I) new kind of parameter to an operation:

object or data return location

To be used to return objects or data from subprocess "calls to the side" implemented by pointers placed in call stack.

Replaces very expensive similar mechanism consisting of several subprocess calls per actual needed call.

i.e.,

call a very powerful small subprocess. It remembers return locations. It calls actual desired subprocess, desired subprocess, i.e., it will return objects in its C-list at specified places & low-level subprocess holds them. Then jump calls itself which processes return objects for original caller. Then returns to original caller.

\[ \begin{align*}
\text{3 ordinary calls} \\
\text{1 jumpcall} \\
\text{1 return}
\end{align*} \]
II) Block data parameter

a data address & count [a max count specified by operation]
causes a block of data to be transferred to called subprocess