we settled for return with parameters

tentative changes to ers system

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 ~~strikethrough~~ pointers placed in call stack.

replaces very expensive similar mechanism constructed by several
subprocess calls per actual needed call.
   i.e.

   call a ~~the~~ powerful small subprocess. It remembers return
   locations. It calls actual desired subprocess. desired
   subprocess ~~calls~~ it will return objects in its c-list at
   specified places & lowlevel subprocess holds them, Jump
   calls itself which places return objects for original
   caller. Then returns to original caller.
   ~~strikethrough~~ ⎰ 3 ordinary calls
                      ⎨ 1 Jump call
                      ⎱ 1 return

done

II) <u>block data parameter</u>

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