DECUSECOUNT(FRAME)

frame->usecount--
 return

while(frame->flagword
 == SPOSITIVE(0))

frame->
usecount !=0

alink=frame->alink
blink=frame->blink
clink=frame->clink

size =frame->nextblock - frame

*(frame-2)=FSB_MARK
*(frame-1)=size +2

(frame-2)->
residual

*frame=FSB_MARK
*(frame+1)=size

*(blink->ivar)=FSB_MARK
*(blink->ivar +1)=
 blink->ivar-blink +2

blink->usecnt
==0

blink->usecnt--

decusecount(alink)

alink !=clink

frame= clink