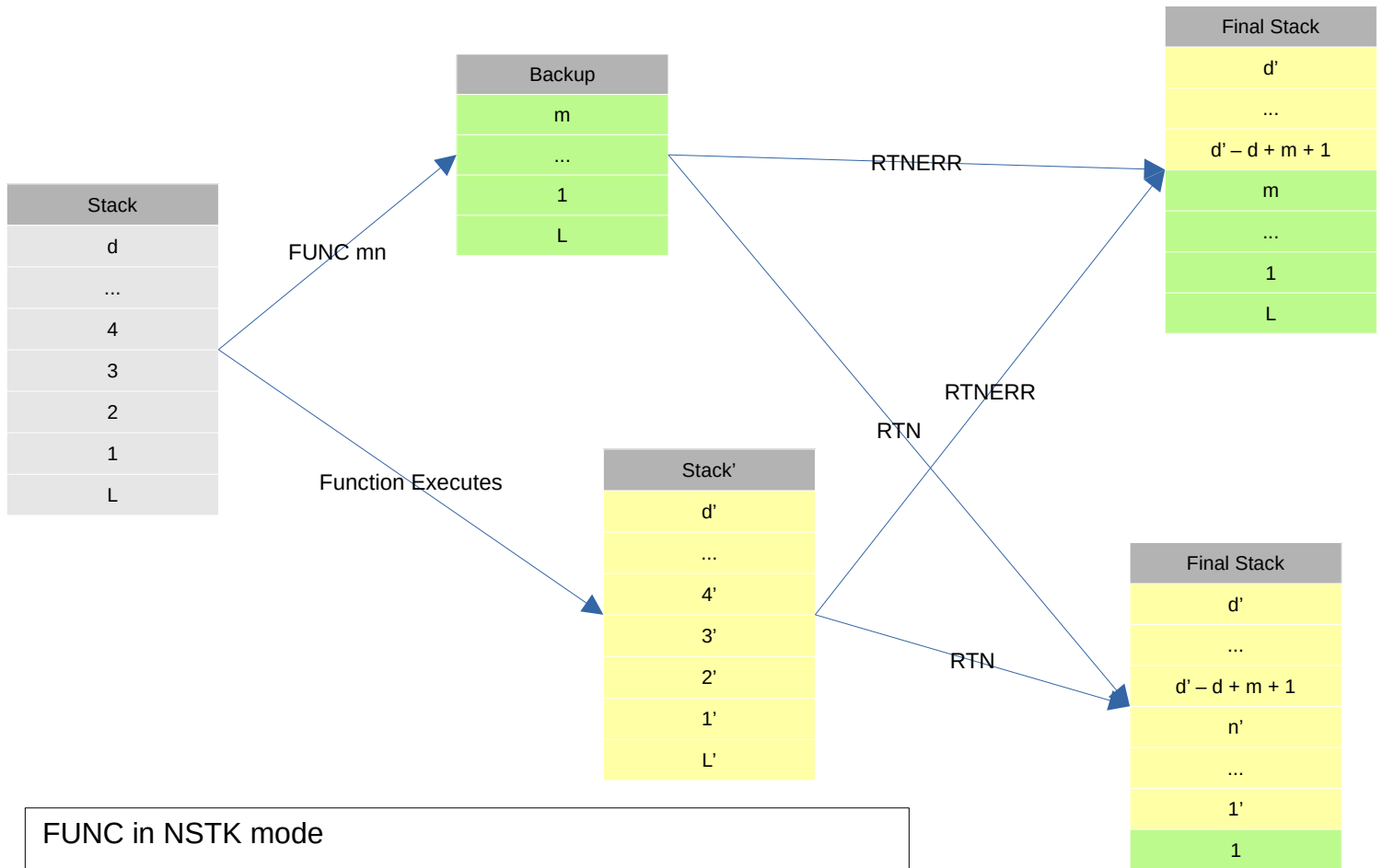


FUNC in 4STK mode

If the function returns with RTNERR, the entire stack and LASTx are restored from the backup. If the function returns with RTN, the lower n levels of the stack are left as the function left them; LASTx is populated with X from the backup; and the upper 4 - n levels are restored from levels m + 1 and higher from the backup. If m > n, the stack is filled up by duplicating T as many times as necessary; if m < n, the top n - m levels are lost off the top of the stack.



FUNC in NSTK mode

If the function returns with RTNERR, levels 1 through m and LASTx are restored from the backup. The top d - m levels are assumed to be unchanged from before the call and left as they are. Any extra levels below the top d - m are dropped. As long as the function doesn't modify any of the stack levels above m, this procedure will restore the stack exactly to its state before the call.

If the function returns with RTN, the lower n levels of the stack are left as the function left them; LASTx is populated with level 1 from the backup; and the upper d - m levels are assumed to be unchanged from before the call and left as they are. Any extra levels below the top d - m are dropped, so the final stack depth equals d - m + n.