

\SMASHLINK(CALLER,ALINK,CLINK)

; Smashes caller's ALINK and/or CLINK with ALINK and CLINK

caller == NIL caller=myakink()

oldalink=caller->alink
oldclink=caller->clink

alink !=NIL alink != clink
|| alink != oldclink incusecount(alink)
caller->alink=alink

; Don't increment twice if ALINK comes out same as CLINK

clink!=NIL alink ||
(clink != oldalink) incusecount(alink)
caller->clink = clink
decusecount(oldclink)

; If we're only setting the CLINK, and we're setting it to be the same as the ALINK, don't bump count

(oldalink != oldclink) && alink decusecount(oldalink) ; must be careful to increment any use counts before decrementing any

!alink alink=oldalink

!clink clink=oldclink

caller->slowp=NIL

(alink==clink) &&
(clink->usecount==0) &&
((blink=caller->blink)==caller-2) &&
(blink->ivar ==clink->nextblock) &&
(blink->usecnt==0) &&
(!clink->nopush) &&
(!clink->incall)

;; We have made CALLER fast again
: its alink and clink are same,
usecnt of blink and caller are normal,
bf is contiguous with CALLER and
CALLER's caller