

VI.5.3D-SYSTEM-PUNCH PROGRAM FCST HCL TECHNIQUE PUNCH

Purpose

Technique PUNCH sets the unit number for punch output.
The integer value for this Technique is the unit number.
The only valid value is 7.
The Global default value is 7.
This Technique is Universal.

Form of Input

PUNCH(integer)

where integer is 7

Example

PUNCH(7)

Punch output will be written to unit 7.