describes the syntax in C for calling the stub routine **CUNLBIDI** or **CUN4LBID** (bidi). Mapping of the parameter area is supplied by the header file cunhc.h listed in "Mapping of parameters in C."

```
#include<cunhc.h>
#define SLEN 1024
#define WLEN 4096
#define TLEN 4096
.....
unsigned char Sourcebuffer [SLEN];
unsigned char Workbuffer   [WLEN];
unsigned char Targetbuffer [TLEN];


#ifdef _LP64        /* 64 bit */
CUN4BBPR myparm ={CUN4BBPR_DEFAULT};
#else               /* 31 bit */
CUNBBPRM myparm ={CUNBBPRM_DEFAULT};
#endif

Myparm.Src_Buf_Ptr  = Sourcebuffer;
Myparm.Wrk_Buf_Ptr  = Workbuffer;
myparm.Targ_Buf_Ptr = Targetbuffer;
Myparm.Src_Buf_Len  = SLEN;
Myparm.Wrk_Buf_Len  = WLEN;
myparm.Targ_Buf_Len = TLEN;
Myparm.ccsid_src    = 1200;
Myparm.ccsid_trt    = 425;

#ifndef _LP64        /* 31 bit */
CUNLBIDI(&myparm);
#else                /* 64 bit */
CUN4LBID(&myparm);
#endif

if((myparm.Return_Code != CUN_RC_OK)......
```

Mapping of parameters in C

A C header file is supplied (cunhc.h) that contains the function prototypes for the bidi service. The following structure is used in the interface to the bidi service.

31-bit mapping

```
typedef struct tag_CUNBBPRM{
 int  version;                        /* Parameter Area Version   */
 int  length;                         /* Parameter Area Length    */
 int  res1;                           /* Reserved for 64 bit      */
 void *Src_Buf_Ptr;                   /* Pointer to Source        */
 int  res2;                           /* Reserved for 64 bit      */
 unsigned int Src_Buf_ALET;           /* ALET of source buffer    */
 int  res3;                           /* Reserved for 64 bit      */
 unsigned long Src_Buf_Len;           /* Length of source data    */
 int  res4;                           /* Reserved for 64 bit      */
 void *Targ_Buf_Ptr;                  /* Pointer to Target        */
 int  res5;                           /* Reserved for 64 bit      */
 unsigned int Targ_Buf_ALET;          /* ALET of target buffer    */
 int  res6;                           /* Reserved for 64 bit      */
 unsigned long Targ_Buf_Len;          /* Length of target buffer  */
 int  res7;                           /* Reserved for 64 bit      */
 void *Wrk_Buf_Ptr;                   /* Pointer to Work Buffer   */
 int  res8;                           /* Reserved for 64 bit      */
 unsigned int Wrk_Buf_ALET;           /* ALET of Work buffer      */
```

```
 int  res9;                             /* Reserved for 64 bit      */
 unsigned long Wrk_Buf_Len;             /* Length of Work buffer    */
 unsigned int ccsid_src;                /* str type source          */
 unsigned int ccsid_trt;                /* str type target          */
  struct {
   int         Bidi_Context    : 1,     /* Bidi Context             */
                                        /* 0 = Context LTR          */
                                        /* 1 = Context RTL          */
               Bidi_ImpAlg     : 1,     /* Bidi Implicit Alg        */
                                        /* 0 = Algor Basic          */
                                        /* 1 = Algor Implicit       */
                               : 6;
  } Flag1;                              /* FLAG Byte 1 set by caller*/
 char res10[3];
 int  Return_Code;                      /* Return code              */
 int  Reason_Code;                      /* Reason code              */
 }CUNBBPRM;
```

64-bit mapping

```
typedef struct tag_CUN4BBPR{
 int  version;                           /* Parameter Area Version   */
 int  length;                            /* Parameter Area Length    */
 void *Src_Buf_Ptr;                      /* Pointer to Source        */
 int  res1;
 unsigned int Src_Buf_ALET;              /* ALET of source buffer    */
 unsigned long Src_Buf_Len;              /* Length of source data    */
 void *Targ_Buf_Ptr;                     /* Pointer to Target        */
 int  res2;
 unsigned int Targ_Buf_ALET;             /* ALET of target buffer    */
 unsigned long Targ_Buf_Len;             /* Length of target buffer  */
 void *Wrk_Buf_Ptr;                      /* Pointer to Work Buffer   */
 int  res3;
 unsigned int Wrk_Buf_ALET;              /* ALET of Work buffer      */
 unsigned long Wrk_Buf_Len;              /* Length of Work buffer    */
 unsigned int ccsid_src;                 /* str type source          */
 unsigned int ccsid_trt;                 /* str type target          */
  struct {
   int         Bidi_Context    : 1,      /* Bidi Context             */
                                         /* 0 = Context LTR          */
                                         /* 1 = Context RTL          */
               Bidi_ImpAlg     : 1,      /* Bidi Implicit Alg        */
                                         /* 0 = Algor Basic          */
                                         /* 1 = Algor Implicit       */
                               : 6;
  } Flag1;                               /* FLAG Byte 1 set by caller*/
 char res4[3];
 int  Return_Code;                       /* Return code              */
 int  Reason_Code;                       /* Reason code              */
 }CUN4BBPR;
```

Using the HLASM interface

This topic describes the syntax in HLASM to call stub routines for bidi **CUNLBIDI** (AMODE (31)) and **CUN4LBID** (AMODE (64)).

For AMODE (31)

```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7--
 GETMAIN ........Obtain storage for parameter area
 *in primary address space.

 LR    R4,R1    Save parameter area address
 USING CUNBBPRM,R4   Make parameter area addressable
 XC    CUNBBPRM,CUNBBPRM Init PARAMETER AREA TO BINARY 0
 LA    R15,CUNBBPRM_VER  Get Version
 ST    R15,CUNBBPRM_VERSION Store to parameter area
```

```
LA    R15,CUNBBPRM_LEN  Initialize Length
ST    R15,CUNBBPRM_LENGTH  Move to parameter area
LA    R15,CUNBBPRM_SRCCCSID  Initialize String Type Src
ST    R15,CUNBBPRM_CCSID_Src
LA    R15,CUNBBPRM_TRGCCSID  Initialize String Type Trg
ST    R15,CUNBBPRM_CCSID_Trt

*Supply source buffer pointer,length and ALET.
*Supply work buffer pointer,length and ALET.
*Supply target buffer pointer,length and ALET.
*Fill all required fields of the parameter area.

CALL CUNLBIDI,((R4))  Call stub routine with CUNBBPRM
*address as argument.

CUNBBIDF DSECT=YES   Provide Mappings (CUNBBPRM,return and
*reason codes,constants for version
*and length).
```

For AMODE (64)

```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7--
GETMAIN ........Obtain storage for parameter area
 *in primary address space.

 LR    R4,R1    Save parameter area address
 USING CUN4BBPR,R4   Make parameter area addressable
 XC    CUN4BBPR,CUN4BBPR Init PARAMETER AREA TO BINARY 0
 LA    R15,CUN4BBPR_VER  Get Version
 ST    R15,CUN4BBPR_VERSION Store to parameter area
 LA    R15,CUN4BBPR_LEN  Initialize Length
 ST    R15,CUN4BBPR_LENGTH  Move to parameter area
 LA    R15,CUN4BBPR_SRCCCSID  Initialize String Type Src
 ST    R15,CUN4BBPR _CCSID_Src
 LA    R15,CUN4BBPR_TRGCCSID  Initialize String Type Trg
 ST    R15,CUN4BBPR__CCSID_Trt

 *Supply source buffer pointer,length and ALET.
 *Supply work buffer pointer,length and ALET.
 *Supply target buffer pointer,length and ALET.
 *Fill all required fields of the parameter area.

 CALL CUN4LBID,((R4))  Call stub routine with CUN4BBPR
 *address as argument.

 CUN4BPID DSECT=YES   Provide Mappings (CUN4BBPR,return and
 *reason codes,constants for version
 *and length).
```

Mapping of parameters for AMODE (31)

The mapping of the parameter areas is supplied by the interface definition file CUNBBIDF. This file is shipped in the SYS1.MACLIB data set and contains the length of each parameter and any boundary alignment that may be necessary.

Table 35. Mapping of parameters in HLASM for bidi AMODE (31)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Description
0	(0)	STRUCTURE	100	DWORD	CUNBBPRM	Parameter Area
0	(0)	UNSIGNED	4		CUNBBPRM_Version	Parameter Area VERSION
4	(4)	UNSIGNED	4		CUNBBPRM_Length	Parameter area Length
8	(8)	CHARACTER	4		*	Reserved for 64 bit

Table 35. Mapping of parameters in HLASM for bidi AMODE (31) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Description
12	(0C)	ADDRESS	4		CUNBBPRM_Src_Buf_Ptr	Source buffer pointer
16	(0A)	CHARACTER	4		*	Reserved for 64 bit
20	(14)	UNSIGNED	4		CUNBBPRM_Src_Buf_ALET	Source buffer ALET
24	(18)	CHARACTER	4		*	Reserved for 64 bit
28	(1C)	UNSIGNED	4		CUNBBPRM_Src_Buf_Len	Source buffer length
32	(20)	CHARACTER	4		*	Reserved for 64 bit
36	(24)	ADDRESS	4		CUNBBPRM_Targ_Buf_Ptr	Target buffer pointer
40	(28)	CHARACTER	4		*	Reserved for 64 bit
44	(2C)	UNSIGNED	4		CUNBBPRM_Targ_Buf_ALET	Target buffer ALET
48	(30)	CHARACTER	4		*	Reserved for 64 bit
52	(34)	UNSIGNED	4		CUNBBPRM_Targ_Buf_Len	Target buffer length
56	(38)	CHARACTER	4		*	Reserved for 64 bit
60	(3C)	ADDRESS	4		CUNBBPRM_Wrk_Buf_Ptr	Work buffer pointer
64	(40)	CHARACTER	4		*	Reserved for 64 bit
68	(44)	UNSIGNED	4		CUNBBPRM_Wrk_Buf_ALET	Work buffer ALET
72	(48)	CHARACTER	4		*	Reserved for 64 bit
76	(4C)	UNSIGNED	4		CUNBBPRM_Wrk_Buf_Len	Work buffer length
80	(50)	UNSIGNED	4		CUNBBPRM_CCSID_Src	CCSID Source
84	(54)	UNSIGNED	4		CUNBBPRM_CCSID_Trg	CCSID Target
88	(58)	BITSTRING	1		CUNBBPRM_Flag1	FLAG Byte 1 set by caller

88	(58)	`1... ....`	1		CUNBBPRM_Bidi_Context	Bidi Context:
						`0=Context LTR`
						`1=Context RTL`

88	(58)	`.1.. ....`	1		CUNBBPRM_Bidi_ImpAlg	Bidi Implicit Alg:
						`0=Algor Basic`
						`1=Algor Implicit`

89	(59)	CHARACTER	3		*	Reserved
92	(5C)	CHARACTER	8	WORD	CUNBBPRM_RC_RS	Return/reason code
		UNSIGNED	4		CUNBBPRM_Return_Code	Return code
		UNSIGNED	4		CUNBBPRM_Reason_Code	Reason code
100	(64)	CHARACTER	0		CUNBBPRM_End	End of CUNBBPRM

Description of parameters in area CUNBBPRM

This topic describes the fields in the parameter area for the bidi service:

CUNBBPRM_Version - set by caller - Required
Specifies the version of the parameter area for bidi.

CUNBBPRM_Length - set by caller - Required
Specifies the length of the parameter area.

CUNBBPRM_Src_Buf_Ptr - set by caller, updated by service - Required
Specifies the beginning address of a string of text characters, with a length specified in the CUNBBPRM_Src_Buf_Len parameter.

CUNBBPRM_Src_Buf_ALET - set by caller
Specifies the ALET to be used to access the source buffer addressed by CUNBBPRM_Src_Buf_Ptr.

CUNBBPRM_Src_Buf_Len - set by caller
Specifies the length in bytes of the string in the source buffer, addressed by CUNBBPRM_Src_Buf_Ptr, to be transformed.

CUNBBPRM_Targ_Buf_Ptr - set by caller
Specifies the beginning address of an area of storage to be used to store the final string layout.

CUNBBPRM_Targ_Buf_ALET - set by caller
Specifies the ALET to be used to access the target buffer addressed by CUNBBPRM_Targ_Buf_Ptr.

CUNBBPRM_Targ_Buf_Len - set by caller
Specifies the length in bytes of the target buffer addressed by CUNBBPRM_Targ_Buf_Ptr. It should be at least the same size of the CUNBBPRM_Src_Buf_Len.

CUNBBPRM_Wrk_Buf_Ptr - set by caller, used by service for conversion purposes.
Specifies the beginning address of an area of storage that the conversion services can use to store intermediate results.

CUNBBPRM_Wrk_Buf_ALET - set by caller
Specifies the ALET to be used to access the work buffer addressed by CUNBBPRM_Wrk_Buf_Ptr.

CUNBBPRM_Wrk_Buf_Len - set by caller
Specifies the length in bytes of the work buffer addressed by CUNBBPRM_Wrk_Buf_Ptr. It should be at least the same size of the CUNBBPRM_Src_Buf_Len.

CUNBBPRM_CCSID_Src - set by caller
Specifies the CCSID of the source.

CUNBBPRM_CCSID_Trg - set by caller
Specifies the CCSID of the target.

CUNBBPRM_Flag1 - set by caller

Bit position	Name
1xxx xxxx	CUNBBPRM_Bidi_context
x1xx xxxx	CUNBBPRM_Bidi_impalg

CUNBBPRM_Bidi_context
Specifies the context of the text to be transformed.
- **0**: Indicates the context is Left to Right (LTR).
- **1**: Indicates the context is Right to Left (RTL).

CUNBBPRM_Bidi_impalg
Specifies the algorithm to be used.
- **0**: Indicates the basic algorithm will be used.
- **1**: Indicates the implicit algorithm will be used.

CUNBBPRM_Return_Code - set by service
Specifies the return code.

CUNBBPRM_Reason_Code - set by service
Specifies the reason code.

Mapping of parameters for AMODE (64)

The mapping of the parameter areas is supplied by the interface definition file CUN4BBID. This file is shipped in the SYS1.MACLIB data set and contains the length of each parameter and any boundary alignment that may be necessary.

Table 36. Mapping of parameters in HLASM for bidi AMODE (64)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Description
0	(0)	STRUCTURE	100	DWORD	CUN4BBPR	Parameter Area
0	(0)	UNSIGNED	4		CUN4BBPR_Version	Parameter Area VERSION
4	(4)	UNSIGNED	4		CUN4BBPR_Length	Parameter area Length
8	(8)	ADDRESS	8		CUN4BBPR_Src_Buf_Ptr	Source buffer pointer
16	(10)	CHARACTER	4		*	Reserved for 64 bit
20	(14)	UNSIGNED	4		CUN4BBPR_Src_Buf_ALET	Source buffer ALET
24	(18)	UNSIGNED	8		CUN4BBPR_Src_Buf_Len	Source buffer length
32	(20)	ADDRESS	8		CUN4BBPR_Targ_Buf_Ptr	Target buffer pointer
40	(28)	CHARACTER	4		*	Reserved for 64 bit
44	(2C)	UNSIGNED	4		CUN4BBPR_Targ_Buf_ALET	Target buffer ALET
48	(30)	UNSIGNED	8		CUN4BBPR_Targ_Buf_Len	Target buffer length
56	(38)	ADDRESS	8		CUN4BBPR_Wrk_Buf_Ptr	Work buffer pointer
64	(40)	CHARACTER	4		*	Reserved for 64 bit
68	(44)	UNSIGNED	4		CUN4BBPR_Wrk_Buf_ALET	Work buffer ALET
72	(48)	UNSIGNED	8		CUN4BBPR_Wrk_Buf_Len	Work buffer length
80	(50)	UNSIGNED	4		CUN4BBPR_CCSID_Src	CCSID Source
84	(54)	UNSIGNED	4		CUN4BBPR_CCSID_Trg	CCSID Target
88	(58)	BITSTRING	1		CUN4BBPR_Flag1	FLAG Byte 1 set by caller

88	(58)	1...	1		CUN4BBPR_Bidi_Context	Bidi Context:
						`0=Context LTR`
						`1=Context RTL`

88	(58)	.1..	1		CUN4BBPR_Bidi_ImpAlg	Bidi Implicit Alg:
						`0=Algor Basic`
						`1=Algor Implicit`

89	(59)	CHARACTER	3		*	Reserved
92	(5C)	CHARACTER	8	WORD	CUN4BBPR_RC_RS	Return/reason code
		UNSIGNED	4		CUN4BBPR_Return_Code	Return code
		UNSIGNED	4		CUN4BBPR_Reason_Code	Reason code
100	(64)	CHARACTER	0		CUN4BBPR_End	End of CUN4BBPR

Description of parameters in area CUN4BBPR

This topic describes the fields in the parameter area for the bidi service:

CUN4BBPR_Version - set by caller - Required
Specifies the version of the parameter area for bidi.

CUN4BBPR_Length - set by caller - Required
Specifies the length of the parameter area.

CUN4BBPR_Src_Buf_Ptr - set by caller, updated by service - Required
Specifies the beginning address of a string of text characters, with a length specified in the CUN4BBPR_Src_Buf_Len parameter.

CUN4BBPR_Src_Buf_ALET - set by caller
Specifies the ALET to be used to access the source buffer addressed by CUN4BBPR_Src_Buf_Ptr.

CUN4BBPR_Src_Buf_Len - set by caller, updated by service
Specifies the length in bytes of the string in the source buffer, addressed by CUN4BBPR_Src_Buf_Ptr, to be transformed.

CUN4BBPR_Targ_Buf_Ptr - set by caller
Specifies the beginning address of an area of storage to be used to store the final string layout.

CUN4BBPR_Targ_Buf_ALET - set by caller
Specifies the ALET to be used to access the target buffer addressed by CUN4BBPR_Targ_Buf_Ptr.

CUN4BBPR_Targ_Buf_Len - set by caller
Specifies the length in bytes of the target buffer addressed by CUN4BBPR_Targ_Buf_Ptr. It should be at least the same size of the CUN4BBPR_Src_Buf_Len.

CUN4BBPR_Wrk_Buf_Ptr - set by caller, used by service for conversion purposes.
Specifies the beginning address of an area of storage that the conversion services can use to store intermediate results.

CUN4BBPR_Wrk_Buf_ALET - set by caller
Specifies the ALET to be used to access the work buffer addressed by CUN4BBPR_Wrk_Buf_Ptr.

CUN4BBPR_Wrk_Buf_Len - set by caller
Specifies the length in bytes of the work buffer addressed by CUN4BBPR_Wrk_Buf_Ptr. It should be at least the same size of the CUN4BBPR_Src_Buf_Len.

CUN4BBPR_CCSID_Src - set by caller
Specifies the CCSID of the source.

CUN4BBPR_CCSID_Trg - set by caller
Specifies the CCSID of the target.

CUN4BBPR_Flag1 - set by caller

Bit position	Name
`1xxx xxxx`	CUN4BBPR_Bidi_context
`x1xx xxxx`	CUN4BBPR_Bidi_impalg

CUN4BBPR_Bidi_context
Specifies the context of the text to be transformed.
- **0**: Indicates the context is Left to Right (LTR).
- **1**: Indicates the context is Right to Left (RTL).

CUN4BBPR_Bidi_impalg
Specifies the algorithm to be used.
- **0**: Indicates the basic algorithm will be used.
- **1**: Indicates the implicit algorithm will be used.

CUN4BBPR_Return_Code - set by service
Specifies the return code.

CUN4BBPR_Reason_Code - set by service
Specifies the reason code.

Character conversion service and the new B technique

As mentioned in character conversion service, bidi transformation service can be called through CUNLCNV or CUN4LCNV by a special technique B that can be used along with the rest of the technique search order. For more information, see “Calling the bidi conversion services” on page 22.

The B technique is searched at the end of current "RECLM" search order when a technique search order has not been specified. Instead, it is used with RECLM. bidi transformation services are called only when B is specified. Character conversion services work the same as specifying any of the existing techniques without technique B.

Chapter 8. Stringprep conversion

This topic describes the programming required for the stringprep conversion services.

Unicode System Services for International String preparation is also referred to as 'stringprep'. The stringprep conversion service can be called using a stub routine named CUNLSTRP for AMODE (31), and CUN4LSTP for AMODE (64).

Preparation of Internationalized Strings, better known as "Stringprep," is a way of preparing Unicode text strings in order to increase the likelihood that string input and string comparison work in ways that make sense for typical users throughout the world. The stringprep protocol is useful for identifier values, company and personal names, internationalized domain names, and other text strings.

This z/OS Unicode implementation meets the specifications described in the RFC 3454. For further information about the string preparation standard, see http://ietfreport.isoc.org/idref/rfc3454/.

IMPORTANT: z/OS stringprep service requires the normalization services to be active on the current Unicode Environment. Also, ensure that bidi services are installed on the system.

Calling the stringprep services

This is a general description of how the stringprep services are called.

The 31-bit caller has to provide:
- Profile Name (8 char string)
- Source buffer pointer (31-bit pointer), ALET (4 byte), and length (4 byte)
- Target buffer pointer (31-bit pointer), ALET (4 byte), and length (4 byte)
- Work1 buffer pointer (31-bit pointer), ALET (4 byte), and length (4 byte)
- Work2 buffer pointer (31-bit pointer), ALET (4 byte), and length (4 byte)
- DDA buffer pointer (31-bit pointer), ALET (4 byte), and length (4 byte)
- Flags

The 64-bit caller has to provide:
- Profile Name (8 char string)
- Source buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Target buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Work1 buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Work2 buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- DDA buffer pointer (64-bit pointer), ALET (4 byte), and length (8 byte)
- Flags

Using the C interface

This is the call syntax in C for calling the stub routine **CUNLSTRP** or **CUN4LSTP** (stringprep conversion). The mapping of the parameter area supplied by the header file cunhc.h is listed in "Mapping of parameters in C."

```
#include<cunhc.h>
#define SLEN  1024
#define W1LEN 4096
#define W2LEN 4096
#define DDAL  4096
#define TLEN  4096
.....
unsigned char Sourcebuffer [SLEN];
unsigned char Workbuffer1  [W1LEN];
unsigned char Workbuffer2  [W2LEN];
unsigned char DDABuffer    [DDAL];
unsigned char Targetbuffer [TLEN];

#ifdef _LP64        /* 64 bit */
CUN4BPPR myparm ={CUN4BPPR_DEFAULT};
#else               /* 31 bit */
CUNBPPRM myparm ={CUNBPPRM_DEFAULT};
#endif

strcpy(Myparm.Profile_name,"CUNSTCIS");
Myparm.Src_Buf_Ptr  = Sourcebuffer;
myparm.Wrk1_Buf_Ptr = Workbuffer1;
myparm.Wrk2_Buf_Ptr = Workbuffer2;
myparm.Targ_Buf_Ptr = Targetbuffer;
Myparm.Src_Buf_Len  = SLEN;
Myparm.Wrk1_Buf_Len = W1LEN;
Myparm.Wrk2_Buf_Len = W2LEN;
myparm.Targ_Buf_Len = TLEN;

#ifndef _LP64       /* 31 bit */
CUNLSTRP(&myparm);
#else               /* 64 bit */
CUN4LSTP(&myparm);
#endif

if((myparm.Return_Code != CUN_RC_OK)......
```

Mapping of parameters in C

A C header file is supplied (cunhc.h) that contains the function prototypes for the stringprep service. The following structure is used in the interface to the stringprep service.

31-bit mapping

```
typedef struct tag_CUNBPPRM{
 int  version;                  /* Parameter Area Version   */
 int  length;                   /* Parameter Area Length    */
 char prof_name[8];             /* Profile name             */
 int  res1;                     /* Reserved for 64 bit      */
 void *Src_Buf_Ptr;             /* Pointer to Source        */
 int  res2;                     /* Reserved for 64 bit      */
 unsigned int Src_Buf_ALET;     /* ALET of source buffer    */
 int  res3;                     /* Reserved for 64 bit      */
 unsigned long Src_Buf_Len;     /* Length of source data    */
 int  res4;                     /* Reserved for 64 bit      */
 void *Targ_Buf_Ptr;            /* Pointer to Target        */
 int  res5;                     /* Reserved for 64 bit      */
 unsigned int Targ_Buf_ALET;    /* ALET of target buffer    */
```

```
int  res6;                       /* Reserved for 64 bit      */
unsigned long Targ_Buf_Len;      /* Length of target buffer  */
int  res7;                       /* Reserved for 64 bit      */
void *Wrk1_Buf_Ptr;              /* Pointer to Work1 Buffer  */
int  res8;                       /* Reserved for 64 bit      */
unsigned int Wrk1_Buf_ALET;      /* ALET of Work1 buffer     */
int  res9;                       /* Reserved for 64 bit      */
unsigned long Wrk1_Buf_Len;      /* Length of Work1 buffer   */
int  res10;                      /* Reserved for 64 bit      */
void *Wrk2_Buf_Ptr;              /* Pointer to Work2 Buffer  */
int  res11;                      /* Reserved for 64 bit      */
unsigned int Wrk2_Buf_ALET;      /* ALET of Work2 buffer     */
int  res12;                      /* Reserved for 64 bit      */
unsigned long Wrk2_Buf_Len;      /* Length of Work2 buffer   */
int  res13;                      /* Reserved for 64 bit      */
void *DDA_Buf_Ptr;               /* Pointer to DDA Buffer    */
int  res14;                      /* Reserved for 64 bit      */
unsigned int DDA_Buf_ALET;       /* ALET of DDA buffer       */
int  res15;                      /* Reserved for 64 bit      */
unsigned long DDA_Buf_Len;       /* Length of DDA buffer     */
struct {
       UTF_version      : 4,     /* UTF version to use       */
                                 /* 0 = UTF-8                */
                                 /* 1 = UTF-16               */
       UnassignedEr     : 1,     /* If an unassigned code    */
                                 /* point found:             */
                                 /* 0 = Terminate processing */
                                 /* and sets RC=8            */
                                 /* 1 = Continues processing */
                                 /* and sets RC=4            */
       Page_fix         : 1,     /* for Page fixing          */
                                 /* 0 = No Page Fix          */
                                 /* 1 = Page fix             */
                        : 2;     /* FLAG Byte 1 set by caller*/
} Flags;                         /* Flags                    */
unsigned char  Res16[7];         /* Reserved                 */
int  Return_Code;                /* Return code              */
int  Reason_Code;                /* Reason code              */
}CUNBPPRM;
```

64-bit mapping

```
typedef struct tag_CUN4BPPR{
 int  version;                   /* Parameter Area Version   */
 int  length;                    /* Parameter Area Length    */
 char prof_name[8];              /* Profile name             */
 void *Src_Buf_Ptr;              /* Pointer to Source        */
 int  res1;
 unsigned int Src_Buf_ALET;      /* ALET of source buffer    */
 unsigned long Src_Buf_Len;      /* Length of source data    */
 void *Targ_Buf_Ptr;             /* Pointer to Target        */
 int  res2;
 unsigned int Targ_Buf_ALET;     /* ALET of target buffer    */
 unsigned long Targ_Buf_Len;     /* Length of target buffer  */
 void *Wrk1_Buf_Ptr;             /* Pointer to Work1 Buffer  */
 int  res3;
 unsigned int Wrk1_Buf_ALET;     /* ALET of Work1 buffer     */
 unsigned long Wrk1_Buf_Len;     /* Length of Work1 buffer   */
 void *Wrk2_Buf_Ptr;             /* Pointer to Work2 Buffer  */
 int  res4;
 unsigned int Wrk2_Buf_ALET;     /* ALET of Work2 buffer     */
 unsigned long Wrk2_Buf_Len;     /* Length of Work2 buffer   */
 void *DDA_Buf_Ptr;              /* Pointer to DDA Buffer    */
 int  res5;
 unsigned int DDA_Buf_ALET;      /* ALET of DDA buffer       */
 unsigned long DDA_Buf_Len;      /* Length of DDA buffer     */
 struct {
```

```
       UTF_version      : 4,     /* UTF version to use       */
                                   /* 0 = UTF-8                */
                                 /* 1 = UTF-16               */
       UnassignedEr     : 1,     /* If an unassigned code    */
                                 /* point found:             */
                                  /* 0 = Terminate processing */
                                 /* and sets RC=8            */
                                 /* 1 = Continues processing */
                                 /* and sets RC=4            */
       Page_fix         : 1,     /* for Page fixing          */
                                 /* 0 = No Page Fix          */
                                 /* 1 = Page fix             */
                        : 2;     /* FLAG Byte 1 set by caller*/
} Flags;                         /* Flags                    */
unsigned char  Res6[7];          /* Reserved                 */
int  Return_Code;                /* Return code              */
int  Reason_Code;                /* Reason code              */
}CUN4BPPR;
```

Note: C constants for the parameter area are defined in the header file cunhc.h.

Using the HLASM interface

This topic describes the syntax in HLASM to call stub routines for stringprep **CUNLSTRP** (AMODE (31)), and **CUN4LSTP** (AMODE (64)).

For AMODE (31)

```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7--
 GETMAIN ........Obtain storage for parameter area
 *in primary address space.

 LR    R4,R1    Save parameter area address
 USING CUNBPPRM,R4   Make parameter area addressable
 XC    CUNBBPRM(CUNBBPRM_LEN),CUNBBPRM Init PARAMETER AREA TO BINARY 0
 LA    R15,CUNBPPRM_VER  Get Version
 ST    R15,CUNBPPRM_VERSION Store to parameter area
 LA    R15,CUNBPPRM_LEN  Initialize Length
 ST    R15,CUNBPPRM_LENGTH  Move to parameter area
 MVC   CUNBPPRM_PROF_NAME,=CL8'CUNSTCIS' Provide profile name

 *Supply source buffer pointer,length and ALET.
 *Supply work buffer pointer,length and ALET.
 *Supply target buffer pointer,length and ALET.
 *Fill all required fields of the parameter area.

 CALL CUNLSTRP,((R4))  Call stub routine with CUNBPPRM
 *address as argument.

 CUNBPIDF DSECT=YES   Provide Mappings (CUNBPPRM,return and
 *reason codes,constants for version
 *and length).
```

For AMODE (64)

```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7--
 GETMAIN ........Obtain storage for parameter area
 *in primary address space.

 LR    R4,R1    Save parameter area address
 USING CUN4BPPR,R4   Make parameter area addressable
 XC     CUN4BBPR(CUN4BBPR_LEN),CUN4BBPR CLEAR PARAMETER AREA
 LA    R15,CUN4BPPR_VER  Get Version
 ST    R15,CUN4BPPR_VERSION Store to parameter area
 LA    R15,CUN4BPPR_LEN  Initialize Length
 ST    R15,CUN4BPPR_LENGTH  Move to parameter area
 MVC   CUN4BPPR_PROF_NAME,=CL8'CUNSTCIS' Provide profile name
```

```
*Supply source buffer pointer,length and ALET.
*Supply work buffer pointer,length and ALET.
*Supply target buffer pointer,length and ALET.
*Fill all required fields of the parameter area.

CALL CUN4LSTP,((R4))  Call stub routine with CUNBPPRM
*address as argument.

CUN4BPID DSECT=YES   Provide Mappings (CUN4BPPR,return and
*reason codes,constants for version
*and length).
```

Mapping of parameters for AMODE (31)

The mapping of the parameter areas is supplied by the interface definition file CUNBPIDF. This file is shipped in the SYS1.MACLIB data set and contains the length of each parameter and any boundary alignment that may be necessary.

Table 37. Mapping of parameters in HLASM for stringprep AMODE (31)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
0	(0)	STRUCTURE	156	DWORD	CUNBPPRM	Parameter Area
0	(0)	UNSIGNED	4		CUNBPPRM_Version	Parameter Area VERSION
4	(4)	UNSIGNED	4		CUNBPPRM_Length	Parameter area Length
8	(8)	CHARACTER	8		CUNBPPRM_Prof_Name	Profile name
16	(10)	CHARACTER	4		*	Reserved for 64 bit
20	(14)	ADDRESS	4		CUNBPPRM_Src_Buf_Ptr	Source buffer pointer
24	(18)	CHARACTER	4		*	Reserved for 64 bit
28	(1C)	UNSIGNED	4		CUNBPPRM_Src_Buf_ALET	Source buffer ALET
32	(20)	CHARACTER	4		*	Reserved for 64 bit
36	(24)	UNSIGNED	4		CUNBPPRM_Src_Buf_Len	Source buffer length
40	(28)	CHARACTER	4		*	Reserved for 64 bit
44	(2C)	ADDRESS	4		CUNBPPRM_Targ_Buf_Ptr	Target buffer pointer
48	(30)	CHARACTER	4		*	Reserved for 64 bit
52	(34)	UNSIGNED	4		CUNBPPRM_Targ_Buf_ALET	Target buffer ALET
56	(38)	CHARACTER	4		*	Reserved for 64 bit
60	(3C)	UNSIGNED	4		CUNBPPRM_Targ_Buf_Len	Target buffer length
64	(40)	CHARACTER	4		*	Reserved for 64 bit
68	(44)	ADDRESS	4		CUNBPPRM_Wrk1_Buf_Ptr	Wrk1 buffer pointer
72	(48)	CHARACTER	4		*	Reserved for 64 bit
76	(4C)	UNSIGNED	4		CUNBPPRM_Wrk1_Buf_ALET	Wrk1 buffer ALET
80	(50)	CHARACTER	4		*	Reserved for 64 bit
84	(54)	UNSIGNED	4		CUNBPPRM_Wrk1_Buf_Len	Wrk1 buffer length
88	(58)	CHARACTER	4		*	Reserved for 64 bit
92	(5C)	ADDRESS	4		CUNBPPRM_Wrk2_Buf_Ptr	Wrk2 buffer pointer
96	(60)	CHARACTER	4		*	Reserved for 64 bit
100	(64)	UNSIGNED	4		CUNBPPRM_Wrk2_Buf_ALET	Wrk2 buffer ALET

Table 37. Mapping of parameters in HLASM for stringprep AMODE (31) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
104	(68)	CHARACTER	4		*	Reserved for 64 bit
108	(6C)	UNSIGNED	4		CUNBPPRM_Wrk2_Buf_Len	Wrk2 buffer length
112	(70)	CHARACTER	4		*	Reserved for 64 bit
116	(74)	ADDRESS	4	DWORD	CUNBPPRM_DDA_Buf_Ptr	Dynamic data area pointer
120	(78)	CHARACTER	4		*	Reserved for 64 bit
124	(7C)	UNSIGNED	4		CUNBPPRM_DDA_Buf_ALET	Dynamic data area ALET
128	(80)	CHARACTER	4		*	Reserved for 64 bit
132	(84)	UNSIGNED	4		CUNBPPRM_DDA_Buf_Len	Dynamic data area length
136	(88)	CHARACTER	4		*	Reserved for 64 bit
140	(8C)	BITSTRING	1		CUNBPPRM_Flags	Flags
140	(8C)	`000. ....`	1		*	Reserved

140	(8C)	`...1 ....`	1		CUNBPPRM_UTF_Version	UTF version to use:
						`0000 = UTF-8`
						`0001 = UTF-16`

140	(8C)	`.... 1...`	1		CUNBPPRM_UnassignedEr	If an unassigned code point found:
						`0 = Terminate processing and sets RC=8`
						`1 = Continues processing`

140	(8C)	`.... .1..`	1		CUNBPPRM_Page_fix	Page fix:
						`0 = No Page fix`
						`1 = Page fix`

140	(8C)	`.... ..11`	1		*	Reserved
141	(8D)	CHARACTER	7		*	Reserved for 64 bit
148	(94)	CHARACTER	8	WORD	CUNBPPRM_RC_RS	Return/reason code
		UNSIGNED	4		CUNBPPRM_Return_Code	Return code
		UNSIGNED	4		CUNBPPRM_Reason_Code	Reason code
156	(9C)	CHARACTER	0		CUNBPPRM_End	End of CUNBPPRM

Description of parameters in area CUNBPPRM

This description applies to C and HLASM.

CUNBPPRM_Version - set by caller - Required
: Specifies the version of the parameter area. This field must be initialized for the first call to stub routine CUNLSTRP using the constant CUNBPPRM_Ver, which is supplied by the interface definition file CUNBPIDF.

CUNBPPRM_Length - set by caller - Required
: Specifies the length of the parameter area. HLASM users must initialize this field for the first call to CUNLSTRP using the constant CUNBPPRM_Len, which is supplied by the interface definition file CUNBPIDF.

CUNBPPRM_Prof_Name - set by caller - Required
Specifies the name of the profile to be applied on the Source buffer.

CUNBPPRM_Src_Buf_Ptr - set by caller, updated by service - Required
Specifies the beginning address of a string of text characters. At the completion of the stringprep, the service updates CUNBPPRM_Src_Buf_Ptr to point just past the last character that is successfully prepared.

CUNBPPRM_Src_Buf_ALET - set by caller
Specifies the ALET to be used to access the source buffer addressed by CUNBPPRM_Src_Buf_Ptr. Use an ALET value of 0 to designate the primary address space.

CUNBPPRM_Src_Buf_Len - set by caller
Specifies the length in bytes of the string in the source buffer, addressed by CUNBPPRM_Src_Buf_Ptr, to be prepared.

CUNBPPRM_Targ_Buf_Ptr - set by caller

Specifies the beginning address of an area of storage where the string text to be prepared is stored. At the completion of the preparation, the service updates CUNBPPRM_Targ_Buf_Ptr to point just past the last stored character, and updates CUNBPPRM_Targ_Buf_Len to indicate the number of bytes not yet consumed in the buffer.

CUNBPPRM_Targ_Buf_ALET - set by caller
Specifies the ALET to be used to access the target buffer addressed by CUNBPPRM_Targ_Buf_Ptr. Use an ALET value of 0 to designate the primary address space.

CUNBPPRM_Targ_Buf_Len - set by caller
Specifies the length in bytes of the target buffer addressed by CUNBPPRM_Targ_Buf_Ptr. It is strongly suggested this length be at least 4 times the size as CUNBPPRM_Src_Buf_Len.

CUNBPPRM_Wrk1_Buf_Ptr - set by caller, updated by service
Specifies the beginning address of the area of storage that the stringprep service can use to store intermediate results.

CUNBPPRM_Wrk1_Buf_ALET - set by caller
Specifies the ALET to be used to access the work buffers addressed by CUNBPPRM_Wrk1_Buf_Ptr. Use an ALET value of 0 to designate the primary address space.

CUNBPPRM_Wrk1_Buf_Len - set by caller, updated by service
Specifies the length in bytes of the work buffers addressed by CUNBPPRM_Wrk1_Buf_Ptr. It is strongly suggested this length to be the same size as CUNBPPRM_Targ_Buf_Len.

CUNBPPRM_Wrk2_Buf_Ptr - set by caller, updated by service
Specifies the beginning address of the area of storage that the stringprep service can use to store immediate results.

CUNBPPRM_Wrk2_Buf_ALET - set by caller
Specifies the ALET to be used to access the work buffers addressed by CUNBPPRM_Wrk2_Buf_Ptr. Use an ALET value of 0 to designate the primary address space.

CUNBPPRM_Wrk2_Buf_Len - set by caller, updated by service
Specifies the length in bytes of the work buffers addressed by CUNBPPRM_Wrk2_Buf_Ptr. It is strongly suggested this length to be the same size as CUNBPPRM_Targ_Buf_Len.

CUNBPPRM_DDA_Buf_Ptr - set by caller
Specifies the beginning address of an area of storage that the stringprep conversion service is using internally as dynamic data area.

Note: CUNBPPRM_DDA_Buf_Ptr must be double-word boundary.

CUNBPPRM_DDA_Buf_ALET - set by caller
Specifies the ALET to be used if the dynamic data area addressed by CUNBPPRM_DDA_Buf_Ptr resides in a different address or data space.

CUNBPPRM_DDA_Buf_Len - set by caller
Specifies the length in bytes of the dynamic data area addressed by CUNBPPRM_DDA_Buf_Ptr.

CUNBPPRM_Flags - set by caller

Bit position	Name
`000x xxxx`	Reserved
`xxx1 xxxx`	CUNBPPRM_UTF_Version
`xxxx 1xxx`	CUNBPPRM_UnAssignedEr
`xxxx x1xx`	CUNBPPRM_Page_Fix

Reserved
These flag bits are reserved for internal service use and should be set to 0.

CUNBPPRM_UTF_Version
Specifies UTF version source buffer is being passed to the service.
- **0**: UTF-8.
- **1**: UTF-16.

CUNBPPRM_UnAssignedEr
According to RFC 3454.
- **0**: Indicates that the stringprep is to be terminated with an error.
- **1**: Indicates that the stringprep is to be given a warning and continues processing.

CUNBPPRM_Page_Fix
If the requested conversion is not currently loaded in memory, this flag indicates if it should be loaded in page-fixed memory.
- **0**: Indicates the profile will not be stored on page fix.
- **1**: Indicates the profile will be stored on page fix.

Note: CUNBPPRM_Page_Fix applies to callers that run from Key 0 to Key 7 only. Callers with other keys (8-F) cannot exploit PAGE FIX storage in the Unicode Data Space.

CUNBPPRM_Return_Code - set by service
Specifies the return code.

CUNBPPRM_Reason_Code - set by service
Specifies the reason code.

Mapping of parameters for AMODE (64)

The mapping of the parameter areas is supplied by the interface definition file CUN4BPID. This file is shipped in the SYS1.MACLIB data set and contains the length of each parameter and any boundary alignment that may be necessary.

Table 38. Mapping of parameters in HLASM for stringprep AMODE (64)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
0	(0)	STRUCTURE	152	DWORD	CUN4BPPR	Parameter Area
0	(0)	UNSIGNED	4		CUN4BPPR_Version	Parameter Area VERSION
4	(4)	UNSIGNED	4		CUN4BPPR_Length	Parameter area Length
8	(8)	CHARACTER	8		CUN4BPPR_Prof_Name	Profile name
16	(10)	ADDRESS	8		CUN4BPPR_Src_Buf_Ptr	Source buffer pointer
24	(18)	CHARACTER	4		*	Reserved for 64 bit
28	(1C)	UNSIGNED	4		CUN4BPPR_Src_Buf_ALET	Source buffer ALET
32	(20)	UNSIGNED	8		CUN4BPPR_Src_Buf_Len	Source buffer length
40	(28)	ADDRESS	8		CUN4BPPR_Targ_Buf_Ptr	Target buffer pointer
48	(30)	CHARACTER	4		*	Reserved for 64 bit
52	(34)	UNSIGNED	4		CUN4BPPR_Targ_Buf_ALET	Target buffer ALET
56	(38)	UNSIGNED	8		CUN4BPPR_Targ_Buf_Len	Target buffer length
64	(40)	ADDRESS	8		CUN4BPPR_Wrk1_Buf_Ptr	Wrk1 buffer pointer
72	(48)	CHARACTER	4		*	Reserved for 64 bit
76	(4C)	UNSIGNED	4		CUN4BPPR_Wrk1_Buf_ALET	Wrk1 buffer ALET
80	(50)	UNSIGNED	8		CUN4BPPR_Wrk1_Buf_Len	Wrk1 buffer length
88	(58)	ADDRESS	8		CUN4BPPR_Wrk2_Buf_Ptr	Wrk2 buffer pointer
96	(60)	CHARACTER	4		*	Reserved for 64 bit
100	(64)	UNSIGNED	4		CUN4BPPR_Wrk2_Buf_ALET	Wrk2 buffer ALET
104	(68)	UNSIGNED	8		CUN4BPPR_Wrk2_Buf_Len	Wrk2 buffer length
112	(70)	ADDRESS	8	DWORD	CUN4BPPR_DDA_Buf_Ptr	Dynamic data area pointer
120	(78)	CHARACTER	4		*	Reserved for 64 bit
124	(7C)	UNSIGNED	4		CUN4BPPR_DDA_Buf_ALET	Dynamic data area ALET
128	(80)	UNSIGNED	8		CUN4BPPR_DDA_Buf_Len	Dynamic data area length
136	(88)	BITSTRING	1		CUN4BPPR_Flags	Flags
136	(88)	`000. ....`	1		*	Reserved

136	(88)	`...1 ....`	1		CUN4BPPR_UTF_Version	UTF version to use:
						`0000 = UTF-8`
						`0001 = UTF-16`

136	(88)	`.... 1...`	1		CUN4BPPR_UnassignedEr	If an unassigned code point found:
						`0 = Terminate processing and sets RC=8`
						`1 = Continues processing`

Table 38. Mapping of parameters in HLASM for stringprep AMODE (64) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details

136	(88)	.... .1..	1		CUN4BPPR_Page_fix	Page fix:
						`0 = No Page fix`
						`1 = Page fix`

136	(88)	11	1		*	Reserved
137	(89)	CHARACTER	7		*	Reserved for 64 bit
144	(90)	CHARACTER	8	WORD	CUN4BPPR_RC_RS	Return/reason code
		UNSIGNED	4		CUN4BPPR_Return_Code	Return code
		UNSIGNED	4		CUN4BPPR_Reason_Code	Reason code
152	(98)	CHARACTER	0		CUN4BPPR_End	End of CUN4BPPR

Description of parameters in area CUN4BPPR

This description applies to C and HLASM.

CUN4BPPR_Version - set by caller - Required
Specifies the version of the parameter area. This field must be initialized for the first call to stub routine CUN4LSTP using the constant CUN4BPPR_Ver, which is supplied by the interface definition file CUN4BPID.

CUN4BPPR_Length - set by caller - Required
Specifies the length of the parameter area. HLASM users must initialize this field for the first call to CUN4LSTP using the constant CUN4BPPR_Len, which is supplied by the interface definition file CUN4BPID.

CUN4BPPR_Prof_Name - set by caller - Required
Specifies the name of the profile to be applied on the Source buffer.

CUN4BPPR_Src_Buf_Ptr - set by caller, updated by service - Required
Specifies the beginning address of a string of text characters. At the completion of the stringprep, the service updates CUN4BPPR_Src_Buf_Ptr to point just past the last character that is successfully prepared.

CUN4BPPR_Src_Buf_ALET - set by caller
Specifies the ALET to be used to access the source buffer addressed by CUN4BPPR_Src_Buf_Ptr. Use an ALET value of 0 to designate the primary address space.

CUN4BPPR_Src_Buf_Len - set by caller
Specifies the length in bytes of the string in the source buffer, addressed by CUN4BPPR_Src_Buf_Ptr, to be prepared.

CUN4BPPR_Targ_Buf_Ptr - set by caller
Specifies the beginning address of an area of storage where the string text to be prepared is stored. At the completion of the preparation, the service updates CUN4BPPR_Targ_Buf_Ptr to point just past the last stored character, and updates CUN4BPPR_Targ_Buf_Len to indicate the number of bytes not yet consumed in the buffer.

CUN4BPPR_Targ_Buf_ALET - set by caller
Specifies the ALET to be used to access the target buffer addressed by CUN4BPPR_Targ_Buf_Ptr. Use an ALET value of 0 to designate the primary address space.

CUN4BPPR_Targ_Buf_Len - set by caller
Specifies the length in bytes of the target buffer addressed by CUN4BPPR_Targ_Buf_Ptr. It is strongly suggested this length be at least 4 times the size as CUN4BPPR_Src_Buf_Len.

CUN4BPPR_Wrk1_Buf_Ptr - set by caller, updated by service
Specifies the beginning address of the area of storage that the stringprep service can use to store intermediate results.

CUN4BPPR_Wrk1_Buf_ALET - set by caller
Specifies the ALET to be used to access the work buffers addressed by CUN4BPPR_Wrk1_Buf_Ptr. Use an ALET value of 0 to designate the primary address space.

CUN4BPPR_Wrk1_Buf_Len - set by caller, updated by service
Specifies the length in bytes of the work buffers addressed by CUN4BPPR_Wrk1_Buf_Ptr. It is strongly suggested this length to be the same size as CUN4BPPR_Targ_Buf_Len.

CUN4BPPR_Wrk2_Buf_Ptr - set by caller, updated by service
Specifies the beginning address of the area of storage that the stringprep service can use to store immediate results.

CUN4BPPR_Wrk2_Buf_ALET - set by caller
Specifies the ALET to be used to access the work buffers addressed by CUN4BPPR_Wrk2_Buf_Ptr. Use an ALET value of 0 to designate the primary address space.

CUN4BPPR_Wrk2_Buf_Len - set by caller, updated by service
Specifies the length in bytes of the work buffers addressed by CUN4BPPR_Wrk2_Buf_Ptr. It is strongly suggested this length to be the same size as CUN4BPPR_Targ_Buf_Len.

CUN4BPPR_DDA_Buf_Ptr - set by caller
Specifies the beginning address of an area of storage that the stringprep conversion service is using internally as dynamic data area.

Note: CUN4BPPR_DDA_Buf_Ptr must be double-word boundary.

CUN4BPPR_DDA_Buf_ALET - set by caller
Specifies the ALET to be used if the dynamic data area addressed by CUN4BPPR_DDA_Buf_Ptr resides in a different address or data space.

CUN4BPPR_DDA_Buf_Len - set by caller
Specifies the length in bytes of the dynamic data area addressed by CUN4BPPR_DDA_Buf_Ptr.

CUN4BPPR_Flags - set by caller

Bit position	Name
`000x xxxx`	Reserved
`xxx1 xxxx`	CUN4BPPR_UTF_Version
`xxxx 1xxx`	CUN4BPPR_UnAssignedEr
`xxxx x1xx`	CUN4BPPR_Page_Fix

Reserved
These flag bits are reserved for internal service use and should be set to 0.

CUN4BPPR_UTF_Version
Specifies UTF version source buffer is being passed to the service.
- **0**: UTF-8.
- **1**: UTF-16.

CUN4BPPR_UnAssignedEr
According to RFC 3454.
- **0**: Indicates that the stringprep is to be terminated with an error.
- **1**: Indicates that the stringprep is to be given a warning and continues processing.

CUN4BPPR_Page_Fix
If the requested conversion is not currently loaded in memory, this flag indicates if it should be loaded in page-fixed memory.
- **0**: Indicates the profile will not be stored on page fix.
- **1**: Indicates the profile will be stored on page fix.

Note: CUN4BPPR_Page_Fix applies to callers that run from Key 0 to Key 7 only. Callers with other keys (8-F) cannot exploit PAGE FIX storage in the Unicode Data Space.

CUN4BPPR_Return_Code - set by service
Specifies the return code.

CUN4BPPR_Reason_Code - set by service
Specifies the reason code.

Sample programs

Sample programs for Stringprep services are provided in SYS1.SAMPLIB:
- CUNSPSMC for C
- CUNSPSMA for HLASM

Chapter 9. Conversion information service

This topic describes the programming required for the conversion information service.

You can use the conversion information service to obtain information about details of one specific coded character set identifier (CCSID) or two CCSIDs. Use the conversion information service separately, or use the service before the z/OS Unicode character conversion service. The conversion information services are called using a stub routine named **CUNLINFO** for AMODE (31) and **CUN4LINF** for AMODE (64). Callers for conversion information service must provide at least one CCSID to obtain the following CCSID information:

- Encoding scheme ID and encoding scheme name
- Encoding Minimum size and maximum size
- CCSID description
- Number of substitution characters and these substitution characters
- SubCCSIDs information (if any)
- Supported CCSID or unsupported CCSID

When two CCSIDs are provided, and these CCSIDs are supported, conversion information service returns the techniques supported between those CCSIDs in addition to the CCSID information for each one of them.

Note: The information returned by this service reflects the status when the release was made available.

Calling the conversion information service

This is a general description of how to call the conversion information services.

The 31 bit caller has to provide the following information:

- Parameter area version.
- Dynamic data area pointer (31 bit pointer), ALET (4 byte), and length (4 byte).
- SubCCSID buffer pointer (31 bit pointer), ALET (4 byte) - This is optional.
- One or more CCSIDs to retrieve information.
- Flags. Specifies whether techniques supported can be retrieved from CCSID2 to CCSID1 and from CCSID1 to CCSID2.

The 64-bit caller has to provide the following information:

- Parameter area version.
- Dynamic data area pointer (64 bit pointer), ALET (4 byte), and length (4 byte).
- SubCCSID buffer pointer (64 bit pointer), ALET (4 byte). This is optional.
- One or more CCSIDs to retrieve information.
- Flags. Specifies whether techniques supported can be retrieved from CCSID2 to CCSID1 and from CCSID1 to CCSID2.

Restrictions for the calling environment

Table 39. Restrictions while calling the conversion information service services

Property	Restriction
Authorization	Problem state or supervisor state, and any PSW key
Dispatchable unit mode	Task or SRB
Cross memory mode	Any PASN, any HASN, any SASN
AMODE	31-bit and 64-bit
ASC mode	Called in primary mode but using AR mode
Interrupt status	Enabled for I/O and external interrupts.
Locks	May be held by the caller, but is not required to hold any
Control parameters	Must be in the primary address space
Recovery environment	Provided exclusively by the caller of the conversion services

Using the C interface

This is the call syntax in C for calling the stub routine **CUNLINFO** (conversion information service). The mapping of the parameter area supplied by the header file cunhc.h (SYS1.SCUNHF) is listed in “Mapping of parameters in C.” A sample program, CUNSISMC, is provided in SYS1.SAMPLIB.

```
#include<stdio.h>
#include<string.h>
#include<stdlib.h>
#include<ctype.h>
#include "cunhc.h"
.....
CUNBIPRM MyCInfParm =  {CUNBIPRM_DEFAULT};
char DDA[CUNBIPRM_DDA_REQ];
char subCCSIDsBuffer[CUNBIPRM_SUBCCSIDS_INFO_LEN_REQ];
CUNBIPRM_subCCSIDs_Info * subCCSIDsBuff;
MyCInfParm.DDA_Buf_Ptr   = DDA;
MyCInfParm.DDA_Buf_Len   = CUNBIPRM_DDA_REQ;
memset(DDA,'\x00',CUNBIPRM_DDA_REQ);
memset(subCCSIDsBuffer,'\x00',CUNBIPRM_SUBCCSIDS_INFO_LEN_REQ);
MyCInfParm.CCSID1_subCCSIDs_Info_Ptr = subCCSIDsBuffer;
MyCInfParm.CCSID1_subCCSIDs_Info_ALET = 0;
MyCInfParm.CCSID1 = 1047;
MyCInfParm.CCSID2 = 0;
CUNLINFO(&MyCInfParm);
if (MyCInfParm.Gen_Flags_Out.CCSID1_Supported)......
```

Mapping of parameters in C

A C header file cunhc.h is supplied that contains the function prototypes for the conversion information service. The following structure is used in the interface to the conversion information service.

31-bit mapping

```
typedef struct  tagCUNBIPRM {
unsigned int    Version;                  /* Structure version number          */
unsigned int    Length;                   /* Length of  structure              */
                                          /* CCSID1 Info ---------------       */
unsigned int    CCSID1;                   /* CCSID1                            */
struct {
```

```
   char    Res1[2];                      /* Reserved                        */
   short   int CCSID1_ES_ID;             /* Encoding Scheme ID              */
   char    CCSID1_ES_Name[28];           /* Encoding Scheme Name            */
 } CCSID1_ES;                            /* CCSID1 Encoding Scheme info     */
struct {
   unsigned  char CCSID1_ES_Size_Min;    /* ES Size Min                     */
   unsigned  char CCSID1_ES_Size_Max;    /* ES Size Max                     */
 } CCSID1_ES_Size;                       /* Encoding scheme size            */
char Res2[2];                            /* Reserved                        */
char CCSID1_Description[64];             /* CCSID1 Description              */
struct {
   unsigned char CCSID1_Num_Subs_SBCS;   /* Num of Subs for SBCS            */
   unsigned char CCSID1_Num_Subs_DBCS;   /* Num of Subs for DBCS            */
   unsigned char CCSID1_Num_Subs_TBCS;   /* Num of Subs for TBCS            */
   unsigned char CCSID1_Num_Subs_QBCS;   /* Num of Subs for QBCS            */
char Res3[4];                            /* Reserved                        */
 } CCSID1_Num_Subs;                      /* Num of Subs per Code Set        */
struct {
   struct {
     char CCSID1_Sub_Char_SBCS_1[1];
     char CCSID1_Sub_Char_SBCS_2[1];
     } CCSID1_Sub_Char_SBCS;             /* SBCS subs chars - right aligned */

   struct {
     char CCSID1_Sub_Char_DBCS_1[2];
     char CCSID1_Sub_Char_DBCS_2[2];
    } CCSID1_Sub_Char_DBCS;              /* DBCS subs chars - right aligned */

   struct {
     char CCSID1_Sub_Char_TBCS_1[3];
     char CCSID1_Sub_Char_TBCS_2[3];
    } CCSID1_Sub_Char_TBCS;              /* TBCS subs chars - right aligned */

   struct {
     char CCSID1_Sub_Char_QBCS_1[4];
     char CCSID1_Sub_Char_QBCS_2[4];
    } CCSID1_Sub_Char_QBCS;              /* QBCS subs chars - right aligned */
   char Res4[4];                         /* Reserved                        */
 } CCSID1_Sub_Char;                      /* Substitution characters per CS  */
char Res5[4];                            /* Reserved                        */
void * CCSID1_subCCSIDs_Info_Ptr ;       /* Pointer to                      */
                                         /* CUNBIPRM_subCCSIDs_Info (Optional) */
unsigned int  CCSID1_subCCSIDs_Info_ALET; /* ALET for                       */
                                         /* CCSID1_subCCSIDs_Info_Ptr       */
unsigned char CCSID1_subCCSIDs_Info_Num ; /* Num of subCCSIDs               */
char     Res6[3];                        /* Reserved                        */
                                         /* CCSID2 Info ---------------     */
unsigned int   CCSID2;                   /* CCSID2                          */
struct {
   char Res1a[2];                        /* Reserved                        */
   short int CCSID2_ES_ID;               /* Encoding Scheme ID              */
   char CCSID2_ES_Name[28];              /* Encoding Scheme Name            */
 } CCSID2_ES;                            /* CCSID2 Encoding Scheme info     */

struct {
    unsigned char CCSID2_ES_Size_Min;    /* ES Size Min                     */
    unsigned char CCSID2_ES_Size_Max;    /* ES Size Max                     */
 } CCSID2_ES_Size;                       /* Encoding scheme size            */
char Res2a[2];                           /* Reserved                        */
char CCSID2_Description[64];             /* CCSID2 Description              */
struct {
  unsigned char CCSID2_Num_Subs_SBCS;    /* Num of Subs for SBCS            */
  unsigned char CCSID2_Num_Subs_DBCS;    /* Num of Subs for DBCS            */
  unsigned char CCSID2_Num_Subs_TBCS;    /* Num of Subs for TBCS            */
  unsigned char CCSID2_Num_Subs_QBCS;    /* Num of Subs for QBCS            */
  char Res3a[4];                         /* Reserved                        */
 } CCSID2_Num_Subs;                      /* Num of Subs per Code Set        */
```

```
struct {
   struct {
     char CCSID2_Sub_Char_SBCS_1[1];
     char CCSID2_Sub_Char_SBCS_2[1];
   } CCSID2_Sub_Char_SBCS;               /* SBCS subs chars - right aligned    */

   struct {
     char CCSID2_Sub_Char_DBCS_1[2];
     char CCSID2_Sub_Char_DBCS_2[2];
   } CCSID2_Sub_Char_DBCS;               /* DBCS subs chars - right aligned    */

   struct {
     char CCSID2_Sub_Char_TBCS_1[3];
     char CCSID2_Sub_Char_TBCS_2[3];
   } CCSID2_Sub_Char_TBCS;               /* TBCS subs chars - right aligned    */

   struct {
     char CCSID2_Sub_Char_QBCS_1[4];
     char CCSID2_Sub_Char_QBCS_2[4];
   } CCSID2_Sub_Char_QBCS;              /* QBCS subs chars - right aligned     */
   char Res4a[4];                       /* Reserved                            */
 } CCSID2_Sub_Char;                     /* Substitution characters per CS      */
char Res5a[4];                          /* Reserved                            */
void * CCSID2_subCCSIDs_Info_Ptr ;      /* Pointer to                          */
                                        /* CUNBIPRM_subCCSIDs_Info (Optional)  */
unsigned int  CCSID2_subCCSIDs_Info_ALET; /* ALET for                          */
                                        /* CCSID2_subCCSIDs_Info_Ptr           */
unsigned char CCSID2_subCCSIDs_Info_Num ; /* Num of subCCSIDs                  */
char          Res6a[3];                 /* Reserved                            */
                                        /* Conversion Info -----------         */
struct {
   int CCSID1_Supported    : 1,         /* CCSID1 Supported:                   */
                                        /* 0 - CCSID1 not supported            */
                                        /* 1 - CCSID1 supported                */
                                        /* Note. Meaningful if CCSID1          */
                                        /*       was provided only             */
   CCSID2_Supported    : 1,             /* CCSID2 Supported:                   */
                                        /* 0 - CCSID2 not supported            */
                                        /* 1 - CCSID2 supported                */
                                        /* Note. Meaningful if CCSID2          */
                                        /*       was provided only             */
   Conversion_Supported : 1,            /* Conversion From CCSID TO            */
                                        /* CCSID2 supported:                   */
                                        /*  0 =  No                            */
                                        /*  1 =  Yes                           */
                                        /* Note. Meaningful in case that       */
                                        /*    CCSID1 and CCSId2 are            */
                                        /*    provided                         */
                           : 5;         /* Reserved                            */
 } Gen_Flags_Out;                       /* Out Flags-Set by the Service        */
struct {
  int Get_Tech_Supp_fCCSID2_tCCSID1     /* Get techniques supported from       */
                           : 1,         /* CCSID2 to CCSID1                    */
                                        /* 0 - Do not obtain techniques        */
                                        /*     from CCSID2 to CCSID1           */
                                        /*     (default)                       */
                                        /* 1 - Obtaint techniques              */
                                        /*     from CCSID2 to CCSID1           */
                           : 7;         /* Reserved                            */
 } Gen_Flags_In;                        /* In Flags-Set by the Caller          */
char Res7[6];                           /* Reserved                            */
char Conv_Tech_fCCSID1_tCCSID2[8];      /* Conversion techniques sup-          */
                                        /* ported From CCSID1 To               */
                                        /* CCSID2                              */
                                        /* Note. Meaningful in case that       */
                                        /*    Conversion_Supported is
                                        /*    Turned ON                        */
```

```
char  Conv_Tech_fCCSID2_tCCSID1[8];       /* Conversion techniques sup-         */
                                          /* ported From CCSID2 To              */
                                          /* CCSID1                             */
                                          /* Note. Meaningful in case that      */
                                          /*    Conversion_Supported is
                                          /*   Turned ON                        */

                                          /* DDA Info ------------------         */

char Res8[4];                             /* Reserved                           */
void *        DDA_Buf_Ptr;                /* Dynamic data area pointer          */
unsigned int  DDA_Buf_ALET;               /* Dynamic data area ALET             */
unsigned int  DDA_Buf_Len;                /* Dynamic data area length           */
                                          /* RC / RS                            */
struct {
  int            Return_Code;             /* Return_Code                        */
  int            Reason_Code;             /* Reason_Code                        */
  } RC_RS;                                /* Return/Reason code                 */

 /*****************************************************************************/
 /* Additional information for Version 2 Parameter Area                       */
 /*****************************************************************************/
 char CCSID1_SUFFIX[2];                   /* Suffix for CCSID1. The suffix      */
                                          /* for subCCSIDs are returned in      */
                                          /* subCCSIDs_info                     */
 char CCSID2_SUFFIX[2];                   /* Suffix for CCSID1. The suffix      */
                                          /* for subCCSIDs are returned in      */
                                          /* subCCSIDs_info                     */
 unsigned char  Conversion_Type;          /* type of conversion for             */
                                          /* CCSID1 to CCSID2                   */
                                          /* 1 = direct conversion              */
                                          /* 2 = indirect conversion            */
 char Resi1[3];                           /* Reserved                           */

 void *        CCSID1_CTLDEF_Ptr ;        /* Pointer to CTLF (optional)         */
 unsigned int  CCSID1_CTLDEF_ALET;        /* ALET for CTLF_Ptr                  */
 unsigned char CCSID1_CTLDEF_Num ;        /* Num of entries in CTLF             */
 char Resi2[3];                           /* Reserved                           */

 void *        CCSID2_CTLDEF_Ptr ;        /* Pointer to CTLF                    */
 unsigned int  CCSID2_CTLDEF_ALET;        /* ALET for CTLF_Ptr                  */
 unsigned char CCSID2_CTLDEF_Num ;        /* Num of entries in CTLF             */
 char Resi3[11];                          /* Reserved                           */
} CUNBIPRM;

typedef struct tagCUNBIPRM_CTLF {
                                          /* Control Function Definitions       */
 unsigned int  CF_CCSID;                  /* CCSID or subCCSID                  */
char          resCF1[4];                  /* reserved                           */
 struct {                                 /* CF_DEFS                            */
    unsigned char   CF_SP_State;          /* space character state              */
    unsigned char   CF_SP_Num;            /* number of space character          */
    short int       CF_SP_Width;          /* space character width              */
    struct {                              /* space character code point         */
        char    CF_SP_2[2];               /* UCS-2: single wide space char      */
        struct {                          /* UCS-2: double wide space char      */
            char    CF_SP_S2[1];          /* second single wide space char      */
            char    CF_SP_S1[1];          /* first single wide space char       */
        } CF_SP_1;                        /* first double wide space char       */
    } CF_SP_Code;

    unsigned char   CF_SUB_State;         /* sub character state                */
    unsigned char   CF_SUB_Num;           /* number of sub character            */
    short int       CF_SUB_Width;         /* sub character width                */
    struct {                              /* sub character code point           */
        char    CF_SUB_2[2];              /* UCS-2: single wide sub char        */
        struct {                          /* UCS-2: double wide sub char        */
```

```
            char    CF_SUB_S2[1];         /* second single wide sub char        */
            char    CF_SUB_S1[1];         /* first single wide sub char         */
        } CF_SUB_1;                       /* first double wide sub char         */
    } CF_SUB_Code;

    unsigned char   CF_NL_State;          /* New Line character state           */
    char            resNL[1];             /* reserved                           */
    short int       CF_NL_Width;          /* New Line character width           */
    char            CF_NL_Code[4];        /* New Line character Code point      */
    unsigned char   CF_LF_State;          /* Line Feed character state          */
    char            resLF[1];             /* reserved                           */
    short int       CF_LF_Width;          /* Line Feed character width          */
    char            CF_LF_Code[4];        /* Line Feed character Code point     */
    unsigned char   CF_CR_State;          /* Carriage Return state              */
    char            resCR[1];             /* reserved                           */
    short int       CF_CR_Width;          /* Carriage Return width              */
    char            CF_CR_Code[4];        /* Carriage Return code point         */
    unsigned char   CF_EOF_State;         /* End-Of-File character state        */
    char            resEOF[1];            /* reserved                           */
    short int       CF_EOF_Width;         /* EOF  character width               */
    char            CF_EOF_Code[4];       /* EOF character Code point           */
 } CF_DEFS;

 char          resCF2[8];                 /* reserved                           */
 } CUNBIPRM_CTLF;
```

Note: C constants for the parameter area are defined in the header file cunhc.h.

64-bit mapping

```
typedef struct tagCUN4BIPR {
unsigned int   Version;                   /* Structure version number           */
unsigned int   Length;                    /* Length of  structure               */
                                          /* CCSID1 Info ---------------        */
 unsigned int   CCSID1;                   /* CCSID1                             */
struct {
   char Res1[2];                          /* Reserved                           */
   short int CCSID1_ES_ID;                /* Encoding Scheme ID                 */
   char CCSID1_ES_Name[28];               /* Encoding Scheme Name               */
 } CCSID1_ES;                             /* CCSID1 Encoding Scheme info        */

struct {
   unsigned char CCSID1_ES_Size_Min;      /* ES Size Min                        */
   unsigned char CCSID1_ES_Size_Max;      /* ES Size Max                        */
 } CCSID1_ES_Size;                        /* Encoding scheme size               */
char Res2[2];                             /* Reserved                           */
char CCSID1_Description[64];              /* CCSID1 Description                 */
struct {
  unsigned char CCSID1_Num_Subs_SBCS;     /* Num of Subs for SBCS               */
  unsigned char CCSID1_Num_Subs_DBCS;     /* Num of Subs for DBCS               */
  unsigned char CCSID1_Num_Subs_TBCS;     /* Num of Subs for TBCS               */
  unsigned char CCSID1_Num_Subs_QBCS;     /* Num of Subs for QBCS               */
  char Res3[4];                           /* Reserved                           */
 } CCSID1_Num_Subs;                       /* Num of Subs per Code Set           */

struct {
   struct {
     char CCSID1_Sub_Char_SBCS_1[1];
     char CCSID1_Sub_Char_SBCS_2[1];
     } CCSID1_Sub_Char_SBCS;              /* SBCS subs chars - right aligned    */

   struct {
     char CCSID1_Sub_Char_DBCS_1[2];
     char CCSID1_Sub_Char_DBCS_2[2];
     } CCSID1_Sub_Char_DBCS;              /* DBCS subs chars - right aligned     */

   struct {
```

```
    char CCSID1_Sub_Char_TBCS_1[3];
    char CCSID1_Sub_Char_TBCS_2[3];
    } CCSID1_Sub_Char_TBCS;             /* TBCS subs chars - right aligned     */

   struct {
    char CCSID1_Sub_Char_QBCS_1[4];
    char CCSID1_Sub_Char_QBCS_2[4];
    } CCSID1_Sub_Char_QBCS;             /* QBCS subs chars - right aligned     */
   char Res4[4];                        /* Reserved                            */
 } CCSID1_Sub_Char;                     /* Substitution characters per CS      */
void *  CCSID1_subCCSIDs_Info_Ptr ;     /* Pointer to                          */
                                        /* CUN4BIPR_subCCSIDs_Info (Optional)  */
unsigned int  CCSID1_subCCSIDs_Info_ALET; /* ALET for                          */
                                        /* CCSID1_subCCSIDs_Info_Ptr           */
unsigned char CCSID1_subCCSIDs_Info_Num ; /* Num of subCCSIDs                  */
char          Res5[3];                  /* Reserved                            */
                                        /* CCSID2 Info ---------------         */
unsigned int   CCSID2;                  /* CCSID2                              */
struct {
   char Res1a[2];                       /* Reserved                            */
   short int CCSID2_ES_ID;              /* Encoding Scheme ID                  */
   char CCSID2_ES_Name[28];             /* Encoding Scheme Name                */
 } CCSID2_ES;                           /* CCSID2 Encoding Scheme info         */
struct {
   unsigned char CCSID2_ES_Size_Min;    /* ES Size Min                         */
   unsigned char CCSID2_ES_Size_Max;    /* ES Size Max                         */
 } CCSID2_ES_Size;                      /* Encoding scheme size                */
char Res2a[2];                          /* Reserved                            */
char CCSID2_Description[64];            /* CCSID2 Description                  */
 struct {
  unsigned char CCSID2_Num_Subs_SBCS;   /* Num of Subs for SBCS                */
  unsigned char CCSID2_Num_Subs_DBCS;   /* Num of Subs for DBCS                */
  unsigned char CCSID2_Num_Subs_TBCS;   /* Num of Subs for TBCS                */
  unsigned char CCSID2_Num_Subs_QBCS;   /* Num of Subs for QBCS                */
  char Res3a[4];                        /* Reserved                            */
 } CCSID2_Num_Subs;                     /* Num of Subs per Code Set            */
struct {
   struct {
     char CCSID2_Sub_Char_SBCS_1[1];
     char CCSID2_Sub_Char_SBCS_2[1];
    } CCSID2_Sub_Char_SBCS;            /* SBCS subs chars - right aligned      */

   struct {
     char CCSID2_Sub_Char_DBCS_1[2];
     char CCSID2_Sub_Char_DBCS_2[2];
    } CCSID2_Sub_Char_DBCS;            /* DBCS subs chars - right aligned      */

   struct {
     char CCSID2_Sub_Char_TBCS_1[3];
     char CCSID2_Sub_Char_TBCS_2[3];
    } CCSID2_Sub_Char_TBCS;           /* TBCS subs chars - right aligned       */

   struct {
     char CCSID2_Sub_Char_QBCS_1[4];
     char CCSID2_Sub_Char_QBCS_2[4];
    } CCSID2_Sub_Char_QBCS;           /* QBCS subs chars - right aligned       */
   char Res4a[4];                     /* Reserved                              */
 } CCSID2_Sub_Char;                   /* Substitution characters per CS        */
void *   CCSID2_subCCSIDs_Info_Ptr ;  /* Pointer to                            */
                                      /* CUN4BIPR_subCCSIDs_Info (Optional)    */
unsigned int CCSID2_subCCSIDs_Info_ALET;/* ALET for                            */
                                      /* CCSID2_subCCSIDs_Info_Ptr             */
unsigned char CCSID2_subCCSIDs_Info_Num;/* Num of subCCSIDs                    */
char          Res5a[3];               /* Reserved                              */
                                      /* Conversion Info -----------           */
struct {
  int  CCSID1_Supported    : 1,       /* CCSID1 Supported:                     */
```

```
                                  /* 0 - CCSID1 not supported             */
                                  /* 1 - CCSID1 supported                 */
                                  /* Note. Meaningful if CCSID1           */
                                  /*       was provided only              */
       CCSID2_Supported    : 1,   /* CCSID2 Supported:                    */
                                  /* 0 - CCSID2 not supported             */
                                  /* 1 - CCSID2 supported                 */
                                  /* Note. Meaningful if CCSID2           */
                                  /*       was provided only              */
       Conversion_Supported : 1,  /* Conversion From CCSID TO             */
                                  /* CCSID2 supported:                    */
                                  /*  0 =  No                             */
                                  /*  1 =  Yes                            */
                                  /* Note. Meaningful in case that        */
                                  /*    CCSID1 and CCSId2 are             */
                                  /*    provided                          */
                           : 5;   /* Reserved                             */
 } Gen_Flags_Out;                 /* Out Flags-Set by the Service         */
struct {
  int Get_Tech_Supp_fCCSID2_tCCSID1   /* Get techniques supported from    */
                           : 1,   /* CCSID2 to CCSID1                     */
                                  /* 0 - Do not obtain techniques         */
                                  /*     from CCSID2 to CCSID1            */
                                  /*     (default)                        */
                                  /* 1 - Obtaint techniques               */
                                  /*     from CCSID2 to CCSID1            */
                           : 7;   /* Reserved                             */
 } Gen_Flags_In;                  /* In Flags-Set by the Caller           */
char Res6[6];                     /* Reserved                             */
char Conv_Tech_fCCSID1_tCCSID2[8];    /* Conversion techniques sup-       */
                                  /* ported From CCSID1 To                */
                                  /* CCSID2                               */
                                  /* Note. Meaningful in case that        */
                                  /*    Conversion_Supported is           */
                                  /*    Turned ON                         */
char Conv_Tech_fCCSID2_tCCSID1[8];    /* Conversion techniques sup-       */
                                  /* ported From CCSID2 To                */
                                  /* CCSID1                               */
                                  /* Note. Meaningful in case that        */
                                  /*    Conversion_Supported is           */
                                  /*    Turned ON                         */
                                  /* DDA Info ------------------          */
void *         DDA_Buf_Ptr;       /* Dynamic data area pointer            */
unsigned int  DDA_Buf_ALET;       /* Dynamic data area ALET               */
unsigned int  DDA_Buf_Len;        /* Dynamic data area length             */
                                  /* RC / RS                              */
struct {
int    Return_Code;               /* Return_Code                          */
  int    Reason_Code;             /* Reason_Code                          */
  } RC_RS;                        /* Return/Reason code                   */

/*****************************************************************************/
/* Additional information for Version 2 Parameter Area                      */
/*****************************************************************************/
 char CCSID1_SUFFIX[2];           /* Suffix for CCSID1. The suffix        */
                                  /* for subCCSIDs are returned in        */
                                  /* subCCSIDs_info                       */
 char CCSID2_SUFFIX[2];           /* Suffix for CCSID1. The suffix        */
                                  /* for subCCSIDs are returned in        */
                                  /* subCCSIDs_info                       */
 unsigned char  Conversion_Type;  /* type of conversion for               */
                                  /* CCSID1 to CCSID2                     */
                                  /* 1 = direct conversion                */
                                  /* 2 = indirect conversion              */
 char Resi1[3];                   /* Reserved                             */

 void *        CCSID1_CTLDEF_Ptr ;    /* Pointer to CTLF (optional)       */
```

```
 unsigned int  CCSID1_CTLDEF_ALET;      /* ALET for CTLF_Ptr                   */
 unsigned char CCSID1_CTLDEF_Num ;      /* Num of entries in CTLF              */
 char Resi2[3];                         /* Reserved                            */

 void *        CCSID2_CTLDEF_Ptr ;      /* Pointer to CTLF                     */
 unsigned int  CCSID2_CTLDEF_ALET;      /* ALET for CTLF_Ptr                   */
 unsigned char CCSID2_CTLDEF_Num ;      /* Num of entries in CTLF              */
 char Resi3[11];                        /* Reserved                            */
} CUN4BIPR;

typedef struct tagCUN4BIPR_CTLF {
                                        /* Control Function Definitions        */
 unsigned int  CF_CCSID;                /* CCSID or subCCSID                   */
char          resCF1[4];                /* reserved                            */
 struct {                               /* CF_DEFS                             */
    unsigned char   CF_SP_State;        /* space character state               */
    unsigned char   CF_SP_Num;          /* number of space character           */
    short int       CF_SP_Width;        /* space character width               */
    struct {                            /* space character code point          */
        char    CF_SP_2[2];             /* UCS-2: single wide space char       */
        struct {                        /* UCS-2: double wide space char       */
            char    CF_SP_S2[1];        /* second single wide space char       */
            char    CF_SP_S1[1];        /* first single wide space char        */
        } CF_SP_1;                      /* first double wide space char        */
    } CF_SP_Code;

    unsigned char   CF_SUB_State;       /* sub character state                 */
    unsigned char   CF_SUB_Num;         /* number of sub character             */
    short int       CF_SUB_Width;       /* sub character width                 */
    struct {                            /* sub character code point            */
        char    CF_SUB_2[2];            /* UCS-2: single wide sub char         */
        struct {                        /* UCS-2: double wide sub char         */
            char    CF_SUB_S2[1];       /* second single wide sub char         */
            char    CF_SUB_S1[1];       /* first single wide sub char          */
        } CF_SUB_1;                     /* first double wide sub char          */
    } CF_SUB_Code;

    unsigned char   CF_NL_State;        /* New Line character state            */
    char            resNL[1];           /* reserved                            */
    short int       CF_NL_Width;        /* New Line character width            */
    char            CF_NL_Code[4];      /* New Line character Code point       */
    unsigned char   CF_LF_State;        /* Line Feed character state           */
    char            resLF[1];           /* reserved                            */
    short int       CF_LF_Width;        /* Line Feed character width           */
    char            CF_LF_Code[4];      /* Line Feed character Code point      */
    unsigned char   CF_CR_State;        /* Carriage Return state               */
    char            resCR[1];           /* reserved                            */
    short int       CF_CR_Width;        /* Carriage Return width               */
    char            CF_CR_Code[4];      /* Carriage Return code point          */
    unsigned char   CF_EOF_State;       /* End-Of-File character state         */
    char            resEOF[1];          /* reserved                            */
    short int       CF_EOF_Width;       /* EOF  character width                */
    char            CF_EOF_Code[4];     /* EOF character Code point            */
 } CF_DEFS;

 char          resCF2[8];               /* reserved                            */
 } CUN4BIPR_CTLF;
```

Using the HLASM interface

This is the call syntax in HLASM for calling the stub routine **CUNLINFO** (conversion information service for 31-bit callers) and **CUN4LINF** (conversion information service for 64-bit callers). A sample program, CUNSISMA, is provided in SYS1.SAMPLIB.

For AMODE (31)

```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7--
           EJECT
CUNSISMA CSECT
CUNSISMA AMODE 31
CUNSISMA RMODE ANY
         SPACE 1
         BRAS  R15,PSTART        ! ESTABLISH ADDRESSABILITY
PSTART   EQU   *
         USING PSTART,R15
         B     START
SAVE     DC    36F'0'
START    DS    0H
         STM   R14,R12,12(R13)   ! STORE CALLERS REGS
         LA    R10,SAVE
         USING SAVEAREA,R10      ! ESTABLISH ADDRESSABILITY
         SPACE 1
         ST    R13,PREVSA        ! CHAIN CALLER'S SAVEAREA ADDRESS
         ST    R10,NEXTSA        ! TO CURRENT SAVERAREA
         LR    R13,R10           ! LET R13 POINT TO CURRENT SAVEAREA
         DROP  R15,R10
         SPACE 1
         LAE   R12,0(R15,0)      ! LOAD BASE AND CLEAR ACCESS REGISTER
         USING PSTART,R12
         SPACE 1
***********************************************************************
* PREPARE PARAMETER AREA FOR CALL TO THE CONVERSION ROUTINES          *
***********************************************************************
         SPACE 1
         LA    R8,PARMAREA                  ! GET PARAMETER AREA ADDR
         USING CUNBIPRM,R8                  ! ESTABLISH ADDRESSABILITY
         SPACE 1
*                                           ! CLEAR PARAMETER AREA
         LAE   R2,CUNBIPRM                  ! PA Address
         LHI   R3,CUNBIPRM_LEN              ! PA Len
         LHI   R15,0                        ! Filler - Nulls
         MVCL  R2,R14                       ! Cleaning...
         SPACE 1
*                                           ! SETTING PA VERSION
         LA    R0,CUNBIPRM_VER              ! GET ACTUAL VERSION
         ST    R0,CUNBIPRM_VERSION          ! STORE INTO PARAMETER
         LA    R0,CUNBIPRM_LEN              ! GET ACTUAL LENGTH
         ST    R0,CUNBIPRM_LENGTH           ! STORE INTO PARAMETER
*                                  /**********************************/
*                                  /*     Setting CCSIDs             */
*                                  /**********************************/
         SPACE 2
         LA    R0,CCSID1                    ! Loading CCSID1
         ST    R0,CUNBIPRM_CCSID1           ! Setting CCSID1
         SPACE 2
         LA    R0,CCSID2                    ! Loading CCSID2
         ST    R0,CUNBIPRM_CCSID2           ! Setting CCSID2

***********************************************************************
*                IMPORTANT: A DDA IS ALWAYS REQUIRED                  *
***********************************************************************
*                                  /**********************************/
*                                  /*     Setting   DDA  buffers     */
*                                  /**********************************/
         SPACE 2
         SR    R0,R0
         L     R0,ADDA
         ST    R0,CUNBIPRM_DDA_BUF_PTR
         MVC   CUNBIPRM_DDA_BUF_ALET,=F'0'
         L     R0,=A(CUNBIPRM_DDA_REQ)
         ST    R0,CUNBIPRM_DDA_BUF_LEN
```

```
         SPACE 1
***********************************************************************
*                  CALLING THE CNV INFO SERVICE                       *
***********************************************************************
         SPACE 1
         CALL  CUNLINFO,PARMAREA
         SPACE 1
EXIT     DS    0H
         LM    R15,R0,CUNBIPRM_RC_RS ! SET RETURN AND REASON CODE
         L     R13,4(R13)            ! RESTORE CALLER'S R13
         L     R14,12(R13)           ! RESTORE R14
         LM    R1,R12,24(R13)        ! RESTORE R1-R12 (RETAIN
*                                    !   R15 AND R0)
         BR    R14
         SPACE 1
         LTORG ,
         SPACE 1
***********************************************************************
*                                                                     *
*                        DECLARATION                                  *
*                                                                     *
*                                                                     *
*                          Section                                    *
*                                                                     *
*                                                                     *
***********************************************************************

***********************************************************************
*        CONSTANT CUNBIPRM_LEN IS USED TO ENSURE THAT SUFFICIENT      *
*        STORAGE IS OBTAINED FOR THE PARAMETER AREA.                  *
***********************************************************************
         SPACE 1
PARMAREA DC    (CUNBIPRM_LEN)X'00' ! STORAGE FOR PARAMETER AREA
ADDA     DC    A(DDA)             ! ADDRESS OF DDA

***********************************************************************
*        CONSTANT CUNBIPRM_DDA_REQ IS USED TO ENSURE THAT SUFFICIENT  *
*        STORAGE FOR THE DDA IS OBTAINED.                             *
***********************************************************************
         SPACE 1
DDA      DC    (CUNBIPRM_DDA_Req)X'00'  ! DDA SIZE
CCSID1   DC    F'1047'            ! CCSID1
CCSID2   DC    F'1208'            ! CCSID2
SAVEAREA DSECT
         DC    F'0'              ! RESERVED
PREVSA   DC    F'0'              ! ADDRESS OF PREVIOUS SAVEARA
NEXTSA   DC    F'0'              ! ADDRESS OF NEXT     SAVEARA
SAVER14  DC    F'0'
SAVER15  DC    F'0'
SAVER0   DC    F'0'
SAVER1   DC    F'0'
SAVER2   DC    F'0'
SAVER3   DC    F'0'
SAVER4   DC    F'0'
SAVER5   DC    F'0'
SAVER6   DC    F'0'
SAVER7   DC    F'0'
SAVER8   DC    F'0'
SAVER9   DC    F'0'
SAVER10  DC    F'0'
SAVER11  DC    F'0'
SAVER12  DC    F'0'
         SPACE 1
         COPY  CUNBIIDF
         SPACE 1
         CUNBIIDF DSECT=YES,LIST=YES
         SPACE 1
```

```
R0       EQU   0
R1       EQU   1
R2       EQU   2
R3       EQU   3
R4       EQU   4
R5       EQU   5
R6       EQU   6
R7       EQU   7
R8       EQU   8
R9       EQU   9
R10      EQU   10
R11      EQU   11
R12      EQU   12
R13      EQU   13
R14      EQU   14
R15      EQU   15
         END CUNSISMA
```

For AMODE (64)

```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7--
         EJECT
CUNSISMA CSECT
CUNSISMA AMODE 31
CUNSISMA RMODE ANY
         SPACE 1
         BRAS  R15,PSTART        ! ESTABLISH ADDRESSABILITY
PSTART   EQU   *
         USING PSTART,R15
         B     START
SAVE     DC    36F'0'
START    DS    0H
         STM   R14,R12,12(R13)   ! STORE CALLERS REGS
         LA    R10,SAVE
         USING SAVEAREA,R10      ! ESTABLISH ADDRESSABILITY
         SPACE 1
         ST    R13,PREVSA        ! CHAIN CALLER'S SAVEAREA ADDRESS
         ST    R10,NEXTSA        ! TO CURRENT SAVERAREA
         LR    R13,R10           ! LET R13 POINT TO CURRENT SAVEAREA
         DROP  R15,R10
         SPACE 1
         LAE   R12,0(R15,0)      ! LOAD BASE AND CLEAR ACCESS REGISTER
         USING PSTART,R12
         SPACE 1
***********************************************************************
* PREPARE PARAMETER AREA FOR CALL TO THE CONVERSION ROUTINES          *
***********************************************************************
         SPACE 1
         LA    R8,PARMAREA                   ! GET PARAMETER AREA ADDR
         USING CUN4BIPR,R8                   ! ESTABLISH ADDRESSABILITY
         SPACE 1
*                                            ! CLEAR PARAMETER AREA
         LAE   R2,CUN4BIPR                   ! PA Address
         LHI   R3,CUN4BIPR_LEN               ! PA Len
         LHI   R15,0                         ! Filler - Nulls
         MVCL  R2,R14                        ! Cleaning...
         SPACE 1
*                                            ! SETTING PA VERSION
         LA    R0,CUN4BIPR_VER               ! GET ACTUAL VERSION
         ST    R0,CUN4BIPR_VERSION           ! STORE INTO PARAMETER
         LA    R0,CUN4BIPR_LEN               ! GET ACTUAL LENGTH
         ST    R0,CUN4BIPR_LENGTH            ! STORE INTO PARAMETER
*                                  /***********************************/
*                                  /*     Setting CCSIDs              */
*                                  /***********************************/
         SPACE 2
         LA    R0,CCSID1                     ! Loading CCSID1
         ST    R0,CUN4BIPR_CCSID1            ! Setting CCSID1
```

```
        SPACE 2
        LA    R0,CCSID2                    ! Loading CCSID2
        ST    R0,CUN4BIPR_CCSID2           ! Setting CCSID2

***********************************************************************
*                 IMPORTANT: A DDA IS ALWAYS REQUIRED                 *
***********************************************************************
*                              /***********************************/
*                              /*     Setting   DDA  buffers      */
*                              /***********************************/
        SPACE 2
        SR    R0,R0
        L     R0,ADDA
        ST    R0,CUN4BIPR_DDA_BUF_PTR
        MVC   CUN4BIPR_DDA_BUF_ALET,=F'0'
        L     R0,=A(CUN4BIPR_DDA_REQ)
        ST    R0,CUN4BIPR_DDA_BUF_LEN
        SPACE 1
***********************************************************************
*                  CALLING THE CNV INFO SERVICE                       *
***********************************************************************
        SPACE 1
        CALL  CUN4LINF,PARMAREA
        SPACE 1
EXIT    DS    0H
        LM    R15,R0,CUN4BIPR_RC_RS ! SET RETURN AND REASON CODE
        L     R13,4(R13)            ! RESTORE CALLER'S R13
        L     R14,12(R13)           ! RESTORE R14
        LM    R1,R12,24(R13)        ! RESTORE R1-R12 (RETAIN
*                                   !   R15 AND R0)
        BR    R14
        SPACE 1
        LTORG ,
        SPACE 1
***********************************************************************
*                                                                     *
*                        DECLARATION                                  *
*                                                                     *
*                                                                     *
*                          Section                                    *
*                                                                     *
*                                                                     *
***********************************************************************

***********************************************************************
*       CONSTANT CUN4BIPR_LEN IS USED TO ENSURE THAT SUFFICIENT       *
*       STORAGE IS OBTAINED FOR THE PARAMETER AREA.                   *
***********************************************************************
        SPACE 1
PARMAREA DC   (CUN4BIPR_LEN)X'00' ! STORAGE FOR PARAMETER AREA
ADDA    DC    A(DDA)              ! ADDRESS OF DDA

***********************************************************************
*       CONSTANT CUN4BIPR_DDA_REQ IS USED TO ENSURE THAT SUFFICIENT  *
*       STORAGE FOR THE DDA IS OBTAINED.                              *
***********************************************************************
        SPACE 1
DDA     DC    (CUN4BIPR_DDA_Req)X'00'  ! DDA SIZE
CCSID1  DC    F'1047'             ! CCSID1
CCSID2  DC    F'1208'             ! CCSID2
SAVEAREA DSECT
        DC    F'0'               ! RESERVED
PREVSA  DC    F'0'               ! ADDRESS OF PREVIOUS SAVEARA
NEXTSA  DC    F'0'               ! ADDRESS OF NEXT     SAVEARA
SAVER14 DC    F'0'
SAVER15 DC    F'0'
SAVER0  DC    F'0'
```

```
SAVER1   DC    F'0'
SAVER2   DC    F'0'
SAVER3   DC    F'0'
SAVER4   DC    F'0'
SAVER5   DC    F'0'
SAVER6   DC    F'0'
SAVER7   DC    F'0'
SAVER8   DC    F'0'
SAVER9   DC    F'0'
SAVER10  DC    F'0'
SAVER11  DC    F'0'
SAVER12  DC    F'0'
         SPACE 1
         COPY  CUN4BIID
         SPACE 1
         CUN4BIID DSECT=YES,LIST=YES
         SPACE 1
R0       EQU   0
R1       EQU   1
R2       EQU   2
R3       EQU   3
R4       EQU   4
R5       EQU   5
R6       EQU   6
R7       EQU   7
R8       EQU   8
R9       EQU   9
R10      EQU   10
R11      EQU   11
R12      EQU   12
R13      EQU   13
R14      EQU   14
R15      EQU   15
         END CUNSISMA
```

Mapping of parameters for AMODE (31)

The mapping of the parameter areas is supplied by the interface definition file CUNBIIDF. This file is included in the SYS1.MACLIB data set, and contains the length of each parameter and any boundary alignment that might be necessary.

Table 40. Mapping of parameters in HLASM for conversion information service AMODE (31)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
0	(0)	STRUCTURE	360	DWORD	CUNBIPRM	Parameter area
0	(0)	UNSIGNED	4		CUNBIPRM_Version	Structure version number
4	(4)	UNSIGNED	4		CUNBIPRM_Length	Length of structure
8	(8)	UNSIGNED	4		CUNBIPRM_CCSID1	Specify CCSID1
12	(C)	CHARACTER	32	WORD	CUNBIPRM_CCSID1_ES	CCSID1 encoding scheme (ES) information
12	(C)	CHARACTER	2		*	Reserved
14	(E)	UNSIGNED	2		CUNBIPRM_CCSID1_ES _ID	Encoding scheme ID for CCSID1
16	(10)	CHARACTER	28		CUNBIPRM_CCSID1_ES _Name	Encoding scheme name for CCSID1
44	(2C)	CHARACTER	2		CUNBIPRM_CCSID1_ES _Size	Encoding scheme size for CCSID1

Table 40. Mapping of parameters in HLASM for conversion information service AMODE (31) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
44	(2C)	UNSIGNED	1		CUNBIPRM_CCSID1_ES _Size_Min	Minimum encoding scheme size for CCSID1
45	(2D)	UNSIGNED	1		CUNBIPRM_CCSID1_ES _Size_Max	Maximum encoding scheme size for CCSID1
46	(2E)	CHARACTER	2		*	Reserved
48	(30)	CHARACTER	64		CUNBIPRM_CCSID1 _Description	CCSID1 description
112	(70)	CHARACTER	8		CUNBIPRM_CCSID1 _Num_Subs	Number of substitution characters to every code set for CCSID1
112	(70)	UNSIGNED	1		CUNBIPRM_CCSID1 _Num_Subs_SBCS	Number of substitution characters for SBCS
113	(71)	UNSIGNED	1		CUNBIPRM_CCSID1 _Num_Subs_DBCS	Number of substitution characters for DBCS
114	(72)	UNSIGNED	1		CUNBIPRM_CCSID1 _Num_Subs_TBCS	Number of substitution characters for TBCS
115	(73)	UNSIGNED	1		CUNBIPRM_CCSID1 _Num_Subs_QBCS	Number of substitution characters for QBCS
116	(74)	CHARACTER	4		*	Reserved
120	(78)	CHARACTER	24	WORD	CUNBIPRM_CCSID1 _Sub_Char	Substitution characters to be used for CCSID1
120	(78)	CHARACTER	2		CUNBIPRM_CCSID1 _Sub_Char_SBCS	SBCS substitution characters for CCSID1
120	(78)	CHARACTER	1		CUNBIPRM_CCSID1 _Sub_Char_SBCS_1	The second substitution character for the SBCS
121	(79)	CHARACTER	1		CUNBIPRM_CCSID1 _Sub_Char_SBCS_2	The first substitution character for the SBCS
122	(7A)	CHARACTER	4		CUNBIPRM_CCSID1 _Sub_Char_DBCS	DBCS substitution characters for CCSID1
122	(7A)	CHARACTER	2		CUNBIPRM_CCSID1 _Sub_Char_DBCS_1	The second substitution character for the DBCS
124	(7C)	CHARACTER	2		CUNBIPRM_CCSID1 _Sub_Char_DBCS_2	The first substitution character for the DBCS
126	(7E)	CHARACTER	6		CUNBIPRM_CCSID1 _Sub_Char_TBCS	TBCS substitution characters for CCSID1
126	(7E)	CHARACTER	3		CUNBIPRM_CCSID1 _Sub_Char_TBCS_1	The second substitution character for the TBCS
129	(81)	CHARACTER	3		CUNBIPRM_CCSID1 _Sub_Char_TBCS_2	The first substitution character for the TBCS

Table 40. Mapping of parameters in HLASM for conversion information service AMODE (31) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
132	(84)	CHARACTER	8		CUNBIPRM_CCSID1 _Sub_Char_QBCS	QBCS substitution characters for CCSID1
132	(84)	CHARACTER	4		CUNBIPRM_CCSID1 _Sub_Char_QBCS_1	The second substitution character for the QBCS
136	(88)	CHARACTER	4		CUNBIPRM_CCSID1 _Sub_Char_QBCS_2	The first substitution character for the QBCS
140	(8C)	CHARACTER	4		*	Reserved
144	(90)	CHARACTER	4		*	Reserved
148	(94)	ADDRESS	4		CUNBIPRM_CCSID1 _subCCSIDs_Info_Ptr	Optional pointer to CUNBIPRM_CCSID1_ subCCSIDs_Info
152	(98)	UNSIGNED	4		CUNBIPRM_CCSID1 _subCCSIDs_Info_ALET	ALET for CUNBIPRM_CCSID1_ subCCSIDs_Info_Ptr
156	(9C)	UNSIGNED	1		CUNBIPRM_CCSID1 _subCCSIDs_Info_Num	Number of subCCSIDs for CCSID1
157	(9D)	CHARACTER	3		*	Reserved
160	(A0)	UNSIGNED	4		CUNBIPRM_CCSID2	Specify CCSID2
164	(A4)	CHARACTER	32	WORD	CUNBIPRM_CCSID2_ES	CCSID2 encoding scheme (ES) information
164	(A4)	CHARACTER	2		*	Reserved
166	(A6)	UNSIGNED	2		CUNBIPRM_CCSID2_ES _ID	Encoding scheme ID for CCSID2
168	(A8)	CHARACTER	28		CUNBIPRM_CCSID2_ES _Name	Encoding scheme name for CCSID2
196	(C4)	CHARACTER	2		CUNBIPRM_CCSID2_ES _Size	Encoding scheme size for CCSID2
196	(C4)	UNSIGNED	1		CUNBIPRM_CCSID2_ES _Size_Min	Minimum encoding scheme size for CCSID2
197	(C5)	UNSIGNED	1		CUNBIPRM_CCSID2_ES _Size_Max	Maximum encoding scheme size for CCSID1
198	(C6)	CHARACTER	2		*	
200	(C8)	CHARACTER	64		CUNBIPRM_CCSID2 _Description	
264	(108)	CHARACTER	8		CUNBIPRM_CCSID2 _Num_Subs	Number of substitution characters to every code set for CCSID1
264	(108)	UNSIGNED	1		CUNBIPRM_CCSID2_ Num_Subs_SBCS	Number of substitution characters for SBCS
265	(109)	UNSIGNED	1		CUNBIPRM_CCSID2 _Num_Subs_DBCS	Number of substitution characters for DBCS

Table 40. Mapping of parameters in HLASM for conversion information service AMODE (31) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
266	(10A)	UNSIGNED	1		CUNBIPRM_CCSID2 _Num_Subs_TBCS	Number of substitution characters for TBCS
267	(10B)	UNSIGNED	1		CUNBIPRM_CCSID2 _Num_Subs_QBCS	Number of substitution characters for QBCS
268	(10C)	CHARACTER	4		*	Reserved
272	(110)	CHARACTER	24	WORD	CUNBIPRM_CCSID2 _Sub_Char	Substitution characters to be used for CCSID2
272	(110)	CHARACTER	2		CUNBIPRM_CCSID2 _Sub_Char_SBCS	SBCS substitution characters for CCSID2
272	(110)	CHARACTER	1		CUNBIPRM_CCSID2 _Sub_Char_SBCS_1	The second substitution character for the SBCS
273	(111)	CHARACTER	1		CUNBIPRM_CCSID2 _Sub_Char_SBCS_2	The first substitution character for the SBCS
274	(112)	CHARACTER	4		CUNBIPRM_CCSID2 _Sub_Char_DBCS	DBCS substitution characters for CCSID2
274	(112)	CHARACTER	2		CUNBIPRM_CCSID2 _Sub_Char_DBCS_1	The second substitution character for the DBCS
276	(114)	CHARACTER	2		CUNBIPRM_CCSID2 _Sub_Char_DBCS_2	The first substitution character for the DBCS
278	(116)	CHARACTER	6		CUNBIPRM_CCSID2 _Sub_Char_TBCS	TBCS substitution characters for CCSID2
278	(116)	CHARACTER	3		CUNBIPRM_CCSID2 _Sub_Char_TBCS_1	The second substitution character for the TBCS
281	(119)	CHARACTER	3		CUNBIPRM_CCSID2 _Sub_Char_TBCS_2	The first substitution character for the TBCS
284	(11C)	CHARACTER	8		CUNBIPRM_CCSID2 _Sub_Char_QBCS	QBCS substitution characters for CCSID2
284	(11C)	CHARACTER	4		CUNBIPRM_CCSID2 _Sub_Char_QBCS_1	The second substitution character for the QBCS
288	(120)	CHARACTER	4		CUNBIPRM_CCSID2 _Sub_Char_QBCS_2	The first substitution character for the QBCS
292	(124)	CHARACTER	4		*	Reserved
296	(128)	CHARACTER	4		*	Reserved
300	(12C)	ADDRESS	4		CUNBIPRM_CCSID2_ subCCSIDs_Info_Ptr	Optional pointer to CUNBIPRM_CCSID2_ subCCSIDs_Info
304	(130)	UNSIGNED	4		CUNBIPRM_CCSID2_ subCCSIDs_Info_ALET	ALET for CUNBIPRM_CCSID1_ subCCSIDs_Info_Ptr

Table 40. Mapping of parameters in HLASM for conversion information service AMODE (31) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
308	(134)	UNSIGNED	1		CUNBIPRM_CCSID2_ subCCSIDs_Info_Num	Number of subCCSIDs for CCSID1
309	(135)	CHARACTER	3		*	Reserved
312	(138)	BITSTRING	1		CUNBIPRM_Gen_Flags _Out	Out-FLAG Byte 1 (Set by the service)
312	(138)	1...	1		CUNBIPRM_CCSID1 _Supported	CCSID1 supported: `0=CCSID1 is not supported.` `1=CCSID1 is supported` Meaningful if only CCSID1 is provided.
312	(138)	.1..	1		CUNBIPRM_CCSID2 _Supported	CCSID2 supported: `0=CCSID2 is not supported.` `1=CCSID2 is supported.` Meaningful if only CCSID2 is provided.
312	(138)	..1.	1		CUNBIPRM_Conversion _Supported	Conversion from CCSID1 to CCSID2 is supported: `0=No` `1=Yes` Meaningful if both CCSID1 and CCSId2 are provided.
313	(139)	BITSTRING	1		CUNBIPRM_Gen_Flags _In	In-FLAG Byte 2 (Set by caller)
		1...	..		CUNBIPRM_Get_Tech_ Support_fCCSID2_tCCSID1	Get techniques supported from CCSID2 to CCSID1: `0=Do not obtain techniques.` `1=Obtain techniques.`
314	(13A)	CHARACTER	6		*	Reserved.
320	(140)	CHARACTER	8		CUNBIPRM_Conv_Tech_ fCCSID1_tCCSID2	Conversion techniques is supported from CCSID1 to CCSID2. Meaningful when Conversion_Supported is turned on.
328	(148)	CHARACTER	8		CUNBIPRM_Conv_Tech_ fCCSID2_tCCSID1	Conversion techniques is supported from CCSID2 to CCSID1. It is meaningful when Conversion_Supported is turned on.
336	(150)	CHARACTER	4		*	Reserved
340	(154)	ADDRESS	4	DWORD	CUNBIPRM_DDA_Buf _Ptr	Dynamic data area pointer
344	(158)	UNSIGNED	4		CUNBIPRM_DDA_Buf _ALET	Dynamic data area ALET

Table 40. Mapping of parameters in HLASM for conversion information service AMODE (31) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
348	(15C)	UNSIGNED	4		CUNBIPRM_DDA_Buf _Len	Dynamic data area length
352	(160)	CHARACTER	8	WORD	CUNBIPRM_RC_RS	Return/reason code
352	(160)	UNSIGNED	4		CUNBIPRM_Return_Code	Return code
356	(164)	UNSIGNED	4		CUNBIPRM_Reason_Code	Reason code
360	(168)	CHARACTER	2		CUNBIPRM_CCSID1_SUFFIX	Suffix for CCSID1
362	(16A)	CHARACTER	2		CUNBIPRM_CCSID2_SUFFIX	Suffix for CCSID2

364	(16C)	UNSIGNED	1		CUNBIPRM_Conversion_Type	Type of conversion for CCSID1 to CCSID2
						`1 = direct conversion`
						`2 = indirect conversion`

365	(16D)	CHARACTER	3		*	Reserved
368	(170)	ADDRESS	4		CUNBIPRM_CCSID1 _CTLDEF_Ptr	Optional pointer to CCSID1 CUNBIPRM_CTLF
372	(174)	UNSIGNED	4		CUNBIPRM_CCSID1 _CTLDEF_Alet	ALET for CUNBIPRM_CCSID1_ CTLDEF_Ptr
376	(178)	UNSIGNED	1		CUNBIPRM_CCSID1 _CTLDEF_Num	Number of entries
377	(179)	CHARACTER	3		*	Reserved
380	(17C)	ADDRESS	4		CUNBIPRM_CCSID2 _CTLDEF_Ptr	Optional pointer to CCSID2 CUNBIPRM_CTLF
384	(180)	UNSIGNED	4		CUNBIPRM_CCSID2 _CTLDEF_Alet	ALET for CUNBIPRM_CCSID2_ CTLDEF_Ptr
388	(184)	UNSIGNED	1		CUNBIPRM_CCSID2 _CTLDEF_Num	Number of entries
389	(185)	CHARACTER	11		*	Reserved
400	(190)	CHARACTER	0		CUNBIPRM_End	End of CUNBIPRM

Description of parameters in area CUNBIPRM

This description applies to C and HLASM.

CUNBIPRM_Version - set by caller
Specifies the version of the parameter area. This field must be initialized for the first call to stub routine CUNLINFO using the constant CUNBIPRM_Ver that is supplied by the interface definition file CUNBIIDF.

CUNBIPRM_Ver
Supported on z/OS V1R10 and later releases.

CUNBIPRM_Ver2
Supported on z/OS V1R13 and later releases. This version provides additional CCSID information:

- CCSID suffixes
- Control character definitions
- Conversion type (direct or indirect)

CUNBIPRM_Length - set by caller
Specifies the length of the parameter area. HLASM users must initialize this field using the constant CUNBIPRM_Len, which is supplied by the interface definition file CUNBIIDF.

CUNBIPRM_CCSID1 - set by caller, updated by the service
Specifies the CCSID1. This is a numeric four byte field. If this field is not filled out, the rest of the fields with the prefix CUNBIPRM_CCSID1_ are not meaningful after calling the service.

This field is updated by the service when the conversion is between CCSID 1200 and an unmixed CCSID and returns the latest Unicode versions available for conversion between CCSID1 and CCSID2. The z/OS Unicode conversion information service updates this field only when both CCSIDs are provided. For individual CCSIDs requests, *CUNBIPRM_CCSID1* remains unchanged even when CCSID 1200 is specified.

CUNBIPRM_CCSID1_ES - set by the service
Specifies the encoding scheme (ES) information in the following fields:

CUNBIPRM_CCSID1_ES_ID - set by the service
Specifies the encoding scheme ID for the specified CCSID1.

CUNBIPRM_CCSID1_ES_Name - set by the service
Specifies the encoding scheme name for the specified CCSID1.

See Table 46 on page 307 for the ES IDs and the ES names table.

For more information about encoding schemes, see “Encoding Scheme” on page 307.

CUNBIPRM_CCSID1_ES_Size- set by the service
Specifies the encoding scheme (ES) for the CCSID1. If the ES for CCSID1 supports mixed character set (CS), CUNBIPRM_CCSID1_ES_Size_Min and CUNBIPRM_CCSID1_ES_Size_Max contain different values; otherwise, they contain the same value.

CUNBIPRM_CCSID1_ES_Size_Min - set by the service
Specifies the minimum character set byte size for CCSID1.

CUNBIPRM_CCSID1_ES_Size_Max - set by the service
Specifies the maximum character set byte size for CCSID1.

CUNBIPRM_CCSID1_Description - set by the service
Specifies the description of CCSID1 (data returned encoded in CCSID 37).

CUNBIPRM_CCSID1_Num_Subs - set by the service
Specifies the number of substitution characters to every code set involved by CCSID1.

CUNBIPRM_CCSID1_Num_Subs_SBCS - set by the service
Specifies the number of substitution characters to the SBCS that are involved by CCSID1.

CUNBIPRM_CCSID1_Num_Subs_DBCS - set by the service
Specifies the number of substitution characters to the DBCS that are involved by CCSID1.

CUNBIPRM_CCSID1_Num_Subs_TBCS - set by the service
Specifies the number of substitution characters to the TBCS that are involved by CCSID1.

CUNBIPRM_CCSID1_Num_Subs_QBCS - set by the service
Specifies the number of substitution characters to the QBCS that are involved by CCSID1.

CUNBIPRM_CCSID1_Sub_Char - set by the service
Specifies the substitution character that is to be used for CCSID1. If CCSID1 is specified and the call to the z/OS Unicode conversion information service is successful (CUNBIPRM_CCSID1_Supprted = 1), the following fields might contain the substitution character for single CCSID or subCCSID involved on CCSID1 (if it is MBCS CCSID).

CUNBIPRM_CCSID1_Sub_Char_SBCS - set by the service
Specifies a SBCS substitution character for CCSID1. If zero exists, ES for CCSID1 does not involve SBCS.

CUNBIPRM_CCSID1_Sub_Char_SBCS_1 - set by the service
Specifies the second substitution character for SBCS. Meaningful if CUNBIPRM_CCSID1_Num_Subs_SBCS is equal to 2.

CUNBIPRM_CCSID1_Sub_Char_SBCS_2 - set by the service
Specifies the first substitution character for the SBCS. Meaningful if CUNBIPRM_CCSID1_Num_Subs_SBCS is equal to 1 or 2.

CUNBIPRM_CCSID1_Sub_Char_DBCS - set by the service
Specifies a DBCS substitution character for CCSID1. If zero exists, ES for CCSID1 does not involve DBCS.

CUNBIPRM_CCSID1_Sub_Char_DBCS_1 - set by the service
Specifies the second substitution character for the DBCS. Meaningful if CUNBIPRM_CCSID1_Num_Subs_DBCS is equal to 2.

CUNBIPRM_CCSID1_Sub_Char_DBCS_2 - set by the service
Specifies the first substitution character for the DBCS. Meaningful if CUNBIPRM_CCSID1_Num_Subs_DBCS is equal to 1 or 2.

CUNBIPRM_CCSID1_Sub_Char_TBCS - set by the service
Specifies a TBCS substitution character for CCSID1. If zero exists, ES for CCSID1 does not involve TBCS.

CUNBIPRM_CCSID1_Sub_Char_TBCS_1 - set by the service
Specifies the second substitution character for the TBCS. Meaningful if CUNBIPRM_CCSID1_Num_Subs_TBCS is equal to 2.

CUNBIPRM_CCSID1_Sub_Char_TBCS_2 - Set by the service
Specifies the first substitution character for the TBCS. Meaningful if CUNBIPRM_CCSID1_Num_Subs_TBCS is equal to 1 or 2.

CUNBIPRM_CCSID1_Sub_Char_QBCS - set by the service
Specifies a QBCS substitution character for CCSID1. If zero exists, ES for CCSID1 does not involve QBCS.

CUNBIPRM_CCSID1_Sub_Char_QBCS_1 - set by the service
Specifies the second substitution character for the QBCS. Meaningful if CUNBIPRM_CCSID1_Num_Subs_QBCS is equal to 2.

CUNBIPRM_CCSID1_Sub_Char_QBCS_2 - set by the service
Specifies the first substitution character for the QBCS. Meaningful if CUNBIPRM_CCSID1_Num_Subs_QBCS is equal to 1 or 2.

CUNBIPRM_CCSID1_subCCSIDs_Info_Ptr (optional) - set by caller
Specifies an optional additional buffer where z/OS Unicode conversion service information service retrieves information for all of those subCCSIDs for CCSID1. If CCSID1 is not a mixed CCSID, z/OS Unicode conversion service information service does not add anything to this buffer.

IBM recommends that when CUNBIPRM_CCSID1_subCCSIDs_Info_Ptr is specified, verify the contents of CUNBIPRM_CCSID1_subCCSIDs_Info_Num after the service is called successfully.

- If CUNBIPRM_CCSID1_subCCSIDs_Info_Num < 0 or CUNBIPRM_CCSID1_subCCSIDs_Info_Num > 0, CCSID1 is a mixed CCSID. CUNBIPRM_subCCSIDs_Info can be addressed by CUNBIPRM_CCSID1_subCCSIDs_Info_Ptr and CUNBIPRM_CCSID1_subCCSIDs_Info_ALET making a loop CUNBIPRM_CCSID1_subCCSIDs_Info_Num times by the length of CUNBIPRM_subCCSIDs_Info in order to obtain information for the different subCCSIDs that belong to mixed CCSID1.
- Otherwise, CCSID1 is not a mixed conversion.

Also, the size of this buffer must be allocated according to the content of CUNBIPRM_subCCSIDs_Info_Len_Req in a double-word boundary area. CUNBIPRM_subCCSIDs_Info_Len_Req is provided in the IDF file CUNBIIDF.

CUNBIPRM_CCSID1_subCCSIDs_Info_ALET- set by caller
Specifies the alet for CUNBIPRM_CCSID1_subCCSIDs_Info_Ptr and is required if CUNBIPRM_CCSID1_subCCSIDs_Info_Ptr is specified only.

CUNBIPRM_CCSID1_subCCSIDs_Info_Num - set by the service
Specifies the number of subCCSIDs that belong to CCSID1. If CUNBIPRM_CCSID1_subCCSIDs_Info_Num is equal to zero, CCSID1 is not a mixed conversion; otherwise, CCSID1 is a mixed CCSID.

CUNBIPRM_CCSID2- set by the caller, updated by the service
Specifies the CCSID2. This is a numeric four byte field. If this field is not filled out, the rest of the fields with the prefix CUNBIPRM_CCSID2_ are not meaningful after the service is called.

This field is updated by the service when the conversion is between CCSID 1200 and an unmixed CCSID, returning the latest Unicode versions available for conversion between CCSID1 and CCSID2. z/OS Unicode conversion information service updates this field only when both CCSIDs are provided. For individual CCSID requests, *CUNBIPRM_CCSID2* remains unchanged even when CCSID 1200 is specified.

CUNBIPRM_CCSID2_ES - set by the service
Specifies the ES information in the following fields:

CUNBIPRM_CCSID2_ES_ID - set by the service
Specifies the ES ID for the specified CCSID2.

CUNBIPRM_CCSID1_ES_Name - set by the service
Specifies the ES name for the specified CCSID2.

See Table 46 on page 307 for the ES IDs and the ES names table.

For more information about encoding schemes, see "Encoding Scheme" on page 307.

CUNBIPRM_CCSID2_ES_Size- set by the service
Specifies the ES (encoding scheme) for the CCSID2. If the ES for CCSID2 supports mixed CS (character set), CUNBIPRM_CCSID2_ES_Size_Min and CUNBIPRM_CCSID2_ES_Size_Max contain different values; otherwise, they contain the same value.

CUNBIPRM_CCSID2_ES_Size_Min - set by the service
Specifies the minimum character set byte size for CCSID2.

CUNBIPRM_CCSID2_ES_Size_Max - set by the service
Specifies the maximum character set byte size for CCSID2.

CUNBIPRM_CCSID2_Description - set by the service
Specifies the description of the CCSID2 (returned encoded in CCSID 37).

CUNBIPRM_CCSID2_Num_Subs - set by the service
Specifies the number of substitution characters to every code set involved by CCSID2.

CUNBIPRM_CCSID2_Num_Subs_SBCS - set by the service
Specifies the number of substitution characters to the SBCS that are involved by CCSID2.

CUNBIPRM_CCSID2_Num_Subs_DBCS - set by the service
Specifies the number of substitution characters to the DBCS that are involved by CCSID2.

CUNBIPRM_CCSID2_Num_Subs_TBCS - set by the service
Specifies the number of substitution characters to the TBCS that are involved by CCSID2.

CUNBIPRM_CCSID2_Num_Subs_QBCS - set by the service
Specifies the number of substitution characters to the QBCS that are involved by CCSID2.

CUNBIPRM_CCSID2_Sub_Char - set by the service
Specifies the substitution character that is to be used for CCSID2. If CCSID2 is specified and the call to the z/OS Unicode conversion information service is successful (CUNBIPRM_CCSID2_Supprted = 1), the following fields might contain the substitution character for single CCSID or subCCSID involved in CCSID2 (if it is MBCS CCSID).

CUNBIPRM_CCSID2_Sub_Char_SBCS - set by the service
Specifies a SBCS substitution character for CCSID2. If zero exists, ES for CCSID2 does not involve SBCS.

CUNBIPRM_CCSID2_Sub_Char_SBCS_1 - set by the service
Specifies the second substitution character for the SBCS. Meaningful if CUNBIPRM_CCSID2_Num_Subs_SBCS is equal to 2.

CUNBIPRM_CCSID2_Sub_Char_SBCS_2 - set by the service
Specifies the first substitution character for the SBCS. Meaningful if CUNBIPRM_CCSID2_Num_Subs_SBCS is equal to 1 or 2.

CUNBIPRM_CCSID2_Sub_Char_DBCS - set by the service
Specifies a DBCS substitution character for CCSID2. If zero exists, ES for CCSID2 does not involve DBCS.

CUNBIPRM_CCSID2_Sub_Char_DBCS_1 - set by the service
Specifies the second substitution character for the DBCS. Meaningful if CUNBIPRM_CCSID2_Num_Subs_DBCS is equal to 2.

CUNBIPRM_CCSID2_Sub_Char_DBCS_2 - set by the service
Specifies the first substitution character for the DBCS. Meaningful if CUNBIPRM_CCSID2_Num_Subs_DBCS is equal to 1 or 2.

CUNBIPRM_CCSID2_Sub_Char_TBCS - set by the service
Specifies a TBCS substitution character for CCSID2. If zero exists, ES for CCSID1 does not involve TBCS.

CUNBIPRM_CCSID2_Sub_Char_TBCS_1 - set by the service
Specifies the second substitution character for the TBCS. Meaningful if CUNBIPRM_CCSID2_Num_Subs_TBCS is equal to 2.

CUNBIPRM_CCSID2_Sub_Char_TBCS_2 - Set by the service
Specifies the first substitution character for the TBCS. Meaningful if CUNBIPRM_CCSID2_Num_Subs_TBCS is equal to 1 or 2.

CUNBIPRM_CCSID2_Sub_Char_QBCS - set by the service
Specifies a QBCS substitution character for CCSID2. If zero exists, ES for CCSID2 does not involve QBCS.

CUNBIPRM_CCSID2_Sub_Char_QBCS_1 - set by the service
Specifies the second substitution character for the QBCS. Meaningful if CUNBIPRM_CCSID2_Num_Subs_QBCS is equal to 2.

CUNBIPRM_CCSID2_Sub_Char_QBCS_2 - set by the service
Specifies the first substitution character for the QBCS. Meaningful if CUNBIPRM_CCSID2_Num_Subs_QBCS is equal to 1 or 2.

CUNBIPRM_CCSID2_subCCSIDs_Info_Ptr (optional) - set by caller
Specifies an optional additional buffer where z/OS Unicode conversion service information service retrieves information for all of those subCCSIDs for CCSID1. If CCSID2 is not a mixed CCSID, z/OS Unicode conversion service information service does not add anything to this buffer.

IBM recommends that when CUNBIPRM_CCSID2_subCCSIDs_Info_Ptr is specified, verify the contents of CUNBIPRM_CCSID2_subCCSIDs_Info_Num after the service is called successfully.

- If CUNBIPRM_CCSID2_subCCSIDs_Info_Num < 0 or CUNBIPRM_CCSID2_subCCSIDs_Info_Num > 0, CCSID2 is a mixed CCSID. CUNBIPRM_subCCSIDs_Info can be addressed by CUNBIPRM_CCSID2_subCCSIDs_Info_Ptr and CUNBIPRM_CCSID2_subCCSIDs_Info_ALET making a loop CUNBIPRM_CCSID2_subCCSIDs_Info_Num times by the length of CUNBIPRM_subCCSIDs_Info in order to obtain information for the different subCCSIDs that belong to mixed CCSID2.

- Or else, CCSID2 is not a mixed conversion.

Also, the size of this buffer must be allocated according to the content of CUNBIPRM_subCCSIDs_Info_Len_Req in a double-word boundary area. CUNBIPRM_subCCSIDs_Info_Len_Req is provided in the IDF file CUNBIIDF.

CUNBIPRM_CCSID2_subCCSIDs_Info_ALET- set by caller
Specifies the alet for CUNBIPRM_CCSID2_subCCSIDs_Info_Ptr and is required if CUNBIPRM_CCSID2_subCCSIDs_Info_Ptr is specified only.

CUNBIPRM_CCSID2_subCCSIDs_Info_Num - set by the service
Specifies the number of subCCSIDs that belong to CCSID2. If CUNBIPRM_CCSID1_subCCSIDs_Info_Num is equal to zero, CCSID2 is not a mixed conversion; otherwise, CCSID2 is a mixed CCSID.

CUNBIPRM_Gen_Flags_Out - set by the service
Specifies output results from the z/OS Unicode conversion information service according to the description of the following bit fields.

CUNBIPRM_CCSID1_Supported - set by the service
Specifies whether CCSID1 information is retrieved successfully after calling the z/OS Unicode conversion information service, according to the following values:

0 CCSID1 is not supported.

1 CCSID1 is supported.

CUNBIPRM_CCSID1_Supported is meaningful when CCSID1 is provided.

CUNBIPR_CCSID2_Supported - set by the service
Specifies whether CCSID2 information is retrieved successfully after calling the z/OS Unicode conversion information service, according to the following values:

0 CCSID2 is not supported.

1 CCSID2 is supported.

CUNBIPRM_CCSID2_Supported is meaningful when CCSID2 is provided.

CUNBIPRM_Conversion_Supported - set by the service
Specifies whether the conversion between CCSIDs provided by CUNBIPRM_CCSID1 and CUNBIPRM_CCSID2 are supported, according to the following values:

0 Conversion is not supported.

1 Conversion is supported.

CUNBIPRM_Conversion_Supported is meaningful when both CCSID1 and CCSID2 are provided.

CUNBIPRM_Conversion_Type - set by the service
Specifies the type of conversion from CCSID1 to CCSID2, according to the following values:

1 Direct conversion.

2 Indirect conversion.

CUNBIPRM_Conversion_Type is meaningful when the CUNBIPRM_Conversion_Supported bit is on.

CUNBIPRM_Gen_Flags_In - set by caller

CUNBIPRM_Get_Tech_Supp_fCCSID2_tCCSID1 -set by caller
Specifies whether techniques supported for CCSID2 to CCSID1 are returned at CUNBIPRM_Conv_Tech_fCCSID2_tCCSID1, according to the following values:

0 Do not obtain techniques supported from CCSID2 to CCSID1. This is the default.

1 Obtain techniques supported from CCSID2 to CCSID1.

CUNBIPRM_CCSID1_SUFFIX - set by the service
Specifies the suffix for CCSID1. For a mixed CCSID, the suffix for subCCSIDs are returned in CUNBIPRM_subCCSIDs_info.

CUNBIPRM_CCSID2_SUFFIX - set by the service
Specifies the suffix for CCSID2. For a mixed CCSID, the suffix for subCCSIDs are returned in CUNBIPRM_subCCSIDs_info.

CUNBIPRM_CCSID1_CTLDEF_Ptr (optional) - set by caller
For parameter area version 2, specifies an optional buffer where z/OS Unicode conversion service information service retrieves information for all the control character definitions for CCSID1. If CCSID1 is a mixed CCSID, the buffer will contain the control character definitions for all the subCCSIDs. IBM recommends that when CUNBIPRM_CCSID1_CTLDEF_Ptr is specified, verify the contents of CUNBIPRM_CCSID1_CTLDEF_Num after the service is called successfully. If CUNBIPRM_CCSID1_CTLDEF_Num > 1, CCSID1 is a mixed CCSID.

CUNBIPRM_CTLF can be addressed by CUNBIPRM_CCSID1_CTLDEF_Ptr and CUNBIPRM_CCSID1_CTLDEF_ALET making a loop CUNBIPRM_CCSID1_CTLDEF_Num times by the length of CUNBIPRM_CTLF in order to obtain information for the different subCCSIDs that belong to mixed CCSID1.

The size of this buffer must be allocated according to the content of version 2 CUNBIPRM_CTLF_Len_Req in a double-word boundary area. CUNBIPRM_CTLF_Len_Req is provided in the IDF file CUNBIIDF.

CUNBIPRM_CCSID1_CTLDEF_ALET- set by caller
Specifies the ALET for CUNBIPRM_CCSID1_CTLDEF_Ptr and is required only if CUNBIPRM_CCSID1_CTLDEF_Ptr is specified.

CUNBIPRM_CCSID1_CTLDEF_Num - set by the service
Specifies the number of entries in CUNBIPRM_CCSID1_CTLF buffer. If CUNBIPRM_CCSID1_CTLDEF_Num is equal to 1, CCSID1 is not a mixed conversion. If CUNBIPRM_CCSID1_CTLDEF_Num is > 1, CCSID1 is a mixed CCSID.

CUNBIPRM_CCSID2_CTLDEF_Ptr (optional) - set by caller
For parameter area version 2, specifies an optional buffer where z/OS Unicode conversion service information service retrieves information for all the control character definitions for CCSID2. If CCSID2 is a mixed CCSID, the buffer will contain the control character definitions for all the subCCSIDs. IBM recommends that when CUNBIPRM_CCSID2_CTLDEF_Ptr is specified, verify the contents of CUNBIPRM_CCSID2_CTLDEF_Num after the service is called successfully. If CUNBIPRM_CCSID2_CTLDEF_Num > 1, CCSID2 is a mixed CCSID.

CUNBIPRM_CTLF can be addressed by CUNBIPRM_CCSID2_CTLDEF_Ptr and CUNBIPRM_CCSID2_CTLDEF_ALET making a loop

CUNBIPRM_CCSID2_CTLDEF_Num times by the length of CUNBIPRM_CTLF in order to obtain information for the different subCCSIDs that belong to mixed CCSID2.

The size of this buffer must be allocated according to the content of version 2 CUNBIPRM_CTLF_Len_Req in a double-word boundary area. CUNBIPRM_CTLF_Len_Req is provided in the IDF file CUNBIIDF.

CUNBIPRM_CCSID2_CTLDEF_ALET- set by caller
Specifies the ALET for CUNBIPRM_CCSID2_CTLDEF_Ptr and is required only if CUNBIPRM_CCSID2_CTLDEF_Ptr is specified.

CUNBIPRM_CCSID2_CTLDEF_Num - set by the service
Specifies the number of entries in CUNBIPRM_CCSID2_CTLF buffer. If CUNBIPRM_CCSID2_CTLDEF_Num is equal to 1, CCSID2 is not a mixed conversion. If CUNBIPRM_CCSID2_CTLDEF_Num is > 1, CCSID2 is a mixed CCSID.

CUNBIPRM_CTLF - set by the service

CUNBIPRM_CF_CCSID - set by the service
If the input CCSID is a mixed CCSID, this specifies the sub CCSID. Otherwise, this specifies the input CCSID.

CUNBIPRM_CF_SP_STATE - set by the service
The state number of the space character in which the code point is to be used.

CUNBIPRM_CF_SP_NUM - set by the service
The number of space characters in this element for this CCSID.

CUNBIPRM_CF_SP_WIDTH - set by the service
The width of the space character code point.

CUNBIPRM_CF_SP_CODE - set by the service
The space character code point.

For UCS-2, the four bytes code point are divided in two halves. The left most two bytes are for single wide space and the right most two bytes are for double wide space.

For UTF-32, the actual length for space character is 4-bytes. However, the code point values returned are two bytes for each space character so left paddings with zeros to four bytes are needed before use. For example, for UTF-32, a value of x'0020' should be padded to 4-bytes as x'00000020' before use.

CUNBIPRM_CF_SUB_STATE - set by the service
The state number of the sub character in which the code point is to be used.

CUNBIPRM_CF_SUB_NUM - set by the service
The number of sub characters in this element for this CCSID.

CUNBIPRM_CF_SUB_WIDTH - set by the service
The width of the sub character code point.

CUNBIPRM_CF_SUB_CODE - set by the service
The substitution character code point.

For UCS-2, the four bytes are divided in two halves. The left most two bytes are used for conversions from SBCS, and the right most two bytes are for conversions from MBCS.

For UTF-32, the actual length for substitution character is 4-bytes. However, the code point values returned are two bytes for each substitution character so left paddings with zeros to four bytes are needed before use. For example, for UTF-32, a value of x'001A' and x'FFFD' should be padded to x'0000001A' and x'0000FFFD' before use.

CUNBIPRM_CF_NL_STATE - set by the service
The state number of the new line character in which the code point is to be used.

CUNBIPRM_CF_NL_WIDTH - set by the service
The width of the new line character code point.

CUNBIPRM_CF_NL_CODE - set by the service
The new line character code point.

There is only one new line character code point for each CCSID or sub CCSID, and the code point is right aligned.

CUNBIPRM_CF_LF_STATE - set by the service
The state number of the line feed character in which the code point is to be used.

CUNBIPRM_CF_LF_WIDTH - set by the service
The width of the line feed character code point.

CUNBIPRM_CF_LF_CODE - set by the service
The line feed character code point.

There is only one line feed character code point for each CCSID or sub CCSID, and the code point is right aligned.

CUNBIPRM_CF_CR_STATE - set by the service
The state number of the carriage return control character in which the code point is to be used.

CUNBIPRM_CF_CR_WIDTH - set by the service
The width of the carriage return control character code point.

CUNBIPRM_CF_CR_CODE - set by the service
The carriage return character code point.

There is only one carriage return character code point for each CCSID or sub CCSID, and the code point is right aligned.

CUNBIPRM_CF_EOF_STATE - set by the service
The state number of the end of file character in which the code point is to be used.

CUNBIPRM_CF_EOF_WIDTH - set by the service
The width of the end of file character code point.

CUNBIPRM_CF_EOF_CODE - set by the service
The end of file character code point.

There is only one end of file character code point for each CCSID or sub CCSID, and the code point is right aligned.

CUNBIPRM_Conv_Tech_fCCSID1_tCCSID2- set by the service
Specifies the conversion techniques supported for CCSID1 to CCSID2. CUNBIPRM_Conv_Tech_fCCSID1_tCCSID2 is meaningful when CUNBIPRM_Conversion_Supported is on.

CUNBIPRM_Conv_Tech_fCCSID2_tCCSID1- set by the service
Specifies the conversion techniques supported for CCSID2 to CCSID1.

CUNBIPRM_Conv_Tech_fCCSID2_tCCSID1 is meaningful when CUNBIPRM_Conversion_Supported is on.

CUNBIPRM_DDA_Buf_Ptr - set by caller
Specifies the beginning address of an area of storage that the conversion information services are using internally as dynamic data area.

Note: CUNBIPRM_DDA_Buf_Ptr must be in a double-word boundary area.

CUNBIPRM_DDA_Buf_ALET - set by caller
Specifies the alet to be used if the dynamic data area addressed by CUNBIPRM_DDA_Buf_Ptr resides in a different address or data space.

CUNBIPRM_DDA_Buf_Len - set by caller
Specifies the length in bytes of the dynamic data area addressed by CUNBIPRM_DDA_Buf_Ptr. The required length is defined by constant CUNBIPRM_DDA_Req provided in the interface definition file CUNBIIDF.

CUNBIPRM_RC_RS - set by the service
Specifies the return code and reason code.

CUNBIPRM_Return_Code - set by the service
Specifies the return code.

CUNBIPRM_Reason_Code - set by the service
Specifies the reason code.

CUNBIPRM_subCCSIDs_Info - set by the service

CUNBIPRM_subCCSIDs_CCSID - set by the service
Specifies subCCSIDs.

CUNBIPRM_subCCSIDs_Size - set by the service
Specifies the size character for the subCCSID.

CUNBIPRM_subCCSIDs_Suffix - set by the service
Specifies the suffix characters for the subCCSID.

CUNBIPRM_subCCSIDs_Description - set by the service
Specifies the description of the subCCSID.

Mapping of parameters for AMODE (64)

The mapping of the parameter areas is supplied by the interface definition file CUN4BIID. This file is included in the SYS1.MACLIB data set, and contains the length of each parameter and any boundary alignment that might be necessary.

Table 41. Mapping of parameters in HLASM for conversion information service AMODE (64)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
0	(0)	STRUCTURE	360	DWORD	CUN4BIPR	Parameter area
0	(0)	UNSIGNED	4		CUN4BIPR_Version	Structure version number
4	(4)	UNSIGNED	4		CUN4BIPR_Length	Length of structure
8	(8)	UNSIGNED	4		CUN4BIPR_CCSID1	Specify CCSID1
12	(C)	CHARACTER	32	WORD	CUN4BIPR_CCSID1_ES	CCSID1 encoding scheme (ES) information
12	(C)	CHARACTER	2		*	Reserved

Table 41. Mapping of parameters in HLASM for conversion information service AMODE (64) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
14	(E)	UNSIGNED	2		CUN4BIPR_CCSID1_ES _ID	Encoding scheme ID for CCSID1
16	(10)	CHARACTER	28		CUN4BIPR_CCSID1_ES _Name	Encoding scheme name for CCSID1
44	(2C)	CHARACTER	2		CUN4BIPR_CCSID1_ES _Size	Encoding scheme size for CCSID1
44	(2C)	UNSIGNED	1		CUN4BIPR_CCSID1_ES _Size_Min	Minimum encoding scheme size for CCSID1
45	(2D)	UNSIGNED	1		CUN4BIPR_CCSID1_ES _Size_Max	Maximum encoding scheme size for CCSID1
46	(2E)	CHARACTER	2		*	Reserved
48	(30)	CHARACTER	64		CUN4BIPR_CCSID1 _Description	CCSID1 description
112	(70)	CHARACTER	8		CUN4BIPR_CCSID1 _Num_Subs	Number of substitution characters to every code set for CCSID1
112	(70)	UNSIGNED	1		CUN4BIPR_CCSID1 _Num_Subs_SBCS	Number of substitution characters for SBCS
113	(71)	UNSIGNED	1		CUN4BIPR_CCSID1 _Num_Subs_DBCS	Number of substitution characters for DBCS
114	(72)	UNSIGNED	1		CUN4BIPR_CCSID1 _Num_Subs_TBCS	Number of substitution characters for TBCS
115	(73)	UNSIGNED	1		CUN4BIPR_CCSID1 _Num_Subs_QBCS	Number of substitution characters for QBCS
116	(74)	CHARACTER	4		*	Reserved
120	(78)	CHARACTER	24	WORD	CUN4BIPR_CCSID1 _Sub_Char	Substitution characters to be used for CCSID1
120	(78)	CHARACTER	2		CUN4BIPR_CCSID1 _Sub_Char_SBCS	SBCS substitution characters for CCSID1
120	(78)	CHARACTER	1		CUN4BIPR_CCSID1 _Sub_Char_SBCS_1	The second substitution character for the SBCS
121	(79)	CHARACTER	1		CUN4BIPR_CCSID1 _Sub_Char_SBCS_2	The first substitution character for the SBCS
122	(7A)	CHARACTER	4		CUN4BIPR_CCSID1 _Sub_Char_DBCS	DBCS substitution characters for CCSID1
122	(7A)	CHARACTER	2		CUN4BIPR_CCSID1 _Sub_Char_DBCS_1	The second substitution character for the DBCS
124	(7C)	CHARACTER	2		CUN4BIPR_CCSID1 _Sub_Char_DBCS_2	The first substitution character for the DBCS

Table 41. Mapping of parameters in HLASM for conversion information service AMODE (64) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
126	(7E)	CHARACTER	6		CUN4BIPR_CCSID1 _Sub_Char_TBCS	TBCS substitution characters for CCSID1
126	(7E)	CHARACTER	3		CUN4BIPR_CCSID1 _Sub_Char_TBCS_1	The second substitution character for the TBCS
129	(81)	CHARACTER	3		CUN4BIPR_CCSID1 _Sub_Char_TBCS_2	The first substitution character for the TBCS
132	(84)	CHARACTER	8		CUN4BIPR_CCSID1 _Sub_Char_QBCS	QBCS substitution characters for CCSID1
132	(84)	CHARACTER	4		CUN4BIPR_CCSID1 _Sub_Char_QBCS_1	The second substitution character for the QBCS
136	(88)	CHARACTER	4		CUN4BIPR_CCSID1 _Sub_Char_QBCS_2	The first substitution character for the QBCS
140	(8C)	CHARACTER	4		*	Reserved
144	(90)	CHARACTER	4		*	Reserved
148	(94)	ADDRESS	4		CUN4BIPR_CCSID1 _subCCSIDs_Info_Ptr	Optional pointer to CUN4BIPR_CCSID1_ subCCSIDs_Info
152	(98)	UNSIGNED	4		CUN4BIPR_CCSID1 _subCCSIDs_Info_ALET	ALET for CUN4BIPR_CCSID1_ subCCSIDs_Info_Ptr
156	(9C)	UNSIGNED	1		CUN4BIPR_CCSID1 _subCCSIDs_Info_Num	Number of subCCSIDs for CCSID1
157	(9D)	CHARACTER	3		*	Reserved
160	(A0)	UNSIGNED	4		CUN4BIPR_CCSID2	Specify CCSID2
164	(A4)	CHARACTER	32	WORD	CUN4BIPR_CCSID2_ES	CCSID2 encoding scheme (ES) information
164	(A4)	CHARACTER	2		*	Reserved
166	(A6)	UNSIGNED	2		CUN4BIPR_CCSID2_ES _ID	Encoding scheme ID for CCSID2
168	(A8)	CHARACTER	28		CUN4BIPR_CCSID2_ES _Name	Encoding scheme name for CCSID2
196	(C4)	CHARACTER	2		CUN4BIPR_CCSID2_ES _Size	Encoding scheme size for CCSID2
196	(C4)	UNSIGNED	1		CUN4BIPR_CCSID2_ES _Size_Min	Minimum encoding scheme size for CCSID2
197	(C5)	UNSIGNED	1		CUN4BIPR_CCSID2_ES _Size_Max	Maximum encoding scheme size for CCSID1
198	(C6)	CHARACTER	2		*	
200	(C8)	CHARACTER	64		CUN4BIPR_CCSID2 _Description	

Table 41. Mapping of parameters in HLASM for conversion information service AMODE (64) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
264	(108)	CHARACTER	8		CUN4BIPR_CCSID2 _Num_Subs	Number of substitution characters to every code set for CCSID1
264	(108)	UNSIGNED	1		CUN4BIPR_CCSID2 _Num_Subs_SBCS	Number of substitution characters for SBCS
265	(109)	UNSIGNED	1		CUN4BIPR_CCSID2 _Num_Subs_DBCS	Number of substitution characters for DBCS
266	(10A)	UNSIGNED	1		CUN4BIPR_CCSID2 _Num_Subs_TBCS	Number of substitution character for TBCS
267	(10B)	UNSIGNED	1		CUN4BIPR_CCSID2 _Num_Subs_QBCS	Number of substitution characters for QBCS
268	(10C)	CHARACTER	4		*	Reserved
272	(110)	CHARACTER	24	WORD	CUN4BIPR_CCSID2 _Sub_Char	Substitution characters to be used for CCSID2
272	(110)	CHARACTER	2		CUN4BIPR_CCSID2 _Sub_Char_SBCS	SBCS substitution characters for CCSID2
272	(110)	CHARACTER	1		CUN4BIPR_CCSID2 _Sub_Char_SBCS_1	The second substitution character for the SBCS
273	(111)	CHARACTER	1		CUN4BIPR_CCSID2 _Sub_Char_SBCS_2	The first substitution character for the SBCS
274	(112)	CHARACTER	4		CUN4BIPR_CCSID2 _Sub_Char_DBCS	DBCS substitution characters for CCSID2
274	(112)	CHARACTER	2		CUN4BIPR_CCSID2 _Sub_Char_DBCS_1	The second substitution character for the DBCS
276	(114)	CHARACTER	2		CUN4BIPR_CCSID2 _Sub_Char_DBCS_2	The first substitution character for the DBCS
278	(116)	CHARACTER	6		CUN4BIPR_CCSID2 _Sub_Char_TBCS	TBCS substitution characters for CCSID2
278	(116)	CHARACTER	3		CUN4BIPR_CCSID2 _Sub_Char_TBCS_1	The second substitution character for the TBCS
281	(119)	CHARACTER	3		CUN4BIPR_CCSID2 _Sub_Char_TBCS_2	The first substitution character for the TBCS
284	(11C)	CHARACTER	8		CUN4BIPR_CCSID2 _Sub_Char_QBCS	QBCS substitution characters for CCSID2
284	(11C)	CHARACTER	4		CUN4BIPR_CCSID2 _Sub_Char_QBCS_1	The second substitution character for the QBCS
288	(120)	CHARACTER	4		CUN4BIPR_CCSID2 _Sub_Char_QBCS_2	The first substitution character for the QBCS
292	(124)	CHARACTER	4		*	Reserved

Table 41. Mapping of parameters in HLASM for conversion information service AMODE (64) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
296	(128)	CHARACTER	4		*	Reserved
300	(12C)	ADDRESS	4		CUN4BIPR_CCSID2_ subCCSIDs_Info_Ptr	Optional pointer to CUN4BIPR_CCSID2_ subCCSIDs_Info
304	(130)	UNSIGNED	4		CUN4BIPR_CCSID2_ subCCSIDs_Info_ALET	ALET for CUN4BIPR_CCSID1_ subCCSIDs_Info_Ptr
308	(134)	UNSIGNED	1		CUN4BIPR_CCSID2_ subCCSIDs_Info_Num	Number of subCCSIDs for CCSID1
309	(135)	CHARACTER	3		*	Reserved
312	(138)	BITSTRING	1		CUN4BIPR_Gen_Flags _Out	Out-FLAG Byte 1 (Set by the service)

312	(138)	1...	1		CUN4BIPR_CCSID1
					
					_Supported
						CCSID1 supported:
						`0=CCSID1 is not supported.`
						`1=CCSID1 is supported.`
						
						Meaningful if only CCSID1 is provided.

312	(138)	.1..	1		CUN4BIPR_CCSID2
					
					_Supported
						CCSID2 supported:
						`0=CCSID2 is not supported.`
						`1=CCSID2 is supported.`
						
						Meaningful if only CCSID2 is provided.

312	(138)	..1.	1		CUN4BIPR_Conversion
					
					_Supported
						Conversion from CCSID1 to CCSID2 is supported:
						`0=No`
						`1=Yes`
						
						Meaningful if both CCSID1 and CCSId2 are provided.

313	(139)	BITSTRING	1		CUN4BIPR_Gen_Flags _In	In-FLAG Byte 2 (Set by caller)

		1...	..		CUN4BIPR_Get_Tech_
					
					Support_fCCSID2_tCCSID1
						Get techniques supported from CCSID2 to CCSID1:
						`0=Do not obtain techniques.`
						`1=Obtain techniques.`

314	(13A)	CHARACTER	6		*	Reserved
320	(140)	CHARACTER	8		CUN4BIPR_Conv_Tech_ fCCSID1_tCCSID2	Conversion techniques is supported from CCSID1 to CCSID2. Meaningful when Conversion_Supported is turned on.

Table 41. Mapping of parameters in HLASM for conversion information service AMODE (64) (continued)

Offset Dec	Offset Hex	Type	Length in Bytes	Boundary	Name	Short Description - See full description following table for details
328	(148)	CHARACTER	8		CUN4BIPR_Conv_Tech_ fCCSID2_tCCSID1	Conversion techniques is supported from CCSID2 to CCSID1. It is meaningful when Conversion_Supported is turned on.
336	(150)	CHARACTER	4		*	Reserved
340	(154)	ADDRESS	4	DWORD	CUN4BIPR_DDA_Buf _Ptr	Dynamic data area pointer
344	(158)	UNSIGNED	4		CUN4BIPR_DDA_Buf _ALET	Dynamic data area ALET
348	(15C)	UNSIGNED	4		CUN4BIPR_DDA_Buf _Len	Dynamic data area length
352	(160)	CHARACTER	8	WORD	CUN4BIPR_RC_RS	Return/reason code
352	(160)	UNSIGNED	4		CUN4BIPR_Return_Code	Return code
356	(164)	UNSIGNED	4		CUN4BIPR_Reason_Code	Reason code
360	(168)	CHARACTER	2		CUN4BIPR_CCSID1_SUFFIX	Suffix for CCSID1
362	(16A)	CHARACTER	2		CUN4BIPR_CCSID2_SUFFIX	Suffix for CCSID2

364	(16C)	UNSIGNED	1		CUN4BIPR_Conversion_Type	Type of conversion for CCSID1 to CCSID2
						`1 = direct conversion`
						`2 = indirect conversion`

365	(16D)	CHARACTER	3		*	Reserved
368	(170)	ADDRESS	8		CUN4BIPR_CCSID1 _CTLDEF_Ptr	Optional pointer to CCSID1 CUN4BIPR_CTLF
376	(178)	UNSIGNED	4		CUN4BIPR_CCSID1 _CTLDEF_Alet	ALET for CUN4BIPR_CCSID1_ CTLDEF_Ptr
380	(17C)	UNSIGNED	1		CUN4BIPR_CCSID1 _CTLDEF_Num	Number of entries
381	(17D)	CHARACTER	3		*	Reserved
384	(180)	ADDRESS	8		CUN4BIPR_CCSID2 _CTLDEF_Ptr	Optional pointer to CCSID2 CUN4BIPR_CTLF
392	(188)	UNSIGNED	4		CUN4BIPR_CCSID2 _CTLDEF_Alet	ALET for CUN4BIPR_CCSID2_ CTLDEF_Ptr
396	(18C)	UNSIGNED	1		CUN4BIPR_CCSID2 _CTLDEF_Num	Number of entries
397	(18D)	CHARACTER	11		*	Reserved
408	(198)	CHARACTER	0		CUN4BIPR_End	End of CUN4BIPRM

Description of parameters in area CUN4BIPR

This description applies to C and HLASM.

CUN4BIPR_Version - set by caller
Specifies the version of the parameter area. This field must be initialized for the first call to stub routine CUNLINFO using the constant CUN4BIPR_Ver that is supplied by the interface definition file CUNBIIDF.

CUN4BIPR_Ver
Supported on z/OS V1R10 and later releases.

CUN4BIPR_Ver2
Supported on z/OS V1R13 and later releases. This version provides additional CCSID information:
- CCSID suffixes
- Control character definitions
- Conversion type (direct or indirect)

CUN4BIPR_Length - set by caller
Specifies the length of the parameter area. HLASM users must initialize this field using the constant CUN4BIPR_Len that is supplied by the interface definition file CUN4BIID.

CUN4BIPR_CCSID1 - set by caller, updated by the service
Specifies the CCSID1. This is a numeric four byte field. If this field is not filled out, the rest of the fields with the prefix CUN4BIPR_CCSID1_ are not meaningful after calling the service.

This field is updated by the service when the conversion is between CCSID 1200 and an unmixed CCSID, returning the latest Unicode versions available for conversion between CCSID1 and CCSID2. The z/OS Unicode conversion information service updates this field only when both CCSIDs are provided. For individual CCSID requests, *CUN4BIPR_CCSID1* remains unchanged even when CCSID 1200 is specified.

CUN4BIPR_CCSID1_ES - set by the service
Specifies the encoding scheme (ES) information in the following fields:

CUN4BIPR_CCSID1_ES_ID - set by the service
Specifies the encoding scheme ID for the specified CCSID1.

CUN4BIPR_CCSID1_ES_Name - set by the service
Specifies the encoding scheme name for the specified CCSID1.

See Table 46 on page 307 for the ES IDs and the ES names table.

For more information about encoding schemes, see “Encoding Scheme” on page 307.

CUN4BIPR_CCSID1_ES_Size- set by the service
Specifies the encoding scheme (ES) for the CCSID1. If the ES for CCSID1 supports mixed character set (CS), CUN4BIPR_CCSID1_ES_Size_Min and CUN4BIPR_CCSID1_ES_Size_Max contain different values; otherwise, they contain the same value.

CUN4BIPR_CCSID1_ES_Size_Min - set by the service
Specifies the minimum character set byte size for CCSID1.

CUN4BIPR_CCSID1_ES_Size_Max - set by the service
Specifies the maximum character set byte size for CCSID1.

CUN4BIPR_CCSID1_Description - set by the service
Specifies the description of the CCSID1.

CUN4BIPR_CCSID1_Num_Subs - set by the service
Specifies the number of substitution characters to every code set involved by CCSID1.

CUN4BIPR_CCSID1_Num_Subs_SBCS - set by the service
Specifies the number of substitution characters to the SBCS that are involved by CCSID1.

CUN4BIPR_CCSID1_Num_Subs_DBCS - set by the service
Specifies the number of substitution characters to the DBCS that are involved by CCSID1.

CUN4BIPR_CCSID1_Num_Subs_TBCS - set by the service
Specifies the number of substitution characters to the TBCS that are involved by CCSID1.

CUN4BIPR_CCSID1_Num_Subs_QBCS - set by the service
Specifies the number of substitution characters to the QBCS that are involved by CCSID1.

CUN4BIPR_CCSID1_Sub_Char - set by the service
Specifies the substitution character that is to be used for CCSID1. If CCSID1 is specified and the call to the z/OS Unicode conversion information service is successful (CUN4BIPR_CCSID1_Supprted = 1), the following fields might contain the substitution character for single CCSID or subCCSID involved in CCSID1 (if it is MBCS CCSID).

CUN4BIPR_CCSID1_Sub_Char_SBCS - set by the service
Specifies a SBCS substitution character for CCSID1. If zero exists, ES for CCSID1 does not involve SBCS.

CUN4BIPR_CCSID1_Sub_Char_SBCS_1 - set by the service
Specifies the second substitution character for the SBCS. Meaningful if CUN4BIPR_CCSID1_Num_Subs_SBCS is equal to 2.

CUN4BIPR_CCSID1_Sub_Char_SBCS_2 - set by the service
Specifies the first substitution character for the SBCS. Meaningful if CUN4BIPR_CCSID1_Num_Subs_SBCS is equal to 1 or 2.

CUN4BIPR_CCSID1_Sub_Char_DBCS - set by the service
Specifies a DBCS substitution character for CCSID1. If zero exists, ES for CCSID1 does not involve DBCS.

CUN4BIPR_CCSID1_Sub_Char_DBCS_1 - set by the service
Specifies the second substitution character for the DBCS. Meaningful if CUN4BIPR_CCSID1_Num_Subs_DBCS is equal to 2.

CUN4BIPR_CCSID1_Sub_Char_DBCS_2 - set by the service
Specifies the first substitution character for the DBCS. Meaningful if CUN4BIPR_CCSID1_Num_Subs_DBCS is equal to 1 or 2.

CUN4BIPR_CCSID1_Sub_Char_TBCS - set by the service
Specifies a TBCS substitution character for CCSID1. If zero exists, ES for CCSID1 does not involve TBCS.

CUN4BIPR_CCSID1_Sub_Char_TBCS_1 - set by the service
Specifies the second substitution character for the TBCS. Meaningful if CUN4BIPR_CCSID1_Num_Subs_TBCS is equal to 2.

CUN4BIPR_CCSID1_Sub_Char_TBCS_2 - Set by the service
Specifies the first substitution character for the TBCS. Meaningful if CUN4BIPR_CCSID1_Num_Subs_TBCS is equal to 1 or 2.

CUN4BIPR_CCSID1_Sub_Char_QBCS - set by the service
Specifies a QBCS substitution character for CCSID1. If zero exists, ES for CCSID1 does not involve QBCS.

CUN4BIPR_CCSID1_Sub_Char_QBCS_1 - set by the service
Specifies the second substitution character for the QBCS. Meaningful if CUN4BIPR_CCSID1_Num_Subs_QBCS is equal to 2.

CUN4BIPR_CCSID1_Sub_Char_QBCS_2 - set by the service
Specifies the first substitution character for the QBCS. Meaningful if CUN4BIPR_CCSID1_Num_Subs_QBCS is equal to 1 or 2.

CUN4BIPR_CCSID1_subCCSIDs_Info_Ptr (optional) - set by caller
Specifies an optional additional buffer where z/OS Unicode conversion service information service retrieves information for all of those subCCSIDs for CCSID1. If CCSID1 is not a mixed CCSID, z/OS Unicode conversion service information service does not add anything to this buffer.

IBM recommends that when CUN4BIPR_CCSID1_subCCSIDs_Info_Ptr is specified, verify the contents of CUN4BIPR_CCSID1_subCCSIDs_Info_Num after the service is called successfully.

- If CUN4BIPR_CCSID1_subCCSIDs_Info_Num < 0 or CUN4BIPR_CCSID1_subCCSIDs_Info_Num > 0, CCSID1 is a mixed CCSID. CUN4BIPR_subCCSIDs_Info can be addressed by CUN4BIPR_CCSID1_subCCSIDs_Info_Ptr and CUN4BIPR_CCSID1_subCCSIDs_Info_ALET making a loop CUN4BIPR_CCSID1_subCCSIDs_Info_Num times by the length of CUN4BIPR_subCCSIDs_Info in order to obtain information for the different subCCSIDs that belong to mixed CCSID1.
- Otherwise, CCSID1 is not a mixed conversion.

Also, the size of this buffer must be allocated according to the content of CUN4BIPR_subCCSIDs_Info_Len_Req in a double-word boundary area. CUN4BIPR_subCCSIDs_Info_Len_Req is provided in the IDF file CUN4BIID.

CUN4BIPR_CCSID1_subCCSIDs_Info_ALET- set by caller
Specifies the alet for CUN4BIPR_CCSID1_subCCSIDs_Info_Ptr and is required if CUN4BIPR_CCSID1_subCCSIDs_Info_Ptr is specified only.

CUN4BIPR_CCSID1_subCCSIDs_Info_Num - set by the service
Specifies the number of subCCSIDs that belong to CCSID1. If CUN4BIPR_CCSID1_subCCSIDs_Info_Num is equal to zero, CCSID1 is not a mixed conversion; otherwise, CCSID1 is a mixed CCSID.

CUN4BIPR_CCSID2- set by the caller, updated by the service
Specifies the CCSID2. This is a numeric four byte field. If this field is not filled out, the rest of the fields with the prefix CUN4BIPR_CCSID2_ are not meaningful after the service is called.

This field is updated by the service when the conversion is between CCSID 1200 and an unmixed CCSID, returning the latest Unicode versions available for conversion between CCSID1 and CCSID2. z/OS Unicode conversion information service updates this field pnly when both two CCSIDs are provided. For individual CCSID requests, *CUN4BIPR_CCSID2* remains unchanged even when CCSID 1200 is specified.

CUN4BIPR_CCSID2_ES - set by the service
Specifies the ES information in the following fields:

CUN4BIPR_CCSID2_ES_ID - set by the service
Specifies the ES ID for the specified CCSID2.

CUN4BIPR_CCSID1_ES_Name - set by the service
Specifies the ES name for the specified CCSID2.

See Table 46 on page 307 for the ES IDs and the ES names table.

For more information about encoding schemes, see “Encoding Scheme” on page 307.

CUN4BIPR_CCSID2_ES_Size- set by the service
Specifies the ES (encoding scheme) for the CCSID2. If the ES for CCSID2 supports mixed CS (Character set), CUN4BIPR_CCSID2_ES_Size_Min and CUN4BIPR_CCSID2_ES_Size_Max contain different values; otherwise, they contain the same value.

CUN4BIPR_CCSID2_ES_Size_Min - set by the service
Specifies the minimum character set byte size for CCSID2.

CUN4BIPR_CCSID2_ES_Size_Max - set by the service
Specifies the maximum character set byte size for CCSID2.

CUN4BIPR_CCSID2_Description - set by the service
Specifies the description of the CCSID2.

CUN4BIPR_CCSID2_Num_Subs - set by the service
Specifies the number of substitution characters to every code set involved by CCSID2.

CUN4BIPR_CCSID2_Num_Subs_SBCS - set by the service
Specifies the number of substitution characters to the SBCS that are involved by CCSID2.

CUN4BIPR_CCSID2_Num_Subs_DBCS - set by the service
Specifies the number of substitution characters to the DBCS that are involved by CCSID2.

CUN4BIPR_CCSID2_Num_Subs_TBCS - set by the service
Specifies the number of substitution characters to the TBCS that are involved by CCSID2.

CUN4BIPR_CCSID2_Num_Subs_QBCS - set by the service
Specifies the number of substitution characters to the QBCS that are involved by CCSID2.

CUN4BIPR_CCSID2_Sub_Char - set by the service
Specifies the substitution character that is to be used for CCSID2. If CCSID2 is specified and the call to the z/OS Unicode conversion information service is successful (CUN4BIPR_CCSID2_Supprted = 1), the following fields might contain the substitution character for single CCSID or subCCSID involved in CCSID2 (if it is MBCS CCSID).

CUN4BIPR_CCSID2_Sub_Char_SBCS - set by the service
Specifies a SBCS substitution character for CCSID2. If zero exists, ES for CCSID2 does not involve SBCS.

CUN4BIPR_CCSID2_Sub_Char_SBCS_1 - set by the service
Specifies the second substitution character for the SBCS. Meaningful if CUN4BIPR_CCSID2_Num_Subs_SBCS is equal to 2.

CUN4BIPR_CCSID2_Sub_Char_SBCS_2 - set by the service
Specifies the first substitution character for the SBCS. Meaningful if CUN4BIPR_CCSID2_Num_Subs_SBCS is equal to 1 or 2.

CUN4BIPR_CCSID2_Sub_Char_DBCS - set by the service
Specifies a DBCS substitution character for CCSID2. If zero exists, ES for CCSID2 does not involve DBCS.

CUN4BIPR_CCSID2_Sub_Char_DBCS_1 - set by the service
Specifies the second substitution character for the DBCS. Meaningful if CUN4BIPR_CCSID2_Num_Subs_DBCS is equal to 2.

CUN4BIPR_CCSID2_Sub_Char_DBCS_2 - set by the service
Specifies the first substitution character for the DBCS. Meaningful if CUN4BIPR_CCSID2_Num_Subs_DBCS is equal to 1 or 2.

CUN4BIPR_CCSID2_Sub_Char_TBCS - set by the service
Specifies a TBCS substitution character for CCSID2. If zero exists, ES for CCSID1 does not involve TBCS.

CUN4BIPR_CCSID2_Sub_Char_TBCS_1 - set by the service
Specifies the second substitution character for the TBCS. Meaningful if CUN4BIPR_CCSID2_Num_Subs_TBCS is equal to 2.

CUN4BIPR_CCSID2_Sub_Char_TBCS_2 - Set by the service
Specifies the first substitution character for the TBCS. Meaningful if CUN4BIPR_CCSID2_Num_Subs_TBCS is equal to 1 or 2.

CUN4BIPR_CCSID2_Sub_Char_QBCS - set by the service
Specifies a QBCS substitution character for CCSID2. If zero exists, ES for CCSID2 does not involve QBCS.

CUN4BIPR_CCSID2_Sub_Char_QBCS_1 - set by the service
Specifies the second substitution character for the QBCS. Meaningful if CUN4BIPR_CCSID2_Num_Subs_QBCS is equal to 2.

CUN4BIPR_CCSID2_Sub_Char_QBCS_2 - set by the service
Specifies the first substitution character for the QBCS. Meaningful if CUN4BIPR_CCSID2_Num_Subs_QBCS is equal to 1 or 2.

CUN4BIPR_CCSID2_subCCSIDs_Info_Ptr (optional) - set by caller
Specifies an optional additional buffer where z/OS Unicode conversion service information service retrieves information for all of those subCCSIDs for CCSID1. If CCSID2 is not a mixed CCSID, z/OS Unicode conversion service information service does not add anything to this buffer.

IBM recommends that when CUN4BIPR_CCSID2_subCCSIDs_Info_Ptr is specified, verify the contents of CUN4BIPR_CCSID2_subCCSIDs_Info_Num after calling the service successfully.

- If CUN4BIPR_CCSID2_subCCSIDs_Info_Num < 0 or CUN4BIPR_CCSID2_subCCSIDs_Info_Num > 0, CCSID2 is a mixed CCSID. CUN4BIPR_subCCSIDs_Info can be addressed by CUN4BIPR_CCSID2_subCCSIDs_Info_Ptr and CUN4BIPR_CCSID2_subCCSIDs_Info_ALET making a loop CUN4BIPR_CCSID2_subCCSIDs_Info_Num times by the length of CUN4BIPR_subCCSIDs_Info in order to obtain information for the different subCCSIDs that belong to mixed CCSID2.
- Or else, CCSID2 is not a mixed conversion.

Also, the size of this buffer must be allocated according to the content of CUN4BIPR_subCCSIDs_Info_Len_Req in a double-word boundary area. CUN4BIPR_subCCSIDs_Info_Len_Req is provided in the IDF file CUN4BIID.

CUN4BIPR_CCSID2_subCCSIDs_Info_ALET- set by caller
Specifies the alet for CUN4BIPR_CCSID2_subCCSIDs_Info_Ptr and is required if CUN4BIPR_CCSID2_subCCSIDs_Info_Ptr is specified only.

CUN4BIPR_CCSID2_subCCSIDs_Info_Num - set by the service
Specifies the number of subCCSIDs that belong to CCSID2. If CUN4BIPR_CCSID1_subCCSIDs_Info_Num is equal to zero, CCSID2 is not a mixed conversion; otherwise, CCSID2 is a mixed CCSID.

CUN4BIPR_Gen_Flags_Out - set by the service
Specifies output results from the z/OS Unicode conversion information service according to the description of the following bit fields.

CUN4BIPR_CCSID1_Supported - set by the service
Specifies whether CCSID1 information is retrieved successfully after the z/OS Unicode conversion information service is called, according to the following values:

0 CCSID1 is not supported.

1 CCSID1 is supported.

CUN4BIPR_CCSID1_Supported is meaningful when CCSID1 is provided.

CUNBIPR_CCSID2_Supported - set by the service
Specifies whether CCSID2 information is retrieved successfully after the z/OS Unicode conversion information service is called, according to the following values:

0 CCSID2 is not supported.

1 CCSID2 is supported.

CUN4BIPR_CCSID2_Supported is meaningful when CCSID2 is provided.

CUN4BIPR_Conversion_Supported - set by the service
Specifies whether the conversion between CCSIDs provided by CUN4BIPR_CCSID1 and CUN4BIPR_CCSID2 are supported, according the following values:

0 Conversion is not supported.

1 Conversion is supported.

CUN4BIPR_Conversion_Supported is meaningful when both CCSID1 and CCSID2 are provided.

CUN4BIPR_Conversion_Type - set by the service
Specifies the type of conversion from CCSID1 to CCSID2, according to the following values:

1 Direct conversion.

2 Indirect conversion.

CUN4BIPR_Conversion_Type is meaningful when the CUN4BIPR_Conversion_Supported bit is on

CUN4BIPR_Gen_Flags_In - set by caller

CUN4BIPR_Get_Tech_Supp_fCCSID2_tCCSID1 -set by caller
Specifies whether techniques supported for CCSID2 to CCSID1 are returned at CUN4BIPR_Conv_Tech_fCCSID2_tCCSID1, according the following values:

0 Do not obtain techniques supported from CCSID2 to CCSID1. This is the default.

1 Obtain techniques supported from CCSID2 to CCSID1.

CUN4BIPR_CCSID1_SUFFIX - set by the service
Specifies the suffix for CCSID1. For a mixed CCSID, the suffix for subCCSIDs are returned in CUN4BIPR_subCCSIDs_info.

CUN4BIPR_CCSID2_SUFFIX - set by the service
Specifies the suffix for CCSID2. For a mixed CCSID, the suffix for subCCSIDs are returned in CUN4BIPR_subCCSIDs_info.

CUN4BIPR_CCSID1_CTLDEF_Ptr (optional) - set by caller
For parameter area version 2, specifies an optional buffer where z/OS Unicode conversion service information service retrieves information for all the control character definitions for CCSID1. If CCSID1 is a mixed CCSID, the buffer will contain the control character definitions for all the subCCSIDs. IBM recommends that when CUN4BIPR_CCSID1_CTLDEF_Ptr is specified, verify the contents of CUN4BIPR_CCSID1_CTLDEF_Num after the service is called successfully. If CUN4BIPR_CCSID1_CTLDEF_Num > 1, CCSID1 is a mixed CCSID.

CUN4BIPR_CTLF can be addressed by CUN4BIPR_CCSID1_CTLDEF_Ptr and CUN4BIPR_CCSID1_CTLDEF_ALET making a loop CUN4BIPR_CCSID1_CTLDEF_Num times by the length of CUN4BIPR_CTLF in order to obtain information for the different subCCSIDs that belong to mixed CCSID1.

The size of this buffer must be allocated according to the content of version 2 CUN4BIPR_CTLF_Len_Req in a double-word boundary area. CUN4BIPR_CTLF_Len_Req is provided in the IDF file CUNBIIDF.

CUN4BIPR_CCSID1_CTLDEF_ALET- set by caller
Specifies the ALET for CUN4BIPR_CCSID1_CTLDEF_Ptr and is required only if CUN4BIPR_CCSID1_CTLDEF_Ptr is specified.

CUN4BIPR_CCSID1_CTLDEF_Num - set by the service
Specifies the number of entries in CUN4BIPR_CCSID1_CTLF buffer. If

CUN4BIPR_CCSID1_CTLDEF_Num is equal to 1, CCSID1 is not a mixed conversion. If CUN4BIPR_CCSID1_CTLDEF_Num is > 1, CCSID1 is a mixed CCSID.

CUN4BIPR_CCSID2_CTLDEF_Ptr (optional) - set by caller
For parameter area version 2, specifies an optional buffer where z/OS Unicode conversion service information service retrieves information for all the control character definitions for CCSID2. If CCSID2 is a mixed CCSID, the buffer will contain the control character definitions for all the subCCSIDs. IBM recommends that when CUN4BIPR_CCSID2_CTLDEF_Ptr is specified, verify the contents of CUN4BIPR_CCSID2_CTLDEF_Num after the service is called successfully. If CUN4BIPR_CCSID2_CTLDEF_Num > 1, CCSID2 is a mixed CCSID.

CUN4BIPR_CTLF can be addressed by CUN4BIPR_CCSID2_CTLDEF_Ptr and CUN4BIPR_CCSID2_CTLDEF_ALET making a loop CUN4BIPR_CCSID2_CTLDEF_Num times by the length of CUN4BIPR_CTLF in order to obtain information for the different subCCSIDs that belong to mixed CCSID2.

The size of this buffer must be allocated according to the content of version 2 CUN4BIPR_CTLF_Len_Req in a double-word boundary area. CUN4BIPR_CTLF_Len_Req is provided in the IDF file CUNBIIDF.

CUN4BIPR_CCSID2_CTLDEF_ALET- set by caller
Specifies the ALET for CUN4BIPR_CCSID2_CTLDEF_Ptr and is required only if CUN4BIPR_CCSID2_CTLDEF_Ptr is specified.

CUN4BIPR_CCSID2_CTLDEF_Num - set by the service
Specifies the number of entries in CUN4BIPR_CCSID2_CTLF buffer. If CUN4BIPR_CCSID2_CTLDEF_Num is equal to 1, CCSID2 is not a mixed conversion. If CUN4BIPR_CCSID2_CTLDEF_Num is > 1, CCSID2 is a mixed CCSID.

CUNBIPRM_CTLF - set by the service

CUN4BIPR_CF_CCSID - set by the service
If the input CCSID is a mixed CCSID, this specifies the sub CCSID. Otherwise, this specifies the input CCSID.

CUN4BIPR_CF_SP_STATE - set by the service
The state number of the space character in which the code point is to be used.

CUN4BIPR_CF_SP_NUM - set by the service
The number of space characters in this element for this CCSID.

CUN4BIPR_CF_SP_WIDTH - set by the service
The width of the space character code point.

CUN4BIPR_CF_SP_CODE - set by the service
The space character code point.

For UCS-2, the four bytes code point are divided in two halves. The left most two bytes are for single wide space and the right most two bytes are for double wide space.

For UTF-32, the actual length for space character is 4-bytes. However, the code point values returned are two bytes for each space character so left paddings with zeros to four bytes are needed before use. For example, for UTF-32, a value of x'0020' should be padded to 4-bytes as x'00000020' before use.

CUN4BIPR_CF_SUB_STATE - set by the service
The state number of the sub character in which the code point is to be used.

CUN4BIPR_CF_SUB_NUM - set by the service
The number of sub characters in this element for this CCSID.

CUN4BIPR_CF_SUB_WIDTH - set by the service
The width of the sub character code point.

CUN4BIPR_CF_SUB_CODE - set by the service
The substitution character code point.

For UCS-2, the four bytes are divided in two halves. The left most two bytes are used for conversions from SBCS, and the right most two bytes are for conversions from MBCS.

For UTF-32, the actual length for substitution character is 4-bytes. However, the code point values returned are two bytes for each substitution character so left paddings with zeros to four bytes are needed before use. For example, for UTF-32, a value of x'001A' and x'FFFD' should be padded to x'0000001A' and x'0000FFFD' before use.

CUN4BIPR_CF_NL_STATE - set by the service
The state number of the new line character in which the code point is to be used.

CUN4BIPR_CF_NL_WIDTH - set by the service
The width of the new line character code point.

CUN4BIPR_CF_NL_CODE - set by the service
The new line character code point.

There is only one new line character code point for each CCSID or sub CCSID, and the code point is right aligned.

CUN4BIPR_CF_LF_STATE - set by the service
The state number of the line feed character in which the code point is to be used.

CUN4BIPR_CF_LF_WIDTH - set by the service
The width of the line feed character code point.

CUN4BIPR_CF_LF_CODE - set by the service
The line feed character code point.

There is only one line feed character code point for each CCSID or sub CCSID, and the code point is right aligned.

CUN4BIPR_CF_CR_STATE - set by the service
The state number of the carriage return control character in which the code point is to be used.

CUN4BIPR_CF_CR_WIDTH - set by the service
The width of the carriage return control character code point.

CUN4BIPR_CF_CR_CODE - set by the service
The carriage return character code point.

There is only one carriage return character code point for each CCSID or sub CCSID, and the code point is right aligned.

CUN4BIPR_CF_EOF_STATE - set by the service
The state number of the end of file character in which the code point is to be used.

CUN4BIPR_CF_EOF_WIDTH - set by the service
: The width of the end of file character code point.

CUN4BIPR_CF_EOF_CODE - set by the service
: The end of file character code point.

  There is only one end of file character code point for each CCSID or sub CCSID, and the code point is right aligned.

CUN4BIPR_Conv_Tech_fCCSID1_tCCSID2- set by the service
: Specifies the conversion techniques supported for CCSID1 to CCSID2. CUN4BIPR_Conv_Tech_fCCSID1_tCCSID2 is meaningful when CUN4BIPR_Conversion_Supported is on.

CUN4BIPR_Conv_Tech_fCCSID2_tCCSID1- set by the service
: Specifies the conversion techniques supported for CCSID2 to CCSID1. CUN4BIPR_Conv_Tech_fCCSID2_tCCSID1 is meaningful when CUN4BIPR_Conversion_Supported is on.

CUN4BIPR_DDA_Buf_Ptr - set by caller
: Specifies the beginning address of an area of storage that the conversion information services are using internally as dynamic data area.

  Note: CUN4BIPR_DDA_Buf_Ptr must be double-word boundary.

CUN4BIPR_DDA_Buf_ALET - set by caller
: Specifies the alet to be used if the dynamic data area addressed by CUN4BIPR_DDA_Buf_Ptr resides in a different address or data space.

CUN4BIPR_DDA_Buf_Len - set by caller
: Specifies the length in bytes of the dynamic data area addressed by CUN4BIPR_DDA_Buf_Ptr. The required length is defined by constant CUN4BIPR_DDA_Req that is provided in the interface definition file CUN4BIID.

CUN4BIPR_RC_RS - set by the service
: Specifies the return code and reason code.

  CUN4BIPR_Return_Code - set by the service
  : Specifies the return code.

  CUN4BIPR_Reason_Code - set by the service
  : Specifies the reason code.

CUN4BIPR_subCCSIDs_Info - set by the service

CUN4BIPR_subCCSIDs_CCSID - set by the service
: Specifies subCCSIDs.

CUN4BIPR_subCCSIDs_Size - set by the service
: Specifies the size character for the subCCSID.

CUN4BIPR_subCCSIDs_Suffix - set by the service
: Specifies the suffix characters for the subCCSID.

CUN4BIPR_subCCSIDs_Description - set by the service
: Specifies the description of the subCCSID.

Sample programs

Sample programs for conversion information service are provided in SYS1.SAMPLIB:

31-bit samples:
- CUNSISMC for C
- CUNSISMA for HLASM

64-bit samples:
- CUN4SISC for C
- CUN4SISA for HLASM

Chapter 10. Dynamic locale service

This information describes the z/OS Unicode Services dynamic locale service.

The z/OS Unicode Services dynamic locale service dynamically builds and loads locale data into the z/OS Unicode Services environment. These locale objects exist outside of the C/C++ Run-time storage and are available to any z/OS Unicode Services user.

The z/OS Unicode Services dynamic locale service is called using a stub routine called CUNLLOCB for AMODE (31) and CUN4LLOC for AMODE (64).

The following locale categories are supported:
- LC_COLLATE
- LC_CTYPE
- LC_MESSAGES
- LC_MONETARY
- LC_NUMERIC
- LC_TIME

Adding and removing locales in the z/OS Unicode environment

z/OS Unicode Services maintains the storage for locale objects. Once created, the locale objects remain available unless they are deleted via an operator command or at the next IPL. Additionally, the z/OS Unicode Services dynamic locale service supports the build of individual locale categories as needed, thus avoiding the overhead of building all locale categories unnecessarily.

Locale objects can be added to the z/OS Unicode Services environment by the following ways:
- Calling the z/OS Unicode Services dynamic locale service and having them created dynamically.
- Adding statements to the CUNUNI*xx* parmlib member specifying the locales to load during the system IPL.
- Issuing the SETUNI command to add locales to the z/OS Unicode Services environment.

Note: For optimal performance, use the CUNUNIxx parmlib member to have all locales expected to be used on the system to be built and loaded at IPL time.

Mapping of parameters in C

A header file is supplied (cunhlocb.h, SYS1.SCUNHF) that contains the mapping for the z/OS Unicode Services dynamic locale service. The following structure is used in the interface to the z/OS Unicode Services dynamic locale service.

31-bit mapping

```
/*********************************************************************/
/*  CUNBLPRM Structure -- Dynamic Locale Service Parameter Structure */
/*********************************************************************/
```

```
typedef struct tag_CUNBLPRM {       /* 31 bit                        */
 int            Version;            /* Parameter Area Version        */
 int            Length;             /* Parameter Area Length         */
 void          *Loc_Info_Block;     /* Locale info blk ptr           */
 char           Res1[4];            /* Reserved                      */
 void          *Loc_Ptr;            /* Pointer to Locale             */
 unsigned int   Loc_ALET;           /* ALET for Locale               */
 int            Loc_Len;            /* Locale length                 */
 char           Res2[4];            /* Reserved                      */
 _LC_ctype_u   *LC_CTYPE_Ptr;       /* Pointer to LC_CTYPE data      */
 int            LC_CTYPE_Len;       /* Length of LC_CTYPE data       */
 char           Res3[8];            /* Reserved                      */
 _LC_ctype_ua  *LC_CTYPEA_Ptr;      /* Pointer to LC_CTYPEA data     */
 int            LC_CTYPEA_Len;      /* Length of LC_CTYPEA data      */
 char           Res4[8];            /* Reserved                      */
 _LC_collate_u  *LC_COLLATE_Ptr;    /* Pointer to LC_COLLATE data    */
 int            LC_COLLATE_Len;     /* Length of LC_COLLATE data     */
 char           Res5[8];            /* Reserved                      */
 LC_collate_ua *LC_COLLATEA_Ptr;    /* Pointer to LC_COLLATEA data   */
 int            LC_COLLATEA_Len;    /* Length of LC_COLLATEA data    */
 char           Res6[8];            /* Reserved                      */
_LC_monetary_u *LC_MONETARY_Ptr;    /* Pointer to LC_MONETARY data   */
 int            LC_MONETARY_Len;    /* Length of LC_MONETARY data    */
 char           Res7[8];            /* Reserved                      */
 _LC_numeric_u *LC_NUMERIC_Ptr;     /* Pointer to LC_NUMERIC data    */
 int            LC_NUMERIC_Len;     /* Length of LC_NUMERIC data     */
 char           Res8[8];            /* Reserved                      */
 _LC_time_u    *LC_TIME_Ptr;        /* Pointer to LC_TIME data       */
 int            LC_TIME_Len;        /* Length of LC_TIME data        */
 char           Res9[8];            /* Reserved                      */
 _LC_messages_u *LC_MESSAGES_Ptr;   /* Pointer to LC_MESSAGES data   */
 int            LC_MESSAGES_Len;    /* Length of LC_MESSAGES data    */
 char           Res10[8];           /* Reserved                      */
 void          *DDA_Ptr;            /* Pointer to Dynamic Data Area  */
 unsigned int   DDA_ALET;           /* ALET for Dynamic Data Area    */
 int            DDA_Len;            /* Length of Dynamic Data Area   */
 char           DSName[44];         /* Locale DS Name                */
 char           DSVol[6];           /* Locale DS Volume              */
 struct {
   int          Page_fix       : 1, /* Page fix                      */
                                    /* 0 = Not Page fix              */
                                    /* 1 = Page fix                  */
                Data_fmt       : 1, /* Data format                   */
                                    /* 0 = Localedef -A format       */
                                    /* 1 = Not Localedef -A format   */
                               : 6; /* Reserved                      */
 } Flags1;                          /* FLAG Byte 1 set by caller     */
 char           res11[1];           /* Reserved                      */
 int            Return_Code;        /* Return code                   */
 int            Reason_Code;        /* Reason code                   */
 }CUNBLPRM;
```

64-bit mapping

```
typedef struct tag_CUN4BLPR{        /* 64 bit                        */
 int            Version;            /* Parameter Area Version        */
 int            Length;             /* Parameter Area Length         */
 void          *Loc_Info_Block;     /* Locale info blk ptr           */
 char           Res1[8];            /* Reserved                      */
 void          *Loc_Ptr;            /* Pointer to Locale             */
 unsigned int   Loc_ALET;           /* ALET for Locale               */
 unsigned long  Loc_Len;            /* Locale length                 */
 char           Res2[8];            /* Reserved                      */
 _LC_ctype_u   *LC_CTYPE_Ptr;       /* Pointer to LC_CTYPE data      */
 int            LC_CTYPE_Len;       /* Length of LC_CTYPE data       */
 char           Res3[4];            /* Reserved                      */
 _LC_ctype_ua  *LC_CTYPEA_Ptr;      /* Pointer to LC_CTYPEA data     */
```

```
 int            LC_CTYPEA_Len;      /* Length of LC_CTYPEA data        */
 char           Res4[4];            /* Reserved                        */
 _LC_collate_u  *LC_COLLATE_Ptr;    /* Pointer to LC_COLLATE data      */
 int            LC_COLLATE_Len;     /* Length of LC_COLLATE data       */
 char           Res5[4];            /* Reserved                        */
 _LC_collate_ua *LC_COLLATEA_Ptr;   /* Pointer to LC_COLLATEA data     */
 int            LC_COLLATEA_Len;    /* Length of LC_COLLATEA data      */
 char           Res6[4];            /* Reserved                        */
 _LC_monetary_u *LC_MONETARY_Ptr;   /* Pointer to LC_MONETARY data     */
 int            LC_MONETARY_Len;    /* Length of LC_MONETARY data      */
 char           Res7[4];            /* Reserved                        */
 _LC_numeric_u  *LC_NUMERIC_Ptr;    /* Pointer to LC_NUMERIC data      */
 int            LC_NUMERIC_Len;     /* Length of LC_NUMERIC data       */
 char           Res8[4];            /* Reserved                        */
 _LC_time_u     *LC_TIME_Ptr;       /* Pointer to LC_TIME data         */
 int            LC_TIME_Len;        /* Length of LC_TIME data          */
 char           Res9[4];            /* Reserved                        */
 _LC_messages_u *LC_MESSAGES_Ptr;   /* Pointer to LC_MESSAGES data     */
 int            LC_MESSAGES_Len;    /* Length of LC_MESSAGES data      */
 char           Res10[4];           /* Reserved                        */
 void           *DDA_Ptr;           /* Pointer to Dynamic Data Area    */
 unsigned int   DDA_ALET;           /* ALET for Dynamic Data Area      */
 int            DDA_Len;            /* Length of Dynamic Data Area     */
 char           DSName[44];         /* Locale DS Name                  */
 char           DSVol[6];           /* Locale DS Volume                */
 struct {
   int          Page_fix      : 1,  /* Page fix                        */
                                    /* 0 = Not Page fix                */
                                    /* 1 = Page fix                    */
                Data_fmt      : 1,  /* Data Format                     */
                                    /* 0 = Localedef -A Format         */
                                    /* 1 = Not Localedef -A Format     */
                              : 6;  /* Reserved                        */
 } Flag1;                           /* FLAG Byte 1 set by caller       */
 char           res11[5];           /* Reserved                        */
 int            Return_Code;        /* Return code                     */
 int            Reason_Code;        /* Reason code                     */
}CUN4BLPR;
```

Mapping of parameters for AMODE (31)

An example file, CUNBLIDF, is shipped in the SYS1.MACLIB data set and contains the length of each parameter and any boundary alignment that may be necessary.

Table 42. Mapping of parameters in dynamic locale service AMODE (31)

Offset Hex	Type	Length in Bytes	Name
0	STRUCTURE		CUNBLPRM
0	UNSIGNED	4	CUNBLPRM_Version
4	UNSIGNED	4	CUNBLPRM_Length
8	ADDRESS	8	CUNBLPRM_Locale_Info_Block_Ptr
10	CHARACTER	4	RESERVED (UNUSED)
14	ADDRESS	4	CUNBLPRM_Loc_Ptr
18	UNSIGNED	4	CUNBLPRM_Loc_ALET
1C	UNSIGNED	4	CUNBLPRM_Loc_Len
20	CHARACTER	4	RESERVED (UNUSED)
24	ADDRESS	4	CUNBLPRM_LC_CTYPE_Ptr
28	UNSIGNED	4	CUNBLPRM_LC_CTYPE_Len

Table 42. Mapping of parameters in dynamic locale service AMODE (31) (continued)

Offset Hex	Type	Length in Bytes	Name
2C	CHARACTER	8	RESERVED (UNUSED)
34	ADDRESS	4	CUNBLPRM_LC_CTYPEA_Ptr
38	UNSIGNED	4	CUNBLPRM_LC_CTYPEA_Len
3C	CHARACTER	8	RESERVED (UNUSED)
44	ADDRESS	4	CUNBLPRM_LC_COLLATE_Ptr
48	UNSIGNED	4	CUNBLPRM_LC_COLLATE_Len
4C	CHARACTER	8	RESERVED (UNUSED)
54	ADDRESS	4	CUNBLPRM_LC_COLLATEA_Ptr
58	UNSIGNED	4	CUNBLPRM_LC_COLLATEA_Len
5C	CHARACTER	8	RESERVED (UNUSED)
64	ADDRESS	4	CUNBLPRM_LC_MONETARY_Ptr
68	UNSIGNED	4	CUNBLPRM_LC_MONETARY_Len
6C	CHARACTER	8	RESERVED (UNUSED)
74	ADDRESS	4	CUNBLPRM_LC_NUMERIC_Ptr
78	UNSIGNED	4	CUNBLPRM_LC_NUMERIC_Len
7C	CHARACTER	8	RESERVED (UNUSED)
84	ADDRESS	4	CUNBLPRM_LC_TIME_Ptr
88	UNSIGNED	4	CUNBLPRM_LC_TIME_Len
8C	CHARACTER	8	RESERVED (UNUSED)
94	ADDRESS	4	CUNBLPRM_LC_MESSAGES_Ptr
98	UNSIGNED	4	CUNBLPRM_LC_MESSAGES_Len
9C	CHARACTER	8	RESERVED (UNUSED)
A4	ADDRESS	4	CUNBLPRM_DDA_Buf_Ptr
A8	UNSIGNED	4	CUNBLPRM_DDA_ALET
AC	UNSIGNED	4	CUNBLPRM_DDA_Len
B4	CHARACTER	44	CUNBLPRM_DSName
F8	CHARACTER	6	CUNBLPRM_DSVol
FE	BITSTRING	1	
	1XXX XXXX		CUNBLPRM_Page_Fix
	X1XX XXXX		CUNBLPRM_Data_Fmt
	XX1X XXXX		RESERVED (UNUSED)
	XXX1 XXXX		RESERVED (UNUSED)
	XXXX 1XXX		RESERVED (UNUSED)
	XXXX X1XX		RESERVED (UNUSED)
	XXXX XX1X		RESERVED (UNUSED)
	XXXX XXX1		RESERVED (UNUSED)
FF	CHARACTER	5	RESERVED (UNUSED)
104	UNSIGNED	4	CUNBLPRM_Return_code
108	UNSIGNED	4	CUNBLPRM_Reason_code

Description of parameters in area CUNBLPRM

CUNBLPRM_Version - set by caller
Specifies the version of the parameter area. Use version 1.

CUNBLPRM_Length - set by caller
Specifies the length of the parameter area, in bytes. Use constant CUNBLPRM_Len.

CUNBLPRM_Loc_Info_Block_Ptr - set by caller, updated by service
Pointer to the locale information block.

CUNBLPRM_Loc_Ptr – set by caller
Pointer to where the caller wants the locale data to be copied.

CUNBLPRM_Loc_ALET - set by caller
Locale pointer ALET.

CUNBLPRM_Loc_Len - set by caller, updated by service
When initially set by the caller, it specifies the size in bytes of the storage pointed to by CUNBLPRM_Loc_Ptr, which is available to the service for locale data. When the service copies locale data into the space pointed to by CUNBLPRM_Loc_Ptr, the service updates CUNBLPRM_Loc_Len with the actual length of the locale data provided.

CUNBLPRM_LC_CTYPE_Ptr - set by service
Pointer to LC_CTYPE locale data structure if available; NULL otherwise. This area is filled in when CUNBLPRM_Data_Fmt is set to 1.

CUNBLPRM_LC_CTYPE_Len - set by service
The length of LC_CTYPE data. his area is filled in when CUNBLPRM_Data_Fmt is set to 1.

CUNBLPRM_LC_CTYPEA_Ptr - set by service
Pointer to LC_CTYPEA locale data structure if available, NULL otherwise. This area is filled in when CUNBLPRM_Data_Fmt is set to 0.

CUNBLPRM_LC_CTYPEA_Len - set by service
The length of LC_CTYPEA data. This area is filled in when CUNBLPRM_Data_Fmt is set to 0.

CUNBLPRM_LC_COLLATE_Ptr - set by service
Pointer to LC_COLLATE locale data structure if available; NULL otherwise. This area is filled in when CUNBLPRM_Data_Fmt is set to 1.

CUNBLPRM_LC_COLLATE_Len - set by service
The length of LC_COLLATE data. This area is filled in when CUNBLPRM_Data_Fmt is set to 1.

CUNBLPRM_LC_COLLATEA_Ptr - set by service
Pointer to LC_COLLATEA locale data structure if available, NULL otherwise. This area is filled in when CUNBLPRM_Data_Fmt is set to 0.

CUNBLPRM_LC_COLLATEA_Len - set by service
The length of LC_COLLATEA data. This area is filled in when CUNBLPRM_Data_Fmt is set to 0.

CUNBLPRM_LC_MONETARY_Ptr - set by service
Pointer to LC_MONETARY locale data structure if available; NULL otherwise.

CUNBLPRM_LC_MONETARY_Len - set by service
The length of LC_MONETARY data.

CUNBLPRM_LC_NUMERIC_Ptr - set by service
Pointer to LC_NUMERIC locale data structure if available; NULL otherwise.

CUNBLPRM_LC_NUMERIC_Len - set by service
The length of LC_NUMERIC data.

CUNBLPRM_LC_TIME_Ptr - set by service
Pointer to LC_TIME locale data structure if available; NULL otherwise.

CUNBLPRM_LC_TIME_Len - set by service
The length of LC_TIME data.

CUNBLPRM_LC_MESSAGES_Ptr - set by service
Pointer to LC_MESSAGES locale data structure if available; NULL otherwise.

CUNBLPRM_LC_MESSAGES_Len - set by service
The length of LC_MESSAGES data.

CUNBLPRM_DDA_Buf_Ptr - set by caller
Pointer to DDA storage.

CUNBLPRM_DDA_ALET - set by caller
The ALET for CUNLDPRM_DDA_Ptr.

CUNBLPRM_DDA_Len - set by caller
Specified the size in bytes of DDA storage.

CUNBLPRM_DSName - set by service
Specifies the optional DSName if a user wants the dynamic locale service to build a user-created locale.

CUNBLPRM_DSVol - set by caller
Specifies the optional DSVol if a user wants the dynamic locale service to build a user-created locale.

CUNBLPRM_Flags1 - set by caller

Page_fix
Specifies whether page fixing is desired:

0 Not page fixed

1 Page fixed

Data_fmt
Specifies whether to use the localedef -A formatting for the LC_CTYPE and LC_COLLATE categories:

0 Use localedef -A formatting for the LC_CTYPE and LC_COLLATE categories.

1 Do not use localedef -A formatting for the LC_CTYPE and LC_COLLATE categories.

CUNBLPRM_Return_code - set by service
The return code returned by the z/OS Unicode Services dynamic locale service.

CUNBLPRM_Reason_code - set by service
The reason code returned by the z/OS Unicode Services dynamic locale service.

Mapping of parameters for AMODE (64)

An example file, CUN4BLID, is shipped in the SYS1.MACLIB data set and contains the length of each parameter and any boundary alignment that may be necessary.

Table 43. Mapping of parameters in dynamic locale service AMODE (64)

Offset Hex	Type	Length in Bytes	Name
0	STRUCTURE		CUN4BLPR
0	UNSIGNED	4	CUN4BLPR_Version
4	UNSIGNED	4	CUN4BLPR_Length
8	ADDRESS	8	CUN4BLPR_Locale_Info_Block_Ptr
10	CHARACTER	8	RESERVED (UNUSED)
18	ADDRESS	8	CUN4BLPR_Loc_Ptr
1C	UNSIGNED	4	CUN4BLPR_Loc_ALET
20	UNSIGNED	4	CUN4BLPR_Loc_Len
24	CHARACTER	8	RESERVED (UNUSED)
2C	ADDRESS	8	CUN4BLPR_LC_CTYPE_Ptr
34	UNSIGNED	4	CUN4BLPR_LC_CTYPE_Len
38	CHARACTER	4	RESERVED (UNUSED)
3C	ADDRESS	8	CUN4BLPR_LC_CTYPEA_Ptr
44	UNSIGNED	4	CUN4BLPR_LC_CTYPEA_Len
48	CHARACTER	4	RESERVED (UNUSED)
4C	ADDRESS	8	CUN4BLPR_LC_COLLATE_Ptr
54	UNSIGNED	4	CUN4BLPR_LC_COLLATE_Len
58	CHARACTER	4	RESERVED (UNUSED)
5C	ADDRESS	8	CUN4BLPR_LC_COLLATEA_Ptr
64	UNSIGNED	4	CUN4BLPR_LC_COLLATEA_Len
68	CHARACTER	4	RESERVED (UNUSED)
6C	ADDRESS	8	CUN4BLPR_LC_MONETARY_Ptr
74	UNSIGNED	4	CUN4BLPR_LC_MONETARY_Len
78	CHARACTER	4	RESERVED (UNUSED)
7C	ADDRESS	8	CUN4BLPR_LC_NUMERIC_Ptr
84	UNSIGNED	4	CUN4BLPR_LC_NUMERIC_Len
88	CHARACTER	4	RESERVED (UNUSED)
8C	ADDRESS	8	CUN4BLPR_LC_TIME_Ptr
94	UNSIGNED	4	CUN4BLPR_LC_TIME_Len
98	CHARACTER	4	RESERVED (UNUSED)
9C	ADDRESS	8	CUN4BLPR_LC_MESSAGES_Ptr
A4	UNSIGNED	4	CUN4BLPR_LC_MESSAGES_Len
A8	CHARACTER	4	RESERVED (UNUSED)
AC	ADDRESS	8	CUN4BLPR_DDA_Buf_Ptr
B4	UNSIGNED	4	CUN4BLPR_DDA_ALET
B8	UNSIGNED	4	CUN4BLPR_DDA_Len

Table 43. Mapping of parameters in dynamic locale service AMODE (64) (continued)

Offset Hex	Type	Length in Bytes	Name
BC	CHARACTER	44	CUN4BLPR_DSName
100	CHARACTER	6	CUN4BLPR_DSVol
106	BITSTRING	1	
	1XXX XXXX		CUN4BLPR_Page_Fix
	X1XX XXXX		CUN4BLPR_Data_Fmt
	XX1X XXXX		RESERVED (UNUSED)
	XXX1 XXXX		RESERVED (UNUSED)
	XXXX 1XXX		RESERVED (UNUSED)
	XXXX X1XX		RESERVED (UNUSED)
	XXXX XX1X		RESERVED (UNUSED)
	XXXX XXX1		RESERVED (UNUSED)
107	CHARACTER	5	RESERVED (UNUSED)
10C	UNSIGNED	4	CUN4BLPR_Return_code
110	UNSIGNED	4	CUN4BLPR_Reason_code

Description of parameters in area CUN4BLPR

CUN4BLPR_Version - set by caller
: Specifies the version of the parameter area. Use version 1.

CUN4BLPR_Length - set by caller
: Specifies the length of the parameter area, in bytes. Use constant CUN4BLPR_Len.

CUN4BLPR_Loc_Info_Block_Ptr - set by caller, updated by service
: Pointer to the locale information block.

CUN4BLPR_Loc_Ptr – set by caller
: Pointer to where the caller wants the locale data to be copied.

CUN4BLPR_Loc_ALET - set by caller
: Locale pointer ALET.

CUN4BLPR_Loc_Len - set by caller, updated by service
: When initially set by the caller, it specifies the size in bytes of the storage pointed to by CUN4BLPR_Loc_Ptr, which is available to the service for locale data. When the service copies locale data into the space pointed to by CUN4BLPR_Loc_Ptr, the service updates CUN4BLPR_Loc_Len with the actual length of the locale data provided.

CUN4BLPR_LC_CTYPE_Ptr - set by service
: Pointer to LC_CTYPE locale data structure if available; NULL otherwise. This area is filled in when CUN4BLPR_Data_Fmt is set to 1.

CUN4BLPR_LC_CTYPE_Len - set by service
: The length of LC_CTYPE data. his area is filled in when CUN4BLPR_Data_Fmt is set to 1.

CUN4BLPR_LC_CTYPEA_Ptr - set by service
: Pointer to LC_CTYPEA locale data structure if available, NULL otherwise. This area is filled in when CUN4BLPR_Data_Fmt is set to 0.

CUN4BLPR_LC_CTYPEA_Len - set by service
: The length of LC_CTYPEA data. This area is filled in when CUN4BLPR_Data_Fmt is set to 0.

CUN4BLPR_LC_COLLATE_Ptr - set by service
: Pointer to LC_COLLATE locale data structure if available; NULL otherwise. This area is filled in when CUN4BLPR_Data_Fmt is set to 1.

CUN4BLPR_LC_COLLATE_Len - set by service
: The length of LC_COLLATE data. This area is filled in when CUN4BLPR_Data_Fmt is set to 1.

CUN4BLPR_LC_COLLATEA_Ptr - set by service
: Pointer to LC_COLLATEA locale data structure if available, NULL otherwise. This area is filled in when CUN4BLPR_Data_Fmt is set to 0.

CUN4BLPR_LC_COLLATEA_Len - set by service
: The length of LC_COLLATEA data. This area is filled in when CUN4BLPR_Data_Fmt is set to 0.

CUN4BLPR_LC_MONETARY_Ptr - set by service
: Pointer to LC_MONETARY locale data structure if available; NULL otherwise.

CUN4BLPR_LC_MONETARY_Len - set by service
: The length of LC_MONETARY data.

CUN4BLPR_LC_NUMERIC_Ptr - set by service
: Pointer to LC_NUMERIC locale data structure if available; NULL otherwise.

CUN4BLPR_LC_NUMERIC_Len - set by service
: The length of LC_NUMERIC data.

CUN4BLPR_LC_TIME_Ptr - set by service
: Pointer to LC_TIME locale data structure if available; NULL otherwise.

CUN4BLPR_LC_TIME_Len - set by service
: The length of LC_TIME data.

CUN4BLPR_LC_MESSAGES_Ptr - set by service
: Pointer to LC_MESSAGES locale data structure if available; NULL otherwise.

CUN4BLPR_LC_MESSAGES_Len - set by service
: The length of LC_MESSAGES data.

CUN4BLPR_DDA_Buf_Ptr - set by caller
: Pointer to DDA storage.

CUN4BLPR_DDA_ALET - set by caller
: The ALET for CUNLDPRM_DDA_Ptr.

CUN4BLPR_DDA_Len - set by caller
: Specified the size in bytes of DDA storage.

CUN4BLPR_DSName - set by service
: Specifies the optional DSName if a user wants the dynamic locale service to build a user-created locale.

CUN4BLPR_DSVol - set by caller
: Specifies the optional DSVol if a user wants the dynamic locale service to build a user-created locale.

CUN4BLPR_Flags1 - set by caller

Page_Fix
Specifies whether page fixing is desired:

0 Not page fixed

1 Page fixed

Data_Fmt
Specifies whether to use the localedef -A formatting for the LC_CTYPE and LC_COLLATE categories:

0 Use localedef -A formatting for the LC_CTYPE and LC_COLLATE categories.

1 Do not use localedef -A formatting for the LC_CTYPE and LC_COLLATE categories.

CUN4BLPR_Return_code - set by service
The return code returned by the z/OS Unicode Services dynamic locale service.

CUN4BLPR_Reason_code - set by service
The reason code returned by the z/OS Unicode Services dynamic locale service.

Part 3. System programmer information

Chapter 11. z/OS Unicode environment

This topic describes the z/OS Unicode environment, its key concepts, what it contains, how to work with it, and related issues.

The z/OS Unicode environment holds data required to perform conversions and support the other services provided by z/OS Unicode Services. As an example, it might hold the information required to transform character data from CCSID 00037 to CCSID 01200. This conversion data normally consists of one or more conversion tables, in this case EBCDIC to Unicode, along with their related control blocks.

Various services locate conversion data within the z/OS Unicode environment. For example, if the character conversion service is asked to translate character data from CCSID 00037 to 01200, it locates the appropriate conversion table within the Unicode environment.

Later sections in this topic describe more about how conversions are added and deleted from the Unicode environment.

Key concepts behind the z/OS Unicode environment

Life cycle

The z/OS Unicode environment is created during IPL and is available for use by all jobs. It normally stays active for the lifetime of the IPL. Even if all conversions are deleted from the environment, the z/OS Unicode environment remains.

The z/OS Unicode environment starts empty, with no conversions. The CUNUNIxx parmlib statements (which may add conversions) are applied at IPL time. Other system services may begin using z/OS Unicode Services during subsequent IPL steps. After the IPL is finished, the SETUNI and DISPLAY UNI commands can be used to modify and display the Unicode environment, and various conversion services can request dynamic loading of conversions, explained below. Generally, the z/OS Unicode environment grows until it contains all the conversions needed by the various jobs running on the system.

z/OS Unicode Services has a recovery mechanism to create a new z/OS Unicode environment if the current environment becomes damaged or unavailable. This recovery procedure is automatically invoked if damage is detected and cannot be invoked manually.

Dynamic loading

When a conversion service is requested to perform a conversion, it must first locate the correct conversion data within the z/OS Unicode environment. If the conversion data is not present, the service requests that the conversion data is "dynamically loaded" into the z/OS Unicode environment. (This is also known as "Unicode on demand.") When this happens, the service waits for the conversion to load, and then continues with the conversion. When the service is called again with the same type of conversion, it locates the conversion data within the z/OS Unicode environment and does not need to dynamically load anything.

It is recommended that most customers use dynamic loading to populate their z/OS Unicode environment.

CUNUNIxx parmlib statements

During IPL, z/OS Unicode Services processes CUNUNIxx parmlib members. (These members are specified by IEASYSxx statements or IPL parameters of the form UNI=xx.) The CUNUNIxx parmlib statements modify the z/OS Unicode environment, such as loading specific conversions. CUNUNIxx parmlib statements have the same syntax and the same effect as SETUNI command parameters. See the chapter on CUNUNIxx in *z/OS MVS Initialization and Tuning Reference* for details.

Use of the CUNUNIxx parmlib statements is not recommended. They are not needed because of dynamic loading.

If you already have existing CUNUNIxx parmlib statements, they are still supported, and you can leave them. Note, however, that the z/OS Unicode environment can be modified (as described above) after the parmlib statements take effect.

The knowledge base

IBM-supplies a knowledge base module CUNMIKBS that describes all CCSIDs shipped with z/OS support for Unicode. See "Defining a new user-defined CCSID and then creating a user-defined conversion table using this new CCSID" on page 298 for information on how to modify the knowledge base.

The SETUNI command

The SETUNI command modifies the z/OS Unicode environment. The functions are:

1. Add a conversion to the z/OS Unicode environment (SETUNI ADD)
2. Remove conversions from the z/OS Unicode environment (SETUNI DELETE)
3. Replace conversions in the z/OS Unicode environment (SETUNI REPLACE)
4. Compact the z/OS Unicode environment, to reclaim storage used by deleted conversions (SETUNI DELETE,INACTIVE)
5. Limit the amount of page-fixed storage available to the z/OS Unicode environment (SETUNI REALSTORAGE)
6. Load a z/OS Unicode image (SETUNI ADD,IMAGE)

For more information, see *z/OS MVS System Commands*.

The effect of each of these SETUNI commands is:

SETUNI ADD
Adds conversions to the z/OS Unicode environment. It locates the appropriate conversion tables in data set SYS1.SCUNTBL (or case conversion data in data set SYS1.SCUNLOCL). For character conversions, it also consults the knowledge base which contains information about each supported CCSID. Then it copies the required conversion data into the Unicode environment for use by the conversion services. This command has the same effect as dynamically loading a conversion into the Unicode environment. Multiple conversions may be added, one per technique letter. CCSID 01200 is handled by converting it to specific UTF-16 CCSIDs (13488, 17584, etc.).

Conversions loaded by iconv requests will not show any Syslog messages when they are loaded.

SETUNI DELETE
Removes conversions from the z/OS Unicode environment. Note however, that dynamic loading may very quickly load a new copy of the conversion. It is sometimes recommended that you delete conversions when installing service without IPL, but it is usually not necessary to delete conversions.

SETUNI REPLACE
Refreshes specific conversions by deleting and then reloading them. It is rarely necessary to replace conversions. It is sometimes recommended that you replace conversions when installing service without IPL, but it is usually not necessary to replace conversions.

SETUNI DELETE,INACTIVE
Reclaims storage from deleted conversions. It does this by re-arranging the existing conversions within the z/OS Unicode environment so that the space that had been used by deleted conversions can be used again. It is rarely necessary to delete inactive conversions.

SETUNI REALSTORAGE
Sets a maximum limit on the amount of page-fixed storage the z/OS Unicode environment is allowed to use. See the REALSTORAGE topic below for more information. As of z/OS release 1.8, conversions are not loaded into page-fixed storage by default. Use of SETUNI REALSTORAGE is not recommended.

SETUNI ADD,IMAGE
Loads all conversions contained within the specified Unicode image into the z/OS Unicode environment. As of z/OS release 1.7, Unicode images are no longer needed, but are still supported. Use of conversion images is not recommended. Use dynamic loading instead.

Some of these functions take a FORCE=YES parameter. This is to remind the operator that the function can disrupt z/OS Unicode Services callers by invalidating handles and the underlying conversion data.

Equivalent commands

The SETUNI command, SET command, CUNUNIxx parmlib statements, and dynamic loading share some capabilities:

- The SET command with the UNI=xx parameter is the same as the following SETUNI command:
  ```
  SETUNI ADD,IMAGE=CUNIMGxx,DSNAME=TEST.CUNIMG.
  ```
- The CUNUNIxx parmlib statements are the same as the SETUNI command parameters. For example, the following commands and statements are equivalent:
  - MVS command: SETUNI ADD,FROM=37,TO=1200,TECH=RECLM
  - CUNUNIxx parmlib statement: ADD,FROM=37,TO=1200,TECH=RECLM
- Dynamic loading has the same effect as the equivalent SETUNI ADD command. For example, a call to the character conversion service might have the same effect as the following command:
  ```
  SETUNI ADD,FROM=37,TO=1200,TECH=RECLM
  ```

The DISPLAY UNI command

The DISPLAY UNI command shows the status of the z/OS Unicode environment. For example, it can show you which conversions are loaded or how much storage is being used.

How conversions are deleted from the z/OS Unicode environment

The SETUNI DELETE command can be used to delete specific conversions from the z/OS Unicode environment. Deleting conversions data is not recommended except when it is necessary to perform maintenance (such as activating a PTF) without an IPL.

When a conversion is deleted, the control block that anchors that conversion data is changed to indicate that the specified conversion is not present. The conversion data itself is not removed. The z/OS Unicode environment's date stamp is updated, so any handles that refer to the deleted conversion become invalid. (All handles become invalid.)

There is no synchronization between conversions that are using conversion data and the function that deletes conversion data. Any conversions that are using the conversion data at the same time it is being deleted continue running normally until they find out their conversion handle has become invalid. This situation is then handled by the "handle validation" flags in the parameter area.

Note:

1. The storage used by deleted conversions can be reclaimed by using the SETUNI DELETE,INACTIVE command.
2. The SETUNI DELETE,ALL command resets the Unicode environment to the empty state.
3. Deleted conversions can be immediately reloaded by dynamic loading.

Storage requirements

This section characterizes the amount of storage that the z/OS Unicode environment requires. This is virtual storage and most of it is typically not page-fixed. System programmers have little control over how z/OS Unicode Services handles its own storage. z/OS Unicode Services does not use common storage, and instead allocates a common dataspace to store the z/OS Unicode environment, and manages that storage.

Topics:

- How much storage the environment is using.
- Storage required for an empty environment.
- Storage required for conversion data.
- Storage required to load a conversion image.
- Storage used by deleted conversions.

The z/OS Unicode environment stores conversion data and control structures used to locate the conversion data. Use the DISPLAY UNI,STORAGE command to see the amount of storage used by the current z/OS Unicode environment, and the DISPLAY UNI,CONV command to list the specific conversions available. Deleted conversions still take up space.

z/OS Unicode Services uses 22 pages for an empty z/OS Unicode environment. This includes two pages that describe which services are loaded and help manage the z/OS Unicode environment, plus 20 pages for a table to help locate character conversion data.

The table that helps locate character conversion data is initially 20 pages. This table is filled in as character conversion data is loaded, and all 20 pages are used in a typical customer environment. Up to 138 additional pages can be used if many conversions are loaded, but typically only a few more pages are needed.

The additional storage required for each conversion depends on what type of conversion it is:

- Character conversion. The storage required depends on the encoding scheme of the particular CCSIDs involved and if the conversion is 1-stage or 2-stage.
- Case conversion. The storage required depends on the particular conversion requested.
- Normalization.
- Collation.
- String preparation. The storage is a fixed size.

The storage required to store a particular character conversion depends on whether the conversion is 1 or 2 stages, and the number of bytes used to represent character data and other factors.

For additional information, see “Calculating the storage needed for a conversion image” on page 288.

Page-fixed (REALSTORAGE)

The Unicode dataspace is in virtual storage and competes for real storage just like any other virtual storage. Some of the conversion data is page-fixed, specifically the pages from the table that holds character conversion control structures, and any conversions that specifically were loaded into page-fixed storage.

For additional information, see “Determining the value for the REALSTORAGE parameter” on page 290.

Conversion images

z/OS Unicode Services provides a capability to create a conversion image. This image is a binary file that contains a set of predefined conversions.

It is recommended that conversion images not be used and that dynamic loading be used to populate the Unicode environment.

Prior to dynamic loading on z/OS release 1.7, a conversion image was the only way to populate the z/OS Unicode environment and their use was required. Since release 1.7, conversion images are still supported, but dynamic loading is preferred.

The DB2 conversion image

Before z/OS release 1.12, there was a special DB2 image that contained all the conversions used worldwide by DB2. This support was not needed after release 1.7 and its support for dynamic loading was removed in release 1.12.

Beginning with z/OS release 1.7, you do not need to be concerned that the DB2 pre-built image is not being loaded. This is because z/OS Unicode Services now loads conversions the first time they are requested automatically or "on demand". The system starts with an empty z/OS Unicode environment and z/OS Unicode Services loads conversions as needed. This "on demand" feature makes the DB2 pre-built image unnecessary. You can see that your conversions are being loaded by issuing the MVS command DISPLAY UNI,CONV.

Changes in z/OS release 1.9 make it much more likely that the DB2 pre-built image will not be loaded. Specifically, the C Run-time function iconv() was changed to use z/OS Unicode Services to perform its conversions. If this function is used before DB2 starts, then the DB2 pre-built image is not loaded. Unicode on demand will load conversions as needed. Many programs use the iconv() functions and so it is likely one of these may call iconv before DB2 is started.

Chapter 12. Diagnostic tools for z/OS Unicode environment errors

This section describes how the system operator can recover from errors in the z/OS Unicode environment.

This section does not cover how to recover from failing API return and reason codes. For information on those issues, see the corresponding interface.

Diagnosing Unicode environment errors

z/OS Unicode Services provides several tools to help diagnose errors in the z/OS Unicode environment, such as:

- API return codes
- Console messages
- The DISPLAY,UNI command
- The z/OS Unicode environment mapping utility (CUNMIMAP)
- Dumping the z/OS Unicode dataspace

Note: You may not need all these tools to debug a specific problem.

API return codes

Some API return and reason codes indicate problems in the z/OS Unicode environment, typically those with return codes 0xC or 0x10.

Console messages

Some messages (such as CUN4026I) indicate problems in the z/OS Unicode environment.

The DISPLAY UNI command

The DISPLAY UNI command can be used to show what conversions are loaded into the z/OS Unicode environment as well as other aspects. Use the DISPLAY UNI command to show the effects of the SETUNI ADD and SETUNI DELETE commands.

Error message are normal when attempting to load conversions that do not exist and do not necessarily indicate errors in the z/OS Unicode environment.

The z/OS Unicode environment mapping utility (CUNMIMAP)

The z/OS Unicode environment mapping utility (CUNMIMAP) helps diagnose problems with the conversion environment. The utility reads the z/OS Unicode environment (or a conversion image) and reports its content. The report content is similar to the CUN3000I messages produced by the DISPLAY UNI command, but with more details. The report shows the conversions loaded, techniques available, sub-CCSID information, where control blocks and conversion tables are stored, and more.

Note: This is a diagnostic tool. This is not a programming interface. The data and the data format given by this interface is subject to change without notice. APIs are not supplied to determine the content of the z/OS Unicode environment.

To get information about a specific character conversion, use the z/OS Unicode Services conversion information service.

There is a tool to format a character conversion table that is shipped in data set SYS1.SCUNJCL(CUNJITG1).

The CUNMIMAP utility can format either the z/OS Unicode environment or a Unicode image (created by the z/OS Unicode image generator CUNMIUTL). The jobs shown below show how to invoke the z/OS Unicode environment mapper utility (shipped in SYS1.LINKLIB(CUNMIMAP)).

To format the z/OS Unicode environment, specify PARM='ACTIVE':

```
//TESTXXX JOB (12345678),'TEST JOB',NOTIFY=&SYSUID,
//     MSGCLASS=A,MSGLEVEL=(1,1),CLASS=A,
//     REGION=512K
//STEP1    EXEC PGM=CUNMIMAP,PARM='ACTIVE'
//SYSPRINT DD   SYSOUT=*
```

To format a Unicode image, specify PARM='FILE' and DD SYSUT1 to specify which Unicode image to format:

```
//JCLMIMAP JOB (12345678),'TEST JOB',NOTIFY=&SYSUID,
//     MSGCLASS=A,MSGLEVEL=(1,1),CLASS=A,
//     REGION=512K
//STEP1    EXEC PGM=CUNMIMAP,PARM='FILE'
//SYSPRINT DD   SYSOUT=*
//SYSUT1   DD   DSN=MY.IMAGES(CUNIMGXX),DISP=SHR
```

The z/OS Unicode environment and Unicode images have different formats, but contain many common elements. The following is an example of part of the output of the CUNMIMAP utility:

```
   Image Header Report.      01/12/2009   21:29
---------------------------------------------------------------

ACTIVE....................YES
Creation time............11/18/2009 22:07:35
Dataspace token...........80003C0000000042
Dataspace alet............01FF000E
Dataspace size............524287
Dataspace ttoken..........00000004000000010000000000FDA4B8
Dataspace start...........00000000
Pages used................0
Number of UCCEs...........45
Number of top level UCCEs.31
Number of UCAEs...........0
Address of first UCCE.....001D92C0
Address of first UCAE.....00000000

   UCCE Structure Report.       01/12/2009   21:29

Address   Structure               TabPtr    TabSize Conversion
--------  ----------------------  --------  ------- ----------
000E3780  13488-00037-E           000E4000    65536 Two  To One
00156000  01047-13488-L           001561C0      512 One  To Two
00156B80  13488-00819-L           00157000    65536 Two  To One
001A8000  13488-00850-L           001A9000    65536 Two  To One
000A1580  01208-00037-E                             Two Stage
```

```
000A1660   01208-01200-ER                          0 UTF8 To Two
000A1740   13488-00037-E          000A2000    65536 Two  To One
001254A0  13488-01047-L           00126000    65536 Two  To One
```

Note: Not all the fields present in the data are formatted.

Dumping the z/OS Unicode dataspace

The content of the z/OS Unicode environment can be captured and sent to IBM for analysis. The z/OS Unicode environment is implemented by a dataspace (usually named CUNDS001) owned by ASID 1. It is also helpful to include additional data such as the LPA and common storage.

The parameters to include the z/OS Unicode dataspace in a SVC dump are as follows:

```
DSPNAME(1.CUNDS*)
```

Recovering from z/OS Unicode environment errors

z/OS Unicode Services has several mechanisms to recover from z/OS Unicode environment errors:

- Delete individual conversions
- Delete all conversions (SETUNI DELETE,ALL)
- System-initiated "reset" of the z/OS Unicode environment

Delete individual conversions

If only a few conversions have errors, use the SETUNI DELETE command to delete those conversions from the z/OS Unicode environment. The next time that conversion is required, it will be re-loaded from the data set. If the conversion in the data set has the error, that should be corrected first.

Delete all conversions

If the entire z/OS Unicode environment seems to be damaged or if many conversions are affected, use the SETUNI DELETE,ALL command to re-initialize the z/OS Unicode environment to empty. After that, conversions will be loaded as needed.

System-initiated "reset" of the z/OS Unicode environment

If z/OS Unicode Services cannot locate the z/OS Unicode environment, it attempts to reset the environment by creating a new dataspace and re-anchoring that dataspace into system control blocks. The reset z/OS Unicode environment starts out empty and conversions are loaded as needed. This procedure is rarely used and cannot be invoked manually.

Invalid conversion handles

The recovery procedure may invalidate conversion handles. Code that invokes the z/OS Unicode Services interfaces should be coded to recover from this.

Chapter 13. Manually setting up z/OS Unicode Services

This topic describes how you can set up the your system to use the z/OS Unicode Services if you want to configure the system manually.

Since release 1.7, z/OS Unicode support is configured automatically and no configuration by the user is required. If you want to configure the system manually, or are supporting an existing configuration, this topic will provide you with information.

Prerequisites

For information about z/OS hardware and software prerequisites, see *z/OS Planning for Installation*.

The z/OS data sets that are required for the z/OS Unicode Services are:

- SYS1.LPALIB and SYS1.LINKLIB, which contain z/OS Unicode Services program modules.
- SYS1.SCUNTBL, which contains all of the z/OS Unicode Services tables shipped from IBM and must be cataloged.
- SYS1.SCUNLOCL, which contains all the locales of Collation services and must be cataloged.
- SYS1.CSSLIB, which contains linkable stub routines.

Configuring the z/OS Unicode environment

This section describes the following configuration items:

- Updating the required parmlib members.
- Determining if you need to use the MVS™ Message Service (MMS).

Updating parmlib members

The parmlib members that you must update to configure the system manually are CUNUNIxx and IEASYSxx.

CUNUNIxx

CUNUNI contains information that the system needs to activate, replace, or delete z/OS Unicode conversion environments. The conversion environment is set up to create a conversion image that is loaded into storage. The conversion image will contain the conversion tables that define the data conversions allowed between CCSIDs. For information about creating this parmlib member, see Chapter 11, "z/OS Unicode environment," on page 265 and CUNUNI*xx* in *z/OS MVS Initialization and Tuning Reference*.

IEASYSxx

IEASYS*xx* contains system parameters. The UNI parameter of IEASYS*xx* specifies the CUNUNIxx parmlib member for your conversion environment. See IEASYS*xx* in *z/OS MVS Initialization and Tuning Reference*.

MVS Message Service

z/OS Unicode services provides for Japanese translation of its messages. z/OS Unicode Services provides an English message skeleton, CUNIIENU, a Japanese message skeleton, CUNIIJPN, and a sample job CUNJIMS2 in CUN_MSG_DS. See *z/OS MVS Planning: Operations* for more information.

Creating the z/OS Unicode Services environment

The z/OS Unicode Services environment is created during IPL. One of the ways to populate the z/OS Unicode Environment is by loading a conversion image. This section describes how to:

- Create a conversion image.
- Calculate the amount of storage needed for a conversion image.
- Handle error conditions that occur within the conversion environment.
- Change the conversion environment.

Creating a conversion image

A conversion image is a single entity that holds all necessary information to support one callable services configuration.

Note: Starting in z/OS V1R7, the Unicode Services environment is dynamically updated when a conversion service is first requested. An conversion image is no longer needed or recommended.

A conversion image can be loaded into the system during IPL or by issuing the SET UNI or SETUNI command.

Prior to z/OS V1R7, the z/OS Unicode Services environment had to be established with all required tables loaded into storage for use by the conversion services before a caller could successfully invoke a service. If the appropriate table was not loaded, a new image containing the table had to be built and loaded into storage with either an IPL or a SET UNI command.

Starting in z/OS V1R7, the z/OS Unicode Services environment can be dynamically updated when a conversion service is requested. If the appropriate table needed for the service is not already loaded into storage, z/OS Unicode Services will load the table without requiring an IPL or disrupting the caller's request.

The new z/OS Unicode Services interfaces provided starting in V1R7 are an expanded CUNUNIxx parmlib member and a SETUNI operator command that accomplish the same function as the parmlib member. With either of these interfaces you can:

- Add, replace, or delete tables in a conversion image, specifying the FROM-CCSID, the TO-CCSID, and optionally, the techniques required.
- Add, replace, or delete case conversion tables.
- Add, replace, or delete normalization tables.
- Add, replace, or delete collation tables.
- Add, replace, or delete Stringprep profiles.
- Add an image, without requiring that it be in the parmlib concatenation.

Multiple images can be kept in data sets. Using the SET UNI or SETUNI command they can be used to complement the z/OS Unicode Services environment by merging them into the image (duplicated conversion tables or dropped-only deltas are merged into the environment).

z/OS Unicode Services uses the following when creating the conversion image:

1. Knowledge base (supplied by IBM): describes the CCSIDs that are supported. The knowledge base is contained in module CUNMIKBS and found in SYS1.LINKLIB.
2. Conversion tables (supplied by IBM): located in SYS1.SCUNTBL. z/OS Unicode Services transforms the conversion tables into an internal format and stores them in the conversion image.
3. Input statements (either from CUNUNIxx or from the SETUNI command): describe which of the conversions are to be included in the conversion image. The CCSIDs used in each input statement must be defined in the knowledge base. For each pair of CCSIDs that describes a conversion, one or more conversion tables must exist (depending whether this is a simple or composite conversion).

You may also have user-defined CCSIDs and conversion tables. For details see "Defining a new user-defined CCSID and then creating a user-defined conversion table using this new CCSID" on page 298.

The image generator creates the following output:

- A conversion image. The conversion image is built according to the specification in the SYSIN DD data set. Each required character conversion is described by a CONVERSION control statement. Case conversion can be requested using the CASE control statement, normalization with the NORMALIZE control statement, and collation with the COLLATE control statement. The generated image is stored in the data set specified in the //SYSIMG DD statement.
- A listing on the //SYSPRINT DD statement that shows the processed steps and error messages if applicable. For a detailed description of the image generator listing, see "Image generator" on page 282.
- A return code.

To create a conversion image, follow these steps (a – d):

Step a: Select the conversions

There are four types of conversion:

1. Character conversion between two different CCSIDs.
2. Case conversion for Unicode characters.
3. Normalizing of a Unicode string.
4. Collation, for culturally correct comparison between two Unicode strings.

For character conversions, each CCSID pair between which you want to be able to convert using the conversion services has to be identified. However, there are different techniques to convert between two CCSIDs and you can specify your preferred technique(s):

(R) Roundtrip conversion
: Roundtrip conversions between two CCSIDs assure that all characters making the "roundtrip" arrive as they were originally.

(E) Enforced Subset conversion
: Enforced Subset conversions map only those characters from one CCSID to

another that have a corresponding character in the second CCSID. All other characters are replaced by a substitution character.

(C) Customized conversion
Customized conversions use conversion tables that have been created to address some special requirements.

(L) Language Environment-Behavior conversion
Language Environment-Behavior conversions use tables that map characters like the iconv() function of the C Runtime Library does. These conversions differ from others primarily in their mapping of the EBCDIC newline (NL) character to ASCII and Unicode linefeed (LF).

(M) Modified for special use conversion
Modified for special use tables can be categorized into three main groups:

- Tables that map characters like the L tables, but for older code pages.
- Tables that map characters like the iconv() function of the C Runtime library does for converters ending with "C" (for example IBM-932C).
- Other special case mappings.

(0-9) User-defined conversions
User-defined conversions are supported. See “Defining a new user-defined CCSID and then creating a user-defined conversion table using this new CCSID” on page 298.

For case conversion you can have the following conversion modes:

- NORMAL casing:

  This means that one character is mapped to its upper/lower case using a one-to-one relationship as described in the file UnicodeData.txt. Characters that cannot be mapped are copied to the output stream unchanged. Note also that locale specific casing is not supported with mode NORMAL. NORMAL is the preferred mode for converting English text.
- SPECIAL casing:

  In addition to NORMAL casing, locale independent special casing as listed in the file SpecialCasing.txt is performed. This can be unconditional special casing (for example, 'German Small Letter Sharp s' = X'00DF' uppercases to 2 characters of 'Capital Letter S' =X'00530053') or conditional special casing (for example, 'Greek Capital Letter Sigma'=X'03A3' lowercases to either 'Greek Small Sigma'=X'03C3' when within a word or to 'Greek Small Final Sigma'=X'03C2' when it is the last character of a word).
- LOCALE dependent casing:

  In addition to SPECIAL casing, locale dependent special casing as listed in the file SpecialCasing.txt is performed (for example, 'Capital Letter I' =X'0049' lowercases to 'Small Letter i'=X'0069' when caller's language is NOT turkish, but lowercases to 'Small Letter Dotless i'=X'0131'' when caller's language is Turkish CUNBCPRM_Locale='tr...').

Note: Note that user-defined case conversions are not supported.

For normalization and collation services, no special mode is required. See “Normalization conversion” on page 288 and “Collation conversion” on page 288.

Step b: Specify control statements

There are four different control statements that can be specified in the //SYSIN DD statement of job CUNJIUTL:

- CONVERSION (for character conversion)

- CASE (for case conversion)
- NORMALIZE (for normalization)
- COLLATE (for collation)

Control statement CONVERSION: Purpose:

Each CONVERSION control statement defines exactly one conversion that should be generated in the conversion image. This is called a 'top-level conversion'. Duplicate CONVERSION statements are ignored. It is possible that the image generator uses more than 1 table to reflect the CONVERSION statement. This might be because an MBCS CCSID is involved or a particular conversion table needed was not found. In the case of MBCS involvement, the system implements a composite conversion with a set of sub-level conversions according to its knowledge base. In the case of missing conversion tables, an indirect conversion – using CCSID 1200 as the intermediate CCSID – is generated.

In general, a direct conversion is supported when:
- Converting between any combination of SBCS and DBCS
- Converting between MBCS and DBCS
- Converting between UTF-8 and UCS-2

All other conversions will always be indirect conversions.

Format:

```
►►──CONVERSION──from-ccsid──,──to-ccsid──┬──────────────────────────┬──;──────────►◄
                                         └─,technique-search-order─┘
```

technique-search-order:

```
   ┌──────────────────┐
   ▼                  │
├────technique-character─┴──────────────────────────────────────────────────────┤
```

technique-character:

```
   ┌─blank─┐
├──┼───────┼──────────────────────────────────────────────────────────────────┤
   ├─R─────┤
   ├─E─────┤
   ├─C─────┤
   ├─L─────┤
   ├─M─────┤
   └─0-9───┘
```

Parameters:

From-ccsid
: The value from-ccsid specifies the FROM-CCSID of the requested conversion. The FROM-CCSID is the CCSID you are converting from.

To-ccsid
: The value to-ccsid specifies the TO-CCSID of the requested conversion. The TO-CCSID is the CCSID you are converting to.

Technique-search-order

There may be multiple conversion tables available for converting one CCSID to another. A technique-search-order can be used to specify which table should be used. It consists of up to 8 technique-characters. If you specify more than one technique character, the image generator will try to find a matching table for the leftmost technique–character in the sequence of the technique-search-order. If not found, the search continues with the second one and so on. A blank character terminates the search. Especially for mixed conversion, it is advisable to use more than one technique-character as one of the sub-conversions might exist only in round-trip mode and one only in enforced-subset. In this case, a technique-search-order of 'RE' or 'ER' would be required. Technique-search-order is optional. If not specified, RECLM is used.

To support MBCS conversions, the internal techniques are used instead of the specified technique in the search order. The output of the image generator lists the table or technique that was actually selected. The internal techniques provide the equivalent support as the specified techniques and cannot be specified by customers.

Because you can specify either the default technique search order RECLM or just a blank in the CONVERSION, the field CUNBCPRM_Technique of the parameter area can contain RECLM or a blank.

Technique-character

Possible values for technique-character are:

- R: Roundtrip
- E: Enforced Subset
- C: Customized Subset
- L: Language Environment® Behavior
- M: Modified Language Environment Behavior
- 0 – 9: User-defined conversions

Some special considerations about CCSID 1200: If CCSID 1200 is specified, the CCSID of the most recent UCS-2 version is substituted and all technique-characters are tested. Then the second recent UCS-2 version is substituted and so on. The supported UCS-2 CCSIDs are:

- 42160 (UCS-2 V6)
- 21680 (UCS-2 V4.0)
- 17584 (UCS-2 V3)
- 13488 (UCS-2 V2)

Here are some examples of valid CONVERSION statements:

```
CONVERSION 850,037;      /* technique-search-order omitted, use RECLM   */
CONVERSION 850,037,;     /* duplicate, this line will be ignored       */
CONVERSION 850,037,R;    /* will use Roundtrip                         */
CONVERSION 933,13488,RE; /* will use Roundtrip, then */
                         /* Enforced Subset          */
```

Control statement CASE: Purpose:

The CASE control statement selects the case conversions that should be generated in the conversion image.

```
►►──CASE──mode──────────────────────────────────────────────────────►◄
```

mode:

```
├──┬─Normal──┬──────────────────────────────────────────────────────────┤
   ├─Special─┤
   └─Locale──┘
```

Parameters:

mode
specifies the case conversion mode to be supported. The following modes are supported:
- NORMAL - basic casing, preferred mode for English text
- SPECIAL - includes normal casing, adds locale independent special casing
- LOCALE - includes special casing, adds locale dependent special casing

Examples:

Here is an example of a valid CASE statement:

```
CASE NORMAL; /* normal casing requested                  */
CASE NORMAL; /* Duplicate CASE statements are ignored     */
CASE LOCALE; /* locale dependent special casing requested */
```

Control statement NORMALIZE: Purpose:

The NORMALIZE control statement loads the normalization tables in the conversion image.

```
►►──NORMALIZE──────────────────────────────────────────────────────────►◄
```

Parameters:

None

Examples:

Here is an example of a valid NORMALIZE statement:

```
NORMALIZE; /* normalization requested                   */
NORMALIZE; /* Duplicate NORMALIZE statements are ignored */
```

Control statement COLLATE: Purpose:

The COLLATE control statement loads the collation tables in the conversion image.

```
►►──COLLATE────────────────────────────────────────────────────────────►◄
```

Parameters:

None

Examples:

Here is an example of a valid COLLATE statement:

```
COLLATE; /* collation requested                       */
COLLATE; /* Duplicate COLLATE statements are ignored */
```

Image generator

Once you have selected the conversions and specified the control statements, you can continue creating the conversion image by invoking the image generator and using the image generator listing.

Step c: Invoke the image generator

Invoke the image generator for z/OS support for Unicode. Member CUNJIUTL in library SYS1.SCUNJCL contains the JCL to invoke the image generator:

```
//$JOBPREF$$JOBNAME$ JOB ($ACCOUNT$),'$USER$',NOTIFY=$NOTIFY$,
//     MSGCLASS=$MC$,MSGLEVEL=$ML$,TIME=$TI$,CLASS=$CL$,
//     REGION=$REGION0M$
//*******************************************************************
//*                                                                 *
//* IMAGE GENERATOR                                                 *
//*                                                                 *
//*******************************************************************
//CUNMIUTL EXEC PGM=CUNMIUTL
//SYSPRINT DD   SYSOUT=*
//TABIN    DD   DSN=$CUN_TBL_DS$,DISP=SHR
//* SYSIMG must be a FB 80 dataset *****************
//SYSIMG   DD   DSN=$CUN_IMAGE_DS$(CUNIMG00),DISP=SHR
//SYSIN    DD   *

  /********************************************
   * INPUT STATEMENTS FOR THE IMAGE GENERATOR *
   ********************************************/

     NORMALIZE;               /* ENABLE NORMALIZATION      */
     COLLATE;                 /* ENABLE COLATION           */
     CASE NORMAL;             /* ENABLE TOUPPER AND TOLOWER */
     CASE LOCALE;             /* ENABLE LOCALE             */
     CASE SPECIAL;            /* ENABLE SPECIAL            */
     CONVERSION 1047,850;     /* EBCDIC -> ASCII           */
     CONVERSION 850,1047;     /* ASCII -> EBCDIC           */
```

Step d: Use the image generator listing

The sample JCL from step (c) produces the following listing on the //SYSPRINT DD:

```
CUN1000I Z/OS SUPPORT FOR UNICODE VERSION V1R6
CUN1001I PROCESSING STARTED ON 01/29/2004 AT 14:13:14

Source Listing ----+----1----+----2----+----3----+----4----+----5----+----6--+
           1
           2     /*******************************************
           3      * INPUT STATEMENTS FOR THE IMAGE GENERATOR *
           4      *******************************************/
           5
           6 NORMALIZE;                 /* ENABLE NORMALIZATION           */
           7 COLLATE;                   /* ENABLE COLATION                */
           8 CASE NORMAL;               /* ENABLE TOUPPER AND TOLOWER     */
           9 CASE LOCALE;               /* ENABLE LOCALE                  */
          10 CASE SPECIAL;              /* ENABLE SPECIAL                 */
          11 CONVERSION 1047,850;       /* EBCDIC -> ASCII                */
          12 CONVERSION 850,1047;       /* ASCII -> EBCDIC                */
          13
Statement Report --+----1----+----2----+----3----+----4----+----5----+----6--+
           1 CONVERSION 1047,850,;
               /* 01047-00850-R using CUNRM0EB     */
           2 CONVERSION 850,1047,;
               /* 00850-01047-R using CUNREBM0     */
           3 CASE NORMAL;
               /* to-upper normal using CUNANUUP   */
               /* to-lower normal using CUNANULO   */
           4 CASE LOCALE;
               /* to-upper locale using CUNASCUP      */
               /* special casing table using CUNASCAS */
               /* category table using CUNASCLT       */
               /* to-lower locale using CUNASCLO      */
               /* special casing table using CUNASCAS */
               /* category table using CUNASCLT       */
           5 CASE SPECIAL;
               /* to-upper special using CUNASUUP     */
               /* special casing table using CUNASCAS */
               /* category table using CUNASCLT       */
               /* to-lower special using CUNASULO     */
               /* special casing table using CUNASCAS */
               /* category table using CUNASCLT       */
           6 NORMALIZE;
               /* canonical decomposition table.......... using CUNNCDTB */
               /* canonical decomposition stop table..... using CUNNCDST */
               /* compatibility decomposition table...... using CUNNKDTB */
               /* compatibility decomposition stop table. using CUNNKDST */
               /* composition table...................... using CUNNCOMT */
               /* composition stop table................. using CUNNCOST */
               /* canonical class table.................. using CUNNCACT */
               /* canonical class non zero table ........ using CUNNCCNZ */
           7 COLLATE;
               /* CE Main Table.............................. using CUNOBACE */
               /* Expansions Index Table..................... using CUNOEXIN */
               /* Expansion Elements Table................... using CUNOEXDA */
               /* Contraction Index Table.................... using CUNOTIDX */
               /* Contraction Elements Table................. using CUNOCODA */
               /* Main Index Table........................... using CUNOMIDX */
               /* Rearrangement Values - Thai and Lao........ using CUNOTHLA */
               /* Fast Canonical Decomposition Stop Table.... using CUNOFCD  */
               /* Fast Compatibility Decomposition Stop Tbl.. using CUNOFKD  */
               /* Fast Composition Stop Table................ using CUNOFCO  */
CUN1014I INPUT READ                 13 RECORDS
CUN1015I STATEMENTS PROCESSED        7
CUN1016I STATEMENTS FLAGGED          0
CUN1017I GENERATED IMAGE SIZE      522 PAGES
CUN1002I PROCESSING ENDED. HIGHEST RETURN CODE WAS 0
```

The listing can be divided into four sections:

1. The identification section. This section shows the product version and when the job was started.
2. The source listing. This section repeats the data from //SYSIN DD exactly as entered.

3. The statement report. This section shows the recognized statements and how they were resolved.
4. The statistic section. This section gives an overview of the complete process.

The following descriptions explain how the listing can be used to manage the generated images.

The identification section
If you have already generated a lot of images and keep them in data sets, it might be of interest to match an image generator listing with an existing image. For this reason there is a readable time stamp in the first record of the image. This time stamp matches the time stamp on message CUN1001I.

```
CUN1000I Z/OS SUPPORT FOR UNICODE VERSION V1R6
CUN1001I PROCESSING STARTED ON 01/29/2004 AT 12:11:09
```

The source listing
Especially when concatenated data sets are used on the //SYSIN DD statement, it is important to check which control statements were provided in the input stream. The source listing shows exactly what was read from //SYSIN DD and the number that is assigned to each input record.

The statement report
In the statement report you can see what the image generator has interpreted from the provided input. All comments, blanks, and line breaks have been removed. Each recognized statement is printed in a normalized form and a statement number is assigned. Comments are inserted after the statement to explain what was generated by the system.

```
...
Statement Report --+----1----+----2----+----3----+----4----+----5----+----6----+-
          1   CONVERSION 933,1200,RE;
                /* 00933-01200-RE                         */
                /*  00833-01200-R          using CUNRDIPG */
                /*  00834-01200-R          using CUNRDMPG */
...
```

The left hand side in the comment shows a hierarchy of the top-level and sub-level conversions. The right hand side shows the name of the tables used.

The statistics sections
The most important information from the statistic section is the return code. If the return code is 0, processing was successful from the technical point of view. You should always check the statement report carefully to ensure the generated image contains the necessary tables and correct CCSIDs.

Error situations: The following paragraphs show how the listing can be used in error situations:

1. **Environmental errors:**

   Before processing starts all the required resources are checked and allocated. When errors occur in that phase no source listing and no statement report are generated. The identification and statistic sections are printed. No image is generated. A listing with an environmental error might look like this:

```
CUN1000I Z/OS SUPPORT FOR UNICODE VERSION V1R6
CUN1001I PROCESSING STARTED ON 01/29/2004 AT 14:13:14

CUN1007E ERROR OCCURRED OBTAINING TEMPORARY WORK STORAGE RC=00000004


CUN1014I INPUT READ                  0 RECORDS
CUN1015I STATEMENTS PROCESSED        0
CUN1016I STATEMENTS FLAGGED          0
CUN1017I GENERATED IMAGE SIZE        0 PAGES
CUN1002I PROCESSING ENDED. HIGHEST RETURN CODE WAS 12
```

2. **Syntactical errors:**

   Once the initialization phase has successfully been executed the input stream is read from //SYSIN DD and the source listing is produced. The input stream then is parsed for syntactical errors. The values of the parameters are not checked at this point. Syntactical errors are for instance:

   - unrecognized statement keywords
   - missing/excessive parameters
   - missing/excessive commas or semicolons

   The statement report is not printed. No image is generated. A listing with a syntactical error might look like this:

```
CUN1000I Z/OS SUPPORT FOR UNICODE VERSION V1R6
CUN1001I PROCESSING STARTED ON 01/29/2004 AT 15:16:17

Source Listing ----+----1----+----2----+----3----+----4----+----5----+----6--+
           1
           2     /*********************************************
           3      * INPUT STATEMENTS FOR THE IMAGE GENERATOR *
           4      *********************************************/
           5
           6 NORMALIZE;                 /* ENABLE NORMALIZATION            */
           7 COLLATE;                   /* ENABLE COLATION                 */
           8 CASE NORMAL;               /* ENABLE TOUPPER AND TOLOWER      */
           9 CASE LOCALE;               /* ENABLE LOCALE                   */
          10 CASE SPECIAL;              /* ENABLE SPECIAL                  */
          11 CONVERSION 1047;           /* EBCDIC -> ASCII                 */
          12 CONVERSION 850,1047;       /* ASCII -> EBCDIC                 */
          13
CUN4005E MANDATORY PARAMETER(S) MISSING FROM STATEMENT
         'CONVERSION' IN LINE 11.
         A MINIMUM OF TWO PARAMETERS IS REQUIRED

CUN1014I INPUT READ                 13 RECORDS
CUN1015I STATEMENTS PROCESSED        0
CUN1016I STATEMENTS FLAGGED          0
CUN1017I GENERATED IMAGE SIZE        1 PAGES
CUN1002I PROCESSING ENDED. HIGHEST RETURN CODE WAS 8
```

3. **Semantical errors:**

   When the syntax of a statement is correct the specified parameters are checked for reasonable values. Semantical errors are for instance:

   - CCSIDs out of range
   - invalid *technique-characters*
   - invalid case conversion modes
   - conversion table not found

   The statement is printed in the statement report followed by the error messages issued. No image is generated. A listing with a semantical error might look like this:

```
CUN1000I Z/OS SUPPORT FOR UNICODE VERSION V1R6
CUN1001I PROCESSING STARTED ON 01/29/2004 AT 15:23:14

Source Listing ----+----1----+----2----+----3----+----4----+----5----+----6--+
           1
           2     /*******************************************
           3      * INPUT STATEMENTS FOR THE IMAGE GENERATOR *
           4      *******************************************/
           5
           6 NORMALIZE;                  /* ENABLE NORMALIZATION           */
           7 COLLATE;                    /* ENABLE COLATION                */
           8 CASE NORMAL;                /* ENABLE TOUPPER AND TOLOWER     */
           9 CASE LOCALE;                /* ENABLE LOCALE                  */
          10 CASE SPECIAL;               /* ENABLE SPECIAL                 */
          11 CONVERSION 1047,85000;      /* EBCDIC -> ASCII                */
          12 CONVERSION 850,1047;        /* ASCII -> EBCDIC                */
          13
Statement Report --+----1----+----2----+----3----+----4----+----5----+----6--+
           1 CONVERSION 1047,85000,;
CUN1023E ERROR DURING CCSID VALIDATION. INVALID CCSID '85000'
           2 CONVERSION 850,1047,;
               /* 00850-01047-R using CUNREBM0     */
           3 CASE NORMAL;
               /* to-upper normal using CUNANUUP   */
               /* to-lower normal using CUNANULO   */
           4 CASE LOCALE;
               /* to-upper locale using CUNASCUP      */
               /* special casing table using CUNASCAS */
               /* category table using CUNASCLT       */
               ....
               ....
               /* Fast Canonical Decomposition Stop Table.... using CUNOFCD  */
               /* Fast Compatibility Decomposition Stop Tbl.. using CUNOFKD  */
               /* Fast Composition Stop Table................ using CUNOFCO  */
CUN1014I INPUT READ                 13 RECORDS
CUN1015I STATEMENTS PROCESSED        7
CUN1016I STATEMENTS FLAGGED          7
CUN1017I GENERATED IMAGE SIZE        1 PAGES
CUN1002I PROCESSING ENDED. HIGHEST RETURN CODE WAS 8
```

After generating the conversion image, copy it to SYS1.PARMLIB or any other data set in the logical parmlib concatenation.

After completing the steps a to d, continue with "Calculating the storage needed for a conversion image" on page 288.

Specifying the type of conversion

Use statements in the CUNUNIxx parmlib member or on the SETUNI command to specify the type of conversions required by your installation.

Character conversion: For character conversion, use the `ADD (or REPLACE or DELETE) FROM(xxxxx) TO(yyyyy)` statement. Duplicate statements are ignored. It is possible that the z/OS Unicode Services uses more than one table to reflect the CONVERSION statement. This might be because an MBCS CCSID is involved or a particular conversion table needed was not found. In the case of MBCS involvement, the system implements a composite conversion with a set of sub-level conversions according to its knowledge base. In the case of missing conversion tables, an indirect conversion – using CCSID 1200 as the intermediate CCSID – is generated.

In general, a direct conversion is supported when:

- Converting between any combination of SBCS and DBCS
- Converting between MBCS and DBCS

- Converting between UTF-8 and UCS-2.

All other conversions will always be indirect conversions.

The parameters that can be specified for character conversion are:

FROM-CCSID
: Specifies the FROM-CCSID of the requested conversion. This is the CCSID you are converting from.

TO-CCSID
: Specifies the TO-CCSID of the requested conversion. This is the CCSID you are converting to.

TECHNIQUE
: Specifies the technique to be used in the conversion.

  Possible values for *technique-character* are:
  - R: Roundtrip
  - E: Enforced Subset
  - C: Customized Subset
  - L: Language Environment Behavior
  - M: Modified Language Environment Behavior
  - 0 – 9: User-defined conversions

Some special considerations for CCSID 1200: If CCSID 1200 is specified, the CCSID of the most recent UTF-16 version is substituted and all *technique-characters* are tested. Then the second recent UTF-16 version is substituted and so on. The supported UTF-16 CCSIDs are:
- 42160 (Unicode 6.0)
- 21680 (Unicode 4.0)
- 17584 (Unicode 3.0)
- 13488 (Unicode 2.0)

Understanding how z/OS Unicode Services loads conversion tables: When you specify one or more techniques for a particular character conversion, z/OS Unicode Services loads all appropriate tables for the requested conversion into the image. If you do not specify any technique, then Unicode Services loads all available tables for the requested conversion into the image. For example, if you specify FROM-CCSID=1208, TO-CCSID=875, and technique=ERC, then z/OS Unicode Services will load tables for 1208-875-E, 1208-875-R, or 1208-875-C. Additional tables will be loaded if no technique is specified on the request. At run time, if a request for a conversion does not include a technique, Unicode uses a default search order, R E C L M and 0 - 9, to assign a conversion table to the request.

Composite conversions (those that require different techniques in the intermediate steps) require the use of sub CCSIDs to perform a conversion. z/OS Unicode Services determines those techniques that will be used and stores them into the image. If you do not specify any technique for a composite conversion, then the z/OS Unicode Services loads only the first table found for each sub CCSID.

CCSID 1200 is a special case since it is a virtual CCSID that represents the latest UTF-16 CCSID supported. When CCSID 1200 is specified, it is converted to the latest Unicode value supported for the conversion in question. This will result in the value of 13488, 175843, 21680, or 42160 used for the conversion.

Case conversion: For case conversion, use the `ADD (or REPLACE or DELETE) CASE` statement.

Optional parameters that can be specified on the CASE statement define the conversion mode to be supported. You can specify one or more of the conversion mode parameters, but duplicates will be ignored.

NORMAL
: Specifies basic casing, preferred mode for English text.

SPECIAL
: Specifies normal casing and adds locale independent special casing.

LOCALE
: Specifies special casing and adds locale-dependent special casing.

Normalization conversion: For normalization conversion, use the `ADD (or REPLACE or DELETE) NORMALIZATION` statement. The normalization versions that can be specified are:

- UNI301
- UNI320
- UNI401
- UNI410
- UNI600

Collation conversion: For collation conversion, use the `ADD (or REPLACE or DELETE) COLLATION` statement. The collation versions that can be specified are:

- UCA301
- UCA400R1
- UCA410

Calculating the storage needed for a conversion image

Following are the steps you need to perform to calculate the main storage needed for a conversion image.

Estimating the size of an image based on planned conversions: To estimate the size of main memory an image would require depending on its set of conversions, use the following rule of thumb:

- For conversion tables, use the size in the following tables:

Table 44. Main storage needed for conversions of type SBCS and DBCS

conversion type	size of storage
SBCS→SBCS	0.25 KB
SBCS→DBCS	0.50 KB
DBCS→SBCS	64.00 KB
DBCS→DBCS	128.00 KB
QBCS→DBCS	128.00 KB
DBCS→QBCS	162.00 KB

The sizing in the following table is based on the assumption that the MBCS CCSID consists of one SBCS and one DBCS codepage.

Table 45. Main storage needed for conversions of type MBCS

conversion type	size of storage
MBCS→SBCS direct	64 KB
MBCS→SBCS via 1200	192 KB
MBCS→DBCS direct	128 KB
MBCS→DBCS via 1200	256 KB
MBCS→MBCS via 1200	320 KB
GB18030 MBCS→DBCS	257 KB
DBCS→GB18030 MBCS	291 KB

If an MBCS CCSID is composed differently, break it into its sub-CCSIDs and calculate the size for each part separately, according to Table 44 on page 288.

- For any type of case conversion add 256 KB for the main casing tables. As soon as any of the types SPECIAL or LOCALE casing are used, add another 58 KB for additional tables.
- For the case conversion statement also add 0.25 KB for control structures. For indirect and composite conversions add 0.25 KB for the control structures of each sub-level conversion.
- For the normalization statement add 565 KB, which is the total size of the tables needed for normalization as shown in "Defining a new user-defined CCSID and then creating a user-defined conversion table using this new CCSID" on page 298.
- For Collation tables, refer to "Collation tables" on page 495.
- For any conversion involving a table where the source is Unicode Double Byte, an additional validation table (to validate the malformed characters) is loaded. This validation table is 64 KB in size.
- For any conversion between CCSID 24876 and UTF-16, an additional 2 KB is used for additional control structures.

After the image is generated, look for message CUN1017I. It shows exactly the number of pages the image requires in main storage.

Note: Due to DASD configuration, the image stored on DASD occupies about 1.13 times the size.

Since z/OS V1R7, the algorithm to build an image has been enhanced. z/OS Unicode Services now loads all available tables for the requested conversion when building an image. For example, prior to z/OS V1R7, if you specified FROM-CCSID=0037, TO-CCSID=0256, and Technique=ER, and both tables were provided by the system, Unicode Services loaded only the first tables specified in the Technique Search Order, namely the table for 0037-0256-E. Starting in z/OS V1R7, z/OS Unicode Services now loads the tables for both 0037-0256-E and 0037-0256-R. Therefore, if an existing image is rebuilt since z/OS 1.7, the size of the image will grow because of the additional tables added to the image. You must therefore calculate the amount of storage needed for each conversion when building an image depending on the number of techniques specified on the conversion request and also depending on tables placed in the image. This may also require a reevaluation of the amount of real storage to load the image.

Determining the size of an image from an existing member: The size of an image stored in a data set is different from when it is loaded in main storage. You can calculate the amount of main storage required after loading as follows:

- Load the image in the VIEW ENTRY PANEL from ISPF.
- Go to the last line.
- Multiply the last line number by 71 and divide it by 4096.
- Ignore the decimal places.
- The result is the number of pages needed for that image.

Determining the size of the active image: To get information on the size of the active image loaded to the conversion environment, use the DISPLAY UNI command. Enter

```
DISPLAY UNI,STORAGE
```

and check the command output on section STORAGE. The output looks like:

```
CUN3000I 09.39.07 UNI DISPLAY 476
       STORAGE: ACTIVE      566 PAGES
                FIXED         0 PAGE
                LIMIT    123456 PAGES
```

The size of the active image in pages is found after the ACTIVE parameter. In this example 566 pages are used.

Determining the value for the REALSTORAGE parameter: The REALSTORAGE parameter in the CUNUNIxx parmlib member was introduced to protect the z/OS system against main storage shortage caused by loading a conversion image which exceeds the amount of available real storage. To control the real storage usage, the loading of a new conversion image or individual service request will be rejected when the REALSTORAGE available is less than the amount of storage needed for the complete environment.

The REALSTORAGE parameter value specifies the maximum amount of storage available for page-fixed conversion data. The z/OS Unicode environment will always have 2 pages of paged-fixed control blocks and 20 or more pages of page-fixed control data. The REALSTORAGE parameter does not control the storage used by these control blocks. It only controls and accounts for page-fixed conversion data.

The REALSTORAGE parameter does not have a minimum value. Note however that zero is a special value that does not limit the amount of page-fixed storage available. It is recommended that most installations do not specify a REALSTORAGE limit.

After invoking the image generator program to create the image, message CUN1017I, found in the listing of the //SYSPRINT DD, shows the amount of storage required to store the image in a data set. That same image when loaded into virtual memory will require additional storage. This additional storage is used by the z/OS Unicode Services internally for control structures and boundary alignment.

To calculate the value needed for the REALSTORAGE parameter, use the following formula where X is the value indicated on message CUN1017I.

```
REALSTORAGE value = (X * 1.10)
where REALSTORAGE value represents the number of pages (1 page = 4K)
```

Note:

1. Beginning with z/OS V1R7, the z/OS Unicode environment can contain additional tables that are loaded dynamically on request. These tables will take up additional storage that is not accounted for by this formula. To see the current storage used you can issue the DISPLAY UNI,STORAGE request.
2. Beginning with z/OS V1R8, the tables loaded into virtual memory, whether through dynamic load capability, contained within an image or by explicit statements in the CUNUNIxx parmlib member, are no longer page fixed by default and therefore no longer use real storage.

Managing a conversion handle that is not valid: Each SET UNI command invalidates all conversion handles because the tables they point to may have changed. Each call to a conversion service checks before conversion whether the used handle is valid.

If a conversion handle is not valid, the caller can specify with a flag whether the conversion has to be terminated or retried with a new valid conversion handle. Specify "Terminate with error", for example, if the conversion has to use exactly one version of the conversion table. Specify "Get new handle and continue" if the caller does not need a special version of the conversion table.

Changing the conversion environment

Starting in z/OS V1R7, you can change the conversion environment by either manipulating specific tables within your current environment or by re-IPLing with a new CUNUNIxx parmlib member. The z/OS Unicode Services environment can also be dynamically updated by a caller's request for a conversion table that is currently not available in storage.

- Use the SETUNI command to add, replace, or delete conversion tables within your environment. The changes take effect immediately. You can verify the changes with the DISPLAY UNI command. See *z/OS MVS System Commands*.
- Use the SET UNI=xx command to specify a new CUNUNIxx parmlib member. Once loaded, you can make subsequent changes to the contents of the image with the SETUNI command. See *z/OS MVS Initialization and Tuning Reference*.
- Changes to the current environment also can occur dynamically when a conversion request is received and the environment doesn't support the requested service. z/OS Unicode Services loads the tables required for conversion as they are referenced.

Note: Collation and Normalization features are not supported as part of the off-line tool CUNMIUTL for build images purposes. All collation features will be exploited as part of the z/OS Unicode Dynamic Capabilities. See Chapter 6, “Collation,” on page 121 and Chapter 5, “Normalization,” on page 107 for more information.

Chapter 14. Creating user-defined conversion tables

You can create your own user-defined conversion tables and have the z/OS Unicode Services character conversion service use them.

You might need to do this if existing conversion tables do not meet your needs, or you need to support a CCSID that is not currently supported by the z/OS Unicode Services character conversion service.

There are two different methods that can be used to customize z/OS Unicode Services:

- "Creating a user-defined conversion table between two existing CCSIDs" on page 295
- "Defining a new user-defined CCSID and then creating a user-defined conversion table using this new CCSID" on page 298

The method you choose to use will depend on whether you want to define a new CCSID for your user-defined conversion table.

In general, if you only want to have a different mapping occur for a subset of characters in an existing conversion table, a new CCSID is not needed and "Creating a user-defined conversion table between two existing CCSIDs" on page 295 will meet your needs. One reason for creating a user-defined CCSID is because the interface you are using only allows you to pass CCSIDs and not a technique, yet you want to use a user-defined conversion. By creating a new CCSID, that value can drive new conversions.

If you think the user-defined conversion resource you need may be of use to others, contact IBM support to see if IBM can create the mapping for you.

Note: z/OS Unicode Services is used throughout z/OS. Changes to z/OS Unicode Services may impact DB/2, CICS, and so on. Because of this, you should not change or replace a system-provided mapping. Instead, create your own user-defined mapping.

Format of tables

Mapping tables exist in two formats:

- A binary format used by the system.
- A more readable text format that is easier to edit and understand, but needs to be converted to the binary format before it can be used by the system.

Table naming convention

z/OS Unicode Services ships conversion tables in binary format for its character conversion service in data set SYS1.SCUNTBL. You can use these tables as a basis for your new table. These tables are based on IBM's Character Data Representation Architecture (CDRA). See Character Data Representation Architecture Reference for more information.

Creating user-defined conversion tables

In order to use the shipped conversion tables provided in data set SYS1.SCUNTBL you need to understand the table naming convention. The tables shipped as members in data set SYS1.SCUNTBL are named using the following naming convention: CUNtaabb.

Where:

t
is the technique character.

The technique character for tables shipped by z/OS Unicode Services in data set SYS1.SCUNTBL can have the following values:

R
Roundtrip

E
Enforced subset

C
Customized

Note: This technique “C” is for customized behavior for conversion tables shipped by z/OS Unicode Services and should not be confused with user-defined conversions.

L
Language Environment-behavior

M
Modified for special use

Note:

1. Techniques 0 through 9 are reserved for customer use and are not used by z/OS Unicode Services shipped tables.
2. For more information regarding the technique character, see Chapter 11, “z/OS Unicode environment,” on page 265.

aa
is the two character suffix representing the "from" CCSID in the z/OS Unicode Services knowledge base.

bb
is the two character suffix representing the "to" CCSID in the z/OS Unicode Services knowledge base.

Example: The member CUNRCRAJ is for the roundtrip map from CCSID 500 to CCSID 256; where R = Roundtrip, CR = CCSID 500, and AJ = CCSID 256.

Note:

1. For a list of supported existing tables, see Appendix C, “Conversion tables supplied with z/OS Unicode Services,” on page 329.
2. For a list of supported CCSIDs and the table suffix to CCSID associations, see “Encoding Scheme” on page 307.
3. You cannot create a map for UTF-8 or UTF-32 conversions because these are done by converting the data to UTF-16 by a hardware instruction, then to the target.
   - If you want to modify a UTF-8 or UTF-32 mapping, you will need to update the base CCSID to or from UTF-16 map.
   - If you want to add a UTF-8 or UTF-32 mapping with the SETUNI command, you will need to reference the base UTF-16 map for the DSNAME value.
4. For a complete list of two character table suffix/CCSID associations, see “Step a: Select the conversions” on page 277.

Creating a user-defined conversion table between two existing CCSIDs

To create a user-defined conversion table between two existing CCSIDs, the following steps are required:

- “Step 1: Create the text format file”
- “Step 2: Change the mapping” on page 296
- “Step 3: Create the binary file” on page 297
- “Step 4: Load the new table” on page 297
- “Step 5: Update your system for the next IPL” on page 298
- “Step 6: Update your program to use the new table” on page 298

User-defined technique characters are in the range 0-9 and are reserved for customer use. You need to set the technique search order when using the z/OS Unicode Services character conversion service, placing the user-defined technique character earlier in the technique search order than the technique characters for the shipped z/OS Unicode Services conversion tables.

As long as the CCSIDs involved are already defined in the z/OS Unicode Services knowledge base, you do not need to update the z/OS Unicode Services knowledge base in order to use your user-defined conversion table.

Example of building a character map based from an existing conversion table

In this example, you will take the existing CCSID 00037 to 00850 technique R mapping table and create a modified copy for your use. You will create a map that uses technique 0 and maps the ‘02’x value to ‘40’x (instead of the value of ‘02’x).

Step 1: Create the text format file

To create the text format file, issue this JCL:

```
//CUNMITG1 EXEC PGM=CUNMITG1,PARM='00037,00850,R'
//TABIN DD DISP=SHR,DSN=SYS1.SCUNTBL
//CHAROUT DD DISP=SHR,DSN=MYDSN.TEXTMAP(MAP0AAEB)
//SYSPRINT DD SYSOUT=*
```

It will create a text map in member MAP0AAEB (specified on the CHAROUT statement) of data set MYDSN. Here is an example of the first 12 lines of the file produced:

```
% Character map created on 04/09/2010 at 09:54:33
% by CUNMITG1 Version 2.8.0
% Table source: CUNRAAEB
% Conversion mode: SBCS-SBCS
% Sub-character: <7F>
% 00037 00850
% -----------------------
<00> <00>
<01> <01>
<02> <02>
<03> <03>
<04> <DC>
```

Reference information on CUNJITG1 (not required reading for the example above): Required parameters for job CUNJITG1 are:

- PARM=’*from-ccsid,to-ccsid,technique*’ where:
  - *from-ccsid* is the source CCSID of the conversion.
  - *to-ccsid* is the target CCSID of the conversion.

- *technique* is the technique character of the desired input conversion table.

Note:

1. Both *from-ccsid* and *to-ccsid* must be defined in the Unicode Services knowledge base prior to running job CUNJITG1.
2. CCSID 1200 is not resolved to a particular version of Unicode Services. You have to specify a distinct Unicode CCSID instead of 1200.
3. You must specify a distinct technique character. A technique search order is not supported here.

- //TABIN DD: Specifies the partitioned data set that holds the binary conversion tables to be used as input. This data set must be in FB 256 format.
- //CHAROUT DD: Specifies the data set that holds the created character map. This must be in FB 80 format.

Step 2: Change the mapping

You are now ready to make the desired modifications to character map MAP0AAEB. The change desired is for an input value of '02'x to be converted to a '40'x.

To do this change line 10:

```
From:   10     <02> <02>
To:     10     <02> <40>
```

Next, add a comment to document the change.

The file would now look like this:

```
01    % Character map created on 11/01/2010 at 09:54:33
02    % Table source: CUNRAAEB
03    % Conversion mode: SBCS-SBCS
04    % Sub-character: <7F>
05    % 00037 00850
06    % -----------------------
07    <00> <00>
08    <01> <01>
09    % Updated by Pat G. to map 02 to 40
10    <02> <40>
11    <03> <03>
12    <04> <DC>
```

Reference information on text source (not required reading for the example above):

- The % sign in the first column indicates a comment line. You can add, change or delete comment lines as desired. You can also add comments to the end of each mapping line in columns 73-80.
- Each code point that maps to a target character other than the substitution character is listed in the character map.
- The substitution character is assigned to each code point that is not explicitly provided.
- The mappings can be changed by editing the values within the < and > signs.
- You can add or delete lines from the character map.
- Each code point must be mapped on its own line and must not extend beyond a single line.

- Do not change the byte length of the character mappings. The length of the character mappings must match the length defined by the encoding scheme in the Unicode Services knowledge base. For example, because this is a single-byte to single-byte mapping, an entry of

  ```
  08    <00> <0000>
  ```

  is not valid since <0000> would indicate a double byte.

Step 3: Create the binary file

You now have a modified text file that represents the desired changes. You can use the JCL job CUNJITG2 to convert the modified text file into the binary format required to represent the mapping from CCSID 00037 to 00850 with a technique of 0.

To do this, issue the following JCL:

```
//CUNMITG2 EXEC PGM=CUNMITG2,PARM='00037,00850,0'
//CHARIN DD DISP=SHR,DSN=MYDSN.TEXTMAP(MAP0AAEB)
//TABOUT DD DISP=SHR,DSN=MYDSN.BINMAP
//SYSPRINT DD SYSOUT=*
```

This will create the binary file CUN0AAEB in MYDSN.BINMAP ready for use by Unicode Services.

Reference information on CUNJITG2 (not required reading for the example above): Required parameters for job CUNJITG2 are:

- PARM='*from-ccsid,to-ccsid,technique*' where:
  - *from-ccsid* is the source CCSID of the conversion.
  - *to-ccsid* is the target CCSID of the conversion.
  - *technique* is the technique character for the output conversion table in binary format. Use a value in the range of 0-9 that is reserved for customer use.

    Note:

    1. Both *from-ccsid* and *to-ccsid* must be defined in the z/OS Unicode Services knowledge base prior to running job CUNJITG1.
    2. CCSID 1200 is not resolved to a particular version of z/OS Unicode Services. You have to specify a distinct Unicode CCSID instead of 1200.
    3. You must specify a distinct technique character. A technique search order is not supported.

       Do not use alphabetic technique characters because these are reserved for z/OS Unicode Services use only. This avoids potential naming conflicts between user-defined conversion tables and those shipped by z/OS Unicode Services. It is important to avoid any possibility of naming conflicts in order to prevent the overlaying of user-defined conversion tables.
- //CHARIN DD: Specifies the data set that holds the modified character map. This must be in FB 80 format. Note that columns 73 to 80 are ignored.
- //TABOUT DD: Specifies the data set that holds the generated binary table. This must be a single data set in FB 256 format.

Step 4: Load the new table

Now that a table is created, it needs to be loaded so it can be used. Issue the following system command on the operator console:

```
SETUNI ADD,FROM(00037),TO(00850),TECHNIQUE(0),DSNAME(MYDSN.BINMAP)
```

Validate that this table is loaded by issuing the following DISPLAY command:

```
DISPLAY UNI,CONVERSION
```

The conversion that you just added can be seen in the list returned from the display command. In this example, you should see the highlighted entry below:

```
DISPLAY UNI,CONVERSION
CUN3000I 19.01.16 UNI DISPLAY 023
CONVERSION: 01200(13488)-00500-R          01200(13488)-53668-E
            00932-00943-RCE               00037-01200(13488)-R
            00037-00850-0
```

Step 5: Update your system for the next IPL

To ensure this table is included on future IPLs, update the CUNUNIxx parmlib member. CUNUNIxx contains information that the z/OS Unicode Services uses to define its environment. Select a CUNUNIxx parmlib member by specifying the UNI=xx keyword in IEASYSxx.

```
/*********************************************************/
/*                                                       */
/* CUNUNIXX - UNICODE CONVERSION CONTROL PARAMETERS      */
/*                                                       */
/*********************************************************/
/* updated by Pat G to load the custom table for         */
/* 00037 to 00850.                                       */
/*********************************************************/
ADD FROM(00037) TO(00850) TECHNIQUE(0) DSNAME(MYDSN.BINMAP)
```

Step 6: Update your program to use the new table

When your application calls the z/OS Unicode Services character conversion service, ensure that your application sets the technique search order to include the user-defined tables before other options.

In the previous example, you generated a user-defined conversion table using technique 0 so you would set the technique search order with 0 as the first technique. Therefore, you might set the technique search order to “0RECLM”. This instructs Unicode Services to use the user-defined conversion table with technique character “0” if it exists prior to other tables shipped by z/OS Unicode Services.

Defining a new user-defined CCSID and then creating a user-defined conversion table using this new CCSID

This section discusses the steps necessary to create a user-defined CCSID. If you are considering creating a user-defined CCSID, contact IBM support to see if IBM already has a CCSID you can use, or if IBM can support the conversion you need.

Note: A system IPL is required to activate the newly defined CCSID.

The following steps are required to create a user-defined CCSID and then create a user-defined conversion table using this new CCSID. You will notice the steps 2 through 7 are the same as when you define a user-defined mapping in “Creating a user-defined conversion table between two existing CCSIDs” on page 295.

This section will explain the steps needed for the first step only. See “Creating a user-defined conversion table between two existing CCSIDs” on page 295 for steps 2 through 7.

- “Step 1: Update the z/OS Unicode Services knowledge base” on page 299
  - “Step 1a: Modify CUNSIUKB for the new user-defined CCSID” on page 299

- “Step 1b: Assemble and link the modified z/OS Unicode Services knowledge base module using CUNSIUKB” on page 301
- “Step 1c: IPL the system to activate the new z/OS Unicode Services knowledge base” on page 301

Once you have completed step 1, the system will support the use of the user-defined CCSID and the new table suffix in the following steps.

- “Steps two through seven” on page 301

Step 1: Update the z/OS Unicode Services knowledge base

IBM supplies a knowledge base module, CUNMIKBS, that describes all CCSIDs shipped with z/OS Unicode Services. This knowledge base tells z/OS Unicode Services how to convert each type of CCSID. CUNMIKBS is a non-executable load module stored in SYS1.LINKLIB and SYS1.LPALIB. Because CUNMIKBS is an SMP/E managed load module, it is recommended that you modify it by using an SMP/E USERMOD. User-defined CCSIDs can be added to this knowledge base using the assembler macro CUNAIKBG that is supplied in SYS1.MACLIB.

CUNSIUKB is a sample USERMOD, shipped in data set SYS1.SAMPLIB, that can be modified and used to assemble and relink module CUNMIKBS using the CUNAIKBG macro to include user-defined CCSIDs.

In the following example, a new CCSID will be created that will allow z/OS Unicode Services to pass that value on an interface and results in the user-defined conversion.

Step 1a: Modify CUNSIUKB for the new user-defined CCSID

In order to create a user-defined CCSID:

1. Choose the basic information for your new CCSID:
   a. Choose a number from the user-defined range of 57344 to 61439 for the CCSID. The following example will use 60037 (easy to remember because it is based on codepage 37).
   b. Choose a suffix to represent the new CCSID. The value suffix specifies a two-character alphanumeric identifier to be used in constructing the conversion table name. Unicode Services recommends picking a value in the range ZA to ZZ. The following example uses ZA.
   c. Decide what codepage to base the new CCSID on. The following example uses 00037.
   d. Know what values to specify for the other needed parameters. This can be discovered by looking in the CDRA documentation and copying the values for the codepage chosen in step c above. The following example uses a STYPE=1 and CCDEF=1,1,1,1,1,1 because that is what codepage 00037 uses. The CDRA documentation is located at Character Data Representation Architecture and under the section entitled, Appendix C: CCSID Repository, there is a link to the online CCSID repository. Search the online CCSID repository for the codepage you have chosen. The information for CCSID 00037 (from our example) is located at Coded character set identifiers.
2. Next, copy CUNSIUKB to another data set so you can edit the copy. In the copy of CUNSIUKB, add a comment to document the change. You should also change the lines 39 to 45 to represent the value for your new CCSID listed above. The following is an example of the default file:

```
01    ++USERMOD(UMOD001)
02     /***********************************************************
03      *                                                         *
04      * Licensed Materials - Property of IBM                    *
```

```
05      *                                                          *
06      *                                                          *
07      *                                                          *
08      * (C) Copyright IBM Corp. 2000, 2009                       *
09      *                                                          *
10      * Status = HUN7760                                         *
11      *                                                          *
12      ************************************************************
13      *                                                          *
14      * Sample usermod for building a user-defined knowledge base *
15      *                                                          *
16      ************************************************************
17     */ .
18     ++VER(Z038) FMID(HUN7760).
19     ++JCLIN.
20     //LINK    EXEC LINKS
21     //        PARM='NCAL,MAP,LIST,LET,NOXREF,REUS',
22     //        N=,NAME=LINKLIB
23     //LINKLIB DD   DSN=SYS1.LINKLIB,DISP=SHR
24     //SYSLIN  DD   *
25        ORDER CUNMIKBS
26        ORDER USERKBS
27        ORDER CUNMIEOF
28        MODE AMODE(31),RMODE(ANY)
29        INCLUDE LINKLIB(CUNMIKBS)
30        INCLUDE LINKLIB(USERKBS)
31        ENTRY CUNMIKBS
32       NAME CUNMIKBS(R)
33
34      ++SRC(USERKBS) DISTLIB(SCUNJCL) DISTMOD(LINKLIB).
35      USERKBS CSECT
36      USERKBS AMODE 31
37      USERKBS RMODE ANY
38      *
39              CUNAIKBG CCSID=57344,ES=1100,SUFFIX=ZA,CCDEF=(1,1,1,1,1,1),
40                    STRINGT=1,CP=00290
41              CUNAIKBG CCSID=57345,ES=1200,SUFFIX=ZB,CCDEF=(2,2,2,2,2,2),
42                    STRINGT=1,CP=00300
43              CUNAIKBG CCSID=57346,ES=1301,SUBIDS=(57344,57345),
44                    STRINGT=1,CP=00290
45      END  USERKBS
```

3. Make the desired modifications in this file. Update lines 12 through 16 to add a comment to document the change.

```
12      ************************************************************
13      *                                                          *
14      * Update by Pat G. to add the CCSID 60037                  *
15      *                                                          *
16      ************************************************************
```

4. Update lines 39 through 42 to reflect your new CCSIDs values and remove extra information not needed by this new CCSID.

```
37      USERKBS RMODE ANY
38      *
39              CUNAIKBG CCSID=60037,ES=1100,SUFFIX=ZA,CCDEF=(1,1,1,1,1,1),
40                    STRINGT=1,CP=00037
41      END  USERKBS
```

Here is the revised file:

```
01    ++USERMOD(UMOD001)
02     /************************************************************
03      *                                                          *
04      * Licensed Materials - Property of IBM                     *
05      *                                                          *
06      *                                                          *
07      *                                                          *
```

```
 * (C) Copyright IBM Corp. 2000, 2009                       *
 *                                                          *
 * Status = HUN7760                                         *
 *                                                          *
 ************************************************************
 *                                                          *
 * Updated by Pat G. to add CCSID 60037                     *
 *                                                          *
 ************************************************************
*/ .
++VER(Z038) FMID(HUN7760).
++JCLIN.
//LINK    EXEC LINKS
//        PARM='NCAL,MAP,LIST,LET,NOXREF,REUS',
//        N=,NAME=LINKLIB
//LINKLIB DD   DSN=SYS1.LINKLIB,DISP=SHR
//SYSLIN  DD   *
   ORDER CUNMIKBS
   ORDER USERKBS
   ORDER CUNMIEOF
   MODE AMODE(31),RMODE(ANY)
   INCLUDE LINKLIB(CUNMIKBS)
   INCLUDE LINKLIB(USERKBS)
   ENTRY CUNMIKBS
  NAME CUNMIKBS(R)

 ++SRC(USERKBS) DISTLIB(SCUNJCL) DISTMOD(LINKLIB).
 USERKBS CSECT
 USERKBS AMODE 31
 USERKBS RMODE ANY
 *
         CUNAIKBG CCSID=60037,ES=1100,SUFFIX=ZA,CCDEF=(1,1,1,1,1,1),
               STRINGT=1,CP=00037
 END  USERKBS
```

Step 1b: Assemble and link the modified z/OS Unicode Services knowledge base module using CUNSIUKB

You now have a modified file that represents the new CCSID you want to add to the knowledge base. See "Reference information about the CUNAIKBG macro" on page 302 for the full description of all the CUNAIKBG values.

Perform an SMP/E RECEIVE and APPLY so that the source gets assembled and the load module CUNMIKBS is re-linked (contains the user-defined knowledge base CSECT USERKBS).

Reference information on CUNSIUKB:

- Do not change the ORDER statements of the link step. CUNMIEOF must be the last CSECT in the load module.
- Be sure that an SMP/E ACCEPT has been performed for the z/OS Unicode Services FMID before installing the USERMOD. Otherwise, you cannot restore the original CUNMIKBS by performing an SMP/E RESTORE.

Step 1c: IPL the system to activate the new z/OS Unicode Services knowledge base

After the system IPLs, the modified knowledge base now supports the use of CCSID 60037 and the suffix of ZA for use in steps 2 through 7.

Steps two through seven

Because now you have a new user-defined CCSID, you can follow the steps in "Creating a user-defined conversion table between two existing CCSIDs" on page 295. Complete the following steps in this order:

- "Step 1: Create the text format file" on page 295
- "Step 2: Change the mapping" on page 296
- "Step 3: Create the binary file" on page 297
- "Step 4: Load the new table" on page 297
- "Step 5: Update your system for the next IPL" on page 298
- "Step 6: Update your program to use the new table" on page 298

Reference information about the CUNAIKBG macro

The following is a description of the CUNAIKBG macro values below:

```
CUNAIKBG CCSID=60037,ES=1100,SUFFIX=ZA,CCDEF=(1,1,1,1,1,1),
      STRINGT=1,CP=00037
```

CCSID
: Specifies the user-defined CCSID to be inserted into the Unicode Services knowledge base. CCSID is to be specified in decimal form. It is a unique five-digit number in the range 57344 - 61439 (this range is reserved for private use).

  CCSID is required.

ES
: Specifies the encoding scheme identifier used for the CCSID. It is a four-digit identifier in hexadecimal form. For more information about encoding schemes, see "Encoding Scheme" on page 307. The value *es* determines which of the other operands are mandatory or forbidden.

  ES is required.

SUFFIX
: Specifies a two-character alphanumeric identifier to be used in constructing the conversion table name. See "Table naming convention" on page 293 for additional information. Modifying job CUNJIUTL suffix is required for simple CCSIDs.

  SUFFIX must not be specified for mixed CCSIDs.

CCDEF
: Specifies the control function definitions. These must be specified within parenthesis, separated by commas in the following order:

  - sp (space)
  - sub (substitute)
  - nl (new line)
  - lf (line feed)
  - cr (carriage return)
  - eof (end of line)

  The values are indices into the tables described in Appendix C ('Control Character Reference Tables') in Character Data Representation Architecture Reference. The CDRA documentation is located at Character Data Representation Architecture Reference.

  CCDEF is required for simple CCSIDs. It must not be specified for mixed CCSIDs.

SUB
: Specifies the list of sub-CCSIDs within parenthesis. The number of sub-CCSIDs must be between two and eight.

SUB is required for mixed CCSIDs and must not be specified for simple CCSIDs.

STRINGT
The string type definition number. STRINGT is used to indicate characteristics that cannot be determined by the CCSID tag or encoding scheme alone, such as the orientation of the string or whether the characters are shaped or unshaped.

The default value is 1.

CP Specifies the code page to be used for this entry. A code page is a specification of code points from a defined encoding scheme for each character in a set.

If you are defining a mixed CCSID, specify the code page from the single-byte component that makes up the mixed CCSID. For more information about code pages, see the Character Data Representation Architecture Reference at Character Data Representation Architecture Reference.

ACRI
Specifies the type of the 'additional coding-related required information' (ACRI). ACRI consists of a *type* and an *id*. The *type* can be:

- PC (ACRI information for PC MBCS)
- EUC (ACRI information for EUC MBCS)
- TCP (ACRI information for 2022 TCP/IP MBCS)

type must match the *type* of the encoding scheme. The *id* is an index into the ACRI tables described in Character Data Representation Architecture Reference at Character Data Representation Architecture Reference.

ACRI is required for all mixed CCSIDs, except EBCDIC MBCS. It must not be specified for simple CCSIDs and EBCDIC MBCS.

Part 4. Appendixes

Appendix A. Description of CCSIDs

Unicode CCSIDs

z/OS Unicode Services supports several different CCSID values for the Unicode Standard, and they are listed here for easy reference. (It is suggested to use 1200 for general Unicode because it will default to the most current version supported.)

CCSID	Description	Suffix
01200	Unicode - most recent version supported, UTF-16 encoding.	(Suffix not applicable)
01202	Unicode - most recent version supported, UTF-16. Data is little endian order.	(Suffix not applicable)
01208	Unicode - most recent version supported, UTF-8 encoding.	(Suffix not applicable)
01210	Unicode - most recent version supported, UTF-EBCDIC encoding.	UH
01232	Unicode - most recent version supported, UTF-32 encoding.	(Suffix not applicable)
13488	Unicode - version 3.0.	PG
17584	Unicode - version 3.1.	PH
21680	Unicode - version 4.0.	TH
42160	Unicode - version 6.0.	UR

UTF-16 might be encoded in big endian or little endian format. The default of z/OS support for Unicode is big endian format, an order in which the "big end" is stored first. CCSID 1202 is defined to be UTF-16 little endian, an order in which the "little end" is stored first.

Encoding Scheme

A basic feature of a CCSID is its encoding scheme, which is uniquely identified by the hexadecimal encoding scheme identifier (ESID). This is a summary of encoding schemes. For more information about encoding schemes, see Character Data Representation Architecture Reference.

Code pages with a pure single-byte or pure double-byte encoding (SBCS, DBCS, and UCS-2) are called simple code pages. Code pages that consist of two or more sub code pages (PC MBCS, EUC MBCS, EBCDIC MBCS, and ISO2022 MBCS) are called mixed code pages.

In this topic, the following descriptions are used for the encoding schemes:

Table 46. Encoding schemes

ES ID Hex	ES description
1100	EBCDIC, SBCS
1200	EBCDIC, DBCS

Table 46. Encoding schemes (continued)

ES ID Hex	ES description
1301	EBCDIC, Mixed single-byte and double-byte, using SO/SI code extension method
6100	EBCDIC Presentation, SBCS
1808	UTF-EBCDIC encoding
7200	UTF-16, Unicode standard UTF-16. Data is big endian order
720B	UTF-16 LE, Unicode standard UTF-16. Data is little endian order
7500	UTF-32, Unicode standard UTF-32. Data is big endian order
7807	UTF-8, Unicode standard UTF-8
8200	Unicode display
2100	IBM-PC Data, SBCS
2200	IBM-PC Data, DBCS
2300	IBM-PC Data, Mixed single-byte and double-byte, with implicit code extension
2305	IBM-PC Data, Mixed single byte and double-byte, SBCS
3100	IBM-PC Display, SBCS
3200	IBM-PC Display, DBCS
3300	IBM-PC Display, Mixed single-byte and double-byte, with implicit code extension
4403	IBM EUC
4100	ISO 8, SBCS
4105	ISO 8 (ASCII code), SBCS
4155	ISO 8 Presentation (ASCII code), SBCS
5100	ISO 7 (ASCII code), SBCS
5150	ISO 7 Presentation (ASCII code), SBCS
5200	ISO 7 (ASCII code), DBCS
5700	ISO 7 Triple-Byte Code Set
5404	ISO 2022 TCP/IP using ESC sequences
5409	ISO 2022 TCP/IP using SO/SI
540A	ISO 2022 TCP/IP using SO, SI, SS2, SS3
8100	8 bit, SBCS, used with a 7-bit code page
9200	8 bit, DBCS, used with a 7-bit code page
2900	PC Data, fixed 4-byte
2A00	PC Data, mixed single-byte, double-byte, four-byte

The following table describes the CCSIDs supported by z/OS Unicode.

Note: For a complete list of all CCSID's (including those not supported by Unicode Services), see the CCSID information located at http://www.ibm.com/software/globalization/ccsid/ccsid_registered.jsp

CCSID	ENCODING SCHEME	DESCRIPTION	SUFFIX
00037	EBCDIC, SBCS	USA, CANADA, BRAZIL, and COMMON EUROPE	AA

CCSID	ENCODING SCHEME	DESCRIPTION	SUFFIX
00256	EBCDIC, SBCS	NETHERLAND	AJ
00259	EBCDIC, SBCS	SYMBOLS SET 7	AP
00273	EBCDIC, SBCS	AUSTRIA and GERMANY	AV
00274	EBCDIC, SBCS	BELGIUM	AX
00275	EBCDIC, SBCS	BRAZIL	AZ
00277	EBCDIC, SBCS	DENMARK, NORWAY	A2
00278	EBCDIC, SBCS	FINLAND, SWEDEN	A4
00280	EBCDIC, SBCS	ITALIAN	A6
00281	EBCDIC, SBCS	JAPAN	A8
00282	EBCDIC, SBCS	PORTUGAL	A9
00284	EBCDIC, SBCS	SPANISH	BB
00285	EBCDIC, SBCS	UNITED KINGDOM	BE
00286	EBCDIC, SBCS	AUSTRIA and GERMANY 3279	BG
00290	EBCDIC, SBCS	JAPANESE	BH
00293	EBCDIC, SBCS	APL (A Programming Language) USA	BL
00297	EBCDIC, SBCS	FRENCH	BN
00300	EBCDIC, DBCS	JAPAN	BQ
00301	ASCII, DBCS	JAPAN	BV
00367	ASCII, SBCS	USA, ANSI X3.4 ASCII STANDAR	B0
00420	EBCDIC, SBCS	ARABIC	B1
00421	EBCDIC, SBCS	MAGHREB/FRENCH	B6
00423	EBCDIC, SBCS	GREEK	B8
00424	EBCDIC, SBCS	HEBREW	CA
00425	EBCDIC, SBCS	ARABIC/LATIN	SR
00437	ASCII, SBCS	USA	CE
00500	EBCDIC, SBCS	INTERNATIONAL	CR
00720	ASCII, SBCS	MICROSOFT-DOS ARABIC	C5
00737	ASCII, SBCS	MICROSOFT-DOS GREEK	C6
00775	ASCII, SBCS	MICROSOFT-DOS BALTIC	C8
00803	EBCDIC, SBCS	HEBREW	DA
00806	ASCII, SBCS	PC-ISCII-91	DC
00808	ASCII, SBCS	CYRILLIC	D5
00813	ASCII, SBCS	GREEK/LATIN	DF
00819	ASCII, SBCS	ISO 8859-1	DH
00833	EBCDIC, SBCS	KOREAN	DI
00834	EBCDIC, DBCS	KOREAN	DM
00835	EBCDIC, DBCS	TRADITIONAL CHINESE (T-CH)	DR
00836	EBCDIC, SBCS	SIMPLIFIED CHINESE (S-CH)	DU
00837	EBCDIC, DBCS	SIMPLIFIED CHINESE (S-CH)	DY
00838	EBCDIC, SBCS	THAILAND	D1
00848	ASCII, SBCS	UKRAINE	D7
00849	ASCII, SBCS	BELARUS	D9
00850	ASCII, SBCS	LATIN-1	EB
00851	ASCII, SBCS	GREEK	EG
00852	ASCII, SBCS	LATIN-2	EL
00853	ASCII, SBCS	TURKISH	ES

CCSID	ENCODING SCHEME	DESCRIPTION	SUFFIX
00855	ASCII, SBCS	CYRILLIC	EX
00856	ASCII, SBCS	HEBREW	E4
00857	ASCII, SBCS	TURKISH	FC
00858	ASCII, SBCS	LATIN-1E	FI
00859	ASCII, SBCS	LATIN-9	FK
00860	ASCII, SBCS	PORTUGESE	FM
00861	ASCII, SBCS	ICELAND	FP
00862	ASCII, SBCS	HEBREW	FS
00863	ASCII, SBCS	CANADA	FV
00864	ASCII, SBCS	ARABIC	FY
00865	ASCII, SBCS	DENMARK, NORWAY	GA
00866	ASCII, SBCS	CYRILLIC	GD
00867	ASCII, SBCS	HEBREW	GF
00868	ASCII, SBCS	URDU	GH
00869	ASCII, SBCS	GREEK	GP
00870	EBCDIC, SBCS	LATIN-2	GW
00871	EBCDIC, SBCS	ICELAND	GY
00872	ASCII, SBCS	CYRILLIC	G0
00874	ASCII, SBCS	THAI PC-DATA	G3
00875	EBCDIC, SBCS	GREEK	G8
00876	ASCII, SBCS	OCR (OPTICAL CHARACTER RECOGNITION)	UF
00878	ASCII, SBCS	KOI8-R CYRILLIC	HA
00880	EBCDIC, SBCS	CYRILLIC	HB
00891	ASCII, SBCS	KOREA	HD
00895	ASCII, SBCS	JAPAN 7-BIT LATIN	HH
00896	ASCII, SBCS	JAPAN 7-BIT KATAKANA	HI
00897	ASCII, SBCS	JAPAN	HK
00899	ASCII, SBCS	SYMBOLS - PC	HR
00901	ASCII, SBCS	BALTIC ISO-8	HS
00902	ASCII, SBCS	ESTONIA ISO-8	HU
00903	ASCII, SBCS	SIMPLIFIED CHINESE (S-CH)	HW
00904	ASCII, SBCS	TRADITIONAL CHINESE (T-CH)	HY
00905	EBCDIC, SBCS	TURKEY	H0
00912	ASCII, SBCS	LATIN 2, ISO 8859-2	H1
00913	ASCII, SBCS	ISO LATIN 3, ISO 8859-3	SZ
00914	ASCII, SBCS	LATIN 4, ISO 8859-4	H3
00915	ASCII, SBCS	CYRILLIC, 8-BIT, ISO 8859-5	H4
00916	ASCII, SBCS	ISO 8859-8:HEBREW (string type 5)	H6
00918	EBCDIC, SBCS	URDU	H8
00920	ASCII, SBCS	ISO 8859-9 LATIN 5	IA
00921	ASCII, SBCS	BALTIC, 8-BIT(ISO 8859-13)	IB
00922	ASCII, SBCS	ESTONIA ISO-8	ID
00923	ASCII, SBCS	ISO 8859-15	IF
00924	EBCDIC, SBCS	LATIN 9	IG
00926	ASCII, DBCS	KOREA	IH

CCSID	ENCODING SCHEME	DESCRIPTION	SUFFIX
00927	ASCII, DBCS	TRADITIONAL CHINESE (T-CH)	IJ
00928	ASCII, DBCS	SIMPLIFIED CHINESE (S-CH)	IM
00930	EBCDIC, MBCS	JAPANESE KATAKANA- KANJI	IQ
00931	EBCDIC, MBCS	JAPANESE LATIN-KANJI	IW
00932	ASCII, MBCS	JAPAN	IZ
00933	EBCDIC, MBCS	KOREAN	I5
00934	ASCII, MBCS	KOREAN	JA
00935	EBCDIC, MBCS	SIMPLIFIED CHINESE (S-CH)	JC
00936	ASCII, MBCS	SIMPLIFIED CHINESE (S-CH)	JG
00937	EBCDIC, MBCS	TRADITIONAL CHINESE (T-CH)	JI
00938	ASCII, MBCS	TRADITIONAL CHINESE (T-CH)	JK
00939	EBCDIC, MBCS	JAPANESE LATIN - KANJI	JM
00941	ASCII, DBCS	JAPANESE PC FOR OPEN ENVIRONMENT	JP
00942	ASCII, MBCS	JAPAN	JU
00943	ASCII, MBCS	JAPAN OPEN	JY
00944	ASCII, MBCS	KOREA	J3
00946	ASCII, MBCS	SIMPLIFIED CHINESE (S- CH)	J6
00947	ASCII, DBCS	TRADITIONAL CHINESE (T-CH)-IBM BIG-5	J9
00948	ASCII, MBCS	TRADITIONAL CHINESE (T-CH)	KF
00949	ASCII, MBCS	KOREA KS	KI
00950	ASCII, MBCS	TRADITIONAL CHINESE (T-CH)	KO
00951	ASCII, DBCS	IBM KS	KS
00952	ASCII, DBCS	JAPANESE EUC	KW
00953	ASCII, DBCS	JAPANESE EUC	KY
00954	ASCII, MBCS	JAPANESE EUC	K1
00955	ASCII, DBCS	JAPANESE TCP	K6
00956	ASCII, MBCS	JAPANESE TCP	K7
00957	ASCII, MBCS	JAPANESE TCP	K9
00958	ASCII, MBCS	JAPANESE TCP	LB
00959	ASCII, MBCS	JAPANESE TCP	LD
00960	ASCII, DBCS	TRADITIONAL CHINESE (T-CH) EUC	LF
00961	ASCII, TBCS	TRADITIONAL CHINESE (T-CH) EUC	LG
00963	ASCII, DBCS	TRADITIONAL CHINESE (T-CH) TCP	LI
00964	ASCII, MBCS	TRADITIONAL CHINESE (T-CH) EUC	LJ
00965	ASCII, MBCS	TRADITIONAL CHINESE (T-CH) TCP	LL
00966	ASCII, MBCS	TRADITIONAL CHINESE (T-CH) TCP	LN
00970	ASCII, MBCS	KOREAN EUC	LO
00971	ASCII, DBCS	KOREAN EUC	LT
01002	EBCDIC, SBCS	DCF RELEASE 2 COMPATIBILITY	LV
01004	ASCII, SBCS	LATIN-1	LW
01006	ASCII, SBCS	URDU ISO- 8	LZ
01008	ASCII, SBCS	ARABIC ISO/ASCII	L0
01009	ASCII, SBCS	ISO-7: IRV (International reference version)	L2
01010	ASCII, SBCS	ISO-7: FRENCH	L3

CCSID	ENCODING SCHEME	DESCRIPTION	SUFFIX
01011	ASCII, SBCS	ISO-7: GERMANY	L4
01012	ASCII, SBCS	ISO-7: ITALY	L5
01013	ASCII, SBCS	ISO-7: UNITED KINGDOM	L6
01014	ASCII, SBCS	ISO-7: SPAIN	L7
01015	ASCII, SBCS	ISO-7: PORTUGAL	L8
01016	ASCII, SBCS	ISO-7: NORWAY	L9
01017	ASCII, SBCS	ISO-7: DENMARK	MA
01018	ASCII, SBCS	ISO-7: FINLAND and SWEDEN	MB
01019	ASCII, SBCS	ISO-7: BELGIUM and NETHERLANDS	MC
01020	ASCII, SBCS	ISO-7: CANADA	MD
01021	ASCII, SBCS	ISO-7: SWITZERLAND VARIANT	ME
01023	ASCII, SBCS	ISO-7: SPAIN	MF
01025	EBCDIC, SBCS	CYRILLIC MULTILINGUAL	MG
01026	EBCDIC, SBCS	TURKEY LATIN-5	MH
01027	EBCDIC, SBCS	JAPAN LATIN	MI
01040	ASCII, SBCS	KOREA	MK
01041	ASCII, SBCS	JAPAN	MN
01042	ASCII, SBCS	SIMPLIFIED CHINESE (S-CH)	MR
01043	ASCII, SBCS	TRADITIONAL CHINESE (T-CH)	MU
01046	ASCII, SBCS	ARABIC - PC	MX
01047	EBCDIC, SBCS	LATIN 1/ OPEN SYSTEM	M0
01051	ASCII, SBCS	HP EMULATION	M2
01088	ASCII, SBCS	KOREA KS	M3
01089	ASCII, SBCS	ARABIC ISO 8859-6	M6
01097	EBCDIC, SBCS	FARSI	M7
01098	ASCII, SBCS	FARSI PC	M8
01100	ASCII, SBCS	MULTI EMULATION	M9
01101	ASCII, SBCS	BRITISH ISO-7 NRC SET	NA
01102	ASCII, SBCS	DUTCH ISO-7 NRC SET	NB
01103	ASCII, SBCS	FINNISH ISO-7 NRC SET	NC
01104	ASCII, SBCS	FRENCH ISO-7 NRC SET	ND
01105	ASCII, SBCS	NOR/DAN ISO-7 NRC SET	NE
01106	ASCII, SBCS	SWEDISH ISO-7 NRC SET	NF
01107	ASCII, SBCS	NOR/DAN ISO-7 NRC SET	NG
01112	EBCDIC, SBCS	BALTIC	NH
01114	ASCII, SBCS	TRADITIONAL CHINESE (T-CH)	NI
01115	ASCII, SBCS	SIMPLIFIED CHINESE (S-CH) GB	NM
01122	EBCDIC, SBCS	ESTONIA	NP
01123	EBCDIC, SBCS	UKRAINE	NQ
01124	ASCII, SBCS	UKRAINE ISO-8	NR
01125	ASCII, SBCS	UKRAINE	NS
01126	ASCII, SBCS	KOREAN MS-WIN	NT
01129	ASCII, SBCS	VIETNAMESE ISO-8	NY
01130	EBCDIC, SBCS	VIETNAMESE	NZ
01131	ASCII, SBCS	BELARUS	N0
01132	EBCDIC, SBCS	LAO	N1

CCSID	ENCODING SCHEME	DESCRIPTION	SUFFIX
01133	ASCII, SBCS	LAO ISO-8	N2
01137	EBCDIC, SBCS	DEVANAGARI	N3
01140	EBCDIC, SBCS	COMMON EUROPE ECECP	N5
01141	EBCDIC, SBCS	AUSTRIA and GERMANY ECECP	N6
01142	EBCDIC, SBCS	DENMARK, NORWAY ECECP	N7
01143	EBCDIC, SBCS	FINLAND, SWEDEN ECECP	N8
01144	EBCDIC, SBCS	ITALIAN ECECP	N9
01145	EBCDIC, SBCS	SPANISH ECECP	OA
01146	EBCDIC, SBCS	UNITED KINGDOM ECECP	OB
01147	EBCDIC, SBCS	FRENCH ECECP	OC
01148	EBCDIC, SBCS	INTERNATIONAL ECECP	OD
01149	EBCDIC, SBCS	ICELAND ECECP	OE
01153	EBCDIC, SBCS	LATIN-2	OF
01154	EBCDIC, SBCS	CYRILLIC	OG
01155	EBCDIC, SBCS	TURKEY LATIN-5	OH
01156	EBCDIC, SBCS	BALTIC	OI
01157	EBCDIC, SBCS	ESTONIA	OJ
01158	EBCDIC, SBCS	UKRAINE	OK
01159	EBCDIC, SBCS	TRADITIONAL CHINESE (T-CH)	OL
01160	EBCDIC, SBCS	THAI	OM
01161	ASCII, SBCS	THAI	ON
01162	ASCII, SBCS	THAI WINDOWS	OO
01163	ASCII, SBCS	VIETNAMESE ISO8	OP
01164	EBCDIC, SBCS	VIETNAMESE	OQ
01165	EBCDIC, SBCS	LATIN-2 OPEN SYSTEM	SV
01166	EBCDIC, SBCS	CYRILLIC MULTILINGUAL - Kazakhstan	TN
01167	ASCII, SBCS	BELARUSIAN / UKRAINIAN KOI8-RU	TO
01168	ASCII, SBCS	UKRAINIAN KO18-U	TP
01200	UTF-16	UTF-16 as defined in the Unicode Standard. Data is big endian order.	PF
01202	UTF-16 LE	UTF-16 as defined in the Unicode Standard. Data is little endian order.	T7
01208	UTF-8	UTF-8 as defined in the Unicode Standard.	PK
01210	UTF-EBCDIC	UTF-EBCDIC as defined in the Unicode Standard.	UH
01232	UTF-32	UTF-32 as defined in the Unicode Standard. Data is big endian order.	J1
01250	ASCII, SBCS	MS-WIN LATIN-2	PO
01251	ASCII, SBCS	MS-WIN CYRILLIC	PQ
01252	ASCII, SBCS	MS-WIN LATIN-1	PS
01253	ASCII, SBCS	MS-WIN GREEK	PU
01254	ASCII, SBCS	MS-WIN TURKEY	PW
01255	ASCII, SBCS	MS-WIN HEBREW	PY
01256	ASCII, SBCS	MS-WIN ARABIC	P0
01257	ASCII, SBCS	MS-WIN BALTIC	P2
01258	ASCII, SBCS	MS-WIN VIETNAM	P4
01275	ASCII, SBCS	APPLE LATIN- 1	P6

CCSID	ENCODING SCHEME	DESCRIPTION	SUFFIX
01276	ASCII, SBCS	ADOBE STANDARD	P7
01277	ASCII, SBCS	ADOBE LATIN- 1	P8
01280	ASCII, SBCS	APPLE GREEK	QA
01281	ASCII, SBCS	APPLE TURKEY	QB
01282	ASCII, SBCS	APPLE LATIN2	QC
01283	ASCII, SBCS	APPLE CYRILLIC	QD
01284	ASCII, SBCS	APPLE CROATIAN	QE
01285	ASCII, SBCS	APPLE ROMANIAN	QF
01287	ASCII, SBCS	DEC (DIGITAL EQUIPMENT CORPORATION) GREEK 8-Bit	SX
01288	ASCII, SBCS	DEC (DIGITAL EQUIPMENT CORPORATION) TURKISH 8-Bit	SY
01350	ASCII, MBCS	JIS JAPANESE EUC	QH
01351	ASCII, DBCS	JAPAN OPEN	QI
01362	ASCII, DBCS	KOREAN MS-WIN	QJ
01363	ASCII, MBCS	KOREAN MS- WIN	QN
01364	EBCDIC, MBCS	KOREAN	QR
01370	ASCII, MBCS	TRADITIONAL CHINESE (T-CH)	QT
01371	EBCDIC, MBCS	TRADITIONAL CHINESE (T-CH)	QU
01374	ASCII, DBCS	IBM BIG-5 EXTENSION FOR HKSCS	TZ
01375	ASCII, MBCS	IBM BIG-5 EXTENSION FOR HKSCS	TY
01380	ASCII, DBCS	SIMPLIFIED CHINESE (S-CH) GB	QV
01381	ASCII, MBCS	SIMPLIFIED CHINESE (S-CH) GB	QY
01382	ASCII, DBCS	SIMPLIFIED CHINESE (S-CH) EUC	Q0
01383	ASCII, MBCS	SIMPLIFIED CHINESE (S-CH) EUC to GB 2312	Q2
01385	ASCII, DBCS	SIMPLIFIED CHINESE (S-CH) GBK	Q6
01386	ASCII, MBCS	SIMPLIFIED CHINESE (S-CH) GBK	Q8
01388	EBCDIC, MBCS	SIMPLIFIED CHINESE (S-CH)	RA
01390	EBCDIC, MBCS	JAPAN	RC
01391	ASCII, QBCS	SIMPLIFIED CHINESE (S-CH)-growing for GB18030	TF
01392	ASCII, MBCS	SIMPLIFIED CHINESE (S-CH)-growing for GB18030	TG
01399	EBCDIC, MBCS	JAPAN	RD
04133	EBCDIC, SBCS	USA	AB
04369	EBCDIC, SBCS	AUSTRIA and GERMANY	AW
04370	EBCDIC, SBCS	BELGIUM	AY
04371	EBCDIC, SBCS	BRAZIL	A0
04373	EBCDIC, SBCS	DENMARK, NORWAY	A3
04374	EBCDIC, SBCS	FINLAND, SWEDEN	A5
04376	EBCDIC, SBCS	ITALY	A7
04378	EBCDIC, SBCS	PORTUGAL	BA
04380	EBCDIC, SBCS	LATIN	BC
04381	EBCDIC, SBCS	UNITED KINGDOM	BF
04386	EBCDIC, SBCS	JAPAN	BI
04393	EBCDIC, SBCS	FRANCE	BO

CCSID	ENCODING SCHEME	DESCRIPTION	SUFFIX
04396	EBCDIC, DBCS	JAPAN	BR
04397	ASCII, DBCS	JAPAN	BW
04516	EBCDIC, SBCS	ARABIC	B2
04517	EBCDIC, SBCS	MAGHREB/FRENCH	B7
04519	EBCDIC, SBCS	GREEK 3174	B9
04520	EBCDIC, SBCS	HEBREW	CB
04533	ASCII, SBCS	SWISS	CF
04596	EBCDIC, SBCS	LATIN AMERICA	CS
04899	EBCDIC, SBCS	HEBREW	DB
04904	ASCII, SBCS	CYRILLIC (with MS controls)	OS
04909	ASCII, SBCS	GREEK/LATIN	DG
04929	EBCDIC, SBCS	KOREA	DJ
04930	EBCDIC, DBCS	KOREAN	DN
04931	EBCDIC, DBCS	TRADITIONAL CHINESE (T-CH)	DS
04932	EBCDIC, SBCS	SIMPLIFIED CHINESE (S-CH)	DV
04933	EBCDIC, DBCS	SIMPLIFIED CHINESE (S-CH)	DZ
04934	EBCDIC, SBCS	THAI	D2
04944	ASCII, SBCS	UKRAINE (with MS controls)	OT
04945	ASCII, SBCS	BELARUS (with MS controls)	OU
04946	ASCII, SBCS	LATIN-1	EC
04947	ASCII, SBCS	GREEK	EH
04948	ASCII, SBCS	LATIN-2	EM
04949	ASCII, SBCS	TURKEY	ET
04951	ASCII, SBCS	CYRILLIC	EY
04952	ASCII, SBCS	HEBREW	E5
04953	ASCII, SBCS	TURKEY	FD
04954	ASCII, SBCS	LATIN-1E (with MS controls)	OY
04955	ASCII, SBCS	LATIN-9 (with MS controls)	OZ
04956	ASCII, SBCS	PORTUGESE (with MS controls)	O0
04957	ASCII, SBCS	ICELAND (with MS controls)	O1
04958	ASCII, SBCS	HEBREW (with MS controls)	O2
04959	ASCII, SBCS	CANADA (with MS controls)	O3
04960	ASCII, SBCS	ARABIC	FZ
04961	ASCII, SBCS	DENMARK, NORWAY	O4
04962	ASCII, SBCS	CYRILLIC (with MS controls)	O5
04963	ASCII, SBCS	HEBREW (with MS controls)	O6
04964	ASCII, SBCS	URDU	GI
04965	ASCII, SBCS	GREEK	GQ
04966	EBCDIC, SBCS	ROECE LATIN-2	GX
04967	EBCDIC, SBCS	ICELAND	GZ
04970	ASCII, SBCS	THAI	G4
04971	EBCDIC, SBCS	GREEK	G9
04976	EBCDIC, SBCS	CYRILLIC	HC
04992	ASCII, SBCS	JAPANESE TCP- 2022	HJ
04993	ASCII, SBCS	JAPAN	HL
05012	ASCII, SBCS	ISO 8859-8	H7

CCSID	ENCODING SCHEME	DESCRIPTION	SUFFIX
05014	EBCDIC, SBCS	URDU	H9
05023	ASCII, DBCS	TRADITIONAL CHINESE (T-CH)	IK
05026	EBCDIC, MBCS	JAPAN	IR
05028	ASCII, MBCS	JAPAN	I0
05029	EBCDIC, MBCS	KOREA	I6
05031	EBCDIC, MBCS	SIMPLIFIED CHINESE (S-CH)	JD
05033	EBCDIC, MBCS	TRADITIONAL CHINESE (T-CH)	JJ
05035	EBCDIC, MBCS	JAPAN MIX	JN
05038	ASCII, MBCS	JAPAN HP15-J (Defined by Hewlett Packard)	JV
05039	ASCII, MBCS	JAPAN OPEN	JZ
05043	ASCII, DBCS	TRADITIONAL CHINESE (T-CH)-IBM BIG-5	KA
05045	ASCII, MBCS	KOREA KS	KJ
05046	ASCII, MBCS	TRADITIONAL CHINESE (T-CH)-IBM BIG-5	KP
05047	ASCII, DBCS	KOREA KS PC DATA	KT
05048	ASCII, DBCS	JAPANESE EUC	KX
05049	ASCII, DBCS	JAPANESE EUC	KZ
05050	ASCII, MBCS	JAPANESE EUC	K2
05052	ASCII, MBCS	JAPANESE TCP	K8
05053	ASCII, MBCS	JAPANESE TCP	LA
05054	ASCII, MBCS	JAPANESE TCP	LC
05055	ASCII, MBCS	JAPANESE TCP	LE
05056	ASCII, DBCS	TRADITIONAL CHINESE (T-CH) TCP-2022	SS
05067	ASCII, DBCS	KOREAN EUC	LU
05100	ASCII, SBCS	LATIN-1	LX
05104	ASCII, SBCS	ARABIC ISO/ASCII	L1
05123	EBCDIC, SBCS	JAPAN LATIN	MJ
05137	ASCII, SBCS	JAPAN	MO
05142	ASCII, SBCS	ARABIC - PC	MY
05143	EBCDIC, SBCS	LATIN OPEN SYS	M1
05210	ASCII, SBCS	SIMPLIFIED CHINESE (S-CH) SB	NJ
05211	ASCII, SBCS	SIMPLIFIED CHINESE (S-CH) GB	NN
05233	EBCDIC, SBCS	DEVANAGARI EBCDIC with Rupee	UO
05346	ASCII, SBCS	MS-WIN LATIN-2	PP
05347	ASCII, SBCS	MS-WIN CYRILLIC	PR
05348	ASCII, SBCS	MS-WIN LATIN-1	PT
05349	ASCII, SBCS	MS-WIN GREEK	PV
05350	ASCII, SBCS	MS-WIN TURKEY	PX
05351	ASCII, SBCS	MS-WIN HEBREW	PZ
05352	ASCII, SBCS	MS-WIN ARABIC	P1
05353	ASCII, SBCS	MS-WIN BALTIC	P3
05354	ASCII, SBCS	MS-WIN VIETNAM	P5
05470	ASCII, DBCS	Big-5 extension for HKSCS 2001	T2
05471	ASCII, MBCS	IBM BIG-5 EXTENSION FOR HKSCS	T1
05472	EBCDIC, DBCS	Host HKSCS-2001	T4

CCSID	ENCODING SCHEME	DESCRIPTION	SUFFIX
05473	EBCDIC, MBCS	T-Chinese Mixed Host for HKSCS	T3
05476	ASCII, DBCS	SIMPLIFIED CHINESE (S-CH) GB	QW
05477	ASCII, MBCS	SIMPLIFIED CHINESE (S-CH) GB	QZ
05478	ASCII, DBCS	SIMPLIFIED CHINESE (S-CH) EUC	Q1
05479	ASCII, MBCS	SIMPLIFIED CHINESE (S-CH) EUC	Q3
05486	EBCDIC, MBCS	JAPAN	UM
05487	ASCII, QBCS	SIMPLIFIED CHINESE (S-CH)- for GB 18030	TC
05488	ASCII, MBCS	SIMPLIFIED CHINESE (S-CH) - GB18030	TB
05495	EBCDIC, MBCS	JAPAN	UN
08229	EBCDIC, SBCS	INTERNATIONAL	AC
08448	EBCDIC, SBCS	INTERNATIONAL	AK
08482	EBCDIC, SBCS	JAPAN	BJ
08492	EBCDIC, DBCS	JAPAN	BS
08493	ASCII, DBCS	JAPAN HP15-J (Defined by Hewlett Packard)	BX
08612	EBCDIC, SBCS	ARABIC	B3
08629	ASCII, SBCS	AUSTRIA and GERMANY PC-DATA	CG
08692	EBCDIC, SBCS	AUSTRIA and GERMANY	CT
09025	EBCDIC, SBCS	KOREA	DK
09026	EBCDIC, DBCS	KOREA	DO
09027	EBCDIC, DBCS	TRADITIONAL CHINESE (T-CH)	DT
09028	EBCDIC, SBCS	SIMPLIFIED CHINESE (S-CH)	DW
09030	EBCDIC, SBCS	THAI	D3
09042	ASCII, SBCS	LATIN-1 (with MS controls)	OV
09044	ASCII, SBCS	LATIN-2	EN
09047	ASCII, SBCS	CYRILLIC	EZ
09048	ASCII, SBCS	HEBREW	E6
09049	ASCII, SBCS	TURKISH	FE
09056	ASCII, SBCS	ARABIC	F0
09060	ASCII, SBCS	URDU	GJ
09061	ASCII, SBCS	GREEK	GR
09064	ASCII, SBCS	CYRILLIC (with MS controls)	O8
09066	ASCII, SBCS	THAI	G5
09088	ASCII, SBCS	Japanese EUC, G2-JIS	S0
09089	ASCII, SBCS	JAPAN	HM
09122	EBCDIC, MBCS	JAPAN	IS
09124	ASCII, MBCS	JAPAN	I1
09125	EBCDIC, MBCS	KOREA	I7
09127	EBCDIC, MBCS	SIMPLIFIED CHINESE (S-CH)	JE
09131	EBCDIC, MBCS	JAPAN	JO
09139	ASCII, DBCS	TRADITIONAL CHINESE (T-CH)-IBM BIG-5	KB
09142	ASCII, MBCS	TRADITIONAL CHINESE (T-CH)-IBM BIG -5	KQ
09144	ASCII, DBCS	JAPANESE TCP-2022, G1	S1
09145	ASCII, DBCS	JAPANESE EUC	K0

CCSID	ENCODING SCHEME	DESCRIPTION	SUFFIX
09146	ASCII, MBCS	JAPANESE EUC	K3
09163	ASCII, DBCS	KOREAN EUC, G1	S2
09238	ASCII, SBCS	ARABIC - PC	MZ
09306	ASCII, SBCS	SIMPLIFIED CHINESE (S-CH) (with MS controls)	PA
09444	ASCII, SBCS	SIMPLIFIED CHINESE (S-CH) -part of GB 18030	TE
09447	ASCII, SBCS	MS-WIN HEBREW-2001	TM
09448	ASCII, SBCS	MS-WIN ARABIC-2001	TT
09449	ASCII, SBCS	MS-WIN BALTIC-2001	TU
09572	ASCII, DBCS	SIMPLIFIED CHINESE (S- CH) GB	QX
09574	ASCII, DBCS	SIMPLIFIED CHINESE (S-CH) EUC	S9
09575	ASCII, MBCS	SIMPLIFIED CHINESE (S-CH) TCP	Q4
09577	ASCII, DBCS	SIMPLIFIED CHINESE (S-CH) GBK	TD
09580	EBCDIC, MBCS	SIMPLIFIED CHINESE (S-CH) Host for GBK	TI
12544	EBCDIC, SBCS	FRANCE	AL
12588	EBCDIC, DBCS	JAPAN	BT
12712	EBCDIC, SBCS	HEBREW	CD
12725	ASCII, SBCS	FRANCE	CH
12788	EBCDIC, SBCS	ITALY	CU
13121	EBCDIC, SBCS	KOREA	DL
13124	EBCDIC, SBCS	SIMPLIFIED CHINESE (S-CH)	DX
13125	EBCDIC, DBCS	SIMPLIFIED CHINESE (S-CH)-Host-for GBK	TJ
13140	ASCII, SBCS	LATIN-2 (with MS controls)	PB
13143	ASCII, SBCS	CYRILLIC (with MS controls)	OW
13145	ASCII, SBCS	TURKISH (with MS controls)	PC
13152	ASCII, SBCS	ARABIC	F1
13156	ASCII, SBCS	URDU (with MS controls)	O7
13157	ASCII, SBCS	GREEK (with MS controls)	PD
13162	ASCII, SBCS	THAI (with MS controls)	O9
13184	ASCII, SBCS	JAPAN 7-BIT KATAKANA	S5
13185	ASCII, SBCS	JAPAN	HN
13218	EBCDIC, MBCS	JAPAN	IT
13219	EBCDIC, MBCS	JAPAN	IX
13221	EBCDIC, MBCS	KOREA	I8
13223	EBCDIC, MBCS	SIMPLIFIED CHINESE (S-CH)	JF
13235	ASCII, DBCS	TRADITIONAL CHINESE (T-CH)-IBM BIG -5	KC
13238	ASCII, MBCS	TRADITIONAL CHINESE (T-CH)-IBM BIG-5	KR
13240	ASCII, DBCS	JAPANESE TCP-2022	S6
13241	ASCII, DBCS	Japanese TCP-2022	S3
13242	ASCII, MBCS	JAPANESE EUC	K4
13488	UCS-2, DBCS	UCS-2 version 3.0	PG
13671	ASCII, MBCS	SIMPLIFIED CHINESE (S- CH) TCP	Q5

CCSID	ENCODING SCHEME	DESCRIPTION	SUFFIX
13676	EBCDIC, MBCS	SIMPLIFIED CHINESE (S-CH)-Host for GBK	TK
16421	EBCDIC, SBCS	CANADA	AE
16684	EBCDIC, DBCS	Japanese JIS X 0213	BU
16804	EBCDIC, SBCS	ARABIC	B5
16821	ASCII, SBCS	ITALY	CI
16884	EBCDIC, SBCS	FINLAND, SWEDEN	CV
17221	EBCDIC, DBCS	SIMPLIFIED CHINESE (S-CH)-Host for GBK	TL
17240	ASCII, SBCS	HEBREW (with MS controls)	OX
17248	ASCII, SBCS	ARABIC	F2
17314	EBCDIC, MBCS	JAPAN	IU
17331	ASCII, DBCS	TRADITIONAL CHINESE (T-CH)-IBM BIG-5	KD
17337	ASCII, DBCS	Japanese TCP-2022 G3-JIS	S4
17338	ASCII, MBCS	JAPANESE EUC	UI
17354	ASCII, MBCS	KOREAN TCP	LQ
17584	UCS-2, DBCS	UCS-2 (version 3.1)	PH
20517	EBCDIC, SBCS	PORTUGAL	AF
20780	EBCDIC, DBCS	JAPAN	TQ
20917	ASCII, SBCS	UNITED KINGDOM PC- DATA	CJ
20980	EBCDIC, SBCS	DENMARK, NORWAY	CW
21314	EBCDIC, DBCS	KOREAN	TW
21317	EBCDIC, DBCS	SIMPLIFIED CHINESE (S-CH)	TX
21344	ASCII, SBCS	ARABIC (with MS controls)	PE
21427	ASCII, DBCS	TRADITIONAL CHINESE (T-CH)-IBM BIG-5	KE
21433	ASCII, DBCS	JAPANESE EUC	S7
21434	ASCII, MBCS	JAPANESE EUC	UJ
21450	ASCII, MBCS	KOREAN TCP	LR
21680	UCS-2, DBCS	UTF-16 (Unicode version 4.0)	TH
24613	EBCDIC, SBCS	INTERNATIONAL	AG
24876	EBCDIC, DBCS	Japanese JIS X 0213	UG
24877	ASCII, DBCS	JAPAN PC-DISPLAY	BY
25013	ASCII, SBCS	USA PC-DISPLAY	CK
25076	EBCDIC, SBCS	DENMARK, NORWAY	CX
25426	ASCII, SBCS	LATIN-1 PC- DISPLAY	ED
25427	ASCII, SBCS	GREECE PC-DISPLAY	EI
25428	ASCII, SBCS	LATIN-2 PC- DISPLAY	EO
25429	ASCII, SBCS	TURKEY PC-DISPLAY	EU
25431	ASCII, SBCS	CYRILLIC PC- DISPLAY	E0
25432	ASCII, SBCS	HEBREW PC-DISPLAY	E8
25433	ASCII, SBCS	TURKEY PC- DISPLAY	FF
25436	ASCII, SBCS	PORTUGAL PC-DISPLAY	FN
25437	ASCII, SBCS	ICELAND PC- DISPLAY	FQ
25438	ASCII, SBCS	HEBREW PC-DISPLAY	FT
25439	ASCII, SBCS	CANADA PC- DISPLAY	FW

CCSID	ENCODING SCHEME	DESCRIPTION	SUFFIX
25440	ASCII, SBCS	ARABIC PC-DISPLAY	F3
25441	ASCII, SBCS	DEN/NOR PC- DISPLAY	GB
25442	ASCII, SBCS	CYRILLIC PC-DISPLAY	GE
25444	ASCII, SBCS	URDU PC-DISPLAY	GK
25445	ASCII, SBCS	GREECE PC- DISPLAY	GS
25450	ASCII, SBCS	THAILAND PC- DISPLAY	G6
25467	ASCII, SBCS	KOREA PC-DISPLAY	HE
25473	ASCII, SBCS	JAPAN PC-DISPLAY	HO
25479	ASCII, SBCS	SIMPLIFIED CHINESE (S-CH) PC-DISPLAY	HX
25480	ASCII, SBCS	TRADITIONAL CHINESE (T-CH) PC-DISPLAY	HZ
25502	ASCII, DBCS	KOREA DB PC- DISPLAY	II
25503	ASCII, DBCS	TRADITIONAL CHINESE (T-CH) PC-DISPLAY	IL
25504	ASCII, DBCS	SIMPLIFIED CHINESE (S-CH) PC-DISPLAY	IN
25508	ASCII, MBCS	JAPAN PC-DISPLAY	I2
25510	ASCII, MBCS	KOREA PC-DISPLAY	JB
25512	ASCII, MBCS	SIMPLIFIED CHINESE (S- CH) PC-DISPLAY	JH
25514	ASCII, MBCS	TRADITIONAL CHINESE (T-CH) PC-DISPLAY	JL
25518	ASCII, MBCS	JAPAN PC-DISPLAY	JW
25520	ASCII, MBCS	KOREA PC-DISPLAY	J4
25522	ASCII, MBCS	SIMPLIFIED CHINESE (S- CH) PC-DISPLAY	J7
25524	ASCII, MBCS	TRADITIONAL CHINESE (T-CH) PC-DISPLAY	KG
25525	ASCII, MBCS	KOREA KS PC-DISPLAY	KK
25527	ASCII, DBCS	KOREA KS PC-DISPLAY	KU
25528	ASCII, DBCS	JAPANESE JIS X208-1990	UK
25546	ASCII, MBCS	KOREAN TCP	LS
25580	ASCII, SBCS	LATIN-1	LY
25616	ASCII, SBCS	KOREA PC-DISPLAY	ML
25617	ASCII, SBCS	JAPAN PC-DISPLAY	MP
25618	ASCII, SBCS	SIMPLIFIED CHINESE (S- CH) PC-DISPLAY	MS
25619	ASCII, SBCS	TRADITIONAL CHINESE (T-CH) PC-DISPLAY	MV
25664	ASCII, SBCS	KOREA KS PC-DISPLAY	M4
25690	ASCII, SBCS	TRADITIONAL CHINESE (T-CH)PC-DISPLAY	NK
25691	ASCII, SBCS	SIMPLIFIED CHINESE (S-CH) GB	NO
28709	EBCDIC, SBCS	TRADITIONAL CHINESE (T-CH)	AH
29109	ASCII, SBCS	USA PC-DISPLAY	CL
29172	EBCDIC, SBCS	BRAZIL	CY
29522	ASCII, SBCS	LATIN-1 PC-DISPLAY	EE
29523	ASCII, SBCS	GREECE PC- DISPLAY	EJ

CCSID	ENCODING SCHEME	DESCRIPTION	SUFFIX
29524	ASCII, SBCS	LATIN-2 PC-DISPLAY	EP
29525	ASCII, SBCS	TURKEY PC- DISPLAY	EV
29527	ASCII, SBCS	CYRILLIC PC-DISPLAY	E1
29528	ASCII, SBCS	HEBREW PC- DISPLAY	E9
29529	ASCII, SBCS	TURKEY PC-DISPLAY	FG
29532	ASCII, SBCS	PORTUGAL PC- DISPLAY	FO
29533	ASCII, SBCS	ICELAND PC-DISPLAY	FR
29534	ASCII, SBCS	HEBREW PC- DISPLAY	FU
29535	ASCII, SBCS	CANADA PC-DISPLAY	FX
29536	ASCII, SBCS	ARABIC PC- DISPLAY	F4
29537	ASCII, SBCS	DEN/NOR PC-DISPLAY	GC
29540	ASCII, SBCS	URDU PC- DISPLAY	GL
29541	ASCII, SBCS	GREECE PC-DISPLAY	GT
29546	ASCII, SBCS	THAILAND PC- DISPLAY	G7
29614	ASCII, MBCS	JAPAN PC-DISPLAY	JX
29616	ASCII, MBCS	KOREA PC- DISPLAY	J5
29618	ASCII, MBCS	SIMPLIFIED CHINESE (S-CH) PC-DISPLAY	J8
29620	ASCII, MBCS	TRADITIONAL CHINESE (T-CH) PC-DISPLAY	KH
29621	ASCII, MBCS	KOREA KS PC	KL
29623	ASCII, DBCS	KOREA KS PC-DISPLAY	KV
29712	ASCII, SBCS	KOREA PC-DISPLAY	MM
29713	ASCII, SBCS	JAPAN PC-DISPLAY	MQ
29714	ASCII, SBCS	SIMPLIFIED CHINESE (S-CH) PC-DISPLAY	MT
29715	ASCII, SBCS	TRADITIONAL CHINESE (T-CH) PC-DISPLAY	MW
29760	ASCII, SBCS	KOREA KS PC-DISPLAY	M5
32805	EBCDIC, SBCS	JAPAN LATIN	AI
33058	EBCDIC, SBCS	JAPAN	BK
33205	ASCII, SBCS	SWISS PC-DISPLAY	CM
33268	EBCDIC, SBCS	UNITED KINGDOM / PORTUGAL	CZ
33618	ASCII, SBCS	LATIN-1 PC-DISPLAY	EF
33619	ASCII, SBCS	GREECE PC- DISPLAY	EK
33620	ASCII, SBCS	ROECE PC-DISPLAY	EQ
33621	ASCII, SBCS	TURKEY PC- DISPLAY	EW
33623	ASCII, SBCS	CYRILLIC PC-DISPLAY	E2
33624	ASCII, SBCS	HEBREW PC- DISPLAY	FA
33632	ASCII, SBCS	ARABIC PC- DISPLAY	F5
33636	ASCII, SBCS	URDU PC-DISPLAY	GM
33637	ASCII, SBCS	GREECE PC- DISPLAY	GU
33665	ASCII, SBCS	JAPAN PC-DISPLAY	HP
33698	EBCDIC, MBCS	JAPAN KATAKANA/KANJI	IV
33699	EBCDIC, MBCS	JAPAN LATIN/KANJI	IY
33700	ASCII, MBCS	JAPAN PC- DISPLAY	I3
33717	ASCII, MBCS	KOREA KS PC-DISPLAY	KM

CCSID	ENCODING SCHEME	DESCRIPTION	SUFFIX
33722	ASCII, MBCS	JAPANESE EUC	K5
37301	ASCII, SBCS	AUSTRIA and GERMANY PC-DISPLAY	CN
37719	ASCII, SBCS	CYRILLIC PC- DISPLAY	E3
37728	ASCII, SBCS	ARABIC PC- DISPLAY	F6
37732	ASCII, SBCS	URDU PC-DISPLAY	GN
37761	ASCII, SBCS	JAPAN PC-DISPLAY	HQ
37813	ASCII, MBCS	KOREA KS PC-DISPLAY	KN
37818	ASCII, MBCS	JAPANESE EUC	UL
41397	ASCII, SBCS	FRANCE PC- DISPLAY	CO
41460	EBCDIC, SBCS	SWISS	C1
41824	ASCII, SBCS	ARABIC PC-DISPLAY	F7
41828	ASCII, SBCS	URDU PC-DISPLAY	GO
42160	UCS-2, DBCS	UTF-16 (Unicode version 6.0)	UR
45493	ASCII, SBCS	ITALY PC-DISPLAY	CP
45556	EBCDIC, SBCS	SWISS	C2
45920	ASCII, SBCS	ARABIC PC-DISPLAY	F8
49589	ASCII, SBCS	UNITED KINGDOM PC-DISPLAY	CQ
49652	EBCDIC, SBCS	BELGIUM	C3
53668	EBCDIC, SBCS	ARABIC EBCDIC - Special	T8
53685	ASCII, SBCS	USA (with MS controls)	OR
53748	EBCDIC, SBCS	INTERNATIONAL	C4
54189	ASCII, DBCS	Special - JAPAN DB PC-Data	UB
54191	ASCII, MBCS	Special-JAPAN OPEN	T9
54289	ASCII, SBCS	Special - JAPAN SB PC-Data	UA
61696	EBCDIC, SBCS	GLOBAL	AM
61697	ASCII, SBCS	GLOBAL	AN
61698	ASCII, SBCS	GLOBAL PC-DISPLAY	AO
61699	ASCII, SBCS	GLBL ISO-8	AQ
61700	ASCII, SBCS	GLBL ISO-7	AR
61710	ASCII, SBCS	GLOBAL USE	AS
61711	EBCDIC, SBCS	GLOBAL USE	AT
61712	EBCDIC, SBCS	GLOBAL USE	AU
61953	UCS-2, DBCS	UNICODE 1.0	RG
61956	UTF-16, DBCS	With mapping of PUA characters as prescribed by Microsoft	T0
62337	ASCII, SBCS	Special - JAPAN SB PC-Data	UD
62381	ASCII, DBCS	Special - JAPAN DB PC-Data	UE
62383	ASCII, MBCS	Special-JAPAN OPEN	UC

Appendix B. Conversion support for multi-byte encodings (MBCS)

This topic describes how z/OS Unicode Services converts data when the data is tagged with MBCS (multibyte character set) CCSIDs.

Internal handling of MBCS conversions

Whenever an MBCS CCSID is specified for a conversion, z/OS support for Unicode decomposes the MBCS CCSID into its sub CCSIDs (the SBCS and DBCS parts) and then uses the conversion tables for each part. There are no direct Unicode to MBCS tables provided.

As an example, if conversion from CCSID 939 to CCSID 13488 is specified, the MBCS CCSID 939 will be decomposed into the following sub CCSIDs:

- CCSID 1027 used for SBCS data in the input character stream
- CCSID 300 used for DBCS data in the input character stream

These CCSIDs are selected according to a predefined list.

MBCS CCSID decomposition

The following table shows all MBCS CCSIDs and how these CCSIDs can be decomposed into multiple CCSIDs (sub-CCSIDs) — SBCS and DBCS.

MBCS	Sub 1	Sub2	Sub3	Sub4	Sub5	Sub6
00930	00290	00300				
00931	08229	00300				
00932	00897	00301				
00933	00833	00834				
00934	00891	00926				
00935	00836	00837				
00936	00903	00928				
00937	28709	00835				
00938	00904	00927				
00939	01027	00300				
00942	01041	00301				
00943	13185	00941				
00944	01040	00926				
00946	01042	00928				
00948	01043	00927				
00949	01088	00951				
00950	01114	00947				
00954	00895	00952	09088	00953		
00956	00895	13240	00896	21433		

MBCS	Sub 1	Sub2	Sub3	Sub4	Sub5	Sub6
00957	00895	00955	00896	21433		
00958	00367	13240	00896	21433		
00959	00367	00955	00896	21433		
00964	00367	00960	00961			
00965	00367	05056	00963			
00970	00367	00971				
01350	00367	05048	13184	05049		
01363	01126	01362				
01364	13121	04930				
01370	05210	21427				
01371	01159	09027				
01375	09444	01374				
01381	01115	01380				
01383	00367	01382				
01386	05210	01385				
01388	13124	04933				
01390	08482	24876				
01392	09444	09577	01391			
01399	05123	24876				
05026	00290	04396				
05028	04993	00301				
05029	04929	00834				
05031	04932	00837				
05033	08229	00835				
05035	01027	04396				
05038	01041	08493				
05039	01041	01351				
05045	01088	05047				
05046	01114	05043				
05050	00895	00952	13184	09145		
05052	00895	13240	00896	21433		
05053	00895	00955	00896	21433		
05054	00367	13240	00896	21433		
05055	00367	00955	00896	21433		
05471	09444	05470				
05473	28709	05472				
05477	05211	01380				
05479	00367	09574				
05486	12578	20780				
05488	09444	09577	05487			
05495	09219	20780				

MBCS	Sub 1	Sub2	Sub3	Sub4	Sub5	Sub6
09122	04386	00300				
09124	09089	00301				
09125	09025	09026				
09127	09028	00837				
09131	01027	08493				
09142	01114	09139				
09146	00895	00952	13184	00953		
09575	00367	05478				
09580	00836	13125				
13218	04386	04396				
13219	08229	04396				
13238	01114	13235				
13242	00895	05048	13184	05049		
13676	00836	17221				
17314	00290	12588				
17354	00367	09163				
17338	00895	25528	13184	09145		
21434	00895	25528	09088	09145		
21450	00367	05067				
25508	25473	24877				
25510	25467	25502				
25512	25479	25504				
25514	25480	25503				
25518	25617	24877				
25520	25616	25502				
25522	25618	25504				
25524	25619	25503				
25525	25664	25527				
25546	00367	09163				
29614	29713	24877				
29616	29712	25502				
29618	29714	25504				
29620	29715	25503				
29621	29760	25527				
33698	33058	04396				
33699	32805	04396				
33700	33665	24877				
33717	25664	29623				
33722	00895	00952	09088	09145		
37796	37761	24877				
37813	29760	29623				

MBCS	Sub 1	Sub2	Sub3	Sub4	Sub5	Sub6
37818	00895	25528	09088	00953		

When a shift character is in the data stream

In this example, the conversion service switches between the SBCS table and the DBCS table when a shift character is in the data stream.

Figure 1 illustrates this method.

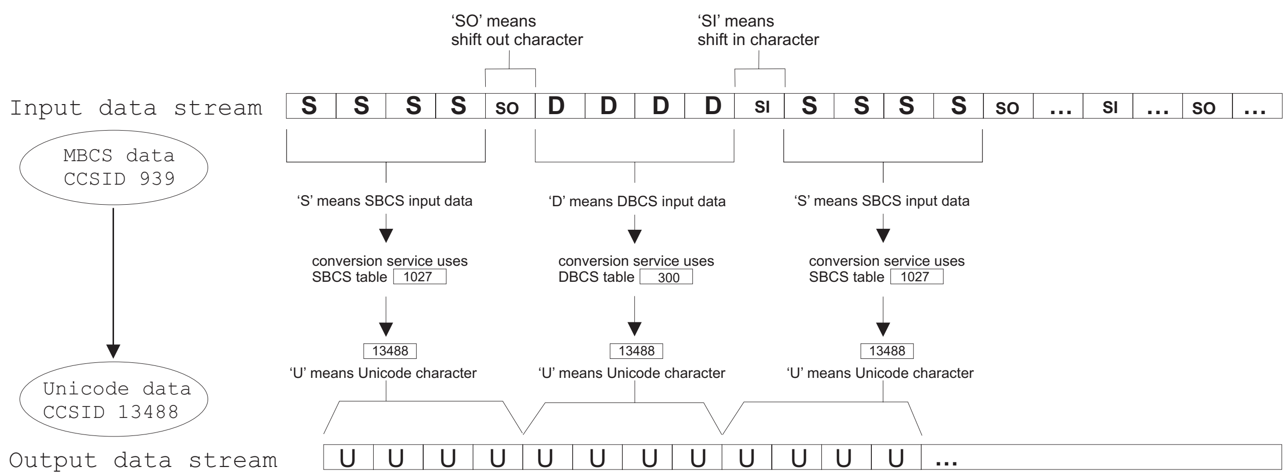

Figure 1. Conversion of MBCS data to Unicode characters

Shift characters in the input character stream specify if the subsequent data represents SBCS or DBCS characters. 'Shift out' character means that DBCS data will follow. 'Shift in' character means that SBCS data will follow. Thus, the conversion service switches between the SBCS table and the DBCS table. (In Figure 1 the 'shift out' character is indicated by **SO** and the 'shift in' character by **SI**).

The converter selects one table that handles the SBCS part (CCSID 1027 to CCSID 13488) and another table which handles the DBCS part (CCSID 300 to CCSID 13488). The selection depends on the specified *technique-search-order* characters and the availability of the appropriate conversion tables.

For more information on how MBCS CCSIDs are composed, refer to Character Data Representation Architecture Reference.

MBCS CCSIDs compatible with iconv

The following is a list of MBCS CCSID tables that were changed to provide compatibility with the C Run-time iconv() function.

These CCSIDs can be selected by using the technique character "L" when calling the service and when defining conversions for the image generator.

00930
00932
00939
00958

00959
05054
05055

If you are looking for iconv() compatible SBCS and DBCS tables, any conversion tables described in Appendix C, “Conversion tables supplied with z/OS Unicode Services,” on page 329 that support technique L can be used. Technique L is described in “Creating a conversion image” on page 276.

C-variant MBCS CCSIDs compatible with iconv()

The following is a list of MBCS CCSID tables that were changed to provide compatibility with C-variants when using the C Run-time iconv() function.

These CCSIDs can be selected by using the technique character "M" when calling the service and when defining conversions for the image generator.

00932 corresponds to IBM-932C
00942 corresponds to IBM-942C
00943 corresponds to IBM-943C
33722 corresponds to IBM-eucJC

Appendix C. Conversion tables supplied with z/OS Unicode Services

The following CCSID conversions types are supported for direct conversions:

Table 47. CCSID conversions types of z/OS support for the Unicode Standard

CCSID	<=>	CCSID
SBCS	<=>	SBCS, DBCS
DBCS	<=>	SBCS, DBCS
PC MBCS	<=>	DBCS
EUC MBCS	<=>	DBCS
EBCDIC MBCS	<=>	DBCS
ISO2022 MBCS	<=>	DBCS
UTF-8	<=>	UCS-2
QBCS	<=>	DBCS

Direct conversions supported between non-Unicode CCSIDs

The following table lists the techniques supported as direct conversions between non-Unicode CCSIDs.

Table 48. Non-Unicode Conversions Available

FROM-CCSID	TO-CCSID	Technique Supported
00037	00256	R,E
00037	00273	R
00037	00275	R
00037	00277	R,E
00037	00278	R,E
00037	00280	R,E
00037	00284	R,E
00037	00285	R,E
00037	00290	R,E
00037	00297	R,E
00037	00367	E
00037	00420	R,E
00037	00423	R,E
00037	00424	R,E
00037	00425	R,E
00037	00437	R,E,M
00037	00500	R,E
00037	00720	R
00037	00737	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00037	00775	R
00037	00813	R,L
00037	00819	R,L
00037	00833	R,E
00037	00836	R,E
00037	00838	E
00037	00850	R,E,M
00037	00852	R,E,M
00037	00855	R,M
00037	00857	R,E
00037	00858	R,E,M
00037	00860	R,E
00037	00861	R,E,M
00037	00862	R,E,M
00037	00863	R,E
00037	00864	R,E,M
00037	00865	R,E
00037	00866	R,M
00037	00869	R,M
00037	00870	R,E
00037	00871	R,E
00037	00874	R,E,M
00037	00875	R,E
00037	00880	R,E
00037	00897	R,E
00037	00901	R,E,L
00037	00902	R,E,L
00037	00903	R
00037	00904	E,L
00037	00905	R,E
00037	00912	R,L
00037	00914	R,L
00037	00915	R,L
00037	00916	R,L
00037	00920	R,L
00037	00921	R,L
00037	00922	R,L
00037	00923	R,E,L
00037	00924	R,E
00037	01009	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00037	01025	R,E
00037	01026	R,E
00037	01027	R,E
00037	01040	R,E
00037	01041	R,E
00037	01042	R
00037	01043	R,E
00037	01047	R
00037	01051	R,E
00037	01088	R,L
00037	01089	R,E,L
00037	01097	R,E
00037	01100	R
00037	01112	R,E
00037	01114	E
00037	01115	E,L
00037	01122	R
00037	01123	R,E
00037	01124	R,E,L
00037	01126	E,L
00037	01130	R
00037	01131	R,E
00037	01132	R
00037	01137	E
00037	01140	E
00037	01141	R,E
00037	01142	R,E
00037	01143	R,E
00037	01144	R,E
00037	01145	R,E
00037	01146	R,E
00037	01147	R,E
00037	01148	R,E
00037	01149	R,E
00037	01250	R,L
00037	01251	R,L
00037	01252	R,E,L
00037	01253	R,L
00037	01254	R,L
00037	01255	R,L

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00037	01257	R
00037	01258	R,E
00037	01275	R
00037	01280	R
00037	01281	R
00037	01283	R
00037	04909	R,E,L
00037	05210	E
00037	05348	R,E,L
00256	00037	R,E
00256	00273	R
00256	00277	R
00256	00278	R
00256	00280	R
00256	00284	R
00256	00285	R
00256	00290	E
00256	00297	R
00256	00367	E
00256	00420	R
00256	00423	R
00256	00424	R
00256	00437	R,E
00256	00500	R,E
00256	00737	R
00256	00775	R,E
00256	00819	R
00256	00833	E
00256	00836	E
00256	00838	E
00256	00850	R,E
00256	00852	R,E
00256	00857	R,E
00256	00860	R,E
00256	00861	R,E
00256	00862	R,E
00256	00863	R,E
00256	00864	R,E
00256	00865	R,E
00256	00866	E,C

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00256	00869	R
00256	00870	R,E
00256	00871	R
00256	00875	R
00256	00880	R
00256	00905	R
00256	01025	R
00256	01026	R
00256	01027	E
00256	01112	R
00256	01122	R
00256	01251	R,E
00256	01252	R,E
00256	01275	R
00259	00437	E
00259	00808	E
00259	00850	E
00259	00851	E
00259	00852	E
00259	00855	R,E
00259	00856	E
00259	00857	E
00259	00858	E
00259	00860	E
00259	00861	E
00259	00862	E
00259	00863	E
00259	00864	E
00259	00865	E
00259	00866	E
00259	00867	E
00259	00869	E
00259	00872	E
00259	00874	E
00259	00899	E
00259	00901	E
00259	00902	E
00259	00915	R,E
00259	01051	E
00259	01098	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00259	01161	E
00259	01162	E
00259	01250	E
00259	01251	E
00259	01252	E
00259	01253	E
00259	01254	E
00259	01255	E
00259	01256	E
00259	01257	E
00259	01258	E
00259	05348	E
00273	00037	R,E
00273	00256	R
00273	00277	R
00273	00278	R
00273	00280	R
00273	00284	R
00273	00285	R
00273	00290	R,E
00273	00297	R
00273	00367	E
00273	00423	R
00273	00437	R,E,M
00273	00500	R,E
00273	00737	R
00273	00775	R
00273	00813	R,L
00273	00819	R,L
00273	00833	R,E
00273	00836	R,E
00273	00838	E
00273	00850	R,E,M
00273	00852	R,E,M
00273	00855	R,M
00273	00856	E,L
00273	00857	R,E
00273	00858	R,E,M
00273	00860	R,E
00273	00861	R,E,M

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00273	00862	R,E,M
00273	00863	R,E
00273	00864	R,E,M
00273	00865	R,E
00273	00869	R,M
00273	00870	R
00273	00871	R
00273	00874	R,M
00273	00875	R
00273	00880	R
00273	00897	R
00273	00903	R
00273	00912	R,L
00273	00916	R,L
00273	00920	R,L
00273	00923	R,E,L
00273	00924	R,E
00273	01009	E
00273	01025	R
00273	01026	R
00273	01027	R,E
00273	01040	R,E
00273	01041	R,E
00273	01042	R
00273	01043	R,E
00273	01047	R
00273	01051	R,E
00273	01088	R,L
00273	01100	R
00273	01112	R
00273	01122	R
00273	01140	R,E
00273	01141	E
00273	01142	R,E
00273	01143	R,E
00273	01144	R,E
00273	01145	R,E
00273	01146	R,E
00273	01147	R,E
00273	01148	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00273	01149	R,E
00273	01250	R,E,L
00273	01252	R,E,L
00273	01275	R
00273	05348	R,E,L
00274	00500	R
00274	00819	R,E
00274	00850	R,E,M
00274	01047	R
00274	01148	R,E
00274	01252	R,E,L
00275	00037	R
00275	00437	R,E,M
00275	00500	R
00275	00819	R,E
00275	00850	R,E,M
00275	01047	R
00275	01148	R,E
00275	01252	R,E,L
00275	05348	R,E,L
00277	00037	R,E
00277	00256	R
00277	00273	R
00277	00278	R
00277	00280	R
00277	00284	R
00277	00285	R
00277	00290	R,E
00277	00297	R
00277	00367	E
00277	00423	R
00277	00437	R,E,M
00277	00500	R,E
00277	00737	R
00277	00775	R,E
00277	00813	R,L
00277	00819	R,L
00277	00833	R,E
00277	00836	R,E
00277	00838	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00277	00850	R,E,M
00277	00852	R,E,M
00277	00855	R,M
00277	00857	R,E
00277	00858	R,E,M
00277	00860	R,E
00277	00861	R,E,M
00277	00862	R,E,M
00277	00863	R,E
00277	00864	R,E,M
00277	00865	R,E
00277	00869	R,M
00277	00870	R
00277	00871	R
00277	00874	R,M
00277	00875	R
00277	00880	R
00277	00897	R
00277	00903	R
00277	00912	R,L
00277	00916	R,L
00277	00920	R,L
00277	00923	R,E,L
00277	00924	R,E
00277	01009	E
00277	01025	R
00277	01026	R
00277	01027	R,E
00277	01040	R,E
00277	01041	R,E
00277	01042	R
00277	01043	R,E
00277	01047	R
00277	01051	R,E
00277	01088	R,L
00277	01100	R
00277	01112	R
00277	01122	R
00277	01140	R,E
00277	01141	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00277	01142	E
00277	01143	R,E
00277	01144	R,E
00277	01145	R,E
00277	01146	R,E
00277	01147	R,E
00277	01148	R,E
00277	01149	R,E
00277	01252	R,E,L
00277	01275	R
00277	05348	R,E,L
00278	00037	R,E
00278	00256	R
00278	00273	R
00278	00277	R
00278	00280	R
00278	00284	R
00278	00285	R
00278	00290	R,E
00278	00297	R
00278	00367	E
00278	00423	R
00278	00437	R,E,M
00278	00500	R,E
00278	00737	R
00278	00775	R
00278	00813	R,L
00278	00819	R,L
00278	00833	R,E
00278	00836	R,E
00278	00838	E
00278	00850	R,E,M
00278	00852	R,E,M
00278	00855	R,M
00278	00857	R,E
00278	00858	R,E,M
00278	00860	R,E
00278	00861	R,E,M
00278	00862	R,E,M
00278	00863	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00278	00864	R,E,M
00278	00865	R,E
00278	00869	R,M
00278	00870	R
00278	00871	R
00278	00874	R,M
00278	00875	R
00278	00880	R
00278	00897	R
00278	00903	R
00278	00912	R,L
00278	00916	R,L
00278	00920	R,L
00278	00923	R,E,L
00278	00924	R,E
00278	01009	E
00278	01025	R
00278	01026	R
00278	01027	R,E
00278	01040	R,E
00278	01041	R,E
00278	01042	R
00278	01043	R,E
00278	01047	R
00278	01051	R,E
00278	01088	R,L
00278	01100	R
00278	01112	R
00278	01122	R
00278	01140	R,E
00278	01141	R,E
00278	01142	R,E
00278	01143	E
00278	01144	R,E
00278	01145	R,E
00278	01146	R,E
00278	01147	R,E
00278	01148	R,E
00278	01149	R,E
00278	01252	R,E,L

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00278	01275	R
00278	05348	R,E,L
00280	00037	R,E
00280	00256	R
00280	00273	R
00280	00277	R
00280	00278	R
00280	00284	R
00280	00285	R
00280	00290	R,E
00280	00297	R
00280	00367	E
00280	00423	R
00280	00437	R,E,M
00280	00500	R,E
00280	00737	R
00280	00775	R,E
00280	00813	R,L
00280	00819	R,L
00280	00833	R,E
00280	00836	R,E
00280	00838	E
00280	00850	R,E,M
00280	00852	R,E,M
00280	00855	R,M
00280	00857	R,E
00280	00858	R,E,M
00280	00860	R,E
00280	00861	R,E,M
00280	00862	R,E,M
00280	00863	R,E
00280	00864	R,E,M
00280	00865	R,E
00280	00869	R,M
00280	00870	R
00280	00871	R
00280	00874	R,M
00280	00875	R
00280	00880	R
00280	00897	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00280	00903	R
00280	00912	R,L
00280	00916	R,L
00280	00920	R,L
00280	00923	R,E,L
00280	00924	R,E
00280	01009	E
00280	01025	R
00280	01026	R
00280	01027	R,E
00280	01040	R,E
00280	01041	R,E
00280	01042	R
00280	01043	R,E
00280	01047	R
00280	01051	R,E
00280	01088	R,L
00280	01100	R
00280	01112	R
00280	01122	R
00280	01140	R,E
00280	01141	R,E
00280	01142	R,E
00280	01143	R,E
00280	01144	E
00280	01145	R,E
00280	01146	R,E
00280	01147	R,E
00280	01148	R,E
00280	01149	R,E
00280	01252	R,E,L
00280	01275	R
00280	05348	R,E,L
00281	00500	R,E
00281	00819	R,E,L
00281	01047	R
00281	01148	R,E
00282	00500	R
00282	00819	R,E,L
00282	01047	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00282	01051	E
00282	01148	R,E
00284	00037	R,E
00284	00256	R
00284	00273	R
00284	00277	R
00284	00278	R
00284	00280	R
00284	00285	R
00284	00290	R,E
00284	00297	R
00284	00367	E
00284	00423	R
00284	00437	R,E,M
00284	00500	R,E
00284	00737	R
00284	00775	R
00284	00813	R,L
00284	00819	R,L
00284	00833	R,E
00284	00836	R,E
00284	00838	E
00284	00850	R,E,M
00284	00852	R,E,M
00284	00855	R,M
00284	00857	R,E
00284	00858	R,E,M
00284	00860	R,E
00284	00861	R,E,M
00284	00862	R,E,M
00284	00863	R,E
00284	00864	R,E,M
00284	00865	R,E
00284	00869	R,M
00284	00870	R
00284	00871	R
00284	00874	R,M
00284	00875	R
00284	00880	R
00284	00897	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00284	00903	R
00284	00912	R,L
00284	00916	R,L
00284	00920	R,L
00284	00923	R,E,L
00284	00924	R,E
00284	01009	E
00284	01025	R
00284	01026	R
00284	01027	R,E
00284	01040	R,E
00284	01041	R,E
00284	01042	R
00284	01043	R,E
00284	01047	R
00284	01051	R,E
00284	01088	R,L
00284	01100	R
00284	01112	R
00284	01122	R
00284	01140	R,E
00284	01141	R,E
00284	01142	R,E
00284	01143	R,E
00284	01144	R,E
00284	01145	E
00284	01146	R,E
00284	01147	R,E
00284	01148	R,E
00284	01149	R,E
00284	01252	R,E,L
00284	01275	R
00284	05348	R,E,L
00285	00037	R,E
00285	00256	R
00285	00273	R
00285	00277	R
00285	00278	R
00285	00280	R
00285	00284	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00285	00290	R,E
00285	00297	R
00285	00367	E
00285	00423	R
00285	00437	R,E,M
00285	00500	R,E
00285	00737	R
00285	00775	R,E
00285	00813	R,L
00285	00819	R,L
00285	00833	R,E
00285	00836	R,E
00285	00838	E
00285	00850	R,E,M
00285	00852	R,E,M
00285	00855	R,M
00285	00857	R,E
00285	00858	R,E,M
00285	00860	R,E
00285	00861	R,E,M
00285	00862	R,E,M
00285	00863	R,E
00285	00864	R,E,M
00285	00865	R,E
00285	00869	R,M
00285	00870	R
00285	00871	R
00285	00874	R,M
00285	00875	R
00285	00880	R
00285	00897	R
00285	00903	R
00285	00912	R,L
00285	00916	R,L
00285	00920	R,L
00285	00923	R,E,L
00285	00924	R,E
00285	01025	R
00285	01026	R
00285	01027	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00285	01040	R,E
00285	01041	R,E
00285	01042	R
00285	01043	R,E
00285	01047	R
00285	01051	R,E
00285	01088	R,L
00285	01100	R
00285	01112	R
00285	01122	R
00285	01140	R,E
00285	01141	R,E
00285	01142	R,E
00285	01143	R,E
00285	01144	R,E
00285	01145	R,E
00285	01146	E
00285	01147	R,E
00285	01148	R,E
00285	01149	R,E
00285	01252	R,E,L
00285	01275	R
00285	05348	R,E,L
00290	00037	R,E
00290	00256	E
00290	00273	R,E
00290	00277	R,E
00290	00278	R,E
00290	00280	R,E
00290	00284	R,E
00290	00285	R,E
00290	00297	R,E
00290	00367	E
00290	00437	R,E,M
00290	00500	R,E
00290	00737	E
00290	00775	E
00290	00819	E,L
00290	00833	R,E
00290	00836	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00290	00850	R,E,M
00290	00852	R,E,M
00290	00855	R,E,M
00290	00857	R,E
00290	00858	E,L
00290	00860	R,E
00290	00861	R,E,M
00290	00862	R,E,M
00290	00863	R,E
00290	00864	R,E,M
00290	00865	R,E
00290	00870	R,E
00290	00871	R,E
00290	00895	E
00290	00896	E
00290	00897	E
00290	01009	E
00290	01025	R,E
00290	01026	R,E
00290	01027	R
00290	01040	R,E
00290	01041	R,E
00290	01042	R
00290	01043	R,E
00290	01047	R,E
00290	01088	R,L
00290	01112	R
00290	01122	R
00290	01148	R,E
00290	01252	E,L
00290	05348	E,L
00297	00037	R,E
00297	00256	R
00297	00273	R
00297	00277	R
00297	00278	R
00297	00280	R
00297	00284	R
00297	00285	R
00297	00290	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00297	00367	E
00297	00423	R
00297	00437	R,E,M
00297	00500	R,E
00297	00737	R
00297	00775	R,E
00297	00813	R,L
00297	00819	R,L
00297	00833	R,E
00297	00836	R,E
00297	00838	E
00297	00850	R,E,M
00297	00852	R,E,M
00297	00855	R,M
00297	00857	R,E
00297	00858	R,E,M
00297	00860	R,E
00297	00861	R,E,M
00297	00862	R,E,M
00297	00863	R,E
00297	00864	R,E,M
00297	00865	R,E
00297	00869	R,M
00297	00870	R
00297	00871	R
00297	00874	R,M
00297	00875	R
00297	00880	R
00297	00897	R
00297	00903	R
00297	00912	R,L
00297	00916	R,L
00297	00920	R,L
00297	00923	R,E,L
00297	00924	R,E
00297	01009	E
00297	01025	R
00297	01026	R
00297	01027	R,E
00297	01040	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00297	01041	R,E
00297	01042	R
00297	01043	R,E
00297	01047	R
00297	01051	R,E
00297	01088	R,L
00297	01100	R
00297	01112	R
00297	01122	R
00297	01140	R,E
00297	01141	R,E
00297	01142	R,E
00297	01143	R,E
00297	01144	R,E
00297	01145	R,E
00297	01146	R,E
00297	01147	E
00297	01148	R,E
00297	01149	R,E
00297	01252	R,E,L
00297	01275	R
00297	05348	R,E,L
00300	00301	E
00300	00941	E
00300	01351	E
00301	00300	E
00301	00941	E
00301	01351	E
00367	00037	E
00367	00256	E
00367	00273	E
00367	00277	E
00367	00278	E
00367	00280	E
00367	00284	E
00367	00285	E
00367	00290	E
00367	00297	E
00367	00420	E
00367	00421	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00367	00423	E
00367	00424	E
00367	00437	E
00367	00500	E
00367	00803	E
00367	00813	E
00367	00819	E
00367	00833	E
00367	00836	E
00367	00838	E
00367	00850	E
00367	00851	E
00367	00852	E
00367	00853	E
00367	00855	E
00367	00856	E
00367	00857	E
00367	00858	E
00367	00860	E
00367	00861	E
00367	00862	E
00367	00863	E
00367	00864	E
00367	00865	E
00367	00866	E
00367	00868	E
00367	00869	E
00367	00870	E
00367	00871	E
00367	00874	E
00367	00875	E
00367	00880	E
00367	00891	E
00367	00895	E
00367	00896	E
00367	00897	E
00367	00903	E
00367	00904	E
00367	00905	E
00367	00912	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00367	00915	E
00367	00916	E
00367	00918	E
00367	00920	E
00367	00921	E
00367	00922	E
00367	00923	E
00367	00924	E
00367	01004	E
00367	01006	E
00367	01008	E
00367	01009	R
00367	01010	E
00367	01011	E
00367	01012	E
00367	01013	E
00367	01014	E
00367	01015	E
00367	01016	E
00367	01017	E
00367	01018	E
00367	01019	E
00367	01020	E
00367	01021	E
00367	01023	E
00367	01025	E
00367	01026	E
00367	01027	E
00367	01040	E
00367	01041	E
00367	01042	E
00367	01043	E
00367	01046	E
00367	01047	E
00367	01051	E
00367	01088	E
00367	01089	E
00367	01097	E
00367	01098	E
00367	01100	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00367	01101	E
00367	01102	E
00367	01103	E
00367	01104	E
00367	01105	E
00367	01106	E
00367	01107	E
00367	01112	E
00367	01114	E
00367	01115	E
00367	01122	E
00367	01123	E
00367	01124	E
00367	01125	E
00367	01126	E
00367	01131	E
00367	01140	E
00367	01141	E
00367	01142	E
00367	01143	E
00367	01144	E
00367	01145	E
00367	01146	E
00367	01147	E
00367	01148	E
00367	01149	E
00367	01250	E
00367	01251	E
00367	01252	E
00367	01253	E
00367	01254	E
00367	01255	E
00367	01256	E
00367	01257	E
00367	01275	E
00367	01276	E
00367	01277	E
00367	01280	E
00367	01281	E
00367	01282	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00367	01283	E
00367	04133	E
00367	04369	E
00367	04371	E
00367	04373	E
00367	04374	E
00367	04376	E
00367	04378	E
00367	04380	E
00367	04381	E
00367	04386	E
00367	04516	E
00367	04519	E
00367	04520	E
00367	04533	E
00367	04596	E
00367	04929	E
00367	04932	E
00367	04934	E
00367	04946	E
00367	04947	E
00367	04949	E
00367	04953	E
00367	04964	E
00367	04965	E
00367	04966	E
00367	04967	E
00367	04970	E
00367	04976	E
00367	04992	E
00367	04993	E
00367	05014	E
00367	05100	E
00367	05137	E
00367	05143	E
00367	05211	E
00367	08229	E
00367	08448	E
00367	08629	E
00367	08692	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00367	09025	E
00367	09028	E
00367	09047	E
00367	09060	E
00367	09089	E
00367	12544	E
00367	12725	E
00367	12788	E
00367	13152	E
00367	16421	E
00367	16821	E
00367	16884	E
00367	20517	E
00367	20917	E
00367	20980	E
00367	24613	E
00367	25013	E
00367	25076	E
00367	25426	E
00367	25427	E
00367	25428	E
00367	25429	E
00367	25431	E
00367	25432	E
00367	25433	E
00367	25436	E
00367	25437	E
00367	25438	E
00367	25439	E
00367	25440	E
00367	25441	E
00367	25442	E
00367	25444	E
00367	25445	E
00367	25450	E
00367	25467	E
00367	25473	E
00367	25479	E
00367	25480	E
00367	25580	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00367	25616	E
00367	25617	E
00367	25618	E
00367	25619	E
00367	25664	E
00367	25690	E
00367	25691	E
00367	29109	E
00367	29172	E
00367	29522	E
00367	29523	E
00367	29524	E
00367	29525	E
00367	29527	E
00367	29528	E
00367	29529	E
00367	29532	E
00367	29533	E
00367	29534	E
00367	29535	E
00367	29536	E
00367	29537	E
00367	29540	E
00367	29541	E
00367	29546	E
00367	29712	E
00367	29713	E
00367	29714	E
00367	29715	E
00367	29760	E
00367	32805	E
00367	33058	E
00367	33205	E
00367	33268	E
00367	33618	E
00367	33619	E
00367	33620	E
00367	33621	E
00367	33623	E
00367	33624	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00367	33632	E
00367	33636	E
00367	33637	E
00367	33665	E
00367	37301	E
00367	37719	E
00367	37728	E
00367	37732	E
00367	37761	E
00367	41397	E
00367	41460	E
00367	41824	E
00367	41828	E
00367	45493	E
00367	45556	E
00367	45920	E
00367	49589	E
00367	49652	E
00367	53748	E
00367	61696	E
00367	61697	E
00367	61698	E
00367	61699	E
00367	61710	E
00367	61711	E
00367	61712	E
00420	00037	R,E
00420	00256	R
00420	00367	E
00420	00424	R
00420	00425	C
00420	00437	R,E,M
00420	00500	R,E
00420	00720	C
00420	00737	R
00420	00775	R
00420	00819	R,L
00420	00850	R,M
00420	00852	R,E,M
00420	00857	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00420	00860	R,E
00420	00861	R,E,M
00420	00862	R,E,M
00420	00863	R,E
00420	00864	R,E,M
00420	00865	R,E
00420	01008	R
00420	01046	C,L
00420	01051	E
00420	01089	C,L
00420	01098	R
00420	01112	R
00420	01122	R
00420	01127	R
00420	01252	R,L
00420	01256	C,L
00420	05352	C,L
00420	09238	E,L
00420	17248	R,E,L
00421	00367	E
00423	00037	R,E
00423	00256	R
00423	00273	R
00423	00277	R
00423	00278	R
00423	00280	R
00423	00284	R
00423	00285	R
00423	00297	R
00423	00367	E
00423	00437	R,E
00423	00500	R,E
00423	00737	R,E
00423	00775	R,E
00423	00813	R
00423	00819	R
00423	00838	R
00423	00850	R
00423	00851	R
00423	00852	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00423	00857	R,E
00423	00860	R,E
00423	00861	R,E
00423	00862	R,E
00423	00863	R,E
00423	00864	R,E
00423	00865	R,E
00423	00869	R
00423	00870	R
00423	00871	R
00423	00874	R
00423	00875	R
00423	00880	R
00423	00897	R
00423	00903	R
00423	00912	R
00423	00916	R
00423	00920	R
00423	01009	E
00423	01025	R
00423	01026	R
00423	01027	R
00423	01041	R
00423	01042	R
00423	01043	R
00423	01051	E
00423	01112	R
00423	01122	R
00423	01252	R
00423	01253	R,E
00423	01280	R
00423	09061	R,E
00424	00037	R,E
00424	00256	R
00424	00367	E
00424	00420	R
00424	00437	R,E,M
00424	00500	R,E
00424	00737	R
00424	00775	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00424	00803	R
00424	00819	R,L
00424	00836	E
00424	00850	R,E,M
00424	00852	R,E,M
00424	00856	R,M
00424	00857	R,E
00424	00860	R,E
00424	00861	R,E,M
00424	00862	R,E,M
00424	00863	R,E
00424	00864	R,E,M
00424	00865	R,E
00424	00867	R,M
00424	00916	R,E,L
00424	01051	E
00424	01112	R
00424	01122	R
00424	01252	R,L
00424	01255	R,E,L
00424	05351	R,E,L
00424	09048	R
00425	00037	R,E
00425	00420	C
00425	00500	R,E
00425	00720	E
00425	00819	R,E,L
00425	00864	C,L
00425	01046	C,L
00425	01089	E,L
00425	01140	R,E
00425	01148	R,E
00425	01256	E,L
00425	05348	R,E,L
00425	05352	R,E,L
00425	16804	C
00437	00037	R,E,M
00437	00256	R,E
00437	00259	E
00437	00273	R,E,M

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00437	00275	R,E,M
00437	00277	R,E,M
00437	00278	R,E,M
00437	00280	R,E,M
00437	00284	R,E,M
00437	00285	R,E,M
00437	00290	R,E,M
00437	00297	R,E,M
00437	00367	E
00437	00420	R,E,M
00437	00423	R,E
00437	00424	R,E,M
00437	00500	R,E,M
00437	00737	R
00437	00775	R,E
00437	00813	R
00437	00819	R
00437	00833	R,E,M
00437	00836	E,M
00437	00838	R,E,M
00437	00850	R,E
00437	00852	R
00437	00855	R
00437	00857	R
00437	00858	R,E
00437	00860	R
00437	00861	R
00437	00862	R
00437	00863	R
00437	00865	R
00437	00866	R
00437	00869	R
00437	00870	R,E,M
00437	00871	R,E,M
00437	00874	R
00437	00875	R,E,M
00437	00880	R,E,M
00437	00897	R,E
00437	00903	R
00437	00905	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00437	00912	R
00437	00914	R
00437	00915	R
00437	00916	R
00437	00920	R
00437	00921	R
00437	00922	R
00437	00923	R,E
00437	00924	R,E,M
00437	01025	R,E,M
00437	01026	R,E,M
00437	01027	R,E,M
00437	01040	R,E
00437	01041	R,E
00437	01042	R
00437	01043	R,E
00437	01047	R,E,M
00437	01051	R
00437	01097	R,E
00437	01098	R
00437	01114	E
00437	01115	E
00437	01126	E
00437	01140	R,E,M
00437	01141	R,E,M
00437	01142	R,E,M
00437	01143	R,E,M
00437	01144	R,E,M
00437	01145	R,E,M
00437	01146	R,E,M
00437	01147	R,E,M
00437	01148	R,E,M
00437	01149	R,E,M
00437	01252	R
00437	01257	R
00437	01275	R
00437	01280	R
00437	01281	R
00437	01283	R
00437	04946	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00437	05348	R,E
00437	28709	R,E,M
00500	00037	R,E
00500	00256	R,E
00500	00273	R,E
00500	00274	R
00500	00275	R
00500	00277	R,E
00500	00278	R,E
00500	00280	R,E
00500	00281	R,E
00500	00282	R
00500	00284	R,E
00500	00285	R,E
00500	00290	R,E
00500	00297	R,E
00500	00367	E
00500	00420	R,E
00500	00423	R,E
00500	00424	R,E
00500	00425	R,E
00500	00437	R,E,M
00500	00737	R,E
00500	00775	R,E
00500	00813	R,E,L
00500	00819	R,L
00500	00833	R,E
00500	00836	R,E
00500	00838	E
00500	00850	R,E,M
00500	00851	R
00500	00852	R,E,M
00500	00855	R,M
00500	00856	R,M
00500	00857	R,E
00500	00858	R,E,M
00500	00860	R,E
00500	00861	R,E,M
00500	00862	R,E,M
00500	00863	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00500	00864	R,E,M
00500	00865	R,E
00500	00866	E,L
00500	00869	R,E,M
00500	00870	R,E
00500	00871	R,E
00500	00875	R,E
00500	00880	R,E
00500	00891	E
00500	00895	E
00500	00897	E
00500	00901	R,E,L
00500	00902	R,E,L
00500	00903	E
00500	00904	E,L
00500	00905	R,E
00500	00912	R,E,L
00500	00914	R,L
00500	00915	R,L
00500	00916	R,E,L
00500	00920	R,E,L
00500	00921	R,L
00500	00922	R,L
00500	00923	R,E,L
00500	00924	R,E
00500	01004	R
00500	01009	E
00500	01010	E
00500	01011	E
00500	01012	E
00500	01013	E
00500	01014	E
00500	01015	E
00500	01016	E
00500	01017	E
00500	01018	E
00500	01019	E
00500	01020	E
00500	01021	E
00500	01023	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00500	01025	R,E
00500	01026	R,E
00500	01027	R,E
00500	01040	R,E
00500	01041	R,E
00500	01042	R,E
00500	01043	R,E
00500	01046	E,L
00500	01047	R
00500	01051	R,E
00500	01088	R,E,L
00500	01089	R,E,L
00500	01097	R,E
00500	01100	R,E
00500	01101	E
00500	01102	E
00500	01103	E
00500	01104	E
00500	01105	E
00500	01106	E
00500	01107	E
00500	01112	R,E
00500	01114	E
00500	01115	E,L
00500	01122	R
00500	01123	R,E
00500	01124	R,E,L
00500	01125	R,E,L
00500	01126	E,L
00500	01129	R,E
00500	01130	R,E
00500	01131	R
00500	01132	R,E
00500	01133	R,E
00500	01137	E
00500	01140	R,E
00500	01141	R,E
00500	01142	R,E
00500	01143	R,E
00500	01144	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00500	01145	R,E
00500	01146	R,E
00500	01147	R,E
00500	01148	E
00500	01149	R,E
00500	01250	R,E,L
00500	01251	R,E,L
00500	01252	R,E,L
00500	01253	R,E,L
00500	01254	R,E,L
00500	01255	R,E,L
00500	01256	R,E,L
00500	01257	R
00500	01258	R,E
00500	01275	R
00500	01280	R
00500	01281	R
00500	01282	R
00500	01283	R
00500	04909	R,E,L
00500	05348	R,E,L
00500	05350	R,L
00500	09049	E
00720	00037	R
00720	00420	C
00720	00425	E
00720	00864	C
00720	01046	C
00720	01256	C
00737	00037	R
00737	00256	R
00737	00273	R
00737	00277	R
00737	00278	R
00737	00280	R
00737	00284	R
00737	00285	R
00737	00290	E
00737	00297	R
00737	00420	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00737	00423	R,E
00737	00424	R
00737	00437	R
00737	00500	R,E
00737	00813	R,E
00737	00833	E
00737	00836	E
00737	00838	E
00737	00850	R
00737	00869	R,E
00737	00870	R
00737	00871	R
00737	00875	R,E
00737	00880	R
00737	00905	R
00737	01025	R
00737	01026	R
00737	01027	E
00737	01097	R
00737	01252	R
00737	01253	R,E
00737	01280	R,E
00737	01287	R,E
00737	28709	E
00775	00037	R
00775	00256	R,E
00775	00273	R
00775	00277	R,E
00775	00278	R
00775	00280	R,E
00775	00284	R
00775	00285	R,E
00775	00290	E
00775	00297	R,E
00775	00420	R
00775	00423	R,E
00775	00424	R
00775	00437	R,E
00775	00500	R,E
00775	00833	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00775	00836	E
00775	00838	E
00775	00850	R
00775	00870	R,E
00775	00871	R
00775	00875	R,E
00775	00880	R
00775	00905	R,E
00775	01025	R
00775	01026	R,E
00775	01027	E
00775	01097	R,E
00775	01112	R
00775	01122	R
00775	01252	R,E
00775	01257	R
00775	28709	E
00803	00367	E
00803	00424	R
00803	00819	R,E
00803	00850	R,E
00803	00856	R
00803	00862	R,E
00803	00916	R,E
00803	01252	R,E
00803	01255	R,E
00806	01137	E
00808	00259	E
00808	00858	R,E
00808	00859	R,E
00808	00872	R,E
00808	00923	R,E
00808	00924	R,E,M
00808	01025	R,E,M
00808	01140	R,E,M
00808	01148	R,E,M
00808	01153	R,E,M
00808	01154	R,E,M
00808	01158	R,M
00808	05347	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00808	05348	R,E
00813	00037	R,L
00813	00273	R,L
00813	00277	R,L
00813	00278	R,L
00813	00280	R,L
00813	00284	R,L
00813	00285	R,L
00813	00297	R,L
00813	00367	E
00813	00423	R
00813	00437	R
00813	00500	R,L
00813	00737	R,E
00813	00819	R
00813	00838	R,L
00813	00850	R
00813	00852	R
00813	00857	R
00813	00860	R
00813	00861	R
00813	00863	R
00813	00869	R,E
00813	00870	R,L
00813	00871	R,L
00813	00874	R
00813	00875	R,L
00813	00880	R,L
00813	00897	R
00813	00903	R
00813	00912	R
00813	00916	R
00813	00920	R
00813	01025	R,L
00813	01026	R,L
00813	01027	R,L
00813	01041	R
00813	01042	R
00813	01043	R
00813	01252	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00813	01253	R
00813	01280	R
00813	01287	R,E
00813	05349	R,E
00819	00037	R,L
00819	00256	R
00819	00273	R,L
00819	00274	R,E,L
00819	00275	R,E,L
00819	00277	R,L
00819	00278	R,L
00819	00280	R,L
00819	00281	R,E,L
00819	00282	R,E,L
00819	00284	R,L
00819	00285	R,L
00819	00290	E
00819	00297	R,L
00819	00367	E
00819	00420	R,L
00819	00423	R
00819	00424	R,L
00819	00425	R,E,L
00819	00437	R
00819	00500	R,L
00819	00803	R,E
00819	00813	R
00819	00833	E,L
00819	00836	E,L
00819	00838	R,L
00819	00850	R,E
00819	00852	R
00819	00855	R
00819	00857	R
00819	00858	R,E
00819	00860	R
00819	00861	R
00819	00863	R
00819	00864	R
00819	00865	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00819	00866	R
00819	00869	R
00819	00870	R,L
00819	00871	R,L
00819	00874	R
00819	00875	R,L
00819	00880	R,L
00819	00897	R
00819	00903	R
00819	00905	R
00819	00912	R
00819	00914	R
00819	00915	R
00819	00916	R
00819	00920	R
00819	00921	R
00819	00922	R
00819	00923	E
00819	00924	R,E,L
00819	01004	R
00819	01025	R,L
00819	01026	R,L
00819	01027	R,E,L
00819	01041	R,E
00819	01042	R
00819	01043	R
00819	01047	R,L
00819	01051	R
00819	01088	R
00819	01089	R
00819	01097	R
00819	01098	R
00819	01112	R,E,L
00819	01114	R,E
00819	01122	R,E,L
00819	01123	R,E,L
00819	01126	E
00819	01130	R,E
00819	01132	R,E
00819	01137	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00819	01140	R,E,L
00819	01141	R,E,L
00819	01142	R,E,L
00819	01143	R,E,L
00819	01144	R,E,L
00819	01145	R,E,L
00819	01146	R,E,L
00819	01147	R,E,L
00819	01148	R,E,L
00819	01149	R,E,L
00819	01153	R,E,L
00819	01154	R,E,L
00819	01155	R,E,L
00819	01156	R,E,L
00819	01157	R,E,L
00819	01158	R,E,L
00819	01160	R,E,L
00819	01164	R,E
00819	01250	R
00819	01251	R
00819	01252	R
00819	01253	R
00819	01254	R
00819	01255	R
00819	01257	R
00819	01258	R
00819	01275	R
00819	01280	R
00819	01281	R
00819	01283	R
00819	05348	R,E
00833	00037	R,E
00833	00256	E
00833	00273	R,E
00833	00277	R,E
00833	00278	R,E
00833	00280	R,E
00833	00284	R,E
00833	00285	R,E
00833	00290	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00833	00297	R,E
00833	00367	E
00833	00437	R,E,M
00833	00500	R,E
00833	00737	E
00833	00775	E
00833	00819	E,L
00833	00836	R,E
00833	00850	R,E,M
00833	00852	R,E,M
00833	00855	R,E,M
00833	00857	R,E
00833	00860	R,E
00833	00861	R,E,M
00833	00862	R,E,M
00833	00863	R,E
00833	00864	R,E,M
00833	00865	R,E
00833	00870	R,E
00833	00871	R,E
00833	00891	E
00833	01009	E
00833	01025	R,E
00833	01026	R,E
00833	01027	R,E
00833	01040	R,E
00833	01041	R,E
00833	01042	R
00833	01043	R,E
00833	01047	R,E
00833	01088	R,E,L
00833	01112	R
00833	01122	R
00833	01126	E,L
00833	01252	E,L
00834	00926	E
00834	00951	E
00834	00971	E
00834	01362	E
00834	04930	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00835	00927	E
00835	00947	E
00836	00037	R,E
00836	00256	E
00836	00273	R,E
00836	00277	R,E
00836	00278	R,E
00836	00280	R,E
00836	00284	R,E
00836	00285	R,E
00836	00290	R,E
00836	00297	R,E
00836	00367	E
00836	00424	E
00836	00437	E,M
00836	00500	R,E
00836	00737	E
00836	00775	E
00836	00819	E,L
00836	00833	R,E
00836	00850	R,E,M
00836	00852	R,M
00836	00855	R,M
00836	00857	R
00836	00870	R
00836	00871	R,E
00836	00875	R,E
00836	00903	E
00836	01009	E
00836	01025	R
00836	01026	R
00836	01027	R,E
00836	01040	R
00836	01041	R
00836	01042	R,E
00836	01043	R
00836	01047	R,E
00836	01088	R,L
00836	01112	R
00836	01114	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00836	01115	E,L
00836	01122	R
00836	01252	E,L
00837	00928	E
00837	01380	E
00837	01382	E
00837	01385	E
00837	04933	E
00837	13125	E
00838	00037	E
00838	00256	E
00838	00273	E
00838	00277	E
00838	00278	E
00838	00280	E
00838	00284	E
00838	00285	E
00838	00297	E
00838	00367	E
00838	00423	R
00838	00437	R,E,M
00838	00500	E
00838	00737	E
00838	00775	E
00838	00813	R,L
00838	00819	R,L
00838	00850	R,E,M
00838	00852	R,E,M
00838	00857	R,E
00838	00860	R,E
00838	00861	R,E,M
00838	00862	R,E,M
00838	00863	R,E
00838	00864	R,E,M
00838	00865	R,E
00838	00869	R,M
00838	00870	R
00838	00871	E
00838	00874	R,E,M
00838	00875	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00838	00880	R
00838	00897	R
00838	00903	R
00838	00912	R,L
00838	00916	R,L
00838	00920	R,L
00838	01025	R
00838	01026	R
00838	01027	R
00838	01041	R
00838	01042	R
00838	01043	R
00838	01051	E
00838	01112	R
00838	01122	R
00838	01161	R,E,L
00838	01252	E,L
00848	00924	R,E,M
00848	01123	R,E,M
00848	01148	R,E,M
00848	01154	R,M
00848	01158	R,E,M
00848	05347	R,E
00849	00924	R,E
00849	01025	R,E
00849	01148	R,E
00849	01154	R,E
00849	01158	R
00849	05347	R,E
00850	00037	R,E,C,M
00850	00256	R,E
00850	00259	E
00850	00273	R,E,C,M
00850	00274	R,E,M
00850	00275	R,E,M
00850	00277	R,E,C,M
00850	00278	R,E,C,M
00850	00280	R,E,C,M
00850	00284	R,E,C,M
00850	00285	R,E,C,M

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00850	00290	R,E,M
00850	00297	R,E,C,M
00850	00367	E
00850	00420	R,M
00850	00423	R
00850	00424	R,E,M
00850	00437	R,E
00850	00500	R,E,C,M
00850	00737	R
00850	00775	R
00850	00803	R,E
00850	00813	R
00850	00819	R,E
00850	00833	R,E,M
00850	00836	R,E,M
00850	00838	R,E,M
00850	00852	R
00850	00855	R
00850	00856	R
00850	00857	R
00850	00858	E
00850	00860	R
00850	00861	R
00850	00862	R
00850	00863	R
00850	00864	R
00850	00865	R
00850	00866	R
00850	00869	R
00850	00870	R,E,M
00850	00871	R,E,C,M
00850	00874	R
00850	00875	R,M
00850	00880	R,E,M
00850	00897	R,E
00850	00903	R
00850	00905	R,E
00850	00912	R
00850	00914	R
00850	00915	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00850	00916	R
00850	00920	R
00850	00921	R
00850	00922	R
00850	00923	R,E
00850	00924	R,E,M
00850	01004	R
00850	01025	R,M
00850	01026	R,E,M
00850	01027	R,E,M
00850	01040	R,E
00850	01041	R,E
00850	01042	R
00850	01043	R,E
00850	01047	R,C,M
00850	01051	R
00850	01088	R
00850	01089	R
00850	01097	R
00850	01098	R
00850	01100	R
00850	01112	R,M
00850	01114	R,E
00850	01122	R,M
00850	01126	E
00850	01130	R,E
00850	01132	R,E
00850	01140	R,E,M
00850	01141	R,E,M
00850	01142	R,E,M
00850	01143	R,E,M
00850	01144	R,E,M
00850	01145	R,E,M
00850	01146	R,E,M
00850	01147	R,E,M
00850	01148	R,E,M
00850	01149	R,E,M
00850	01153	R,E,M
00850	01250	R
00850	01251	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00850	01252	R,E
00850	01253	R
00850	01254	R
00850	01255	R
00850	01256	R
00850	01257	R
00850	01275	R
00850	01280	R
00850	01281	R
00850	01283	R
00850	04953	E
00850	05348	R,E
00851	00259	E
00851	00367	E
00851	00423	R
00851	00500	R
00851	00875	R
00852	00037	R,E,M
00852	00256	R,E
00852	00259	E
00852	00273	R,E,M
00852	00277	R,E,M
00852	00278	R,E,M
00852	00280	R,E,M
00852	00284	R,E,M
00852	00285	R,E,M
00852	00290	R,E,M
00852	00297	R,E,M
00852	00367	E
00852	00420	R,E,M
00852	00423	R,E
00852	00424	R,E,M
00852	00437	R
00852	00500	R,E,M
00852	00813	R
00852	00819	R
00852	00833	R,E,M
00852	00836	R,M
00852	00838	R,E,M
00852	00850	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00852	00855	R
00852	00857	R
00852	00860	R
00852	00861	R
00852	00863	R
00852	00869	R
00852	00870	R,E,M
00852	00871	R,E,M
00852	00874	R
00852	00875	R,E,M
00852	00880	R,E,M
00852	00897	R
00852	00903	R
00852	00905	R,E
00852	00912	R,E
00852	00916	R
00852	00920	R
00852	01025	R,E,M
00852	01026	R,E,M
00852	01027	R,E,M
00852	01040	R,E
00852	01041	R,E
00852	01042	R
00852	01043	R,E
00852	01047	R,M
00852	01088	R
00852	01097	R,E
00852	01153	R,E,M
00852	01250	R
00852	01252	R
00852	01282	R
00852	05346	R,E
00852	28709	R,E,M
00853	00367	E
00855	00037	R,M
00855	00259	R
00855	00273	R,M
00855	00277	R,M
00855	00278	R,M
00855	00280	R,M

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00855	00284	R,M
00855	00285	R,M
00855	00290	R,E,M
00855	00297	R,M
00855	00367	E
00855	00437	R
00855	00500	R,M
00855	00819	R
00855	00833	R,E,M
00855	00836	R,M
00855	00850	R
00855	00852	R
00855	00857	R
00855	00866	E
00855	00870	R,M
00855	00871	R,M
00855	00878	R
00855	00880	R,M
00855	00912	R
00855	00915	R,E
00855	01025	R,E,M
00855	01026	R,M
00855	01027	R,E,M
00855	01040	R,E
00855	01041	R,E
00855	01042	R
00855	01043	R,E
00855	01088	R
00855	01250	R
00855	01251	R
00855	01252	R
00855	01283	R
00855	05347	R,E
00856	00259	E
00856	00273	E,L
00856	00367	E
00856	00424	R,M
00856	00500	R,M
00856	00803	R
00856	00850	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00856	00862	R
00856	00916	R
00856	01255	R
00856	05351	R,E
00857	00037	R,E
00857	00256	R,E
00857	00259	E
00857	00273	R,E
00857	00277	R,E
00857	00278	R,E
00857	00280	R,E
00857	00284	R,E
00857	00285	R,E
00857	00290	R,E
00857	00297	R,E
00857	00367	E
00857	00420	R,E
00857	00423	R,E
00857	00424	R,E
00857	00437	R
00857	00500	R,E
00857	00813	R
00857	00819	R
00857	00833	R,E
00857	00836	R
00857	00838	R,E
00857	00850	R
00857	00852	R
00857	00855	R
00857	00860	R
00857	00861	R
00857	00863	R
00857	00869	R
00857	00870	R,E
00857	00871	R,E
00857	00874	R
00857	00875	R,E
00857	00880	R,E
00857	00897	R
00857	00903	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00857	00905	R,E
00857	00912	R
00857	00916	R
00857	00920	R
00857	01025	R,E
00857	01026	R,E
00857	01027	R,E
00857	01040	R,E
00857	01041	R,E
00857	01042	R
00857	01043	R,E
00857	01088	R
00857	01097	R,E
00857	01252	R
00857	01254	R
00857	01281	R
00857	01288	R,E
00857	05350	R,E
00857	28709	R,E
00858	00037	R,E,M
00858	00259	E
00858	00273	R,E,M
00858	00277	R,E,M
00858	00278	R,E,M
00858	00280	R,E,M
00858	00284	R,E,M
00858	00285	R,E,M
00858	00290	E,L
00858	00297	R,E,M
00858	00367	E
00858	00437	R,E
00858	00500	R,E,M
00858	00808	R,E
00858	00819	R,E
00858	00850	E
00858	00860	R,E
00858	00861	R,E
00858	00865	R,E
00858	00871	R,E,M
00858	00872	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00858	00901	R,E
00858	00902	R,E
00858	00923	R,E
00858	00924	R,E,M
00858	01027	E,L
00858	01047	R,E,M
00858	01051	R,E
00858	01140	R,E,M
00858	01141	R,E,M
00858	01142	R,E,M
00858	01143	R,E,M
00858	01144	R,E,M
00858	01145	R,E,M
00858	01146	R,E,M
00858	01147	R,E,M
00858	01148	R,E,M
00858	01149	R,E,M
00858	01153	R,E,M
00858	01154	R,E,M
00858	01155	R,E,M
00858	01156	R,E,M
00858	01157	R,E,M
00858	01160	R,E,M
00858	01161	R,E
00858	01162	R,E
00858	01164	R,E
00858	01252	R,E
00858	01275	R,E
00858	04909	R,E
00858	04971	R,E,M
00858	05123	E,L
00858	05210	R,E
00858	05348	R,E
00858	08482	R,E,M
00858	09044	R,E
00858	09049	R,E
00858	09061	R,E
00858	16804	R,E,M
00858	17248	R,E
00859	00808	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00859	00872	R,E
00859	00901	R,E
00859	00902	R,E
00859	01153	R,E,M
00859	01154	R,E,M
00859	01155	R,E,M
00859	01156	R,E,M
00859	01157	R,E,M
00859	01160	R,E,M
00859	01161	R,E
00859	01162	R,E
00859	01164	R,E
00859	04909	R,E
00859	04971	R,E,M
00859	09044	R,E
00859	09049	R,E
00859	09061	R,E
00859	16804	R,E,M
00859	17248	R,E
00860	00037	R,E
00860	00256	R,E
00860	00259	E
00860	00273	R,E
00860	00277	R,E
00860	00278	R,E
00860	00280	R,E
00860	00284	R,E
00860	00285	R,E
00860	00290	R,E
00860	00297	R,E
00860	00367	E
00860	00420	R,E
00860	00423	R,E
00860	00424	R,E
00860	00437	R
00860	00500	R,E
00860	00813	R
00860	00819	R
00860	00833	R,E
00860	00838	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00860	00850	R
00860	00852	R
00860	00857	R
00860	00858	R,E
00860	00861	R
00860	00863	R
00860	00865	R
00860	00869	R
00860	00870	R,E
00860	00871	R,E
00860	00874	R
00860	00875	R,E
00860	00880	R,E
00860	00897	R
00860	00903	R
00860	00905	R,E
00860	00912	R
00860	00916	R
00860	00920	R
00860	00923	R,E
00860	00924	R,E
00860	01025	R,E
00860	01026	R,E
00860	01027	R,E
00860	01041	R
00860	01042	R
00860	01043	R
00860	01097	R,E
00860	01140	R,E
00860	01145	R,E
00860	01146	R,E
00860	01148	R,E
00860	01252	R
00860	05348	R,E
00860	28709	R,E
00861	00037	R,E,M
00861	00256	R,E
00861	00259	E
00861	00273	R,E,M
00861	00277	R,E,M

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00861	00278	R,E,M
00861	00280	R,E,M
00861	00284	R,E,M
00861	00285	R,E,M
00861	00290	R,E,M
00861	00297	R,E,M
00861	00367	E
00861	00420	R,E,M
00861	00423	R,E
00861	00424	R,E,M
00861	00437	R
00861	00500	R,E,M
00861	00813	R
00861	00819	R
00861	00833	R,E,M
00861	00838	R,E,M
00861	00850	R
00861	00852	R
00861	00857	R
00861	00858	R,E
00861	00860	R
00861	00863	R
00861	00869	R
00861	00870	R,E,M
00861	00871	R,E,M
00861	00874	R
00861	00875	R,E,M
00861	00880	R,E,M
00861	00897	R
00861	00903	R
00861	00905	R,E
00861	00912	R
00861	00916	R
00861	00920	R
00861	00923	R,E
00861	00924	R,E,M
00861	01025	R,E,M
00861	01026	R,E,M
00861	01027	R,E,M
00861	01041	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00861	01042	R
00861	01043	R
00861	01097	R,E
00861	01148	R,E,M
00861	01149	R,E,M
00861	01252	R
00861	05348	R,E
00861	28709	R,E,M
00862	00037	R,E,M
00862	00256	R,E
00862	00259	E
00862	00273	R,E,M
00862	00277	R,E,M
00862	00278	R,E,M
00862	00280	R,E,M
00862	00284	R,E,M
00862	00285	R,E,M
00862	00290	R,E,M
00862	00297	R,E,M
00862	00367	E
00862	00420	R,E,M
00862	00423	R,E
00862	00424	R,E,M
00862	00437	R
00862	00500	R,E,M
00862	00803	R,E
00862	00833	R,E,M
00862	00838	R,E,M
00862	00850	R
00862	00856	R
00862	00870	R,E,M
00862	00871	R,E,M
00862	00875	R,E,M
00862	00880	R,E,M
00862	00905	R,E
00862	00916	R,E
00862	01025	R,E,M
00862	01026	R,E,M
00862	01027	R,E,M
00862	01097	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00862	01252	R
00862	01255	R,E
00862	05351	R,E
00862	12712	R,E,M
00862	28709	R,E,M
00863	00037	R,E
00863	00256	R,E
00863	00259	E
00863	00273	R,E
00863	00277	R,E
00863	00278	R,E
00863	00280	R,E
00863	00284	R,E
00863	00285	R,E
00863	00290	R,E
00863	00297	R,E
00863	00367	E
00863	00420	R,E
00863	00423	R,E
00863	00424	R,E
00863	00437	R
00863	00500	R,E
00863	00813	R
00863	00819	R
00863	00833	R,E
00863	00838	R,E
00863	00850	R
00863	00852	R
00863	00857	R
00863	00860	R
00863	00861	R
00863	00865	R
00863	00869	R
00863	00870	R,E
00863	00871	R,E
00863	00874	R
00863	00875	R,E
00863	00880	R,E
00863	00897	R
00863	00903	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00863	00905	R,E
00863	00912	R
00863	00916	R
00863	00920	R
00863	00923	R,E
00863	01025	R,E
00863	01026	R,E
00863	01027	R,E
00863	01041	R
00863	01042	R
00863	01043	R
00863	01051	R
00863	01097	R,E
00863	01140	R,E
00863	01141	R,E
00863	01142	R,E
00863	01143	R,E
00863	01144	R,E
00863	01145	R,E
00863	01146	R,E
00863	01147	R,E
00863	01148	R,E
00863	01149	R,E
00863	01252	R
00863	01275	R
00863	05348	R,E
00863	28709	R,E
00864	00037	R,E,M
00864	00256	R,E
00864	00259	E
00864	00273	R,E,M
00864	00277	R,E,M
00864	00278	R,E,M
00864	00280	R,E,M
00864	00284	R,E,M
00864	00285	R,E,M
00864	00290	R,E,M
00864	00297	R,E,M
00864	00367	E
00864	00420	R,E,M

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00864	00423	R,E
00864	00424	R,E,M
00864	00425	C,L
00864	00500	R,E,M
00864	00720	C
00864	00819	R
00864	00833	R,E,M
00864	00838	R,E,M
00864	00850	R
00864	00870	R,E,M
00864	00871	R,E,M
00864	00875	R,E,M
00864	00880	R,E,M
00864	00905	R,E
00864	00918	R
00864	01008	R
00864	01025	R,E,M
00864	01026	R,E,M
00864	01027	R,E,M
00864	01046	C
00864	01089	E,C
00864	01097	R,E
00864	01127	R
00864	01252	R
00864	01256	E
00864	05352	E
00864	28709	R,E,M
00865	00037	R,E
00865	00256	R,E
00865	00259	E
00865	00273	R,E
00865	00277	R,E
00865	00278	R,E
00865	00280	R,E
00865	00284	R,E
00865	00285	R,E
00865	00290	R,E
00865	00297	R,E
00865	00367	E
00865	00420	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00865	00423	R,E
00865	00424	R,E
00865	00437	R
00865	00500	R,E
00865	00819	R
00865	00833	R,E
00865	00838	R,E
00865	00850	R
00865	00858	R,E
00865	00860	R
00865	00863	R
00865	00870	R,E
00865	00871	R,E
00865	00875	R,E
00865	00880	R,E
00865	00905	R,E
00865	00923	R,E
00865	00924	R,E
00865	01025	R,E
00865	01026	R,E
00865	01027	R,E
00865	01097	R,E
00865	01142	R,E
00865	01143	R,E
00865	01148	R,E
00865	01252	R
00865	05348	R,E
00865	28709	R,E
00866	00037	R,M
00866	00256	E,C
00866	00367	E
00866	00437	R
00866	00500	E,L
00866	00819	R
00866	00850	R
00866	00855	E
00866	00870	R,M
00866	00878	R
00866	00880	E,L
00866	00915	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00866	01025	R,E,M
00866	01251	R
00866	01252	R
00866	01283	R
00866	05347	R,E
00867	00259	E
00867	00424	R,M
00867	00916	R,E
00867	01148	R,E,M
00867	01153	R,E,M
00867	01154	R,E,M
00867	01155	R,E,M
00867	01160	R,E,M
00867	04899	R,E
00867	04971	R,E,M
00867	05012	R,E
00867	05351	R,E
00867	09048	R,E
00867	12712	R,E,M
00867	16804	R,E,M
00868	00367	E
00868	00918	R
00868	01006	R
00869	00037	R,M
00869	00256	R
00869	00259	E
00869	00273	R,M
00869	00277	R,M
00869	00278	R,M
00869	00280	R,M
00869	00284	R,M
00869	00285	R,M
00869	00297	R,M
00869	00367	E
00869	00423	R
00869	00437	R
00869	00500	R,E,M
00869	00737	R,E
00869	00813	R,E
00869	00819	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00869	00838	R,M
00869	00850	R
00869	00852	R
00869	00857	R
00869	00860	R
00869	00861	R
00869	00863	R
00869	00870	R,M
00869	00871	R,M
00869	00874	R
00869	00875	R,E,M
00869	00880	R,M
00869	00897	R
00869	00903	R
00869	00912	R
00869	00916	R
00869	00920	R
00869	01025	R,M
00869	01026	R,M
00869	01027	R,M
00869	01041	R
00869	01042	R
00869	01043	R
00869	01252	R
00869	01253	R
00869	01254	R
00869	01280	R
00869	01287	R,E
00869	05349	R,E
00870	00037	R,E
00870	00256	R,E
00870	00273	R
00870	00277	R
00870	00278	R
00870	00280	R
00870	00284	R
00870	00285	R
00870	00290	R,E
00870	00297	R
00870	00367	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00870	00423	R
00870	00437	R,E,M
00870	00500	R,E
00870	00737	R
00870	00775	R,E
00870	00813	R,L
00870	00819	R,L
00870	00833	R,E
00870	00836	R
00870	00838	R
00870	00850	R,E,M
00870	00852	R,E,M
00870	00855	R,M
00870	00857	R,E
00870	00860	R,E
00870	00861	R,E,M
00870	00862	R,E,M
00870	00863	R,E
00870	00864	R,E,M
00870	00865	R,E
00870	00866	R,M
00870	00869	R,M
00870	00871	R
00870	00874	R,M
00870	00875	R
00870	00880	R
00870	00897	R
00870	00903	R
00870	00912	R,L
00870	00915	R,L
00870	00916	R,L
00870	00920	R,L
00870	01009	E
00870	01025	R
00870	01026	R
00870	01027	R,E
00870	01040	R,E
00870	01041	R,E
00870	01042	R
00870	01043	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00870	01047	R
00870	01051	E
00870	01088	R,L
00870	01112	R
00870	01122	R
00870	01147	R,E
00870	01250	R,E,L
00870	01252	R,L
00870	01282	R
00870	05346	R,E,L
00870	09044	R,E,L
00871	00037	R,E
00871	00256	R
00871	00273	R
00871	00277	R
00871	00278	R
00871	00280	R
00871	00284	R
00871	00285	R
00871	00290	R,E
00871	00297	R
00871	00367	E
00871	00423	R
00871	00437	R,E,M
00871	00500	R,E
00871	00737	R
00871	00775	R
00871	00813	R,L
00871	00819	R,L
00871	00833	R,E
00871	00836	R,E
00871	00838	E
00871	00850	R,E,M
00871	00852	R,E,M
00871	00855	R,M
00871	00857	R,E
00871	00858	R,E,M
00871	00860	R,E
00871	00861	R,E,M
00871	00862	R,E,M

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00871	00863	R,E
00871	00864	R,E,M
00871	00865	R,E
00871	00869	R,M
00871	00870	R
00871	00874	R,M
00871	00875	R
00871	00880	R
00871	00897	R
00871	00903	R
00871	00912	R,L
00871	00916	R,L
00871	00920	R,L
00871	00923	R,E,L
00871	00924	R,E
00871	01009	E
00871	01025	R
00871	01026	R
00871	01027	R,E
00871	01040	R,E
00871	01041	R,E
00871	01042	R
00871	01043	R,E
00871	01047	R
00871	01051	R,E
00871	01088	R,L
00871	01112	R
00871	01122	R
00871	01140	R,E
00871	01141	R,E
00871	01142	R,E
00871	01143	R,E
00871	01144	R,E
00871	01145	R,E
00871	01146	R,E
00871	01147	R,E
00871	01148	R,E
00871	01149	E
00871	01252	R,E,L
00871	01275	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00871	05348	R,E,L
00872	00259	E
00872	00808	R,E
00872	00858	R,E
00872	00859	R,E
00872	00923	R,E
00872	00924	R,E,M
00872	01025	R,E,M
00872	01140	R,E,M
00872	01141	R,E,M
00872	01142	R,E,M
00872	01143	R,E,M
00872	01144	R,E,M
00872	01145	R,E,M
00872	01146	R,E,M
00872	01147	R,E,M
00872	01148	R,E,M
00872	01149	R,E,M
00872	01153	R,E,M
00872	01154	R,E,M
00872	01155	R,E,M
00872	05346	R,E
00872	05347	R,E
00872	05348	R,E
00872	09044	R,E
00872	09049	R,E
00874	00037	R,E,M
00874	00259	E
00874	00273	R,M
00874	00277	R,M
00874	00278	R,M
00874	00280	R,M
00874	00284	R,M
00874	00285	R,M
00874	00297	R,M
00874	00367	E
00874	00423	R
00874	00437	R
00874	00813	R
00874	00819	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00874	00838	R,E,M
00874	00850	R
00874	00852	R
00874	00857	R
00874	00860	R
00874	00861	R
00874	00863	R
00874	00869	R
00874	00870	R,M
00874	00871	R,M
00874	00875	R,M
00874	00880	R,M
00874	00897	R
00874	00903	R
00874	00912	R
00874	00916	R
00874	00920	R
00874	01025	R,M
00874	01026	R,M
00874	01027	R,M
00874	01041	R
00874	01042	R
00874	01043	R
00874	01252	E
00874	04970	E
00875	00037	R,E
00875	00256	R
00875	00273	R
00875	00277	R
00875	00278	R
00875	00280	R
00875	00284	R
00875	00285	R
00875	00297	R
00875	00367	E
00875	00423	R
00875	00437	R,E,M
00875	00500	R,E
00875	00737	R,E
00875	00775	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00875	00813	R,L
00875	00819	R,L
00875	00836	R,E
00875	00838	R
00875	00850	R,M
00875	00851	R
00875	00852	R,E,M
00875	00857	R,E
00875	00860	R,E
00875	00861	R,E,M
00875	00862	R,E,M
00875	00863	R,E
00875	00864	R,E,M
00875	00865	R,E
00875	00869	R,E,M
00875	00870	R
00875	00871	R
00875	00874	R,M
00875	00880	R
00875	00897	R
00875	00903	R
00875	00912	R,L
00875	00916	R,L
00875	00920	R,L
00875	01009	E
00875	01025	R
00875	01026	R
00875	01027	R
00875	01041	R
00875	01042	R
00875	01043	R
00875	01047	R
00875	01051	E
00875	01088	R,L
00875	01112	R
00875	01122	R
00875	01252	R,L
00875	01253	R,E,L
00875	01280	R
00875	01287	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00875	04909	R,E,L
00875	05349	R,E,L
00875	09061	R,E
00878	00855	R
00878	00866	R
00878	00880	R,E
00878	00915	R
00878	01025	R,E
00878	01131	R,E
00878	01251	R
00878	01283	R,E
00878	05347	R,E
00880	00037	R,E
00880	00256	R
00880	00273	R
00880	00277	R
00880	00278	R
00880	00280	R
00880	00284	R
00880	00285	R
00880	00297	R
00880	00367	E
00880	00423	R
00880	00437	R,E,M
00880	00500	R,E
00880	00737	R
00880	00775	R
00880	00813	R,L
00880	00819	R,L
00880	00838	R
00880	00850	R,E,M
00880	00852	R,E,M
00880	00855	R,M
00880	00857	R,E
00880	00860	R,E
00880	00861	R,E,M
00880	00862	R,E,M
00880	00863	R,E
00880	00864	R,E,M
00880	00865	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00880	00866	E,L
00880	00869	R,M
00880	00870	R
00880	00871	R
00880	00874	R,M
00880	00875	R
00880	00878	R,E
00880	00897	R
00880	00903	R
00880	00912	R,L
00880	00915	R,L
00880	00916	R,L
00880	00920	R,L
00880	01009	E
00880	01025	R,E
00880	01026	R
00880	01027	R
00880	01041	R
00880	01042	R
00880	01043	R
00880	01051	E
00880	01112	R
00880	01122	R
00880	01251	R,E,L
00880	01252	R,L
00880	01283	R
00880	05347	R,E,L
00891	00367	E
00891	00500	E
00891	00833	E
00891	01088	E
00895	00290	E
00895	00367	E
00895	00500	E
00895	01027	E
00895	01041	E
00896	00290	E
00896	00367	E
00896	01027	E
00896	01041	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00897	00037	R,E
00897	00273	R
00897	00277	R
00897	00278	R
00897	00280	R
00897	00284	R
00897	00285	R
00897	00290	E
00897	00297	R
00897	00367	E
00897	00423	R
00897	00437	R,E
00897	00500	E
00897	00813	R
00897	00819	R
00897	00838	R
00897	00850	R,E
00897	00852	R
00897	00857	R
00897	00860	R
00897	00861	R
00897	00863	R
00897	00869	R
00897	00870	R
00897	00871	R
00897	00874	R
00897	00875	R
00897	00880	R
00897	00903	R
00897	00912	R
00897	00916	R
00897	00920	R
00897	01025	R
00897	01026	R
00897	01027	E
00897	01041	E
00897	01042	R
00897	01043	R
00897	01252	E
00899	00259	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00901	00037	R,E,L
00901	00259	E
00901	00500	R,E,L
00901	00858	R,E
00901	00859	R,E
00901	00902	R,E
00901	00923	R,E
00901	00924	R,E,L
00901	01140	R,E,L
00901	01148	R,E,L
00901	01156	R,E,L
00901	01157	R,E,L
00901	05348	R,E
00901	05353	R,E
00902	00037	R,E,L
00902	00259	E
00902	00500	R,E,L
00902	00858	R,E
00902	00859	R,E
00902	00901	R,E
00902	00923	R,E
00902	00924	R,E,L
00902	01140	R,E,L
00902	01148	R,E,L
00902	01156	R,E,L
00902	01157	R,E,L
00902	05348	R,E
00902	05353	R,E
00903	00037	R
00903	00273	R
00903	00277	R
00903	00278	R
00903	00280	R
00903	00284	R
00903	00285	R
00903	00297	R
00903	00367	E
00903	00423	R
00903	00437	R
00903	00500	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00903	00813	R
00903	00819	R
00903	00836	E
00903	00838	R
00903	00850	R
00903	00852	R
00903	00857	R
00903	00860	R
00903	00861	R
00903	00863	R
00903	00869	R
00903	00870	R
00903	00871	R
00903	00874	R
00903	00875	R
00903	00880	R
00903	00897	R
00903	00912	R
00903	00916	R
00903	00920	R
00903	01025	R
00903	01026	R
00903	01027	R
00903	01041	R
00903	01042	R
00903	01043	R
00903	01115	E
00903	01252	E
00904	00037	E,L
00904	00367	E
00904	00500	E,L
00904	01114	E
00905	00037	R,E
00905	00256	R
00905	00367	E
00905	00437	R,E
00905	00500	R,E
00905	00737	R
00905	00775	R,E
00905	00819	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00905	00850	R,E
00905	00852	R,E
00905	00857	R,E
00905	00860	R,E
00905	00861	R,E
00905	00862	R,E
00905	00863	R,E
00905	00864	R,E
00905	00865	R,E
00905	00920	R
00905	01026	R
00905	01051	E
00905	01112	R
00905	01122	R
00905	01252	R
00905	01254	R,E
00905	01281	R
00912	00037	R,L
00912	00273	R,L
00912	00277	R,L
00912	00278	R,L
00912	00280	R,L
00912	00284	R,L
00912	00285	R,L
00912	00297	R,L
00912	00367	E
00912	00423	R
00912	00437	R
00912	00500	R,L
00912	00813	R
00912	00819	R
00912	00838	R,L
00912	00850	R
00912	00852	R,E
00912	00855	R
00912	00857	R
00912	00860	R
00912	00861	R
00912	00863	R
00912	00869	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00912	00870	R,L
00912	00871	R,L
00912	00874	R
00912	00875	R,L
00912	00880	R,L
00912	00897	R
00912	00903	R
00912	00916	R
00912	00920	R
00912	01025	R,L
00912	01026	R,L
00912	01027	R,L
00912	01041	R
00912	01042	R
00912	01043	R
00912	01047	R,L
00912	01148	E,L
00912	01153	R,E,L
00912	01250	R
00912	01252	R
00912	01282	R
00912	05346	R,E
00914	00037	R,L
00914	00437	R
00914	00500	R,L
00914	00819	R
00914	00850	R
00914	01112	R,E,L
00914	01122	R,E,L
00914	01252	R
00914	01257	R
00915	00037	R,L
00915	00259	R
00915	00367	E
00915	00437	R
00915	00500	R,L
00915	00819	R
00915	00850	R
00915	00855	R,E
00915	00866	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00915	00870	R,L
00915	00878	R
00915	00880	R,L
00915	01025	R,E,L
00915	01131	R
00915	01154	R,E,L
00915	01167	R,E
00915	01251	R
00915	01252	R
00915	01283	R
00915	05347	R,E
00916	00037	R,L
00916	00273	R,L
00916	00277	R,L
00916	00278	R,L
00916	00280	R,L
00916	00284	R,L
00916	00285	R,L
00916	00297	R,L
00916	00367	E
00916	00423	R
00916	00424	R,E,L
00916	00437	R
00916	00500	R,L
00916	00803	R,E
00916	00813	R
00916	00819	R
00916	00838	R,L
00916	00850	R
00916	00852	R
00916	00856	R
00916	00857	R
00916	00860	R
00916	00861	R
00916	00862	R,E
00916	00863	R
00916	00867	R,E
00916	00869	R
00916	00870	R,L
00916	00871	R,L

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00916	00874	R
00916	00875	R,L
00916	00880	R,L
00916	00897	R
00916	00903	R
00916	00912	R
00916	00920	R
00916	01025	R,L
00916	01026	R,L
00916	01027	R,L
00916	01041	R
00916	01042	R
00916	01043	R
00916	01148	E,L
00916	01252	R
00916	01255	R,E
00916	05351	R,E
00916	09048	R,E
00916	12712	R,E,L
00918	00367	E
00918	00864	R
00918	00868	R
00918	01006	R
00920	00037	R,L
00920	00273	R,L
00920	00277	R,L
00920	00278	R,L
00920	00280	R,L
00920	00284	R,L
00920	00285	R,L
00920	00297	R,L
00920	00367	E
00920	00423	R
00920	00437	R
00920	00500	R,L
00920	00813	R
00920	00819	R
00920	00838	R,L
00920	00850	R
00920	00852	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00920	00857	R
00920	00860	R
00920	00861	R
00920	00863	R
00920	00869	R
00920	00870	R,L
00920	00871	R,L
00920	00874	R
00920	00875	R,L
00920	00880	R,L
00920	00897	R
00920	00903	R
00920	00905	R
00920	00912	R
00920	00916	R
00920	01025	R,L
00920	01026	R,L
00920	01148	E,L
00920	01155	R,E,L
00920	01252	R
00920	01254	R
00920	01281	R
00920	01288	R,E
00920	05350	R,E
00921	00037	R,L
00921	00367	E
00921	00437	R
00921	00500	R,L
00921	00819	R
00921	00850	R
00921	00922	R
00921	01112	R,E,L
00921	01122	R,L
00921	01252	R
00921	01257	R,E
00921	05353	R,E
00922	00037	R,L
00922	00367	E
00922	00437	R
00922	00500	R,L

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00922	00819	R
00922	00850	R
00922	00921	R
00922	01112	R,L
00922	01122	R,E,L
00922	01252	R
00922	01257	R,E
00922	05353	R,E
00923	00037	R,E,L
00923	00273	R,E,L
00923	00277	R,E,L
00923	00278	R,E,L
00923	00280	R,E,L
00923	00284	R,E,L
00923	00285	R,E,L
00923	00297	R,E,L
00923	00367	E
00923	00437	R,E
00923	00500	R,E,L
00923	00808	R,E
00923	00819	E
00923	00850	R,E
00923	00858	R,E
00923	00860	R,E
00923	00861	R,E
00923	00863	R,E
00923	00865	R,E
00923	00871	R,E,L
00923	00872	R,E
00923	00901	R,E
00923	00902	R,E
00923	00924	R
00923	01043	R,E
00923	01047	R,E,L
00923	01051	R,E
00923	01140	R,E,L
00923	01141	R,E,L
00923	01142	R,E,L
00923	01143	R,E,L
00923	01144	R,E,L

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00923	01145	R,E,L
00923	01146	R,E,L
00923	01147	R,E,L
00923	01148	R,E,L
00923	01149	R,E,L
00923	01153	R,E,L
00923	01154	R,E,L
00923	01155	R,E,L
00923	01156	R,E,L
00923	01157	R,E,L
00923	01158	R,E,L
00923	01160	R,E,L
00923	01161	R,E
00923	01162	R,E
00923	01164	R,E
00923	01252	R,E
00923	01275	R,E
00923	04909	R,E
00923	04971	R,E,L
00923	05210	R,E
00923	05348	R,E
00923	09044	R,E
00923	09049	R,E
00923	09061	R,E
00923	16804	R,E,L
00923	17248	R,E
00924	00037	R,E
00924	00273	R,E
00924	00277	R,E
00924	00278	R,E
00924	00280	R,E
00924	00284	R,E
00924	00285	R,E
00924	00297	R,E
00924	00367	E
00924	00437	R,E,M
00924	00500	R,E
00924	00808	R,E,M
00924	00819	R,E,L
00924	00848	R,E,M

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00924	00849	R,E
00924	00850	R,E,M
00924	00858	R,E,M
00924	00860	R,E
00924	00861	R,E,M
00924	00865	R,E
00924	00871	R,E
00924	00872	R,E,M
00924	00901	R,E,L
00924	00902	R,E,L
00924	00923	R
00924	01047	R,E
00924	01051	R,E
00924	01140	R,E
00924	01141	R,E
00924	01142	R,E
00924	01143	R,E
00924	01144	R,E
00924	01145	R,E
00924	01146	R,E
00924	01147	R,E
00924	01148	R,E
00924	01149	R,E
00924	01153	R,E
00924	01154	R,E
00924	01155	R,E
00924	01156	R,E
00924	01157	R,E
00924	01160	R,E
00924	01161	R,E,L
00924	01162	R,E
00924	01163	R,E
00924	01164	R,E
00924	01252	R,E,L
00924	01275	R,E
00924	04909	R,E,L
00924	04971	R,E
00924	05348	R,E,L
00924	09044	R,E,L
00924	09049	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
00924	09061	R,E
00924	09238	R,E,L
00924	16804	R,E
00924	17248	R,E,L
00926	00834	E
00926	00951	E
00926	01362	E
00927	00835	E
00927	00947	E
00928	00837	E
00928	01380	E
00928	01385	E
00941	00300	E
00941	00301	E
00941	01351	E
00947	00835	E
00947	00927	E
00951	00834	E
00951	00926	E
00951	00971	E
00951	01362	E
00951	04930	E
00952	00300	E
00953	00300	E
00955	00300	E
00971	00834	E
00971	00951	E
00971	01362	E
01004	00367	E
01004	00500	R
01004	00819	R
01004	00850	R
01006	00367	E
01006	00868	R
01006	00918	R
01008	00367	E
01008	00420	R
01008	00864	R
01009	00037	E
01009	00273	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01009	00277	E
01009	00278	E
01009	00280	E
01009	00284	E
01009	00290	E
01009	00297	E
01009	00367	R
01009	00423	E
01009	00500	E
01009	00833	E
01009	00836	E
01009	00870	E
01009	00871	E
01009	00875	E
01009	00880	E
01009	01025	E
01009	01026	E
01010	00367	E
01010	00500	E
01011	00367	E
01011	00500	E
01012	00367	E
01012	00500	E
01013	00367	E
01013	00500	E
01013	01140	E
01014	00367	E
01014	00500	E
01015	00367	E
01015	00500	E
01016	00367	E
01016	00500	E
01017	00367	E
01017	00500	E
01018	00367	E
01018	00500	E
01019	00367	E
01019	00500	E
01020	00367	E
01020	00500	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01021	00367	E
01021	00500	E
01023	00367	E
01023	00500	E
01025	00037	R,E
01025	00256	R
01025	00273	R
01025	00277	R
01025	00278	R
01025	00280	R
01025	00284	R
01025	00285	R
01025	00290	R,E
01025	00297	R
01025	00367	E
01025	00423	R
01025	00437	R,E,M
01025	00500	R,E
01025	00737	R
01025	00775	R
01025	00808	R,E,M
01025	00813	R,L
01025	00819	R,L
01025	00833	R,E
01025	00836	R
01025	00838	R
01025	00849	R,E
01025	00850	R,E,M
01025	00852	R,E,M
01025	00855	R,E,M
01025	00857	R,E
01025	00860	R,E
01025	00861	R,E,M
01025	00862	R,E,M
01025	00863	R,E
01025	00864	R,E,M
01025	00865	R,E
01025	00866	R,E,M
01025	00869	R,M
01025	00870	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01025	00871	R
01025	00872	R,E,M
01025	00874	R,M
01025	00875	R
01025	00878	R,E
01025	00880	R,E
01025	00897	R
01025	00903	R
01025	00912	R,L
01025	00915	R,E,L
01025	00916	R,L
01025	00920	R,L
01025	01009	E
01025	01026	R
01025	01027	R,E
01025	01040	R,E
01025	01041	R,E
01025	01042	R
01025	01043	R,E
01025	01051	R
01025	01088	R,L
01025	01112	R
01025	01122	R
01025	01131	R
01025	01167	R,E
01025	01251	R,E,L
01025	01252	R,L
01025	01283	R
01025	05347	R,E,L
01026	00037	R,E
01026	00256	R
01026	00273	R
01026	00277	R
01026	00278	R
01026	00280	R
01026	00284	R
01026	00285	R
01026	00290	R,E
01026	00297	R
01026	00367	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01026	00423	R
01026	00437	R,E,M
01026	00500	R,E
01026	00737	R
01026	00775	R,E
01026	00813	R,L
01026	00819	R,L
01026	00833	R,E
01026	00836	R
01026	00838	R
01026	00850	R,E,M
01026	00852	R,E,M
01026	00855	R,M
01026	00857	R,E
01026	00860	R,E
01026	00861	R,E,M
01026	00862	R,E,M
01026	00863	R,E
01026	00864	R,E,M
01026	00865	R,E
01026	00869	R,M
01026	00870	R
01026	00871	R
01026	00874	R,M
01026	00875	R
01026	00880	R
01026	00897	R
01026	00903	R
01026	00905	R
01026	00912	R,L
01026	00916	R,L
01026	00920	R,L
01026	01009	E
01026	01025	R
01026	01027	R,E
01026	01040	R,E
01026	01041	R,E
01026	01042	R
01026	01043	R,E
01026	01047	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01026	01088	R,L
01026	01112	R
01026	01122	R
01026	01252	R,L
01026	01254	R,E
01026	01281	R
01026	01288	R,E
01026	05350	R,E,L
01026	09049	R
01027	00037	R,E
01027	00256	E
01027	00273	R,E
01027	00277	R,E
01027	00278	R,E
01027	00280	R,E
01027	00284	R,E
01027	00285	R,E
01027	00290	R
01027	00297	R,E
01027	00367	E
01027	00423	R
01027	00437	R,E,M
01027	00500	R,E
01027	00737	E
01027	00775	E
01027	00813	R,L
01027	00819	R,E,L
01027	00833	R,E
01027	00836	R,E
01027	00838	R
01027	00850	R,E,M
01027	00852	R,E,M
01027	00855	R,E,M
01027	00857	R,E
01027	00858	E,L
01027	00860	R,E
01027	00861	R,E,M
01027	00862	R,E,M
01027	00863	R,E
01027	00864	R,E,M

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01027	00865	R,E
01027	00869	R,M
01027	00870	R,E
01027	00871	R,E
01027	00874	R,M
01027	00875	R
01027	00880	R
01027	00895	E
01027	00896	E
01027	00897	E
01027	00903	R
01027	00912	R,L
01027	00916	R,L
01027	01025	R,E
01027	01026	R,E
01027	01040	R,E
01027	01041	R,E
01027	01042	R
01027	01043	R,E
01027	01047	R
01027	01088	R,L
01027	01112	R
01027	01122	R
01027	01148	R,E
01027	01252	E,L
01027	05348	E,L
01040	00037	R,E
01040	00273	R,E
01040	00277	R,E
01040	00278	R,E
01040	00280	R,E
01040	00284	R,E
01040	00285	R,E
01040	00290	R,E
01040	00297	R,E
01040	00367	E
01040	00437	R,E
01040	00500	R,E
01040	00833	R,E
01040	00836	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01040	00850	R,E
01040	00852	R,E
01040	00855	R,E
01040	00857	R,E
01040	00870	R,E
01040	00871	R,E
01040	01025	R,E
01040	01026	R,E
01040	01027	R,E
01040	01041	R,E
01040	01042	R
01040	01043	R,E
01040	01088	R,E
01041	00037	R,E
01041	00273	R,E
01041	00277	R,E
01041	00278	R,E
01041	00280	R,E
01041	00284	R,E
01041	00285	R,E
01041	00290	R,E
01041	00297	R,E
01041	00367	E
01041	00423	R
01041	00437	R,E
01041	00500	R,E
01041	00813	R
01041	00819	R,E
01041	00833	R,E
01041	00836	R
01041	00838	R
01041	00850	R,E
01041	00852	R,E
01041	00855	R,E
01041	00857	R,E
01041	00860	R
01041	00861	R
01041	00863	R
01041	00869	R
01041	00870	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01041	00871	R,E
01041	00874	R
01041	00875	R
01041	00880	R
01041	00895	E
01041	00896	E
01041	00897	E
01041	00903	R
01041	00912	R
01041	00916	R
01041	01025	R,E
01041	01026	R,E
01041	01027	R,E
01041	01040	R,E
01041	01042	R
01041	01043	R,E
01041	01088	R
01041	01252	E
01042	00037	R
01042	00273	R
01042	00277	R
01042	00278	R
01042	00280	R
01042	00284	R
01042	00285	R
01042	00290	R
01042	00297	R
01042	00367	E
01042	00423	R
01042	00437	R
01042	00500	R,E
01042	00813	R
01042	00819	R
01042	00833	R
01042	00836	R,E
01042	00838	R
01042	00850	R
01042	00852	R
01042	00855	R
01042	00857	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01042	00860	R
01042	00861	R
01042	00863	R
01042	00869	R
01042	00870	R
01042	00871	R
01042	00874	R
01042	00875	R
01042	00880	R
01042	00897	R
01042	00903	R
01042	00912	R
01042	00916	R
01042	01025	R
01042	01026	R
01042	01027	R
01042	01040	R
01042	01041	R
01042	01043	R
01042	01088	R
01043	00037	R,E
01043	00273	R,E
01043	00277	R,E
01043	00278	R,E
01043	00280	R,E
01043	00284	R,E
01043	00285	R,E
01043	00290	R,E
01043	00297	R,E
01043	00367	E
01043	00423	R
01043	00437	R,E
01043	00500	R,E
01043	00813	R
01043	00819	R
01043	00833	R,E
01043	00836	R
01043	00838	R
01043	00850	R,E
01043	00852	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01043	00855	R,E
01043	00857	R,E
01043	00860	R
01043	00861	R
01043	00863	R
01043	00869	R
01043	00870	R,E
01043	00871	R,E
01043	00874	R
01043	00875	R
01043	00880	R
01043	00897	R
01043	00903	R
01043	00912	R
01043	00916	R
01043	00923	R,E
01043	01025	R,E
01043	01026	R,E
01043	01027	R,E
01043	01040	R,E
01043	01041	R,E
01043	01042	R
01043	01088	R
01043	01114	E
01046	00367	E
01046	00420	C,L
01046	00425	C,L
01046	00500	E,L
01046	00720	C
01046	00864	C
01046	01089	C
01046	01127	R
01046	01256	E
01046	05352	E
01047	00037	R
01047	00273	R
01047	00274	R
01047	00275	R
01047	00277	R
01047	00278	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01047	00280	R
01047	00281	R
01047	00282	R
01047	00284	R
01047	00285	R
01047	00290	R,E
01047	00297	R
01047	00367	E
01047	00437	R,E,M
01047	00500	R
01047	00819	R,L
01047	00833	R,E
01047	00836	R,E
01047	00850	R,C,M
01047	00852	R,M
01047	00858	R,E,M
01047	00870	R
01047	00871	R
01047	00875	R
01047	00912	R,L
01047	00923	R,E,L
01047	00924	R,E
01047	01026	R
01047	01027	R
01047	01140	R,E
01047	01141	R,E
01047	01142	R,E
01047	01143	R,E
01047	01144	R,E
01047	01145	R,E
01047	01146	R,E
01047	01147	R,E
01047	01148	R,E
01047	01149	R,E
01047	01252	R,E,L
01047	01254	R,E,L
01047	05348	R,L
01051	00037	R
01051	00273	R
01051	00277	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01051	00278	R
01051	00280	R
01051	00284	R
01051	00285	R
01051	00297	R
01051	00367	E
01051	00437	R
01051	00500	R
01051	00819	R
01051	00850	R
01051	00858	R,E
01051	00863	R
01051	00871	R
01051	00923	R,E
01051	00924	R,E
01051	01025	R
01051	01097	R
01051	01140	R,E
01051	01141	R,E
01051	01142	R,E
01051	01143	R,E
01051	01144	R,E
01051	01145	R,E
01051	01146	R,E
01051	01147	R,E
01051	01148	R,E
01051	01149	R,E
01051	01252	R
01051	01275	R
01051	05348	R,E
01088	00037	R,L
01088	00273	R,L
01088	00277	R,L
01088	00278	R,L
01088	00280	R,L
01088	00284	R,L
01088	00285	R,L
01088	00290	R,L
01088	00297	R,L
01088	00367	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01088	00500	R,E,L
01088	00819	R
01088	00833	R,E,L
01088	00836	R,L
01088	00850	R
01088	00852	R
01088	00855	R
01088	00857	R
01088	00870	R,L
01088	00871	R,L
01088	00875	R,L
01088	00891	E
01088	01025	R,L
01088	01026	R,L
01088	01027	R,L
01088	01040	R,E
01088	01041	R
01088	01042	R
01088	01043	R
01088	01126	E
01089	00037	R,E,L
01089	00367	E
01089	00420	C,L
01089	00425	E,L
01089	00500	R,E,L
01089	00819	R
01089	00850	R
01089	00864	E,C
01089	01046	C
01089	01127	C
01089	01148	E,L
01089	01256	E
01089	05352	E
01089	09238	C
01097	00037	R,E
01097	00367	E
01097	00437	R,E
01097	00500	R,E
01097	00737	R
01097	00775	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01097	00819	R
01097	00850	R
01097	00852	R,E
01097	00857	R,E
01097	00860	R,E
01097	00861	R,E
01097	00862	R,E
01097	00863	R,E
01097	00864	R,E
01097	00865	R,E
01097	01051	R,E
01097	01098	R,E
01097	01112	R
01097	01122	R
01097	01252	R
01098	00259	R
01098	00367	E
01098	00420	R
01098	00437	R
01098	00819	R
01098	00850	R
01098	01097	R
01098	01252	R
01100	00037	R
01100	00273	R
01100	00277	R
01100	00278	R
01100	00280	R
01100	00284	R
01100	00285	R
01100	00297	R
01100	00367	E
01100	00500	R
01100	00850	R
01101	00367	E
01101	00500	E
01102	00367	E
01102	00500	E
01103	00367	E
01103	00500	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01104	00367	E
01104	00500	E
01105	00367	E
01105	00500	E
01106	00367	E
01106	00500	E
01107	00367	E
01107	00500	E
01112	00037	R,E
01112	00256	R
01112	00273	R
01112	00277	R
01112	00278	R
01112	00280	R
01112	00284	R
01112	00285	R
01112	00290	R
01112	00297	R
01112	00367	E
01112	00420	R
01112	00423	R
01112	00424	R
01112	00500	R,E
01112	00775	R
01112	00819	R,E,L
01112	00833	R
01112	00836	R
01112	00838	R
01112	00850	R,M
01112	00870	R
01112	00871	R
01112	00875	R
01112	00880	R
01112	00905	R
01112	00914	R,E,L
01112	00921	R,E,L
01112	00922	R,L
01112	01025	R
01112	01026	R
01112	01027	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01112	01097	R
01112	01122	R
01112	01252	R,E,L
01112	01257	R,E
01112	05353	R,E
01114	00037	E
01114	00367	E
01114	00437	E
01114	00500	E
01114	00819	R,E
01114	00836	E
01114	00850	R,E
01114	00904	E
01114	01043	E
01114	01115	E
01114	28709	E
01115	00037	E,L
01115	00367	E
01115	00437	E
01115	00500	E,L
01115	00836	E,L
01115	00903	E
01115	01114	E
01122	00037	R
01122	00256	R
01122	00273	R
01122	00277	R
01122	00278	R
01122	00280	R
01122	00284	R
01122	00285	R
01122	00290	R
01122	00297	R
01122	00367	E
01122	00420	R
01122	00423	R
01122	00424	R
01122	00500	R
01122	00775	R
01122	00819	R,E,L

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01122	00833	R
01122	00836	R
01122	00838	R
01122	00850	R,M
01122	00870	R
01122	00871	R
01122	00875	R
01122	00880	R
01122	00905	R
01122	00914	R,E,L
01122	00921	R,L
01122	00922	R,E,L
01122	01025	R
01122	01026	R
01122	01027	R
01122	01097	R
01122	01112	R
01122	01252	R,E,L
01122	01257	R,E
01122	05353	R,E
01123	00037	R,E
01123	00367	E
01123	00500	R,E
01123	00819	R,E,L
01123	00848	R,E,M
01123	01124	R,E,L
01123	01125	R,E,L
01123	01148	R,E
01123	01168	R,E
01123	01251	R,E,L
01123	01252	R,E,L
01123	01283	R
01123	05347	R,E,L
01124	00037	R,E,L
01124	00367	E
01124	00500	R,E,L
01124	01123	R,E,L
01124	01125	R,E
01124	01158	E,L
01124	01168	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01124	01251	R,E
01124	01283	R
01124	05347	R,E
01125	00367	E
01125	00500	R,E,L
01125	01123	R,E,L
01125	01124	R,E
01125	01251	R,E
01125	01283	R
01125	05347	R,E
01126	00037	E,L
01126	00367	E
01126	00437	E
01126	00500	E,L
01126	00819	E
01126	00833	E,L
01126	00850	E
01126	01088	E
01126	01252	E
01126	13121	E,L
01127	00420	R
01127	00864	R
01127	01046	R
01127	01089	C
01127	01256	C
01129	00500	R,E
01129	01130	R,E
01129	01258	R,E
01129	05354	R,E
01130	00037	R
01130	00500	R,E
01130	00819	R,E
01130	00850	R,E
01130	01129	R,E
01130	01163	R,E
01130	01252	R,E
01130	01258	R,E
01130	05354	R,E
01131	00037	R,E
01131	00367	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01131	00500	R
01131	00878	R,E
01131	00915	R
01131	01025	R
01131	01251	R
01131	01283	R
01131	05347	R,E
01132	00037	R
01132	00500	R,E
01132	00819	R,E
01132	00850	R,E
01132	01133	R,E
01132	01252	R,E
01133	00500	R,E
01133	01132	R,E
01137	00037	E
01137	00500	E
01137	00806	E
01137	00819	E
01137	01252	R,E
01140	00037	E
01140	00273	R,E
01140	00277	R,E
01140	00278	R,E
01140	00280	R,E
01140	00284	R,E
01140	00285	R,E
01140	00297	R,E
01140	00367	E
01140	00425	R,E
01140	00437	R,E,M
01140	00500	R,E
01140	00808	R,E,M
01140	00819	R,E,L
01140	00850	R,E,M
01140	00858	R,E,M
01140	00860	R,E
01140	00863	R,E
01140	00871	R,E
01140	00872	R,E,M

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01140	00901	R,E,L
01140	00902	R,E,L
01140	00923	R,E,L
01140	00924	R,E
01140	01013	E
01140	01047	R,E
01140	01051	R,E
01140	01141	R
01140	01142	R
01140	01143	R
01140	01144	R
01140	01145	R
01140	01146	R
01140	01147	R
01140	01148	R
01140	01149	R
01140	01153	R,E
01140	01154	R,E
01140	01155	R,E
01140	01156	R,E
01140	01157	R,E
01140	01160	R,E
01140	01161	R,E,L
01140	01162	R,E
01140	01164	R,E
01140	01252	R,E,L
01140	01275	R,E
01140	04909	R,E,L
01140	04971	R,E
01140	05123	E
01140	05348	R,E,L
01140	09044	R,E,L
01140	09049	R,E
01140	09061	R,E
01140	16804	R,E
01140	17248	R,E,L
01141	00037	R,E
01141	00273	E
01141	00277	R,E
01141	00278	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01141	00280	R,E
01141	00284	R,E
01141	00285	R,E
01141	00297	R,E
01141	00367	E
01141	00437	R,E,M
01141	00500	R,E
01141	00819	R,E,L
01141	00850	R,E,M
01141	00858	R,E,M
01141	00863	R,E
01141	00871	R,E
01141	00872	R,E,M
01141	00923	R,E,L
01141	00924	R,E
01141	01047	R,E
01141	01051	R,E
01141	01140	R
01141	01142	R
01141	01143	R
01141	01144	R
01141	01145	R
01141	01146	R
01141	01147	R
01141	01148	R
01141	01149	R
01141	01153	R,E
01141	01154	R,E
01141	01155	R,E
01141	01156	R,E
01141	01157	R,E
01141	01160	R,E
01141	01161	R,E,L
01141	01162	R,E
01141	01252	R,E,L
01141	01275	R,E
01141	04909	R,E,L
01141	04971	R,E
01141	05123	E
01141	05348	R,E,L

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01141	09044	R,E,L
01141	09049	R,E
01141	09061	R,E
01141	17248	R,E,L
01142	00037	R,E
01142	00273	R,E
01142	00277	E
01142	00278	R,E
01142	00280	R,E
01142	00284	R,E
01142	00285	R,E
01142	00297	R,E
01142	00367	E
01142	00437	R,E,M
01142	00500	R,E
01142	00819	R,E,L
01142	00850	R,E,M
01142	00858	R,E,M
01142	00863	R,E
01142	00865	R,E
01142	00871	R,E
01142	00872	R,E,M
01142	00923	R,E,L
01142	00924	R,E
01142	01047	R,E
01142	01051	R,E
01142	01140	R
01142	01141	R
01142	01143	R
01142	01144	R
01142	01145	R
01142	01146	R
01142	01147	R
01142	01148	R
01142	01149	R
01142	01153	R,E
01142	01154	R,E
01142	01155	R,E
01142	01156	R,E
01142	01157	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01142	01160	R,E
01142	01161	R,E,L
01142	01162	R,E
01142	01252	R,E,L
01142	01275	R,E
01142	04909	R,E,L
01142	04971	R,E
01142	05123	E
01142	05348	R,E,L
01142	09044	R,E,L
01142	09049	R,E
01142	09061	R,E
01142	17248	R,E,L
01143	00037	R,E
01143	00273	R,E
01143	00277	R,E
01143	00278	E
01143	00280	R,E
01143	00284	R,E
01143	00285	R,E
01143	00297	R,E
01143	00367	E
01143	00437	R,E,M
01143	00500	R,E
01143	00819	R,E,L
01143	00850	R,E,M
01143	00858	R,E,M
01143	00863	R,E
01143	00865	R,E
01143	00871	R,E
01143	00872	R,E,M
01143	00923	R,E,L
01143	00924	R,E
01143	01047	R,E
01143	01051	R,E
01143	01140	R
01143	01141	R
01143	01142	R
01143	01144	R
01143	01145	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01143	01146	R
01143	01147	R
01143	01148	R
01143	01149	R
01143	01153	R,E
01143	01154	R,E
01143	01155	R,E
01143	01156	R,E
01143	01157	R,E
01143	01160	R,E
01143	01161	R,E,L
01143	01162	R,E
01143	01252	R,E,L
01143	01275	R,E
01143	04909	R,E,L
01143	04971	R,E
01143	05123	E
01143	05348	R,E,L
01143	09044	R,E,L
01143	09049	R,E
01143	09061	R,E
01143	17248	R,E,L
01144	00037	R,E
01144	00273	R,E
01144	00277	R,E
01144	00278	R,E
01144	00280	E
01144	00284	R,E
01144	00285	R,E
01144	00297	R,E
01144	00367	E
01144	00437	R,E,M
01144	00500	R,E
01144	00819	R,E,L
01144	00850	R,E,M
01144	00858	R,E,M
01144	00863	R,E
01144	00871	R,E
01144	00872	R,E,M
01144	00923	R,E,L

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01144	00924	R,E
01144	01047	R,E
01144	01051	R,E
01144	01140	R
01144	01141	R
01144	01142	R
01144	01143	R
01144	01145	R
01144	01146	R
01144	01147	R
01144	01148	R
01144	01149	R
01144	01153	R,E
01144	01154	R,E
01144	01155	R,E
01144	01156	R,E
01144	01157	R,E
01144	01160	R,E
01144	01161	R,E,L
01144	01162	R,E
01144	01252	R,E,L
01144	01275	R,E
01144	04909	R,E,L
01144	04971	R,E
01144	05123	E
01144	05348	R,E,L
01144	09044	R,E,L
01144	09049	R,E
01144	09061	R,E
01144	17248	R,E,L
01145	00037	R,E
01145	00273	R,E
01145	00277	R,E
01145	00278	R,E
01145	00280	R,E
01145	00284	E
01145	00285	R,E
01145	00297	R,E
01145	00367	E
01145	00437	R,E,M

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01145	00500	R,E
01145	00819	R,E,L
01145	00850	R,E,M
01145	00858	R,E,M
01145	00860	R,E
01145	00863	R,E
01145	00871	R,E
01145	00872	R,E,M
01145	00923	R,E,L
01145	00924	R,E
01145	01047	R,E
01145	01051	R,E
01145	01140	R
01145	01141	R
01145	01142	R
01145	01143	R
01145	01144	R
01145	01146	R
01145	01147	R
01145	01148	R
01145	01149	R
01145	01153	R,E
01145	01154	R,E
01145	01155	R,E
01145	01156	R,E
01145	01157	R,E
01145	01160	R,E
01145	01161	R,E,L
01145	01162	R,E
01145	01252	R,E,L
01145	01275	R,E
01145	04909	R,E,L
01145	04971	R,E
01145	05123	E
01145	05348	R,E,L
01145	09044	R,E,L
01145	09049	R,E
01145	09061	R,E
01145	17248	R,E,L
01146	00037	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01146	00273	R,E
01146	00277	R,E
01146	00278	R,E
01146	00280	R,E
01146	00284	R,E
01146	00285	E
01146	00297	R,E
01146	00367	E
01146	00437	R,E,M
01146	00500	R,E
01146	00819	R,E,L
01146	00850	R,E,M
01146	00858	R,E,M
01146	00860	R,E
01146	00863	R,E
01146	00871	R,E
01146	00872	R,E,M
01146	00923	R,E,L
01146	00924	R,E
01146	01047	R,E
01146	01051	R,E
01146	01140	R
01146	01141	R
01146	01142	R
01146	01143	R
01146	01144	R
01146	01145	R
01146	01147	R
01146	01148	R
01146	01149	R
01146	01153	R,E
01146	01154	R,E
01146	01155	R,E
01146	01156	R,E
01146	01157	R,E
01146	01160	R,E
01146	01161	R,E,L
01146	01162	R,E
01146	01252	R,E,L
01146	01275	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01146	04909	R,E,L
01146	04971	R,E
01146	05123	E
01146	05348	R,E,L
01146	09044	R,E,L
01146	09049	R,E
01146	09061	R,E
01146	17248	R,E,L
01147	00037	R,E
01147	00273	R,E
01147	00277	R,E
01147	00278	R,E
01147	00280	R,E
01147	00284	R,E
01147	00285	R,E
01147	00297	E
01147	00367	E
01147	00437	R,E,M
01147	00500	R,E
01147	00819	R,E,L
01147	00850	R,E,M
01147	00858	R,E,M
01147	00863	R,E
01147	00870	R,E
01147	00871	R,E
01147	00872	R,E,M
01147	00923	R,E,L
01147	00924	R,E
01147	01047	R,E
01147	01051	R,E
01147	01140	R
01147	01141	R
01147	01142	R
01147	01143	R
01147	01144	R
01147	01145	R
01147	01146	R
01147	01148	R
01147	01149	R
01147	01153	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01147	01154	R,E
01147	01155	R,E
01147	01156	R,E
01147	01157	R,E
01147	01160	R,E
01147	01161	R,E,L
01147	01162	R,E
01147	01252	R,E,L
01147	01275	R,E
01147	04909	R,E,L
01147	04971	R,E
01147	05123	E
01147	05348	R,E,L
01147	09044	R,E,L
01147	09049	R,E
01147	09061	R,E
01147	17248	R,E,L
01148	00037	R,E
01148	00273	R,E
01148	00274	R,E
01148	00275	R,E
01148	00277	R,E
01148	00278	R,E
01148	00280	R,E
01148	00281	R,E
01148	00282	R,E
01148	00284	R,E
01148	00285	R,E
01148	00290	R,E
01148	00297	R,E
01148	00367	E
01148	00425	R,E
01148	00437	R,E,M
01148	00500	E
01148	00808	R,E,M
01148	00819	R,E,L
01148	00848	R,E,M
01148	00849	R,E
01148	00850	R,E,M
01148	00858	R,E,M

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01148	00860	R,E
01148	00861	R,E,M
01148	00863	R,E
01148	00865	R,E
01148	00867	R,E,M
01148	00871	R,E
01148	00872	R,E,M
01148	00901	R,E,L
01148	00902	R,E,L
01148	00912	E,L
01148	00916	E,L
01148	00920	E,L
01148	00923	R,E,L
01148	00924	R,E
01148	01027	R,E
01148	01047	R,E
01148	01051	R,E
01148	01089	E,L
01148	01123	R,E
01148	01140	R
01148	01141	R
01148	01142	R
01148	01143	R
01148	01144	R
01148	01145	R
01148	01146	R
01148	01147	R
01148	01149	R
01148	01153	R,E
01148	01154	R,E
01148	01155	R,E
01148	01156	R,E
01148	01157	R,E
01148	01158	R,E
01148	01159	R,E
01148	01160	R,E
01148	01161	R,E,L
01148	01162	R,E
01148	01163	R,E
01148	01164	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01148	01252	R,E,L
01148	01275	R,E
01148	01281	R,E
01148	04899	R,E
01148	04909	R,E,L
01148	04971	R,E
01148	05123	E
01148	05210	R,E
01148	05346	R,E,L
01148	05347	R,E,L
01148	05348	R,E,L
01148	05349	R,E,L
01148	05350	R,E,L
01148	05351	R,E,L
01148	05352	R,E,L
01148	05353	R,E
01148	05354	R,E
01148	08482	R,E
01148	09044	R,E,L
01148	09048	R,E
01148	09049	R,E
01148	09061	R,E
01148	09238	R,E,L
01148	12712	R,E
01148	16804	R,E
01148	17248	R,E,L
01149	00037	R,E
01149	00273	R,E
01149	00277	R,E
01149	00278	R,E
01149	00280	R,E
01149	00284	R,E
01149	00285	R,E
01149	00297	R,E
01149	00367	E
01149	00437	R,E,M
01149	00500	R,E
01149	00819	R,E,L
01149	00850	R,E,M
01149	00858	R,E,M

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01149	00861	R,E,M
01149	00863	R,E
01149	00871	E
01149	00872	R,E,M
01149	00923	R,E,L
01149	00924	R,E
01149	01047	R,E
01149	01051	R,E
01149	01140	R
01149	01141	R
01149	01142	R
01149	01143	R
01149	01144	R
01149	01145	R
01149	01146	R
01149	01147	R
01149	01148	R
01149	01153	R,E
01149	01154	R,E
01149	01155	R,E
01149	01156	R,E
01149	01157	R,E
01149	01160	R,E
01149	01161	R,E,L
01149	01162	R,E
01149	01252	R,E,L
01149	01275	R,E
01149	04909	R,E,L
01149	04971	R,E
01149	05123	E
01149	05348	R,E,L
01149	09044	R,E,L
01149	09049	R,E
01149	09061	R,E
01149	17248	R,E,L
01153	00808	R,E,M
01153	00819	R,E,L
01153	00850	R,E,M
01153	00852	R,E,M
01153	00858	R,E,M

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01153	00859	R,E,M
01153	00867	R,E,M
01153	00872	R,E,M
01153	00912	R,E,L
01153	00923	R,E,L
01153	00924	R,E
01153	01140	R,E
01153	01141	R,E
01153	01142	R,E
01153	01143	R,E
01153	01144	R,E
01153	01145	R,E
01153	01146	R,E
01153	01147	R,E
01153	01148	R,E
01153	01149	R,E
01153	01154	R,E
01153	01155	R,E
01153	01156	R,E
01153	01157	R,E
01153	01160	R,E
01153	01161	R,E,L
01153	01162	R,E
01153	01282	R,E
01153	04909	R,E,L
01153	04971	R,E
01153	05346	R,E,L
01153	05348	R,E,L
01153	09044	R,E,L
01153	09049	R,E
01153	09061	R,E
01153	17248	R,E,L
01154	00808	R,E,M
01154	00819	R,E,L
01154	00848	R,M
01154	00849	R,E
01154	00858	R,E,M
01154	00859	R,E,M
01154	00867	R,E,M
01154	00872	R,E,M

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01154	00915	R,E,L
01154	00923	R,E,L
01154	00924	R,E
01154	01140	R,E
01154	01141	R,E
01154	01142	R,E
01154	01143	R,E
01154	01144	R,E
01154	01145	R,E
01154	01146	R,E
01154	01147	R,E
01154	01148	R,E
01154	01149	R,E
01154	01153	R,E
01154	01155	R,E
01154	01156	R,E
01154	01157	R,E
01154	01160	R,E
01154	01161	R,E,L
01154	01162	R,E
01154	01283	R,E
01154	04909	R,E,L
01154	04971	R,E
01154	05123	E
01154	05347	R,E,L
01154	05348	R,E,L
01154	09044	R,E,L
01154	09049	R,E
01154	09061	R,E
01154	16804	R,E
01154	17248	R,E,L
01155	00819	R,E,L
01155	00858	R,E,M
01155	00859	R,E,M
01155	00867	R,E,M
01155	00872	R,E,M
01155	00920	R,E,L
01155	00923	R,E,L
01155	00924	R,E
01155	01140	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01155	01141	R,E
01155	01142	R,E
01155	01143	R,E
01155	01144	R,E
01155	01145	R,E
01155	01146	R,E
01155	01147	R,E
01155	01148	R,E
01155	01149	R,E
01155	01153	R,E
01155	01154	R,E
01155	01156	R,E
01155	01157	R,E
01155	01160	R,E
01155	01161	R,E,L
01155	01162	R,E
01155	01281	R,E
01155	04909	R,E,L
01155	04971	R,E
01155	05348	R,E,L
01155	05350	R,E,L
01155	09044	R,E,L
01155	09049	R,E
01155	09061	R,E
01155	16804	R,E
01155	17248	R,E,L
01156	00819	R,E,L
01156	00858	R,E,M
01156	00859	R,E,M
01156	00901	R,E,L
01156	00902	R,E,L
01156	00923	R,E,L
01156	00924	R,E
01156	01140	R,E
01156	01141	R,E
01156	01142	R,E
01156	01143	R,E
01156	01144	R,E
01156	01145	R,E
01156	01146	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01156	01147	R,E
01156	01148	R,E
01156	01149	R,E
01156	01153	R,E
01156	01154	R,E
01156	01155	R,E
01156	01157	R,E
01156	01160	R,E
01156	04971	R,E
01156	05123	E
01156	05348	R,E,L
01156	05353	R,E
01156	12712	R,E
01156	16804	R,E
01157	00819	R,E,L
01157	00858	R,E,M
01157	00859	R,E,M
01157	00901	R,E,L
01157	00902	R,E,L
01157	00923	R,E,L
01157	00924	R,E
01157	01140	R,E
01157	01141	R,E
01157	01142	R,E
01157	01143	R,E
01157	01144	R,E
01157	01145	R,E
01157	01146	R,E
01157	01147	R,E
01157	01148	R,E
01157	01149	R,E
01157	01153	R,E
01157	01154	R,E
01157	01155	R,E
01157	01156	R,E
01157	01160	R,E
01157	04971	R,E
01157	05123	E
01157	05348	R,E,L
01157	05353	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01157	12712	R,E
01157	16804	R,E
01158	00808	R,M
01158	00819	R,E,L
01158	00848	R,E,M
01158	00849	R
01158	00923	R,E,L
01158	01124	E,L
01158	01148	R,E
01158	05347	R,E,L
01158	05348	R,E,L
01159	01148	R,E
01159	05210	E
01160	00819	R,E,L
01160	00858	R,E,M
01160	00859	R,E,M
01160	00867	R,E,M
01160	00923	R,E,L
01160	00924	R,E
01160	01140	R,E
01160	01141	R,E
01160	01142	R,E
01160	01143	R,E
01160	01144	R,E
01160	01145	R,E
01160	01146	R,E
01160	01147	R,E
01160	01148	R,E
01160	01149	R,E
01160	01153	R,E
01160	01154	R,E
01160	01155	R,E
01160	01156	R,E
01160	01157	R,E
01160	01161	R,E,L
01160	01162	R,E
01160	04909	R,E,L
01160	04971	R,E
01160	05123	E
01160	05348	R,E,L

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01160	09044	R,E,L
01160	09049	R,E
01160	09061	R,E
01160	17248	R,E,L
01161	00259	E
01161	00838	R,E,L
01161	00858	R,E
01161	00859	R,E
01161	00923	R,E
01161	00924	R,E,L
01161	01140	R,E,L
01161	01141	R,E,L
01161	01142	R,E,L
01161	01143	R,E,L
01161	01144	R,E,L
01161	01145	R,E,L
01161	01146	R,E,L
01161	01147	R,E,L
01161	01148	R,E,L
01161	01149	R,E,L
01161	01153	R,E,L
01161	01154	R,E,L
01161	01155	R,E,L
01161	01160	R,E,L
01161	04909	R,E
01161	04971	R,E,L
01161	05348	R,E
01161	09044	R,E
01161	09049	R,E
01161	09061	R,E
01162	00259	E
01162	00858	R,E
01162	00859	R,E
01162	00923	R,E
01162	00924	R,E
01162	01140	R,E
01162	01141	R,E
01162	01142	R,E
01162	01143	R,E
01162	01144	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01162	01145	R,E
01162	01146	R,E
01162	01147	R,E
01162	01148	R,E
01162	01149	R,E
01162	01153	R,E
01162	01154	R,E
01162	01155	R,E
01162	01160	R,E
01162	04909	R,E
01162	04971	R,E
01162	05348	R,E
01162	09044	R,E
01162	09049	R,E
01162	09061	R,E
01163	00924	R,E
01163	01130	R,E
01163	01148	R,E
01163	01164	R,E
01163	05354	R,E
01164	00819	R,E
01164	00858	R,E
01164	00859	R,E
01164	00923	R,E
01164	00924	R,E
01164	01140	R,E
01164	01148	R,E
01164	01163	R,E
01164	05348	R,E
01164	05354	R,E
01167	00915	R,E
01167	01025	R,E
01167	01251	R,E
01167	05347	R,E
01168	01123	R,E
01168	01124	R,E
01168	01251	R,E
01168	05347	R,E
01250	00037	R,L
01250	00259	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01250	00273	R,E,L
01250	00367	E
01250	00500	R,E,L
01250	00819	R
01250	00850	R
01250	00852	R
01250	00855	R
01250	00870	R,E,L
01250	00912	R
01250	01252	R
01250	01282	R
01250	05346	E
01251	00037	R,L
01251	00256	R,E
01251	00259	E
01251	00367	E
01251	00500	R,E,L
01251	00819	R
01251	00850	R
01251	00855	R
01251	00866	R
01251	00878	R
01251	00880	R,E,L
01251	00915	R
01251	01025	R,E,L
01251	01123	R,E,L
01251	01124	R,E
01251	01125	R,E
01251	01131	R
01251	01167	R,E
01251	01168	R,E
01251	01252	R
01251	01283	R
01251	05347	E
01252	00037	R,E,L
01252	00256	R,E
01252	00259	E
01252	00273	R,E,L
01252	00274	R,E,L
01252	00275	R,E,L

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01252	00277	R,E,L
01252	00278	R,E,L
01252	00280	R,E,L
01252	00284	R,E,L
01252	00285	R,E,L
01252	00290	E,L
01252	00297	R,E,L
01252	00367	E
01252	00420	R,L
01252	00423	R
01252	00424	R,L
01252	00437	R
01252	00500	R,E,L
01252	00737	R
01252	00775	R,E
01252	00803	R,E
01252	00813	R
01252	00819	R
01252	00833	E,L
01252	00836	E,L
01252	00838	E,L
01252	00850	R,E
01252	00852	R
01252	00855	R
01252	00857	R
01252	00858	R,E
01252	00860	R
01252	00861	R
01252	00862	R
01252	00863	R
01252	00864	R
01252	00865	R
01252	00866	R
01252	00869	R
01252	00870	R,L
01252	00871	R,E,L
01252	00874	E
01252	00875	R,L
01252	00880	R,L
01252	00897	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01252	00903	E
01252	00905	R
01252	00912	R
01252	00914	R
01252	00915	R
01252	00916	R
01252	00920	R
01252	00921	R
01252	00922	R
01252	00923	R,E
01252	00924	R,E,L
01252	01025	R,L
01252	01026	R,L
01252	01027	E,L
01252	01041	E
01252	01047	R,E,L
01252	01051	R
01252	01097	R
01252	01098	R
01252	01112	R,E,L
01252	01122	R,E,L
01252	01123	R,E,L
01252	01126	E
01252	01130	R,E
01252	01132	R,E
01252	01137	R,E
01252	01140	R,E,L
01252	01141	R,E,L
01252	01142	R,E,L
01252	01143	R,E,L
01252	01144	R,E,L
01252	01145	R,E,L
01252	01146	R,E,L
01252	01147	R,E,L
01252	01148	R,E,L
01252	01149	R,E,L
01252	01250	R
01252	01251	R
01252	01254	R
01252	01255	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01252	01257	R
01252	01275	R
01252	01280	R
01252	01281	R
01252	01283	R
01252	05348	E
01253	00037	R,L
01253	00259	E
01253	00367	E
01253	00423	R,E
01253	00500	R,E,L
01253	00737	R,E
01253	00813	R
01253	00819	R
01253	00850	R
01253	00869	R
01253	00875	R,E,L
01253	01280	R
01253	01287	R,E
01253	05349	E
01254	00037	R,L
01254	00259	E
01254	00367	E
01254	00500	R,E,L
01254	00819	R
01254	00850	R
01254	00857	R
01254	00869	R
01254	00905	R,E
01254	00920	R
01254	01026	R,E
01254	01047	R,E,L
01254	01252	R
01254	01281	R
01254	01288	R,E
01254	05350	E
01255	00037	R,L
01255	00259	E
01255	00367	E
01255	00424	R,E,L

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01255	00500	R,E,L
01255	00803	R,E
01255	00819	R
01255	00850	R
01255	00856	R
01255	00862	R,E
01255	00916	R,E
01255	01252	R
01255	01281	R
01255	05012	R,E
01255	05351	E
01256	00259	E
01256	00367	E
01256	00420	C,L
01256	00425	E,L
01256	00500	R,E,L
01256	00720	C
01256	00850	R
01256	00864	E
01256	01046	E
01256	01089	E
01256	01127	C
01256	05352	E
01257	00037	R
01257	00259	E
01257	00367	E
01257	00437	R
01257	00500	R
01257	00775	R
01257	00819	R
01257	00850	R
01257	00914	R
01257	00921	R,E
01257	00922	R,E
01257	01112	R,E
01257	01122	R,E
01257	01252	R
01257	05353	E
01258	00037	R,E
01258	00259	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01258	00500	R,E
01258	00819	R
01258	01129	R,E
01258	01130	R,E
01258	05354	E
01275	00037	R
01275	00256	R
01275	00273	R
01275	00277	R
01275	00278	R
01275	00280	R
01275	00284	R
01275	00285	R
01275	00297	R
01275	00367	E
01275	00437	R
01275	00500	R
01275	00819	R
01275	00850	R
01275	00858	R,E
01275	00863	R
01275	00871	R
01275	00923	R,E
01275	00924	R,E
01275	01051	R
01275	01140	R,E
01275	01141	R,E
01275	01142	R,E
01275	01143	R,E
01275	01144	R,E
01275	01145	R,E
01275	01146	R,E
01275	01147	R,E
01275	01148	R,E
01275	01149	R,E
01275	01252	R
01275	05348	R,E
01276	00367	E
01277	00367	E
01280	00037	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01280	00367	E
01280	00423	R
01280	00437	R
01280	00500	R
01280	00737	R,E
01280	00813	R
01280	00819	R
01280	00850	R
01280	00869	R
01280	00875	R
01280	01252	R
01280	01253	R
01280	01287	R,E
01280	04971	R,E
01280	05349	R,E
01281	00037	R
01281	00367	E
01281	00437	R
01281	00500	R
01281	00819	R
01281	00850	R
01281	00857	R
01281	00905	R
01281	00920	R
01281	01026	R
01281	01148	R,E
01281	01155	R,E
01281	01252	R
01281	01254	R
01281	01255	R
01281	05350	R,E
01282	00367	E
01282	00500	R
01282	00852	R
01282	00870	R
01282	00912	R
01282	01153	R,E
01282	01250	R
01282	05346	R,E
01283	00037	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01283	00367	E
01283	00437	R
01283	00500	R
01283	00819	R
01283	00850	R
01283	00855	R
01283	00866	R
01283	00878	R,E
01283	00880	R
01283	00915	R
01283	01025	R
01283	01123	R
01283	01124	R
01283	01125	R
01283	01131	R
01283	01154	R,E
01283	01251	R
01283	01252	R
01283	05347	R,E
01284	05346	R,E
01285	05346	R,E
01287	00737	R,E
01287	00813	R,E
01287	00869	R,E
01287	00875	R,E
01287	01253	R,E
01287	01280	R,E
01287	05349	R,E
01288	00857	R,E
01288	00920	R,E
01288	01026	R,E
01288	01254	R,E
01351	00300	E
01351	00301	E
01351	00941	E
01362	00834	E
01362	00926	E
01362	00951	E
01362	00971	E
01362	04930	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
01374	61956	R
01380	00837	E
01380	00928	E
01380	01385	E
01380	04933	E
01380	13125	E
01382	00837	E
01385	00837	E
01385	00928	E
01385	01380	E
01385	04933	E
01385	13125	E
04133	00367	E
04369	00367	E
04371	00367	E
04373	00367	E
04374	00367	E
04376	00367	E
04378	00367	E
04380	00367	E
04381	00367	E
04386	00367	E
04516	00367	E
04519	00367	E
04520	00367	E
04533	00367	E
04596	00367	E
04899	00867	R,E
04899	01148	R,E
04899	05012	R,E
04899	05351	R,E
04899	09048	R,E
04899	12712	R,E
04909	00037	R,E,L
04909	00500	R,E,L
04909	00858	R,E
04909	00859	R,E
04909	00875	R,E,L
04909	00923	R,E
04909	00924	R,E,L

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
04909	01140	R,E,L
04909	01141	R,E,L
04909	01142	R,E,L
04909	01143	R,E,L
04909	01144	R,E,L
04909	01145	R,E,L
04909	01146	R,E,L
04909	01147	R,E,L
04909	01148	R,E,L
04909	01149	R,E,L
04909	01153	R,E,L
04909	01154	R,E,L
04909	01155	R,E,L
04909	01160	R,E,L
04909	01161	R,E
04909	01162	R,E
04909	04971	R,E
04909	05348	R,E
04909	05349	R,E
04909	09044	R,E
04909	09049	R,E
04909	09061	R,E
04929	00367	E
04930	00834	E
04930	00951	E
04930	01362	E
04932	00367	E
04933	00837	E
04933	01380	E
04933	01385	E
04934	00367	E
04946	00367	E
04946	00437	E
04947	00367	E
04949	00367	E
04953	00367	E
04953	00850	E
04964	00367	E
04965	00367	E
04966	00367	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
04967	00367	E
04970	00367	E
04970	00874	E
04971	00858	R,E,M
04971	00859	R,E,M
04971	00867	R,E,M
04971	00923	R,E,L
04971	00924	R,E
04971	01140	R,E
04971	01141	R,E
04971	01142	R,E
04971	01143	R,E
04971	01144	R,E
04971	01145	R,E
04971	01146	R,E
04971	01147	R,E
04971	01148	R,E
04971	01149	R,E
04971	01153	R,E
04971	01154	R,E
04971	01155	R,E
04971	01156	R,E
04971	01157	R,E
04971	01160	R,E
04971	01161	R,E,L
04971	01162	R,E
04971	01280	R,E
04971	04909	R,E
04971	05348	R,E,L
04971	05349	R,E,L
04971	09044	R,E,L
04971	09049	R,E
04971	09061	R,E
04971	17248	R,E,L
04976	00367	E
04992	00367	E
04993	00367	E
05012	00867	R,E
05012	01255	R,E
05012	04899	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
05012	12712	R,E
05014	00367	E
05100	00367	E
05104	16804	R,E
05104	17248	R
05123	00858	E,L
05123	01140	E
05123	01141	E
05123	01142	E
05123	01143	E
05123	01144	E
05123	01145	E
05123	01146	E
05123	01147	E
05123	01148	E
05123	01149	E
05123	01154	E
05123	01156	E
05123	01157	E
05123	01160	E
05123	05348	E,L
05123	08482	R
05137	00367	E
05143	00367	E
05210	00037	E
05210	00858	R,E
05210	00923	R,E
05210	01148	R,E
05210	01159	E
05210	05348	E
05211	00367	E
05346	00852	R,E
05346	00870	R,E,L
05346	00872	R,E
05346	00912	R,E
05346	01148	R,E,L
05346	01153	R,E,L
05346	01250	E
05346	01282	R,E
05346	01284	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
05346	01285	R,E
05346	09044	R,E
05347	00808	R,E
05347	00848	R,E
05347	00849	R,E
05347	00855	R,E
05347	00866	R,E
05347	00872	R,E
05347	00878	R,E
05347	00880	R,E,L
05347	00915	R,E
05347	01025	R,E,L
05347	01123	R,E,L
05347	01124	R,E
05347	01125	R,E
05347	01131	R,E
05347	01148	R,E,L
05347	01154	R,E,L
05347	01158	R,E,L
05347	01167	R,E
05347	01168	R,E
05347	01251	E
05347	01283	R,E
05348	00037	R,E,L
05348	00259	E
05348	00273	R,E,L
05348	00275	R,E,L
05348	00277	R,E,L
05348	00278	R,E,L
05348	00280	R,E,L
05348	00284	R,E,L
05348	00285	R,E,L
05348	00290	E,L
05348	00297	R,E,L
05348	00425	R,E,L
05348	00437	R,E
05348	00500	R,E,L
05348	00808	R,E
05348	00819	R,E
05348	00850	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
05348	00858	R,E
05348	00860	R,E
05348	00861	R,E
05348	00863	R,E
05348	00865	R,E
05348	00871	R,E,L
05348	00872	R,E
05348	00901	R,E
05348	00902	R,E
05348	00923	R,E
05348	00924	R,E,L
05348	01027	E,L
05348	01047	R,L
05348	01051	R,E
05348	01140	R,E,L
05348	01141	R,E,L
05348	01142	R,E,L
05348	01143	R,E,L
05348	01144	R,E,L
05348	01145	R,E,L
05348	01146	R,E,L
05348	01147	R,E,L
05348	01148	R,E,L
05348	01149	R,E,L
05348	01153	R,E,L
05348	01154	R,E,L
05348	01155	R,E,L
05348	01156	R,E,L
05348	01157	R,E,L
05348	01158	R,E,L
05348	01160	R,E,L
05348	01161	R,E
05348	01162	R,E
05348	01164	R,E
05348	01252	E
05348	01275	R,E
05348	04909	R,E
05348	04971	R,E,L
05348	05123	E,L
05348	05210	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
05348	08482	E,L
05348	09044	R,E
05348	09049	R,E
05348	09061	R,E
05348	12712	R,E,L
05348	16804	R,E,L
05348	17248	R,E
05349	00813	R,E
05349	00869	R,E
05349	00875	R,E,L
05349	01148	R,E,L
05349	01253	E
05349	01280	R,E
05349	01287	R,E
05349	04909	R,E
05349	04971	R,E,L
05349	09061	R,E
05350	00500	R,L
05350	00857	R,E
05350	00920	R,E
05350	01026	R,E,L
05350	01148	R,E,L
05350	01155	R,E,L
05350	01254	E
05350	01281	R,E
05350	09049	R,E
05350	09061	R,E
05351	00424	R,E,L
05351	00856	R,E
05351	00862	R,E
05351	00867	R,E
05351	00916	R,E
05351	01148	R,E,L
05351	01255	E
05351	04899	R,E
05351	09048	R,E
05351	12712	R,E,L
05352	00420	C,L
05352	00425	R,E,L
05352	00864	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
05352	01046	E
05352	01089	E
05352	01148	R,E,L
05352	01256	E
05352	09238	E
05352	16804	C,L
05352	17248	E
05353	00901	R,E
05353	00902	R,E
05353	00921	R,E
05353	00922	R,E
05353	01112	R,E
05353	01122	R,E
05353	01148	R,E
05353	01156	R,E
05353	01157	R,E
05353	01257	E
05354	01129	R,E
05354	01130	R,E
05354	01148	R,E
05354	01163	R,E
05354	01164	R,E
05354	01258	E
05470	61956	R
08229	00367	E
08448	00367	E
08482	00858	R,E,M
08482	01148	R,E
08482	05123	R
08482	05348	E,L
08629	00367	E
08692	00367	E
09025	00367	E
09027	21427	E
09028	00367	E
09044	00858	R,E
09044	00859	R,E
09044	00870	R,E,L
09044	00872	R,E
09044	00923	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
09044	00924	R,E,L
09044	01140	R,E,L
09044	01141	R,E,L
09044	01142	R,E,L
09044	01143	R,E,L
09044	01144	R,E,L
09044	01145	R,E,L
09044	01146	R,E,L
09044	01147	R,E,L
09044	01148	R,E,L
09044	01149	R,E,L
09044	01153	R,E,L
09044	01154	R,E,L
09044	01155	R,E,L
09044	01160	R,E,L
09044	01161	R,E
09044	01162	R,E
09044	04909	R,E
09044	04971	R,E,L
09044	05346	R,E
09044	05348	R,E
09044	09049	R,E
09044	09061	R,E
09044	12712	R,E,L
09044	16804	R,E,L
09047	00367	E
09048	00424	R
09048	00867	R,E
09048	00916	R,E
09048	01148	R,E
09048	04899	R,E
09048	05351	R,E
09048	12712	R,E
09049	00500	E
09049	00858	R,E
09049	00859	R,E
09049	00872	R,E
09049	00923	R,E
09049	00924	R,E
09049	01026	R

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
09049	01140	R,E
09049	01141	R,E
09049	01142	R,E
09049	01143	R,E
09049	01144	R,E
09049	01145	R,E
09049	01146	R,E
09049	01147	R,E
09049	01148	R,E
09049	01149	R,E
09049	01153	R,E
09049	01154	R,E
09049	01155	R,E
09049	01160	R,E
09049	01161	R,E
09049	01162	R,E
09049	04909	R,E
09049	04971	R,E
09049	05348	R,E
09049	05350	R,E
09049	09044	R,E
09049	09061	R,E
09049	12712	R,E
09049	16804	R,E
09060	00367	E
09061	00423	R,E
09061	00858	R,E
09061	00859	R,E
09061	00875	R,E
09061	00923	R,E
09061	00924	R,E
09061	01140	R,E
09061	01141	R,E
09061	01142	R,E
09061	01143	R,E
09061	01144	R,E
09061	01145	R,E
09061	01146	R,E
09061	01147	R,E
09061	01148	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
09061	01149	R,E
09061	01153	R,E
09061	01154	R,E
09061	01155	R,E
09061	01160	R,E
09061	01161	R,E
09061	01162	R,E
09061	04909	R,E
09061	04971	R,E
09061	05348	R,E
09061	05349	R,E
09061	05350	R,E
09061	09044	R,E
09061	09049	R,E
09089	00367	E
09238	00420	E,L
09238	00924	R,E,L
09238	01089	C
09238	01148	R,E,L
09238	05352	E
09238	16804	C,L
09238	17248	C
09444	61956	R
09447	12712	R,E
12544	00367	E
12712	00862	R,E,M
12712	00867	R,E,M
12712	00916	R,E,L
12712	01148	R,E
12712	01156	R,E
12712	01157	R,E
12712	04899	R,E
12712	05012	R,E
12712	05348	R,E,L
12712	05351	R,E,L
12712	09044	R,E,L
12712	09048	R,E
12712	09049	R,E
12712	09447	R,E
12712	16804	R,E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
12712	17248	R,E,L
12725	00367	E
12788	00367	E
13121	01126	E,L
13125	00837	E
13125	01380	E
13125	01385	E
13152	00367	E
16421	00367	E
16804	00425	C
16804	00858	R,E,M
16804	00859	R,E,M
16804	00867	R,E,M
16804	00923	R,E,L
16804	00924	R,E
16804	01140	R,E
16804	01148	R,E
16804	01154	R,E
16804	01155	R,E
16804	01156	R,E
16804	01157	R,E
16804	05104	R,E
16804	05348	R,E,L
16804	05352	C,L
16804	09044	R,E,L
16804	09049	R,E
16804	09238	C,L
16804	12712	R,E
16804	17248	R,E,L
16821	00367	E
16884	00367	E
17248	00420	R,E,L
17248	00858	R,E
17248	00859	R,E
17248	00923	R,E
17248	00924	R,E,L
17248	01140	R,E,L
17248	01141	R,E,L
17248	01142	R,E,L
17248	01143	R,E,L

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
17248	01144	R,E,L
17248	01145	R,E,L
17248	01146	R,E,L
17248	01147	R,E,L
17248	01148	R,E,L
17248	01149	R,E,L
17248	01153	R,E,L
17248	01154	R,E,L
17248	01155	R,E,L
17248	01160	R,E,L
17248	04971	R,E,L
17248	05104	R
17248	05348	R,E
17248	05352	E
17248	09238	C
17248	12712	R,E,L
17248	16804	R,E,L
20517	00367	E
20917	00367	E
20980	00367	E
21427	09027	E
24613	00367	E
25013	00367	E
25076	00367	E
25426	00367	E
25427	00367	E
25428	00367	E
25429	00367	E
25431	00367	E
25432	00367	E
25433	00367	E
25436	00367	E
25437	00367	E
25438	00367	E
25439	00367	E
25440	00367	E
25441	00367	E
25442	00367	E
25444	00367	E
25445	00367	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
25450	00367	E
25467	00367	E
25473	00367	E
25479	00367	E
25480	00367	E
25580	00367	E
25616	00367	E
25617	00367	E
25618	00367	E
25619	00367	E
25664	00367	E
25690	00367	E
25691	00367	E
28709	00437	R,E,M
28709	00737	E
28709	00775	E
28709	00852	R,E,M
28709	00857	R,E
28709	00860	R,E
28709	00861	R,E,M
28709	00862	R,E,M
28709	00863	R,E
28709	00864	R,E,M
28709	00865	R,E
28709	01114	E
29109	00367	E
29172	00367	E
29522	00367	E
29523	00367	E
29524	00367	E
29525	00367	E
29527	00367	E
29528	00367	E
29529	00367	E
29532	00367	E
29533	00367	E
29534	00367	E
29535	00367	E
29536	00367	E
29537	00367	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
29540	00367	E
29541	00367	E
29546	00367	E
29712	00367	E
29713	00367	E
29714	00367	E
29715	00367	E
29760	00367	E
32805	00367	E
33058	00367	E
33205	00367	E
33268	00367	E
33618	00367	E
33619	00367	E
33620	00367	E
33621	00367	E
33623	00367	E
33624	00367	E
33632	00367	E
33636	00367	E
33637	00367	E
33665	00367	E
37301	00367	E
37719	00367	E
37728	00367	E
37732	00367	E
37761	00367	E
41397	00367	E
41460	00367	E
41824	00367	E
41828	00367	E
45493	00367	E
45556	00367	E
45920	00367	E
49589	00367	E
49652	00367	E
53748	00367	E
61696	00367	E
61697	00367	E
61698	00367	E

Table 48. Non-Unicode Conversions Available (continued)

FROM-CCSID	TO-CCSID	Technique Supported
61699	00367	E
61710	00367	E
61711	00367	E
61712	00367	E
61956	01374	E
61956	05470	E
61956	09444	E

Direct conversions supported to and from Unicode

The following table lists direct conversions supported between non-Unicode CCSIDs and the Unicode CCSID 01200. (CCSID 01200 is the virtual CCSID for UTF-16. A specific UTF-16 CCSID is substituted for 01200, such as 13488 or 17584.) The specific Unicode CCSID supported is shown for each conversion. Each CCSID may be supported by more than one level of Unicode and may be listed twice.

Note: Conversions between the different forms of Unicode (CCSIDs 01200, 01202, 01208, 01210, and 01232) are supported by algorithmic conversions and are not listed in this chart, but are supported with the same techniques as the listed values.

Table 49. Direct Conversions Supported to and from Unicode CCSID 01200

Non-Unicode CCSID	Techniques supported converting to Unicode	Technique supported converting from Unicode	Unicode CCSID
00037	R,L	E,L	13488
00256	R	E	13488
00259	R,E	E	13488
00273	R,L	E,L	13488
00274	R,L	E,L	17584
00275	R,L	E,L	13488
00277	R,L	E,L	13488
00278	R,L	E,L	13488
00280	R,L	E,L	13488
00282	R,L	E,L	13488
00284	R,L	E,L	13488
00285	R,L	E,L	13488
00286	R	E	17584
00290	R,L	E,C,L	13488
00293	R,E	E	13488
00297	R,L	E,L	13488
00300	R	E	13488
00301	R	E	13488
00367	R	E,C	13488

Table 49. Direct Conversions Supported to and from Unicode CCSID 01200 (continued)

Non-Unicode CCSID	Techniques supported converting to Unicode	Technique supported converting from Unicode	Unicode CCSID
00420	R,C,L	E,C,L	13488
00423	R	E	13488
00424	R,L	E,L	13488
00425	R,L	E,L	17584
00437	R	E	13488
00500	R,L	E,L	13488
00720	R	E	13488
00737	R	E	13488
00775	R	E	13488
00803	R	R	13488
00806	R	E	13488
00808	R	E	17584
00813	R	E	13488
00819	R	E	13488
00833	R,L	E,C,L	13488
00834	R,E	E	13488
00835	E	E	13488
00836	R,L	E,C,L	13488
00837	R,E	E	13488
00838	E,L	E,L	13488
00848	R	E	17584
00849	R	E	17584
00850	R	E,M	13488
00851	R	E	13488
00852	R	E	13488
00853	R	E	13488
00855	R	E	13488
00856	R	E	13488
00857	R	E	13488
00858	R	E	17584
00859	R	E	17584
00860	R	E	13488
00861	R	E	13488
00862	R	E	13488
00863	R	E	13488
00864	R,C	E,C,M	13488
00865	R	E	13488
00866	R	E	13488
00867	R	E,M	17584

Table 49. Direct Conversions Supported to and from Unicode CCSID 01200 (continued)

Non-Unicode CCSID	Techniques supported converting to Unicode	Technique supported converting from Unicode	Unicode CCSID
00868	R,E	E	13488
00869	R	E	13488
00870	R,L	E,L	13488
00871	R,L	E,L	13488
00872	R	E	17584
00874	E	E,M	13488
00875	R,L	E,L	13488
00876	R	E	17584
00878	R	E	13488
00880	R,L	E,L	13488
00891	R	E,C	13488
00892	R,L	E,L	17584
00895	R,M	E,C,M	13488
00896	R,M	E,M	13488
00897	R,M	E,C,M	13488
00901	R	E	17584
00902	R	E	17584
00903	R	E,C	13488
00904	R	E,C,M	13488
00905	R	E	13488
00912	R	E	13488
00913	R	E	17584
00914	R	E	13488
00915	R	E	13488
00916	R	E	13488
00918	R,E	E	13488
00920	R	E	13488
00921	R	E	13488
00922	R	E	13488
00923	R	E	17584
00924	R,L	E,L	17584
00926	R	E	17584
00927	E	E	13488
00928	R	E	13488
00941	E	E	13488
00947	E	E	13488
00951	R,E	E	13488
00952	E	E	13488
00953	E	E	17584

Table 49. Direct Conversions Supported to and from Unicode CCSID 01200 (continued)

Non-Unicode CCSID	Techniques supported converting to Unicode	Technique supported converting from Unicode	Unicode CCSID
00955	E	E	13488
00960	E	E	17584
00961	R	E	13488
00963	E	E	13488
00971	R	E	13488
01004	R	E	13488
01006	R,E	E	13488
01008	R	E	13488
01009	R	E	13488
01010	R	E	13488
01011	R	E	13488
01012	R	E	13488
01013	R	E	13488
01014	R	E	13488
01015	R	E	13488
01016	R	E	13488
01017	R	E	13488
01018	R	E	13488
01019	R	E	13488
01020	R	E	17584
01021	R	E	17584
01023	R	E	17584
01025	R,L	E,L	13488
01026	R,L	E,L	13488
01027	R,L	E,C,L	13488
01040	R	E,C	13488
01041	R,M	E,C,M	13488
01042	R	E,C	13488
01043	R	E,C	13488
01046	R	E	13488
01047	R,L	E,L	13488
01051	E	E	13488
01088	R,C,L,M	E,C,M	13488
01089	R	E	13488
01097	R,E	E	13488
01098	R,E	E	13488
01100	R	E	17584
01101	R	E	17584
01102	R	E	17584

Table 49. Direct Conversions Supported to and from Unicode CCSID 01200 (continued)

Non-Unicode CCSID	Techniques supported converting to Unicode	Technique supported converting from Unicode	Unicode CCSID
01103	R	E	17584
01104	R	E	17584
01105	R	E	17584
01106	R	E	17584
01107	R	E	17584
01112	R,L	E,L	13488
01114	R	E,C	13488
01115	R	E,C,M	13488
01122	R,L	E,L	13488
01123	R,L	E,L	13488
01124	R	E	13488
01125	R	E	13488
01126	R,M	E,M	13488
01126	R	E,M	17584
01129	R	E	13488
01130	R	E	13488
01131	R	E	13488
01132	R	E	13488
01132	R	E	17584
01133	E	E	13488
01137	R	E	13488
01140	R,L	E,L	17584
01141	R,L	E,L	17584
01142	R,L	E,L	17584
01143	R,L	E,L	17584
01144	R,L	E,L	17584
01145	R,L	E,L	17584
01146	R,L	E,L	17584
01147	R,L	E,L	17584
01148	R,L	E,L	17584
01149	R,L	E,L	17584
01153	R,L	E,L	17584
01154	R,L	E,L	17584
01155	R,L	E,L	17584
01156	R,L	E,L	17584
01157	R,L	E,L	17584
01158	R,L	E,L	17584
01159	R,L	E,C,L	17584
01160	R,L	E,L	17584

Table 49. Direct Conversions Supported to and from Unicode CCSID 01200 (continued)

Non-Unicode CCSID	Techniques supported converting to Unicode	Technique supported converting from Unicode	Unicode CCSID
01161	R	E	17584
01163	R	E	17584
01164	R	E	17584
01165	R,L	E,L	17584
01166	R	E	17584
01167	R	E	17584
01168	R	E	17584
01250	R	E	13488
01251	R	E	13488
01252	R	E	13488
01253	R	E	13488
01254	R	E	13488
01255	R	E	13488
01256	R	E	13488
01257	R	E	13488
01258	R	E	13488
01275	R	E	13488
01276	R	E	13488
01277	E	E	13488
01280	R	E	13488
01281	R	E	13488
01282	R	E	13488
01283	R	E	13488
01284	R	E	13488
01285	R	E	13488
01351	R	E	13488
01362	R	E	13488
01362	R	E	17584
01374	R	E	17584
01376	R	E	17584
01380	R,E	E	13488
01382	R,E	E	13488
01385	R	E	13488
01385	R	E	17584
01391	C	C	21680
04133	R	E	13488
04369	R	E	13488
04370	R	E	17584
04371	R	E	13488

Table 49. Direct Conversions Supported to and from Unicode CCSID 01200 (continued)

Non-Unicode CCSID	Techniques supported converting to Unicode	Technique supported converting from Unicode	Unicode CCSID
04373	R	E	13488
04374	R	E	13488
04376	R	E	13488
04378	R	E	13488
04380	R	E	13488
04381	R	E	13488
04386	R,C	E,C	13488
04393	R	E	13488
04396	R	E	13488
04396	R	E	17584
04397	R	E	13488
04516	R,C	E,C	13488
04517	C	C	21680
04519	R	E	13488
04520	R	E	13488
04533	R	E	13488
04596	R	E	13488
04899	R	E	17584
04904	R	E	17584
04909	R	E	17584
04929	R	E,C	13488
04930	R	E	13488
04930	R	E	17584
04931	E	E	13488
04932	R	E,C	13488
04933	R	E	13488
04933	R	E	17584
04934	E	E	13488
04944	R	E	17584
04945	R	E	17584
04946	R	E	13488
04947	R	E	13488
04948	R	E	13488
04949	R	E	13488
04951	R	E	13488
04952	R	E	13488
04953	R	E	13488
04954	R	E	17584
04955	R	E	17584

Table 49. Direct Conversions Supported to and from Unicode CCSID 01200 (continued)

Non-Unicode CCSID	Techniques supported converting to Unicode	Technique supported converting from Unicode	Unicode CCSID
04956	R	E	17584
04957	R	E	17584
04958	R	E	17584
04959	R	E	17584
04960	R	E	13488
04961	R	E	17584
04962	R	E	17584
04963	R	E	17584
04964	R,E	E	13488
04965	R	E	13488
04966	R	E	13488
04967	R	E	13488
04970	E	E	13488
04971	R,L	E,L	17584
04976	R	E	13488
04992	R,M	E,M	13488
04993	R,M	E,C,M	13488
05012	R	E	13488
05014	R,E	E	13488
05023	E	E	13488
05043	E	E	13488
05047	R	E	13488
05048	E	E	13488
05049	E	E	13488
05056	R,E	E	17584
05067	E	E	13488
05100	R	E	13488
05104	R	E	17584
05123	R,L	E,C,L	17584
05137	R,M	E,C,M	13488
05142	R	E	13488
05143	R	E	13488
05210	R	E,C	17584
05211	R	E,C	13488
05233	R,L	E,L	21680
05233	R,L	E,L	42160
05346	R	E	17584
05347	R	E	17584
05348	R	E	17584

Table 49. Direct Conversions Supported to and from Unicode CCSID 01200 (continued)

Non-Unicode CCSID	Techniques supported converting to Unicode	Technique supported converting from Unicode	Unicode CCSID
05349	R	E	17584
05350	R	E	17584
05351	R	E	17584
05352	R	E	17584
05353	R	E	17584
05354	R	E	17584
05470	R	E	17584
05472	R	E	17584
05476	R,E	E	13488
05478	R	E	13488
05487	C	C	17584
08229	R,C	E,C	13488
08448	R	E	13488
08482	R,L	E,C,L	17584
08492	R	E	13488
08493	R	E	13488
08612	R	E	13488
08629	R	E	13488
08692	R	E	13488
09025	R	E,C	13488
09026	R,E	E	13488
09027	E	E	17584
09028	R	E,C	13488
09030	E	E	13488
09042	R	E	17584
09044	R	E	17584
09047	R	E	13488
09048	R	E	17584
09049	R	E	17584
09056	R	E	13488
09060	R,E	E	13488
09061	R	E	17584
09064	R	E	17584
09066	E	E	13488
09088	R,E,M	R,E,C,M	13488
09089	R,M	E,C,M	13488
09139	E	E	13488
09144	R	E	13488
09145	R,E	E	13488

Table 49. Direct Conversions Supported to and from Unicode CCSID 01200 (continued)

Non-Unicode CCSID	Techniques supported converting to Unicode	Technique supported converting from Unicode	Unicode CCSID
09163	R	E	13488
09219	L	C,L	17584
09238	R	E	17584
09306	R	E	17584
09444	R,C	E,C	17584
09444	C	E,C	21680
09447	R	E	17584
09448	C	C	21680
09449	R	E	17584
09566	R	E	17584
09568	R	E	17584
09572	R,E	E	13488
09574	R	E	13488
09577	C	C	17584
09577	C	C	21680
12544	R	E	13488
12578	L	C,L	17584
12588	R	E	13488
12712	R,L	E,L	17584
12725	R	E	13488
12788	R	E	13488
13121	R,L	E,C,L	17584
13124	R,L	E,C,L	13488
13125	R	E	13488
13140	R	E	17584
13143	R	E	17584
13145	R	E	17584
13152	R	E	13488
13156	R	E	17584
13157	R	E	17584
13162	R	E	17584
13184	R,M	C,M	13488
13185	R,C,M	M	13488
13235	E	E	13488
13240	R	E	13488
13241	R	E	13488
13241	R	E	17584
13662	R	E	17584
13664	R	E	17584

Table 49. Direct Conversions Supported to and from Unicode CCSID 01200 (continued)

Non-Unicode CCSID	Techniques supported converting to Unicode	Technique supported converting from Unicode	Unicode CCSID
16421	R	E	13488
16684	R	E	13488
16684	R	E	17584
16684	R	E	21680
16804	R,L	E,L	17584
16821	R	E	13488
16884	R	E	13488
17221	R	E	17584
17240	R	E	17584
17248	R	E	17584
17331	E	E	13488
17337	R	E	17584
20517	R	E	13488
20780	R	E	17584
20917	R	E	13488
20980	R	E	13488
21314	R,E	E	13488
21317	R,E	E	13488
21344	R	E	17584
21427	E	E	17584
21433	R	E	13488
24613	R	E	13488
24876	R	E	21680
24877	R	E	13488
25013	R	E	13488
25076	R	E	13488
25426	R	E	13488
25427	R	E	13488
25428	R	E	13488
25429	R	E	13488
25431	R	E	13488
25432	R	E	13488
25433	R	E	13488
25436	R	E	13488
25437	R	E	13488
25438	R	E	13488
25439	R	E	13488
25440	R	E	13488
25441	R	E	13488

Table 49. Direct Conversions Supported to and from Unicode CCSID 01200 (continued)

Non-Unicode CCSID	Techniques supported converting to Unicode	Technique supported converting from Unicode	Unicode CCSID
25442	R	E	13488
25444	R,E	E	13488
25445	R,E	E	13488
25450	E	E	13488
25467	R	E,C	13488
25473	R,M	E,C,M	13488
25479	R	E,C	13488
25480	R	E,C	13488
25502	R	E	17584
25503	E	E	13488
25504	R	E	13488
25527	R,E	E	13488
25528	R	E	13488
25580	R	E	13488
25616	R	E,C	13488
25617	R,M	E,C,M	13488
25618	R	E,C	13488
25619	R	E,C	13488
25664	R,M	E,C,M	13488
25690	R	E,C	13488
25691	R	E,C	13488
28709	R	E,C,L	13488
28709	R	E,C,L	17584
29109	R	E	13488
29172	R	E	13488
29522	R	E	13488
29523	R	E	13488
29524	R	E	13488
29525	R	E	13488
29527	R	E	13488
29528	R	E	13488
29529	R	E	13488
29532	R	E	13488
29533	R	E	13488
29534	R	E	13488
29535	R	E	13488
29536	R	E	13488
29537	R	E	13488
29540	R,E	E	13488

Table 49. Direct Conversions Supported to and from Unicode CCSID 01200 (continued)

Non-Unicode CCSID	Techniques supported converting to Unicode	Technique supported converting from Unicode	Unicode CCSID
29541	R	E	13488
29546	E	E	13488
29623	R,E	E	13488
29712	R	E,C	13488
29713	R,M	E,C,M	13488
29714	R	E,C	13488
29715	R	E,C	13488
29760	R,M	E,C,M	13488
32805	R	E	13488
33058	R,C	E,C	13488
33205	R	E	13488
33268	R	E	13488
33618	R	E	13488
33619	R	E	13488
33620	R	E	13488
33621	R	E	13488
33623	R	E	13488
33624	R	E	13488
33632	R	E	13488
33636	R,E	E	13488
33637	R	E	13488
33665	R,M	E,C,M	13488
37301	R	E	13488
37719	R	E	13488
37728	R	E	13488
37732	R,E	E	13488
37761	R,M	E,C,M	13488
41397	R	E	13488
41460	R	E	13488
41824	R	E	13488
41828	R,E	E	13488
45493	R	E	13488
45556	R	E	13488
45920	R	E	13488
49589	R	E	13488
49652	R	E	13488
53668	R,L	E,L	13488
53685	R	E	17584
53748	R	E	13488

Table 49. Direct Conversions Supported to and from Unicode CCSID 01200 (continued)

Non-Unicode CCSID	Techniques supported converting to Unicode	Technique supported converting from Unicode	Unicode CCSID
54189	R	E	13488
54289	R	E	13488
61696	R	E	13488
61697	R	E	13488
61698	R	E	13488
61699	R	E	13488
61700	R	E	13488
61710	R	E	13488
61711	R	E	13488
61712	R	E	13488
62273	R,L	E,L	21680
62337	R	E	13488
62381	R	E	13488

Appendix D. Validation, case, normalization, collation, & stringprep resources

The following conversion tables are supplied:
- Validation tables
- Case conversion tables
- Normalization tables
- Collation tables
- Stringprep tables

Validation tables

The following table lists the support provided by IBM for use on the character conversion service to support validation. See the CUNBCPRM_Mal_Action parameter for more detail.

Table 50. Character conversion service supporting validation

Input CCSID	Table
300	CUNVBQ
301	CUNVBV
367	CUNVB0
834	CUNVDM
835	CUNVDR
837	CUNVDY
926	CUNVIH
927	CUNVIJ
928	CUNVIM
941	CUNVJP
947	CUNVJ9
951	CUNVKS
1200	CUNVPF
1351	CUNVQI
1362	CUNVQJ
1374	CUNVTZ
1380	CUNVQV
1382	CUNVQ0
1385	CUNVQ6
4390	CUNVDN
4396	CUNVBR
4933	CUNVDZ
5043	CUNVKA
5047	CUNVKT

Table 50. Character conversion service supporting validation (continued)

Input CCSID	Table
5470	CUNVT2
5478	CUNVQ1
9026	CUNVDO
9027	CUNVDT
9139	CUNVKB
12588	CUNVBT
13125	CUNVTJ
13235	CUNVKC
13488	CUNVPG
16684	CUNVBU
17221	CUNVTL
17584	CUNVPH
20780	CUNVTQ
21427	CUNVKE
21680	CUNVTH
42160	CUNVUR

Case conversion tables

These tables are provided by IBM for case conversion service.

Table 51. Case conversion service based on the Unicode Standard 3.0.1.

Table name	Description	Size
CUNA301C	to Upper Normal	128K
CUNA301D	to Lower Normal	128K
CUNA301E	to Upper Special	128K
CUNA301F	to lower Special	128K
CUNA301G	to Upper Locale	128K
CUNA301H	to lower Locale	128K
CUNA301I	Tittle stops table	128K
CUNA301J	To Title	128K
CUNA301Y	Special Casing file	32K

Table 52. Case conversion service based on the Unicode Standard 3.2.0.

Table name	Description	Size
CUNA320C	to Upper Normal	128K
CUNA320D	to Lower Normal	128K
CUNA320E	to Upper Special	128K
CUNA320F	to lower Special	128K
CUNA320G	to Upper Locale	128K
CUNA320H	to lower Locale	128K

Table 52. Case conversion service based on the Unicode Standard 3.2.0. (continued)

Table name	Description	Size
CUNA320I	Tittle stops table	128K
CUNA320J	To Title	128K
CUNA320S	to Upper Normal Surrogates	0.5K
CUNA320T	to lower Normal Surrogates	0.5K
CUNA320Y	Special Casing file	32K

Table 53. Case conversion service based on the Unicode Standard 4.0.1.

Table name	Description	Size
CUNA401C	to Upper Normal	128K
CUNA401D	to Lower Normal	128K
CUNA401E	to Upper Special	128K
CUNA401F	to lower Special	128K
CUNA401G	to Upper Locale	128K
CUNA401H	to lower Locale	128K
CUNA401I	Tittle stops table	128K
CUNA401J	To Title	128K
CUNA401S	to Upper Normal Surrogates	0.5K
CUNA401T	to lower Normal Surrogates	0.5K
CUNA401Y	Special Casing file	32K

Table 54. Case conversion service based on the Unicode Standard 4.1.0.

Table name	Description	Size
CUNA410C	to Upper Normal	128K
CUNA410D	to Lower Normal	128K
CUNA410E	to Upper Special	128K
CUNA410F	to lower Special	128K
CUNA410G	to Upper Locale	128K
CUNA410H	to lower Locale	128K
CUNA410I	Tittle stops table	128K
CUNA410J	To Title	128K
CUNA410S	to Upper Normal Surrogates	0.5K
CUNA410T	to lower Normal Surrogates	0.5K
CUNA410Y	Special Casing file	32K

Table 55. Case conversion service based on the Unicode Standard 5.0.0.

Table name	Description	Size
CUNA500C	to Upper Normal	128K
CUNA500D	to Lower Normal	128K
CUNA500E	to Upper Special	128K
CUNA500F	to lower Special	128K

Table 55. Case conversion service based on the Unicode Standard 5.0.0. (continued)

Table name	Description	Size
CUNA500G	to Upper Locale	128K
CUNA500H	to lower Locale	128K
CUNA500I	Tittle stops table	128K
CUNA500J	To Title	128K
CUNA500S	to Upper Normal Surrogates	0.5K
CUNA500T	to lower Normal Surrogates	0.5K
CUNA500Y	Special Casing file	32K

Table 56. Case conversion service based on the Unicode Standard 6.0.0.

Table name	Description	Size
CUNA600C	to Upper Normal	131K
CUNA600D	to Lower Normal	131K
CUNA600E	to Upper Special	131K
CUNA600F	to lower Special	131K
CUNA600G	to Upper Locale	131K
CUNA600H	to lower Locale	131K
CUNA600I	Tittle stops table	131K
CUNA600J	To Title	131K
CUNA600S	to Upper Normal Surrogates	0.5K
CUNA600T	to lower Normal Surrogates	0.5K
CUNA600Y	Special Casing file	35.5K

Normalization tables

These tables are provided by IBM for normalization service.

Table 57. Normalization service based on the Unicode Standard 3.0.1.

Table name	Description	Size
CUNNCACT	Canonical class stop	64K
CUNNCDST	Canonical decomposition stop	128K
CUNNKDST	Compatibility decomposition stop	128K
CUNNCOST	Composition stop	128K
CUNNCDTB	Canonical decomposition table	10.25K
CUNNKDTB	Compatibility decomposition table	34K
CUNNCOMT	Composition table	7.25K
CUNCCNZ	Canonical class non zero	64K

Table 58. Normalization service based on the Unicode Standard 3.2.0.

Table name	Description	Size
CUNN320A	Canonical Decomposition Table	10.25K
CUNN320B	Canonical Decomposition Stop Table	128K
CUNN320C	Compatibility Decomposition Table	35K
CUNN320D	Compatibility Decomposition Stop Table	128K
CUNN320E	Composition Table	7.25K
CUNN320F	Composition Stop Table	128K
CUNN320G	Canonical Class Table	64K
CUNN320H	Canonical Class Non Zero	128K
CUNN320I	Canonical Decomposition Table for supplementary code points	8.75K
CUNN320J	Compatibility Decomposition Table for supplementary code points	48K
CUNN320K	Composition Table for supplementary code points	8.75K
CUNN320L	Canonical Class Non Zero for supplementary code points	0.025K

Table 59. Normalization service based on the Unicode Standard 4.0.1.

Table name	Description	Size
CUNN401A	Canonical Decomposition Table	10.25K
CUNN401B	Canonical Decomposition Stop Table	128K
CUNN401C	Compatibility Decomposition Table	35K
CUNN401D	Compatibility Decomposition Stop Table	128K
CUNN401E	Composition Table	7.25K
CUNN401F	Composition Stop Table	128K
CUNN401G	Canonical Class Table	64K
CUNN401H	Canonical Class Non Zero	128K
CUNN401I	Canonical Decomposition Table for supplementary code points	8.75K
CUNN401J	Compatibility Decomposition Table for supplementary code points	48K
CUNN401K	Composition Table for supplementary code points	8.75K

Table 59. Normalization service based on the Unicode Standard 4.0.1. (continued)

Table name	Description	Size
CUNN401L	Canonical Class Non Zero for supplementary code points	0.025K

Table 60. Normalization service based on the Unicode Standard 4.1.0.

Table name	Description	Size
CUNN410A	Canonical Decomposition Table	10.25K
CUNN410B	Canonical Decomposition Stop Table	128K
CUNN410C	Compatibility Decomposition Table	35K
CUNN410D	Compatibility Decomposition Stop Table	128K
CUNN410E	Composition Table	7.25K
CUNN410F	Composition Stop Table	128K
CUNN410G	Canonical Class Table	64K
CUNN410H	Canonical Class Non Zero	128K
CUNN410I	Canonical Decomposition Table for supplementary code points	8.75K
CUNN410J	Compatibility Decomposition Table for supplementary code points	48K
CUNN410K	Composition Table for supplementary code points	8.75K
CUNN410L	Canonical Class Non Zero for supplementary code points	0.025K

Table 61. Normalization service based on the Unicode Standard 6.0.0.

Table name	Description	Size
CUNN600A	Canonical Decomposition Table	11.75K
CUNN600B	Canonical Decomposition Stop Table	128K
CUNN600C	Compatibility Decomposition Table	37.25K
CUNN600D	Compatibility Decomposition Stop Table	128K
CUNN600E	Composition Table	7.5K
CUNN600F	Composition Stop Table	128K
CUNN600G	Canonical Class Table	64K
CUNN600H	Canonical Class Non Zero	64K

Table 61. Normalization service based on the Unicode Standard 6.0.0. (continued)

Table name	Description	Size
CUNN600I	Canonical Decomposition Table for supplementary code points	8K
CUNN600J	Compatibility Decomposition Table for supplementary code points	52.25K
CUNN600K	Composition Table for supplementary code points	8K
CUNN600L	Canonical Class Non Zero for supplementary code points	0.5K

Collation tables

These tables are provided by IBM for collation service.

Table 62. Collation service based on the Unicode Standard 3.0.1.

Table name	Description	Size
CUNOBACE	Collation element (main) table	256K
CUNOMIDX	Index table	64K
CUNOTHLA	Thai Lao table	64K
CUNOFCD	Fast canonical decomposition stop	64K
CUNOFKD	Fast compatibility decomposition stop	64K
CUNOFCO	Fast composition stop	64K
CUNOCODA	Contraction data	0.5K
CUNOTIDX	Contraction index	12.25K
CUNOEXDA	Expansion data	10.25K
CUNOEXIN	Expansion index	128K

Table 63. Collation service based on the Unicode Standard 4.0.0.

Table name	Description	Size
CUNO400A	Collation Element Main Table	640K
CUNO400B	Expansion Index Table	192K
CUNO400C	Expansion Elements Table	517K
CUNO400D	Contractions Index Table	32K
CUNO400E	Contractions Elements Table	1K
CUNO400F	Main Index Table	64K
CUNO400G	Rearrangement Values	64K
CUNO400H	Fast Canonical Decomposition	64K

Table 63. Collation service based on the Unicode Standard 4.0.0. (continued)

Table name	Description	Size
CUNO400I	Fast Compatibility Decomposition	64K
CUNO400J	Fast Composition	64K
CUNO400K	Surrogates Collation Element Main Table	0.25K
CUNO400L	Surrogates Expansion Elements Table	15K
CUNO400M	Surrogates Contractions Elements Table	0.25K
CUNO400N	Surrogates Main Index Table	625K
CUNO400O	Surrogates Fast Canonical Decomposition	1.75K
CUNO400P	Surrogates Fast Compatibility Decomposition	4.75K
CUNO400Q	Surrogates Fast Composition	0.25K

Table 64. Collation service based on the Unicode Standard 4.1.0.

Table name	Description	Size
CUNO410A	Collation Element Main Table	640K
CUNO410B	Expansion Index Table	192K
CUNO410C	Expansion Elements Table	521K
CUNO410D	Contractions Index Table	32K
CUNO410E	Contractions Elements Table	6K
CUNO410F	Main Index Table	64K
CUNO410G	Rearrangement Values	64K
CUNO410H	Fast Canonical Decomposition	64K
CUNO410I	Fast Compatibility Decomposition	64K
CUNO410J	Fast Composition	64K
CUNO410K	Surrogates Collation Element Main Table	0.25K
CUNO410L	Surrogates Expansion Elements Table	15.5K
CUNO410M	Surrogates Contractions Elements Table	0.25K
CUNO410N	Surrogates Main Index Table	629K
CUNO410O	Surrogates Fast Canonical Decomposition	1.75K
CUNO410P	Surrogates Fast Compatibility Decomposition	4.75K
CUNO410Q	Surrogates Fast Composition	0.25K

Table 65. Collation service based on the Unicode Standard 6.0.0.

Table name	Description	Size
CUNO600A	Collation Element Main Table	640K
CUNO600B	Expansion Index Table	192K
CUNO600C	Expansion Elements Table	522.5K
CUNO600D	Contractions Index Table	32.25K
CUNO600E	Contractions Elements Table	9.25K
CUNO600F	Main Index Table	64K
CUNO600G	Rearrangement Values	64K
CUNO600H	Fast Canonical Decomposition	64K
CUNO600I	Fast Compatibility Decomposition	64K
CUNO600J	Fast Composition	64K
CUNO600K	Surrogates Collation Element Main Table	685.5K
CUNO600L	Surrogates Expansion Elements Table	23.25K
CUNO600M	Surrogates Contractions Elements Table	0.25K
CUNO600N	Surrogates Main Index Table	750.5K
CUNO600O	Surrogates Fast Canonical Decomposition	1.75K
CUNO600P	Surrogates Fast Compatibility Decomposition	5K
CUNO600Q	Surrogates Fast Composition	0.25K
CUNA600A	Upper Case Attribute Table	131K
CUNA600B	Lower Case Attribute Table	131K
CUNA600L	Upper Case Attribute Table	0.25K
CUNA600M	Lower Case Attribute Table	0.25K

Stringprep tables

These profiles are provided by IBM for stringprep service.

Table 66. Profiles provided for stringprep service

Profile name	Description	Size
CUNSTCIS	For Unix like filenames that are upper case only names	64K
CUNSTCSP	For Unix like path and filenames	8K
CUNSTMX1	For (B.1) user name in name@domain	8.5K
CUNSTMX2	For B.1+B.2 domain name in name@domain	64K

Appendix E. Locales for collation and case support

Locales supported for collation

Table 67 lists the locales supported in the data set SYS1.SCUNLOCL.

Note: Not all locales are supported for all collation versions. Each locale member name listed in Table 67 has a prefix of either CUN or CUO, which is based on the collation version:

Collation version	Locale member name prefix
UCA400R1	CUN
UCA410	CUN
UCA600	CUO

If the requested locale (for example, CUNBOPRM_Locale or CUN4BOPR_Locale) is not available for the specified collation version (CUNBOPRM_UCA_VER or CUN4BOPR_UCA_VER), an error is returned.

Table 67. Locales support for CUNBOPRM_Collation_Keyword/ CUN4BOPR_Collation_Keyword (31/64-bit)

#	Parameter Value	Language	Region	Variant	Member Name
1	LAF	Afrikaans			• CUNAF • CUOAF
2	LAF_RNA	Afrikaans	Namibia Africa		CUOAFNA
3	LAF_RZA	Afrikaans	South Africa		• CUNAFZA • CUOAFZA
4	LAM	Amharic			CUNAM
5	LAM_RET	Amharic	Ethiopia		CUNAMET
6	LAR	Arabic			• CUNAR • CUOAR
7	LAR_RAE	Arabic	United Arab Emirates		• CUNARAE • CUOARAE
8	LAR_RBH	Arabic	Bahrain		• CUNARBH • CUOARBH
9	LAR_RDZ	Arabic	Algeria		• CUNARDZ • CUOARDZ
10	LAR_REG	Arabic	Egypt		• CUNAREG • CUOAREG
11	LAR_RIN	Arabic	India		CUNARIN
12	LAR_RIQ	Arabic	Iraq		• CUNARIQ • CUOARIQ
13	LAR_RJO	Arabic	Jordan		• CUNARJO • CUOARJO
14	LAR_RKW	Arabic	Kuwait		• CUNARKW • CUOARKW

Table 67. Locales support for CUNBOPRM_Collation_Keyword/ CUN4BOPR_Collation_Keyword (31/64-bit) (continued)

#	Parameter Value	Language	Region	Variant	Member Name
15	LAR_RLB	Arabic	Lebanon		• CUNARLB • CUOARLB
16	LAR_RLY	Arabic	Libya		• CUNARLY • CUOARLY
17	LAR_RMA	Arabic	Morocco		• CUNARMA • CUOARMA
18	LAR_ROM	Arabic	Oman		• CUNAROM • CUOAROM
19	LAR_RQA	Arabic	Qatar		• CUNARQA • CUOARQA
20	LAR_RSA	Arabic	Saudi Arabia		• CUNARSA • CUOARSA
21	LAR_RSD	Arabic	Sudan		• CUNARSD • CUOARSD
22	LAR_RSY	Arabic	Syria		• CUNARSY • CUOARSY
23	LAR_RTN	Arabic	Tunisia		• CUNARTN • CUOARTN
24	LAR_RYE	Arabic	Yemen		• CUNARYE • CUOARYE
25	LAS	Assamese			CUOAS
26	LAS_RIN	Assamese	India		CUOASIN
27	LAZ	Azeri			CUOAZ
28	LAZ_RAZ	Azeri	Azerbaijan		CUOAZAZ
29	LAZ_VE	Azeri		Search	CUOAZE
30	LBE	Belarusian			• CUNBE • CUOBE
31	LBE_RBY	Belarusian	Belarus		• CUNBEBY • CUOBEBY
32	LBG	Belarusian			• CUNBG • CUOBG
33	LBG_RBG	Belarusian	Bulgaria		• CUNBGBG • CUOBGBG
34	LBN	Bengali			• CUNBN • CUOBN
35	LBN_RBD	Bengali	Bangladesh		CUOBNBD
36	LBN_RIN	Bengali	India		• CUNBNIN • CUOBNIN
37	LBN_VTRADITIONAL	Bengali		Traditional	CUOBNT
38	LBS	Bosnian			CUOBS
39	LBS_RBA	Bosnian	Bosnia and Herzegovina		CUOBSBA

Table 67. Locales support for CUNBOPRM_Collation_Keyword/ CUN4BOPR_Collation_Keyword (31/64-bit) (continued)

#	Parameter Value	Language	Region	Variant	Member Name
40	LCA	Catalan			• CUNCA • CUOCA
41	LCA_VSEARCH	Catalan		Search	CUOCAE
42	LCA_RES	Catalan	Spain		• CUNCAES • CUOCAES
43	LCA_RES_VPREEURO	Catalan	Spain	Pre Euro support	CUNCAESP
44	LCS	Czech			• CUNCS • CUOCS
45	LCS_RCZ	Czech	Czech Republic		• CUNCSCZ • CUOCSCZ
46	LCY	Welsh			CUOCY
47	LCY_RGB	Welsh	United Kingdom		CUOCYGB
48	LDA	Danish			• CUNDA • CUODA
49	LDA_RDK	Danish	Denmark		• CUNDADK • CUODADK
50	LDA_VSEARCH	Danish		Search	CUODAE
51	LDE	German			• CUNDE • CUODE
52	LDE_RAT	German	Austria		• CUNDEAT • CUODEAT
53	LDE_RAT_VPREEURO	German	Austria	Pre Euro support	CUNDEATP
54	LDE_RBE	German	Belgin		• CUNDEBE • CUODEBE
55	LDE_RCH	German	Switzerland		• CUNDECH • CUODECH
56	LDE_RDE	German	Germany		• CUNDEDE • CUODEDE
57	LDE_RDE_PREEURO	German	Germany	Pre Euro support	CUNDEDEP
58	LDE_VSEARCH	German		Search	CUODEE
59	LDE_VPHONEBOOK	German		Telephone book	• CUNDEH • CUODEH
60	LDE_RLI	German	Liechtenstein		CUODELI
61	LDE_RLU	German	Luxembourg		• CUNDELU • CUODELU
62	LDE_RLU_PREEURO	German	Luxembourg	Pre Euro support	CUNDELUP
63	LEL	Greek			• CUNEL • CUOEL
64	LEL_RCY	Greek	Cyprus		CUOELCY

Table 67. Locales support for CUNBOPRM_Collation_Keyword/ CUN4BOPR_Collation_Keyword (31/64-bit) (continued)

#	Parameter Value	Language	Region	Variant	Member Name
65	LEL_RGR	Greek	Greece		• CUNELGR • CUOELGR
66	LEL_RGR_VPREEURO	Greek	Greece	Pre Euro support	CUNELGRP
67	LEN	English			• CUNEN • CUOEN
68	LEN_RAS	English	American Samoa		CUOENAS
69	LEN_RAU	English	Australia		CUNENAU CUOENAU
70	LEN_RBE	English	Belgium		CUNENBE CUOENBE
71	LEN_RBE_VPREEURO	English	Belgium	Pre Euro support	CUNENBEP
72	LEN_RBW	English	Botswana		CUNENBW CUOENBW
73	LEN_RBZ	English	Belize		CUOENBZ
74	LEN_RCA	English	Canada		CUNENCA CUOENCA
75	LEN_RGB	English	Great Britain		CUNENGB CUOENGB
76	LEN_RGB_VPREEURO	English	Great Britain	Pre Euro support	CUNENGBP
77	LEN_RGU	English	Guam		CUOENGU
78	LEN_RHK	English	Hong Kong S.A.R of China		CUNENHK CUOENHK
79	LEN_RIE	English	Ireland		CUNENIE CUOENIE
80	LEN_RIE_VPREEURO	English	Ireland	Pre Euro support	CUNENIEP
81	LEN_RIN	English	India		CUNENIN CUOENIN
82	LEN_RJM	English	Jamaica		CUOENJM
83	LEN_RMH	English	Marshall Islands		CUOENMH
84	LEN_RMP	English	Northern Mariana Islands		CUOENMP
85	LEN_RMT	English	Malta		CUNENMT CUOENMT
86	LEN_RMU	English	Mauritius		CUOENMU
87	LEN_RNA	English	Namibia		CUOENNA
88	LEN_RNZ	English	New Zealand		CUNENNZ CUOENNZ

Table 67. Locales support for CUNBOPRM_Collation_Keyword/ CUN4BOPR_Collation_Keyword (31/64-bit) (continued)

#	Parameter Value	Language	Region	Variant	Member Name
89	LEN_RPH	English	Philippines		CUNENPH CUOENPH
90	LEN_RPK	English	Pakistan		CUOENPK
91	LEN_RSG	English	Singapore		CUNENSG CUOENSG
92	LEN_RTT	English	Trinidad		CUOENTT
93	LEN_RUM	English	U.S. Minor Outlying Islands		CUOENUM
94	LEN_RUS	English	United States of America		CUNENUS CUOENUS
95	LEN_RUS_VPOSIX	English	United States of America	Posix	CUNENUSX CUOENUSX
96	LEN_RVI	English	Virgin Islands (USA)		CUNENVI CUOENVI
97	LEN_RZA	English	South Africa		CUNENZA CUOENZA
98	LEN_RZW	English	Zimbabwe		CUNENZW CUOENZW
99	LEO	Esperanto			CUNEO CUOEO
100	LES	Spanish			CUNES CUOES
102	LES_RAR	Spanish	Argentina		CUNESAR CUOESAR
103	LES_RBO	Spanish	Bolivia		CUNESBO CUOESBO
104	LES_RCL	Spanish	Chile		CUNESCL CUOESCL
105	LES_RCO	Spanish	Colombia		CUNESCO CUOESCO
106	LES_RCR	Spanish	Costa Rica		CUNESCR CUOESCR
107	LES_RDO	Spanish	Dominican Republic		CUNESDO CUOESDO
108	LES_VSEARCH	Spanish		Search	CUOESE
109	LES_REC	Spanish	Ecuador		CUNESEC CUOESEC
110	LES_RES	Spanish	Spain		CUNESES CUOESES

Table 67. Locales support for CUNBOPRM_Collation_Keyword/ CUN4BOPR_Collation_Keyword (31/64-bit) (continued)

#	Parameter Value	Language	Region	Variant	Member Name
111	LES_RES_VPREEURO	Spanish	Spain		CUNESESP
112	LES_RGQ	Spanish	Equatorial Guinea		CUOESGQ
113	LES_RGT	Spanish	Guatemala		CUNESGT CUOESGT
114	LES_RHN	Spanish	Honduras		CUNESHN CUOESHN
115	LES_RMX	Spanish	Mexico		CUNESMX CUOESMX
116	LES_RNI	Spanish	Nicaragua		CUNESNI CUOESNI
117	LES_RPA	Spanish	Panama		CUNESPA CUOESPA
118	LES_RPE	Spanish	Peru		CUNESPE CUOESPE
119	LES_RPR	Spanish	Puerto Rico		CUNESPR CUOESPR
120	LES_RPY	Spanish	Paraguay		CUNESPY CUOESPY
121	LES_RSV	Spanish	El Salvador		CUNESSV CUOESSV
122	LES_VTRADITIONAL	Spanish		Traditional Spanish sort	CUNEST CUOEST
123	LES_RUS	Spanish	United States of America		CUNESUS CUOESUS
124	LES_RUY	Spanish	Uruguay		CUNESUY CUOESUY
125	LES_RVE	Spanish	Venezuela		CUNESVE CUOESVE
126	LET	Estonian			CUNET CUOET
127	LET_REE	Estonian	Estonia		CUNETEE CUOETEE
128	LEU	Basque			CUNEU
129	LEU_RES	Basque	Spain		CUNEUES
130	LEU_RES_VPREEURO	Basque	Spain	Pre Euro support	CUNEUESP
131	LFA	Persian			CUNFA CUOFA

Table 67. Locales support for CUNBOPRM_Collation_Keyword/ CUN4BOPR_Collation_Keyword (31/64-bit) (continued)

#	Parameter Value	Language	Region	Variant	Member Name
132	LFA_RAF	Persian	Afghanistan		CUOFAAF
133	LFA_RIR	Persian	Iran		CUNFAIR CUOFAIR
134	LFI	Finnish			CUNFI CUOFI
135	LFI_VSEARCH	Finnish		Search	CUOFIE
136	LFI_RFI	Finnish	Finland		CUNFIFI CUOFIFI
137	LFI_RFI_VPREEURO	Finnish	Finland	Pre Euro support	CUNFIFIP
138	LFI_VPHONEBOOK	Finnish		Telephone book	CUOFIH
139	LFIL	Filipino			CUOFIL
140	LFIL_RPH	Filipino	Philippines		CUOFILPH
141	LFO	Faroese			CUNFO CUOFO
142	LFO_VSEARCH	Faroese		Search	CUOFOE
143	LFO_RFO	Faroese	Faroe Islands		CUNFOFO CUOFOFO
144	LFR	French			CUNFR CUOFR
145	LFR_RBE	French	Belgium		CUNFRBE CUOFRBE
146	LFR_RBE_VPREEURO	French	Belgium	Pre Euro support	CUNFRBEP
147	LFR_RBF	French	Burkina		CUOFRBF
148	LFR_RBI	French	Burundi		CUOFRBI
149	LFR_RBJ	French	Benin		CUOFRBJ
150	LFR_RBL	French	Saint Barthelemy		CUOFRBL
151	LFR_RCA	French	Canada		CUNFRCA CUOFRCA
152	LFR_RCD	French	Democratic Republic of the Congo		CUOFRCD
153	LFR_RCF	French	Central African Republic		CUOFRCF
154	LFR_RCG	French	Congo		CUOFRCG
155	LFR_RCH	French	Switzerland		CUNFRCH CUOFRCH
156	LFR_RCI	French	Cote d'Ivoire		CUOFRCI
157	LFR_RCM	French	Cameroon		CUOFRCM
158	LFR_RDJ	French	Djibouti		CUOFRDJ

Table 67. Locales support for CUNBOPRM_Collation_Keyword/ CUN4BOPR_Collation_Keyword (31/64-bit) (continued)

#	Parameter Value	Language	Region	Variant	Member Name
159	LFR_RFR	French	France		CUNFRFR CUOFRFR
160	LFR_RFR_VPREEURO	French	France	Pre Euro support	CUNFRFRP
161	LFR_RGA	French	Gabon		CUOFRGA
162	LFR_RGN	French	Guinea		CUOFRGN
163	LFR_RGP	French	Guadeloupe		CUOFRGP
164	LFR_RGQ	French	Equatorial		CUOFRGQ
165	LFR_RKM	French	Comoros		CUOFRKM
166	LFR_RLU	French	Luxembourg		CUNFRLU CUOFRLU
167	LFR_RLU_VPREEURO	French	Luxembourg		CUNFRLUP
168	LFR_RMC	French	Monaco		CUOFRMC
169	LFR_RMF	French	Saint Martin		CUOFRMF
170	LFR_RMG	French	Madagascar		CUOFRMG
171	LFR_RML	French	Mali		CUOFRML
172	LFR_RMQ	French	Martinique		CUOFRMQ
173	LFR_RNE	French	Niger		CUOFRNE
174	LFR_RRE	French	Reunion		CUOFRRE
175	LFR_RRW	French	Rwanda		CUOFRRW
176	LFR_RSN	French	Senegal		CUOFRSN
177	LFR_RTD	French	Chad		CUOFRTD
178	LFR_RTG	French	Togo		CUOFRTG
179	LGA	Irish			CUNGA
180	LGA_RIE	Irish	Ireland		CUNGAIE
181	LGA_RIE_VPREEURO	Irish	Ireland	Pre Euro support	CUNGAIEP
182	LGL	Galician			CUNGL
183	LGL_RES	Galician	Spain		CUNGLES
184	LGL_RES_VPREEURO	Galician	Spain	Pre Euro support	CUNGLESP
185	LGU	Gujarati			CUNGU CUOGU
186	LGU_RIN	Gujarati	India		CUNGUIN CUOGUIN
187	LGV	Manx	Gaelic		CUNGV
188	LGV_RGB	Manx	Gaelic	Great Britain	CUNGVGB
189	LHA	Hausa			CUOHA
190	LHA_RGH	Hausa	Ghana		CUOHAGH
191	LHA_RNE	Hausa	Niger		CUOHANE
192	LHA_RNG	Hausa	Nigeria		CUOHANG
193	LHE	Hebrew			CUNHE CUOHE

Table 67. Locales support for CUNBOPRM_Collation_Keyword/ CUN4BOPR_Collation_Keyword (31/64-bit) (continued)

#	Parameter Value	Language	Region	Variant	Member Name
194	LHE_RIL	Hebrew	Israel		CUNHEIL CUOHEIL
195	LHI	Hindi			CUNHI CUOHI
196	LHI_VDIRECT	Hindi		Direct	CUOHID
197	LHI_RIN	Hindi	India		CUNHIIN CUOHIIN
198	LHR	Croatian			CUNHR CUOHR
199	LHR_VSEARCH	Croatian		Search	CUOHRE
200	LHR_RHR	Croatian	Croatia		CUNHRHR CUOHRHR
201	LHU	Hungarian			CUNHU CUOHU
202	LHU_RHU	Hungarian	Hungary		CUNHUHU CUOHUHU
203	LHY	Armenian			CUNHY CUOHY
204	LHY_RAM	Armenian	Armenia		CUNHYAM CUOHYAM
205	LHY_RAM_VREVISED	Armenian	Armenia	Revised	CUNHYAMR
206	LID	Indonesian			CUNID
207	LID_RID	Indonesian	Indonesia		CUNIDID
208	LIG	Igbo			CUOIG
209	LIG_RNG	Igbo	Nigeria		CUOIGNG
210	LIS	Icelandic			CUNIS CUOIS
211	LIS_VSEARCH	Icelandic		Search	CUOISE
212	LIS_RIS	Icelandic	Iceland		CUNISIS CUOISIS
213	LIT	Italian			CUNIT
214	LIT_RCH	Italian	Switzerland		CUNITCH
215	LIT_RIT	Italian	Italy		CUNITIT
216	LIT_RIT_VPREEURO	Italian	Italy	Pre Euro support	CUNITITP
217	LIW	Hebrew			CUNIW
218	LIW_RIL	Hebrew	Israel		CUNIWIL
219	LJA	Japanese			CUNJA CUOJA

Table 67. Locales support for CUNBOPRM_Collation_Keyword/ CUN4BOPR_Collation_Keyword (31/64-bit) (continued)

#	Parameter Value	Language	Region	Variant	Member Name
220	LJA_RJP	Japanese	Japan		CUNJAJP CUOJAJP
221	LJA_VUNIHAN	Japanese		Unihan	CUOJAU
222	LKK	Kazakh			CUOKK
223	LKK_RKZ	Kazakh	Kazakhstan		CUOKKKZ
224	LKL	Greenlandic			CUNKL CUOKL
225	LKL_VSEARCH	Greenlandic		Search	CUOKLE
226	LKL_RGL	Greenlandic	Greenland		CUNKLGL CUOKLGL
227	LKM	Khmer			CUNKM
228	LKM_RKH	Khmer	Cambodia		CUOKMKH
229	LKN	Kannada			CUNKN CUOKN
230	LKN_RIN	Kannada	India		CUNKNIN CUOKNIN
231	LKN_VTRADITIONAL	Kannada		Traditional	CUOKNT
232	LKO	Korean			CUNKO CUOKO
233	LKO_VSEARCH	Korean		Search	CUOKOE
234	LKO_RKR	Korean	Korea		CUNKOKR CUOKOKR
235	LKO_VUNIHAN	Korean		Unihan	CUOKOU
236	LKOK	Konkani			CUOKOK
237	LKOK_RIN	Konkani	India		CUOKOKIN
238	LK1	Konkani			CUNK1
239	LK1_RIN	KonKani	India		CUNK1IN
240	LKW	Cornish			CUNKW
241	LKW_RGB	Cornish	Great Britain		CUNKWGB
242	LLT	Lithuanian			CUNLT CUOLT
243	LLT_RLT	Lithuanian	Lithuania		CUNLTLT CUOLTLT
244	LLV	Latvian			CUNLV CUOLV
245	LLV_RLV	Latvian	Latvia		CUNLVLV CUOLVLV
246	LMK	Macedonian			CUNMK CUOMK

Table 67. Locales support for CUNBOPRM_Collation_Keyword/ CUN4BOPR_Collation_Keyword (31/64-bit) (continued)

#	Parameter Value	Language	Region	Variant	Member Name
247	LMK_RMK	Macedonian	Macedonia		CUNMKMK CUOMKMK
248	LML	Malayalam			CUOML
249	LML_RIN	Malayalam	India		CUOMLIN
250	LMR	Marathi			CUNMR CUOMR
251	LMR_RIN	Marathi	India		CUNMRIN CUOMRIN
252	LMT	Maltese			CUNMT CUOMT
253	LMT_RMT	Maltese	Malta		CUNMTMT CUOMTMT
254	LMY	Burmese			CUOMY
255	LMY_RMM	Burmese	Myanmar		CUOMYMM
256	LNB	Norwegian Bokmal			CUNNB CUONB
257	LNB_RNO	Norwegian Bokmal	Norway		CUNNBNO CUONBNO
258	LNL	Dutch			CUNNL
259	LNL_RBE	Dutch	Belgium		CUNNLBE
260	LNL_RBE_VPREEURO	Dutch	Belgium	Pre Euro support	CUNNLBEP
261	LNL_RNL	Dutch	The Netherlands		CUNNLNL
262	LNL_RNL_VPREEURO	Dutch	The Netherlands	Pre Euro support	CUNNLNLP
263	LNN	Norwegian Nynorsk			CUNNN CUONN
264	LNN_VSEARCH	Norwegian Nynorsk		Search	CUONNE
265	LNN_RNO	Norwegian Nynorsk	Norway		CUNNNNO CUONNNO
266	LNSO	Pedi			CUONSO
267	LNSO_RZA	Pedi	South Africa		CUONSOZA
268	LOM	Oromo			CUNOM CUOOM
269	LOM_RET	Oromo	Ethiopia		CUNOMET CUOOMET
270	LOM_RKE	Oromo	Kenya		CUNOMKE CUOOMKE
271	LOR	Oriya			CUOOR
272	LOR_RIN	Oriya	India		CUOORIN

Table 67. Locales support for CUNBOPRM_Collation_Keyword/ CUN4BOPR_Collation_Keyword (31/64-bit) (continued)

#	Parameter Value	Language	Region	Variant	Member Name
273	LPA	Punjabi			CUOPA
274	LPA_RIN	Punjabi	India		CUOPAIN
275	LPA_RPK	Punjabi	Pakistan		CUOPAPK
276	LPL	Polish			CUNPL CUOPL
277	LPL_RPL	Polish	Poland		CUNPLPL CUOPLPL
278	LPS	Pushto			CUOPS
279	LPS_RAF	Pushto	Afghanistan		CUOPSAF
280	LPT	Portuguese			CUNPT
281	LPT_RBR	Portuguese	Brazil		CUNPTBR
282	LPT_RPT	Portuguese	Portugal		CUNPTPT
283	LPT_RPT_VPREEURO	Portuguese	Portugal	Pre Euro support	CUNPTPTP
284	LRO	Romanian			CUNRO CUORO
285	LRO_RMD	Romanian	Moldova		CUOROMD
286	LRO_RRO	Romanian	Romania		CUNRORO CUORORO
287	LRU	Russian			CUNRU CUORU
288	LRU_RMD	Russian	Moldova		CUORUMD
289	LRU_RRU	Russian	Russia		CUNRURU CUORURU
290	LRU_RUA	Russian	Ukraine		CUNRUUA CUORUUA
291	LSE	Northern Sami			CUOSE
292	LSE_VSEARCH	Northern Sami		Search	CUOSEE
293	LSE_RFI	Northern Sami	Finland		CUOSEFI
294	LSE_RNO	Northern Sami	Norway		CUOSENO
295	LSH	Serbo-Croatian			CUNSH
296	LSH_RYU	Serbo-Croatian	Yugoslavia		CUNSHYU
297	LSI	Sinhala-Sinhalese			CUOSI
298	LSI_VDICTIONARY	Sinhala-Sinhalese		Dictionary	CUOSIC
299	LSI_RLK	Sinhala-Sinhalese	Sri Lanka		CUOSILK
300	LSK	Slovak			CUNSK CUOSK
301	LSK_RSK	Slovak	Slovakia		CUNSKSK CUOSKSK
302	LSL	Slovenian			CUNSL CUOSL

Table 67. Locales support for CUNBOPRM_Collation_Keyword/ CUN4BOPR_Collation_Keyword (31/64-bit) (continued)

#	Parameter Value	Language	Region	Variant	Member Name
303	LSL_RSI	Slovenian	Slovenia		CUNSLSI CUOSLSI
304	LSO	Somali			CUNSO
305	LSO_RDJ	Somali	Djibouti		CUNSODJ
306	LSO_RET	Somali	Ethiopia		CUNSOET
307	LSO_RKE	Somali	Kenya		CUNSOKE
308	LSO_RSO	Somali	Somalia		CUNSOSO
309	LSQ	Albanian			CUNSQ CUOSQ
310	LSQ_RAL	Albanian	Albania		CUNSQAL CUOSQAL
311	LSR	Serbian		Cyrillic	CUNSR CUOSR
312	LSR_RBA	Serbian	Bosnia	Cyrillic	CUOSRBA
313	LSR_RBA_VSEARCH	Serbian	Bosnia	Search	CUOSRBAE
314	LSR_RBA_VLATIN	Serbian	Bosnia	Latin	CUOSRBAL
315	LSR_RME	Serbian	Montenegro	Cyrillic	CUOSRME
316	LSR_RME_VSEARCH	Serbian	Montenegro	Search	CUOSRMEE
317	LSR_RME_VLATIN	Serbian	Montenegro	Latin	CUOSRMEL
318	LSR_RRS	Serbian	Serbia	Cyrillic	CUOSRRS
319	LSR_RRS_VSEARCH	Serbian	Serbia	Search	CUOSRRSE
320	LSR_RRS_VLATIN	Serbian	Serbia	Latin	CUOSRRSL
322	LSR_RYU	Serbian	Yugoslavia		CUNSRYU
323	LSV	Swedish			CUNSV CUOSV
324	LSV_VSEARCH	Swedish		Search	CUOSVE
325	LSV_VREFORMED	Swedish		Reformed	CUOSVF
326	LSV_RFI	Swedish	Finland		CUNSVFI CUOSVFI
327	LSV_RSE	Swedish	Sweden		CUNSVSE CUOSVSE
328	LSW	Swahili			CUNSW
329	LSW_RKE	Swahili	Kenya		CUNSWKE
330	LSW_RTZ	Swahili	Tanzania		CUNSWTZ
331	LTA	Tamil			CUNTA CUOTA
332	LTA_RIN	Tamil	India		CUNTAIN CUOTAIN
333	LTA_RLK	Tamil	Sri Lanka		CUOTALK
334	LTE	Telugu			CUNTE CUOTE

Table 67. Locales support for CUNBOPRM_Collation_Keyword/ CUN4BOPR_Collation_Keyword (31/64-bit) (continued)

#	Parameter Value	Language	Region	Variant	Member Name
335	LTE_RIN	Telugu	India		CUNTEIN CUOTEIN
336	LTH	Thai			CUNTH CUOTH
337	LTH_RTH	Thai	Thailand		CUNTHTH CUOTHTH
338	LTI	Tigrinya			CUNTI
339	LTI_RER	Tigrinya	Eritrea		CUNTIER
340	LTI_RET	Tigrinya	Ethiopia		CUNTIET
341	LTN	Setsuana			CUOTN
342	LTN_RZA	Setsuana	South Africa		CUOTNZA
343	LTR	Turkish			CUNTR CUOTR
344	LTR_VSEARCH	Turkish		Search	CUOTRE
345	LTR_RTR	Turkish	Turkey		CUNTRTR CUOTRTR
346	LUK	Ukrainian			CUNUK CUOUK
347	LUK_RUA	Ukrainian	Ukrania		CUNUKUA CUOUKUA
348	LUR	Urdu			CUOUR
349	LUR_RIN	Urdu	India		CUOURIN
350	LUR_RPK	Urdu	Pakistan		CUOURPK
351	LVI	Vietnamese			CUNVI CUOVI
352	LVI_RVN	Vietnamese	Vietnam		CUNVIVN CUOVIVN
353	LWO	Wolof			CUOWO
354	LWO_RSN	Wolof	Senegal		CUOWOSN
355	LYO	Yoruba			CUOYO
356	LYO_RNG	Yoruba	Nigeria		CUOYONG
357	LZH	Chinese			CUNZH CUOZH
358	LZH_VBIG5HAN	Chinese		BIG5HAN	CUOZHB
359	LZH_RCN	Chinese	China		CUNZHCN CUOZHCN
360	LZH_VGB2312	Chinese		GB2312	CUOZHG
361	LZH_RHK	Chinese	Hong Kong S.A.R of China		CUNZHHK CUOZHHK

Table 67. Locales support for CUNBOPRM_Collation_Keyword/ CUN4BOPR_Collation_Keyword (31/64-bit) (continued)

#	Parameter Value	Language	Region	Variant	Member Name
362	LZH_RMO	Chinese	Macao S.A.R of China		CUNZHMO CUOZHMO
363	LZH_VSTROKE	Chinese		Stroke ordering	CUOZHS
364	LZH_RSG	Chinese	Singapore		CUNZHSG CUOZHSG
365	LZH_RTW	Chinese	Taiwan		CUNZHTW CUOZHTW
366	LZH_RTW_VSTROKE	Chinese	Taiwan	Stroke ordering	CUNZHTWS
367	LZH_VUNIHAN	Chinese		Unihan	CUOZHU
368	LZH_VPINYIN	Chinese		Pin yin ordering	CUNZHY CUOZHY

Locales supported for case service

This topic lists all the valid locale names for Case Service. You can specify those locale names at CUNBAPRM_Locale (31-bit) or CUN4BAPR_Locale (64-bit).

Table 68. Case service and locale valid names

Locale name	Language	Region
Ar_AA	Arabic	Algeria, Bahrain, Egypt, Iraq, Jordan, Kuwait, Lebanon, Libya, Morocco, Oman, Qatar, Saudi Arabia, Syria, Tunisia, U.A.E., Yemen
az_AZ	Azeri	Azerbaijan
Be_BY	Byelorussian	Belarus
Bg_BG	Bulgarian	Bulgaria
Ca_ES	Catalan	Spain
Cs_CZ	Czech	Czech Republic
Da_DK	Danish	Denmark
De_AT	German	Austria
De_CH	German	Switzerland
De_DE	German	Germany
De_LU	German	Luxembourg
El_GR	Greek	Greece
En_AU	English	Australia
En_BE	English	Belgium
En_CA	English	Canada
En_GB	English	United Kingdom
En_HK	English	China (Hong Kong S.A.R.of China)

Table 68. Case service and locale valid names (continued)

Locale name	Language	Region
En_IE	English	Ireland
En_IN	English	India
En_JP	English	Japan
En_NZ	English	New Zealand
En_PH	English	Philippines
En_SG	English	Singapore
En_US	English	United States
En_ZA	English	South Africa
Es_AR	Spanish	Argentina
Es_BO	Spanish	Bolivia
Es_CL	Spanish	Chile
Es_CO	Spanish	Colombia
Es_CR	Spanish	Costa Rica
Es_DO	Spanish	Dominican Republic
Es_EC	Spanish	Ecuador
Es_ES	Spanish	Spain
Es_GT	Spanish	Guatemala
Es_HN	Spanish	Honduras
Es_MX	Spanish	Mexico
Es_NI	Spanish	Nicaragua
Es_PA	Spanish	Panama
Es_PE	Spanish	Peru
Es_PR	Spanish	Puerto Rico
Es_PY	Spanish	Paraguay
Es_SV	Spanish	El Salvador
Es_US	Spanish	United States
Es_UY	Spanish	Uruguay
Es_VE	Spanish	Venezuela
Et_EE	Estonian	Estonia
Fi_FI	Finnish	Finland
Fr_BE	French	Belgium
Fr_CA	French	Canada
Fr_CH	French	Switzerland
Fr_FR	French	France
Fr_LU	French	Luxembourg
He_IL	Hebrew	Israel
Hr_HR	Croatian	Croatia
Hu_HU	Hungarian	Hungary
Id_ID	Indonesian	Indonesia
It_CH	Italian	Switzerland

Table 68. Case service and locale valid names (continued)

Locale name	Language	Region
Is_IS	Icelandic	Iceland
It_IT	Italian	Italy
Ja_JP	Japanese	Japan
Ko_KR	Korean	Korea
Iw_IL	Hebrew	Israel
Lt_LT	Lithuanian	Lithuania
Lv_LV	Latvian	Latvia
Mk_MK	Macedonian	Macedonia
Ms_MY	Malay	Malaysia
Nl_BE	Dutch	Belgium
Nl_NL	Dutch	The Netherlands
No_NO	Norwegian	Norway
Pl_PL	Polish	Poland
Pt_BR	Portuguese	Brazil
Pt_PT	Portuguese	Portugal
Ro_RO	Romanian	Romania
Ru_RU	Russian	Russia
Sh_SP	Serbian (Latin)	Serbia
Sk_SK	Slovak	Slovakia
Sl_SI	Slovene	Slovenia
Sq_AL	Albanian	Albania
Sr_SP	Serbian (Cyrillic)	Serbia
Sv_SE	Swedish	Sweden
Th_TH	Thai	Thailand
*Tr_TR	Turkish	Turkey
UK_UA	Ukrainian	Ukraine
Zh_CN	Simplified Chinese	China (PRC)
Zh_TW	Traditional Chinese	Taiwan

Note: The Locale with an asterisk (*) in column one is the Locale supported in Unicode version 3.0.

Locales for collation and case support

Appendix F. Locales for dynamic locale service

z/OS Unicode Services has a locale source repository that contains a copy of the Unicode common locale data repository locales (CLDR). This repository is used for the dynamic locale service. This repository can be found in the SYS1.SCUNTBL data set.

Note: This repository also contains a character map, 01200.charmap, containing the symbolic names used in all of the locales provided in SYS1.SCUNTBL, along with their respective character mappings in Unicode.

Table 69. z/OS Unicode Services locale standard source repository

Locale name	Member	Default CCSID (if defined)
aa_DJ	CUOHL001	01200
aa_ER	CUOHL002	01200
aa_ET	CUOHL003	01200
af_NA	CUOHL004	01200
af_ZA	CUOHL005	01208
ak_GH	CUOHL006	01200
am_ET	CUOHL007	01200
ar_AE	CUOHL009	01200
ar_BH	CUOHL00A	01200
ar_DZ	CUOHL00B	01200
ar_EG	CUOHL00C	01200
ar_IQ	CUOHL00D	01200
ar_JO	CUOHL00E	01200
ar_KW	CUOHL00F	01200
ar_LB	CUOHL010	01200
ar_LY	CUOHL011	01200
ar_MA	CUOHL012	01200
ar_OM	CUOHL013	01200
ar_QA	CUOHL014	01200
ar_SA	CUOHL015	01200
ar_SD	CUOHL016	01200
ar_SY	CUOHL017	01200
ar_TN	CUOHL018	01200
ar_YE	CUOHL019	01200
as_IN	CUOHL01A	01200
asa_TZ	CUOHL01B	01200
az_Arab_IR	CUOHL01C	01200
az_AZ	CUOHL01E	01208
az_Cyrl_AZ	CUOHL01D	01200

Table 69. z/OS Unicode Services locale standard source repository (continued)

Locale name	Member	Default CCSID (if defined)
az_Latn_AZ	CUOHL01E	01208
be_BY	CUOHL01F	01025
bem_ZM	CUOHL020	01200
bez_TZ	CUOHL021	01200
bg_BG	CUOHL022	01025
bg_BG@euro	CUOHL023	01025
bg_BG@preeuro	CUOHL022	01025
bm_ML	CUOHL024	01200
bn_BD	CUOHL025	01200
bn_IN	CUOHL026	01208
bo_CN	CUOHL027	01200
bo_IN	CUOHL028	01200
br_FR	CUOHL029	01200
brx_IN	CUOHL02A	01200
bs_BA	CUOHL02B	01200
byn_ER	CUOHL02C	01200
ca_ES	CUOHL02E	00924
ca_ES@euro	CUOHL02E	00924
ca_ES@preeuro	CUOHL02F	00924
cch_NG	CUOHL030	01200
cgg_UG	CUOHL031	01200
chr_US	CUOHL032	01200
cs_CZ	CUOHL033	00870
cs_CZ@euro	CUOHL034	00870
cs_CZ@preeuro	CUOHL033	00870
cy_GB	CUOHL035	01208
cy_GB@euro	CUOHL036	01208
da_DK	CUOHL037	01047
da_DK@euro	CUOHL038	01047
dav_KE	CUOHL039	01200
de_AT	CUOHL03A	00924
de_AT@euro	CUOHL03A	00924
de_AT@preeuro	CUOHL03B	00924
de_BE	CUOHL03C	01200
de_CH	CUOHL03D	01047
de_CH@euro	CUOHL03E	01047
de_DE	CUOHL03F	01047
de_DE@euro	CUOHL03F	01047
de_DE@preeuro	CUOHL040	01047
de_LI	CUOHL041	01200

Table 69. z/OS Unicode Services locale standard source repository (continued)

Locale name	Member	Default CCSID (if defined)
de_LU	CUOHL042	00924
de_LU@euro	CUOHL042	00924
de_LU@preeuro	CUOHL043	00924
dv_MV	CUOHL044	01200
dz_BT	CUOHL045	01200
ebu_KE	CUOHL046	01200
ee_GH	CUOHL047	01200
ee_TG	CUOHL048	01200
el_CY	CUOHL049	01200
el_GR	CUOHL04A	00875
el_GR@euro	CUOHL04A	00875
el_GR@preeuro	CUOHL04B	00875
en_AS	CUOHL04C	01200
en_AU	CUOHL04D	01047
en_BE	CUOHL04E	00924
en_BE@euro	CUOHL04E	00924
en_BE@preeuro	CUOHL04F	00924
en_BW	CUOHL050	01200
en_BZ	CUOHL051	01200
en_CA	CUOHL052	01047
en_GB	CUOHL053	01047
en_GB@euro	CUOHL054	01047
en_GU	CUOHL055	01200
en_HK	CUOHL056	01047
en_IE	CUOHL057	00924
en_IE@euro	CUOHL057	00924
en_IE@preeuro	CUOHL058	00924
en_IN	CUOHL059	01047
en_JM	CUOHL05A	01200
en_MH	CUOHL05C	01200
en_MP	CUOHL05D	01200
en_MT	CUOHL05E	01200
en_MU	CUOHL05F	01200
en_NA	CUOHL060	01200
en_NZ	CUOHL061	01047
en_PH	CUOHL062	01047
en_PK	CUOHL063	01200
en_SG	CUOHL064	01047
en_TT	CUOHL065	01200
en_UM	CUOHL066	01200

Table 69. z/OS Unicode Services locale standard source repository (continued)

Locale name	Member	Default CCSID (if defined)
en_US	CUOHL067	01047
en_US_POSIX	CUOHL068	01047
en_US@euro	CUOHL069	01047
en_VI	CUOHL06A	01200
en_ZA	CUOHL06B	01047
en_ZW	CUOHL06C	01200
es_AR	CUOHL06D	01047
es_BO	CUOHL06E	01047
es_CL	CUOHL06F	01047
es_CO	CUOHL070	01047
es_CR	CUOHL071	01047
es_DO	CUOHL072	01047
es_EC	CUOHL073	01047
es_ES	CUOHL074	01047
es_ES@euro	CUOHL074	01047
es_ES@preeuro	CUOHL075	01047
es_GQ	CUOHL076	01200
es_GT	CUOHL077	01047
es_HN	CUOHL078	01047
es_MX	CUOHL079	01047
es_NI	CUOHL07A	01047
es_PA	CUOHL07B	01047
es_PE	CUOHL07C	01047
es_PR	CUOHL07D	01047
es_PY	CUOHL07E	01047
es_SV	CUOHL07F	01047
es_US	CUOHL080	01047
es_UY	CUOHL081	01047
es_VE	CUOHL082	01047
es_VEO	CUOHL082	01047
et_EE	CUOHL083	01122
et_EE@euro	CUOHL084	01122
et_EE@preeuro	CUOHL083	01122
eu_ES	CUOHL085	01208
fa_AF	CUOHL086	01200
fa_IR	CUOHL087	01200
ff_SN	CUOHL088	01200
fi_FI	CUOHL089	01047
fi_FI@euro	CUOHL089	01047
fi_FI@preeuro	CUOHL08A	01047

Table 69. z/OS Unicode Services locale standard source repository (continued)

Locale name	Member	Default CCSID (if defined)
fil_PH	CUOHL08B	01200
fo_FO	CUOHL08C	01200
fr_BE	CUOHL08D	01047
fr_BE@euro	CUOHL08D	01047
fr_BE@preeuro	CUOHL08E	01047
fr_BF	CUOHL08F	01200
fr_BI	CUOHL090	01200
fr_BJ	CUOHL091	01200
fr_BL	CUOHL092	01200
fr_CA	CUOHL093	01047
fr_CA@euro	CUOHL094	01047
fr_CD	CUOHL095	01200
fr_CF	CUOHL096	01200
fr_CG	CUOHL097	01200
fr_CH	CUOHL098	01047
fr_CH@euro	CUOHL099	01047
fr_CI	CUOHL09A	01200
fr_CM	CUOHL09B	01200
fr_DJ	CUOHL09C	01200
fr_FR	CUOHL09D	01047
fr_FR@euro	CUOHL09D	01047
fr_FR@preeuro	CUOHL09E	01047
fr_GA	CUOHL09F	01200
fr_GN	CUOHL0A0	01200
fr_GP	CUOHL0A1	01200
fr_GQ	CUOHL0A2	01200
fr_KM	CUOHL0A3	01200
fr_LU	CUOHL0A4	00924
fr_LU@euro	CUOHL0A4	00924
fr_LU@preeuro	CUOHL0A5	00924
fr_MC	CUOHL0A6	01200
fr_MF	CUOHL0A7	01200
fr_MG	CUOHL0A8	01200
fr_ML	CUOHL0A9	01200
fr_MQ	CUOHL0AA	01200
fr_NE	CUOHL0AB	01200
fr_RE	CUOHL0AC	01200
fr_RW	CUOHL0AD	01200
fr_SN	CUOHL0AE	01200
fr_TD	CUOHL0AF	01200

Table 69. z/OS Unicode Services locale standard source repository (continued)

Locale name	Member	Default CCSID (if defined)
fr_TG	CUOHL0B0	01200
fur_IT	CUOHL0B1	01200
ga_IE	CUOHL0B2	01200
gaa_GH	CUOHL0B3	01200
gez_ER	CUOHL0B4	01200
gez_ET	CUOHL0B5	01200
gl_ES	CUOHL0B6	01208
gsw_CH	CUOHL0B7	01200
gu_IN	CUOHL0B8	01208
guz_KE	CUOHL0B9	01200
gv_GB	CUOHL0BA	01200
ha_Arab_NG	CUOHL0BB	01200
ha_Arab_SD	CUOHL0BC	01200
ha_Latn_GH	CUOHL0BD	01200
ha_Latn_NE	CUOHL0BE	01200
ha_Latn_NG	CUOHL0BF	01200
haw_US	CUOHL0C0	01200
he_IL	CUOHL0C1	00424
hi_IN	CUOHL0C2	01208
hr_HR	CUOHL0C3	00870
hu_HU	CUOHL0C4	00870
hu_HU@euro	CUOHL0C5	00870
hu_HU@preeuro	CUOHL0C4	00870
hy_AM	CUOHL0C6	01208
id_ID	CUOHL0C7	01047
ig_NG	CUOHL0C8	01200
ii_CN	CUOHL0C9	01200
is_IS	CUOHL0CA	01047
is_IS@euro	CUOHL0CB	01047
it_CH	CUOHL0CC	01047
it_IT	CUOHL0CD	01047
it_IT@euro	CUOHL0CD	01047
it_IT@preeuro	CUOHL0CE	01047
iw_IL	CUOHL0C1	00424
ja_JP	CUOHL0CF	00939
jmc_TZ	CUOHL0D0	01200
ka_GE	CUOHL0D1	01208
kab_DZ	CUOHL0D2	01200
kaj_NG	CUOHL0D3	01200
kam_KE	CUOHL0D4	01200

Table 69. z/OS Unicode Services locale standard source repository (continued)

Locale name	Member	Default CCSID (if defined)
kcg_NG	CUOHL0D5	01200
kde_TZ	CUOHL0D6	01200
kea_CV	CUOHL0D7	01200
kfo_CI	CUOHL0D8	01200
khq_ML	CUOHL0D9	01200
ki_KE	CUOHL0DA	01200
kk_Cyrl_KZ	CUOHL0DB	01200
kk_KZ	CUOHL0DC	01208
kl_GL	CUOHL0DD	01200
kln_KE	CUOHL0DE	01200
km_KH	CUOHL0DF	01200
kn_IN	CUOHL0E0	01208
ko_KR	CUOHL0E1	00933
kok_IN	CUOHL0E2	01200
kpe_GN	CUOHL0E3	01200
kpe_LR	CUOHL0E4	01200
ksb_TZ	CUOHL0E5	01200
ksh_DE	CUOHL0E6	01200
ku_Arab_IQ	CUOHL0E7	01200
ku_Arab_IR	CUOHL0E8	01200
ku_Latn_SY	CUOHL0E9	01200
ku_Latn_TR	CUOHL0EA	01200
kw_GB	CUOHL0EB	01200
ky_KG	CUOHL0EC	01200
lag_TZ	CUOHL0ED	01200
lg_UG	CUOHL0EE	01200
ln_CD	CUOHL0EF	01200
ln_CG	CUOHL0F0	01200
lo_LA	CUOHL0F1	01200
lt_LT	CUOHL0F2	01112
lt_LT@euro	CUOHL0F3	01112
lt_LT@preeuro	CUOHL0F2	01112
luo_KE	CUOHL0F4	01200
luy_KE	CUOHL0F5	01200
lv_LV	CUOHL0F6	01112
lv_LV@euro	CUOHL0F7	01112
lv_LV@preeuro	CUOHL0F6	01112
mas_KE	CUOHL0F8	01200
mas_TZ	CUOHL0F9	01200
mer_KE	CUOHL0FA	01200

Table 69. z/OS Unicode Services locale standard source repository (continued)

Locale name	Member	Default CCSID (if defined)
mfe_MU	CUOHL0FB	01200
mg_MG	CUOHL0FC	01200
mi_NZ	CUOHL0FD	01200
mk_MK	CUOHL0FE	01025
ml_IN	CUOHL0FF	01200
mn_Cyrl_MN	CUOHL100	01200
mn_Mong_CN	CUOHL101	01200
mr_IN	CUOHL102	01208
ms_BN	CUOHL103	01200
ms_MY	CUOHL104	01047
mt_MT	CUOHL105	01208
mt_MT@euro	CUOHL105	01208
mt_MT@preeuro	CUOHL106	01208
my_MM	CUOHL107	01200
naq_NA	CUOHL108	01200
nb_NO	CUOHL109	01208
nd_ZW	CUOHL10A	01200
nds_DE	CUOHL10B	01200
ne_IN	CUOHL10C	01200
ne_NP	CUOHL10D	01200
nl_BE	CUOHL10E	01047
nl_BE@euro	CUOHL10E	01047
nl_BE@preeuro	CUOHL10F	01047
nl_NL	CUOHL110	01047
nl_NL@euro	CUOHL110	01047
nl_NL@preeuro	CUOHL111	01047
nn_NO	CUOHL112	01208
no_NO@euro	CUOHL113	01047
nr_ZA	CUOHL114	01200
nso_ZA	CUOHL115	01200
ny_MW	CUOHL116	01200
nyn_UG	CUOHL117	01200
oc_FR	CUOHL118	01200
om_ET	CUOHL119	01200
om_KE	CUOHL11A	01200
or_IN	CUOHL11B	01200
pa_Arab_PK	CUOHL11C	01200
pa_Guru_IN	CUOHL11D	01208
pa_IN	CUOHL11D	01208
pl_PL	CUOHL11E	00870

Table 69. z/OS Unicode Services locale standard source repository (continued)

Locale name	Member	Default CCSID (if defined)
pl_PL@euro	CUOHL11F	00870
pl_PL@preeuro	CUOHL11E	00870
posix	CUOHL068	01047
ps_AF	CUOHL120	01200
pt_AO	CUOHL121	01200
pt_BR	CUOHL122	01047
pt_BR@euro	CUOHL123	01047
pt_GW	CUOHL124	01200
pt_MZ	CUOHL125	01200
pt_PT	CUOHL126	01047
pt_PT@euro	CUOHL126	01047
pt_PT@preeuro	CUOHL127	01047
rm_CH	CUOHL128	01200
ro_MD	CUOHL129	01200
ro_RO	CUOHL12A	00870
ro_RO@euro	CUOHL12B	00870
ro_RO@preeuro	CUOHL12A	00870
rof_TZ	CUOHL12C	01200
ru_MD	CUOHL12D	01200
ru_RU	CUOHL12E	01025
ru_UA	CUOHL12F	01200
rw_RW	CUOHL130	01200
rwk_TZ	CUOHL131	01200
sa_IN	CUOHL132	01200
saq_KE	CUOHL133	01200
se_FI	CUOHL134	01200
se_NO	CUOHL135	01200
seh_MZ	CUOHL136	01200
ses_ML	CUOHL137	01200
sg_CF	CUOHL138	01200
shi_Latn_MA	CUOHL13A	01200
shi_Tfng_MA	CUOHL13B	01200
si_LK	CUOHL13C	01200
sid_ET	CUOHL13D	01200
sk_SK	CUOHL13E	00870
sk_SK@euro	CUOHL13E	00870
sk_SK@preeuro	CUOHL13F	00870
sl_SI	CUOHL140	00870
sl_SI@euro	CUOHL140	00870
sl_SI@preeuro	CUOHL141	00870

Table 69. z/OS Unicode Services locale standard source repository (continued)

Locale name	Member	Default CCSID (if defined)
sn_ZW	CUOHL142	01200
so_DJ	CUOHL143	01200
so_ET	CUOHL144	01200
so_KE	CUOHL145	01200
so_SO	CUOHL146	01200
sq_AL	CUOHL147	01047
sq_AL@euro	CUOHL148	01047
sr_CS	CUOHL14B	01208
sr_Cyrl_BA	CUOHL149	01200
sr_Cyrl_ME	CUOHL14A	01200
sr_Cyrl_RS	CUOHL14B	01208
sr_Latn_BA	CUOHL14C	01200
sr_Latn_ME	CUOHL14D	01200
sr_Latn_RS	CUOHL14E	01208
sr_RS	CUOHL14E	01208
ss_SZ	CUOHL150	01200
ss_ZA	CUOHL151	01200
ssy_ER	CUOHL152	01200
st_LS	CUOHL153	01200
st_ZA	CUOHL154	01200
sv_FI	CUOHL155	01200
sv_SE	CUOHL156	01047
sv_SE@euro	CUOHL157	01047
sv_SE@preeuro	CUOHL156	01047
sw_KE	CUOHL158	01208
sw_TZ	CUOHL159	01208
syr_SY	CUOHL15A	01200
ta_IN	CUOHL15B	01208
ta_LK	CUOHL15C	01200
te_IN	CUOHL15D	01208
teo_KE	CUOHL15E	01200
teo_UG	CUOHL15F	01200
tg_Cyrl_TJ	CUOHL160	01200
th_TH	CUOHL161	00838
ti_ER	CUOHL162	01200
ti_ET	CUOHL163	01200
tig_ER	CUOHL164	01200
tn_ZA	CUOHL165	01200
to_TO	CUOHL166	01200
tr_TR	CUOHL167	01026

Table 69. z/OS Unicode Services locale standard source repository (continued)

Locale name	Member	Default CCSID (if defined)
trv_TW	CUOHL169	01200
ts_ZA	CUOHL16A	01200
tt_RU	CUOHL16B	01200
tzm_Latn_MA	CUOHL16C	01200
ug_Arab_CN	CUOHL16D	01200
uk_UA	CUOHL16E	01123
ur_IN	CUOHL16F	01200
ur_PK	CUOHL170	01200
uz_Arab_AF	CUOHL171	01200
uz_Cyrl_UZ	CUOHL172	01200
uz_Latn_UZ	CUOHL173	01200
ve_ZA	CUOHL174	01200
vi_VN	CUOHL175	01208
vun_TZ	CUOHL176	01200
wal_ET	CUOHL177	01200
wo_Latn_SN	CUOHL178	01200
xh_ZA	CUOHL179	01200
xog_UG	CUOHL17A	01200
yo_NG	CUOHL17B	01200
zh_CN	CUOHL17C	00935
zh_Hans_CN	CUOHL17C	00935
zh_Hans_HK	CUOHL17D	01200
zh_Hans_MO	CUOHL17E	01200
zh_Hans_SG	CUOHL17F	01208
zh_Hant_HK	CUOHL180	01208
zh_Hant_MO	CUOHL181	01200
zh_Hant_TW	CUOHL182	00937
zh_HK	CUOHL180	01208
zh_SG	CUOHL17F	01208
zh_TW	CUOHL182	00937
zu_ZA	CUOHL186	01208

Notes:
1. The locale name is used by the z/OS Unicode Services dynamic locale service API and console commands. The member of the locales in the SYS1.SCUNTBL data set is listed in the tables for reference information only.
2. The locale support being provided by z/OS Unicode Services is a superset of that currently provided by the C/C++ Run-time Library.

Adding and removing locales to the z/OS Unicode Services environment

z/OS Unicode Services maintains the storage for locale objects. Once created, the locale objects remain until the next IPL or they are deleted via the SETUNI DELETE,BLDLOCALE command. See *z/OS MVS System Commands* for additional information. Because the locale objects exist outside of C/C++ Run-time storage, they are available to any z/OS Unicode Services user.

Locale objects can be added to the z/OS Unicode Services environment in any of these ways:

- By calling the z/OS Unicode Services dynamic locale service.
- By adding new statements to the CUNUNI*xx* parmlib member that allows users to say what locales to load during the system IPL. See *z/OS MVS Initialization and Tuning Reference* for additional information.
- With the SETUNI ADD,BLDLOCALE command. See *z/OS MVS System Commands* for additional information.

Euro and pre-euro support

An @euro codeset modifier or an @preeuro codeset modifier on the locale name is used to support the euro and pre-euro versions. This is analogous to the current support provided by the C/C++ Run-time Library. For example, a pre-euro version of the bg_BG locale would be named bg_BG@preeuro.

Language Environment C/C++ Runtime Library compatible locale support

Compatible support for the following Language Environment C/C++ Runtime Library locale source is shipped in the SYS1.SCUNTBL data set.

Note: The Language Environment-compatible locale source is named the same as in the C/C++ Runtime Library, with the exception of a .le extension to the name. So, for example, if you want US English locale data that was compatible with the En_US.IBM-1047 C/C++ Runtime Library locale, call the z/OS Unicode Services dynamic locale service using En_US.IBM-1047.le as the locale name.

Locale name	Member	Default CCSID (if defined)
af_ZA.UTF-8.le	CUOHL210	01208
Af_ZA.UTF-8.le	CUOHL210	01208
Ar_AA.IBM-425.le	CUOHL187	
Ar_AA.le	CUOHL187	00425
az_AZ.UTF-8.le	CUOHL211	01208
Az_AZ.UTF-8.le	CUOHL211	01208
Be_BY.IBM-1025.le	CUOHL188	
Be_BY.IBM-1154.le	CUOHL189	
be_BY.ISO8859-5.le	CUOHL212	
Be_BY.ISO8859-5.le	CUOHL212	
Bg_BG.IBM-1025.le	CUOHL18A	
Bg_BG.IBM-1154.le	CUOHL18B	

Locale name	Member	Default CCSID (if defined)
Bg_BG.IBM-1154@euro.le	CUOHL18C	
Bg_BG.IBM-1154@preeuro.le	CUOHL18B	
Bg_BG.le	CUOHL18A	01025
bg_BG.UTF-8.le	CUOHL213	
Bg_BG.UTF-8.le	CUOHL213	
bg_BG.UTF-8@euro.le	CUOHL214	
Bg_BG.UTF-8@euro.le	CUOHL214	
bg_BG.UTF-8@preeuro.le	CUOHL213	
Bg_BG.UTF-8@preeuro.le	CUOHL213	
bn_IN.UTF-8.le	CUOHL215	01208
Bn_IN.UTF-8.le	CUOHL215	01208
C.le	CUOHL278	01047
Ca_ES.IBM-924.le	CUOHL18D	
Ca_ES.IBM-924@euro.le	CUOHL18D	
Ca_ES.IBM-924@preeuro.le	CUOHL18E	
ca_ES.UTF-8.le	CUOHL216	
Ca_ES.UTF-8.le	CUOHL216	
ca_ES.UTF-8@euro.le	CUOHL216	
Ca_ES.UTF-8@euro.le	CUOHL216	
ca_ES.UTF-8@preeuro.le	CUOHL217	
Ca_ES.UTF-8@preeuro.le	CUOHL217	
Cs_CZ.IBM-1153.le	CUOHL191	
Cs_CZ.IBM-1153@euro.le	CUOHL190	
Cs_CZ.IBM-1153@preeuro.le	CUOHL191	
Cs_CZ.IBM-1165.le	CUOHL193	
Cs_CZ.IBM-1165@euro.le	CUOHL192	
Cs_CZ.IBM-1165@preeuro.le	CUOHL193	
Cs_CZ.IBM-870.le	CUOHL18F	
cs_CZ.ISO8859-2.le	CUOHL218	
Cs_CZ.ISO8859-2.le	CUOHL218	
Cs_CZ.le	CUOHL18F	00870
cs_CZ.UTF-8.le	CUOHL219	
Cs_CZ.UTF-8.le	CUOHL219	
cs_CZ.UTF-8@euro.le	CUOHL2B1	
Cs_CZ.UTF-8@euro.le	CUOHL2B1	
cs_CZ.UTF-8@preeuro.le	CUOHL219	
Cs_CZ.UTF-8@preeuro.le	CUOHL219	
cy_GB.UTF-8.le	CUOHL2B2	01208
Cy_GB.UTF-8.le	CUOHL2B2	01208
cy_GB.UTF-8@euro.le	CUOHL2B3	01208
Cy_GB.UTF-8@euro.le	CUOHL2B3	01208

Locales for dynamic locale service

Locale name	Member	Default CCSID (if defined)
Da_DK.IBM-1047.le	CUOHL194	
Da_DK.IBM-1142.le	CUOHL195	
Da_DK.IBM-1142@euro.le	CUOHL196	
Da_DK.IBM-277.le	CUOHL194	
Da_DK.IBM-924.le	CUOHL197	
Da_DK.IBM-924@euro.le	CUOHL198	
da_DK.ISO8859-1.le	CUOHL2B4	
Da_DK.ISO8859-1.le	CUOHL2B4	
Da_DK.le	CUOHL194	01047
da_DK.UTF-8.le	CUOHL2B5	
Da_DK.UTF-8.le	CUOHL2B5	
da_DK.UTF-8@euro.le	CUOHL2B6	
Da_DK.UTF-8@euro.le	CUOHL2B6	
De_AT.IBM-924.le	CUOHL199	
De_AT.IBM-924@euro.le	CUOHL199	
De_AT.IBM-924@preeuro.le	CUOHL19A	
de_AT.UTF-8.le	CUOHL2B7	
De_AT.UTF-8.le	CUOHL2B7	
de_AT.UTF-8@euro.le	CUOHL2B7	
De_AT.UTF-8@euro.le	CUOHL2B7	
de_AT.UTF-8@preeuro.le	CUOHL2B8	
De_AT.UTF-8@preeuro.le	CUOHL2B8	
De_CH.IBM-1047.le	CUOHL19B	
De_CH.IBM-1148.le	CUOHL19C	
De_CH.IBM-1148@euro.le	CUOHL19D	
De_CH.IBM-500.le	CUOHL19B	
de_CH.ISO8859-1.le	CUOHL2B9	
De_CH.ISO8859-1.le	CUOHL2B9	
De_CH.le	CUOHL19B	01047
de_CH.UTF-8.le	CUOHL2BA	
De_CH.UTF-8.le	CUOHL2BA	
De_DE.IBM-1047.le	CUOHL19E	
De_DE.IBM-1141.le	CUOHL19F	
De_DE.IBM-1141@euro.le	CUOHL19F	
De_DE.IBM-1141@preeuro.le	CUOHL1A0	
De_DE.IBM-273.le	CUOHL19E	
De_DE.IBM-924.le	CUOHL1A1	
De_DE.IBM-924@euro.le	CUOHL1A1	
De_DE.IBM-924@preeuro.le	CUOHL1A2	
de_DE.ISO8859-1.le	CUOHL2BB	
De_DE.ISO8859-1.le	CUOHL2BB	

Locale name	Member	Default CCSID (if defined)
De_DE.le	CUOHL19E	01047
de_DE.UTF-8.le	CUOHL2BC	
De_DE.UTF-8.le	CUOHL2BC	
de_DE.UTF-8@euro.le	CUOHL2BC	
De_DE.UTF-8@euro.le	CUOHL2BC	
de_DE.UTF-8@preeuro.le	CUOHL2BD	
De_DE.UTF-8@preeuro.le	CUOHL2BD	
De_LU.IBM-924.le	CUOHL1A3	
De_LU.IBM-924@euro.le	CUOHL1A3	
De_LU.IBM-924@preeuro.le	CUOHL1A4	
de_LU.UTF-8.le	CUOHL2BE	
De_LU.UTF-8.le	CUOHL2BE	
de_LU.UTF-8@euro.le	CUOHL2BE	
De_LU.UTF-8@euro.le	CUOHL2BE	
de_LU.UTF-8@preeuro.le	CUOHL2BF	
De_LU.UTF-8@preeuro.le	CUOHL2BF	
El_GR.IBM-4971.le	CUOHL1A6	
El_GR.IBM-4971@euro.le	CUOHL1A6	
El_GR.IBM-4971@preeuro.le	CUOHL1A7	
El_GR.IBM-875.le	CUOHL1A5	
el_GR.ISO8859-7.le	CUOHL2C0	
El_GR.ISO8859-7.le	CUOHL2C0	
El_GR.le	CUOHL1A5	00875
el_GR.UTF-8.le	CUOHL2C1	
El_GR.UTF-8.le	CUOHL2C1	
el_GR.UTF-8@euro.le	CUOHL2C1	
El_GR.UTF-8@euro.le	CUOHL2C1	
el_GR.UTF-8@preeuro.le	CUOHL2C2	
El_GR.UTF-8@preeuro.le	CUOHL2C2	
En_AU.IBM-1047.le	CUOHL1A8	
en_AU.ISO8859-1.le	CUOHL2C3	
En_AU.ISO8859-1.le	CUOHL2C3	
En_BE.IBM-924.le	CUOHL1A9	
En_BE.IBM-924@euro.le	CUOHL1A9	
En_BE.IBM-924@preeuro.le	CUOHL1AA	
en_BE.UTF-8.le	CUOHL2C4	
En_BE.UTF-8.le	CUOHL2C4	
en_BE.UTF-8@euro.le	CUOHL2C4	
En_BE.UTF-8@euro.le	CUOHL2C4	
en_BE.UTF-8@preeuro.le	CUOHL2C5	
En_BE.UTF-8@preeuro.le	CUOHL2C5	

Locales for dynamic locale service

Locale name	Member	Default CCSID (if defined)
En_CA.IBM-037.le	CUOHL1AD	
En_CA.IBM-1047.le	CUOHL1AC	
En_CA.IBM-1140.le	CUOHL1AB	
en_CA.IBM-923.le	CUOHL2C7	
En_CA.IBM-923.le	CUOHL2C7	
En_CA.IBM-924.le	CUOHL1AE	
en_CA.ISO8859-1.le	CUOHL2C6	
En_CA.ISO8859-1.le	CUOHL2C6	
En_GB.IBM-1047.le	CUOHL1AF	
En_GB.IBM-1146.le	CUOHL1B0	
En_GB.IBM-1146@euro.le	CUOHL1B1	
En_GB.IBM-285.le	CUOHL1AF	
En_GB.IBM-924.le	CUOHL1B2	
En_GB.IBM-924@euro.le	CUOHL1B3	
en_GB.ISO8859-1.le	CUOHL2C8	
En_GB.ISO8859-1.le	CUOHL2C8	
En_GB.le	CUOHL1AF	01047
en_GB.UTF-8.le	CUOHL2C9	
En_GB.UTF-8.le	CUOHL2C9	
en_GB.UTF-8@euro.le	CUOHL2CA	
En_GB.UTF-8@euro.le	CUOHL2CA	
En_HK.IBM-1047.le	CUOHL1B4	
en_HK.ISO8859-1.le	CUOHL2CB	
En_HK.ISO8859-1.le	CUOHL2CB	
En_IE.IBM-924.le	CUOHL1B5	
En_IE.IBM-924@euro.le	CUOHL1B5	
En_IE.IBM-924@preeuro.le	CUOHL1B6	
en_IE.UTF-8.le	CUOHL2CC	
En_IE.UTF-8.le	CUOHL2CC	
en_IE.UTF-8@euro.le	CUOHL2CC	
En_IE.UTF-8@euro.le	CUOHL2CC	
en_IE.UTF-8@preeuro.le	CUOHL2CD	
En_IE.UTF-8@preeuro.le	CUOHL2CD	
En_IN.IBM-1047.le	CUOHL1B7	
en_IN.ISO8859-1.le	CUOHL2CE	
En_IN.ISO8859-1.le	CUOHL2CE	
En_JP.IBM-1027.le	CUOHL1B8	
En_JP.IBM-5123.le	CUOHL1B9	
En_JP.le	CUOHL1B8	01027
En_NZ.IBM-1047.le	CUOHL1BA	
en_NZ.ISO8859-1.le	CUOHL2CF	

Locale name	Member	Default CCSID (if defined)
En_NZ.ISO8859-1.le	CUOHL2CF	
En_PH.IBM-1047.le	CUOHL1BB	
en_PH.ISO8859-1.le	CUOHL2D0	
En_PH.ISO8859-1.le	CUOHL2D0	
En_SG.IBM-1047.le	CUOHL1BC	
en_SG.ISO8859-1.le	CUOHL2D1	
En_SG.ISO8859-1.le	CUOHL2D1	
En_US.IBM-037.le	CUOHL1BD	
En_US.IBM-1047.le	CUOHL1BD	
En_US.IBM-1140.le	CUOHL1BE	
En_US.IBM-1140@euro.le	CUOHL1BF	
en_US.ISO8859-1.le	CUOHL2D2	
En_US.ISO8859-1.le	CUOHL2D2	
En_US.le	CUOHL1BD	01047
en_US.UTF-8.le	CUOHL2D3	
En_US.UTF-8.le	CUOHL2D3	
En_ZA.IBM-037.le	CUOHL1C0	
En_ZA.IBM-1047.le	CUOHL1C1	
En_ZA.IBM-1140.le	CUOHL1C2	
en_ZA.IBM-923.le	CUOHL2D5	
En_ZA.IBM-923.le	CUOHL2D5	
En_ZA.IBM-924.le	CUOHL1C3	
en_ZA.ISO8859-1.le	CUOHL2D4	
En_ZA.ISO8859-1.le	CUOHL2D4	
Es_AR.IBM-1047.le	CUOHL1C4	
Es_AR.IBM-1145.le	CUOHL1C5	
Es_AR.IBM-284.le	CUOHL1C6	
es_AR.IBM-923.le	CUOHL2D7	
Es_AR.IBM-923.le	CUOHL2D7	
Es_AR.IBM-924.le	CUOHL1C7	
es_AR.ISO8859-1.le	CUOHL2D6	
Es_AR.ISO8859-1.le	CUOHL2D6	
Es_BO.IBM-1047.le	CUOHL1C8	
Es_BO.IBM-1145.le	CUOHL1C9	
Es_BO.IBM-284.le	CUOHL1CA	
es_BO.IBM-923.le	CUOHL2D9	
Es_BO.IBM-923.le	CUOHL2D9	
Es_BO.IBM-924.le	CUOHL1CB	
es_BO.ISO8859-1.le	CUOHL2D8	
Es_BO.ISO8859-1.le	CUOHL2D8	
Es_CL.IBM-1047.le	CUOHL1CC	

Locales for dynamic locale service

Locale name	Member	Default CCSID (if defined)
Es_CL.IBM-1145.le	CUOHL1CD	
Es_CL.IBM-284.le	CUOHL1CE	
es_CL.IBM-923.le	CUOHL2DB	
Es_CL.IBM-923.le	CUOHL2DB	
Es_CL.IBM-924.le	CUOHL1CF	
es_CL.ISO8859-1.le	CUOHL2DA	
Es_CL.ISO8859-1.le	CUOHL2DA	
Es_CO.IBM-1047.le	CUOHL1D0	
Es_CO.IBM-1145.le	CUOHL1D1	
Es_CO.IBM-284.le	CUOHL1D2	
es_CO.IBM-923.le	CUOHL2DD	
Es_CO.IBM-923.le	CUOHL2DD	
Es_CO.IBM-924.le	CUOHL1D3	
es_CO.ISO8859-1.le	CUOHL2DC	
Es_CO.ISO8859-1.le	CUOHL2DC	
Es_CR.IBM-1047.le	CUOHL1D4	
Es_CR.IBM-1145.le	CUOHL1D5	
Es_CR.IBM-284.le	CUOHL1D6	
es_CR.IBM-923.le	CUOHL2DF	
Es_CR.IBM-923.le	CUOHL2DF	
Es_CR.IBM-924.le	CUOHL1D7	
es_CR.ISO8859-1.le	CUOHL2DE	
Es_CR.ISO8859-1.le	CUOHL2DE	
Es_DO.IBM-1047.le	CUOHL1D8	
Es_DO.IBM-1145.le	CUOHL1D9	
Es_DO.IBM-284.le	CUOHL1DA	
es_DO.IBM-923.le	CUOHL2E1	
Es_DO.IBM-923.le	CUOHL2E1	
Es_DO.IBM-924.le	CUOHL1DB	
es_DO.ISO8859-1.le	CUOHL2E0	
Es_DO.ISO8859-1.le	CUOHL2E0	
Es_EC.IBM-1047.le	CUOHL1DC	
Es_EC.IBM-1145.le	CUOHL1DD	
Es_EC.IBM-284.le	CUOHL1DE	
es_EC.IBM-923.le	CUOHL2E3	
Es_EC.IBM-923.le	CUOHL2E3	
Es_EC.IBM-924.le	CUOHL1DF	
es_EC.ISO8859-1.le	CUOHL2E2	
Es_EC.ISO8859-1.le	CUOHL2E2	
Es_ES.IBM-1047.le	CUOHL1E4	
Es_ES.IBM-1145.le	CUOHL1E0	

Locale name	Member	Default CCSID (if defined)
Es_ES.IBM-1145@euro.le	CUOHL1E0	
Es_ES.IBM-1145@preeuro.le	CUOHL1E1	
Es_ES.IBM-284.le	CUOHL1E4	
Es_ES.IBM-924.le	CUOHL1E2	
Es_ES.IBM-924@euro.le	CUOHL1E2	
Es_ES.IBM-924@preeuro.le	CUOHL1E3	
es_ES.ISO8859-1.le	CUOHL2E4	
Es_ES.ISO8859-1.le	CUOHL2E4	
Es_ES.le	CUOHL1E4	01047
es_ES.UTF-8.le	CUOHL2E5	
Es_ES.UTF-8.le	CUOHL2E5	
es_ES.UTF-8@euro.le	CUOHL2E5	
Es_ES.UTF-8@euro.le	CUOHL2E5	
es_ES.UTF-8@preeuro.le	CUOHL2E6	
Es_ES.UTF-8@preeuro.le	CUOHL2E6	
Es_GT.IBM-1047.le	CUOHL1E5	
Es_GT.IBM-1145.le	CUOHL1E6	
Es_GT.IBM-284.le	CUOHL1E7	
es_GT.IBM-923.le	CUOHL2E8	
Es_GT.IBM-923.le	CUOHL2E8	
Es_GT.IBM-924.le	CUOHL1E8	
es_GT.ISO8859-1.le	CUOHL2E7	
Es_GT.ISO8859-1.le	CUOHL2E7	
Es_HN.IBM-1047.le	CUOHL1E9	
Es_HN.IBM-1145.le	CUOHL1EA	
Es_HN.IBM-284.le	CUOHL1EB	
es_HN.IBM-923.le	CUOHL2EA	
Es_HN.IBM-923.le	CUOHL2EA	
Es_HN.IBM-924.le	CUOHL1EC	
es_HN.ISO8859-1.le	CUOHL2E9	
Es_HN.ISO8859-1.le	CUOHL2E9	
Es_MX.IBM-1047.le	CUOHL1ED	
Es_MX.IBM-1145.le	CUOHL1EE	
Es_MX.IBM-284.le	CUOHL1EF	
es_MX.IBM-923.le	CUOHL2EC	
Es_MX.IBM-923.le	CUOHL2EC	
Es_MX.IBM-924.le	CUOHL1F0	
es_MX.ISO8859-1.le	CUOHL2EB	
Es_MX.ISO8859-1.le	CUOHL2EB	
Es_NI.IBM-1047.le	CUOHL1F1	
Es_NI.IBM-1145.le	CUOHL1F2	

Locales for dynamic locale service

Locale name	Member	Default CCSID (if defined)
Es_NI.IBM-284.le	CUOHL1F3	
es_NI.IBM-923.le	CUOHL2EE	
Es_NI.IBM-923.le	CUOHL2EE	
Es_NI.IBM-924.le	CUOHL1F4	
es_NI.ISO8859-1.le	CUOHL2ED	
Es_NI.ISO8859-1.le	CUOHL2ED	
Es_PA.IBM-1047.le	CUOHL1F5	
Es_PA.IBM-1145.le	CUOHL1F6	
Es_PA.IBM-284.le	CUOHL1F7	
es_PA.IBM-923.le	CUOHL2F0	
Es_PA.IBM-923.le	CUOHL2F0	
Es_PA.IBM-924.le	CUOHL1F8	
es_PA.ISO8859-1.le	CUOHL2EF	
Es_PA.ISO8859-1.le	CUOHL2EF	
Es_PE.IBM-1047.le	CUOHL1F9	
Es_PE.IBM-1145.le	CUOHL1FA	
Es_PE.IBM-284.le	CUOHL1FB	
es_PE.IBM-923.le	CUOHL2F2	
Es_PE.IBM-923.le	CUOHL2F2	
Es_PE.IBM-924.le	CUOHL1FC	
es_PE.ISO8859-1.le	CUOHL2F1	
Es_PE.ISO8859-1.le	CUOHL2F1	
Es_PR.IBM-1047.le	CUOHL1FD	
Es_PR.IBM-1145.le	CUOHL1FE	
Es_PR.IBM-284.le	CUOHL1FF	
es_PR.IBM-923.le	CUOHL2F4	
Es_PR.IBM-923.le	CUOHL2F4	
Es_PR.IBM-924.le	CUOHL200	
es_PR.ISO8859-1.le	CUOHL2F3	
Es_PR.ISO8859-1.le	CUOHL2F3	
Es_PY.IBM-1047.le	CUOHL201	
Es_PY.IBM-1145.le	CUOHL202	
Es_PY.IBM-284.le	CUOHL203	
es_PY.IBM-923.le	CUOHL2F6	
Es_PY.IBM-923.le	CUOHL2F6	
Es_PY.IBM-924.le	CUOHL204	
es_PY.ISO8859-1.le	CUOHL2F5	
Es_PY.ISO8859-1.le	CUOHL2F5	
Es_SV.IBM-1047.le	CUOHL205	
Es_SV.IBM-1145.le	CUOHL206	
Es_SV.IBM-284.le	CUOHL207	

Locale name	Member	Default CCSID (if defined)
es_SV.IBM-923.le	CUOHL2F8	
Es_SV.IBM-923.le	CUOHL2F8	
Es_SV.IBM-924.le	CUOHL208	
es_SV.ISO8859-1.le	CUOHL2F7	
Es_SV.ISO8859-1.le	CUOHL2F7	
Es_US.IBM-1047.le	CUOHL209	
Es_US.IBM-1145.le	CUOHL20A	
Es_US.IBM-284.le	CUOHL20B	
es_US.IBM-923.le	CUOHL2FA	
Es_US.IBM-923.le	CUOHL2FA	
Es_US.IBM-924.le	CUOHL20C	
es_US.ISO8859-1.le	CUOHL2F9	
Es_US.ISO8859-1.le	CUOHL2F9	
Es_UY.IBM-1047.le	CUOHL20D	
Es_UY.IBM-1145.le	CUOHL20E	
Es_UY.IBM-284.le	CUOHL20F	
es_UY.IBM-923.le	CUOHL2FC	
Es_UY.IBM-923.le	CUOHL2FC	
Es_UY.IBM-924.le	CUOHL21A	
es_UY.ISO8859-1.le	CUOHL2FB	
Es_UY.ISO8859-1.le	CUOHL2FB	
Es_VE.IBM-1047.le	CUOHL21B	
Es_VE.IBM-1145.le	CUOHL21C	
Es_VE.IBM-284.le	CUOHL21D	
es_VE.IBM-923.le	CUOHL2FE	
Es_VE.IBM-923.le	CUOHL2FE	
Es_VE.IBM-924.le	CUOHL21E	
es_VE.ISO8859-1.le	CUOHL2FD	
Es_VE.ISO8859-1.le	CUOHL2FD	
Es_VEO.IBM-1047.le	CUOHL21F	
Es_VEO.IBM-1145.le	CUOHL220	
Es_VEO.IBM-284.le	CUOHL221	
es_VEO.IBM-923.le	CUOHL300	
Es_VEO.IBM-923.le	CUOHL300	
Es_VEO.IBM-924.le	CUOHL222	
es_VEO.ISO8859-1.le	CUOHL2FF	
Es_VEO.ISO8859-1.le	CUOHL2FF	
Et_EE.IBM-1122.le	CUOHL223	
Et_EE.IBM-1157.le	CUOHL225	
Et_EE.IBM-1157@euro.le	CUOHL224	
Et_EE.IBM-1157@preeuro.le	CUOHL225	

Locales for dynamic locale service

Locale name	Member	Default CCSID (if defined)
Et_EE.le	CUOHL223	01122
et_EE.UTF-8.le	CUOHL301	
Et_EE.UTF-8.le	CUOHL301	
et_EE.UTF-8@euro.le	CUOHL302	
Et_EE.UTF-8@euro.le	CUOHL302	
et_EE.UTF-8@preeuro.le	CUOHL301	
Et_EE.UTF-8@preeuro.le	CUOHL301	
eu_ES.UTF-8.le	CUOHL303	01208
Eu_ES.UTF-8.le	CUOHL303	01208
Fi_FI.IBM-1047.le	CUOHL226	
Fi_FI.IBM-1143.le	CUOHL227	
Fi_FI.IBM-1143@euro.le	CUOHL227	
Fi_FI.IBM-1143@preeuro.le	CUOHL228	
Fi_FI.IBM-278.le	CUOHL226	
Fi_FI.IBM-924.le	CUOHL229	
Fi_FI.IBM-924@euro.le	CUOHL229	
Fi_FI.IBM-924@preeuro.le	CUOHL22A	
fi_FI.ISO8859-1.le	CUOHL304	
Fi_FI.ISO8859-1.le	CUOHL304	
Fi_FI.le	CUOHL226	01047
fi_FI.UTF-8.le	CUOHL305	
Fi_FI.UTF-8.le	CUOHL305	
fi_FI.UTF-8@euro.le	CUOHL305	
Fi_FI.UTF-8@euro.le	CUOHL305	
fi_FI.UTF-8@preeuro.le	CUOHL306	
Fi_FI.UTF-8@preeuro.le	CUOHL306	
Fr_BE.IBM-1047.le	CUOHL22B	
Fr_BE.IBM-1148.le	CUOHL22C	
Fr_BE.IBM-1148@euro.le	CUOHL22C	
Fr_BE.IBM-1148@preeuro.le	CUOHL22D	
Fr_BE.IBM-500.le	CUOHL22B	
Fr_BE.IBM-924.le	CUOHL22E	
Fr_BE.IBM-924@euro.le	CUOHL22E	
Fr_BE.IBM-924@preeuro.le	CUOHL22F	
fr_BE.ISO8859-1.le	CUOHL307	
Fr_BE.ISO8859-1.le	CUOHL307	
Fr_BE.le	CUOHL22B	01047
fr_BE.UTF-8.le	CUOHL308	
Fr_BE.UTF-8.le	CUOHL308	
fr_BE.UTF-8@euro.le	CUOHL308	
Fr_BE.UTF-8@euro.le	CUOHL308	

Locale name	Member	Default CCSID (if defined)
fr_BE.UTF-8@preeuro.le	CUOHL309	
Fr_BE.UTF-8@preeuro.le	CUOHL309	
Fr_CA.IBM-037.le	CUOHL230	
Fr_CA.IBM-1047.le	CUOHL230	
Fr_CA.IBM-1140.le	CUOHL231	
Fr_CA.IBM-1140@euro.le	CUOHL232	
Fr_CA.IBM-500.le	CUOHL233	
fr_CA.ISO8859-1.le	CUOHL30A	
Fr_CA.ISO8859-1.le	CUOHL30A	
Fr_CA.le	CUOHL230	01047
fr_CA.UTF-8.le	CUOHL30B	
Fr_CA.UTF-8.le	CUOHL30B	
Fr_CH.IBM-1047.le	CUOHL234	
Fr_CH.IBM-1148.le	CUOHL235	
Fr_CH.IBM-1148@euro.le	CUOHL236	
Fr_CH.IBM-500.le	CUOHL234	
fr_CH.ISO8859-1.le	CUOHL30C	
Fr_CH.ISO8859-1.le	CUOHL30C	
Fr_CH.le	CUOHL234	01047
fr_CH.UTF-8.le	CUOHL30D	
Fr_CH.UTF-8.le	CUOHL30D	
Fr_FR.IBM-1047.le	CUOHL237	
Fr_FR.IBM-1147.le	CUOHL238	
Fr_FR.IBM-1147@euro.le	CUOHL238	
Fr_FR.IBM-1147@preeuro.le	CUOHL239	
Fr_FR.IBM-297.le	CUOHL237	
Fr_FR.IBM-924.le	CUOHL23A	
Fr_FR.IBM-924@euro.le	CUOHL23A	
Fr_FR.IBM-924@preeuro.le	CUOHL23B	
fr_FR.ISO8859-1.le	CUOHL30E	
Fr_FR.ISO8859-1.le	CUOHL30E	
Fr_FR.le	CUOHL237	01047
fr_FR.UTF-8.le	CUOHL30F	
Fr_FR.UTF-8.le	CUOHL30F	
fr_FR.UTF-8@euro.le	CUOHL30F	
Fr_FR.UTF-8@euro.le	CUOHL30F	
fr_FR.UTF-8@preeuro.le	CUOHL310	
Fr_FR.UTF-8@preeuro.le	CUOHL310	
Fr_LU.IBM-924.le	CUOHL23C	
Fr_LU.IBM-924@euro.le	CUOHL23C	
Fr_LU.IBM-924@preeuro.le	CUOHL23D	

Locales for dynamic locale service

Locale name	Member	Default CCSID (if defined)
fr_LU.UTF-8.le	CUOHL311	
Fr_LU.UTF-8.le	CUOHL311	
fr_LU.UTF-8@euro.le	CUOHL311	
Fr_LU.UTF-8@euro.le	CUOHL311	
fr_LU.UTF-8@preeuro.le	CUOHL312	
Fr_LU.UTF-8@preeuro.le	CUOHL312	
gl_ES.UTF-8.le	CUOHL313	01208
Gl_ES.UTF-8.le	CUOHL313	01208
gu_IN.UTF-8.le	CUOHL314	01208
Gu_IN.UTF-8.le	CUOHL314	01208
he_IL.ISO8859-8.le	CUOHL315	
He_IL.ISO8859-8.le	CUOHL315	
he_IL.UTF-8.le	CUOHL316	
He_IL.UTF-8.le	CUOHL316	
hi_IN.UTF-8.le	CUOHL317	01208
Hi_IN.UTF-8.le	CUOHL317	01208
Hr_HR.IBM-1153.le	CUOHL23E	
Hr_HR.IBM-1165.le	CUOHL23F	
Hr_HR.IBM-870.le	CUOHL240	
hr_HR.ISO8859-2.le	CUOHL318	
Hr_HR.ISO8859-2.le	CUOHL318	
Hr_HR.le	CUOHL240	00870
hr_HR.UTF-8.le	CUOHL319	
Hr_HR.UTF-8.le	CUOHL319	
Hu_HU.IBM-1153.le	CUOHL242	
Hu_HU.IBM-1153@euro.le	CUOHL241	
Hu_HU.IBM-1153@preeuro.le	CUOHL242	
Hu_HU.IBM-1165.le	CUOHL244	
Hu_HU.IBM-1165@euro.le	CUOHL243	
Hu_HU.IBM-1165@preeuro.le	CUOHL244	
Hu_HU.IBM-870.le	CUOHL245	
hu_HU.ISO8859-2.le	CUOHL31A	
Hu_HU.ISO8859-2.le	CUOHL31A	
Hu_HU.le	CUOHL245	00870
hu_HU.UTF-8.le	CUOHL31B	
Hu_HU.UTF-8.le	CUOHL31B	
hu_HU.UTF-8@euro.le	CUOHL31C	
Hu_HU.UTF-8@euro.le	CUOHL31C	
hu_HU.UTF-8@preeuro.le	CUOHL31B	
Hu_HU.UTF-8@preeuro.le	CUOHL31B	
hy_AM.UTF-8.le	CUOHL31D	01208

Locale name	Member	Default CCSID (if defined)
Hy_AM.UTF-8.le	CUOHL31D	01208
Id_ID.IBM-1047.le	CUOHL246	
id_ID.ISO8859-1.le	CUOHL31E	
Id_ID.ISO8859-1.le	CUOHL31E	
Is_IS.IBM-1047.le	CUOHL247	
Is_IS.IBM-1149.le	CUOHL248	
Is_IS.IBM-1149@euro.le	CUOHL249	
Is_IS.IBM-871.le	CUOHL247	
Is_IS.le	CUOHL247	01047
is_IS.UTF-8.le	CUOHL31F	
Is_IS.UTF-8.le	CUOHL31F	
It_CH.IBM-1047.le	CUOHL24A	
It_CH.IBM-1148.le	CUOHL24B	
It_CH.IBM-500.le	CUOHL24C	
it_CH.IBM-923.le	CUOHL321	
It_CH.IBM-923.le	CUOHL321	
It_CH.IBM-924.le	CUOHL24D	
it_CH.ISO8859-1.le	CUOHL320	
It_CH.ISO8859-1.le	CUOHL320	
It_IT.IBM-1047.le	CUOHL24E	
It_IT.IBM-1144.le	CUOHL24F	
It_IT.IBM-1144@euro.le	CUOHL24F	
It_IT.IBM-1144@preeuro.le	CUOHL250	
It_IT.IBM-280.le	CUOHL24E	
It_IT.IBM-924.le	CUOHL251	
It_IT.IBM-924@euro.le	CUOHL251	
It_IT.IBM-924@preeuro.le	CUOHL252	
it_IT.ISO8859-1.le	CUOHL322	
It_IT.ISO8859-1.le	CUOHL322	
It_IT.le	CUOHL24E	01047
it_IT.UTF-8.le	CUOHL323	
It_IT.UTF-8.le	CUOHL323	
it_IT.UTF-8@euro.le	CUOHL323	
It_IT.UTF-8@euro.le	CUOHL323	
it_IT.UTF-8@preeuro.le	CUOHL324	
It_IT.UTF-8@preeuro.le	CUOHL324	
Iw_IL.IBM-12712.le	CUOHL253	
Iw_IL.IBM-424.le	CUOHL254	
Iw_IL.IBM12712.le	CUOHL253	
iw_IL.ISO8859-8.le	CUOHL325	
Iw_IL.ISO8859-8.le	CUOHL325	

Locales for dynamic locale service

Locale name	Member	Default CCSID (if defined)
Iw_IL.le	CUOHL254	00424
iw_IL.UTF-8.le	CUOHL316	
Iw_IL.UTF-8.le	CUOHL316	
Ja_JP.IBM-1027.le	CUOHL255	
Ja_JP.IBM-1390.le	CUOHL256	
Ja_JP.IBM-1399.le	CUOHL257	
Ja_JP.IBM-290.le	CUOHL2AE	
Ja_JP.IBM-5123.le	CUOHL258	
Ja_JP.IBM-8482.le	CUOHL259	
Ja_JP.IBM-930.le	CUOHL2AF	
Ja_JP.IBM-939.le	CUOHL25A	
ja_JP.IBM-943.le	CUOHL326	
Ja_JP.IBM-943.le	CUOHL326	
Ja_JP.le	CUOHL25A	00939
ja_JP.UTF-8.le	CUOHL327	
Ja_JP.UTF-8.le	CUOHL327	
ka_GE.UTF-8.le	CUOHL328	01208
Ka_GE.UTF-8.le	CUOHL328	01208
kk_KZ.UTF-8.le	CUOHL329	01208
Kk_KZ.UTF-8.le	CUOHL329	01208
kn_IN.UTF-8.le	CUOHL32A	01208
Kn_IN.UTF-8.le	CUOHL32A	01208
ko_KR.IBM-eucKR.le	CUOHL32B	
Ko_KR.IBM-eucKR.le	CUOHL32B	
Ko_KR.IBM-1364.le	CUOHL25B	
Ko_KR.IBM-933.le	CUOHL25C	
Ko_KR.le	CUOHL25C	00933
ko_KR.UTF-8.le	CUOHL32C	
Ko_KR.UTF-8.le	CUOHL32C	
Lt_LT.IBM-1112.le	CUOHL25D	
Lt_LT.IBM-1156.le	CUOHL25F	
Lt_LT.IBM-1156@euro.le	CUOHL25E	
Lt_LT.IBM-1156@preeuro.le	CUOHL25F	
Lt_LT.le	CUOHL25D	01112
lt_LT.UTF-8.le	CUOHL32D	
Lt_LT.UTF-8.le	CUOHL32D	
lt_LT.UTF-8@euro.le	CUOHL32E	
Lt_LT.UTF-8@euro.le	CUOHL32E	
lt_LT.UTF-8@preeuro.le	CUOHL32D	
Lt_LT.UTF-8@preeuro.le	CUOHL32D	
Lv_LV.IBM-1112.le	CUOHL260	

Locale name	Member	Default CCSID (if defined)
Lv_LV.IBM-1156.le	CUOHL262	
Lv_LV.IBM-1156@euro.le	UOHL261	
Lv_LV.IBM-1156@preeuro.le	CUOHL262	
lv_LV.IBM-901.le	CUOHL32F	
Lv_LV.IBM-901.le	CUOHL32F	
lv_LV.IBM-921.le	CUOHL330	
Lv_LV.IBM-921.le	CUOHL330	
lv_LV.UTF-8.le	CUOHL331	
Lv_LV.UTF-8.le	CUOHL331	
lv_LV.UTF-8@euro.le	CUOHL332	
Lv_LV.UTF-8@euro.le	CUOHL332	
lv_LV.UTF-8@preeuro.le	CUOHL331	
Lv_LV.UTF-8@preeuro.le	CUOHL331	
Mk_MK.IBM-1025.le	CUOHL263	
Mk_MK.IBM-1154.le	CUOHL264	
Mk_MK.le	CUOHL263	01025
mr_IN.UTF-8.le	CUOHL333	01208
Mr_IN.UTF-8.le	CUOHL333	01208
Ms_MY.IBM-1047.le	CUOHL265	
ms_MY.ISO8859-1.le	CUOHL334	
Ms_MY.ISO8859-1.le	CUOHL334	
mt_MT.UTF-8.le	CUOHL336	01208
Mt_MT.UTF-8.le	CUOHL336	01208
mt_MT.UTF-8@euro.le	CUOHL336	01208
Mt_MT.UTF-8@euro.le	CUOHL336	01208
mt_MT.UTF-8@preeuro.le	CUOHL335	01208
Mt_MT.UTF-8@preeuro.le	CUOHL335	01208
nb_NO.UTF-8.le	CUOHL337	01208
Nb_NO.UTF-8.le	CUOHL337	01208
Nl_BE.IBM-1047.le	CUOHL266	
Nl_BE.IBM-1148.le	CUOHL267	
Nl_BE.IBM-1148@euro.le	CUOHL267	
Nl_BE.IBM-1148@preeuro.le	CUOHL268	
Nl_BE.IBM-500.le	CUOHL266	
Nl_BE.IBM-924.le	CUOHL269	
Nl_BE.IBM-924@euro.le	CUOHL269	
Nl_BE.IBM-924@preeuro.le	CUOHL26A	
Nl_BE.le	CUOHL266	01047
nl_BE.UTF-8.le	CUOHL338	
Nl_BE.UTF-8.le	CUOHL338	
nl_BE.UTF-8@euro.le	CUOHL338	

Locales for dynamic locale service

Locale name	Member	Default CCSID (if defined)
Nl_BE.UTF-8@euro.le	CUOHL338	
nl_BE.UTF-8@preeuro.le	CUOHL339	
Nl_BE.UTF-8@preeuro.le	CUOHL339	
Nl_NL.IBM-037.le	CUOHL26B	
Nl_NL.IBM-1047.le	CUOHL26B	
Nl_NL.IBM-1140.le	CUOHL26C	
Nl_NL.IBM-1140@euro.le	CUOHL26C	
Nl_NL.IBM-1140@preeuro.le	CUOHL26D	
Nl_NL.IBM-924.le	CUOHL26E	
Nl_NL.IBM-924@euro.le	CUOHL26E	
Nl_NL.IBM-924@preeuro.le	CUOHL26F	
nl_NL.ISO8859-1.le	CUOHL33A	
Nl_NL.ISO8859-1.le	CUOHL33A	
Nl_NL.le	CUOHL26B	01047
nl_NL.UTF-8.le	CUOHL33B	
Nl_NL.UTF-8.le	CUOHL33B	
nl_NL.UTF-8@euro.le	CUOHL33B	
Nl_NL.UTF-8@euro.le	CUOHL33B	
nl_NL.UTF-8@preeuro.le	CUOHL33C	
Nl_NL.UTF-8@preeuro.le	CUOHL33C	
nn_NO.UTF-8.le	CUOHL33D	01208
Nn_NO.UTF-8.le	CUOHL33D	01208
No_NO.IBM-1047.le	CUOHL270	
No_NO.IBM-1142.le	CUOHL271	
No_NO.IBM-1142@euro.le	CUOHL272	
No_NO.IBM-277.le	CUOHL270	
no_NO.ISO8859-1.le	CUOHL33E	
No_NO.ISO8859-1.le	CUOHL33E	
No_NO.le	CUOHL270	01047
no_NO.UTF-8.le	CUOHL33F	
No_NO.UTF-8.le	CUOHL33F	
pa_IN.UTF-8.le	CUOHL340	01208
Pa_IN.UTF-8.le	CUOHL340	01208
Pl_PL.IBM-1153.le	CUOHL274	
Pl_PL.IBM-1153@euro.le	CUOHL273	
Pl_PL.IBM-1153@preeuro.le	CUOHL274	
Pl_PL.IBM-1165.le	CUOHL276	
Pl_PL.IBM-1165@euro.le	CUOHL275	
Pl_PL.IBM-1165@preeuro.le	CUOHL276	
Pl_PL.IBM-870.le	CUOHL277	
pl_PL.ISO8859-2.le	CUOHL341	

Locale name	Member	Default CCSID (if defined)
Pl_PL.ISO8859-2.le	CUOHL341	
Pl_PL.le	CUOHL277	00870
pl_PL.UTF-8.le	CUOHL342	
Pl_PL.UTF-8.le	CUOHL342	
pl_PL.UTF-8@euro.le	CUOHL343	
Pl_PL.UTF-8@euro.le	CUOHL343	
pl_PL.UTF-8@preeuro.le	CUOHL342	
Pl_PL.UTF-8@preeuro.le	CUOHL342	
POSIX.le	CUOHL278	
Pt_BR.IBM-037.le	CUOHL279	
Pt_BR.IBM-1047.le	CUOHL279	
Pt_BR.IBM-1140.le	CUOHL27A	
Pt_BR.IBM-1140@euro.le	CUOHL27B	
pt_BR.ISO8859-1.le	CUOHL344	
Pt_BR.ISO8859-1.le	CUOHL344	
Pt_BR.le	CUOHL279	01047
pt_BR.UTF-8.le	CUOHL345	
Pt_BR.UTF-8.le	CUOHL345	
Pt_PT.IBM-037.le	CUOHL27C	
Pt_PT.IBM-1047.le	CUOHL27C	
Pt_PT.IBM-1140.le	CUOHL27D	
Pt_PT.IBM-1140@euro.le	CUOHL27D	
Pt_PT.IBM-1140@preeuro.le	CUOHL27E	
Pt_PT.IBM-924.le	CUOHL27F	
Pt_PT.IBM-924@euro.le	CUOHL27F	
Pt_PT.IBM-924@preeuro.le	CUOHL280	
pt_PT.ISO8859-1.le	CUOHL346	
Pt_PT.ISO8859-1.le	CUOHL346	
Pt_PT.le	CUOHL27C	01047
pt_PT.UTF-8.le	CUOHL347	
Pt_PT.UTF-8.le	CUOHL347	
pt_PT.UTF-8@euro.le	CUOHL347	
Pt_PT.UTF-8@euro.le	CUOHL347	
pt_PT.UTF-8@preeuro.le	CUOHL348	
Pt_PT.UTF-8@preeuro.le	CUOHL348	
Ro_RO.IBM-1153.le	CUOHL281	
Ro_RO.IBM-1153@euro.le	CUOHL282	
Ro_RO.IBM-1153@preeuro.le	CUOHL281	
Ro_RO.IBM-1165.le	CUOHL283	
Ro_RO.IBM-1165@euro.le	CUOHL284	
Ro_RO.IBM-1165@preeuro.le	CUOHL283	

Locales for dynamic locale service

Locale name	Member	Default CCSID (if defined)
Ro_RO.IBM-870.le	CUOHL285	
ro_RO.ISO8859-2.le	CUOHL349	
Ro_RO.ISO8859-2.le	CUOHL349	
Ro_RO.le	CUOHL285	00870
ro_RO.UTF-8.le	CUOHL34A	
Ro_RO.UTF-8.le	CUOHL34A	
ro_RO.UTF-8@euro.le	CUOHL34B	
Ro_RO.UTF-8@euro.le	CUOHL34B	
ro_RO.UTF-8@preeuro.le	CUOHL34A	
Ro_RO.UTF-8@preeuro.le	CUOHL34A	
Ru_RU.IBM-1025.le	CUOHL286	
Ru_RU.IBM-1154.le	CUOHL287	
ru_RU.ISO8859-5.le	CUOHL34C	
Ru_RU.ISO8859-5.le	CUOHL34C	
Ru_RU.le	CUOHL286	01025
ru_RU.UTF-8.le	CUOHL34D	
Ru_RU.UTF-8.le	CUOHL34D	
SAA.le	CUOHL288	
sh_CS.UTF-8.le	CUOHL34E	01208
Sh_CS.UTF-8.le	CUOHL34E	01208
Sh_SP.IBM-1153.le	CUOHL289	
Sh_SP.IBM-1165.le	CUOHL28A	
Sh_SP.IBM-870.le	CUOHL28B	
Sh_SP.le	CUOHL28B	00870
Sk_SK.IBM-1153.le	CUOHL28C	
Sk_SK.IBM-1153@euro.le	CUOHL28C	
Sk_SK.IBM-1153@preeuro.le	CUOHL28D	
Sk_SK.IBM-1165.le	CUOHL28E	
Sk_SK.IBM-1165@euro.le	CUOHL28E	
Sk_SK.IBM-1165@preeuro.le	CUOHL28F	
Sk_SK.IBM-870.le	CUOHL290	
sk_SK.ISO8859-2.le	CUOHL34F	
Sk_SK.ISO8859-2.le	CUOHL34F	
Sk_SK.le	CUOHL290	00870
sk_SK.UTF-8.le	CUOHL351	
Sk_SK.UTF-8.le	CUOHL351	
sk_SK.UTF-8@euro.le	CUOHL351	
Sk_SK.UTF-8@euro.le	CUOHL351	
sk_SK.UTF-8@preeuro.le	CUOHL350	
Sk_SK.UTF-8@preeuro.le	CUOHL350	
Sl_SI.IBM-1153.le	CUOHL291	

Locale name	Member	Default CCSID (if defined)
Sl_SI.IBM-1153@euro.le	CUOHL291	
Sl_SI.IBM-1153@preeuro.le	CUOHL292	
Sl_SI.IBM-1165.le	CUOHL293	
Sl_SI.IBM-1165@euro.le	CUOHL293	
Sl_SI.IBM-1165@preeuro.le	CUOHL294	
Sl_SI.IBM-870.le	CUOHL295	
sl_SI.ISO8859-2.le	CUOHL352	
Sl_SI.ISO8859-2.le	CUOHL352	
Sl_SI.le	CUOHL295	00870
sl_SI.UTF-8.le	CUOHL353	
Sl_SI.UTF-8.le	CUOHL353	
sl_SI.UTF-8@euro.le	CUOHL354	
Sl_SI.UTF-8@euro.le	CUOHL354	
sl_SI.UTF-8@preeuro.le	CUOHL353	
Sl_SI.UTF-8@preeuro.le	CUOHL353	
Sq_AL.IBM-1047.le	CUOHL296	
Sq_AL.IBM-1148.le	CUOHL297	
Sq_AL.IBM-1148@euro.le	CUOHL298	
Sq_AL.IBM-500.le	CUOHL296	
Sq_AL.le	CUOHL296	01047
sq_AL.UTF-8.le	CUOHL355	
Sq_AL.UTF-8.le	CUOHL355	
sr_CS.UTF-8.le	CUOHL356	01208
Sr_CS.UTF-8.le	CUOHL356	01208
sr_RS.UTF-8.le	CUOHL357	01208
Sr_RS.UTF-8.le	CUOHL357	01208
Sr_SP.IBM-1025.le	CUOHL299	
Sr_SP.IBM-1154.le	CUOHL29A	
Sr_SP.le	CUOHL299	01025
Sv_SE.IBM-1047.le	CUOHL29B	
Sv_SE.IBM-1143.le	CUOHL29D	
Sv_SE.IBM-1143@euro.le	CUOHL29C	
Sv_SE.IBM-1143@preeuro.le	CUOHL29D	
Sv_SE.IBM-278.le	CUOHL29B	
Sv_SE.IBM-924.le	CUOHL29F	
Sv_SE.IBM-924@euro.le	CUOHL29E	
Sv_SE.IBM-924@preeuro.le	CUOHL29F	
sv_SE.ISO8859-1.le	CUOHL358	
Sv_SE.ISO8859-1.le	CUOHL358	
Sv_SE.le	CUOHL29B	01047
sv_SE.UTF-8.le	CUOHL359	

Locales for dynamic locale service

Locale name	Member	Default CCSID (if defined)
Sv_SE.UTF-8.le	CUOHL359	
sv_SE.UTF-8@euro.le	CUOHL35A	
Sv_SE.UTF-8@euro.le	CUOHL35A	
sv_SE.UTF-8@preeuro.le	CUOHL359	
Sv_SE.UTF-8@preeuro.le	CUOHL359	
sw_KE.UTF-8.le	CUOHL35B	01208
Sw_KE.UTF-8.le	CUOHL35B	01208
sw_TZ.UTF-8.le	CUOHL35C	01208
Sw_TZ.UTF-8.le	CUOHL35C	01208
ta_IN.UTF-8.le	CUOHL35D	01208
Ta_IN.UTF-8.le	CUOHL35D	01208
te_IN.UTF-8.le	CUOHL35E	01208
Te_IN.UTF-8.le	CUOHL35E	01208
Th_TH.IBM-1160.le	CUOHL2A0	
th_TH.IBM-838.le	CUOHL371	
th_TH.le	CUOHL371	00838
th_TH.TIS-620.le	CUOHL35F	
Th_TH.TIS-620.le	CUOHL35F	
th_TH.UTF-8.le	CUOHL360	
Th_TH.UTF-8.le	CUOHL360	
Tr_TR.IBM-1026.le	CUOHL2B0	
Tr_TR.IBM-1155.le	CUOHL2A1	
tr_TR.ISO8859-9.le	CUOHL361	
Tr_TR.ISO8859-9.le	CUOHL361	
tr_TR.UTF-8.le	CUOHL362	
Tr_TR.UTF-8.le	CUOHL362	
Tr_TRO.IBM-1023.le	CUOHL2A2	
Tr_TRO.IBM-1155.le	CUOHL2A3	
tr_TRO.ISO8859-9.le	CUOHL364	
Tr_TRO.ISO8859-9.le	CUOHL364	
tr_TRO.UTF-8.le	CUOHL363	
Tr_TRO.UTF-8.le	CUOHL363	
Uk_UA.IBM-1123.le	CUOHL2A4	
uk_UA.IBM-1124.le	CUOHL365	
Uk_UA.IBM-1124.le	CUOHL365	
Uk_UA.IBM-1158.le	CUOHL2A5	
vi_VN.UTF-8.le	CUOHL366	01208
Vi_VN.UTF-8.le	CUOHL366	01208
zh_CN.IBM-eucCN.le	CUOHL367	
Zh_CN.IBM-eucCN.le	CUOHL367	
Zh_CN.IBM-1388.le	CUOHL2A6	

Locale name	Member	Default CCSID (if defined)
Zh_CN.IBM-935.le	CUOHL2A7	
Zh_CN.le	CUOHL2A7	00935
zh_CN.UTF-8.le	CUOHL368	
Zh_CN.UTF-8.le	CUOHL368	
zh_HK.UTF-8.le	CUOHL36B	01208
Zh_HK.UTF-8.le	CUOHL36B	01208
Zh_HKS.IBM-1388.le	CUOHL2A9	
Zh_HKS.IBM-935.le	CUOHL2A8	
zh_HKS.UTF-8.le	CUOHL369	01208
Zh_HKS.UTF-8.le	CUOHL369	01208
zh_HKT.UTF-8.le	CUOHL36A	01208
Zh_HKT.UTF-8.le	CUOHL36A	01208
zh_SG.UTF-8.le	CUOHL36D	01208
Zh_SG.UTF-8.le	CUOHL36D	01208
Zh_SGS.IBM-1388.le	CUOHL2AB	
Zh_SGS.IBM-935.le	CUOHL2AA	
zh_SGS.UTF-8.le	CUOHL36C	01208
Zh_SGS.UTF-8.le	CUOHL36C	01208
zh_TW.BIG5.le	CUOHL36E	
Zh_TW.BIG5.le	CUOHL36E	
Zh_TW.IBM-1371.le	CUOHL2AD	
Zh_TW.IBM-937.le	CUOHL2AC	
Zh_TW.le	CUOHL2AC	00937
zh_TW.UTF-8.le	CUOHL36F	
Zh_TW.UTF-8.le	CUOHL36F	
zu_ZA.UTF-8.le	CUOHL370	01208
Zu_ZA.UTF-8.le	CUOHL370	01208

Note: The default character mappings listed in Table 69 on page 517 correspond to the current default character mappings provided by the C/C++ Run-time Library when a setlocale() call is made without specifying a character mapping.

Appendix G. System control offsets

An alternative to loading or link-editing the service stub is to include the system control offset to the callable service in the code. The following sample code can be used to replace the CALL statement in the samples provided.

Examples for 31-bit callers

The following example assumes that register one (R1) is set up with the address of the parameter area.

```
L     R15,16          CVT - common vector table
L     R15,544(R15)    CSRTABLE
L     R15,60(R15)     CSR slot
L     R15,offset(R15) Address of the service
BALR  R14,15          Branch and link
```

List of offsets for 31-bit services

The following table shows the offsets for 31 bit services.

Table 70. Offsets for 31-bit callers.

Interface description	Decimal offset
Character conversion	172
Case conversion	180
Normalization	212
Collation	228
String Preparation	152
Bidi (See note)	136

Note: IBM does not intend to enhance the bidi transformation service. Instead, it is recommended that you use the character conversion 'extended bidi support' for all new development and for the highest level of bidi support.

Examples for 64-bit callers

The following example assumes that register one (R1) is set up with the address of the parameter area.

```
LLGT  R15,16          CVT - common vector table
L     R15,544(R15)    CSRTABLE
L     R15,60(R15)     CSR slot
L     R15,offset(R15) Address of the service
BASR  R14,15          Branch
```

List of offsets for 64-bit services

The following table shows the offsets for 64-bit services.

Table 71. Offsets for 64-bit callers.

Interface description	Decimal offset
Character conversion	200
Case conversion	192

Table 71. Offsets for 64-bit callers. (continued)

Interface description	Decimal offset
Normalization	216
Collation	232
String Preparation	156
Bidi (See note)	140

Note: IBM does not intend to enhance the bidi transformation service. Instead, it is recommended that you use the character conversion 'extended bidi support' for all new development and for the highest level of bidi support.

Appendix H. Unicode return and reason codes

This topic includes z/OS support for Unicode return and reason codes.

Return code meanings

Table 72. Classification of return codes

Hexadecimal Return Code	Name	Meaning
0	CUN_RC_OK	No error, successfully completed.
4	CUN_RC_WARN	Warning, see reason code for more information.
8	CUN_RC_USER_ERR	User error, action required. See reason code for more information.
0C	CUN_RC_ENV_ERR	Error caused by the environment, the request cannot be processed. See reason code for more information.
10	CUN_RC_SYS_ERR	System error, inconsistent state. See reason code for more information.

The following table identifies the hexadecimal return and reason codes and the name associated with each reason code.

Table 73. Return and reason codes from z/OS Unicode Services

Hexadecimal Return Code	Hexadecimal Reason Code	Name of reason code Meaning and Action	Component
0	0	**Name**: CUN_RS_OK **Meaning**: The operation was successful. **Action**: None.	All
4	1	**Name**: CUN_RS_TRG_EXH **Meaning**: The target buffer was exhausted before all characters in the source buffer were converted. **Action**: Call the service again with either a target buffer large enough to hold the complete result of the conversion or keep the result of the conversion just performed and repeat calling the service with the part of the source buffer that was not converted and concatenate the results of the various conversions.	Conversion
4	2	**Name**: CUN_RS_INV_HANDLE_NOSET **Meaning**: Conversion is terminated. The handle is invalid because a SET UNI command has changed the environment. **Action**: Clear the handle and make sure that the FROM-CCSID and TO-CCSID are specified in the parameter area. Then call the service again.	Conversion

Table 73. Return and reason codes from z/OS Unicode Services (continued)

Hexadecimal Return Code	Hexadecimal Reason Code	Name of reason code Meaning and Action	Component
4	3	**Name**: CUN_RS_INV_HANDLE_SET **Meaning**: Conversion is terminated. The handle is invalid because a SET UNI command is in process and will change the conversion environment. **Action**: Clear the handle and make sure that the FROM-CCSID and TO-CCSID are specified in the parameter area. Consider waiting until the SET UNI command completes before calling the service again. Otherwise the same error condition is returned.	Conversion
4	4	**Name**: CUN_RS_NO_HANDLE **Meaning**: Conversion is terminated. No handle can be obtained because a SET UNI command is in process and will change the conversion environment. **Action**: Clear the handle and make sure that the FROM-CCSID and TO-CCSID are specified in the parameter area. Consider waiting until the SET UNI command completes before calling the service again. Otherwise the same error condition is returned.	Conversion
4	6	**Name**: CUN_RS_SUB_ACT_TERM **Meaning**: A character was found in the source buffer which cannot be converted into a TO-CCSID character and the CUNBNPRM_Sub_Action flag specifies terminate with error. **Action**: 1. Check whether the input string is correct and whether the correct conversion tables are used. 2. Turn on the Sub_Action flag to replace the invalid character with the target substitution character and call the conversion service again.	Conversion
4	7	**Name**: CUN_RS_MBC_INCOMPLETE **Meaning**: An incomplete character was found in the source buffer. This error happens when not all bytes of a multi-byte character are found in the source buffer. For example, the incomplete character can be found at the end of the source buffer if only the first byte of a double-byte character fits into the buffer. **Action**: Check whether the input string is correct. Make sure that the missing bytes are in the source string.	Conversion
4	8	**Name**: CUN_RS_CONTINUATION **Meaning**: For character casing, the character condition of being FINAL or NON_FINAL in a word could not be determined, as the character was the last character in the source buffer but not the last character in the caller's source data. The character in question is not cased. **Action**: Next call to casing service needs to start with the uncased character of this call as the first source character.	Case

Table 73. Return and reason codes from z/OS Unicode Services (continued)

Hexadecimal Return Code	Hexadecimal Reason Code	Name of reason code Meaning and Action	Component
4	9	**Name**: CUN_RS_STAGE2_FAIL **Meaning**: An indirect character conversion, which first converts from the source CCSID into UCS-2 characters in a workarea and then in a second stage from the workarea to the target buffer, experienced an error during stage 2 conversion. As there is no correlation of the failing stage 2 character to a certain stage 1 character, we reset the source and target pointers and length values to the original caller's values. The workarea pointer and length values are updated to point to the character which failed conversion. **Action**: Check whether the input string and the parameter settings used are reasonable.	Conversion
4	0A	**Name**: CUN_RS_WRK_EXH **Meaning**: The work buffer was exhausted before all characters in the target buffer could be processed. **Action**: Call the service again with the new parameter value in the work buffer, where the work buffer size must be at least the same size as the target buffer.	Normalization
4	0B	**Name**: CUN_RS_SOURCE_LEN_ZERO **Meaning**: For collation, one or both of the source input parameters or both (CUNBOPRM_Src1_Buf_Len or CUNBOPRM_Src2_Buf_Len) has length zero. This is a completely valid operation when a comparison is needed. When a sort key needs to be generated, users will not be notified about zero lengths. **Action**: Avoid the call to collation if one of the source input parameters has length zero (if CUNBOPRM_SKey_Opt=OFF). Performance will be improved. Results will be the same.	Collation
4	0C	**Name**: CUN_RS_MAL_CHAR_ACT_TERM **Meaning**: A character was found in the source buffer which is not a valid source character and could not be converted. CUNBCPRM_Mal_Action specifies “terminate with error”. **Action**: Check whether the input string is correct and the correct conversion tables were used. An incomplete character may be causing a range check to fail.	Conversion
4	0D	**Name**: CUN_RS_INVALID_COLL_DATA_VER **Meaning**: The specified Collation version is already loaded into the Unicode DataSpace. **Action**: Check whether the specified collation version is correct and recall the service.	Collation
4	0E	**Name**: CUN_RS_INVALID_ALTERNATE_VALUE **Meaning**: Invalid alternate value. When Collation API version is set to CUNBOPRM_Ver2 or CUN4BOPR_Ver2 (31 and 64 bit respectively) there are only two valid values. If the invalid value is entered, this RS is set and the default value is set. **Action**: Call the service again with a valid alternate value: • ALTERNATE_NON_IGNORABLE • ALTERNATE_SHIFTED	Collation

Table 73. Return and reason codes from z/OS Unicode Services (continued)

<table>
<tr><th>Hexadecimal Return Code</th><th>Hexadecimal Reason Code</th><th>Name of reason code Meaning and Action</th><th>Component</th></tr>
<tr><td>4</td><td>0F</td><td>Name: CUN_RS_INVALID_NORMALIZATION_VALUE

Meaning: Invalid normalization value. When Collation API version is set to CUNBOPRM_Ver2 or CUN4BOPR_Ver2 (31 and 64 bit respectively), there are only two valid values. If invalid value is entered, this RS is set and default is value is set.

Action: Call the service again with a valid normalization value:
• NORMALIZATION_OFF
• NORMALIZATION_ON</td><td>Collation</td></tr>
<tr><td>4</td><td>10</td><td>Name: CUN_RS_LOCALES_AND_UCR_ARE_EXCLUSIVE

Meaning: CUNBOPRM_Locale/CUN4BOPR_Locale (31-bit and 64-bit respectively) and CUNBOPRM_Collation_Rules_File/ CUN4BOPR_Collation_Rules_File (31-bit and 64-bit respectively) are mutually exclusive. If this were the case then this RS is set and Locale info has the highest priority over User Collation Rules sets.

Action: Call the service again with CUNBOPRM_Locales/ CUN4BPRM_Locales (31-bit and 64-bit respectively) information or CUNBOPRM_Collation_Rules_File/ CUN4BOPR_Collation_Rules_File Collation (31-bit and 64-bit respectively) rules information but not both.</td><td>Collation</td></tr>
<tr><td>8</td><td>1</td><td>Name: CUN_RS_PARM_VER

Meaning: Wrong version of the parameter area used.

Action: Use the correct parameter area version constant provided in the following interface definition file.<pre>
z/OS Unicode service   31-bit   64-bit
Character conversion   CUNBCIDF   CUN4BCID
Case Conversion   CUNBAIDF   CUN4BAID
Normalization   CUNBNIDF   CUN4BNID
Collation   CUNBOIDF   CUN4BOID
BIDI   CUNBBIDF   CUN4BBID
StringPrep   CUNBPIDF   CUN4BPID
Conversion information service   CUNBIIDF   CUN4BIID
</pre>When the service is called successfully, CUNBIPRM_Return_Code = 0 and CUNBIPRM_Reason_Code = 0.</td><td>Conversion</td></tr>
<tr><td>8</td><td>2</td><td>Name: CUN_RS_WRK_BUF_SMALL

Meaning: The work buffer is not large enough to hold at least one character of the maximum width of characters as used with the work buffer in indirect conversions.

Action: Call the service again using a work buffer of larger size.</td><td>Conversion, Normalization, Collation, StringPrep</td></tr>
</table>

Table 73. Return and reason codes from z/OS Unicode Services (continued)

Hexadecimal Return Code	Hexadecimal Reason Code	Name of reason code Meaning and Action	Component
8	3	**Name**: CUN_RS_CCSID_NOT_SUPP **Meaning**: The specified conversion is not supported in the current conversion image. **Action**: Verify that the FROM-CCSID, TO-CCSID, and technique-search-order parameters on the call to the conversion services specify a conversion that has been included in the currently active conversion image. The DISPLAY UNI command can be used by the system operator to display the available conversions. Have your system administrator update the conversion image to include the specified conversion or change the parameter specification as appropriate.	All
8	4	**Name**: CUN_RS_CASE_NOT_SUPP **Meaning**: It can be one of the following meanings: • An unsupported case conversion type was specified.**Action**: Call the service with the conversion type parameter set to a supported conversion type. • An invalid loacle name was specified in CUNBAPRM_Locale or CUN4BAPR_Locale (31 and 64-bit respectively).**Action** : Call the service with a valid locale name (See "Locales supported for case service" on page 513).	Case
8	5	**Name**: CUN_RS_SUBCODEPAGE **Meaning**: The subcodepage number supplied by the caller in the input parameter list is invalid. It is not in the range of numbers valid for the specified conversion. **Action**: Call the service again with a subcodepage number in the valid range. A value of binary zero will let the conversion start with the default codepage for this conversion.	Conversion
8	6	**Name**: CUN_RS_TRG_BUF_SMALL **Meaning**: The target buffer is not large enough to hold at least one character of the maximum width of characters as given by the TO-CCSID. For CASE, Normalization, StrigPrep, and BIDI Unicode Services, target buffer is not large enough to hold at least one UTF-16 BE character. For Collation Service, target buffer is not large enough to hold at least one UTF-16 BE as intermediate normalized string or target buffer is not large enough to hold at least one sort-key value. **Action**: Call the service again using a target buffer of adequate length.	All

Table 73. Return and reason codes from z/OS Unicode Services (continued)

Hexadecimal Return Code	Hexadecimal Reason Code	Name of reason code Meaning and Action	Component
8	7	**Name**: CUN_RS_DDA_BUF_SMALL It can be either of the following reasons: • **Meaning**: The caller supplied a DDA buffer that is not large enough for the storage required by the conversion services. **Action**: Call the service again using the required DDA_Buf_Len as described by the following constant: – For 31-bit callers: - CUNBCPRM_DDA_Req for character conversion (in interface definition file CUNBCIDF) - CUNBAPRM_DDA_Req for case conversion (in interface definition file CUNBAIDF) - CUNBNPRM_DDA_Req for normalization (in interface definition file CUNBNIDF) - CUNBOPRM_DDA_Req for collation (in interface definition file CUNBOIDF) - CUNBIPRM_DDA_Req for information service (in interface definition file CUNBIIDF) - CUNBCPRM_DDA_REQ2 for character conversion if CUNBCPRM_Version is set to CUNBCPRM_VER2 (in interface definition file CUNBCIDF). – For 64-bit callers: - CUN4BCPR_DDA_Req for character conversion (in interface definition file CUN4BCID) - CUN4BAPR_DDA_Req for case conversion (in interface definition file CUN4BAID) - CUN4BNPR_DDA_Req for normalization (in interface definition file CUN4BNID) - CUN4BOPR_DDA_Req for collation (in interface definition file CUN4BOID) - CUN4BIPR_DDA_Req for information service (in interface definition file CUN4BIID) - CUN4BCPR_DDA_REQ2 for character conversion if CUN4BCPR_Version is set to CUN4BCPR_VER2 (in interface definition file CUN4BCID). • **Meaning**: Technique "B" (BIDI) was specified and the DDA value in CUNBCPRM_DDA_Buf_Len (31 bit) or CUN4BCPR_DDA_Buf_Len (64 bit) does not meet the technique "B" DDA requirements. **Action**: Call the service using CUNBCPRM_DDA_Req2 (31 bit) or CUN4BCPR_DDA_Req2 (64 bit) provided in the interface definition file CUNBCIDF (31 bit) or CUN4BCID (64-bit).	Conversion, Case, Normalization, Collation, Information Service

Table 73. Return and reason codes from z/OS Unicode Services (continued)

Hexadecimal Return Code	Hexadecimal Reason Code	Name of reason code Meaning and Action	Component
8	8	**Name**: CUN_RS_DDA_MIN_SMALL **Meaning**: The caller supplied a DDA buffer that is not large enough for the storage needed for the initial call to CUNMCNV, CUN4MNCV, CUNMNORM, CUN4MNOR, CUNMOCOL, or CUN4MCOL. **Action**: You can take one of the following actions: • For CUNMCNV and CUN4MNCV, call the service again using the required DDA_BUF_LEN returned in the handle field HUCCE_DDA_BUF_LEN. • For Normalization (CUNMNORM and CUN4MNOR - 31 and 64-bit respectively) and Collation (CUNMOCOL and CUN4MCOL - 31 and 64-bit respectively) Services, use the following constants provided in the interface definition files: – 31-bit callers: - CUNBNPRM_DDA_Req for character conversion (in interface definition file CUNBNIDF) - CUNBOPRM_DDA_Req for case conversion (in interface definition file CUNBOIDF) – 64-bit callers: - CUN4BNPR_DDA_Req for character conversion (in interface definition file CUN4BNID) - CUN4BOPR_DDA_Req for case conversion (in interface definition file CUN4BOID)	Conversion, Normalization, Collation
8	9	**Name**: CUN_RS_INV_NORM_TYPE **Meaning**: An unsupported normalization type was specified in normalization parameter area (CUNBOPRM). **Action**: Call the service again using a valid normalization type: CUNBNPRM_D=1, CUNBNPRM_C=2, CUNBNPRM_KD=3, CUNBNPRM_KC=4.	Normalization
8	0A	**Name**: CUN_RS_INV_COLL_LEVEL **Meaning**: An unsupported collation level was specified. **Action**: Use a valid collation level in IDF_CUNBOIDF.	Collation
8	0B	**Name**: CUN_RS_NO_SERV_AVAILABLE **Meaning**: An unavailable service was called in the active image. **Action**: Use SET command to load an image with the service available.	Case, Normalization, Collation
8	0C	**Name**: CUN_RS_WRK_EXHAUSTED **Meaning**: The work buffer was exhausted before all the Unicode characters (source buffers) were represented in collation elements (weights – work buffers). **Action**: Call the service again with new parameter value in the work buffer.	Collation

Table 73. Return and reason codes from z/OS Unicode Services (continued)

Hexadecimal Return Code	Hexadecimal Reason Code	Name of reason code Meaning and Action	Component
8	0D	**Name**: CUN_RS_TARG_EXHAUSTED **Meaning**: The target buffer was exhausted before all collation elements (work buffers) were represented in a sort key (target buffers). **Action**: Call the service again with new parameter value n in the target buffer.	Collation
8	0E	**Name**: CUN_RS_REAL_EXHAUSTED **Meaning**: There is not enough real storage to dynamically store the tables in the image during the conversion request. **Action**: Increase the Realstorage value using: • REALSTORAGE keyword from the CUNUNI parmlib member • REALSTORAGE keyword from the SETUNI console command and call the service again. The target buffer was exhausted before all collation elements (work buffers) were represented in a sort key (target buffers).	All
8	10	**Name**: CUN_RS_PROFILE_NOT_FOUND **Meaning**: The specified profile was not found on the default or the user specified data set. **Action**: Verify that the profile parameter on the call to the conversion services exists on the data set or is loaded. The system operator can use the DISPLAY UNI command to display the available profiles.	Stringprep
8	11	**Name**: CUN_RS_UNASSIGNED_CODE_POINT **Meaning**: A character was found in the source buffer which is in the unassigned range. CUNBPPRM_UNASSIGNER = 1 specifies "terminate with error". **Action**: Check whether the input string is correct.	Stringprep
8	12	**Name**: CUN_RS_STRINGPREP_FAILED_AT **Meaning**: Stringprep service failed while running one of the steps on the profile. **Action**: Call the service again.	Stringprep
8	14	**Name**: CUN_RS_SRC_BUFF_LEN_ZERO **Meaning**: Source buffer length is 0. **Action**: Call the service again with new parameter value in the source buffer length.	Stringprep
8	15	**Name**: CUN_RS_SRC_BUFF_PTR_NULL **Meaning**: Source buffer pointer is NULL. **Action**: Call the service again with a valid source buffer pointer.	Stringprep

Table 73. Return and reason codes from z/OS Unicode Services (continued)

Hexadecimal Return Code	Hexadecimal Reason Code	Name of reason code Meaning and Action	Component
8	16	**Name**: CUN_RS_TRG_BUFF_PTR_NULL **Meaning**: Target buffer pointer is NULL. **Action**: Call the service again with a valid target buffer pointer.	Stringprep
8	17	**Name**: CUN_RS_INVALID_NORM_DATA_VER **Meaning**: Invalid Normalization data Version was introduced when trying to use the Normalization services. **Action**: Call the service again with a valid normalization data version (31/64-bit respectively): • CUNBNPRM_NONE/CUN4BNPR_NONE • CUNBNPRM_UNI301/CUN4BNPR_UNI301 • CUNBNPRM_UNI320/CUN4BNPR_UNI320 • CUNBNPRM_UNI401/CUN4BNPR_UNI401 • CUNBNPRM_UNI410/CUN4BNPR_UNI410 • CUNBNPRM_UNI600/CUN4BNPR_UNI600	Normalization
8	18	**Name**: CUN_RS_INVALID_COLLATION_KEYWORD_VALUES **Meaning**: Invalid collation keyword values were introduced in CUN4BOPR_Collation_Keyword or CUNBOPRM_Collation_Keyword (31/64-bit respectively) collation parameter area field. **Action**: Specify a valid keyword value and call the service again. For further information, see CUN4BOPR_Collation_Keyword or CUNBOPRM_Collation_Keyword (31/64-bit respectively) in the collation parameter description topic.	Collation
8	19	**Name**: CUN_RS_INVALID_UCA_VERSION **Meaning**: Invalid Unicode collation version (or incompatible UCA version to the collation version) on fields: CUN4BOPR_UCA_Ver or CUNBOPRM_UCA_Ver (31/64-bit respectively) **Action**: Call the service again with a valid or compatible UCA version to the collation version (31/64-bit respectively): • CUNBOPRM_UCAempty/CUN4BOPR_UCAempty • CUNBOPRM_UCA301/CUN4BOPR_UCA301 • CUNBOPRM_UCA400R1/CUN4BOPR_UCA400R1 • CUNBOPRM_UCA410/CUN4BOPR_UCA410 • CUNBOPRM_UCA600/CUN4BOPR_UCA600	Collation
8	1A	**Name**: CUN_RS_INVALID_CASEFIST_VALUE **Meaning**: Invalid case first value. **Action**: Call the service again with a valid case first value: • CASEFIRST_OFF • CASEFIRST_UPPER • CASEFIRST_LOWER	Collation

Table 73. Return and reason codes from z/OS Unicode Services (continued)

Hexadecimal Return Code	Hexadecimal Reason Code	Name of reason code Meaning and Action	Component
8	1B	**Name**: CUN_RS_INVALID_LOCALE_INPUT **Meaning**: Invalid locale input. **Action**: See Appendix E, "Locales for collation and case support," on page 499 for valid locales support.	Collation
8	1C	**Name**: CUN_RS_TARG_BUFF_LEN_ZERO **Meaning**: Target buffer length is 0. **Action**: Call the service again with new parameter value in the target buffer length.	Stringprep
8	1D	**Name**: CUN_RS_WRK_BUFF_LEN_ZERO **Meaning**: Work buffer length is 0. **Action**: Call the service again with new parameter value in the work buffer length.	Stringprep
8	1E	**Name**: CUN_RS_WRK_BUFF_PTR_NULL **Meaning**: Work buffer pointer is NULL. **Action**: Call the service again with a valid work buffer pointer.	Stringprep
8	1F	**Name**: CUN_RS_OVERLAYING_COLLATION_KEYWORD **Meaning**: Collation keyword values are overlaid (same collation keywords appear more than once at CUNBOPRM_COLLATION_KEYWORD/ CUN4BOPR_COLLATION_KEYWORD (31-bit and 64-bit respectively). **Action**: Remove collation keywords that appear more than once.	Collation
8	20	**Name**: CUN_RS_INVALID_UNI_VERSION **Meaning**: An unsupported Unicode version was specified for CASE conversion service. **Action**: Specify one of the following: • CUNBAPRM_UNI300 / CUN4BAPR_UNI300 • CUNBAPRM_UNI301 / CUN4BAPR_UNI301 • CUNBAPRM_UNI320 / CUN4BAPR_UNI320 • CUNBAPRM_UNI401 / CUN4BAPR_UNI401 • CUNBAPRM_UNI410 / CUN4BAPR_UNI410 • CUNBAPRM_UNI500 / CUN4BAPR_UNI500 • CUNBAPRM_UNI600 / CUN4BAPR_UNI600	Conversion
8	21	**Name**: CUN_RS_BIDI_CANNOT_SHAPE **Meaning**: Transformation stopped due to an input code element that cannot be shaped. **Action**: Call the service again with different input.	Conversion
8	22	**Name**: CUN_RS_BIDI_INCOMPLETE_COMPOSITE **Meaning**: Transformation stopped due to an incomplete composite sequence at the end of the source buffer. **Action**: Call the service again with different input.	Conversion

Table 73. Return and reason codes from z/OS Unicode Services (continued)

Hexadecimal Return Code	Hexadecimal Reason Code	Name of reason code Meaning and Action	Component
8	23	**Name**: CUN_RS_BIDI_RANGE_ERROR **Meaning**: More than 15 embedding levels are present, or the source buffer contains unbalanced directional layout information (push/pop), or an incomplete composite sequence has been detected in the beginning of the source buffer. **Action**: Call the service again with different input.	Conversion
8	24	**Name**: CUN_RS_BIDI_PARM_CONFLICT **Meaning**: The parameter values are set to a meaningless combination. **Action**: Call the service again with different input.	Conversion
8	25	**Name**: CUN_RS_INVALID_BIDI_KEYWORD_VALUES **Meaning**: Invalid keyword values were introduced. **Action**: Call the service again with a valid keyword value.	Conversion
8	26	**Name**: CUN_RS_LOC_NOT_SUPPORTED **Meaning**: The locale name specified in the locale parameter is not supported. **Action**: Call the service again with a valid locale name.	Dynamic locale service
8	27	**Name**: CUN_RS_LOC_CCSID_NOT_SUPPORTED **Meaning**: The CCSID specified for the Targ_CCSID parameter is not supported. **Action**: Call the service again with a valid CCSID.	Dynamic locale service
8	28	**Name**: CUN_RS_LOC_BUILD_ERROR **Meaning**: An error was encountered while building the target locale. **Action**: Call the service again with different input.	Dynamic locale service
8	29	**Name**: CUN_RS_LOC_ENV_ERROR **Meaning**: An I/O error was encountered while building the target locale. **Action**: Check your file system environment and call the service again.	Dynamic locale service
8	2A	**Name**: CUN_RS_LOC_DATA_FMT_NOT_SUPPORTED **Meaning**: The dynamic locale service does not support more than two byte codes when the CUNBLPRM_Flags1 Data_fmt bit is set to 1. **Action**: Call the service again with a valid CCSID.	Dynamic locale service
0C	1	**Name**: CUN_RS_NO_UNI_ENV **Meaning**: The conversion environment is not set up. **Action**: IPL is necessary to initialize the conversion environment.	All
0C	2	**Name**: CUN_RS_NO_CONVERSION **Meaning**: The conversion services are not available. **Action**: IPL is necessary to load the conversion services.	Conversion

Table 73. Return and reason codes from z/OS Unicode Services (continued)

Hexadecimal Return Code	Hexadecimal Reason Code	Name of reason code Meaning and Action	Component
0C	3	**Name**: CUN_RS_DYN_ACTION_FAILED **Meaning**: The dynamic action failed because either: • There is no primary storage available, or • Unicode can not release storage needed for dynamic loading of tables, or • There were abnormal operations on the dynamic **Action**: Contact your system operator to load conversion services via SET UNI command. If problems persist, refer to message CUN4026I for more details.	Infrastructure
0C	4	**Name**: CUN_RS_NO_MEM **Meaning**: Unable to allocate memory. **Action**: IPL is necessary to recover.	Conversion
10	1	**Name**: CUN_RS_INCONSISTENT_UCCB **Meaning**: The UCCB is in an inconsistent state. **Action**: IPL is necessary to recover.	Infrastructure
10	2	**Name**: CUN_RS_INCONSISTENT_UCCE **Meaning**: The UCCE is in an inconsistent state. **Action**: IPL is necessary to recover.	Infrastructure
10	3	**Name**: CUN_RS_INV_CONVERSION **Meaning**: The contents of UCCE_CONVERSION are invalid. **Action**: IPL is necessary to recover.	Conversion
10	4	**Name**: CUN_RS_INCONSISTENT_UCAE **Meaning**: The UCAE is in an inconsistent state. **Action**: IPL is necessary to recover.	Infrastructure
10	5	**Name**: CUN_RS_INCONSISTENT_TABLES **Meaning**: The tables used for case conversion have inconsistent content. **Action**: Run the image generator to create a new image with the appropriate case tables and issue the SET UNI command to activate it.	Conversion
10	6	**Name**: CUN_RS_INCONSISTENT_UCNE **Meaning**: The UCAE is in an inconsistent state. **Action**: IPL is necessary to recover.	Infrastructure
10	7	**Name**: CUN_RS_INCONSISTENT_UCOE **Meaning**: The UCOE is in an inconsistent state. **Action**: IPL is necessary to recover.	Infrastructure

Table 73. Return and reason codes from z/OS Unicode Services (continued)

Hexadecimal Return Code	Hexadecimal Reason Code	Name of reason code Meaning and Action	Component
10	1C	**Name**: CUN_RS_WA_NOT_ALIGNED **Meaning**: An internal work area for the TRxx simulation code is not aligned on a double word boundary. **Action**: This is an internal error. Call the IBM Support Center. IPL is necessary to recover.	Conversion
10	20	**Name**: CUN_RS_TABLE_NOT_ALIGNED **Meaning**: The conversion table is not aligned on a page boundary. **Action**: This is an internal error. Call the IBM Support Center. IPL is necessary to recover.	Conversion

Image generator for z/OS support for Unicode – return codes

Return Code	Meaning	Action
0	Successful completion	The image has been created without problem. Check the listing for what has been generated.
4	Warnings issued	A duplicate statement has been ignored. Check the listing for the following messages: • CUN1027W • CUN1029W
8	User error	The input (JCL or control statements) is incorrect. Check the listing for the following messages: • CUN1003E • CUN1018E • CUN1019E • CUN1020E • CUN1021E • CUN1022E • CUN1023E • CUN1024E • CUN1025E • CUN1004E • CUN1006E • CUN1007E • CUN1008E • CUN1009E • CUN1010E • CUN1011E • CUN1012E • CUN1026E
0C	Environment error	An error occurred during the handling of a file or the work storage. Check the listing for the following messages: • CUN1013E

Image generator for z/OS support for Unicode™ – return codes

Return Code	Meaning	Action
20	Error recovery has occurred	The error recovery routine of the file I/O module detected an ABEND situation. Check the job log and the system console for additional z/OS error messages.

Appendix I. Accessibility

Accessible publications for this product are offered through the z/OS Information Center, which is available at www.ibm.com/systems/z/os/zos/bkserv/.

If you experience difficulty with the accessibility of any z/OS information, please send a detailed message to mhvrcfs@us.ibm.com or to the following mailing address:

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Attention: MHVRCFS Reader Comments
Department H6MA, Building 707
2455 South Road
Poughkeepsie, NY 12601-5400
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Accessibility features

Accessibility features help a user who has a physical disability, such as restricted mobility or limited vision, to use software products successfully. The major accessibility features in z/OS enable users to:

- Use assistive technologies such as screen readers and screen magnifier software
- Operate specific or equivalent features using only the keyboard
- Customize display attributes such as color, contrast, and font size.

Using assistive technologies

Assistive technology products, such as screen readers, function with the user interfaces found in z/OS. Consult the assistive technology documentation for specific information when using such products to access z/OS interfaces.

Keyboard navigation of the user interface

Users can access z/OS user interfaces using TSO/E or ISPF. Refer to *z/OS TSO/E Primer*, *z/OS TSO/E User's Guide*, and *z/OS ISPF User's Guide Vol I* for information about accessing TSO/E and ISPF interfaces. These guides describe how to use TSO/E and ISPF, including the use of keyboard shortcuts or function keys (PF keys). Each guide includes the default settings for the PF keys and explains how to modify their functions.

Dotted decimal syntax diagrams

Syntax diagrams are provided in dotted decimal format for users accessing the z/OS Information Center using a screen reader. In dotted decimal format, each syntax element is written on a separate line. If two or more syntax elements are always present together (or always absent together), they can appear on the same line, because they can be considered as a single compound syntax element.

Each line starts with a dotted decimal number; for example, 3 or 3.1 or 3.1.1. To hear these numbers correctly, make sure that your screen reader is set to read out punctuation. All the syntax elements that have the same dotted decimal number (for example, all the syntax elements that have the number 3.1) are mutually exclusive alternatives. If you hear the lines 3.1 USERID and 3.1 SYSTEMID, you know that your syntax can include either USERID or SYSTEMID, but not both.

The dotted decimal numbering level denotes the level of nesting. For example, if a syntax element with dotted decimal number 3 is followed by a series of syntax elements with dotted decimal number 3.1, all the syntax elements numbered 3.1 are subordinate to the syntax element numbered 3.

Certain words and symbols are used next to the dotted decimal numbers to add information about the syntax elements. Occasionally, these words and symbols might occur at the beginning of the element itself. For ease of identification, if the word or symbol is a part of the syntax element, it is preceded by the backslash (\) character. The * symbol can be used next to a dotted decimal number to indicate that the syntax element repeats. For example, syntax element *FILE with dotted decimal number 3 is given the format 3 * FILE. Format 3* FILE indicates that syntax element FILE repeats. Format 3* * FILE indicates that syntax element * FILE repeats.

Characters such as commas, which are used to separate a string of syntax elements, are shown in the syntax just before the items they separate. These characters can appear on the same line as each item, or on a separate line with the same dotted decimal number as the relevant items. The line can also show another symbol giving information about the syntax elements. For example, the lines 5.1*, 5.1 LASTRUN, and 5.1 DELETE mean that if you use more than one of the LASTRUN and DELETE syntax elements, the elements must be separated by a comma. If no separator is given, assume that you use a blank to separate each syntax element.

If a syntax element is preceded by the % symbol, this indicates a reference that is defined elsewhere. The string following the % symbol is the name of a syntax fragment rather than a literal. For example, the line 2.1 %OP1 means that you should refer to separate syntax fragment OP1.

The following words and symbols are used next to the dotted decimal numbers:

- ? means an optional syntax element. A dotted decimal number followed by the ? symbol indicates that all the syntax elements with a corresponding dotted decimal number, and any subordinate syntax elements, are optional. If there is only one syntax element with a dotted decimal number, the ? symbol is displayed on the same line as the syntax element, (for example 5? NOTIFY). If there is more than one syntax element with a dotted decimal number, the ? symbol is displayed on a line by itself, followed by the syntax elements that are optional. For example, if you hear the lines 5 ?, 5 NOTIFY, and 5 UPDATE, you know that syntax elements NOTIFY and UPDATE are optional; that is, you can choose one or none of them. The ? symbol is equivalent to a bypass line in a railroad diagram.
- ! means a default syntax element. A dotted decimal number followed by the ! symbol and a syntax element indicates that the syntax element is the default option for all syntax elements that share the same dotted decimal number. Only one of the syntax elements that share the same dotted decimal number can specify a ! symbol. For example, if you hear the lines 2? FILE, 2.1! (KEEP), and 2.1 (DELETE), you know that (KEEP) is the default option for the FILE keyword. In this example, if you include the FILE keyword but do not specify an option, default option KEEP will be applied. A default option also applies to the next higher dotted decimal number. In this example, if the FILE keyword is omitted, default FILE(KEEP) is used. However, if you hear the lines 2? FILE, 2.1, 2.1.1!

(KEEP), and 2.1.1 (DELETE), the default option KEEP only applies to the next higher dotted decimal number, 2.1 (which does not have an associated keyword), and does not apply to 2? FILE. Nothing is used if the keyword FILE is omitted.

- * means a syntax element that can be repeated 0 or more times. A dotted decimal number followed by the * symbol indicates that this syntax element can be used zero or more times; that is, it is optional and can be repeated. For example, if you hear the line 5.1* data area, you know that you can include one data area, more than one data area, or no data area. If you hear the lines 3*, 3 HOST, and 3 STATE, you know that you can include HOST, STATE, both together, or nothing.

  Note:

  1. If a dotted decimal number has an asterisk (*) next to it and there is only one item with that dotted decimal number, you can repeat that same item more than once.
  2. If a dotted decimal number has an asterisk next to it and several items have that dotted decimal number, you can use more than one item from the list, but you cannot use the items more than once each. In the previous example, you could write HOST STATE, but you could not write HOST HOST.
  3. The * symbol is equivalent to a loop-back line in a railroad syntax diagram.
- + means a syntax element that must be included one or more times. A dotted decimal number followed by the + symbol indicates that this syntax element must be included one or more times; that is, it must be included at least once and can be repeated. For example, if you hear the line 6.1+ data area, you must include at least one data area. If you hear the lines 2+, 2 HOST, and 2 STATE, you know that you must include HOST, STATE, or both. Similar to the * symbol, the + symbol can only repeat a particular item if it is the only item with that dotted decimal number. The + symbol, like the * symbol, is equivalent to a loop-back line in a railroad syntax diagram.

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This glossary defines technical terms and abbreviations used in *z/OS Unicode Services User's Guide and Reference*. If you do not find the term you are looking for, refer to the Index of this document or go to *IBM Glossary of Computing Terms* at

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ACRI **additional coding-related information**: A CDRA term referring to the additional information that is required to complete the definition associated with using particular encoding schemes. This information is in addition to the encoding scheme identifier, character set identifiers and code page identifiers that are associated with the case particular encoding scheme. An example for ACRI is the range of valid first bytes of double-byte code points in mixed single-byte and double-byte code.

ANSI **American National Standards Institute**: The organization originally founded in 1918 to handle the problem of manufacturing interchangeable parts. Today ANSI does not develop standards but coordinates and accredits standards development in the United States of America.

ASCII **American National Standard Code for Information Interchange**: The standard code, using a coded set consisting of 7-bit coded characters (8 bits including parity check), used for information interchange between data processing systems, data communication systems, and associated equipment. The ASCII set consists of control characters and graphic characters.

bidi Bidirectional and character shaping service.

big endian
Big endian is a format for the storage of binary data in which the most significant byte is placed first. Big endian is used by most hardware architectures including the z/Architecture. Also see the *little endian* entry in this glossary>.

binary comparison
Referenced in most cases as "collation". Compares two strings according to pre-set collation rules.

case conversion
Conversion of a lower case character to upper case and vice versa.

CCSID
coded character set identifier: A 16-bit number identifying a specific set of encoding scheme identifier, character set identifier(s), code page identifier(s), and additional coding related information, that uniquely identifies the coded graphic character representation used.

CDRA
character data representation architecture: An IBM architecture that defines a set of identifiers, resources, services, and conventions to achieve a consistent representation, processing, and interchange of graphic character data in mixed environments.

character
A member of a set of elements used for organization, control, or representation of

data. A character can be a graphic character or a control character.

character conversion
Conversion between specified CCSIDs. The process of converting a set of characters from one CCSID to another CCSID.

character set
A defined set of characters. No coded representation is assumed.

code A system of bit patterns to which a specific graphic or a control meaning has been assigned.

code page
A specification of code points from a defined encoding scheme for each graphic character in a set or in a collection of graphic character sets. Within a code page, a code point can have only one specific meaning. See also code point and encoding scheme.

code page conversion
The process of converting a set of characters from one CCSID to another CCSID. The term 'code page conversion' is not used in this documentation; instead the term 'character conversion' is used.

code point
A unique bit pattern defined in a code. Depending on the code, a code point can be 7-bit, 8-bit, 16-bit, or other. Code points are assigned to a graphic character in a code page.

code set
See *coded character set*.

coded character
A control or graphic character with its assigned code point.

coded character set
A set of unambiguous rules that establish a character set and the one-to-one relationships between the characters of the set and their coded representations. (ISO/IEC)

collation level
Levels of cultural comparison that are taken into consideration when forming a sort key or performing a binary comparison of Unicode strings. See Chapter 6, "Collation," on page 121 for more information.

collation rules
Rules which set the properties for Unicode strings. See Chapter 6, "Collation," on page 121 for more information.

composite conversion
Converting an MBCS CCSID is performed by decomposing it into its individual CCSIDs and then converting the MBCS character stream by using the appropriate CCSIDs. This process is called 'composite conversion' (mixed CCSIDs are involved). Also see the *simple conversion* entry in this glossary.

control character

1. (ISO/IEC 6429) A control function, the coded representation of which consists of a single bit combination.
2. A character whose occurrence in a particular context initiates, modifies, or stops a control function.

control function
(ISO/IEC 6429) An element of a character set that affects the recording, processing, transmission, or interpretation of data, and that has a coded representation of one or more bit combinations.

conversion image
The conversion services can only be used when conversion tables and control blocks are loaded into storage. Conversion tables and control blocks together are called 'conversion image' or simply 'image'. The conversion image is created by the image generator which runs as a batch job.

conversion environment
When the conversion image is loaded into a common storage data space, the conversion environment is activated and the conversion services are ready to be used by callers.

conversion services
This document describes the conversion services that are offered by z/OS support for Unicode. Also see *character conversion* and *case conversion*.

CPGID
code page global identifier: A number between 00001 and 65534 that is assigned to identify a code page. It may be expressed as a five-digit decimal number,

a four-digit hexadecimal number, or a double-byte binary number.

DBCS **double-byte (coded) character set**: A coded character set in which each character is represented by a double-byte code point. Some character sets, such as Kanji, are too rich in symbols to be able to represent all the characters using single-byte codes. A double-byte code character set is used to represent the symbols that make up such large character sets.

designator sequence
A sequence used by some ISO2022-based encodings for indicating the character sets to use when shifting characters are used. (Also see: *Lunde, Ken: Understanding CJKV Information Processing. Chinese, Japanese, Korean & Vietnamese Computing. 1999. ISBN: 1-56592-224-7, O'REILLY ASSOCIATES*)

direct conversion
When the conversion is performed in one step, it is called a direct conversion.

EBCDIC
IBM Extended Binary Coded Decimal Interchange Code: A coded character set consisting of 8-bit coded characters.

empty conversion environment
A conversion environment with no tables available for any service.

empty image
The image created as the result of an empty conversion environment.

encoding scheme
A set of specific definitions that describe the philosophy used to represent character data. The number of bits, the number of bytes, the allowable ranges of bytes, maximum number of characters, and meanings assigned to some generic and specific bit patterns, are some examples of specifications to be found in such a definition.

encoding scheme identifier
A 16-bit number assigned to uniquely identify a particular encoding scheme specification. See also encoding scheme.

endian
See the *big endian* and *little endian* entries in this glossary.

enforced subset
Tables that map only the matching characters between the source CCSID and the target CCSID. All other characters are replaced with a unique substitution character that indicates a substitution has occurred. Enforced subset tables should be used when the target datastream will be viewed or processed.

EUC Extended Unix Code: an MBCS encoding that consists of up to four subcode pages.

FROM-CCSID
The CCSID you are converting from.

GB18030
Chinese standard that specifies an extended Codepage and a mapping table for conversion to and from Unicode DBCS. GB18030 is formed with 1,2 and 4 byte character sets. 1 and 2 byte parts are similar to UTF and are compatible with GBK encodings.

graphic character
(ISO 646-1983)
1. A character other than a control function that has a visual representation normally handwritten, printed, or displayed.
2. A character that can be displayed or printed.
3. A graphic symbol such as a numeric, alphabetic, or special character, or ideogram.

graphic character set
A defined set of graphic characters treated as an entity. No coded representation is assumed.

High-surrogate
A Unicode code value in the range U+D800 through U+DBFF.

IDF interface definition file

image generator for z/OS support for Unicode
This is a batch job supplied by z/OS support for Unicode for creating a conversion image. The job sometimes is referred to as 'image generator'.

indirect conversion
When the conversion is performed using an intermediate CCSID, it is called an indirect conversion.

infrastructure
The infrastructure supplies all parts necessary to customize and establish the conversion services. It includes conversion tables and the commands SET UNI, SETUNI, and DISPLAY UNI.

intermediate CCSID
An indirect conversion uses an intermediate CCSID (CCSID-1200) to complete the conversion.

little endian
Little endian is a format for storage of binary data in which the least significant byte is placed first. Little endian is used by the Intel hardware architectures. Also see the *big endian* entry in this glossary.

LTR Left-to-right character orientation.

Low-surrogate
A Unicode code value in the range U+DC00 through U+DFFF.

lowercase
Pertaining to the small alphabetic characters, whether accented or not, as distinguished from the capital alphabetic characters. The concept of case also applies to alphabets such as Cyrillic and Greek, but not to Arabic, Hebrew, Thai, Japanese, Chinese, Korean, and many other scripts. Examples of lowercase letters are a, b, and c. Lowercase stands in contrast to uppercase.

MBCS **multi-byte character set**: A set of characters in which each character is represented by 1 or more bytes.

mixed code page
It is a codepage specially defined to refer to a combination of SBCS and DBCS coded character sets (MBCS) that may be used in data streams or files. For example, CCSID 5035 is a mixed code page for Japanese that consists of Latin characters in CCSID 1027 and Kanji characters in CCSID 4396.

malformed character
Characters whose structure or range is not valid on the source code page, and therefore can not be converted. An example is an incomplete byte-string, thus misrepresenting a character and categorizing it as malformed.

normalization
The process of removing alternate representations of equivalent sequences from textual data to convert the data into a form which can be binary-compared for equivalence. In the Unicode Standard, normalization refers specifically to processing to ensure that canonically equivalent (and/or compatibility equivalent) strings have unique representations. For more information, refer to the Unicode Standard Annex #15, "Unicode Normalization Forms", and Chapter 5, “Normalization,” on page 107.

normalization form
One of the four Unicode normalization forms defined in the Unicode Standard Annex #15, "Unicode Normalization Forms". See Chapter 5, “Normalization,” on page 107 for more information.

normalization form C (NFC)
The normalization form that results from the canonical decomposition of a Unicode string, followed by the replacement of all decomposed sequences by primary composites where possible. See to Chapter 5, “Normalization,” on page 107 for more information.

normalization form D (NFD)
The normalization form that results from the canonical decomposition of a Unicode string. See Chapter 5, “Normalization,” on page 107 for more information.

normalization form KC (NFKC)
The normalization form that results from the compatibility decomposition of a Unicode string, followed by the replacement of all decomposed sequences by primary composites where possible.

See Chapter 5, “Normalization,” on page 107 for more information.

normalization form KD (NFKD)
The normalization form that results from the compatibility decomposition of a Unicode string. See Chapter 5, “Normalization,” on page 107 for more information.

PC **personal computer**: In the context of this document, it is the name for an extension of the ISO 646 (ANSI version) 7-bit code structure to an 8-bit structure.

QBCS **quadruple-byte character set**: A set of characters in which each character is represented by four bytes.

Round trip
Encoding that occurs when every code point in the source CCSID maps to a unique code point in the target CCSID. Using round trip tables ensure the capability of reversing the conversion and recovering the complete original source data-stream

Note: If the conversion is to Unicode and the source code point is undefined by the source standard, round trip cannot be used. Because of this, the code point becomes a substitution code and does not round trip.

RTL Right-to-left character orientation.

SBCS **single-byte character set**: A set of characters in which each character is represented by one byte.

script A collection of graphic symbols used for writing. A script is not related to either a language nor a country. Members of the same linguistic family can use different scripts. For example, the Latin script is used by most western European languages, while the Arabic script is used in Arabic countries as well as in Iran for Farsi and in Pakistan for Urdu.

simple code page
A codepage with a pure single-byte or pure double-byte encoding (SBCS, DBCS, and UCS-2).

simple conversion
A simple conversion is a conversion where no mixed CCSID is involved. Also see the *composite conversion* entry in this glossary.

sort key
A collation of weights determined by the collation level and collation rules. Also called sort key vector. See “Sort key vector format” on page 179 for more information.

sub code page
A code page is called sub code page when it is mentioned in the context of the code page that make up a mixed codepage.

surrogate pair
A coded character representation for a single abstract character that consists of a sequence of two Unicode values, where the first value of the pair is a high-surrogate and the second is a low-surrogate.

TBCS **triple-byte character set**: A set of characters in which each character is represented by three bytes.

technique
There may be multiple conversion tables available for converting one CCSID to another. The difference between conversion tables are the different techniques (for example, 'Round Trip'(R) or 'Enforced Subset'(E).

TO-CCSID
The CCSID you are converting to.

UCAE **Unicode case conversion control entry**: Each UCAE contains control information for one kind of case conversion.

UCCB Unicode conversion control block.

UCCE **Unicode character conversion control entry**: Each UCCE contains control information for one kind of character conversion.

UCS Abbreviation for **universal character set**, which is specified by International Standard ISO/IEC 10646.

UCS-2 ISO/IEC 10646 encoding form: universal character set coded in 2 octets.

Unicode Standard
A universal character encoding standard that supports the interchange, processing, and display of text that is written in any of the languages of the modern world. It can also support many classical and historical texts and is continually being expanded. The Unicode Standard is compatible with ISO/IEC 10646.

uppercase
Pertaining to the capital alphabetic characters, whether accented or not, as distinguished from the small alphabetic characters. The concept of case also applies to alphabets such as Cyrillic and Greek, but not to Arabic, Hebrew, Thai, Japanese, Chinese, Korean, and many other scripts. Examples of capital letters are A, B, and C. Uppercase stands in contrast to lowercase.

UTF-8 **Unicode transformation format** or **UCS transformation format**: 8-bit encoding form. The UTF-8 is the Unicode transformation format that serializes a Unicode scalar value as a sequence of one to four bytes.

UTF-16
Unicode transformation format or **UCS transformation format**: 16-bit encoding form. The UTF-16 is the Unicode transformation format that serializes a Unicode value as a sequence of two bytes, in either big endian or little endian format.

UTF-32
Unicode transformation format or **UCS transformation format**: 32-bit encoding form. The UTF-32 is the Unicode transformation format that serializes a Unicode value as a sequence of four bytes, in either big endian or little endian format.

UTF-EBCDIC
EBCDIC-friendly Unicode or **UCS transformation format**: 8-bit encoding form.

Weight
A value that identifies each part of the collation level for each Unicode character. The values can be found at: http://www.unicode.org/unicode/reports/tr10/allkeys.txt

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