

PP COMPASS

Instructor Guide

 CONTROL DATA  
CORPORATION

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# INTRODUCTION

PP COMPASS PRETEST

ALS COURSE 53

1. The name of the routine which handles unit record equipment is \_\_\_\_\_.
2. All jobs input to scope are placed \_\_\_\_\_ before actual execution.
3. SCOPE uses the Exchange Package to:
  - a. Store a job's time limit
  - b. Store a job's name
  - c. Exchange a job's execution sequence
  - d. Store a job's registers
4. What routine(s) are in general control of the SCOPE operating system disk input/output.
  - a. JANUS
  - b. INTERCOM
  - c. PFCCP
  - d. ISP
5. SCOPE system to user communication is provided:
  - a. In CMR
  - b. In labeled COMMON
  - c. On Disk
  - d. In RA+0 thru RA+77
6. SCOPE system routines are kept in one or more libraries.
  - a. True
  - b. False
7. The SCOPE system uses the FNT for:
  - a. Storing information about a job while it is in execution
  - b. Storing information about an executing job's files
  - c. An input queue
  - d. An output queue
  - e. All of the above
8. What are the Pseudo channels used for? \_\_\_\_\_
9. What is the EST in SCOPE? \_\_\_\_\_
10. SCOPE uses two software packages to control system operation. One is pp code and the other is cp code. What are their names? \_\_\_\_\_

PP COMPASS PRETEST

ALS COURSE 53

1. The name of the routine which handles unit record equipment is JANUS.
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  - a. Store a job's time limit
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  - a. JANUS
  - b. INTERCOM
  - c. PFCCP
  - d. LSP
5. SCOPE system to user communication is provided:
  - a. In CMR
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  - c. An input queue
  - d. An output queue
  - e. All of the above
8. What are the Pseudo channels used for? CMR Table interlocks
9. What is the EST in SCOPE? Equipment Status Table
10. SCOPE uses two software packages to control system operation. One is pp code and the other is cp code. What are their names? MTR CPMTR

## FOREWORD

This book is written to serve as a guide for a PP COMPASS {ALS Course No. 53}. This class should be of one week's duration with a maximum of sixteen students. This book contains many study questions which serve as learning stimuli. Included are copies of visuals which should be discussed during the class periods. Maximum benefits from this material is received when assigned problems are completed.

This course is intended for the student with an intensive background in computer systems but does begin with the basic concepts so as not to exclude a beginner.

## GENERAL DESCRIPTION

Course Title: SCOPE 3.4 PP COMPASS  
Course Number: 53  
Course Length: 5 Days  
Course Size: 16 Maximum

### DESCRIPTION:

This course is designed to prepare the student for writing code for the Peripheral Processors of Control Data's CYBER and 6000 product lines. This code is used in the SCOPE operating system. This is a lecture plus laboratory course on theory and technique of SCOPE system programming.

### PREREQUISITES:

To attend this course the student should have successfully completed the following courses:

SCOPE 3.4 Job Control	No. 22
Central Processor COMPASS	No. 32
SCOPE 3.4 Advanced Coding	No. 50
SCOPE 3.4 Analysis	No. 52

In lieu of attending these classes, a PP COMPASS Pre-test has been provided to evaluate if pre-requisite classes should be waived.

### COURSE OBJECTIVE:

The objective of this course is to prepare the student for writing PP programs which will interface with the SCOPE Operating System. To do this the student must demonstrate his ability to:

1. Understand the System Monitor
2. Understand the System PP resident routines
3. Use the System Symbols
4. Use the System MACROS
5. Understand External Input/Output

by performing satisfactorily on all exercises and examinations.

## RESOURCE DATA

### Instructional Materials

PP COMPASS Instructor/Student Guide  
System Programmers Reference, Pub. No. 60306500  
Instruction Description Reference Volume II, Pub. No. 60347300J

### Student Materials

PP COMPASS Student Guide  
System Programmers Reference, Pub. No. 60306500  
Instruction Description Reference, Pub. No. 60347300

### Computer Time

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Normal time requirements are one half hour of dedicated  
time each day for five days.

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## COURSE OBJECTIVES

Upon successful completion of this course the student should be capable of accomplishing the following:

1. Understand and be capable of explaining the main functions of the SCOPE System monitors MTR and CPMTR. He should know how to make requests and receive replies from either monitor.
2. Describe the software functions performed by the Resident Routines of the pool processors. Be capable of using the resident routines to perform often used software functions.
3. Describe the purpose of using the System Symbols in writing PP code. Should be able to list several advantages of following System Symbol Convention. Should know the source of the System Symbols and should be capable of changing System Symbols.
4. Take full advantage of system Macros to perform often used pre-described programming functions. Should be able to change an existing macro or be able to add macros to the system definitions.
5. Describe the sequence of steps taken by a PP in performing input/output operations to peripheral equipment such as tape drives, line printers, or other equipment.
6. Should be able to add, delete, or change any existing PP system program in the system.

HOUR	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5
1	INTRODUCTION	CODING CONVENTIONS	PP RESIDENT {cont'd}	EXTERNAL INPUT- OUTPUT	DEADSTART
2	LANGUAGE ELEMENTS				
3	SYSTEM OVERVIEW	MONITOR FUNCTIONS			
4	HARDWARE OVERVIEW		SYSTEM TABLES	LUNCH	LUNCH
5	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
6	INSTRUCTIONS	PP RESIDENT	MONITOR FUNCTIONS  {cont'd}	EXTERNAL I/O {cont'd}	RELOCATABLE OVERLAYS {cont'd}
7				{SAMPLE I/O PROGRAMS}	SAMPLE PP PROGRAMS
7	PROBLEM 1 LAB	PROBLEM 1 LAB	PROBLEM 2 LAB	PROBLEM 2 LAB	FINAL EXAM
					EXTRA LAB

## I. Introduction

- o Table of contents
- o Forward
- o General Description
- o Resource Data
- o Course Objectives
- o Course Chart
- o Course Outline
- o Learning Objectives

## II. LANGUAGE Elements

1 Hr.

- o The communications challenge
- o PP COMPASS Definition
- o PP COMPASS Simplicity
- o Coding Formats
- o Setting up a PP program

## III. System Overview

1/2 Hr.

- o Basic job flow
- o Control Point Concept
- o Exchange Package
- o Example PP Coding control cards
- o Example CP job for calling PP program

## IV. Hardware Overview

1 Hr.

- o General Overview
- o Barrel and slot
- o PP Registers
- o A register arithmetic
- o PP Memory
- o Hardware features

## V. Instructions

2 1/2 hrs.

- o Formats
- o Examples
- o Addressing Modes Summary
- o Addressing Modes Detail
- o Instruction categories
- o Load and Store
- o Add and subtract
- o Replace add
- o Logical
- o Shift
- o Jump
- o Instruction Problem Set 1
- o Instruction Problem Set 2
- o Instruction Problem Set 3
- o Instruction Set Answers {1-3}
- o Coding examples {1,2}
- o Central memory read & write
- o CRD
- o CRM
- o Instruction Problem Set 4

## VI. Coding Conventions

1 Hr.

- o System symbol definitions
- o Examples of code using system symbols
- o Symbols come from system texts
- o System texts
- o Prog. Name Conventions

VII. PP MACROS

1 Hr.

- o PENTRY
- o ENM
- o UJK
- o LDCA
- o CRI
- o BIT
- o LDK
- o ADK
- o SBK

VIII. System tables and pointers

1 Hr.

- o CMR Summary
- o CMR Table format description {prose}
- o CMR Pointer Area {Table} 1
- o CMR Pointer area {Table} 2
- o CMR Pointer area {Table} 3
- o CMR Pointer Area {Table} 4
- o Control Point Area {Table} 1
- o Control Point Area {Table} 2
- o Control Point Area Field definition
- o System Exchange package area {Tables}
- o PP Communications Areas {Description}
- o PP Communications Areas tables 1
- o PP Communications Areas tables 2
- o RA Communications areas

IX. PP Resident

4 1/2 Hrs.

- o Introduction
- o Structure
- o Transient secondary overlay

- o Functions
- o     {1} Communication MTR - PGM
- o     {2} Loads transient Programs
- o Resident Routines {Individual Descriptions}
- o Resident Routines {Flow Charts}
- o Resident Routines Actual Code
- o Study Questions {Needs work}

X. Monitor Functions

3 1/2 Hrs.

- o Monitor{s} defined
- o Two monitors {visual}
- o List of monitor functions
- o Detailed CPMTR functions
- o Detailed MTR functions
- o Monitor Request Processing {visual}

XI. External Input/Output

5 1/2 Hrs.

- o The channel hardware concepts
- o CYBER Data channel {V}
- o Two types of I/O devices {V}
- o Channel communication
  - Select
  - Connect
  - Function
  - Example
- o How data input works
- o How data output works
- o How status request works
- o Channel characteristics
- o Channel I/O instruction list
- o Modes of channel functions

- o Modes of function codes
- o Programming the PP using function codes
- o How to request a channel {1}
- o How to request a channel {2}
- o How to request a channel {3}
- o How to drop a channel
- o How to request alternate channels {1}
- o How to request alternate channels {2}
- o How to request alternate channels {3}
- o Input/Output software subsystems

XII. Deadstart

1 1/2 Hrs.

- o Master clear
- o Hardware boot
- o Software boot
- o Software boot flowcharts

XIII. Relocatable overlays

2 Hr.

- o Relocatable overlay concepts
- o Relocatable overlay Macro for addresses
- o Flow description of relocation code.
- o Alternate method of relocating addresses

XIV. Sample PP Programs

1 1/2 Hrs.

- o PP Prog Example code
- o CP Prog example code
- o Copy of card deck - PPTTEST
- o Test error processing - bad address
- o Auto recall error
- o PP call error
- o Hung in auto recall

- o Hang PP
- o Assembly error - MJN won't reach
- o Abort

XV. Lab Problems plus Final Exam

3 Hrs.



## LEARNING OBJECTIVES

### LANGUAGE ELEMENTS

- {1} To describe the communication challenge between man and computer showing the difficulty of task.
- {2} To preview the simplicity of PP Compass in meeting the communication challenge
- {3} Introduce PP Compass program structure.
- {4} Use the various language elements to define major parts of a program.

### SYSTEM OVERVIEW

- {1} To describe the basic job flow through the SCOPE system
- {2} To describe the "accounting" technique of control points
- {3} To give students initial knowledge of entering PP programs into system using control cards
- {4} To describe the process of calling a PP program from a CP program.

### HARDWARE OVERVIEW

- {1} To present an overview of the CYBER systems unique hardware.
- {2} To introduce the programmable hardware features of the PP.
- {3} To present the PP memory allocation concepts
- {4} To present the additional system hardware features.

### INSTRUCTIONS

- {1} To present detailed information about programming the PP.
- {2} To present central memory to PP Input Output instructions.
- {3} To present sufficient coding examples and exercises to aid student in learning details of PP coding.

### CODING CONVENTIONS

- {1} To present the SCOPE System Symbol coding conventions
- {2} To introduce freedom from hand coding by using symbols.
- {3} To introduce SCOPE System Texts.
- {4} To introduce SCOPE PP Programming naming conventions.

## LEARNING OBJECTIVES {cont.'d}

### PP MACROS

- {1} To present the MACRO as a time saving, error reducing programming aid.
- {2} To present pre-defined programming concepts using MACROS.
- {3} To introduce generalized coding techniques.
- {4} To prepare student to write simple PP Macros.

### SYSTEM TABLES AND POINTERS

- {1} To present the necessary source information for coding system PP Programs.
- {2} To present the normal methods of information exchange between user programs and system PP programs.
- {3} To define a technique where the information desired by the PP programmer can be located although it may not be specifically described.

### PP RESIDENT

- {1} To present the detailed functions of PP Resident in order that the PP programmer may take full advantage of its functions.
- {2} To present the interdependencies of the PP resident routines.
- {3} To introduce the PP programmer to actual system code - STL.

### MONITOR FUNCTIONS

- {1} To define the SCOPE 3.4 System Monitor{s}.
- {2} To define methods for users to make requests of MTR or CPMTR
- {3} To discuss specific MTR and CPMTR functions
- {4} To discuss MTR and CPMTR request processing techniques {details}

### EXTERNAL INPUT/OUTPUT

- {1} To present the external I/O hardware used by the CYBER computers.
- {2} To introduce the methods used by system I/O drivers in performing I/O.
- {3} To present enough details on external I/O to allow coding of a simple PP program which will input some data from a peripheral device.

## LEARNING OBJECTIVES {cont'd}

### DEADSTART

- {1} To present the sequence of events from the time the deadstart button is pushed.
- {2} To give an overview of the software routines in the deadstart package.
- {3} To present enough details of the deadstart matrix switch program to allow the system programmer to change tape channel selection for deadstarting.

### RELOCATABLE OVERLAY

- {1} To present the techniques and requirements for using relocating PP code.
- {2} To present enough details of PP program relocation for the student to be able to follow some system routines which use the relocation techniques.

### SAMPLE PP PROGRAMS

- {1} To illustrate by example the usual methods of program structure.
- {2} To illustrate by example the methods of PP programmer message transmission to dayfile.
- {3} To illustrate by example error messages issued by system.
- {4} To introduce the PP programmer to a PP dump.
- {5} To introduce the PP program - LRN.

## PROBLEM GUIDE

The assigned problems are:

- Problem 1 - due at end of second day
- Problem 2 - due at end of fourth day

The problem statements may be found in Section XV.

Please work these problems individually and test them during the Lab periods.

There are optional problem statements for the ambitious students.

LANGUAGE ELEMENTS

PP COMPASS LANGUAGE ELEMENTS  
Lesson Guide

REFERENCES:

PP Compass Student Guide Section II

TRAINING:

Visuals VALS-53-2-3 thru VALS-53-2-7

ASSIGNMENTS:

Study Questions Section II

OBJECTIVES:

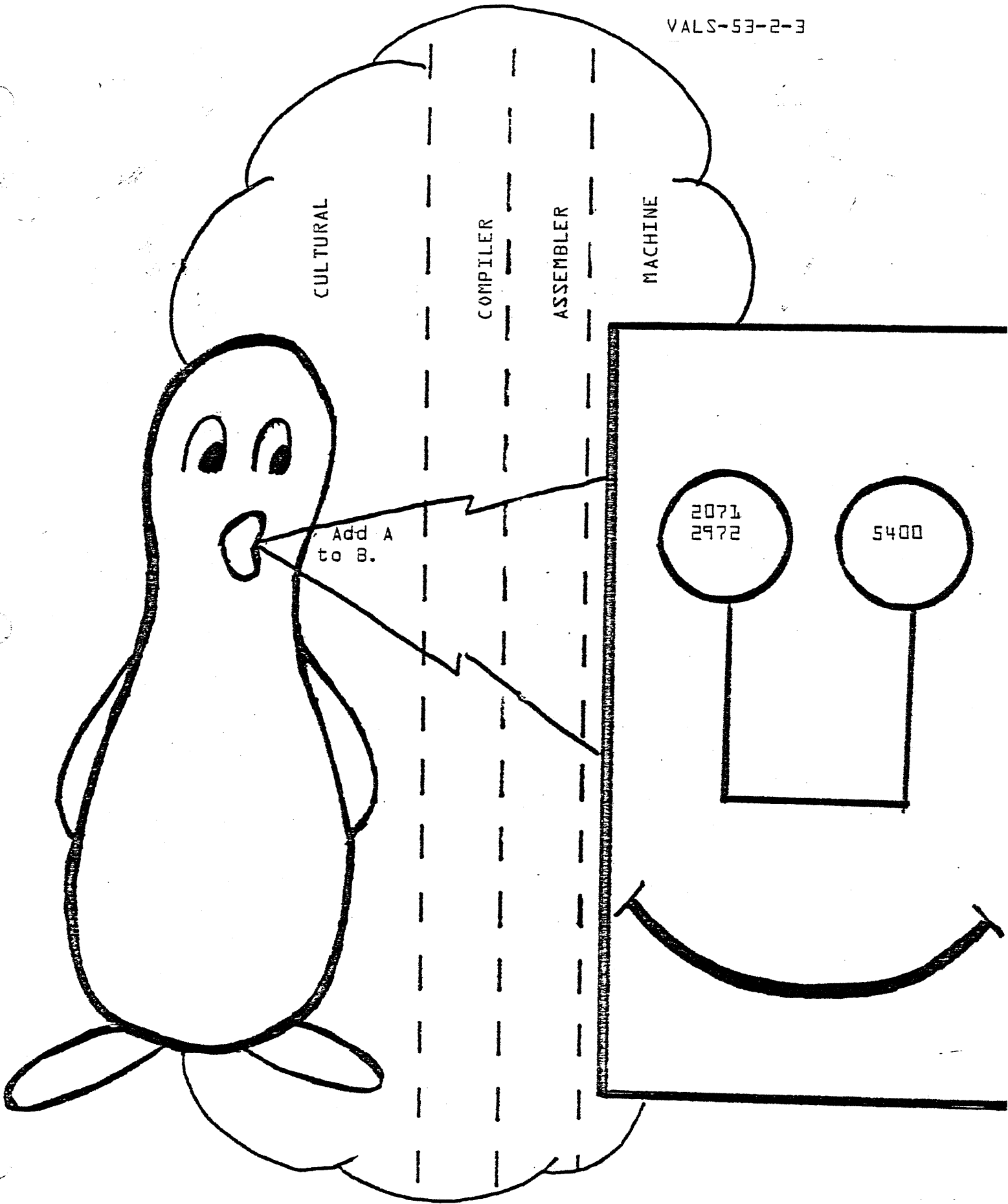
- {1} To describe the communication challenge between man and computer showing the difficulty of task.
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- {3} Introduce PP Compass program structure.
- {4} Use the various language elements to define major parts of a program.

## PP COMPASS LANGUAGE ELEMENTS

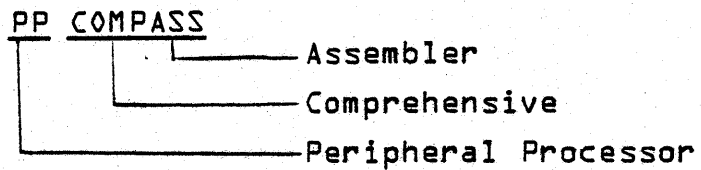
### Lesson Outline

#### II. LANGUAGE Elements

- A. The communications challenge
  - o Cultural language
  - o Compiler language
  - o Assembler language
  - o Machine language
- B. PP Compass Definition
  - o Assembler
  - o Comprehensive
  - o For peripheral Processors
- C. PP Compass Simplicity
  - o Uses Symbolic Notation
  - o Is easily modified
  - o One to one instruction coorelation
- D. Coding Formats
  - o Program Limits definition
  - o Program entry definition
  - o Program exit procedure
  - o Program documentation
- E. Setting up a PP Program {Using system routines}
  - o For identification
  - o For ease in coding
  - o For pre defined functions







### Assembler

- Language Processor
- Generates binary object code

### Comprehensive

- Extensive language elements
- Control Data 6000, 7000, CYBER 70 and CYBER 170 machines
- PP or CP Code
- SCOPE or other Operating Systems
- Modular Data Control

### PP {Peripheral Processor}

- 6000, CYBER 70, CYBER 170 PP
- 7000, CYBER 70, CYBER 170 PPU

## PP COMPASS Simplicity

A = B + C	LDD	B	3010
	ADD	C	3111
	STD	A	3412

- o Uses Symbolic notation
- o Relieves the programmer of housekeeping chores
- o Has one to one instruction code to machine code correlation
- o May provide documentation
- o Provides debugging aids
- o Is easily modified

CODING FORMATS

1	11	18	36
	IDENT	PGM, START	
	PERIPH		
	SST		
	ORG	START	

```

****      This is a comments section to describe
*          the function of this PP program
*
*          Written by John Doe,
*          Dec. 25, 1802
*

```

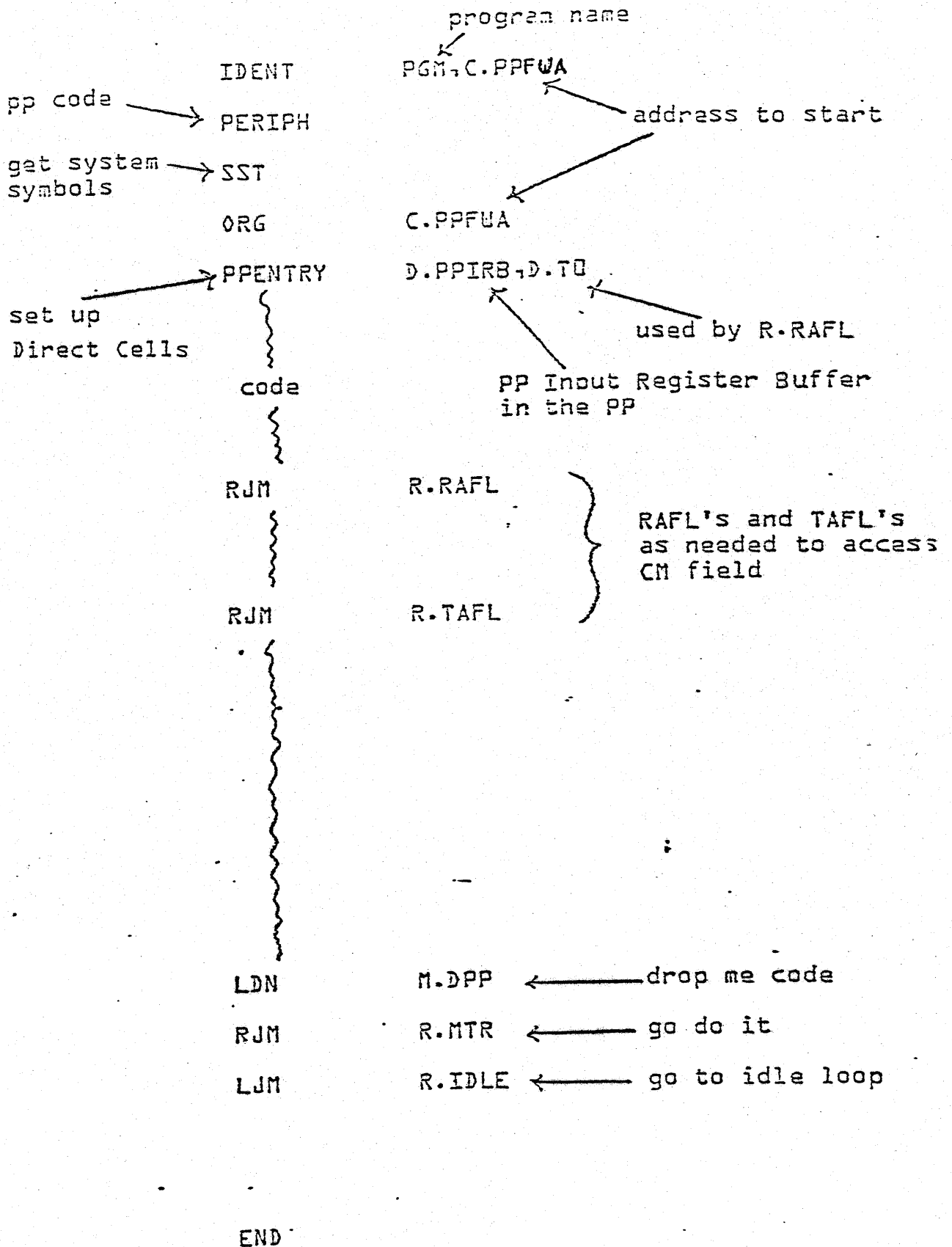
```

START      _____ Do housekeeping chores
           _____ Get Input Data
           _____
           _____
           _____ Solve Problem
           _____
LJM        R-IDLE          Get Out
END

```

SETTING UP THE PP PROGRAM

VALS-53-2-7



STUDY QUESTIONS  
LANGUAGE ELEMENTS-SECTION II

1. Name four levels of man-machine communications languages.

- {1} \_\_\_\_\_
- {2} \_\_\_\_\_
- {3} \_\_\_\_\_
- {4} \_\_\_\_\_

2. The PP Compass Assembler generates \_\_\_\_\_ code.

3. Why do system programmers use PP Compass?

4. A PP Compass program is identified as PP code by \_\_\_\_\_  
\_\_\_\_\_.

5. PP Compass is a

- {a} Machine language
- {b} Compiler language
- {c} High Level Language
- {d} Assembler language

STUDY QUESTIONS  
LANGUAGE ELEMENTS-SECTION II

1. Name four levels of man-machine communications languages.

- {1} Cultural
- {2} Compiler
- {3} Assembler
- {4} Machine

2. The PP Compass Assembler generates binary object code.

3. Why do system programmers use PP Compass?

- to do Input / Output
- the system is mostly PP code.

4. A PP Compass program is identified as PP code by the  
PERIPH statement

5. PP Compass is a

- {a} Machine language
- {b} Compiler language
- {c} High Level Language
- {d} Assembler language

## SYSTEM OVERVIEW

## SYSTEM OVERVIEW

### Lesson Guide

#### REFERENCES:

PP Compass Student Guide Section III

#### TRAINING AIDS:

Visuals VALS-53-3-3 thru VALS-53-3-5, VALS-53-3-7 thru  
VALS-53-3-8

#### ASSIGNMENTS:

Study questions Section III

#### OBJECTIVES:

- {1} To describe the basic job flow through the SCOPE system.
- {2} To describe the "accounting" technique of control points.
- {3} To introduce the storage locations used as exchange packages.
- {4} To give students initial knowledge of entering PP programs into system using control cards.
- {5} To describe the process of calling a PP program from a CP program.



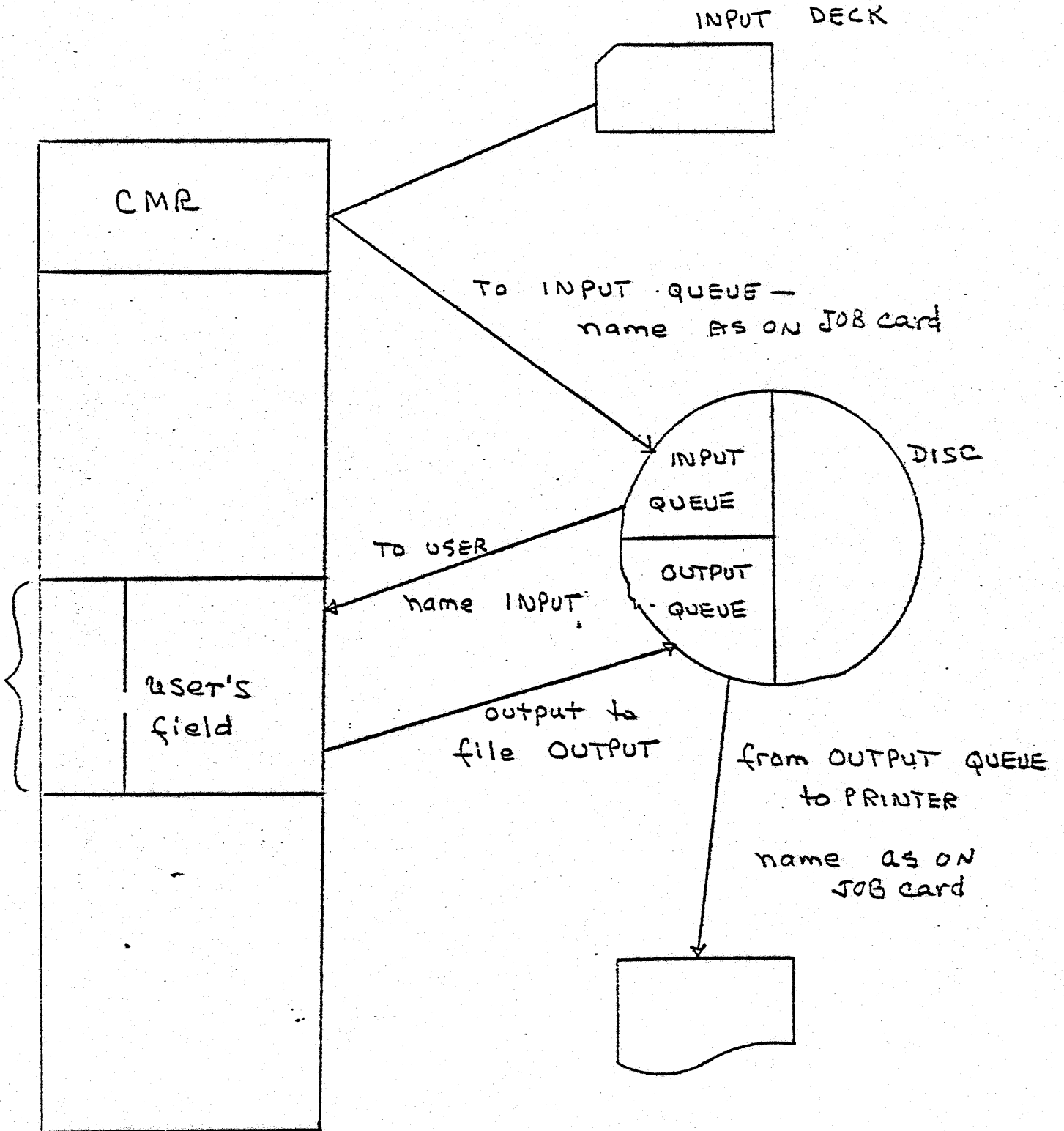
## SYSTEM OVERVIEW

### Lesson Outline

#### III. SYSTEM OVERVIEW

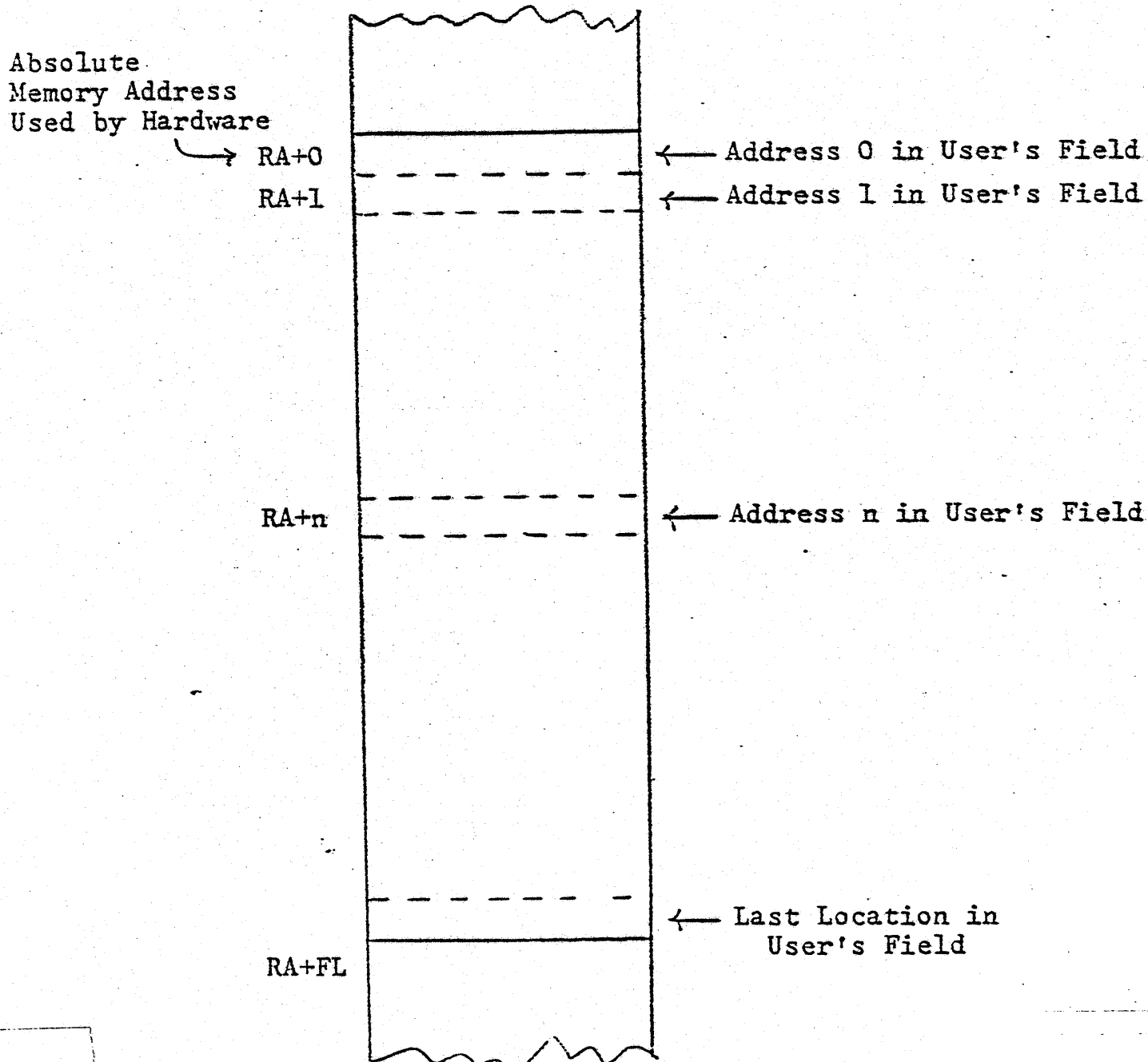
- A. Basic Job Flow
  - o Job deck thru JANUS to Input Queue
  - o Input Queue to CM
  - o CM to Output Queue
  - o Output Queue thru JANUS to Printer
  
- B. Control Point Concept
  - o An "accounting" technique
  - o Field associated with a control point
  - o Information relating to a control point
  - o Relative addresses
  - o Length of field
  - o Order of control point
  
- C. Exchange Package
  - o Definition - storage locations
  - o Method of exchange
  - o Managed by Monitor
  
- D. Example PP Coding Control Cards
  - o Compiling a PP job
  - o Entering code into system
  - o Testing your PP code
  - o Demonstrate calling CP program
  - o Restoring system to condition before your PP code test.
  - o Sample CP "calling program"

BASIC JOB FLOW



CONTROL POINT CONCEPT

- . A USER PROGRAM WILL BE ASSIGNED TO A CONTROL POINT IN CENTRAL MEMORY
  - . THE CONTROL POINT IS A FIELD WHICH
    - . BEGINS AT A REFERENCE ADDRESS 'RA' AND
    - . IS OF A DEFINED LENGTH (IN WORDS) 'FL'
- \*\* . ALL ADDRESSES IN THE USER'S FIELD ARE RELATIVE TO RA \*\*\*



EXCHANGE PACKAGE

WORD

Program Address{P}	A0{Address Registers}	B0	1
Reference Address{RA}	A1	B1{Increment Registers}	2
Field Length{FL}	A2	B2	3
Exit Mode{EM}	A3	B3	4
RA - ECS	A4	B4	5
FL - ECS	A5	B5	6
Mtr. Exchange Address	A6	B6	7
	A7	B7	8
	X0{Operand Registers}		9
	X1		10
	X2		11
	X3		12
	X4		13
	X5		14
	X6		15
	X7		16

SAMPLE EXCHANGE PACKAGE DUMP

DMPX.

P	000000	A0	050000	B0	000000
RA	061600	A1	000100	B1	000001
FL	050000	A2	000066	B2	047777
EM	070000	A3	044006	B3	047777
RE	000000	A4	042471	B4	000000
FE	000000	A5	043465	B5	043476
MA	002070	A6	000001	B6	042472
		A7	047777	B7	000101
X0	4000	0000	0000	0000	0000
X1	4000	0000	0000	0000	0000
X2	4000	0000	0000	0000	0000
X3	7776	0000	0000	0000	0000
X4	0000	0000	0000	0000	1000
X5	7777	7777	7777	7777	7000
X6	0002	0000	0000	0000	0000
X7	0000	0000	0000	0000	0004

## PP Coding Control Cards

The following deck is an example method of:

1. Compiling your PP COMPASS job
2. Making your PP Code part of the system
3. Testing your PP Code {using a CP COMPASS calling program}
4. Restoring the system to the condition before your PP Code was added.

```
YOURJOB-T100.
COMPASS {B= CPBIN, S = SCPTXT}
COMPASS { B = PPBIN, S = SCPTXT}
REWIND {PPBIN}
EDITLIB {SYSTEM}
LOAD {CPBIN}
EXECUTE {TEST}
DMP.
DMP {100,400}
EDITLIB {SYSTEM,RESTORE}
EXIT.
DMP {100,400}
EDITLIB {SYSTEM, RESTORE}
J EOR Place your CP program after This card
J EOR Place your PP code after this card
J EOR EDITLIB Directives after this card
READY {SYSTEM, OLD}
ADD {*, PPBIN}
COMPLETE.
ENDRUN.
J EOR
* EOF
```

SETTING UP THE CALLING CP PROGRAM

	IDENT	CPPGM	
	ENTRY	TEST	
TEST	⋮		
	code		
	⋮		
	SAL	CALL	put call in RA+1
	BXB	X1	
	SAB	1	
WT	SAL	1	wait till picked up by MTR
	'NZ	X1,WT	
	⋮		
	code		
	⋮		
	ENDRUN		
CALL	VFD	24/4LPGMP,36/PARAM	pp program name recall bit if desired address in CM for pp program to find parameters or set complete bit
PARAM	BSSZ	1	PARAM in this case is a fake FET in which the PP pgm can set the complete bit to bring the CP out of recall.  It may be any group of words, such as a FET for I/O
	END	TEST	

STUDY QUESTIONS  
SYSTEM OVERVIEW - SECTION III

1. Before a job is executed by SCOPE it is first placed \_\_\_\_\_  
\_\_\_\_\_.
2. A control Point is
  - {a} a hardware concept
  - {b} a software program
  - {c} an accounting technique
  - {d} system entry point
3. The users field length begins at \_\_\_\_\_.
4. The users field length ends at \_\_\_\_\_.
5. EDITLIB is a system routine to \_\_\_\_\_.
6. PP Programs are usually set into execution by \_\_\_\_\_  
\_\_\_\_\_.
7. What is RECALL?



STUDY QUESTIONS  
SYSTEM OVERVIEW - SECTION III

1. Before a job is executed by SCOPE it is first placed on  
disk.
2. A control Point is
  - {a} a hardware concept
  - {b} a software program
  - {c} an accounting technique
  - {d} system entry point
3. The users field length begins at RA.
4. The users field length ends at RA + FL.
5. EDITLIB is a system routine to modify the system.
6. PP Programs are usually set into execution by RA + 1  
call.
7. What is RECALL?

Drop the CP, restart when function completed.

## HARDWARE OVERVIEW

HARDWARE OVERVIEW  
Lesson Guide

REFERENCES:

PP Compass Student Guide Section IV

TRAINING AIDS:

Visuals VALS-53-4-4 thru VALS-53-4-9

ASSIGNMENTS:

Study Questions Section IV

OBJECTIVES:

- {1} To present an overview of the CYBER systems unique hardware.
- {2} To introduce the programmable hardware features of the PP.
- {3} To present the PP memory allocation concepts.
- {4} To present the additional system hardware features.

## HARDWARE OVERVIEW

### Lesson Outline

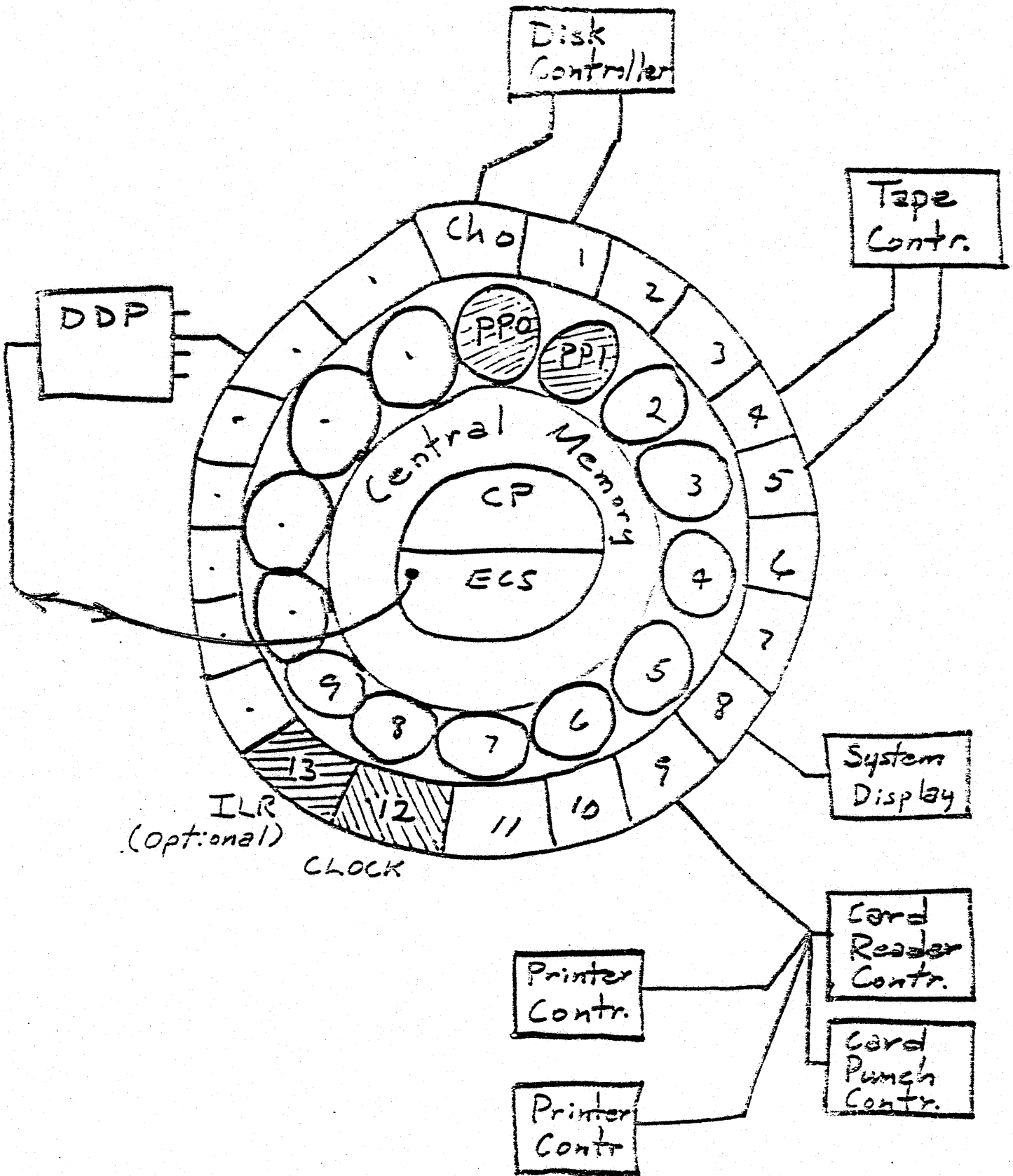
#### IV. Hardware Overview

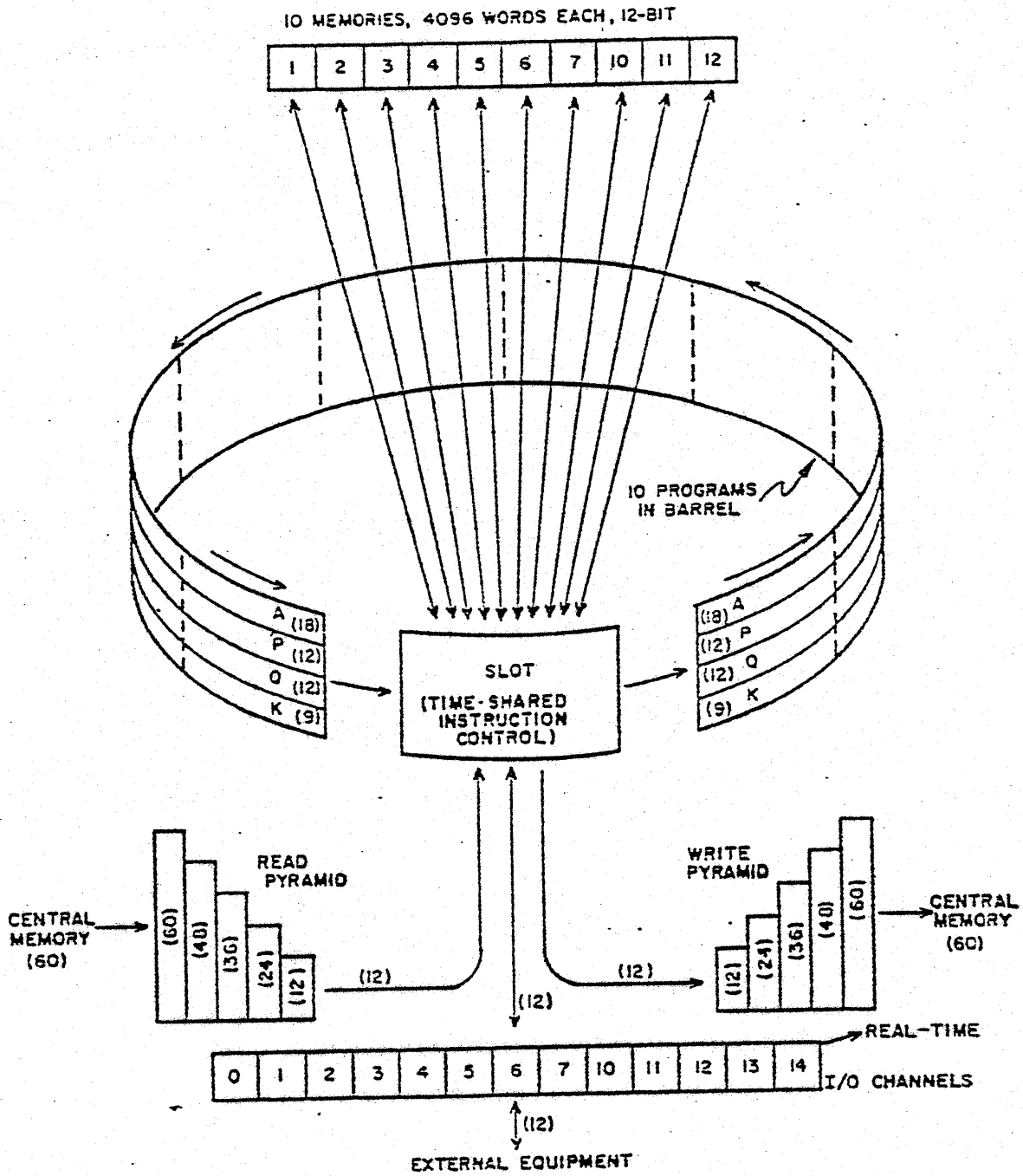
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  - o DSD in PP1
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  - o CMM                Compare Move Unit
  - o DDP                 Distribute Data Path

- o ILR
- o CMAP

Interlock Register

Central Memory Access Priority





Peripheral and Control Processors

## REGISTERS

A

18 BITS

- MAIN ARITHMETIC REGISTER (ALSO ADDER)  
NO SIGN EXTENSION  
UPPER BITS ARE ZERO WHEN PP 12-BIT OR 6-BIT QUANTITIES  
ARE PUT THERE
- ALSO USED IN SOME I/O  
AND SHIFT, LOGICAL, INSTRUCTIONS
- HOLDS 18-BIT CM ADDRESSES (ABSOLUTE) FOR CENTRAL I/O

P

12 BITS

- HOLDS ADDRESS OF CURRENT INSTRUCTION
- ALSO USED IN I/O  
(TO HOLD DATA ADDRESS OF WHERE IN THE PP  
DATA IS GOING TO OR FROM)

Q

12 BITS - HOLDING REGISTER

- HOLDS ADDRESS
  - DELTA OF A 12-BIT INSTRUCTION
  - ADDRESS FROM DELTA FOR INDIRECT ADDRESSING
- HOLDS DELTA OF OTHER INSTRUCTIONS
- ALSO AN ADDER (ADDS +1 or -1 TO ITSELF)

K

9 BITS

- OP CODE - UPPER 6 BITS
- TRIP COUNT - LOWER 3 BITS  
(WHICH TRIP THE INSTRUCTION IS ON, AROUND THE BARREL)

## OTHER REGISTERS:

- I/O CHANNEL REGISTERS
- READ/WRITE PYRAMID REGISTERS

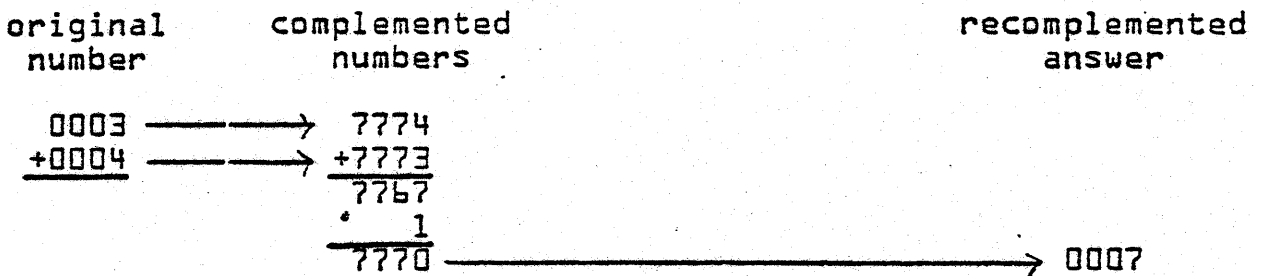
\* ONLY THE A REGISTER IS PROGRAMMABLE \*



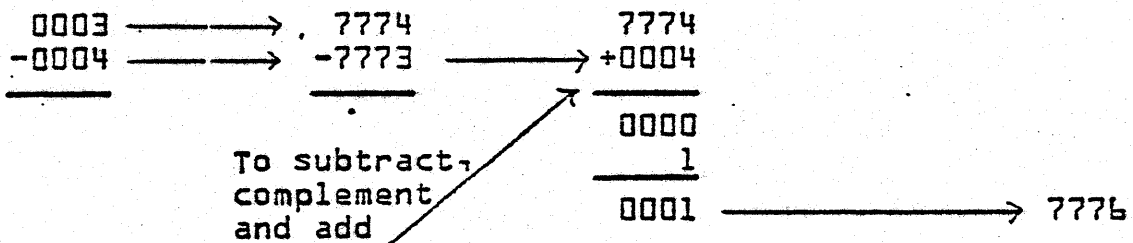
ADDER

- BOTH OPERANDS ARE COMPLEMENTED GOING INTO THE ADDER
- THE ANSWER IS RECOMPLEMENTED COMING OUT

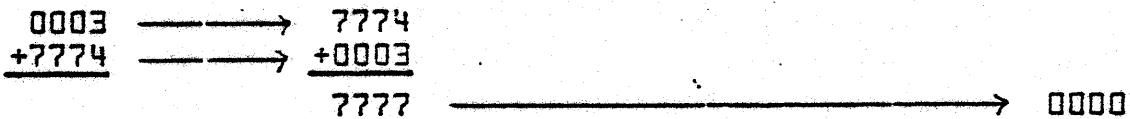
ie ADD 3+4



ie SUBTRACT 3-4

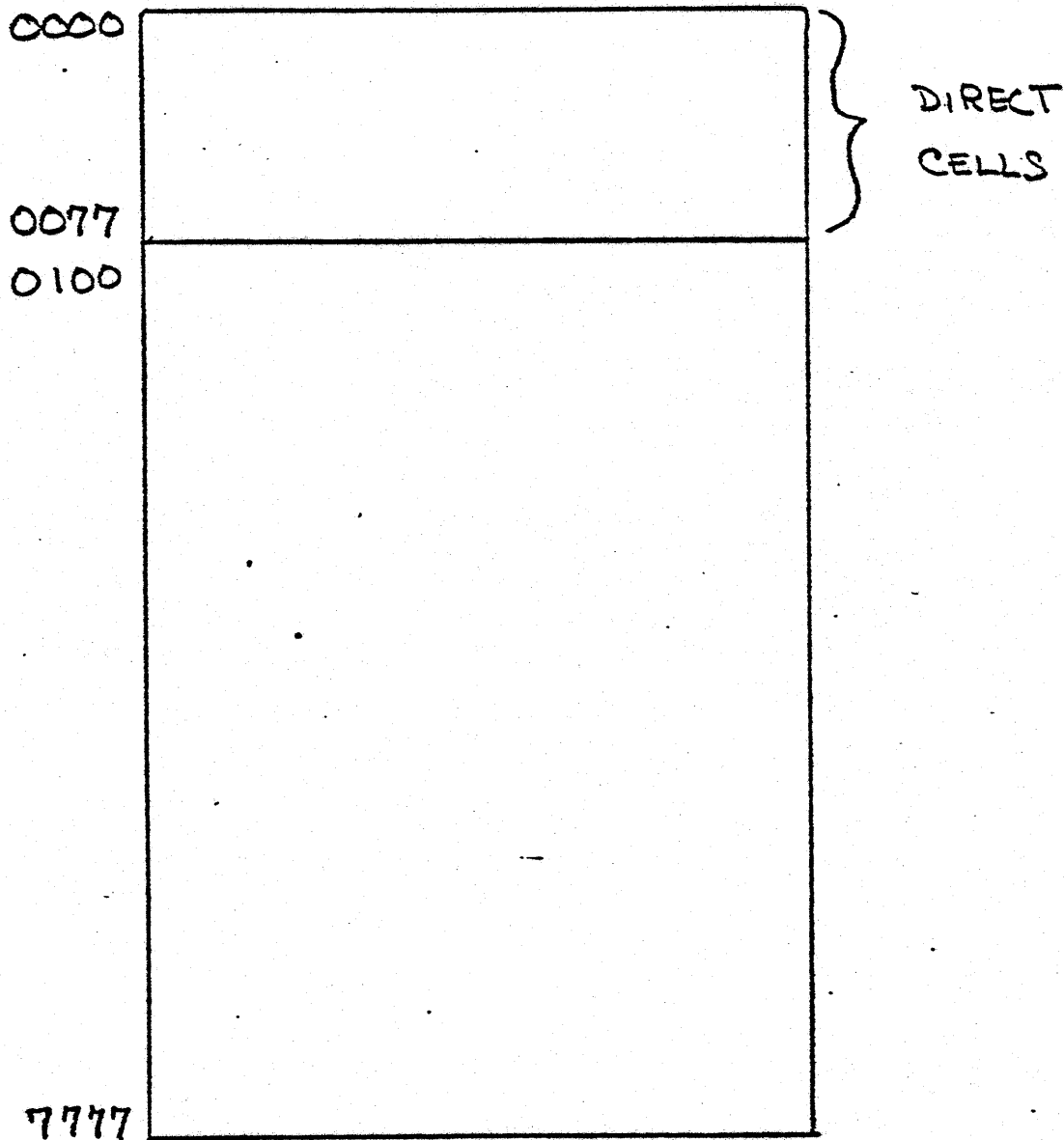


ie ADD +3 and -3



Note a +0 is  
returned by the adder

PP MEMORY



Hardware Features  
{New Options}

- o CEJ/MEJ                      Central Exchange Jump  
                                 Monitor Exchange Jump
- o CMM                            Compare Move Unit
- o DDP                            Distributive Data Path
- o ILR                            Interlock Register
- o CMAP                         Central Memory Access Priority

Note: These hardware features are discussed further in  
Appendix A.

CYBER 70 HARDWARE FEATURES (What makes them different from BTTT's)

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{ THE FOLLOWING SET OF  
PAGES IS EXTRACTED  
FROM THE SCOPE 3.4  
IMS, M655

## CYBER 70 HARDWARE FEATURES

### INTRODUCTION

The CDC CYBER 70 series computers have several new hardware features which were not available or optional on the 6000 series machines. Among these new features are the Central Exchange Jump/Monitor Exchange Jump {CEJ/MEJ} capability, the Compare/Move Unit {CMU}, the Distributive Data Path {DDP}, and the Interlock Register. All these hardware features are supported by the SCOPE 3.4 Operating System, and a thorough knowledge of their concepts is essential for full utilization of the CYBER series computers and their associated software.

This chapter is intended as an introduction to these hardware features and the software instructions that use them.

### CENTRAL EXCHANGE JUMP/MONITOR EXCHANGE JUMP {CEJ/MEJ}

#### BACKGROUND REVIEW

In most 6000 systems operated under SCOPE 3.3 or older, Monitor runs in a dedicated PP{PP0}. A job accesses or relinquishes the Central Processor each time Monitor issues an exchange jump instruction {EXN}. This is done when a job has used the Central Processor for the maximum interval allowed by SCOPE. Each time the EXN instruction is executed, any job using the Central Processor is interrupted and the job with the next highest priority has access to the Central Processor. When an active job is interrupted, all pertinent information about the job {register contents, RA, FL, etc.} are saved in a 16 word exchange package where they can be picked up later for execution again by another EXN instruction issued by Monitor.

#### CEJ/MEJ

In the CYBER series computer, however, a new type of exchange jump is available with the CEJ/MEJ hardware and the SCOPE 3.4 Operating System. In the CYBER series machine, the Central Processor has, in the Central Memory control section, a Monitor mode flag bit. The flag is cleared by Deadstart. Thereafter, it can be set or cleared only by the Monitor exchange jump {MXN} or the central exchange jump {XJ} instructions supplied by SCOPE 3.4. There is no instruction with which to test the status of this flag directly or independently. We can now distinguish two types of Central Processor operations. The CPU executes in either Monitor Mode or User Mode depending on whether this Monitor Mode flag is set or clear. All user programs, as well as many system programs, run in User Mode. The only programs that do run in Monitor Mode are CP Monitor, SPM, and CPCIO. Programs running in User Mode can be interrupted at any time, either because the CPU is needed by a Monitor Mode program or upon the expiration of the time slice. In Monitor Mode, however, the CPU is not interruptable and is permitted to execute until a task has been completed.

To utilize fully the CEJ/MEJ hardware and to provide Monitor with a processor more powerful than a PPU, the Monitor in SCOPE 3.4 is divided into two separate parts, a CP Monitor and a PP Monitor, with each performing different functions. CP Monitor, which resides in Central Memory Resident, controls CPU Monitor Mode execution and CPU scheduling. PP Monitor, which is in general control of the system, operates in PPO. {For details, please refer to the chapter on Monitor.}

When a User Mode program has used up its time slice, or when a PP {e.g., PP Monitor or other PP routine} needs the CP Monitor to perform a certain task it initiates an MXN exchange jump instruction. This will activate the CP Monitor immediately if the Central Processor is running in User Mode. The job that was running is forced to relinquish the CPU to CP Monitor. At the same time the Monitor Mode flag is set putting the CPU in Monitor Mode execution. If, however, the CPU is already in Monitor Mode when MXN is initiated by a PP, it will be ignored and treated as a PASS instruction. The CPU is allowed to execute without interruption until a task is completed.

The Central Exchange Jump instruction {XJ} is used in conjunction with MXN. As mentioned before, the CPU is not interruptable while in Monitor Mode. Hence, the Monitor Mode program must exit itself. When a task is completed, the Monitor Mode program initiates an XJ exchange jump. This will release the Central Processor to a User Mode job and at the same time clear the Monitor Mode flag returning the computer to normal program mode execution. When a User Mode CP program needs the CP Monitor, it too can initiate an XJ. This will activate the CP Monitor immediately {as in the case of the MXN for a PP program} and put the computer in Monitor Mode. Hence, the mode of execution of the Central Processor changes every time upon the completion of the XJ exchange jump.

The CEJ/MEJ hardware operation is enabled or disabled by a control switch on the deadstart panel. If it is enabled, the CEJ/MEJ feature will operate as above. However, if it is disabled or in an installation without the MXN/XJ instruction set, the EXN instruction is used. This is a PP initiated exchange jump which occurs independently of the mode of the CPU and has no effect on the Monitor Mode. PP Monitor is the only program that may perform an EXN. In fact, it simulates the MXN for all PPs in the system and also simulates XJ for the Central Processor as SCOPE 3.3.

SCOPE 3.4 requires either the combination of MXN/XJ or EXN to run.

The different exchange jumps are summarized below:

NAME	INSTRUCTION CODE
PPU Regular Exchange Jump - EXN	260d
PPU Monitor Exchange Jump - MXN	261d
CPU Central Exchange Jump - XJ	013jk

Table 1 summarizes the operational differences between the Normal exchange jump instruction {260} and the Monitor and Central Exchange jumps {261 and 013}.

### EXCHANGE INSTRUCTION DIFFERENCES

INSTRUCTION	CONDITIONAL/ UNCONDITIONAL	OPERATIONAL DIFFERENCES	
		Effect on Monitor Flag Bit	Location of Starting Address of Exchange
260 {Normal Peripheral Processor Exchange Jump}	Unconditional	No effect on Flag	Peripheral Processor A Register
261 {Peripheral Processor Monitor Exchange Jump}	Conditional {occurs only if Monitor Flag bit is clear; passes if flag is set}	Sets Flag	Peripheral Processor A Register
013 {Central Exchange Jump} with Monitor Flag bit clear	Unconditional	Sets Flag	Central Processor or Monitor Address Register
013 {Central Exchange Jump} with Monitor Flag bit set	Unconditional	Clears Flag	Address formed by $K + \{Bj\}$

TABLE 1

Their instruction formats are as follows:

OPERATION	VARIABLE	DESCRIPTION	SIZE	OCTAL CODE
EXN	d	Exchange jump to CPU d	12 bits	260d
MXN	d	Monitor exchange jump CPU d to {A}	12 bits	261d
MAN	d	Monitor exchange jump CPU d to {MA}	12 bits	262d
XJ		Exchange jump to MA if in Program Mode	30 bits	01300 00000
XJ	Bj	Exchange jump to {Bj}; flag set	30 bits	013j0 00000
XJ	K	Exchange jump to K; flag set	30 bits	0130K
XJ	BJ+K	Exchange jump to {BJ+K}; flag set	30 bits	013jK

In 6500 or 6700 systems for CYBER 70/Model 72-2Z, 73-2Z, or 74-2Z with dual Central Processors, d can be 0 or 1 and specifies which CPU the exchange jump will interrupt. In single processor systems, this value is not interpreted.

Please also note that the assembler forces upper before and after assembling an XJ instruction.

#### OTHER EXCHANGE JUMP

Besides the MXN/XJ and EXN exchange jump, two other exchange jump instructions are available.

#### 1. MAN

The MAN exchange jump (octal code 262) is a PPU instruction that executes just like the MXN. However, the exchange package address is taken from the 18 bit Monitor Address {MA} Register in the CPU rather than the A register of a PP. Which instruction is set to use {MXN/XJ or MAN/XJ} is determined by an installation parameter {IP.XJ}.

#### 2. Program Stop/Error Exit Operation

The Program Stop instruction PS could execute an exchange jump on the CEJ/MEJ panel switch.

The DISABLE position disables the Central exchange jump or the Monitor exchange jump. In this case, PS halts the Central Processor unit at the current step in the program. An exchange jump is necessary to restart the Central Processor unit. The



ENABLE position enables the jump capabilities. In this case, PS causes an exchange jump to monitor address {MA} in the exchange package.

The contents of the location field become a sub-subtitle on the assembler listing. The assembler forces upper before and after assembling a PS instruction.

Instruction Format:

OPERATION	VARIABLE	DESCRIPTION	SIZE	OCTAL CODE
PS		Program stop or exchange jump to {MA} —	30 bits	00000 00000
PS	K	Program stop or exchange jump to {MA}	30 bits	0000K

Its operation is summarized as follows {CEJ/MEJ enabled}:

Monitor Flag Clear      Store P+1 at RA  
                              Clear P  
                              Exchange Jump to {MA}  
                              Set Monitor Flag

Monitor Flag Set        Store P+1 at RA  
                              Clear P  
                              Stop CPU  
                              Monitor Flag Remains Set

Program errors can also cause an Exchange Jump to happen. Hardware action during an attempted execution of an illegal instruction will effect the following {CEJ/MEJ switch enabled}:

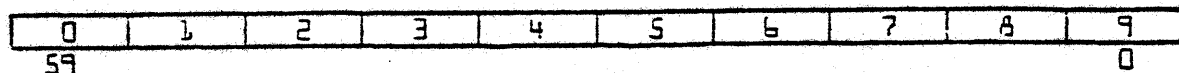
Monitor Flag Clear      Store P+1 at RA  
                              Clear P  
                              Exchange Jump to {MA}  
                              Set Monitor Flag

Monitor Flag Set        Store P+1 at RA  
                              Clear P  
                              Stop the CPU

COMPARE MOVE UNIT {CMU}

The Compare Move Unit is a standard CPU hardware component of the CYBER 70 series. Model 72 and 73 and optional on the Model 76 computer system. It provides the capability to move and compare data fields in storage without having to use the registers.

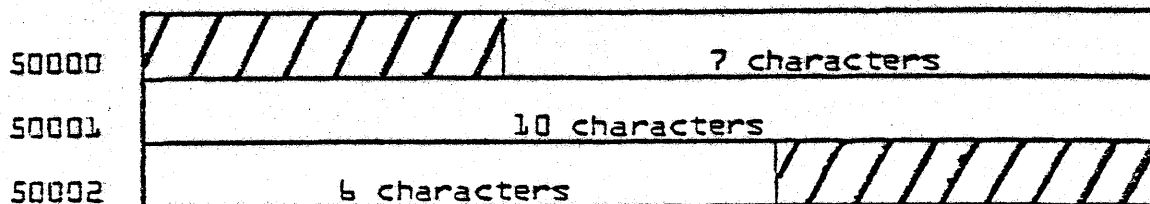
There are ten 6-bit character positions in each 60-bit word. These positions are numbered 0 through 9 from left to right respectively. The 4-bit character addresses of these positions are (in binary) 0000, 0001, . . . ., 1000, and 1001. Character addresses 1010 through 1111 are illegal and cause the instructions to give an address out of range condition.



STORAGE WORD

Data fields may span word boundaries and may start or end at any position in a 60-bit word.

Example:



The field above starts at character 3 in word 50000 and ends with character 5 in word 50002. The field has a length of 23 characters. One limitation for using the CMU is that the data field must not be in an operating register or in ECS/LCM.

COMPASS 3.0 provides symbolic forms of four CMU instructions. They are:

1. Indirect Move - IM
2. Direct Move - DM
3. Compare Collated - CC
4. Compare Uncollated - CU

Of the above, only the Indirect Move (IM) instruction has the same type of syntax and semantics as other CPU instructions. The others are treated as pseudo instructions by COMPASS.

INDIRECT MOVE (IM)

This is a 30-bit instruction that moves the content of a data field to another data field according to a descriptor word. Maximum length of the data field that could be moved by this instruction is 8191 characters. The descriptor word contains the length and addresses of the data fields. COMPASS forces the instruction to the upper left of a word because it is executed as a pass by the hardware if it is not the first instruction of a word. The next instruction is also forced upper in the next word, because the lower half of a word containing an indirect move is not executed.

Format:

OPERATION	VARIABLE	DESCRIPTION	SIZE	OCTAL CODE
IM	Bj	Move per descriptor at Bj	30 bits	464j000000
IM	K	Move per descriptor at K	30 bits	4640K
IM	Bj±K	Move per descriptor at Bj±K	30 bits	464jK

Execution: The descriptor word is fetched from storage location {Bj}±K. If the data field length is zero, the instruction is executed as a pass but the execution time is longer. Otherwise, the content of the source field is moved to the destination field. If the two fields overlap, the results are undefined. The XD register is used for intermediate storage during execution of the instruction and is cleared upon completion of the instruction.

A pseudo instruction MD is used to generate a descriptor word for use by the indirect move instruction. The MD instruction has the following format:

LOCATION	OPERATION	VARIABLE
locsym	MD	L, K <sub>S</sub> , C <sub>S</sub> , K <sub>D</sub> , C <sub>D</sub>

L is the absolute address expression; its value, in the range  $0 < L < 8191$ , is the data field length in characters. The upper 9 bits are placed in bits 56-48 of the descriptor word while the lower 4 bits are placed in bits 29-26.

K<sub>S</sub> is any expression, the first word address of the source field.

C<sub>S</sub> is the absolute expression, the starting character position of the source field within the word at location K<sub>S</sub>.

K<sub>D</sub> is any expression, the first word address of the destination field.

C<sub>D</sub> is the absolute expression, the starting character position of the destination field within the word at location K<sub>D</sub>.

Indirect Move Descriptor Word Format:

59	56	47	29	25	21	17	0
0	L <sub>U</sub>	K <sub>S</sub>	L <sub>L</sub>	C <sub>S</sub>	C <sub>D</sub>	K <sub>D</sub>	

Where:

$L_U$ : Upper 9 bits of value of L.

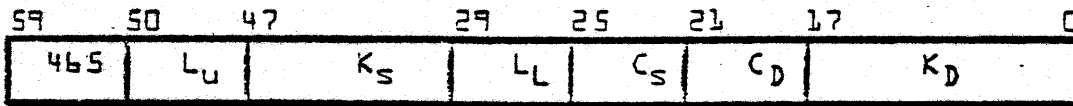
$L_L$ : Lower 4 bits of value of L.

### DIRECT MOVE {DM}

The direct move pseudo instruction generates a CMU instruction that moves a data field in storage to another location in storage. This instruction differs from the indirect move in several ways. It is a 60-bit instruction that cannot be split between words and the descriptor word is part of the instruction. Furthermore, the length of the data field it can move is limited to a maximum of 127<sub>10</sub> characters.

Instruction Format:

LOCATION	OPERATION	VARIABLE
locsym	DM	$L, K_S, C_S, K_D, C_D$



L is the absolute address expression; its value, in the range  $0 \leq L < 127$ , is the data field length in characters.

$L_U$  is the upper 3 bits of the value of L.

$L_L, K_S, C_S, K_D, C_D$ : Same as in the MD instruction.

Execution: Same as IM, except that the descriptor is in the instruction word itself.

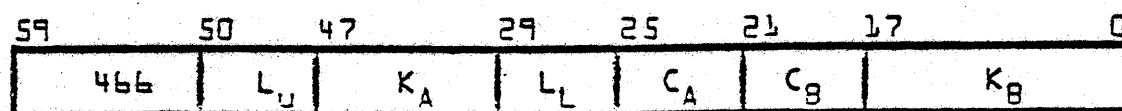
### COMPARE COLLATED {CC}

The compare collated instruction compares the contents of two data fields, one character at a time, from left to right, until a pair of corresponding characters are found to have unequal collating values, or until the data fields are exhausted. It is a 60-bit instruction that occupies one full word (it cannot be split between two words) and contains its own data field descriptor.

It uses register A0 to contain the first word address of a table in storage that contains the collating values to be used in comparing characters. The result of the comparison is placed in register X0.

Format:

LOCATION	OPERATION	VARIABLE
locasym	CC	L, K <sub>A</sub> , C <sub>A</sub> , K <sub>B</sub> , C <sub>B</sub>



L, L<sub>U</sub>, L<sub>L</sub> are same as in the DM instruction.

K<sub>A</sub> is any expression, the first word address of the first data field.

C<sub>A</sub> is the absolute expression, the starting character position of the first data field within the word at location K<sub>A</sub>.

K<sub>B</sub> is any expression, the first word address of the second data field.

C<sub>B</sub> is the absolute expression, the starting character position of the second data field within the word at location K<sub>B</sub>.

Execution: The first word address of the collating table is obtained from register A0. The contents of the data fields are compared from left to right, one character at a time from each field, until two unequal characters are found. The collating value of each character is obtained from the collating table. If these values are equal, the compare continues until another character pair is unequal or until all characters have been compared. If the collating values are unequal, the two data fields are unequal and the field with a larger collating value is the greater of the two fields. The collating values are treated as 6-bit unsigned integers.

Note that two unequal characters could have the same collating value and would compare equal. Upon completion, register X0 contains a 60-bit signed integer as follows:

$$X0 = L - N > 0 \text{ if field A } > \text{ field B}$$

$$X0 = +0 \quad \text{if field A} = \text{field B}$$

$$X0 = N - L < 0 \text{ if field A } < \text{field B}$$

where N is the number of pairs of characters that compared equal.

f L=0, then X0=+0.

The format of the collating table is as follows:

	59	53	47	41	35	29	23	17	11	0
{AO}	00	01	02	03	04	05	06	07		
{AO} +1	10	11	12	13	14	15	16	17		
.										
.										
{AO} +7	70	71	72	73	74	75	76	77		

COMPARE UNCOLLATED {CU}

The compare uncollated instruction compares the contents of two data fields, one character at a time, from left to right, until a pair of corresponding characters are found to have unequal values, or until the data fields are exhausted. It is a 60-bit instruction that occupies one full word (it cannot be split between two words) and contains its own data field descriptor. The result of the comparison is placed in register X0.

Format:

LOCATION	OPERATION	VARIABLE
locasym	CU	L, KA, CA, KB, CB

59	50	47	29	25	21	17	0
467	L <sub>U</sub>	K <sub>A</sub>	L <sub>L</sub>	C <sub>A</sub>	C <sub>B</sub>	K <sub>B</sub>	

Execution: Same as the CC instruction except that AO and the collating table are not used. Instead, the characters are compared directly with each character, regarded as a 6-bit unsigned binary integer. Register X0 is set in the same manner as by the CC instruction.

## DISTRIBUTIVE DATA PATH - DDP

### PHILOSOPHY

The Distributive Data Path is a new hardware feature designed to increase the performance and throughput of systems equipped with Extended Core Storage (ECS). If DDP is not available, data transfers between ECS and peripheral equipment must pass through central memory using a system double buffer. (For a description of ECS I/O buffering please see the chapter on ECS Extensions.) The Distributive Data Path provides a data path between a PPU and ECS, allowing direct PPU to/from ECS data transfers. The DDP utilizes one access of an ECS controller to communicate with ECS. A PPU in turn communicates with the DDP via I/O data channels. Data is transferred across this channel in 12-bit bytes at a maximum rate of up to one million bytes per second.

The DDP is expandable from one to a maximum of four identical PPU data channel interfaces. Each of these PPU interfaces, called ports, operated independently while sharing a common ECS interface. The first interface is part of the DDP. The second, third, and fourth interfaces are the optional DDPRI's. These interfaces each contain a buffer which is used to assemble 12-bit bytes into an ECS record or to disassemble an ECS record. When 480 bits of the buffer are available, a request for ECS transfer is made. An equal-priority scanner monitors the four Port-ECS-Request signals and connects a requesting port to the ECS Controller interface for an ECS transfer. At the completion of one ECS Record transfer, the scanner moves on to check for a request from the next port.

It takes at least 40 microseconds to transfer a 480-bit ECS record between a PPU and a DDP port. The DDP port has buffering to allow the data channel to maintain its one mega-byte per second transfer rate while data is being transferred between the port and ECS, if no more than two devices are actively accessing ECS. For example, two DDP ports can maintain a one mega-byte rate if nothing else is accessing ECS; one DDP port can maintain a one mega-byte rate if no more than one other ECS controller access is busy, such as, if the CPU is accessing ECS.

Restrictions on the DDP port are that it must be either the first or the second device out of a data channel to maintain a one MHz transfer rate and it must be the last device on a data channel.

## DDP PROGRAMMING

### FUNCTION CODES

The DDP is controlled via functions from the PPU I/O channel. Function codes are sent to the DDP PPU port with the upper three bits containing the equipment select code {5}, and the remaining bits designating the function to be performed. Functions are sent out on an inactive channel by the PPU and the DDP responds to valid functions by disconnecting the data channel. The function codes used to control a DDP port are:

5001 - ECS Read  
5002 - ECS Write  
5004 - Status  
5010 - Clear Port

All other function codes are either illegal or ignored by the DDP. The DDP will respond to all function codes with the correct equipment select code and the remainder of the upper eight bits equal to zero. The remaining four bits of the function code must have only one bit set to select the required function. More than one bit set is illegal and the results of such a condition are undefined.

#### 5001 - ECS READ

This function causes the DDP port to read data from ECS and to present this data to the I/O channel for input to the PPU. The DDP responds to this function by disconnecting the data channel. When the channel is activated by the PPU, the DDP requires an output of two 12-bit bytes from the channel. These bytes are loaded into the 24-bit address register, with the first byte going into the upper twelve bits of the register and the second byte into the lower twelve bits. The address register now designates the ECS address of the first 60-bit word to be presented to the PPU.

The ECS read function has three selectable modes.

- A. The first mode is referred to as Block Read Mode. In this mode a new request to ECS is made whenever a sufficient amount of buffer register space is available for a new ECS Record. The DDP increments the address register once for each 60-bit word it receives such that each subsequent request is made at the next higher ECS record address. The DDP will continue to make these requests until the data channel is made inactive.
- B. The second mode of operation is the Read 1 Mode. In the read 1 mode, a second ECS request is never made. The purpose of this mode is to eliminate the wasteful second request that would be made to ECS under a Block Read when data from only one ECS record is needed. This mode is terminated when the data channel goes inactive.



- C. The third ECS Read mode does not cause data to be read from ECS. This mode is called Function Flag Register mode. When this mode is selected, the DDP sends the contents of the address register to ECS and terminates the ECS read condition within the DDP. The PPU must disconnect the data channel. This is the manner in which a flag register operation is performed.

The selection of these modes of ECS Read is determined by the two most significant bits ( $2^{23}$  and  $2^{22}$ ) of the ECS address given to the DDP at the start of the ECS Read. Any time bit  $2^{23}$  is a '1', Function Flag Register mode is selected. If bit  $2^{23}$  is a '0' and  $2^{22}$  is a '1', then Read 1 mode is selected. If both  $2^{23}$  and  $2^{22}$  are '0', a Block Read is performed.

Graphically, this is:

<u><math>2^{23}</math></u>	<u><math>2^{22}</math></u>	<u>Mode</u>
0	0	Block Read
0	1	Read 1
1	0	Function Flag Register
1	1	Function Flag Register

As stated in the descriptions of the three modes of an ECS Read, this function is terminated by the data channel going inactive. The channel can be disconnected by either the PPU or the DDP. In the Block Read and Read 1 modes, two error conditions exist that will cause the DDP to disconnect the data channel. They are:

ECS Abort  
ECS Parity Error

If either of these two conditions is received from the ECS Controller in response to an ECS request for data, then the DDP will disconnect the data channel after the last byte of the previous ECS Record has been transferred to the PPU and when the data channel is in the Empty state. The disconnect signal is sent out by the DDP on an Empty channel rather than a Full and data. This is done to give the PPU the ability to determine whether the DDP is going to send a disconnect or not. If the channel is Full, the PPU can send a disconnect without risking a hang-up condition. If the channel is Empty, a PPU-generated disconnect is illegal on the basis that the DDP may disconnect.

When the data channel is disconnected by the DDP, the status word must be read to determine the reason for the disconnect. In the case of Parity Error, the PPU may issue a Read 1 function in Maintenance Mode to input the data contained in the buffer register. The only way to read more data beyond that is to issue a new 'ECS Read' function. Note that any ECS Read function must have an address sent to the DDP before data can be input by the PPU.

The issuance of a Read 1 in Maintenance Mode causes the data in the buffers to be presented to the data channel for input by the PPU without sending a request to ECS. Maintenance Mode is selected by setting bit 221 of the address to a logical '1'.

The upper three bits of the Address Register provide these variations of the 'ECS Read' function.

<u>223</u>	<u>222</u>	<u>221</u>	<u>Function</u>
0	0	0	ECS Block Read
0	0	1	Block Read in Maintenance Mode
0	1	0	ECS Read 1
0	1	1	Read 1 in Maintenance Mode
1	0	0	Function Flag Register - Ready Select
1	0	1	Function Flag Register - Selective Set
1	1	0	Function Flag Register - Status
1	1	1	Function Flag Register - Selective Clear

These various modes are selected or deselected according to the most recent address sent to the DDP.

It can be seen from the above chart that when bit 223 is set, Maintenance Mode is not selected. 223 dictates a Flag Register operation and Maintenance Mode does not exist for a Flag Register operation.

An instruction sequence to do an ECS Read is:

```

FCN      5001
ACN
OAM      XXXX, Where {A} = 2
IAM      XXXX, Where {A} = 12-bit byte count
NJN      Error: Channel disconnected via DDP: Read Status
          {See para. 3.2.1.5.5}
B IJM    A } Wait for change from Active and
          B } Empty State
EJM
DCN
A XXX
  
```

The ECS Read condition within the DDP may be cleared out by a PPU disconnect, a DDF disconnect, a power-on Master Clear, a dead-start Master Clear, or by a functioned port clear.

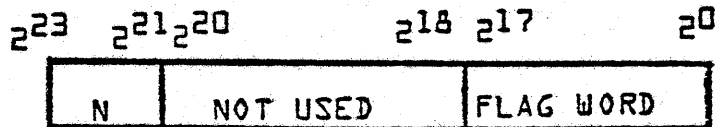
## FUNCTION FLAG REGISTER

This function is performed any time bit  $2^{23}$  of the Address Register is set when the address for an ECS Read is loaded into the DDP. The Flag Register in the ECS Controller cannot be read directly but may be interrogated and/or written into.

Interrogation is accomplished by selecting and reading status from the DDP after the Function Flag Register operation has been performed. The status word shows whether an Abort or an Accept has been received from the ECS Controller in response to the Flag Register word.

Four Flag Register operations may be performed with the three most significant bits of the Address Register {N} determining which operation is to be performed.

The Flag Word Format is:



The possible operations are:

### N=4 {Ready Select}

A bit by bit comparison is made in the ECS Controller of the lower eighteen bits of the Flag Register in the ECS Controller and the Flag Word received from the DDP. If all bits set in the Flag Word are clear in the Flag Register, then the ECS Controller responds with an Accept to the DDP and enters the set Flag Word bits into the Flag Register. The clear bits in the Flag Word have no effect on the Flag Register.

If any of the bits set in the Flag Word are set in the Flag Register, then the ECS Controller responds with an Abort and does not modify the Flag Register.

Examples, using only three bits, are:

Flag Register = 010

Flag Word = 101

Result: Accept and Flag Register = 111

Flag Register = 010

Flag Word = 011

Result: Abort and Flag Register = 010

### N=5 {Selective Set}

Selectively sets bits in the Flag Register from bits set in the Flag Word. The only response is an Accept.

### N=6 {Status}

Same as Ready Select, except that the contents of the Flag Register are not changed. {NOTE: This is a Flag Register Status and has nothing to do with DDP Status, function code 5004.}

### N=7 {Selective Clear}

Selectively clears bits in the Flag Register from bits set in the Flag Word. The only response is an Accept.

### 5002 - ECS Write

This function causes the DDP port to assemble bytes from the data channel and to write data in ECS. The DDP responds to an ECS Write function by disconnecting the data channel. When the channel is activated by the PPU, the DDP will begin accepting data from the PPU. The first two 12-bit bytes received from the channel must be the address at which the first ECS Record is to be written. These bytes are loaded into the 24-bit Address Register. The bytes that come after the second byte are regarded as data and sent to ECS.

The first byte received by the DDP is put into the upper twelve bits of the Address Register. The second byte is put into the lower half. The Address Register now designates the address of the first 60-bit word to be written into ECS. This address is presented to the ECS Controller along with a request signal after the buffer in the DDP is filled by the PPU or after a disconnect is received from the PPU. The Address Register is incremented as the buffer empties into ECS. Unless an error condition is encountered, data will continue to be transmitted in this fashion. A disconnect from the PPU will cause accumulated data to be written into ECS, and the ECS Write condition within the DDP to clear out. If the PPU disconnects the DDP with less than an integer multiple of 60-bit words assembled in the DDP buffer registers, then the partial 60-bit word will be written into ECS with zeros in the missing byte(s).

A program sequence such as the following will produce a partial ECS Write with zero fill.

FNC ECS Write

ACN

LDC 2010 .

OAM

Only one error condition is possible on ECS Write. If the ECS Controller returns an Abort signal to the DDP, the DDP will disconnect the I/O channel. This disconnect will be sent to the I/O channel in the place of an Empty response to a Full signal from the data channel. This will eliminate the possibility of hanging the channel when the PPU performs a disconnect. However, if an Abort comes after the PPU disconnects the channel, the only way to detect it is to do a status check after the disconnect, waiting for the Write status to drop.

An instruction sequence to do an ECS Write is:

FNC	5002	ECS Write
OAM	XXXX	Where {A}=2 + the number of 12-bit bytes of data to be sent {first 2 words are address}
NJN	Error:	Channel disconnected via DDP: Read Status
DCN	Keeping in mind that the channel must be Empty.	
FCN	Read Status:	Check for Abort or Accept: continue to read status until one or the other is detected {may take as long as 50 microseconds}.

#### 5004 - Select Status

This function makes the status of a port available for PPU input after the channel is activated by the PPU. The DDP responds to this function code by disconnecting the data channel. The PPU then activates the channel and inputs a 12-bit word. Status may be repeated at this point simply by doing another input. When it is desired terminate the reading of status, the PPU must issue a disconnect to the data channel.

Status bits are assigned to indicate the following

2 <sup>0</sup>	ECS Abort
2 <sup>1</sup>	ECS Accept
2 <sup>2</sup>	ECS Parity Error
2 <sup>3</sup>	ECS Write

#### 2<sup>0</sup> - ECS Abort

This status bit indicates that an Abort signal has been received from ECS.

#### 2<sup>1</sup> - ECS Accept

This status bit indicates that an Accept signal has been received from ECS

#### 2<sup>2</sup> - ECS Parity Error

This status bit indicates that a Parity Error signal has been received from ECS.

### 23 - ECS Write

This status bit indicates that the DDP port is busy with a write to ECS. When the write terminates, this status bit will clear out.

- Besides being cleared by a port or master clear, the status bits {Abort, Accept, and Parity Error} are cleared out either by a new request to ECS or by reading status. Status must be read to clear out a DDP generated disconnect due to an ECS Abort or an ECS Parity Error.

### 5010 - Port Clear

This function is a programmable master clear for the data buffers and control logic within the DDP associated with the port to which this function is issued. This function, as does Deadstart Master Clear, clears only that DDP port to which the clear is issued.

## INTERLOCK REGISTER - ILR

### INTRODUCTION

The Interlock Register {ILR} is another new hardware feature that is available on all CYBER 70 machines. It is a 64-bit register which could be expended to 128 bits. It can be accessed by the PPU's through two data paths. An Interlock {channel 15<sub>8</sub>} will be added to each set of 10 PPU's to enable up to 20 PPU's to access the ILR. Initial software utilization of the ILR will include primarily I/O channels and pseudo-channels interlocking.

### Interlock Register

M				MM							
Word	Word	Word	Word	Word	Word	Word	Word	Word	Word	Word	Word
10	9	8	7	6	5	4	3	2	1	0	
127	119	107	95	83	71	59	47	35	23	11	0

- \* - Word 10 is 8 bits.
- \*\* - Word 5 is 4 bits in the 64-bit Interlock Register.

### OPERATIONS

Eight operations can be performed on the Interlock Register from the OPU.

#### 1. Set

Sets a bit specified by the octal translations 0  $\geq$  77<sub>8</sub> or 0  $\geq$  177<sub>8</sub>.

2. Clear

Clears a bit specified by the octal translations  $0 \geq 77_8$  or  $0 \geq 177_8$ .

3. Test

Checks a bit specified by the octal translations  $0 \geq 77_8$  or  $0 \geq 177_8$  and sends the PPU a status of '1' or '0', depending on if the bit is set or clear. The status bit will be located in the bit zero position in the 12-bit word. The other 11 bits in the status word will be zero.

4. Read

One of the 6 or 11 words specified by the octal translations  $0 \geq 5_8$  or  $0 \geq 12$  are read into the PPU. The upper four bits will be zero if word 10 is read. The upper eight bits will be zero if word 5 is read in a 64-bit register.

5. External Set or Clear

Sets or clears one of the lower 13 bits from external sources. In the 128-bit register, bits 64 - 76 may also be set from external sources. Bit 0 will be assigned as the 'power off bit' and will set when the input power to the MG drops. The power to the computer will drop approximately 500 milliseconds after bit 0 sets.

6. Clear All

Clears all 64 or 128 bits.

7. Test All

Tests all 64 or 128 bits and sends the PPU a status of '1' if one or more bits are set.

8. Simultaneous Operations

Test/Set            A test is made on the bit with the bit ending up set.

Test/Clear         A test is made on the bit with the bit ending up clear.

## INSTRUCTION FORMATS

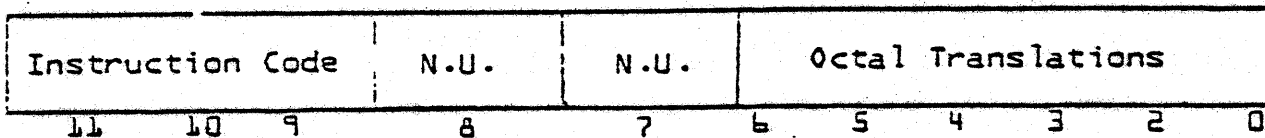
### Instruction Format

LDC XXXX	2000
	XXXX
OAN 15#	7215
IAN 15#	7015

### Instruction Code

0XXX	Read
1XXX	Test
2XXX	Clear
3XXX	Test/Clear
4XXX	Set
5XXX	Test/Set
6XXX	Clear All
7XXX	Test All

Where XXXX is the descriptor word:



Bits 7 and 8 of the Descriptor Word are reserved for future enhancements and should be zero.

On the Set, Clear, and Clear All operations, zero is returned to the PPU.

The only way bits can be cleared in the Interlock Register is by doing a 2XXX, 3XXX, or a 6XXX.



## CENTRAL MEMORY ACCESS PRIORITY - CMAP

### CMAP's Effect on ECS Transfer

The Central Memory Access Priority (CMAP) is another standard hardware feature on the CYBER 70 machines models 72, 73 and 74. Its primary function is to improve CM-ECS transfer rate by allowing only "priority" CM accesses (read/write) by a PPU to be honored during an ECS transfer. It thus ensures that CM-ECS transfers are maintained at the maximum rate for a given configuration. Without CMAP, any PPU CM request can interrupt an ECS transfer. A maximum of one PPU request can be honored every ECS record or eight CM words. This could reduce the transfer rate of a large ECS system up to 75 percent, although a small (125K) system is not affected.

CMAP prevents non-priority reads or writes from entering the read or write pyramid while ECS is active. But when ECS becomes active, it is possible that some writes could be trapped in the write pyramid. These writes that are hung in the write pyramid will not be serviced until ECS transfer is complete. However, if a priority write appears during this time, CMAP will interrupt the ECS transfer and the priority write as well as any non-priority writes that were trapped in the write pyramid will be serviced.

### CMAP's Effect on PPU Read/Write

By allowing only priority read/write to access central memory, CMAP provides a PPU with an opportunity to access CM at a much improved rate during an ECS transfer. When ECS is inactive, CMAP allows a PPU to place a reservation for the read/write pyramid if it failed to gain access to the pyramid on its initial request. This ensures that a PPU with a priority request will gain entrance to the pyramid within a few major cycles (microseconds). To achieve this, a basic change is made to the read pyramid to allow data to flow unrestricted through the pyramid and give all PPU an equal chance of getting into the read pyramid. This change applies to both priority and non-priority CM accesses.

### CMAP's Effect on SCOPE 3.4

The SCOPE 3.4 rotating mass storage device stack processor (LSP/IEP) uses CMAP priority for one word CM accesses within certain time critical loops. Such priority CM accesses may interrupt an ECS transfer, but will not delay it significantly, since only a single word is being read/written. At the same time, the stack processor can continue executing, rather than waiting for the ECS transfer

to complete. The stack processor would be required to wait unnecessarily if CMAP priority was not used for the CRD/CWD instructions.

The stack processor does not use priority for CM block transfers. This means that CMAP will prevent stack processor CRM/CUM instructions from starting if an ECS transfer is in progress. The reasoning here is that if the PPU CM block transfer and the ECS transfer were allowed to occur simultaneously, both would be slowed and lost disk revolutions would probably result. It is more efficient to allow the ECS transfer to complete, and then honor the PPU CM block transfer.

STUDY QUESTIONS  
HARDWARE OVERVIEW - SECTION IV

1. The minimum standard number of PPs on a CYBER is \_\_\_\_\_.
2. The number of PPs on a CYBER may be expanded to \_\_\_\_\_.
3. Any PP may talk to any other PP on any channel.  
    {a} True  
    {b} False
4. PPs may execute concurrently with the CP{s}.  
    {a} True  
    {b} False
5. PPs may execute concurrently with other PPs.  
    {a} True  
    {b} False
6. A PP must do all Input/Output for SCOPE.  
    {a} True  
    {b} False
7. The read pyramid allows input to the PP. \_\_\_\_\_ bits of data may be input during one time in the slot.
8. Direct calls are used like special registers  
    {a} True  
    {b} False
9. The system Monitor resides \_\_\_\_\_.
10. What does CMAP allow?

STUDY QUESTIONS  
HARDWARE OVERVIEW - SECTION IV

1. The minimum standard number of PPs on a CYBER is 7.
2. The number of PPs on a CYBER may be expanded to 20.
3. Any PP may talk to any other PP on any channel.  
 {a} True  
 {b} False
4. PPs may execute concurrently with the CP{s}.  
 {a} True  
 {b} False
5. PPs may execute concurrently with other PPs.  
 {a} True  
 {b} False
6. A PP must do all Input/Output for SCOPE.  
 {a} True  
 {b} False
7. The read pyramid allows input to the PP. 12 bits of data may be input during one time in the slot.
8. Direct <sup>e</sup>calls are used like special registers  
 {a} True  
 {b} False
9. The system Monitor resides in PPO.
10. What does CMAP allow?

Allows certain PPs to have priority access to central memory.

## INSTRUCTIONS

INSTRUCTIONS  
Lesson Guide

REFERENCES:

PP Compass Student Guide Section V  
Instruction Description Ref. Vol. II

TRAINING AIDS:

Visuals VALS-53-5-27 thru VALS-53-5-29

ASSIGNMENTS:

Instruction Problem Set 1  
Instruction Problem Set 2  
Instruction Problem Set 3  
Coding Examples 1 thru 12  
Instruction Problem Set 4

OBJECTIVES:

- {1} To present detailed information about programming the PP.
- {2} To present central memory to PP Input Output instructions.
- {3} To present sufficient coding examples and exercises to aid student in learning details of PP coding.

INSTRUCTION  
Lesson Outline

V. Instructions

A. Formats

- o One word
- o Two words
- o Components
- o Examples

B. Modes

- o No address
- o Constant
- o Direct
- o Memory
- o Indexed Memory

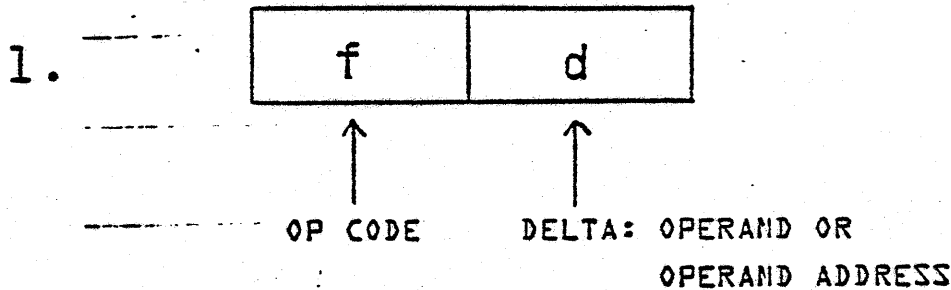
C. Classifications

- o Loads and stores
- o Adds and subtracts
- o Replace adds
- o Shift
- o Logicals
- o Jumps
- o Miscellaneous
- o Central Read/Write
- o Peripheral Input/Output

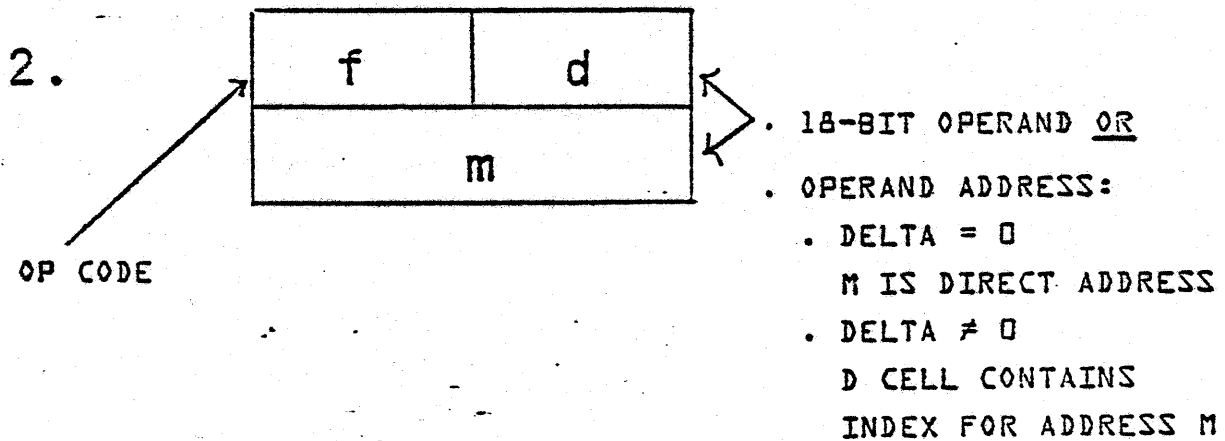
D. Exercises

# INSTRUCTION FORMATS

INSTRUCTIONS OCCUPY ONE OR TWO WORDS



THESE ARE FOR INSTRUCTIONS CONTAINING  
SMALL CONSTANTS OR  
REFERENCING DIRECT CELLS





INSTRUCTION EXAMPLES

14	12
----	----

LDN 10

30	02
----	----

LDD 2

40	20
----	----

LDI 20B

20	12
3456	

LDC 123456B

20	00
0012	

LDC 10

50	00
0773	

LDM 773B

50	00
0074	

LDM 74B

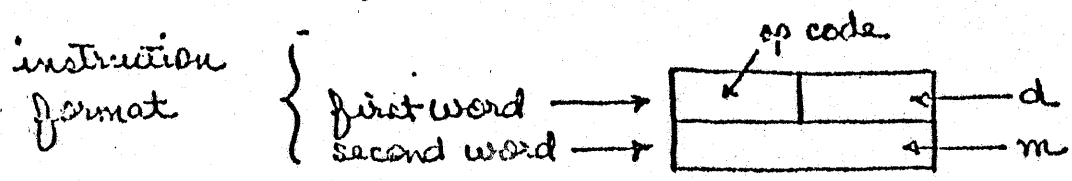
50	70
0773	

LDM 773B, 70B

## ADDRESSING MODES

MODE	OPERAND ADDRESS	OPERAND	EXAMPLE							
<u>N</u> O ADDRESS	P lower 6 bits	$d$	LDN	2	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="padding: 2px 10px;">14</td><td style="padding: 2px 10px;">02</td></tr> </table>	14	02	number 2 $\rightarrow$ A		
14	02									
<u>C</u> ONSTANT	P lower 6 bits and P+1	$d+m$	LDC	123456B	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="padding: 2px 10px;">20</td><td style="padding: 2px 10px;">12</td></tr> <tr><td style="padding: 2px 10px;">34</td><td style="padding: 2px 10px;">56</td></tr> </table>	20	12	34	56	number 123456B $\rightarrow$ A
20	12									
34	56									
<u>D</u> IRECT	$d$	$(d)$	LDD	74B	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="padding: 2px 10px;">30</td><td style="padding: 2px 10px;">74</td></tr> </table>	30	74	contents of loc 74 $\rightarrow$ A		
30	74									
<u>M</u> EMORY $d=0$	$m$	$(m)$	LDM	773B	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="padding: 2px 10px;">50</td><td style="padding: 2px 10px;">00</td></tr> <tr><td style="padding: 2px 10px;">07</td><td style="padding: 2px 10px;">73</td></tr> </table>	50	00	07	73	contents of loc 773 $\rightarrow$ A
50	00									
07	73									
MEMORY INDEXED $d \neq 0$ *	$m+(d)$	$(m+(d))$	LDM	773B, 70B	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="padding: 2px 10px;">50</td><td style="padding: 2px 10px;">70</td></tr> <tr><td style="padding: 2px 10px;">07</td><td style="padding: 2px 10px;">73</td></tr> </table>	50	70	07	73	if contents of loc 70 is 1, then contents of loc 774 $\rightarrow$ A
50	70									
07	73									
<u>I</u> NDIRECT **	$(d)$	$((d))$	LDI	20B	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td style="padding: 2px 10px;">40</td><td style="padding: 2px 10px;">20</td></tr> </table>	40	20	if contents of loc 20 is 1500, then contents of loc 1500 $\rightarrow$ A		
40	20									

\* indexing is only thru direct cells and only on memory mode || there is no indirect  
 \*\* indirect addressing is only thru direct cells + only one level || indirect addressing

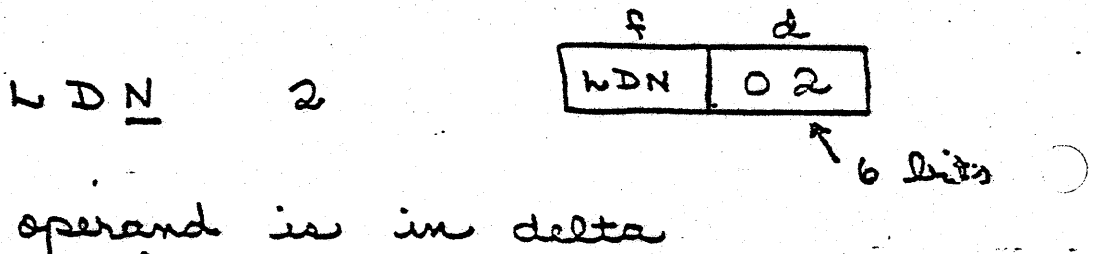


VALS-53-5-5

## Address Modes

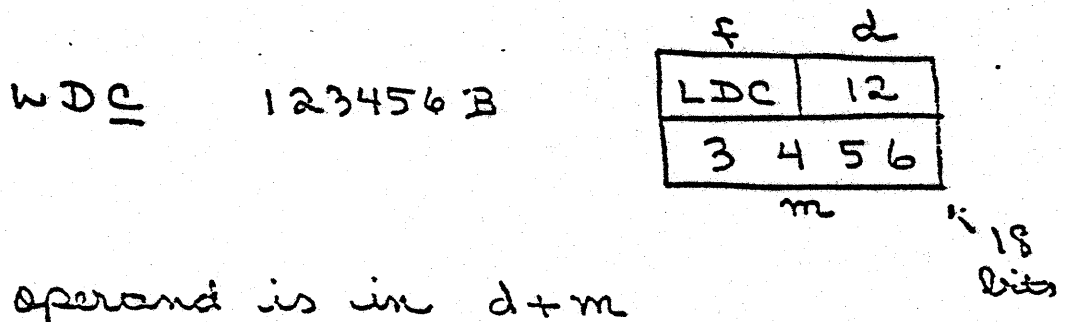
- 5 modes of addressing
- difference is "where the operand comes from"

N - No Address - one word



N mode is for small constants (6 bits)

C - Constant mode - two words



C mode is for up to 18-bit constants

D - Direct - one word

LDD 74B

f	d
LDD	74

delta is the address of the operand  
(contents of loc 74 goes into A)

D mode is for loading  
from the direct cells

M - Memory mode - two words

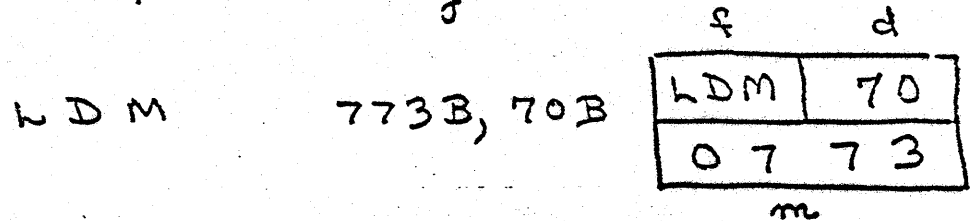
LDM 773B

f	d
LDM	00
0773	
m	

m is the address of the operand  
(contents of loc 773 goes into A)

\* address 7777B may not be addressed \*  
(the instruction is assembled, but  
is a NOP at execution time)

indexed memory mode:



d is a direct cell - 70 -  
its contents are added to 773  
to get address of operand

ie if  $(70) = 1$

load will be from 774

I - indirect - one word



d is the address of the address of op.

d is a direct cell - it contains addr.

ie if  $(20)$  is 1500

load will be from 1500

- \* Indirect addressing goes only thru direct cells
- \* It is not chained (only one level)

# INSTRUCTIONS

## Loads and Stores

LDN	LCN	
LDC		
LDD		STD
LDM		STM
LDI		STI

### Adds and Subtracts

ADN	SBN
ADC	
ADD	SBD
ADM	SBM
ADI	SBI

### Replace Adds

RAD	AOD	SOD
RAM	AOM	SOM
RAI	AOI	SOI

### Shift

SHN

### Logicals

LMN	LPN	SCN
LMC	LPC	
LMD		
LMM		
LMI		

### Jumps

UJN	ZJN
LJM	NJN
RJM	PJN
	MJN

### Miscellaneous

PSN  
EXN  
MXN  
RPN

MAN (Cybers only)

Central Memory Reads/Writes

Peripheral I/O

## LOAD AND STORE INSTRUCTIONS

- |  |   |
|--|---|
| <b>LDN</b> - load a 6-bit constant into A                                    | <b>LCN</b> - load a 6-bit (complemented) constant into A                      |
| <b>LDC</b> - load an 18-bit constant into A                                  |   |
| <b>LDD</b> - load contents of direct cell into A                             | <b>STD</b> - store contents of A into direct cell                             |
| <b>LDM</b> - load contents of memory cell into A                             | <b>STM</b> - store contents of A into memory cell                             |
| <b>LDI</b> - load contents of any cell into A, indirectly thru a direct cell | <b>STI</b> - store contents of A into any cell, indirectly thru a direct cell |

## ADD and SUBTRACT INSTRUCTIONS

ADN	SBN
ADC	
ADD	SBD
ADM	SBM
ADI	SBI

Adds:

a 6-, 12-, or 18-bit number  
is added to the contents of A

Subtracts:

a 6- or 12-bit number  
is subtracted from A

\* 18-bit arithmetic is used \*



## REPLACE ADD INSTRUCTIONS

RAD	AOD	SOD
RAM	AOM	SOM
RAI	AOI	SOI

- a 12-bit number (unsigned) may be added to the A register and to the memory location
- the number 1 may be added to or subtracted from the A register and the memory location

\* 18-bit arithmetic is used \*

\* the result is in A and memory \*

## LOGICAL INSTRUCTIONS

LMN      LPN      SCN

LMC      LPC

LMD

LMM

LMI

exclusive or:

a 6-, 12, or 18-bit number  
may be exclusive ored with A

and:

only a 6- or 18-bit constant  
may be anded with A

selective clear:

a 6-bit constant  
may selectively clear bits in A

## SHIFT INSTRUCTION

## SHN

## LEFT shifts:

- end-around
- ie SHN 6  
shifts A left 6 bits

---

before: (A) = 000005  
after: (A) = 000500

---

## RIGHT shifts:

- end-off  
no sign extension
- ie SHN -6  
shifts A right 6 bits  
zeroes are filled in from the left

before: (A) = 777774  
after: (A) = 007777 ← note!

## JUMP INSTRUCTIONS

## unconditional:

- UJN - jumps up to 378 locations forward or backward
- LJM - jumps any number of locations forward or backward
- RJM - jumps to any location plants return address there executes instruction in next word

## conditional:

- ZJN - jumps if A is +0
- NJN - jumps if A is not +0
- PJN - jumps if A is positive
- MJN - jumps if A is negative

\* conditional jumps are up to 378 locations forward or backward

\* address field may contain a number

(jump is to P+n)

or a location symbol

(jump is to the location)

Instruction Problem Set 1

Contents of the following core locations are given.

All numbers are in octal.

{0025} = 1234  
{0034} = 1111  
{0100} = 1111  
{0125} = 2222  
{1111} = 7777  
{1234} = 4321  
{1334} = 3333  
{1361} = 1234  
{2345} = 4444

Work each question indepently.

Show the contents of the A register after the instruction has been executed.

- 1) LDN 25
- 2) LDD 25
- 3) LDM 100
- 4) LDM 100,25
- 5) LDI 25
- 6) LDM 0,25
- 7) LDC -100
- 8) LDN -25
- 9) LDM 1111,25
- 10) LCN 25

{A} Register

---

---

---

---

---

---

---

---

---

---

11. How many words of code do the above instructions generate? \_\_\_\_\_

On the following store instructions, indicate:

The contents of the A register after the store

The contents of the core location

The location at which the data is stored

12}	LDC	1234568	{A}	=	_____
	STD	258	{loc}	=	_____
			loc is		_____
13}	LDC	1234568	{A}	=	_____
	STM	10008	{loc}	=	_____
			loc is		_____
14}	LDC	1234568	{A}	=	_____
	STI	258	{loc}	=	_____
			loc is		_____
15}	LDC	1234568	{A}	=	_____
	STM	10008,258	{loc}	=	_____
			loc is		_____
16}	LDD	258	{A}	=	_____
	ADN	258	{A}	=	_____

**Instruction Problem Set 2**

Use the data given in Problem Set 1

Work each problem independently

{Note that each problem has several instructions  
to be worked cumulatively}

Indicate the contents of A after each instruction is executed

{The problems are numbers 17-33 on the following page}

17}	LDI	348	{A} =	_____
	SEN	6	{A} =	_____
18}	LDM	1008	{A} =	_____
	ADD	1008	{A} =	_____
19}	LDD	348	{A} =	_____
	SDD	348	{A} =	_____
20}	LDM	12348	{A} =	_____
	ADI	258	{A} =	_____
	SBI	348	{A} =	_____
21}	LDM	12348, 348	{A} =	_____
	ADC	1234568	{A} =	_____
	STM	258	{IOC} =	_____
22}	LDM	1008	{A} =	_____
	ADM	1008	{A} =	_____
	ADM	1008, 258	{A} =	_____
23}	LDM	1258, 258	{A} =	_____
	SBM	1258	{A} =	_____
	SBM	1008, 258	{A} =	_____
24}	LDC	1234568	{A} =	_____
	SHN	148	{A} =	_____
	SHN	-118	{A} =	_____
	SHN	368	{A} =	_____
25}	LDM	13618	{A} =	_____
	LMN	468	{A} =	_____
26}	LDC	23458	{A} =	_____
	LPN	12348	{A} =	_____
27}	LDI	258	{A} =	_____
	SCN	258	{A} =	_____
28}	LDC	1234568	{A} =	_____
	LMD	258	{A} =	_____
29}	LDN	228	{A} =	_____
	SHN	148		
	ADN	558		
	LMI	348	{A} =	_____
30}	LDC	1234568		
	SHN	-6		
	LPC	1234568	{A} =	_____
31}	LDC	1234568		
	SHN	-118		
	LNC	1234568	{A} =	_____
32}	LDM	1008		
	SHN	6		
	LMM	348	{A} =	_____
33}	LDM	1008, 258		
	SHN	6		
	STM	348, 258	{A} =	_____

### Instruction Problem Set 3

Use the data given in the core locations in Problem Set 1.

The A register contains 123456<sub>8</sub>

Work each problem independently.

Indicate the contents of the core location and A register after each instruction is executed.

1.	RAD	348	{34}	=	<u>                    </u>	{A}	=	<u>                    </u>
2.	AOD	348	{34}	=	<u>                    </u>	{A}	=	<u>                    </u>
3.	SOD	258	{25}	=	<u>                    </u>	{A}	=	<u>                    </u>
4.	RAI	258	{loc}	=	<u>                    </u>	{A}	=	<u>                    </u>
			loc is		<u>                    </u>			
5.	AOI	343	{loc}	=	<u>                    </u>	{A}	=	<u>                    </u>
			loc is		<u>                    </u>			
6.	SOI	343	{loc}	=	<u>                    </u>	{A}	=	<u>                    </u>
			loc is		<u>                    </u>			
7.	RAM	12348	{1234}	=	<u>                    </u>	{A}	=	<u>                    </u>
8.	AOM	12348	{1234}	=	<u>                    </u>	{A}	=	<u>                    </u>
9.	SOM	11118	{1111}	=	<u>                    </u>	{A}	=	<u>                    </u>
10.	RAM	1008,258	{loc}	=	<u>                    </u>	{A}	=	<u>                    </u>
			loc is		<u>                    </u>			
11.	AOM	253,348	{loc}	=	<u>                    </u>	{A}	=	<u>                    </u>
			loc is		<u>                    </u>			



ANSWERS - PROBLEM SETS

SET #1

- |     |           |     |      |
|-----|-----------|-----|------|
| 1.  | 25        | 16. | 1234 |
| 2.  | 1234      |     | 1261 |
| 3.  | 1111      |     |      |
| 4.  | 3333      |     |      |
| 5.  | 4321      |     |      |
| 6.  | 4321      |     |      |
| 7.  | 77767-677 |     |      |
| 8.  | error     |     |      |
| 9.  | 4444      |     |      |
| 10. | 777752    |     |      |
| 11. | 15        |     |      |
| 12. | 123456    |     |      |
|     | 3456      |     |      |
|     | loc 25    |     |      |
| 13. | 123456    |     |      |
|     | 3456      |     |      |
|     | loc 1000  |     |      |
| 14. | 123456    |     |      |
|     | 3456      |     |      |
|     | in 1234   |     |      |
| 15. | 123456    |     |      |
|     | 3456      |     |      |
|     | loc 2234  |     |      |

SET #2

- |     |                |     |              |
|-----|----------------|-----|--------------|
| 17. | 008888         | 25. | 001234       |
|     | 007771         |     | 001272       |
| 18. | 001111         | 26. | 002345       |
|     | error          |     | error        |
| 19. | 001111         | 27. | 004321       |
|     | 000000         |     | 004300       |
| 20. | 004321         | 28. | 123456       |
|     | 010642         |     | 122662       |
|     | 000643         | 29. | 227722       |
| 21. | 004444         | 30. | 001014       |
|     | 130122         | 31. | 123575       |
|     | 0122 in loc 25 |     |              |
| 22. | 001111         | 32. | 110011       |
|     | 002222         | 33. | 333300       |
|     | 005555         |     | 3300 in 1270 |
| 23. | 001234         |     |              |
|     | 777011         |     |              |
|     | 773456         |     |              |
| 24. | 123456         |     |              |
|     | 561234         |     |              |
|     | 000561         |     |              |
|     | 610005         |     |              |

SET #3

- |    |          |                   |     |          |          |
|----|----------|-------------------|-----|----------|----------|
| 1. | 4567     | 124567            | 7.  | 7777     | 127777   |
| 2. | 1112     | 001112            | 8.  | 4322     | 004322   |
| 3. | 1233     | 001233            | 9.  | 7776     | 007776   |
| 4. | 7777     | 127777            | 10. | 7011     | 127011   |
|    | 1234     | <del>010000</del> |     | loc 1334 |          |
| 5. | 0000     | 010000            | 11. | ?        | (1136+1) |
|    | loc 1111 |                   |     | loc 1136 |          |
| 6. | 7776     | 007776            |     |          |          |
|    | loc 1111 |                   |     |          |          |

## CODING EXAMPLES

1.                    MJN                    ABT                    } What does this code do?

code  
100  
instruction  
words

ABT                    =

2. How to fix a jump that won't reach:

code:  
100  
words

ABT                    =

3. HOW THE RETURN JUMP INSTRUCTION WORKS:

ORG	10008	}	a. {TAG} = _____
LDN	1		b. {TAG+1} = _____
STD	4 <sup>sub</sup>		c. Where does execution continue? _____
RJM	TAG+4		
≡			d. Why is P+2 the return address? _____
DATA	100		
DATA	0		

SUB  
TAG

4.                    =

STM  
LJM

                     =+3  
                     TAG    )

Where does the STM store?  
\_\_\_\_\_

5. HOW TO MAKE A LOOP

	LDN	4
	STD	148
LP	-	
	-	
	SOD	148
	NJN	LP

How many times is this loop executed?

\_\_\_\_\_

6. HOW NOT TO MAKE A LOOP

	LCN	4
	STD	108
LP	-	
	-	
	AOD	108
	NJN	LP

Why is this a hung loop?

\_\_\_\_\_  
\_\_\_\_\_

7. HOW TO MOVE CORE

Given: {15} = 10008  
{17} = 20008

a.	LDM	0,158
	STM	10008,158

b.	LDI	158
	STI	178

c.	LDC	10008
	STD	1
LOOP	LDI	1
	STM	10008,1
	AOD	1
	ADC	-10778
	MJN	LOOP

In each example, how many words are moved, and from what locations to where?

a. \_\_\_\_\_

b. \_\_\_\_\_

c. \_\_\_\_\_

3. HOW TO MAKE AN INCLUSIVE OR

	LDM	TAGL
	STM	AND+1
	LDM	TAG
AND	LPC	**
	STD	2
	LDM	TAG
	LMM	TAGL
	ADD	2
	}	
TAG	DATA	1264B
TAGL	DATA	4444B

- a. What is the inclusive OR of 1264 and 4444?  
\_\_\_\_\_
- b. Is it necessary to load TAGL and store it in the LPC instruction? \_\_\_\_\_
- c. What value does \*\* assemble as?  
\_\_\_\_\_

9. HOW TO ADD 18-BIT NUMBERS

Given:

(IN) = 0012  
(IN+1) = 7756

} IN and IN+1 represent an 18-bit relative CM address which must be updated

LDC	100B
RAM	IN+1
SHN	-12
RAM	IN

( ie  $\begin{array}{r} 127756 \\ \underline{100} \\ 130056 \end{array} \leftarrow 100_8 \text{ is } 64_{10} \text{ 1 pru} \right)$

13. ALGORITHM FOR WORKING WITH 12-BIT SIGNED NUMBERS IN MEMORY

a.	DATA1	DATA	12348,76438,00058
	DATA2	DATA	20008,75238,77668
	ANSWER	BSSZ	3
		}	
		LDN	2
		STD	2
	ADD	LDC	7700008
		ADM	DATA1,2
		ADM	DATA2,2
		STM	ANSWER,2
		SOD	2
		PJN	ADD

b.	X	VFD	12/DATA1
	Y	VFD	12/DATA2
	Z	VFD	12/ANSWER

	}	
	DUP	3,7
	LDC	7700008
	ADI	X
	ADI	Y
	STI	Z
	AOD	X
	AOD	Y
	AOD	Z

	DATA1	DATA	12348,76438,00058
	DATA2	DATA	20008,75238,77668
	ANSWER	BSSZ	3

Question: What type of numbers are in:

DATA1	_____	_____	_____
DATA2	_____	_____	_____
ANSWER	_____	_____	_____

11. INTEGER MULTIPLY

	LDC	800
	STD	1
	SHN	4
	SBD	1
	SBD	1
	SBD	1
	STM	ANS+1
	SHN	-12
	STM	ANS
	{	
ANS	BSSZ	2

a. What are the numbers multiplied?  
\_\_\_\_\_

b. How many words of core does this code occupy?  
\_\_\_\_\_

12. INTEGER DIVIDE

	DVDN	EQU	108
	DVSR	EQU	118
	ANS	EQU	128
	REM	EQU	138
	{		
	LDN		0
	STD		ANS
DIV	LDD		DVDN
	SBD		DVSR
	MJN		OUT
	STD		DVDN
	AOD		ANS
	UJN		DIV
OUT	ADD		DVSR
	STD		REM
	{		
DVDN	DATA		30
DVSR	DATA		13
ANS	BSSZ		1
REM	BSSZ		1

a. What numbers are divided?  
\_\_\_\_\_

b. What is the answer?  
\_\_\_\_\_

c. What is the remainder?  
\_\_\_\_\_

{10} = 30

{11} = 13

ANSWERS TO CODING EXAMPLES

1. Assembly error.  
ABT is too far away.

11.  $+1234$      $-0134$      $+0005$   
 $+2000$      $-0254$      $-0011$   
 $+3234$      $-0410$      $-0004$

2. The PJN jumps around  
the LJM.  
The LJM can reach ABT.

Solution formula:

770000	770000	770000
<u>+1234</u>	<u>+7643</u>	<u>+0005</u>
771234	777643	770005
<u>+2000</u>	<u>+7523</u>	<u>+7766</u>
773234	007366	777773
	<u>1</u>	
	007367	

3. a. 100  
b. 1004  
c. TAG+2  
d. RJM is two words

4. Second word of LJM  
instruction.

11. a.  $800 \times 13$   
b. 12

5. four

12. a.  $30 \div 13$   
b. 2  
c. 4

6. The AOD in this case  
always leaves (A)  $\neq 0$

7. a. one word -  
from 1000 to 2000  
b. one word -  
from 1000 to 2000  
c. 77g words -  
from 1000+ to 2000+

8. a. 5664  
b. yes -  
there is no LPM instruction  
c. 0

9. -

## FORMAT OF THE CRD.

1. Reserve a PP buffer to read the data into:

(Locations 10-14 will be used)

2. Load CM absolute address into A:

LDC            123400B

3. Execute the Central Read instruction:

CRD            10B

↑  
PP memory location 10  
is beginning of a  
5-word PP buffer  
to contain 1 CM word

\* After the Read, (A) is not destroyed \*

(in this case, 123400<sub>8</sub>)



## CENTRAL MEMORY

### READ and WRITE INSTRUCTIONS

CRD - reads one word

CRM - reads a block

CWD - writes one word

CWM - writes a block

## FORMAT OF THE CRM

1. Reserve a PP buffer to read the data into:

BUF        BSSZ        20

2. Store the block length (CM words) in a direct cell:

LDN        4  
STD        10B

3. Load the absolutized CM address in A

LDC        123400B

4. Execute the Central Read instruction:

CRM            BUF, 10B

                  ↙                  ↖

PP Buffer        Direct Cell  
to read into    containing  
                  CM word count

\*:After the Read, (A) is CM LWA+1 \*

(in this case, 123404<sub>8</sub>)

### Instruction Problem Set #4

1.	LDC CRD	400B 50B	}	a. (A) = _____ b. What does this code do? _____
----	------------	-------------	---	---

2.	LDC CWD	60000B 10B	}	a. (A) = _____ b. What does this code do? _____
----	------------	---------------	---	---

3.	LDN STD LDC CRM }	16 2 400B BUF, 2	}	When the Read is finished, but before the original P is restored, what is:
BUF	BSS	80		(A) = _____ (Q) = _____ (P) = _____ (loc 0) = _____

4.	ADDR DATA	0021B, 2222B	}	What does this code do?
	} LDN STD LDM SHN ADM CWM } BUF BSS	5 2 ADDR 12 ADDR+1 BUF, 2  25		

## CODING CONVENTIONS

## CODING CONVENTIONS

### Lesson Guide

#### REFERENCES:

PP COMPASS Student Guide Section VI

#### TRAINING AIDS:

Visuals VALS-53-6-3, VALS-53-6-10

#### ASSIGNMENTS:

Study questions Section VI

#### OBJECTIVES:

- {1} To present the SCOPE System Symbol coding conventions
- {2} To introduce freedom from hand coding by using symbols.
- {3} To introduce SCOPE System Texts.
- {4} To introduce SCOPE PP Programming naming conventions.

## CODING CONVENTION

### Lesson Outline

#### VI. CODING CONVENTIONS

- A. System Symbols
  - o Definitions
  - o Examples
  - o As system communication aids
- B. System Texts
  - o Provide commonly used MACROS
  - o Provide commonly used MICROS
  - o Provide commonly used Symbol Definitions
  - o From Libraries
  - o Called from COMPASS control card
  - o Classified into functional modules
- C. PP Program Naming Conventions
  - o Three Alpha characters
  - o Most names already used
  - o Number signifies where loaded
  - o Some reserved for user

## SYMBOL DEFINITIONS

		EXAMPLE
D.XX	A DIRECT CELL IN PP MEMORY	D.FFO is loc 50 D.PPIRB is loc 50
R.XX	A PP RESIDENT ROUTINE	R.IDLE is loc 103
M.XX	A MONITOR FUNCTION	M.DPP is 12 M.ABORT is 13
T.XX	A SYSTEM TABLE IN CMR	T.FNT is FILE NAME TABLE
P.XX	A POINTER IN CMR TO A TABLE	P.FNT byte 0 is ADDRESS OF FNT
C.XX	A BYTE IN A CMR WORD (0-4)	C.CPRA is 3
	or	
	A PP CONSTANT	C.PPFWA is 1000
L.XX	LENGTH OF A CMR TABLE	L.TAPES is LENGTH of TAPES TABLE
	or	
	A PP LENGTH CONSTANT	L.PPHDR is 5
W.XX	A WORD IN CMR:	
	PP COMMUNICATION AREA	W.PPMES1 is WORD 2 of PP COMM AREA
	CONTROL POINT AREA	W.CPSTAT is WORD 20 of CP AREA
F.XX	AN ERROR FLAG VALUE	F.ERPP is 3 (PP Abort code passed by M.ABORT)

## EXAMPLES OF GOOD CODE

1. HOW TO READ THE PP INPUT REGISTER FROM CENTRAL MEMORY AND GET THE CP NUMBER AND CP AREA ADDRESS

```
LDD    D.PPIR
CRD    D.PPIRB
LDD    D.PPIRB+1
LPN    7
SHN    7
STD    D.CPAD
```

2. HOW TO GET RA AND FL AND BRING THEM INTO THE PP

```
LDD    D.CPAD
ADN    W.CPSTAT
CRD    D.TO
LDD    D.TO+C.CPRA
STD    D.RA
LDD    D.TO+C.CPFL
STD    D.FL
```

3. HOW TO ABSOLUTIZE A CENTRAL MEMORY ADDRESS

```
LDD    D.IN
SHN    6
ADD    D.RA
SHN    6
ADD    D.IN+1
```



6. HOW TO WRITE A PP BUFFER TO CENTRAL MEMORY  
- 32 PP WORDS -

```
LDN 7
STD 7
LDN 0
STM IN+32
STM IN+33
STM IN+34
LDD D.IN
SHN 6
ADD D.RA
SHN 6
ADD D.IN+1
CWM IN, 7
LDN 7
RAD D.IN+1
SHN -12
RAD D.IN
```

```
IN BSS 35
```

The above code wrote 35 PP words, which is 7 CM words, to Central Memory. The last 3 bytes were zero, because only whole CM words may be written.

The code also updates the IN pointer.

4. HOW TO CLEAR 5 PP WORDS

LDN P.ZERO  
CRD D.TO

CM ADDR 0 CONTAINS 0  
CLEAR D.TO-D.T4

This is faster and uses less code than:

LDN 0  
STD D.TO  
STD D.T1  
STD D.T2  
STD D.T3  
STD D.T4

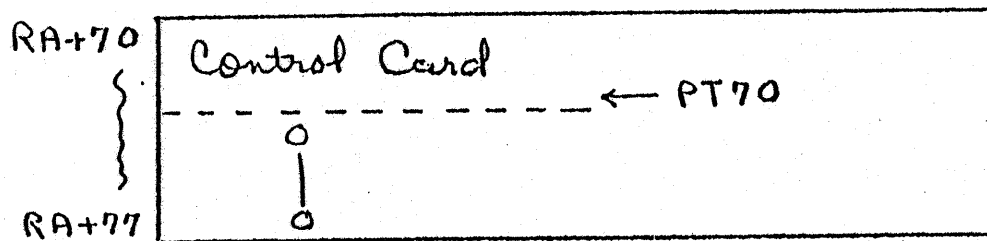
5. HOW TO CHECK TO SEE IF THE CPU IS RUNNING:

RPN  
STD . 2  
RPN  
LPC 7777B  
SBD 2  
NJN OK  
LJM TIMEOUT

OK

Given: PT70 contains a number in the range 70-77. IAJ has just moved a control card into the RA+70 area. Examine the following code to see how IAJ clears the rest of the area. PT70 contains the pointer to the last word stored.

GOOD CODE TO STUDY  
(Also Study R.DFM)

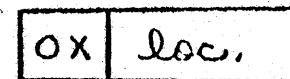


B-7

1400	LUN	P.ZERO	CLEAR REST OF RA+70B AREA	IAJ	343
6010	CRD	D.TO		IAJ	344
3665	UNP6	ADD	PT70	IAJ	345
1377	SCN	77B		IAJ	346
0506	NJN	UNP5		IAJ	347
3155	LDD	D.RA		IAJ	348
1006	SHN	6		IAJ	349
3165	ADD	PT70		IAJ	350
6210	CWD	D.TO		IAJ	351
0370	UJN	UNP6		IAJ	352

SCOPE 3.3 & 3.4

Given: (A) contains a flag and a message buffer address:



↑  
flag

↑  
message  
address  
in PP

R.DFM moves the message to pp locs 13+. It then moves 5 pp words (1 CM word) at a time to the PPMES areas in Central Memory. Study the code.

R.DFM	TRANSMIT DAYFILE MESSAGE	STL	580
		STL	581
	CALLING SEQUENCE	STL	582
		STL	583
LOAD	IFLAG(LOCATION OF MESSAGE	STL	584
RJM	R.DFM	STL	585
		STL	586
	ACTIONS	STL	587
		STL	588
	TRANSMIT MESSAGE TO PP MESSAGE AREA	STL	589
	CALL MONITOR FUNCTION M.DFM.(FLAG)	STL	590
		STL	591

P-9

0644		R.DFM	ENH	Y		STL	593
0645	3410		STN	D.10	LOCATION OF MESSAGE	STL	594
0647	3403		SHN	-12		STL	595
0670	3411		STN	D.11	STORE FLAG	STL	596
0671	3375		LOD	D.PPMES1		STL	597
0672	3412		STN	D.12	SET STORAGE (+1) ADDRESS	STL	598
0673	3413	DF42	LOM	D.13		STL	599
0674	3400		STN	0	SET ASSEMBLY ADDRESS	STL	600
0675	4018	DFH1	LCI	D.10	MOVE BYTE	STL	601
0676	4400		STI	0	TO ASSEMBLY AREA	STL	602
0677	0402		ZJM	*2	SENSE END OF MESSAGE	STL	603
0700	3410		ADD	D.10	ADVANCE IN MESSAGE	STL	604
0701	3500		ADD	0	AND ASSEMBLY AREA	STL	605
0702	112		LHN	D.13-5		STL	606
0703	0571		NJM	DFH1	SENSE ASSEMBLY NOT FULL	STL	607
0704	3012		LOD	D.12		STL	608
0705	0213		CWD	D.13	WRITE ASSEMBLY TO MESSAGE AREA	STL	609
0706	3412		ADD	D.12	ADVANCE STORAGE ADDRESS	STL	610
0707	1207		LPN	7		STL	611
0710	0403		ZJM	DFH3	JUMP IF END OF MESSAGE AREA	STL	612
0711	3117		LOD	D.13-4		STL	613
0712	0565		NJM	DFH2	LOOP IF NOT END OF MESSAGE AREA	STL	614
						STL	615
0713	1301	DFH3	LOM	M.DFM		STL	616
0714	3200 2513		RJM	R.MTP	SEND DAYFILE MESSAGE	STL	617
0716	0345		UJM	R.DFMX		STL	618

## SCOPE SYMBOL DEFINITION

B

---

SCOPE Text (SCPTEXT) contains system macros, micros, and symbols used by COMPASS CPU and PPU programs that comprise the SCOPE operating system. SCPTEXT contains the following common decks:

ACTCOM	CPU program system action request macros
COMAFET	File Environment Table generation macros
COMSRAS	System communication (RA) symbols
CPSYS	CPU input/output macros using the Central Program Control (CPC) library routines
PPSYS	PPU program system macros, micros, and symbols.

SCPTEXT is made up of CPCTEXT and PPTEXT. CPCTEXT may be used when only user-mode CPU programs are assembled, and PPTEXT may be used when only PPU programs are assembled.

Common deck COMSRAS contains definitions of symbols of the form RA.xxx which are addresses of words in the communication area (RA+0 through RA+100).

A listing of system symbols can be obtained with the following job deck:

```
job card (including a request for MTO1  
REQUEST(OLDPL,E,HY) SCOPEPL1  
UPDATE(Q)  
COMPASS(S=0,I=COMPILE)  
7/8/9  
*COMPILE PPTEXT  
6/7/8/9
```

## PPSYS IDENTIFIERS

Common deck PPSYS contains definitions of symbols of the form:

i.mn

i Identifier; one or two alphabetic characters specifying the category to which the symbol belongs.

C Byte number in CM word (0-4). C identifiers are used for flags and parameters of 12 bits or less.

CH Pseudo channel assignments

D Direct cells

EX M.ICE parameter values

F Error flag values

L Lengths

LE Length of table entries

M PPU request of monitor

O Stack processor orders

OV PPU overlays; mnemonic is the overlay name

P CM location of pointer words

R PPU resident entry points

S Number of bits to right shift a parameter to right justify it in a PPU word. Some symbols, notably those related to the scheduler, are the number of bits to right shift a parameter to right justify it in a CM word.

T First word address of CM tables. The system programmer should use the P. definition rather than access the table directly with the T. definition.

W Relative positions in CM tables

mn Mnemonic; one to six alphanumeric symbols suggesting the use of the symbol. For example, P.ZERO identifies CMR pointer area word 0, which contains binary zeros.

SCOPE  
3.4

## SYSTEM TEXTS

System texts provide commonly used macro, micro, and symbol definitions for use in COMPASS source programs. SCOPE provides several text overlays which are loaded by COMPASS from the system libraries when specified by S parameters on the COMPASS control statement. S parameters can also be used on FTN control statements when FORTRAN source programs contain intermixed COMPASS subprograms. Up to seven system texts can be specified, each by a different S parameter, for a given assembler run. The system texts are made up of UPDATE common decks described below.

### COMMON DECKS

System Action Request Macros: ACTCOM

IXi Xj*Xk	DISPOSE	RECOVR
IXi Xj/Xk	ENDRUN	REQUEST
IXi Xj/Xk,Bn	FILESTAT	RTIME
ABORT	JDATE	SYSCOM
CHECKPT	LOADREQ	SYSTEM
CLOCK	MEMORY	TIME
CONTRLC	MESSAGE	TRANSR
DATE	RECALL	

Input/Output Macros using CPC: CPSYS

BKSP	READIN	SKIPF
BKSPRU	READN	UNLOAD
CLOSE	READNS	WPHR
CLOSER	READSKP	WRITE
EVICT	REWIND	WRITEC
FILEB	REWRITE	WRITEN
FILEC	REWRITEF	WRITEF
LABEL	REWRITER	WRITER
OPEN	RFILEB	WRITIN
POSMF	RFILEC	WRITOUT
READ	RPHR	
READC	SKIPB	

Record Manager Internal Text: RMCOM

Contains macro, micro, and symbol definitions used within Record Manager modules.

Installation Parameters: IPARAMS

Contains installation parameters as symbol and micro definitions.

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3.4

Loader Request Macros: LMACOM

Contains two macros: LOADER and LDREQ.

Permanent File Macros: PFCOM

ALTER	EXTEND	PURGE
ATTACH	FDB	RENAME
CATALOG	PERM	SETP

Peripheral Processor System Definitions: PPSYS

Contains many system symbols and macros, and the following macros:

ADK	CRI	LDK
BIT	ENM	PPENTRY
CEQU	JOB CARD	SBK
CMICRO	LDCA	UJK

Integrated Scheduler Macros: SCHCOM

CISO	SCHLOK	SCHSTOR
ENTRY34	SCHSAVE	STREQ
LDW		

Indexed Sequential Interface Macros: SISICOM

ACCESSK	OPENOLD	SETBLKI
ACCESSN	REPLACE	SETCOLL
DELETE	REPOS	SETERR
FORCEW	SEEKL	SETFET
INSERT	SEEKS	SETKEY
OPENNEW	SETBLKD	TERMNAT

Record Manager Definitions: BRMCOM

Contains macro, micro, and symbol definitions for user programs that use the Record Manager.



SCOPE  
3.4

TEXT OVERLAYS.

The SCOPE system text overlays contain various combinations of the common decks, as shown below:

- CPCTEXT      System text for central processor programs using CPC. Common decks ACTCOM, CPSYS, and SISICOM.
- IOTEXT      System text for central processor programs using Record Manager. Common decks ACTCOM and bRMCOM.
- IPTEXT      Installation parameter system text. Contains a single macro, IPARAMS, whose body is the IPARAMS common deck.
- LDRTEXT     System text for central processor programs using Loader. Common deck LMACOM.
- PFMTEXT     System text for central processor programs using permanent files. Common deck PFCOM.
- PPTXT       System text for peripheral processor programs. Common deck PPSYS.
- SCHTEXT     System text for central and peripheral processor programs interfacing with the Integrated Scheduler. Common deck SCHCOM.
- SCPTXT      System text for central and peripheral processor programs in SCOPE. Common decks ACTCOM, CPSYS, and PPSYS.
- SYSTEXT     System text for central processor programs. This is the default system text used by COMPASS when no S or G parameters are specified. It can be identical to either CPCTEXT or IOTEXT, at installation option. In the released system, SYSTEXT is equal to IOTEXT.
- TXTRM       System text for Record Manager modules. Common decks ACTCOM and RMCOM.

In addition to the above system texts provided by SCOPE, the following system texts are provided by product set members.

- ALGTEXT     Contains COMPASS coded macros used to expand application areas of ALGOL-60.
- FTNMAC      Contains macros used by COMPASS object programs produced by the FORTRAN Extended compiler {FTN}.
- SMTEXT      Contains macros for central processor programs that call the SORT/MERGE system.

TEXT

	ACTCOM	LRMCOM	CPSYS	IPARAMS	LDRCOM	PFCOM	PPSYS	SCHCOM	SMCOM	RMCOM	SISICOM	ALGTEXT
IOTEXT	X	X										
CPCTEXT	X		X								X	
SYSTEXT	---X---	---X---	user selected SYSTEXT=IOTEXT or system default									X
IPTEXT	X		X	user selected SYSTEXT=CPCTEXT								
IPTEXT				X								
LDRTEXT					X							
PFMTEXT						X						
PPTEXT							X					
SCHTEXT								X				
SCPTEXT	X		X				X					
SMTEXT									X			
TXTBRM	X									X		
ALGTEXT			X									X

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SYSTEM TEXT - COMMON DECKS

SYSTEM TEXT  
COMMON DECKS

500/20  
3/7/70

## PP PROGRAM NAME RESERVATIONS

Routine Name	Description
A†	Stack processor segment
ABS	Dump CM – absolute address
ACE	Advance control card
ACT	Helper for program ACCOUNT
ADS	ADDSET processor – add member to PF set
AUX	Utility helper
CCP	7000 station routine
CEA	Deadstart PPO save program
CED	Deadstart PP control program
CEJ	MTS coldstart bootstrap
CEM	Central error manager for ECS
CEY	MTS coldstart bootstrap
CIO	Circular I/O processor
CKP	Saves information necessary to restart a checkpoint job
CLO	Dummy program used to call CIO
COM	Deadstart option matrix
CON	INTERCOM connect file to remote terminal
CP1	C.E. 415 card punch test
CR1	C.E. 405 card reader test
CY1	Resets FNT of file being processed by restart
D†	Deadstart dump
D00	Diagnostic for COBOL
DF4	C.E.-3234 test
DF7	C.E.-3553 test
DF8	C.E.-808 test
DIS	Console display program for a control point
DLE	C.E. diagnostics
DLM	DELSET processor – delete member from PF set
DMP	Dump CM
DMT	Deadstart dump for 60x, 65x drivers
DSD	System display
DSM	Dismount pack
DSP	ROUTE/DISPOSE function processor
DTS	Deadstart dump for 66x drivers
EKG	Private pack closing 1EJ
EPF	Send audit information to CM
ESB	Reconfiguration cleanup
EST	Deadstart equipment configuration
FAD	INTERCOM
FNT	INTERCOM-FNT alter routine
GBJ	INTERCOM-274 Graphics begin job
GEJ	INTERCOM-274 Graphics end job
GPF	GETPF(MMF)
HDS	Help deadstart

†Zero-filled.

PP PROGRAM NAME RESERVATIONS (CONT'D)

Routine Name	Description
IAP	INTERCOM initiate another program
IEF	Routine for CEFAP
IRP	Deadstart RMS stack processor
IUP	INTERCOM initiate user program
JAC	Job queue acquire information
JDP	Job dependency count decrementor
LBL	LABELMS header
LDC	LDCMR utility helper
LDL	Loader utility program
LDV	Loads CPU absolute overlays
LDW	Loads CPU absolute overlays in conjunction with LDV
LOC	Load octal corrections
LPF	In conjunction with LOADPF, reloads permanent files
LPT	C.E. 501 line printer test
LP1	C.E. 512 line printer test
MAC	INTERCOM
MDI	Used by EDITLIB to handle I/O involved in changing and moving directory
MDR	Deadstart 66x driver
MEM	Process memory function
MES	INTERCOM writes messages to remote terminal
MNT	MOUNT processor
MSD	Direct Access Module of Record Manager
MSG	Issues dayfile messages
MTR	Monitor
MTT	C.E. 60X tape test
MUJ	INTERCOM multi-user job
NSV	PP helper for CPVSN processor
OPE	Dummy program used to call CIO
P†	Deadstart pre-addressed 6603
PFA	Permanent file manager ATTACH function
PFC	Permanent file manager CATALOG function
PFD	Attaches Permanent File Directory to control point
PFE	Permanent file manager EXTEND function
PFP	Permanent file manager PURGE function
PFR	Permanent file manager RENAME function
PFS	Permanent file manager POSITION function
PPI	Reserved
PRM	Permission checking function
QAC	I/Q queue acquire file
QAJ	Reserved
REQ	Makes non-allocatable device assignment and formats FNT entries for allocatable devices in response to REQUEST control card or a REQUEST macro call
RMS	Routine for CERMS
RPV	Reprieve central program
RST	Restores control point area of restart job

†Zero-filled

## PP PROGRAM NAME RESERVATIONS (CONT'D)

Routine Name	Description
RWE	INTERCOM Checks for INTERCOM job
SLT	Reserved
SPF	SAVEPF(MMF)
SRB	Used by EDITLIB to complete the disk address of a record
SSC	Sub-system call
SSF	Sub-system function
SSH	Station system helper
STL	Deadstart system execution PP resident
STS	Used by CP program to obtain certain status
TAT	PF set table system access
TBL	INTERCOM Get table
TDR	Deadstart MT-NT tape driver
TDS	Terminate deadstart
TPF	Transfer permanent files and permanent file table
TPT	Transfer permanent file tables
T76	INTERCOM
Uxx	Reserved for installations
VSM	STIMULATOR routine
XDQ	PP portion of dump queue
XRO	PP portion of restore queue
nUx	Reserved for installations
OZA-OZS	LCC drivers
OZT-OZZ	LCC initializer
OZ1-OZ9	LCC drivers
1AB	Identifies recovered jobs
1AJ	Advance job
1BR	INTERCOM Buffer Manager
1BT	Blank label tape routine
1CC	ESP communication processor
1CI	INTERCOM Queue Manager
1CL	Close function for all non-tape or non-permanent files
1CR	Tape read recovery - write CM for 9-track tapes
1CS	Tape read recovery - write CM for S tapes
1CT	Tape read recovery - write CM for SCOPE tapes
1C9	Write CM for tape read recovery - NT SCOPE tapes
1DA	Process private packs
1DF	Dump dayfile
1DL	Overlay loader and dayfile message processor for DSD
1DM	Device queue manager
1DS	INTERCOM H-display
1DU	DUMPF initialization
1EJ	End of job processor
1EM	Formats hardware error message for stack processor
1FC	Creates an RB entry for PFC
1GJ	INTERCOM
1GM	Issues GOOD MORNING when time changes from 23.59 to 00.00
1GR	INTERCOM
1IB	Initiate batch job from input queue

PP PROGRAM NAME RESERVATIONS (CONT'D)

Routine Name	Description
11D	INTERCOM Send dayfile message to terminal, complete swap
11M	INTERCOM Send message to terminal
11Q	Initiate JANUS control point
11R	Main JANUS routine; drives readers punches, printers, etc.
11S	Initialize overlay setup
11U	Called by JANUS to backspace print file
11I	INTERCOM Initialization
11T	Integrated tape driver for (66x) main overlay
111	INTERCOM Initialization
1LX	INTERCOM
1MF	Multifile positioning routine
1MH	Tape scheduling/prescheduling routine
1MM	Multi-mainframe job queue manager
1MT	Long record stranger tape driver
1N0	Tape read recovery noise record verifier
1NR	NT read driver
1NW	NT write driver
1N2	Tape noise record read recovery, read forward 1
1N3	Tape noise record read recovery, read forward 2
1NS	Notify station of SPOT completion
1OP	File open routine for non-tape files
1PC	Close permanent file mass storage
1PD	Called by PFA to either enter event stack, call another PP routine, or swap out
1PF	Permanent file error recovery
1PG	PURGE(MMF)
1PJ	INTERCOM Process job card
1PK	PF set coordinator
1PL	Dummy plot program
1PS	7000 Station routine
1PT	INTERCOM Low speed remote batch processor
1P1	Tape recovery to LGR positioning driver
1P2	Tape recovery write driver
1P3	Tape recovery verification driver
1P4	Tape recovery to LGNR positioning driver
1QF	I/O file manager
1QM	INTERCOM Check for MUJ swap-out completion
1QP	INTERCOM Quantum calculator and MUJ servicer
1RC	Restores field length of a checkpointed job
1RN	Ages queues, manages RBT chains and statuses tape drives
1RP	End of reel processor
1RQ	REQ overlay
1RS	Read stranger tape driver
1RT	Read SCOPE tape driver
1RV	Tape I/O read recovery driver initializer and terminator
1R2	Tape read recovery - tape parity error recovery 1
1R3	Tape read recovery - tape parity error recovery 2

PP PROGRAM NAME RESERVATIONS (CONT'D)

Routine Name	Description
1R9	SCOPE tape 9 track (659) read tape driver
1SI	Routine to swap-in or roll-in a job
1SO	Swap-out or roll-out a job
1SP	Mass Storage I/O processor (stack processor)
1SX	Error message and abort function for stack processors
1SS	Load and execute 1SP or 3DO at second entry
1TF	Tape forward motion routine
1TJ	Translate job card
1TO	Tape open routine
1TS	Tape sampler
1VG	STIMULATOR routine
1WB	INTERCOM Wideband driver
1WI	SCOPE internal tape write driver
1WS	Stranger tape write driver
1W9	SCOPE tape 9 track (659) write tape driver
1XG	INTERCOM 1XP overlay used for graphics
1XP-6XP	INTERCOM High speed EXPORT processor
1ZA-1Z9	INTERCOM drivers
2CC	1CI overlay - process command
2CS	1CI overlay - create user table
2CU	1CI overlay - create user table
2GJ	INTERCOM
2IA	66x read driver for L tapes
2IB	66x write driver for L tapes
2IC	66x read driver for 7-track coded SCOPE tapes
2ID	66x write driver for 7-track coded SCOPE tapes
2IL	66x labels and tape module
2IO	Submodule for 3IO - 3IL
2IR	66x basic read overlay
2IS	Reservoir of routines for 1IS
2IW	66x basic write overlay
2IY	Modified 2IW for station write
2IZ	Modified 2IR for station read
2II	INTERCOM overlay to 1II
2LP	3256/3659 driver for an on-line print file
2ME	INTERCOM-Message sending routine
2PA	PFA utility processor
2PC	3446 card punch driver
2RC	3447 card reader driver
2RP	Overlay to 1RP-End-of-reel processor
2ST	MMF CIO staging processor
2TA	Automatic tape assignment overlay
2TB	All backward tape motion
2TC	Extended trailer label group processor
2VJ	Translate job card
2WB	INTERCOM overlay to 1WB

# PP PROGRAM NAME RESERVATIONS (CONT'D)

Routine Name	Description
3DO	Initialize allocatable device file
3IC	66x close processor
3IE	66x basic error processor
3IF	66x multi-file processor
3II	66x system initialization
3IL	66x label write processor
3IM	66x message processor
3IO	66x open processor
3IP	66x positioning within a logical file
3IR	66x read error recovery
3IV	66x close volume processor
3IW	66x write error recovery
3IZ	66x station header and trailer label processor
3LX	INTERCOM Overlay to 1LX
3ME	INTERCOM Overlay to 2ME
3PA	PFA swapper status check segment
3PM	Segment of IP1 used for holding code for future use
3PO	Segment of IP3 that processes uncorrectable parity error GO or RECHECK code
3PS	Segment of IP4 used for holding code for future use
3RQ	REQ overlay containing 2TACOM
3SP	Stack processor for 6603-I driver
3SQ	Stack processor for 6638 driver
3SS	Stack processor for 854 driver
3ST	Stack processor for 6603-II driver
3SV	Stack processor for 821 driver
3SW	Stack processor for 841 driver
3SY	Stack processor for 844 driver
3TT	INTERCOM Transmit data from CPU to terminal
3T1-3T2	INTERCOM Overlays to 3TT
3WB	INTERCOM overlay to 1WB
4AM	ADSETT add number overlay
4DO	Process device independent requests for allocatable devices
4ES	Enter stack request
4LB	ANSI standard label processor
4LC	3000 label processor
4LX	INTERCOM Overlay to 1LX
4WB	INTERCOM overlay to 1WB
5CP	IRP overlay - 6603-I driver
5CQ	IRP overlay - 6638 driver
5CS	IRP overlay - 854 driver
5CT	IRP overlay - 6603-II driver
5CV	IRP overlay - 821 driver
5CW	IRP overlay - 841 driver
5CY	IRP overlay - 844 driver
5DA	Initiate or destroy file on private pack
5LX	INTERCOM overlay to 1LX
5WB	INTERCOM overlay to 1WB
6BM	Billing message overlay



PP PROGRAM NAME RESERVATIONS (CONT'D)

Routine Name	Description
6BR	ANSI label processor read function code overlay
6BW	4LB overlay
6CR	3000 label processor read function code overlay
6CW	3000 label processor write function code overlay
6LC	Segment of 4LB or 4LC to load conversion table into MMTC
6LM	Segment of 4LB used to construct tape label messages
6LX	INTERCOM overlay to 1LX
6L1	4LB overlay to convert PRU count
6L2	BCD conversion table overlay for 4LB
6L3	4LB overlay to check that proper conversion table is in the MMTC
6L4	4LB overlay for debug message writer
6L5	4LB overlay to format the label information
6L7	4LB overlay to pack and write label to tapes table
6MD	Dummy EDITLIB overlay
6NO	Tape error recovery debug segment assembled to give more detail about segment being read by 1NO
6PA	Prints system bulletin before header
6SI	Process swap-in parity errors
6RD	Disposed file accounting overlay
6PM	Permanent file accounting overlay
6WM	Outputs dayfile error messages for I/O requests
7EC	Generate ECS buffers
7ID	Auxiliary error processor for RMS I/O
7NO	Debug routine
7RQ	REQ Set Processor
7SN	1AJ Set Processor
7T1	ASCII/Display code conversion table
7T2	EBCDIC/Display code conversion table
7W1-7W2	Overlay for 6WM
8AA-8A9	Reserved
8BA-8B9	Reserved
8CA-8C9	C.E. Reserved names
8DA	A, I, J display overlay for DSD (dayfile buffers, REQUEST cards, JANUS)
8DB	B display overlay for DSD (control point status)
8DC	C, D, G display overlay for DSD (central memory)
8DD	Reserved for DSD
8DE	E display overlay for DSD (equipment status table)
8DF	F display overlay for DSD (file name table)
8DG	Reserved for DSD
8DH	H display for DSD (I/O queues)
8DI	Reserved for DSD
8DJ	Reserved for DSD
8DK	K display overlay for DSD (pointers and control point area)
8DL	L display overlay for DSD (central programmable)
8DM	M display overlay for DSD (PP communications area)
8DN	N display overlay for DSD (Breakpoint)
8DO	O display overlay for DSD (operator message)
8DP	P display overlay for DSD (tapes table and VSN previewing)
8DQ	Q display overlay for DSD (INTERCOM status)

PP PROGRAM NAME RESERVATIONS (CONT'D)

Routine Name	Description
8DR	R display overlay for DSD (JDT tables and queues)
8DS	S display overlay for DSD (job control area)
8DT	T display overlay for DSD (transfer status-linked mainframe)
8DU	U display overlay for DSD (ID table)
8DV	V display overlay for DSD (RMS)
8DW	W display overlay for DSD (pack requests)
8DX	X display overlay for DSD (ECS memory)
8DY	Y display overlay for DSD (command format dictionary)
8DZ	Z display overlay for DSD (display dictionary)
8D0-8D4	DSD
8EA-8E4	DSD (Linked mainframe displays)
8FA-8FS	Reserved
8GO	Loaded by 1R3 when GO or DROP operator decision necessary during tape processing
8NO	Segment to 1N3 that writes debug messages to dayfile if IP.DBUG=1
8PT	INTERCOM Overlay to 1PT
8PU-8W9	Reserved
8T3	Overlay to load MMTc memory
8XA	Channel commands overlay for DSD
8XB	Debugging commands overlay for DSD
8XC	PPU calling control points requests commands overlay for DSD
8XD	Equipment status commands overlay for DSD
8XE	Control point commands overlay for DSD
8XF	Deadstart commands overlay for DSD
8XG	Priority and tape staging job control commands overlay for DSD
8XH	INTERCOM commands for DSD
8XI	Miscellaneous commands overlay for DSD
8XJ	Miscellaneous commands overlay for DSD
8XK	Tape scheduling commands overlay for DSD
8XL	Operator action manager commands overlay for DSD
8XM	Error flag commands overlay for DSD
8XN	CP-PP interlock commands overlay for DSD
8XO	Initiate system jobs command overlay for DSD
8XP	Tape assignment command overlay for DSD
8XQ	Bring up displays command overlay for DSD
8XR	Divert a file command overlay for DSD
8XS	Segment debug command overlay for DSD
8XT	Segment debug command overlay for DSD
8XU	RMS commands for DSD
8XV	Logical ID command overlay for DSD
8XW	ENID command overlay for DSD
8XX-8X7	Reserved for DSD
8X8	DSD command syntax table
8X9	Reserved for DSD
8YA-8Y9	DSD (Linked mainframe commands)
8ZA-8Z9	INTERCOM PP drivers
9AA-9PS	Customer Engineering
9PT	INTERCOM
9PU-9Y9	Customer Engineering
9ZA-9Z9	INTERCOM

STUDY QUESTIONS  
Coding Conventions - Section VI

1. D.RA is a system symbol which defines \_\_\_\_\_.
2. W.PPMES4 is a system symbol which defines \_\_\_\_\_.
3. M.DPP is a system symbol which \_\_\_\_\_.
4. P.LIB is a \_\_\_\_\_ to the Library in SCOPE.
5. D.FL is a storage location in the PP which contains the Field length of the job which requested the PP.  
  - {A} True
  - {B} False
6. A system text is a source file for COMPASS.  
  - {A} True
  - {B} False
7. System Texts contain  
  - {A} MACROS
  - {B} MICROS
  - {C} Commonly used symbols
  - {D} All of the above
  - {E} None of the above
8. System texts may be listed.  
  - {A} True
  - {B} False
9. PP program names may begin with \_\_\_\_\_.
10. PP Program names generally indicate \_\_\_\_\_.

STUDY QUESTIONS  
Coding Conventions - Section VI

1. D-RA is a system symbol which defines a direct cell in a PP
2. W-PPMES4 is a system symbol which defines a message buffer
3. M-DPP is a system symbol which is the code for drop PP.
4. P-LIB is a Pointer to the Library in SCOPE.
5. D-FL is a storage location in the PP which contains the Field length of the job which requested the PP.  
 {A} True  
 {B} False
6. A system text is a source file for COMPASS.  
 {A} True  
 {B} False
7. System Texts contain  
 {A} MACROS  
 {B} MICROS  
 {C} Commonly used symbols  
 {D} All of the above  
 {E} None of the above
8. System texts may be listed.  
 {A} True  
 {B} False
9. PP program names may begin with any alpha char.
10. PP Program names generally indicate where the PP code is to be loaded.

PP MACROS

PP MACROS  
Lesson Guide

REFERENCES:

PP COMPASS Student Guide Section VII

TRAINING AIDS:

Visuals VALS-53-7-5

ASSIGNMENTS:

Study Questions Section VII

OBJECTIVES:

- {1} To present the MACROS as a time saving, error reducing programming aid.
- {2} To present pre-defined programming concepts using MACROS.
- {3} To introduce generalized coding techniques.
- {4} To prepare student to write simple PP Macros.

PP MACROS  
Lesson Outline

VII. PP MACROS

- A. Definition
  - o Pre-defined sequence of code
  - o Generalized code
- B. Source
  - o SCPTXT
  - o PPTXT
  - o Your Code
- C. Functions
  - o PENTRY                   Sets up entry
  - o ENM                     Standard subroutine entry
  - o UJK                     Unconditional Jump
  - o LDCA                    Load central address
  - o CRI                     Central Read Indirect
  - o BIT                     Generate Symbol with Bit
  - o LDK                     Load Constant
  - o ADK                     Add Constant
  - o SBK                     Subtract Constant

# PP macros

## SCPTXT MACROS

### PPENTRY Macro

Used as first instruction following ORG in a primary level overlay. PPENTRY generates code to set up low core parameter as follows:

D.PPIRB through D.PPIRB+4	Input register contents
D.CPAD	Control point address
D.RA	Reference address/1008
D.FL	Field length/1008

Address field of the PPENTRY macro should contain: D.PPIRB, D.TO.

Code:

```
PPENTRY MACRO S,T  
LD0 D.PPIR  
ORB S  
IFEQ T,D.TO  
RJM R,RAFL  
ELSE  
ERR MACRO CALL ERROR  
ENDIF  
PPENTRY ENDM
```

← note a RAFL is also done

The PPENTRY macro is normally used as the first instruction in a primary overlay, for upward system compatibility.



## ENM Macro

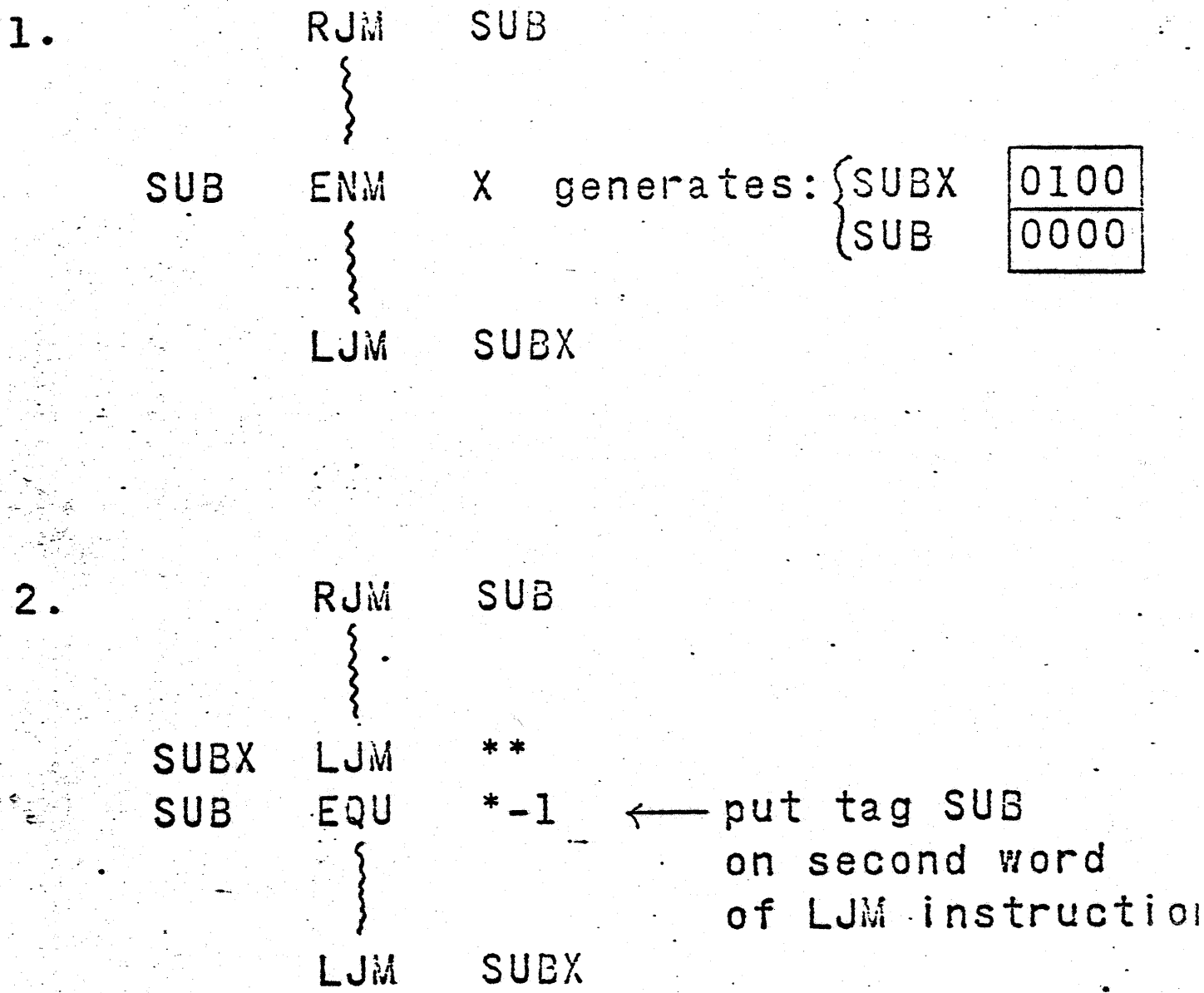
Generates standard subroutine entry and exit lines. The name of the subroutine is that declared in location field of ENM: the subroutine may be entered by an RJM to that name. If address field of ENM is blank, no exit symbol is defined; otherwise, contents of address field are appended to location symbol to generate subroutine exit symbol. (Typically, address field contains only an X) An exit from subroutine may then be made by jumping directly to the generated symbol.

Code:

```
MACRO ENM,N,X  
IFG NE,1X11,2  
N,X LJM  
IFGP 1  
-LJM  
N EQU 1  
END ENM
```

See example on next page.

# HOW TO GET IN AND OUT OF A SUBROUTINE



## UJK Macro

Generates UJN or LJM instruction, depending on length of jump. In general, the jump must be backward, since symbols used in address field must have been previously defined. Macro is useful for exiting from small subroutines subject to expansion.

Code:

```
UJK MACRO P  
IFLT P, 403, 2  
UJN P  
IFCP 1  
LJM P  
UJK ENDM
```

UJK makes a  
UJN or LJM

Example: UJK SUBX

## LDCA Macro

Load PP A register with absolute 18-bit central address. Relative CM address is obtained from two consecutive PP low core locations, the first of which is specified in address field of LDCA macro; CM address is assumed to be right justified within these two words. Contents of D.RA are added to CM address. Macro is useful for loading many different CM addresses. Space may be conserved by using a subroutine rather than a macro if the same address is to be loaded three or more times.

Code:

```
LDCA MACRO A  
LDD A  
LPN 378  
SHN 6  
ADD D.PA  
SHN 6  
ADD A+1  
LDCA ENDM
```

Example:

LDCA D.IN

The relative CM address is obtained from D.IN + D.IN+1 and then absolutized

CRI Macro

"Central Read Indirect"

Reads contents of a CM word the address of which is contained in a central memory pointer. Address field of CRI macro contains X, Y, and Z subfields, in that order.

- X      6-bit CM pointer word address
- Y      First of five PP low core cells which will contain the desired CM word.
- Z      Byte within CM pointer word containing 12-bit CM address of desired word.

Code:

```
CRI MACRO X,Y,Z  
LON X  
CRD Y  
LDD Y+Z  
CRD Y  
OPT END
```

Example:

CRI . P.EST, I.TO, 0

The first word of the EST will be read into D.TO - D.T4. To search the EST, one can repeatedly add 1 to (A) and reread, since the CRD did not destroy the address of T.EST in A

### BIT Macro

Generates no code; merely defines a symbol in the location field. Value assigned to symbol is a 1-bit mask where the bit is positioned according to the value of address field. Bits are counted from right to left, beginning with zero. Thus, the statement MASK BIT 2 would set MASK equal to 4. Macro is useful for generating 1-bit flag values with the S.x SCPTTEXT symbols.

Code:

```
MACRO BIT, R, V  
R SET 1  
OP V, 1  
R SET R+R  
BIT ENDM
```

Example:

```
MASK BIT 2
```

generates a constant called MASK containing a bit in bit position 2. Same as:

```
MASK SET 4
```

### LDK Macro

Generates LDN, LDC, or LCN instruction depending on size of its argument, which may be any valid address expression. This macro is recommended for referencing SCPTTEXT symbols for CM pointer words.

Code:

```
LDK MACRO A  
LOCAL X  
IFD IF DEF, A  
X SET A  
IFLT X, 0, 5  
X SET -Y  
IFLT -, 1000, 2  
LCN X  
IFCP 6  
IFCP 4  
IFLT Y, 1000, 2  
LDN X  
IFCP 7  
IFD ENDIF  
LDC A  
ENDM
```

### ADK Macro

Generates ADN, ADC, SSN, or no code depending on size of its argument, which may be an address expression. This macro is recommended for referencing SCPTTEXT symbols for control point additives {W.x symbols}.

Code:

```
ADK MACRO A  
LOCAL X  
IFB IF DEF, A  
X SET A  
IFLT X, 0, 3  
X SET -X  
SBK X  
IFCP 1  
IFLT X, 1008, 3  
IFNE X, 0, 1  
ADN X  
IFCP 2  
IFB END IF  
ADC A  
ENDM
```

### SBK Macro

Generates SBN or ADC depending on size of its argument. All symbols in its argument must be defined.

Code:

```
SBK MACRO ARG  
LOCAL CON  
CON SET ARG  
IF DEF, ARG, 3  
IFLT CON, 1008, 2  
SBN CON  
IFCP 1  
ADC CON  
ENDM
```

STUDY QUESTIONS  
PP MACROS - Section VII

1. A MACRO is
  - {a} a subroutine
  - {b} a system entry point.
  - {c} a function
  - {d} a pre-defined sequence of code
2. The PENTRY Macro, generally used as the first executable code of a PP Program is used to \_\_\_\_\_.
3. May a Macro be used in a subroutine?
  - {a} Yes
  - {b} No
4. May a Macro be used in another Macro?
  - {a} Yes
  - {b} No
5. Using MACROS generally means less coding.
  - {a} True
  - {b} False
6. MACROS usually indicates more efficient coding.
  - {a} True
  - {b} False
7. Macros may not use system symbols.
  - {a} True
  - {b} False
8. A Macro may generate no machine code.
  - {a} True
  - {b} False
9. Give an example of a Macro generating a label.
10. Write a Macro named CPNO which will
  - {a} Obtain the control point number of the job which called the PP Program
  - {b} Store the control point no in any PP memory location.

STUDY QUESTIONS  
PP MACROS - Section VII

1. A MACRO is
  - {a} a subroutine
  - {b} a system entry point
  - {c} a function
  - {d} a pre-defined sequence of code
2. The PPENTRY Macro, generally used as the first executable code of a PP Program is used to initialize several direct cell
3. May a Macro be used in a subroutine?
  - {a} Yes
  - {b} No
4. May a Macro be used in another Macro?
  - {a} Yes
  - {b} No
5. Using MACROS generally means less coding.
  - {a} True
  - {b} False
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  - {a} True
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9. Give an example of a Macro generating a label.

BIT
10. Write a Macro named CPNO which will
  - {a} Obtain the control point number of the job which called the PP Program
  - {b} Store the control point no in any PP memory location.



SYSTEM TABLES and POINTERS

# SYSTEM TABLES AND POINTERS

## Lesson Guide

### REFERENCES:

PP COMPASS Student Guide Section VIII

System Programmers Reference

### TRAINING AIDS:

Visuals VALS-53-8-3 thru VALS-53-8-10, VALS-53-8-12 thru  
VALS-53-8-14

### ASSIGNMENTS:

Study Questions Section VIII

### OBJECTIVES:

- {1} To present the necessary source information for coding system PP Programs.
- {2} To present the normal methods of information exchange between user programs and system PP programs.
- {3} To define a technique where the information desired by the PP programmer can be located although it may not be specifically described.

# SYSTEM TABLES AND POINTERS

## Lesson Outline

### VIII. SYSTEM TABLES AND POINTERS

- A. CMR Summary
  - o Pointers
  - o Relocatable Tables
  - o Fixed Table Areas
  - o High Core Tables
- B. Control Point Area {200 octal words}
  - o Exchange Package
  - o Accounting Information
  - o Day file message
  - o Control Card Buffer
  - o Installation Parameter
- C. System Exchange Package
  - o Next active control point
  - o To MTRRS - (PMTR Request
  - o CP idle program{s}
- D. PP Communication
  - o PP Communication area definition
  - o PP Communication Area tables
  - o Communication word of tables {W.PPMESE}
- E. RA Communication Area
  - o RA + 0 - Hardware Flags
  - o RA + 1 - User/System Interface
  - o Parameter{s}
  - o Control Card Image

CENTRAL MEMORY RESIDENT

0	Pointers	
100	Channel Status Table	
154	PP Status Words	
200	T.CPA <sub>n</sub>	Control Point Areas
	T.XPIDLA	System Exchange Packages
	T.PPC <sub>n</sub>	PP Communication Areas
*	T.EST	Equipment Status Table
*	T.FNT	File Name Table
		CIO-CPCIO Special FNTs
		Permanent File FNTs
*	T.ITABL	INTERCOM Table
*	T.DAT	Device Activity Table
*	T.RMSBUF	RMS Buffer
*	T.STG	Tape Staging Table
*	T.APF	Attached Permanent File Table
#	T.RQS	Request Stack
	T.RBR	Record Block Reservation Table (Headers)
	T.RBRBIT	RBR Bit Table
	T.DST	Device Status Table
	T.DPT	Device Pool Table
	T.SEQ	Sequencer Table
	T.RMS	Rotating Mass Storage Diagnostic Table
	T.INS	Installation Area
	T.MST	Mounted Set Table
	T.DDT	Dismounted Device Table
	T.VSNBUF	VSN Buffer
	T.TAPES	Tapes Table
	T.MAIL	Scheduler Mailbox Buffer
	T.IDT	Logical ID Table
	T.DFB	Dayfile Buffers
	T.PJT	Parameter Storage for Delayed PP Jobs
	T.SCHPT	(Optional) Scheduler Statistics
	T.SCHJCA	Scheduler Job Control Area
	T.SCHJDT	Scheduler Job Descriptor Table
	T.BCFAP	CPMTR CEFAP Buffer
	T.EPAGE	Empty Page Stack
		T.ECSPRM ECS Parameters
		T.SUBPG Subpage Buffer
		T.ECTL Description of T.EBUF Area
		T.EBUF Move Buffer for RMS-ECS Transfer
		T.PPOVL PP Resident Overlay Save Buffer
		T.BRKPT Breakpoint Table (ECS System)
		T.AREA Area Table (ECS System)
		T.ENTRY Entry Table (ECS System)
		CM Resident Programs (Disk System)
		Segmented System Areas (ECS System)
		T.LIB Library Directory
		INTERCOM Pointer Area
		INTERCOM Small Buffers and User Tables
		-----
		(Job control point user field length)
		-----
		T.RBT RBT Chains

\* Table Must Begin Before 10000B

#Table Must Begin Before 20000B

CMR POINTER AREA

	59	47	35	29	23	11	0	
P.ZERO	Zeros							0
P.LIB	C.DIRFWA A	FWA of Library Directory		LWA+1 Library Directory		C.DSFLAG Deadstart Load Flag		1
P.RBR P.RBT P.CMLWA	C.RBRAD	FWA of RBR Area		C.RBTEC RBT Ordinal of Empty Chain	Length/100B of RBT Area	C.CMLWA (LWA+1)/100B of CM		2
P.NPP P.NCP P.DFB	FWA/10B of Dayfile Buffer		(Reserved)		C.NPP No. of PPs		C.NCP No. of CPs	3
P.SEQ P.FNT P.HEC	C.FNT FWA of FNT	C.FNTLWA LWA+1 of FNT	C.SEQ T.SEQ/10B		C.SEQL L.SEQ		C.HEC Hardware Error Count	4
P.CST P.PCOM P.EST	C.EST FWA of EST	LWA+1 of EST	C.CST FWA of CST		C.CSTL LWA+1 of CST		C.PCOM Address of Comm Area PP1	5
P.PFM1	C.PFMOVE	C.APFL No. of APF Entries	C.APF FWA of APF		C.PFMCH Interlock Byte			6
P.MST P.DDT P.DSMO	C.DSMO (Reserved)	C.NDDT L.DDT	C.DDT T.DDT/10B		C.NMST L.MST		C.MST T.MST/10B	7
P.INS	(Reserved for Installations)							10
P.EIRPR	C.LEPAGE L.ECSTK+1	C.ECSPRM T.ECSPRM		ICC Area Address				11
P.ELBST	Maximum Length/ 1000B of ECS Library File	ECS Flaw Table Address			ECS Page Stack Address			12
P.RQS	C.DAT T.DAT	C.DATL L.DAT	C.RQSFS FWA/2 of Request Stack		No. of DST Entries	FWA/10B of DST		13
P.DPT P.TAPES P.RMS	C.TAPES T.TAPES/10B	L.TAPES	C.RMS T.RMS/10B		C.RMSL L.RMS		C.DPT T.DPT/10B	14
P.STG							C.STG T.STG	15
P.INT	C.INT/C.IFL (LWA+1)/100B of INTERCOM	C.ITABL FWA of Multiplexer Table	C.IBUFF	FWA of INTERCOM Pointer and Buffer Area			C.ILTABL Length of Multiplexer Table	16
	(Reserved)							17

NOTES: CMR POINTER AREA (CONT'D)

	59	47	41	35	23	17	11	0					
T.JDATE	(Leading Zeros)							Y	Y	D	D	D	20
P.NRBR	C.NRQS Number of Request Stack Entries	C.NRBR Number of RBR Headers				C.LRBR	Size of Total RBR Area				21		
T.BJDT	Ordinal Date in Binary (YYDDD)		Reserved			Time in Binary (HHMMSS)				22			
P.EVICT P.RMSBUF P.SYRBT					C.RMSBUF T.RMSBUF FWA of RMSBUF	Trace Buffer T.TRB/10B				23			
P.CMFL					Machine FL/100B				24				
	A S Y S T E M ^ ^ ^											25	
T.CPJOB P.PJT P.SPDRP	Job Sequence Number	C.SPDRP DST Ordinal for 1SP Drop	Job Count		C.PJTFWA T.PJT/10B	C.PJTLWA T.PJT/10B+ L.PJT/10B				26			
T.EPBL P.ECSFL	C.ECSPL ECS Page Length		C.ECSBL ECS Buffer Length			C.CPECFL Machine ECS FL/1000B				27			
T.CLK	H	H	.	M	M	.	S	S			30		
T.SLAB1 T.DATE	M	M	/	D	D	/	Y	Y			31		
T.SLAB2												32	
T.SLAB3	System Label											33	
T.SLAB4	SCOPE											34	
T.SLAB5	Version											35	
T.SLAB6	3.4											36	
T.MSP					Debugger			Step Flag			37		

NOTES: CMR POINTER AREA (CONT'D)

	59	47	35	23	11	0	
T.MSC	Count of PP Job Queue Entries	Number of Idle PPs	Number of Seconds* 4096				40
P.CHRO				C.CHRO First 10 Channels	C.CHRO2 Second 10 Channels		41
P.PPLIB	Position of CIO	0 0 0 0	Number of Programs		Address of First Entry		42
P.VRNBUF	C.VRNFWA T.VRNBUF/108	C.VRNFIN Pointer to First VSN	C.STGFLG Stage ON/OFF	C.VRNINT Buffer Interlock	C.VRNFUL Buffer Full Flag		43
T.CPSTA	Idle Exchange Package Address	* * * * *	Next Slice Time	2 0	Active XP Address		44
T.CPSTB				0 3 0 3	* * * * *		45
T.MXNCTL	0 0		STL Code	20	Active XP Address		46
T.PPID	* * * * *					PP Input Register Address	47
T.PPIP	* * * * *					PP Input Register Address	50
T.CMPID	Computer ID for ECS Partitioning						51
	(Reserved)						52
T.SPF			C.SNTLWA Length of Spot Name Table	C.SNTFWA FWA of Spot Name Table	C.CPN Station Control Point Number		53
	(Reserved)						54
T.RCHN	SPM-1RN Communications Word				First RBT Word Pair to Release		55
T.CPT1 } T.UAS }	Unassigned CM/100B	Unassigned ECS/ 1000B	ECS Size		Initial CPMTR Address		56
T.ECSPAR } P.EPAGE }		C.EPAGE T.EPAGE	ECS Flaw Table Flag	ECS Parity Flag	ECS Parity Address/1000B		57

L = 10 Turned Off  
 11 Locked Off  
 P = 10 CPUA  
 11 CPUB

CONTROL POINT AREA

	59	47	44	41	35	29	23	17	11	5	0	
W.CPAn	Exchange Package											
W.CPSLIC W.CPUST W.CPLINK	C.CPSTAT Status Byte	C.CPSLIC M.RCLCP Time	* * * *				C.CPUPRI C.CPLINK	Next Active Control Point				
W.CPTIME	C.CPUQS CPU-A Seconds*4096 This Quantum		C.CPUQMS		C.CPUAS Total CPU-A Time as Number of Seconds*4096							
W.CPTIMB	C.CPUQS CPU-B Seconds*4096 This Quantum		C.CPUQMS		C.CPUSS Total CPU-B Time as Number of Seconds*4096							
W.PPTIME W.CPPTM	C.CPPOS PP Seconds*4096 This Quantum		C.CPPOMS		C.CPPTS Total PP Time as Number of Seconds*4096							
W.CPSTAT W.CPFL W.CPEF	C.CPMEMO Error Memo	C.CPEF Error Flag	C.CPSM Storage Move		C.CPRA RA/100B		C.CPFL FL/100B					
W.CPJNAM	C.CPJNAM Job Name						JDT Ordinal					
W.CPCC	C.CPRPV Reprive- CKSM Value	C.CPRPA Reprive Address				C.CPNFL Nominal FL/100B		C.CPNCSP Next Control Card Pointer				
W.CPECS	A					C.CPECRA ECS RA/1000B		C.CPECFL ECS FL/1000B				
W.CPDFM	Last Dayfile Message											
W.CPPRI W.CPJCP W.CPTIML W.CPIOL	C.CPTIML Current Time Limit (15 Bits)	C.CPIOL IO Time Limit (15 Bits)	C.CPPRI Job Class		C.CPECSI Initial ECS FL/1000B		C.CPFLI Initial FL/100B					
W.CPSWP W.CPINT	C.CPQNT Quantum			C.CPUTA User Table Address			C.CPORG C.CPEVNT Job Flags   Origin					
W.CPSCH W.CPRO	C.CPFLG Swap Flags	C.CPJQP Job Queue Priority	C.CPRFL Reserved FL		C.CPJDA JDT Address (Absolute)							
W.SSW W.CPSSW	Saved SPOT Error Flags		Reserved				C.CPSSW Sense Switches					
W.CPMST							C.CPMST Setname MST Ordinal					
W.CPCSF	Core Seconds Factor (Floating Point)											
W.CPACS	(Reserved) Accumulated CM Core Seconds (Integer)											
W.CPACSE	(Reserved) Accumulated ECS Core Seconds (Integer)											

A if set, do not update exchange package ECS RA and FL



CONTROL POINT AREA (CONT'D)

	59	47	41	35	23	17	11	5	
W.CPFACT	Account Parameter for Permanent Files								50
W.CPFST W.FSTCC	FST Entry for Next Control Card PRU								51
W.CKP W.CPCKP W.CPID	C.CPDID Destination ID		C.CPSID Source ID		C.CPCON Console Checkpoint Flag		C.CPCKP Number of Checkpoints		52
W.CPOAE	C.CPREQ Req Flag	A	B	C	Relative Address of Tape Label Information		C.CPOAE Equipment Assigned		53
W.CPVRNO	Family Pack VSN Assignment 66x VSN Type-in								54
W.CPLDR1	C.CPLW C.CPLT Loader Flags				Global Library				55
W.CPLDR2	Set								56
W.CPLDR3	Indicators								57
W.CPAR	RA+1 Contents (and Control Point Number of Last Auto-recall Request)				C.CPAR		Reply Word Address		60
W.CPIOQ W.CPTAPE W.CPSTG	C.CPTMT MT	C.CPTNT NT		C.CPIOQ MST/PFC of Input File		C.CPMNT MT Max   NT Max		61	
W.CPDFMC W.CPDV W.CPDSMO W.CPIRB W.CPFP W.CPOUT W.CPFLAG W.CPERT	C.CPDFMC Dayfile Message Count	C.CPDSMO Default Set MST Ordinal		C.CPRBID INTERCOM Batch Routing ID		C.CPDPV Job Dependency ID		62	
	C.CPFLAG Flags			C.CPFST FST Address		C.CPFP C.CPOUT Flags		63	
W.CPMSLM	C.CPMSLM MS Limit in PRU's			C.CPMSMX Maximum PRU Count		C.CPMSRC Running PRU Count		64	
W.CHTIM	Channel Time as Number of Seconds*4096								65
W.CPMSI	C.CPSITM Time of Swap-In								66
W.CPSR	C.CPSR Stack Requests								67
W.CPCAF	Start								70
W.CPCAL W.CPINS	Control Card Buffer								167 170
	Reserved for Installations								177

A S.YNRDY B S.YNNO C Extended label format

NOTES: CMR POINTER AREA (CONT'D)

	59	47	35	23	11	0	
P.SCH	C.LEJDT LE.JDT	C.SRS T.XPSCH/10B	C.JCA T.SCHJCA/10B	C.LJDT L.SCHJDT	C.JDT T.SCHJDT/10B		60
P.STR	C.NFL Needed FL/100B	C.JQP Queue Priority of Job in Counter	C.RFL Reserved FL/100B	C.RCL C.STMF SCH Recall	C.AFL Available FL/100B		61
T.SCHCP	Interlock Word (Scheduler)						62
T.SCHPP	Interlock Word (PP Routines)						63
	(Reserved)						64
P.MAIL P.SWPECS P.SCHPT }	C.MAILF T.MAIL/10B	C.MAILL L.MAIL	C.SWPECS L.ECSSWP	C.SCHPT T.SCHPT/10B	C.ISIZLN INTERCOM User Table		65
P.LNK } P.IDT }	C.ECSLNK	(Reserved)		C.LIDT Length of ID Table	C.IDT T.IDT/10B		66
P.AREA } P.ENTRY }	FWA of Breakpoint Table T.BRKPT		FWA of Entry Table T.ENTRY		FWA of Area Table T.AREA		67
	(Reserved)						70-76
P.POVL				C.PPOVL T.PPOVL/10B	T.ELIBD		77

NOTES: CMR POINTER AREA (CONT'D)

60 P.SCH

Contains information relative to the integrated scheduler. Pointer to job scheduler exchange package is in byte 1; a pointer to the job control area is in byte 2; length and pointer to the job description table is in bytes 3 and 4; length of job description table entries is in byte 0.

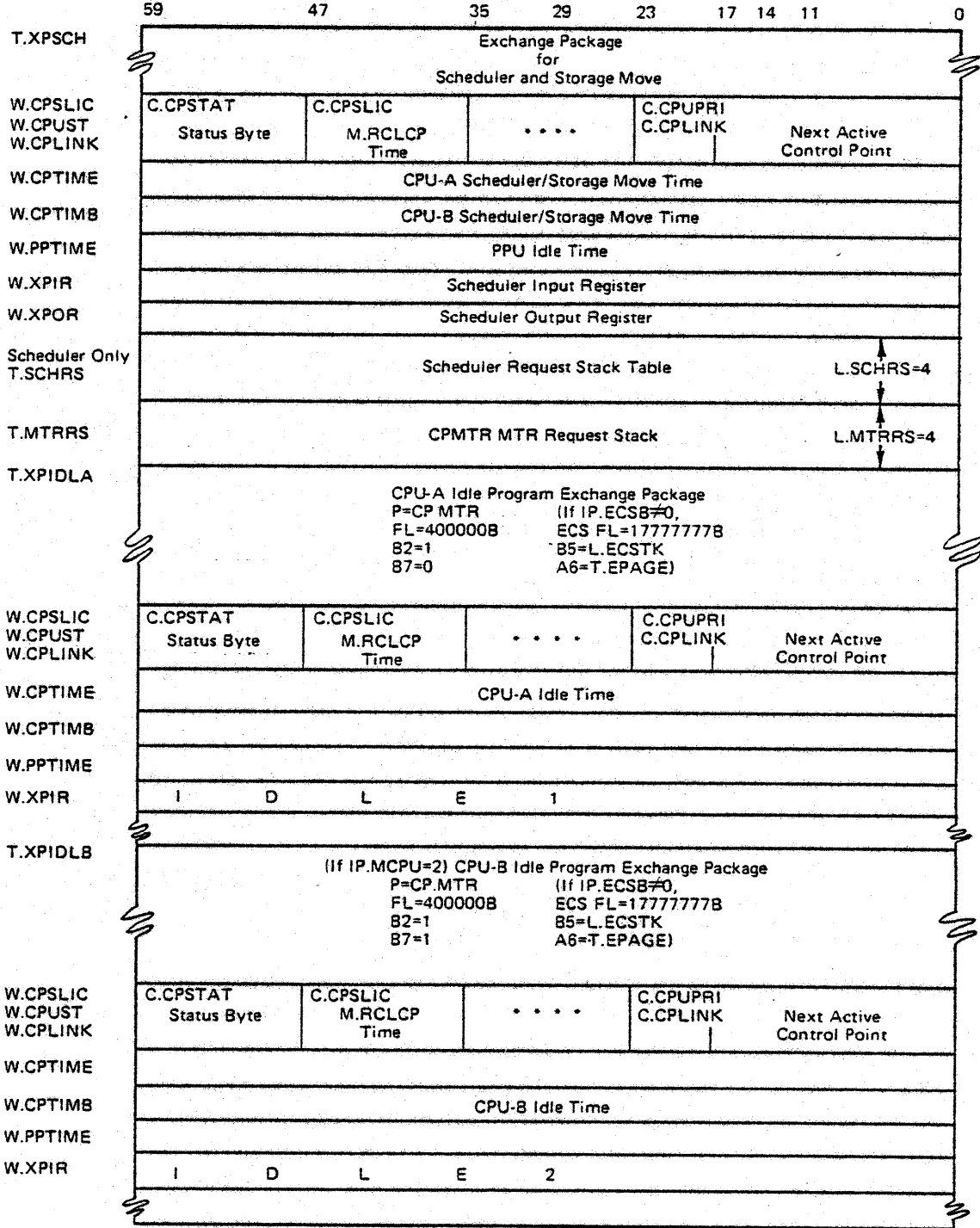
61 P.STR

Information relative to job scheduling.

62 P.SCHCP

Interlock word for integrated scheduler.

SYSTEM JOB EXCHANGE PACKAGE AREA



## PP COMMUNICATIONS AREA

The PP Communications Area contains up to twenty 8-word areas, one for each PP, through which the PPs communicate with each other.

T.PPCX            First word address of each area.  
{where X = 1, 2, ..., 20}

W.PPIR            Word 0 - relative location of the PP input register  
                  within a PP communication area.

W.PPOR            Word 1 - relative location of the PP output register  
                  within PP communications area. For PP<sub>2</sub>-PP<sub>n</sub>  
                  Byte 0 contains a MTR function code.

W.PPMESx         W.PPMESx are the relative locations of the six words  
{where X = 1, 2, ..., 6} of the PP message buffer within a PP communication area.

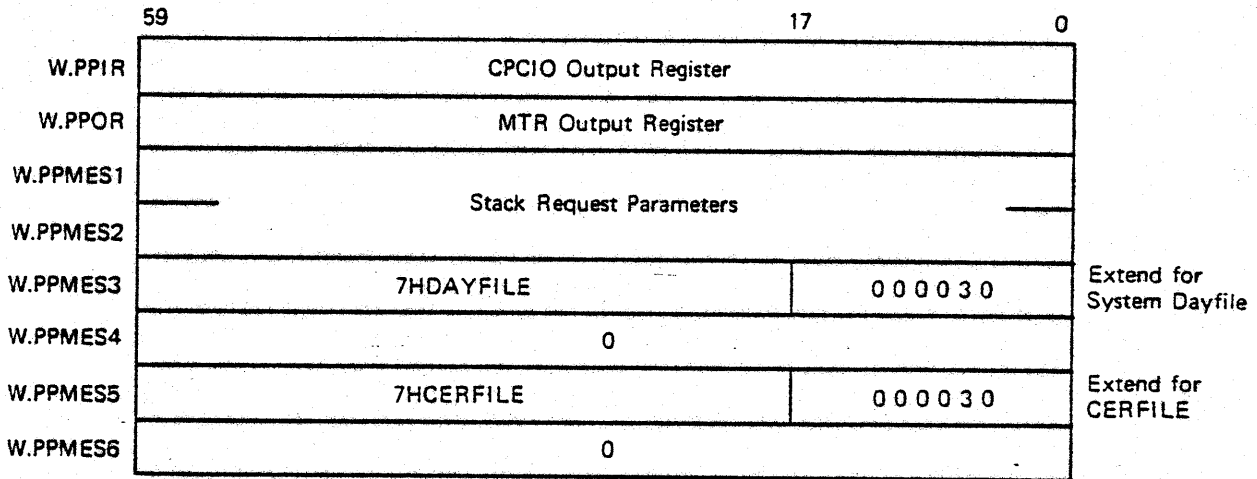
Each peripheral processor contains pointers to its Input-Register, and Message Buffer in peripheral processor memory locations 74 and 75, respectively. The communication areas are used to provide a means of communication between MTR and peripheral processor programs. When a peripheral processor is idle, its resident program continuously scans its Input Register. When MTR has a task for that processor, it sets the name of the appropriate routine in the Input Register of the idle processor, which when it recognizes the request, loads the routine and executes it.

MTR regularly scans the Output Register of each active peripheral processor. When a peripheral processor requires MTR assistance (such as, for example, reserving a data channel), it places a code in its Output Register. MTR detects the request during its scan of the output registers and processes it. When the request has been processed, MTR clears the requesting processor's Output Register; this informs the requesting processor that the request has been processed.

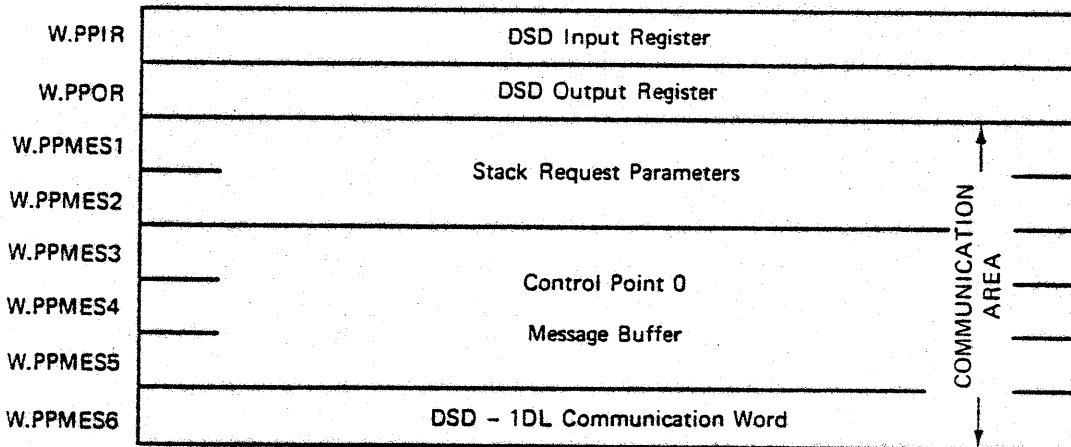
The six-word Message Buffer is used to pass parameters and messages between MTR and the peripheral processor resident programs.

PP COMMUNICATION AREA

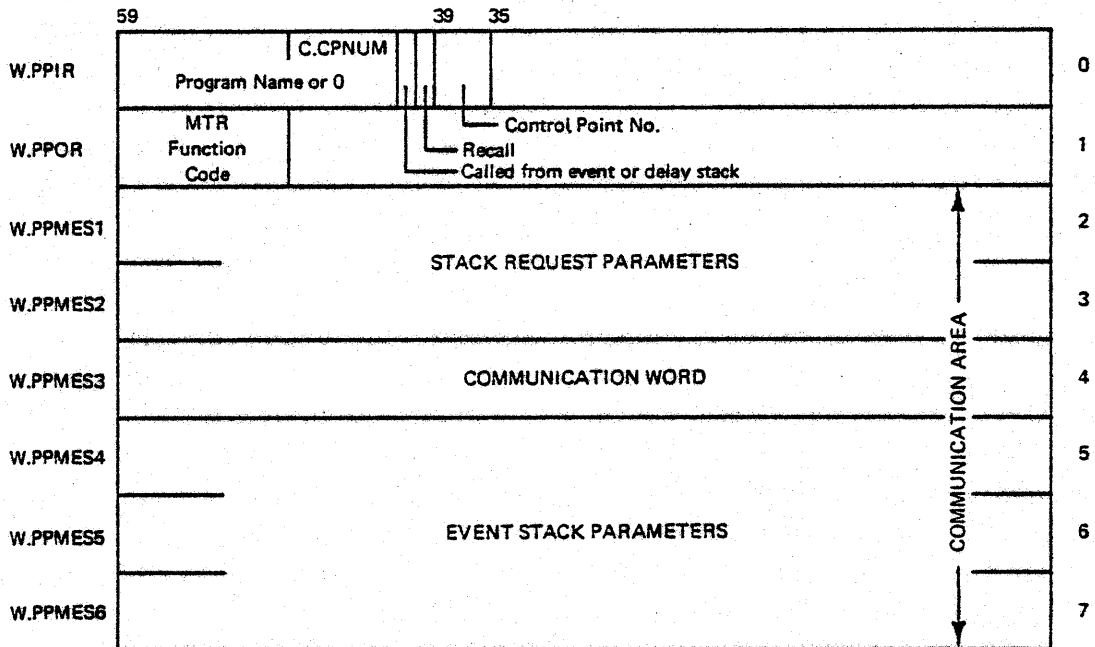
FOR PP0



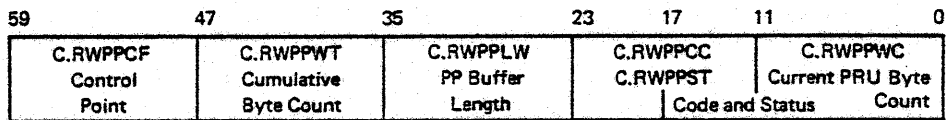
FOR PP1



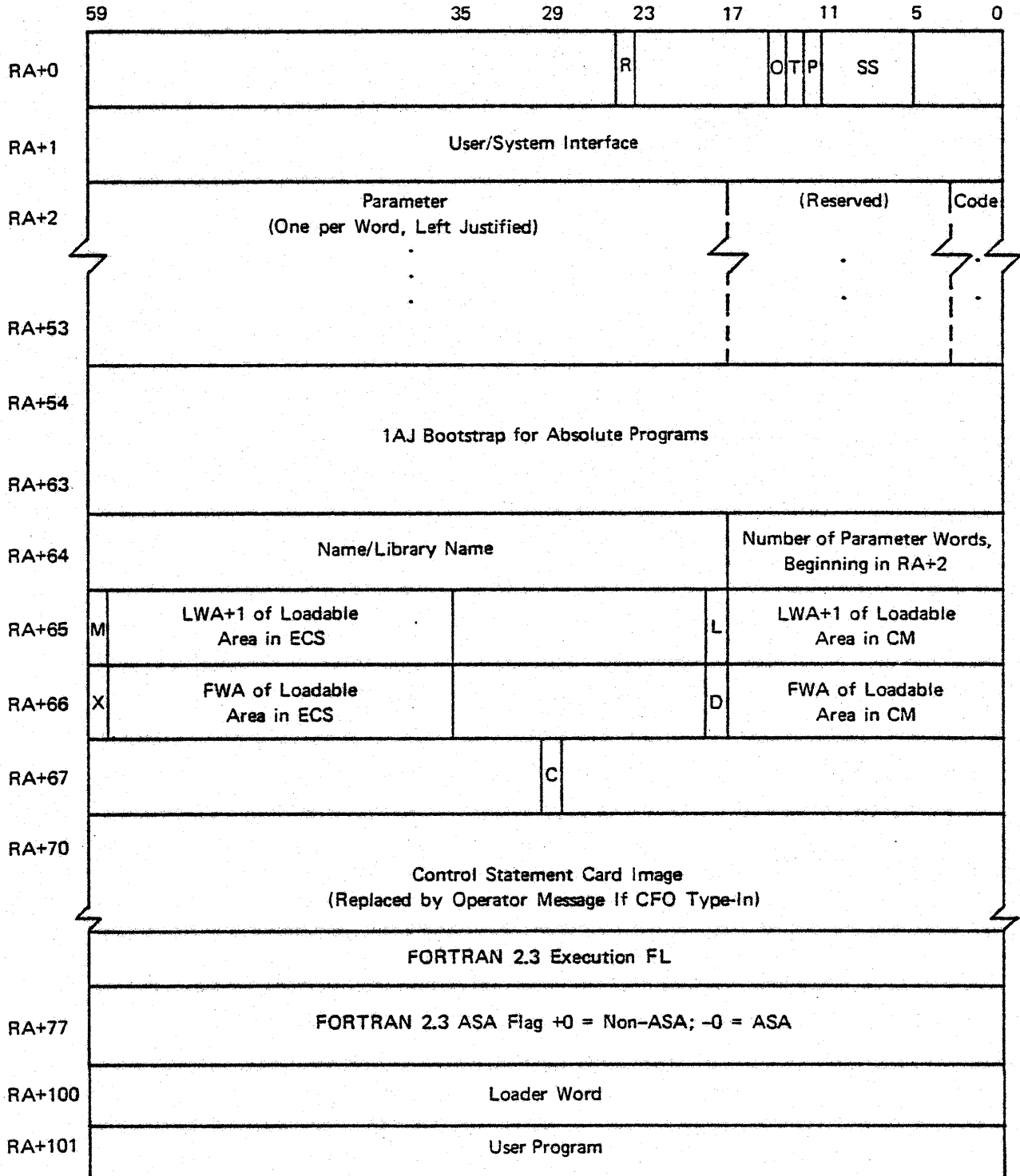
PP COMMUNICATION AREA (CONT'D)  
FOR PP2 THROUGH PPn



COMMUNICATION WORD



RA COMMUNICATION AREA



NOTES: RA COMMUNICATION AREA

R	Job dependency recheck bit
O	CFO flag (1 = accept comment from operator)
T	Storage move flag (1 = move being attempted)
P	Pause flag (1 = control point pausing)
SS	Sense switches
CODE	00 = Continuation
	01 = Comma
	02 = Equals sign
	03 = Slash
	04 = Left parenthesis
	05 = Plus sign
	06 = Minus sign
	07 = Blank
	10 = Semi-colon
	11 =
	12 =
	13 = (reserved)
	14 =
	15 =
	16 = Other
	17 = Termination
L	Library/file flag (1 = name is library name)
X	XJ flag: if XJ = 1, and XJ can be issued
C	LDV completion flag (bit 29)
D	DIS RSS flag (bit 18)
M	CMU Bit; if M=1 and CMU can be issued



## NOTES ON RA COMMUNICATIONS AREA

RA Reserved for use of hardware and software flags in the event of error.

R Job dependency recheck bit  
T Storage move flag {1 = move being attempted}  
P Pause flag {1 = control point pausing}  
SS Sense switches  
SL Sense lights

RA+1 If a user program wants to call a PP program, the call is placed in the RA+1 and then performs an XJ {CEJ - central exchange jump} to initiate CPMTR. CPMTR will execute certain RA+1 calls himself. If, however, the call should be assigned to a PP, the call will be passed to MTR. Should the XJ {CEJ/MEJ hardware} not exist on the machine, the CPMTR will be initiated by MTR, if he finds an RA+1 call in his normal scan.

Periodic Recall is accomplished by placing 'RCL' left-justified into RA+1.

Automatic Recall for an RA+1 request is accomplished by setting bit 40 in RA+1. A CP program may put itself into auto-recall by putting 'RCL' left-justified into RA+1 and setting bit 40 to one. The low order 18 bits will be, in any case, the address of the reply word.

RA+2-RA+63 Contain control card parameters, if they exist. They are stored by LAJ. As the control card is cracked, the following codes are used for special characters:

CODE	00 = Continuation
	01 = Comma
	02 = Equals sign
	03 = Slash
	04 = Left parenthesis
	05 = Plus sign
	06 = Minus sign
	07 = Blank
	10 = Semi-colon
	11 =
	12 =
	13 = {reserved}
	14 =
	15 =
	16 = Other
	17 = Termination

RA+64-RA+67

LAJ records the total number of parameters in RA+64. This section is used by the first several Loader routines to record Loader information for modification of additional Loader routines.

L     Library/file flag {1 = name is library name}  
X     XJ flag: If XJ = 1, an XJ can be issued  
C     LDV completion flag {bit 29}  
D     DIS RSS flag {bit 18}

STUDY QUESTIONS  
SYSTEM TABLES AND POINTERS - SECTION VIII

1. Locations 0 through 77 {octal} of CMR are known as \_\_\_\_\_.
2. Some CMR tables are fixed {i.e. start in a specific location}. These that are not fixed are accessed indirectly through a \_\_\_\_\_.
3. P.LIB refers to the System \_\_\_\_\_.
4. P.FNT contains pointers to the \_\_\_\_\_.
5. P.ZERO is not a pointer.
  - {a} True
  - {b} False
6. The pointer area of CMR contains some tables.
  - {a} True
  - {b} False
7. Pointers and tables in CMR may not be modified by the PP Programmer.
  - {a} True
  - {b} False
8. The control point area contains
  - {a} The Jobs Exchange Package
  - {b} The Jobs Name
  - {c} The Job Time Limit
  - {d} All of the above
9. The PP communication area is for \_\_\_\_\_.
10. Users may communicate with a PP program through \_\_\_\_\_ in low "user core".
11. PPs may communicate with one another using a \_\_\_\_\_ area in CMR.

STUDY QUESTIONS  
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 {a} True  
 {b} False
8. The control point area contains  
 {a} The Jobs Exchange Package  
 {b} The Jobs Name  
 {c} The Job Time Limit  
 {d} All of the above
9. The PP communication area is for PP program communication
10. Users may communicate with a PP program through RA+1 in low "user core".
11. PPs may communicate with one another using a Table (Message) area in CMR.

PP RESIDENT

PP RESIDENT  
Lesson Guide

REFERENCES:

PP COMPASS Student Guide Section IX  
System Programmers Reference

TRAINING AIDS:

Visuals VALS-53-9-5 thru VALS-53-9-7, VALS-53-9-10, VALS-53-9-20,  
VALS-53-9-23 thru VALS-53-9-26, VALS-53-9-39 thru  
VALS-53-9-62

ASSIGNMENTS:

Study Questions Section IX

OBJECTIVES:

- {1} To present the detailed functions of PP resident in order that the PP programmer may take full advantage of its functions.
- {2} To present the inter-dependencies of the PP resident routines.
- {3} To introduce the PP programmer to actual system code - STL.

PP RESIDENT  
Lesson Outline

IX. PP RESIDENT

- A. Introduction
  - o Pool Processor philosophy
  - o Transient Programs
  - o Direct Cells
  - o Scratch Area
  - o Communication PP-System
  
- B. PP Program Concepts
  - o Direct Cells
  - o PP Resident
  - o Transient Area
  - o Secondary Overlaps
  - o Buffer Areas
  
- C. PP Resident Code General Description
  - o Handles communications between PP programs and Monitor
  - o Miscellaneous functions for programmer
  
- D. PP Resident Code Functions
  - o R.IDLE                    PP Idle Loop
  - o R.OVLJ                    Lead Overlay {int}
  - o R.RAFL                    Request access to FL
  - o R.TAFL                    Terminate access to FL
  - o R.TFL                     Test FL
  - o R.MTR                     Issue MTR function
  - o R.WAIT                    Wait for MTR
  - o R.RCH                     Reserve channel
  - o R.STB                     Store byte
  - o R.OVL                     Load Overlay
  - o R.READP                   Read {Stack Processor}
  - o R.WRITEP                   Write {stack processor}
  - o E.EREQS                   Enter Request {stack processor}
  - o R.RWP                     Read/Write code switcher
  - o R.DFM                     Dayfile message

E. PP RESIDENT Code Flow Charts

- o Note: R.RWP code for communication PP to PP over channel

F. PP Resident Actual Code - STL



## PERIPHERAL PROCESSOR RESIDENT

### INTRODUCTION

In the SCOPE operating System, the System Display program (DSD), and the Monitor program (MTR) permanently reside in two of the peripheral processors, 1 and 0 respectively. The remaining processors form a pool of processors to which MTR may assign tasks as required. These pool processors have no fixed assignments; any processor may be assigned to the execution of any system routine, and it is possible that more than one processor may be executing the same routine at the same time. All processors contain a small resident program which handles the communications between pool processor programs and the Monitor, and initiates the execution of these programs as directed by MTR.

When SCOPE is deadstarted a series of deadstart PP programs are loaded into the PP's. The last deadstart program to be loaded is named STL. It is loaded at location 100<sub>g</sub> in each of the pool PP's. The program STL contains PP Resident. STL starts executing at location 1000<sub>g</sub>. When it is done it jumps to the PP Resident Idle loop, R.IDLE (see below), and the PP is ready to load and run programs as directed by MTR.

### POOL PROCESSOR STRUCTURE

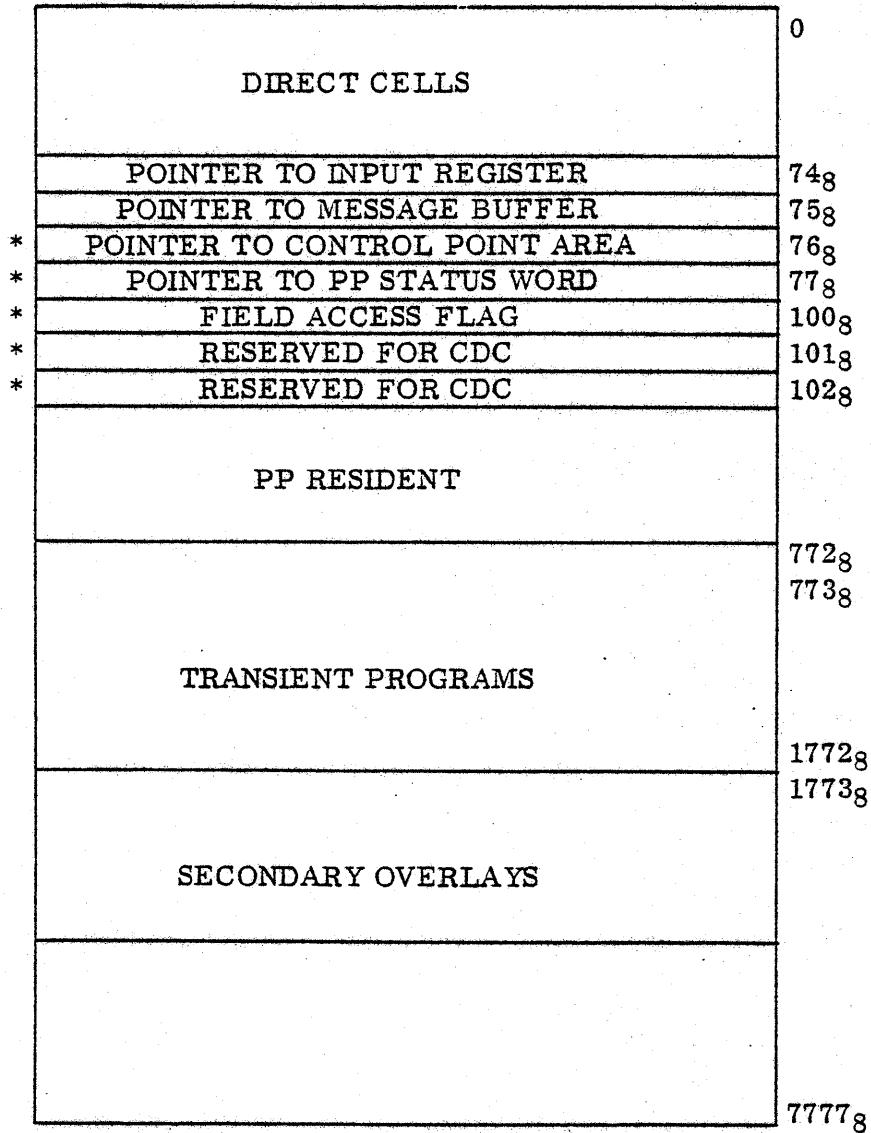
PP resident is contained in locations 0103<sub>g</sub> through 0772<sub>g</sub>. When directed to do so by MTR, the resident loads a program into its memory and executes it. Since that program remains in that processor only for the period of time required to perform its function, it is called a transient program. Transient programs occupy locations 0773B through 1772B, although the first instruction is at location 1000B. Transient programs generally load overlays to perform specific tasks. For example, CIO, which is a transient program, calls various overlays depending on the task (read, write, backspace) and the equipment (disk, tape, etc.) specified. Secondary overlays are loaded into memory beginning at location 1773B, the first instruction falling at location 2000<sub>g</sub>. Overlays are generally entered via a return jump. Transient programs have names beginning with a letter (CIO, EXU) or the numeral 1 (1AJ, 1IQ); overlays have names beginning with a numeral 2 through 9 (2BP, 4LB, 9DM, etc.)

Both transient and overlay programs, as well as the resident program, make extensive use of the low core locations 01 through 73. Figure 2 details these direct cell assignments.

PP RESIDENT

The peripheral processor resident program has two main functions to perform:

1. All communication between MTR and the transient or overlay programs is handled by the resident.



\* Cells 76 through 102B constitute the five bytes of the PPU's central memory status word.

Pool PP Layout

DIRECT CELLS

D. ZX	00	SCRATCH AREA	
	01		
	02		
	03		
	04		
	05		
	06		
	07		
D. TX	10		
	11		
	12		
	13		
	14		
	15		
	16		
D. TWX	17		
	20		D. FNT
	21	D. FNT+1	
	22	D. FNT+2	
	23	D. FNT+3	
	24	D. FNT+4	
	25	D. FNT+5	
	26	D. FNT+6	
	27	D. FNT+7	
	30	D. FNT+8	
31	D. FNT+9		
D. THX	32	D. EST	EST entry for device being used by this PPU
	33	D. EST+1	
	34	D. EST+2	
	35	D. EST+3	
	36	D. EST+4	
	37	D. DTS	
D. FRX	40	D. BA	FET address relative to lower 18 bits of input register ECS field length requirement Computed priority Job Time Limit/10B
	41	D. BA+1	
	42	D. BA+2	
	43	D. BA+3	
	44	D. BA+4	
	45	D. LECS	
	46	D. PR	
	47	D. JTL	

## DIRECT CELLS (Cont)

D. FFX	50	D. PPIRB	
	51	D. PPIRB+1	
	52	D. PPIRB+2	Contents of PPU input register
	53	D. PPIRB+3	
	54	D. PPIRB+4	
	55	D. RA	Reference address/100B of user's area
	56	D. FL	Field length 100/B of user's area
D. SX	57	D. FA	Address of file FST address
	60	D. FIRST	Circular buffer
	61	D. FIRST+1	First parameter from FET
	62	D. IN	Circular buffer
	63	D. IN+1	IN parameter from FET
	64	D. OUT	Circular Buffer
	65	D. OUT+1	OUT parameter from FET
D. SVX	66	D. LIMIT	Circular buffer
	67	D. LIMIT+1	Limit parameter from FET
	70	D. PPONE	The constant 1
	71	D. HN	The constant 100B
	72	D. TH	The constant 1000B
	73	D. TR	The constant 3
	74	D. PPIR	Address of input register
	75	D. PPMES	Address of message buffer
	76	C. CPAD	Address of control point area
	77	D. PPSTAT	Address of PPSTATUS word

2. The resident, when directed by MTR, loads transient programs and initiates the execution of these programs.

Communication between MTR and the resident program is carried out through the use of PP communication areas in central memory, one for each processor. Each communication area consists of a one-word Input Register, a one-word Output Register, and a six-word Message Buffer. Pool processors address these areas by means of pointers in locations D. PPIR, D. PPMES1, and D. PPSTAT.

MTR assigns a task to a pool processor by placing the request in the processor's Input Register. The name of the program package which is to be loaded and executed appears in the high-order 18 bits of the Input Register. This name consists of three display code characters, such as LAJ, CIO, etc. The number of the control point to which this package is assigned appears in the low-order four bits of byte 1 of the Input Register. Package parameters, such as the address of arguments required by the package, appear in the low-order 36 bits of the Input Register. The PP is given control to execute the code just loaded. The request itself remains in the Input Register until the task is completed. On completion of a task, the transient program requests MTR to release the processor; MTR then clears the processor's Input Register. The Input Register of a pool processor is thus clear only when the processor is idle.

All communication between the Monitor and the transient and overlay programs is handled by the resident program. MTR performs a variety of functions, each of which is identified by a function code of one or two octal digits.

To transmit a monitor request, the resident routine R.MTR places the request in the PPs output register. R.MTR uses locations D.T0 through D.T4 in peripheral processor memory as temporary storage for the request to be written into the output register. Byte 0 of the register contains the function code in the low-order bit positions. Bytes 1 through 4 are used for the arguments. Thus, for a Request Channel Function (M.RCH=12), the channel number is placed in byte 1. For some functions, the arguments are placed in the message buffer and only the function code appears in the output register. A peripheral processor program may utilize the routine by placing the arguments for the function in bytes D.T1 through D.T4, setting the A register function number and executing a return jump to R.MTR. The resident routine will enter the function number in location D.T0 and write the contents of locations D.T0 through D.T4 into the output register. R.MTR will jump to R.WAIT.

If the system is using the XJ/MXN or MAN, R.WAIT will decide whether the monitor request is for CPMTR or MTR. If the request is for CPMTR, the PP input register address is written into word 47 of CMR, T.PPID. CPMTR requests are the first ten functions (12B) unless the ILR is used in which case CPMTR executes the first nine (11B) functions leaving M.RCH(12B) to be handled by MTR.

If the request is for MTR, the input register address is written into word 50 of CMR, T.PPIP. MTR executes all functions greater than 12B. The use of T.PPIP saves MTR from having to search through all of the output registers. MTR need only check one word in CMR to know if a request is pending. PP resident will issue an MXN or MAN to initiate CPMTR if needed. Otherwise the request will be picked up by MTR in its loop. On an EXN system, only T.PPIP is used by PP resident. Regardless of mode of execution, the resident will wait until the output register is cleared by MTR before proceeding. Control will be returned to the requesting program upon MTR's clearing the output register.

When a pool processor program completes execution, it exits to location R.IDLE, which is the address of the resident idle loop. The entry point to this idle loop is R.IDLE (103g). When referring to a PP Resident routine, the name of its entry point is used as the name of the routine. Thus the name of the idle loop is R.IDLE. In this idle loop, the processor's Input Register is scanned at intervals until a request is found in the Input Register. A delay between successive scans avoids unnecessary memory and read pyramid conflicts. Normally, the PP Input Register of an idle PP contains zero. If the PP Input Register becomes non-zero, it means MTR wants PP Resident to load a PP transient program into the PP. When a request is detected, the resident stores the routine name and the control point. It then sends function R.TAFL, terminates access to the control point field length, to MTR and waits for MTR to clear the Output Register before continuing. When the Output Register is cleared R.IDLE calls the PP Resident subroutine R.OVL. R.OVL will then search the library directory for the requested routine; if found, the package is read from the resident library into the processor's memory beginning at location 773g (C.PPFWA through L.PPHDR). If the routine is not found in the directory, 1EJ enters

the message "XXX NOT IN PPLIB" in the dayfile, and requests MTR to abort the job which called the routine. The resident then returns to its idle loop. If the program is located, it is loaded by R.OVL which then returns control to R.IDLE which executes the instruction

LJM C.PPFWA

This transfers control to the first instruction of the transient program. When a transient program terminates, the instruction it must execute is

LJM R.IDLE

At location 100B of PP resident is the field access flag. There is evidently some need for a better description of the use of the field access flag. The basic principles are:

1. The field access flag must always be set whenever any data is read or written within a user field length.
2. The execution of the R.MTR subroutine while the field access flag is set may cause R.PAUSE to be executed. If an absolute address has been computed and saved, it is invalidated by the execution of R.MTR because D.RA may change.
3. When a PP program is looping, waiting for any external event to occur, the loop must either be performed while the field access flag is not set or must include an execution of R.PAUSE.
4. When no field length access is required for a major process (i.e. searching the FNT) it is best to clear the field access flag while processing. This allows a storage move to be initiated without delay.

R.RAFL (synonymous to R.PAUSE) will set the field access flag. If a storage move is in progress, the field access flag is not set until the storage move flag has been cleared. If the field access flag is already set, R.RAFL checks the storage move flag and temporarily clears the field access flag to allow the storage move.

R.TAFL is used to terminate access to the field length. It unconditionally clears the field access flag.

### RESIDENT ROUTINES

Several resident routines and words are used by transient and overlay programs. These routines are described below. The order of the routines has been changed but essentially the function of each routine remains the same with the exception of R.OVL, R.RCH, and R.DCH. These three routines have been conditionally modified to accommodate the Distributive Data Path (DDP) and Interlock Register (ILR) in CYBER 70 hardware. Should an installation not use these two hardware features, PPRES is functionally unchanged.

In the diagram of PPRES the labels MAIN, SEG-1, and MAIN2 refer to the segments described at the discussion of the DDP/ILR at the end of this section.

PP RESIDENT ROUTINES

<u>MAIN</u>	R.IDLE	PP RESIDENT IDLE LOOP	103
	R.OVLJ	LOAD PRIMARY OVERLAY INTERNALLY	125
	R.RAFL	REQUEST ACCESS TO CONTROL POINT FIELD LENGTH	133
	R.TAFL	TERMINATE ACCESS TO CONTROL POINT FIELD LENGTH	172
	R.TFL	COMPARE ACCUMULATOR TO FIELD LENGTH	202
	R.MTR	ISSUE MONITOR FUNCTION	217
	R.WAIT	WAIT FOR OUTPUT REGISTER TO CLEAR	230
	R.RCH	RESERVE CHANNEL	271
	R.DCH	DROP CHANNEL	322
	R.STB	MASK BYTE INTO LISTED WORDS	343
<u>SEG-1</u>	R.OVL	LOAD PP OVERLAY	362
	R.READP	TRANSMITS DATA FROM STACK PROCESSOR	542
	R.WRITEP	TRANSMITS DATA TO STACK PROCESSOR	551
	R.RWP	SUPPLIES DISK READ/WRITE LOGIC	566
	R.EREQS	ENTER REQUEST STACK	655
	R.DFM	TRANSMIT DAYFILE MESSAGE	704
<u>MAIN2</u>		CONDITIONAL CODE	737

- R. IDLE

Calling Sequence: LJM R. IDLE

R. IDLE is the idle loop in which PP resident continually scans its input register for something to do.

- R. OVLJ

Calling Sequence: Store name of overlay in D. T6, D. T7.

LJM R. OVLJ

The R. IDLE routine contains an additional entry point named R. OVLJ. A PP program can load a transient program on top of itself without changing the Input Register by storing the name of the transient program left-justified in D. T6 and D. T7, and then executing a long jump to R. OVLJ. The program will be loaded at C. PPFWA through L. PPHDR and control will be transferred to location C. PPFWA.

R. IDLE destroys direct cells 20g through 22g and some of the temporaries. R. OVLJ and all other PP Resident routines destroy only temporary cells (0 through 17g).

- R. RAFL

Calling Sequence: RJM R. RAFL

The subroutine is called to request access to the control point field length. A test is made on the storage move flag for the control point. If set, a call is made to R. TAFL to clear the field access flag in the PP status word, then pauses until the storage move is cleared. When it is cleared, set the field access flag in the PP status word and reset RA in D. RA, FL in D. FL.

- R. TAFL

Calling Sequence: RJM R. TAFL

R. TAFL is called to terminate access to the control point field length by clearing the field access flag in CM byte R. FAF.

- R. TFL

Calling Sequence: Load relative address

RJM R. TFL

R. TFL is used to insure that a relative address is within the field length. The 18-bit address is added to the control point reference address (RA) and compared with the field length. If the address is out of range, R. TFL will exit with a negative A register. If the address is legal, the A register will contain the absolute CM address (RA + relative address) upon exit. The control point RA and FL are kept locally within PP resident at D. RA and D. FL, respectively. Since these locations are set by routine R. RAFL, the transient program and its overlays cannot call R. TFL until R. RAFL has been called. Many PP programs do not call R. TFL but do their own checking of addresses.



- R. MTR

Calling Sequence: Store function parameters in D. T1 to D. T4

Load function code

RJM R. MTR

The PP resident subroutine R. MTR is called by PP transient programs and overlays to transmit requests to MTR. The requesting PP program sets direct cells D. T1 through D. T4 with the values it wants to be put into the four right-most bytes of the PP Output Register. The requesting program then loads the MTR function code into the A Register and executes a return jump to R. MTR. R. MTR stores the function code value from the A Register into cell D. T0 and then writes D. T0 through D. T4 to the Output Register. R. MTR then executes a return jump to the R. WAIT subroutine. R. WAIT checks the left-most byte of the Output Register at a fixed interval. When the byte becomes zero (meaning that MTR has processed the request), R. WAIT returns to R. MTR which returns to the calling routine.

In order to check byte zero of the PP Output Register, R. WAIT reads the Output Register into direct cells D. T0 through D. T4. When control is returned to the PP routine which called R. MTR, these direct cells are intact; (i. e., they contain the value of the Output Register read by R. WAIT). For certain MTR requests, MTR will return parameters to the requesting PP in bytes one through four of the PPs Output Register. The requesting PP routine can pick up these parameters from cells D. T1 through D. T4.

When a PP transient program has completed its function, it must inform MTR, so that MTR can assign a new task to the PP. The program tells MTR it has finished by issuing an M. DPP function. MTR will zero the input register of the PP and record the fact that the PP is available. The last few lines of code of each PP transient program, therefore, are:

LDN	M. DPP	DROP THE PP ASSIGNMENT
RJM	R. MTR	
LJM	R. IDLE	EXIT TO IDLE LOOP

Note that R. IDLE is not a subroutine and it is entered with a long jump and not a return jump.

- R. WAIT

Calling Sequence: RJM R. WAIT

R. WAIT has been modified for the use of two monitors and the MXN. R. WAIT is responsible for determining whether a PP request is for MTR or CPMTR. If the request is for CPMTR, the PP input register address is written into T. PPID. T. MXNCTL is read up and executed. This word contains the exchange package address to which the MXN will be issued.

If the request is for MTR, the input register address is written to T. PPIP. In either case, R. WAIT will cause the PP to idle until byte 0 of the output registers clear.

- R.RCH

Calling Sequence: Load channel number

RJM R.RCH

The channel numbers contained in the A register will be stored in byte D.T1, monitor function M.RCH inserted in D.T0, and D.T0 through D.T4 written to the output register for that PP. Channels will be assigned by MTR on the following priority basis.

If alternate channels are specified MTR will stop looking for alternate channels upon sensing 6 bits of zero. Thus, if one alternate channel is desired, the programmer must clear D.T2 before entering R.RCH so the search will be terminated at that point. The procedure for requesting channel 12 with alternate channel 13 would be:

```
LDN    n
STD    D.T2
LDC    1312B
RJM    R.RCH
```

Monitor will stop looking for alternate channels after four channels have been investigated or 6 bits of zero are detected.

When R.RCH is used, D.T4 is automatically set nonzero; in this case, the function is not considered complete; (i.e., output register is not cleared) until a channel can be assigned. When complete, byte 0 of the output register is cleared.

- R.DCH

Calling Sequence: Load channel number

RJM R.DCH

Since more than one PP can request the same channel at the same time, it is necessary to use an MTR request to reserve a channel.

The only PP which can release a channel, however, is the PP which reserved it and there is no need for an interlock. To release a channel reservation, a PP program loads the number of the channel into the A Register and executes a return jump to the PP Resident subroutine R.DCH. If the channel is assigned to the PP, R.DCH will modify the Channel Status Table entry for the channel to indicate that the channel is free. If a PP calls R.DCH to release a channel it has not reserved, R.DCH will issue an M.KILL.

● R.STB

Calling Sequence: Load L(List)  
RJM R.STB

Where list has the form:

L (byte)  
L (word 1)  
L (word 2)  
.  
.  
.  
L (word n)  
zero

An entry point to R.STB called R.STBMSK is the address of the mask "anded" with each word in the list before the word is "exclusive ored" with the byte. This mask is initially 7700B and this value should be restored by any routine which substitutes an alternate mask. R.STB is used primarily to substitute channel numbers in driver overlays.

All the PP hardware instructions used for I/O contain a field which specifies the number of the channel over which the I/O is to take place. For example, the instruction

IAM BUFF, 5

would be used to read data from hardware channel five into the PP starting at location BUFF.

When a programmer is coding a PP program, he normally does not know what channel will be used for the I/O. The channel number is normally obtained by the PP program from an entry in the EST table. For this reason the above I/O instruction would be written as follows:

IAM BUFF, \*\*

The double asterisks indicate that the value will be filled in by the program itself when it is executed. COMPASS assembles double asterisks as a zero.

Since the channel number goes into the first (or only) byte of an instruction along with the OP code, the first byte of the instruction would contain 7100g (the OP code for an IAM is 71g). The second byte of the instruction would contain the value of BUFF. When the PP program is called, and determines the channel number, it must modify all the I/O instructions in itself so that the first byte of each instruction contains the OP code followed by the correct channel number. Normally there would be a list somewhere in the program giving the addresses of all instructions to be modified in this way.

The PP resident subroutine R.STB can be called to insert a channel number into one or more instructions, whether or not the fields to be altered previously contain zero. Before return-jumping to R.STB, the program loads the address of a list in the A register. The first byte in this list contains the address of some other PP cell that contains the new channel number. The second and following bytes of the list contain the addresses of the instruction words in which the new channel number is to be inserted. The first zero byte in the list terminates it.

Although R.STB is most often called to insert channel numbers into I/O instructions, it can also be called to perform general masking operations.

- R.OVL

Calling Sequence: Store name of overlay in D.T6, D.T7

Load A register      Load Address

RJM                    R.OVL

This routine has been changed for SCOPE 3.4. It now performs a binary search upon the PP Program Name Table (PPNT), looking for the name of the overlay. If the name is found, the overlay is loaded from CM, disk, or ECS. If it is not found, an OVL error flag is set and the control point is aborted. Then an exit is made to R.IDLE.

Calls: R.READP (Disk Resident Overlay)

R.MTR (PP Call Error)

- R.READP (R.WRITEP)

Calling Sequence: Load    L (request)

RJM    R.READP (R.WRITEP)

When a PP program wishes to issue a stack request for a transfer of data to or from its own memory, the PP program formats the stack request, loads the address of the request into the A Register, and calls the PP Resident subroutine R.READP/R.WRITEP. There are two entry points to this subroutine. If the stack request is to read data, the entry point R.READP is used. R.WRITEP is used when writing data.

R.READP (R.WRITEP) computes the PP word count from the first and last word addresses given in the already formatted request and adds the computed word count, the address of the PP message buffer, and the control point number to the request. The request is entered in the stack and data is transmitted via channel directly to (from) PP memory. Upon exit from R.READP (R.WRITEP), the following information will be set:

(D.T3 + C.RWPPWT)	=	number of PP words transmitted
(S.T3 + C.RWPPPLW)	=	LWA+1 of data transmitted
(D.T3 + C.RWPPST)	=	upper six bits of status in bits 0 through 5
(D.T4 + C.RWPPST)	=	lower twelve bits of status

The 18-bit status has the same format and meaning for PP I/O as the status in bits 0 through 17 of the first FET word for central memory I/O.

READP/R.WRITEP will call R.EREQS to issue the stack request. It then helps control the transfer of data by communicating with stack processor.

- R.RWP

Calling Sequence: Load IAM/OAM function  
71B = IAM  
73B = OAM

RJM R.RWP

This routine performs a number of functions in handling the reads and writes on disk. R.RWP will set the functions for the IAM or OAM; sets the FWA for transmission; stores the PP message area address in the stack request and then issues the stack request. If the field access flag was set, R.RWP will pause for storage relocation and then perform the disk I/O. Transmission is governed by control word W.RWPPCW of the PP message area.

0 = Request is in stack  
1 = Sense waiting for channel  
2 = Sense waiting for transmission  
3 = Sense transmission ready  
4 = Sense end of transmission

Calls = R.EREQS  
R.PAUSE  
R.STB

- R.EREQS

Calling Sequence: Store L(request) in D.T0

RJM R.EREQS

In order to place a request in the request stack (for the stack processor) this PP sub-routine adds the control point number to the request, places a request in the message area, and issues an M.ICE function for SPM.

- R.DFM

Calling Sequence: Load L(message)+flag bits

RJM R.DFM

R.DFM will cause a message to be written from PP memory to the dayfile and/or the console. The flag bits are contained in the high-order 6-bits of the A register upon entry to R.DFM and are used to determine the destinations of the message. Possible

values of the flag bits are described below; one or more bits may be on. All are optional.

Bit 0 = Do not send to B display.

Bit 1 = Do not send to control point dayfile.

Bit 2 = Do not send to system dayfile (no A display).

Bit 3 = Flag as an accounting message (a \$ will be placed in the 20th character of messages that are sent to system dayfile).

Bit 4 = Send to hardware error file.

Bit 5 = Do not insert job name in system dayfile.

- READECS

This is an extension to R.OVL which is entered when a load from ECS is needed.

## PERIPHERAL PROCESSOR RESIDENT WITH DDP AND ILR

### INTRODUCTION

This is a discussion of PP resident for those who will be using the two new features of CYBER 70 hardware, namely the Distributive Data Path (DDP) and the Interlock Register (ILR). Complete descriptions of the hardware are found in the section called CYBER.70 Hardware Features. Likewise, most PP resident functions will remain the same and they are described earlier in this section on PP resident. The concern here is with the segmenting of PP resident and how it accomodates the DDP and ILR.

### CYBER SYMBOLS

There are several parameters and symbols which are relevant to the discussion of the DDP and ILR. They are described here with their default values indicated.

IP.DPLIB = 0                      If non-zero, this parameter indicates that the DDP is to be used for PP overlay loading from ECS. Certain code, such as SEG-2 and the PP resident segment loader in MAIN, is conditionally assembled with IP.DPLIB  $\neq$  0.

IP.ELIB = 0                      Used with IP.DPLIB in the following manner:

IP.ELIB = 0; no overlay loading from ECS

IP.ELIB  $\neq$  0, IP.DPLIB = 0; perform overlay loading from ECS via CM buffer, ICEBOX

IP.ELIB  $\neq$  0, IP.DPLIB  $\neq$  0; perform overlay loading from ECS via DDP, if present. Otherwise use ICEBOX. STL makes this decision at initialization time by searching the EST. Certain code in MAIN is conditionally assembled depending upon IP.ELIB  $\neq$  0

IP.ILR = 0

Indicates the presence of ILR. If no ILR exists, everything is assembled with IP.ILR = 0. If ILR is present, all PP code is assembled with IP.ILR  $\neq$  0 but CMR is set zero or non-zero, to indicate whether or not the ILR is to be used. Word 77 of CMR (P.ILR/P.PPOVL) has byte 2 set to the value of IP.ILR. At initialization this byte is checked for the presence of the ILR. There is also a check made for a physical channel 15. If none exists, PP resident will clear this byte.

CH.ILR = 15B

The ILR hangs on its own channel 15B. This channel is always active and if no ILR exists, channel 15B is not used. The symbol CH.ILR should be used to refer to this pseudo channel.

C.ILR = 2

The number of the byte in P.ILR (77) which contains the value of IP.ILR. This byte serves as the ILR on/off flag.

C.PPOVL = 3

Number of the byte in P.PPOVL (77) which contains the pointer to the CM buffer used to hold SEG-1 and SEG-2 of PPRES.

P.ILR = 77B

Word 77 of CMR which contains the ILR on/off flag.

P.PPOVL = 77B

Word 77 of CMR containing pointer to PPRES overlay buffer and address of the beginning FNT entry for the ECS library.

S.CHAN = 12D

The ILR has one bit for each channel and pseudo channel in the system, mapped from left to right. These channel numbers begin with channel zero at bit 12 (actual bit 13). Channel numbers are calculated by biasing the number by S.CHAN.

POINTER WORD - P. PPOVL/P. ILR

59	47	35	23	11	0
		C. ILR IP. ILR	C. PPOVL T. PPOVL/10B	T. ELIBD	77

- C. ILR/IP. ILR - Contains value of IP. ILR. Read up by PP's to verify ILR exists.
- C. PPOVL/T. PPOVL - Table in CM holding PPRES overlays, SEG-1 and SEG-2.
- T. ELIBD - Beginning FNT entry for ECS library.

EST Entry for DDP

59	47	35	23	11	0
	CH2    CH1	CH4    CH3	"DP"	EQ. NO.	

ON/OFF BIT

"DP" is the hardware mnemonic for the DDP.

SEGMENTATION OF PP RESIDENT

In order to support the DDP and ILR, considerable code had to be added to PP resident. Not desiring to expand the size of the resident area, it was decided that the most practical solution was to segment PPRES. This segmentation is transparent to the USER and, in fact, will occur only if IP.DPLIP is defined as non-zero.

The structure is as follows:

MAIN	
103	R. IDLE
125	R. OVLJ
133	R. RAFL
172	R. TAFL
202	R. TFL
217	R. MTR
230	R. WAIT
271	R. RCH
322	R. DCH
342	R. STB



This segment permanently resides in PPRES beginning at location 103B. It is not overlaid.

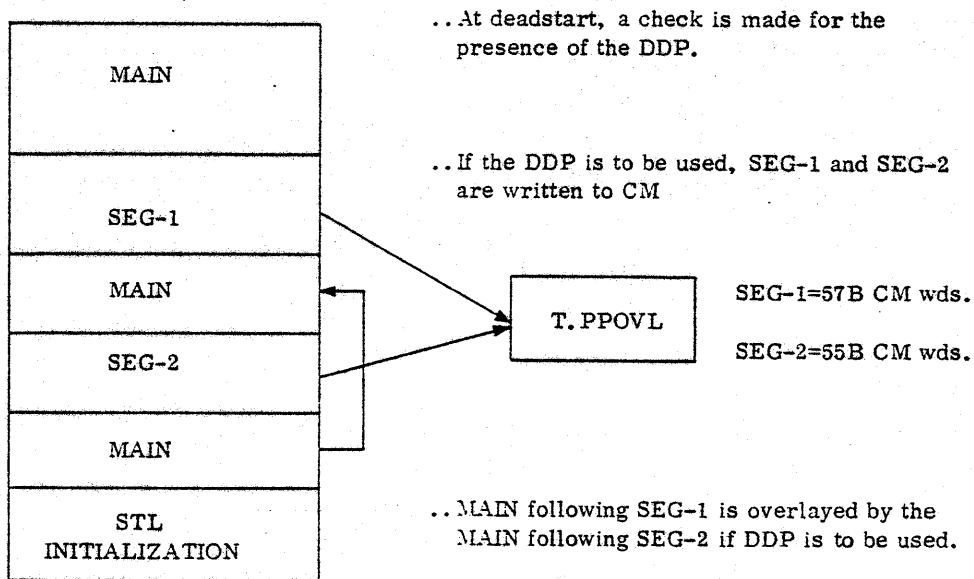
SEG-1		SEG-2	
362	R.OVL	364	DDP overlay
542	R.READP		loading
551	R.WRITEP	724	
566	R.RWP		
655	R.EREQS		
704	R.DFM		

- SEG-2 is assembled only if IP.DPLIB ≠ 0.
- R.OVL's entry point is part of MAIN. The real origin of SEG-1 is 364. This allows SEG-1 to be overlaid by SEG-2 and when SEG-2 has finished executing, return jump to R.OVL. SEG-2 is automatically overlaid by SEG-1 again, when execution is finished.

MAIN2 (conditionally assembled)

(IP.ELIB ≠ 0)		(IP.DPLIB ≠ 0)	
737	load from ECS via CP.ECOVL	737	PP res segment loader
766			

- This second section of MAIN is determined at deadstart time depending upon the setting of the IPARAMS. Once the decision is made, MAIN remains constant throughout the running of the system.



PP Resident - Segmented

## PPRES - FUNCTIONING WITH THE DDP

If IP.DPLIB is set non-zero and the PP routines have been assembled with the DDP/ILR code, the procedure is as follows:

PP overlay loading from ECS --

- PPRES now contains MAIN-SEG-1-MAIN2.
- A request for a PP overlay is made.
- R.OVL searches the PPNT for the program name.
- When the program is found, a check for residency is made.
- If ECS resident, a jump is made to the portion of MAIN2, which contains the PPRES segment loader and load SEG-2 over SEG-1.
- SEG-2 check to see if the DDP is operational.
- If DDP available, the overlay is loaded through the DDP and then SEG-1 is reloaded.
- A jump is made to the entry point of R.OVL.
- If the DDP is not available, a jump is made to BACKUP where the residency of this overlay is changed from ECS to disk in the PP Program Name Table (PPNT).
- Then SEG-1 is reloaded, a jump is made to the entry point of R.OVL, and the overlay loading process is begun again, this time from disk.

It should be noted here that the above procedure for backup is used in any case of DDP unavailability; i. e., the DDP is turned off, the hardware is dead, etc. It is also used in case of ECS parity error in which case the status word is read to check for parity or abort status. After the flaw table has been updated and an entry made in the C. E. Error File, the system will go to disk backup.

## PPRES - Functioning With the ILR

The ILR is used by PPRES for channel reservations. There are several functions available in the ILR but the most commonly used functions are Test and Set, Test and Clear, and Clear.

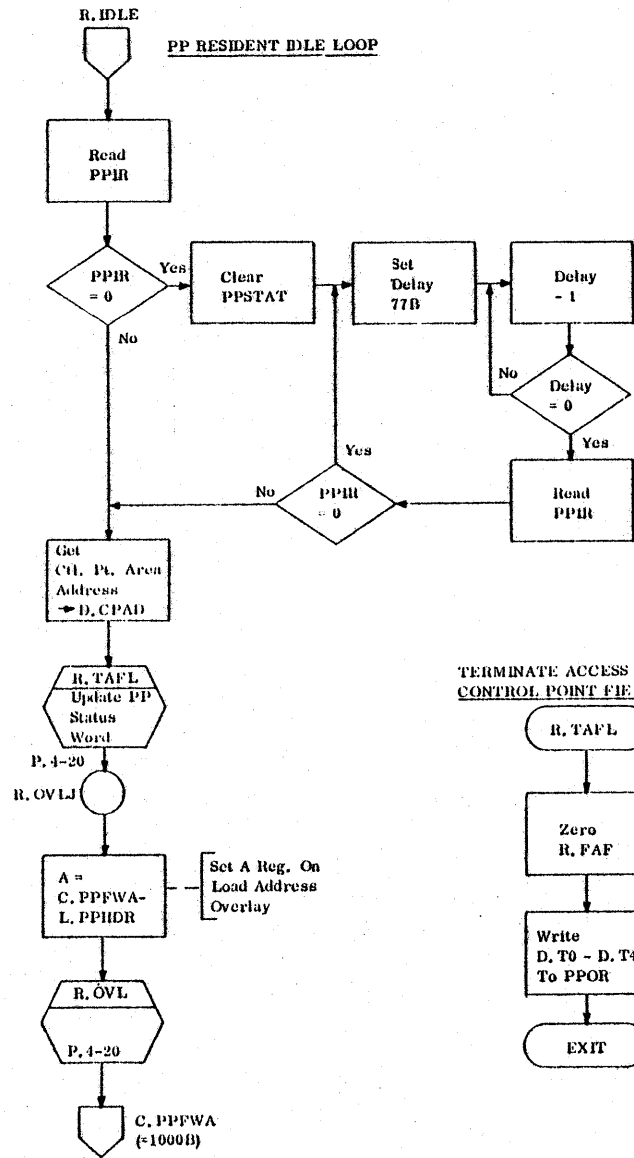
- R.RCH

If the ILR is present, R.RCH in PPRES will simply perform a Test and Set on the ILR bit corresponding to the channel to be reserved. In a channel request, PPRES will only test one time. If the R.RCH is unsuccessful (the channel bit is already set), the request must then wait and be processed by MTR in its loop. If, however, R.RCH was successful, the bit is set meaning the channel is now reserved. Then the Channel Status Table (CST) is updated to reflect the reservation.

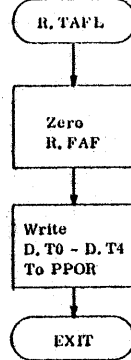
Since, normally, channel reservation is performed by CPMTR, in the case of the ILR the number of CPMTR functions is dropped to eleven, eliminating M. RCH with code 12.

- R.DCH

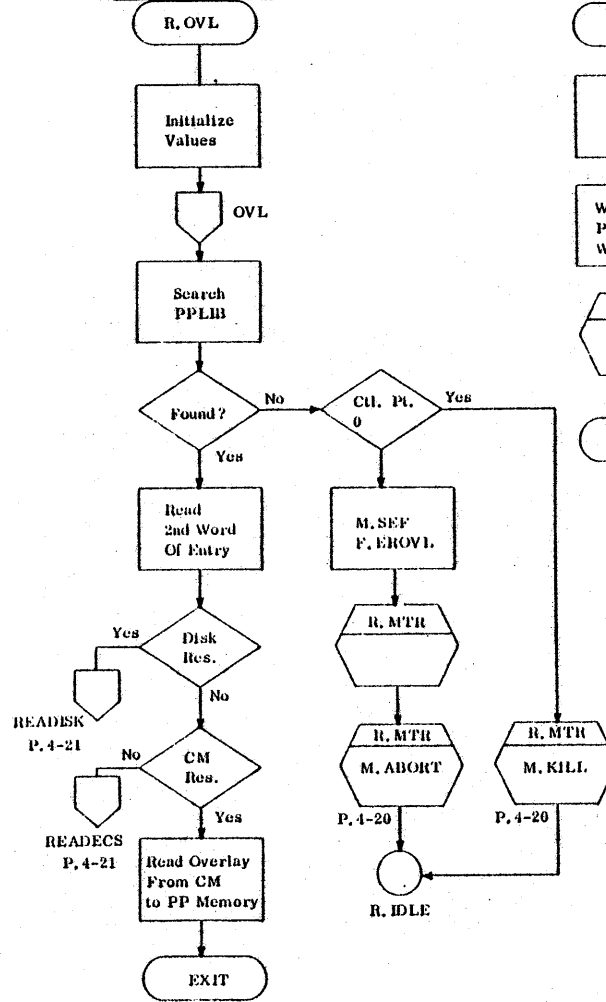
Dropping the channel is simply a matter of clearing the channel bit in the ILR. It is not necessary to update the CST, since channel reservation does not depend upon this information.



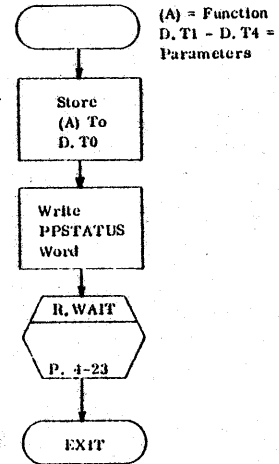
**TERMINATE ACCESS TO THE CONTROL POINT FIELD LENGTH**



**LOAD PP OVERLAY**



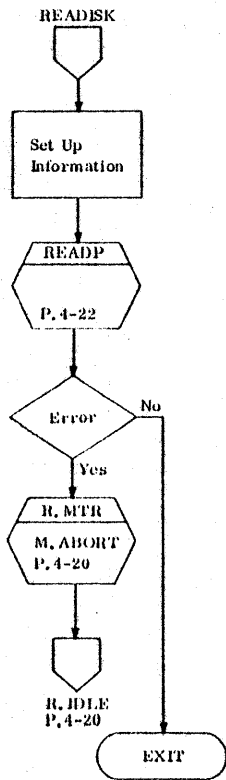
**ISSUE MONITOR FUNCTION**



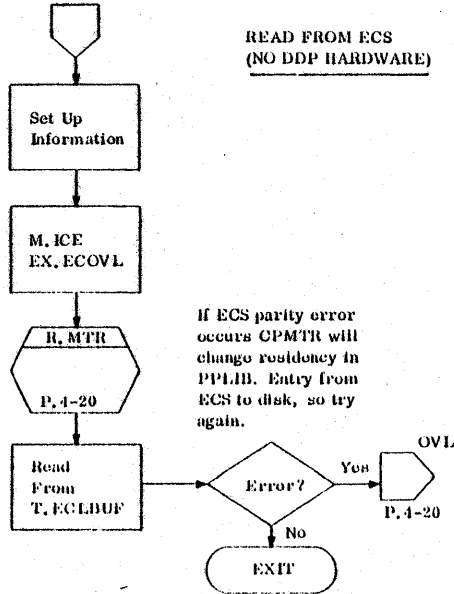
(A) = Function  
D, T1 - D, T4 =  
Parameters

42-6

READ FROM DISK

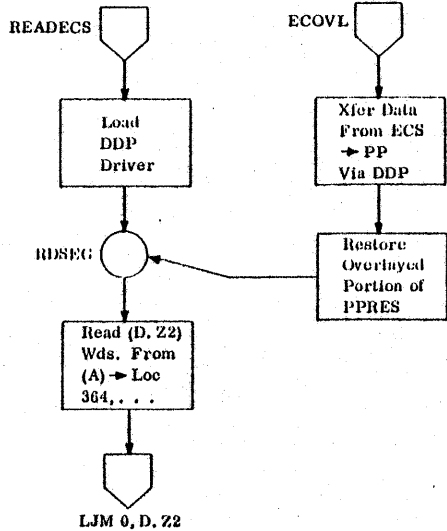


READECS

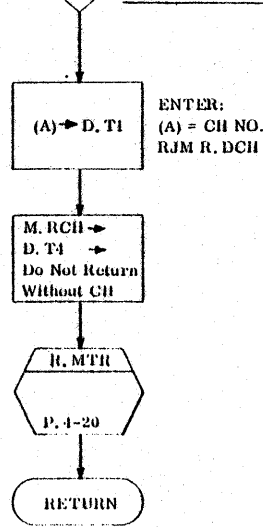


READ FROM ECS  
(NO DDP HARDWARE)

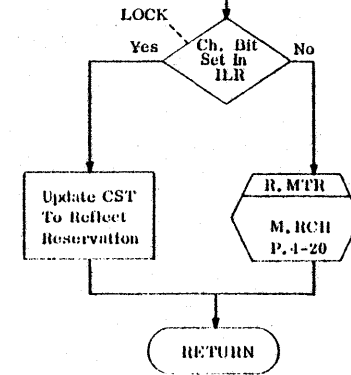
READ FROM ECS  
WITH DDP HARDWARE



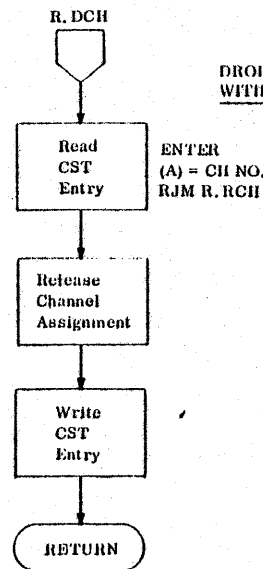
R. RCH  
RESERVE CHANNEL  
(WITHOUT ILR)



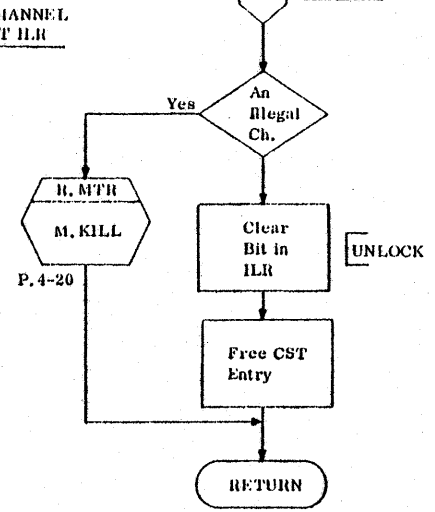
R. RCH  
WITH ILR



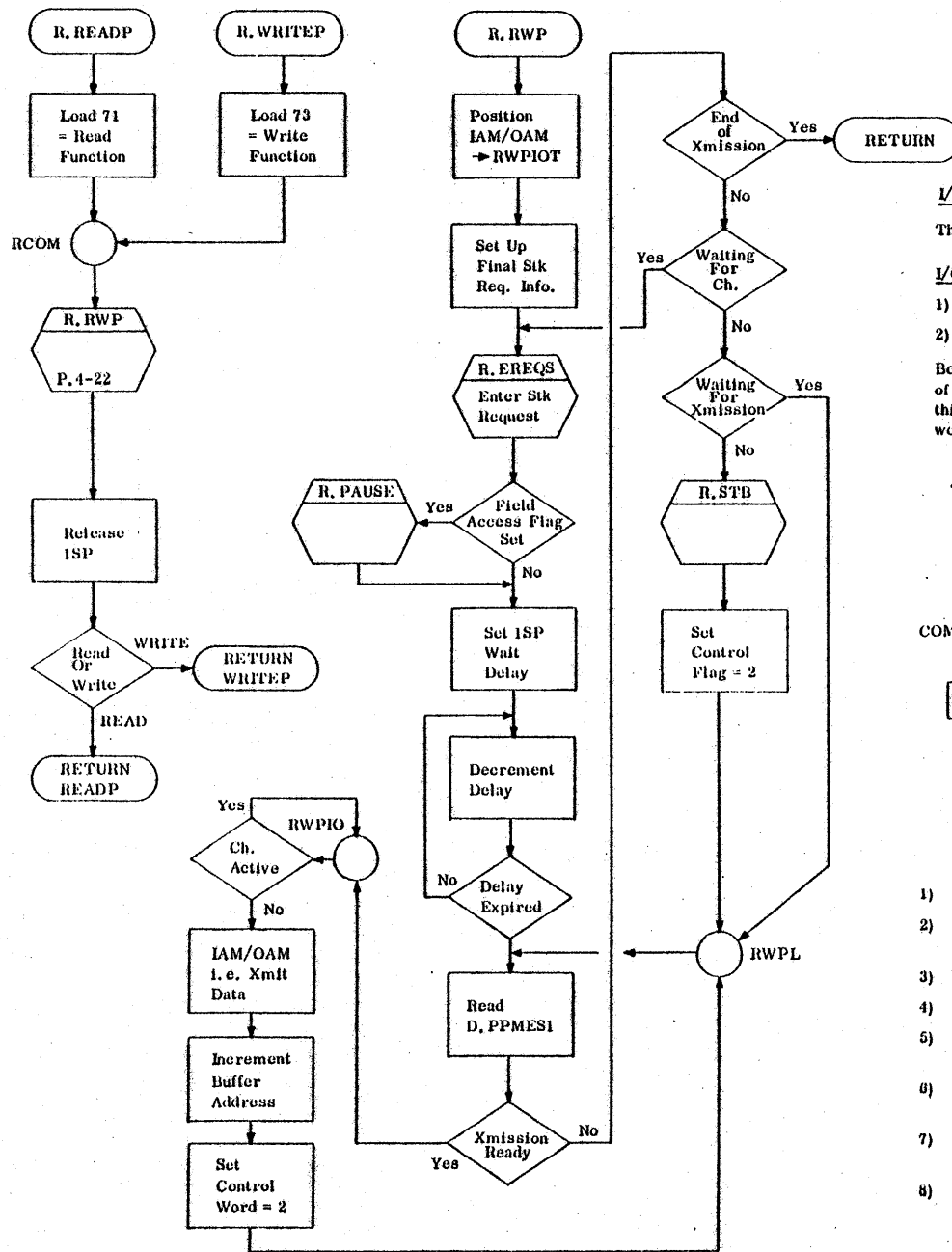
R. DCH  
DROP CHANNEL  
WITHOUT ILR



R. DCH  
WITH ILR



VALS-53-9-24



I/O TO AND FROM A PP

There are two routines in PP resident for doing mass storage.

I/O TO AND FROM A PP

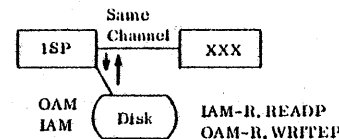
- 1) R. READP
- 2) R. WRITEP

Besides the two word stack request in the first and second words of the message buffer, there is a third word which goes into the third word of the requesting PP's message buffer. This third word is used for dynamic communication with the stack processor.

The communication word is as follows:

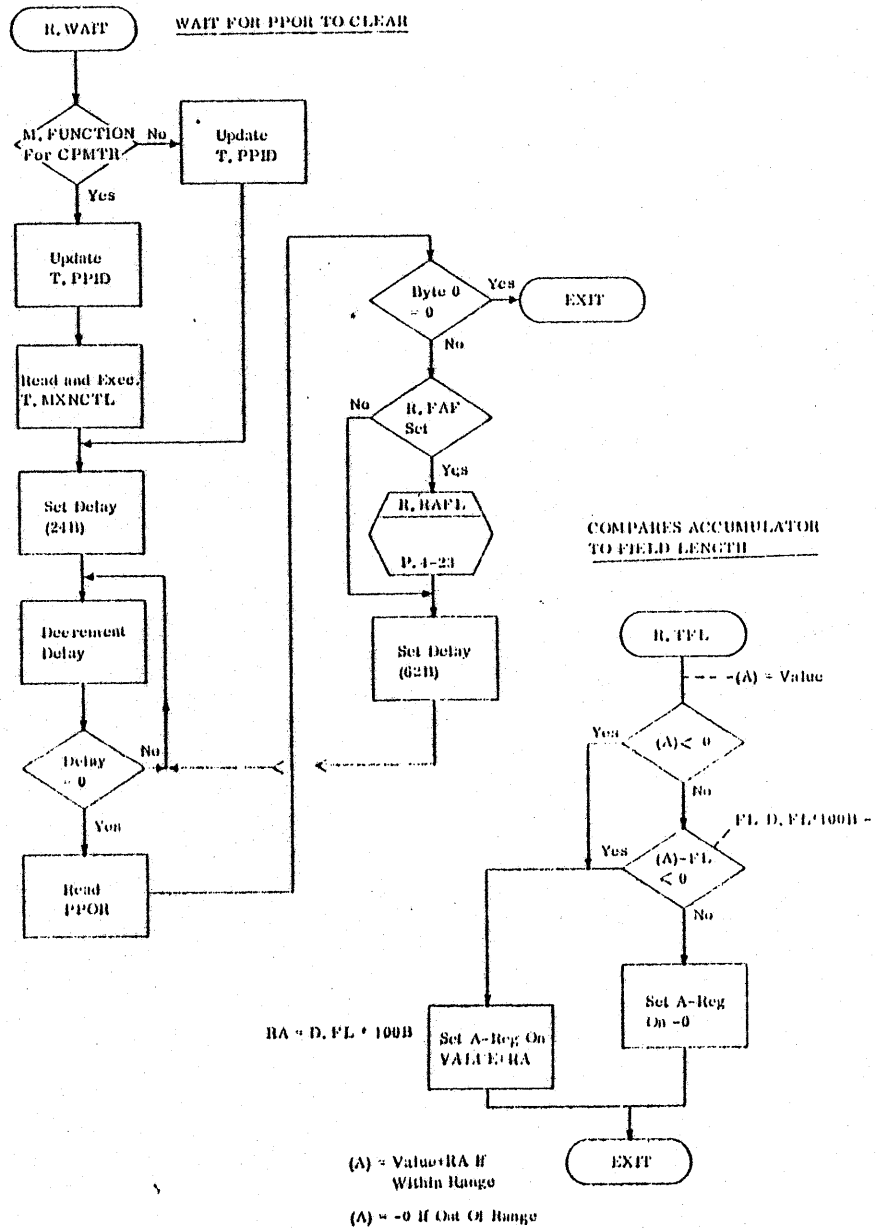
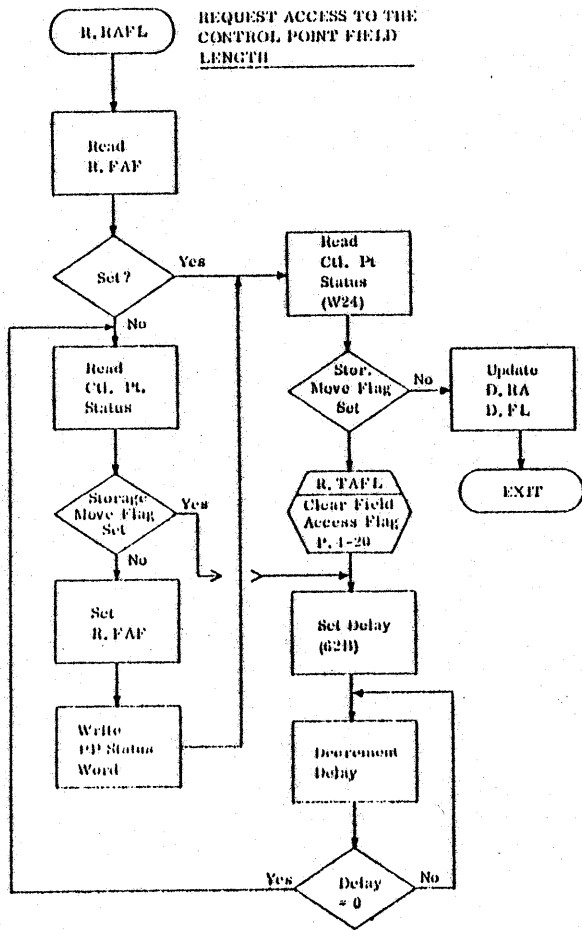
Phase Code	Total Byte Count	Current LWA+1	Channel Number	Byte Count
			Code and Status	

COMMUNICATION BETWEEN ISP AND ANOTHER PPU



- Phase Code
- 0 - Wait for ISP
  - 1 - Channel Monitor Okay
  - 2 - Ready for Data
  - 3 - Data Is Coming
  - 4 - Done
  - 5 - Acknowledge

- 1) XXX makes request and zeros out word in communication area.
- 2) ISP when it selects this request, discovers the channel and sends it to the communication word.
- 3) XXX sets phase to 2.
- 4) ISP will sense and read data from the disk.
- 5) Once read ISP will set the phase to 3 and switch the channel to the requesting PP.
- 6) ISP does an OAM and XXX picks it up with an IAM and sets the phase to 2.
- 7) When the stack processor wants to terminate the operation it sets the phase to 4.
- 8) XXX senses and acknowledges with phase code set to 5 to free the SP.



STL

--- PP RESIDENT / START SYSTEM EXECUTION  
STORAGE ALLOCATION.

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PAGE 1

ADDRESS LENGTH BINARY CONTROL CARDS.

100 2160  
2260 (345)

IGENT STL,100B  
END

BLOCKS TYPE ADDRESS LENGTH

PROGRAM\* ABSOLUTE 0 2171  
PPOLAY ABSOLUTE 2171 67

9-27



STL --- START SYSTEM EXECUTION

STL --- PP RESIDENT / START SYSTEM EXECUTION

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PAGE 2

IDENT STL.1008  
 PERIPH  
 SST  
 LIST D INCLUDE DETAILS  
 LIST F LIST IF-SKIPPED LINES

STL 2  
 STL 3  
 STL 4  
 SC40125 1484  
 SC40125 1485  
 STL 7  
 STL 8  
 STL 9  
 STL 10  
 STL 11  
 STL 12  
 STL 13  
 STL 14

BEGIN DECK \*STL\*

THE DEADSTART PACKAGE CONSISTS OF THE FOLLOWING DECKS --

CEA  
 CONTROL  
 IRCP  
 STL  
 TDS

SC40125 1487  
 SC40125 1488  
 SC40125 1489  
 SC40125 1490  
 SC40125 1491  
 SC40125 1492  
 SC40125 1493  
 SC40125 1494  
 SC40125 1495  
 SC40125 1496  
 SC40125 1497  
 SC40125 1498  
 SC40125 1499  
 SC40125 1500  
 SC40125 1501  
 SC40125 1502  
 SC40125 1503

CEA, CONTROL, IRCP, AND STL (EXECUTED IN THAT ORDER)  
 CONSTITUTE DEADSTART PROPER, IN THAT THEIR FUNCTIONS  
 ARE PERFORMED PRIOR TO, AND ARE RESPONSIBLE FOR INITIATING,  
 THE EXECUTION OF THE SCOPE OPERATING SYSTEM. TDS, ALTHOUGH  
 PART OF THE DEADSTART PACKAGE, IS A POST-DEADSTART PROCESSOR,  
 IN THAT ITS FUNCTIONS ARE PERFORMED UNDER THE CONTROL,  
 AND WITH THE AID, OF THE SCOPE OPERATING SYSTEM.  
 (A GENERAL OVERVIEW OF THE DEADSTART PROCESS/PACKAGE  
 IS CONTAINED IN THE DOCUMENTATION FOR \*CEA\*).

STL  
 FUNCTION

STL 16  
 STL 17  
 STL 18  
 STL 19  
 STL 20  
 STL 21  
 STL 22  
 STL 23  
 STL 24

STL IS LOADED INTO PP1 AS SOON AS IRCP HAS COMPLETED THE  
 DEADSTART LOADING PROCESS TO TRANSMIT  
 THE PP RESIDENT TO THE POOL PPS AND LOAD MTR, DSD INTO  
 PP0, PP1 RESPECTIVELY

92-6

**		STL	26
*	ENTRY AND EXIT INFORMATION	STL	27
*		STL	28
*	ENTRY	STL	29
*	STL EXPECTS THE SYSTEM TO BE INTACT ON AN ALLOCATABLE	STL	30
*	DEVICE, CHR TO BE INTACT IN CH, AND ALL RECORD BLOCKS	STL	31
*	USED BY THE SYSTEM TO BE RECORDED IN THE APPROPRIATE	STL	32
*	RBR-S AND RBT-S. FURTHER, IT IS ASSUMED THAT MTR AND	STL	33
*	DSD HAVE BEEN COPIED TO CH AT MTRBUF AND DSDBUF DURING	STL	34
*	SYSTEM LOADING. FURTHER, IT IS ASSUMED THAT PP2-PP19	STL	35
*	ARE LOOKING FOR THEIR RESPECTIVE NUMBERS IN CH LOCN	STL	36
*	ZERO AND THAT PPO IS LOOKING FOR 778. UPON DETECTING	STL	37
*	ITS NUMBER IN LOCN ZERO EACH PP BEGINS EXECUTING AN	STL	38
*	IAM INSTRUCTION ON CHANNEL ZERO.	STL	39
*		STL	40
*	EXIT	STL	41
*	UPON EXIT, MTR AND DSD ARE IN CONTROL,	STL	42
*	THE POOL PPS ARE LOOPING IN THE IDLE LOOP OF PPRES.	STL	43

**		STL	45
*	NOTES	STL	46
*	1. STL CONSISTS OF TWO PARTS. THE FIRST PART IS PPRES	STL	47
*	WHICH RUNS FROM LOCN 100B TO 1000B. THE SECOND	STL	48
*	PART IS THE MAIN ROUTINE WHICH RUNS STARTING	STL	49
*	AT 1000B.	STL	50
*	2. UPON COMPLETION OF SYSTEM LOADING, IRCP SIGNALS	STL	51
*	THE PROGRAM IN PP1 (TAPE ROUTINE) TO LOAD STL	STL	52
*	FROM STLBUF IN CH AND TRANSFER CONTROL TO 1000B.	STL	53

**	*CALL IPARAMS -- SCOPE 3 INSTALLATION PARAMETERS	SC40125	1505
0	IPARAMS CTEXT SCOPE 3 INSTALLATION PARAMETERS.	SC40125	1506
		IPARAMS	2

**	*CALL ECSCOM -- ECS DEFINITIONS	SC40125	1508
0	ECSCOM CTEXT ECS DEFINITIONS.	SC40125	1509
	LIST -R	ECSCOM	2
	LIST +	ECSCOM	4
		ECSCOM	64

\*\*  
 \* IN THE SCOPE OPERATING SYSTEM, THE SYSTEM MONITOR PROGRAM STL 61  
 \* (MTR) AND THE DYNAMIC SYSTEM DISPLAY PROGRAM (DSD) PERMANENTLY STL 62  
 \* RESIDE IN TWO OF THE PERIPHERAL PROCESSORS, PP0 AND PP1 STL 63  
 \* RESPECTIVELY. THE REMAINING PERIPHERAL PROCESSORS FORM A POOL STL 64  
 \* OF PROCESSORS TO WHICH MTR MAY ASSIGN TASKS AS REQUIRED. STL 65  
 \* THESE POOL PROCESSORS HAVE NO FIXED ASSIGNMENTS - ANY STL 66  
 \* PROCESSOR MAY BE ASSIGNED TO THE EXECUTION OF ANY SYSTEM STL 67  
 \* ROUTINE, AND IT IS POSSIBLE THAT MORE THAN ONE PROCESSOR MAY STL 68  
 \* BE EXECUTING THE SAME ROUTINE AT THE SAME TIME. ALL STL 69  
 \* PROCESSORS CONTAIN A SMALL RESIDENT PROGRAM WHICH HANDLES THE STL 70  
 \* COMMUNICATION BETWEEN POOL PROCESSOR PROGRAMS AND MTR AND STL 71  
 \* INITIATES THE EXECUTION OF THESE PROGRAMS AS DIRECTED BY MTR. STL 72  
 \* STL 73

\*\*  
 \* POOL PROCESSOR STRUCTURE STL 75  
 \* STL 76  
 \* STL 77  
 \* STL 78  
 \* \*\*\*\*\* STL 79  
 \* 08 \* DIRECT CELLS \* STL 80  
 \* \* \* STL 81  
 \* \* \* STL 82  
 \* \* \* STL 83  
 \* \* \* STL 84  
 \* \*\*\*\*\* STL 85  
 \* 74B \* POINTER TO INPUT REGISTER \* STL 86  
 \* \* \* STL 87  
 \* 75B \* POINTER TO MESSAGE BUFFER \* STL 88  
 \* \* \* STL 89  
 \* 76B \* CONTROL POINT ADDRESS \* STL 90  
 \* \* \* STL 91  
 \* 77B \* POINTER TO PP STATUS FIELD \* STL 92  
 \* \* \* STL 93  
 \* 100B \* FIELD ACCESS FLAG \* STL 94  
 \* \* \* STL 95  
 \* 101B \* RESERVED \* STL 96  
 \* \* \* STL 97  
 \* 102B \* RESERVED \* STL 98  
 \* \* \* STL 99  
 \* 103B \* \* STL 100  
 \* \* \* STL 101  
 \* \* \* STL 102  
 \* \* \* STL 103  
 \* \* \* STL 104  
 \* \* \* STL 105  
 \* \* \* STL 106  
 \* \* \* STL 107  
 \* 773B \* \* STL 108  
 \* \* \* STL 109  
 \* \* \* STL 110  
 \* \* \* STL 111  
 \* \* \* STL 112  
 \* \* \* STL 113  
 \* \* \* STL 114  
 \* \* \* STL 115

9-30

STL --- PERIPHERAL PROCESSOR RESIDENT  
 STL --- PERIPHERAL PROCESSOR RESIDENT

COMPASS 3.75077.

09/10/75 09.59.29.

PAGE 5

1773B

SECONDARY OVERLAYS

HIGHER-LEVEL OVERLAYS

7777B

(CELLS 76B-102B CONSTITUTE THE FIVE BYTES  
 OF THE PPU-S CENTRAL MEMORY STATUS WORD)

STL 116  
 STL 117  
 STL 118  
 STL 119  
 STL 120  
 STL 121  
 STL 122  
 STL 123  
 STL 124  
 STL 125  
 STL 126  
 STL 127  
 STL 128  
 STL 129  
 STL 130  
 STL 131  
 STL 132  
 STL 133  
 STL 134  
 STL 135  
 STL 136  
 STL 137  
 STL 138  
 STL 139  
 STL 140  
 STL 141  
 STL 142

\*\* PP RESIDENT IS CONTAINED IN LOCATIONS 103B-772B. WHEN DIRECTED  
 TO DO SO BY MTR, THE RESIDENT LOADS A PROGRAM INTO ITS MEMORY  
 AND EXECUTES IT - SINCE THAT PROGRAM REMAINS IN THAT  
 PROCESSOR ONLY FOR THE PERIOD OF TIME REQUIRED TO PERFORM ITS  
 FUNCTION, IT IS CALLED A TRANSIENT PROGRAM. TRANSIENT  
 PROGRAMS USUALLY OCCUPY LOCATIONS 773B-1772B, ALTHOUGH THE  
 FIRST INSTRUCTION IS AT LOCATION 1000B. TRANSIENT PROGRAMS  
 GENERALLY LOAD OVERLAYS TO PERFORM SPECIFIC TASKS. FOR  
 EXAMPLE, CIO, WHICH IS A TRANSIENT PROGRAM, CALLS VARIOUS  
 OVERLAYS DEPENDING ON THE TASK (READ, WRITE, BACKSPACE) AND  
 THE EQUIPMENT (DISK, TAPE) SPECIFIED. SECONDARY OVERLAYS ARE  
 LOADED INTO MEMORY USUALLY BEGINNING AT LOCATION 1773B, THE  
 FIRST INSTRUCTION FALLING AT LOCATION 2000B. OVERLAYS ARE  
 GENERALLY ENTERED VIA A RETURN JUMP. TRANSIENT PROGRAMS HAVE  
 NAMES BEGINNING WITH A LETTER (CIO, EXU) OR THE NUMERAL 1  
 (IAJ, IIQ) - OVERLAYS HAVE NAMES BEGINNING WITH THE NUMERALS  
 2 THROUGH 9 (2BP, 4LB, 90M).

BOTH TRANSIENT AND OVERLAY PROGRAMS, AS WELL AS THE RESIDENT  
 PROGRAM, MAKE EXTENSIVE USE OF THE LOW CORE LOCATIONS 1B-73B.  
 THE FOLLOWING FIGURE DETAILS THESE DIRECT CELL ASSIGNMENTS -

D.Z\* 00B \*  
 01B \*

STL 144  
 STL 145  
 STL 146  
 STL 147  
 STL 148  
 STL 149  
 STL 150  
 STL 151  
 STL 152  
 STL 153  
 STL 154  
 STL 155  
 STL 156  
 STL 157  
 STL 158  
 STL 159  
 STL 160  
 STL 161  
 STL 162  
 STL 163  
 STL 164  
 STL 165  
 STL 166  
 STL 167  
 STL 168  
 STL 169  
 STL 170

TE-6

2E-6

	02B	*			STL	171
	03B	*			STL	172
	04B	*			STL	173
	05B	*			STL	174
	06B	*			STL	175
	07B	*		SCRATCH	STL	176
	08B	*		AREA	STL	177
D.T*	09B	*			STL	178
	10B	*			STL	179
	11B	*			STL	180
	12B	*			STL	181
	13B	*			STL	182
	14B	*			STL	183
	15B	*			STL	184
	16B	*			STL	185
	17B	*			STL	186
	18B	*			STL	187
D.TH*	19B	*			STL	188
	20B	*	D.FNT		STL	189
	21B	*	D.FNT+1		STL	190
	22B	*	D.FNT+2		STL	191
	23B	*	D.FNT+3		STL	192
	24B	*	D.FNT+4	WORDS 2 AND 3 OF FNT/FST	STL	193
	25B	*	D.FNT+5	ENTRY FOR CURRENT FILE	STL	194
	26B	*	D.FNT+6		STL	195
	27B	*	D.FNT+7		STL	196
D.TH*	28B	*	D.FNT+8		STL	197
	29B	*	D.FNT+9		STL	198
	30B	*	D.FNT+10		STL	199
	31B	*	D.FNT+11		STL	200
	32B	*	D.EST		STL	201
	33B	*	D.EST+1	EST ENTRY FOR DEVICE	STL	202
	34B	*	D.EST+2	BEING USED BY THIS PPU	STL	203
	35B	*	D.EST+3		STL	204
	36B	*	D.EST+4		STL	205
	37B	*	D.DST (D.JFL)	DEVICE TYPE (JOB CH FL/100B)*	STL	206
D.FR*	38B	*	D.BA		STL	207
	39B	*	D.BA+1	FET ADDRESS RELATIVE TO LOWER	STL	208
	40B	*	D.BA+2	18 BITS OF INPUT REGISTER	STL	209
	41B	*	D.BA+3		STL	210
	42B	*	D.BA+4		STL	211
	43B	*	D.JECS	ECS FIELD LENGTH/1000B	STL	212
	44B	*	D.JPR	COMPUTED PRIORITY	STL	213
	45B	*	D.JTL	JOB TIME LIMIT/10B	STL	214
D.FF*	46B	*	D.PPIRB		STL	215
	47B	*	D.PPIRB+1		STL	216
	48B	*	D.PPIRB+2	CONTENTS OF PPU INPUT REGISTER	STL	217
	49B	*	D.PPIRB+3		STL	218
	50B	*	D.PPIRB+4		STL	219
	51B	*	D.RA	USER AREA REFERENCE ADDRESS/100B*	STL	220
	52B	*	D.FL	USER AREA FIELD LENGTH/100B	STL	221
	53B	*	D.FA	ADDRESS OF FILE FST	STL	222
	54B	*			STL	223
	55B	*			STL	224
	56B	*			STL	225
	57B	*			STL	226
	58B	*			STL	227

*		*****			
	D.SX*	60B * D.FIRST	CIRCULAR BUFFER	STL	228
		61B * D.FIRST+1	-FIRST- PARAMETER FROM FET	STL	229
		*****		STL	230
		62B * D.IN	CIRCULAR BUFFER	STL	231
		63B * D.IN+1	-IN- PARAMETER FROM FET	STL	232
		*****		STL	233
		64B * D.OUT	CIRCULAR BUFFER	STL	234
		65B * D.OUT+1	-OUT- PARAMETER FROM FET	STL	235
		*****		STL	236
		66B * D.LIMIT	CIRCULAR BUFFER	STL	237
		67B * D.LIMIT+1	-LIMIT- PARAMETER FROM FET	STL	238
		*****		STL	239
	D.SV*	70B * D.PPONE	CONSTANT 1	STL	240
		*****		STL	241
		71B * D.HN	CONSTANT 100B	STL	242
		*****		STL	243
		72B * D.TH	CONSTANT 1000B	STL	244
		*****		STL	245
		73B * D.TR	CONSTANT 3	STL	246
		*****		STL	247
		74B * D.PPIR	PP INPUT REGISTER ADDRESS IN CM	STL	248
		*****		STL	249
		75B * D.PPMES1	PP MESSAGE BUFFER ADDRESS IN CM	STL	250
		*****		STL	251
		76B * D.GPAD	CONTROL POINT AREA ADDRESS	STL	252
		*****		STL	253
		77B * D.PPSTAT	PP STATUS WORD ADDRESS IN CM	STL	254
		*****		STL	255
				STL	256

*		THE PERIPHERAL PROCESSOR RESIDENT PROGRAM HAS TWO MAIN	STL	258
*		FUNCTIONS TO PERFORM -	STL	259
*			STL	260
*		ALL COMMUNICATION BETWEEN MTR AND THE TRANSIENT OR OVERLAY	STL	261
*		PROGRAMS IS HANDLED BY THE RESIDENT.	STL	262
*			STL	263
*		THE RESIDENT, WHEN DIRECTED BY MTR, LOADS TRANSIENT	STL	264
*		PROGRAMS AND INITIATES THE EXECUTION OF THESE PROGRAMS.	STL	265
*			STL	266
*		COMMUNICATION BETWEEN MTR AND THE RESIDENT PROGRAM IS CARRIED	STL	267
*		OUT THROUGH THE USE OF PP COMMUNICATION AREAS IN CENTRAL	STL	268
*		MEMORY, ONE FOR EACH PROCESSOR. EACH COMMUNICATION AREA	STL	269
*		CONSISTS OF A ONE-WORD INPUT REGISTER, A ONE-WORD OUTPUT	STL	270
*		REGISTER, AND A SIX-WORD MESSAGE BUFFER. THERE IS ALSO ONE	STL	271
*		STATUS WORD IN CENTRAL MEMORY ASSOCIATED WITH EACH OF THE	STL	272
*		POOL PPU-S. POOL PROCESSORS ADDRESS THESE AREAS BY MEANS OF	STL	273
*		POINTERS IN DIRECT CELL LOCATIONS D.PPIR, D.PPMES1, AND	STL	274
*		D.PPSTAT.	STL	275
*			STL	276
*			STL	277
*		MTR ASSIGNS A TASK TO A POOL PROCESSOR BY PLACING THE REQUEST	STL	278
*		IN THE PROCESSOR-S INPUT REGISTER. THE NAME OF THE PROGRAM	STL	279
*		PACKAGE WHICH IS TO BE LOADED AND EXECUTED APPEARS IN THE	STL	280
*		HIGH-ORDER 18 BITS OF THE INPUT REGISTER. THIS NAME CONSISTS	STL	281

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\* OF THREE DISPLAY CODE CHARACTERS, SUCH AS 1AJ OR CIO. THE STL 282  
 \* NUMBER OF THE CONTROL POINT TO WHICH THIS PACKAGE IS ASSIGNED STL 283  
 \* APPEARS IN THE LOW-ORDER FOUR BITS OF BYTE ONE OF THE INPUT STL 284  
 \* REGISTER. PACKAGE PARAMETERS, SUCH AS THE ADDRESS OF STL 285  
 \* ARGUMENTS REQUIRED BY THE PACKAGE, APPEAR IN THE LOW-ORDER STL 286  
 \* 36 BITS OF THE INPUT REGISTER. THE PPU IS GIVEN CONTROL TO STL 287  
 \* EXECUTE THE CODE JUST LOADED. THE REQUEST ITSELF REMAINS IN STL 288  
 \* THE INPUT REGISTER UNTIL THE TASK IS COMPLETED. ON COMPLETION STL 289  
 \* OF A TASK, THE TRANSIENT PROGRAM REQUESTS MTR TO RELEASE THE STL 290  
 \* PROCESSOR - MTR THEN CLEARS THE PROCESSOR-S INPUT REGISTER. STL 291  
 \* THE INPUT REGISTER OF A POOL PROCESSOR IS THUS CLEAR ONLY WHEN STL 292  
 \* THE PROCESSOR IS IDLE. STL 293  
 \* ALL COMMUNICATION BETWEEN MTR AND THE TRANSIENT AND OVERLAY STL 294  
 \* PROGRAMS IS HANDLED BY THE RESIDENT PROGRAM. MTR PERFORMS A STL 295  
 \* VARIETY OF FUNCTIONS, EACH OF WHICH IS IDENTIFIED BY A STL 296  
 \* FUNCTION CODE OF ONE OR TWO OCTAL DIGITS. STL 297  
 \* TO TRANSMIT A REQUEST TO MTR, THE RESIDENT PLACES THE REQUEST STL 298  
 \* IN ITS OUTPUT REGISTER. BYTE 0 OF THE OUTPUT REGISTER STL 300  
 \* CONTAINS THE FUNCTION CODE IN THE LOW-ORDER BIT POSITIONS. STL 301  
 \* BYTES 1 THROUGH 4 ARE USED FOR ARGUMENTS - THE NUMBER OF STL 302  
 \* ARGUMENT BYTES DEPENDS ON THE PARTICULAR FUNCTION. THUS, STL 303  
 \* FOR A REQUEST CHANNEL FUNCTION, THE CHANNEL NUMBER IS PLACED STL 304  
 \* IN BYTE 1. FOR SOME FUNCTIONS, THE FUNCTION ARGUMENTS ARE STL 305  
 \* PLACED IN THE MESSAGE BUFFER AND ONLY THE FUNCTION CODE STL 306  
 \* APPEARS IN THE OUTPUT REGISTER. MTR REGULARLY SCANS THE STL 307  
 \* OUTPUT REGISTER OF EACH PROCESSOR TO DETERMINE IF A REQUEST STL 308  
 \* IS PRESENT. WHEN THE REQUEST HAS BEEN DETECTED, ANALYZED, STL 309  
 \* AND PROCESSED, MTR CLEARS THE OUTPUT REGISTER. THE RESIDENT, STL 310  
 \* AFTER PLACING THE REQUEST IN THE OUTPUT REGISTER, WAITS FOR STL 311  
 \* THE OUTPUT REGISTER TO BE CLEARED BEFORE PROCEEDING. STL 312  
 \* THE RESIDENT CONTAINS A ROUTINE CALLED R.MTR WHICH HANDLES STL 313  
 \* THE TRANSMISSION OF FUNCTION REQUESTS TO MTR. THIS PROCESS STL 314  
 \* REQUEST ROUTINE USES LOCATIONS D.10-D.14 IN PERIPHERAL STL 315  
 \* PROCESSOR MEMORY AS TEMPORARY STORAGE FOR THE REQUEST TO BE STL 316  
 \* WRITTEN IN THE OUTPUT REGISTER. A PERIPHERAL PROCESSOR STL 317  
 \* PROGRAM MAY UTILIZE THE ROUTINE BY PLACING THE ARGUMENTS FOR STL 318  
 \* THE FUNCTION IN BYTES D.11 THROUGH D.14, SETTING THE STL 319  
 \* A-REGISTER WITH THE FUNCTION NUMBER, AND EXECUTING A RETURN STL 320  
 \* JUMP TO R.MTR. THE RESIDENT ROUTINE WILL ENTER THE FUNCTION STL 321  
 \* NUMBER IN LOCATION D.10 AND WRITE THE CONTENTS OF LOCATIONS STL 322  
 \* D.11 THROUGH D.14 IN THE OUTPUT REGISTER. CONTROL WILL BE STL 323  
 \* RETURNED TO THE REQUESTING PROGRAM UPON MTR-S CLEARING THE STL 324  
 \* OUTPUT REGISTER. STL 325  
 \* WHEN A POOL PROCESSOR PROGRAM COMPLETES EXECUTION, IT EXITS STL 326  
 \* TO LOCATION R.IDLE, WHICH IS THE ADDRESS OF THE RESIDENT STL 327  
 \* IDLE LOOP. THE ENTRY POINT TO THIS IDLE LOOP IS R.IDLE. STL 328  
 \* WHEN REFERRING TO A PP RESIDENT ROUTINE, THE NAME OF ITS STL 329  
 \* ENTRY POINT IS USED AS THE NAME OF THE ROUTINE. THUS, THE STL 330  
 \* NAME OF THE IDLE LOOP IS R.IDLE. IN THIS IDLE LOOP, THE STL 331  
 \* PROCESSOR-S INPUT REGISTER IS SCANNED AT INTERVALS UNTIL A STL 332  
 \* REQUEST IS FOUND IN THE INPUT REGISTER. A DELAY BETWEEN STL 333  
 \* SUCCESSIVE SCANS AVOIDS UNNECESSARY MEMORY AND REGISTER I/O. STL 334  
 \* STL 335  
 \* STL 336

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CONTAINS ZERO. IF THE PP INPUT REGISTER BECOMES NON-ZERO,
IT MEANS MTR WANTS PP RESIDENT TO LOAD A PP TRANSIENT PROGRAM
INTO THE PPU. WHEN THE REQUEST IS DETECTED, THE RESIDENT
STORES THE ROUTINE NAME AND THE CONTROL POINT. IT THEN
EXECUTES FUNCTION R.TAFL, TERMINATING ACCESS TO THE CONTROL
POINT FIELD LENGTH. R.IDLE CALLS THE PP RESIDENT SUBROUTINE
R.OVL. R.OVL WILL THEN ISSUE A CP MONITOR REQUEST (M.ICE
WITH EX.PLIB) WITH THE ROUTINE NAME TO GET THE ROUTINE
SEARCHED AND WILL WAIT UNTIL THE REQUEST IS COMPLETED.
WHEN IT IS COMPLETED, THIRD WORD OF PP MESSAGE BUFFER GIVES
THE INFORMATION HOW THE ROUTINE CAN BE LOADED. IF THE
ROUTINE IS NOT FOUND IN THE DIRECTORY, AND THIS IS A CONTROL
POINT ZERO REQUEST, CP MONITOR WILL PLACE A BAD MTR REQUEST
(M.KILL) TO THE PP O.R. TO STOP THE SYSTEM. IF CONTROL
POINT IS NON-ZERO, CP MONITOR WILL PLACE A REQUEST TO ABORT
THE JOB WITH A PP OVERLAY ERROR FLAG (F.EROVL). CP MONITOR
WILL THEN INFORM THE PP TO RETURN TO ITS IDLE LOOP.
IF THE PROGRAM IS LOCATED, R.OVL LOADS THE ROUTINE AS IT IS
INSTRUCTED BY CP MONITOR, AND THEN IT RETURNS CONTROL TO
R.IDLE WHICH EXECUTES THE INSTRUCTION
LJM C.PPFWA.
THIS TRANSFERS CONTROL TO THE FIRST INSTRUCTION OF THE
TRANSIENT PROGRAM. WHEN A TRANSIENT PROGRAM TERMINATES,
IT MUST NOTIFY MTR THAT THE PPU IS AVAILABLE FOR ASSIGNMENT
TO ANOTHER TASK. THIS IS DONE IN THE FOLLOWING MANNER -
LDN M.DPP DROP THE PP ASSIGNMENT
LJM R.MTR
LJM R.IDLE EXIT TO IDLE LOOP
  
```

```

STL 339
STL 340
STL 341
STL 342
STL 343
STL 344
FEAT75A 5
FEAT75A 6
FEAT75A 7
FEAT75A 8
FEAT75A 9
FEAT75A 10
FEAT75A 11
FEAT75A 12
FEAT75A 13
FEAT75A 14
FEAT75A 15
FEAT75A 16
FEAT75A 17
FEAT75A 18
STL 357
STL 358
STL 359
STL 360
STL 361
STL 362
STL 363
STL 364
  
```

```

SEVERAL RESIDENT ROUTINES AND WORDS ARE USED BY TRANSIENT
AND OVERLAY PROGRAMS. THESE ROUTINES ARE DESCRIBED BELOW.
LOCATION VALUES ARE THE ENTRY POINT ADDRESSES AS DEFINED
IN *PPTEXT* AND ARE SUBJECT TO CHANGE.
  
```

```

R.IDLE *****
          *****
          PP RESIDENT IDLE LOOP          * 103B
          *****
R.OVLJ *****
          *****
          PRIMARY OVERLAY INTERNAL LOAD  * 125B
          *****
R.RAFL *****
(R.PAUSE) *****
          *****
          REQUEST ACCESS TO THE          * 140B
          CONTROL POINT FIELD LENGTH
          *****
R.TAFL *****
          *****
          *TERMINATE ACCESS TO CONTROL POINT FIELD LENGTH* * 173B
          *****
R.TFL *****
          *****
          * 207B
  
```

```

STL 366
STL 367
STL 368
SC40125 1510
SC40125 1511
STL 370
STL 371
STL 372
STL 373
STL 374
STL 375
STL 376
SC40125 1512
SC40125 1513
STL 379
STL 380
SC40125 1514
SC40125 1515
SC40125 1516
STL 386
STL 387
SC40125 1517
SC40125 1518
STL 390
STL 391
SC40125 1519
  
```

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		COMPARE ACCUMULATOR TO FIELD LENGTH		SC40125	1520
		*****		STL	395
		*****		STL	396
R.MTR		ISSUE MONITOR FUNCTION	* 220B	SC40125	1521
(R.PROCES)		*****		SC40125	1522
		*****		STL	399
		*****		STL	400
R.WAIT		WAIT FOR OUTPUT REGISTER TO CLEAR	* 231B	SC40125	1523
		*****		SC40125	1524
		*****		STL	403
		*****		STL	404
R.RCH		RESERVE CHANNEL	* 303B	SC40125	1525
		*****		SC40125	1526
		*****		STL	407
		*****		STL	408
R.DCH		RELEASE CHANNEL RESERVATION	* 326B	SC40125	1527
		*****		SC40125	1528
		*****		STL	411
		*****		STL	412
R.STB		MASK BYTE INTO LISTED WORDS	* 355B	SC40125	1529
		*****		SC40125	1530
		*****		STL	415
		*****		STL	416
R.OVL		LOAD PP OVERLAY	* 363B	SC40125	1531
		*****		SC40125	1532
		*****		STL	419
		*****		STL	420
R.READP		TRANSMIT DATA VIA CHANNEL	* 543B	SC40125	1533
R.WRITEP		FROM (TO) STACK PROCESSOR	* 552B	SC40125	1534
		*****		SC40125	1535
		*****		SC40125	1536
		*****		SC40125	1537
		*****		STL	423
		*****		STL	424
R.RHP		HANDLE DISK READ/WRITE LOGIC	* 567B	SC40125	1538
		*****		SC40125	1539
		*****		STL	427
		*****		STL	428
R.EREQS		ENTER REQUEST STACK	* 656B	SC40125	1540
		*****		SC40125	1541
		*****		SC40125	1542
		*****		SC40125	1543
R.DFM		TRANSMIT DAYFILE MESSAGE	* 705B	SC40125	1544
		*****		SC40125	1545
		*****		SC40125	1546
		*****		SC40125	1547

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\*\*\*\*

PP RESIDENT CONSTANTS

144	RWDELAY	EQU	100	STL	430
175	ILDELAY	EQU	125	STL	431
		IFEQ	IP.ECSB,0	STL	432
	EGSLIB	EQU	0	STL	433
	DDPLIB	EQU	0	STL	434
		ELSE	3	STL	435
1	EGSLIB	EQU	IP.ELIB/IP.ELIB	STL	436
0	DDPLIB	EQU	IP.DDP/IP.DDP	STL	437
3	SBPH	EQU	IP.SBPH	STL	438
				FEAT75A	19
				STL	441
				STL	442

\*\*

PP RESIDENT LOCAL MACROS

SC40125 1550

\*\*

TESTZ OPN,A,B

SC40125 1552

\*

MACRO TO TEST (A-REG)=0 AFTER OPERATION \*OPN\*

SC40125 1553

TESTZ

MACRO OPN,A,B

SC40125 1554

(DUMMY)

IFNE A,0,2

SC40125 1555

SET A

STL 446

OPN B(DUMMY)

STL 447

TESTZ

ENDM

STL 448

STL 449

STL 450

\*\*

\*\*\*\*\*  
BEGIN \*PP RESIDENT\*  
\*\*\*\*\*

STL 460

STL 461

STL 462

STL 463

STL 464

STL 465

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STL --- PERIPHERAL PROCESSOR RESIDENT  
STL --- PERIPHERAL PROCESSOR RESIDENT

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BLOCKS

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\*\*\*\*

USE 0  
USE PPOLAY ESTABLISH USE BLOCKS

STL 467  
STL 468  
STL 469  
STL 470  
STL 471  
STL 472  
STL 473  
STL 474  
STL 475  
STL 476  
STL 477

100

USE 0  
ORG 1008

100 0000  
101 0000  
102 0000

\*  
R.FAF

DATA 0  
DATA 0  
DATA 0

RESERVED  
RESERVED

\*\*\*\*

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\*\*

R.IDLE PP RESIDENT IDLE LOOP

STL 479

STL 480

STL 481

STL 482

STL 483

STL 484

STL 485

STL 486

CALLING SEQUENCE

LJM R.IDLE

THIS ROUTINE IS THE IDLE LOOP IN WHICH PP RESIDENT CHECKS  
 ITS INPUT REGISTER FOR A NEW ASSIGNMENT.  
 IF THERE IS NONE -

SC40125 1570

SC40125 1571

SC40125 1572

SC40125 1573

SC40125 1574

SC40125 1575

SC40125 1576

SC40125 1577

SC40125 1578

SC40125 1579

SC40125 1580

SC40125 1581

STL 492

STL 493

SC40125 1582

SC40125 1583

STL 495

STL 496

STL 497

STL 498

STL 499

STL 500

STL 501

STL 502

SC40125 1584

STL 503

STL 504

STL 505

STL 506

STL 507

STL 508

STL 509

STL 510

SC40125 1585

STL 511

STL 512

STL 513

STL 514

CALLS - R.TAFL

USES D.T6 - D.TW2

103	3074	R.IDLE	LDD	D.PPIR	READ INPUT REGISTER
104	6016		CRD	D.T6	
105	3017		LDD	D.T7	
106	0512		NJN	IDL2	NO REQUEST, CLEAR PP STATUS WORD
107	3077		LDD	D.PPSTAT	
110	6216		CWD	D.T6	CLEAR PP STATUS WORD
111	3077	IDL1	LDD	D.PPSTAT	
112	1701		SBN	1	
113	0576		NJN	*-1	DELAY
114	3074		LDD	D.PPIR	
115	6016		CRD	D.T6	READ INPUT REGISTER
116	3017		LDD	D.T7	
117	0471		ZJN	IDL1	NO REQUEST, LOOP
120	1217	IDL2	LPN	L.CPNUM	
121	1007		SHN	7	
122	3476		STD	D.CPAD	
123	0200 0173		RJM	R.TAFL	UPDATE PP STATUS WORD

6E-6

6E-6-ES-STVA  
 VALS-53-9-39

STL --- PERIPHERAL PROCESSOR RESIDENT (MAIN)  
 R.OVLJ -- LOAD NEW PRIMARY OVERLAY INTERNALLY

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 R.OVLJ

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```

**
* R.OVLJ          LOAD NEW PRIMARY OVERLAY INTERNALLY          STL      516
* -----
* CALLING SEQUENCE          STL      518
*                           STL      519
*                           STL      520
* STORE   OVERLAY NAME IN D.T6, D.T7          STL      521
* LJM    R.OVLJ          STL      522
*                           STL      523
* ACTIONS          STL      524
*                           STL      525
*                           STL      526
* CAUSES OVERLAY TO BE LOADED AT C.PPFWA-L.PPHDR VIA R.OVL
* TRANSFERS CONTROL TO C.PPFWA          SC40125 1587
*                           STL      528
*                           SC40125 1588
* THIS ROUTINE CAN BE USED BY A PP PROGRAM TO LOAD A TRANSIENT
* PROGRAM ON TOP OF ITSELF WITHOUT CHANGING THE INPUT REGISTER.
*                           SC40125 1589
*                           SC40125 1590
*                           STL      529
* CALLS - R.OVL          STL      530
*                           STL      531
*                           STL      532
*                           STL      533
*                           STL      534
*                           STL      535
  
```

```

125      2000 0773          R.OVLJ  LDC      C.PPFWA-L.PPHDR
127      0200 0363          RJM    R.OVL   LOAD OVERLAY
131      0100 1000          LJM    C.PPFWA  ENTER OVERLAY
  
```

04-6

VALS-53-9-40

```

**
* R.RAFL REQUEST ACCESS TO THE CONTROL POINT FIELD LENGTH
* -----
* CALLING SEQUENCE
*
* RJM R.RAFL
*
* ACTIONS
*
* TEST STORAGE MOVE FLAG FOR CONTROL POINT
* IF STORAGE MOVE FLAG SET, CLEAR FIELD ACCESS FLAG IN PP
* STATUS WORD VIA R.TAFL (ONLY IF FAF SET), THEN DELAY
* UNTIL STORAGE MOVE FLAG IS CLEARED. (DELAY IS PP RESIDENT
* CONSTANT *RWDDELAY* MICROSECONDS).
* SET THE FIELD ACCESS FLAG IN THE PP STATUS WORD
* REPEAT PROCESS UNTIL FIELD ACCESS FLAG IS SET
* AND STORAGE MOVE FLAG IS CLEAR.
*
* RETURNS
*
* FIELD LENGTH (FL) IN D.FL
* REFERENCE ADDRESS (RA) IN D.RA AND A-REGISTER
*
* CALLS - R.TAFL
*
* USES D.T0 - D.T4
  
```

```

STL 537
STL 538
STL 539
STL 540
STL 541
STL 542
STL 543
STL 544
STL 545
STL 546
STL 547
SC40125 1592
SC40125 1593
SC40125 1594
SC40125 1595
STL 550
SC40125 1596
SC40125 1597
SC40125 1598
SC40125 1599
SC40125 1600
SC40125 1601
SC40125 1602
STL 552
STL 553
SC40125 1603
SC40125 1604
  
```

```

**
* R.PAUSE EQU R.RAFL
*
*
* RAFLX LDD D.T0+C.CPFL
* STD D.FL RESET FL
*
* L35 3013 LDD D.T0+C.CPRA
* L36 3455 STD D.RA RESET RA
*
* 137 0100 0000 R.RAFL ENH
*
* 140 R.PAUSE EQU R.RAFL
*
* L41 5000 0100 LDM R.FAF
* L43 3376 LMD D.CPAD
* L44 0513 NJN RAFL3 FAF IS NOT SET. TEST STORAGE MOVE FLG
*
* RAFL1 LDD D.CPAD
* L46 1624 ADN W.CPSTAT
* L47 6010 CRD D.T0 READ CONTROL POINT STATUS WORD
* L50 3012 LDD D.T0+C.CPSM
* L51 0461 ZJN RAFLX
*
* 152 0200 0173 RJM R.TAFL CLEAR FIELD ACCESS FLAG
*
* RAFL2 LDN RWDDELAY/2
* L54 1462 SBN 1
* L55 1701 NJN *-1 DELAY RWDDELAY MICROSECONDS
* L56 0576
  
```

```

STL 555
STL 556
STL 559
STL 560
STL 561
STL 562
STL 563
STL 564
STL 565
STL 566
STL 567
STL 568
STL 569
STL 570
STL 571
STL 572
STL 573
STL 574
STL 575
STL 576
STL 577
STL 578
STL 579
STL 580
STL 581
STL 582
STL 583
STL 584
  
```

T4-B

VALS-53-9-41

STL --- PERIPHERAL PROCESSOR RESIDENT (MAIN)  
R.RAFL/R.PAUSE -- SET CONTROL POINT FIELD ACCESS FLAG

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R.PAUSE

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157	3076	RAFL3	LDD	D.CPAD		STL	585
160	1624		ADN	W.CPSTAT		STL	586
161	6010		CRD	D.T0		STL	587
162	3012		LDD	D.T0+C.CPSM		STL	588
163	0570		NJN	RAFL2	WAIT FOR STORAGE MOVE FLAG TO CLEAR	STL	589
164	3076		LDD	D.CPAD		STL	590
165	5400 0100		STM	R.FAF	SET FIELD ACCESS FLAG	STL	591
167	3077		LDD	D.PPSTAT		STL	592
170	6276		CWD	D.CPAD	UPDATE PP STATUS WORD	STL	593
171	0353		UJN	RAFL1		STL	594

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VALS-53-9-42

R.TAFL TERMINATE ACCESS TO CONTROL POINT FIELD LENGTH

STL 598  
STL 599  
STL 600  
STL 601  
STL 602  
STL 603  
STL 604  
STL 605  
STL 606  
STL 607  
STL 608  
STL 609  
STL 610  
STL 611  
STL 612  
STL 613  
STL 614  
STL 615  
STL 616

CALLING SEQUENCE

RJM R.TAFL

ACTION

CLEAR THE FIELD ACCESS FLAG IN THE PP STATUS WORD

172 0100 0000  
174 1400  
175 5400 0100  
177 3077  
200 6276  
201 0370

R.TAFL ENH X  
LON 0  
STM R.FAF  
LDD D.PPSTAT  
GWD D.CPAD  
UJN R.TAFLX

CLEAR FIELD ACCESS FLAG

Eh-6

VALS-53-9-43



S T L --- PERIPHERAL PROCESSOR RESIDENT (MAIN)  
R.TFL -- COMPARE A-REGISTER TO FIELD LENGTH

COMPASS 3.75077. 09/10/75 09.59.29  
R.TFL

```

**
* R.TFL COMPARES ACCUMULATOR TO FIELD LENGTH
* -----
*
* CALLING SEQUENCE
*
* LOAD VALUE
* RJN R.TFL
*
* RETURNS
*
* ACCUMULATOR=VALUE+RA IF VALUE IS LESS THAN FIELD LENGTH
* ACCUMULATOR=-0 OTHERWISE

```

hh-b

202	1014	TFL0	SHN	12	
203	3156		ADD	D.FL	ADD FIELD LENGTH
204	3155		ADD	D.RA	ADD RA
205	1006		SHN	6	REPOSITION VALUE
206	0100 0000	R.TFL	ENM	X	
210	0705		MJN	TFL1	JUMP IF NEGATIVE
211	1014		SHN	12	POSITION TO HUNDREDS
212	3256		SBD	D.FL	
213	1006		SHN	6	
214	0765		MJN	TFL0	SENSE IN RANGE
215	1500	TFL1	LCN	0	ERROR RETURN
216	0367		UJN	R.TFLX	

VALS-53-9-44

```

R.MTR      ISSUE MONITOR FUNCTION          STL      647
-----
CALLING SEQUENCE                          STL      648
                                           STL      649
                                           STL      650
                                           STL      651
(STORE    FUNCTION PARAMETERS IN D.T1-D.T4) STL      652
LOAD     FUNCTION CODE                     STL      653
RJM      R.MTR                             STL      654
                                           STL      655
ACTIONS                                     STL      656
                                           STL      657
PLACE FUNCTION CODE IN D.T0                STL      658
WRITE FUNCTION (D.T0 - D.T4) TO PP OUTPUT REGISTER
WAIT FOR OUTPUT REGISTER TO CLEAR (FUNCTION ACCEPTED)
                                           STL      659
                                           STL      660
                                           STL      661
RETURNS                                     STL      662
                                           STL      663
CONTENTS OF OUTPUT REGISTER IN D.T0-D.T4   STL      664
                                           STL      665
                                           STL      666
CALLS - R.WAIT                             STL      667
  
```

R.PROCES EQU R.MTR

```

217      0100 0000      R.MTR      ENH      X          STL      669
                                           STL      670
                                           STL      671
                                           STL      672
                                           STL      673
                                           SC40125  1610
                                           STL      674
221      3410          STO      D.T0          SC40125  1611
222      3074          LDD      D.PPIR         STL      675
223      1601          ADM      W.PPOR=W.PPIR      STL      676
224      6210          CHD      D.T0          WRITE OUTPUT REGISTER
                                           STL      677
                                           STL      678
225      0200 0231      RJM      R.WAIT        WAIT FOR FUNCTION ACCEPTED
                                           STL      679
                                           STL      680
227      0367          UJN      R.MTRX        EXIT
                                           STL      681
                                           STL      682
  
```

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VALS-53-9-45

		**					STL	684
		R.WAIT		WAIT FOR OUTPUT REGISTER TO CLEAR			STL	685
		*		-----			STL	686
		*		CALLING SEQUENCE			STL	687
		*					STL	688
		RJM		R.WAIT			STL	689
		*		AGION			STL	691
		*					STL	692
		*		DETERMINE IF THE MONITOR FUNCTION IS TO BE PROCESSED BY PPMTR			STL	693
		*		OR CPMTR.			STL	694
		*					STL	695
		*		IF CPMTR, WRITE THE INPUT REGISTER ADDRESS INTO T.PPID.			STL	696
		*		READ AND EXECUTE T.MXNCTL. T.MXNCTL IS MAINTAINED BY CPMTR			STL	697
		*		AND IS USED TO DETERMINE TO WHICH EXCHANGE PACKAGE ADDRESS			STL	698
		*		AN MXN SHOULD BE ISSUED.			STL	699
		*					STL	700
		*		IF PPMTR, WRITE THE INPUT REGISTER ADDRESS INTO T.PPIP.			STL	701
		*					STL	702
		*					STL	703
		*		AT DEADSTART TIME STL DETERMINES IF THE MXN MAY BE USED.			STL	704
		*		IF NOT, R.WAIT IS MODIFIED TO TREAT ALL FUNCTIONS AS PPMTR			STL	705
		*		FUNCTIONS.			STL	706
		*					STL	707
		*		FOR ALL FUNCTIONS, CPMTR OR PPMTR -			STL	708
		*		WAIT FOR OUTPUT REGISTER TO CLEAR AND PAUSE FOR CM			STL	709
		*		RELOCATION IF THE STORAGE MOVE FLAG IS SET			STL	710
		*					STL	711
		*		CALLS - R.PAUSE			STL	712
		*					STL	714
		*					STL	715
230	0100 0000	R.WAIT	ENN	X			STL	716
		*					STL	717
232	3010		LDD	D.T0			STL	718
233	1713	WAIT2	SBN	M.MTRCPQ+1	SKIP MXN IF FUNCTION GTR THAN M.RCH		STL	719
234	0704		MJN	WAIT2A			STL	720
							STL	721
235	1450		LDN	T.PPID			STL	722
236	6270		CWD	D.PPIR-4			STL	723
237	0314		UJN	WAIT6			STL	724
							STL	725
240	1447	WAIT2A	LDN	T.PPID			STL	726
241	6270		CWD	D.PPIR-4			STL	727
		*					STL	728
242	1401		LDN	1			STL	729
243	3410		STD	D.T0			STL	730
244	1448		LDN	T.MXNCTL			STL	731
245	6110 0245	WAIT4	CRM	WAIT4,D.T0	READ THE MXN CONTROL WORD		STL	732
247	2000 0000	WAIT5	LDC	**	LOAD EXCHANGE JUMP ADDRESS		STL	733
251	2610	WAIT5A	MXN	0			FEAT65A	11
		*					STL	735
252	1424		LDN	20			STL	736
253	1701	WAIT6	SBN	1			STL	737
254	0676		PJN	WAIT6			STL	738
							STL	739
255	3074		LDD	D.PPIR			STL	740
256	1601		ADN	W.PPOR-W.PPIR			STL	741

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VALS-53-9-46

STL --- PERIPHERAL PROCESSOR RESIDENT (MAIN)  
R.WAIT -- WAIT FOR PP OUTPUT REGISTER TO CLEAR

COMPASS 3.75077. 09/10775 09.59.29.  
R.WAIT

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257	6010	CRD	D.T0	READ PP OUTPUT REGISTER	STL	742
260	3010	LDD	D.T0		STL	743
261	0446	ZJN	R.WAITX	EXIT WHEN ZERO	STL	744
					STL	745
262	5000 0100	LOM	R.FAF		STL	746
264	0403	ZJN	WAIT7	JUMP IF FIELD ACCESS FLAG NOT SET	STL	747
					STL	748
265	0200 0140	RJM	R.RAFL	PAUSE FOR RELOCATION	STL	749
					STL	750
267	1462	LDN	RMOELAY/2		STL	751
270	0362	UJN	WAIT6		STL	752

24-6

VALS-53-9-47

STL --- PERIPHERAL PROCESSOR RESIDENT (MAIN)  
R.RCH -- RESERVE CHANNEL

COMPASS 3.75077  
R.RCH

09/10/75 09:59:29

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R.RCH RESERVE CHANNEL

STL 754

STL 755

STL 756

STL 757

STL 758

STL 759

STL 760

STL 761

STL 762

STL 763

STL 764

STL 770

SC40125 1614

SC40125 1615

SC40125 1616

STL 771

STL 772

STL 773

STL 774

STL 775

STL 776

STL 777

STL 778

STL 779

STL 780

STL 781

STL 782

STL 783

STL 784

SC40125 1617

SC40125 1618

SC40125 1619

SC40125 1620

SC40125 1621

STL 785

STL 786

STL 787

STL 788

FEAT75A 20

STL 797

STL 798

STL 799

STL 806

STL 807

STL 808

STL 809

FEAT75A 21

FEAT75A 22

CALLING SEQUENCE

LOAD CHANNEL NUMBER

RJM R.RCH

RETURNS WHEN ASSIGNMENT COMPLETE

SINCE MORE THAN ONE PPU CAN BE REQUESTING THE SAME CHANNEL AT THE SAME TIME, IT IS NECESSARY TO USE A MONITOR FUNCTION TO RESERVE A CHANNEL.

CHANNELS WILL BE ASSIGNED BY MTR ON THE FOLLOWING PRIORITY BASIS -

D.T0 D.T1 D.T2 D.T3 D.T4

\*\*\*\*\*

\* 2 / 1 \* 4 / 3 \*

\*\*\*\*\*

IF ALTERNATE CHANNELS ARE SPECIFIED, MTR WILL STOP LOOKING FOR ALTERNATE CHANNELS AFTER 4 CHANNELS HAVE BEEN INVESTIGATED OR UPON SENSING 6 BITS OF ZERO. THUS, IF ONLY ONE ALTERNATE CHANNEL IS DESIRED, (D.T2) MUST BE SET TO ZERO BEFORE ENTERING R.RCH.

MONITOR INDICATES THAT A CHANNEL IS RESERVED BY STORING THE ADDRESS OF THE INPUT REGISTER OF THE PP RESERVING THE CHANNEL IN BYTE 4 OF THE CHANNEL STATUS TABLE ENTRY FOR THE CHANNEL.

CALLS - R.MTR

271

11

BSSZ R.RCH--1

SPACE FORMERLY USED BY ILR

302

0100 0000

R.RCH

ENM X

CHANNEL NUMBER

304

3411

STD

D.T1

305

1412

LDN

M.RCH

306

3414

STD

D.T4

307

0200 0220

RJM

R.MTR

DO NOT RETURN WITHOUT RESERVATION

311

0370

UJN

R.RCHX

ISSUE REQUEST CHANNEL

312

10

BSSZ R.RCH--4

SPACE FORMERLY USED BY ILR

B4-b

VALS-53-9-48

R.DCH DROP CHANNEL

CALLING SEQUENCE

LOAD CHANNEL NUMBER  
 RJM R.DCH

ACTIONS

UNLIKE THE CASE OF REQUESTING A CHANNEL, THE ONLY PP WHICH  
 CAN RELEASE A CHANNEL IS THE PP WHICH RESERVED IT.  
 THERE IS NO NEED FOR AN INTERLOCK.

(THE FHA OF THE CHANNEL STATUS TABLE IS INSERTED  
 IN THIS ROUTINE BY \*STL\* AT DEADSTART TIME).

CHANNEL STATUS TABLE IS UPDATED TO INDICATE THAT THE  
 CHANNEL IS FREE BY STORING THE ADDRESS OF THE APPROPRIATE  
 CST ENTRY IN BYTE 4 OF THAT CST ENTRY.  
 (BEFORE ALLOWING PP TO RELEASE CHANNEL, DETERMINE IF PP  
 HAS CHANNEL AND ISSUE M.KILL VIA R.MTR IF NOT).

(THE FHA OF THE CHANNEL STATUS TABLE IS INSERTED  
 IN THIS ROUTINE BY \*STL\* AT DEADSTART TIME).

USES D.T0 - D.T4

322	1477		DCH3	LDN	M.KILL
323	0200 0220			RJM	R.MTR
325	0100 0000		R.DCH	ENM	X
327	2100 0000			ADC	**
331	6010	338	DCH1	EQU	*-1
332	3014			CRD	D.T0
333	3374			LDD	D.T4
334	0565			LMD	D.PPIR
335	3013			NJN	DCH3
336	3414			LDD	D.T3
337	6210			STD	D.T4
340	0364			CWD	D.T0
				UJN	R.DCHX

341 2 BSSZ 2 SPACE FORMERLY USED BY ICR

STL 811  
 STL 812  
 STL 813  
 STL 814  
 STL 815  
 STL 816  
 STL 817  
 STL 818  
 STL 819  
 STL 820  
 STL 821  
 SC40125 1627  
 SC40125 1628  
 SC40125 1629  
 SC40125 1630  
 SC40125 1631  
 SC40125 1632  
 SC40125 1633  
 STL 822  
 SC40125 1634  
 SC40125 1635  
 SC40125 1636  
 SC40125 1637  
 SC40125 1638  
 SC40125 1639  
 SC40125 1640  
 SC40125 1641  
 SC40125 1642  
 STL 824  
 STL 825  
 STL 826  
 STL 827  
 STL 828  
 STL 829  
 STL 830  
 STL 831  
 STL 832  
 STL 833  
 STL 834  
 STL 835  
 STL 837  
 STL 839  
 STL 839  
 STL 840  
 FEAT75A 23  
 FEAT75A 24

VALS-53-9-49

b4-b

STL --- PERIPHERAL PROCESSOR RESIDENT (MAIN)  
R.STB -- MASK BYTE INTO LISTED WORDS

COMPASS 3.75077.  
R.STB

09/10/75 09.59.29.

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```

**
*      R.STB      MASK BYTE INTO LISTED WORDS
*      -----
*      CALLING SEQUENCE
*
*      LOAD      L(LIST)
*      RJM       R.STB
*
*      WHERE LIST HAS THE FORM
*
*      L(BYTE),L(WORD1),L(WORD2)....L(WORDN),0
*
*      AN ENTRY POINT TO R.STB CALLED R.STBMSK IS THE ADDRESS OF
*      THE MASK -ANDED- WITH EACH WORD IN THE LIST BEFORE THE WORD
*      IS -EXCLUSIVE ORED- WITH THE BYTE. THIS MASK IS INITIALLY
*      7700B AND THIS VALUE SHOULD BE RESTORED BY ANY ROUTINE
*      WHICH SUBSTITUTES AN ALTERNATE MASK.
*
*      USES      D.Z0      D.T0      D.T2
    
```

```

STL      842
STL      843
STL      844
STL      845
STL      846
STL      847
STL      848
STL      849
STL      850
STL      851
STL      852
STL      853
STL      854
STL      855
STL      856
STL      857
STL      858
STL      859
SC40125 1644
SC40125 1645
STL      860
STL      861
STL      862
STL      863
STL      864
STL      865
STL      866
STL      867
STL      868
STL      869
STL      870
STL      871
STL      872
STL      873
STL      874
STL      875
STL      876
    
```

343	3412		STB0	STD	D.T2	SAVE WORD LOCATION
344	4012			LDI	D.T2	FETCH WORD
345	2200 7700			LPC	7700B	CLEAR BYTE FIELD
		346	R.STBMSK	EQV	*-1	MAY BE USED TO CHANGE BYTE MASK
347	4300			LMI	0	OR BYTE INTO WORD
350	4412			STI	D.T2	RESTORE WORD
351	3610		STB1	AOD	D.T0	ADVANCE IN LIST
352	4010			LDI	D.T0	
353	0567			NJN	STB0	SENSE NOT END OF LIST
354	0100 0000		R.STB	ENM		STORE BYTE FOR I/O CHANNEL
356	3410			STD	D.T0	SAVE LIST LOCATION
357	4010			LDI	D.T0	FETCH BYTE LOCATION
360	3400			STD	0	
361	0367			UJN	STB1	

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VALS-53-9-50

**				STL	878
*	R.OVL	LOAD PP OVERLAY		STL	879
*	-----			STL	880
*				STL	881
*	CALLING SEQUENCE			STL	882
*				STL	883
*	STORE	OVERLAY NAME IN D.T6,D.T7		STL	884
*	LOAD	ADDRESS TO START LOADING OVERLAY		STL	885
*	RJM	R.OVL		STL	886
*				STL	887
*	ACTIONS			STL	888
*				STL	889
*	LOCATIONS BEYOND R.DFM AREA (737 - 772) ARE USED FOR			FEAT75A	25
*	THIS FUNCTION.			FEAT75A	26
*	ISSUE A M.ICE(EX.PLIB) FUNCTION WITH THE ROUTINE NAME AND			FEAT75A	27
*	LOAD ADDRESS AND WAIT UNTIL IT IS ACCEPTED. THEN WAIT UNTIL			FEAT75A	28
*	BYTE 0 OF MESSAGE BUFFER WORD 3 BECOMES NON-ZERO.			FEAT75A	29
*	IF IT IS 1, THE ROUTINE IS DISK RESIDENT AND THIS IS THE			FEAT75A	30
*	START OF NORMAL COMMUNICATION WITH THE STACK PROCESSOR.			FEAT75A	31
*	THE ROUTINE IS WAITING IN THE 1SP-S BUFFER TO BE LOADED			FEAT75A	32
*	THROUGH THE SPECIFIED CHANNEL.			FEAT75A	33
*	IF IT IS 5, THE ROUTINE IS CM RESIDENT AND BYTES 1 AND 2			FEAT75A	34
*	GIVE CM ADDRESS AND BYTE 4 GIVES ITS LENGTH IN CM WORDS.			FEAT75A	35
*	IF IT IS GREATER THAN 5, THE ROUTINE IS ECS RESIDENT AND			FEAT75A	36
*	PPOR BYTE 1 GIVES NUMBER OF PRU-S IN THE BUFFER. AND			FEAT75A	37
*	MSG3 AND MSG4 GIVE STATUS OF SYSTEM BUFFER AS FOLLOWS.			FEAT75A	38
*	MSG3 - 18/ECS DESCRIPTOR WORD OF ECS RESIDENT LIBRARY,			FEAT75A	39
*	18/ASSIGNED SYSTEM BUFFER ENTRY ADDRESS,			FEAT75A	40
*	6/0, 18/PPNT+1 ADDRESS.			FEAT75A	41
*	MSG4 - 1/0, 1/DDP FLAG (1 IF DDP TYPE), 10/0,			FEAT75A	42
*	6/208, 18/PRU DESCRIPTOR FWA,			FEAT75A	43
*	24/CM DATA BUFFER ADDRESS IF CM BUFFER TYPE, OR			FEAT75A	44
*	DDP CHANNEL NUMBER IF DDP TYPE.			FEAT75A	45
*	AT THE START OF ECS PROCESSING, R.OVL WILL CHECK THE TYPE			FEAT75A	46
*	OF ASSIGNED SYSTEM BUFFER, AND IF THE LOADED ECS DRIVER			FEAT75A	47
*	IS NOT OF CORRECT TYPE, IT WILL LOAD THE OTHER DRIVER FROM			FEAT75A	48
*	CM SAVE AREA. THEN IT WILL READ IN THE PRU-S SPECIFIED IN			FEAT75A	49
*	PRU DESCRIPTOR AREA UNTIL A SHORT PRU, FROM CM DATA AREA OR			FEAT75A	50
*	THROUGH DDP. THEN IT WILL ISSUE M.ICE(EX.PLIB) WITH			FEAT75A	51
*	BYTE 1 = 0. THIS WILL REQUEST CP MONITOR TO RELEASE THE			FEAT75A	52
*	ASSIGNED SYSTEM BUFFER. R.OVL WILL EXIT WHEN PPOR IS ZEROED.			FEAT75A	53
*	COMMUNICATIONS BETWEEN R.OVL AND CP MONITOR FOR ABNORMAL			FEAT75A	54
*	SITUATIONS ARE -			FEAT75A	55
*	M.ICE(EX.PLIB) WITH BYTE 1			FEAT75A	56
*	= 1 -- NO SHORT PRU, CONTINUE LOAD BUFFER			FEAT75A	57
*	= 2 -- ACCESS TO ECS THROUGH DDP IN TROUBLE			FEAT75A	58
*	= 3 -- NO DDP DRIVER AVAILABLE FOR R.OVL			FEAT75A	59
*	= 4 -- NO ECS DRIVER AVAILABLE FOR R.OVL			FEAT75A	60
*	FOR VALUES 2-4 CP MONITOR WILL SET UP STACK REQUEST			FEAT75A	61
*	TO LOAD THE ROUTINE FROM THE DISK.			FEAT75A	62
*				FEAT75A	63
*	USES D.Z1 - D.T7			FEAT75A	64
				STL	901
362	0100 0000	R.OVL	ENM X	STL	902
				STL	903
364	0100 0737	LJM	OVLA	STL	904
				FEAT75A	65

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VALS-53-9-51



S T L --- PERIPHERAL PROCESSOR RESIDENT (MAIN)  
R.OVL -- LOAD PP OVERLAY

Address	Hex	Label	Instruction	Comment	Feat
* FROM OVLA RETURN TO OVLB *					
366	1702				FEAT75A 66
367	0615	OVLB	SBN 2		FEAT75A 67
370	3613		PJN OVLC		FEAT75A 68
371	3075		AOD D.T3+C.RWPPCF	JUMP IF NOT DISK RESIDENT	FEAT75A 69
372	1602		LDD D.PPMES1	RELEASE ISP	FEAT75A 70
373	6213		ADN M.RWPPCH		FEAT75A 71
374	3017		CHD D.T3		FEAT75A 72
375	1066		LDC D.T4+C.RWPPST		FEAT75A 73
376	0463		SHN -9		FEAT75A 74
377	1422		ZJN R.OVLX	RETURN TO CALLER IF NO ERROR	FEAT75A 75
400	0200 0220		LDN M.ABORT		FEAT75A 76
402	0100 0103		RJM R.MTR		FEAT75A 77
			LJM R.IDLE	EXIT TO IDLE	FEAT75A 78
404	0507				FEAT75A 79
405	3014	OVLC	NJN OVLE	JUMP IF ECS RESIDENT	FEAT75A 80
406	1014		LDD D.T4		FEAT75A 81
407	3115		SHN 12		FEAT75A 82
410	6117 0000		ADD D.T5		FEAT75A 83
		411	CRM **D.T7	READ CM IF CM RESIDENT	FEAT75A 84
412	0347	OVLD	EQU *-1		FEAT75A 85
			UJN R.OVLX	RETURN	FEAT75A 86
413					FEAT75A 87
		OVLE	BSS 0		FEAT75A 88
413	3006				FEAT75A 89
414	0445		LDD D.Z6		FEAT75A 90
415	3075		ZJN R.OVLX	SAVED PPOR BYTE 1 HAS PRU COUNT	FEAT75A 91
416	1503		LDD D.PPMES1	RETURN IF END OF ECS READ	FEAT75A 92
417	6001		ADN 3		FEAT75A 93
420	3001		CRD D.Z1	READ PP COMMUNICATION AREA MES4	FEAT75A 94
421	1007		LDC D.Z1		FEAT75A 95
			SHN 7	TO CHECK DDP FLAG	FEAT75A 96
					FEAT75A 97
		422	R.ECOVL EQU *		FEAT75A 98
		422	BASE.1 EQU *		FEAT75A 99
		422	S.SEG0 EQU *		FEAT75A 100
					FEAT75A 101
		2	ERRDDP EQU 2	ERROR IN DDP ACTIVITY	FEAT75A 102
		3	ERRNODP EQU 3	NO DDP OVERLAY	FEAT75A 103
		4	ERRNOEC EQU 4	NO ECS OVERLAY	FEAT75A 104
422	0707				FEAT75A 105
423	1413	ECOVL	MJN ECOVLA	JUMP IF THROUGH DDP	FEAT75A 106
424	3410		LDN LSEG1	SEG LENGTH OF SEG-1 (ECS OVERLAY)	FEAT75A 107
425	1404		STD D.T0		FEAT75A 108
426	0310		LDN ERRNOEC		FEAT75A 109
			UJN ISSUERR	ERROR - NO ECS CODE AVAILABLE	FEAT75A 110
					FEAT75A 111
					FEAT75A 112
					FEAT75A 113
					FEAT75A 114
					FEAT75A 115
					FEAT75A 116
					FEAT75A 117
					FEAT75A 118
					FEAT75A 119
					FEAT75A 120
					FEAT75A 121
427	6110 0422	426	CMS01 EQU *-1		FEAT75A 122
		ECOVLB	CRM ECOVL.D.T0	LOAD ECS/DDP DRIVER	FEAT75A 123
431	1400				FEAT75A 124
432	3410	ECOVLA	LDN LSEG2		FEAT75A 125
			STD D.T0		FEAT75A 126

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433	1403		LDN	ERRNOOP		FEAT75A	123
434	0302		UJN	ISSUERR	ERROR - NO DDP CODE AVAILABLE	FEAT75A	124
						FEAT75A	125
						FEAT75A	126
					PRECEDING TWO INSTRUCTIONS WILL BE REPLACED BY	FEAT75A	127
					LDC (SEG-2 SAVE AREA INCH) WHEN OVERLAY SEG-2 IS SAVED.	FEAT75A	128
						FEAT75A	129
		434	CHSD2	EQU	*-1	FEAT75A	130
435	0371		UJN	ECOVLB		FEAT75A	131
436	0100 0750		ISSUERR	LJM	ISSUE	FEAT75A	132
		22	XLSEGO	SET	*-BASE.1+4	FEAT75A	133
		3	LSEGO	EQU	XLSEGO75	FEAT75A	134
					END OF SEGMENT 0	FEAT75A	135
			.ECS	IFNE	ECSLIB,0	FEAT75A	136
				USE	PPOLAY	FEAT75A	137
		2171	S.SEG1	EQU	*0	FEAT75A	138
L 422			LOC	BASE.1		FEAT75A	139
L 422	0607		ECOVL	PJN	ECOVLA	FEAT75A	141
L 423	1400		LDN	LSEGO	JUMP IF NOT THROUGH DDP	FEAT75A	142
L 424	3410		STD	0.T0	SET LENGTH OF SEG-2 (DDP OVERLAY)	FEAT75A	143
						FEAT75A	144
						FEAT75A	145
					NEXT INSTRUCTION BECOMES LDC (SEG-2 SAVED AREA IN CH)	FEAT75A	146
					WHEN OVERLAY SEG-2 IS SAVED.	FEAT75A	147
						FEAT75A	148
L 425	0100 0507		LJM	NODDP		FEAT75A	149
L 427	6110 0422	2175	CHSI	EQU	*-1+S.SEG1-BASE.1	FEAT75A	150
			GRM	ECOVL,D.T0		FEAT75A	151
						FEAT75A	152
L 431	3007		ECOVLA	LDD	0.Z7	FEAT75A	153
L 432	5400 0475		STM	SOBLOO	SET PP ADDRESS OF START OF LOADING	FEAT75A	154
L 434	3002		LDD	0.Z2	SET PRU DESCRIPTOR FWA(UPPER 6 BITS)	FEAT75A	155
L 435	5400 0455		STM	SOBLOOP	WITH LDC CODE	FEAT75A	156
L 437	3003		LDD	0.Z3		FEAT75A	157
L 440	5400 0456		STM	SOBLOOP+1	SET PRU DESCRIPTOR FWA(LOWER 12 BITS)	FEAT75A	158
L 442	3004		LDD	0.Z4		FEAT75A	159
L 443	1277		LPN	77B		FEAT75A	160
L 444	2100 2000		AOC	.LDC.		FEAT75A	161
L 446	5400 0472		STM	SOBDATA	DATA AREA FWA	FEAT75A	162
L 450	3005		LDD	0.Z5		FEAT75A	163
L 451	5400 0473		STM	SOBDATA+1		FEAT75A	164
L 453	1400		LDN	0		FEAT75A	165
L 454	3410		STD	0.T0	INITIALIZE NO. OF CH WORDS	FEAT75A	166
L 455	2000 0000		LDC	**		FEAT75A	167
L 457	6001		GRD	0.Z1	READ PRU DESCRIPTOR	FEAT75A	168
L 460	5600 0456		AOM	SOBLOOP+1	BUMP DESCRIPTOR ADDRESS	FEAT75A	169
L 462	3003		LDD	0.Z3		FEAT75A	170
L 463	3510		RAD	0.T0	UPDATE WORD COUNT	FEAT75A	171
L 464	3003		LDD	0.Z3		FEAT75A	172
L 465	1071		SHN	-6		FEAT75A	173
L 466	3403		STD	0.Z3	PRU LENGTH / 100 IS 0 IF SHORT PRU	FEAT75A	174
L 467	0403		ZJN	SOBDATA		FEAT75A	175
L 470	3706		SDD	0.Z6	DECREMENT PRU COUNT	FEAT75A	176
L 471	0563		NJN	SOBLOOP	PROCESS NEXT PRU DESCRIPTOR	FEAT75A	177
L 472	2000 0000		LDC	**	END OF BUFFER OR SHORT PRU	FEAT75A	178
L 474	6110 0000		GRM	** ,D.T0		FEAT75A	179

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S T L --- PERIPHERAL PROCESSOR RESIDENT (MAIN)  
R.OVL -- LOAD PP OVERLAY

L 476	3003	475	SDBLDD	EQU	*-1				
L 477	0406			LDD	D.23				
L 500	3010			ZJN	SOBA			FEAT75A	180
L 501	1002			LDD	D.10		TERMINATE ECS ACCESS IF SHORT PRU	FEAT75A	181
L 502	3110			SHN	2		GET NEXT PRU LOAD ADDRESS	FEAT75A	182
L 503	3507			ADD	D.10			FEAT75A	183
L 504	1401			RAO	D.27			FEAT75A	184
L 505	0100 0750		SOBA	LDN	1		UPDATE PP ADDRESS IF END OF BUFFER	FEAT75A	185
				LJM	ISSUE		REQUEST CONTINUE	FEAT75A	186
L 507	1403		NOODP	LDN	ERRNOODP			FEAT75A	187
L 510	0374			UJN	SOBA		ERROR - NO ODP OVERLAY AVAILABLE	FEAT75A	188
		73	XLSEG1	SET	*-BASE.1+4		END OF SEGMENT 1	FEAT75A	189
		13	LSEG1	EQU	XLSEG1/5			FEAT75A	190
		511	ESEG1	EQU	LSEG1*5+BASE.1			FEAT75A	191
				IFGT	ESEG1,R.READP,1			FEAT75A	192
				ERR	SEG-1 TOO LARGE			FEAT75A	193
			.ECS	ELSE				FEAT75A	194
			LSEG1	EQU	0			FEAT75A	195
			.ECS	ENDIF				FEAT75A	196
			.DDP	IFNE	DDPLIB,0			FEAT75A	197
			S.SEG2	EQU	*0			FEAT75A	198
				LOC	BASE.1			FEAT75A	199
			ECOVLA	HJN	ECOVLA			FEAT75A	200
				LDN	LSEG1			FEAT75A	201
				STO	D.10			FEAT75A	202
				LCC	**			FEAT75A	203
			CMS2	EQU	*-1+S.SEG2-BASE.1		ADDRESS OF SEG-1 (SDB OVERLAY)	FEAT75A	204
				CRM	ECOVLA,D.10			FEAT75A	205
			ECOVLA	LDD	D.27			FEAT75A	206
				STH	DDPLOD			FEAT75A	207
				LDC	DDPSTBL		SET PP ADDRESS OF START OF LOADING	FEAT75A	208
				RJM	R.STB			FEAT75A	209
				LDD	D.22			FEAT75A	210
				STH	DDPLOOP		SET PRU DESCRIPTOR FWA(UPPER 6 BITS)	FEAT75A	211
				LDD	D.23		WITH LDC CODE	FEAT75A	212
			DDPLOOP	STH	DDPLOOP+1			FEAT75A	213
				LCC	**		SET PRU DESCRIPTOR FWA(LOWER 12 BITS)	FEAT75A	214
				CRD	D.21			FEAT75A	215
				AOM	DDPLOOP+1		READ PRU DESCRIPTOR	FEAT75A	216
				LDC	**		BUMP PRU DESCRIPTOR ADDRESS	FEAT75A	217
			READ3	EQU	*-1+S.SEG2-BASE.1		ADD LOWER HALF OF PARTITION RE	FEAT75A	218
				RAD	D.25			FEAT75A	219
				SHN	-12			FEAT75A	220
				AOC	**			FEAT75A	221
			READ4	EQU	*-1+S.SEG2-BASE.1		ADD UPPER HALF OF PARTITION RE	FEAT75A	222
				RAD	D.24			FEAT75A	223
			DDPCHA	FNC	5001B,**			FEAT75A	224
			DDPCHB	ACN	**			FEAT75A	225
				LDN	2			FEAT75A	226
			DDPCHC	OAM	D.24,**			FEAT75A	227
				LDD	D.23			FEAT75A	228
				SHN	2			FEAT75A	229
				ADD	D.23			FEAT75A	230
				ZJN	DDPCHE			FEAT75A	231

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STL --- PERIPHERAL PROCESSOR RESIDENT (MAIN)  
 R.OVL -- LOAD PP OVERLAY

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 R.OVL PPOLAY

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DDPCHD	IAM	**,**		FEAT75A	237
DDPLOD	EQU	*-1		FEAT75A	238
DDPCHE	AJM	DDPCHF,**		FEAT75A	239
	LON	ERRDDP	ERROR IN DDP ACTIVITY	FEAT75A	240
	DJN	DDPH		FEAT75A	241
				FEAT75A	242
DDPF	SOD	D.26	DECREMENT PRU COUNT	FEAT75A	243
	NJN	DDPLOD		FEAT75A	244
	LON	1	REQUEST CONTINUE	FEAT75A	245
	UJN	DDPH		FEAT75A	246
				FEAT75A	247
				FEAT75A	248
DDPCHF	EJM	DDPCHE,**		FEAT75A	249
DDPCHG	DCN	**		FEAT75A	250
	LDC	5008		FEAT75A	251
	RAM	DDPLOD		FEAT75A	252
	STO	D.27	UPDATE LOAD ADDRESS	FEAT75A	253
	LDD	D.23		FEAT75A	254
	SHN	-6		FEAT75A	255
	NJN	DDPF	JUMP - FULL PRU	FEAT75A	256
DDPH	LJM	ISSUE		FEAT75A	257
				FEAT75A	258
DDPSTBL	VFD	12/D.25		FEAT75A	259
	VFD	12/DDPCHA		FEAT75A	260
	VFD	12/DDPCHB		FEAT75A	261
	VFD	12/DDPCHC		FEAT75A	262
	VFD	12/DDPCHD		FEAT75A	263
	VFD	12/DDPCHE		FEAT75A	264
	VFD	12/DDPCHF		FEAT75A	265
	VFD	12/DDPCHG		FEAT75A	266
	DATA	0		FEAT75A	267
XLSEG2	SET	*-BASE.1+4		FEAT75A	268
LSEG2	EQU	XLSEG2/5		FEAT75A	269
ESEG2	EQU	LSEG2*5+BASE.1		FEAT75A	270
	IFGT	ESEG2,R.READP,1		FEAT75A	271
	ERR	SEG-2 TOO LARGE		FEAT75A	272
.DDP	ELSE			FEAT75A	273
0	LSEG2	EQU 0		FEAT75A	274
.DDP	ENDIF			FEAT75A	275
				FEAT75A	276
	IFNE	ECSLIB,0,1		FEAT75A	277
	USE	*		FEAT75A	278

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BSSZ

R.READP=1=\*

STL

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STL --- PERIPHERAL PROCESSOR RESIDENT (MAIN)  
R.READP/R.WRITEP -- TRANSMIT DATA FROM/TO STACK PROCESOR

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		**								
		*	R.READP (R.WRITEP)		TRANSMIT DATA VIA CHANNEL FROM (TO)	STL	1051			
		*			STACK PROCESOR	STL	1052			
		*				STL	1053			
		*	CALLING SEQUENCE			STL	1054			
		*				STL	1055			
		*	LOAD	L (REQUEST)		STL	1056			
		*	RJM	R.READP (R.WRITEP)		STL	1057			
		*				STL	1058			
		*	ACTIONS			STL	1059			
		*				STL	1060			
		*				STL	1061			
		*	SAVE STACK REQUEST LOCATION IN D.T0.			STL	1062			
		*	LOAD A-REGISTER WITH *IAM*/*OAM* FUNCTION.			SC40125	1678			
		*	ENTER REQUEST IN STACK AND READ/WRITE DISK VIA R.RHP.			SC40125	1679			
		*	RELEASE STACK PROCESOR ON COMPLETION OF DATA TRANSFER			SC40125	1680			
		*	BY SETTING BYTE C.RHPPCF=5 IN CONTROL WORD			SC40125	1681			
		*	W.RHPPCH IN PP MESSAGE AREA.			SC40125	1682			
		*				SC40125	1683			
		*	RETURNS			STL	1056			
		*				STL	1067			
		*	(D.T3+C.RHPLW)=LWA+1 OF DATA TRANSMITTED			STL	1068			
		*	(D.T3+C.RHPPST,D.T4+C.RHPPST)=TERMINAL STATUS OF FILE			STL	1069			
		*	(D.T3+C.RHPPWT)=NUMBER OF PP WORDS TRANSMITTED			STL	1070			
		*				STL	1071			
		*	CALLS - R.RHP			STL	1072			
		*				STL	1073			
		*	USES D.T0	D.T3 - D.T7		SC40125	1684			
		*				SC40125	1685			
542	0100 0000		R.READP	ENM	X	STL	1074			
544	3410			STD	D.T0	STL	1075			
545	1471			LDN	718	STL	1076			
546	0307			UJN	RCOM	STL	1077			
						STL	1078			
547	1012		RCOMA	SHN	10	STL	1079			
550	0671			PJN	R.READPX	SC40125	1686			
					EXIT IF IAM	STL	1080			
						STL	1081			
551	0100 0000		R.WRITEP	ENM		STL	1083			
553	3410			STD	D.T0	STL	1084			
554	1473			LDN	738	STL	1085			
					WRITE	SC40125	1687			
555	0200 0567		RCOM	RJM	R.RHP	STL	1086			
557	3613			AOD	D.T3+C.RHPPCF	STL	1087			
560	3075			LD0	D.PPHS1	STL	1088			
561	1602			ADN	W.RHPPCH	STL	1089			
562	6213			CWD	D.T3	STL	1090			
563	5000 0637			LDM	RMPIOT	STL	1091			
565	0361			UJN	RCOMA	STL	1092			
					IAM OR OAM					

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**
* R.RWP HANDLE DISK READ/WRITE LOGIC
* -----
* CALLING SEQUENCE
* LOAD IAM/OAM FUNCTION
* 710 = IAM
* 73B = OAM
* RJM R.RWP
*
* ACTIONS
* SET FUNCTION FOR IAM OR OAM
* SET FWA FOR TRANSMISSION
* STORE PP MESSAGE AREA ADDRESS IN STACK REQUEST
* ISSUE READP/WRITEP STACK REQUEST VIA R.RWP
* PAUSE FOR STORAGE RELOCATION IF FIELD ACCESS FLAG WAS SET
* PERFORM DISK INPUT/OUTPUT
* (TRANSMISSION IS GOVERNED BY BYTE C.RHPPCF
* OF CONTROL WORD W.RHPPCW IN PP MESSAGE AREA)
* 0 = REQUEST IS IN STACK
* 1 = SENSE WAITING FOR CHANNEL
* (PP RESIDENT CHANNEL INPUT/OUTPUT INSTRUCTIONS
* MUST BE PLUGGED VIA R.STB ONCE STACK PROCESSOR
* HAS SIGNALED THE CHANNEL TO BE USED FOR
* THIS DATA TRANSFER OPERATION)
* 2 = SENSE WAITING FOR TRANSMISSION
* 3 = SENSE TRANSMISSION READY
* 4 = SENSE END OF TRANSMISSION
*
* CALLS - R.EREQS
* R.PAUSE
* R.STB

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STL 1094
STL 1095
STL 1096
STL 1097
STL 1098
STL 1099
STL 1100
STL 1101
STL 1102
STL 1103
STL 1104
STL 1105
STL 1106
STL 1107
STL 1108
STL 1109
SC40125 1689
STL 1111
STL 1112
SC40125 1690
SC40125 1691
STL 1115
STL 1116
SC40125 1692
SC40125 1693
SC40125 1694
SC40125 1695
STL 1117
STL 1118
STL 1119
STL 1120
STL 1121
STL 1122
STL 1123
SC40125 1696
SC40125 1697
STL 1125
STL 1126
STL 1127
STL 1128
STL 1129
STL 1130
STL 1131
STL 1132
STL 1133
STL 1134
STL 1135
STL 1136
STL 1137
STL 1138
STL 1139
STL 1140
SC40125 1698
STL 1141
STL 1142
STL 1143
STL 1144

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566 0100 0000 R.RWP ENH X
570 1006 SHN 6 POSITION IAM/OAM FUNCTION
571 5400 0637 STM RHPIOT SET IAM OR OAM
573 5010 0007 LDM 5*W.STPFW+C.STPFW,D.TO
575 5400 0640 STM RHPIOA SET FWA FOR TRANSMISSION
577 3075 LDD D.PPMS1
600 5410 0006 STM 5*W.STPMS+G.STPMS,D.TO ADD MESSAGE AREA ADDRESS
602 0200 0656 RJM R.EREQS ENTER REQUEST IN STACK
603 R.RWPP EQU *-1 CHANGED BY LDR
604 5000 0100 RHPP LDM R.FAF IF FIELD ACCESS FLAG IS SET
606 0403 ZJN RHPD
607 0200 0140 RJM R.PAUSE PAUSE FOR STORAGE RELOCATION
611 1462 RHPD LDM RWDelay/2 DELAY RWDelay MICROSECONDS
612 1701 SBN 1
613 0576 NJN *-1
614 3075 RHPL LDD D.PPMS1
615 1602 ADN W.RHPPCW
616 6013 CRD D.T3 READ CONTROL WORD
617 3013 LDD D.T3+C.RHPPCF

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STL --- PERIPHERAL PROCESSOR RESIDENT (MAIN)  
R.RWP -- HANDLE DISK READ/WRITE LOGIC

620	1703		SBN	3			
621	0413		ZJN	RWP10	SENSE TRANSMISSION READY	STL	1145
622	0643		PJN	R.RWPX	SENSE END OF TRANSMISSION	STL	1146
623	1602		ADN	2		STL	1147
624	0757		MJN	RWPP	SENSE STILL WAITING FOR CHANNEL	STL	1148
625	0566		NJN	RWPL	SENSE WAITING FOR TRANSMISSION	STL	1149
626	2000 0651		LDC	RWPSTBL		STL	1150
630	0200 0355		RJM	R.STB	STORE CHANNEL NUMBER	STL	1151
632	3613		AOD	D.T3+C.RHPPCF	RESET CONTROL FLAG = 2	STL	1152
633	0312		UJN	RWPWF		STL	1153
634	3017		LDD	D.T3+C.RNPPWC		STL	1154
635	6500 0635		IJM	*,**	WAIT FOR CHANNEL ACTIVE	STL	1155
637	2400	RWP10	PSN		TRANSMIT	STL	1156
640	2400	RWP10T	PSN		STARTING AT THIS ADDRESS	STL	1157
641	3017	RWP10A	LDD	D.T3+C.RNPPWC		STL	1158
642	5500 0640		RAM	RWP10A	BUMP TRANSFER ADDRESS	STL	1159
644	3713		SOD	D.T3+C.RHPPCF	RESET CONTROL FLAG = 2	STL	1160
645	3075		LDD	D.PPMES1		STL	1161
646	1602	RWPWF	ADN	H.RHPPCN		STL	1162
647	6213		CWD	D.T3	RESTORE CONTROL WORD	STL	1163
650	0343		UJN	RWPL		STL	1164
						STL	1165
						STL	1166

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TABLE OF INSTRUCTIONS FOR CHANNEL INSERTION FOR ISP COMMUN.

651	0016					STL	1168
652	0635	RWPSTBL	VFD	12/D.T3+C.RHPPCC		STL	1169
653	0637		VFD	12/RWP10H		STL	1170
654	0000		VFD	12/RWP10T		STL	1171
			DATA	0		STL	1172
						STL	1173
						STL	1174
						STL	1175

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		**					STL	1177
		*	R.EREQS	ENTER REQUEST STACK			STL	1178
		*		-----			STL	1179
		*		CALLING SEQUENCE			STL	1180
		*					STL	1181
		*					STL	1182
		*	STORE	L (REQUEST) IN D.T0			STL	1183
		*	RJM	R.EREQS			STL	1184
		*					STL	1185
		*		ACTIONS			STL	1186
		*					STL	1187
		*		INSERT ADDRESS OF FORMATTED REQUEST IN *CWM* INSTRUCTION.		SC40125	1701	
		*		ADD CONTROL POINT NUMBER TO REQUEST		STL	1188	
		*		PLACE REQUEST IN MESSAGE AREA		STL	1189	
		*		INITIALIZE (ZERO) CONTROL/COMMUNICATIONS WORD M.RMPPCH.		SC40125	1702	
		*		REQUEST STACK PROCESSOR CENTRAL EXECUTIVE SPM		SC40125	1703	
		*		VIA M.ICE/EX.SPM.		SC40125	1704	
		*				STL	1191	
		*		CALLS - R.MTR		STL	1192	
		*				SC40125	1705	
		*		USES D.T0 - D.T5		SC40125	1706	
						STL	1193	
						STL	1194	
655	0100 0000	R.EREQS	ENM	X		STL	1195	
657	3010		LDD	D.T0		STL	1196	
660	5400 0674		STM	ENTRSTKW+1	SAVE LOCATION OF REQUEST	STL	1197	
662	3076		LDD	D.CPAD		STL	1198	
663	1001		SHN	1		STL	1199	
664	5410 0004		STM	5*M.STCPU+C.STCPU,D.T0		STL	1200	
666	1402		LDN	2		STL	1201	
667	3410		STD	D.T0		STL	1202	
670	1400		LDN	P.ZERO		STL	1203	
671	6011		CRD	D.T1		STL	1204	
672	3075		LDD	D.PPMES1		STL	1205	
673	6310 0000	ENTRSTKW	CWM	** ,D.T0	PLACE REQUEST IN MESSAGE AREA	STL	1206	
			TESTZ	ADN, (W.RMPPCH-2)	POINT TO COMMUNICATIONS WORD	STL	1207	
675	6211		CWD	D.T1	CLEAR IT (FOR READP/WRITEP)	STL	1208	
						STL	1209	
676	1403		LDN	EX.SPM	SPM EXECUTIVE CODE	SC40090	1	
677	3414		STD	D.T4	STORE CENTRAL EXECUTIVE CODE	STL	1211	
700	1406		LDN	M.ICE		STL	1212	
701	0200 0220		RJM	R.MTR	ISSUE STACK REQUEST	STL	1213	
703	0351		UJK	R.EREQSX	EXIT	STL	1214	

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STL --- PERIPHERAL PROCESSOR RESIDENT (MAIN)  
R.DFM -- TRANSMIT DAYFILE MESSAGE

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R.DFM

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			**			STL	1216
			*	R.DFM	TRANSMIT DAYFILE MESSAGE	STL	1217
			*			STL	1218
			*			STL	1219
			*	CALLING SEQUENCE		STL	1220
			*			STL	1221
			*	LOAD	(FLAG) LOCATION OF MESSAGE	STL	1222
			*	RJM	R.DFM	STL	1223
			*			STL	1224
			*	ACTIONS		STL	1225
			*			STL	1226
			*	TRANSMIT MESSAGE TO PP MESSAGE AREA		STL	1227
			*	CALL MONITOR FUNCTION M.DFM, (FLAG)		STL	1228
			*			STL	1229
			*	THE DAYFILE FLAG BITS (UPPER 6 BITS OF THE A-REGISTER)		STL	1230
			*	DETERMINE (WHEN SET) THE FOLLOWING MESSAGE HANDLING		STL	1231
			*	BIT 0 - DO NOT SEND TO B DISPLAY		STL	1232
			*	BIT 1 - DO NOT SEND TO CONTROL POINT DAYFILE		STL	1233
			*	BIT 2 - DO NOT SEND TO SYSTEM DAYFILE (NO A DISPLAY)		STL	1234
			*	BIT 3 - FLAG AS AN ACCOUNTING MESSAGE (A \$ WILL BE		STL	1235
			*	PLACED IN THE 20TH CHARACTER OF MESSAGES THAT		STL	1236
			*	ARE SENT TO THE SYSTEM DAYFILE)		STL	1237
			*	BIT 4 - SEND TO HARDWARE ERROR FILE		STL	1238
			*	BIT 5 - DO NOT INSERT JOB NAME IN SYSTEM DAYFILE		STL	1239
			*			STL	1240
			*	CALLS - R.MTR		STL	1241
			*			SC40125	1708
			*	USES D.Z0 D.T0 - D.T7		SC40125	1709
			*			STL	1242
			*			STL	1243
704	0100 0000		R.DFM	ENH	X	STL	1244
706	3410			STD	D.T0	STL	1245
707	1063			SHN	-12	STL	1246
710	3411			STD	D.T1	STL	1247
711	3075			LDD	D.PPHES1	STL	1248
712	3412			STD	D.T2	STL	1249
713	1413		DFM2	LDN	D.T3	STL	1250
714	3400			STD	0	STL	1251
715	4010		DFM1	LDI	D.T0	STL	1252
716	4400			STI	0	STL	1253
717	0402			ZJN	*+2	STL	1254
720	3610			AOD	D.T0	STL	1255
721	3600			AOD	0	STL	1256
722	1120			LHN	D.T3+5	STL	1257
723	0571			NJN	DFM1	STL	1258
724	3012			LDD	D.T2	STL	1259
725	6213			CWD	D.T3	STL	1260
726	3412			AOD	D.T2	STL	1261
727	1207			LPN	7	STL	1262
730	0403			ZJN	DFM3	STL	1263
731	3017			LDD	D.T3+4	STL	1264
732	0560			NJN	DFM2	STL	1265
						STL	1266
733	1413		DFM3	LDN	M.DFM	STL	1267
734	0200 0220			RJM	R.MTR	STL	1268
736	0345			UJN	R.DFMX	STL	1269
						STL	1270

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VALS-53-9-60

STL --- PERIPHERAL PROCESSOR RESIDENT (MAIN)  
 R.OVL EXTENSION -- LOAD PP OVERLAY

COMPASS 3.75077.  
 OVLB

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737	3407	OVLA	STD	D.27	PLACE LOAD ADDRESS	FEAT75A	280
740	3413		STD	D.T3		FEAT75A	281
741	5400 0640		STM	RHP10A	SAVE FOR DISK READ	FEAT75A	282
743	5400 0411		STM	DVLD	SAVE FOR CH READ	FEAT75A	283
745	3017		LOD	D.T7	PLACE PROGRAM NAME	FEAT75A	284
746	3412		STD	D.T2		FEAT75A	285
747	3016		LOD	D.T6		FEAT75A	286
750	3411	ISSUE	STD	D.T1		FEAT75A	287
751	1402		LON	EX.PLIB	REQUEST PP LIBRARY ACCESS	FEAT75A	288
752	3414		STD	D.T4		FEAT75A	289
753	1406		LON	M.ICE	ISSUE M.ICE REQUEST	FEAT75A	290
754	0200 0220		RJM	R.HTR		FEAT75A	291
756	3011		LOD	D.T1		FEAT75A	292
757	3406		STD	D.26	SAVE PPOR BYTE 1	FEAT75A	293
760	2000 7100		LGC	7100B	PREPARE FOR DISK READ	FEAT75A	294
762	5400 0637		STM	RHP10T		FEAT75A	295
764	2000 0366		LOC	OVLB	SET EXIT ADDRESS FROM R.RWP	FEAT75A	296
766	5400 0567		STM	R.RWP		FEAT75A	297
770	0100 0614		LJM	RHPL	JUMP INTO R.RWP ROUTINE	FEAT75A	298
						FEAT75A	299
						FEAT75A	300
						FEAT75A	301

EXIT TO OVLB

\*\*  
 \* \* \* \* \*  
 \*  
 \* END \* PP RESIDENT \*  
 \*  
 \* \* \* \* \*

STL 1639  
 STL 1640  
 STL 1641  
 STL 1642  
 STL 1643  
 STL 1644

\*\*\*\*  
 IFGT \*C.PPFWA-L.PPHDR,1  
 ERR PP RESIDENT IS TOO LARGE  
 \*\*\*\*

STL 1646  
 STL 1647  
 STL 1648  
 STL 1652

13 L=PPOVL EQU LSEGI+LSEGZ L=PPOVL .GE. L=PPOVL

STL 1654

772 6 BSSZ C.PPFWA-\*

STL 1656

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VALS-53-9-61

STL --- START SYSTEM EXECUTION  
STL --- START SYSTEM EXECUTION

COMPASS 3.75077.  
STL

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\*\* \*CALL DSLCOM -- DEADSTART PARAMETERS COMMON DECK

SC40125 1818  
SC40125 1819  
SC40125 1820  
STL 1663  
STL 1665  
STL 1666

\*\*DOCK LIST OFF  
LIST -L  
LIST \*  
\*\*DOCK LIST ON

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						STL	1668
						STL	1669
						STL	1670
						STL	1671
						STL	1672
						STL	1673
						STL	1674
						STL	1675
						STL	1676
						STL	1677
						STL	1678
						STL	1679
						STL	1680
						STL	1681
						STL	1682
						STL	1683
						STL	1684
						STL	1685
						STL	1686
						STL	1687
						STL	1688
						STL	1689
						STL	1690
						STL	1691
						STL	1692
						STL	1693
						STL	1694
						STL	1695
						STL	1696
						STL	1697
						STL	1698
						STL	1699
						STL	1700
						SC40125	1821
						SC40125	1822
						SC40125	1823
						SC40125	1824
						SC40125	1825
						STL	1701
						STL	1702
						STL	1703
						STL	1704
						STL	1705
						STL	1706
						STL	1707
						STL	1708
						STL	1709
						STL	1710
						STL	1711
						STL	1712
						STL	1713
						STL	1714
						STL	1715
						STL	1716
						STL	1717
						STL	1718
						STL	1719
1000	1403	STL	LDN	P.NPP	FETCH NUMBER OF PP-S		
1001	6001		CRD	D.Z1	FROM CHR		
1002	3004		LDD	C.NPP+D.Z1			
1003	2100 1700		ADC	1700B	-SBN Z-		
1005	5400 1134		STM	STL3	MODIFY INSTRUCTION		
1007	1405		LDN	P.PCOM			
1010	6010		CRD	D.T0			
1011	3014		LDD	D.T0+C.PCOM	ADDRESS OF PP1 COMM. AREA		
1012	1610		ADN	W.PPIR+10B	PP2 INPUT REGISTER ADDRESS		
1013	3474		STD	D.PPIR			
1014	1602		ADN	W.PPHES1-W.PPIR			
1015	3475		STD	D.PPHES1			
1016	2000 0195		LDK	T.PPS1+1			
1020	3477		STD	D.PPSTAT			
1021	1405		LDN	P.CST	STORE POINTERS IN PP RESIDENT		
1022	6010		CRD	D.T0			
			LDD	D.T0+C.CST			

STL --- START SYSTEM EXECUTION

COMPASS 3.75077.  
STL

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1024	5400 0330	STM	DCH1					
1026	0200 1223	RJM	PPOVL				STL	1720
1030	0200 1226	RJM	SEG			DDP,ILR INITIALIZATION	STL	1722
						GO COPY PPRES SEGMENTS TO CM BUFFER	STL	1723
1032	1446					TEST IF EXN OR MXN MODE, MODIFY IF EXN	STL	1724
1033	6013	LOK				T.MXNCTL	STL	1726
1034	5000 0245	CRD				D.T3	STL	1727
1036	3413	LOM				WAIT4	STL	1728
1037	5000 0246	STD				D.T3	STL	1729
1041	3414	LDM				WAIT4+1	STL	1730
1042	3017	STD				D.T4	STL	1731
1043	0425	LDD				D.T7	STL	1732
		ZJN	NOMXN			NO MXN	STL	1733
1044	1445						STL	1734
1045	6006	LDN				T.GPSTB	STL	1735
1046	3011	CRD				D.Z6	FEAT65A	12
1047	1066	LDD				D.Z6+3	FEAT65A	13
1050	0407	SHN				-9	FEAT65A	14
		ZJN	STL002			CPU-B IS OFF	FEAT65A	15
1051	1444						FEAT65A	16
1052	6006	LDN				T.GPSTA	FEAT65A	17
1053	3011	CRD				D.Z6	FEAT65A	18
1054	1066	LDD				D.Z6+3	FEAT65A	19
1055	0510	SHN				-9	FEAT65A	20
		NJN	STL004			BOTH CPUS ARE ON	FEAT65A	21
1056	3617	AOD				D.T7	FEAT65A	22
						CPU-A IS OFF, USE CPU-B	FEAT65A	23
1057	3017						FEAT65A	24
1060	1220	STL002	LDD			D.T7	FEAT65A	25
1061	0404		LPN			208	FEAT65A	26
			ZJN			STL004	FEAT65A	27
						NOT MAN	FEAT65A	28
						IT IS AN MAN SYSTEM RUNNING ON JUST ONE CPU.	FEAT65A	29
						MODIFY THE GRM AT WAIT4. IT IS NOT NEEDED.	FEAT65A	30
1062	2000	CON				.LOC.	FEAT65A	31
1063	0304	UJN				WAIT5A-WAIT4	FEAT65A	32
1064	3413	STD				D.T3	FEAT65A	33
							FEAT65A	34
1065	1446	1065	STL004	EQU		*	FEAT65A	35
1066	6213			LDK		T.MXNCTL	FEAT65A	36
1067	0304			CHG		D.T3	FEAT65A	37
				UJN		STL00	STL	1737
							STL	1738
							STL	1739
1070	1400	1070	NOMXN	EQU		*	STL	1740
1071	5400 0233			LDN		0	STL	1741
				STM		WAIT2	STL	1742
		1073	STL00	EQU		*	STL	1743
1073	0200 1261						STL	1744
1075	1400	RJM				CLEANUP	STL	1745
1076	3410	LDN				0	STL	1746
1077	3411	STD				D.T0	STL	1755
1100	3412	STD				D.T1	STL	1756
1101	3413	STD				D.T2	STL	1757
1102	1402	STD				D.T3	FEAT75A	200

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STL --- START SYSTEM EXECUTION

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STL

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1103	3414		STO	D.T4		STL	1759
1104	1400		LDN	0		STL	1760
1105	6210		CWD	D.T0	STORE FLAG	STL	1761
1106	1400	STL2	LDN	0		STL	1762
1107	6010		CRD	D.T0		STL	1763
1110	3014		LDD	D.T4		STL	1764
1111	0574		NJN	STL2	LOOP UNTIL PP IS READY TO INPUT	STL	1765
1112	6500	1112	IJM	*,0		STL	1766
1114	2000	0102	LDC	R.IOLE-1	OUTPUT STARTING ADDRESS - 1	STL	1767
1116	7200		OAN	0		STL	1768
1117	2000	0777	LDC	7770	OUTPUT REST OF PP-RESIDENT	STL	1769
1121	7300	0001	OAM	1,0		STL	1770
1123	7500		DCN	0		STL	1771
1124	1410		LDN	100		STL	1772
1125	3574		RAD	D.PPIR		STL	1773
1126	1410		LDN	100		STL	1774
1127	3575		RAD	D.PPMES1		STL	1775
1130	3677		AOD	D.PPSTAT		STL	1776
1131	5609	1102	AOM	STL1	BUMP PP NUMBER	STL	1777
1133	1277		LPN	770		STL	1778
1134	1700	STL3	SBN	**	IS IT LAST PP	STL	1779
1135	0544	*	NJN	STL1	NO, LOOP	STL	1780
1136	0200	1717	RJN	DESEL	DESELECT 6681 AND DISCONNECT CHANNELS	STL	1781
1140	1400		LDN	0		STL	1782
1141	6010		CRD	D.T0	SEND A SMALL PROGRAM TO PPO THAT	STL	1783
1142	1477	STL4	LDN	770	WILL CAUSE IT TO READ MTR FROM CH	STL	1784
1143	3414		STO	D.T4		STL	1785
1144	1400		LDN	0		STL	1786
1145	6210		CWD	D.T0		STL	1787
		*			STORE ADDRESS OF MTR SAVE BUFFER INTO MTR CODE SO THAT	STL	1788
		*			MTR CAN FIND THE REMAINDER OF HIS INITIALIZATION CODE.	STL	1789
1146	2012	1201	LDC	MTRBUF+L.PPHDR/5	FIRST EXECUTABLE WORD	STL	1790
1150	6010		CRD	D.T0		STL	1791
1151	1701		SBN	L.PPHDR/5	BIAS BACK TO START OF BUFFER	STL	1792
1152	3414		STO	D.T4		STL	1793
1153	1063		SHN	-12		STL	1794
1154	3413		STO	D.T3		STL	1795
1155	2012	1201	LDC	MTRBUF+L.PPHDR/5		STL	1796
1157	6210		CWD	D.T0		STL	1797
1160	1400	STL5	LDN	0		STL	1798
1161	6010		CRD	D.T0		STL	1799
1162	3014		LDD	D.T4		STL	1800
1163	0574		NJN	STL5	LOOP UNTIL PP IS READY TO INPUT	STL	1801
1164	1407		LDN	7		STL	1802
1165	7300	1213	OAM	MTRSD1,0	OUTPUT PROGRAM	STL	1803
1167	7500		DCN	0		STL	1804
1170	2012	3200	LDC	OSDBUF		STL	1805
1172	5400	1216	STM	MTRSD1+1		STL	1806
1174	1063		SHN	-12		STL	1807
1175	2100	2000	ADC	20000		STL	1808
1177	5400	1215	STM	MTRSD1		STL	1809
1201	1407		LDN	MTRSD2-MTRSD1		STL	1810

STL --- START SYSTEM EXECUTION

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STL

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1202	3410		STD	0.T0		
1203	3710		SOD	0.T0		STL 1816
1204	5010 1213	STL6	LDM	MTR0SDL,0.T0		STC 1817
1206	4410		STI	0.T0		STL 1818
1207	3010		LDD	0.T0		STL 1819
1210	0572		NJN	STL6		STL 1820
1211	0100 0002		LJM	MTR0SDL1-MTR0SDL		STL 1821
						STL 1822

\*\*\*\*

THE FOLLOWING IS THE SMALL PROGRAM WHICH IS SENT TO PP0  
TO READ MTR FROM CM, AND WHICH IS USED HERE IN PP1  
TO READ DSD FROM CM.

STL 1824  
STL 1825  
STL 1826  
STL 1827  
STL 1828  
STL 1829  
STL 1830  
STL 1831  
STL 1832  
STL 1833  
STL 1834

1213	0000		MTR0SDL	VFD	24/0	
1214	0000					
1215	2012 1200		MTR0SDL1	LDC	MTRBUF	
1217	6106 0001			CRH	1,D.26	
1221	1462			VFD	12/4095/5-1	
		1222	MTR0SDL2	EQU	*	

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S T L --- START SYSTEM EXECUTION

COMPASS 3.75077.  
PPOVL

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**      PPOVL                      SC40125 1828
*      *                            SC40125 1829
*      *                            SC40125 1830
*      *                            SC40125 1831
*      *                            SC40125 1832
*      *                            SC40125 1833
*      *                            STL      1841
*      *                            STL      1842
*      *                            STL      1843
*      *                            STL      1844

100    .LJM.  EQU    0100B
2000   .LDC.  EQU    2000B

1222   0100 0000  PPOVL  ENM    X

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.DDP   IFNE    DDPLIB,0           STL      1845
**      STORE PARTITION RE INTO *ECOVL*
      LDK      T.CPSTA           FEAT01   49
      CRD      D.Z1             READ CPU A STATUS  FEAT01   50
      LOD      D.Z2           FEAT01   51
      SCN      77B             FEAT01   52
      SHN      6               FEAT01   53
      ADD      D.Z1           FEAT01   54
      SHN      6               FEAT01   55
      ADN      4               FEAT01   56
      CRD      D.Z1             READ RE WORD FROM EXCHANGE PKG. FEAT01   57
      LOD      D.Z2           FEAT01   58
      STM      READ3           STORE LOWER HALF OF RE  FEAT01   59
      LOD      D.Z1           FEAT01   60
      STM      READ4           STORE UPPER HALF OF RE  FEAT01   61
      EQU      *               FEAT01   62
      PPOVL3  EQU      *       FEAT01   63
      .DDP   ENOIF.           STL      1880
                        STL      1881

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1224   0375   UJK   PPOVLX           FEAT75A  304

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STL --- START SYSTEM EXECUTION

COMPASS 3.75077.  
SEG

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\* SEG  
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WRITE PPRES SEGMENTS TO T.PPOVL

SC40125 1870  
SC40125 1871  
SC40125 1872  
STL 1937  
STL 1938  
STL 1939  
SC40125 1873  
SC40125 1874  
STL 1942  
STL 1943  
STL 1944  
FEAT75A 305  
FEAT75A 306  
FEAT75A 307  
FEAT75A 308  
FEAT75A 309  
FEAT75A 310  
FEAT75A 311  
FEAT75A 312  
FEAT75A 313  
FEAT75A 314  
FEAT75A 315  
FEAT75A 316  
FEAT75A 317  
FEAT75A 318  
FEAT75A 319  
FEAT75A 320  
FEAT75A 321  
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FEAT75A 336  
FEAT75A 337  
FEAT75A 338  
FEAT75A 339  
FEAT75A 340  
FEAT75A 341  
FEAT75A 342  
FEAT75A 343  
FEAT75A 344  
FEAT75A 345

1225	0100 0000	SEG	ENM	X		
1227	1477		LDN	P.PPOVL		
1230	6001		CRD	0.Z1	BUFFER POINTER POINTER	
1231	3004		LDN	0.Z1+C.PPOVL		
1232	1003		SHN	3		
1233	0471		ZJN	SEGX		
1234	1603		ADN	LSEGO	ECS OVERLAYS SAVE AREA NOT PROVIDED	
			IFNE	DDPLIB,0,1		
			STM	CMS2		
1235	5400 0426		IFNE	ECSLIB,0,1	PLACE STARTING ADDRESS OF SAVED SEG-1	
1237	1063		STM	CMS01		
1240	2100 2000		SHN	-12	IN SEG-2 CODE AND SEG-0 CODE	
			ADC	.LOC.		
			IFNE	DDPLIB,0,1		
			STM	CMS2-1		
1242	5400 0425		IFNE	ECSLIB,0,1		
			STM	CMS01-1		
1244	1403		LDN	LSEGO		
1245	3411		STD	0.T1	SAVE LENGTH IN CH WORDS OF SEG-0	
1246	1413	.ECS	IFNE	ECSLIB,0		
1247	3412		LDN	LSEG1+LSEG2	SAVE LENGTH OF SEG-1 AND SEG-2	
			STD	0.T2		
		.DDP	IFNE	DDPLIB,0		
			LDN	0.Z1+C.PPOVL		
			SHN	3		
			ADN	LSEGO+LSEG1	PLACE STARTING ADDRESS OF SAVED SEG-2	
			STM	CMS1	IN SEG-1 CODE AND SEG-0 CODE	
			STM	CMS02		
			SHN	-12		
			ADC	.LOC.		
			STM	CMS1-1		
		.DDP	STM	CMS02-1		
		.ECS	ENDIF			
			ENDIF			
1250	3004		LDN	0.Z1+C.PPOVL		
1251	1003		SHN	3		
1252	6311 0422		CWM	S.SEG0,0.T1	SAVE SEG-0	
1254	6312 2171		IFNE	ECSLIB,0,1		
1256	0100 1225		CWM	S.SEG1,0.T2	AND SEG-1 + SEG-2	
			LJM	SEGX		

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Address	Offset	Operation	Operand	Comment	STL	Year
		**			STL	1981
		CLEANUP			STL	1982
		-----			STL	1983
		*			STL	1984
		*			STL	1985
		*		SET UP DEADSTART FLAG BYTE FROM -CEDARGS- PARAMETERS	STL	1986
		*		SET DEADSTART TYPE IN DAYFILE MESSAGE	STL	1987
		*		SET UP BROADCAST BOX MESSAGE AND SYSTEM HEADER (RECOVERY ONLY)	STL	1988
		*		CLEAR OUT JUNK LEFT IN CM BY DEADSTART ROUTINES	STL	1989
		*		SET UP -DAYFILE- AND -CERFILE- FMT-S FOR *TOS* PROCESSING	STL	1990
					STL	1991
1260	0100 0000	CLEANUP	ENM X		STL	1992
		*		SET UP DEADSTART FLAG BYTE FROM CEDARGS PARAMETERS	STL	1993
					STL	1994
					STL	1995
1262	1401	LDN	P.LIB		STL	1996
1263	6001	GRD	D.Z1		STL	1997
1264	2010 6772	LOK	CEDARGS	GET PARAMETER WORD	STL	1998
1266	6010	CRD	D.T0		STL	1999
1267	3014	LDD	D.T4	ACTION	STL	2000
1270	1012	SHN	S.ACTION		STL	2001
1271	3405	STD	D.Z1+C.DSFLAG		STL	2002
1272	3013	LDD	D.T3	SYSTEM LEVEL	STL	2003
1273	1010	SHN	S.SYSLVL		STL	2004
1274	3505	RAD	D.Z1+C.DSFLAG		STL	2005
1275	3012	LDD	D.T2	PF LEVEL	STL	2006
1276	1277	LPN	77B		STL	2007
1277	1005	SHN	S.PFLVL		STL	2008
1300	3505	RAD	D.Z1+C.DSFLAG		STL	2009
1301	3012	LDD	D.T2	RMS LABEL LEVEL	STL	2010
1302	1071	SHN	-6		STL	2011
1303	1007	SHN	S.LBLLVL		STL	2012
1304	3505	RAD	D.Z1+C.DSFLAG		STL	2013
		.ECS	IFNE	IP.ECSB,0	SC40713	63
1305	3011	LDD	D.T1	ECS LEVEL	STL	2015
1306	1277	LPN	77B	SAVE 6 BIT ECS FLAG	SC40713	64
1307	0402	ZJN	ELNK	JP IF ECS OFF	FEAT53053	1
1310	1401	LDN	1	ELSE ON	FEAT53053	2
1311	1004	SHN	S.ECSLVL		FEAT53053	3
1312	3505	RAD	D.Z1+C.DSFLAG		STL	2017
		.ECS	ENDIF		SC40713	65
1313	3011	LDD	D.T1		SC40713	66
1314	1071	SHN	-6	SHIFT OFF ECS FLAG	SC40713	67
1315	1003	SHN	S.CMU	SET UP CMU FLAG	SC40713	68
1316	3505	RAD	D.Z1+C.DSFLAG		SC40713	69
1317	1401	LDN	P.LIB		STL	2018
1320	6201	CWD	D.Z1		STL	2019
		*		SET DEADSTART TYPE IN DAYFILE MESSAGE	STL	2020
		*		IF RECOVERY -	STL	2021
		*		SET UP BROADCAST BOX MESSAGE	STL	2022
		*		INSERT RECOVERY INDICATOR IN LAST WORD OF SYSTEM HEADER	STL	2023
					STL	2024
					STL	2025
1321	5014 1626	LDM	HTXLST1,0.T4	1. L/R	STL	2026
1323	5500 1607	RAM	DSTYPE		STL	2027
1325	5013 1630	LDM	HTXLST2,0.T3	2. A/B/C/D	STL	2028
1327	1006	SHN	6		STL	2029

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1330	5400 1610		STM	DSTYPE+1			
1332	3012		LDD	D.T2		STL	2030
1333	1071		SHN	-6		STL	2031
1334	3401		STD	D.Z1		STL	2032
1335	5001 1634		LDM	MTXLST3,D.Z1	3. I/C	STL	2033
1337	5500 1610		RAM	DSTYPE+1		STL	2034
1341	3012		LDD	D.T2		STL	2035
1342	1277		LPN	77B		STL	2036
1343	3412		STD	D.T2		STL	2037
1344	5012 1636		LDM	MTXLST4Q,D.T2		STL	2038
1346	1006		SHN	6		FEAT61A	101
1347	5400 1611		STM	DSTYPE+2		STL	2040
1351	3010		LDD	D.T0		STL	2041
1352	1277		LPN	77B		STL	2042
1353	3401		STD	D.Z1		STL	2043
1354	5001 1641		LDM	MTXLST4,D.Z1	5. Y/N	STL	2044
1356	5500 1611		RAM	DSTYPE+2		STL	2045
1360	2000 0055		LDC	1R	6. Y/N	STL	2046
1362	1006		SHN	6		STL	2047
1363	5400 1612		STM	DSTYPE+3		STL	2048
1365	3010		LDD	D.T0		STL	2049
1366	1071		SHN	-6		SC40070	51
1367	3410		STD	D.T0		SC40070	52
1370	5010 1641		LDM	MTXLST4,D.T0	7. Y/N	SC40070	53
1372	5500 1612		RAM	DSTYPE+3		SC40070	54
		ECS	IFNE	IP-ECSB,0		SC40070	55
1374	3011		LDD	D.T1		STL	2050
1375	1277		LPN	77B		SC40070	56
1376	3411		STD	D.T1		SC40070	57
1377	5011 1643		LDM	MTXLST5,D.T1	8. Y/N	SC40070	58
			ELSE			SC40070	59
		ECS	LDN	1R		SC40070	60
			ENOIF			STL	2064
1401	1006		SHN	6		STL	2065
1402	5500 1613		RAM	DSTYPE+4		STL	2066
1404	5014 1547		LDM	DFLPTR,D.T4	LOAD ADDRESS OF DEADSTART TYPE	STL	2067
1406	5400 1413		STM	TYPE		STL	2068
1410	1404		LDN	4		STL	2069
1411	3401		STD	D.Z1	INDEX	STL	2070
1412	5001 0000		LCM	**D.Z1	GET DEADSTART TYPE	STL	2071
		1413	EQU	*-1		STL	2072
1414	5401 1602		STM	DSLVL,D.Z1	STORE IN MESSAGE	STL	2073
1416	3701		SCD	D.Z1	TEST IF DONE	STL	2074
1417	0672		PJN	SETTYPE	MORE CHARACTERS TO MOVE	STL	2075
1420	1402		LDN	2		STL	2076
1421	3420		STD	D.TW0		STL	2077
1422	1403		LDK	P.OFB	GET DAYFILE BUFFER POINTER	STL	2078
1423	6001		CRD	D.Z1		STL	2079
1424	3001		LDD	D.Z1	T.OFB/10B	STL	2080
1425	1003		SHN	3		STL	2081
1426	6001		CRD	D.Z1		STL	2082
1427	3103		ADD	D.Z3		STL	2083
1430	3101		ADD	D.Z1	DFB0	STL	2084
1431	1704		SDN	4	DFB0+IN	STL	2085
1432	6320 1602		GWM	DSLVL,D.TW0	POSITION IN MESSAGE	STL	2085
1434	3014		LDD	D.T4	WRITE DEADSTART TYPE TO DAYFILE BUF	STL	2087
1435	0503		NJN	RECOVERY	TEST DEADSTART TYPE FOR RECOVERY	STL	2088
					YES	STL	2089

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1436	0100 1506		LJM NOT1PR			STL	2090	
						STL	2091	
						STL	2092	
1440	1401		RECOVERY	LDN	1	STL	2093	
1441	3420			STD	D.TWO	STL	2094	
1442	1431			LDK	T.DATE	GET DATE (RECOVERED BY IRCP)	STL	2095
1443	6120 1570			CRM	DSRDATE,D.TWO		STL	2096
1445	1430			LDK	T.CLK	GET CLOCK TIME (RECOVERED BY IRCP)	STL	2097
1446	6120 1575			CRM	DSRTIME,D.TWO		STL	2099
1450	5000 1610			LDM	DSTYPE+1		STL	2099
1452	1071			SHN	-6		STL	2100
1453	5500 1622			RAM	DSRSYSHD+1	INSERT SYSTEM LEVEL	STL	2101
1455	5000 1575			LDM	DSRTIME		STL	2102
1457	1277			LPN	778		STL	2103
1460	5500 1623			RAM	DSRSYSHD+2	INSERT HOUR	STL	2104
1462	5000 1576			LDM	DSRTIME+1		STL	2105
1464	5400 1624			STM	DSRSYSHD+3		STL	2106
1466	5000 1577			LDM	DSRTIME+2	INSERT HOUR	STL	2107
1470	5400 1625			STM	DSRSYSHD+4		STL	2109
1472	1435			LOK	T.SLAB5	WRITE RECOVERY TYPE IN SYSTEM HEADER	STL	2109
1473	6320 1621			CWM	DSRSYSHD,D.TWO		STL	2110
1475	1406			LDN	LE.MAIL		STL	2111
1476	3420			STD	D.TWO		STL	2112
1477	1465			LOK	P.MAIL		STL	2113
1500	6001			CRD	D.Z1		STL	2114
1501	3001			LOD	D.Z1+C.MAIF	T.MAIL/108	STL	2115
1502	1003			SHN	3		STL	2116
1503	3102			ADD	D.Z1+C.MAIF	L.MAIL	STL	2117
1504	6320 1563			CWM	BCBMSG,D.TWO	PUT RECOVERY TYPE IN BROADCAST BOX	STL	2119
							STL	2120
							STL	2121
							STL	2122
1506			NOT1PR	BSS	0		STL	2123
							STL	2124
							STL	2125
							STL	2126
							STL	2127
							FEAT48C	2529
							FEAT48C	2530
							FEAT48C	2531
							STL	2130
							STL	2131
							STL	2132
							STL	2133
1510	3074			LDD	D.PPIR		FEAT48C	2532
1511	1710			SBN	W.PPIR+108		STL	2135
				DUP	5,1		STL	2136
				CWM	PPCBUF,D.TO	CLEAR AN AREA	STL	2137
							STL	2138
							STL	2139
							STL	2140
							STL	2141
							STL	2142
							STL	2143
							STL	2144
							STL	2145
1524	1403			IFNE	P.DFB,P.NCP,1			
				ERR	CODE CHANGE REQUIRED			
				LDK	P.DFB			

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 CLEANUP

1525	6001	CRD	0.21		STL	2146
1526	3001	LOD	0.21	T.OFB/10B	STL	2147
1527	1003	SHN	3		STL	2148
1530	6006	CRD	0.26	DAYFILE FET	STL	2149
1531	3105	ADD	0.21+C.NCP		STL	2150
1532	1601	ADN	1		STL	2151
1533	6013	CRD	0.T3	CERFILE FET	STL	2152
1534	1401	LON	1	FLAG FOR MTR TO WAIT	STL	2153
1535	3412	STD	0.26+4		STL	2154
1536	3417	STD	0.T3+4		STL	2155
1537	3001	LOD	0.21		STL	2156
1540	1003	SHN	3		STL	2157
1541	6206	CMD	0.26	UPDATE DAYFILE FET	STL	2158
1542	3105	ADD	0.21+C.NCP		STL	2159
1543	1601	ADN	1		STL	2160
1544	6213	CMD	0.T3		STL	2161
1545	0100 1260	UJK	CLEANUPX	RETURN	STL	2162
					STL	2163

1547	1551	DFLPTR	VFD	12/DFLMSG1	STL	2165
1550	1556		VFD	12/DFLMSG2	STL	2166
1551	5555	DFLMSG1	DATA	10H NORMAL	STL	2167
1552	5516				STL	2168
1553	1722					
1554	1501					
1555	1455					
1556	5522	DFLMSG2	DATA	10H RECOVERY	STL	2169
1557	0503					
1560	1726					
1561	0522					
1562	3155					

1563	0000	BCBMSG	VFD	12/0	STL	2171
1564	0001		VFD	12/1	STL	2172
1565	0000		VFD	36/0	STL	2173
1566	0000					
1567	0000					

1570		5	DSRDATE	BSS	5	STL	2174
			*			STL	2175
1575		5	DSRTIME	BSS	5	STL	2176
			*			STL	2177
1602		5	DSLVL	BSS	5	STL	2178
			*			STL	2179
1607	5100		DSTYPE	DATA	1L (	STL	2180
1610		3	BSSZ	3		STL	2181
1613	0052		DATA	1R)		STL	2182
		31	BCBMSG	SET	*-BCBMSG	STL	2183
1614		5	BSSZ	5*LE.MAIL-BCBMSG		STL	2184
						STL	2185

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STL --- START SYSTEM EXECUTION

STL 2189  
STL 2190

1623 5500 2 DATA 1L  
1624 BSS 2

1626 0014 MTXLST1 DATA 1RL  
1627 0022 DATA 1RR

1630 0001 MTXLST2 DATA 1RA  
1631 0002 DATA 1RB  
1632 0003 DATA 1RC  
1633 0004 DATA 1RD

1634 0011 \* MTXLST3 DATA 1RI  
1635 0003 DATA 1RC

1636 0011 \* MTXLST4Q DATA 1RI  
1637 0003 DATA 1RC  
1640 0021 DATA 1RQ

1641 0031 \* MTXLST4 DATA 1RY  
1642 0016 DATA 1RN

1643 0016 ECS IFNE IP.ECSB,0  
1644 0011 MTXLST5 DATA 1RN  
1645 0025 ECS DATA 1RI  
DATA 1RU

1646 50 PPCBUF BSSZ 10B\*5

STL 2192  
STL 2193  
STL 2194  
STL 2195  
STL 2196  
STL 2197  
STL 2198  
STL 2199  
STL 2200  
STL 2201  
FEAT61A 102  
FEAT61A 103  
FEAT61A 104  
FEAT61A 105  
STL 2202  
STL 2203  
STL 2204  
STL 2205  
STL 2206  
STL 2207  
FEAT75B 14  
FEAT75B 15  
STL 2209

STL 2211

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STL --- START SYSTEM EXECUTION

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 DESEL

DESEL DESELECTS 6681/6684  
 -----  
 DESEL READS UP AN EST ENTRY. IF THE ENTRY IS EMPTY OR THE  
 DEVICE TURNED OFF, IT IS SKIPPED AND THE NEXT EST ENTRY IS  
 READ UP. THE HARDWARE MNEMONIC IS CHECKED TO SEE IF IT IS A  
 3000 DEVICE WHICH USES A 6681 OR 6684. IF IT DOES NOT, THE  
 ENTRY IS SKIPPED AND THE NEXT ONE READ UP. IF IT DOES, THE  
 BIT IS CHECKED. IF IT IS AN RMS DEVICE, THE CHANNELS ARE  
 TAKEN FROM THE DST. IF IT IS NOT AN RMS DEVICE, THE CHANNELS  
 ARE TAKEN FROM THE EST. IN EITHER CASE THE CHANNELS ARE  
 STORED IN CHANSTR, THE CHANNEL STORAGE AREA. A CHECK IS MADE  
 SO THAT DUPLICATE CHANNELS ARE NOT STORED. WHEN THE ENTIRE  
 EST HAS BEEN PROCESSED A JUMP OCCURS TO DESEL2. THE CHANNELS  
 STORED IN CHANSTR ARE FUNCTIONED SEQUENTIALLY TO DESELECT  
 THE 6681 OR 6684 AND DISCONNECTED.

1716	0100 0000	13	DESEL	ENH	X		SC40125	1878
		2	P.DST	EQU	P.RQS		SC40125	1879
		3	ESTFHA	EQU	D.22	POINTER TO DST ADDRESS/8	STL	2233
		15	LWAEST	EQU	D.23	POINTER TO CURRENT EST ENTRY	STL	2234
		16	CHINDX	EQU	D.75	LHA+1 OF EST	STL	2235
		17	TABINDX	EQU	D.T6	INDEX INTO CHANNELS TO BE FUNCTIONED	STL	2236
		20	TEMP	EQU	D.T7	INDEX INTO MNEMONIC TABLE	STL	2237
		22	BYTINDX	EQU	D.TW0	TEMPORARY STORAGE	STL	2238
		23	DSTFHA	EQU	D.TW2	INDEX INTO CHANNEL BYTES	STL	2239
			ABSINDX	EQU	D.TW3	ADDRESS OF DST	STL	2240
1720	1413						STL	2241
1721	6010		LDK	P.DST			STL	2242
1722	3014		CRD	D.T0	POINTER TO DST IN BYTE 4		STL	2243
1723	3422		LDD	D.T4			STL	2244
1724	1405		STO	DSTFHA	POINTER TO DST/8		STL	2245
1725	6002		LOK	P.EST	SAVE POINTER TO DST		STL	2246
1726	1400		CRD	D.22	POINTER TO EST IS IN CH WORD 5	SC40439	1	
1727	3400		LON	0	ESTFHA AND LWAEST INITIALIZED	STL	2249	
1730	3415		STO	D.20		STL	2250	
1731	3416		STO	CHINDX	INITIALIZE INDEXES	STL	2251	
1732	3417		STO	TABINDX		STL	2252	
1733	3420		STO	TEMP		STL	2253	
1734	3423		STO	BYTINDX		STL	2254	
1735	3002		STO	ABSINDX		STL	2255	
1736	6010		DESEL0	LDD	ESTFHA		STL	2256
1737	3013		CRD	D.T0		STL	2257	
1740	0414		DESEL1	LDD	D.T0+C.ESTMNE	CELLS 10-14 CONTAIN EST ENTRY	STL	2258
1741	1006		ZJN	INCREST	HARDWARE MNEMONIC FROM EST	STL	2259	
1742	0712		SHN	6	ZERO ENTRY, JUMP	STL	2260	
1743	1071		MJN	INCREST	TEST ON/OFF BIT	STL	2261	
1744	3417		SHN	-6	DEVICE OFF, SKIP ENTRY	STL	2262	
1745	5016	2151	STO	TEMP		STL	2263	
1747	0405		DESEL1A	LDM	MNETAB,TABINDX	STORE FOR FURTHER ACTION	STL	2264
1750	3317		ZJN	INCREST	MNEMONIC TABLE ENTRY	STL	2266	
1751	0416		LMO	TEMP	IF END OF TABLE, JUMP	STL	2267	
1752	3616		ZJN	DESEL1B	TEST FOR MATCHING MNEMONIC	STL	2268	
1753	0371		AOD	TABINDX	IF THEY MATCH, JUMP	STL	2269	
			UJN	DESEL1A	INCREMENT INDEX INTO MNEMONIC TABLE	STL	2270	

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						STL	2273
1754	3602	INCREST	AOD	ESTFWA	INCREMENT EST POINTER	STL	2274
1755	3003		LDD	LHAEST		STL	2275
1756	3202		SBD	ESTFWA		STL	2276
1757	0406		ZJN	DESEL22	IF END OF EST, JUMP	STL	2277
1760	1400		LON	0		STL	2278
1761	3416		STD	TABINDX	REINITIALIZE	STL	2279
1762	3420		STD	BYTINDX		STL	2280
1763	3415		STD	CHINDX		STL	2281
1764	0350		UJN	DESEL0	GO GET NEXT EST ENTRY	STL	2282
		*				STL	2283
1765	0100 2066	DESEL22	LJM	DESEL2		STL	2284
		*				STL	2285
1767	3010	DESEL1B	LDD	D.T0	MNEMONIC THAT GOT US HERE	STL	2286
1770	2200 4000		LPC	4000B	RHS BIT	STL	2287
1772	0411		ZJN	DESEL1C	CHANNELS IN EST, JUMP	STL	2288
1773	3714		SOD	D.T0+C.ESTDST	DST ORDINAL FROM EST	SC40439	2
1774	3022		LDD	DSTFWA		SC40439	3
1775	1002		SHN	2		SC40439	4
1776	3114		AOD	D.T0+C.ESTDST		SC40439	5
1777	1001		SHN	1		SC40439	6
2000	6010		CRD	D.T0	CELLS 10-14 CONTAIN DST ENTRY	STL	2293
2001	1402		LON	2		STL	2294
2002	3420		STD	BYTINDX		STL	2295
2003	3620	DESEL1C	AOD	BYTINDX	INDEX TO CHANNEL BYTE	STL	2296
2004	1400	DESEL1C	LON	0		STL	2297
2005	3415		STD	CHINDX		STL	2298
2006	5020 0010		LDM	D.T0, BYTINDX	BYTE IN WHICH CHANNELS ARE LOCATED	STL	2299
2010	2200 0037		LPC	37B	GET RID OF 6684 BIT	STL	2300
2012	3417		STD	TEMP	SAVE IT FOR FURTHER ACTION	STL	2301
2013	3023	DESEL10	LDD	ABSINDX		STL	2302
2014	3215		SBD	CHINDX		STL	2303
2015	0411		ZJN	STORIT		STL	2304
2016	5015 2120		LDM	CHANSTR, CHINDX		STL	2305
2020	3317		LMD	TEMP	OR, IF DUPLICATE ENTRY,	STL	2306
2021	0411		ZJN	NXTCHAN	YES, JUMP	STL	2307
2022	3615		AOD	CHINDX	NEITHER EMPTY OR DUPLICATE,	STL	2308
2023	0367		UJN	DESEL10	GO CONTINUE SEARCH	STL	2309
		*				STL	2310
2024	0100 1754	INCR222	LJM	INCREST		STL	2311
		*				STL	2312
2026	3017	STORIT	LDD	TEMP		STL	2313
2027	5415 2120		STM	CHANSTR, CHINDX	STORE CHANNEL	STL	2314
2031	3623		AOD	ABSINDX		STL	2315
2032	1400	NXTCHAN	LON	0		STL	2316
2033	3415		STD	CHINDX	CLEAR INDEX	STL	2317
2034	5020 0010		LDM	D.T0, BYTINDX	CHANNEL BYTE	STL	2318
2036	1071		SHN	-6	SHIFT TO GET ALTERNATE CHANNEL	STL	2319
2037	0464	STEP	ZJN	INCR222		STL	2320
2040	3417		STD	TEMP	SAVE CHANNEL	STL	2321
2041	3023	DESEL1E	LDD	ABSINDX		STL	2322
2042	3215		SBD	CHINDX		STL	2323
2043	0407		ZJN	STOR2		STL	2324
2044	5015 2120		LDM	CHANSTR, CHINDX		STL	2325
2046	3317		LMD	TEMP	IF IT IS A DUPLICATE,	STL	2326
2047	0407		ZJN	INCRBYT	GO CHECK NEXT BYTE FOR MORE CHANNELS	STL	2327
2050	3615		AOD	CHINDX		STL	2328



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DESEL

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2051	0367		UJN	DESEL1E	OTHERWISE CONTINUE SEARCH	STL	2329
2052	3017					STL	2330
2053	5415 2120	STOR2	LDD	TEMP		STL	2331
2055	3623		STM	CHANSTR,CHINDX	STORE CHANNEL	STL	2332
2056	3620		AOD	ABSINDX		STL	2333
2057	1703	INCRBYT	AOD	BYTINDX		STL	2334
2060	0643		SBN	3B		STL	2335
2061	5020 0010		PJN	INCR222	NO MORE CHANNELS ON THIS DEVICE, JUMP	STL	2336
2063	0453		LDM	D.TO,BYTINDX		STL	2337
2064	0100 2004		ZJN	STEP		STL	2338
			LJN	DESEL1CC	GO PROCESS MORE CHANNELS	STL	2339
2066	3023	DESEL2	LDD	ABSINDX		STL	2340
2067	3215		SBD	CHINDX		STL	2341
2070	0426		ZJN	DESENO	FINISHED	STL	2342
2071	5015 2120		LDM	CHANSTR,CHINDX		STL	2343
2073	2100 6500		AOD	6500B		STL	2344
2075	5400 2111		STM	DESIJM	MODIFY IJM INSTRUCTION	STL	2345
2077	2100 1000		AOD	1000B		STL	2346
2101	5400 2113		STM	DESDCN	MODIFY DCN INSTRUCTION	STL	2347
2103	2100 0200		AOD	200B		STL	2348
2105	5400 2107		STM	DESFNC	MODIFY FNC INSTRUCTION	STL	2349
2107	7700 2100	DESFNC	FNC	2100B,**	FUNCTION CHANNEL	STL	2350
2111	6500 2114	DESIJM	IJM	DESEL5A,**	IF INACTIVE, JUMP	STL	2351
2113	7500	DESDCN	DCN	**	DIS CONNECT CHANNEL	STL	2352
2114	3615	DESEL5A	AOD	CHINDX	INCREMENT CHNSTR POINTER	STL	2353
2115	0350		UJN	DESEL2		STL	2354
						STL	2355
2116	0100 1716	DESENO	LJM	DESELX	FINISHED	STL	2356
						STL	2357
2120		31	CHANSTR	BSSZ 250	CHANNEL STORAGE AREA	STL	2358
2151	0114	HNETAB	VFD	12/2HAL	821 DATA FILE	STL	2359
2152	0115		VFD	12/2HAN	841 MULTIPLE DISK DRIVE	STL	2360
2153	0120		VFD	12/2HAP	3234/854 DISK PACK DRIVE	STL	2361
2154	0106		VFD	12/2HAF	814 DISK FILE	STL	2362
2155	0104		VFD	12/2HAD	3637/865 DRUM	STL	2363
2156	1524		VFD	12/2HMT	7 TRACK TAPE	STL	2364
2157	1624		VFD	12/2HNT	9 TRACK TAPE	STL	2365
2160	1420		VFD	12/2HLP	501,512,505 LINE PRINTER	STL	2366
2161	1434		VFD	12/2HL1	501,505 LINE PRINTER	STL	2367
2162	1435		VFD	12/2HL2	512 LINE PRINTER	STL	2368
2163	0322		VFD	12/2HCR	405 CARD READER	STL	2369
2164	0320		VFD	12/2HCP	415 CARD PUNCH	STL	2370
2165	1421		VFD	12/2HLQ	512 LINE PRINTER	STL	2371
2166	2422		VFD	12/2HTR	PAPER TAPE READER	STL	2372
2167	2420		VFD	12/2HTP	PAPER TAPE PUNCH	STL	2373
2170	0000		VFD	12/0		STL	2374
						STL	2375

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\*\*\*\*\*  
\* END DECK \* STL \*  
\*\*\*\*\*  
\*\*\*\*\*

STL 2377  
STL 2378  
STL 2379  
STL 2380  
STL 2381  
STL 2382  
STL 2383  
STL 2384  
STL 2385  
STL 2386

2260

END

503008 CH STORAGE USED 2739 STATEMENTS 1729 SYMBOLS  
MODEL 74 ASSEMBLY 6.206 SECONDS 1030 REFERENCES

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STL --- START SYSTEM EXECUTION  
SYMBOLIC REFERENCE TABLE.

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ABSINDX	23	48/29 D	48/43 S	49/31	49/44 S	49/51	50/05 S	50/13
ASYSLVL	0	36/05 D						
BASE	107000	36/05 D	36/05	36/05 D	36/05			
BASE.1	422	26/36 D	27/11	27/18	27/28	28/14	28/16	
BCBMSG	1563	45/28	46/38 L	46/53				
BCBMSG1	31	46/53 D	46/54					
BREAKPT	0	36/05 D						
BSYSLVL	1	36/05 D						
BUF	110517	36/05 D	36/05					

S T L --- START SYSTEM EXECUTION  
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ABSINDX	23		48/29 D	48/43 S	49/31	49/44 S	49/51	50/05 S	50/13	
ASYSLVL	0		36/05 D							
BASE	107000		36/05 D	36/05	36/05 D	36/05				
BASE.1	422		26/36 D	27/11	27/18	27/28	28/14	28/16		
BCBMSG	1563		45/28	46/38 L	46/53					
BCBMSG1	31		46/53 D	46/54						
BREAKPT	0		36/05 D							
BSYSLVL	1		36/05 D							
BUF	110517		36/05 D	36/05						
BYTINDX	20		48/27 D	49/08 S	49/25 S	49/47	50/09			
			48/42 S	49/24 S	49/28	50/06 S				
CEDARGS	106772		36/05 D	43/18						
CHANSTR	2120		49/34	49/43 S	49/54	50/04 S	50/16	50/31 L		
CHINUX	15		48/24 D	49/09 S	49/32	49/37 S	49/46 S	49/54	50/04	50/16
			48/39 S	49/27 S	49/34	49/43	49/52	49/57 S	50/14	50/26 S
CHPR	11		36/05 D							
CLEANUP	1261			38/51						
CLEANUPX	1260		43/12 L	46/18						
CMBUFFER	124700		36/05 D	36/05						
CMLNAB	110522		36/05 D							
CMRSIZE	17000		36/05 D							
CMS01	426		26/53 D	42/20 S	42/26 S					
CMS02	434		27/08 D							
CMS1	2175		27/28 D							
CMUXPKG	65040		36/05 D							
CM19	310		36/05 D							
CNTPR	5		36/05 D							
CPUOFF	1		36/05 D							
CSYSLVL	2		36/05 D							
C.CPFL	4	PPTXT	15/34							
C.CPRA	3	PPTXT	15/36							
C.CPSM	2	PPTXT	15/50	16/05						
C.CST	2	PPTXT	37/57							
C.DSFLAG	4	PPTXT	43/22 S	43/25 S	43/29 S	43/33 S	43/40 S	43/45 S		
C.ESTDST	4	PPTXT	49/17 S	49/20						
C.ESTMNE	3	PPTXT	48/46							
C.HAIF	0	PPTXT	45/25							
C.HAIFL	1	PPTXT	45/27							
C.NCP	4	PPTXT	46/05	46/14						
C.NPP	3	PPTXT	37/43							
C.PCOM	4	PPTXT	37/48							
C.PPFWA	1000	PPTXT	14/21	14/23	35/37 F	35/46				
C.PPOVL	3	PPTXT	42/12	42/47						
C.RWPPCC	3	PPTXT	32/30							
C.RWPPCF	0	PPTXT	26/06 S	30/46 S	31/57	32/09 S	32/18 S			
C.RWPPST	3	PPTXT	26/10							
C.RWPPHC	4	PPTXT	32/12	32/16						
C.STCPU	4	PPTXT	33/29 S							
C.STPFH	2	PPTXT	31/40							
C.STPMS	1	PPTXT	31/43 S							
DCH1	330		23/36 D	38/01 S						
DCH3	322		23/31 L	23/40						
DDPLIB	0		11/11 D	28/23 F	41/14 F	42/17 F	42/23 F	42/34 F		
DESDCN	2113		50/20 S	50/25 L						
DESEL	1717		39/24	48/21 D						
DESELX	1716		48/20 L	50/29						
DESELO	1735		48/44 L	49/10						

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D.T1	11	PPTXT	22/42 S	33/37	35/08 S	38/54 S	42/49	43/42	44/29 S	
			33/33 S	34/34 S	35/13	42/29 S	43/35	44/27	44/30	
D.T2	12	PPTXT	24/23 S	24/28 I	34/46	35/06 S	42/32 S	43/26	44/02	44/09 S
			24/24	34/36 S	34/48 S	38/55 S	42/51	43/30	44/07	44/10
D.T3	13	PPTXT	23/41	30/49	32/12	32/30	34/51	38/39 S	43/23	46/16
			26/06 S	31/56 S	32/16	34/37	35/02 S	38/43	43/56	
			26/09	31/57	32/18 S	34/44	38/09 S	38/56 S	46/07 S	
			30/46 S	32/09 S	32/21	34/47	38/11 S	39/42 S	46/10 S	
D.T4	14	PPTXT	22/44 S	26/10	35/10 S	39/06	39/47	44/36		
			23/38	26/18	38/13 S	39/30 S	43/20	44/56		
			23/42 S	33/40 S	39/01 S	39/40 S	43/54	48/33		
D.T5	15	PPTXT	26/20	48/24						
D.T6	16	PPTXT	13/28 S	13/32	13/39 S	35/07	48/25			
D.T7	17	PPTXT	13/29	13/40	26/21	35/05	38/14	38/29 S	38/31	48/26
D.Z0	0	PPTXT	48/38 S							
D.Z1	1	PPTXT	26/31 S	42/11 S	43/25 S	43/47	44/39 S	44/49	45/27	46/14
			26/32	42/12	43/29 S	44/04 S	44/40	44/51 S	46/01 S	
			27/46 S	42/47	43/33 S	44/05	44/42	44/53	46/02	
			37/42 S	43/17 S	43/40 S	44/15 S	44/43 S	45/24 S	46/05	
			37/43	43/22 S	43/45 S	44/16	44/48 S	45/25	46/11	
D.Z2	2	PPTXT	27/33		48/22	48/36 S				
D.Z3	3	PPTXT	27/35	27/48	27/50	27/52 S	28/02	44/52	48/23	
D.Z4	4	PPTXT	27/37							
D.Z5	5	PPTXT	27/41							
D.Z6	6	PPTXT	26/27	35/14 S	38/19	38/25	46/04 S	46/13		
			27/54 S	38/18 S	38/24 S	40/19	46/09 S			
D.Z7	7	PPTXT	27/31	28/07 S	35/01 S					
ECBUFFER	135000		36/05 D							
ECOVL	422		26/43 L	26/54 S	27/20 L	27/29 S				
ECOVLA	431		26/43	26/56 L	27/20	27/31 L				
ECOVLB	427		26/54 L	27/09						
ECSLIB	1		11/10 D	27/14 F	29/41 F	42/19 F	42/25 F	42/30 F	42/50 F	
ELNK	1311		43/37	43/39 L						
ENTRSTKW	673		33/26 S	33/35 L						
ERRDDP	2		26/39 D							
ERRNDDP	3		26/40 D	27/01	28/11					
ERRNOEC	4		26/41 D	26/46						
ESEG1	511		28/16 D	28/17 F						
ESTFWA	2		48/22 D	48/44	49/02 S	49/04				
EX.PLIB	2	PPTXT	35/09							
EX.SPH	3	PPTXT	33/39							
FLCH	400000		36/05 D							
FLECS	1000		36/05 D							
FVALUE	2		36/05 D							
F.AUTOLD	414		36/05 D							
F.BREAS	40		36/05 D							
HOLDFWA	110515		36/05 D	36/05						
IDL1	111		13/34 L	13/41						
IDL2	120		13/30	13/43 L						
ILDELAY	175		11/05 D							
INCRBYT	2056		49/56	50/06 L						
INCRST	1754		48/47	48/49	48/53	49/02 L	49/40			
INCR222	2024		49/40 L	49/49	50/08					
IP.DCP	0		11/11							
IP.ECSB	1		11/06 F	43/34 F	44/26 F	47/24 F				
IP.ELIB	144		11/10							
IP.SBPH	3		11/12							

S T L --- START SYSTEM EXECUTION  
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IRAOR	65000		36/05 D	36/05				
IRFLAG	65030		36/05 D					
ISSUE	750		27/10	28/09	35/08 L			
ISSUERR	436		26/47	27/02	27/10 L			
LBLADR	53701		36/05 D	36/05				
LBCADR2	54002		36/05 D					
LBLSIZE	100		36/05 D	36/05				
LBUF	4		36/05 D	36/05				
LE.MAIL	6	PPTXT	45/21	46/54				
LINES	30		36/05 D					
LNTTABLE	127600		36/05 D					
LSEGO	3		27/12 D	42/16	42/28			
LSEG1	13		26/44	28/15 D	28/16	35/42	42/31	
LSEG2	0		26/56	27/21	29/38 D	35/42	42/31	
LVALUE	0		36/05 D					
LWAEST	3		48/23 D	49/03				
L=PPOVL	13		35/42 D					
L:CPNUM	17	PPTXT	13/43					
L.PPHOR	5	PPTXT	14/21	35/37 F	39/37	39/39	39/43	
MAXRBCNT	100		36/05 D	36/05				
MAXPULTH	10100		36/05 D	36/05				
MERRCNT	12		36/05 D					
MNETAB	2151		48/52	50/32 L				
MSYSDEV	5		36/05 D	36/05				
MTRBUF	121200		36/05 D	36/05	39/37	39/43	40/18	
MTRDSDL	1213		39/50	39/57	40/03	40/07	40/16 L	
MTRDSDL1	1215		39/53 S	39/56 S	40/07	40/18 L		
MTRDSDL2	1222		39/57	40/21 D				
MTXLST1	1626		43/54	47/06 L				
MTXLST2	1630		43/56	47/09 L				
MTXLST3	1634		44/05	47/14 L				
MTXLST4	1641		44/16	44/24	47/21 L			
MTXLST+Q	1636		44/10	47/17 L				
MTXLST5	1643		44/30	47/25 L				
M.ABORT	22	PPTXT	26/13					
M.DFM	13	PPTXT	34/54					
M.ICE	6	PPTXT	33/41	35/11				
M.KILL	77	PPTXT	23/31					
M.MTRCPU	12	PPTXT	20/35					
M.RCH	12	PPTXT	22/43					
NOCDP	507		27/27	28/11 L				
NOMXN	1070		38/15	38/46 D				
NOT1PR	1506		45/01	45/30 L				
NXTCHAN	2032		49/36	49/45 L				
OPCXCTLM	117000		36/05 D	36/05				
OVLA	737		25/57	35/01 L				
OVLB	366		26/04 L	35/17				
OVCC	404		26/05	26/17 L				
OVLD	411		26/22 D	35/04 S				
OVLE	413		26/17	26/25 L				
PNTPRU	64676		36/05 D					
PPC3UF	1646		45/48	45/48	45/48	45/48	47/32 L	
PPOVL	1223		38/03	41/11 D				
PPOVLX	1222		41/10 L	41/36				
PPOSVAJR	107000		36/05 D	36/05				
PP1BIAS	0		36/05 D	36/05				
PP2BIAS	10		36/05 D	36/05				

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S T L --- START SYSTEM EXECUTION  
SYMBOLIC REFERENCE TABLE.

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PP3BIAS	20		36/05 D	36/05			
PRULEN1	101		36/05 D	36/05			
PRULIM	2		36/05 D				
P.CST	5	PPTXT	37/55				
P.DFB	3	PPTXT	44/47	45/55 F	45/57		
P.DST	13		48/21 D	48/31			
P.EST	5	PPTXT	48/35				
P.LIB	1	PPTXT	43/16	43/46			
P.MAIL	65	PPTXT	45/23				
P.NCP	3	PPTXT	45/55 F				
P.NPP	3	PPTXT	37/41				
P.PCOM	5	PPTXT	37/46				
P.PPOVL	77	PPTXT	42/10				
P.RQS	13	PPTXT	48/21				
P.ZERO	0	PPTXT	33/32				
RAFLX	133		15/34 L	15/51			
RAFL1	145		15/47 L	16/12			
RAFL2	154		15/55 L	16/06			
RAFL3	157		15/45	16/02 L			
RBBUF	52701		36/05 D				
RBLIM	1		36/05 D				
RCOM	555		30/34	30/45 L			
RCOMA	547		30/36 L	30/51			
RECOVERY	1440		44/57	45/03 L			
RMSBUF0	54700		36/05 D	36/05			
RMSBUF1	117500		36/05 D	36/05			
RMSERRA	31		36/05 D				
RMSERRB	32		36/05 D				
RMSERRC	33		36/05 D				
RMSERRD	34		36/05 D				
RMSERRE	35		36/05 D				
RMSERRG	37		36/05 D				
RMSERRJ	40		36/05 D				
RMSERRK	41		36/05 D				
RMSERRL	42		36/05 D				
RMSERRH	43		36/05 D				
RMSERN	44		36/05 D				
RMSERRO	45		36/05 D				
RMSERRP	46		36/05 D				
RMSERRQ	30		36/05 D				
RMSPRU	100		36/05 D	36/05			
ROCKCNT	10		36/05 D				
RVALUE	1		36/05 D				
RWDELAY	144		11/04 D	15/55	21/10	31/50	
RWPD	611		31/48	31/50 L			
RWPID	634		32/02	32/12 L			
RWPIDOA	640		31/41 S	32/15 L	32/17 S	35/03 S	
RWPIOT	637		30/50	31/39 S	32/14 L	32/32	35/16 S
RWPIOW	635		32/13 L	32/31			
RWPL	614		31/54 L	32/06	32/22	35/19	
RWPP	604		31/47 L	32/05			
RWPSTBL	651		32/07	32/30 L			
RWPWF	645		32/10	32/19 L			
R.DCH	326	PPTXT	22/48	23/35 D			
R.DCHX	325		23/34 L	23/44			
R.CFM	705	PPTXT	34/32 D				
R.DFMX	704		34/31 L	34/56			

S T L --- START SYSTEM EXECUTION  
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R.ECOVL	422		26/35 D								
R.EREQS	656	PPTXT	31/44	33/25 D							
R.EREQX	655		33/24 L	33/43							
R.FAF	100	PPTXT	12/08 L	15/43	16/09 S	17/16 S	21/05	31/47			
R.IDLE	103	PPTXT	13/27 L	26/15	39/09						
R.MTR	220	PPTXT	19/29 D	19/30	22/45	23/32	26/14	33/42	34/55	35/12	
R.MTRX	217		19/28 L	19/39							
R.OVL	363	PPTXT	14/22	25/56 D							
R.OVLJ	125	PPTXT	14/21 L								
R.OVLX	362		25/55 L	26/12	26/23	26/28					
R.PAUSE	140	PPTXT	15/41 D	31/49							
R.PROCES	220	PPTXT	19/30 D								
R.RAFL	140	PPTXT	15/40 D	15/41	21/08						
R.RCH	303	PPTXT	22/39	22/42 D							
R.RCHX	302		22/41 L	22/46							
R.READP	543	PPTXT	28/17 F	29/46	30/32 D						
R.READPX	542		30/31 L	30/37							
R.RWP	567	PPTXT	30/45	31/38 D	35/18 S						
R.RWPP	603	PPTXT	31/45 D								
R.RWPX	566		31/37 L	32/03							
R.STB	355	PPTXT	24/34 D	32/08							
R.STBMSK	346	PPTXT	24/26 D								
R.TAFL	173	PPTXT	13/46	15/53	17/15 D						
R.TAFLX	172		17/14 L	17/19							
R.TFL	207	PPTXT	18/22 D								
R.TFLX	206		18/21 L	18/30							
R.WAIT	231	PPTXT	19/37	20/33 D							
R.WAITX	230		20/32 L	21/03							
R.WRITEP	552	PPTXT	30/42 D								
SBPH	3		11/12 D								
SDBA	505		28/03	28/09 L	28/12						
SDBDATA	472		27/40 S	27/42 S	27/53	27/56 L					
SDBLOO	475		27/32 S	28/01 D							
SDBLOOP	455		27/34 S	27/36 S	27/45 L	27/47 S	27/55				
SEG	1226		38/05	42/10 D							
SEGX	1225		42/09 L	42/14	42/52						
SETTYPE	1412		44/40 L	44/44							
STARTCP	110465		36/05 D	36/05							
STB0	343		24/23 L	24/31							
STB1	351		24/29 L	24/37							
STEP	2037		49/49 L	50/10							
STL	1000		37/41 L								
STLBUF	117500		36/05 D	36/05							
STL00	1073		38/44	38/49 D							
STL002	1057		38/21	38/31 L							
STL004	1065		38/27	38/33	38/41 D						
STL1	1102		38/57 L	39/19 S	39/22						
STL2	1106		39/04 L	39/07							
STL3	1134		37/45 S	39/21 L							
STL4	1142		39/29 L								
STL5	1160		39/45 L	39/48							
STL6	1203		40/02 L	40/06							
STORIT	2026		49/33	49/42 L							
STOR2	2052		49/53	50/03 L							
S.ACTION	12	PPTXT	43/21								
S.CMU	3	PPTXT	43/44								
S.ECSLVL	4	PPTXT	43/39								

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S T L --- START SYSTEM EXECUTION  
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S.LBLLVL	7	PPTXT	43/32					
S.PFLVL	5	PPTXT	43/28					
S.SEG0	422		26/37 D	42/49				
S.SEG1	2171		27/17 D	27/28	42/51			
S.SYSLVL	10	PPTXT	43/24					
TABINDX	16		48/25 D	48/40 S	48/52	48/56 S	49/07 S	
TABLESAV	117500		36/05 D	36/05				
TAPEPPP	105000		36/05 D					
TAPEPRU	1000		36/05 D	36/05				
TBUF0	52700		36/05 D	36/05				
TBUF1	53700		36/05 D	36/05				
TEMP	17		48/26 D	48/51 S	49/30 S	49/42	49/55	
			48/41 S	48/54	49/35	49/50 S	50/03	
TFL0	202		18/16 L	18/27				
TFL1	215		18/23	18/29 L				
TYPE	1413		44/37 S	44/41 D				
T.CLK	30	PPTXT	45/07					
T.CPA1	200	PPTXT	36/05					
T.CPSTA	44	PPTXT	38/23					
T.CPSTB	45	PPTXT	38/17					
T.DATE	31	PPTXT	45/05					
T.MXNCTL	46	PPTXT	20/47	38/08	38/42			
T.PPID	47	PPTXT	20/42					
T.PPIP	50	PPTXT	20/38					
T.PPS1	154	PPTXT	37/53					
T.SLAB5	35	PPTXT	45/19					
WAIT2	233		20/35 L	38/48 S				
WAIT2A	240		20/36	20/42 L				
WAIT4	245		20/48 L	20/48 S	38/10	38/12	38/38	
WAIT5	247		20/49 L					
WAIT5A	251		20/50 L	38/38				
WAIT6	253		20/40	20/53 L	20/54	21/11		
WAIT7	267		21/06	21/10 L				
W.CPCAF	70	PPTXT	36/05					
W.CPSTAT	24	PPTXT	15/48	16/03				
W.PPIR	0	PPTXT	19/34	20/57	37/49	37/51	45/45	
W.PPHES1	2	PPTXT	37/51					
W.PPOR	1	PPTXT	19/34	20/57				
W.RMPPCH	2	PPTXT	26/08	30/48	31/55	32/20		
W.STCPU	0	PPTXT	33/29 S					
W.STPFW	1	PPTXT	31/40					
W.STPHS	1	PPTXT	31/43 S					
XCHJPKG	110475		36/05 D	36/05				
XLSEG0	22		27/11 D	27/12				
XLSEG1	73		28/14 D	28/15				
XOPTION	0		36/05 D					
XVALUE	3		36/05 D					
.LDC.	2000		27/39	38/37	41/06 D	42/22		
.LJM.	100		41/07 D					

h8-6

## STUDY QUESTIONS

### PPRES

1. Explain in general the functions of PPRES.
2. Which direct cells are prefixed at deadstart time?
3. What does it mean if a PP is idle, and what is it then really doing?
4. How does a PP make monitor requests, and how does a PP know its request is handled?
5. Which PPRES-routine decides whether a monitor request is for CPMTR or for PPMTR, how does he decide it, and explain what he will do then in either case.
6. How does a PP routine know whether an issued MXN or MAN instruction took effect?
7. A PP needs access to a control point field length. Explain what he has to do.
8. Why is it necessary to terminate access to the control point field length as soon and as often as possible?
9. How does a PP program end?
10. What happens if a PP places M.KILL in its PPOR, and how can we make this PP again available for the system?

## STUDY QUESTIONS

### PPRES

1. Explain in general the functions of PPREs. *a group of utility functions*
2. Which direct cells are prefixed at deadstart time? *D. PPMESS*
3. What does it mean if a PP is idle, and what is it then really doing? *looking at its input register*
4. How does a PP make monitor requests, and how does a PP know its request is handled? *placing them in its output register*
5. Which PPRES-routine decides whether a monitor request is for CPMTR or for PPMTR, how does he decide it, and explain what he will do then in either case.
6. How does a PP routine know whether an issued MXN or MAN instruction took effect?
7. A PP needs access to a control point field length. Explain what he has to do. *Request access - P. RAFL*
8. Why is it necessary to terminate access to the control point field length as soon and as often as possible? *because of storage moves*
9. How does a PP program end? *M. DPP*
10. What happens if a PP places M.KILL in its PPOB, and how can we make this PP again available for the system? *stops system - typing in acknowledgement through DSD.*

## MONITOR FUNCTIONS

## MONITOR FUNCTIONS

### Lesson Guide

#### REFERENCES:

PP COMPASS Student Guide Section X

System Programmers Reference

#### TRAINING AIDS:

Visuals VALS-53-10-3 thru VALS-53-10-5, VALS-53-10-17

#### ASSIGNMENTS:

Study Questions Section X

#### OBJECTIVES:

- {1} To define the SCOPE 3.4 System Monitor{s}
- {2} To define methods for users to make requests of MTR or CPMTR
- {3} To discuss specific MTR and CPMTR functions
- {4} To discuss MTR and CPMTR request processing techniques {details}

## MONITOR FUNCTIONS

### Lesson Outline

#### X. MONITOR FUNCTIONS

- A. Definition
  - o CPMTR - Central Processor Monitor
  - o MTR - Peripheral Processor Monitor
- B. General Purposes of CRMTR
  - o Process pool PP requests
  - o Process RA+L requests
  - o Schedule CPU{s}
- C. General Purpose of MTR
  - o Control all system activities
  - o Handles system-user communication
- D. MTR - CPMTR Communication
  - o Uses CMR Tables
  - o Both do something - not look for something to do
- E. Detailed Monitor Functions
  - o CPMTR
  - o MTR
- F. Monitor Request Processing
  - o PP to MTR
  - o PP to CPMTR
  - o User to MTR
  - o User to CPMTR

## MONITOR

SCOPE 3.4 is controlled by a monitor which is divided into two parts.

CPMTR - Central Processor Monitor

MTR - Peripheral Processor Monitor

The names of the two monitors are related to the residence of the code and do not indicate what they control.

CPMTR monitor, as the name implies, executes in the CP. It is responsible for three main functions:

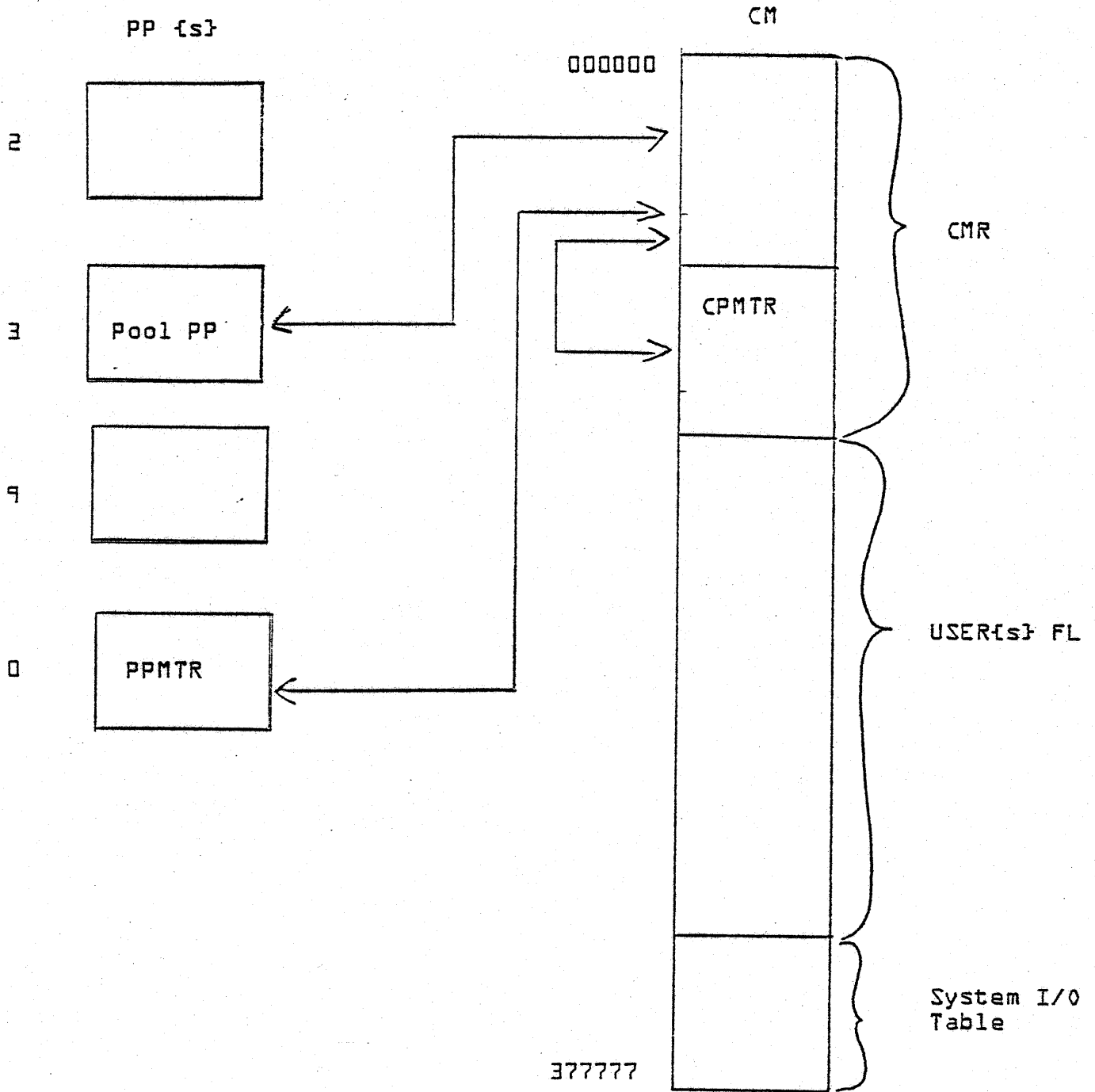
1. Process certain pool PP output register requests.
2. Process user RA+1 requests.
3. Schedules CPU{s}

MTR, residing in PP0, is in general control of the SCOPE system. It runs continuously during system execution with this main functions:

1. Control and coordinate all system activities.
2. Maintain system clocks.
3. Assign system resources.
4. Handles system-user communications.

Users may make requests of either of these monitors in several ways. These will be discussed later in this section. A list of specific monitor functions follows:

TWO MONITORS





MONITOR FUNCTIONS

01	M-SEIST	Set CPU status bits
02	M-CLRST	Clear CPU status bits
03	M-RCP	Request central processor
04	M-DCP	Drop central processor
05	M-RCLCP	Recall central processor
06	M-ICE	Initiate central executive
00	EX-CMSM	CM storage move
01	EX-ECSM	ECS storage move
02	EX-ECOVL	ECS overlay load
03	EX-SPM	Call stack processor manager
05	EX-SCH	Call scheduler
06	EX-SCHI	Call scheduler
07	EX-REQEB	Request ECS buffer
10	EX-RELEB	Release ECS buffer
11	EX-REQSB	Request system buffer
12	EX-RELSB	Release system buffer
13	EX-MVIN	Move data to ECS from system buffer
14	EX-MVOUT	Move data from ECS to system buffer
15	EX-FLHB	Flush buffer
16	EX-CSWAP	Clean ECS after ECS RPE in swap file
17	EX-AUTEB	Terminate automatic allocation
20	EX-ECD	Display ECS
21	EX-ECR	Release display
22	EX-ECW	Modify ECS
23	EX-CEM	Clear CEM-working flag
24	EX-DDPER	Process DDP overlay loading error
25	EX-ECLDV	Make successive partial reads of ECS record
07	M-CPUST	Change CPU status {IP-MCPU = 1}
10	M-SLICE	MTR interrupts CPMTR at end of time slice for job
12	M-RCH	Reverse channel
13	M-DFM	Dayfile message
15	M-STEP	Enter step mode
16	M-RBTSTO	Request RBT storage
17	M-RSTOR	Request storage
20	M-TSR	Terminate storage request {IP-RTMTR = 0}
21	M-DPP	Drop PP
22	M-ABORT	Abort control point and drop PP
25	M-SEQ	Assign job sequence number
26	M-SEF	Set error flag
27	M-ISP	Initiate stack processor
30	M-SPRCL	Stack processor recall
31	M-CCPA	Change control point assignment
32	M-RPJ	Request peripheral job
33	M-EES	Enter event stack
34	M-CPJ	Capture peripheral job
35	M-SCH	Initiate integrated scheduler
36	M-PASS	MTR ignores it-to be cleared by another routine
37	M-RACT	Request control point activity
41	M-NTIME	Enter new time limit
42	M-NOTE	Null function-cleared immediately by PPMTR
43	M-PRCH	Request channel surveillance
44	M-BUFPTR	Buffer pointer address
45	M-PATCH	Enter a patch into MTR
46	M-TRACE	Turn on MTR trace
47	M-SLPER	XJ other CPU
77	M-KILL	Issues bad monitor request

Detailed CPMTR Functions

M.CLRST - Clear Status  
{0002,BBBB,XXXX,XXXX,00NN}

Where:

BBBB = pattern of bits to be cleared.

NN = control point number (only if MTR output register)

Called to clear CPU status bits in control point areas. Will cause linkage or delinkage from chain of control points actively waiting for CPU.

M.CPUST - Change CPU Status  
{000?,XXXX,X,XXXX,XXXX,XXXX}

Option 1      X = 0.  
If either CPU is off, it is returned to the on status.  
This does not affect a CPU that was locked off at  
deadstart load time.

Option 2      X = 1 or 2.  
CPU X is turned off. If any control point was dedicated  
to this CPU, it will not execute during the period the  
CPU is off; job returns to CPU when CPU is turned on  
again.

CPMTR

SCOPE  
2.11

M.DCP - Drop Central Processor  
{0004,NNNN,NNNN,NNNN,0000}

NN = Control point number {MTR only}.

Execution of the central processor job at the control point is stopped. The control point status bit C, D, W, X, and Y are cleared. The control point is removed from the active control point ring.

The control point status bits prior to M.DCP are returned to byte 1 of the output register of the requesting PPU.

M.ICE - Initiate Control Execution  
{0006,PPPP,PPPP,PPPP,IIII}

The parameter IIII identifies a central memory program which will be started by CPMTR upon recognition of this request. Some of these programs run in user mode and some in monitor mode. Only one user mode program may be initiated at any time. A user mode program though, may be interrupted by the execution of a monitor mode function.

All programs initiated by an M.ICE operate with RA=0 and a large enough field length to allow access to the entire central memory and ECS.

The parameters passed in the center three bytes are interpreted differently by each of the central executive programs.

- \* 0 CM storage move
- \* 1 ECS storage move
- 2 Load ECS resident overlay
- 3 Stack Processor manager
- 4 Unused
- \* 5 Scheduler
- \* 6 Scheduler {Storage Request Entry}
- 7 Request ECS buffer
- 10 Release ECS buffer
- 11 Request system buffer
- 12 Release system buffer
- 13 RMS-ECS move
- 14 ECS-RMS move
- 15 Flush ECS buffer
- 16 Clean ECS after ECS RPE in swap file
- 17 Terminate automatic allocation
- 20 Display ECS
- 21 Release display
- 22 Modify ECS
- 23 Clear CEM working flag
- 24 ECS transfer through DDP failure; try RMS
- 25 Enable successful partial reads of ECS records

\* Executes in User Mode

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M.RCH - Request Channel  
{0000, BBAA, DDCC, XXXX, RRRR}

AA = first choice channel number  
BB = second choice channel number  
CC = third choice channel number  
DD = fourth choice channel number

RRRR = 0000 Request immediate reply  
RRRR ≠ 0000 No reply until a requested channel has been reserved.

When channel zero is requested, it must be field AA. When BB, CC, or DD is zero it is assumed that this is not a channel request and that there are no alternate choices beyond it.

If none of the requested channels are available and an immediate reply is requested, MTR will set bytes 0 and 4 of the PPU output register to zero.

When a channel is granted, the number of that channel will be returned in the PPU output register byte 1 (location of AA). Byte 4 will be set to a non-zero value.

On exit, if a channel has been reserved, the output register will look like: 0000 XXXX XXXX XXXX YYYY

Where:

XXXX = channel number  
YYYY = PP input register address

If the CEJ/MEJ feature is not in use, this function is performed by MTR.

M.RCLCP - Recall Central Processor  
{0000, FFFF, XXXX, XXXX, 00NN}

Where:

FFFF = Control point address of CPU if pre-emption is to take place, or address plus 1 to flag I/O in process.  
NN = Control point number (MTR only).

This request has two forms:

1. If bit zero of FFFF is not set this function is used to remove a control point from recall status. The X and Y status bits are cleared. If the resulting status permits, the control point is linked into the ring of jobs waiting for the CPU. If FFFF contains the control point address, the CPU is assigned to the job immediately.

2. If bit zero of FFFF is set, this is a function issued by MTR when the value of a buffer pointer has changed while the job is in the active CPU ring but is not currently running. The effect is to schedule the job immediately.

M.RCP - Request Central Processor

{0003,XXXX,XXXX,XXXX,00NN}

Where:

NN = control point number {MTR only}

This request is synonymous with an M.SETST to set the W status, except that the pre-emption flag is set.

M.SETST - Set Status

{0001,8888,XXXX,XXXX,00NN}

Where:

8888 = pattern of bits to be set

NN = control point number {only if MTR output register}

Called to set CPU status in control point area. Will cause linking or delinking when appropriate.

M.SLICE - Terminate Slice Period

{0010,XXXX,XXXX,XXXX,XXXX}

Only MTR can issue this function. It is issued to interrupt an executing user mode program so that CPMTR can reschedule.

MTR

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Detailed MTR Functions

PP Monitor Functions

* 13	M.DFM	Issue dayfile message
* 15	M.STEP	Enter STEP mode
* 16	M.RBTSTO	Request RBT storage
* 17	M.RSTOR	Request storage
** 20	M.TSR	Terminate storage request
* 21	M.DPP	Drop PP
* 22	M.ABORT	Abort control point and drop PP
* 25	M.SEQ	Assign job sequence number
* 26	M.SEF	Set error flag
* 27	M.ISP	Initiate Stack Processor
* 30	M.SPRCL	Stack Processor Recall
* 31	M.CCPA	Change control point assignment
* 32	M.RPJ	Request peripheral job
** 33	M.EES	Enter event stack
** 34	M.CPJ	Capture peripheral job
** 35	M.SCH	Initiate Integrated Scheduler
** 36	M.PASS	To be cleared by another routine
* 37	M.RACT	Request control point activity
* 41	M.NTIME	Enter new time limit
** 42	M.NOTE	Null function, cleared immediately Used as break point.
** 43	M.PPCH	Request channel surveillance by PP
** 44	M.BUFPTR	Buffer pointer address
** 45	M.PATCH	Enter a patch into MTR
** 46	M.TRACE	Turn on MTR TRACE
** 47	M.SLPER	XJ to other CPU
** 77	M.KILL	Bad MONITOR request made

\* New function code for SCOPE 3.4

\*\* New function for SCOPE 3.4

Function 23 {M.REQP} and 24 {M.DEQP} have been deleted because they were used so infrequently that their space {approximately 100 bytes in MTR} could not be justified. Any routines using these functions should be modified accordingly. This implies requesting CH.EST and searching the EST or the equipment needed. When the equipment is found, a check must be made for a control point number in the entry. If a control point number is present, the equipment is reserved; therefore drop the channel and try again later. If there is no control point number, the equipment is free and may be reserved by writing the requesting program's control point into the EST entry.

A complete description of the contents of the output register and function parameters for each of the above requests follows. Those bits or bytes irrelevant to the function are denoted by asterics {\*}. Functions are in alphabetical order.

MTR

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M.ABORT - Abort Control Point and Drop PP  
{0022,XXXX,XXXX,XXXX,XXXX}

The job associated with the requesting PP is terminated. The requesting processor is responsible for an explanation message in the dayfile. The operation of this function is identical with function M.DPP except that the error flag in the control point area is set to F.ERPP {3} to note the abort function.

M.BUFPTR - Address of Buffer Pointer Word  
{0044,XXXX,XXXX,00AA,AAAA}

AAAAAA = Buffer Pointer Address

The address is absolute; the I/O driver has set the field access flag. The function is not cleared by MTR but by the I/O driver itself. When the low order 12 bits of the buffer pointer changes, MTR restarts the associated control point.

M.CCPA - Change Control Point Assignment  
{0031,XXXX,XXXX,XXXX,XXXX}

The requesting PPU is released from its current control point assignment in the same manner as if it had issued an M.DPP function, but its input register is not cleared. The PPU is then assigned to control point NN with the new control point number inserted in its input register. The calling program must change the control point address at D.CPAD and rewrite the PP status word.

M.CPJ - Capture Peripheral Jobs  
{0034,00XX,XXXX,XXXX,XXXX}

XXXXXX = Address relative to RA of the buffer where captured job data is to be placed.

Issued to find a job either in the event stack or in the PP delay stack for a control point. First the event stack is searched, then the delay stack. If a job is found, its data is written to a buffer specified in the call. When the end of the delay stack is reached, an exit is made.

M.DFM - Process Dayfile Message  
{0013,FFFF,MMMM,XXXX,XXXX}

Where:

FFFF = Dayfile flag bits

MMMM = LWA+1 of message {MMMM PPOR}

= Dayfile dump index {MMMM PPOR}

The dayfile flag bits, when set, determine the following message handling (bits 0-5 set by the calling PP; bits 6-8 by MTR):

MTR

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3.7

- Bit 0 Do not send to B display
- 1 Do not send to the control point dayfile
- 2 Do not send to system dayfile (no A display)
- 3 Flag as an accounting message
- 4 Send to hardware error file
- 5 Do not insert the job name in system dayfile

The possible value of the dayfile dump index is:

- 0 For a system dayfile dump
- 1 thru N.CP For a control point dayfile dump
- N.CP+1 For a hardware error file dump

M.DDP - Drop PP  
{0021,XXXX,XXXX,XXXX,XXXX}

MTR clears the PP control point assignment (the PP status word and PP input register are cleared.)

M.EES - Enter Event Stack  
{0040,00AA,AAAA,XXXX,SYTT}

Where:

- AAAAAA = Word address of Event Status
- Y = Byte address in word
- TT = Bit address in byte
- S = F+B

- F.ESOFF 0000 F=0 Assign when bit = 0
- F.ESON 4000 F=4 Assign when bit = 1
- F.ESABS 0000 B=0 AAAAAA is an absolute address
- F.ESREL 1000 B=1 Relative to RA
- F.ESCPA 2000 B=2 Control point address

The event stack is similar to the delay stack and is used by the Scheduler. This function writes to the peripheral job table, the PP input register and three parameter words. It then sets up the control point number and linkages in the event stack. The new entry is linked to the oldest prior entry. Now it clears the output register and exists. A separate queue is maintained for each control point.



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3.4

M.ISP - Initiate Stack Processor  
{0027,000X,XXXX,XXXX,CCCC}

Where:

- X = 0 Initiate LSS only if PP active flag = 0
- ≠ 0 Initiate LSS whether PP active flag is set or not
- CCCC = DST ordinal

A check is made to see if a PP is already assigned to this DST ordinal. If no, check for available PP and if one is available, proceed to either set the PP active flag or not and then store the DST ordinal and 'LSS' in the input register. If a PP was assigned to the DST ordinal initially, check if LSS should be initiated anyway. If no, clear the output register and exit. If yes, proceed as above if a PP is available or reserved. Exit if PP job queue is full. After the input register has been set up in the available PP the message buffers are cleared and the LSP count updated. Check for a previously assigned LSP. If no, get pointer to PP reserved when no LSP is assigned. Push down the available PP chain. Whether another LSP was assigned or not, if no PP is available, make an entry into the peripheral job table, identify it as a stack processor and push down the stack placing LSP on top. Then, update the PPQ count and exit clearing the output register. If after LSP assignment check there was a PP available assign LSP to control point zero, set the LSP flag for PP status and job queue and exit, clearing the output register.

M.NOTE - Null Function  
{0042,XXXX,XXXX,XXXX,XXXX}

This function is for use in debugging PP programs. It may be used as a breakpoint. M.NOTE is cleared by MTR.

M.NTIME - Enter New Time Limit  
{0041,TTTT,TXXX,XXXX,NN}

A central processor job time limit of TTTTT seconds is entered at the control point. Any previous time limit is superceded. If the requesting PPU is assigned to control point zero, the parameter NN will give the number of the control point to be considered; in any other case this parameter is irrelevant.

M.PASS - MTR PASS  
{0036,XXXX,XXXX,XXXX,XXXX}

Indicates a no operation by MTR and it will be cleared by another routine.

MTR

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3.4

M.PATCH - Enter Patch into MTR  
{0045,AAAA,8888,CCCC,DDDD}

Where:

AAAA = address for 8888

CCCC = address for DDDD

Simply inserts patch at address indicated. May be used by an operator during debugging of MTR.

M.PPCH - Request Channel Surveillance by PP MTR  
{0043,8BAA,DDCC,XXXX,RRRR}

AA = First choice channel number

BB = Second choice channel number

CC = Third choice channel number

DD = Fourth choice channel number

RRRR = 0 reply immediately ≠ 0 reply after reservation

This function is part of the RCH routine. M.RCH is a CP monitor function. If CP monitor requests a channel and the request is rejected, the M.RCH function is changed to M.PPCH, in order that MTR can keep a surveillance of the channels until the requested channel is free. MTR will update the channel reject history and when the requested channel is available, MTR will change the M.PPCH to M.RCH and initiate CP monitor.

M.RACT - Request Control Point Activity  
{0037,NN,IIII,XXXX,XXXX}

This request allows a PPU to know the various activity counts of control point NN at a given time (NN cannot be zero). If the parameter IIII is non-zero, the pseudo-activity count will be incremented or decremented by the constant IIII (after sign extension). The reply of monitor is made via the PPU output register:

- Byte 1 control point status {C.CPSTAT}
- 2 control point activity {general activity} count
- 3 PP delay count
- 4 pseudo-activity count

M.RBTST0 - Request RBT Storage  
{0015,SSSS,XXXX,XXXX,XXXX}

MTR sets SSSS\*1008 as the new RBT starting address.

MTR

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3.4

M.SCH - Initiate Integrated Scheduler  
{0035,000K,XXXX,XXXX,XXXX}

Where:

X = 2 places {0000,0R1=0R4} in stack ELSE initiate Scheduler immediately.

If X≠2, call the Scheduler, clear the output register and exit. Otherwise, check if Request Stack is full and if yes, call the Scheduler to empty it before making stack entry. If stack is not full, make entry. In either case, advance the request stack pointer.

M.SEF - Set Error Flag  
{0026,XXXX,N,EEEE,XXXX,XXXX}

Monitor will drop the central program at control point NN and set the error flag to the value EEEE.

M.SEQ - Assign Job Sequence Number  
{0025,XXXX,XXXX,XXXX,XXXX}

Monitor returns in byte 1 of the PPU output register a job sequence number (in display code).

M.SLPER - Initiate CPMTR in Other CPU  
{0047,XXXX,XXXX,XXXX,XXXX}

M.SLPER is issued to initiate CPMTR in the other CPU. CPMTR itself will check and issue the function if the other CPU should be executing.

M.SPRCL - Stack Processor Recall  
{0030,00SS,AAAA,000F,CCCC}

This function is called with F non-zero when a stack request has been completed to update the exit count of that control point {CPSR}, and to update the I/O channel time information (if IOTIME mods are assembled on) using SS\*AAAA which is the disk factor {SS=millisecond/PRV\*4}\*PRV count {AAAA}. If F is zero, then only the I/O channel time information is updated. CCCC is the control point area address.

M.STEP - Monitor Step Control  
{0015,XXXX,XXXX,XXXX,XXXX}

This control is initiated by a keyboard request. MTR sets an internal step control flag and at each subsequent request MTR pauses for console keyboard input. A space from the keyboard causes MTR to process the request. A period from the keyboard causes MTR to process the request and clear the step control flag to resume high speed operation. If NN = 0, all PPU requests are stepped. If

MTR

✓  
Scope  
3.4

NN is non-zero, control point NN is the only one to be placed in step mode; only the requests issued by the PPU's assigned to control point N will be stepped.

M.TRACE - Trace Output Registers  
{0046,AAAA,FFFF,NNNN,XXXX}

Where:

- AAAA = Absolute address of buffer/1008 {typically within job's field length}
- FFFF = Field length of buffer/1008
- NNNN = Number of next word pair in buffer.

This is a function reserved for CDC development. A buffer is defined for MTR to dump its trace of the monitor functions issued by other PPs. A trace record consists of a two word entry contain function and PP status information.

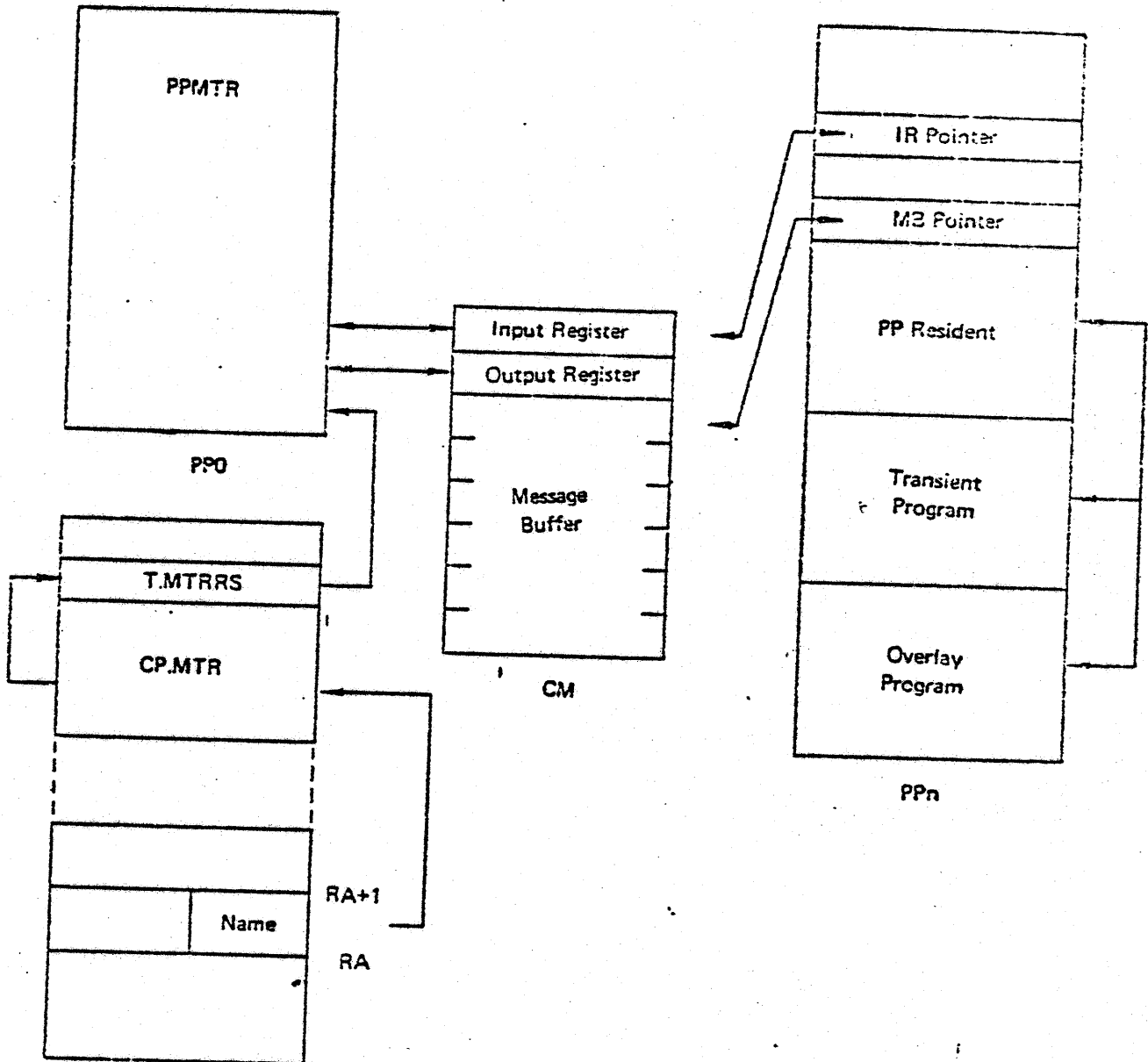
M.TSR - Terminate Storage Request  
{0020,XXXX,XXXX,XXXX,XXXX}

DSD issues this function when the operator types DIRABT. This function clears the SMABT flag to zero.

This causes the rejection of an M.RSTOR function that is hung up because a control point will not allow itself to be moved.

SCOPE  
3.7

Monitor Request Processing



STUDY QUESTIONS  
Monitor Functions - Section X

1. The SCOPE Operating System is controlled by a monitor named \_\_\_\_\_ whose residence is in \_\_\_\_\_.
2. Monitor functions are assigned order codes. These order codes have nothing to do with which monitor will perform the function.
  - {a} true
  - {b} false
3. Some monitor functions codes have multiple sub-functions.
  - {a} true
  - {b} false
4. What does the monitor function code M-ICE do?
5. Some monitor functions cause no action at all.
  - {a} true
  - {b} false
6. The monitor function M-KILL causes \_\_\_\_\_.
7. Some monitor functions will reply to the requesting PP immediately, others may be delayed.
  - {a} true
  - {b} false
8. Some monitor functions may only be issued by MTR.
  - {a} true
  - {b} false
9. A new time limit for a job may be effected by issuing the \_\_\_\_\_ monitor function.
10. A PP programmer may issue a request of MTR by \_\_\_\_\_.
11. A CP programmer may issue a request of MTR by \_\_\_\_\_.

STUDY QUESTIONS  
Monitor Functions - Section X

1. The SCOPE Operating System is controlled by a monitor named MTR whose residence is in PPO.
2. Monitor functions are assigned order codes. These order codes have nothing to do with which monitor will perform the function.  
 true  
 false
3. Some monitor functions codes have multiple sub-functions.  
 true  
 false
4. What does the monitor function code M-ICE do?  
Initiate Central Executive Routine(s)
5. Some monitor functions cause no action at all.  
 true  
 false
6. The monitor function M-KILL causes the system to "crash".
7. Some monitor functions will reply to the requesting PP immediately, others may be delayed.  
 true  
 false
8. Some monitor functions may only be issued by MTR.  
 true  
 false
9. A new time limit for a job may be effected by issuing the M-NTIME monitor function.
10. A PP programmer may issue a request of MTR by using R.MTR.
11. A CP programmer may issue a request of MTR by using RA+1.

EXTERNAL INPUT/OUTPUT



## EXTERNAL INPUT/OUTPUT

### Lesson Guide

#### REFERENCES:

PP COMPASS Student Guide Section XI

#### TRAINING AIDS:

Visuals VALS-53-11-4 thru VALS-53-11-7, VALS-53-11-9 thru  
VALS-53-11-17, VALS-53-11-23, VALS-53-11-26

#### ASSIGNMENTS:

Study Questions Section XI

#### OBJECTIVES:

- {1} To present the external I/O hardware used by the CYBER computers.
- {2} To introduce the methods used by system I/O drivers in performing I/O.
- {3} To present enough details on external I/O to allow coding of a simple PP program which will input some data from a peripheral device.

## EXTERNAL INPUT/OUTPUT

### Lesson Outline

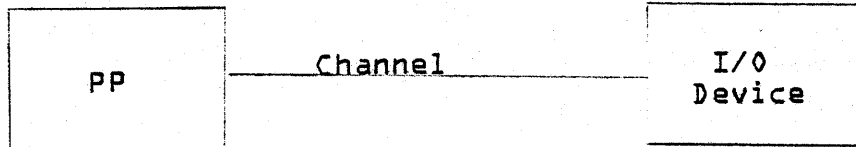
#### XI. EXTERNAL INPUT/OUTPUT

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  - o Two traffic control flags
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- M. PP to PP Communication over channel

## EXTERNAL INPUT/OUTPUT

All input/output operations of the CYBER product lines is handled by peripheral processors. These peripheral processors {PPs} are connected to input/output devices by channels as shown in the following diagram.

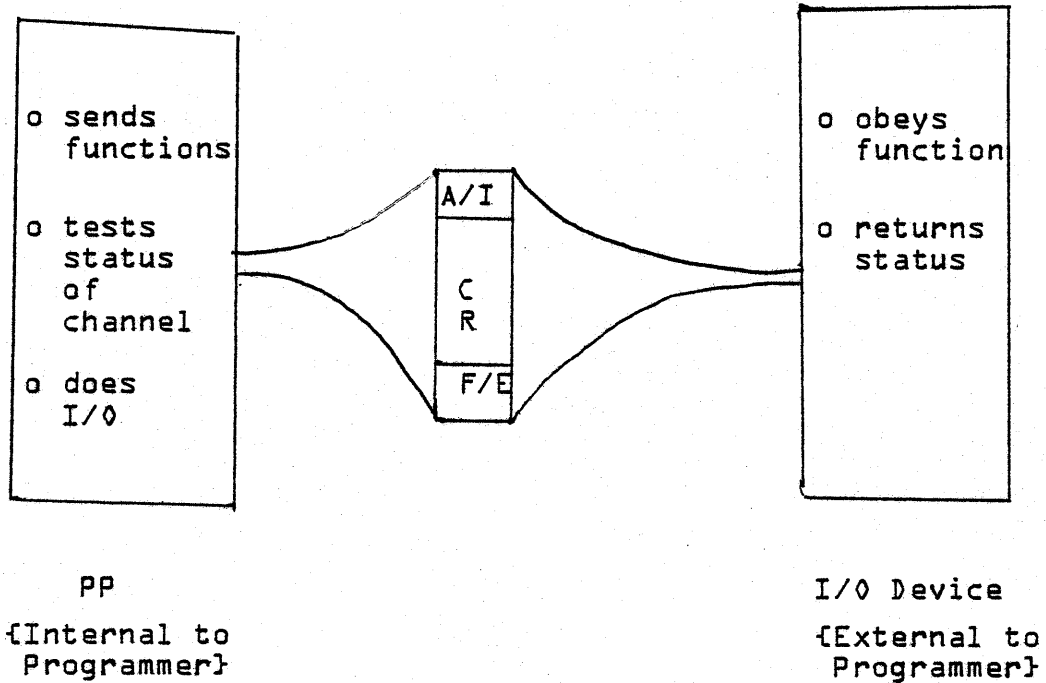


Input/output operations are performed using special communication codes between PP and I/O devices.

The Channel Hardware

The channel hardware may be thought of as a two way path between an Input/Output device and a PP. This path has twelve lanes {bits} for data or control function traffic. In addition there are two traffic control devices {flags}. This concept may be represented as follows:

CYBER DATA CHANNEL

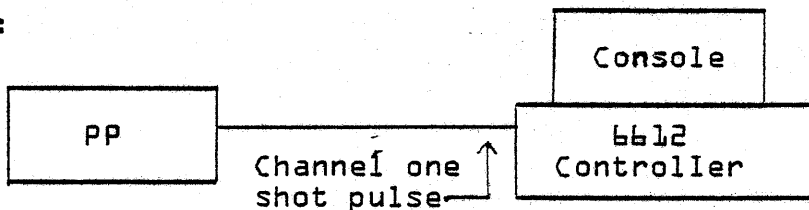


- A/I - Active/Inactive Flag  
set by PP only  
cleared by PP or I/O Device
- CR - 12-bit bidirectional channel register  
holds function codes or data
- F/E - Full/Empty Flag  
set by PP or I/O Device  
cleared by PP or I/O Device

TWO TYPES  
OF  
I/O DEVICES

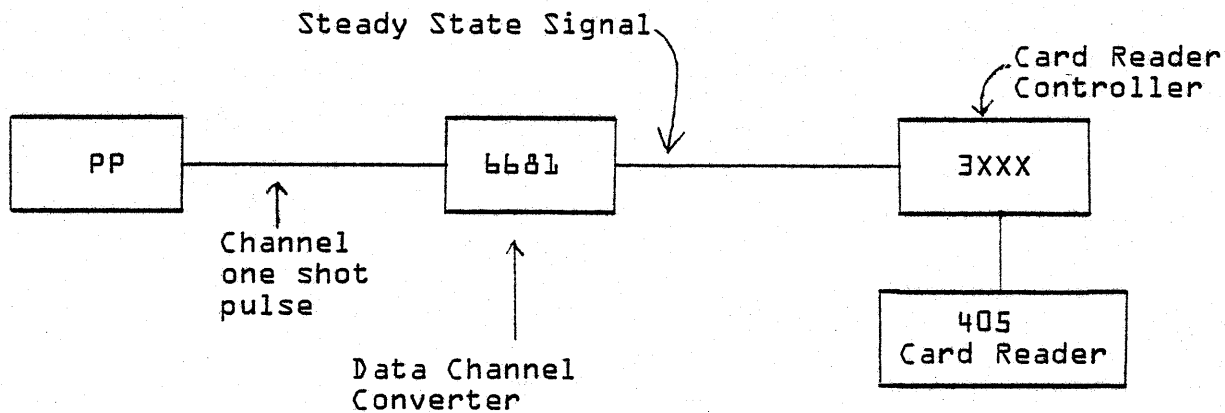
1. Designed especially for the CYBER/6000 mainframes. These use a one-shot pulse technique.

Example:



2. Designed originally for lower 3000 series computers, but used on CYBER/6000 mainframes. These require a converter {synchronizer} to convert the one shot pulse into a static {steady state} signal.

Example:



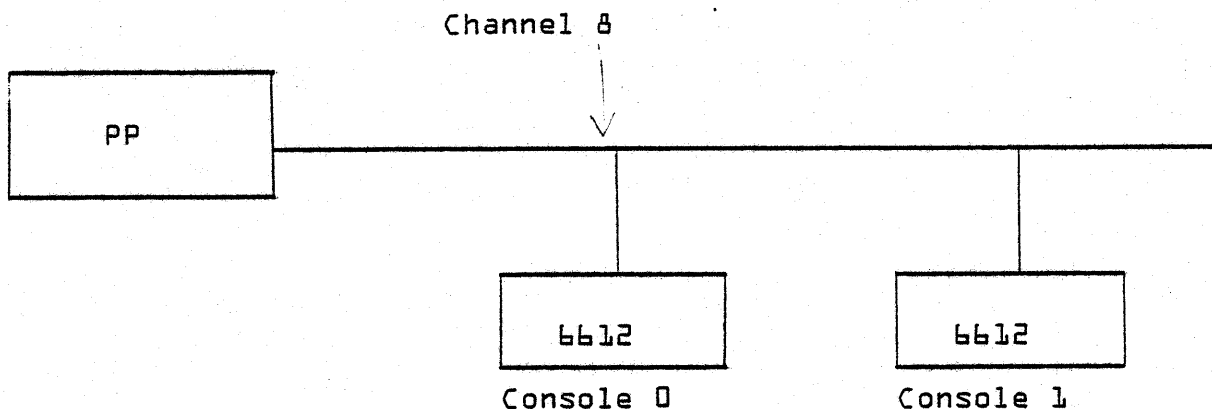
Channel Communications

Communication with an Input/Output device over a channel uses one or more of three basic actions. These actions are:

- 1. SELECT - This will select one of multiple data channel converters {bbb1's} on the same channel.
- 2. CONNECT - This will connect one of multiple I/O controllers on the same channel converter {bbb1}.
- 3. FUNCTION - This will direct the connected I/O device to take some specific action.

All three of these actions are defined by codes which are referred to by the generic term function code. The codes are, however, very specific for the action desired. The function codes vary in format and in the number of functions required to perform an I/O operation. Each I/O device controller has a unique function code format. The function code format is XXXX or four octal digits.

Example: Select, connect and function console 0 of two consoles on the same channel of a CYBER for keyboard input.



The select, connect and function may be accomplished in one function code.

The format of the function code is:

Select Equip.	Console Tube	Mode	Char Size
---------------	--------------	------	-----------

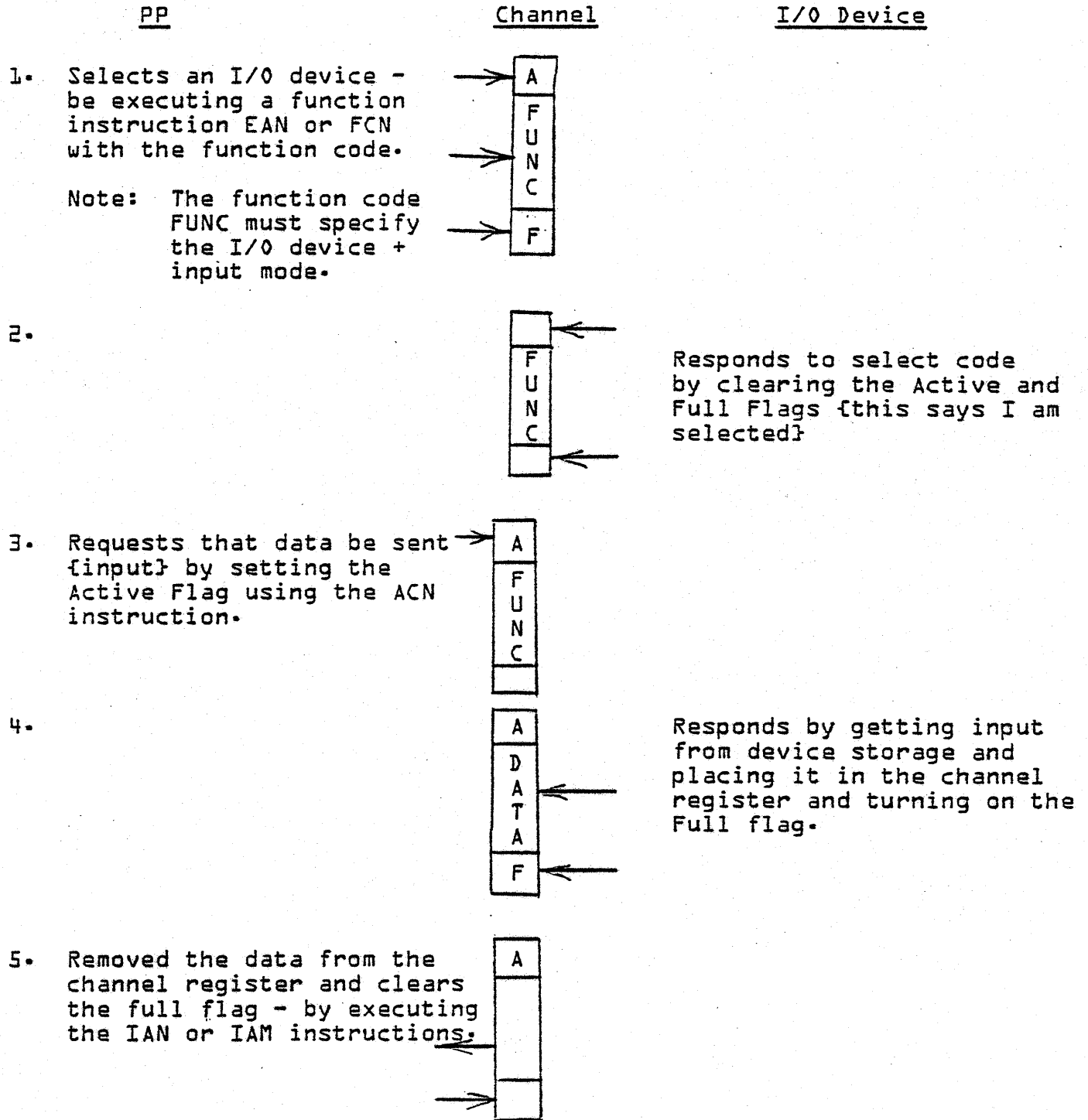
Specifically the function code to do the input in the example is

7020 {octal}

Actual communication with an Input/Output device requires a series of function code PP Instructions intermixed with other channel instruction in the PP. There are instructions for testing the condition of a data channel, activating or deactivating and inputting or outputting on a data channel.

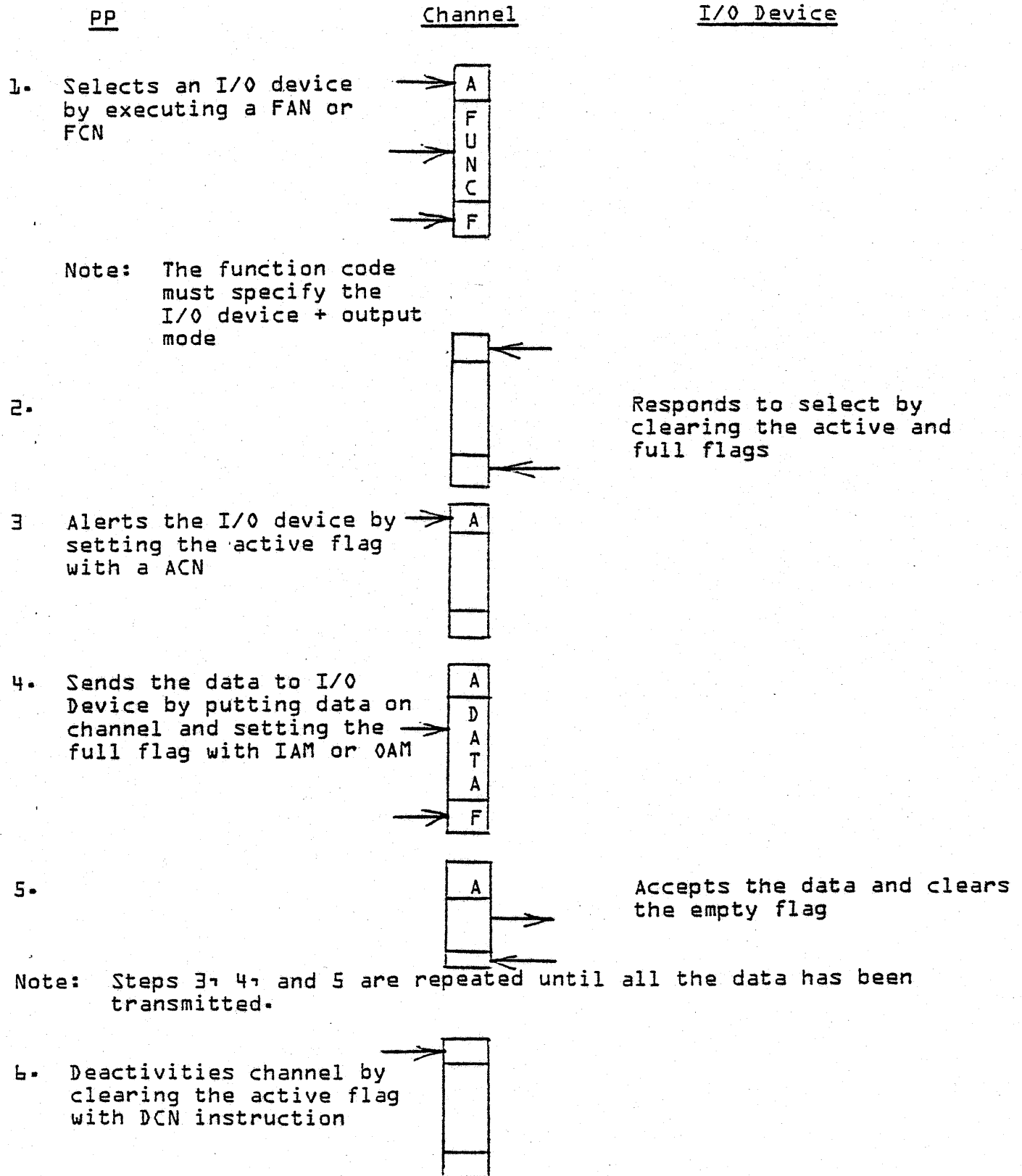


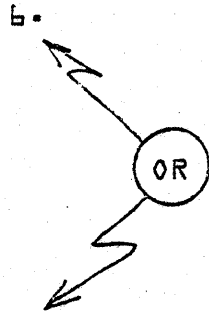
How Data Input Works



Note: Steps 3, 4 and 5 are repeated until one of the following conditions exist.

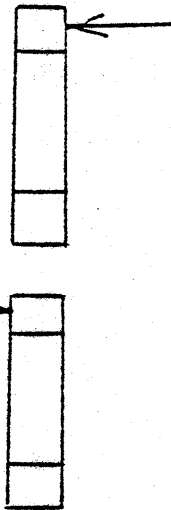
HOW DATA OUTPUT WORKS





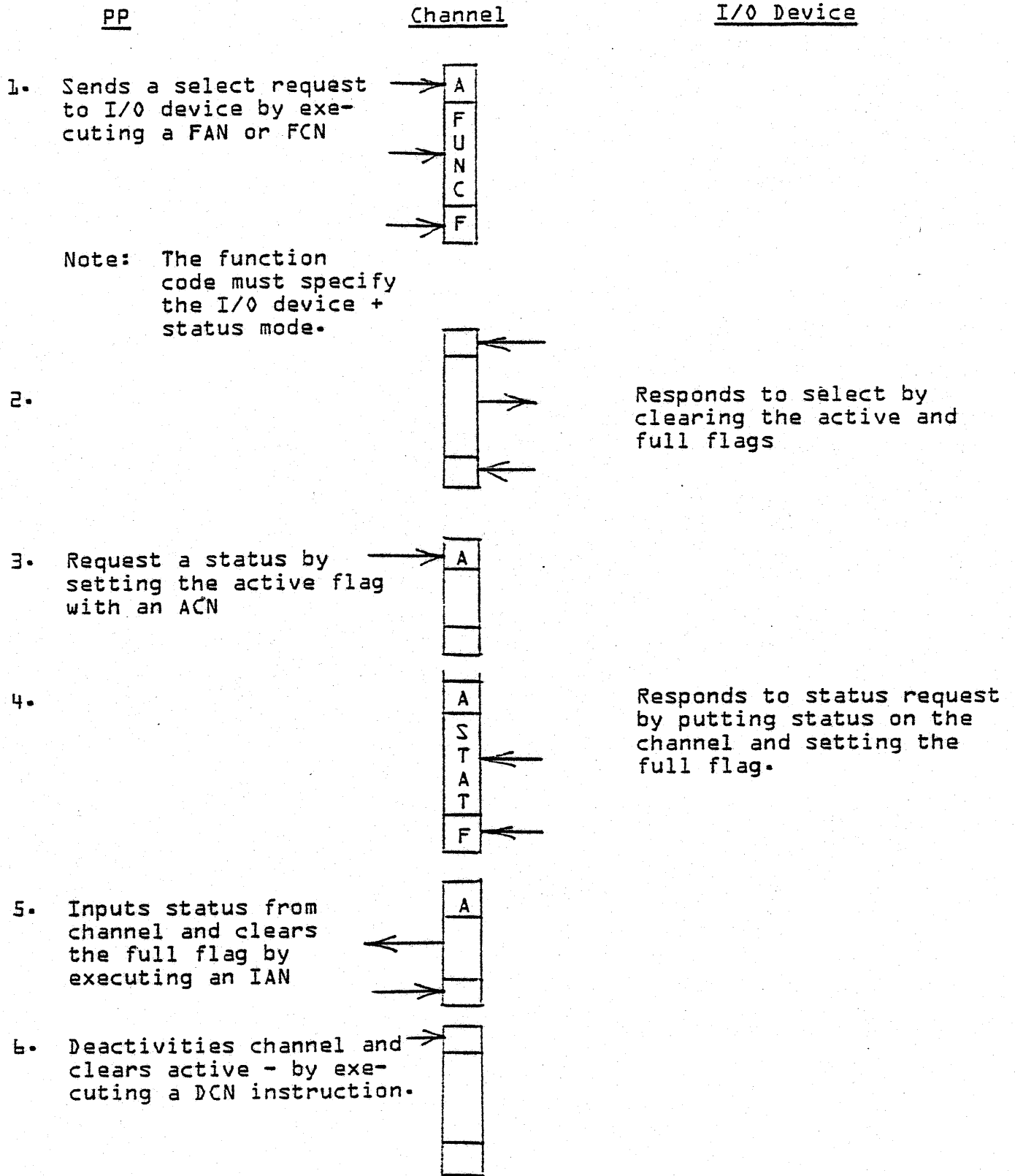
6.

7. Inputs the desired data and clears the Active Flag by executing a DCN instruction



Encounters an EOR and clears the Active Flag.

HOW STATUS REQUEST WORKS



CHANNEL CHARACTERISTICS

- o Any PP may read/write any channel
- o Composed of a 12-bit bi-directional register + two flags.
- o The communication language is composed of function codes and status replies.
- o May be "hung" by using wrong code sequences.
- o Has no hardware interlock to prevent undisciplined usage.
- o May be used for communication between two PP's.

## INPUT / OUTPUT INSTRUCTIONS

AJM	}	check CHANNEL ACTIVE flag
IJM		
FJM	}	check CHANNEL FULL flag
EJM		
ACN	*	activate channel
DCN	*	deactivate channel
FNC	*	send function code
FAN	*	send function from A
IAN	*	input a word to A
IAM	**	input a block to PP memory
OAN	*	output a word from A
OAM	**	output a block from PP memory

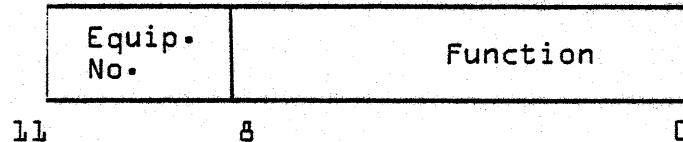
\* THESE INSTRUCTIONS CAN HANG THE PP  
 \*\* THESE INSTRUCTIONS CAN BE A NOP

Modes of Function Codes

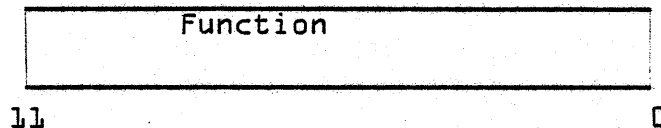
Some Input/Output devices require function codes of more than nine bits. This coupled with the length of the equipment identifier {6 bits} require a total function code of greater than twelve bits. This forces the programmer to use two function commands, where one command would have ordinarily been used. To allow function codes of 12 bits to be passed to the Input/Output devices, a special format of function codes was developed. To distinguish between the normal function code format and the extended function code format, a mode designation was used. The mode designations along with their formats are:

Mode I

This function code format is used when the Input/Output device requires only 9 bits of function data. The format is:

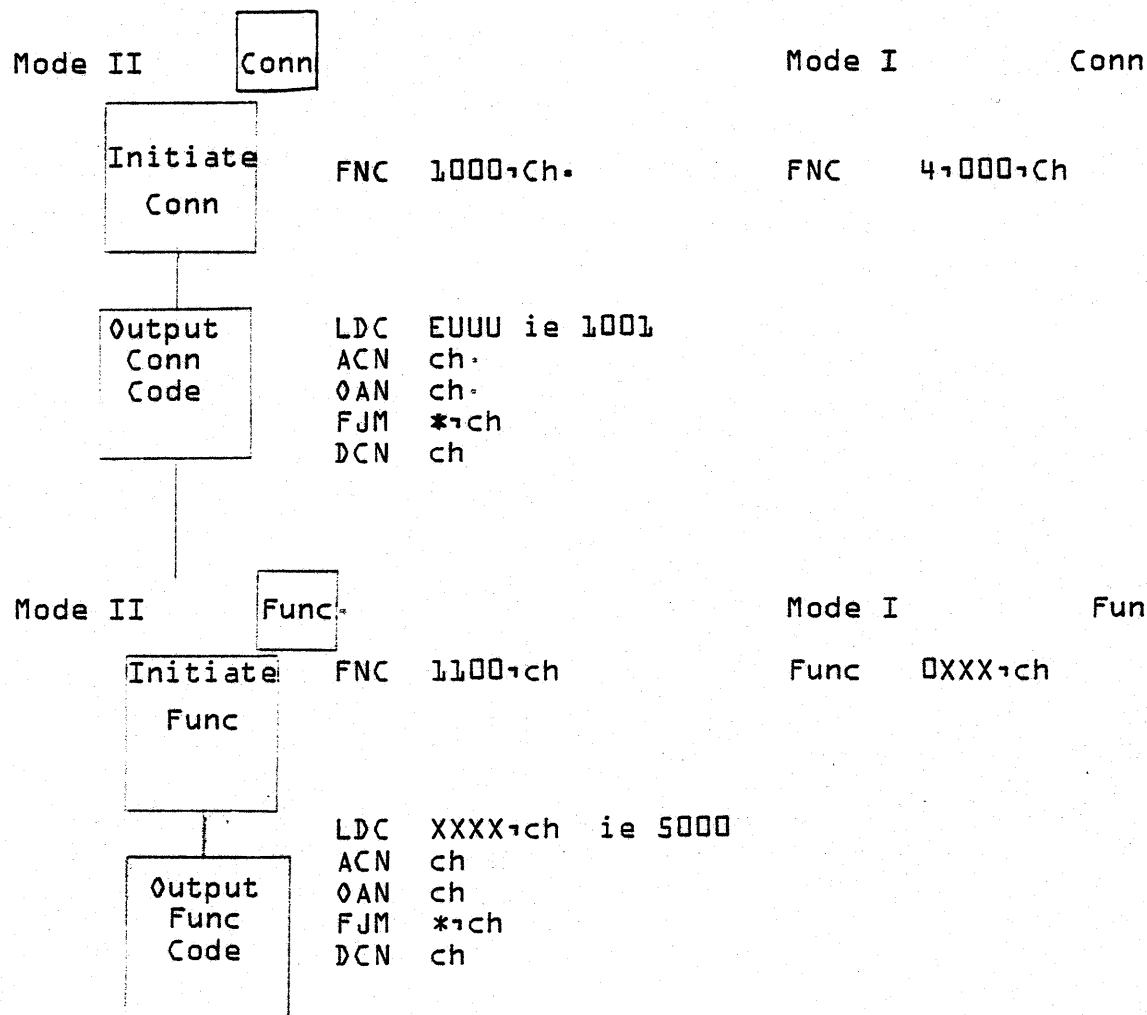
Mode II

This function code format is used when the Input/Output device requires the full 12 bits allowed in the function data. The format is:



These two modes of function codes are distinguished by the high order {leftmost} octal digit. The Mode I function code may contain an equipment number from 4 thru 7. Other octal digits in the equipment no. position are used in the mode II function. Some differences in the mode I and mode II function codes are illustrated below.

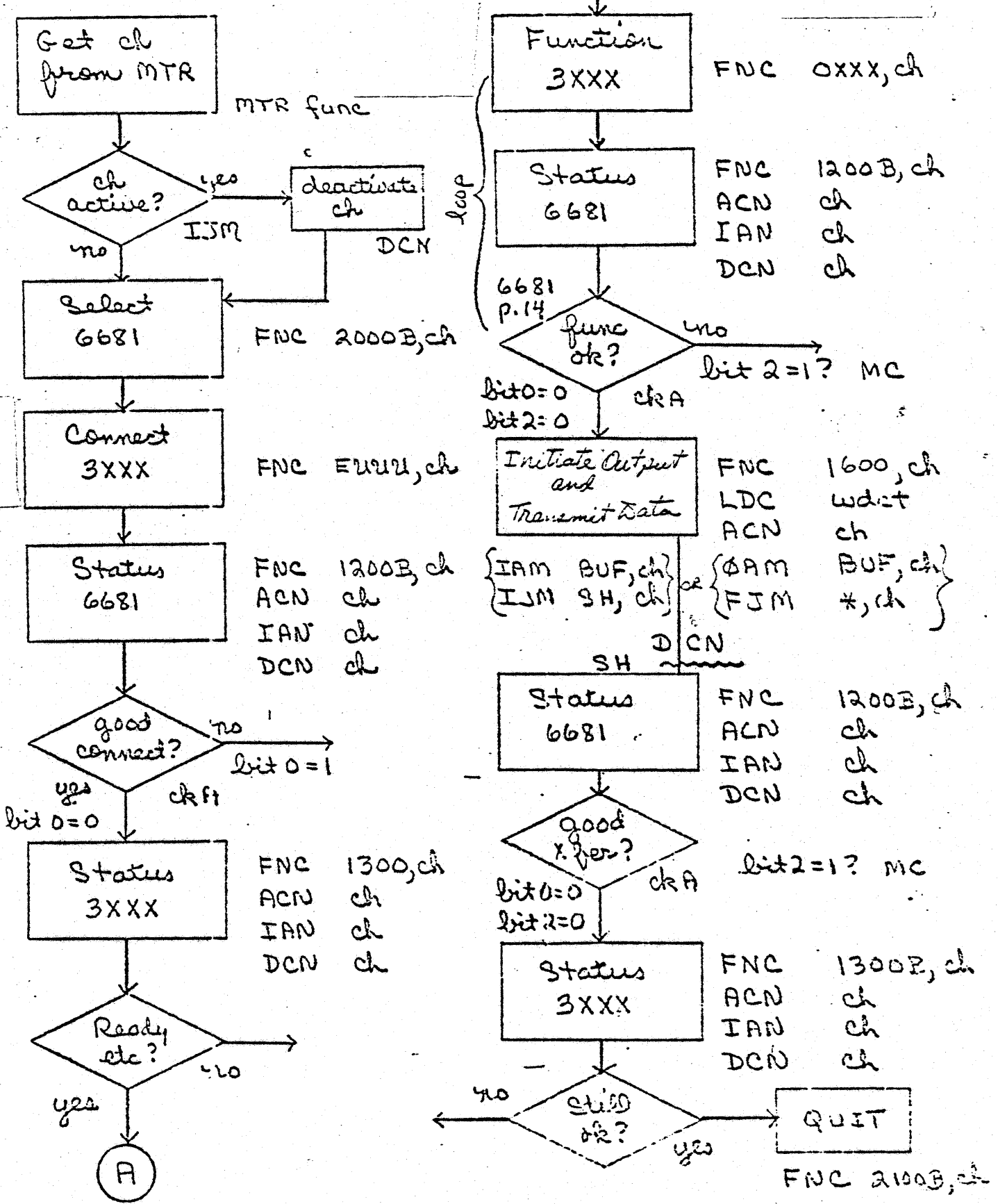
Differences Between Mode I and II





PROGRAMMING THE PERIPHERAL  
(using Mode I, VALS-53-11-17)

A



1. Code Example (MTR has assigned channel 5)

```

{
  IJM      *+3, 5 ← ch
  DCN      5
  LDC      2000 B
  FAN      5
  FNC      6003 B, 5
  FNC      1200 B, 5
  ACN      5
  IAN      5
  DCN      5
  LPN      7
  ZJN      ØK
  STD      2
  LPN      1
  NJN      EREJ
  LDD      2
  LPM      2
  NJN      IREJ
  LDD      2
  LPN      4
  NJN      PREJ

```

ØK  
}

- what does the code do? Write the comment lines
- comment on the logic.

## 2. How to Request a Channel

LDN	0
STD	D.T2
LDC	0506B
RJM	R.RCH

- What is the first choice channel? \_\_\_\_\_
- Where will the assigned channel number be found? \_\_\_\_\_

## 3. Another Way to Request a Channel:

LDC	0506B
STD	D.T1
STD	D.T4
LDN	0
STD	D.T2
LDN	M.RCH
RJM	R.MTR

- Do there any difference in the reply which will be received by these two sets of code?

4. How to Request a Channel and Ask for Immediate Reply:

LDC	0506B
STD	D.T1
LDN	0
STD	D.T2
STD	D.T4
LDN	M.RCH
RJM	R.MTR

D.T4 being 0 will indicate to MTR to reply immediately if the desired channel is not available. R.RCH would wait until the channel could be assigned.

---

5. How to Drop a Channel:

a. RJM R.DCH

where must the channel number be? \_\_\_\_\_

b. LDN M.DCH  
RJM R.MTR

where must the channel number be? \_\_\_\_\_

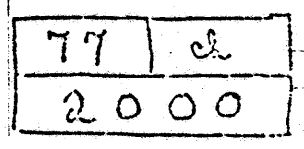
When requesting alternate channels,  
 the driver code must be changed to  
 reflect which channel MTR assigned

X	EQU	5	
CH	EQU	D.ZI	addr to contain ch. no.
	{		
	LDN	0	clear 5 bytes
	CRD	D.TO	
	<del>LDN</del>		
	LDC	0605B	Request 5 or 6
	RJM	R.RCH	
	LDD	D.TI	get ch received
	STD	CH	
	LDC	LIST	
	RJM	R.SYB	go change ch no.
	{		

X1	FNC	2000B, X	} driver code (assembled for channel 5)
	{		
X2	FNC	6003B, X	
	{		
X3	FNC	1200B, X	
	{		

LIST	VFD	12/CH	} addr containing ch no. (direct cell)
	VFD	12/X1	
	VFD	12/X2	
	VFD	12/X3	
	{		} all driver addresses containing ch no.
	DATA	0	

The channel no. must be changed  
 in every instruction using it.  
 The ch. no. will always be in  
 the d. portion of the instr



11-21 ie FNC 2000B, X

## 7. A Better Way to Handle Alternate Channels

X	SET	6	first choice ch
CH	EQU	D.Z1	loc. to hold current ch
	LDN	X	initialize CH
	STD	CH	
loop	LDN	0	
	STD	D.T2	
	LDC	0506B	request ch 5 or 6
	RJM	R.RCH	
	LDD	D.T1	get ch received
X0	SBD	CH	see if same as last time
	ZUN	X1	
	LDD	D.T1	reset CH if different
	STD	CH	
	LDC	LIST	
	RJM	R.STB	go change
X1	FNC	2000B, X	} driver code
	{		
X2	FNC	6003B, X	
	{		
LIST	VFD	12/CH	} addresses where ch needs changing.
	VFD	12/X1	
	VFD	12/X2	
	{		
	DATA	0	

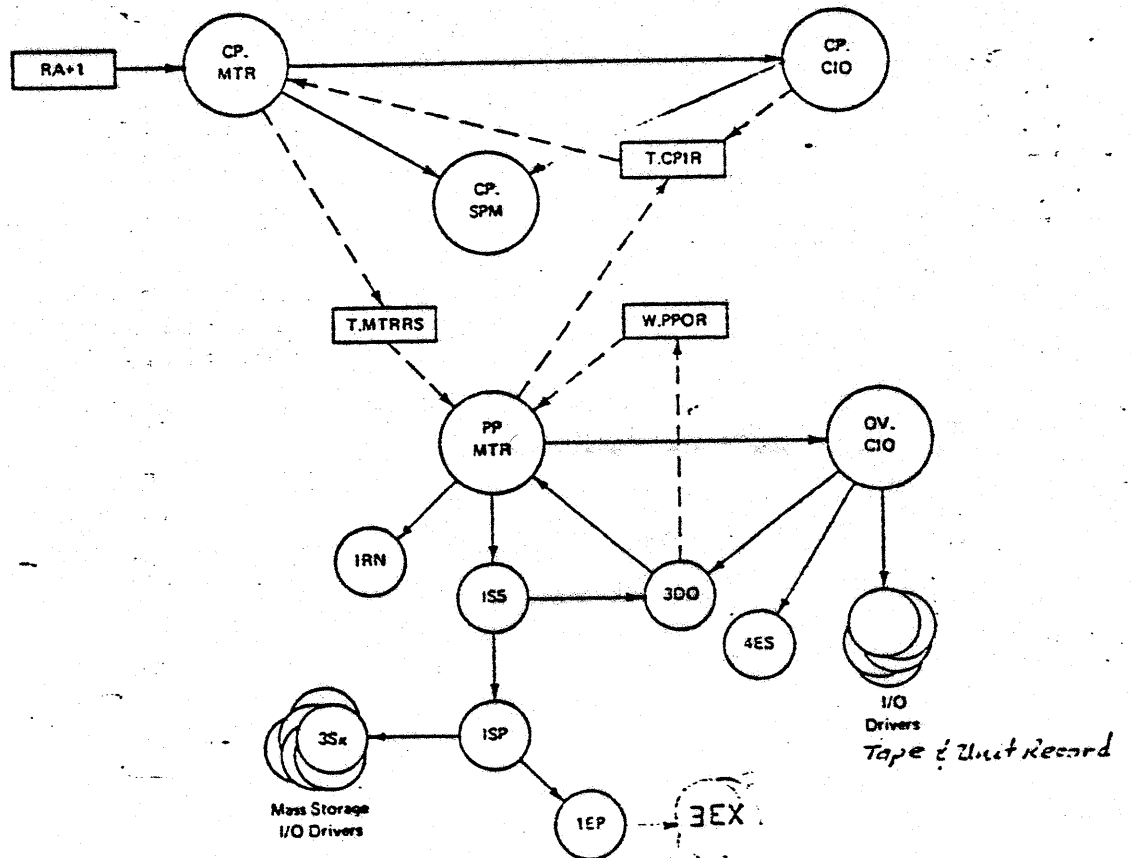
*SCOPE*  
*3.4*

INPUT/OUTPUT  
SOFTWARE  
SUBSYSTEMS

INTRODUCTION

Input and output request processing depends upon the source of each request. Active user CP programs issue RA+1 requests for I/O which are cycled through CPMTR. PP programs request I/O by placing a monitor request into their PP output register. System programs, which run at control point N.CP+1 cannot make monitor requests through RA+1. Since they run as CP service functions for PP programs, they make such requests through the output register of the PP servicing the program.

CPMTR assigns the I/O request to CP.CIO for I/O buffered requests or has MTR assign a PPU for CIO {circular input/output}, who processes requests for magnetic tape, teletype, and unit record I/O. When actual disk I/O is required CIO/CP.CIO cause a copy of ISP/1EP to be loaded to actually access the disk.



Another I/O processor, JANUS, exists in SCOPE, but its function is limited to processing unit record I/O for the system input and output queues. The queues contain job input and output files and are related to the job processing activities of SCOPE.

## CI0

The circular input/output processor consists of the central memory program CP.CI0, the PP program 0V.CI0 and several PP I/O drivers. A system programmer can write his own input/output software, or he can have his program generate a call to CI0. Before calling CI0, the program must set up circular buffer parameters and the CI0 operation code in the file environment table {FET} for the file. The relative address of the FET is placed in the CI0 call.

A PP routine places a CI0 call in its PP output register; PPMTR passes it through the CP input register for the CP.MTR. A CP program places a CI0 call in the CP request register {RA+1}. When PPMTR accepts the CI0 call, it assigns a PP and clears byte 0 of the PP output register.

When CP.MTR detects a CI0 call, it passes it to CP.CI0 if the request is for a buffered file or to CI0, for validation and selection of the proper routine to supervise execution of the function. The CI0 is then reissued via the request stack and CP.MTR to be processed by the required PPCI0 driver; byte zero of the RA+1 register is cleared. When the I/O operation is completed CP.CI0 adds one to the code/status field of FET word one. As all CI0 codes placed in the FET code/status field are even numbers, an odd number in that field signals completion of the operation {or that the file is not busy}.

### SCOPE CI0 CODES {3.4}

All codes indicated by \* are illegal; all reserved codes are illegal. All codes are octal for coded mode operations; add 2 for binary mode. Example: 010 is coded READ, 012 is binary READ.

000	RPHR	054	*	130	CLOSE,NR
004	WPHR	060	UNLOAD	134	*
010	READ	064	*	140	OPEN
014	WRITE	070	RETURN	144	OPEN,WRITE
020	READSKP	074	*	150	CLOSE
024	WRITER	100	OPEN,NR	154	*
030	*	104	OPEN,WRITE NR	160	OPEN
034	WRITEF	110	POSMF	164	*
040	BKSP	114	EVICT	170	CLOSE,UNLOAD
044	BKSPRU	120	OPEN,NR	174	CLOSE,RETURN
050	REWIND	124	*		



200 Series for Special Read or Write (reverse, skip, non-stop, rewrite, etc.)

200	READC	230	*	254	*
204	WRITEC	234	REWRITEF	260	READN
210	READLS	240	SKIPF	264	WRITEN
214	REWRITE	244	*	270	*
220	*	250	READNS	274	*
224	REWRITER				

300 Series for Tape OPEN and CLOSE

300	OPEN, NR	324	*	354	*
304	*	330	CLOSER	360	*
310	*	334	*	364	*
314	*	340	OPEN	370	CLOSER, UNLOAD
320	*	350	CLOSER	374	*

400 Series (Reserved for CDC)

500 Series (Reserved for Installations)

600 Series

600	*	630	*	654	*
604	*	634	*	660	*
610	*	640	SKIPB	664	*
614	*	644	*	670	*
620	*	650	*	674	*
624	*				

7000 Series (Reserved for CDC)

### CIRCULAR BUFFER

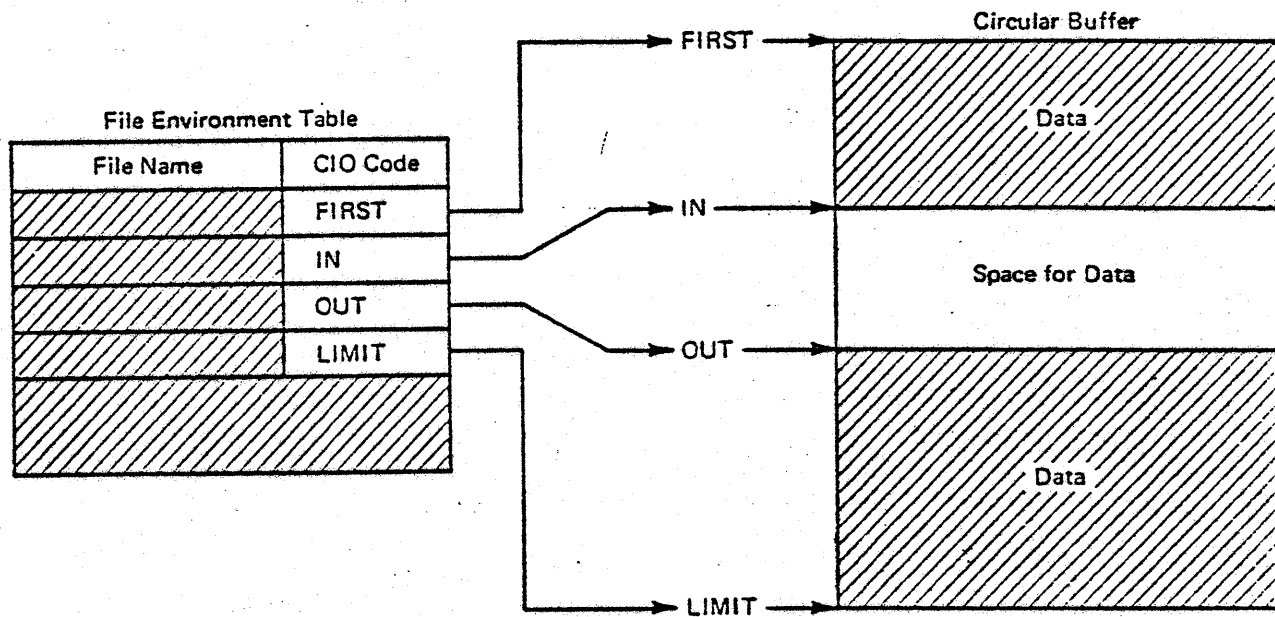
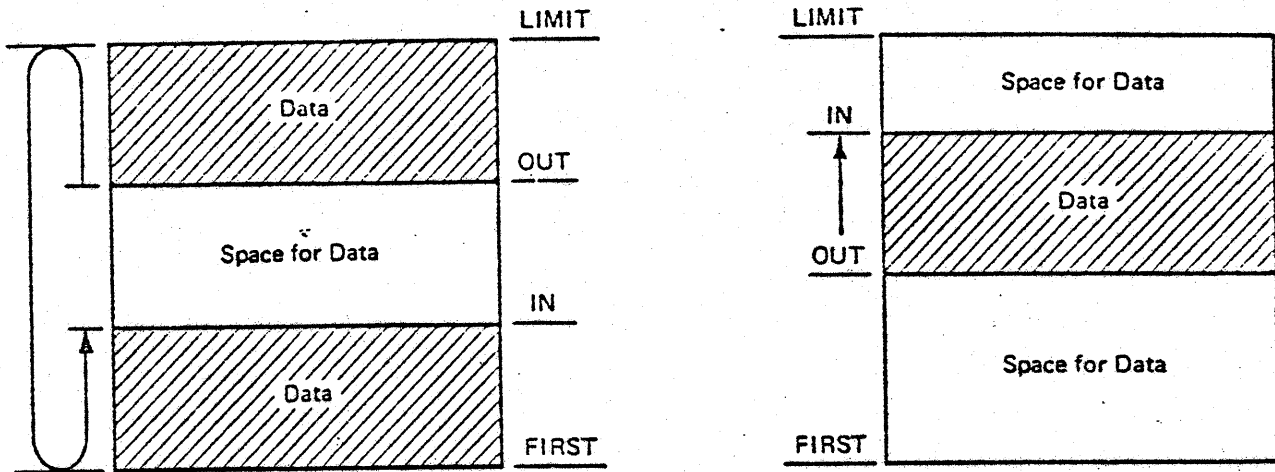
A circular buffer is a temporary storage area in central memory through which data passes during I/O operations. It is termed circular because I/O processing routines treat the last word and the first word of the buffer area as contiguous.

FIRST is the first word address of the circular buffer. Routines that process I/O never change the value of FIRST.

LIMIT is the last word address +1 of the buffer area. No data is stored in this word. When LIMIT is reached, the next address accessed is FIRST. Routines that process I/O never change the value of LIMIT.

OUT is the next location from which data is removed from the circular buffer. CI0 or the calling program changes OUT depending on whether the operation is read or write.

IN is the next location into which data is written. CI0 or the calling program changes IN depending on whether the operation is read or write. When  $IN=OUT-1$ , the buffer is full. A partly filled buffer extends from OUT to  $IN-1$ .



The circular buffer must be at least one word larger than the length of one PRU. For a write operation at least one PRU of data should be in the buffer. For a read operation the buffer must have room to receive one PRU of data. Less than one PRU may be transmitted only if an end-of-record is read or written.

## CIO OPERATION

When MTR initiates CIO, either version, to perform file I/O, CIO locates the FNT for the file. If the FNT pointer in the FET is non-zero, CIO checks the FNT entry indicated by the pointer to determine if the file name in the FNT entry is the same as the file name in the FET; it will also check that the file is assigned to the job control point. If the names do not match or if the FNT pointer is zero, CIO will search the entire FNT for a file assigned to that job control point with a matching name. If the file is not found, CP.CIO will create a FNT entry for the file. Such files are always local and assigned to allocatable devices. Once the FNT entry is found or created, CIO stores the address of the FNT entry in the FET. The FNT pointer in the FET facilitates the FNT search.

If file status is busy, CIO posts the request for rescheduling and exits. Otherwise, CIO checks the code field in the FET against the last code/status field in the FNT to ensure the requested operation can legally follow the preceding operation. If not, CIO replaces the RA+1 call with a request for the PP program CEM which handles error messages, then reissues the RA+1 call to be processed again by CP.MTR. If the operation is legal, CIO transfers the code/status field in the FET to the last code/status field in the FNT. The proper CIO routine is selected to supervise function execution.

When the file is opened, CIO determines if the file is on an allocatable or non-allocatable device or is ECS resident by checking the device code in the second word of the FNT. If the file is on an allocatable device, CIO puts the request in the I/O request stack in CMR. The stack processor CP.SPM schedules I/O on allocatable devices; it will perform the I/O and set the completion bit. PP.CIO and its overlays process I/O requests for non-allocatable.

When PP.CIO is required, PPMTR assigns an available PP and causes CIO to be loaded and initialized. Depending upon the operation, CIO will call one or more of the following overlays.

### Function Routines:

1CL	File Close
1OP	File Open
1MF	Multifile Positioning
1RP	Reel Close
3DO	Mass Storage Device File Open
4ES	Enter Stack Request {mass storage I/O}
6WM	Write Error Message

## Tape Drivers:

LRS	Read 7-track stranger {S} tapes
LRT	Read 7-track SCOPE standard labeled tapes
LMT	Read/write L {Long Stranger} tapes {7-track}
LNR	Read 9-track stranger {S} tapes
LNW	Write 9-track stranger {S} tapes
LWS	Write 7-track stranger {S} tapes
LWI	Write 7-track SCOPE standard labeled tapes
LTF	Move tape forward {except long record {L} tapes}
LTB	Move tape backward {except long record {L} tapes}
LR9	Read 9-track SCOPE standard labeled tapes
LW9	Write 9-track SCOPE standard labeled tapes

## Unit Record Drivers:

ZPC	On line card punch
ZRC	On line card reader
ZLP	On line printer

## Tape Error Recovery Drivers:

LP1	Write error recovery - tape positioning
LP2	Write error recovery - erase/rewrite
LP3	Write error recovery - verification driver
LP4	Write error recovery - final driver
LRV	Initialize/terminate read error recovery
LR2	Read parity error recovery
LR3	Read error recovery - position/reread
LW0	Noise error recovery - read error processing
LN2	Noise error recovery - read recovery driver
LN3	Noise error recovery - skip noise record
LCS	Write CM data - 7/9 track stranger tape read recovery
LCT	Write CM data - 7/9 track SCOPE standard tape read recovery
LCR	Write CM data - 7-track other tape read recovery

If the file device code is for a non-allocatable device, PPCIO loads an I/O driver into its PP to perform the actual I/O. The overlay selected is determined by the operation requested. For example, if a user issues a request to read data from a file on a SCOPE standard format 7-track tape, CI0 will call the overlay LRT into its PP. LRT will reserve one of the hardware channels connected to the equipment. It then issues the function codes to connect the controller and tape drive. LRT issues functions to transmit one PRU of data from the tape driver over the data channel.

LRT accumulates the PRU of data in a PP buffer. When the entire PRU is transmitted or an end-of-record {short PRU} is encountered, LRT picks up the pointers to the circular buffer in central memory from the FET. LRT continues to transfer PRUs of data from the tape through the PP buffer to the circular buffer until the buffer is full or an end-of-record is encountered. LRT updates the PRU count in the file FNT, releases the channel, sets completion bits in the FNT and FET, and drops out.

The following charts depict the logical sequence of events during various CI0 tape operations.

READ

	Standard Binary	Standard Coded	S Binary	S Coded	L Binary	L Coded
1. Exit if not enough room in buffer for one maximum size physical record.	x	x				
2. Exit if not enough room in buffer for MLRS words.			x	x	x	x
3. Read one physical record into PP.	x	x	x	x		
4. Read one physical record into CM.					x	x
5. If physical record exceeds maximum allowable, return error status DEVICE CAPACITY EXCEEDED and perform error procedures.	x	x				
6. If physical record exceeds maximum logical record size, return error status DEVICE CAPACITY EXCEEDED and perform error procedures. If a long record is encountered, excess information is discarded without notification to user.			x	x	x	x
7. If end-of-file mark was read, perform end-of-file mark procedures.	x	x	x	x	x	x
8. If noise records encountered, go to 3.	x	x	x	x	x	x
9. If parity error, perform parity procedures.	x	x	x	x	x	x
10. If end-of-tape reflective spot was encountered and tape is unlabeled, perform end-of-reel procedures.			x	x	x	x
11. If short PRU was read, strip level number.	x	x				
12. If zero length PRU was read, go to 21.	x	x				
13. When bb81 is present, convert data in PP from BCD to display code.		x		x		
14. When bb81 is present, convert data in CM from External BCD to display code.						x

READ {continued}

	Standard Binary	Standard Coded	S Binary	S Coded	L Binary	L Coded
15. Convert 1632 line terminator to 0003.		x				
16. Transmit data to CM.	x	x	x	x		
17. Update IN.	x	x	x	x	x	x
18. Fetch OUT from CM.	x	x				
19. Place in word 7 of FET the number of unused bits in the last data word.			x	x	x	x
20. If full PRU, go to 1.	x	x				
21. If last record was level 17 of tape mark, set end-of-file status.	x	x	x	x	x	x
22. Set end of record in status field of FET and exit.	x	x	x	x	x	x

WRITE

	Standard Binary	Standard Coded	S Binary	S Coded	L Binary	L Coded
1. Exit if not full PRU.	x	x				
2. If data from OUT to IN exceeds maximum logical record size from FET, return DEVICE CAPACITY EXCEEDED and perform error procedures.			x	x	x	x
3. Fetch number of unused bits in last data word from FET and adjust record length. If record length constitutes a noise record, return DEVICE CAPACITY EXCEEDED and perform error procedures.			x	x	x	x
4. Read one PRU of data starting at OUT from CM to PP.	x	x				
5. Read data contained between OUT and IN from CM to PP. Adjust by unused bit count.			x	x		
6. When 6681 present, convert display code to BCD in PP memory.		x		x		
7. When 6681 present, convert from display code to BCD in GM.						x
8. Convert zero byte line terminator to 1632.		x				
9. Write record to tape.	x	x	x	x		
10. Write from CM to tape, data contained between OUT and IN, adjusted by unused bit count.					x	x
11. When 6681 present, convert data in CM buffer back to display code.						x
12. If parity error, perform parity procedure.	x	x	x	x	x	x
13. If end-of-tape reflective spot, perform end-of-reel procedures.	x	x	x	x	x	x
14. Update OUT.	x	x	x	x	x	x
15. Exit.			x	x	x	x
16. Fetch IN from CM	x	x				
17. Go to 1.	x	x				

WRITER

	Standard Binary	Standard Coded	S Binary	S Coded	L Binary	L Coded
1. If IN = OUT, exit.			x	x	x	x
2. If PRU not full, insert level number in PP buffer.	x	x				
3. If data from OUT to IN exceeds maximum logical record size from FET, return DEVICE CAPACITY EXCEEDED and perform error procedures.			x	x	x	x
4. Fetch number of unused bits in last data word from FET and adjust record length. If record length constitutes a noise record, return DEVICE CAPACITY EXCEEDED and perform error procedures.			x	x	x	x
5. Read one PRU starting at OUT or between OUT and IN- whichever is smaller, from CM to PP.	x	x				
6. Read data between OUT and IN from CM to PP. Adjust by unused bit count.			x	x		
7. When bb81 is present, convert display code to BCD in PP memory.		x		x		
8. When bb81 is present, convert display code to BCD in CM.						x
9. Convert zero byte line terminator to 1b32.			x			
10. If IN = OUT, write zero length record. Go to 12.	x	x				
11. Write record to tape.	x	x	x	x		
12. Write data between OUT and IN from CM to tape, adjust by unused bit count.						
13. When bb81 is present, convert data in CM buffer to display code.						x
14. If parity error, perform parity procedures.	x	x	x	x	x	x
15. If end-of-tape reflective spot, perform end-of-reel procedures.	x	x	x	x	x	x
16. Update OUT.	x	x	x	x	x	x



WRITER {continued}

	Standard Priority	Standard Control	Priority	Control	Priority	Control
17. Exit.						
18. If full PRU is not written, exit.	x	x				
19. Go to 1.	x	x				

WRITEF

	Standard Binary	Standard Coded	S Binary	S Coded	L Binary	L Coded
1. If no data from OUT to IN, go to 23.	x	x				
2. If no data from OUT to IN, go to 19.			x	x	x	x
3. If not full PRU, insert 0 level number.	x	x				
4. If data from OUT to IN exceeds maximum logical record size, return DEVICE CAPACITY EXCEEDED and perform error procedures.			x	x	x	x
5. Fetch number of unushed bits in last data word from FET and adjust record length. If record length constitutes a noise record, return DEVICE CAPACITY EXCEEDED and perform error procedures.			x	x	x	x
6. Fetch one PRU of data starting at OUT or data between OUT and IN, whichever is smaller, from CM to PP.	x	x				
7. Read data contained between OUT and IN from CM to PP. Adjust by unused bit count.			x	x		
8. When bb81 is present, convert display code to BCD in PP memory.		x		x		
9. When bb81 is present, convert display code to BCD in CM.						x
10. Convert zero byte line terminator to 1b32.		x				
11. Write record to tape.	x	x	x	x		
12. Write data between OUT and IN from CM to tape, adjust by unused bit count.					x	x
13. When bb81 is present, convert data in CM buffer to display code.						x
14. If parity error, perform parity procedures.	x	x	x	x	x	x
15. If end-of-tape reflective spot, perform end-of-reel procedures.	x	x	x	x	x	x
16. Update OUT.	x	x	x	x	x	x

WRITEF {continued}

	Standard Binary	Standard Coded	S Binary	S Coded	L Binary	L Coded
17. Write end-of-file mark and exit.			x	x	x	x
18. If full PRU is not written, write zero length level 17 record and exit.	x	x				
19. Go to 3.	x	x				
20. If last operation was WRITE, write zero length PRU.	x	x				
21. Go to 17.	x	x				

STUDY QUESTIONS  
External Input/Output - Section XI

1. In the SCOPE Operating System all Input/Output operations are performed by \_\_\_\_\_.
2. A channel may pass information in more than one direction.  
    {a} true  
    {b} false
3. More than one PP may read data from a single channel concurrently.  
    {a} true  
    {b} false
4. All PP's are connected to all channels.  
    {a} true  
    {b} false
5. What function does the Active/Inactive flag serve?
6. The Active Flag may be set by \_\_\_\_\_.
7. A bbl is a \_\_\_\_\_?
8. Input/Output devices are directed by \_\_\_\_\_ codes.
9. Most channel instructions will hang the PP if not executed in proper sequence.  
    {a} true  
    {b} false
10. Some channel instructions may act as a NOP. Which one(s)?  
\_\_\_\_\_
11. Channel function codes are \_\_\_\_\_ or \_\_\_\_\_ bit in length.
12. There is a hardware interlock to prevent more than one PP from using a channel that is already busy.  
    {a} true  
    {b} false

STUDY QUESTIONS  
External Input/Output - Section XI

1. In the SCOPE Operating System all Input/Output operations are performed by PPs.
2. A channel may pass information in more than one direction.  
 {a} true  
 {b} false
3. More than one PP may read data from a single channel concurrently.  
 {a} true  
 {b} false
4. All PP's are connected to all channels.  
 {a} true  
 {b} false
5. What function does the Active/Inactive flag serve?  
*To direct "traffic" on the channel*
6. The Active Flag may be set by the PP.
7. A bbb1 is a data channel converter?
8. Input/Output devices are directed by function codes.
9. Most channel instructions will hang the PP if not executed in proper sequence.  
 {a} true  
 {b} false
10. Some channel instructions may act as a NOP. Which One(s)?  
IAM OAM
11. Channel function codes are 9 or 12 bits in length.
12. There is a hardware interlock to prevent more than one PP from using a channel that is already busy.  
 {a} true  
 {b} false

13. Monitor manages channel activity. How does this effect the PP programmer?
14. In SCOPE the disk Input/Output is handled by \_\_\_\_\_ .  
{Subprogram(s)}.
15. Tape Input/Output activity is managed by \_\_\_\_\_ .

13. Monitor manages channel activity. How does this effect the PP programmer? *He should request channels through MTR.*
14. In SCOPE the disk Input/Output is handled by ISP.  
{Subprogram{s}}.
15. Tape Input/Output activity is managed by CIO.

DEADSTART



DEADSTART  
Lesson Guide

REFERENCES:

PP COMPASS Student Guide Section XII  
Systems Programmers Reference

TRAINING AIDS:

Visuals VALS-53-12-5, VALS-53-12-10, VALS-53-12-11

ASSIGNMENTS:

Study Questions Section XII

OBJECTIVES:

- {1} To present the sequence of events from the time the deadstart button is pushed.
- {2} To give an overview of the software routines in the deadstart package.
- {3} To present enough details of the deadstart matrix switch program to allow the system programmer to change tape channel selection for deadstarting.

DEADSTART  
Lesson Outline

XII. DEADSTART

- A. Pushing the Deadstart Button - Master clear
  - o Master Clears all I/O channels
  - o Deselects all I/O equipment
  - o All channels active and empty
  - o Selects all  $\text{bbl}$ 's in system
  
- B. Pushing the Deadstart Button - Hardware Boot
  - o Causes all PP to "wait" - IAM
  - o Causes program in matrix switches to be read into PP0
  - o Disconnects Channel 0
  - o Disconnects Channel 12
  - o Connects to Channel 12 {deadstart tape}
  - o Reads first record of tape
  - o EOR on tape drive disconnects channel
  
- C. Pushing the Deadstart button - Software Boot
  - o Software {CEA} read into PP0
  - o CEA execution
  
- D. Matrix Switch Program
  - o  $\text{bOX/b5X}$  tapes on channel 0
  - o  $\text{bOX/b5X}$  tapes on channel 1-11
  - o  $\text{bOX/b5X}$  tapes on channel 12-13
  - o  $\text{bOX/b5X}$  tapes on channel 0. no  $\text{bbl}$
  - o Warmstart -  $\text{b6X}$  tape - no  $\text{bbl}$
  - o Warmstart -  $\text{b6X}$  tape - channel 12-13
  - o Warmstart -  $\text{b6X}$  tape, channel 12-13 no  $\text{bbl}$
  - o Coldstart from card reader on channel 12-13
  - o Coldstart from card reader on channel 1-11
  
- E. Deadstart Tape Records
  - o CEA
  - o D
  - o CMR
  - o EST
  - o IRP
  - o P
  - o STL
  - o IRCP

F. Deadstart Software Flow Charts

## Deadstart

The deadstart procedure is initiated by momentarily pushing the deadstart button either on the console or on the deadstart panel. Pushing this button causes the following:

### I. Master Clear

1. Master clears all I/O channels
2. Deselects all I/O equipment in system except deadstart panel.
3. Sets all channels active and empty.
4. Selects all  $\text{6681}$ 's in system.

### II. Deadstart Hardware Boot

5. Causes all PP's to "wait" executing an IAM instruction on the channel corresponding to the PP's number.
6. Causes program in deadstart panel {matrix switches} to be read into PP0 location 01 thru 14 octal.
7. Disconnects channel 0, causing execution to begin at location 01 in PP0.
8. Disconnects channel 12 { $\text{6681}$  still selected}.
9. Connects to MT with deadstart tape.
10. Reads in first record of deadstart tape.
11. EOR signal causes PP to disconnect channel 12

### III. Deadstart Software Boot

12. Software program {CEA} just loaded by the above steps begins execution at location 0015 in PP0.

The deadstart procedure continues with a complete series of software programs as outlined in the flowcharts below. The deadstart package consists of the following decks:

CEA  
CONTROL  
IRCP  
STL  
TDS

For all panel settings, a 1 indicates the up or set position; a 0 indicates the down position.

Deadstart Panel to Read from 60x/65x Tape on Channel 0

ADDRESS	BINARY	OCTAL
0001	0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0
0002	1 1 1 1 1 1 0 0 0 0 0 0	7 7 0 0
0003	e e e r r r 0 0 0 u u u	e r u u
0004	1 1 1 1 1 1 0 0 0 0 0 0	7 7 0 0
0005	0 0 0 0 0 0 0 0 1 0 0 0	0 0 1 0
0006	1 1 1 1 1 1 0 0 0 0 0 0	7 7 0 0
0007	0 0 1 1 1 0 0 0 0 0 0 0	1 4 0 0
0010	1 1 1 1 1 0 0 0 0 0 0 0	7 4 0 0
0011	1 1 1 0 0 1 0 0 0 0 0 0	7 1 0 0
0012	0 0 0 0 0 0 0 0 1 0 0 0	0 0 1 3

The remainder of the panel is irrelevant.

- eee Tape controller number (4 or greater)
- uuuu Tape unit number
- s PPO save switch (1 if PPO is not to be saved)
- rrr CMR number (000 for first CMR)

Deadstart Panel to Read from 60x/65x Tape on Channel 1-11

ADDRESS	BINARY	OCTAL
0001	1 1 1 1 1 0 1 1 0 0 0 0	7 3 c c
0002	0 0 0 0 0 0 0 0 0 0 1 1	0 0 1 3
0003	1 1 1 1 1 1 0 1 0 0 0 0	7 5 c c
0004	1 1 1 1 1 1 1 1 1 0 0 0	7 7 c c
0005	e e e r r r 0 0 0 u u u	e r u u
0006	1 1 1 1 1 1 1 1 1 0 0 0	7 7 c c
0007	0 0 1 1 1 0 0 0 0 0 0 0	1 4 0 0
0010	1 1 1 1 1 1 0 0 0 0 0 0	7 4 c c
0011	1 1 1 1 0 0 1 0 0 0 0 0	7 1 c c
0012	0 0 0 0 0 0 0 0 1 0 1 1	0 0 1 3
0013	0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0
0014	1 1 1 0 0 0 1 0 0 1 0 1 0	7 1 1 2

- cccc Tape channel number (1-11)
- eee Tape controller number (4 or greater)
- uuuu Tape unit number
- s PPO save switch (1 if PPO is not to be saved)
- rrr CMR number (000 for first CMR)

Deadstart Panel to Read from 60x/65x Tape Channels 12 or 13

ADDRESS	BINARY	OCTAL
0001	1 1 1 1 0 1 0 0 c c c c	7 5 c c
0002	1 1 1 1 1 1 1 0 0 c c c c	7 7 c c
0003	e e e r r r 0 0 u u u e r u u	e r u u
0004	1 1 1 1 1 1 1 0 0 c c c c	7 7 c c
0005	0 0 0 0 0 0 0 0 0 0 1 0 0 0 0	0 0 1 0
0006	1 1 1 1 1 1 1 0 0 c c c c	7 7 c c
0007	0 0 1 1 1 0 0 0 0 0 s 0 0	1 4 0 s
0010	1 1 1 1 1 0 0 0 0 0 c c c c c c	7 4 c c
0011	1 1 1 1 1 0 0 1 0 0 0 c c c c c	7 1 c c
0012	0 0 0 0 0 0 0 0 0 0 1 0 1 1 0 0 0 1 3	0 0 1 3

The remainder of the panel is irrelevant.

cccc Tape channel number (12 or 13)  
 eee Tape controller number (4 or greater)  
 uuuu Tape unit number  
 s PP0 save switch (1 if PP0 is not to be saved)  
 rrr CMR number (000 for first CMR)

Deadstart Panel (Warmstart) to Read from 66x Tape on Channel 0 Without a 6681 Data Channel Converter

ADDRESS	BINARY	OCTAL
0001	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0
0002	0 0 1 1 1 1 1 0 0 0 0 0 1 0 0	1 7 0 1
0003	0 0 0 1 0 1 1 1 1 1 1 0 0 0 0	0 5 7 6
0004	0 1 0 1 1 0 0 0 0 0 0 0 0 0 0	2 4 0 0
0005	0 1 0 1 1 0 0 r r r s 0 0	2 4 r s
0006	1 1 1 1 1 1 1 0 0 0 0 0 0 0 0	7 7 0 0
0007	e e e 0 d 0 1 1 u u u e d 6 u	e d 6 u
0010	1 1 1 1 1 0 0 0 0 0 0 0 0 0 0	7 4 0 0
0011	1 1 1 1 1 0 0 1 0 0 0 0 0 0 0	7 1 0 0
0012	0 0 0 0 0 0 0 0 0 0 1 0 1 1 0 0 0 1 3	0 0 1 3

The remainder of the panel is irrelevant

eee Tape controller number  
 uuuu Tape unit number  
 s PP0 save switch (1 if PP0 is not to be saved)  
 rrr CMR number (000 for first CMR)  
 d Tape density (0=556 bpi, 1=800 bpi) for 7-track only

Deadstart Panel (Warmstart) to Read from 66x Tape on Channels 1-11  
Without a 6681 Data Channel Converter

ADDRESS	BINARY				OCTAL
0001	1 1 1	0 1 1	0 0 c	c c c	7 3 c c
0002	0 0 0	0 0 0	0 0 1	0 1 1	0 0 1 3
0003	1 1 1	1 0 1	0 0 c	c c c	7 5 c c
0004	0 1 0	1 0 0	0 0 0	0 0 0	2 4 0 0
0005	0 1 0	1 0 0	r r r	s 0 0	2 4 r s
0006	1 1 1	1 1 1	0 0 c	c c c	7 7 c c
0007	e e e	0 d 0	1 1 u	u u u	e d 6 u
0010	1 1 1	1 0 0	0 0 c	c c c	7 4 c c
0011	1 1 1	0 0 1	0 0 c	c c c	7 1 c c
0012	0 0 0	0 0 0	0 0 1	0 1 1	0 0 1 3
0013	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0 0
0014	1 1 1	0 0 1	0 0 1	0 1 0	7 1 1 2

cccc Tape channel number (1-11)  
 eee Tape controller number  
 uuuu Tape unit number  
 s PPO save switch (1 if PPO not to be saved)  
 rrr CMR number (000 if first CMR)  
 d Tape density (0=556 bpi, 1=800 bpi) for 7-track only

Deadstart Panel (Warmstart) to Read from 66x Tape on Channels 1-11 with  
a 6681 Data Channel Converter

ADDRESS	BINARY				OCTAL
0001	1 1 1	0 1 1	0 0 c	c c c	7 3 c c
0002	0 0 0	0 0 0	0 0 1	0 1 1	0 0 1 3
0003	1 1 1	1 0 1	0 0 c	c c c	7 5 c c
0004	1 1 1	1 1 1	0 0 c	c c c	7 7 c c
0005	0 1 0	0 0 1	r r r	s 0 0	2 1 r s
0006	1 1 1	1 1 1	0 0 c	c c c	7 7 c c
0007	e e e	0 d 0	1 1 u	u u u	e d 6 u
0010	1 1 1	1 0 0	0 0 c	c c c	7 4 c c
0011	1 1 1	0 0 1	0 0 c	c c c	7 1 c c
0012	0 0 0	0 0 0	0 0 1	0 1 1	0 0 1 3
0013	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0 0
0014	1 1 1	0 0 1	0 0 1	0 1 0	7 1 1 2

cccc Tape channel number (1-11)  
 eee Tape controller number  
 uuuu Tape unit number  
 s PPO save switch (1 if PPO not to be saved)  
 rrr CMR number (000 if first CMR)  
 d Tape density (0=556 bpi, 1=800 bpi) for 7-track only

Deadstart Panel (Warmstart) to Read from 66x Tape on Channel 12 or 13  
Without a 6681 Data Channel Converter

ADDRESS	BINARY				OCTAL
0001	1 1 1	1 0 1	0 0 c	c c c	7 5 c c
0002	0 0 1	1 1 1	0 0 0	0 0 1	1 7 0 1
0003	0 0 0	1 0 1	1 1 1	1 1 0	0 5 7 6
0004	0 1 0	1 0 0	0 0 0	0 0 0	2 4 0 0
0005	0 1 0	1 0 0	r r r	s 0 0	2 4 r s
0006	1 1 1	1 1 1	0 0 c	c c c	7 7 c c
0007	e e e	0 d 0	1 1 u	u u u	e d 6 u
0010	1 1 1	1 0 0	0 0 c	c c c	7 4 c c
0011	1 1 1	0 0 1	0 0 c	c c c	7 1 c c
0012	0 0 0	0 0 0	0 0 1	0 1 1	0 0 1 3

The remainder of the panel is irrelevant.

cccc Tape channel number (12 or 13)  
 eee Tape controller number  
 uuuu Tape unit number  
 s PPO save switch (1 if PPO is not to be saved)  
 rrr CMR number (000 if first CMR)  
 d Tape density (0=556 bpi, 1=800 bpi) for 7-track only

Deadstart Panel (Warmstart) to Read from 66x Tape on Channel 12 or 13  
with a 6681 Data Channel Converter

ADDRESS	BINARY				OCTAL
0001	1 1 1	1 0 1	0 0 c	c c c	7 5 c c
0002	0 0 1	1 1 1	0 0 0	0 0 1	1 7 0 1
0003	0 0 0	1 0 1	1 1 1	1 1 0	0 5 7 6
0004	1 1 1	1 1 1	0 0 c	c c c	7 7 c c
0005	0 1 0	0 0 1	r r r	s 0 0	2 1 r s
0006	1 1 1	1 1 1	0 0 c	c c c	7 7 c c
0007	e e e	0 d 0	1 1 u	u u u	e d 6 u
0010	1 1 1	1 0 0	0 0 c	c c c	7 4 c c
0011	1 1 1	0 0 1	0 0 c	c c c	7 1 c c
0012	0 0 0	0 0 0	0 0 1	0 1 1	0 0 1 3

The remainder of the panel is irrelevant.

cccc Tape channel number (12 or 13)  
 eee Tape controller number  
 uuuu Tape unit number  
 s PPO save switch (1 if PPO is not to be saved)  
 rrr CMR number (000 if first CMR)  
 d Tape density (0=556 bpi, 1=800 bpi) for 7-track only  
 (ignored for 9-track tape)



Deadstart Panel (Coldstart) to Read from Card Reader on Channel 12 or 13

ADDRESS	BINARY				OCTAL
0001	1 1 1	1 0 1	0 0 c	c c c	7 5 c c
0002	0 1 0	1 0 0	0 0 0	0 0 0	2 4 0 0
0003	0 1 0	1 0 0	0 0 0	0 0 0	2 4 0 0
0004	1 1 1	1 1 1	0 0 c	c c c	7 7 c c
0005	e e e	r r r	0 0 t	t t t	e r t t
0006	1 1 1	1 1 1	0 0 c	c c c	7 7 c c
0007	0 0 1	1 0 0	0 d 0	s 0 0	1 4 d s
0010	1 1 1	1 0 0	0 0 c	c c c	7 4 c c
0011	1 1 1	0 0 1	0 0 c	c c c	7 1 c c
0012	1 1 1	1 1 0	1 1 0	1 0 0	7 6 6 4
0013	0 0 0	0 0 0	0 0 n	n n n	0 0 n n

The remainder of the panel is irrelevant.

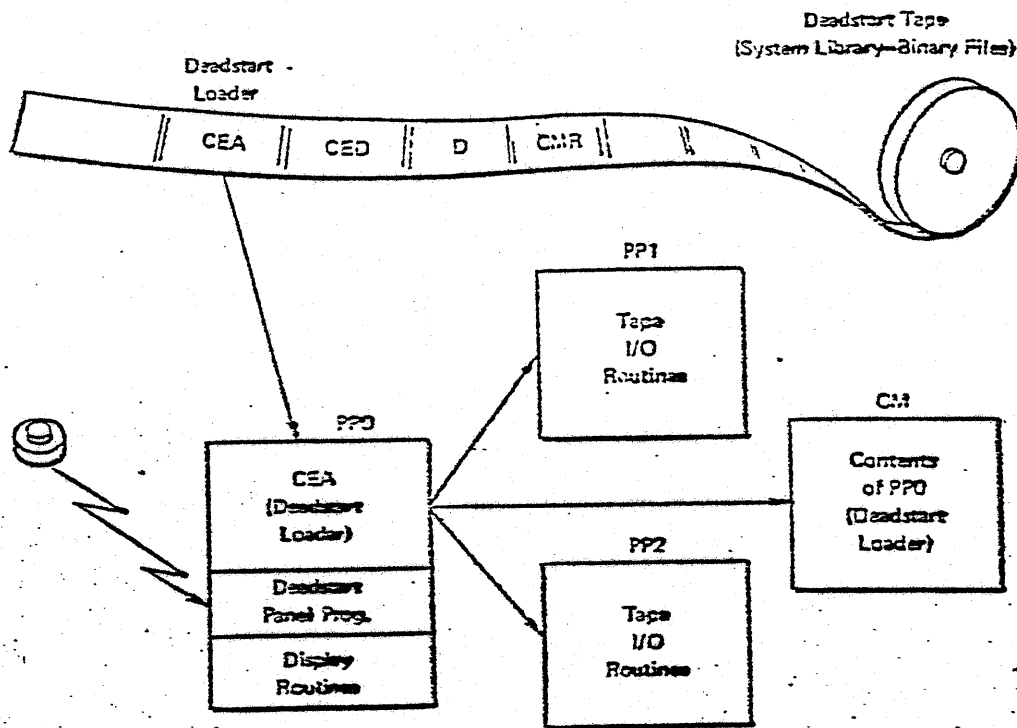
cccc Card reader channel number (12 or 13)  
 eee Card reader controller number (4 or greater)  
 s PP0 save switch (1 if PP0 not to be saved)  
 rrr CMR number (000 if first CMR)  
 tttt Tape channel number (66x) for deadstart tape  
 nnnn Tape unit number (66x)  
 d Tape density (0=556 bpi, 1=800 bpi) for 7-track only  
 (ignored for 9-track tape)

Deadstart Panel (Coldstart) to Read from Card Reader on Channel 1-11

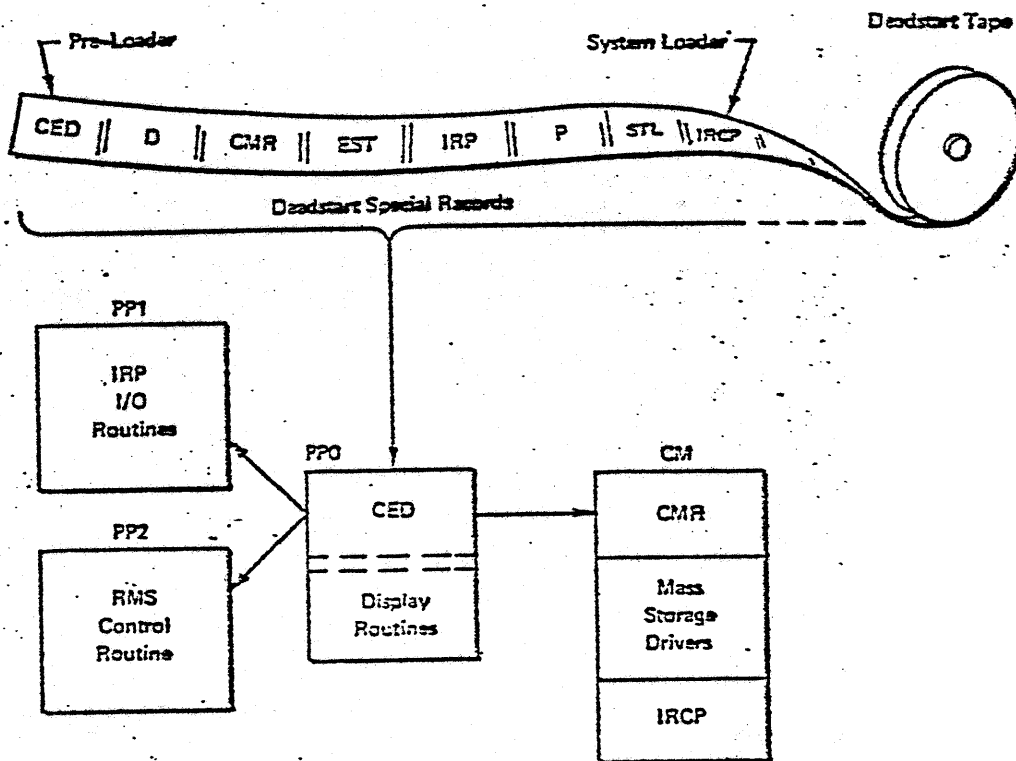
ADDRESS	BINARY				OCTAL
0001	1 1 1	0 1 1	0 0 c	c c c	7 3 c c
0002	0 0 0	0 0 0	0 0 1	0 1 1	0 0 1 3
0003	1 1 1	1 0 1	0 0 c	c c c	7 5 c c
0004	1 1 1	1 1 1	0 0 c	c c c	7 7 c c
0005	e e e	r r r	0 0 t	t t t	e r t t
0006	1 1 1	1 1 1	0 0 c	c c c	7 7 c c
0007	0 0 1	1 0 0	0 d 0	s 0 0	1 4 d s
0010	1 1 1	1 0 0	0 0 c	c c c	7 4 c c
0011	1 1 1	0 0 1	0 0 c	c c c	7 1 c c
0012	1 1 1	1 1 0	1 1 0	1 0 0	7 6 6 4
0013	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0 0
0014	1 1 1	0 0 1	0 0 1	0 1 0	7 1 1 2*

cccc Card reader channel number (1-11)  
 eee Card reader controller number (4 or greater)  
 s PP0 save switch (1 if PP0 not to be saved)  
 rrr CMR number (000 if first CMR)  
 tttt Tape channel number (66x) for deadstart tape  
 d Tape density (0=556 bpi, 1=800 bpi) for 7-track only

DEADSTART - PHASE 1



DEADSTART - SYSTEM ACTIVATION



## SCOPE SYSTEM TAPE

The released SCOPE 3.4 system (deadstart) tape consists of 21 + n records, each followed by an EOR, where n is the number of programs and overlays in the tape:

Name	Description
CEA	PPO save program
CE Diagnostics	See next page
CED	Deadstart PP control programs -- resides in PPO
TDR	Read driver for 60x, 65x tape drives -- in PP1
MDR	Read driver for 66x tape drives -- in PP1 and PP3
D	Deadstart dump control program, handles options -- in PPO
DMT	Dump magnetic tape driver for 60x, 65x tape drives -- in PPO
DTS	Dump magnetic tape driver for 66x tape drives -- in PPO
CMR	Central memory resident (up to 8 copies)
COM	Deadstart option matrix generator -- in PP2
EST	Deadstart equipment reconfiguration program
ESB	Deadstart reconfiguration program, segment 2
IRP	Deadstart R&S driver control program -- in PP2
SCP	Deadstart 6603-I driver
SCQ	Deadstart 6638 driver
SCS	Deadstart 854 driver
SCT	Deadstart 6603-II driver
SCV	Deadstart 821 driver
SCW	Deadstart 841 driver
SCY	Deadstart 844 disk subsystem driver
P	Pre-address 6603-II program
OSY	844 Buffer controlware
OMT	MIS controlware
STL	Deadstart system initiation program (PP resident)
IRCP	Deadstart main central processor program
MTR	System monitor program

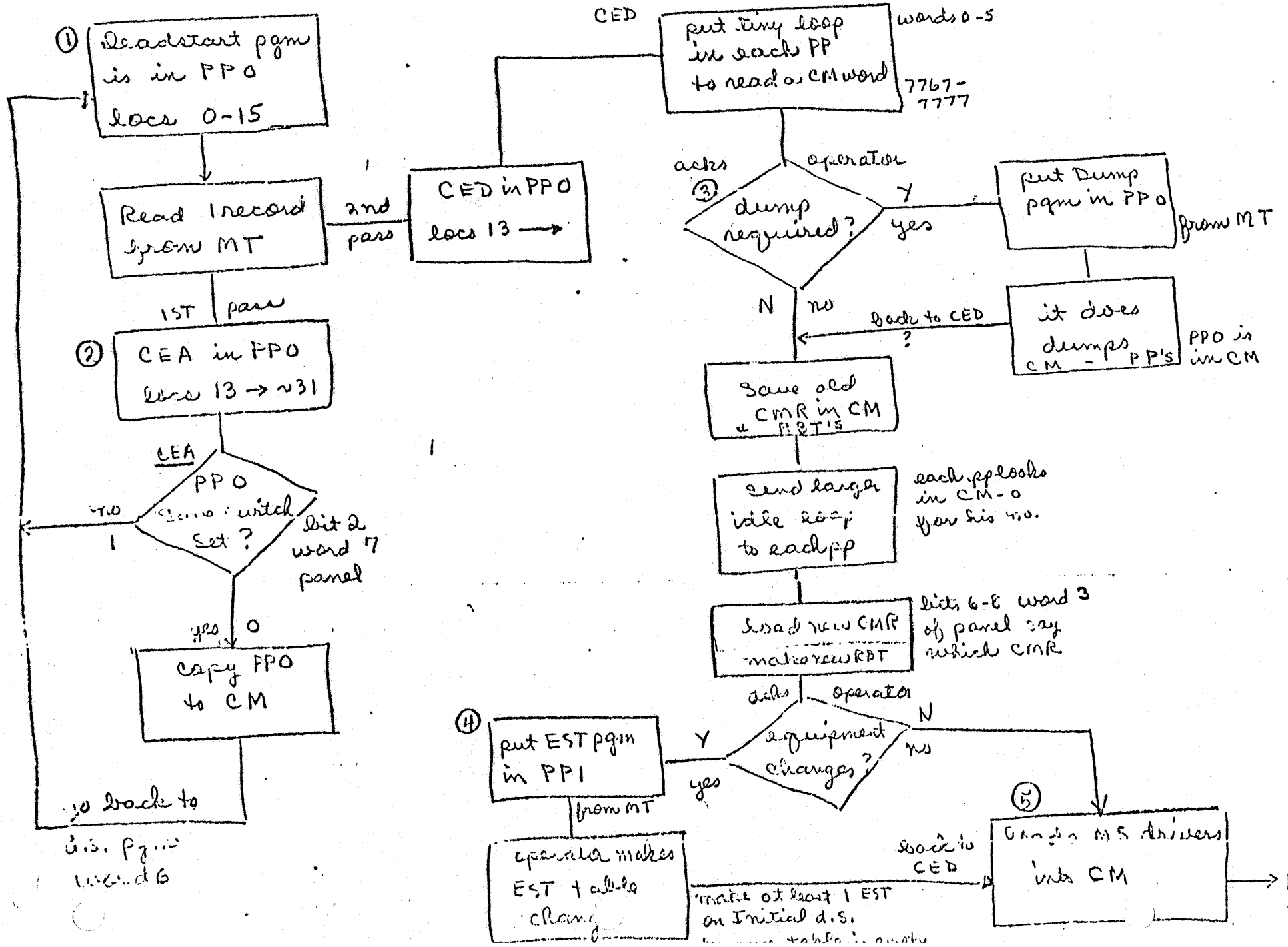
DSD	Display control program
Directory	Library name table
	PP name table
	PP programs — the first must be stack processor's segment
System	Entry point table
	External reference list
Libraries	External reference table
	Program number table
	Program name table
	CP/PP routines

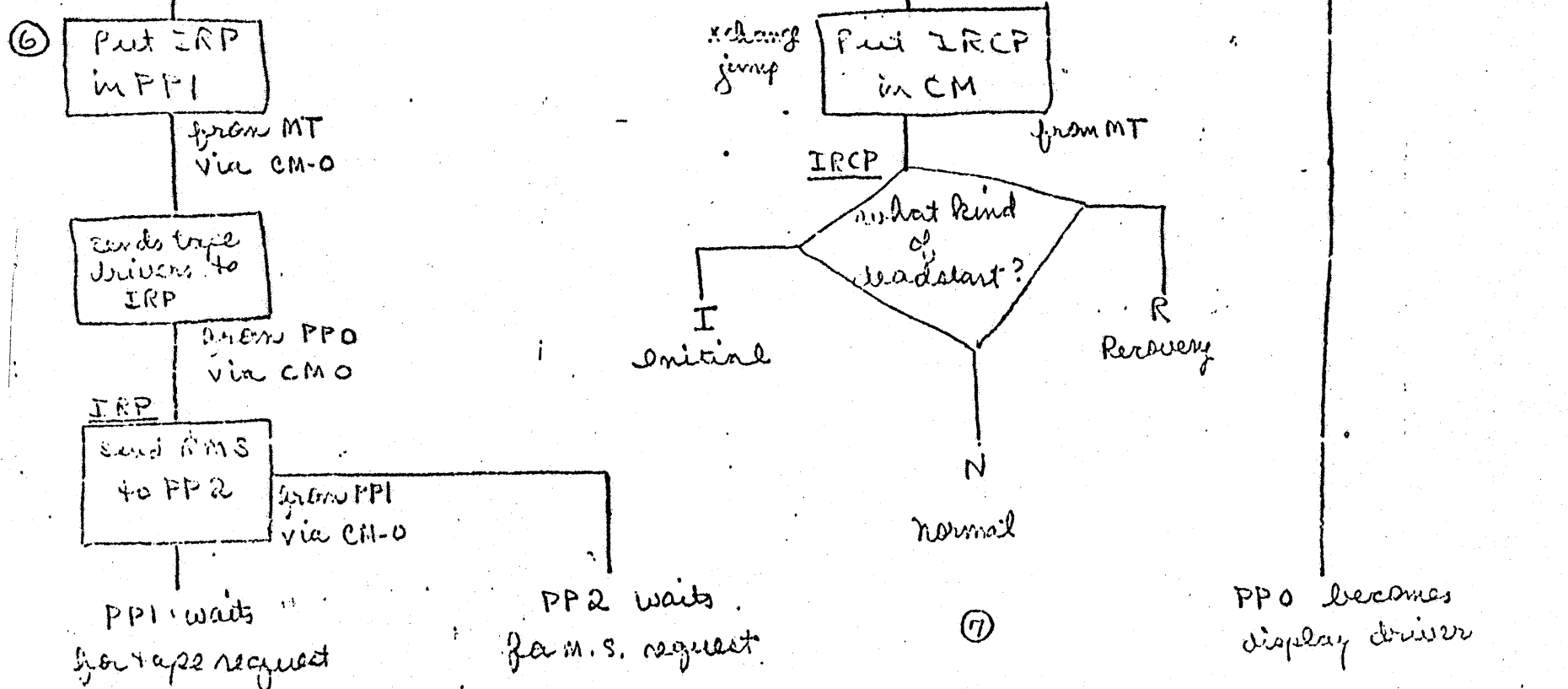
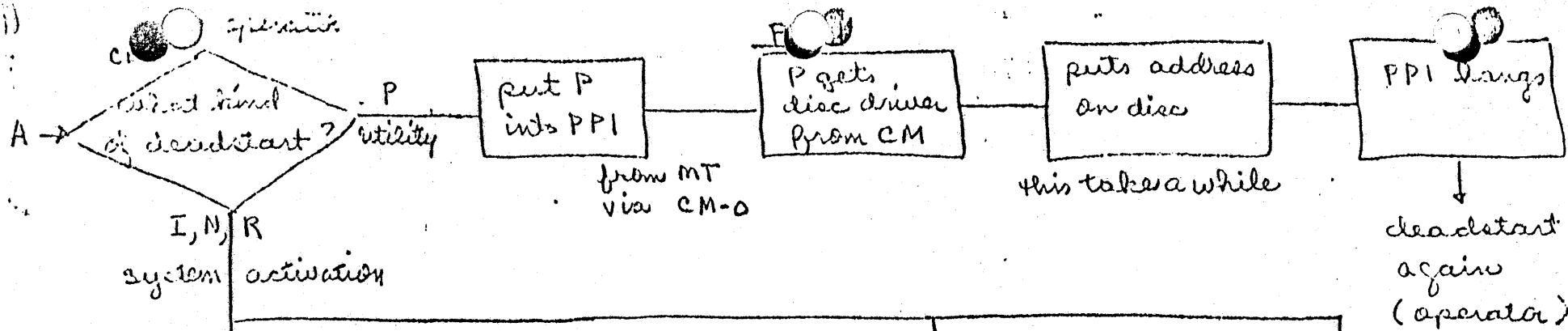
Any installation may expand the above records in two ways:

1. By installing CE Diagnostics. The deadstart diagnostic sequencer, CES, will be placed after CEA, followed by diagnostic routines selected for the site (CUI, ALS, FSI, etc.), followed by routine CED.
2. By placing up to seven additional CMR records on the system tape for different equipment configuration.

# Start Sequence (Software)

ET-2T

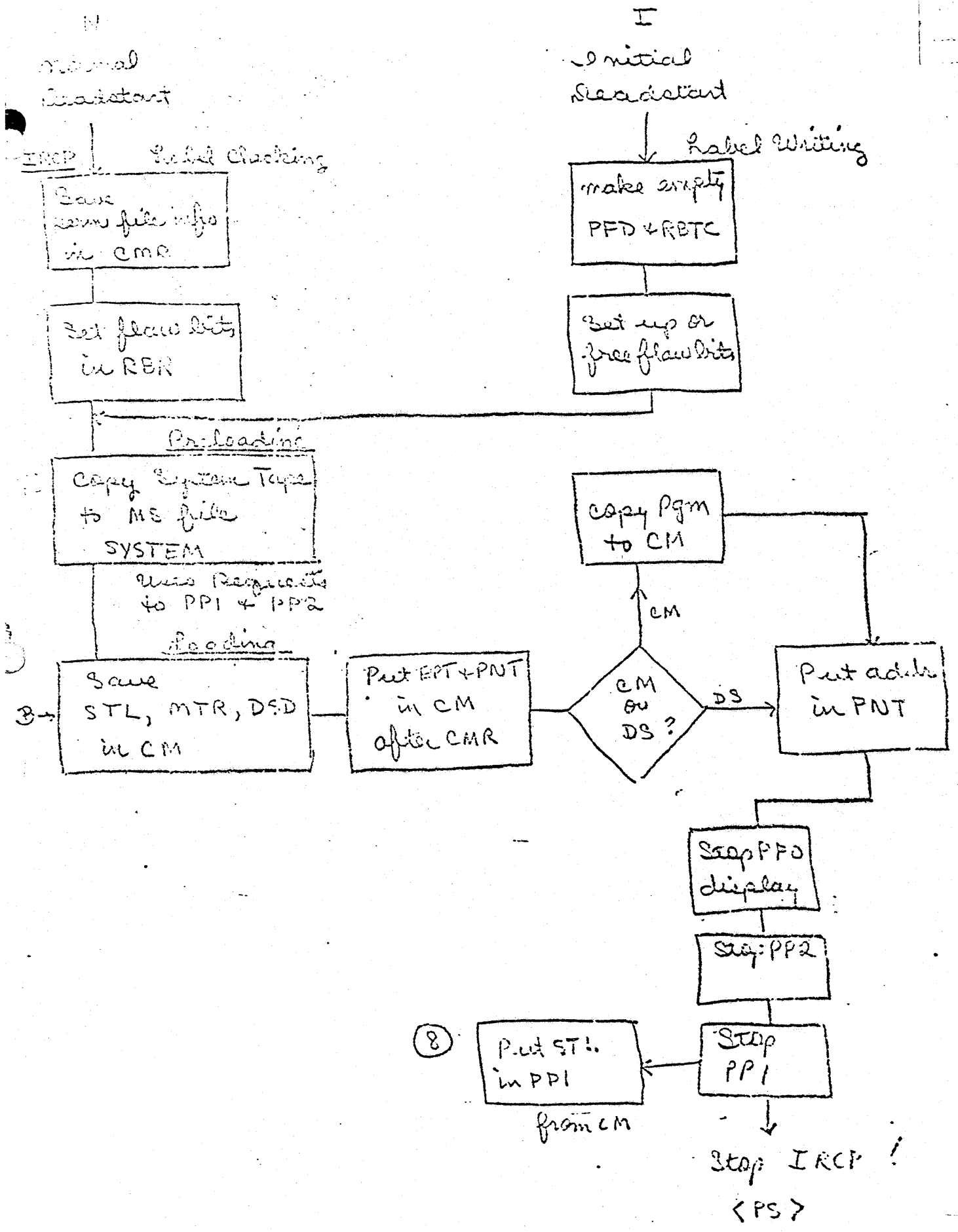




(will use tape driver in his low core)

(will use MS driver from cm)

4T-21



STL

Sends PP Res  
to PP2-PP8

from PPI  
via CM-0

Sends MTR  
to PPO

from CM

Sends DSD  
to PP9

from CM

Sets up his  
own PP res

②

goes to his  
R.IDLE

- fixes D.PPIR, D.PPOR, D.PPMESI
- puts PP no. in CM-0
- PP sees his no.
- Sends R.IDLE -1 addr to PP loc 0
- Sends 777 p-wards (PP res 1-777)
- disconnect cd 0 (PP goes to R.IDLE)

- Sends small pgm via CM-0
- which reads CM



RECOVERY

deadstart

Some tables  
must be  
intact

FNT  
RBT's  
System Dayfile Buffer

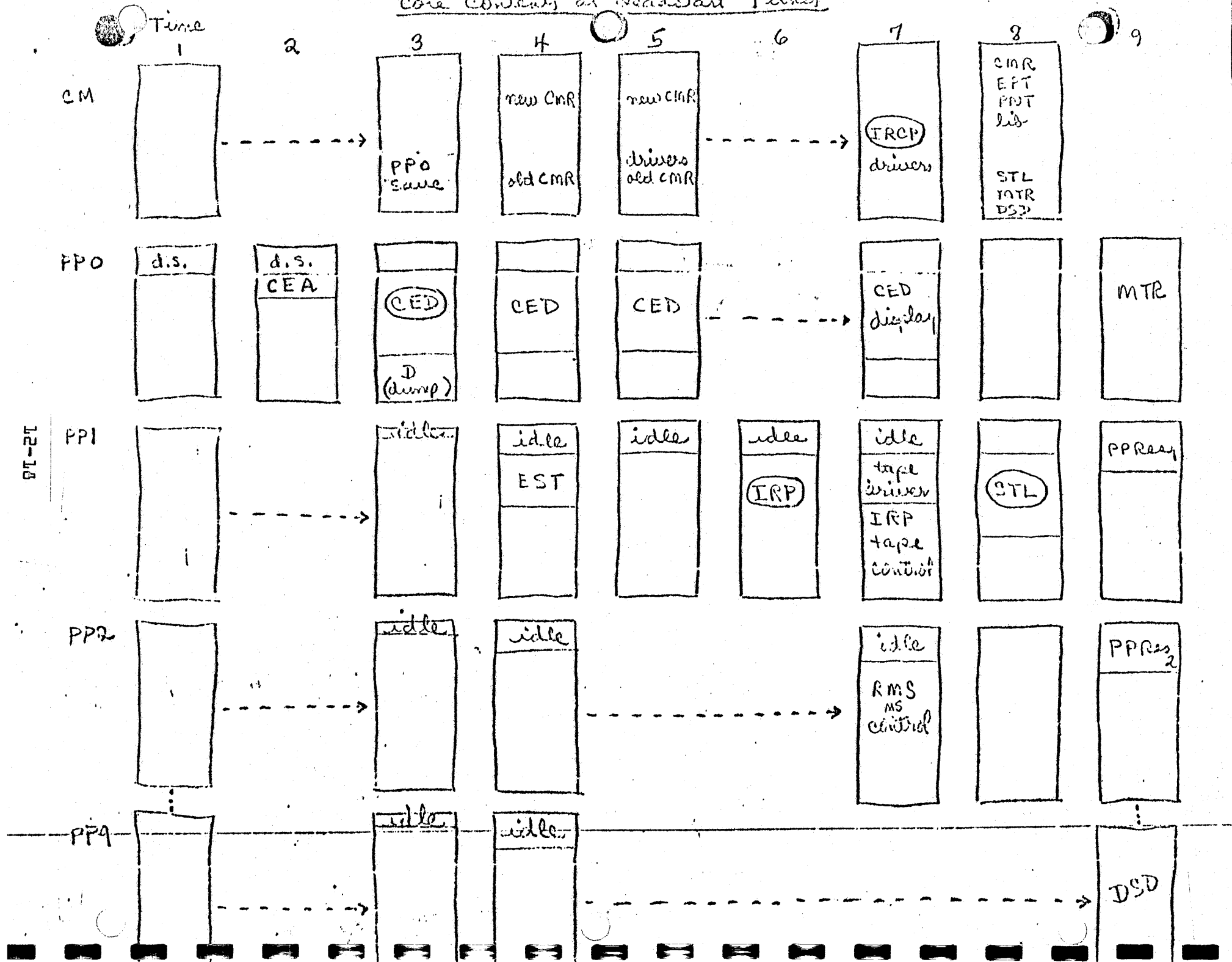
Restore  
them  
from  
where  
saved

go to  
LOADING



12-17

Core Contents at various times



STUDY QUESTIONS  
Deadstart - Section XII

1. Pushing the deadstart button causes PPs to \_\_\_\_\_.
2. The first program executed in the deadstart sequence always comes from \_\_\_\_\_.
3. The matrix switches on the deadstart pannel are for \_\_\_\_\_  
\_\_\_\_\_.
4. The deadstart software begins execution at location \_\_\_\_\_  
\_\_\_\_\_.
5. The deadstart software normally is read from \_\_\_\_\_.
6. The name of the first software sequence to be executed is \_\_\_\_\_  
\_\_\_\_\_.
7. The CMR tables are initialized from code found \_\_\_\_\_.
8. Deadstart routines may not be modified.  
    {a} true  
    {b} false
9. Where may a listing of the deadstart software be made?
10. How many PP{s} are required for deadstarting?
11. Are there more than one kind of deadstart?  
    {a} yes  
    {b} no
12. Is any peripheral equipment, other than a tape drive, required for deadstart?  
    {a} yes - Explain \_\_\_\_\_  
    {b} no - Explain \_\_\_\_\_
13. Deadstarting normally requires operator intervention. Why?  
\_\_\_\_\_  
\_\_\_\_\_
14. Does deadstart have an effect on the permanent files of a SCOPE System? Explain \_\_\_\_\_.
15. How is a deadstart tape prepared? \_\_\_\_\_

STUDY QUESTIONS  
Deadstart - Section XII

1. Pushing the deadstart button causes PPs to be reset.
2. The first program executed in the deadstart sequence always comes from matrix switches (PPO).
3. The matrix switches on the deadstart pannel are for selecting an initial deadstart code in the PPO.
4. The deadstart software begins execution at location 15 octal.
5. The deadstart software normally is read from tape.
6. The name of the first software sequence to be executed is CEA.
7. The CMR tables are initialized from code found on deadstart tape.
8. Deadstart routines may not be modified.  
 {a} true  
 {b} false
9. Where may a listing of the deadstart software be made?  
from the SCOPE PLG
10. How many PP{s} are required for deadstarting? 2
11. Are there more than one kind of deadstart?  
 {a} yes  
 {b} no
12. Is any peripheral equipment, other than a tape drive, required for deadstart?  
 {a} yes - Explain a disk file for system  
 {b} no - Explain \_\_\_\_\_
13. Deadstarting normally requires operator intervention. Why?  
to select hardware options
14. Does deadstart have an effect on the permanent files of a SCOPE System? Explain yes - an initial will wipe them out
15. How is a deadstart tape prepared? using EDITLIB

RELOCATABLE OVERLAYS

RELOCATABLE OVERLAY  
Lesson Guide

REFERENCES:

PP COMPASS Student Guide Section XIII

TRAINING AIDS:

Visuals VALS-53-13-3, VALS-53-13-5, VALS-53-13-6

ASSIGNMENTS:

Study Questions Section XIII

OBJECTIVES:

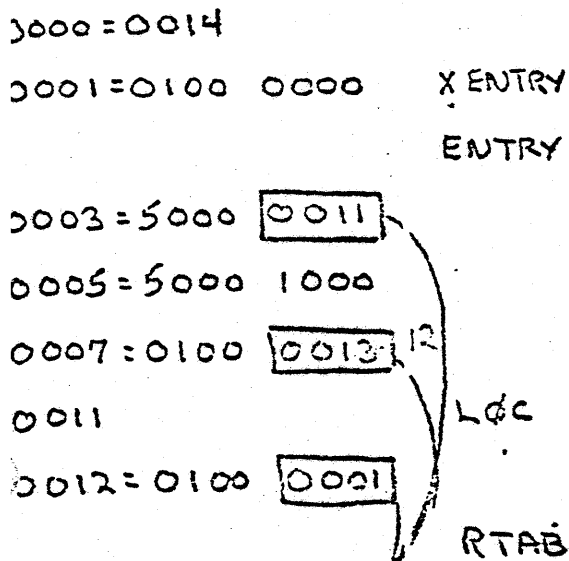
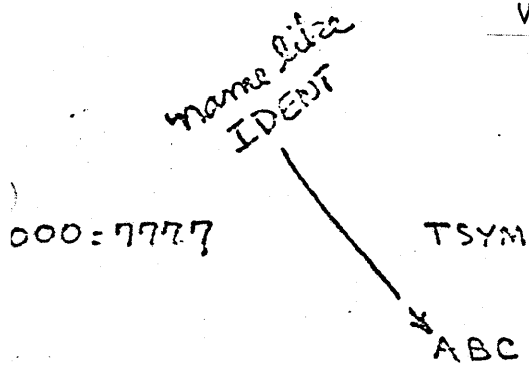
- {1} To present the techniques and requirements for using relocatable PP code.
- {2} To present enough details of PP program re-location for the student to be able to follow some system routines which use the re-location techniques.

## RELOCATABLE OVERLAYS

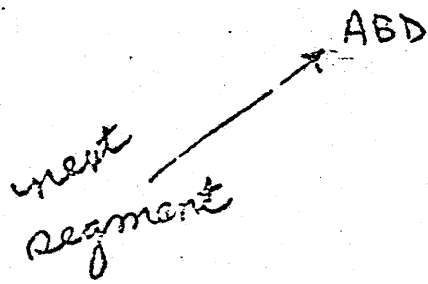
### Lesson Outline

#### XIII. RELOCATABLE OVERLAYS

- A. Concepts of Relocation
  - o Identified by SEGMENT
  - o Assembled with any ORG
  - o May be loaded anywhere in PP
  - o Must be adjusted for different loading points
- B. Relocation Tables
  - o List of address to relocate
  - o Generated by MACROS
  - o Example
- C. Flow Chart of Relocating Process
  - o Must be performed by PP programmer
  - o May use PP Res routines also
- D. Relocation using ORG as part of Relocation bias.



these must be relocated



IDENT	PGM, C. PPFWA	
{		
DATA	-0	} code of transient program
{		
SEGMENT	77B	
ORG	2000B	ORG Anywhere
LDC	0	
VFD	12/RTAB	} distance to relocation table
LJM	0	} entry and exit
EQX	*-1	
LDM	LDC	} instructions (do nothing)
LDM	TSYM	
LJM	*+3	
BSS	1	
LJM	XENTRY	} exit
BSS	0	
VFD	12/0004B	} relocation table
VFD	12/0010B	
VFD	12/0013B	
DATA	0	
{		
SEGMENT	77B	
{		
END		



1000

TOFMT - PGM.C.PPFWA  
PERIPH  
SST  
ORG C.PPFWA

\* MACROS TO REDEFINE INSTRUCTIONS INVOLVING ADDRESSES

LJM. MACRO M,0  
LOCAL A  
VFN 6/019,670 01 IS FUNCTION CODE FOR LJM  
A VFN 12/M  
RMT  
VFN 12/A  
RMT  
FNOM

LDM. MACRO M,0  
LOCAL A  
VFN 6/509,670 508 IS FUNCTION CODE FOR LDM  
A VFN 12/M  
RMT  
VFN 12/A  
RMT  
FNOM

\* CODE FOR CALLING PROGRAM

1000 7777 TSYM DATA 0  
1001 CODE BSS 100  
1155 0000 TSYM1 DATA 0

ARC. SEGMENT 774  
ORG 2000H CAN BE ANYWHERE  
2000 ORG SET 2000H MUST AGREE WITH ORG STATEMENT  
LOC 0

L 0 0014 VFN 12/RTAR DISTANCE TO RTAR

L 1 0100-0000 XENTRY LJM 0  
2 ENTRY F0H \*-1 ENTRY AND EXIT POINTS

L 3 5000 LDM. LOC MUST BE RELOCATED  
4 0011 ++000001 VFN 12/L00

L 5 5000 1000 LDM TSYM LOAD A SYMBOL FROM TRANSIENT  
7 0100 LJM. \*-3 MUST BE RELOCATED

L 10 0013 ++000002 VFN 12/\*+3

L 11 LOC BSS 1  
L 12 0100 LJM. XENTRY MUST BE RELOCATED  
L 13 0001 ++000003 VFN 12/XENTRY

RTAR BSS 0 BEGINNING OF RELOCATION TABLE  
HERE  
VFN 12/++000001  
VFN 12/++000002  
VFN 12/++000003  
DATA 0 END OF RELOCATION TABLE

13-4

UNCLASSIFIED

EXAMPLE: LOAD THE OVERLAY AT 6000B

CONTENTS OF CORE:

(1000) = 7777

(1001) = {

(1145) = 0000

{

(6000) = 0014

-DISTANCE TO TABLE

(6001) = 0100

} ENTRY/EXIT

(6002) = 0000

(6003) = 5000

(6004) = 0011

(6005) = 5000

(6006) = 1000

(6007) = 0100

(6010) = 0013<sup>12</sup>

(6011) = G

(6012) = 0100

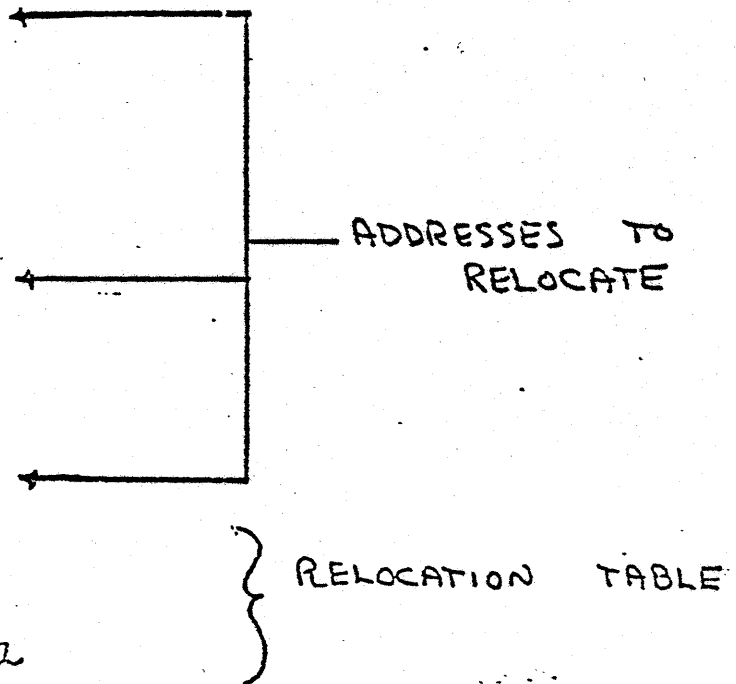
(6013) = 0001

(6014) = 0004

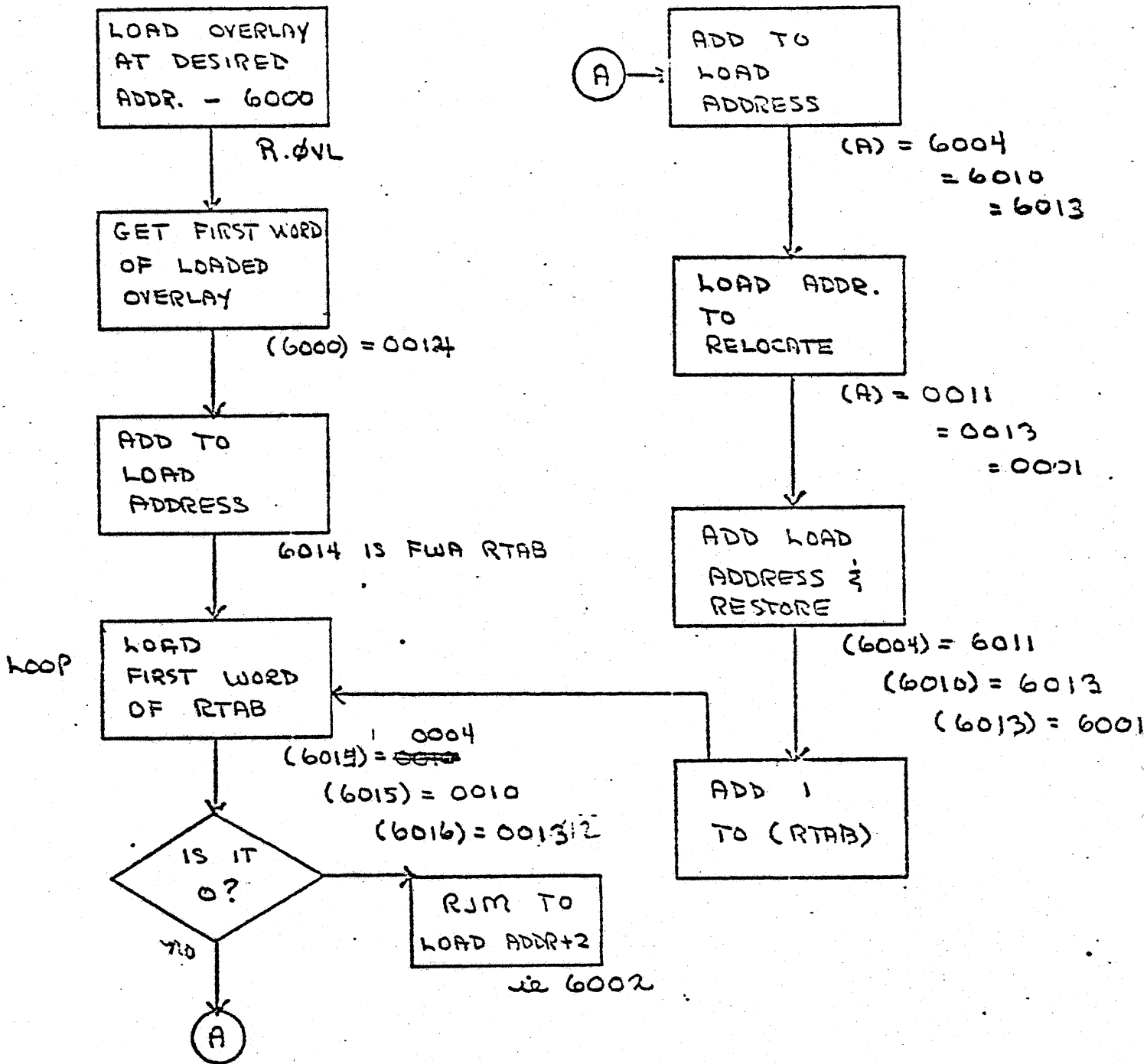
(6015) = 0010

(6016) = 0013<sup>12</sup>

(6017) = 0000



THE CALLING PROGRAM MUST RELOCATE THE OVERLAY



THE LOOP RELOCATES EACH ADDRESS CONSECUTIVELY UNTIL IT REACHES A ZERO WORD - END OF RTAB

1000 JDFNT PGM.C.PPFWA  
 1000 PERIPH  
 1000 SST  
 1000 ORG C.PPFWA  
 1000 DATA -0

\* MACROS TO REDEFINE INSTRUCTIONS INVOLVING ADDRESSES

LJM. MACRO M,D  
 LOCAL -4  
 VFD 6/01R.6/D 01 IS FUNCTION CODE FOR LJM  
 A VFD 12/M-ORG  
 PMT  
 VFD 12/A-ORG  
 PMT  
 FNDM  
 LDM. MACRO M,D  
 LOCAL -4  
 VFD 6/50R.6/D 50R IS FUNCTION CODE FOR LDM  
 A VFD 12/M-ORG  
 PMT  
 VFD 12/A-ORG  
 PMT  
 FNDM

\* CODE FOR CALLING PROGRAM

2000 ARC SEGMENT-77H  
 2000 ORG 2000R CAN BE ANYWHERE  
 2000 -2000 ORG SET 2000R MUST AGREE WITH ORG STATEMENT  
 2000 0012 VFD 12/RTA9-ORG DISTANCE TO RELOCATION TABLE  
 2001 0100-0000 XENTRY LJM 0  
 2002 ENTRY FOU \*-1 ENTRY AND EXIT POINTS  
 2003 5000 LDM LOC MUST BE RELOCATED  
 2005 0100 LJM \*-1 MUST BE RELOCATED  
 2007 LOC R55 1  
 2010 0100 LJM XENTRY MUST BE RELOCATED  
 2012 RTA9 R55 0 BEGINNING OF RELOCATION TABLE  
 LIST 6  
 HERE  
 2012 0004 VFD 12/++000001-ORG  
 2013 0006 VFD 12/++000002-ORG  
 2014 0011 VFD 12/++000003-ORG  
 2015 0000 DATA 0 END OF RELOCATION TABLE  
 2016 FND

2-ET

RELOCATED  
OR  
DEFINITE  
METHOD

5600 STORAGE USED 75 STATEMENTS 755 SYMBOLS  
 5600 ASSEMBLY 0.327 SECONDS 17 REFERENCES

STUDY QUESTIONS  
Relocatable Overlays - Section XIII

1. Relocatable Overlays are absolute PP programs.  
    {a} true  
    {b} false
2. How are relocatable overlays named?
3. Where are relocatable overlays stored?
4. How are relocatable overlays loaded?
5. The PP resident routines R.OVL may be used to load a relocatable overlay.  
    {a} true  
    {b} false
6. Relocatable overlays are generally used because \_\_\_\_\_  
\_\_\_\_\_.
7. A relocation table is \_\_\_\_\_.
8. Using relocatable code generally requires more programming than performing the same function with transient programs or primary overlays.  
    {a} true - explain \_\_\_\_\_  
    {b} false - explain \_\_\_\_\_
9. MACROS may be used in relocatable code to \_\_\_\_\_.
10. Why does the programmer have to play "loader"?

STUDY QUESTIONS  
Relocatable Overlays - Section XIII

1. Relocatable Overlays are absolute PP programs.  
 true  
 false
2. How are relocatable overlays named? *just like any PP program  
three char.*
3. Where are relocatable overlays stored? *CM, Disk, ECS*
4. How are relocatable overlays loaded? *using R.OVL usually*
5. The PP resident routines R.OVL may be used to load a relocatable Overlay.  
 true  
 false
6. Relocatable overlays are generally used because *they are used by more than one routine*
7. A <sup>ion</sup>relocatable table is *a table of addresses' which must be re-located.*
8. Using relocatable code generally requires more programming than performing the same function with transient programs or primary overlays.  
 true - explain *relocation code needed*  
 false - explain \_\_\_\_\_
9. MACROS may be used in relocatable code to *assist in relocation*
10. Why does the programmer have to play "loader"?  
*there is no variable-absolute loader.*

SAMPLE PP PROGRAMS

## SAMPLE PP PROGRAMS

### Lesson Guide

#### REFERENCES:

PP COMPASS Student Guide Section XIV

#### TRAINING AIDS:

Visuals VALS-53-14-3, VALS-53-14-6, VALS-53-14-9  
VALS-53-14-15, VALS-53-14-18

#### ASSIGNMENTS:

Review all sample programs in the Section Text

#### OBJECTIVES:

- {1} To illustrate by example the usual methods of program structure.
- {2} To illustrate by example the methods of PP programmer message transmission to dayfile.
- {3} To illustrate by example error messages issued by system.
- {4} To introduce the PP programmer to a PP dump.
- {5} To introduce the PP program - LRN



SAMPLE PP PROGRAMS  
Lesson Outline

XIV. SAMPLE PP PROGRAMS

- A. Sum to numbers from CM
  - o Structure
  - o Symbols
  - o Comments
  - o Calling CP program
  - o Linkage
  - o Dayfile
  
- B. Error Detection/Processing
  - o Test
  - o Detect
  - o Issue Message
  - o Exit
  - o Auto Recall Error
  - o PP Call Error
  - o Hung in Auto Recall
  - o Hang PP
  - o Hang PP {dump}
  
- C. Assembly Error{is}
  
- D. Actual SCOPE PP Code - LRN
  - o Structure
  - o Documentation
  - o System Symbols
  - o MACROS
  - o Detail Code
  - o Assembly Errors
  - o XREF List

PP PROGRAM

IDENT SUH,C.PPFWA

\* THIS IS A PP PGM TO SUM 2 NUMBERS FROM CP MEMORY  
 \* IT IS A TEST TO SHOW THE LINKAGE AND HOW TO PUT IT IN THE SYSTEM  
 \* THE PP PGM IS ENTERED FROM OVL BY A LJM  
 \* IT IS A TRANSIENT PROGRAM AND WILL RUN AT 1000

1000  
 1000 3074  
 1004 3974  
 1005 6050  
 1006 1402  
 1007 3402  
 1010 3054  
 1011 1601  
 1012 0200 0505  
 1014 0603  
 1015 0100 1056  
 1017 6102 1065  
 1021 5000 1076  
 1023 5500 1071  
 1025 0200 0446  
 1027 1401  
 1030 3401  
 1031 3054  
 1032 1603  
 1033 0200 0505  
 1035 0721  
 1036 6301 1065  
 1040 1400  
 1041 6000  
 1042 1401  
 1043 3414  
 1044 3054  
 1045 0200 0505  
 1047 0707  
 1050 6210  
 1051 1412  
 1052 0200 0516  
 1054 0100 0103  
 1056 2000 1077  
 1060 0200 0671  
 1062 1413  
 1063 0100 1052  
 1065  
 1077 5502  
 1105

PERIPH \* TELL ASSEMBLER ITS PP  
 SST \* GET ACCESS TO SYSTEM SYMBOLS  
 ORG C.PPFWA \* WILL RUN AT 1000  
 PENTRY D.PPIRB,D.T0  
 LDD D.PPIR \* GET CH ADDR OF INPUT REGISTER  
 CRD D.PPIRB \* GET PARAM WORD FROM CH  
 LON 2 \* FOR 2 MORE CH WORDS  
 STD 2  
 LDD D.PPIRB+4 \* GET CH ADDR OF BUF-1  
 ADN 1 \* REL ADDR OF BUF IN A  
 RJH R.TFL \* ABSOLUTIZE IT  
 PJH \*+3 \* HJN WONT REACH ABT  
 LJM ABT  
 CRH BUF,2 \* READ TWO DATA WORDS  
 LDH BUF+9 \* GET DATA FROM BUF+1  
 RAH BUF+4 \* ADD DATA FROM BUF  
 RJH R.RAFL \* GO SEE IF MOVE PENDING  
 LON 1 \* TO WRITE ONE WORD  
 STD 1  
 LDD D.PPIRB+4 \* GET ADDR TO SEND ANS BACK  
 ADN 3 \* REL ADDR OF ANS  
 RJH R.TFL \* GO ABSOLUTIZE IT  
 HJH ABT  
 CHH BUF,1 \* WRITE ANSWER BACK  
 LON 0 \* ZERO OUTPUT BUFFER  
 CRD D.T0  
 LON 1  
 STD D.T0+4 \* SET COMPLETE BIT  
 LDD D.PPIRB+4  
 RJH R.TFL \* ABSOLUTIZE PSEUDO FET ADDR  
 HJH ABT  
 CHD D.T0 \* PUT FET WORD BACK  
 LON M.DPP \* GET DROP ME CODE  
 RJH R.HTR \$ GO DROP PP  
 LJM R.IDLE \* GO TO IDLE LOOP  
 LUC ABTMSG \* ABORT MESSAGE ADDR + FLAG 0  
 RJH R.OFM \* ISSUE DAYFILE MESSAGE  
 LON M.ABORT \* ABORT OUT OF RANGE  
 LJM EXIT  
 BUF BSS \* BUFFER FOR CH WORDS  
 ABTMSG DIS ,\* BAD ADDR\*  
 END

54202

STORAGE USED  
 6600 ASSEMBLY

51 STATEMENTS  
 . 0.750 SECONDS

712 SYMBOLS  
 30 REFERENCES

E-4-2

VALS-53-14-3

PP PROGRAM

SYMBOLIC REFERENCE TABLE

ABT	0001054		001013,	001033,	001045
BUF	0001057		001015,	001017,	001021, 001034
C.P.PFWA	0001000	SCPTXT	001071,	000000	
D.P.PTR	0000575	SCPTXT	001002		
D.P.PIRB	0001059	SCPTXT	001003,	001006,	001027, 001042
D.TT	0000000	SCPTXT	001037,	001041,	001045
EXIT	0001050		001055		
M.ABORT	0000013	SCPTXT	001054		
M.OFP	0000012	SCPTXT	001047		
R.TCLE	0000100	SCPTXT	001052		
R.MTS	0000450	SCPTXT	001050		
R.PAUSE	0001000	SCPTXT	001000,	001023	
R.TFL	0000634	SCPTXT	001010,	001031,	001043

(this page is from an earlier run)

Note the symbols used in the  
 PP program were defined  
 in SCPTXT which was  
 called from the Compass card.

Core map of CP program

CORE MAP	02.46.39.	NORMAL	CONTROL
---	TIME---	LOAD MODE	--L1--L2-----TYPE-----USE F---++---CALL---
FWA LOADER	054333	FWA TABLES	054274
-PROGRAM---	ADDRESS-	--LABELED---	COMMON--
PROG3	001115	BLOCK	000100
CPC	001117		

PROB3

CP PROGRAM

COMPASS - VER 2.

02/17/72 18.05.46.

			IDENT	PROB3	
			ENTRY	TESTIT	
0	5110000001	TESTIT	SA1	1	* CK RA+1 FOR EMPTY
	0311000000 +		NZ	X1,TESTIT	
1	5110000004 C		SA1	PARAM	* PUT PARAM IN RA+1
	10611		BX6	X1	
2	5150000001		SAG	1	
3	5110000001	LOOP	SA1	1	* WAIT TILL PICKED UP
	0311000003 +		NZ	X1,LOOP	
4	0100000000 X		ENDRUN		
			USE	/BLOCK/	
0		FAKEFET	BSSZ	1	* PSEUDO FET TO HOLD COMPLETE BIT
1	0000000000000000000173	BUF	DATA	123,456	
3		ANS	BSSZ	1	
4	23251520000000000000 C	PARAM	VFD	18/3LSUM,3/2,3/0,36/FAKEFET	
6			END	TESTIT	
	43406	STORAGE USED		18 STATEMENTS	7 SYMBOLS
		660G ASSEMBLY		0.240 SECONDS	12 REFERENCES

5-41

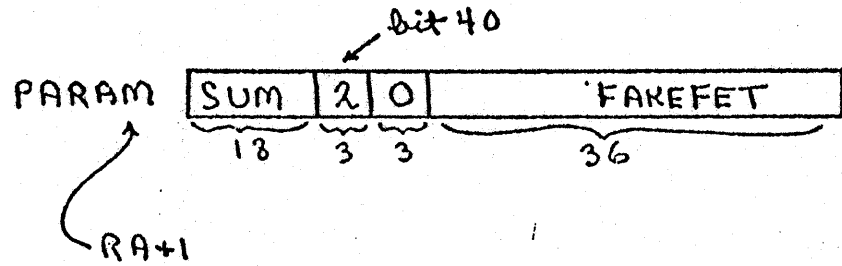
OUTPUT

RELATIVE

DMP(100,105)

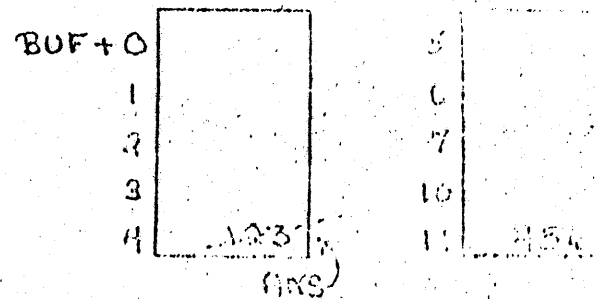
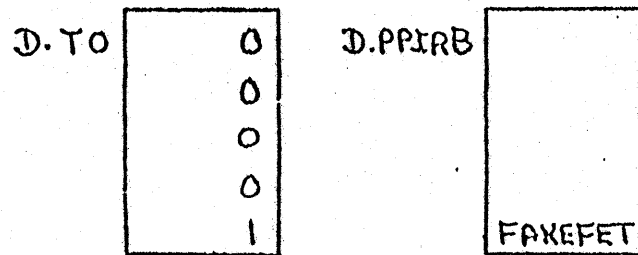
00100	00000	00000	00000	00001	00000	00000	00000	00173	00000	00000	00000	00710	00000	00000	00000	01103
00104	23251	52000	00000	00100	51100	00001	03110	00105								

## Parameters in CP Program



FAKEFET	1
BUF	123
	456
ANS	579 = 11038

## Parameters in PP Program



02/17/72 N H L SCOPE 3.3 LEVEL 250 06/29/71

18.04.55.JOB1008

18.04.55.JOB,CM70000,T30.

18.05.02.ENTL,77777.

18.05.04.GO.

18.05.04.COMPASS(B=PPTST,S=SCPTST)

18.05.05. MINIMUM FIELD LENGTH NEEDED = 054300

18.05.05. ASSEMBLY COMPLETE.

18.05.05.REHIND(PPTST)

18.05.05.EDITLIB.

18.05.07. READY(SYSTEM)

19.05.08. ACC(\*,PPTST)

19.05.08. COMPLETE.

18.05.42.GO.

18.05.45.COMPASS.

19.05.46. MINIMUM FIELD LENGTH NEEDED = 043500

18.05.46. ASSEMBLY COMPLETE.

18.05.46.LGO.

18.05.47.CPA 051.564 CPB 000.005

18.05.47.PP 007.634 IO 000.764 NEW FL 00500

18.05.47.DMP(100,105)

18.05.47.RFL,70000.

19.05.48.CPA 051.570 CPB 000.005

19.05.48.PP 008.033 IO 000.764 NEW FL 70000

18.05.48.EDITLIB(RESTORE)

18.05.52.GO.

18.05.55.MASS STORAGE 000310 PRU

18.05.55.CPA 051.948 SEC.

15.05.55.CPB 000.005 SEC.

13.05.55.PP 010.311 SEC.

18.05.55.IO 000.955 SEC.

DAYFILE

L-HI

Copy of Card deck  
of PPTEST

CDC02HJ.  
SHEHYN,CM60000,T7777,P1.  
COMPASS(B=PPTEST,S=SCPTXT)  
REWIND(PPTEST)

EDITLIR. PUT IT IN SYSTEM AND MAKE NEW CMR  
COMPASS. ASSEMBLE CP PGM TO TRY IT OUT

LGO.  
DMP(100.105)

DMP.  
DMP(100.400)

EDITLIB(RESTORE)  
EXIT.

DMP(100.105)  
DMP(100.400)

EDITLIB(RESTORE)

IDENT SUM,C.PPFWA  
\* THIS IS A PP PGM TO SUM 2 NUMBERS FROM CP MEMORY  
\* IT IS A TEST TO SHOW THE LINKAGE AND HOW TO PUT IT IN THE SYSTEM  
\* THE PP PGM IS ENTERED FROM OVL BY A LCM  
\* IT IS A TRANSIENT PROGRAM AND WILL RUN AT 1000

PERIPH		* TELL ASSEMBLER ITS PP
SST		* GET ACCESS TO SYSTEM SYMBOLS
BASE	0	* MOST PP PGMS ARE OCTAL
ORG	C.PPFWA	* WILL RUN AT 1000
RJM	R.PAUSE	
LDD	D.PPIR	* GET CM ADDR OF INPUT REGISTER
CRD	D.PPIRB	* GET PARAM WORD FROM CM
LDN	2	* FOR 2 MORE CM WORDS

}

	MJN	ABT	
	CWD	D.T0	* PUT FET WORD BACK
	LDN	M.DPP	* GET DROP ME CODE
EXIT	PJM	R.MTR	* GO DROP PP
	LJM	R.IDLE	* GO TO IDLE LOOP
ABT	LDN	M.ABORT	* ABORT IF ADDR OUT OF RANGE
	LJM	EXIT	
BUF	RSS	12	
	END		

READY(SYSTEM)  
ADD(\*,PPTEST)  
COMPLETE.

	IDENT	PROB3	
	ENTRY	TESTIT	
TESTIT	SA1	1	* CK RA-1 FOR EMPTY
	NZ	X1,TESTIT	
	SA1	PARAM	* PUT PARAM IN RA+1
	RX6	X1	
	SA6	1	
LOOP	SA1	1	* WAIT TILL PICKED UP
	NZ	X1,LOOP	
	ENDRM		
	USE	/BLOCK/	
FAKEFET	RSSZ	1	* PSEUDO FET TO HOLD COMPLETE BIT
BUF	DATA	123,456	
ANS	RSSZ	1	
PARAM	VFD	18/31,500,3/2,3/0,30/FAKEFLT	
	END	TESTIT	

IDENT SUM,C.PPFWA  
 \* THIS IS A PP PGH TO SUM 2 NUMBERS FROM CP MEMORY  
 \* IT IS A TEST TO SHOW THE LINKAGE AND HOW TO PUT IT IN THE SYSTEM  
 \* THE PP PGH IS ENTERED FROM OVL BY A LJM  
 \* IT IS A TRANSIENT PROGRAM AND WILL RUN AT 1000

1000  
 1000 3074  
 1004 3074  
 1005 6050  
 1006 1402  
 1007 3402  
 1010 3054  
 1011 1601  
 1012 2110 0000  
 1014 0200 0505  
 1016 0603  
 1017 0100 1060  
 1021 6102 1067  
 1023 5000 1100  
 1025 5500 1073  
 1027 0200 0446  
 1031 1401  
 1032 3401  
 1033 3054  
 1034 1603  
 1037 0200 0505  
 1037 0721  
 1040 6301 1067  
 1042 1400  
 1043 6010  
 1044 1401  
 1045 3414  
 1046 3054  
 1047 0200 0505  
 1051 0707  
 1052 6210  
 1053 1412  
 1054 0200 0516  
 1056 0100 0103  
 1059 2000 1101  
 1062 0200 0671  
 1064 1413  
 1065 0100 1054  
 1067  
 1101 5503  
 1107

PERIPH \* TELL ASSEMBLER ITS PP  
 SST \* GET ACCESS TO SYSTEM SYMBOLS  
 ORG C.PPFWA \* WILL RUN AT 1000  
 PPENTRY D.PPIRB,D.T0  
 LDD D.PPIR \* GET CH ADDR OF INPUT REGISTER  
 CRD D.PPIRB \* GET PARAM WORD FROM CH  
 LDH 2 \* FOR 2 MORE CH WORDS  
 STO 2  
 LDD D.PPIRB+4 \* GET CH ADDR OF BUF-1  
 ADN 1 \* REL ADDR OF BUF IN A

ADC	100000B	* GENERATE BAD ADDRESS
-----	---------	------------------------

RJM R.TFL \* ABSOLUTIZE IT  
 PJN \*+3 \* MJN WONT REACH ABT  
 LJM ABT  
 CRH BUF,2 \* READ TWO DATA WORDS  
 LDH BUF+9 \* GET DATA FROM BUF+1  
 RAM BUF+4 \* ADD DATA FROM BUF  
 RJM R.RAFL \* GO SEE IF MOVE PENDING  
 LDH 1 \* TO WRITE ONE WORD  
 STO 1  
 LDD D.PPIRB+4 \* GET ADDR TO SEND ANS BACK  
 ADN 3 \* REL ADDR OF ANS  
 RJM R.TFL \* GO ABSOLUTIZE IT  
 MJN ABT  
 CHM BUF,1 \* WRITE ANSWER BACK  
 LDH 0 \* ZERO OUTPUT BUFFER  
 CRD D.T0  
 LDH 1  
 STD D.T0+4 \* SET COMPLETE BIT  
 LDD D.PPIRB+4  
 RJM R.TFL \* ABSOLUTIZE PSEUDO FET ADDR  
 MJN ABT  
 CHD D.T0 \* PUT FET WORD BACK  
 LDH M.DPP \* GET DROP ME CODE  
 RJM R.MTR \$ GO DROP PP  
 LJM R.IDLE \* GO TO IDLE LOOP  
 LDC ABTMSG \* ABORT MESSAGE ADDR + FLAG 0  
 RJM R.OFM \* ISSUE DAYFILE MESSAGE  
 LDH M.ABORT \* ABORT OUT OF RANGE  
 LJM EXIT  
 BUF BSS 10 \* BUFFER FOR CH WORDS  
 ABTMSG DIS \* BAD ADDR  
 END

EXIT  
 ABT

54202

STORAGE USED  
 6400 ASSEMBLY

54 STATEMENTS  
 0.736 SECONDS

712 SYMBOLS  
 36 REFERENCES

14-6

TEST ERROR PROCEEDING  
 VALS-53-14-9



02/17/72 N W L SCOPE 3.3 LEVEL 250 06/29/71

18.12.41.SHEHY1H  
18.12.41.SHEHYN,CM70000.  
18.12.47.GO.  
18.12.47.COMPASS(B=PPTTEST,S=SCPTTEXT)  
18.12.49. MINIMUM FIELD LENGTH NEEDED = 054300  
18.12.49. ASSEMBLY COMPLETE.  
18.12.49.REWIND(PPTTEST)  
18.12.49.EDITLIB.  
18.12.58. READY(SYSTEM)  
18.12.59. ADD(\*,PPTTEST)  
18.12.59. COMPLETE.

18.13.18.GO.  
18.13.20.COMPASS.  
18.13.21. MINIMUM FIELD LENGTH NEEDED = 043500 .  
18.13.21. ASSEMBLY COMPLETE.  
18.13.21.LGO.

18.13.22.CPA 050.592 CPB 001.258  
18.13.22.PP 009.818 IO 000.766 NEW FL 00500

18.13.22. BAD ADDR ←

*dayfile message  
issued from within  
PP program*

18.13.22.EXIT.  
18.13.22.DMP(100,105)  
18.13.23.DMP(100,400)  
18.13.23.RFL,70000.  
18.13.23.CPA 050.595 CPB 001.258  
18.13.23.PP 011.092 IO 000.766 NEW FL 70000  
18.13.23.EDITLIB(RESTORE)  
18.13.28.GO.  
18.13.31.MASS STORAGE 000310 PRU  
18.13.31.CPA 050.958 SEC.  
18.13.31.CPB 001.258 SEC.  
18.13.31.PP 013.465 SEC.  
18.13.31.IO 000.957 SEC.

DT-HT

0	5110030001		IDENT	PROB3
			ENTRY	TESTIT
		TESTIT	SA1	1
			NZ	X1,TESTIT
1	5110000004 C	0311000000 +	SA1	PARAM
		10611	BX6	X1
2	5160000001		SA6	1
3	5110000001		SA1	1
		LOOP	NZ	X1,LOOP
			ENDRUN	
4	C100000000 X	0311000003 +	USE	/BLOCK/
0	0000000003000000001		FAKEFET DATA	1

\* CK RA+1 FOR EMPTY

\* PUT PARAM IN RA+1

\* WAIT TILL PICKED UP

* FAKEFET SHOULD CONTAIN ZERO
* OR MTR WILL REJECT CALL
* WITH AUTO RECALL ERR MSG

1	000000000300000000173	BUF	DATA	123,456
3		ANS	BSSZ	1
4	23251520000000000000 C	PARAM	VFD	18/3LSUM,3/2,3/0,36/FAKEFET
6			END	TESTIT
	43406	STORAGE USED		22 STATEMENTS
		6600 ASSEMBLY		0.252 SECONDS
				7 SYMBOLS
				12 REFERENCES

TT-4T

AUTO RECALL ERROR

02/17/72 + N H L SCOPE 3.3 LEVEL 250 06/29/71

18.32.53.SHEHY1T  
18.32.53.SHEHYN,CM70000.  
18.32.54.GO.  
18.32.54.COMPASS(B=PPTST,S=SCPTST)  
18.32.55. MINIMUM FIELD LENGTH NEEDED = 054300  
18.32.55. ASSEMBLY COMPLETE.  
18.32.56.REWIND(PPTST)  
18.32.56.EDITLIB.  
18.32.57. READY(SYSTEM)  
18.32.58. ADD(\*,PPTST)  
18.32.58. COMPLETE.  
18.33.16.GO.  
18.33.19.COMPASS.  
18.33.20. MINIMUM FIELD LENGTH NEEDED = 043500  
18.33.20. ASSEMBLY COMPLETE.  
18.33.20.LGO.  
18.33.21.CPA 051.243 CPB 000.000  
18.33.21.PP 006.274 IO 000.765 NEW FL 00500  
18.33.21.AUTO-RECALL ERROR  
18.33.21.EXIT.  
18.33.21.DMP(100,105)  
18.33.22.DMP(100,400)  
18.33.22.RFL,70000.  
18.33.22.CPA 051.246 CPB 000.000  
18.33.22.PP 007.496 IO 000.765 NEW FL 70000  
18.33.22.EDITLIB(RESTORE)  
18.33.25.GO.  
18.33.27.MASS STORAGE 000310 PRU  
18.33.27.CPA 051.624 SEC.  
18.33.27.PP 009.769 SEC.  
18.33.27.IO 000.956 SEC.

BT-41

*delete message  
inserted by 1072*

0	51100000C1		IOENT	PROJ3	
			ENTRY	TESTIT	
	0311000000 +	TESTIT	SA1	1	* CK RA+1 FOR EMPTY
1	51100000G4 C		NZ	X1,TESTIT	
	10611		SA1	PARAM	* PUT PARAM IN RA+1
2	51600000C1		DX6	X1	
3	5110000001	LOOP	SA6	1	
	0311000003 +		SA1	1	* WAIT TILL PICKED UP
4	0100000000 X		NZ	X1,LOOP	
			FHDRUN		
			USE	/BLOCK/	
0		FAKEFET	BSSZ	1	* PSEUDO FET TO HOLD COMPLETE BIT
1	0000000000000000173	BUF	DATA	123,456	
3		ANS	BSSZ	1	
4	232515200000010000 C	PARAM	VFD	13/3LSUM,3/2,3/0,36/FAKEFET+100000	

*out of range*

<ul style="list-style-type: none"> <li>* BAD ADDR IN PARAM WILL CAUSE</li> <li>* MTR TO REJECT CALL</li> <li>* WITH PP CALL ERROR MSG</li> </ul>
--

6  
 43406  
 END  
 STORAGE USED  
 5600 ASSEMBLY

TESTIT  
 23 STATEMENTS  
 0.267 SECONDS  
 7 SYMBOLS  
 12 REFERENCES

ET-HT

PP CALL ERROR

02/17/72 + N H L SCOPE 3.3 LEVEL 250 06/29/71

18.35.14.SHEHY1H  
18.35.14.SHEHYN,CM70000.  
18.35.18.GO.  
18.35.18.COMPASS(B=PPTTEST,S=SCPTTEXT)  
18.35.19. MINIMUM FIELD LENGTH NEEDED = 054300  
18.35.19. ASSEMBLY COMPLETE.  
18.35.19.REWIND(PPTTEST)  
18.35.19.EDITLIB.  
18.35.51. READY(SYSTEM)  
18.35.52. ADD(\*,PPTTEST)  
18.35.52. COMPLETE.  
18.37.33.GO.  
18.37.36.COMPASS.  
18.37.37. MINIMUM FIELD LENGTH NEEDED = 043500  
18.37.37. ASSEMBLY COMPLETE.  
18.37.37.LGO.  
18.37.38.CPA 052.704 CPB 000.148  
18.37.38.PP 023.407 IO 000.765 NEW FL 00500  
18.37.38.PP CALL ERROR ←  
18.37.38.EXIT.  
18.37.38.DMP(100,105)  
18.37.39.DMP(100,400)  
18.37.39.RFL,70000.  
18.37.40.CPA 052.707 CPB 000.148  
18.37.40.PP 024.630 IO 000.765 NEW FL 70000  
18.37.40.EDITLIB(RESTORE)  
18.37.57.GO.  
18.37.59.MASS STORAGE 000372 PRU  
18.37.59.CPA 053.307 SEC.  
18.37.59.CPB 000.148 SEC.  
18.37.59.PP 030.776 SEC.  
18.37.59.IO 000.956 SEC.

HT-HT

*dayfile message  
issued by MTR*

IDENT SUM,C.PPFWA  
 \* THIS IS A PP PGM TO SUM 2 NUMBERS FROM CP MEMORY  
 \* IT IS A TEST TO SHOW THE LINKAGE AND HOW TO PUT IT IN THE SYSTEM  
 \* THE PP PGM IS ENTERED FROM OVL BY A LJM  
 \* IT IS A TRANSIENT PROGRAM AND WILL RUN AT 1000

PERIPH \* TELL ASSEMBLER ITS PP  
 SST \* GET ACCESS TO SYSTEM SYMBOLS

\* WILL RUN AT 1000

1000		ORG	C.PPFWA	
1000	3074	PPENTRY	D.PPIRB,D.TO	
1004	3074	LDD	D.PPIRB	* GET CH ADDR OF INPUT REGISTER
1005	6050	CRD	D.PPIRB	* GET PARAM WORD FROM CH
1006	1402	LDN	2	* FOR 2 MORE CH WORDS
1007	3402	STD	2	
1010	3054	LOD	D.PPIRB+4.	* GET CH ADDR OF BUF-1
1011	1601	ADN	1	* REL ADDR OF BUF IN A
1012	0200 0505	RJM	R.TFL	* ABSOLUTIZE IT
1014	0603	PJH	*+3	* MJN WONT REACH ABT
1015	0100 1056	LJM	ABT	
1017	6102 1065	CRH	BUF,2	* READ TWO DATA WORDS
1021	5000 1076	LDM	BUF+9	* GET DATA FROM BUF+1
1023	5500 1071	RAH	BUF+4	* ADD DATA FROM BUF
1025	0200 0446	RJM	R.RAFL	* GO SEE IF MOVE PENDING
1027	1401	LDN	1	* TO WRITE ONE WORD
1030	3401	STD	1	
1031	3054	LDD	D.PPIRB+4	* GET ADDR TO SEND ANS BACK
1032	1603	ADN	3	* REL ADDR OF ANS
1033	0200 0505	RJM	R.TFL	* GO ABSOLUTIZE IT
1035	0721	HJN	ABT	
1036	6301 1065	CHM	BUF,1	* WRITE ANSWER BACK
1040	1400	LDN	0	* ZERO OUTPUT BUFFER
1041	6010	CRD	D.TO	
1042	1401	LDN	1	
1043	3413	STD	D.TO+3	* SET COMPLETE BIT IN WRONG PLACE * TO HANG IN AUTO RECALL
1044	3054	LOD	D.PPIRB+4	
1045	0200 0505	RJM	R.TFL	* ABSOLUTIZE PSEUDO FET ADDR
1047	0707	HJN	ABT	
1050	6210	CHO	D.TO	* PUT FET WORD BACK
1051	1412	LDN	H.DPP	* GET DROP ME CODE
1052	0200 0516	EXIT	R.HTR	\$ GO DROP PP
1054	0100 0103	LJM	R.IDLE	* GO TO IDLE LOOP
1050	2000 1077	ABT	LDC	* ABORT MESSAGE ADDR + FLAG 0
1060	0200 0671	RJM	R.DFM	* ISSUE DAYFILE MESSAGE
1062	1413	LDN	H.ABORT	* ABORT OUT OF RANGE
1063	0100 1052	LJM	EXIT	
1065		BUF	BSS	10 * BUFFER FOR CH WORDS
1077	0502	ABTMSG	DIS	* BAD ADDR*
1105		END		

54202

STORAGE USED  
6600 ASSEMBLY

54 STATEMENTS  
0.762 SECONDS

712 SYMBOLS  
35 REFERENCES

HANG IN AUTO RECALL

VALS-53-14-15

14-15

02/17/72 N H L SCOPE 3.3 LEVEL 250 06/29/71

18.16.11.SHEHY1I

18.16.11.SHEHYN,CM70000.

18.16.14.GO.

18.16.14.COMPASS(B=PPTST,S=SCPTST)

18.16.15. MINIMUM FIELD LENGTH NEEDED = 054300

18.16.15. ASSEMBLY COMPLETE.

18.16.15.REWIND(PPTST)

18.16.15.EDITLIB.

18.16.17. READY(SYSTEM)

18.16.17. ADD(\*,PPTST)

18.16.18. COMPLETE.

18.16.30.GO.

19.16.40.COMPASS.

18.16.41. MINIMUM FIELD LENGTH NEEDED = 043500

18.16.41. ASSEMBLY COMPLETE.

18.16.41.LGO.

18.16.42.CPA 051.387 CPB 000.000

18.16.42.PP 006.936 IO 000.766 NEW FL 00500

18.16.43.JOB HUNG IN AUTO-RECALL ←

18.16.43. ADDRESS =J00100

18.16.43.EXIT.

18.16.43.DMP(100,105)

18.16.43.DMP(100,400)

18.16.44.RFL,70000.

18.16.45.CPA 051.390 CPB 000.000

18.16.45.PP 000.813 IO 000.766 NEW FL 70000

18.16.45.EDITLIB(RESTORE)

18.18.19.GO.

18.18.22.HASS STORAGE 000372 PRU

18.18.22.CPA 054.987 SEC.

18.18.22.CPB 000.350 SEC.

18.18.22.PP 054.617 SEC.

18.18.22.IO 000.957 SEC.

*dayfile message  
issued by MTR*

PT-HT

IDENT SUM,C.PPFWA  
 \* THIS IS A PP PGM TO SUM 2 NUMBERS FROM CP MEMORY  
 \* IT IS A TEST TO SHOW THE LINKAGE AND HOW TO PUT IT IN THE SYSTEM  
 \* THE PP PGM IS ENTERED FROM OVL BY A LJM  
 \* IT IS A TRANSIENT PROGRAM AND WILL RUN AT 1000

PERIPH \* TELL ASSEMBLER ITS PP  
 SST \* GET ACCESS TO SYSTEM SYMBOLS  
 ORG \* WILL RUN AT 1000

1000			ORG	C.PPFWA	
1000	3074		PPENTRY	D.PPIRB,0.T0	
1004	3074		LDD	D.PPIR	* GET CM ADDR OF INPUT REGISTER
1005	6050		CRD	D.PPIRB	* GET PARAM WORD FROM CM
1006	1402		LUN	2	* FOR 2 MORE CM WORDS
1007	3402		STD	2	
1010	3054		LDD	D.PPIRB+4	* GET CM ADDR OF BUF-1
1011	1601		ADN	1	* REL ADDR OF BUF IN A
1012	2110 0000		ADC	100Q008	* GENERATE NAD ADDRESS
1014	0200 0505		RJM	R.TFL	* ABSOLUTIZE IT
1016	0600		PJN	*+3	* MJN WONT REACH ABT
1017	6100 1050		LJM	ABT	
1021	6100 1072		CRM	BUF,2	* READ TWO DATA WORDS
1023	5000 1103		LDM	BUF+9	* GET DATA FROM BUF+1
1025	5000 1076		RAM	BUF+4	* ADD DATA FROM BUF
1027	0200 0446		RJM	R.RAFL	* GO SFE IF MOVE PENDING
1031	1401		LON	1	* TO WRITE ONE WORD
1032	3401		STD	1	
1033	3054		LDD	D.PPIRB+4	* GET ADDR TO SEND ANS BACK
1034	1503		ADN	3	* REL ADDR OF ANS
1035	0200 0505		RJM	R.TFL	* GO ABSOLUTIZE IT
1037	0701		HJM	ABT	
1040	6301 1072		CHM	BUF,1	* WRITE ANSWER BACK
1042	1400		LON	0	* ZERO OUTPUT BUFFER
1043	6010		CRD	D.T0	
1044	1401		LON	1	
1045	3414		STD	D.T0+4	* SET COMPLETE BIT
1046	3054		LDD	D.PPIRB+4	
1047	0200 0505		RJM	R.TFL	* ABSOLUTIZE PSEUDO FET ADDR
1051	0707		MJN	ABT	
1052	6210		CHD	D.T0	* PUT FET WORD BACK
1053	1412		LON	M.DPP	* GET DROP ME CODE
1054	0200 0516	EXIT	RJM	R.MTR	* GO DROP PP
1056	0100 0103		LJM	R.IDLE	* GO TO IDLE LOOP
1060	1406		ABT	LON 6	* SET FLAG BITS FOR OFM
1061	1014		SHN	12	
1062	2100 1104		ADC	ABTMSG	* ADD MSG ADDRESS
1064	0200 0671		RJM	R.OFM	* ISSUE DAYFILE MESSAGE
1065	0300		UJN	0	* HANG PP
1067	1413		LON	M.ABORT	* ABORT OUT OF RANGE
1070	0100 1054		LJM	EXIT	
1072		BUF	OSS	10	* BUFFER FOR CM WORDS
1104	5355		ABTMSG	DIS	*\$ DIRTY BAD MSG*

HANG PP

27-47





Example showing assembly error  
because MJN could not reach ABT

ADDRESS	OPERANDS	INSTR	COMMENT
1000		BASE 0	* TELL ASSEMBLER THIS PP
1000	0200 0430	SS1	* GET ACCESS TO SYSTEM SYMBOL
1002	3075	OR0	* MOST PP PGMS ARE UCIAL
1003	0050	RJM	* WILL RUN AT 1000
1004	3054	LDU	* GET CM ADDR OF INPUT REGISTER
1005	1001	CRD	* GET PARAM WORD FROM CM
1006	0200 0034	LDU	* GET CM ADDR OF BUF-1
1007		ADN	* REL ADDR OF BUF IN A
1008		RJM	* ABSOLUTEIZE II
1009		MJN	
1011	1402	LDU	* FOR 2 MORE CM WORDS
1012	3402	STD	
1013	0102 1055	CRM	* READ TWO DATA WORDS
1015	5000 1066	LDH	* GET DATA FROM BUF+1
1017	5500 1061	RAM	* ADD DATA FROM BUF
1021	0200 0430	RJM	* GO SEE IF STORAGE MOVE WAITING
1023	1401	LDN	* TO WRITE ONE WORD
1024	3401	STD	
1025	3054	LDU	* GET ADDR TO SEND ANS BACK
1026	1003	ADN	* REL ADDR OF ANS
1027	0200 0034	RJM	* GO ABSOLUTEIZE II
1031	0721	MJN	
1032	0301 1055	CWM	* WRITE ANSWER BACK
1034	1400	LDN	* ZERO OUTPUT BUFFER
1035	0310	CRD	
1036	1401	LDN	
1037	3414	STD	* SET COMPLETE BIT
1040	3054	LDU	
1041	0200 0034	RJM	* ABSOLUTEIZE PSEUDO-FEI ADDR
1043	3707	MJN	
1044	0210	CWD	* PUT FEI WORD BACK
1045	1412	LDN	* GET DROP ME CODE
1046	0200 0450	RJM	* GO DROP PP
1050	0100 0100	LJM	* GO TO IDLE LOOP
1052	1413	LDN	* ABORT IF ADDR OUT OF RANGE
1053	0100 1046	LJM	
1055		BSS	
1057		END	

A

BT-47

ASSEMBLY ERROR

A LIFE ERROR OCCURRED ON PAGE 1 ADDRESS FIELD BAD

Example: In another run, some of the instructions were moved, closer to the others which use them. This run being 6 pp's and killed the whole system, necessitating initial deadstart. WHY? 01/14/71.

ADDR	PERIPH	IDENT	SUBT. PPRNA	COMMENT
				* I'LL ASSEMBLER ITS PP
				* GET ACCESS TO SYSTEM SYMBOLS
		BASE	0	* MOST OF PGMS ARE NOTAL
1000		ORC	C.PPRNA	* WILL RUN AT 1000
1001	0200 0430	RJM	R.PAUSE	
1002	0075	LDD	D.PPIR	* GET CM ADDR OF INPUT REGISTER
1003	6050	CRD	D.PPIRB	* GET PARAM WORD FROM CM
1004	1402	LDD	2	* FOR 2 MORE CM WORDS
1005	3402	SJD	2	
1006	0054	LDD	D.PPIRE+4	* GET CM ADDR OF BUF+1
1007	1801	ADN	1	* RFL ADDR OF BUF IN A
1010	0200 0634	RJM	R.TFL	* ABSOLUTIZE IT
1012	0603	PJN	*+3	* MIN WAIT REACH
1015	0100 1054	LJJ	ART	
1015	6102 1057	CRM	BUF, 2	* READ TWO DATA WORDS
1017	5000 1070	LDD	BUF+1	* GET DATA FROM BUF+1
1021	5500 1053	RAM	BUF+1	* ADD DATA FROM BUF
1023	0200 0430	RJM	R.PAUSE	* GO SEE IF STORAGE MOVF WAITING
1025	1401	LDD	1	* TO WRITE 1 WORD
1026	3054	STU	1	
1027	3054	LDD	D.PPIRE+4	* GET ADDR TO SEND ANS BACK
1030	1803	ADN	5	* RFL ADDR OF ANS
1031	0200 0634	RJM	R.TFL	* GO ABSOLUTIZE IT
1033	0721	PJN	ART	
1034	6301 1057	CRM	BUF, 1	* WRITE ANSWER BACK
1036	1400	LDD	0	* ZERO OUTPUT BUFFER
1037	6010	CRD	D.TD	
1040	1401	LDD	1	
1041	3054	STU	D.TD+4	* SET COMPLETE BIT
1042	3054	LDD	D.PPIRE+4	
1043	0200 0634	RJM	R.TFL	* ABSOLUTIZE PSEUDO FET ADDR
1045	0707	PJN	ART	
1046	6210	CRD	D.TD	PUT IT BACK
1047	1412	LDD	H.DPP	* GET DROP ME CODE
1050	0200 0430	EXIT	RJM	* GO DROP PP
1052	0100 0130	LJM	R.IDLE	* GO TO IDLE LOOP
1054	1413	ABT	LDD	* ABORT IF ADDR OUT OF RANGE
1055	0100 1050	LJJ	*RT	
1057		BUF	BSS	

14-20

REPORT 1

ADDRESS LENGTH BINARY CONTROL CARDS.

1000 2336 IDENT 1RN,C.PPFA  
3336 (373) END

BLOCKS	TYPE	ADDRESS	LENGTH
PROGRAM*	ABSOLUTE	0	3321
TA.CH	ABSOLUTE	3321	14
TA.CHE	ABSOLUTE	3335	1

14-47

1RN - CONTAINS, RCN - RELEASE CHAIN, AQS - AGE QUEUES

IDENT 1RN,C.PPFWA  
PERIPH

\* TITLE CARD FOLLOWS

1000

SST  
ORG C.PPFWA  
LIST F

\* 1RN - AGE QUEUES, MANAGE RBT STORAGE, STATUS TAPE DRIVES

\* FUNCTION

\* 1RN IS A PP ROUTINE WHICH BOUNCES AT CONTROL POINT ZERO ONCE  
\* EVERY SECOND. A CALL TO 1RN IS ASSEMBLED INTO MTRS PP  
\* DELAY STACK SO THAT MTR WILL CALL 1RN AFTER MTR HAS BEEN  
\* INITIALIZED AFTER A DEADSTART. WHEN 1RN HAS COMPLETED ITS  
\* TASK IT GOES INTO MTRS PP DELAY STACK WITH A DELAY WHICH  
\* WILL CAUSE IT TO BE EXECUTED ONCE A SECOND. THE MAJOR  
\* FUNCTIONS OF 1RN ARE AS FOLLOWS..

\* ROUTINE AQS

\* ROUTINE AQS AGES THE INPUT AND OUTPUT QUEUES AND UPDATES  
\* THE COUNTS IN THE FIRST WORD OF THE JOB CONTROL AREA. THESE  
\* COUNTS INCLUDE..

- \* 1. THE NUMBER OF JOBS IN THE INPUT QUEUE REQUIRING  
\* NON-ALLOCATABLE DEVICES.
- \* 2. THE NUMBER OF JOBS IN THE INPUT QUEUE NOT REQUIRING  
\* NON-ALLOCATABLE DEVICES (BIT 11 IN EACH OF THESE  
\* COUNTS IS SET IF ONE OR MORE FIXED PRIORITY JOBS ARE  
\* FOUND).
- \* 3. NUMBER OF EMPTY FNT SLOTS.

\* THE INPUT QUEUE IS AGED (THE PRIORITY IS INCREMENTED BY ONE)  
\* EVERY 2\*\*IP.IQQ SECONDS. THE OUTPUT QUEUE IS AGED EVERY  
\* 2\*\*IP.OQQ SECONDS. JOBS WAITING TO BE STAGED BY TAPE  
\* STAGEING (WITH DISPOSITION CODE OF 5 OR 6) ARE ALSO AGED  
\* EVERY 2\*\*IP.IQQ SECONDS. THE PRIORITY OF A JOB IS NOT  
\* INCREMENTED UNLESS THE LOWER 6 BITS OF THE PRIORITY IS LESS  
\* THAN THE VALUE MAXAGE (SYMBOL INTERNAL TO 1RN, RELEASED  
\* EQUAL TO 77B).

\* IF 1RN FINDS AN INCREASE IN THE NUMBER OF JOBS READY TO BE  
\* SCHEDULED (COUNTS IN FIRST WORD OF JCA) THEN 1RN SETS  
\* BYTE C.JCCLK OF THE FIRST WORD OF THE JCA EQUAL TO ZERO TO  
\* TELL SCHEDULER TO CALL 11B.

\* ROUTINE RCN

\* REQUESTS ADDITIONAL RBT STORAGE OR RELEASES UNUSED RBT

1RN	2
1RN	3
1RN	4
1RN	6
1RN	7
1RN	8
1RN	9
1RN	10
1RN	11
1RN	12
1RN	13
1RN	14
1RN	15
1RN	16
1RN	17
1RN	18
1RN	19
1RN	20
1RN	21
1RN	22
1RN	23
1RN	24
1RN	25
1RN	26
1RN	27
1RN	28
1RN	29
1RN	30
1RN	31
1RN	32
1RN	33
1RN	34
1RN	35
1RN	36
1RN	37
1RN	38
1RN	39
1RN	40
1RN	41
1RN	42
1RN	43
1RN	44
1RN	45
1RN	46
1RN	47
1RN	48
1RN	49
1RN	50
1RN	51
1RN	52
1RN	53
1RN	54
1RN	55
1RN	56
1RN	57
1RN	58
1RN	59

22-4T

\* STORAGE.

1RN 60  
1RN 61  
1RN 62  
1RN 63  
1RN 64  
1RN 65  
1RN 66  
1RN 67

\* ROUTINE TPSTAT

\* STAUSES TAPE DRIVES.

E2-47

				1RN	69
20	RBTWP	EQU	D.TW0	1RN	70
25	RBTPT	EQU	D.TW5	1RN	71
31	LWA	EQU	RBTPT+4	1RN	72
27	FRSTRBT	EQU	RBTPT+2	1RN	73
30	RBTCL	EQU	RBTPT+3	1RN	74
				1RN	75
32	RBTCNT	EQU	D.TH2	1RN	76
33	EMPCT	EQU	D.TH3	1RN	77
34	CURRENT	EQU	D.TH4	1RN	78
35	PREVIOUS	EQU	D.TH5	1RN	79
36	CONTIG	EQU	D.TH6	1RN	80
37	START	EQU	D.TH7	1RN	81
40	LOWSCRAP	EQU	D.FR0	1RN	82
41	RBTLINK	EQU	D.FR1	1RN	83
42	ZERO	EQU	RBTLINK+1	1RN	84
21	PASSIGN	EQU	D.TW1	1RN	85
40	TWO	EQU	D.BA	1RN	86
				1RN	87
55	CW.RCHN	EQU	T.RCHN	1RN	88
				1RN	89
	RBT	MACRO	CELL	1RN	90
		LDD	LWA	1RN	91
		SHN	5	1RN	92
		SDD	CELL	1RN	93
		SHN	1	1RN	94
		ENOM		1RN	95
				1RN	96
				1RN	97

42-47

AQS - AGE QUEUES

AUTHOR - RL MCALLESTER

WRITTEN - AUGUST 1970 FOR SCOPE 3.4

1RN 99  
 1RN 100  
 1RN 101  
 1RN 102  
 1RN 103  
 1RN 104  
 1RN 105  
 1RN 106  
 1RN 107  
 1RN 108

DIRECT CELLS

20 D.FNT EQU D.FNT  
 25 FST1 EQU D.TW5  
 32 FST2 EQU D.TH2  
 37 STGFLG EQU D.TH7

5 CELLS WHICH HOLD FNT OF A FILE  
 5 CELLS WHICH HOLD 1ST WORD OF FST  
 5 CELLS WHICH HOLD 2ND WORD OF FST  
 STAGE ON/OFF FLAG

1RN 110  
 1RN 111  
 1RN 112  
 1RN 113  
 1RN 114  
 1RN 115  
 1RN 116  
 1RN 117

FNT COUNTS

42 PRCOUNT EQU D.FR2  
 44 IQCOUNT EQU D.FR4  
 46 EMCOUNT EQU D.FR6  
 47 CHFLG EQU D.FR7  
 2 FLNKAD EQU D.ZZ

PRIORITY JOBS  
 INPUT QUEUE JOBS  
 EMPTY FNTS  
 SET NON-ZERO IF CH.FNT IS RESERVED  
 DURING FNT SEARCH  
 SUPPLYMENT FNT ADDRESS

1RN 118  
 1RN 119  
 1RN 120  
 1RN 121  
 1RN 122  
 1RN 123  
 1RN 124  
 1RN 125  
 FEAT61A 743

52-47



1RN - CONTAINS, RCN - RELEASE CHAIN, AQS - AGE QUEUES  
 AQS - AGE INPUT AND OUTPUT QUEUES

IPARAMS 2

IPARAMS CTEXT SCOPE 3 INSTALLATION PARAMETERS.

1000

## \* PRIORITY DEFINITIONS

\*  
 \* THE LENGTH OF THE AGE ADDEND IN THE INPUT QUEUE IS  
 \* DETERMINED BY 12-THE NUMBER OF BITS IN IP.LVF  
 \*

1 PMPY SET 1  
 -1 PSHIFT SET -1  
 24 DUP 20,4  
 PSHIFT SET PSHIFT+1  
 PMPY SET PMPY\*2  
 IFGE IP.LVF\*PMPY,100008,1  
 STOPDUP  
 100 PMPY SET PMPY/2  
 77 MAXAGE SET PMPY-1 MAX SUBLEVEL

1RN 138  
 1RN 139  
 1RN 140  
 1RN 141  
 1RN 142

FEAT10Q 10  
 FEAT10Q 11  
 FEAT10Q 12  
 FEAT10Q 13  
 FEAT10Q 14  
 FEAT10Q 15  
 FEAT10Q 16  
 FEAT10Q 17  
 FEAT10Q 18

\*  
 \* THE INPUT QUEUE AND THE OUTPUT QUEUE ARE TO BE AGED EACH 2\*\*IP.IQD  
 \* AND 2\*\*IP.OQD SECONDS RESPECTIVELY.  
 \*

IQP BIT IP.IQD INPUT QUEUE AGING PERIOD  
 OQP BIT IP.OQD OUTPUT QUEUE AGING PERIOD  
 \*  
 LOCKMASK BIT S.FLOCK

1RN 150  
 1RN 151  
 1RN 152  
 1RN 153  
 1RN 154  
 1RN 155  
 1RN 156  
 1RN 157  
 1RN 158

## \* DISPOSITION CODES

4 INPFILE EQU 4 UNSTAGED TAPE JOB  
 5 TAPEQ EQU 5 TAPE JOB BEING DISPLAYED  
 6 TAPEQ6 EQU 6

1RN 160  
 1RN 161  
 1RN 162  
 1RN 163  
 1RN 164

22-41

Line No	Address	Instruction	Label	IRN	Address
* INITIALIZE DIRECT CELES *					
1000	1401	AQS	LDN 1	1RN	166
1001	3470		STD D.PPONE	1RN	167
1002	1400		LDN P.ZERO	1RN	168
1003	6042		CRD PRCOUNT	1RN	169
1004	3074		LDD D.PPIR	1RN	170
1005	6050		CRD D.PPIRB	1RN	171
				INITIALIZE COUNTS	
				READ INPUT REGISTER	
				1RN	172
				1RN	173
				1RN	174
				1RN	175
				1RN	176
				1RN	177
				1RN	178
				1RN	179
				1RN	180
				1RN	181
				1RN	182
				1RN	183
				1RN	184
				1RN	185
* SCAN THE FNT, COUNTING AND AGING INPUT AND/OR OUTPUT QUEUE *					
				1RN	187
				1RN	188
				1RN	189
				1RN	190
				1RN	191
				1RN	192
				1RN	193
				1RN	194
				1RN	195
				1RN	196
				1RN	197
				1RN	198
				1RN	199
				1RN	200
				1RN	201
				1RN	202
				1RN	203
				1RN	204
				1RN	205
				1RN	206
				1RN	207
				1RN	208
				1RN	209
				1RN	210
				1RN	211
				1RN	212
				1RN	213
				1RN	214
				1RN	215
				1RN	216
				1RN	217
				1RN	218
* IF EITHER INPUT OR OUTPUT QUEUE IS TO BE AGED, RESERVE CH.SCH *					
1012	1400		LDN 0	1RN	194
1013	3447		STD CHFLG	1RN	195
				INITIALIZE CHFLG	
1014	3054		LDD D.PPIRB+4	1RN	196
1015	1277		LPK IQP-1	1RN	197
1016	0405		ZJN SRCH4	1RN	198
1017	3054		LDD D.PPIRB+4	1RN	199
1020	2200 0377		LPK OQP-1	1RN	200
1022	0505		NJN SRCH10	1RN	201
				JUMP IF INPUT QUEUE TO BE AGED	
1023	3647		SRCH4 AOD CHFLG	1RN	202
1024	1415		LDN CH.FNT	1RN	203
1025	0200 0303		RJM R.RCH	1RN	204
				JUMP IF NEITHER QUEUE TO BE AGED	
				SET CHFLG NON-ZERO	
				RESERVE CH.FNT	
* INITIALIZE SEARCH *					
1027	1404		SRCH10 LDN P.FNT	1RN	205
1030	6010		CRD D.T0	1RN	206
1031	0307		UJN SRCH20	1RN	207
				FNT POINTER	
* ADVANCE THE SEARCH *					
1032	1403		SRCH15 LDN LE.FNT	1RN	208

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SRCH23A 1107  
 SRCH2A

1RN - CONTAINS, RCN - RELEASE CHAIN, AQS - AGE QUEUES  
 AQS - AGE INPUT AND OUTPUT QUEUES

1033 3510  
 1034 3311  
 1035 0503  
 1036 0100 1220

RAD D.T0  
 LHD 0.11  
 NJN SRCH20  
 LJM SRCH90

JUMP WHEN ALL DONE WITH SEARCH

1RN 219  
 1RN 220  
 1RN 221  
 1RN 222  
 1RN 223  
 1RN 224  
 1RN 225  
 1RN 226  
 1RN 227  
 1RN 228  
 1RN 229  
 1RN 230  
 1RN 231  
 1RN 232  
 1RN 233  
 1RN 234  
 1RN 235  
 1RN 236  
 1RN 237  
 1RN 238  
 1RN 239  
 1RN 240

GET FNT ENTRY

1040 3010  
 1041 6020  
 1042 3020  
 1043 0503  
 1044 3646  
 1045 0364

SRCH20 LDD D.T0  
 CRD D.FNT  
 LDD D.FNT  
 NJN SRCH22  
 AOD EMCOUNT  
 SRCH21 UJN SRCH15

COUNT EMPTY FNT ENTRIES

1046 1071  
 1047 0462

SRCH22 SHN -6  
 ZJN SRCH15

JUMP IF FNT SUPPLEMENT

1050 3023

3 C.FLOCK LDD D.FNT+C.FCPNUM  
 EQU C.FLOCK  
 LPN L.CPNUM+LOCKMASK  
 NJN SRCH15

CHECK FOR CP 0 AND UNLOCKED  
 JUMP IF NOT

1051 1257  
 1052 0557

SEARCH FOR INPUT SUPPLEMENT

1053 1400  
 1054 3402  
 1055 3023  
 1056 1015  
 1057 0611

SRCH22A LDN 0  
 STD FLNKAD  
 LDD D.FNT+C.FLINK  
 SHN 17-S.FLINK  
 PJN SRCH22B

IF NO MORE SUPPLEMENT

1060 3024  
 1061 3402  
 1062 6020  
 1063 3022  
 1064 2300 0100  
 1066 0402  
 1067 0363

LDD D.FNT+C.FLNKAD  
 STD FLNKAD  
 CRD D.FNT  
 LDD D.FNT+C.FIDENT  
 LMC 0100B  
 ZJN SRCH22B  
 UJN SRCH22A

CHECK FOR CORRECT SUPPLEMENT  
 IF FOUND  
 GO ON SEARCHING

1070 3010  
 1071 1602  
 1072 6032

1070 SRCH22B EQU \*  
 LDD D.T0  
 ADN 2  
 CRD FST2

READ 2ND WORD OF FST

1073 3036  
 1074 0450

LDD FST2+C.FPRI  
 ZJN SRCH21

JUMP IF ZERO PRIORITY

1075 3034  
 1076 1277  
 1077 1704  
 1100 0431

SRCH23 LDD FST2+C.FOC  
 LPN 77B  
 SBN INPFILE  
 ZJN SRCH30

JUMP IF INPUT QUEUE

1101 1702  
 1102 0405  
 1103 1601

ADK INPFILE-TAPEQ6  
 ZJN SRCH23A  
 ADK TAPEQ6-TAPEQ

CHECK FOR TAPE JOB BEING DISPLAYED  
 JUMP IF JOB IN TAPEQ6  
 UNSTAGED TAPE JOB

SC42522 1  
 SC42522 2  
 SC42522 3  
 SC42522 4  
 SC42522 5  
 SC42522 6  
 SC42522 7  
 SC42522 8  
 SC42522 9  
 SC42522 10  
 SC42522 11  
 SC42522 12  
 SC42522 13  
 SC42522 14  
 SC42522 15  
 SC42522 16  
 SC42522 17  
 SC42522 18  
 1RN 241  
 1RN 242  
 1RN 243  
 1RN 244  
 1RN 245  
 1RN 246  
 1RN 247  
 1RN 248  
 1RN 249  
 1RN 250  
 1RN 251  
 1RN 252  
 1RN 253  
 1RN 254  
 1RN 255  
 1RN 256  
 1RN 257

92-4T

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1104	0505		NJN	SRCH40	NOT IN TAPE QUEUE	1RN	258
1105	3037		LDD	STGFLG	IF STAGING OFF SCHEDULE TAPE JOB	1RN	259
1106	0523		NJN	SRCH30	JUMP IF STAGING OFF	1RN	260
1107	0100 1205	SRCH23A	LJM	SRCH34	JUMP TO AGE PRIORITY	1RN	261
1111	3034		SRCH40	LDD	FST2+C.FDG	1RN	262
1112	1270		LPN	70B		1RN	263
1113	0414		ZJN	SRCH26	JUMP IF NOT OUTPUT	1RN	264
* TEST FOR AGING OF THE OUTPUT QUEUE *							
1114	3054		LDD	D.PPIRB+4		1RN	266
1115	2200 0377		LPK	0QP-1		1RN	269
1117	0510		NJN	SRCH26		1RN	270
1120	3536	SRCH24	AOD	FST2+C.FPRI	INCREMENT PRIORITY	1RN	272
1121	2200 7777		LPC	7777B		1RN	273
1123	0404		ZJN	SRCH26	JUMP IF AGED PAST 7777B	1RN	274
1124	3010		LDD	O.T0		1RN	276
1125	1602		ADN	2		1RN	277
1126	6232		CWD	FST2		1RN	278
1127	0100 1032	SRCH26	LJM	SRCH15	WRITE OUT AGED FST2	1RN	279
* PROCESS INPUT QUEUE *							
1131	3034	SRCH30	LDD	FST2+C.FINFLG	CHECK FOR REAL-TIME JOB (NOT	1RN	283
1132	1006		SHN	17-S.FINRT	CONSIDERED PART OF INPUT QUEUE)	1RN	284
1133	0773		NJN	SRCH26	JUMP IF REAL TIME JOB	FEAT61A	768
* 7000 SUPPORT. *							
* DO NOT COUNT AS PART OF THE INPUT QUEUE JOBS WITH CP70. *							
* ALSO DONT COUNT JOBS WITH CP76 IF THE 7000 LINK IS UP. *							
* CC7 *							
1134	3032		IFNE	IP.CC7,0		1RN	291
1135	1071		LDD	FST2+C.FCPU	CHECK CP PARAMETER FROM JOBCARD	1RN	292
1136	1760		SHN	-6		1RN	293
1137	0503		SBN	60B		1RN	294
1143	0100 1205		NJN	*+3		1RN	295
1142	0705		LJM	SRCH34	JUMP IF CP70	SC42522	19
1143	1453		MJN	SRCH32	JUMP IF 7000 NOT TO BE USED	SC42522	20
1144	6020		LDK	T.SPF	* JOB MAY BE RUN ON	1RN	297
1145	3020		CRD	D.FNT	* EITHER MACHINE	1RN	298
1146	0537		LDD	D.FNT	* CHECK LINK TO 7000	1RN	299
		1147	NJN	SRCH34	JUMP IF LINK IS UP	1RN	300
			EQU	*		1RN	301
			CC7	ENDIF		1RN	302
* JOB IS IN INPUT QUEUE, DETERMINE JOB CLASS *							
1147	1401		LDN	1	INITIALIZE D.Z1 (D.Z1=0 IF JOB	1RN	304
1150	3401		STD	D.Z1	CLASS=1, D.Z1=1 IF JOB CLASS=2)	1RN	305
1151	3010		LDD	D.T0		1RN	306
1152	1601		ADN	1		1RN	307
1153	6025		CRD	FST1	READ FST1	1RN	308
1154	3025		LDD	FST1+C.FTAPE		1RN	309
1155	0510		NJN	SRCH33	JUMP IF JOB HAS TAPES (CLASS 2)	1RN	310
						1RN	311
						1RN	312
						1RN	313

14 15

1RN - CONTAINS, RCN - RELEASE CHAIN, AQS - AGE QUEUES  
AQS - AGE INPUT AND OUTPUT QUEUES

1156 3002  
1157 0405  
1160 1602  
1161 6020  
1162 3022  
1163 0502

LDD FLNKAD  
ZJN SRCH32A  
ADN 2  
GRD D.FNT  
LDD D.FNT+C.FECFL  
NJN SRCH33

CHECK SUPPLYMENT FNT  
FETCH SUPPLYMENT FST2  
JUMP IF JOB HAS ECS FL (CLASS 2)

FEAT61A 769  
FEAT61A 770  
FEAT61A 771  
FEAT61A 772  
FEAT61A 773  
1RN 315  
FEAT61A 774  
FEAT61A 775  
FEAT61A 776

1164 SRCH32A EQU \*

SOD D.Z1

JOB IS CLASS 1, SET D.Z1=0

1RN 316  
1RN 317  
1RN 318  
1RN 319

1164 3701

INCREMENT INPUT QUEUE COUNTS FOR APPROPRIATE CLASS

SRCH33

LDD FLNKAD  
ZJN SRCH33A  
ADN 2  
GRD D.FNT  
LDD D.FNT+C.FDPCT  
SCN 77B  
NJN SRCH34

CHECK DEPENDENCY COUNT  
IF NO INPUT FNT SUPPLEMENT

SC42522 21  
SC42522 22  
SC42522 23  
SC42522 24  
SC42522 25  
SC42522 26  
SC42522 27  
SC42522 28  
SC42522 29

1165 3002  
1166 0406  
1167 1602  
1170 6020  
1171 3020  
1172 1377  
1173 0512

SRCH33A

AOM IQCOUNT,D.Z1  
LDD FST2+C.FPRI  
SHN -PSHIFT  
ADC -IP.LVF  
NJN SRCH34  
AOM PRCOUNT,D.Z1

IF THERE IS DEPENDENCY COUNT  
INCREMENT NB OF INPUT QUEUE JOBS  
JUMP IF NOT FIXED PRIORITY  
INCREMENT APPROPRIATE COUNT

1RN 321  
FEAT10Q 19  
1RN 323  
1RN 324  
1RN 325  
1RN 326  
1RN 327  
1RN 328  
1RN 329  
1RN 330  
1RN 331  
1RN 332

1174 5601 0044  
1176 3036  
1177 1071  
1200 2177 7707  
1202 0703  
1203 5601 0042

AGE PRIORITY OF INPUT QUEUE ENTRY IF ITS TIME

SRCH34

LDD D.PPIRB+4  
LPK IQP-1  
NJN SRCH36  
LDD FST2+C.FPRI  
LPK MAXAGE  
LMK MAXAGE  
ZJN SRCH36  
UJK SRCH24

JUMP IF NOT TIME TO AGE  
UPDATE AGE ONLY TO MAX SUBLEVEL  
JUMP IF MAXAGE EXCEEDED (DONT AGE)  
JUMP TO AGE PRIORITY  
JUMP TO ADVANCE FNT SEARCH

FEAT10Q 20  
FEAT10Q 21  
1RN 335  
1RN 336  
1RN 337  
1RN 338

1205 3054  
1206 1277  
1207 0507  
1210 3036  
1211 1277  
1212 1177  
1213 0403  
1214 0100 1120

SRCH36

LJM SRCH15

1RN 340  
1RN 341  
1RN 342  
1RN 343  
1RN 344  
1RN 345  
1RN 346  
1RN 347  
1RN 348  
1RN 349

THE FNT SEARCH IS COMPLETE  
RESERVE CH.FNT IF NOT ALREADY RESERVED AND READ JCA WORD 0

1220 3047  
1221 0504

SRCH90

LDD CHFLG  
NJN SRCH92

JUMP IF CHANNEL ALREADY RESERVED

1RN 350  
1RN 351  
1RN 352  
1RN 353

1222 1415  
1223 0200 0303

SRCH92

LDN CH.FNT  
RJM R.RCH  
LDK P.SCH  
GRD D.Z1  
LDD D.Z1+C.JCA

RESERVE CHANNEL  
GET ADDR OF JCA

1225 1460  
1226 6001  
1227 3003

1230	3415		STD	D.T5	D.T5 = ADDR OF JCA/8	1RN	354
1231	1003		SHN	3		1RN	355
1232	6001		CRD	D.Z1		1RN	356
1233	1601		ACN	1		1RN	357
1234	6010		CRD	D.T0		1RN	358
						1RN	359
						1RN	360
						1RN	361
						1RN	362
1235	3042		LDD	PRCOUNT		1RN	363
1236	0404		ZJN	SRCH93	IF NO PRIORITY BATCH JOBS	1RN	364
1237	2000 4000		LDC	4000B		1RN	365
1241	3544		RAO	IQCOUNT	SET PRIORITY FLAG	1RN	366
						1RN	367
1242	3043	SRCH93	LDD	PRCOUNT+1		1RN	368
1243	0404		ZJN	SRCH94	IF NO PRIORITY TAPE JOB	1RN	369
1244	2000 4000		LDC	4000B		1RN	370
1246	3545		RAO	IQCOUNT+1		1RN	371
						1RN	372
1247	3014	SRCH94	LDD	D.T0+C.JCNJI		1RN	373
1250	3244		SBD	IQCOUNT		1RN	374
1251	0704		MJN	SRCH95	IF COUNT OF BATCH JOBS INCREASED	1RN	375
						1RN	376
1252	3013		LDD	D.T0+C.JCNTJ		1RN	377
1253	3245		SBD	IQCOUNT+1		1RN	378
1254	0603		PJN	SRCH96	IF NO INCREASE IN NUMBER OF TAPE JOB	1RN	379
						1RN	380
1255	1400	SRCH95	LDN	0	SET G.JCCLK = 0	1RN	381
1256	3403		STD	D.Z1+C.JCCLK		1RN	382
						1RN	383
						1RN	384
						1RN	385
1257	3044	SRCH96	LDD	IQCOUNT		1RN	386
1260	3414		STD	D.T0+C.JCNJI	STORE NEW COUNT OF BATCH JOBS	1RN	387
1261	3045		LDD	IQCOUNT+1		1RN	388
1262	3413		STD	D.T0+C.JCNTJ		1RN	389
1263	3046		LDD	EMCOUNT		1RN	390
1264	3412		STD	D.T0+C.JCENG	EMPTY FNT COUNT	1RN	391
						1RN	392
1265	3015		LDD	D.T5	LOAD ADDR OF JCA/8	1RN	393
1266	1003		SHN	3		1RN	394
1267	6201		CWD	D.Z1		1RN	395
1270	1601		ADN	1		1RN	396
1271	6210		CWD	D.T0		1RN	397
						1RN	398
1272	1415		LDN	CH.FNT	DROP FNT CHANNEL	1RN	399
1273	0200 0326		RJM	R.DCH		1RN	400
						1RN	401

TE-ht

1 A 1

1RN - CONTAINS, RCN - RELEASE CHAIN, AQS - AGE QUEUES  
 RCN - RELEASE CHAIN AND/OR REQUEST OR RELEASE RBT STORG

0 RCN EQU 0

1RN 403

THIS SECTION OF 1RN MERGES RELEASED RBT WORD PAIRS INTO THE  
 EMPTY CHAIN. DIRECT CELL USAGE IS AS FOLLOWS.  
 RBT CNT RUNNING COUNT OF EMPTY WORD PAIRS IN EMPTY CHAIN  
 EMPCT COUNT OF EMPTY WORD PAIRS TO BE ADDED TO CHAIN  
 RBTWP ORDINAL OF FIRST WORD PAIR TO BE MERGED. THIS WORD  
 PAIR IS ORIGINALLY THE START OF THE CHAIN TO BE  
 MERGED AS DELIVERED FROM SPM.  
 FRSTRBT THE EMPTY CHAIN POINTER -- BYTE 2 OF P.RBT  
 CURRENT ORDINAL OF CURRENT WORD PAIR IN EMPTY CHAIN  
 PREVIOUS THE ORDINAL OF THE LAST WORD PAIR IN THE CHAIN WHICH  
 WE WORKED WITH  
 CONTIG THE ORDINAL+1 OF THE HIGH END OF THE LAST BLOCK OF  
 CONTIGUOUS WORD PAIRS.  
 START THE ORDINAL OF THE LOW END OF THE LAST BLOCK OF  
 CONTIGUOUS WORD PAIRS. (HIGH AND LOW REFER TO THE  
 MAGNITUDE OF WORD PAIR ORDINALS)  
 LOWSCRAP THE ORDINAL OF THE LOWEST WORDPAIR TO BE MERGED

1RN 463  
 1RN 464  
 1RN 465  
 1RN 466  
 1RN 467  
 1RN 468  
 1RN 469  
 1RN 470  
 1RN 471  
 1RN 472  
 1RN 473  
 1RN 474  
 1RN 475  
 1RN 476  
 1RN 477  
 1RN 478  
 1RN 479  
 1RN 480  
 1RN 481

IN ADDITION 1RN MAINTAINS A TABLE OF WORD PAIRS TO BE MERGED  
 STARTING AT LOCATION \*SCRAP\*.

1RN 482  
 1RN 483  
 1RN 484

FIRST WE READ IN P.RBT. THIS PLACES THE RBT LENGTH/100B IN  
 RBTCL AND MACHINE FL/100B IN LWA. INITIALIZE RBT CNT AT ZERO.  
 THE 5 CELLS STARTING AT ZERO WILL BE USED TO ZERO EMPTY WORD  
 PAIRS. SET EMPCT TO AN ARTIFICIAL 1 IN CASE THERE ARE NO WORD  
 PAIRS TO BE MERGED. READ CW.RCHN. SPM WILL HAVE PLACED THE  
 BEGINNING ORDINAL OF THE CHAIN TO BE MERGED INTO BYTE 4 OF  
 THIS WORD. IF THIS BYTE IS ZERO WE JUMP TO RCN4C WHICH WILL  
 SKIP THE MERGE PROCESS AND CHECK FOR A NEED FOR RBT STORAGE  
 ADJUSTMENT.

1RN 485  
 1RN 486  
 1RN 487  
 1RN 488  
 1RN 489  
 1RN 490  
 1RN 491  
 1RN 492  
 1RN 493  
 1RN 494  
 1RN 495

1275 1402  
 1276 6025

INIT

LDN P.RBT  
 CRD RBT PTR

INITIALIZE LWA

1RN 496  
 1RN 497

IPTF

IFEQ IP.TF.1  
 RJM PRBT

TEST FOR GOOD P.RBT CONTENTS

1RN 498  
 1RN 499

IPTF

ENDIF

1277 1400  
 1300 3432  
 1301 3442  
 1302 3443  
 1303 3444  
 1304 3445  
 1305 3446  
 1306 1401  
 1307 3433

LDN 0  
 STD RBT CNT  
 STD ZERO  
 STD ZERO+1  
 STD ZERO+2  
 STD ZERO+3  
 STD ZERO+4  
 LDN 1  
 STD EMPCT

1RN 500  
 1RN 501  
 1RN 502  
 1RN 503  
 1RN 504  
 1RN 505  
 1RN 506  
 1RN 507  
 1RN 508  
 1RN 509  
 1RN 510

1310 1455  
 1311 6010  
 1312 3014  
 1313 3420  
 1314 0431

LK CW.RCHN  
 CRD D.T0  
 LDD 0.T4  
 STD RBTWP  
 ZJN RCN4C

FORCE A TEST OF RBT LENGTH

1RN 511  
 1RN 512  
 1RN 513  
 1RN 514  
 1RN 515

IF THERE IS A CHAIN TO BE MERGED STORE THE ORDINAL OF THE  
 START OF IT IN RBTWP. NOW START EMPCT AT 0. STORE THE  
 ORDINAL OF THE CURRENT WORD PAIR AS GIVEN IN RBTWP IN THE

1RN 516  
 1RN 517  
 1RN 518

2E-ht





IRN - CONTAINS, RCN - RELEASE CHAIN, AQS - AGE QUEUES  
RCN - RELEASE CHAIN AND/OR REQUEST OR RELEASE RBT STORG.

TEST FOR GOOD P.RBT CONTENTS

	IPTF	IFEQ	IP.TF,1
	IPTF	RJM PRBT	ENDIF
		LDD	FRSTRBT
		STD	CURRENT
1352	3027		
1353	3434		
		LDD	FRSTRBT
		STD	CURRENT
			0
		LDN	PREVIOUS
		STD	CONTIG
		STD	START
		STD	START
1354	1400		
1355	3435		
1356	3436		
1357	3437		

RCN4B IS THE START OF THE MAIN MERGE LOOP. FIRST SET LOWSCRAP TO 7777B, WHICH IS HIGHER THAN ANY ALLOWABLE WORD PAIR ORDINAL AND SET D.21 AND D.22 TO ZERO. D.22 IS USED TO INCREMENT THROUGH THE SCRAP LIST AND D.21 IS USED TO HOLD THE INDEX INTO SCRAP OF THE LOWEST ENTRY WE FIND EACH TIME THROUGH.

1360	1500
1361	3440
1362	1400
1363	3402
1364	3401

RCN4B LCN 0  
STD LOWSCRAP SET IMPOSSIBLE  
LDN 0  
STD D.22  
STD D.21

NOW LOOP THROUGH SCRAP USING P.22 AS AN INDEX UNTIL D.22 IS EQUAL TO EMPCT. KEEP THE INDEX TO THE LOWEST ENTRY WE FIND IN D.21, AND THE LOWEST ORDINAL IN LOWSCRAP. WHEN WE ARE DONE ZERO OUT THE ENTRY IN SCRAP WHICH WE HAVE MOVED TO LOWSCRAP.

1365	5002	3334
1367	0406	
1370	3240	
1371	0604	
1372	3540	
1373	3002	
1374	3401	
1375	3602	
1376	3333	
1377	0565	
1400	5401	3334

RCN4A LOM RCN5  
ZJN LOWSCRAP  
SBD RCN5 JUMP IF NOW LOW ENOUGH  
PJN RCN5 BETTER - STORE IT  
RAD LOWSCRAP AND IT-S LOCATION  
LDD D.22  
STD D.21  
AOD D.22  
LMD EMPCT  
NJN RCN4A  
STM SCRAP,D.21 CLEAR LOWEST SCRAP

AT THIS POINT WE HAVE MOVED THE ORDINAL OF THE LOWEST WORD PAIR TO LOWSCRAP AND WE MUST NOW ADD THIS WORD PAIR TO THE EMPTY CHAIN. ADD 1 TO RBT CNT. WHEN WE ARE DONE RBT CNT WILL CONTAIN THE TOTAL NUMBER OF WORD PAIRS IN THE EMPTY CHAIN. IF PREVIOUS IS EQUAL TO CONTIG THE TWO WORD PAIRS BEFORE THE CURRENT ONE ARE CONTIGUOUS SO WE SKIP SETTING START AND CONTIG BUT IF THE PREVIOUS TWO ARE NOT CONTIGUOUS RESET CONTIG AND START BECAUSE THE PREVIOUS WORD PAIR IS NOW THE LOW END OF THE HIGHEST CONTIGUOUS AREA. (LOW AND HIGH STILL REFER TO WORD PAIR ORDINALS). IN ANY CASE INCREMENT CONTIG (AFTER RESETTING IF NECESSARY) SO THAT IT HOLDS THE VALUE WHICH THE CURRENT WORD PAIR MUST HAVE IF IT IS TO BE CONTIGUOUS. IF CURRENT IS ZERO WE HAVE ARRIVED AT THE END OF THE EMPTY CHAIN, BUT MAY STILL HAVE WORD PAIRS FROM SPH TO ADD TO IT, HOWEVER IF LOWSCRAP IS 7777 THERE ARE NO MORE ENTRIES IN THE SCRAP TABLE SO WE MUST BE THROUGH. IF LOWSCRAP IS NOT 7777 AND WE ARE AT

1RN	576
1RN	577
1RN	578
1RN	579
1RN	580
1RN	581
1RN	582
1RN	583
1RN	584
1RN	585
1RN	586
1RN	587
1RN	588
1RN	589
1RN	590
1RN	591
1RN	592
1RN	593
1RN	594
1RN	595
1RN	596
1RN	597
1RN	598
1RN	599
1RN	600
1RN	601
1RN	602
1RN	603
1RN	604
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1RN	611
1RN	612
1RN	613
1RN	614
1RN	615
1RN	616
1RN	617
1RN	618
1RN	619
1RN	620
1RN	621
1RN	622
1RN	623
1RN	624
1RN	625
1RN	626
1RN	627
1RN	628
1RN	629
1RN	630
1RN	631
1RN	632

hE-hT

\* THE END OF THE CHAIN, THE WORD PAIR POINTED TO BY LOWSCRAP  
 \* MUST BE ADDED TO THE ENDO OF THE CHAIN, SO WE MAKE LOW SCRAP 1RN 633  
 \* POINT TO 0 (THE END OF THE CHAIN) AND PREVIOUS (THE LAST WORD 1RN 634  
 \* PAIR IN THE EXISTING CHAIN) POINT TO LOWSCRAP. IF PREVIOUS IS 1RN 635  
 \* ZERO THERE IS, NO EXISTING CHAIN SO WE MAKE P.RBT POINT TO 1RN 636  
 \* LOWSCRAP. IF CURRENT IS NON-ZERO WE ARE NOT AT THE END OF THE 1RN 637  
 \* EXISTING CHAIN SO WE SEE IF LOWSCRAP IS SMALLER THAN OUR 1RN 638  
 \* CURRENT POSITION ON THE EXISTING CHAIN. IF IT IS SMALLER IT 1RN 639  
 \* MUST BE MERGED BETWEEN CURRENT AND PREVIOUS, TAKING INTO 1RN 640  
 \* ACCOUNT THAT PREVIOUS MAY NOT EXIST IN WHICH P.RBT MUST NOW 1RN 641  
 \* BE SET TO POINT TO LOWSCRAP, IF LOWSCRAP IS LARGER THAN 1RN 642  
 \* CURRENT WE MUST MOVE TO THE NEXT WORD PAIR DOWN THE EXISTING 1RN 643  
 \* CHAIN SO WE READ CURRENT TO GET THE ORDINAL OF THE NEXT WORD 1RN 644  
 \* PAIR, SET PREVIOUS TO CURRENT, AND SET CURRENT TO WHAT THE 1RN 645  
 \* OLD CURRENT POINTED TO, AND LOOP BACK TO OUR TEST FOR 1RN 646  
 \* CONTIGUOUS WORD PAIRS. 1RN 647  
 1RN 648

1402	3632	RCN5A	AOD	RBTCNT		1RN	649
1403	3035		LDD	PREVIOUS	TEST CONTIGUOUS	1RN	650
1404	3336		LMD	CONTIG		1RN	651
1405	0404		ZJN	RCN6		1RN	652
1406	3035		LDD	PREVIOUS	SET NEW BEGINNING	1RN	653
1407	3436		STD	CONTIG		1RN	654
1410	3437		STD	START		1RN	655
1411	3636	RCN6	AOD	CONTIG		1RN	656
1412	3034	RCN7	LDD	CURRENT		1RN	657
1413	0507		NJN	RCN7A		1RN	658
1414	3040		LDD	LOWSCRAP		1RN	659
1415	2300 7777		LMC	7777B		1RN	660
1417	0522		NJN	RCN8		1RN	661
1420	0100 1470		LJM	RCN10A	RELEASE TERMINATION	1RN	662
1422	3240	RCN7A	SBD	LOWSCRAP		1RN	663
1423	0E13		PJN	RCN7Q	SCRAP .LE. EMP CHN CURRENT	1RN	664
1424	3031		RBT	CURRENT		1RN	665
1430	6010		CRD	D.T0		1RN	666
1431	3034		LDD	CURRENT		1RN	667
1432	3435		STD	PREVIOUS		1RN	668
1433	3010		LDD	D.T0		1RN	669
1434	3434		STD	CURRENT		1RN	670
1435	0344		UJN	RCN5A		1RN	671
						1RN	672
						1RN	673
						1RN	674
						1RN	675
						1RN	676
						1RN	677
						1RN	678
						1RN	679
1436	0503	RCN7Q	NJN	RCN8		1RN	680
1437	0100 2174		LJM	VEC30	BOMB, CHAIN MERGING ON ITSELF	1RN	681
1441	3035	RCN8	LDD	PREVIOUS		1RN	682
1442	0504		NJN	RCN9		1RN	683
1443	3040		LDD	LOWSCRAP		1RN	684
1444	3427		STD	FRSTRBT		1RN	685
1445	0310		UJN	RCN10		1RN	686
						1RN	687
						1RN	688
						1RN	689

SE-HT

3 4 5

1RN - CONTAINS, RCN - RELEASE CHAIN, AQS - AGE QUEUES  
RCN - RELEASE CHAIN AND/OR REQUEST OR RELEASE RBT STORG

1446	3040	RCN9	LDD	LOWSCRAP	1RN	690
1447	3441		STD	RBTLINK	1RN	691
1450	3031		RBT	PREVIOUS	1RN	692
1454	6241		CWD	RBTLINK	1RN	693
1455	3034	RCN10	LDD	CURRENT	1RN	694
1456	3441		STD	RBTLINK	1RN	695
1457	3031		RBT	LOWSCRAP	1RN	696
1463	6241		CWD	RBTLINK	1RN	697
1464	3040		LDD	LOWSCRAP	1RN	698
1465	3435		STD	PREVIOUS	1RN	699
1466	0100 1360		LJM	RCN4B	1RN	700

RBT STORAGE MANAGEMENT

\*  
\* WHEN WE ARRIVE AT RCN10A WE HAVE MERGED ALL OF SCRAP INTO THE  
\* EMPTY CHAIN. RBT CNT HOLDS THE NUMBER OF MEMBERS IN THE EMPTY  
\* CHAIN. CONTIG HOLDS THE ORDINAL OF THE WORD PAIR AT THE LOW  
\* END OF THE HIGHEST CONTIGUOUS AREA OF FREE WORD PAIRS. FIRST  
\* CALCULATE THE CURRENT END OF THE WORD PAIR AREA AND SAVE THIS  
\* VALUE (/100B) IN CURRENT. IF RBT CNT SHOWS THAT LESS THAN 20B  
\* FREE WORD PAIRS ARE IN THE EMPTY CHAIN JUMP TO RCN12 TO TRY TO  
\* INCREASE RBT STORAGE. DO NOT CHANGE STORAGE IF THERE FROM 21B  
\* TO 77B FREE WORD PAIRS. IF THERE ARE MORE THAN 77B TRY TO  
\* REDUCE THE RBT.

1470	3031	RCN10A	LDD	LWA	1RN	707
1471	3230		SBD	RBTCL	1RN	708
1472	3434		STD	CURRENT	1RN	709
1473	3032		LDD	RBT CNT	1RN	710
1474	1720		SBN	20B	1RN	711
1475	0603		PJN	*+3	1RN	712
1476	0100 2047		LJM	RCN12	1RN	713
1500	3032		LDD	RBT CNT	1RN	714
1501	1072		SHN	-5	1RN	715
1502	1701		SBN	1	1RN	716
1503	3401		STD	D.Z1	1RN	717
1504	1701		SBN	1	1RN	718
1505	0603		PJN	*+3	1RN	719
1506	0100 1555		LJM	RCN11	1RN	720

CURRENT LOW RBT ADDRESS

NEED MORE - LESS THAN 20 FREE PAIRS

CONVERT TO CH WORD LENGTH/100B

FUDGE FACTOR SO PJN .NE. ZJN  
NO CHANGE NEEDED IF 21 - 37 WORD PAIR  
OR IF 40 - 77 WORD PAIR

REDUCE RBT

\*  
\* IF THE HIGHEST WORD PAIR IN THE RBT AREA (POINTED TO BY RBTCL)  
\* IS NOT THE HIGHEST WORD PAIR IN THE EMPTY CHAIN (POINTED TO BY  
\* CONTIG) RBT STORAGE CANNOT BE REDUCED. CALCULATE THE LOWEST  
\* WORD PAIR (HIGHEST ABSOLUTE ADDRESS) WHICH CAN BE RELEASED.  
\* THIS WORD PAIR ORDINAL IS POINTED TO BY START. ALL WORD PAIRS  
\* ABOVE START ARE CONTIGUOUS MEMBERS OF THE HEPTY CHAIN. SAVE  
\* THIS ADDRESS/100B IN D.T1. CURRENT + D.Z1 EQUALS THE ADDRESS  
\* /100B WHICH WE WOULD LIKE TO REDUCE TO GOING SIMPLY BY THE  
\* NUMBER OF EMPTY WORD PAIRS. COMPARE THIS FIGURE WITH D.T1 AND  
\* SET D.T1 TO THE SMALLER OF THE TWO FIGURES. D.T1 NOW CONTAINS  
\* THE ADDRESS/100B OF THE ADDRESS TO WHICH IT IS SAVE TO RELEASE

FE-4T

			RBT STORAGE AND STILL LEAVE FROM 208 TO 770 WORD PAIRS AT LEAST AVAILABLE. HOWEVER, TO MARK THE END OF THE RBT AREA, WE MUST INSURE THAT THE LAST TWO WORD PAIRS OF THE NEW END ARE PART OF THE EMPTY CHAIN. IF NOT, THEN STORAGE CANNOT BE REDUCED THIS FAR, OTHERWISE THE -END OF RBT-MARK PAIRS WOULD DESTROY A VALID ENTRY.	1RN	746
			NOW COMPARE D.T1 VALUE WITH THE CURRENT VALUE AND IF IT IS LESS THAN WE NOW HAVE WE CAN REDUCE TO THAT VALUE. STORE THE NEW RBT LENGTH IN RBTCL, ZERO THE NEW END OF THE EMPTY CHAIN, AND ISSUE A MONITOR CALL TO REDUCE RBT STORAGE. RELEASE THE RBT CHANNEL AND WE ARE THROUGH WITH RBTs.	SC40854	60
			LD0 RBTCL TEST IF EMPTY CHAIN EXTENDS TO END OF RBT STORAGE AREA	SC40854	61
			SHN 5	SC40854	62
			SBD CONTIG	SC40854	63
			ZJN **3	SC40854	64
			LJM RCN11	SC40854	65
				1RN	740
				1RN	749
				1RN	750
				1RN	751
				1RN	752
				1RN	753
				1RN	755
			IF NOT, CANNOT REDUCE	SC40854	66
				SC40854	67
			RBT START	1RN	757
			SBN 2	1RN	758
			SHN -6	SC40854	68
			STO 0.T1	1RN	759
				1RN	760
			LD0 CURRENT	1RN	761
			ADD D.Z1	1RN	762
				1RN	763
				1RN	764
				1RN	765
				1RN	766
				1RN	767
				1RN	768
				1RN	769
				1RN	770
				1RN	771
				1RN	772
				1RN	773
				1RN	774
				SC40854	87
				SC40854	88
				1RN	775
				1RN	776
				SC40854	89
				1RN	777
				SC40854	90
				SC40854	91
				SC40854	92
				SC40854	93
				SC40854	94
				1RN	778
				1RN	779
				1RN	780
				1RN	781
				1RN	782
				1RN	783
				1RN	784
				1RN	785
				1RN	786
				1RN	787
				1RN	788

2E-47

2A7

1RN - CONTAINS, RCN - RELEASE CHAIN, AQS - AGE QUEUES  
RCN - RELEASE CHAIN AND/OR REQUEST OR RELEASE RBT STORG

COMPASS 3.75077. 09/10/75 09.59.38.

1RN 789  
1RN 790  
1RN 791  
1RN 792  
1RN 793  
1RN 794  
1RN 795  
1RN 796  
1RN 797  
1RN 798  
1RN 799  
1RN 800  
1RN 801  
1RN 802  
1RN 803  
FEAT54A27 1  
1RN 804  
FEAT08A 93  
FEAT08A 94  
FEAT08A 95  
FEAT08A 96  
1RN 807  
1RN 808  
1RN 809  
1RN 810  
1RN 811  
1RN 812  
1RN 813  
1RN 814  
1RN 815  
1RN 816  
1RN 817  
1RN 818  
1RN 819  
1RN 820  
1RN 821  
1RN 822  
1RN 823  
1RN 824  
1RN 825  
1RN 826  
1RN 827  
1RN 828  
1RN 829  
FEAT08A 97  
FEAT08A 98  
FEAT08A 99  
FEAT08A 100  
FEAT08A 101  
FEAT08A 102  
FEAT08A 103  
FEAT08A 104  
FEAT08A 105  
1RN 831  
1RN 832  
1RN 833  
1RN 834

1562	1413	DROP	LDM	P.RQS		
1563	6010		CRD	D.T0		
1564	3711		S00	D.T1	ADJUST FOR DUMMY DAT ENTRY	
1565	3e10		A0G	D.T0		
1566	3010		LDD	D.T0	READ THE DAT TABLE	
1567	6111 3334		CRM	DAT,D.T1		
1571	3011		LDD	D.T1	CALCULATE INDEX OF LAST DAT	
1572	1701		SBN	1		
1573	3401		STD	D.Z1		
1574	1002		SHN	2		
1575	3501		RAD	D.Z1		
1576	5001 3335	DAT0	LDM	DAT+1,D.Z1		
1600	1277		LPN	77B		
1601	3402		STD	D.Z2	SAVE EQP TYPE	
1602	0503		NJN	DAT01		
1603	0100 1662		LJM	DAT32	SKIP DUMMY DAT ENTRY (DUAL ACCESS)	
1605	1400	CAT01	LDM	0		
1606	3403		STD	D.Z3		
1607	5003 2157	DAT1	LDM	RELACT,D.Z3	SEARCH FOR MATCH IN REL. ACT. TABLE	
1611	0504		NJN	**4		
1612	1477		LDM	77B		
1613	0200 0220		RJM	R.HTR		
1615	1071		SHN	-6		
1616	3202		S00	D.Z2		
1617	0403		ZJN	DAT2	JUMP IF FOUND	
1620	3633		A0D	D.Z3		
1621	0365		UJN	DAT1		
1622	5003 2157	DAT2	LDM	RELACT,D.Z3	GET RELATIVE ACTIVITY	
1624	5101 3337		ADM	DAT+3,D.Z1	INCREMENT BY 1 IF SYSTEM DEVICE	
1626	1277		LPN	77B		
1627	3403		STD	D.Z3		
1630	5001 3337		LDM	DAT+3,D.Z1	1 IF SYSTEM DEVICE, 0 OTHERWISE	
1632	3404		STD	D.Z4		
1633	5001 3340	DAT3	LDM	DAT+4,D.Z1		
1635	3504		RAD	D.Z4		
1636	3703		S0D	D.Z3		
1637	0573		NJN	DAT3		
1640	5001 3334		LDM	DAT,D.Z1	ADD TWO DUAL ACCESS FLAG	
1642	5101 3341		ADM	DAT+5,D.Z1	TO SEE IF BOTH SET	
1644	1063		SHN	-12		
1645	0504		ZJN	DAT33	JUMP IF NOT DUAL ACCESS	
1646	3004		LDD	D.Z4	DIVIDE BY 2 IF DUAL ACCESS	
1647	1076		SHN	-1		
1650	3404		STD	D.Z4		
1651	5001 3336	DAT33	LDM	DAT+2,D.Z1	AVERAGE WITH OLD ACTIVITY	
1653	3104		A0D	D.Z4		
1654	1076		SHN	-1		
1655	5401 3336		STM	DAT+2,D.Z1		
1657	1400		LDM	0		

PE-47

1660	5401 3340		STM	DAT+4,D.Z1	ZERO OLD STACK REQUEST COUNT	1RN	835
1662	1505					1RN	836
1663	3501	DAT32	LCN	5		1RN	838
1664	0703		RAD	D.Z1	FEAT08A	1RN	106
1665	0100 1976		MJN	*+3		1RN	839
			LJM	DAT0		1RN	840
1667	3010		LDD	D.T0		1RN	841
1670	6311 3334		CWM	DAT,D.T1	PUT BACK DAT TABLE	1RN	842
						1RN	843
						1RN	844
						1RN	845
						1RN	846
1672	1440	DAT4	LDK	T.MSC	READ SYSTEM MILLISECOND CLOCK	1RN	847
1673	6010		CRD	D.T0		1RN	848
1674	3013		LDD	D.T3	MTR SECONDS CLOCK	1RN	849
1675	3253		SBD	D.PPIRB+3	LAST TIME WE LOOKED AT TAPES	1RN	850
1676	0603		PJN	TI1		1RN	851
1677	2101 0000		ADC	10000B	(CLOCK WRAP AROUND)	1RN	852
		TSINT	CEQU	15	TAPE STAT INTERVAL (IN SEC)	1RN	853
1701	1717	TI1	ADK	-TSINT		1RN	854
1702	0707		MJN	TI2	JUMP IF NOT TIME TO STAT TAPES	1RN	855
1703	3013		LDD	D.T3	* RESET TAPE STAT	1RN	856
1704	3453		STD	D.PPIRB+3	* TIMING BYTE	1RN	857
1705	2000 2350		LDC	TPSTAT	- CHANGE LJM DROPP INTO	1RN	858
1707	5400 2046		STM	TI3+1	- LJM TPSTAT	1RN	859
		1711	EQU	*		1RN	860
1711	2001 0010		LDC	10010B	COMPUTE DELAY TIME	1RN	861
1713	3214		SBD	D.T4		1RN	862
1714	3412		STD	D.T2		1RN	863
1715	1063		SHN	-12		1RN	864
1716	3411		STD	D.T1		1RN	865
1717	3654		AOD	D.PPIRB+4		1RN	866
1720	3075		LDD	D.PPMES1	WRITE INPUT REG TO MES BUF WORD 1	1RN	867
1721	6250		CWD	D.PPIRB		1RN	868
1722	1432		LDN	M.RPJ	REQUEST PERIPHERAL JOB	1RN	869
1723	0200 0220		RJM	R.MTR		1RN	870
						1RN	871

BE-HT

3

IRN - CONTAINS, RCN - RELEASE CHAIN, AQS - AGE QUEUES  
 STATDDT - STATUS DISMOUNTABLE DEVICE TABLE

55 DDT EQU D.FF5 FWA/8 OF DDT FEAT45S 2  
 57 MDDT EQU D.FF7 MEMBER DDT ORIGNAL FEAT45S 3

IRN	RCN	STATDDT	AGE	QUEUE	FEAT45S
1725	1405		LDN	P.CST	5
1726	6010		CRD	D.T0	6
1727	3012		LDD	D.T0+C.CST	7
1730	1616		ADN	CH.DDT	8
1731	6010		CRD	D.T0	9
1732	3013		LDD	D.T3	10
1733	3214		SBD	D.T4	11
1734	0403		ZJN	STATDDT4	12
1735	0100 2045	STATDDT2	LJH	T12A	13
				AVOID POSSIBLE PP SATURATION	14
				CONTINUE - NO DDT ACTIVITY	15
1737		STATDDT4	BSS	0	16
1737	1405		LDN	P.EST	17
1740	6032		CRD	D.EST	18
1741	3032		LDD	D.EST	19
1742	3453		STD	ESTFWA	20
1743	3033		LDD	D.EST+1	21
1744	3452		STD	ESTLWA	22
1745	1407		LDN	P.DDT	23
1746	6032		CRD	D.EST	24
1747	3034		LDD	D.EST+C.DDT	25
1750	3455		STD	DDT	26
1751	1401		LDN	1	27
1752	3457		STD	MDDT	28
1753	3450		STD	ESTORD	29
1754	0306		UJN	STATDD10	30
					31
1755	3657	STATDDT6	AOD	MDDT	32
1756	3650	STATDDT8	AOD	ESTORD	33
1757	3153		ADD	ESTFWA	34
1760	3252		SBD	ESTLWA	35
1761	0453		ZJN	STATDDT2	36
1762	3050	STATDD10	LDD	ESTORD	37
1763	3153		ADD	ESTFWA	38
1764	6010		CRD	D.T0	39
1765	3010		LDD	D.T0+C.ESAT	40
1766	1006		SHN	17-S.ESTRMS	41
1767	0666		PJN	STATDDT8	42
1770	3013		LDD	D.T0+C.ESMNE	43
1771	1012		SHN	10	44
1772	1210		LPN	10B	45
		13	S.ESTON	EQU S.ESTON	46
			STD	STAT	47
1773	3422		LDD	D.T0+C.ESAT	48
1774	3010		SHN	-3	49
1775	1074		LPN	6	50
1776	1206		LPN	6	51
		4	S.ESTBSY	EQU S.ESTBSY	52
		5	S.ESTFR	EQU S.ESTFR	53
			RAD	STAT	54
1777	3522		LDD	D.T0+C.ESAT	55
2000	3010		SHN	8	56
2001	1010		LPN	1	
2002	1201		LPN	1	
		12	S.ESTRID	EQU S.ESTRID	

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Year	Value	Code	Stat	Request	Feature	Index	
2003	3522	RAD	STAT	PUT IN REQUEST	FEAT45S	57	
2004	3055	LDD	DDT	IDLE BIT	FEAT45S	58	
2005	1003	SHN	3		FEAT45S	59	
		DUP	LE.DDT,1		FEAT45S	60	
		ADD	MDDT		FEAT45S	61	
2010	1702	SHN	LE.DDT		FEAT45S	62	
2011	6010	CRD	D.T0		FEAT45S	63	
2012	3013	LDD	D:T0+C.DDST+W.DDVSN*5		FEAT45S	64	
2013	1071	SHN	-6		FEAT45S	65	
2014	3322	LMD	STAT		FEAT45S	66	
2015	1237	LPN	37B		FEAT45S	67	
2016	0503	NJN	CALL1PK		FEAT45S	68	
2017	0100 1755	LJM	STAT00T6		FEAT45S	69	
2021		CALL1PK	BSS	0	FEAT45S	70	
					FEAT45S	71	
					FEAT45S	72	
2021	2013 3420	342013	OV.1PK	EQU	OV.1PK	FEAT45S	73
2023	3410	LDC	3RKIP	LDC	3RKIP	FEAT45S	74
2024	1071	STD	D.T0	STD	D.T0	FEAT45S	75
2025	1377	SHN	-6	SHN	-6	FEAT45S	76
2026	3411	SCN	77B	SCN	77B	FEAT45S	77
2027	2000 0500	STD	D.T1	STD	D.T1	FEAT45S	78
2031	3412	LDC	FC.1PK5*100B	LDC	FC.1PK5*100B	FEAT45S	79
2032	1400	STD	D.T2	STD	D.T2	FEAT45S	80
2033	3413	LDN	0	LDN	0	FEAT45S	81
2034	3414	STD	D.T3	STD	D.T3	FEAT45S	82
2035	3075	STD	D.T4	STD	D.T4	FEAT45S	83
2036	6210	LDD	D.PPHESI	LDD	D.PPHESI	FEAT45S	84
2037	1400	CWD	D.T0	CWD	D.T0	FEAT45S	85
2040	3411	LDN	0	LDN	0	FEAT45S	86
2041	3412	STD	D.T1	STD	D.T1	FEAT45S	87
2042	1432	STD	D.T2	STD	D.T2	FEAT45S	88
2043	0200 0220	LDN	H.RPJ	LDN	H.RPJ	FEAT45S	89
		RJH	R.NTR	RJH	R.NTR	FEAT45S	90
2045		TI2A	BSS	0	FEAT45S	91	
					FEAT45S	92	

Th-hT



1RN - CONTAINS, RCN - RELEASE CHAIN, AQS - AGE QUEUES  
 RCN - RELEASE CHAIN AND/OR REQUEST/RELEASE RBT STORAGE

COMPASS 3.75077.  
 RCN

09/10/75 09:59:38.

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	TAF	IFNE	IP.TF,0	CHECK EMPTY CHAIN	1RN	874
		RJM	VECN		1RN	875
	TAF	ENDIF			1RN	876
					1RN	877
2045	0100	3032	TI3	LJM DROPP	1RN	878
				AT TP STAT TIME CHANGED TO LJM TPSTAT	1RN	879
	IPTF	IFEQ	IP.TF,1		1RN	880
	PRBT	ENH	X		1RN	881
		LDD	RBTPTR	CHECK POINTER IN WORD 2 OF CH	1RN	882
		SCN	7B	GUARANTEED TO BE .LT. 100000B	1RN	883
		ZJN	TF1	JUMP, BITS 59-54 OK	1RN	884
	TOHANG	RJM	HANG		1RN	885
	TF1	LDD	RBTPTR+1		1RN	886
		ADD	RBTPTR		1RN	887
		NJN	TF2	JUMP, RBR FWA OK	1RN	888
		RJM	HANG		1RN	889
	TF2	LDD	RBTPTR		1RN	890
		STM	SAVECELL		1RN	891
		LDN	1		1RN	892
		STD	RBTPTR		1RN	893
		LDN	P.RQS	FEAT67E	1RN	1
		CRM	BUFFER,RBTPTR	GET POINTER WITH FWA OF DST	1RN	895
		LDM	BUFFER+4	FWA OF DST/8	1RN	896
		SHN	3	FWA OF DST	1RN	897
		SBD	RBTPTR+1	COMPARE TO FWA OF RBR AREA	1RN	898
		PJN	TF3		1RN	899
		RJM	HANG		1RN	900
	TF3	SHN	6		1RN	901
		SBM	SAVECELL		1RN	902
		SHN	12		1RN	903
		PJN	TF4	JUMP, FWA OF RBR-S OK	1RN	904
		RJM	HANG		1RN	905
	TF4	LDM	SAVECELL		1RN	906
		STD	RBTPTR	RESTORE DIRECT CELL	1RN	907
		LDD	RBTPTR+3		1RN	908
		NJN	TF5	JUMP, RBT LENGTH IS NON-ZERO (OK)	1RN	909
		RJM	HANG		1RN	910
	TF5	ADC	-200B		1RN	911
		MJN	TF6	JUMP, SHOULD NOT HAVE MORE THAN 10K RBT WORD PAIRS	1RN	912
					1RN	913
		RJM	HANG		1RN	914
	TF6	LDD	RBTPTR+3	(A)=MAXIMUM POSSIBLE RBT ORDINAL	1RN	915
		SHN	5		1RN	916
		SBD	RBTPTR+2		1RN	917
		PJN	TF7	JUMP, EMPTY CHAIN ORDINAL OK	1RN	918
		RJM	HANG		1RN	919
					1RN	920
	TF7	LDD	RBTPTR+4		1RN	921
		STM	SAVECELL		1RN	922
		LDN	1		1RN	923
		STD	RBTPTR+4		1RN	924
		LDN	P.CMFL		1RN	925
		CRM	BUFFER,RBTPTR+4		1RN	926
		LDM	BUFFER+4	MACHINE FL/100B	1RN	927
		SBM	SAVECELL		1RN	928
		ZJN	TF8	JUMP, CH LHA+1 BAD	1RN	929
		RJM	HANG		1RN	930

Zh-hT

Eh-hr

		TF8	LDM	SAVECELL	RESTORE DIRECT CELL	1RN	931
			STD	RBTPT#4		1RN	932
			UJK	PRBTX	EXIT	1RN	933
		HANG	ENH	X		1RN	934
			LDC	0315B	CM	1RN	935
			STD	0.T1		1RN	936
			LDC	3555B	2	1RN	937
			STD	0.T2		1RN	938
			LDC	0201B	BAD	1RN	939
			STD	0.T3		1RN	940
			LDC	0455B	D	1RN	941
			STD	0.T4		1RN	942
			LDM	77B		1RN	943
			RJM	R.MTR	CM2 BAD	1RN	944
			UJN	*	HANG FOREVER	1RN	945
						1RN	946
		SAVECELL	BSS	1		1RN	947
		BUFFER	BSS	5		1RN	948
						1RN	949
		IPTF	ENDIF			1RN	950
		**				1RN	951
		*		RBT INCREASE		1RN	952
		*		RELEASE THE RBT CHANNEL SO THAT IT IS NOT FROZEN WHILE WE TRY		1RN	953
		*		TO INCREASE RBT STORAGE AFTER WE WRITE THE UPDATED P.RBT TO		1RN	954
		*		CM. INCREMENT CURRENT TO CONTAIN THE NEW RBT SIZE (IN THE		1RN	955
		*		FORM OF THE DESIRED RBT START ADDRESS/100B). RBT STORAGE IS		1RN	956
		*		ALWAYS REQUESTED FROM MONITOR IN 100B WORD INCREMENTS. ISSUE		1RN	957
		*		THE STORAGE REQUEST. IF IT IS GRANTED (0.T1 = CURRENT)		1RN	958
		*		CONTINUE, OTHERWISE QUIT AND TRY AGAIN LATER. NOW ZERO OUT		1RN	959
		*		THE LAST WORD OF THE NEW STORAGE (THE NEW EMPTY CHAIN END) AND		1RN	960
		*		LINK TOGETHER THE NEW 40B WORD PAIRS. RESERVE THE RBT CHANNEL		1RN	961
		*		AGAIN AND READ P.RBT BACK INTO THE PP. SET RBTCL TO THE NEW		1RN	962
		*		EMPTY CHAIN SIZE. IF THERE ARE NO WORD PAIRS IN THE EMPTY		1RN	963
		*		CHAIN SET THE POINTER IN P.RBT TO POINT TO OUR NEW CHAIN. IF		1RN	964
		*		THERE IS AN EXISTING CHAIN PREVIOUS MUST STILL POINT TO THE		1RN	965
		*		LAST WORD PAIR ( ANYONE WHO GOT WORD PAIRS WHILE WE DIDNT HAVE		1RN	966
		*		THE CHANNEL GO THEM FROM THE OTHER END) SO WE SIMPLY LINK OUR		1RN	967
		*		NEW WORD PAIRS TO THE EXISTING CHAIN. REWRITE P.RBT AND		1RN	968
		*		RELEASE THE RBT CHANNEL.		1RN	969
2047	1402		LDM	P.RBT		1RN	970
2050	0225	RCN12	CMD	RBTPT		1RN	971
						1RN	972
2051	1417		LDM	CH.RBT		1RN	973
2052	0200 0326		RJM	R.DCH		1RN	974
						1RN	975
2054	3030		ADD	RBTC	TEST SIZE OF RBT AREA .LT. 20K	SC41866	1
2055	1070		SHN	-7		SC41866	2
2056	0403		ZJN	*+3		SC41866	3
2057	0100 1562	RCN13	LJM	DROP	RETURN WITH NO INCREASE	SC41866	4
						SC41866	5
2061	3734		SOD	CURRENT	ELSE, SET NEW LOWER LIMIT	SC41866	6
2062	3411		STD	0.T1		1RN	978
2063	1416		LDM	M.RBTSTD		1RN	979
2064	0200 0220		RJM	R.MTR		1RN	980
2066	3034		LDD	CURRENT		1RN	981
2067	3311		LMD	0.T1		1RN	982

1RN - CONTAINS, RCN - RELEASE CHAIN, AQS - AGE QUEUES  
 RCN - RELEASE CHAIN AND/OR REQUEST/RELEASE RBT STORAGE

COMPASS 3.75077.  
 RCN

EXIT IF MTR RETURNED OLD LIMIT  
 ELSE, ADD 32 MORE WORD PAIRS  
 FETCH CLOCK

MARK NEW LIMIT OF RBT AREA

COMPUTE HIGHEST ORDINAL IN RBT

REPEAT 408 TIMES

SAVE PREVIOUS

ZAP PREV MARKER AND LINK  
 IT INTO THE CHAIN

LINK PREV END TO ZAPPED MARKER

2070	0566	NJN	RCN13
2071	3441	STD	RBT LINK
2072	1430	LDN	T.CLK
2073	6012	CRD	D.T2
2074	3011	LDD	D.T1
2075	1005	SHN	6
2076	6370 2167	CWH	RBT MARK, D.PPONE
2100	6212	CWD	D.T2
2101	3031	LDD	LWA
2102	3211	SBD	D.T1
2103	1005	SHN	5
2104	1701	SBN	1
2105	3411	STD	D.T1

2106	3031	RCN14	RBT	D.T1
2112	6241		CWD	RBT LINK
2113	1601		ADN	1
2114	6242		CWD	ZERO
2115	3011		LOG	D.T1
2116	3441		STD	RBT LINK
2117	3711		SOD	D.T1
2120	1237		LPN	378
2121	0564		NJN	RCN14

2122	3035		LDD	PREVIOUS
2123	3447		STD	D.FR7
2124	3031		RBT	D.T1
2130	6241		CWD	RBT LINK
2131	1601		ADN	1
2132	6242		CWD	ZERO
2133	3011		LOG	D.T1
2134	3441		STD	RBT LINK
2135	1417		LDN	CH.RBT
2136	0200 0303		RJN	R.RCH
2140	1402		LDN	P.RBT
2141	6025		CRD	RBT PTR
2142	3630		AOD	RBT CL
2143	3027		LDD	FRSTRBT
2144	0504		NJN	RCN15
2145	3041		LDD	RBT LINK
2146	3427		STD	FRSTRBT
2147	0306		UJN	RCN16

2150	3031	RCN15	RBT	D.FR7
2154	6241		CWD	RBT LINK
2155	0100 1555	RCN16	LJM	RCN11
		DEV	MACRO	EQ,SPEED
			VFD	6/EQ_B,6/SPEED
			ENDM	

2157	0106	RELACT	DEV	01,6
2160	0203		DEV	02,3
2161	0404		DEV	04,4
2162	0510		DEV	05,8
2163	0610		DEV	06,8
2164	0712		DEV	07,10
2165	1304		DEV	13,4

SC41866 7  
 SC41866 8  
 SC41866 9  
 SC41866 10  
 SC41866 11  
 SC41866 12  
 SC41866 13  
 SC41866 14  
 SC41866 15  
 SC41866 16  
 SC41866 17  
 SC41866 18  
 SC41866 19  
 SC41866 20  
 1RN 991  
 1RN 992  
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 1RN 997  
 1RN 998  
 1RN 999  
 1RN 1000  
 SC40854 101  
 SC40854 102  
 SC40854 103  
 SC40854 104  
 SC40854 105  
 SC40854 106  
 SC40854 107  
 SC40854 108  
 1RN 1001  
 1RN 1002  
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 1RN 1008  
 1RN 1009  
 1RN 1010  
 1RN 1011  
 SC40854 109  
 1RN 1013  
 1RN 1014  
 1RN 1015  
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 1RN 1023  
 1RN 1024  
 FEAT04 1574

844

hh-hf

2167 5505  
 2170 1604  
 2171 5522  
 2172 0224  
 2173 7777

DATA 0 TABLE TERMINATOR

RBTMARK VFD 48/8L END RBT,12/7777B 1RN 1028  
 SC40854 111

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**      VECN      - VERIFY EMPTY CHAIN
*      CHECKS THAT EMPTY CHAIN IS IN RANGE AND MONOTONIC INCREASING.
IPTF   IFNE   IP.TF,0
VECNX  LJM   *-1
VECN   EQU   *-1
        LDN   P.RBT
        CRD   D.T3 - T7
        LDD   D.T5
        STD   D.T1      EMP. CHAZIN START
        LDN   0
        STD   0.T0
        VEC10  LDD   D.T1      INITIALIZE PREVIOUS
        ZJN   VECNX      RANGE CHECK
        SBN   1          (EXIT, END OF CHAIN)
        SHN   -5
        SBD   D.T6
        PJN   VEC30
        LDD   D.T0
        SBD   D.T1
        PJN   VEC30
        LDD   D.T1      BOMB . WAS .LE. PREVIOUS
        STD   0.T0
        LDD   D.T7      NEW *PREVIOUS* VALUE
        SHN   5
        SBD   D.T1
        SHN   1
        CRD   D.T1
        UJN   VEC10
    
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1RN 1029  
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 1RN 1078

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*      IPTF   ENOIF
*      VEC30  BSS   0      KILL MTR . . .
        LDN   0
        STD   D.T4      (STEP
        LDN   M.STEP    CTL PT ZERO)
        RJM   R.MTR
        LDN   LVECM/5
        STD   D.Z6
        LDN   P.PCOM
        CRD   D.Z1
        LDD   D.Z1+C.PCOM
        ADN   4
        CWM   VECM,D.Z6
        UJN   VEC30
    
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2174  
 2175 1400  
 2176 3414  
 2177 1415  
 2201 0200 0220  
 2202 1402  
 2203 3406  
 2204 1405  
 2205 6001  
 2206 3005  
 2207 1604  
 2211 6306 2212  
 2212 0362

VECM DIS ,\* 1RN BAD EMP CHAIN\*

Sh-hT

1RN - CONTAINS, RCN - RELEASE CHAIN, AQS - AGE QUEUES  
RCN - RELEASE CHAIN AND/OR REQUEST/RELEASE RBT STORAGE

COMPASS 3.75077.

09/10/75 09.59.38.

1RN 1079  
1RN 1080

2224                    4                    BSSZ 4  
                         16                    EQU   \*VECH

9h-ht

LIST	-L,-R,-N						
	LIST	-R				1RN	1082
	LIST	*				CIOCOM	3
	LIST	M				CIOCOM	353
3	LOAD	MACRO	M,D			FXSC44019	1
3	STORE	MACRO	M,D			TPCOMD	73
	LIST	L,R				TPCOMD	87
1	SCRI	EQU	D.ZI			1RN	1086
7	DCHAN	EQU	7			1RN	1087
6	INDEX	EQU	6			1RN	1088
13	STAT#1	EQU	11			1RN	1089
50	ESTORD	EQU	50B			1RN	1090
51	ESTADR	EQU	51B			1RN	1091
52	ESTLWA	EQU	52B			1RN	1092
53	ESTFWA	EQU	53B			1RN	1093
54	TTFWA	EQU	54B			1RN	1094
55	TTLEN	EQU	55B			1RN	1095
56	TTPOS	EQU	56B			1RN	1096
57	ESTINUSE	EQU	57B			1RN	1097
60	RDYCNT	EQU	60B			1RN	1098
20	TA.CVS	EQU	20B			1RN	1099
21	TA.EQS	EQU	21B			1RN	1100
22	TSTAT	EQU	22B			1RN	1101
22	STAT	EQU	22B			1RN	1102
23	JREH	EQU	23B			1RN	1103
36	DRVR	EQU	36B			1RN	1104
	ITNOH	MACRO			CEFAP CODE FOR 1RN	1RN	1105
	LDD	TTFWA				1RN	1106
	SHN	3				1RN	1107
	ADD	TTPOS				1RN	1108
	ENDM					1RN	1109
	ECHO	8,P1=(Z,N,P,M),P2=(N,Z,M,P)				1RN	1110
	P1_JK	MACRO	WHERE			1RN	1111
	IF	DEF,WHERE,3				1RN	1112
	IFLT	*-WHERE,40B,2				1RN	1113
	P1_JN	WHERE				1RN	1114
	SKIP	2				1RN	1115
	P2_JN	*+3				1RN	1116
	LJM	WHERE				1RN	1117
	ENDM					1RN	1118
2230	BIT.TRD	BIT	S.TTFRD			1RN	1119
	ERRCOM					1RN	1120
21	ERRNO	EQU	D.FNT+1		ERROR NUMBER FOR 6WM	1RN	1121
22	ERRNO2	EQU	D.FNT+2			ERRCOM	.1
1	ERRN1	EQU	10	FET OUTSIDE FL		ERRCOM	.1
2	ERRN2	EQU	20	CIO CODE NOT DEFINED ON DEVICE	(F)ERRCOM		.1
3	ERRN3	EQU	30	ILLEGAL FILE NAME	(E)ERRCOM		.1
4	ERRN4	EQU	40	READ OR SKIP F AFTER WRITE	(F)ERRCOM		.1
5	ERRN5	EQU	50	SYSTEM ERROR TAPES-TABLE	(E)ERRCOM		.1
6	ERRN6	EQU	60	WAITING FOR FNT SPACE	(F)ERRCOM		.1
7	ERRN7	EQU	70	PHYSICAL/LOGICAL POSITIONS DISAGREE	(SPECIAL)ERRCOM		.1
10	ERRN8	EQU	80	BUFFER ARGUMENT ERROR	(NF)ERRCOM		.1
11	ERRN9	EQU	90	ERROR CONDITION NOT CLEARED LAST REQUEST	(F)ERRCOM		.1
12	ERRN10	EQU	100	AUTO-TAPE ASSIGNMENT UNSUCCESSFUL	(F)ERRCOM		.1
13	ERRN11	EQU	110	READ PERMISSION NOT GRANTED	(F)ERRCOM		.1
14	ERRN12	EQU	120	ILLEGAL FUNCTION CODE	(E)ERRCOM		.1
15	ERRN13	EQU	130	DATA BLOCK TOO LONG	(F)ERRCOM		.1

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IRN - CONTAINS, RCN - RELEASE CHAIN, AQS - AGE QUEUES  
TAPE STATUS CODE

IRN	RCN	AQS	Code	Label	Comment	Value
2275	2275		FWAIT1	CHOP	IJM,FCONVX	MFCONV .1
			COP.TP	SET	*	CHOP .2
			CH.IF	IF	-DEF,CHOPIN	CHOP .2
			CHOPIN	EQU	*	CHOP .2
				USE	TA.CH	CHOP .2
			RESA	BSS	0	CHOP .2
				VRM	D.T1	CHOP .2
				VRM	CEF3	CHOP .2
				USE	TA.CHE	CHOP .2
				VRM	0	CHOP .2
				USE	*	CHOP .2
				USE	*	CHOP .2
			CH.IF	ENDIF		CHOP .2
2275	6513 2266		IFC	IFC	NE,=FCONVX==,1	CHOP .2
			IJM	IJM	FCONVX,IP.PTCN	CHOP .2
			IFC	IFC	EQ,=FCONVX==,1	CHOP .2
			IJM	IJM	IP.PTCN	CHOP .2
			IFNE	IFNE	1,IP.NTCN,5	CHOP .2
			USE	USE	TA.CH	CHOP .2
			VRM	VRM	COP.TP	VRM .3
3324	2275		VFD	VFD	120/COP.TP	VRM .3
3324			ENDM	ENDM		CHOP .2
			USE	USE	*	CHOP .2
			ENDM	ENDM		MFCONV .1
2277	1701		SBN	SBN	1	MFCONV .1
2300	0574		NJH	NJH	FWAIT1	MFCONV .1
2301			CHOP	CHOP	DCNPSN	CHOP .2
			SET	SET	*	CHOP .2
			IF	IF	-DEF,CHOPIN	CHOP .2
			CHOPIN	CHOPIN	EQU	CHOP .2
				USE	TA.CH	CHOP .2
			RESA	BSS	0	CHOP .2
				VRM	D.T1	CHOP .2
				VRM	CEF3	CHOP .2
				USE	TA.CHE	CHOP .2
				VRM	0	CHOP .2
				USE	*	CHOP .2
				USE	*	CHOP .2
			CH.IF	ENDIF		CHOP .2
			IFC	IFC	NE,===,1	CHOP .2
			DCNPSN	DCNPSN	,IP.PTCN	CHOP .2
			IFC	IFC	EQ,===,1	CHOP .2
			DCNPSN	DCNPSN	IP.PTCN	CHOP .2
2301	7553		IFNE	IFNE	1,IP.NTCN,5	CHOP .2
			USE	USE	TA.CH	CHOP .2
			VRM	VRM	COP.TP	VRM .3
3325	2301		VFD	VFD	120/COP.TP	VRM .3
3325			ENDM	ENDM		CHOP .2
			USE	USE	*	CHOP .2
			ENDM	ENDM		MFCONV .1
2302	1401		LDN	LDN	1	MFCONV .1
2303	0200 2231		RJM	RJM	CEEF	MFCONV .1
2305	1421		LDN	LDN	ERRN17	MFCONV .1
2306	0100 3311		LJM	LJM	CALL6HM	MFCONV .1
			ENDM	ENDM		MFCONV .1
2310			HSTS	HSTS		IRN 1124

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LINE	ADDRESS	OPERATION	OPERAND	COMMENT	STATUS
2310	0100 2310	LJM *			MSTS .1
2311	2311	STS			MSTS .1
2312	2000 1200	EQU *-1			MSTS .1
2314	0200 2267	LOC TA.CVST			MSTS .1
2316	0200 2333	RJM FCONV		FUNCTION FOR CONVERTER STATUS	MSTS .1
2320	1207	RJM STSVR		INPUT + VERIFY RECEIPT OF 1 BYTE.	MSTS .1
2321		LPN 7			MSTS .1
		STORE TA.CVS			MSTS .1
		IFC NE,=,==,1			MSTS .1
		ERR ,		-OPERAND	STORE .2
		IF DEF,TA.CVS,3			STORE .2
		IFLT TA.CVS,100B,2			STORE .2
2321	3420	STD TA.CVS			STORE .2
		IFNE ,,1			STORE .2
		STM TA.CVS			STORE .2
		ENDM			STORE .2
2322	2000 1300	LDC TA.EQST			MSTS .1
2324	0200 2267	RJM FCONV		FUNCTION FOR EQUIPMENT STATUS	MSTS .1
2326	0200 2333	RJM STSVR		INPUT + VERIFY RECEIPT OF 1 BYTE.	MSTS .1
2330		STORE TA.EQS			MSTS .1
		IFC NE,=,==,1			MSTS .1
		ERR ,		-OPERAND	STORE .2
		IF DEF,TA.EQS,3			STORE .2
		IFLT TA.EQS,100B,2			STORE .2
2330	3421	STD TA.EQS			STORE .2
		IFNE ,,1			STORE .2
		STM TA.EQS			STORE .2
		ENDM			STORE .2
2331	0356	UJN STSX			STORE .2
2332	0100 2332	STSVERX			MSTS .1
2333	2333	STSVER			MSTS .1
2334		CHOP ACNPSN			MSTS .1
		SET *			MSTS .1
		CH. IF			CHOP .2
		IF -DEF,CHOPIN			CHOP .2
		CHOPIN			CHOP .2
		EQU *			CHOP .2
		USE TA.CH			CHOP .2
		RESA			CHOP .2
		BSS 0			CHOP .2
		VRM D.T1		INITIALIZE CHANNEL ADDRESS TABLE	CHOP .2
		VRM CEF3			CHOP .2
		USE TA.CHE			CHOP .2
		VRM 0			CHOP .2
		USE *			CHOP .2
		USE *			CHOP .2
		CH. IF			CHOP .2
		ENDIF			CHOP .2
		IFC NE,===,1			CHOP .2
		ACNPSN ,IP.PTCN			CHOP .2
2334	7453	IFC EQ,===,1			CHOP .2
		ACNPSN IP.PTCN			CHOP .2
		IFNE 1,IP.NTCN,5		DO NOT ASSEMBLE IF ONLY ONE CHANNEL	CHOP .2
3326		USE TA.CH			CHOP .2
3326	2334	VRM COP.TP			CHOP .2
		VFD 12D/COP.TP			CHOP .2
		ENDM			VRM .3
		USE *			VRM .3
		ENDM			CHOP .2
2335		CHOP IANPSN			CHOP .2
		SET *			MSTS .1
					CHOP .2

TS-4T

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SRCH24 1120  
26 1127  
SRCH30 1131  
SRCH32 1117

8/56 9/04  
6 L 7/38  
9/08 9/11

IRN - CONTAINS, RCN - RELEASE CHAIN, AQS - AGE QUEUES  
TAPE STATUS CODE

IRN	RCN	AQS	CH. IF	IF	DEF	CHOPIN	CHOP	RCN
				IF	-DEF	CHOPIN	CHOP	.2
				EQU	*		CHOP	.2
				USE	TA.CH		CHOP	.2
			RESA	BSS	0	INITIALIZE CHANNEL ADDRESS TABLE	CHOP	.2
				VRM	D.T1		CHOP	.2
				VRM	CEF3		CHOP	.2
				USE	TA.CHE		CHOP	.2
				VRM	0		CHOP	.2
				USE	*		CHOP	.2
				USE	*		CHOP	.2
			CH. IF	ENDIF			CHOP	.2
				IFC	NE,===,1		CHOP	.2
				IANPSN	,IP.PTCN		CHOP	.2
				IFC	EQ,===,1		CHOP	.2
				IANPSN	IP.PTCN	DO NOT ASSEMBLE IF ONLY ONE CHANNEL	CHOP	.2
2335	7053			IFNE	1,IP.NTCN,5		CHOP	.2
				USE	TA.CH		VRM	.3
3327				VRM	COP.TP		VRM	.3
3327	2335			VFD	120/COP.TP		CHOP	.2
				ENDM	*		CHOP	.2
				USE	*		MSTS	.1
				ENDM		JUMP ON HARDWARE ERROR.	CHOP	.2
2336		2336	COP.TP	CHOP	IJM,STSFALL		CHOP	.2
			CH. IF	SET	*		CHOP	.2
			CHOPIN	IF	-DEF,CHOPIN		CHOP	.2
				EQU	*		CHOP	.2
				USE	TA.CH		CHOP	.2
			RESA	BSS	0	INITIALIZE CHANNEL ADDRESS TABLE	CHOP	.2
				VRM	D.T1		CHOP	.2
				VRM	CEF3		CHOP	.2
				USE	TA.CHE		CHOP	.2
				VRM	0		CHOP	.2
				USE	*		CHOP	.2
				USE	*		CHOP	.2
			CH. IF	ENDIF			CHOP	.2
				IFC	NE,=STSFALL==,1		CHOP	.2
				IJM	STSFALL,IP.PTCN		CHOP	.2
				IFC	EQ,=STSFALL==,1		CHOP	.2
				IJM	IP.PTCN	DO NOT ASSEMBLE IF ONLY ONE CHANNEL	CHOP	.2
				IFNE	1,IP.NTCN,5		CHOP	.2
				USE	TA.CH		VRM	.3
				VRM	COP.TP		VRM	.3
				VFD	120/COP.TP		CHOP	.2
3330				ENDM	*		CHOP	.2
3330	2336			USE	*		MSTS	.1
				ENDM			CHOP	.2
				CHOP	DCNPSN		CHOP	.2
2340		2340	COP.TP	SET	*		CHOP	.2
			CH. IF	IF	-DEF,CHOPIN		CHOP	.2
			CHOPIN	EQU	*		CHOP	.2
				USE	TA.CH		CHOP	.2
			RESA	BSS	0	INITIALIZE CHANNEL ADDRESS TABLE	CHOP	.2
				VRM	D.T1		CHOP	.2
				VRM	CEF3		CHOP	.2
				USE	TA.CHE		CHOP	.2
				VRM	0		CHOP	.2
				USE	*		CHOP	.2

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CH	IF	USE	IFC	DCNPSN	IFNE	IFC	DCNPSN	IFNE	VRM	VFD	ENDM	USE	ENDM	UJN	STSFAIL	LDN	RJM	LDN	LJM	ENDM	CHOP	MSTS
		USE																				.2
		ENDIF																				.2
		IFC	NE,===,1																			.2
		DCNPSN		IP.PTCN																		.2
2340	7553	IFC	EQ,===,1																			.2
		DCNPSN		IP.PTCN																		.2
		IFNE	1,IP.NTCN,5																			.2
		USE	TA.CH																			.2
3331		VRM	COP.TP																			.2
3331	2340	VFD	120/COP.TP																			.3
		ENDM																				.2
		USE																				.3
		ENDM																				.2
2341	0370	UJN	STSVERX																			.1
2342	1402																					.1
2343	0200 2231	STSFAIL	LDN	2																		.1
2345	1453		RJM	CEEF																		.1
2346	0100 3311		LDN	ERRN43																		.1
			LJM	CALL6HM																		.1
			ENDM																			.1

HARDWARE-6681 FAILED NO DATA ON IAN

ES-ht

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IRN	RCN	AQS	AGE	QUEUES	TPSTAT	EQU	OPERATION	IRN	STATUS
2350	1420				2350	LDN	T.JOATE	1RN	1126
2351	6000					CRD	D.ZO	1RN	1127
2352	3004					LDD	D.ZO+4	1RN	1128
2353	2300	5555				LMC	2R	1RN	1129
2355	0503					NJN	TPS2	1RN	1130
2356	0100	3032			TPS1	LJM	DROPP	1RN	1131
								1RN	1132
								1RN	1133
								1RN	1134
2360	1415				TPS2	LDN	P.STG	1RN	1135
2361	6000					CRD	D.ZO	1RN	1136
2362	3004					LDD	D.ZO+C.STG	1RN	1137
2363	1604					ADN	4	1RN	1138
2364	6000					CRD	D.ZO	1RN	1139
2365	3000					LDD	D.ZO+Q	1RN	1140
2366	0567					NJN	TPS1	1RN	1141
								1RN	1142
								1RN	1143
								1RN	1144
2367	1405					LDN	P.EST	MOVE	.1
2370	6032					CRD	D.EST	LOAD	.2
2371						MOVE	D.EST+0,ESTFHA	LOAD	.2
2371						LOAD	D.EST+0	LOAD	.2
2371						IFC	NE,=,==,1	LOAD	.2
						ERR	,	LOAD	.2
						IF	DEF,D.EST+0,3	LOAD	.2
						IFLT	D.EST+0,100B,2	LOAD	.2
2371	3032					LDD	D.EST+0	LOAD	.2
						IFNE	,,1	LOAD	.2
						LDM	D.EST+0	LOAD	.2
						ENDM		MOVE	.1
2372						STORE	ESTFHA	STORE	.2
						IFC	NE,=,==,1	STORE	.2
						ERR	,	STORE	.2
						IF	DEF,ESTFHA,3	STORE	.2
						IFLT	ESTFHA,100B,2	STORE	.2
2372	3453					STD	ESTFHA	STORE	.2
						IFNE	,,1	STORE	.2
						STM	ESTFHA	STORE	.2
						ENDM		MOVE	.1
						MOVE	D.EST+1,ESTLWA	1RN	1145
2373						LOAD	D.EST+1	MOVE	.1
2373						IFC	NE,=,==,1	LOAD	.2
						ERR	,	LOAD	.2
						IF	DEF,D.EST+1,3	LOAD	.2
						IFLT	D.EST+1,100B,2	LOAD	.2
2373	3033					LDD	D.EST+1	LOAD	.2
						IFNE	,,1	LOAD	.2
						LDM	D.EST+1	LOAD	.2
						ENDM		LOAD	.2
						STORE	ESTLWA	MOVE	.1
2374						IFC	NE,=,==,1	STORE	.2
						ERR	,	STORE	.2
						IF	DEF,ESTLWA,3	STORE	.2
						IFLT	ESTLWA,100B,2	STORE	.2
2374	3452					STD	ESTLWA	STORE	.2
						IFNE	,,1	STORE	.2
						STM	ESTLWA	STORE	.2
						ENDM		STORE	.2

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2375 1414  
2376 6032  
2377  
2377

ENDM  
LDN P.TAPES  
CRD D.EST  
MOVE D.EST+0,TTFWA  
LOAD D.EST+0  
IFC NE,=\_\_\_=,1  
ERR ,  
IF DEF,D.EST+0,3  
IFLT D.EST+0,100B,2  
LOD D.EST+0  
IFNE ,,1  
LDM D.EST+0

MOVE .1  
1RN 1146  
1RN 1147  
1RN 1148

2377 3032

ENDM  
STORE TTFWA  
IFC NE,=\_\_\_=,1  
ERR ,  
IF DEF,TTFWA,3  
IFLT TTFWA,100B,2  
STD TTFWA  
IFNE ,,1  
STM TTFWA

MOVE .1  
LOAD .2  
LOAD .2  
LOAD .2  
LOAD .2  
LOAD .2  
LOAD .2

2400

2400 3454

ENDM  
STORE TTFWA  
IFC NE,=\_\_\_=,1  
ERR ,  
IF DEF,TTFWA,3  
IFLT TTFWA,100B,2  
STD TTFWA  
IFNE ,,1  
STM TTFWA

LOAD .2  
LOAD .2  
LOAD .2  
LOAD .2  
LOAD .2  
LOAD .2  
LOAD .2

2401  
2401

2401 3033

ENDM  
MOVE D.EST+1,TTLEN  
LOAD D.EST+1  
IFC NE,=\_\_\_=,1  
ERR ,  
IF DEF,D.EST+1,3  
IFLT D.EST+1,100B,2  
LOD D.EST+1  
IFNE ,,1  
LDM D.EST+1

LOAD .2  
LOAD .2  
LOAD .2  
LOAD .2  
LOAD .2  
LOAD .2  
LOAD .2

2402

2402 3455

ENDM  
STORE TTLEN  
IFC NE,=\_\_\_=,1  
ERR ,  
IF DEF,TTLEN,3  
IFLT TTLEN,100B,2  
STD TTLEN  
IFNE ,,1  
STM TTLEN

LOAD .2  
LOAD .2  
LOAD .2  
LOAD .2  
LOAD .2  
LOAD .2  
LOAD .2

2403  
2403  
2404

1507

ENCM  
ENCM  
SETC 1-LE.TAPES,TTPOS  
LDK 1-LE.TAPES  
STORE TTPOS  
IFC NE,=\_\_\_=,1  
ERR ,  
IF DEF,TTPOS,3  
IFLT TTPOS,100B,2  
STD TTPOS  
IFNE ,,1  
STM TTPOS

ENCM  
STORE .2  
STORE .2  
STORE .2  
MOVE .1  
1RN 1150  
SETC .1  
SETC .1  
STORE .2  
STORE .2  
STORE .2  
STORE .2  
STORE .2  
STORE .2

2404 3456

2405

2405 AEQ

ENCM  
EQU \*  
MOVE ESTFWA,ESTADR

STORE .2  
STORE .2  
STORE .2  
STORE .2  
SETC .1  
1RN 1151  
1RN 1152

IRN - CONTAINS, RCN - RELEASE CHAIN, AQS - AGE QUEUES  
TAPE STATUS CODE

IRN	RCN	AQS	Code	Operation	Operand	Value
2405			LOAD	ESTFWA		.1
			IFC	NE,=,==,1		.2
			ERR	,		.2
			IF	DEF,ESTFWA,3		.2
			IFLT	ESTFWA,100B,2		.2
2405	3053		LDD	ESTFWA		.2
			IFNE	,,1		.2
			LDM	ESTFWA		.2
			ENDM			.1
			STORE	ESTADR		.2
2406			IFC	NE,=,==,1		.2
			ERR	,	-OPERAND	.2
			IF	DEF,ESTADR,3		.2
			IFLT	ESTADR,100B,2		.2
2406	3451		STD	ESTADR		.2
			IFNE	,,1		.2
			STM	ESTADR		.2
			ENDM			.1
			ENDM			.1
2407			SETC	0,ESTORD		.1
2407	1400		LCK	0		.1
2410			STORE	ESTORD		.2
			IFC	NE,=,==,1		.2
			ERR	,	-OPERAND	.2
			IF	DEF,ESTORD,3		.2
			IFLT	ESTORD,100B,2		.2
2410	3450		STO	ESTORD		.2
			IFNE	,,1		.2
			STM	ESTORD		.2
			ENDM			.1
			ENDM			.1
2411			STORE	ESTINUSE		.1
			IFC	NE,=,==,1		.1
			ERR	,	-OPERAND	.1
			IF	DEF,ESTINUSE,3		.1
			IFLT	ESTINUSE,100B,2		.1
2411	3457		STO	ESTINUSE		.1
			IFNE	,,1		.1
			STM	ESTINUSE		.1
			ENDM			.1
			ENDM			.1
2412			STORE	ROYCNT		.1
			IFC	NE,=,==,1		.1
			ERR	,	-OPERAND	.1
			IF	DEF,ROYCNT,3		.1
			IFLT	ROYCNT,100B,2		.1
2412	3460		STO	ROYCNT		.1
			IFNE	,,1		.1
			STM	ROYCNT		.1
			ENDM			.1
			ENDM			.1
2413	1440		LDM	CH.EST	RESERVE CH.EST	1
2414	0200 0303		RJM	R.RCH		2
2416		AEQ1	READI	ESTADR,0.EST	PICK UP EST ENTRY	.1
2416			LOAD	ESTADR		.2
2416			IFC	NE,=,==,1		.2
			ERR	,		.2
			IF	DEF,ESTADR,3		.2
			IFLT	ESTADR,100B,2		.2

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Line No	Address	Label	Instruction	Comment	Operation	Value
2417	6032	LDD	ESTADR		LOAD	.2
		IFNE	..1		LOAD	.2
		LDM	ESTADR		LOAD	.2
		ENDM			LOAD	.2
		CRD	D.EST		LOAD	.2
		ENDM			LOAD	.2
2420	1400	LDN	0		READI	.1
2421	5450 3334	STM	LIST,ESTORD		READI	.1
2423	3032	LDD	D.EST+0	ZERO ENTRY IN LIST	1RN	1157
2424	0530	NJN	AEQ4		1RN	1158
2425	3035	LDD	D.EST+3	JUMP IF ASSIGNED	1RN	1159
2426	2177 6253	SBK	2RMT		1RN	1160
2430	0404	ZJN	AEQ15		1RN	1161
2431	2177 7677	SBK	2RNT-2RMT		1RN	1162
2433	0521	NJN	AEQ4		FEAT48AK	1
2434	3036	LDD	D.EST+4		1RN	1164
2435	1012	SHN	17-S.ESTMTS		1RN	1165
2436	0604	PJN	AEQ2	NOT MTS	FEAT48AK	2
2437	5600 3267	AOH	MTSCNT	SET MTS FLAG	FEAT48AK	3
2441	0313	UJN	AEQ4		FEAT48AK	4
					FEAT48AK	5
					FEAT48AK	6
					FEAT48AK	7
2442	3057	*			SC41206	3
2443	0502	AEQ2	LDD ESTINUSE	CH.EST USED FLAG ALREADY SET	SC41206	4
2444	3657		NJN AEQ3	IF 'NOT', SET IT NOW	SC41206	5
			AOD ESTINUSE		SC41206	6
2445	2000 2000	*	LDC 2000B	* SET STATUS	1RN	1171
2447	3532	AEQ3	RAD D.EST	* IN PROGRESS BIT	1RN	1172
2450			WRITEI ESTADR,D.EST		1RN	1173
2450			LOAD ESTADR		WRITEI	.1
			IFC NE,==,1		LOAD	.2
			ERR		LOAD	.2
			IF DEF,ESTADR,3		LOAD	.2
			IFLT ESTADR,100B,2		LOAD	.2
			LDD ESTADR		LOAD	.2
			IFNE ..1		LOAD	.2
			LDM ESTADR		LOAD	.2
2451	6232	ENDM			LOAD	.2
		CWD	D.EST		LOAD	.2
2452	5450 3334	ENDM			LOAD	.2
2454	3650	STM	LIST,ESTORD	SAVE ADDRESS IN LIST	WRITEI	.1
2455	3651	AOD	ESTORD		WRITEI	.1
2456	3252	AOD	ESTADR		1RN	1174
2457		SBD	ESTLWA		1RN	1175
		NJK	AEQ1	NOT DONE WITH EST	1RN	1176
		IF	DEF,AEQ1,3		1RN	1177
		IFLT	*-AEQ1,40B,2		FEAT48AK	8
		N_JN	AEQ1		NJK	.1
2457	0403	SKIP	2		NJK	.1
2460	0100 2416	Z_JN	*+3		NJK	.1
		LJM	AEQ1		NJK	.1
2462		ENDM			NJK	.1
		DCH	EST		NJK	.1
		IF	DEF,CH,_EST,2	RELEASE CH.EST	NJK	.1
2462	1440	LDN	CH,_EST		SC41206	7
		IFCP	1		DCH	.1
2463	0200 0326	LOAD	EST		DCH	.1
		RJM	R.DCH		DCH	.1
					DCH	.1
					DCH	.1

4



SRCH23A 1107  
SRCH24 1120  
SRCH26 1127

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1RN - CONTAINS, RCN - RELEASE CHAIN, AQS - AGE QUEUES  
TAPE STATUS CODE

2465 3057  
2466

ENDM  
LOD ESTINUSE  
ZJK DROPP  
IF DEF,DROPP,3  
IFLT \*-DROPP,40B,2  
Z\_JN DROPP  
SKIP 2  
N\_JN \*\*3  
LJM DROPP  
ENDM

NEVER USED CH.EST -- WE ARE DONE

DCH .1  
1RN 1179  
1RN 1180  
ZJK .1  
ZJK .1  
ZJK .1  
ZJK .1  
ZJK .1  
ZJK .1

2466 0503  
2467 0100 3032

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Line	Address	Label	Code	Comment	Op	Count
		IFLQ	IP.NTCN,1,2	* IF ONLY ONE TAPE CHANNEL	1RN	1183
		CHOP	LDN	* SAVE SOME TIME BY	1RN	1184
		RJM	R.RCH	* REQUESTING IT NOW	1RN	1185
2471	1400	SETC	0,ESTORD		1RN	1186
2471		LOK	0		SETC	.1
2472		STORE	ESTORD		SETC	.1
		IFC	NE,===,1		STORE	.2
		ERR		-OPERAND	STORE	.2
		IF	DEF,ESTORD,3		STORE	.2
2472	3450	IFLT	ESTORD,1000,2		STORE	.2
		STD	ESTORD		STORE	.2
		IFNE	,,1		STORE	.2
		STM	ESTORD		STORE	.2
		ENDM			STORE	.2
		ENDM			SETC	.1
2473	3077	LDD	D.PPSTAT		1RN	1187
2474	2177 7622	ADC	-1-T.PPS1	(A) = PP NUMBER	1RN	1188
2476	1005	SHN	6		1RN	1189
2477	5500 2262	RAM	CEF3	SETUP FOR CEFAP	1RN	1190
2501	5050 3334	LDN	LIST,ESTORD		1RN	1191
2503	0512	NJN	ST3		1RN	1192
2504	3650	AOD	ESTORD		1RN	1193
2505	3153	AOD	ESTFWA		1RN	1194
2506	3252	SBD	ESTLWA		1RN	1195
2507	0571	NJN	ST1		1RN	1196
2510		CHOP	LDN		1RN	1197
	2510	COP.TP	SET		CHOP	.1
		CH.IF	IF	-DEF,CHOPIN	CHOP	.1
		CHOPIN	EQU	*	CHOP	.1
		USE	TA.CH		CHOP	.1
		RESA	BSS	0	CHOP	.1
		VRM	D.T1	INITIALIZE CHANNEL ADDRESS TABLE	CHOP	.1
		VRM	CEF3		CHOP	.1
		USE	TA.CHE		CHOP	.1
		VRM	0		CHOP	.1
		USE	*		CHOP	.1
		USE	*		CHOP	.1
		CH.IF	ENDIF		CHOP	.1
		IFC	NE,===,1		CHOP	.1
		LDN	,IP.PTCN		CHOP	.1
		IFC	EQ,===,1		CHOP	.1
2510	1413	LDN	IP.PTCN		CHOP	.1
		IFNE	1,IP.NTCN,5	DO NOT ASSEMBLE IF ONLY ONE CHANNEL	CHOP	.1
		USE	TA.CH		CHOP	.1
3332		VRM	COP.TP		CHOP	.1
3332	2510	VFD	12D/COP.TP		VRM	.2
		ENDM			VRM	.2
		USE	*		CHOP	.1
		ENDM			CHOP	.1
2511	0200 0326	RJM	R.DCH		1RN	1198
2513	0100 3001	LJM	DEQ		1RN	1199
					1RN	1200
2515	6032	CRD	D.EST		1RN	1201
2516	3050	LDD	ESTORD		1RN	1202
2517	2100 3600	ADC	DRVR*100B		1RN	1203
2521	5400 2261	STM	CEF2	DRIVER CODE AND EST ORD FOR CEFAP	1RN	1204
2523	1003	SHN	3	0DCAB0	1RN	1205

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1RN - CONTAINS, RCN - RELEASE CHAIN, AQS - AGE QUEUES  
TAPE STATUS CODE

2524	3350	LMC	ESTORD	ODCAXB	SC43251	3	
2525	1370	SCN	700	ODCA0B	1RN	1207	
2526	2174 5332	ADC	2R00-DRVR*1000B	000A0B + 2R00	1RN	1208	
2530	5400 3212	STM	MSGXPE+1	UU INTO MESSAGE	1RN	1209	
2532	3035	LDD	D.EST+3		1RN	1210	
2533	2200 3777	LPC	3777B		1RN	1211	
2535	5400 3211	STM	MSGXPE	OT INTO MESSAGE	1RN	1212	
					1RN	1213	
					1RN	1214	
		ONE.TC	IFNE	IP.NTCN,1	SAVE SOMETIME IF ONLY 1 TAPE CHANNEL	1RN	1215
						1RN	1216
					GET TAPE CHAN IN USE (OR 77B IF NONE)	1RN	1217
2537	5000 2566	LDM	STCNO		1RN	1218	
2541	1277	LPN	77B		1RN	1219	
2542	3407	STD	DCHAN	MOVE TO DIRECT CELL TO SAVE SPACE	1RN	1220	
2543	3033	LDD	D.EST+1		1RN	1221	
2544	1237	LPN	37B		1RN	1222	
2545	3207	SBD	DCHAN		1RN	1223	
2546	0417	ZJN	STOKZ		1RN	1224	
2547	3033	LDD	D.EST+1		1RN	1225	
2550	1071	SHN	-6	NO SECOND CHAN	1RN	1226	
2551	0415	ZJN	STCNO		1RN	1227	
2552	3207	SBD	DCHAN		1RN	1228	
2553	0433	ZJN	STCOK		1RN	1229	
2554	3034	LDD	D.EST+2		1RN	1230	
2555	1237	LPN	37B	NO THIRD CHAN	1RN	1231	
2556	0410	ZJN	STCNO		1RN	1232	
2557	3207	SBD	DCHAN		1RN	1233	
2560	0426	ZJN	STCOK		1RN	1234	
2561	3034	LDD	D.EST+2		1RN	1235	
2562	1071	SHN	-6	NO FORTH CHAN	1RN	1236	
2563	0403	ZJN	STCNO		1RN	1237	
2564	3207	SBD	DCHAN		1RN	1238	
2565	0421	ZJN	STCOK		1RN	1239	
2566		STOKZ	CHOP		CHOP	.1	
	2566	STCNO	SET		CHOP	.1	
		COP.TP	IF	-DEF,CHOPIN	CHOP	.1	
		CH.IF	EQU	*	CHOP	.1	
		CHOPIN	USE	TA.CH	CHOP	.1	
			BSS	0	CHOP	.1	
		RESA	VRM	D.T1	CHOP	.1	
			VRM	CEF3	CHOP	.1	
			USE	TA.CHE	CHOP	.1	
			VRM	0	CHOP	.1	
			USE	*	CHOP	.1	
			USE	*	CHOP	.1	
		CH.IF	ENDIF		CHOP	.1	
			IFC	NE,===,1	CHOP	.1	
			LDN	,IP.PTCN	CHOP	.1	
			IFC	EQ,===,1	CHOP	.1	
			LDN	IP.PTCN	CHOP	.1	
2566	1413	IFNE	1,IP.NTCN,5	DO NOT ASSEMBLE IF ONLY ONE CHANNEL	CHOP	.1	
		USE	TA.CH		CHOP	.1	
		VRM	COP.TP		VRM	.2	
3333		VFD	120/COP.TP		VRM	.2	
3333	2566	ENDM			CHOP	.1	
		USE	*		CHOP	.1	
		ENDM					

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7	2567		-1	BSS	-1		1RN	1240
	2566	1477		LON	77B		1RN	1241
	2567	1777		SBN	77B		1RN	1242
	2570	0404		ZJN	STCGET	JUMP IF FIRST TIME	1RN	1243
	2571	1677		ADN	77B		1RN	1244
	2572	0200	0326	RJH	R.OCH	DROP UNUSEABLE TAPE CHAN	1RN	1245
	2574	3034		LDD	D.EST+2		1RN	1246
	2575	3412		STD	D.T2		1RN	1247
	2576	3033		LDD	D.EST+1		1RN	1248
	2577	1340		SCN	40B		1RN	1249
	2600	0200	0303	RJH	R.RCH		1RN	1250
	2602	2000	3321	LDC	RESA		1RN	1251
	2604	0200	0355	RJH	R.STB		1RN	1252
			2606	STCOK	EQU	*	1RN	1253
				*			1RN	1254
				ONE.TC	ENDIF		1RN	1255
				*			1RN	1256
				*			1RN	1257
	2606	2000	2000	LDC	TA.CVSL	SELECT 6681/4	1RN	1258
	2610	0200	2267	RJH	FCONV		1RN	1259
	2612	3036		LDD	D.EST+4	SELECT EQUIPMENT	1RN	1260
	2613	0200	2267	RJH	FCONV		1RN	1261
	2615	0200	2311	RJH	STS		1RN	1262
	2617			LOAD	TA.CVS		1RN	1263
				IFC	NE,=___=,1		LOAD	.1
				ERR	,		LOAD	.1
				IF	DEF,TA.CVS,3		LOAD	.1
				IFLT	TA.CVS;100B,2		LOAD	.1
2617	3020			LDD	TA.CVS		LOAD	.1
				IFNE	,,1		LOAD	.1
				LDM	TA.CVS		LOAD	.1
				ENDM			LOAD	.1
	2620	0414		ZJN	STZ		1RN	1264
	2621	3423		STD	JREW	NON ZERO = DID NOT JUST REWIND	1RN	1265
	2622	1204		LPN	4		1RN	1266
	2623	0432		ZJN	NOTREADY		1RN	1267
				*			1RN	1268
				*	TRANSMISSION PARITY ERROR		1RN	1269
				*			1RN	1270
	2624	1413		LON	13B	XMSN P.E. FOR CEFAP	1RN	1271
	2625	0200	2231	RJH	CEEF		1RN	1272
	2627	2000	3211	LDC	MSGXPE	*DTXX XMSN PARITY ERROR*	1RN	1273
	2631	0200	0705	RJH	R.DFM		1RN	1274
	2633	0322		UJN	NOTREADY		1RN	1275
	2634			STZ	LOAD	TA.EQS	1RN	1277
				IFC	NE,=___=,1		LOAD	.1
				ERR	,		LOAD	.1
				IF	DEF,TA.EQS,3		LOAD	.1
				IFLT	TA.EQS;100B,2		LOAD	.1
2634	3021			LDD	TA.EQS		LOAD	.1
				IFNE	,,1		LOAD	.1
				LDM	TA.EQS		LOAD	.1
				ENDM			LOAD	.1
	2635	3422		STD	TSTAT		1RN	1278
	2636	1223		LPN	23B		1RN	1279
	2637	1701		SBN	1	(A)=0 IF READY, NOT BUSY AND NOT AT	1RN	1280

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1RN - CONTAINS, RCN - RELEASE CHAIN, AQS - AGE QUEUES  
TAPE STATUS CODE

Line	RCN	AQS	Code	Condition	Message	1RN	1281-1325
2640	3423		STD	JREW	LOAD POINT. SAVE CONDITION...	1RN	1281
2641	0516		MJN	ST4	...AND TEST.	1RN	1282
2642	1444		LDN	TA.CLCV	- CLEAR CONVERSION MODE (IF NOT ON	1RN	1283
2643	0200 2267		RJM	FCONV	- MHC THIS WILL REJ -- DONT CARE)	1RN	1284
2644	1410		LDN	10B	ISSUE REWIND	1RN	1285
2645	0200 2267		RJM	FCONV		1RN	1286
2646	0200 2311		RJM	STS		1RN	1287
2650			LOAD	TA.CVS		1RN	1288
2652	3020		IFC	NE,=,==,1		LOAD	.1
			ERR	,		LOAD	.1
			IF	DEF,TA.CVS,3		LOAD	.1
			IFLT	TA.CVS,100B,2		LOAD	.1
			LDD	TA.CVS		LOAD	.1
			IFNE	,,1		LOAD	.1
			LDM	TA.CVS		LOAD	.1
			ENDM			1RN	1289
2653	0545		NJN	STER668X	JUMP IF PROBLEMS	1RN	1290
2654	0303		UJN	ST4		1RN	1291
						1RN	1292
						1RN	1293
2655	1400	2655	NOTREADY	EQU *		1RN	1294
2656	3422		LDN	0	FAKE NOT READY STAT	1RN	1295
			STD	TSTAT		1RN	1296
		2657	ST4	EQU *	DROP TAPE DRIVE	1RN	1297
2657	1400		LDK	TA.REL		1RN	1298
2660	0200 2267		RJM	FCONV	DROP 668174	1RN	1299
2662	2000 2100		LDC	2100B		1RN	1300
2664	0200 2267		RJM	FCONV		1RN	1301
2666	3022		LDD	TSTAT		1RN	1302
2667	1202		LPN	2		1RN	1303
2670	0503		NJN	ST4.5		1RN	1304
2671	3023		LDD	JREW		1RN	1305
2672	0523		NJN	ST6	DT	1RN	1306
2673	3035	ST4.5	LDD	D.EST+3		1RN	1307
2674	5400 3162		STM	JREWM+1		1RN	1308
2676	3050		LDD	ESTORD		1RN	1309
2677	3400		STD	0		1RN	1310
2700	1003		SHN	3		1RN	1311
2701	3300		LMD	0		1RN	1312
2702	1370		SCN	70B		1RN	1313
2703	2100 3333		ADC	2R00		1RN	1314
2705	5400 3163		STM	JREWM+1		1RN	1315
2707	2000 3162		LOC	JREWM		1RN	1316
2711	0200 0705		RJM	R.OFM	JUST REWOUND TAPE, DONT CHANGE FLAGS	1RN	1317
2713	0100 2504	ST5	LJM	ST2		1RN	1318
		*				1RN	1319
2715	1410	ST6	LDN	LE.TAPES		1RN	1320
2716	3556		RAD	TTPOS		1RN	1321
2717	3255		SBD	TTLEN		1RN	1322
2720	0503		NJN	**3		1RN	1323
2721	0100 3236		LJM	WOOPS		TTNOW	.1
2723			TTNOW			TTNOW	.1
2723	3054		LDD	TTFWA		TTNOW	.1
2724	1003		SHN	3		TTNOW	.1
2725	3156		ADD	TTPOS		1RN	1324
			ENDM			1RN	1325
2726	6001		CRD	D.Z1			
2727	3001		LDD	D.Z1+0			

2730	3250		SBD	ESTORD		1RN	1326
2731	0563		NJN	ST6	EST NOT FOUND, TRY NEXT ENTRY	1RN	1327
2732	3004		LDD	4		1RN	1328
2733	5400	3200	STM	NEWSTAT		1RN	1329
2735	3005		LDD	5		1RN	1330
2736	5400	3201	STM	NEWSTAT+1		1RN	1331
2740			TTNOW			1RN	1332
2740	3054		LDD	ITFWA		TTNOW	.1
2741	1003		SHN	3		TTNOW	.1
2742	3156		ADD	TTPOS		TTNOW	.1
			ENDM			TTNOW	.1
2743	1605		ACK	W.TFLGS		1RN	1333
2744	6001		GRD	D.Z1		1RN	1334
2745	3002		LDD	D.Z1+1		1RN	1335
2746	1067		SHN	-S.TTFRD		1RN	1336
2747	3322		LMD	STAT		1RN	1337
2750	1201		LPN	1		1RN	1338
2751	0407		ZJN	ST6	JUMP IF NO CHANGE IN STATUS	1RN	1339
2752	3022		LDD	STAT		1RN	1340
2753	1201		LPN	1		1RN	1341
2754	0506		NJN	ST8.5	JUMP IF UNIT JUST CAME READY	1RN	1342
2755	1400		LDN	0	DROPPED READY -- WE KNOW NOTHING	1RN	1343
2756	0200	3117	RJM	PUTFLAG		1RN	1344
2760	0100	2713	UJK	ST5		1RN	1345
						1RN	1346
						1RN	1347
2762	3022	2762	EQU			1RN	1348
			LDD	STAT		1RN	1349
2763	3401		STD	D.Z1	* PASS UNIT STAT TO ITS.	1RN	1350
					* IT WILL BE USED BY ITS TO TELL 4LX	1RN	1351
					* THE DENSITY TO LEAVE THE TAPE AT.	1RN	1352
2764	1204		LPN	4	CLEAR ALL BUT RING IN BIS	1RN	1353
2765	1076		SHN	-2+S.TTFRI		1RN	1354
2766	0200	3117	RJM	PUTFLAG		1RN	1355
2770	1400		LDN	0		1RN	1356
2771	5450	3334	STM	LIST,ESTORD		1RN	1357
2773	3050		LDD	ESTORD		1RN	1358
2774	5460	3271	STM	RDYLIST,RDYCNT		1RN	1359
2776	3660		AOD	RDYCNT		1RN	1360
2777	1720		SBN	16	(ITS CAN NOT ACCEPT MORE THAN	1RN	1361
3000	0557		NJN	ST8	16 UNITS IN ONE CALL)	1RN	1362
						1RN	1363
3001			RCH	EST		1RN	1364
			IF	DEF,CH._EST,2		RCH	.1
3001	1440		LDN	CH._EST		RCH	.1
			IFCP	1		RCH	.1
			LOAD	EST		RCH	.1
3002	0200	0303	RJM	R.RCH		RCH	.1
			ENDM			RCH	.1
3004			MOVE	ESTFWA,ESTADR		1RN	1365
3004			LOAD	ESTFWA		MOVE	.1
			IFC	NL,=,==,1		LOAD	.2
			RR	,		LOAD	.2
			IF	DEF,ESTFWA,3		LOAD	.2
			IFLT	ESTFWA,100B,2		LOAD	.2
3004	3053		LDD	ESTFWA		LOAD	.2
			IFNE	,,1		LOAD	.2
			LDM	ESTFWA		LOAD	.2

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3046	5206 0025	CC3	SBM	TLWORK+5,INDEX	LATER CHANGED TO TLWORK+10	1RN	1425
3050	0732		MJN	CC5	CANT AUTO-ASSIGN NOW	1RN	1426
3051	0504		NJN	CC4		1RN	1427
3052	3606		ADD	INDEX	* CURRENT BYTES	1RN	1428
3053	1705		SBM	5	* ARE EQUAL SO	1RN	1429
3054	0567		NJN	CC2	* TRY NEXT BYTE	1RN	1430
3055	1405	CC4	LDN	5	- (W.STGTLR) .LE. (W.STGTLE)	1RN	1431
3056	5500 3047		RAM	CC3+1	- ADVANCE TO CHECK W.STGTLT	1RN	1432
3060	1737		SBM	TLWORK+15	. IF HE HAVE NOT ALL READY LOOKED	1RN	1433
3061	0560		NJN	CC1	. AT W.STGTLT GO BACK TO CHECK IT	1RN	1434
		XX		ENDIF		1RN	1435
		*				1RN	1436
3062	1403	C1TS	LON	3		1RN	1437
3063	3401		STD	D.Z1		1RN	1438
3064	3074		LDD	D.PPIR		1RN	1439
3065	6370 3265		CWM	IRITS,D.PPONE		1RN	1440
3067	1604		ADK	W.PPMS4-1		1RN	1441
3070	6301 3272		CWR	ROYLIST+1,D.Z1		1RN	1442
		*				1RN	1443
3072		XX	IPTS	S.AUTO		1RN	1444
			NOREF	TSGSET#		IPTS	.1
	6607	TSGSET#	SET	IP.TSG (FOR XREF ONLY)		IPTS	.1
	0	TSGSET#	SET	0		IPTS	.1
		TSGMIC#	MICRO	1,,SS,AUTOS		IPTS	.1
		TSGSIG#	MICRO	1,1,\$"TSGMIC#"\$		IPTS	.1
		IFC	EQ,\$-\$"TSGSIG#"\$,2			IPTS	.1
		TSGMIC#	MICRO	2,,\$"TSGMIC#"\$		IPTS	.1
		TSGSET#	SET	-0		IPTS	.1
	0	TSGMIC#	DECMIC	"TSGMIC#"		IPTS	.1
		TSGSIG#	MICRO	,\$,\$		IPTS	.1
		IFC	NE,\$,\$,1			IPTS	.1
		TSGSIG#	MICRO	1,,\$,+1\$		IPTS	.1
		XX	IFGT	IP.TSG&TSGSET#,IP.TSG&TSGSET#&1S"TSGMIC#""TSGSIG#"		IPTS	.1
			ENDM			IPTS	.1
3072	1415		LDN	P.STG		1RN	1445
3073	6000		CRD	D.Z0		1RN	1446
3074	1440		LDN	T.NSG		1RN	1447
3075	6010		CRD	D.T0		1RN	1448
3076	3004		LDD	D.Z0+C.STG		1RN	1449
3077	1607		ADN	W.STGTLT		1RN	1450
3100	6210		CWD	D.T0	WRITE NEW TIME LAST TRY	1RN	1451
		XX		ENDIF		1RN	1452
		*				1RN	1453
3101	0307		UJN	CC6		1RN	1454
		*				1RN	1455
3102	5000 3267	CC5	LDN	MTSCNT		FEAT48AK	9
3104	0506		NJN	CC7	FOUND MTS AND NO NON MTS CAME READY	FEAT48AK	10
3105	1421		LDN	M.OPP		FEAT48AK	11
3106	0200 0220		RJM	R.MTR		1RN	1457
3110	0100 0103	CC6	LJM	R.IDLE		1RN	1458
		*				FEAT48AK	12
3112	3074	CC7	LDD	D.PPIR		FEAT48AK	13
3113	6370 3260		CWM	MTSTAT,D.PPONE		FEAT48AK	14
3115	0372		UJN	CC6		FEAT48AK	15
		*				1RN	1459
		*				1RN	1460
		*			SUBROUTINE TO SET TAPES TABLE UNIT ORIENTED FLAG BITS	1RN	1461

3116	0100 0000	PUTFLAG	ENM	X		1RN	1462
3120	3402		STO	0.Z1+1		1RN	1463
3121			TTNOW			1RN	1464
3121	3054		LDC	TTFWA		1RN	1465
3122	1003		SHN	3		1RN	1466
3123	3156		ADD	TTPOS		TTNOW	.1
			ENDM			TTNOW	.1
3124	1605		ADK	W.TFLGS		1RN	1467
3125	6201		CHD	0.Z1		1RN	1468
3126	2000 3333		LDC	2R00		1RN	1469
3130	5400 3206		STM	NEWSTAT+6		1RN	1470
3132	5400 3207		STM	NEWSTAT+7		1RN	1471
3134	3022		LDC	STAT		1RN	1472
3135	1277		LPN	77B		1RN	1473
3136	3400		STD	0		1RN	1474
3137	1003		SHN	3		1RN	1475
3140	3300		LMD	0		1RN	1476
3141	1370		SCN	70B		1RN	1477
3142	5500 3207		RAM	NEWSTAT+7		1RN	1478
3144	3022		LDC	STAT		1RN	1479
3145	1071		SHN	-6		1RN	1480
3146	3400		STD	00		1RN	1481
3147	1003		SHN	3		1RN	1482
3150	3300		LMD	0		1RN	1483
3151	1370		SCN	70B		1RN	1484
3152	5500 3206		RAM	NEWSTAT+6		1RN	1485
3154	2000 3200		LDC	NEWSTAT		1RN	1486
3156	0200 0705		RJM	R.DFM		1RN	1487
3160	0100 3116	PFX	UJK	PUTFLAGX		1RN	1488
3162	0424	JREWM	DIS	,*DTXX JUST REWOUND OR BUSY*		1RN	1489
3200	0424	NEWSTAT	DIS	,*DTXX STAT = YYYY*		1RN	1490
3211	0424	MSGXPE	DIS	,*DTUU XNSN PARITY ERROR*		1RN	1491
3225	4141	MSGMAL	DIS	,*668X MALFUNCTION*		1RN	1492
						1RN	1493
3236	2000 3245	WOOPS	LDC	HANGMSG		1RN	1494
3240	0200 0705		RJM	R.DFM		1RN	1495
3242	1477		LDN	M.KILL		1RN	1496
3243	0200 0220		RJM	R.MTR		1RN	1497
						1RN	1498
3245	2331	HANGMSG	DIS	,*SYSTEM ERROR T.TAPES*		1RN	1499
3260	3411	HTSTAT	VFD	24/3L1IT		FEAT48AK	16
3261	2400						
3262	0000 0002		CON	0,2,0		FEAT48AK	17
3264	0000						
3265	3424	IRITS	VFD	18/OV.1TS,6/0		1RN	1500
3266	2300						
3267	0000	HTSCNT	CON	0	IR+2	FEAT48AK	18
3270	0001		CON	1	IR+3	FEAT48AK	19
3271		20 RDYLIST	BSSZ	16		1RN	1502
						1RN	1503
3311	2000 3225	CALL6WM	LDC	MSGMAL	* ENTRY HERE ONLY IF THE 668X DOES	1RN	1504
3313	0200 0705		RJM	R.DFM	* NOT TAKE THE FUNCTION CODE OFF	1RN	1505
3315	1400		LDN	0	* THE CHANNEL. FAKE NOT READY STAT	1RN	1506
3316	3422		STD	STAT	* TO MAKE THE MOST (OR LEAST FAILURE)	1RN	1507
3317	0100 2715		LJM	ST6	* FROM MALFUNCTIONING HARDWARE	1RN	1508

14-67

			USE	TA.CH	(PUT R.STB LIST BEFORE SCRATCH AREA)	1RN	1509
		3334	LIST			1RN	1510
		3334	DAT			1RN	1511
3334	0000		SCRAP			1RN	1512
3336			DATA	0		1RN	1513
			END			1RN	1514

53300B CH STORAGE USED 3423 STATEMENTS 1792 SYMBOLS  
MODEL 74 ASSEMBLY 9.422 SECONDS 1298 REFERENCES

09-41

3 TYPE ERROR DUPLICATE MACRO DEFINITION. NEW ONE OVERRIDES.  
OCCURRED ON PAGES 27

7 TYPE ERROR ADDRESS VALUE EXCEEDS FIELD SIZE, RESULT TRUNCATED  
OCCURRED ON PAGES 41

69-47

△ □ )



D.TW1	21	PPTXT	4/17									
D.TW5	25	PPTXT	4/03	5/20								
D.TO	10	PPTXT	7/18 S	8/41	11/25	12/50 S	18/05 S	20/08	20/48	21/29		
			7/19	9/20	11/35 S	13/42	18/06	20/10 S	20/54	45/49 S		
			7/52 S	9/53	11/37 S	15/36 S	19/08	20/39 S	21/07 S	45/54		
			8/01 S	11/05 S	11/39 S	15/39	19/15 S	20/40	21/08	46/38 S		
			8/08	11/21	11/45	18/03 S	20/07 S	20/43	21/19 S	46/41		
D.T1	11	PPTXT	8/02	17/31	18/09	21/31 S	24/10	24/21 S	29/33			
			17/21 S	17/38	19/09	23/53 S	24/13 S	24/28				
			17/26	18/04 S	19/32 S	23/57	24/16	24/31				
			17/28 S	18/07	21/22 S	24/05	24/19	28/54 S				
D.T2	12	PPTXT	17/37 S	19/30 S	21/32 S	24/08	41/08 S					
			17/44	21/24 S	24/04 S	28/52 S						
D.T3	13	PPTXT	19/16	19/23	20/11	21/26 S						
D.T4	14	PPTXT	12/51	13/26 S	13/39 S	19/29	20/12	21/27 S	25/45 S			
D.T5	15	PPTXT	11/01 S	11/41								
D.Z0	0	PPTXT	34/03 S	34/10 S	34/13 S	45/51 S	46/36 S					
			34/04	34/11	34/14	45/52	46/39					
D.Z1	1	PPTXT	9/52 S	10/57	14/36 S	18/13 S	18/45	19/04 S	42/57	46/18		
			10/10 S	11/03 S	14/40	18/19	18/46	25/51 S	43/13 S	47/04 S		
			10/22	11/30 S	16/39 S	18/34	18/53	29/52	43/14	47/11		
			10/27	11/43	17/24	18/38	18/56	27/08	43/29 S			
			10/56 S	14/23 S	18/11 S	18/40	19/01	42/56 S	46/14 S			
D.Z2	2	PPTXT	5/32	14/22 S	14/30	14/35	14/37 S	18/17 S	18/28			
D.Z3	3	PPTXT	18/22 S	18/23	18/30 S	18/33	18/36 S	18/42 S				
D.Z4	4	PPTXT	18/39 S	18/41 S	18/49	18/51 S	18/54					
D.Z6	6	PPTXT	25/49 S	25/54								
EMCOUNT	46		5/29 D	8/12 S	11/38							
EMPCT	33		4/09 D	12/47 S	13/22 S	13/24	13/35 S	14/38				
ERRN0	21		27/43 D									
ERRN02	22		27/44 D									
ERRN1	1		27/45 D									
ERRN10	12		27/54 D									
ERRN11	13		27/55 D									
ERRN12	14		27/56 D									
ERRN13	15		27/57 D									
ERRN14	16		28/01 D									
ERRN15	17		28/02 D									
ERRN16	20		28/03 D									
ERRN17	21		28/04 D	30/53								
ERRN18	22		28/05 D									
ERRN19	23		28/06 D									
ERRN2	2		27/46 D									
ERRN20	24		28/07 D									
ERRN21	25		28/08 D									
ERRN22	26		28/09 D									
ERRN23	27		28/10 D									
ERRN24	30		28/11 D									
ERRN25	31		28/12 D									
ERRN26	32		28/13 D									
ERRN27	33		28/14 D									
ERRN28	34		28/15 D									
ERRN29	35		28/16 D									
ERRN3	3		27/47 D									
ERRN30	36		28/17 D									
ERRN31	37		28/18 D									
ERRN32	40		28/19 D									

TZ-HT



IP.PTCN	13		29/08	30/15	31/48	32/37	39/42				
			29/46	30/43	32/15	33/06	40/50				
IP.TF	0		7/12 F	12/36 F	14/01 F	17/52 F	22/01 F	22/07 F	25/13 F		
IP.TSG	6607		45/34	45/45 F	46/22	46/33 F					
IQCOUNT	44		5/28 D	10/22 S	11/14 S	11/19 S	11/22	11/26	11/34	11/36	
IQP	100		6/26 D	7/39	10/32						
IRITS	3265		46/16	47/47 L							
JREN	23		27/25 D	41/34 S	42/01 S	42/31					
JREWM	3162		42/34 S	42/41 S	42/42	47/32 L					
LE.DOT	2	PPTXT	21/04	21/06							
LE.FNT	3	PPTXT	7/57								
LE.TAPES	10	PPTXT	35/45	42/46							
LIST	3334		37/08 S	37/40 S	39/20	43/35 S	44/24	48/03 D			
LOCKMASK	40		6/29 D	8/20							
LOWSCRAP	40		4/14 D	14/32	15/29	15/55	16/10				
			14/20 S	14/34 S	15/33	16/02	16/12				
LVECM	16		25/48	26/02 D							
LWA	31		4/04 D	15/35	16/09	17/18	24/09	24/27			
			13/29	16/04	16/28	17/30	24/15	24/44			
L.CPNUM	17	PPTXT	8/20								
MAXAGE	77		6/20 D	10/35	10/36						
MDDT	57		20/02 D	20/28 S	20/32 S	21/06	21/06				
MSGMAL	3225		47/35 L	47/53							
MSGXPE	3211		40/04 S	40/07 S	41/42	47/34 L					
MTSCHT	3267		37/19 S	46/46	47/49 L						
MTSTAT	3260		46/53	47/43 L							
M.DFM	13	PPTXT	28/52								
M.DPP	21	PPTXT	46/48								
M.KILL	77	PPTXT	47/39								
M.RBTSTO	16	PPTXT	17/47	23/54							
M.RPJ	32	PPTXT	19/36	21/33							
M.STEP	15	PPTXT	25/46								
NEWSTAT	3200		43/04 S	43/06 S	47/13 S	47/14 S	47/21 S	47/28 S	47/29	47/33 L	
NOTREADY	2655		41/36	41/44	42/20 D						
OQP	400		6/27 D	7/42	9/13						
OV.1PK	342013	PPTXT	21/17	21/17 D							
OV.1TS	342423	PPTXT	47/47								
PASSIGN	21		4/17 D								
PFX	3160		47/31 L								
PHPY	100		6/12 D	6/19	6/19 D	6/19	6/19 D	6/19			
			6/19	6/19 D	6/19	6/19 D	6/19	6/19 D	6/19 D		
			6/19 D	6/19	6/19 D	6/19	6/19 D	6/20			
PRCOUNT	42		5/27 D	7/07 S	10/27 S	11/11	11/16				
PREVIOUS	35		4/11 D	15/19	15/38 S	16/05	24/25				
			14/09 S	15/22	15/52	16/13 S					
PSHIFT	6		6/13 D	6/19 D	6/19 D	6/19 D	6/19 D	6/19 D	6/19 D	6/19 D	
			6/19	6/19	6/19	6/19	6/19	6/19	6/19	10/24	
PUTFLAG	3117		43/23	43/33	47/04 D						
PUTFLAGX	3116		47/03 L	47/31							
P.CST	5	PPTXT	20/06								
P.JDT	7	PPTXT	20/23								
P.EST	5	PPTXT	20/17	34/17							
P.FNT	4	PPTXT	7/51								
P.PCOM	5	PPTXT	25/50								
P.RBT	2	PPTXT	12/34	13/56	17/50	23/41	24/35				
P.RQS	13	PPTXT	18/02								
P.SCH	60	PPTXT	10/55								

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PST	7	PPTEXT	20/23
JDT	7	PPTEXT	20/17
P.EST	5	PPTEXT	7/51
P.FNT	4	PPTEXT	25/50
P.PCOM	5	PPTEXT	12/34
P.RBT	2	PPTEXT	18/02
P.RQS	13	PPTEXT	10/55
P.SCH	60	PPTEXT	

34/17

13/56 17/50 23/41 24/35

IRN - CONTAINS, RCN - RELEASE CHAIN, AQS - AGE QUEUES  
SYMBOLIC REFERENCE TABLE.

COMPASS 3.75077.

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P.STG	15	PPTEXT	34/09	45/50	46/35				
P.TAPES	14	PPTEXT	35/02						
P.VRNBUF	43	PPTEXT	7/17						
P.ZERO	0	PPTEXT	7/06						
RBTCL	30		4/06 D	16/29	17/12	17/32	17/35 S	23/47 S	24/37 S
RBTCNT	32		4/08 D	12/40 S	15/18 S	16/32	16/36	17/45 S	
RBTLINK	41		4/15 D	16/03 S	16/08 S	24/02 S	24/20 S	24/32 S	24/45
			4/16	16/05	16/10	24/16	24/28	24/40	
RBTMARK	2167		17/43	24/07	25/03 L				
RBTPTTR	25		4/03 D	4/05	12/35 S	17/51	24/36 S		
			4/04	4/06	13/57 S	23/42			
			4/02 D	12/52 S	13/23	13/30	13/30 S	13/38	
RBTWP	20		12/01 D						
RCN	0		13/21 L						
RCN1A	1315		15/57	16/07 L					
RCN10	1455		15/32	16/28 L					
RCN10A	1470		16/42	17/16	17/33	17/50 L	24/46		
RCN11	1555		16/35	23/41 L					
RCN12	2047		23/50 L	24/01					
RCN13	2057		24/15 L	24/23					
RCN14	2106		24/39	24/44 L					
RCN15	2150		24/42	24/46 L					
RCN16	2155		13/23 L	13/37					
RCN2	1317		13/25	13/29 L					
RCN3	1325		13/27	13/41 L					
RCN4	1343		14/30 L	14/39					
RCN4A	1365		14/19 L	16/14					
RCN4B	1360		12/53	13/53 L					
RCN4C	1345		14/31	14/33	14/37 L				
RCN5	1375		15/18 L	15/41					
RCN5A	1402		15/21	15/26 L					
RCN6	1411		15/27 L						
RCN7	1412		15/28	15/33 L					
RCN7A	1422		15/34	15/49 L					
RCN7Q	1436		15/31	15/49	15/52 L				
RCN8	1441		15/53	16/02 L					
RCN9	1446		27/20 D	36/44 F	36/45 F	36/46 S	43/37	43/38 S	44/42
RDYCNT	60		43/37 S	46/18	47/51 L				
RDYLIST	3271		18/23	18/33	24/51 L				
RELACT	2157		29/31 L	41/12					
RESA	3321		11/48	17/57	23/45	37/57	39/50	41/06	44/40
R.DCH	326	PPTEXT	41/43	42/43	47/30	47/38	47/54		
R.DFM	705	PPTEXT	46/50						
R.IDLE	103	PPTEXT	17/48	19/37	23/55	28/56	47/40		
R.HTR	220	PPTEXT	18/26	21/34	25/47	46/49			
			7/47	10/53	13/54	24/34	36/51	41/11	43/47
R.RCH	303	PPTEXT	41/13						
R.STB	355	PPTEXT	13/24 S	13/36	14/30	14/40 S	48/05 L		
SCRAP	3334		27/08 D	28/49 S	28/51				
SCR1	1		7/43	7/51 L					
SRCH10	1027		7/57 L	8/13	8/16	8/21	9/23	10/40	
SRCH15	1032		7/53	8/03	8/08 L				
SRCH20	1040		8/13 L	8/46					
SRCH21	1045		8/11	8/15 L					
SRCH22	1046		8/26 L	8/38					
SRCH22A	1053		8/30	8/37	8/40 D				
SRCH22B	1070		8/50 L						

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1RN - CONTAINS, RCN - RELEASE CHAIN, AQS - AGE QUEUES  
 SYMBOLIC REFERENCE TABLE.

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SRCH23A	1107	8/56	9/04 L				
SRCH24	1120	9/16 L	10/38				
SRCH26	1127	9/08	9/14	9/18	9/23 L	9/29	
SRCH30	1131	8/53	9/03	9/27 L			
SRCH32	1147	9/41	9/46 D				
SRCH32A	1164	10/02	10/08 D				
SRCH33	1165	9/57	10/06	10/14 L			
SRCH33A	1174	10/15	10/22 L				
SRCH34	1205	9/04	9/40	9/45	10/20	10/26	10/31 L
SRCH36	1216	10/33	10/37	10/40 L			
SRCH4	1023	7/40	7/45 L				
SRCH40	1111	9/01	9/06 L				
SRCH90	1220	8/04	10/49 L				
SRCH92	1225	10/50	10/55 L				
SRCH93	1242	11/12	11/16 L				
SRCH94	1247	11/17	11/21 L				
SRCH95	1255	11/23	11/29 L				
SRCH96	1257	11/27	11/34 L				
START	37	4/13 D	14/11 S	15/24 S	17/19		
STAT	22	20/47 S	21/01 S	27/24 D	43/19	47/15	47/56 S
		20/53 S	21/10	43/16	43/27	47/22	
STATDDT2	1735	20/14 L	20/36				
STATDDT4	1737	20/13	20/16 L				
STATDDT6	1755	20/32 L	21/13				
STATDDT8	1756	20/33 L	20/42				
STATDD10	1762	20/30	20/37 L				
STATd1	13	27/11 D					
STCGET	2574	41/04	41/07 L				
STCNO	2566	40/12	40/21	40/26	40/31	40/34 L	
STCOK	2606	40/23	40/28	40/33	41/14 D		
STER668X	2621	41/34 L	42/17				
STGFLG	37	5/22 D	7/20 S	9/02			
STOKZ	2565	40/18	40/33 L				
STS	2311	31/02 D	41/23	42/07			
STSFALL	2342	32/37	33/16 L				
STSVR	2333	31/05	31/18	31/31 D			
STSVRX	2332	31/30 L	33/14				
STSX	2310	31/01 L	31/28				
STZ	2634	41/33	41/46 L				
ST1	2501	39/20 L	39/25				
ST2	2504	39/22 L	42/44				
ST3	2515	39/21	39/53 L				
ST4	2657	42/02	42/18	42/23 D			
ST4.5	2673	42/30	42/33 L				
ST5	2713	42/44 L	43/24				
ST6	2715	42/32	42/46 L	43/02	47/57		
ST8	2760	43/18	43/24 L	43/40			
ST8.5	2762	43/21	43/26 D				
S.AUTO	0	45/41	46/29				
S.ESTBSY	4	PPTEXT	20/51	20/51 D			
S.ESTFR	5	PPTEXT	20/52	20/52 D			
S.ESTMYS	7	PPTEXT	37/17				
S.ESTON	13	PPTEXT	20/46	20/46 D			
S.ESTRID	12	PPTEXT	20/57	20/57 D			
S.ESTRMS	13	PPTEXT	20/41				
S.FINRT	13	PPTEXT	9/28				
S.FLINK	4	PPTEXT	8/29				

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## STUDY QUESTIONS

### Sample PP Programs - Section XIV

1. How does the calling CP Program usually know when a PP program has completed its task? \_\_\_\_\_
2. How does the PP programmer generally determine if a PP program has done its task? \_\_\_\_\_
3. How does a PP program usually get parameters passed to it from the CP user? \_\_\_\_\_
4. How does a CP program wait for a PP program to complete a task?  
\_\_\_\_\_
5. When is a PP program hung in Auto Recall?  
\_\_\_\_\_
6. What is a PP call error? \_\_\_\_\_
7. How do you hang a PP? \_\_\_\_\_
8. How do you un-hang a PP? \_\_\_\_\_
9. List the main functions of - LRN

## STUDY QUESTIONS

### Sample PP Programs - Section XIV

1. How does the calling CP Program usually know when a PP program has completed its task? by setting the complete bit
2. How does the PP programmer generally determine if a PP program has done its task? messages or dumps
3. How does a PP program usually get parameters passed to it from the CP user? parameters in Fake FET
4. How does a CP program wait for a PP program to complete a task? using RECALL
5. When is a PP program hung in Auto Recall? when the complete bit is not set
6. What is a PP call error? no PP Program by the name requested.
7. How do you hang a PP? execute a wrong code sequence
8. How do you un-hang a PP? deadstart
9. List the main functions of - 1RN

RBT management

Ages Queues

Status system tape drives

0000	0035	7512	7712	5107	7712	0010	7712	1400	P00	0010	7412	7112	0013	----	0130	0013	----	0006	P00
0020	3007	1071	1714	3413	0403	3005	0302	3007	P00	0030	1204	0505	2010	7000	6350	----	3013	0446	P00
0040	3006	3444	1701	0576	7700	0040	0100	0010	P00	0050	1464	5523	3552	2754	----	----	----	2631	P00
0060	----	0010	0030	0001	0003	0001	0001	0001	P00	0070	0004	----	----	----	----	----	----	----	P00
0100	----	----	----	----	3056	6037	3037	0403	P00	0110	0100	1000	1444	6010	3013	1066	0416	3014	P00
0120	1070	3410	5010	6777	1006	0407	1801	6015	P00	0130	3015	0403	0200	5146	1400	6010	3010	3111	P00
0140	3112	3113	3114	0570	1450	6010	3014	0413	P00	0150	1450	6277	3014	1601	3452	6037	3253	3454	P00
0160	0200	1331	0322	3663	5063	0170	3401	0101	P00	0170	----	0545	1063	1150	1135	0545	0747	1150	P00
0200	1177	1265	1440	6222	7014	2300	6453	1055	P00	0210	0452	2000	1720	5500	0206	1404	3525	3026	P00
0220	1217	0560	1444	6010	3026	3212	0705	2177	P00	0230	3777	0621	0304	2100	4000	0615	3055	6010	P00
0240	3010	0507	3005	3414	1410	3410	3055	6210	P00	0250	0200	5146	3026	1073	1203	3401	5001	0263	P00
0260	3401	0101	----	0360	0267	0341	0267	2000	P00	0270	0100	2100	0011	6010	3013	3314	0427	3012	P00
0300	1204	0524	3014	3253	3414	5014	7020	6416	P00	0310	1665	6010	3402	2000	1400	3514	1063	0404	P00
0320	3613	1063	3512	3002	6210	5700	0272	0705	P00	0330	1717	0506	1413	0302	1433	5400	0272	0100	P00
0340	0202	2000	2623	6010	3023	1006	3514	1063	P00	0350	0404	3513	1063	3512	2000	2523	6210	0357	P00
0360	1411	5500	0206	3026	0402	0371	3625	1063	P00	0370	3524	3045	0312	3402	4002	0403	4702	0303	P00
0400	5402	0001	5002	0002	0566	1430	6010	2000	P00	0410	0100	3514	1071	1745	0503	0100	0456	1430	P00
0420	6210	1422	6010	3614	1604	1277	0510	1404	P00	0430	3514	1071	1774	0503	3414	3613	1422	6210	P00
0440	0100	0202	6210	3044	0473	2000	3407	5400	P00	0450	7720	2000	1500	5400	7721	0200	5456	5000	P00
0460	0442	5400	0437	0354	0100	0417	2000	3357	P00	0470	3414	3613	1277	1741	0567	2000	5733	3413	P00
0500	3612	1277	1745	0560	1466	3512	1071	1741	P00	0510	0553	2000	3333	3412	2000	0100	3511	1071	P00
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5040	0422	1401	0320	1006	1207	0510	3035	1014	P07	5050	3136	1610	6040	3041	0306	0200	4310	6040	P07	
5060	3044	1071	1217	3410	3034	2200	4000	9403	P07	5070	2000	0220	5310	0300	0100	5027	0100	2452	P07	
5100	3472	3457	1003	3473	5067	7770	5167	7734	P07	5110	1003	3471	0363	0100	2437	0507	5120	7507	P07	
5120	5067	7766	7607	7407	7007	1261	3402	7507	P07	5130	5067	7772	7607	5067	7760	5400	5143	7407	P07	
5140	5067	7754	7307	7060	6607	5144	7507	5067	P07	5150	7770	5467	7764	5067	7774	7607	5067	7762	P07	
5160	5400	5166	7407	5067	7754	7107	7020	7507	P07	5170	3002	0425	5600	2523	5067	7752	6030	3002	P07	
5200	1014	6602	3632	3002	1021	6602	3631	3002	P07	5210	1015	0602	3630	5067	7752	6230	0100	5113	P07	
5220	0100	5343	3035	1014	3136	1611	6230	0370	P07	5230	3017	4415	2000	0100	5573	7320	0100	1002	P07	
5240	5072	7160	1016	0772	5073	7320	1071	3401	P07	5250	3173	2100	7323	3415	1705	5400	5275	3001	P07	
5260	1105	0540	5073	7321	1217	0450	5073	7320	P07	5270	1237	1014	5173	7321	6370	7356	5473	7321	P07	
5300	1063	5473	7320	6342	0100	5551	1400	3412	P07	5310	3413	2005	2725	6212	0367	3164	5000	5315	P07	
5320	0316	3110	5473	7322	3034	1377	3101	3434	P07	5330	2000	0370	5472	7260	5000	5321	2177	5107	P07	
5340	3430	0200	5221	0100	2405	0100	3575	2100	P07	5350	1300	5400	5354	3032	1302	3147	3432	0200	P07	
5360	5221	0363	0100	-----	2300	7777	5400	5403	P07	5370	2040	-----	0200	4736	0565	3035	1014	3136	P07	
5400	6010	3014	2200	-----	3147	3414	3055	0403	P07	5410	1001	3413	3035	1014	3136	6210	0200	5305	P07	
5420	1400	0340	0100	1500	3035	5473	7320	1014	P07	5430	3136	1601	5473	7321	0365	0100	1030	3410	P07	
5440	1601	5472	7260	4010	5472	7220	0366	3110	P07	5450	3462	5072	7160	1310	3102	3472	7150	5000	P07	
5460	5447	5400	5321	1410	3401	0100	5324	0160	P07	5470	1475	3447	5072	7160	1207	3455	0507	2040	P07	
5500	0004	3147	0200	4736	0562	3055	0200	4310	P07	5510	3147	6010	3045	1071	1105	0506	3646	1063	P07	
									P07	5530	3045	3410	3046	3411	3045	3412	3045	3413	7260	P07



5560	1701	3400	4030	5472	7220	6300	0100	---	P07	5570	5072	7220	3410	3710	4810	5010	5022	7460	P07
5600	1000	0771	1014	3472	7220	6300	0100	---	P07	5610	5072	7220	3410	3710	4810	5010	5022	7460	P07
5620	1207	0406	0200	4310	6010	1701	6040	3031	P07	5630	0507	5073	7321	3413	5073	7320	3412	3071	P07
5640	3313	0506	3040	3312	2200	0737	0414	3013	P07	5650	1217	0512	3012	1237	1014	3113	1720	6012	P07
5660	3613	0355	0333	3012	1071	1105	0500	3613	P07	5670	1003	3512	1237	0342	2000	7323	3173	5400	P07
5700	5714	3012	2277	3777	5473	7320	1237	1014	P07	5710	3113	3473	7321	6170	7363	0100	5606	0100	P07
5720	1440	5073	7320	3445	1237	1014	5173	7321	P07	5730	3446	1701	1317	6033	3402	1063	3401	3037	P07
5740	1217	1101	0554	3046	1217	0100	0627	2000	P07	5750	0221	6507	5751	7107	0100	0100	2425	7775	P07
5760	5115	5117	5122	5123	5124	5127	5132	5137	P07	5770	5142	5144	5146	5155	5162	5165	5157	5751	P07
6000	5753	-----	-----	-----	-----	-----	-----	-----	P07	6010	-----	-----	-----	-----	-----	-----	-----	-----	P07
6020	-----	-----	-----	-----	-----	-----	-----	-----	P07	6030	-----	-----	-----	-----	-----	-----	-----	-----	P07
7020	1000	2000	1000	2400	2300	-----	-----	-----	P07	7030	-----	-----	-----	-----	-----	-----	-----	-----	P07
7040	-----	-----	-----	-----	-----	-----	-----	-----	P07	7050	-----	-----	-----	-----	-----	-----	-----	-----	P07
7060	-----	4026	-----	4026	-----	-----	-----	-----	P07	7070	-----	-----	-----	-----	-----	-----	-----	-----	P07
7100	-----	-----	-----	-----	-----	-----	-----	-----	P07	7110	-----	-----	-----	-----	-----	-----	-----	-----	P07
7120	0747	0802	0751	0013	0760	-----	-----	-----	P07	7130	-----	-----	-----	-----	-----	-----	-----	-----	P07
7140	-----	-----	-----	-----	-----	-----	-----	-----	P07	7150	-----	-----	-----	-----	-----	-----	-----	-----	P07
7160	4000	4100	4300	4300	4100	-----	-----	-----	P07	7170	-----	-----	-----	-----	-----	-----	-----	-----	P07
7200	-----	-----	-----	-----	-----	-----	-----	-----	P07	7210	-----	-----	-----	-----	-----	-----	-----	-----	P07
7220	1032	2300	1032	2300	1032	-----	-----	-----	P07	7230	-----	-----	-----	-----	-----	-----	-----	-----	P07
7240	-----	-----	-----	-----	-----	-----	-----	-----	P07	7250	-----	-----	-----	-----	-----	-----	-----	-----	P07
7260	0451	0374	0451	0374	0451	-----	-----	-----	P07	7270	-----	-----	-----	-----	-----	-----	-----	-----	P07
7300	-----	-----	-----	-----	-----	-----	-----	-----	P07	7310	-----	-----	-----	-----	-----	-----	-----	-----	P07
7320	0005	3761	4000	0316	0040	2045	1403	2062	P07	7330	0005	3541	4000	0316	0040	2045	1403	2062	P07
7340	0005	3621	4000	0316	0040	2045	1403	2062	P07	7350	0005	3701	4000	0316	0040	2045	1403	2062	P07
7360	0005	4041	4000	0331	0256	0256	2053	0304	P07	7370	-----	-----	-----	-----	-----	-----	-----	-----	P07
7400	-----	-----	-----	-----	-----	-----	-----	-----	P07	7410	-----	-----	-----	-----	-----	-----	-----	-----	P07
7460	-----	-----	-----	-----	-----	-----	-----	-----	P07	7470	-----	-----	-----	-----	-----	-----	-----	3010	P07
7500	5400	7536	3011	5400	7537	3012	5400	7540	P07	7510	2000	7536	3410	0200	7551	3613	3075	1602	P07
7520	6213	3017	1006	0503	0100	6105	1400	6010	P07	7530	1477	3410	3074	1601	6210	0300	0013	0057	P07
7540	0037	0011	-----	2762	0100	1400	7777	-----	P07	7550	0100	7515	5010	0007	5400	7626	3075	5410	P07
7560	0006	0200	7645	3075	1602	6013	3013	1703	P07	7570	0432	0656	1602	0767	0566	2000	7640	3406	P07
7600	4006	3407	4007	1277	5400	7615	3606	4006	P07	7610	0410	3407	4007	1377	2100	-----	4407	0365	P07
7620	3613	0312	3017	6500	7623	7100	6002	3017	P07	7630	5500	7626	3713	3075	1602	6213	0100	7563	P07
7640	0016	7623	7625	-----	0100	7563	3010	5400	P07	7650	7663	3076	1001	5410	0004	1402	3410	1400	P07
7660	6011	3075	6310	7536	6211	1403	3414	1406	P07	7670	0200	0220	0351	-----	5534	3757	3333	0005	P07
7700	0001	0001	-----	0341	4730	0005	2685	0023	P07	7710	0002	-----	0403	0002	3657	4040	5733	4057	P07
7720	3400	3420	3440	3460	3500	3520	3560	3640	P07	7730	3720	4000	4100	4120	0005	0005	0005	0005	P07
7740	0005	0005	0005	0005	0005	0005	0005	0005	P07	7750	0200	-----	4732	-----	0005	-----	0001	-----	P07
7760	7060	-----	7020	-----	-----	-----	0002	-----	P07	7770	-----	-----	0001	-----	0003	-----	0007	0023	P07

EXAMS

PROBLEM 1

Write a PP program named MYN which will:

1. Write in the job's dayfile the following message:

PP PROGRAM CODED BY \_\_\_\_\_.

Fill in the blank with your name.

Note: Write a calling CP program to check it out.

## PROBLEM 2

Write a PP program named MYN to:

1. Find the name of the job which caused it to be executed.
2. Find the control point number of the calling job.
3. Print the Job Name and control point number in the job's dayfile.

Note: Write a calling CP program to check it out.

PROBLEM 3 {OPTIONAL}

Write a PP program named MYN which will:

1. Get two numbers from a central memory buffer. BUF
2. Sum these two numbers.
3. Place the sum of the numbers in a central memory location. ANS

Problem Data:

BUF	DATA	123, 456
ANS	BSSZ	1

Note: Use proper communication to retrieve the data and terminate the calling CP program when the sum is placed in ANS.

Write a calling CP program to check out program.

PROBLEM 4 {OPTIONAL}

Add a new control card to the system called CT0 {Comment to Operator}. Modify LAJ to process the new control card.

PROBLEM 5 {OPTIONAL}

Write two PP programs to communicate with each other.  
Have the second of the programs write a message in the  
dayfile telling what PP {No.} called it.

SOLUTION PROBLEM 1

IDENT	MYN, C-PPFWA
LIST	M, G
PERIPH	
SST	
ORG	C-PPFWA
PPENTRY	D-IRB, D-TO
LDC	MES1
RJM	R-DFM
LDN	M-DPP
RJM	R-MTR
LJM	R-IDLE
MES1	*PP PROGRAM CODED BY _____*
DIS	
END	



SOLUTION, PROBLEM 2

IDENT	MYN, C-PPFWA	
LIST	M, G	
PERIPH		
SST		
ORG	C-PPFWA, D-T0	
LDN	1	
STD	D-T1	Set CM Word Count
LDD	D-CPAD	Get Cont. Pt. addr.
ADN	W-CPJNAM	Add ordinal of Job Name
CRM	MSG, D-T1	Read Job Name into message
LDM	MSG+4	Clear
SCN	77B	8th
STM	MSG+4	character
LDD	D-CPAD	Get. Cont. Point addr.
SHN	-7	Convert to Control Pt. No.
RAM	CPN0	Add to Control Pt. in Msg.
LDC	MSG	Get Msg. Addr
RJM	R-DFM	Print MSG
LDN	M-DPP	Load Drop PP Code
RJM	R-MTR	Ask MTR to do it
LJM	R-IDLE	Go to Idle
MSG	BSS	5 Space for Job Name
	DIS	* WAS EXECUTED AT CONTROL POINT 00*
CPN0	EQU	*-2
	END	

ALS COURSE 52  
FINAL EXAM  
PP COMPASS

1. PP COMPASS generates;

- {a} BCD Code
- {b} Binary object code
- {c} Relocatable code
- {d} Compiler code
- {e} None of the above

2. PP COMPASS is a \_\_\_\_\_ language.

- {a} Machine
- {b} Compiler
- {c} High Level
- {d} Assembler

3. PP programs are entered into the SCOPE system by;

- {a} LRM
- {b} UPDATE
- {c} COMPASS
- {d} EDITLIB

4. A PP must do all Input/Output operations for SCOPE.

- {a} true
- {b} false

5. A data channel is;

- {a} a device to transmit data to I/O equipment
- {b} a device to transmit data from one PP to another PP
- {c} a required device for any I/O to a peripheral
- {d} a 12-bit bi-directional data path.
- {e} all of the above

6. Given the octal data;

<u>PP location</u>	<u>contents</u>
100	1111

What is the result of the following PP code sequence?

- |  |     |      |
|--|-----|------|
|  | LDM | 1008 |
|  | ADD | 1008 |
- {a} A= 002222 Octal
  - {b} A= 111111 Octal
  - {c} A= 000000 Octal
  - {d} A= 771111 Octal
  - {e} None of the above

ALS COURSE 52  
FINAL EXAM  
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7. The RJM instruction is used to

- {a} begin execution of a PP program
- {b} return to the SCOPE System
- {c} interrupt a PP program
- {d} provide linkage to a subroutine

8. The system symbol D.RA refers to

- {a} a CMR location
- {b} a direct cell in the PP resident
- {c} a distant reference address
- {d} a dummy location in the PP

9. A PP program name is \_\_\_\_\_ characters in length.

- {a} 10
- {b} 1
- {c} 4
- {d} 2
- {e} none of the above

10. A MACRO is

- {a} a closed subroutine
- {b} a system entry point
- {c} an open subroutine
- {d} a pre-defined sequence of code

11. SCOPE uses CMR for:

- {a} Pointers
- {b} Tables
- {c} Libraries
- {d} all of the above
- {e} none of the above

12. The SCOPE system PP routines are pointed to by:

- {a} P.PJT
- {b} T.PPIP
- {c} T.PPID
- {d} P.LIB

13. PPRES is code which

- {a} resides in all PPs
- {b} is a loader
- {c} is a utility package
- {d} all of the above

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- {c} is a utility package
- {d} all of the above

14. What is the name of the PP resident routine to issue a dayfile message? \_\_\_\_\_

15. SCOPE is controlled by a monitor which

- {a} resides on disk
- {b} resides in PPL
- {c} resides in ECS
- {d} resides in PPO

16. The SCOPE Operating System may be halted temporarily with the \_\_\_\_\_ monitor function.

- {a} M.STOP
- {b} M.KILL
- {c} M.PASS
- {d} M.STEP

17. In a 10PP system, PPO may communicate with

- {a} 9 other PPs
- {b} 1 other PP
- {c} 4 other PPs
- {d} 2 other PPs

18. All channels may be used for communication between PPs.

- {a} true
- {b} false

19. SCOPE is normally deadstarted initially

- {a} from a card deck
- {b} from a paper tape
- {c} from a disk file
- {d} from a magnetic tape

20. Relocatable Overlays in PP coding are

- {a} relocatable binary code
- {b} Absolute binary code
- {c} Relocatable absolute binary
- {d} BCD code

21. Most SCOPE system routines are:

- {a} PP routines
- {b} CP routines

14. What is the name of the PP resident routine to issue a dayfile message? R.DFM

15. SCOPE is controlled by a monitor which

- {a} resides on disk
- {b} resides in PP1
- {c} resides in ECS
- {d} resides in PP0

16. The SCOPE Operating System may be halted temporarily with the monitor function.

- {a} M.STOP
- {b} M.KILL
- {c} M.PASS
- {d} M.STEP

17. In a LOPP system, PP0 may communicate with

- {a} 9 other PPs
- {b} 1 other PP
- {c} 4 other PPs
- {d} 2 other PPs

18. All channels may be used for communication between PPs.

- {a} true
- {b} false

19. SCOPE is normally deadstarted initially

- {a} from a card deck
- {b} from a paper tape
- {c} from a disk file
- {d} from a magnetic tape

20. Relocatable Overlays in PP coding are

- {a} relocatable binary code
- {b} Absolute binary code
- {c} Relocatable absolute binary
- {d} BLD code

21. Most SCOPE system routines are:

- {a} PP routines
- {b} CP routines