

LPA11

LPA/AA11-K TEST  
CRLPBB0

AH-B023B-MC  
FICHE 1 OF 1

FEB 1981  
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MADE IN USA



IDENTIFICATION

PRODUCT CODE: AC-B022B-MC  
DIAG. CODE MAINDEC-11-CRLPB-B  
PRODUCT NAME: CPLPB80 LPA/AA11-K TEST  
DATE: DEC 1980  
MAINTAINER: DIAGNOSTIC GROUP

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## 1. ABSTRACT

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THIS DIAGNOSTIC EXERCISES THE 'AA11-K' ANALOG CIRCUITRY. THE PROGRAM WHEN STARTED WILL TYPE OUT THE PROGRAM TITLE. A MESSAGE IS THEN PRINTED GIVING THE TWO LETTER DESIGNATOR TO BE TYPED TO RUN ANY ONE OF THE FIVE (5) SEPERATE TESTS OF WHICH THIS PROGRAM IS COMPRISED. THE PROGRAM THEN TYPES A 'CR .' AND THEN WAITS IN A KEYBOARD MONITOR MODE FOR TWO LETTER'S TO BE TYPED. ALTHOUGH THESE TESTS M'Y BE RUN IN ANY ORDER IT IS IMPERATIVE THAT TEST 'AL' IS RUN FIRST AND VERIFY THAT THE AA11-K IS FULLY OPERATIONAL. THE PROGRAM IS SET UP TO GIVE THE OPERATOR AS MUCH CONTROL OVER THE PROGRAM AS POSSIBLE VIA THE TELETYPE. TYPING A '^C' (OBTAINED VIA TYPING T'E 'CNTR' AND 'C' KEYS SIMULTANEOUSLY) WHILE RUNNING ANY TES; WILL ENABLE THE PROGRAM TO RETURN TO THE KEYBOARD MONITOR AND AWAIT A NEW LETTER DESIGNATOR TO BE TYPED. TYPING A '^G' WHILE RUNNING WILL ENABLE THE SOFTWARE SWITCH REGISTER VALUE TO BE CHANGED.

THIS PROGRAM IS A MODIFIED VERSION OF 'MD-11-DZAAC-B'. IT WAS MODIFIED TO ENABLE THE OPERATOR TO CHECK OUT THE AA11-K OPTION WHEN IT IS ON THE LPA11KX I/O BUS. NO RECABLING IS NEEDED. SOME TEST DONE IN THE ORIGINAL DIAGNOSTIC SUCH AS ARBITRATION TEST, WERE DELETED AS THEY COULD NOT BE CHECKED. IF THIS DIAGNOSTIC DOESN'T FIND A SUSPECTED PROBLEM, YOU MAY HAVE TO RUN 'MD-11-DZAAC-B'. YOU SHOULD RUN 'MD-11-CRLPA' BEFORE RUNNING THIS DIAGNOSTIC. PLEASE READ SECTION 10.

## 2. REQUIREMENTS (EQUIPMENT)

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- A. PDP-1\* COMPUTER WITH 16K OF MEMORY AND A CONSOLE I/O TERMINAL
- B. AA11-K QUAD OPTION MODULE INSTALLED
- C. <OPTIONAL> VR14 OR STORAGE SCOPE

## 3. LOADING PROCEDURE

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USE STANDARD PROCEDURE FOR LOADING BINARY TAPES.

## 4. STARTING PROCEDURE

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THE PROGRAM STARTING ADDRESS IS '200'.  
THE RESTART ADDRESS IS '204'.

## 5. CONSOLE SWITCH SETTINGS

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- THIS PROGRAM HAS BEEN MODIFIED TO RUN WITH OR WITHOUT A HARDWARE SWITCH REGISTER.
- A. ALL SWITCHES SHOULD BE DOWN (0) WHEN THE PROGRAM IS STARTED.
  - B. REFER TO THE INDIVIDUAL TE; DESCRIPTIONS FOR APPLICABLE  
CONSOLE SWITCH SETTINGS
  - C. ALL SWITCHES SET TO A ; WILL SELECT SOFTWARE SWITCH CONTROL.

6. ERRORS  
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ALL ERRORS ARE ACCOMPANIED WITH AN ENGLISH DESCRIPTIVE COMMENT AS TO THE TYPE OF FAILURE. FURTHER QUALIFICATION OF THE ERROR CAN BE OBTAINED FROM THE COMMENT AT THE ERROR PC OR THE TEST ITSELF.

7.0 TEST PROCEDURE  
-----7.1 AUTO LOGIC TEST  
-----

A. THIS TEST IS DESIGNED TO VERIFY THE DATA PATH THAT IS ADDRESSABLE FROM THE CPU. THIS ALSO INCLUDES ALL CONTROL, INTERRUPT AND INITILIZE SIGNALS. THE LOGIC TEST ALSO INCLUDES PROVISIONS FOR TESTING MULTIPLE AA11-K'S.

B. STARTING SEQUENCE  
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1. TYPE 'AL' TO RUN THE AUTO LOGIC TEST.
2. THE PROGRAM WILL THEN EXECUTE A LOGIC TEST ON ALL AVAILABLE UNITS

C. CONTROL SWITCHES  
-----

1. TYPING ^C WILL ENABLE THE PROGRAM TO EXIT AND RETURN TO THE KEYBOARD MONITOR.
2. TYPING ^G WHEN SOFTWARE SWITCH REGISTER IS ENABLED WILL REPORT LAST VALUE AND WAIT FOR NEW VALUE.

SWITCH -----	OCTAL -----	FUNCTION -----
SW15=1	100000	HALT ON ERROR
SW14=1	040000	LOOP ON CURRENT TEST
SW13=1	020000	INHIBIT ERROR TYPEOUT
SW12=1	010000	STORAGE SCOPE CONNECTED
SW10=1	002000	EXTERNAL DELAY SIGNAL CONNECTED
SW09=1	001000	TWO'S COMPLIMENT MODE
SW08=1	0004XX	LOOP ON TEST IN SWR 7:0

D. ERRORS  
-----

REF. TO 6.

E. RESTRICTIONS  
-----

IF A STORAGE SCOPE IS CONNECTED, POWER MUST BE APPLIED TO IT.

F. EXECUTION TIME  
-----

IT TAKES APPROXIMATELY 25 SECONDS PER PASS.

7.2 AUTO DISPLAY TEST  
-----

A. THIS TEST IS DESIGNED TO AID IN THE ADJUSTING AND ALIGNMENT OF THE VR14 OR STORAGE SCOPE SCOPE ON THE AA11-K DISPLAY CONTROL.

B. TYPE 'AD' TO RUN THE AUTO VISUAL DISPLAY TEST. THE PROGRAM WILL THEN EXECUTE THE VISUAL DISPLAY TEST.

C. CONTROL SWITCHES  
-----

1. TYPING ^C AT ANY TIME WILL ENABLE THE PROGRAM TO EXIT AND RETURN TO THE MONITOR.
2. TYPING ^G WHEN SOFTWARE SWITCH REGISTER IS ENABLED WILL ENABLE THE PROGRAM TO CHANGE THE SOFTWARE SWITCH REGISTER VALUE.

CONSOLE SWITCHES -----	FUNCTION -----
CONSOLE SW10=1	SELECTS EXTERNAL DELAY MODE
CONSOLE SW09=1	SELECTS TWO'S COMPLEMENT MODE
CONSOLE SW08=0	CYCLE THRU ALL FOUR DISPLAY PATTERNS
CONSOLE SW08=1	SELECT PATTERNS IN SW 00-02
CONSOLE SW03=0	SELECT DAC 0 AND DAC 1
CONSOLE SW03=1	SELECT DAC 2 AND DAC 3
CONSOLE SW00-02=0	DISPLAY A HORIZONTAL LINE
CONSOLE SW00-02-1	DISPLAY A VERTICAL LINE
CONSOLE SW00-02=2	DISPLAY A SQUARE
CONSOLE SW00-02=3	DISPLAY AN 'X'

D. ERRORS  
-----

THE ONLY ERRORS IN THIS TEST ARE DETECTED VISUALLY.

E. RESTRICTIONS  
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IF VR14, CHANNEL SWITCH MUST BE SET TO '1 & 2' POSITION.  
IF STORAGE SCOPE, POWER MUST BE APPLIED.  
THE 'AUTO-CALIBRATION (AC)' MUST HAVE BEEN RUN PRIOR TO RUNNING THIS SECTION WHEN ON THE 'AUTO HARDWARE TESTER'.

F. EXECUTION TIME  
-----

IT TAKES APPROXIMATELY 1 MINUTE TO COMPLETE THIS TEST BEFORE IT REPEATS.

## 7.4 MANUAL LOGIC LOOP

A. THIS LOOP IS PROVIDED TO ENABLE THE OPERATOR A SIMPLE PROGRAM LOOP TO AID IN REPAIR OF THE AA11-K. SWITCH REGISTER BITS 15:13 SELECT THE REGISTER TO BE LOADED AND BITS 12:00 CONTAINS THE DATA TO BE LOADED.

## B. STARTING SEQUENCE

1. TYPE 'ML' TO RUN THE MANUAL LOGIC LOOP.
2. THE PROGRAM WILL NOW LOOP AND LOAD THE VALUE OF THE SWITCH REGISTER BITS 12:00 INTO THE SELECTED AA11-K REGISTER.

## C. CONTROL SWITCHES

SW15:13 -----	REGISTER SELECTED -----
000	DAC #0
001	DAC #1
010	DAC #2
011	DAC #3
1XX	STATUS REGISTER

## D. ERRORS

NO PROVISIONS ARE MADE FOR LOGIC ERRORS.

## E. RESTRICTIONS

NONE

## F. EXECUTION TIME

THIS IS A NON-ENDING PROGRAM LOOP THAT CAN BE EXITED BY TYPING ^C.

A. THIS LOOP IS PROVIDED FOR THE OPERATOR TO VERIFY OPERATION OF THE D/A CONVERTER AND MULTIPLEXER.

B. STARTING SEQUENCE

1. TYPE 'MD' TO RUN MANUAL DISPLAY LOOP
2. THE PROGRAM WILL NOW LOAD A "RAMP PATTERN" INTO EACH D/A CONVERTER.

C. CONTROL SWITCHES

1. TYPING ^C WILL RETURN CONTROL TO THE KEYBOARD MONITOR.
2. SW10=1 WILL SELECT EXTERNAL DELAY MODE.

D. ERRORS

NO PROVISIONS ARE MADE FOR LOGIC ERRORS.

7.6 MANUAL CALIBRATION LOOP

A. THIS LOOP IS PROVIDED TO ENABLE THE OPERATOR TO ADJUST THE D/A CONVERTER.

B. STARTING SEQUENCE

1. TYPE 'MC' TO RUN THE MANUAL CALIBRATION LOOP.
2. THE PROGRAM WILL NOW LOAD THE CONTENTS OF THE SWITCH REGISTER INTO EACH D/A REGISTER AND AFTER A DELAY CLEAR THE D/A REGISTER.

C. CONTROL SWITCHES

1. TYPING ^C WILL EXIT THE LOOP AND RETURN TO THE KEYBOARD MONITOR.
2. TYPING ^G WHEN SOFTWARE SWITCH REGISTER IS ENABLED TO CHANGE THE SWITCH REGISTER VALUE
3. SWITCH REGISTER BITS 11:0 ARE LOADED IN TO ALL DAC'S.

D. ERRORS

NO PROVISIONS ARE MADE FOR LOGIC ERRORS.

## 8. AUTO DISPLAY TEST PATTERN DESCRIPTIONS

-----  
DISPLAY HORIZONTAL LINE

A HORIZONTAL LINE IS DISPLAYED ON THE SCOPE BY INITIALLY SETTING THE X AND Y DAC'S TO ZERO AND THEN INCREMENTING THE X VALUE WHILE HOLDING THE Y VALUE CONSTANT.

## DISPLAY VERTICAL LINE

A VERTICAL LINE IS DISPLAYED ON THE SCOPE IN THE SAME MANNER AS FOR A HORIZONTAL LINE EXCEPT NOW THE Y VALUE IS INCREMENTED WHILE HOLDING THE X VALUE CONSTANT.

## DISPLAY SQUARE

A SQUARE IS DISPLAYED BY INITIALLY SETTING THE X AND Y VALUES TO NEGATIVE FULL SCALE, THEN X IS INCREMENTED TO POSITIVE FULL SCALE (BOTTOM LINE) THEN Y IS INCREMENTED TO POSITIVE FULL SCALE (RIGHT LINE) THEN X IS DECREMENTED TO NEGATIVE FULL SCALE (TOP LINE) AND FINALLY Y IS DECREMENTED TO NEGATIVE FULL SCALE (LEFT LINE). MODE 01 (INTENSIFY ON LOADING X) AND MODE 10 (INTENSIFY ON LOADING Y) ARE USED.

## DISPLAY X

AN X IS DISPLAYED BY INITIALLY SETTING THE X AND Y VALUES TO NEGATIVE FULL SCALE AND THEN INCREMENTING BOTH TO POSITIVE FULL SCALE (LOWER LEFT TO UPPER RIGHT DIAGONAL) THEN X IS RESET TO NEGATIVE FULL SCALE, Y REMAINS AT POSITIVE FULL SCALE AND THEN X IS INCREMENTED WHILE Y IS DECREMENTED UNTIL BOTH REACH FULL SCALE AGAIN (UPPER LEFT TO LOWER RIGHT DIAGONAL). MODE 01 (INTENSIFY ON LOADING X) IS USED.



9. MISCELLANEOUS  
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## 9.1 AA11-K BUS &amp; VECTOR ADDRESS MODIFICATION

MODIFY LOCATION '\$BASE' IF BASE ADDRESS IS NOT 170416.  
MODIFY LOCATION '\$VECT1' IF THE VECTOR AND PRIORITY IS NOT 100360.

\*NOTE IF EITHER VALUE IS CHANGED, THE PROGRAM MUST BE RESTARTED AT 200.

## 9.2 XXDP/APT NOTES

THIS DIAGNOSTIC IS CHAINABLE UNDER XXDP.  
THIS DIAGNOSTIC HAS THE "APT" HOOKS BUT HAS NOT BEEN TESTED.

## 9.3 POWER FAIL

A POWER FAIL WILL CAUSE A RESTART MESSAGE ON POWER UP AT  
WHICH TIME THE PROGRAM IS RESTARTED.

## 9.4 MULTIPLE AA11-K INTERFACE TESTING

THE PROGRAM WILL "AUTO-SIZE" THE NUMBER OF AA11-K'S. THE PROGRAM  
WILL REPORT THE NUMBER TO THE OPERATOR WHEN THE "AL" TEST IS  
SELECTED THE FIRST TIME. IF THE OPERATOR WISHES TO INHIBIT  
"AUTO-SIZE" BIT 15 OF LOCATION '\$ENV' MUST BE SET.

## 9.5 RESTRICTION

POWER MUST BE APPLIED TO A STORAGE SCOPE IF CONNECTED.

## 9.6 EXECUTION TIME

1. EXECUTION TIME OF THE AUTO LOGIC TEST IS:  
25 SECONDS.
2. EXECUTION TIME OF THE AUTO DISPLAY TEST IS:  
60 SECONDS
3. EXECUTION TIME OF THE MANUAL LOGIC LOOP IS:  
OPERATOR DEPENDANT
4. EXECUTION TIME OF THE MANUAL DISPLAY LOOP IS:  
OPERATOR DEPENDANT
5. EXECUTION TIME OF THE MANUAL CALIBRATION LOOP IS:  
OPERATOR DEPENDANT

## 9.7 USER LINK TO I/O DEVICE

SEQ 0009

A SPECIAL USER LINK HAS BEEN PROVIDED IN ORDER FOR THE OPERATOR TO EXAMINE OR MODIFY LOCATIONS ON THE LPA11-KX I/O BUS. (NOTE: THIS CANNOT BE DONE DIRECTLY.)

## PROCEDURE:

- 1) START THE PROCESSOR AT LOCATION \$UTK: (214)
- 2) THE DIALOG TO EXAMINE A LOCATION IS AS FOLLOWS:

```
E OR D      'E'
DEVICE ADDR= 'OCTAL ADDR'
XXXXXX
```

WHERE XXXXXX IS THE CONTENTS OF THE SPECIFIED LOC.

- 3) THE DIALOG TO MODIFY A LOCATION IS AS FOLLOWS:

```
E OR D      'D'
DATA=       'DATA TO BE DEPOSITED'
```

- 4) THE PROGRAM WILL STAY IN THIS LOOP UNTIL THE OPERATOR IS FINISHED. AT THIS TIME THE PROCESSOR SHOULD BE HALTED.

NOTE: THE OPERATORS RESPONSE IS ENCLOSE IN QUOTES.

## 10. LPA11 (SYSTEM) DIAGNOSTIC SUMMARY

DIAGNOSTICS FOR THE LPA11 ARE WRITTEN AT THREE LEVELS: (1) TOTAL PDP-11 SYSTEM, (2) LPA11 SYSTEM; AND, (3) LPA11 OPTIONS.

LEVEL 1, IS DESIGNED TO ISOLATE A FAILURE TO THE LPA11 SYSTEM. ALL OPTIONS ON THE PDP-11 ARE EXERCISED.

LEVEL 2 DIAGNOSTICS ISOLATE A FAILURE TO THE INDIVIDUAL OPTION WITHIN THE LPA11. THE LEVEL 2 DIAGNOSTIC IS MD-11-CRLPA. WHEN THE USER RUNS CRLPA HE CAN GENERALLY TELL WHICH OPTION DIAGNOSTIC (LEVEL 3) TO RUN NEXT. M8254 AND M8200-YC ERRORS MAY "LOOK" ALIKE AND CRLPA MAY NOT BE ABLE TO DISTINGUISH BETWEEN THEM. ARBITRATION ERRORS WILL NOT BE DETECTED BY THIS DIAGNOSTIC.

LEVEL THREE DIAGNOSTICS AID IN DETERMINING IF THE ERROR WAS IN FACT ON THE OPTION THE CRLPA SPECIFIED. THE USER MAY "LOOP" ON THE ERROR. WITHIN LEVEL THREE, THERE ARE TWO GROUPS OF DIAGNOSTICS. THE FIRST GROUP REQUIRES NO "EXTRA" WORK BY THE USER IN ORDER TO RUN. GROUP "A" DIAGNOSTICS DO NOT CHECK ARBITRATION, AND REQUIRE EXTRA TIME FOR EXECUTION. THE SECOND GROUP (GROUP "B") REQUIRES THAT THE USER RECONFIGURE THE PDP-11 SYSTEM. THIS RECONFIGURATION INVOLVES CABLING THE UNIBUS TO THE LPA'S I/O BUS.

THE DIAGNOSTIC FOR THE M8254 FALLS INTO THE GROUP "B" CATEGORY.

## THE LPA11-KX DIAGNOSTIC KIT WILL INCLUDE:

<u>OPTION</u>	<u>GROUP</u>	<u>DIAG. #</u>	<u>DIAG. TITLE</u>
LPA11-KX	LEVEL 2	MD-11-CRLPA	LPA11-K SYSTEM EXER.
M8254	'B'	MD-11-CRLPN	M8254 (IPBM) DIAG.
AA11-K	A	MD-11-CRLPB	LPA/AA11-K DIAG.
	B	MD-11-DZAAC	AA11-K DIAG.
AR11	A	MD-11-CRLPC	LPA/AR11 DIAG. #1
	A	MD-11-CRLPD	LPA/AR11 DIAG. #2
	A	MD-11-CRLPE	LPA/AR11 DIAG. #3
	B	MD-11-DZARA	AR11 DIAG. #1
	B	MD-11-DZARB	AR11 DIAG. #2
	B	MD-11-DZARC	AR11 DIAG. #3
DR11-K	A	MD-11-CRLPF	LPA/DR11-K DIAG.
	B	MD-11-DZDRG	DR11-K DIAG.
KW11-K	A	MD-11-CRLPG	LPA/KW11-K DIAG.
	B	MD-11-DZKWK	KW11-K DIAG.
LPS11	A	MD-11-CRLPH	LPA/LPS11 DIAG. #1
	A	MD-11-CRLPI	LPA/LPS11 DIAG. #2
	A	MD-11-CRLPJ	LPA/LPS11 DIAG. #3
	B	MD-11-DZLPC	LPS11 DIAG. #1
	B	MD-11-DZLPD	LPS11 DIAG. #2
	B	MD-11-DZLPI	LPS11 DIAG. #3
AD11-K	A	MD-11-CRLPK	LPA/AD11-K DIAG.
	B	MD-11-DZADL	AD11-K DIAG.
M8200-YC	B	MD-11-CRLPL	LPA/DMC-11 DIAG. TST I
	B	MD-11-CRLPM	LPA/DMC-11 DIAG. TST II

THIS IS A HISTORY FILE OF CRLPB-B  
-----

PRODUCT CODE:           MAINDEC-11-DZAAC-B  
PRODUCT NAME:           AA11-K DIAGNOSTIC TEST  
DATE:                    DECEMBER 1976  
MAINTAINER:             DIANOSTIC GROUP

\*\*\*\*\*

PRODUCT CODE:           MAINDEC-11-DRLPB-A  
PRODUCT NAME:           LPA/AA11-K DIAGNOSTIC TEST  
DATE:                    JANUARY 1978  
MAINTAINER:             DIAGNOSTIC GROUP

REASON FOR DEVELOPMENT:

- 1) TO ENABLE THE OPERATOR TO CHECK OUT THE AA11-K OPTION WHEN IT IS ON THE LPA11-KX I/O BUS.

CHANGES MADE:

- 1) TOOK OUT CERTAIN TESTS FROM ORIGINAL DIAGNOSTIC (I.E. INTERRUPTS, TIME DEPENDENT CODE).
- 2) REPLACED DIRECT LINKS TO DEVICE WITH MACRO CALLS TO THE KMC-11 MICRO CODE. KMC-11 MICRO CODE (FILE:DRLPX2) HANDLES DIRECT COMMUNICATIONS WITH THE DEVICE.

FILE: DRLPA.MAC  
CONTAINS MACRO LINKS BETWEEN PDP-11 CODE AND KMC-11 MICRO CODE. FILE: DRLPX2 NEEDS TO BE ASSEMBLED WITH DRLPB (SEE .CTL FILE).

FILE: DRLPX2  
MICRO CODE FILE THAT GETS LOADED INTO THE KMC-11 VIA ROUTINES IN DRLPA.MAC.

DRLPX2.P11 IS ASSEMBLED WITH MACY11 (ONLY) AS ANY OTHER .P11 FILE. THE RESULTS OF ITS ASSEMBLY IS A .OBJ MODULE AS WAS THE RESULT OF THE ASSEMBLY OF THE DIAGNOSTIC .P11 FILE. BOTH .OBJ FILES GET LINKED WITH LNKX11 (ONLY).

FILE: DRLPB.CTL  
THIS FILE EXPLAINS SEQUENCE OF ASSEMBLES AND LINKS. IT IS IN TOPS-20 FORMAT.

\*\*\*\*\*

VERSION 'B' WAS CREATED BECAUSE OF A MICRO-CODE CHANGE TO THE LPA-11 (DMA-11 V5).

LNKX11 V023 24-OCT-80 9:33

#CRLPBB.BIN/B:42000,CRLPBB.MAP=CRLPBB,CRLPX2/E

LOAD MAP

IDENT: 4.01

TRANSFER ADDRESS: 000001

LOW LIMIT: 042000

HIGH LIMIT: 046000

\*\*\*\*\*

MODULE	MAINDE	ADDRESS	SIZE
SECTION	ENTRY		
<. ABS.>		000000	000000
	DRLPX2	042000	
<	>	042000	000000

\*\*\*\*\*

MODULE	DRLPX2	ADDRESS	SIZE
SECTION	ENTRY		
<	>	042000	000000
<ABCODE>		042000	004000

RUN-TIME: 0 SECONDS  
2K CORE USED

1177 BASIC DEFINITIONS  
 1183 OPERATIONAL SWITCH SETTINGS  
 1185 TRAP CATCHER  
 (1) STARTING ADDRESS(ES)  
 1191 ACT11 HOOKS  
 1193 APT PARAMETER BLOCK  
 1194 COMMON TAGS  
 (2) APT MAILBOX-ETABLE  
 (1) ERROR POINTER TABLE  
 1272 INITIALIZE THE COMMON TAGS  
 1277 SUBROUTINE TO LOAD A TRAP CATCHER  
 1286 LOAD DEVICE ADDRESSES LOCATIONS  
 1307 INITIAL HEADER TYPEOUT AND WAIT FOR OPERATOR  
 1352 DETERMINE THE NUMBER OF AA11-K ON THIS SYSTEM

TEST #	DESCRIPTION
-----	-----
1405	
1407	T1 TEST THAT THE AA11-K RESPONDS TO THE CPU
1424	T2 TEST THAT THE DAC0 REGISTER CAN BE CLEARED
1432	T3 TEST THAT THE DAC0 REGISTER CAN BE LOADED WITH #7777
1440	T4 TEST THAT THE DAC0 REGISTER CAN HOLD A FLOATING 1 PATTERN
1449	T5 TEST THAT THE DAC #1 REGISTER CAN BE CLEARED
1457	T6 TEST THAT THE Y REGISTER CAN BE LOADED WITH #7777
1465	T7 TEST THAT THE Y REGISTER CAN HOLD A FLOATING 1 PATTERN
1475	T10 TEST THAT THE DAC #2 REGISTER CAN BE CLEARED
1483	T11 TEST THAT THE DAC #2 REGISTER CAN BE LOADED WITH #7777
1491	T12 TEST THAT THE DAC #2 REGISTER CAN HOLD A FLOATING 1 PATTERN
1502	T13 TEST THAT THE DAC #3 REGISTER CAN BE CLEARED
1510	T14 TEST THAT THE DAC #3 REGISTER CAN BE LOADED WITH #7777
1518	T15 TEST THAT THE DAC #3 REGISTER CAN HOLD A FLOATING 1 PATTERN
1527	T16 TEST THAT THE FOUR DAC REGISTERS CAN HOLD DIFFERENT DATA
1561	T17 TEST THAT RESET SETS READY BIT
1569	T20 TEST THAT FAST INTENSIFY CAN BE SET AND CLEARED
1585	T21 TEST THAT MODE BIT 2 CAN BE SET AND CLEARED
1602	T22 TEST THAT MODE BIT 3 CAN BE SET
1619	T23 TEST THAT EXT. DELAY (BIT 4) CAN BE SET AND CLEARED
1634	T24 TEST THAT INTERRUPT ENABLE (BIT 6) CAN BE SET
1643	T25 TEST THAT CHANNEL (BIT 9) CAN BE SET
1652	T26 TEST THAT STORE (BIT 10) CAN BE SET
1661	T27 TEST THAT WRITE THRU (BIT 11) CAN BE SET
1670	T30 TEST THAT INTENSIFY BIT SETS THAT THE READY BIT
1682	T31 TEST THAT MODE 1 (INTENSIFY ON DAC0) SETS THE READY FLAG
1706	T32 TEST THAT MODE 2 (INTENSIFY ON DAC1) SETS THE READY FLAG
1727	T33 TEST WHEN ERASE IS SET, READY BIT CLEARS AND SET AFTER DELAY (SW12=1)
1746	T34 TEST THAT RESET CLEARS MODE, EXT. DELAY AND FAST INTENSIFY BITS
1755	T35 TEST THAT RESET CLEARS INTERRUPT ENABLE, CHANNEL, STORE, WRITE THRU
1764	T36 TEST THAT RESET CLEARS DAC0 REGISTER (SW09=0)
1774	T37 TEST THAT RESET CLEARS DAC1 REGISTER (SW09=0)
1784	T40 TEST THAT RESET CLEARS DAC #2 REGISTER (SW09=0)
1794	T41 TEST THAT RESET CLEARS DAC #3 REGISTER (SW09=0)
1817	T42 TEST THAT RESET SET DAC0 TO 4000 (SW09=1)
1818	T43 TEST THAT RESET SET DAC1 TO 4000 (SW09=1)
1819	T44 TEST THAT RESET SET DAC2 TO 4000 (SW09=1)
1820	T45 TEST THAT RESET SET DAC3 TO 4000 (SW09=1)
1821	T46 TEST THAT EXTERNAL DELAY DOES NOT SET DISPLAY READY SW10=0

1343	T47	TEST THE EXTERNAL DELAY DOES SET DISPLAY READY	SW10=1
1862	T50	DETERMINE IF MORE AA11-K'S REMAIN TO BE TESTED	
1877		END OF PASS ROUTINE	
1879			
1880			
1881			
1882		VISUAL TEST PATTERNS	
1883		-----	
1884			
1894		DISPLAY HORIZONTAL LINE	
1912		DISPLAY A VERTICAL LINE	
1953		PINCUSHION TEST (DISPLAY SQUARE)	
2030		PLOT AN X	
2103		MANUAL DISPLAY ROUTINE	
2134		MANUAL LOGIC TEST	
2205		MANUAL DAC CALIBRATION	
2219		DYNAMIC DAC CALIBRATION	
2241			
2242		MISC. SUB-ROUTINES, ASCII MESSAGES AND SOFTWARE HANDLERS	
2243			
2246		SUBROUTINE TO ERASE STORAGE SCOPE SCREEN	
2277		SUBROUTINE TO DRAW A HORIZONTAL LINE	
2305		TIMER ROUTINE FOR VISUAL TEST PATTERNS	
2345		ASCII MESSAGES	
2417		CONVERT BINARY TO DECIMAL AND TYPE ROUTINE	
2418		SCOPE HANDLER ROUTINE	
2419		ERROR HANDLER ROUTINE	
2420		ERROR MESSAGE TIMEOUT ROUTINE	
2422		POWER DOWN AND UP ROUTINES	
2426		BINARY TO OCTAL (ASCII) AND TYPE	
2427		TYPE ROUTINE	
2428		TTY INPUT ROUTINE	
2429		READ AN OCTAL NUMBER FROM THE TTY	
2430		APT COMMUNICATIONS ROUTINE	
2432		TRAP DECODER	
(3)		TRAP TABLE	

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747

.REM [

CRLPAB.MAC

WELCOME, THIS DIAGNOSTIC IS ONE IN A SERIES OF DIAGNOSTIC  
DESIGNED IN ORDER TO AID YOU IN TESTING THE LPA-1XX OPTION.  
I HOPE THAT YOU HAVE READ THE DOCUMENTATION SECTION OF THIS  
DIAGNOSTIC. IF YOU HAVE, YOU KNOW ABOUT ALL OF THE DIAGNOSTICS  
THAT ARE AVAILABLE FOR TESTING THE LPA SYSTEM.

GOOD LUCK !

[  
.GLOBL DRLPX2



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912  
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1047

.TITLE MMAST.MAC  
.IDENT /4.01/  
:  
: LPA11-K MICRO CODE  
:  
: CHARLES A. SAMUELSON  
: NOVEMBER, 1977  
:

.TITLE MMAST.MAC  
.IDENT /4.01/  
:  
: LPA11-K MICRO CODE  
:  
: CHARLES A. SAMUELSON  
: NOVEMBER, 1977  
:



(1)	000100	PR2=	100	::	PRIORITY LEVEL 2
(1)	000140	PR3=	140	::	PRIORITY LEVEL 3
(1)	000200	PR4=	200	::	PRIORITY LEVEL 4
(1)	000240	PR5=	240	::	PRIORITY LEVEL 5
(1)	000300	PR6=	300	::	PRIORITY LEVEL 6
(1)	000340	PR7=	340	::	PRIORITY LEVEL 7

;'SWITCH REGISTER' SWITCH DEFINITIONS

(1)	100000	SW15=	100000
(1)	040000	SW14=	40000
(1)	020000	SW13=	20000
(1)	010000	SW12=	10000
(1)	004000	SW11=	4000
(1)	002000	SW10=	2000
(1)	001000	SW09=	1000
(1)	000400	SW08=	400
(1)	000200	SW07=	200
(1)	000100	SW06=	100
(1)	000040	SW05=	40
(1)	000020	SW04=	20
(1)	000010	SW03=	10
(1)	000004	SW02=	4
(1)	000002	SW01=	2
(1)	000001	SW00=	1
(1)		.EQUIV	SW09,SW9
(1)		.EQUIV	SW08,SW8
(1)		.EQUIV	SW07,SW7
(1)		.EQUIV	SW06,SW6
(1)		.EQUIV	SW05,SW5
(1)		.EQUIV	SW04,SW4
(1)		.EQUIV	SW03,SW3
(1)		.EQUIV	SW02,SW2
(1)		.EQUIV	SW01,SW1
(1)		.EQUIV	SW00,SW0

;'DATA BIT DEFINITIONS (BIT00 TO BIT15)

(1)	100000	BIT15=	100000
(1)	040000	BIT14=	40000
(1)	020000	BIT13=	20000
(1)	010000	BIT12=	10000
(1)	004000	BIT11=	4000
(1)	002000	BIT10=	2000
(1)	001000	BIT09=	1000
(1)	000400	BIT08=	400
(1)	000200	BIT07=	200
(1)	000100	BIT06=	100
(1)	000040	BIT05=	40
(1)	000020	BIT04=	20
(1)	000010	BIT03=	10
(1)	000004	BIT02=	4
(1)	000002	BIT01=	2
(1)	000001	BIT00=	1
(1)		.EQUIV	BIT09,BIT9
(1)		.EQUIV	BIT08,BIT8
(1)		.EQUIV	BIT07,BIT7
(1)		.EQUIV	BIT06,BIT6

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(1) .EQUIV BIT05,BIT5
(1) .EQUIV BIT04,BIT4
(1) .EQUIV BIT03,BIT3
(1) .EQUIV BIT02,BIT2
(1) .EQUIV BIT01,BIT1
(1) .EQUIV BIT00,BIT0

(1) ;*BASIC "CPU" TRAP VECTOR ADDRESSES
(1) 000004 ERRVEC= 4 ;:TIME OUT AND OTHER ERRORS
(1) 000010 RESVEC= 10 ;:RESERVED AND ILLEGAL INSTRUCTIONS
(1) 000014 TBITVEC=14 ;: "T" BIT
(1) 000014 TRIVEC= 14 ;:TRACE TRAP
(1) 000014 BPTVEC= 14 ;:BREAKPOINT TRAP (BPT)
(1) 000020 IOTVEC= 20 ;:INPUT/OUTPUT TRAP (IOT) **SCOPE**
(1) 000024 PWRVEC= 24 ;:POWER FAIL
(1) 000030 EMTVEC= 30 ;:EMULATOR TRAP (EMT) **ERROR**
(1) 000034 TRAPVEC=34 ;: "TRAP" TRAP
(1) 000060 TKVEC= 60 ;:TTY KEYBOARD VECTOR
(1) 000064 TPVEC= 64 ;:TTY PRINTER VECTOR
(1) 000240 PIRQVEC=240 ;:PROGRAM INTERRUPT REQUEST VECTOR

1178
1179 170416 ABASE=170416
1180 100360 AVECT1=100360
1181 000200 APRIOR=200
1182
1183 .SBTTL OPERATIONAL SWITCH SETTINGS
(1) ;*
(1) ;* SWITCH USE
(1) ;* -----
(1) ;* 15 HALT ON ERROR
(1) ;* 14 LOOP ON TEST
(1) ;* 13 INHIBIT ERROR TYPEOUTS
(1) ;* 12 STORAGE SCOPE CONNECTED
(1) ;* 10 EXTERNAL DELAY SIGNAL CONNECTED
(1) ;* 8 LOOP ON TEST IN SWR<7:0>
(1) ;* 9 TWO'S COMPLEMENT MODE
1184
1185 .SBTTL TRAP CATCHER
(1)
(1) 000000 .=0
(1) ;*ALL UNUSED LOCATIONS FROM 4 - 776 CONTAIN A ".+2,HALT"
(1) ;*SEQUENCE TO CATCH ILLEGAL TRAPS AND INTERRUPTS
(1) ;*LOCATION 0 CONTAINS 0 TO CATCH IMPROPERLY LOADED VECTORS
(1) 000174 000174 .=174
(1) 000174 000000 DISPREG: .WORD 0 ;:SOFTWARE DISPLAY REGISTER
(1) 000176 000000 SWREG: .WORD 0 ;:SOFTWARE SWITCH REGISTER
(1) .SBTTL STARTING ADDRESS(ES)
(1) 000200 000137 001502 JMP @#BEGIN ;:JUMP TO STARTING ADDRESS OF PROGRAM
1186 000204 000137 001520 JMP BEGIN1 ;:JUMP TO RESTART ADDRESS
1187 000210 000240 NOP
1188 000212 000240 NOP
1189 000214 000137 022022 JMP $UTK ;:JUMP TO USER LINK
  
```

```

1191 .SBTTL ACT11 HOOKS
(1)
(2)
(1) :*****
(1) :HOOKS REQUIRED BY ACT11
(1) 000220 $SVPC= ;SAVE PC
(1) 000046 =46
(1) 000046 007060 $ENDAD ;;1)SET LOC.46 TO ADDRESS OF $ENDAD IN .$EOP
(1) 000052 000052 =52
(1) 000052 000000 .WORD 0 ;;2)SET LOC.52 TO ZERO
(1) 000220 = $SVPC ;; RESTORE PC
1192 001000 =1000
1193 .SBTTL APT PARAMETER BLOCK
(1)
(2)
(1) :*****
(1) :SET LOCATIONS 24 AND 44 AS REQUIRED FOR APT
(2) :*****
(1) 001000 .SX= ;;SAVE CURRENT LOCATION
(1) 000024 =24 ;;SET POWER FAIL TO POINT TO START OF PROGRAM
(1) 000024 000200 200 ;;FOR APT START UP
(1) 000044 =44 ;;POINT TO APT INDIRECT ADDRESS PNTR.
(1) 000044 001000 $APTHDR ;;POINT TO APT HEADER BLOCK
(1) 001000 =.SX ;;RESET LOCATION COUNTER
(2) :*****
(1) :SETUP APT PARAMETER BLOCK AS DEFINED IN THE APT-PDP11 DIAGNOSTIC
(1) :INTERFACE SPEC.
(1)
(1) $APTHD:
(1) 001000 000000 $HIBTS: .WORD 0 ;;TWO HIGH BITS OF 18 BIT MAILBOX ADDR.
(1) 001002 001172 $MBADR: .WORD $MAIL ;;ADDRESS OF APT MAILBOX (BITS 0-15)
(1) 001004 000030 $STMT: .WORD 30 ;;RUN TIM OF LONGEST TEST
(1) 001006 000060 $PASTM: .WORD 60 ;;RUN TIME IN SECS. OF 1ST PASS ON 1 UNIT (QUICK VERIFY)
(1) 001010 000120 $UNITM: .WORD 120 ;;ADDITIONAL RUN TIME (SECS) OF A PASS FOR EACH ADDITIONAL UNIT
(1) 001012 000031 .WORD $ETEND-$MAIL/2 ;;LENGTH MAILBOX-ETABLE(WORDS)
  
```



(2)	001206	000000	\$MSGAD:	.WORD	AMSGAD	::MESSAGE ADDRESS
(2)	001210	000000	\$MSGLG:	.WORD	AMSGLG	::MESSAGE LENGTH
(2)	001212		\$ETABLE:			::APT ENVIRONMENT TABLE
(2)	001212	000	\$ENV:	.BYTE	AENV	::ENVIRONMENT BYTE
(2)	001213	000	\$ENVM:	.BYTE	AENVM	::ENVIRONMENT MODE BITS
(2)	001214	000000	\$SWREG:	.WORD	ASWREG	::APT SWITCH REGISTER
(2)	001216	000000	\$USWR:	.WORD	AUSWR	::USER SWITCHES
(2)	001220	000000	\$CPUOP:	.WORD	ACPUOP	::CPU TYPE,OPTIONS
(2)			*			BITS 15-11=CPU TYPE
(2)			*			11/04=01,11/05=02,11/20=03,11/40=04,11/45=05
(2)			*			11/70=06,PDQ=07,Q=10
(2)			*			BIT 10=REAL TIME CLOCK
(2)			*			BIT 9=FLOATING POINT PROCESSOR
(2)			*			BIT 8=MEMORY MANAGEMENT
(2)	001222	000	\$MAMS1:	.BYTE	AMAMS1	::HIGH ADDRESS,M.S. BYTE
(2)	001223	000	\$MTYP1:	.BYTE	AMTYP1	::MEM. TYPE,BLK#1
(2)			*			MEM. TYPE BYTE -- (HIGH BYTE)
(2)			*			900 NSEC CORE=001
(2)			*			300 NSEC BIPOLAR=002
(2)			*			500 NSEC MOS=003
(2)	001224	000000	\$MADR1:	.WORD	AMADR1	::HIGH ADDRESS,BLK#1
(2)			*			MEM.LAST ADDR.=3 BYTES,THIS WORD AND LOW OF "TYPE" ABOVE
(2)	001226	000	\$MAMS2:	.BYTE	AMAMS2	::HIGH ADDRESS,M.S. BYTE
(2)	001227	000	\$MTYP2:	.BYTE	AMTYP2	::MEM. TYPE,BLK#2
(2)	001230	000000	\$MADR2:	.WORD	AMADR2	::MEM.LAST ADDRESS,BLK#2
(2)	001232	000	\$MAMS3:	.BYTE	AMAMS3	::HIGH ADDRESS,M.S. BYTE
(2)	001233	000	\$MTYP3:	.BYTE	AMTYP3	::MEM. TYPE,BLK#3
(2)	001234	000000	\$MADR3:	.WORD	AMADR3	::MEM.LAST ADDRESS,BLK#3
(2)	001236	000	\$MAMS4:	.BYTE	AMAMS4	::HIGH ADDRESS,M.S. BYTE
(2)	001237	000	\$MTYP4:	.BYTE	AMTYP4	::MEM. TYPE,BLK#4
(2)	001240	000000	\$MADR4:	.WORD	AMADR4	::MEM.LAST ADDRESS,BLK#4
(2)	001242	100360	\$VECT1:	.WORD	AVECT1	::INTERRUPT VECTOR#1,BUS PRIORITY#1
(2)	001244	000000	\$VECT2:	.WORD	AVECT2	::INTERRUPT VECTOR#2BUS PRIORITY#2
(2)	001246	170416	\$BASE:	.WORD	ABASE	::BASE ADDRESS OF EQUIPMENT UNDER TEST
(2)	001250	000000	\$DEVN:	.WORD	ADEVN	::DEVICE MAP
(2)	001252	000000	\$CDW1:	.WORD	ACDW1	::CONTROLLER DESCRIPTION WORD#1
(2)	001254		\$ETEND:			
(2)			.MEXIT			

```

(1) .SBTTL ERROR POINTER TABLE
(1)
(1) : *THIS TABLE CONTAINS THE INFORMATION FOR EACH ERROR THAT CAN OCCUR.
(1) : *THE INFORMATION IS OBTAINED BY USING THE INDEX NUMBER FOUND IN
(1) : *LOCATION $ITEMB. THIS NUMBER INDICATES WHICH ITEM IN THE TABLE IS PERTINENT.
(1) : *NOTE1: IF $ITEMB IS 0 THE ONLY PERTINENT DATA IS ($ERRPC).
(1) : *NOTE2: EACH ITEM IN THE TABLE CONTAINS 4 POINTERS EXPLAINED AS FOLLOWS:
(1)
(1) : * EM ;;POINTS TO THE ERROR MESSAGE
(1) : * DH ;;POINTS TO THE DATA HEADER
(1) : * DT ;;POINTS TO THE DATA
(1) : * DF ;;POINTS TO THE DATA FORMAT
(1)
(1) $ERRTB:
(1) 001254
1195
1197
1198 :ITEM 1
1199 001254 013450 EM1 ;AA11-K STATUS REGISTER IN ERROR
1200 001256 013756 DH1 ;ERRPC IBASE GOOD BAD
1201 001260 014464 DT1 ;SERRPC STAT $GDDAT $BDDAT
1202 001262 014600 DF0
1203
1204 :ITEM 2
1205 001264 013501 EM2 ; DAC0 REGISTER IN ERROR
1206 001266 013756 DH1 ;ERRPC IBASE GOOD BAD
1207 001270 014476 DT2 ;SERRPC DAC0 $GDDAT $BDDAT
1208 001272 014600 DF0
1209
1210 :ITEM 3
1211 001274 013530 EM3 ; DAC1 REGISTER IN ERROR
1212 001276 013756 DH1 ;ERRPC IBASE GOOD BAD
1213 001300 014510 DT3 ;SERRPC DAC1 $GDDAT $BDDAT
1214 001302 014600 DF0
1215
1216 :ITEM 4
1217 001304 013557 EM4 ;DAC #2 REGISTER IN ERROR
1218 001306 013756 DH1 ;ERRPC IBASE GOOD BAD
1219 001310 014522 DT4 ;SERRPC DAC2 $GDDAT $BDDAT
1220 001312 014600 DF0
1221
1222 :ITEM 5
1223 001314 013606 EM5 ;DAC #3 REGISTER IN ERROR
1224 001316 013756 DH1 ;ERRPC IBASE GOOD BAD
1225 001320 014534 DT5 ;SERRPC DAC3 $GDDAT $BDDAT
1226 001322 014600 DF0
1227
1228 :ITEM 6
1229 001324 013735 EM13 ;PREVIOUSLY EXISTING AA11-K DOES NOT RESPOND NOW
1230 001326 014026 DH13
1231 001330 014554 DT13 ;SERRPC $BASE EVER $UNIT
1232 001332 014600 DF0
1233
1234 :ITEM 7
1235 001334 000000 0
1236 001336 000000 0
  
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1260 001472 170424 DAC2: 170424
1261 001474 170426 DAC3: 170426
1262 001476 000350 IV: 350
1263 001500 000352 IVS: 352
1264
1265 001502 005037 014632 BEGIN: CLR TEMP
1266 001506 005037 014642 CLR EVER ;RESET POINTER
1267 001512 005037 014644 CLR EVER1
1268 001516 000403 BR BEG
1269 001520 012737 000001 014632 BEGIN1: MOV #1,TEMP
1270 001526 000240 BEG: NOP
1272 .SBTTL INITIALIZE THE COMMON TAGS
(1) ;;CLEAR THE COMMON TAGS ($CMTAG) AREA
(1) 001530 012706 001100 MOV #CMTAG,R6 ;;FIRST LOCATION TO BE CLEARED
(1) 001534 005026 CLR (R6)+ ;;CLEAR MEMORY LOCATION
(1) 001536 022706 001140 CMP #SWR,R6 ;;DONE?
(1) 001542 001374 BNE .-6 ;;LOOP BACK IF NO
(1) 001544 012706 001100 MOV #STACK,SP ;;SETUP THE STACK POINTER
(1) ;;INITIALIZE A FEW VECTORS
(1) 001550 012737 015100 000020 MOV #SCOPE,@IOTVEC ;;IOT VECTOR FOR SCOPE ROUTINE
(1) 001556 012737 000340 000022 MOV #340,@IOTVEC+2 ;;LEVEL 7
(1) 001564 012737 015232 000030 MOV #ERROR,@EMTVEC ;;EMT VECTOR FOR ERROR ROUTINE
(1) 001572 012737 000340 000032 MOV #340,@EMTVEC+2 ;;LEVEL 7
(1) 001600 012737 017572 000034 MOV #STRAP,@TRAPVEC ;;TRAP VECTOR FOR TRAP CALLS
(1) 001606 012737 000340 000036 MOV #340,@TRAPVEC+2;LEVEL 7
(1) 001614 012737 015516 000024 MOV #SPWRDN,@PWRVEC ;;POWER FAILURE VECTOR
(1) 001622 012737 000340 000026 MOV #340,@PWRVEC+2 ;;LEVEL 7
(1) 001630 012737 001630 001106 MOV #,$LPADR ;;INITIALIZE THE LOOP ADDRESS FOR SCOPE
(2) ;;SIZE FOR A HARDWARE SWITCH REGISTER. IF NOT FOUND OR IT IS
(2) ;;EQUAL TO A "-1", SETUP FOR A SOFTWARE SWITCH REGISTER.
(2) 001636 013746 000004 MOV @ERRVEC,-(SP) ;;SAVE ERROR VECTOR
(2) 001642 012737 001676 000004 MOV #64$,@ERRVEC ;;SET UP ERROR VECTOR
(2) 001650 012737 177570 001140 MOV #DSWR,SWR ;;SETUP FOR A HARDWARE SWICH REGISTER
(2) 001656 012737 177570 001142 MOV #DDISP,DISPLAY ;;AND A HARDWARE DISPLAY REGISTER
(2) 001664 022777 177777 177246 CMP #-1,@SWR ;;TRY TO REFERENCE HARDWARE SWR
(2) 001672 001012 BNE 66$ ;;BRANCH IF NO TIMEOUT TRAP OCCURRED
(2) ;;AND THE HARDWARE SWR IS NOT = -1
(2) 001674 000403 BR 65$ ;;BRANCH IF NO TIMEOUT
(2) 001676 012716 001704 64$: MOV #65$,(SP) ;;SET UP FOR TRAP RETURN
(2) 001702 000002 RTI
(2) 001704 012737 000176 001140 65$: MOV #SWREG,SWR ;;POINT TO SOFTWARE SWR
(2) 001712 012737 000174 001142 MOV #DISPREG,DISPLAY
(2) 001720 012637 000004 66$: MOV (SP)+,@ERRVEC ;;RESTORE ERROR VECTOR
(1)
(2) 001724 005037 001200 CLR $PASS ;;CLEAR PASS COUNT
(2) 001730 132737 000200 001213 BITB #APTSIZE,$ENVM ;;TEST USER SIZE UNDER APT
(2) 001736 001403 BEQ 67$ ;;YES,USE NON-APT SWITCH
(2) 001740 012737 001214 001140 MOV #SSWREG,SWR ;;NO,USE APT SWITCH REGISTER
(2) 001746 67$:
1273 ; THIS SECTION OF CODE HANDLES INITIALIZING LPA-11 FUNCTIONS
(1) ;
(1) ;
(1) ;
(1) 001746 010046 MOV R0,-(SP)
(1) 001750 010146 MOV R1,-(SP)
(1) 001752 013700 001364 MOV KMADO,R0 ;GET KMC-11 ADDRESS.

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(1) 001756 012701 001366      MOV      #KMAD1,R1      ; ADDR. OF ADDR. LIST.
(1)
(1) 001762 005200      68$: INC      R0      ; UPDATE ADDR.
(1) 001764 010021      MOV      R0,(1)+      ; WRITE ADDR.
(1) 001766 020127 001404      CMP      R1,#KMAD7+2  ; DONE ALL ADDRESSES?
(1) 001772 001373      BNE      68$          ; NO - DO NEXT ADDR.
(1) 001774 005037 001412      CLR      .DVLS        ; CLR ADDR. LIST.
(1) 002000 012601      MOV      (SP)+,R1
(1) 002002 012600      MOV      (SP)+,R0
1274
1275 002004 005037 177776      CLR      @#PS
1276 002010 000137 002176      JMP      INIT1
1277      .SBTTL  SUBROUTINE TO LOAD A TRAP CATCHER
LDTRAP: MOV      #242,R2      ; LOAD R2
MOV      #240,R1      ; LOAD R1
5$: MOV      R2,(R1)+  ; LOAD .+2
CLR      (R1)+        ; LOAD HALT
MOV      R1,R2        ; LOAD R2
TST      (R2)+        ; BUMP R2
CMP      R2,#1002     ; TEST FOR LAST
BNE      5$          ; BR UNTIL DONE
1286      .SBTTL  LOAD DEVICE ADDRESSES LOCATIONS
1287 002042 012700 001464      MOV      #STAT,R0     ; LOAD POINTER
1288 002046 013720 001246      10$: MOV      $BASE,(R0)+ ; LOAD BASE ADDRESS
1289 002052 022700 001476      CMP      #IV,R0      ; TEST FOR DONE
1290 002056 001373      BNE      10$         ; BR
1291 002060 012700 001466      MOV      #DAC0,R0    ; LOAD 2ND ADDRESS
1292 002064 012701 000002      MOV      #?,R1      ; LOAD R1
1293 002070 060120      12$: ADD      R1,(R0)+ ; UPDATE REAL DEVICE WORD
1294 002072 005721      TST      (R1)+      ; BUMP R1
1295 002074 022701 000012      CMP      #12,R1     ; TEST FOR DONE
1296 002100 001373      BNE      12$        ; BR
1297 002102 013737 001242 001476      MOV      $VECT1,IV   ; LOAD INTR. VECTOR ADDRESS
1298 002110 042737 160000 001476      BIC      #160000,IV
1299 002116 013737 001476 001500      MOV      IV,IVS
1300 002124 062737 000002 001500      ADD      #2,IVS
1301 002132 113737 001243 014636      MOV      $VECT1+1,BRLEV1 ; LOAD BR LEVEL
1302 002140 042737 177437 014636      BIC      #177437,BRLEV1
1303 002146 013737 014636 014640      MOV      BRLEV1,BRLEV2
1304 002154 162737 000040 014640      SUB      #40,BRLEV2
1305 002162 000207      RTS      PC          ; EXIT
1306
1307      .SBTTL  INITIAL HEADER TYPEOUT AND WAIT FOR OPERATOR
1308 002164 046101      AL: .ASCII /AL/
1309 002166 042101      AD: .ASCII /AD/
1310 002170 046115      ML: .ASCII /ML/
1311 002172 042115      MD: .ASCII /MD/
1312 002174 041515      MC: .ASCII /MC/
1313
1314 002176 004737 002014      INIT1: JSR      PC,LDTRAP
1315 002202 005737 014632      TST      TEMP      ; TEST IF START OR RESTART
1316 002206 001057      BNE      CTRLC     ; RESTART
1317 002210 005737 000042      TST      @#42      ; TEST IF MONITOR
1318 002214 001061      BNE      MTEST     ; BR IF NOT
1319 002216 104401      TYPE      ; CALL MESSAGE PRINTER VIA 'EMT'
1320 002220 012402      TITLE      ; TYPE PROGRAM HEADER.

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1321 002222 012706 001100 WAITIN: MOV #STACK,SP ;RESET STACK
1322 002226 104407 CKSWR ;TEST FOR CTRL G
1323 002230 104411 RDLIN ;READ TWO CHARACTERS
1324 002232 013637 014646 MOV @ (SP)+,OPRIN ;READ THE CHARACTER
1325 002236 042737 000000 014646 BIC #0,OPRIN ;MASK OTHER CHARACTERS
1326
1327 002244 023737 002164 014646 CMP AL,OPRIN ;TEST FOR 'AL'
1328 002252 001423 BEQ 10$ ;BR IF YES
1329 002254 023737 002166 014646 CMP AD,OPRIN ;TEST FOR 'AD'
1330 002262 001421 BEQ 11$ ;BR IF YES
1331 002264 023737 002170 014646 CMP ML,OPRIN ;TEST FOR 'ML'
1332 002272 001417 BEQ 13$ ;BR IF YES
1333 002274 023737 002172 014646 CMP MD,OPRIN ;TEST FOR 'MD'
1334 002302 001415 BEQ 14$ ;BR IF YES
1335 002304 023737 002174 014646 CMP MC,OPRIN ;TEST FOR 'MC'
1336 002312 001413 BEQ 15$ ;BR IF YES
1337 002314 104401 TYPE
1338 002316 014105 QMARK
1339 002320 000740 BR WAITIN ;WAIT FOR OPERATOR AGAIN
1340
1341 002322 000137 002360 10$: JMP MTEST ;RUN THE LOGIC TEST
1342 002326 000137 007114 11$: JMP VISUAL ;RUN THE VISUAL PATTERN
1343 002332 000137 011216 13$: JMP MANUL ;RUN THE MANUAL LOGIC TEST
1344 002336 000137 011024 14$: JMP FULRMP ;RUN THE RAMP PATTERN ON FOUR DAC'S
1345 002342 000137 011532 15$: JMP CALDAC ;RUN THE MANUAL CAL OF THE DAC
1346
1347 002346 104401 CTRLC: TYPE
1348 002350 014113 CONTC
1349 002352 005037 001200 CLR $PASS
1350 002356 000721 BR WAITIN
1351
1352 .SBTTL DETERMINE THE NUMBER OF AA11-K ON THIS SYSTEM
1353
1354 002360 013737 001246 001126 MTEST: MOV $BASE,$BDDAT ;GET THE BASE ADDRESS
1355 002366 005037 001412 CLR .DVLS
1356 002372 005037 001204 CLR $UNIT ;CLEAR UNIT #
1357 002376
(1)
(1)
1358 002406 005737 020726 ;* MOV @ $BDDAT,$TMDAT ;/READ DEVICE REG $BDDAT,PUT DATA IN $TMDAT.
1359 002412 001006 TST $AERR
1360 002414 063737 001454 001126 BNE 2$
1361 002422 005237 001204 ADD VADDR,$BDDAT ;UPDATE THE BUS ADDRESS
1362 002426 000763 INC $UNIT ;UPDATE UNIT COUNT
1363 002430 000240 BR 1$
1364 002432 005737 001204 2$: NOP
1365 002436 001002 TST $UNIT ;TEST IF ANY EXIST
1366 002440 104010 BNF 3$ ;BR IF SOME ARE THERE
1367 002442 000440 ERPR 10 ;BASE ADDRESS CAUSED AN BUS TRAP
1368 002444 005737 014642 3$: TST EVER ;TEST IF # HAS BEEN REPORTED
1369 002450 100423 BMI 4$ ;BR IF IT HAS
1370 002452 122737 000001 001134 CMPB #1,$AUTOB ;TEST IF AUTO MODE (XXDP CHAIN)
1371 002460 001410 BEQ 6$ ;BR IF YES
1372 002462 104401 TYPE
1373 002464 014121 FOUND1
1374 002466 013746 001204 MOV $UNIT,-(SP) ;TELL OPERATOR THE # OF AA11-K'S

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1375 002472 104403          TYPOS
1376 002474          002      .BYTE 2
1377 002475          000      .BYTE 0
1378 002476 104401          TYPE
1379 002500 014145          FOUND2
1380 002502 013737 001204 014642 6$:  MOV  $UNIT,EVER      ;SAVE THE # OF AA11-K'S FOR LATER
1381 002510 052737 100000 014642  BIS  #BIT15,EVER     ;SET 'REPORTED # FLAG'
1382 002516 000405          BR  5$              ;;
1383 002520 123737 014642 001204 4$:  CMPB  EVER,$UNIT     ;TEST IF ANY HAVE GONE AWAY
1384 002526 001401          BEQ  5$              ;;BR IF ALL ARE STILL HERE
1385 002530 104006          ERROR 6            ;EXISTING UNIT FAILED TO RESPOND NOW
1386 002532 005037 001204 5$:  CLR  $UNIT          ;RESET UNIT POINTER
1387 002536 004737 002014  JSR  PC,LDTRAP      ;LOAD TRAP CATCHER AND BUS ADDRESSES
1388
1389 002542 000240          LTES :  NOP
1407
(3)
(3)
(2) 002544 000004          *****
1408 002546 012737 002562 001106  : *TEST 1          TEST THAT THE AA11-K RESPONDS TO THE CPU
1409 002554 012737 002660 000004  : *TEST 1          *****
1410 002562          TST1:  SCOPE
(1)
(1)  MOV  #3,$LPADR      ;LOAD BUS TRAP RETURN
1411 002572 005737 001462  MOV  #1$,ERRVEC
1412
(1)  ; *  MOV  @STAT,$TMDAT  ;/READ DEVICE REG STAT,PUT DATA IN $TMDAT.
1413 002606 005737 001462  TST  $TMDAT
1414
(1)  ; *  MOV  @DAC0,$TMDAT  ;/READ DEVICE REG DAC0,PUT DATA IN $TMDAT.
1415 002622 005737 001462  TST  $TMDAT
1416
(1)  ; *  MOV  @DAC1,$TMDAT  ;/READ DEVICE REG DAC1,PUT DATA IN $TMDAT.
1417 002636 005737 001462  TST  $TMDAT
1418
(1)  ; *  MOV  @DAC2,$TMDAT  ;/READ DEVICE REG DAC2,PUT DATA IN $TMDAT.
1419 002652 005737 001462  TST  $TMDAT
1420 002656 000402          BR  2$              ;;BR AND RESTORE LOC. 4
1421 002660 022626          1$:  CMP  (SP)+,(SP)+  ;CLEAN THE STACK
1422 002662 104010          ERROR 10          ;ERROR, BUS TIMEOUT WHEN ADDRESSING THE AA11-K
1423 002664 012737 000006 000004 2$:  MOV  #6,ERRVEC     ;LOAD RETURN
1424
(3)  : *TEST 2          TEST THAT THE DAC0 REGISTER CAN BE CLEARED
(3)  : *TEST 2          *****
(2) 002672 000004          TST2:  SCOPE
1425 002674 005037 001124  CLR  $GDDAT          ;LOAD EXPECTED
1426
(1)  ; *  MOV  $GDDAT,@DAC0  ;/ PUT DATA FROM $GDDAT TO DEVICE REG DAC0
1427
(1)  ; *  MOV  @DAC0,$BDDAT  ;/READ DEVICE REG DAC0,PUT DATA IN $BDDAT.
1428 002720 023737 001124 001126  CMP  $GDDAT,$BDDAT  ;COMPARE
1429 002726 001401          BEQ  TST3          ;;BR IF EQUAL
1430 002730 104002          ERROR 2            ;ERROR, DAC0 REGISTER NOT = 0
1431
1432  : *TEST 3          TEST THAT THE DAC0 REGISTER CAN BE LOADED WITH #7777
(3)

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```
(3)
(2) 002732 000004
1433 002734 012737 007777 001124 TST3: SCOPE
1434 MOV #7777,$GDDAT ;LOAD EXPECTED
(1) ;* MOV $GDDAT,@DACO ;/ PUT DATA FROM $GDDAT TO DEVICE REG DACO
1435 ;* MOV @DACO,$BDDAT ;/READ DEVICE REG DACO,PUT DATA IN $BDDAT.
(1) CMP $GDDAT,$BDDAT ;COMPARE
1436 002762 023737 001124 001126 BEQ TST4 ;;BR IF EQUAL
1437 002770 001401 ERROR 2 ;ERRCR, DACO REGISTER NOT = 7777
1438 002772 104002
1439
1440 ;*****
(3) ;*TEST 4 TEST THAT THE DACO REGISTER CAN HOLD A FLOATING 1 PATTERN
(3) ;*****
(2) 002774 000004
1441 002776 012737 004000 001124 TST4: SCOPE
1442 003004 MOV #BIT11,$GDDAT ;LOAD EXPECTED
(1) 1$:
(1) ;* MOV $GDDAT,@DACO ;/ PUT DATA FROM $GDDAT TO DEVICE REG DACO
1443 ;* MOV @DACO,$BDDAT ;/READ DEVICE REG DACO,PUT DATA IN $BDDAT.
(1) CMP $GDDAT,$BDDAT ;COMPARE THE DATA
1444 003024 023737 001124 001126 BEQ 2$ ;;BR IF SAME
1445 003032 001401 ERROR 2 ;ERROR, DACO REGISTER FAILED TO HOLD A FLOATING
1446 003034 104002 2$: ASR $GDDAT ;CHANGE THE DATA
1447 003036 006237 BNE 1$ ;BR AND TEST MORE DATA
1448 003042 001360
1449 ;*****
(3) ;*TEST 5 TEST THAT THE DAC #1 REGISTER CAN BE CLEARED
(3) ;*****
(2) 003044 000004
1450 003046 005037 001124 TST5: SCOPE
1451 CLR $GDDAT ;LOAD EXPECTED
(1) ;* MOV $GDDAT,@DAC1 ;/ PUT DATA FROM $GDDAT TO DEVICE REG DAC1
1452 ;* MOV @DAC1,$BDDAT ;/READ DEVICE REG DAC1,PUT DATA IN $BDDAT.
(1) CMP $GDDAT,$BDDAT ;COMPARE
1453 003072 023737 001124 001126 BEQ TST6 ;;BR IF EQUAL
1454 003100 001401 ERROR 3 ;ERROR, DAC1 REGISTER NOT = 0
1455 003102 104003
1456
1457 ;*****
(3) ;*TEST 6 TEST THAT THE Y REGISTER CAN BE LOADED WITH #7777
(3) ;*****
(2) 003104 000004
1458 003106 012737 007777 001124 TST6: SCOPE
1459 MOV #7777,$GDDAT ;LOAD EXPECTED
(1) ;* MOV $GDDAT,@DAC1 ;/ PUT DATA FROM $GDDAT TO DEVICE REG DAC1
1460 ;* MOV @DAC1,$BDDAT ;/READ DEVICE REG DAC1,PUT DATA IN $BDDAT.
(1) CMP $GDDAT,$BDDAT ;COMPARE
1461 003134 023737 001124 001126 BEQ TST7 ;;BR IF EQUAL
1462 003142 001401 ERROR 3 ;ERROR, DAC1 REGISTER NOT = 7777
1463 003144 104003
1464
1465 ;*****
(3) ;*TEST 7 TEST THAT THE Y REGISTER CAN HOLD A FLOATING 1 PATTERN
(3) ;*****
(2) 003146 000004 TST7: SCOPE
```

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1466 003150 012737 004000 001124      MOV    #BIT11,$GDDAT          ;LOAD EXPECTED
1467 003156      1$:
(1)
(1)      ;*   MOV    $GDDAT,@DAC1      ;/ PUT DATA FROM $GDDAT TO DEVICE REG DAC1
1468      ;*   MOV    @DAC1,$BDDAT     ;/READ DEVICE REG DAC1,PUT DATA IN $BDDAT.
(1)      ;*   CMP    $GDDAT,$BDDAT     ;COMPARE THE DATA
1469 003176 023737 001124 001126      BEQ    2$                    ;:BR IF DATA IS SAME
1470 003204 001401      ERROR  3                    ;ERROR, DAC1 REGISTER FAILED TO HOLD A FLOATING
1471 003206 104003      2$:   ASR    $GDDAT          ;CHANGE THE DATA
1472 003210 006237 001124      BNE    1$                    ;BR AND TEST MORE DATA
1473 003214 001360
1474
1475      ;:*****
(3)      ;*TEST 10      TEST THAT THE DAC #2 REGISTER CAN BE CLEARED
(3)      ;:*****
(2) 003216 000004      TST10: SCOPE
1476 003220 005037 001124      CLR    $GDDAT              ;LOAD EXPECTED
1477      ;*   MOV    $GDDAT,@DAC2     ;/ PUT DATA FROM $GDDAT TO DEVICE REG DAC2
(1)      ;*   MOV    @DAC2,$BDDAT     ;/READ DEVICE REG DAC2,PUT DATA IN $BDDAT.
1478      ;*   CMP    $GDDAT,$BDDAT     ;COMPARE
(1)      ;*   BEQ    TST11            ;:BR IF EQUAL
1479 003244 023737 001124 001126      ERROR  4                    ;ERROR, DAC #2 REGISTER NOT = 0
1480 003252 001401
1481 003254 104004
1482
1483      ;:*****
(3)      ;*TEST 11      TEST THAT THE DAC #2 REGISTER CAN BE LOADED WITH #7777
(3)      ;:*****
(2) 003256 000004      TST11: SCOPE
1484 003260 012737 007777 001124      MOV    #7777,$GDDAT        ;LOAD EXPECTED
1485      ;*   MOV    $GDDAT,@DAC2     ;/ PUT DATA FROM $GDDAT TO DEVICE REG DAC2
(1)      ;*   MOV    @DAC2,$BDDAT     ;/READ DEVICE REG DAC2,PUT DATA IN $BDDAT.
1486      ;*   CMP    $GDDAT,$BDDAT     ;COMPARE
(1)      ;*   BEQ    TST12            ;:BR IF EQUAL
1487 003306 023737 001124 001126      ERROR  4                    ;ERROR, DAC #2 REGISTER NOT = 7777
1488 003314 001401
1489 003316 104004
1490
1491      ;:*****
(3)      ;*TEST 12      TEST THAT THE DAC #2 REGISTER CAN HOLD A FLOATING 1 PATTERN
(3)      ;:*****
(2) 003320 000004      TST12: SCOPE
1492 003322 012737 004000 001124      MOV    #BIT11,$GDDAT        ;LOAD EXPECTED
1493 003330      1$:
(1)      ;*   MOV    $GDDAT,@DAC2     ;/ PUT DATA FROM $GDDAT TO DEVICE REG DAC2
(1)      ;*   MOV    @DAC2,$BDDAT     ;/READ DEVICE REG DAC2,PUT DATA IN $BDDAT.
1494      ;*   CMP    $GDDAT,$BDDAT     ;COMPARE THE DATA
(1)      ;*   BEQ    2$                    ;:BR IF SAME
1495 003350 023737 001124 001126      ERROR  4                    ;ERROR, DAC #2 REGISTER FAILED TO HOLD A FLOATIN
1496 003356 001401      2$:   ASR    $GDDAT          ;CHANGE THE DATA
1497 003360 104004      BNE    1$                    ;BR AND TEST MORE DATA
1498 003362 006237 001124
1499 003366 001360
1500
1501
1502      ;:*****
  
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(3) ;*TEST 13 TEST THAT THE DAC #3 REGISTER CAN BE CLEARED
(3) ;*****
(2) 003370 000004 001124 TST13: SCOPE
1503 003372 005037 001124 CLR $GDDAT ;LOAD EXPECTED
1504
(1) ;* MOV $GDDAT,@DAC3 ;/ PUT DATA FROM $GDDAT TO DEVICE REG DAC3
1505
(1) ;* MOV @DAC3,$BDDAT ;/READ DEVICE REG DAC3,PUT DATA IN $BDDAT.
1506 003416 023737 001124 001126 CMP $GDDAT,$BDDAT ;COMPARE
1507 003424 001401 BEQ TST14 ;:BR IF EQUAL
1508 003426 104005 ERROR 5 ;ERROR, DAC #3 REGISTER NOT = 0
1509
1510 ;*****
(3) ;*TEST 14 TEST THAT THE DAC #3 REGISTER CAN BE LOADED WITH #7777
(3) ;*****
(2) 003430 000004 007777 001124 TST14: SCOPE
1511 003432 012737 007777 001124 MOV #7777,$GDDAT ;LOAD EXPECTED
1512
(1) ;* MOV $GDDAT,@DAC3 ;/ PUT DATA FROM $GDDAT TO DEVICE REG DAC3
1513
(1) ;* MOV @DAC3,$BDDAT ;/READ DEVICE REG DAC3,PUT DATA IN $BDDAT.
1514 003460 023737 001124 001126 CMP $GDDAT,$BDDAT ;COMPARE
1515 003466 001401 BEQ TST15 ;:BR IF EQUAL
1516 003470 104005 ERROR 5 ;ERROR, DAC #3 REGISTER NOT = 7777
1517
1518 ;*****
(3) ;*TEST 15 TEST THAT THE DAC #3 REGISTER CAN HOLD A FLOATING 1 PATTERN
(3) ;*****
(2) 003472 000004 004000 001124 TST15: SCOPE
1519 003474 012737 004000 001124 MOV #BIT11,$GDDAT ;LOAD EXPECTED
1520 003502
(1) 1$:
(1) ;* MOV $GDDAT,@DAC3 ;/ PUT DATA FROM $GDDAT TO DEVICE REG DAC3
1521
(1) ;* MOV @DAC3,$BDDAT ;/READ DEVICE REG DAC3,PUT DATA IN $BDDAT.
1522 003522 023737 001124 001126 CMP $GDDAT,$BDDAT ;COMPARE THE DATA
1523 003530 001401 BEQ 2$ ;:BR IF SAME
1524 003532 104005 ERROR 5 ;ERROR, DAC #3 REGISTER FAILED TO HOLD A FLOATIN
1525 003534 006237 001124 2$: ASR $GDDAT ;CHANGE THE DATA
1526 003540 001360 BNE 1$ ;BR AND TEST MORE DATA
1527
1528 ;*****
(3) ;*TEST 16 TEST THAT THE FOUR DAC REGISTERS CAN HOLD DIFFERENT DATA
(3) ;*****
(2) 003542 000004 001111 001462 TST16: SCOPE
1528 003544 012737 001111 001462 MOV #1111,$TMDAT ;LOAD DAC #0
1529
(1) ;* MOV $TMDAT,@DAC0 ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC0
1530 003562 012737 002222 001462 MOV #2222,$TMDAT ;LOAD DAC #1
1531
(1) ;* MOV $TMDAT,@DAC1 ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC1
1532 003600 012737 004444 001462 MOV #4444,$TMDAT ;LOAD DAC #2
1533
(1) ;* MOV $TMDAT,@DAC2 ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC2
1534 003616 012737 007777 001462 MOV #7777,$TMDAT ;LOAD DAC #3
1535
(1) ;* MOV $TMDAT,@DAC3 ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC3
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1578
(1)
1579 004136 012737 000200 001124 ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
MOV #BIT7,$GDDAT ;LOAD EXPECTED
1580
(*)
1581 004154 023737 001124 001126 ;* MOV @STAT,$BDDAT ;/READ DEVICE REG STAT,PUT DATA IN $BDDAT.
CMP $GDDAT,$BDDAT ;COMPARE
1582 004162 001401 BEQ TST21 ;;BR IF SAME
1583 004164 104001 ERROR 1 ;ERROR, STATUS NOT = 200
1584
1585
;*****
;*TEST 21 TEST THAT MODE BIT 2 CAN BE SET AND CLEARED
;*****
(3)
(3)
(2) 004166 000004 TST21: SCOPE
1586 004170 012737 000004 001462 MOV #BIT2,$TMDAT ;LOAD DISPLAY STATUS
1587
(1)
1588 004206 012737 000204 001124 ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
MOV #BIT7!BIT2,$GDDAT ;LOAD EXPECTED
1589
(1)
1590 004224 023737 001124 001126 ;* MOV @STAT,$BDDAT ;/READ DEVICE REG STAT,PUT DATA IN $BDDAT.
CMP $GDDAT,$BDDAT ;COMPARE
1591 004232 001401 BEQ 1$ ;;BR IF EQUAL
1592 004234 104001 ERROR 1 ;ERROR, STATUS NOT = 204
1593 004236 012737 000000 001462 1$: MOV #0,$TMDAT ;CLEAR STATUS
1594
(1)
1595 004254 012737 000200 001124 ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
MOV #BIT7,$GDDAT ;LOAD EXPECTED
1596
(1)
1597 004272 023737 001124 001126 ;* MOV @STAT,$BDDAT ;/READ DEVICE REG STAT,PUT DATA IN $BDDAT.
CMP $GDDAT,$BDDAT ;COMPARE
1598 004300 001401 BEQ TST22 ;;BR IF CLEARED
1599 004302 104001 ERROR 1 ;MODE FAILED TO CLEAR
1600
1601
1602
;*****
;*TEST 22 TEST THAT MODE BIT 3 CAN BE SET
;*****
(3)
(3)
(2) 004304 000004 TST22: SCOPE
1603 004306 012737 000010 001462 MOV #BIT3,$TMDAT ;LOAD
1604
(1)
1605 004324 012737 000210 001124 ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
MOV #BIT7!BIT3,$GDDAT ;LOAD EXPECTED
1606
(1)
1607 004342 023737 001124 001126 ;* MOV @STAT,$BDDAT ;/READ DEVICE REG STAT,PUT DATA IN $BDDAT.
CMP $GDDAT,$BDDAT ;COMPARE
1608 004350 001401 BEQ 1$ ;;BR IF EQUAL
1609 004352 104001 ERROR 1 ;ERROR, STATUS NOT = 210
1610
1611 004354 012737 000000 001462 1$: MOV #0,$TMDAT ;CLEAR REG.
1612
(1)
1613 004372 012737 000200 001124 ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
MOV #BIT7,$GDDAT ;LOAD EXPECTED
1614
(1)
1615 004410 023737 001124 001126 ;* MOV @STAT,$BDDAT ;/READ DEVICE REG STAT,PUT DATA IN $BDDAT.
CMP $GDDAT,$BDDAT ;COMPARE
1616 004416 001401 BEQ TST23 ;;BR IF EQUAL
1617 004420 104001 ERROR 1 ;ERROR, STATUS NOT = 200

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```
1618
1619
(3)
(3)
(2) 004422 000004
1620 004424 012737 000020 001462
1621
(1)
1622 004442 012737 000220 001124
1623
(1)
1624 004460 023737 001124 001126
1625 004466 001401
1626 004470 104001
1627 004472 012737 000000 001462 1$:
1628
(1)
1629 004510 012737 000200 001124
1630
(1)
1631 004526 023737 001124 001126
1632 004534 001401
1633 004536 104001
1634
(3)
(3)
(2) 004540 000004
1635 004542 012737 000100 001462
1636
(1)
1637 004560 012737 000300 001124
1638
(1)
1639 004576 023737 001124 001126
1640 004604 001401
1641 004606 104001
1642
1643
(3)
(3)
(2) 004610 000004
1644 004612 012737 001000 001462
1645
(1)
1646 004630 012737 001200 001124
1647
(1)
1648 004646 023737 001124 001126
1649 004654 001401
1650 004656 104001
1651
1652
(3)
(3)
(2) 004660 000004
1653 004662 012737 002000 001462
```

\*\*\*\*\*  
\*TEST 23 TEST THAT EXT. DELAY (BIT 4) CAN BE SET AND CLEARED  
\*\*\*\*\*  
TST23: SCOPE  
MOV #BIT4,\$TMDAT ;LOAD STATUS  
;\* MOV \$TMDAT,@STAT ;/ PUT DATA FROM \$TMDAT TO DEVICE REG STAT  
MOV #BIT7:BIT4,\$GDDAT ;LOAD EXPECTED  
;\* MOV @STAT,\$BDDAT ;/READ DEVICE REG STAT,PUT DATA IN \$BDDAT.  
CMP \$GDDAT,\$BDDAT ;COMPARE  
BEQ 1\$ ;;BR IF SAME  
ERROR 1 ;ERROR, EXT. DELAY BIT FAILED TO SET  
1\$: MOV #0,\$TMDAT ;CLEAR BIT 4  
;\* MOV \$TMDAT,@STAT ;/ PUT DATA FROM \$TMDAT TO DEVICE REG STAT  
MOV #BIT7,\$GDDAT ;LOAD EXPECTED  
;\* MOV @STAT,\$BDDAT ;/READ DEVICE REG STAT,PUT DATA IN \$BDDAT.  
CMP \$GDDAT,\$BDDAT ;COMPARE  
BEQ TST24 ;;BR IF SAME  
ERROR 1 ;ERROR, EXT. DELAY BIT FAILED TO CLEAR  
\*\*\*\*\*  
\*TEST 24 TEST THAT INTERRUPT ENABLE (BIT 6) CAN BE SET  
\*\*\*\*\*  
TST24: SCOPE  
MOV #BIT6,\$TMDAT ;LOAD DISPLAY STATUS  
;\* MOV \$TMDAT,@STAT ;/ PUT DATA FROM \$TMDAT TO DEVICE REG STAT  
MOV #BIT7:BIT6,\$GDDAT ;LOAD EXPECTED  
;\* MOV @STAT,\$BDDAT ;/READ DEVICE REG STAT,PUT DATA IN \$BDDAT.  
CMP \$GDDAT,\$BDDAT ;COMPARE  
BEQ TST25 ;;BR IF EQUAL  
ERROR 1 ;ERROR, STATUS NOT = 300  
\*\*\*\*\*  
\*TEST 25 TEST THAT CHANNEL (BIT 9) CAN BE SET  
\*\*\*\*\*  
TST25: SCOPE  
MOV #BIT9,\$TMDAT ;LOAD DISPLAY STATUS  
;\* MOV \$TMDAT,@STAT ;/ PUT DATA FROM \$TMDAT TO DEVICE REG STAT  
MOV #BIT9:BIT7,\$GDDAT ;LOAD EXPECTED  
;\* MOV @STAT,\$BDDAT ;/READ DEVICE REG STAT,PUT DATA IN \$BDDAT.  
CMP \$GDDAT,\$BDDAT ;COMPARE  
BEQ TST26 ;;BR IF EQUAL  
ERROR 1 ;ERROR, STATUS NOT = 1200  
\*\*\*\*\*  
\*TEST 26 TEST THAT STORE (BIT 10) CAN BE SET  
\*\*\*\*\*  
TST26: SCOPE  
MOV #BIT10,\$TMDAT ;LOAD DISPLAY STATUS

```

1654 (1)
1655 004700 012737 002200 001124 ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
MOV #BIT10!BIT7,$GDDAT ;LOAD EXPECTED
1656 (1)
1657 004716 023737 001124 001126 ;* MOV @STAT,$BDDAT ;/READ DEVICE REG STAT,PUT DATA IN $BDDAT.
CMP $GDDAT,$BDDAT ;COMPARE
1658 004724 001401 BEQ TST27 ;;BR IF EQUAL
1659 004726 104001 ERROR 1 ;ERROR, STATUS NOT = 2200
1660
1661 (3) ;*****
(3) ;*TEST 27 TEST THAT WRITE THRU (BIT 11) CAN BE SET
(2) ;*****
1662 004730 000004 TST27: SCOPE
004732 012737 004000 001462 MOV #BIT11,$TMDAT ;LOAD DISPLAY STATUS
1663 (1)
1664 004750 012737 004200 001124 ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
MOV #BIT11!BIT7,$GDDAT ;LOAD EXPECTED
1665 (1)
1666 004766 023737 001124 001126 ;* MOV @STAT,$BDDAT ;/READ DEVICE REG STAT,PUT DATA IN $BDDAT.
CMP $GDDAT,$BDDAT ;COMPARE
1667 004774 001401 BEQ TST30 ;;BR IF EQUAL
1668 004776 104001 ERROR 1 ;ERROR, STATUS NOT = 4200
1669
1670 (3) ;*****
(3) ;*TEST 30 TEST THAT INTENSIFY BIT SETS THAT THE READY BIT
(2) ;*****
1671 005000 000004 TST30: SCOPE
; AND THEN SETS AFTER A DELAY
1672 005002 012700 001000 MOV #1000,R0
1673 005006 005037 001124 CLR $GDDAT ;LOAD EXPECTED
1674 005012 012737 000001 001462 MOV #BIT0,$TMDAT ;INTENSIFY
1675 (1)
1676 005030 012737 000200 001124 ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
MOV #BIT7,$GDDAT ;LOAD EXPECTED
1677 (1)
1678 005046 023737 001124 001126 ;* MOV @STAT,$BDDAT ;/READ DEVICE REG STAT,PUT DATA IN $BDDAT.
CMP $GDDAT,$BDDAT ;COMPARE
1679 005054 001401 BEQ TST31 ;;BR IF EQUAL
1680 005056 104011 ERROR 11 ;READY FAILED TO SET AFTER A DELAY
; IS STORAGE SCOPE CONNECTED BUT NOT TURNED ON ??
1681
1682 (3) ;*****
(3) ;*TEST 31 TEST THAT MODE 1 (INTENSIFY ON DAC0) SETS THE READY FLAG
(2) ;*****
1683 005060 000004 TST31: SCOPE
; AND THEN SETS IT
1684 005062 012700 001000 MOV #1000,R0 ;SET UP DELAY
1685 005066 012737 000204 001124 MOV #BIT7!BIT2,$GDDAT ;LOAD EXPECTED
1686 005074 012737 000004 001462 MOV #BIT2,$TMDAT ;LOAD MODE 1
1687 (1)
1688 ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
1689 005122 105737 001126 ;* MOV @STAT,$BDDAT ;/READ DEVICE REG STAT,PUT DATA IN $BDDAT.
TSTB $BDDAT ;TEST READY
1690 005126 100402 BMI 25 ;;BR IF READY STILL SET
1691 005130 104011 ERROR 11 ;ERROR, IN MODE 1 READY SHOULD NOT
; CLEAR UNTIL DAC0 IS LOADED
1692

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1693 005132 000425 BR 1ST32 ;;BR TO SCOPE
1694
1695 005134 012737 000004 001124 2$: MOV #BIT2,$GDDAT ;LOAD EXPECTED
1696 005142 012737 000000 001462 MOV #0,$TMDAT ;ADDRESS DAC 0
1697
(1) ;* MOV $TMDAT,@DAC0 ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC0
1698
(1) ;* MOV @STAT,$BDDAT ;/READ DEVICE REG STAT,PUT DATA IN $BDDAT.
1699
1700 005170 105737 001126 TSTB $BDDAT
1701 005174 100404 BMI TST32 ;;NEXT TEST
1702 005176 012737 000204 001124 MOV #BIT7!BIT2,$GDDAT ;LOAD EXPECTED
1703 005204 104011 ERROR 11 ;ERROR, READY FAILED TO SET
1704 ; AFTER MODE 1 OPERATION
1705
1706 ;*****
(3) ;*TEST 32 TEST THAT MODE 2 (INTENSIFY ON DAC1) SETS THE READY FLAG
(3) ;*****
(2) 005206 000004 TST32: SCOPE
1707 ; AND THEN SETS IT
1708 005210 012700 001000 MOV #1000,R0 ;SET UP DELAY
1709 005214 012737 000210 001124 MOV #BIT7!BIT3,$GDDAT ;LOAD EXPECTED
1710 005222 012737 000010 001462 MOV #BIT3,$TMDAT ;LOAD MODE 2
1711
(1) ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
1712
(1) ;* MOV @STAT,$BDDAT ;/READ DEVICE REG STAT,PUT DATA IN $BDDAT.
1713 005250 105737 001126 TSTB $BDDAT ;TEST READY
1714 005254 100402 BMI 2$ ;;BR IF SET
1715 005256 104011 ERROR 11 ;ERROR, IN MODE 2 READY SHOULD NOT CLEAR
1716 ;UNTIL DAC1 IS LOADED
1717 005260 000425 BR TST33 ;;BR TO SCOPE
1718 005262 012737 000010 001124 2$: MOV #BIT3,$GDDAT ;LOAD EXPECTED
1719 005270 012737 000000 001462 MOV #0,$TMDAT ;ADDRESS DAC1
1720
(1) ;* MOV $TMDAT,@DAC1 ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC1
1721
(1) ;* MOV @STAT,$BDDAT ;/READ DEVICE REG STAT,PUT DATA IN $BDDAT.
1722 005316 105737 001126 TSTB $BDDAT
1723 005322 100404 BMI TST33 ;;NEXT TEST
1724 005324 012737 000210 001124 MOV #BIT7!BIT3,$GDDAT ;LOAD EXPECTED
1725 005332 104011 ERROR 11 ;ERROR, READY FAILED TO SET
1726 ; AFTER MODE 2 OPERATION
1727 ;*****
(3) ;*TEST 33 TEST WHEN ERASE IS SET, READY BIT CLEARS AND SET AFTER DELAY (SW12=1)
(3) ;*****
(2) 005334 000004 TST33: SCOPE
1728 005336 032777 010000 173574 BIT #BIT12,@SWR ;TEST BIT 12
1729 005344 001437 BEQ TST34 ;;BYPASS IF NO STORAGE SCOPE
1730 005346 012700 000010 MOV #10,R0
1731 005352 005037 014632 CLR TEMP ;CLEAR DELAY
1732 005356 012737 002000 001462 MOV #BIT10,$TMDAT ;SET STORE MODE
1733
(1) ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
1734 005374 052737 010000 001462 BIS #BIT12,$TMDAT ;SET ERASE BIT
1735

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```
1773 005654 104002          ERROR 2          ;ERROR, RESET FAILED TO CLEAR DAC 0 REGISTER
1774          ;*****
(3)          ;*TEST 37          TEST THAT RESET CLEARS DAC1 REGISTER (SW09=0)
(3)          ;*****
(2) 005656 000004          TST37: SCOPE
1775 005660 032777 001000 173252 BIT #SW09,@SWR ;TEST IF BIT 9 IS SET
(3) 005666 001024          BNE TST40 ;:BR IF SET
1776 005670 012737 177777 001462 MOV #-1,$TMDAT
1777          ;*
(1)          ;* MOV $TMDAT,@DAC1 ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC1
1778 005706 005037 001124 CLR $GDDAT ;LOAD EXPECTED
1779 005712 004737 021700 JSR PC,$RESET
1780          ;*
(1)          ;* MOV @DAC1,$BDDAT ;/READ DEVICE REG DAC1,PUT DATA IN $BDDAT.
1781 005726 023737 001124 001126 CMP $GDDAT,$BDDAT ;COMPARE
1782 005734 001401          BEQ TST40 ;:BR IF EQUAL
1783 005736 104003          ERROR 3          ;ERROR, RESET FAILED TO CLEAR DAC1 REGISTER
1784          ;*****
(3)          ;*TEST 40          TEST THAT RESET CLEARS DAC #2 REGISTER (SW09=0)
(3)          ;*****
(2) 005740 000004          TST40: SCOPE
1785 005742 032777 001000 173170 BIT #SW09,@SWR ;TEST IF BIT 9 IS SET
(3) 005750 001023          BNE TST41 ;:BR IF SET
1786 005752 012737 177777 001462 MOV #-1,$TMDAT ;LOAD THE REGISTER
1787          ;*
(1)          ;* MOV $TMDAT,@DAC2 ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC2
1788 005770 005037 001124 CLR $GDDAT ;CLEAR EXPECTED
1789 005774 004737 021700 JSR PC,$RESET
1790          ;*
(1)          ;* MOV @DAC2,$BDDAT ;/READ DEVICE REG DAC2,PUT DATA IN $BDDAT.
1791 006010 005737 001126 TST $BDDAT
1792 006014 001401          BEQ TST41 ;:BR IF CLEARED
1793 006016 104004          ERROR 4          ;ERROR, RESET FAILED TO CLEAR DAC #2
1794          ;*****
(3)          ;*TEST 41          TEST THAT RESET CLEARS DAC #3 REGISTER (SW09=0)
(3)          ;*****
(2) 006020 000004          TST41: SCOPE
1795 006022 032777 001000 173110 BIT #SW09,@SWR ;TEST IF BIT 9 IS SET
(3) 006030 001023          BNE TST42 ;:BR IF SET
1796 006032 012737 177777 001462 MOV #-1,$TMDAT ;LOAD THE REGISTER
1797          ;*
(1)          ;* MOV $TMDAT,@DAC3 ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC3
1798 006050 005037 001124 CLR $GDDAT ;CLEAR THE EXPECTED
1799 006054 004737 021700 JSR PC,$RESET
1800          ;*
(1)          ;* MOV @DAC3,$BDDAT ;/READ DEVICE REG DAC3,PUT DATA IN $BDDAT.
1801 006070 005737 001126 TST $BDDAT
1802 006074 001401          BEQ TST42 ;:BR IF CLEARED
1803 006076 104005          ERROR 5          ;ERROR, RESET FAILED TO CLEAR DAC #3
1817          ;*****
(4)          ;*TEST 42          TEST THAT RESET SET DAC0 TO 4000 (SW09=1)
(4)          ;*****
(3) 006100 000004          TST42: SCOPE
(1) 006102 032777 001000 173030 BIT #SW09,@SWR ;TEST BIT 9
(3) 006110 001425          BEQ TST43 ;:BR IF CLEARED
(1) 006112 012737 003777 001462 MOV #3777,$TMDAT ;LOAD DAC0
```

```
(2)
(2)
(1) 006130 012737 004000 001124 ;* MOV $TMDAT,@DAC0 ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC0
(1) 006136 004737 021700 MOV #4000,$GDDAT ;LOAD EXPTECTED
(2) JSR PC,$RESET
(2)
(2) ;* MOV @DAC0,$BDDAT ;/READ DEVICE REG DAC0,PUT DATA IN $BDDAT.
(1) 006152 023737 001124 001126 CMP $GDDAT,$BDDAT ;COMPARE
(3) 006160 001401 BEQ TST43 ;;BR IF SAME
(1) 006162 104002 ERROR 2 ;RESET FAILED TO SET DAC0 TO 4000
1818 ;*****
(4) ;*TEST 43 TEST THAT RESET SET DAC1 TO 4000 (SW09=1)
(4) ;*****
(3) 006164 000004 TST43: SCOPE
(1) 006166 032777 001000 172744 BIT #SW09,@SWR ;TEST BIT 9
(3) 006174 001425 BEQ TST44 ;;BR IF CLEARED
(1) 006176 012737 003777 001462 MOV #3777,$TMDAT ;LOAD DAC1
(2)
(2) ;* MOV $TMDAT,@DAC1 ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC1
(1) 006214 012737 004000 001124 MOV #4000,$GDDAT ;LOAD EXPTECTED
(1) 006222 004737 021700 JSR PC,$RESET
(2)
(2) ;* MOV @DAC1,$BDDAT ;/READ DEVICE REG DAC1,PUT DATA IN $BDDAT.
(1) 006236 023737 001124 001126 CMP $GDDAT,$BDDAT ;COMPARE
(3) 006244 001401 BEQ TST44 ;;BR IF SAME
(1) 006246 104003 ERROR 3 ;RESET FAILED TO SET DAC1 TO 4000
1819 ;*****
(4) ;*TEST 44 TEST THAT RESET SET DAC2 TO 4000 (SW09=1)
(4) ;*****
(3) 006250 000004 TST44: SCOPE
(1) 006252 032777 001000 172660 BIT #SW09,@SWR ;TEST BIT 9
(3) 006260 001425 BEQ TST45 ;;BR IF CLEARED
(1) 006262 012737 003777 001462 MOV #3777,$TMDAT ;LOAD DAC2
(2)
(2) ;* MOV $TMDAT,@DAC2 ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC2
(1) 006300 012737 004000 001124 MOV #4000,$GDDAT ;LOAD EXPTECTED
(1) 006306 004737 021700 JSR PC,$RESET
(2)
(2) ;* MOV @DAC2,$BDDAT ;/READ DEVICE REG DAC2,PUT DATA IN $BDDAT.
(1) 006322 023737 001124 001126 CMP $GDDAT,$BDDAT ;COMPARE
(3) 006330 001401 BEQ TST45 ;;BR IF SAME
(1) 006332 104004 ERROR 4 ;RESET FAILED TO SET DAC2 TO 4000
1820 ;*****
(4) ;*TEST 45 TEST THAT RESET SET DAC3 TO 4000 (SW09=1)
(4) ;*****
(3) 006334 000004 TST45: SCOPE
(1) 006336 032777 001000 172574 BIT #SW09,@SWR ;TEST BIT 9
(3) 006344 001425 BEQ TST46 ;;BR IF CLEARED
(1) 006346 012737 003777 001462 MOV #3777,$TMDAT ;LOAD DAC3
(2)
(2) ;* MOV $TMDAT,@DAC3 ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC3
(1) 006364 012737 004000 001124 MOV #4000,$GDDAT ;LOAD EXPTECTED
(1) 006372 004737 021700 JSR PC,$RESET
(2)
(2) ;* MOV @DAC3,$BDDAT ;/READ DEVICE REG DAC3,PUT DATA IN $BDDAT.
(1) 006406 023737 001124 001126 CMP $GDDAT,$BDDAT ;COMPARE
(3) 006414 001401 BEQ TST46 ;;BR IF SAME
```



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(1) 006416 104005 ERROR 5 ;RESET FAILED TO SET DAC3 TO 4000
1821 .....
(3) ;*TEST 46 TEST THAT EXTERNAL DELAY DOES NOT SET DISPLAY READY SW10=0
(3) .....
(2) 006420 000004 TST46: SCOPE
1822 006422 032777 002000 172510 BIT #SW10,@SWR ;TEST IF SW 10 IS SET
1823 006430 001051 BNE TST47 ;;BR IF EXT. DELAY SWITCH IS SET
1824 006432 012737 000020 001462 MOV #BIT4,$TMDAT ;LOAD EXT. DELAY ENABLE
1825
(1) ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
1826
(1) ;* MOV @STAT,$TMDAT ;/READ DEVICE REG STAT,PUT DATA IN $TMDAT.
1827 006460 105237 001462 INCB $TMDAT
1828
(1) ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
1829 006474 012700 000000 MOV #0,R0 ;LOAD DELAY
1830 006500 1$:
(1)
(1) ;* MOV @STAT,$TMDAT ;/READ DEVICE REG STAT,PUT DATA IN $TMDAT.
1831 006510 105737 001462 TSTB $TMDAT
1832 006514 100403 BMI 2$ ;BR IF SET
1833 006516 005300 DEC R0 ;DELAY
1834 006520 001367 BNE 1$ ;BR IF NOT FINISHED
1835 006522 000414 BR TST47 ;;
1836 006524 012737 000020 001124 2$: MOV #BIT4,$GDDAT ;LOAD EXPECTED
1837
(1) ;* MOV @STAT,$BDDAT ;/READ DEVICE REG STAT,PUT DATA IN $BDDAT.
1838 006542 023737 001124 001126 CMP $GDDAT,$BDDAT
1839 006550 001401 BEQ TST47 ;;BRANCH IF EQ
1840 006552 104011 ERROR 11 ;EXT. DELAY CAUSED READY TO SET
1841 ;WHEN THE OPERATOR (VIA SW10) SAID NO EXT. DELAY WAS CON
1842
1843 .....
(3) ;*TEST 47 TEST THE EXTERNAL DELAY DOES SET DISPLAY READY SW10=1
(3) .....
(2) 006554 000004 TST47: SCOPE
1844 006556 032777 002000 172354 BIT #SW10,@SWR ;TEST SR BIT 10
1845 006564 001442 BEQ TST50 ;;BR IF CLEARED
1846 006566 012737 000020 001462 MOV #BIT4,$TMDAT ;ENABLE EXT. DELAY
1847
(1) ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
1848 006604 012700 000000 MOV #0,R0 ;LOAD COUNTER
1849 006610 005237 001462 INC $TMDAT ;ENABLE DISPLAY
1850
(1) ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
1851 006624 1$:
(1)
(1) ;* MOV @STAT,$TMDAT ;/READ DEVICE REG STAT,PUT DATA IN $TMDAT.
1852 006634 105737 001464 TSTB STAT
1853 006640 100412 BMI 2$ ;BR IF DONE
1854 006642 005300 DEC R0 ;DELAY
1855 006644 001367 BNE 1$ ;BR IF NOT DONE
1856 006646 012737 000220 001124 MOV #BIT7'BIT4,$GDDAT ;LOAD EXPECTED VALUE
1857
(1) ;* MOV @STAT,$BDDAT ;/READ DEVICE REG STAT,PUT DATA IN $BDDAT.
1858 006664 104011 ERROR 11 ;EXT. DELAY FAILED TO SET READY
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1859
1860 006666 004737 021700 28: JSR PC,$RESET ;WHEN THE OPERATOR (VIA SW 10=1) SAID AN EXT. DELAY WAS
1861 ;ENSURE CLEARED AA11-K
1862
(3) ;*****
(3) ;*TEST 50 DETERMINE IF MORE AA11-K'S REMAIN TO BE TESTED
(2) ;*****
1863 006672 000004 TST50: SCOPE
1864 006674 004737 021700 JSR PC,$RESET
1865 006700 005237 001204 INC $UNIT ;MORE UNITS?
1866 006704 123737 001204 014642 CMPB $UNIT,EVER
1867 006712 001431 BEQ $EOP ;;BR IF NONE
1868 006714 063737 001454 001464 ADD VADDR,STAT ;UPDATE ADDRESS
1869 006722 063737 001454 001466 ADD VADDR,DAC0
1870 006730 063737 001454 001470 ADD VADDR,DAC1
1871 006736 063737 001454 001472 ADD VADDR,DAC2
1872 006744 063737 001454 001474 ADD VADDR,DAC3
1873 006752 063737 001456 001476 ADD VVECT,IV ;UPDATE VECTOR
1874 006760 063737 001456 001500 ADD VVECT,IVS
1875 006766 005037 001102 CLR $STNM
1876 006772 000137 002542 JMP LTEST ;TEST ANOTHER AA11-K
1877
.SBTTL END OF PASS ROUTINE
(1)
(2) ;*****
(1) ;*INCREMENT THE PASS NUMBER ($PASS)
(1) ;*TYPE 'END PASS #XXXXX' (WHERE XXXXX IS A DECIMAL NUMBER)
(1) ;*IF THERES A MONITOR GO TO IT
(1) ;*IF THERE ISN'T JUMP TO MTEST
(1)
(1) $EOP:
(1) 006776 SCOPE
(1) 006776 000004 CLR $STNM ;;ZERO THE TEST NUMBER
(1) 007000 005037 001102 INC $PASS ;;INCREMENT THE PASS NUMBER
(1) 007004 005237 001200 BIC #100000,$PASS ;;DON'T ALLOW A NEG. NUMBER
(1) 007010 042737 100000 001200 DEC (PC)+ ;;LOOP?
(1) 007016 005327 $EOPCT: .WORD 1
(1) 007020 000001 BGT $DOAGN ;;YES
(1) 007022 003022 MOV (PC)+,@(PC)+ ;;RESTORE COUNTER
(1) 007024 012737 $ENDCT: .WORD 1
(1) 007026 000001 $EOPCT
(1) 007030 007020 TYPE ,SENDMG ;;TYPE 'END PASS #'
(1) 007032 104401 007077 MOV $PASS,-(SP) ;;SAVE $PASS FOR TYPEOUT
(2) 007036 013746 001200 TYPEDS ;;GO TYPE--DECIMAL ASCII WITH SIGN
(2) 007042 104405 TYPE ,SENULL ;;TYPE A NULL CHARACTER
(1) 007044 104401 007074 $GET42: MOV @#42,R0 ;;GET MONITOR ADDRESS
(1) 007050 013700 000042 BEQ $DOAGN ;;BRANCH IF NO MONITOR
(1) 007054 001405 RESET ;;CLEAR THE WORLD
(1) 007056 000005 $ENDAD: JSR PC,(R0) ;;GO TO MONITOR
(1) 007060 004710 NOP ;;SAVE ROOM
(1) 007062 000240 NOP ;;FOR
(1) 007064 000240 NOP ;;ACT11
(1) 007066 000240 $DOAGN:
(1) 007070 000137 JMP @(PC)+ ;;RETURN
(1) 007072 002360 $RTNAD: .WORD MTEST
(1) 007074 377 377 000 $ENULL: .BYTE -1,-1,0 ;;NULL CHARACTER STRING
(1) 007077 015 042412 042116 $ENDMG: .ASCII <15><12>/END PASS #/

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(1) 007104 050040 051501 020123
(1) 007112 000043
1886 007114 012706 001100 VISUAL: MOV #STACK,SP ;LOAD SP
1887 007120 005737 014644 TST EVER1 ;TEST IF TYPED ONCE
1888 007124 001006 BNE PICO ;BR IF YES
1889 007126 104401 TYPE
1890 007130 013103 MES6 ;HEADER ABOUT SCOPE ADJ.
1891 007132 104401 TYPE
1892 007134 013133 MES15 ;TEXT ABOUT SWR
1893 007136 005237 014644 INC EVER1 ;SET FLAG
1894 .SBTTL DISPLAY HORIZONTAL LINE
1895 007142 013737 001466 007230 PICO: MOV DAC0,ROX
1896 007150 013737 001470 007232 MOV DAC1,R1Y
1897 007156 032777 000010 171754 BIT #SW03,@SWR ;TEST SR BIT 3
1898 007164 001406 BEQ 2$ ;BR IF DAC #0 AND #1
1899 007166 013737 001472 007230 MOV DAC2,ROX ;USE DAC #2 AND 3
1900 007174 013737 001474 007232 MOV DAC3,R1Y
1901 007202 012737 000005 014630 2$: MOV #5,TICKS ;LOAD TIMER FOR CP TYPE
1902 007210 004737 012354 JSR PC,CHTIME ;CHANGE TIMER FOR CP TYPE
1903 007214 004737 007330 1$: JSR PC,PBB
1904 007220 004737 012246 JSR PC,TIMER ;DONE ?
1905 007224 000773 BR 1$
1906 007226 000405 BR PIC1
1907 007230 070000 ROX: .WORD 0
1908 007232 000000 R1Y: .WORD 0
1909 007234 000000 ROY: .WORD 0
1910 007236 000000 R1X: .WORD 0
1911 007240 000000 R2Y: .WORD 0
1912 .SBTTL DISPLAY A VERTICAL LINE
1913 007242 013737 001470 007230 PIC1: MOV DAC1,ROX
1914 007250 013737 001466 007232 MOV DAC0,R1Y
1915 007256 032777 000010 171654 BIT #SW03,@SWR ;TEST SR BIT 3
1916 007264 001406 BEQ 2$ ;BR IF DAC #0 AND 1
1917 007266 013737 001474 007230 MOV DAC3,ROX ;USE DAC #2 AND 3
1918 007274 013737 001472 007232 MOV DAC2,R1Y
1919 007302 012737 000005 014630 2$: MOV #5,TICKS ;LOAD TIME
1920 007310 004737 012354 JSR PC,CHTIME ;CHANGE TIMER FOR CP TYPE
1921 007314 004737 007330 1$: JSR PC,PBB
1922 007320 004737 012246 JSR PC,TIMER ;DONE ?
1923 007324 000773 BR 1$
1924 007326 000516 BR PIC3
1925 007330 012737 000000 001462 PBB: MOV #0,$TMDAT
1926 (1)
1927 007344 032777 002000 171564 ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
1928 007344 001413 BIT #SW10,@SWR ;TEST IS SW10 =1
1929 (1) BEQ 10$ ;BR IF NOT
1930 007366 052737 000020 001462 ;* MOV @STAT,$TMDAT ;/READ DEVICE REG STAT,PUT DATA IN $TMDAT.
1931 (1) BIS #BIT4,$TMDAT
1932 007404 013704 001466 10$: MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
1933 007410 012703 007777 MOV STAT,R4 ;SET HIGH LIMIT
1934 007414 012702 000001 MOV #1,R2 ;INITIALIZE INCREMENTS BETWEEN POINTS
1935 007420 032777 001000 171512 BIT #SW09,@SWR ;TEST SW 9 = 1
1936 007426 001042 BNE 2$ ;BR IF YES

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1937 007430 012737 000400 001462      MOV      #400,$TMDAT
1938
(1)
1939 007446 012737 000000 001462      ;*      MOV      $TMDAT,@R1Y      ;/ PUT DATA FROM $TMDAT TO DEVICE REG R1Y
1940      MOV      #0,$TMDAT
(1)
1941 007464 060237 001462      ;*      MOV      $TMDAT,@ROX      ;/ PUT DATA FROM $TMDAT TO DEVICE REG ROX
1942      1$:      ADD      R2,$TMDAT      ;INCREMENT
(1)
1943      ;*      MOV      $TMDAT,@ROX      ;/ PUT DATA FROM $TMDAT TO DEVICE REG ROX
(1)
1944 007510 005237 001124      ;*      MOV      @STAT,$GDDAT      ;/READ DEVICE REG STAT,PUT DATA IN $GDDAT.
1945      INC      $GDDAT
(1)
1946 007524 023703 001462      ;*      MOV      $GDDAT,@STAT      ;/ PUT DATA FROM $GDDAT TO DEVICE REG STAT
1947 007530 001355      CMP      $TMDAT,R3      ;DONE ALL POINTS?
1948 007532 000207      BNE      1$      ;NO
1949 007534 012737 000000 001462      2$:      MOV      #0,$TMDAT      ;LOAD TWO'S COMP. ORIGIN
1950
(1)
1951      ;*      MOV      $TMDAT,@R1Y      ;/ PUT DATA FROM $TMDAT TO DEVICE REG R1Y
(1)
1952 007562 000740      ;*      MOV      $TMDAT,@ROX      ;/ PUT DATA FROM $TMDAT TO DEVICE REG ROX
1953      BR      1$
1954      .SBTTL  PINCUSHION TEST (DISPLAY SQUARE)
1955 007564 012737 000000 001462      PIC3:   MOV      #0,$TMDAT
1956
(1)
1957 007602 012737 000010 014630      ;*      MOV      $TMDAT,@STAT      ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
1958 007610 004737 012354      MOV      #10,TICKS
1959 007614 013737 001466 007236      JSR      PC,CHTIME
1960 007622 013737 001470 007240      MOV      DAC0,R1X
1961 007630 032777 000010 171302      MOV      DAC1,R2Y
1962 007636 001406      BIT      #SW03,@SWR      ;TEST SR BIT 3
1963 007640 013737 001472 007236      BEQ      1$      ;BR IF DAC #0 AND 1
1964 007646 013737 001474 007240      MOV      DAC2,R1X      ;USE DAC #2 AND 3
1965 007654 013703 001464      MOV      DAC3,R2Y
1966 007660 012704 000020      1$:      MOV      STAT,R3
1967 007664 032777 001000 171246      MOV      #20,R4
1968 007672 001414      P3:      BIT      #SW09,@SWR      ;TEST BIT 9
1969 007674 012737 004000 001462      BEQ      1$
1970      MOV      #4000,$TMDAT      ;LOAD TWO'S COMP ORIGIN
(1)
1971      ;*      MOV      $TMDAT,@R1X      ;/ PUT DATA FROM $TMDAT TO DEVICE REG R1X
(1)
1972 007722 000412      ;*      MOV      $TMDAT,@R2Y      ;/ PUT DATA FROM $TMDAT TO DEVICE REG R2Y
1973 007724 005037 001462      1$:      BR      2$      ;CLEAR AXIS
1974      CLR      $TMDAT
(1)
1975      ;*      MOV      $TMDAT,@R1X      ;/ PUT DATA FROM $TMDAT TO DEVICE REG R1X
(1)
1976      ;*      MOV      $TMDAT,@R2Y      ;/ PUT DATA FROM $TMDAT TO DEVICE REG R2Y
1977 007750 012700 000377      ;DRAW BOTTOM LINE
1978 007754 032777 002000 171156      2$:      MOV      #377,R0
1979 007762 001413      BIT      #SW10,@SWR      ;TEST IF SW10 =1
1980      BEQ      P3A      ;BR IF NOT
    
```

```
(1)
1981 007774 052737 040000 001462 ;* MOV @STAT,$TMDAT ;/READ DEVICE REG STAT,PUT DATA IN $TMDAT.
1982 ;* BIS #B!T14,$TMDAT
(1)
1983 010012 P3A: ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
(1)
(1) ;* MOV @R1X,$TMDAT ;/READ DEVICE REG R1X,PUT DATA IN $TMDAT.
1984 010022 060437 001462 ;* ADD R4,$TMDAT
1985 ;* MOV $TMDAT,@R1X ;/ PUT DATA FROM $TMDAT TO DEVICE REG R1X
1986 ;* MOV @STAT,$TMDAT ;/READ DEVICE REG STAT,PUT DATA IN $TMDAT.
1987 010046 005237 001462 ;* INC $TMDAT
1988 ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
1989 ;WAIT FOR READY
1990 010062 005300 DEC R0
1991 010064 001352 BNE P3A ;NO
1992 ;DRAW RIGHT LINE
1993 010066 012700 000377 MOV #377,R0
1994 010072 P3B:
(1) ;* MOV @R2Y,$TMDAT ;/READ DEVICE REG R2Y,PUT DATA IN $TMDAT.
(1) ;* ADD R4,$TMDAT
1995 010102 060437 001462 ;* MOV $TMDAT,@R2Y ;/ PUT DATA FROM $TMDAT TO DEVICE REG R2Y
1996 ;* MOV @STAT,$TMDAT ;/READ DEVICE REG STAT,PUT DATA IN $TMDAT.
1997 ;* INC $TMDAT
1998 010126 005237 001462 ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
1999 ;WAIT FOR READY
2000 DEC R0
2001 010142 005300 BNE P3B ;NO
2002 010144 001352 ;DRAW TOP LINE
2003 MOV #377,R0
2004 010146 012700 000377 P3C:
2005 010152
(1) ;* MOV @R1X,$TMDAT ;/READ DEVICE REG R1X,PUT DATA IN $TMDAT.
(1) ;* SUB R4,$TMDAT
2006 010162 160437 001462 ;* MOV $TMDAT,@R1X ;/ PUT DATA FROM $TMDAT TO DEVICE REG R1X
2007 ;* MOV @STAT,$TMDAT ;/READ DEVICE REG STAT,PUT DATA IN $TMDAT.
(1) ;* INC $TMDAT
2008 010206 005237 001462 ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
2009 ;WAIT FOR READY
2010 DEC R0
2011 010222 005300 BNE P3C ;NO
2012 010224 001352 ;DRAW LEFT LINE
2013 MOV #377,R0
2014 010226 012700 000377 P3D:
2015 010232
(1) ;* MOV @R2Y,$TMDAT ;/READ DEVICE REG R2Y,PUT DATA IN $TMDAT.
(1) ;* SUB R4,$TMDAT
2017 010242 160437 001462
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2018
(1)
2019
(1)
2020 010266 005237 001462
2021
(1)
2022
2023
2024 010302 005300
2025 010304 001352
2026 010306 004737 012246
2027 010312 000401
2028 010314 000402
2029 010316 000137 007664
2030
2031
2032 010322 012737 000000 001462 PIC4:
2033
(1)
2034 010340 012737 000010 014630
2035 010346 004737 012354
2036 010352 013737 001466 007236 PIC4B:
2037 010360 013737 001470 007240
2038 010366 032777 000010 170544
2039 010374 001406
2040 010376 013737 001472 007236
2041 010404 013737 001474 007240
2042 010412 013703 001464
2043 010416 012704 000004
2044 010422 032777 001000 170510 P4:
2045 010430 001414
2046 010432 012737 004000 001462
2047
(1)
2048
(1)
2049 010460 000412
2050 010462 005037 001462
2051
(1)
2052
(1)
2053
2054
2055 010506 012700 001777
2056 010512 032777 002000 170420
2057 010520 001413
2058
(1)
2059 010532 052737 000020 001462
2060
(1)
2061 010550
(1)
(1)
  
```

```

;* MOV $TMDAT,@R2Y ;/ PUT DATA FROM $TMDAT TO DEVICE REG R2Y
;* MOV @STAT,$TMDAT ;/READ DEVICE REG STAT,PUT DATA IN $TMDAT.
INC $TMDAT
;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
;WAIT FOR READY
DEC R0
BNE P3D ;NO
JSR PC,TIMER
BR 1$
BR PIC4
1$: JMP P3
.SBTTL PLOT AN X
PIC4: MOV #0,$TMDAT
;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
MOV #10,TICKS
JSR PC,CHTIME ;CHANGE TIMER FOR CP TYPE
PIC4B: MOV DAC0,R1X
MOV DAC1,R2Y
BIT #SW03,@SWR ;TEST SWR BIT 3
BEQ 1$ ;BR IF DAC #0 AND 1
MOV DAC2,R1X ;USE DAC #2 AND 3
MOV DAC3,R2Y
1$: MOV STAT,R3
MOV #4,R4
P4: BIT #SW09,@SWR ;TEST BIT 9
BEQ 1$
MOV #4000,$TMDAT
;* MOV $TMDAT,@R2Y ;/ PUT DATA FROM $TMDAT TO DEVICE REG R2Y
;* MOV $TMDAT,@R1X ;/ PUT DATA FROM $TMDAT TO DEVICE REG R1X
BR 2$
1$: CLR $TMDAT
;* MOV $TMDAT,@R1X ;/ PUT DATA FROM $TMDAT TO DEVICE REG R1X
;* MOV $TMDAT,@R2Y ;/ PUT DATA FROM $TMDAT TO DEVICE REG R2Y
;PLOT LINE BEGINNING IN LOWER LEFT CORNER
2$: MOV #1777,R0
BIT #SW10,@SWR ;TEST IF SW10 -1
BEQ P4A ;BR IF NOT
;* MOV @STAT,$TMDAT ;/READ DEVICE REG STAT,PUT DATA IN $TMDAT.
BIS #BIT4,$TMDAT
;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
P4A:
;* MOV @STAT,$TMDAT ;/READ DEVICE REG STAT,PUT DATA IN $TMDAT.
  
```

```

2062 010560 005237 001462      INC      $TMDAT
2063      (1)      ;*      MOV      $TMDAT,@STAT      ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
2064      (1)      ;*      MOV      @R2Y,$TMDAT      ;/READ DEVICE REG R2Y,PUT DATA IN $TMDAT.
2065 010604 060437 001462      ADD      R4,$TMDAT
2066      (1)      ;*      MOV      $TMDAT,@R2Y      ;/ PUT DATA FROM $TMDAT TO DEVICE REG R2Y
2067      (1)      ;*      MOV      $TMDAT,@R1X      ;/ PUT DATA FROM $TMDAT TO DEVICE REG R1X
2068      (1)      ;+4 TO X
2069 010630 005300      DEC      R0
2070 010632 001346      BNE      P4A      ;NO
2071      (1)      ;PLOT LINE BEGINNING IN UPPER LEFT CORNER
2072 010634 012737 007774 001462      MOV      #7774,$TMDAT
2073      (1)      ;*      MOV      $TMDAT,@R2Y      ;/ PUT DATA FROM $TMDAT TO DEVICE REG R2Y
2074 010652 005037 001462      CLR      $TMDAT
2075      (1)      ;*      MOV      $TMDAT,@R1X      ;/ PUT DATA FROM $TMDAT TO DEVICE REG R1X
2076 010666 012700 001777      MOV      #1777,R0
2077 010672      (1)      P4B:
2078      (1)      ;*      MOV      @STAT,$TMDAT      ;/READ DEVICE REG STAT,PUT DATA IN $TMDAT.
2079 010702 005237 001462      INC      $TMDAT
2080      (1)      ;*      MOV      $TMDAT,@STAT      ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
2081 010726 160437 001462      ;*      MOV      @R2Y,$TMDAT      ;/READ DEVICE REG R2Y,PUT DATA IN $TMDAT.
2082      (1)      ;*      SUB      R4,$TMDAT
2083      (1)      ;*      MOV      $TMDAT,@R2Y      ;/ PUT DATA FROM $TMDAT TO DEVICE REG R2Y
2084 010752 060437 001462      ;*      MOV      @R1X,$TMDAT      ;/READ DEVICE REG R1X,PUT DATA IN $TMDAT.
2085      (1)      ;*      ADD      R4,$TMDAT
2086 010766 005300      ;*      MOV      $TMDAT,@R1X      ;/ PUT DATA FROM $TMDAT TO DEVICE REG R1X
2087 010770 001340      DEC      R0
2088 010772 004737 012246      BNE      P4B      ;NO
2089 010776 000402      JSR      PC,TIMER
2090 011000 000137 007142      BR      1$
2091 011004 000137 010422      JMP      PICO
2092      (1)      1$:      JMP      P4
  
```

```

2094
2095 011010 000000 VCXTMP: 0
2096 011012 000000 VCYTMP: 0
2097 011014 000000 YPOS: 0 ;CONTAINS Y POSITION AT ANY GIVEN TIME
2098 011016 000000 XPOS: 0 ;CONTAINS X POSITION AT ANY GIVEN TIME
2099 011020 000000 CHRCOL: 0
2100 011022 000000 YPT: 0
2101
2102
2103 .SBTTL MANUAL DISPLAY ROUTINE
2104
2105 011024 PIC6:
2106 011024 012706 001100 FULRMP: MOV #STACK,SP ;LOAD POINTER
2107 011030 004737 002014 JSR PC,LDTRAP ;LOAD BUS ADDRESS
2108 011034 032777 002000 170076 BIT #SW10,@SWR ;TEST SR 10=1
2109 011042 001413 BEQ 1$ ;BR IF NOT
2110
2111 (1) ;* MOV @STAT,$TMDAT ;/READ DEVICE REG STAT,PUT DATA IN $TMDAT.
2112 011054 052737 000020 001462 BIS #BIT4,$TMDAT
2113 (1) ;* MOV $TMDAT,@STAT ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
2114 011072 013737 001466 007230 1$: MOV DAC0,ROX ;GET BUS ADDRESS
2115 011100 004737 011144 JSR PC,10$ ;LOAD THE RAMP ON DAC #1
2116 011104 013737 001470 007230 MOV DAC1,ROX ;GET BUS ADDRESS
2117 011112 004737 011144 JSR PC,10$ ;LOAD THE RAMP ON DAC #1
2118 011116 013737 001472 007230 MOV DAC2,ROX ;GET BUS ADDRESS
2119 011124 004737 011144 JSR PC,10$ ;LOAD THE RAMP ON DAC #2
2120 011130 013737 001474 007230 MOV DAC3,ROX ;GET THE BUS ADDRESS
2121 011136 004737 011144 JSR PC,10$ ;LOAD THE RAMP ON DAC #3
2122 011142 000753 BR 1$ ;BR BACK
2123 011144 005037 001462 10$: CLR $TMDAT
2124
2125 (1) ;* MOV $TMDAT,@ROX ;/ PUT DATA FROM $TMDAT TO DEVICE REG ROX
2126 011160 062737 000010 001462 11$: ADD #10,$TMDAT
2127 (1) ;* MOV $TMDAT,@ROX ;/ PUT DATA FROM $TMDAT TO DEVICE REG ROX
2128 011176 005737 001462 TST $TMDAT ;TEST IF DONE
2129 011202 001366 BNE 11$ ;BR IF NOT
2130 011204 004737 011410 JSR PC,ACTRLC ;TEST FOR CTRL C
2131 011210 000207 RTS PC ;EXIT
2132 011212 000240 NOP
2133 011214 000240 NOP
2134
2135 .SBTTL MANUAL LOGIC TEST
2136 011216 012706 001100 MANUL: MOV #STACK,SP ;LOAD STACK
2137 011222 004737 002014 JSR PC,LDTRAP ;LOAD BUS ADDRESS
2138 011226 104401 TYPE
2139 011230 014343 MANHED
2140 011232 004737 011410 1$: JSR PC,ACTRLC ;TEST FOR CTRL C
2141 011236 104407 CKSWR
2142 011240 017700 167674 MOV @SWR,RO ;READ THE SWITCHES
2143 011244 010001 MOV RO,R1 ;COPY
2144 011246 042700 017777 BIC #17777,RO ;MASK OFF BITS
2145 011252 001003 BNE 2$ ;BR IF NOT DAC 0
    
```



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2146 011254 013702 001466      MOV      DAC0,R2      ;LOAD DAC 0 BUS ADDRESS
2147 011260 000424      BR       10$
2148 011262 022700 020000      2$:     CMP      #BIT13,R0      ;TEST FOR DAC 1
2149 011266 001003      BNE     3$           ;BR IF NOT
2150 011270 013702 001470      MOV      DAC1,R2      ;LOAD DAC 1 BUS ADDRESS
2151 011274 000416      BR       10$
2152 011276 022700 040000      3$:     CMP      #BIT14,R0      ;TEST FOR DAC 2
2153 011302 001003      BNE     4$           ;BR IF NOT
2154 011304 013702 001472      MOV      DAC2,R2      ;LOAD DAC 2 BUS ADDRESS
2155 011310 000410      BR       10$
2156 011312 022700 060000      4$:     CMP      #BIT14:BIT13,R0    ;TEST FOR DAC 3
2157 011316 001003      BNE     5$           ;BR IF NOT
2158 011320 013702 001474      MOV      DAC3,R2      ;LOAD DAC 3 BUS ADDRESS
2159 011324 000402      BR       10$
2160 011326 013702 001464      5$:     MOV      STAT,R2      ;LOAD STATUS REG. BUS ADDRESS
2161
2162 011332 010137 001124      10$:    MOV      R1,$GDDAT
2163 011336 010237 001126      MOV      R2,$BDDAT
2164
2164 (1)      ;*     MOV      $GDDAT,@$BDDAT ;/ PUT DATA FROM $GDDAT TO DEVICE REG $BDDAT
2165 011352 013703 001460      MOV      DELAY,R3      ;PRESET THE DELAY
2166 011356 005303      11$:    DEC      R3           ;DELAY
2167 011360 001376      BNE     11$
2168 011362 005037 001124      CLR     $GDDAT      ;CLEAR THE REGISTER
2169
2169 (1)      ;*     MOV      $GDDAT,@$BDDAT ;/ PUT DATA FROM $GDDAT TO DEVICE REG $BDDAT
2170 011374 013703 001460      MOV      DELAY,R3      ;LOAD THE PRESET
2171 011400 005303      12$:    DEC      R3           ;DELAY
2172 011404 001376      BNE     12$
2173 011406 000711      BR       1$
2174
2175      ;TEST FOR CTRL C -- DONT WAIT
2176
2177 011410 105777 167530      ACTRLC: TSTB   @STKS      ;INPUT FLAG ?
2178 011414 100014      BPL     1$           ;NO
2179 011416 017737 167524 011450      MOV     @STKB,10$      ;READ THE CHARACTER
2180 011424 042737 177600 011450      BIC    #177600,10$
2181 011432 022737 000003 011450      CMP    #3,10$
2182 011440 001002      BNE     1$           ;TEST FOR CTRL C
2183 011442 000137 002346      JMP    CTRLC         ;BR IF NOT
2184 011446 000207      1$:     RTS     PC
2185 011450 000000      10$:    0           ;EXIT
2186
2187      ;WAIT FOR A "SPACE" CHARACTER
2188
2189 011452 105777 167466      CSPACE: TSTB   @STKS      ;WAIT FOR CHAR
2190 011456 100375      BPL     CSPACE
2191 011460 017737 167462 011530      MOV     @STKB,10$      ;READ CHAR
2192 011466 042737 177600 011530      BIC    #177600,10$      ;MASK
2193 011474 022737 000003 011530      CMP    #3,10$
2194 011502 001002      BNE     1$           ;TEST FOR CTRL C
2195 011504 000137 002346      JMP    CTRLC
2196 011510 022737 000040 011530      1$:     CMP    #40,10$      ;TEST FOR SPACE
2197 011516 001001      BNE     2$
2198 011520 000207      RTS     PC           ;EXIT
2199 011522 104401      2$:     TYPE

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2200 011524 014105          QMARK
2201 011526 000751          BR      CSPACE
2202
2203 011530 000000          10$:   0
2204
2205          .SBTTL  MANUAL DAC CALIBRATION
2206
2207 011532 012706 001100    CALDAC: MOV    #STACK,SP          ;LOAD STACK POINTER
2208 011536 004737 002014    JSR    PC,LDTRAP          ;LOAD BUS ADDRESSES
2209 011542 104407          1$:   CKSWR          ;TEST FOR CTRL G
2210 011544 004737 011410    JSR    PC,ACTRLC          ;TEST FOR CTRL C
2211 011550 017700 167364    MOV    @SWR,RO           ;READ SWITCHES
2212 011554 010037 001462    MOV    RO,$TMDAT         ;LOAD DAC #0
2213
2214 (1)          ;*   MOV    $TMDAT,@DAC0      ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC0
2215 (1)          ;*   MOV    $TMDAT,@DAC1      ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC1
2216 (1)          ;*   MOV    $TMDAT,@DAC2      ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC2
2217 011620 000750          ;*   MOV    $TMDAT,@DAC3      ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC3
2218 BR      1$
2219
2220          .SBTTL  DYNAMIC DAC CALIBRATION
2221 011622 012706 001100    DYNCAL: MOV    #STACK,SP          ;LOAD STACK POINTER
2222 011626 004737 002014    JSR    PC,LDTRAP          ;LOAD BUS ADDRESSES
2223 011632 104407          1$:   CKSWR          ;TEST FOR CTRL G
2224 011634 004737 011410    JSR    PC,ACTRLC          ;TEST FOR CTRL C
2225 011640 017700 167274    MOV    @SWR,RO           ;READ SWR
2226 011644 004737 011660    JSR    PC,10$            ;LOAD THE SWR VALUE TO ALL DACS
2227 011650 005000          CLR    RO                ;CLEAR RO
2228 011652 004737 011660    JSR    PC,10$            ;LOAD ALL DAC'S WITH 0
2229 011656 000765          BR      1$
2230
2231 011660          10$:
2232 (1)          ;*   MOV    $TMDAT,@DAC0      ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC0
2233 (1)          ;*   MOV    $TMDAT,@DAC1      ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC1
2234 (1)          ;*   MOV    $TMDAT,@DAC2      ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC2
2235 011720 012700 000020          ;*   MOV    $TMDAT,@DAC3      ;/ PUT DATA FROM $TMDAT TO DEVICE REG DAC3
2236 011724 005300          MOV    #20,RO            ;LOAD DELAY COUNTER
2237 011726 100376          11$:  DEC    RO                ;DELAY
2238 011730 000207          BPL   11$                ;WAIT
2239          RTS    PC          ;EXIT
2240
2241          .SBTTL  SUBROUTINE TO ERASE STORAGE SCOPE SCREEN
2242
2243 CLRVC: CKSWR
2244 011732 104407          B1:   #BITS,@SWR          ;TEST SR BIT 5
2245 011734 032777 000040 167176 BEQ   3$                  ;BR IF NOT A STORAGE SCOPE
2246 011742 001461          MOV   #BIT10,$TMDAT      ;ERASE THE SCREEN
2247 011744 012737 002000 001462
2248
2249
2250
2251

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(1)          ;*      MOV      $TMDAT,@STAT      ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
2252
(1)          ;*      MOV      @STAT,$TMDAT      ;/READ DEVICE REG STAT,PUT DATA IN $TMDAT.
2253 011772 052737 010000 001462 ;*      BIS      #BIT12,$TMDAT
2254
(1)          ;*      MOV      $TMDAT,@STAT      ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
2255 012010 012700 000020 ;*      MOV      #20,R0      ;SET UP DELAY
2256 012014 005001 ;*      CLR      R1
2257 012016 032777 000040 167114 1$: BIT      #BIT5,@SWR      ;TEST IF NOT STORAGE SCOPE
2258 012024 001430 ;*      BEQ      3$
2259
(1)          ;*      MOV      @STAT,$TMDAT      ;/READ DEVICE REG STAT,PUT DATA IN $TMDAT.
2260 012036 105737 001462 ;*      TSTB     $TMDAT
2261 012042 100421 ;*      BMI      3$      ;BRANCH IF SET
2262 012044 005301 ;*      DEC      R1      ;DELAY
2263 012046 001363 ;*      BNE      1$
2264 012050 004737 011410 ;*      JSR     PC,ACTRLC      ;TEST FOR CTRL C
2265 012054 005300 ;*      DEC      R0      ;DELAY
2266 012056 001357 ;*      BNE      1$
2267 012060 037727 167054 010000 ;*      BIT      @SWR,#SW12      ;TEST INHIBIT PRINTOUT
2268 012066 001002 ;*      BNE      2$
2269 012070 104401 ;*      TYPE
2270 012072 013036 ;*      MES3
2271 012074 104407 167036 2$: CKSWR      ;TEST FOR CTRL C
2272 012076 005777 ;*      TST      @SWR      ;TEST @SWR
2273 012102 100001 ;*      BPL      3$
2274 012104 000000 ;*      HALT
2275 012106 000207 ;*      RTS      PC      ;ERASE RETURN FAILED TO SET READY
2276
2277 ;*      .SBTTL   SUBROUTINE TO DRAW A HORIZONTAL LINE
2278 012110 012737 000000 001462 LOADVC: MOV      #0,$TMDAT      ;CLEAR STATUS
2279
(1)          ;*      MOV      $TMDAT,@STAT      ;/ PUT DATA FROM $TMDAT TO DEVICE REG STAT
2280 012126 012737 007777 014634 ;*      MOV      #7777,TEMP1
2281 012134 013700 001464 ;*      MOV      STAT,R0
2282 012140 032777 000010 166772 ;*      BIT      #SW03,@SWR      ;TEST SR BIT 3
2283 012146 001405 ;*      BEQ      4$      ;BR IF DAC #0 AND 1
2284 012150 013701 001472 ;*      MOV      DAC2,R1 ;LOAD X AXIS
2285 012154 013702 001474 ;*      MOV      DAC3,R2 ;LOAD Y AXIS
2286 012160 000404 ;*      BR      5$
2287 012162 013701 001466 4$: MOV      DAC0,R1
2288 012166 013702 001470 ;*      MOV      DAC1,R2
2289 012172 012710 002000 5$: MOV      #BIT10,(0)      ;SET STORE MODE
2290 012176 013712 014634 ;*      MOV      TEMP1,(2)
2291 012202 012711 007777 1$: MOV      #7777,(1)
2292 012206 000402 ;*      BR      3$
2293 012210 162711 000010 2$: SUB      #10,(1)
2294 012214 005210 3$: INC      (0)
2295 012216 105710 ;*      TSTB     (0)
2296 012220 100376 ;*      BPL      -2
2297 012222 022711 000007 ;*      CMP      #7,(1)
2298 012226 001370 ;*      BNE      2$
2299 012230 104407 ;*      CKSWR      ;TEST FOR CTRL G
2300 012232 004737 011410 ;*      JSR     PC,ACTRLC      ;TEST FOR CTRL C
2301 012236 162712 000010 ;*      SUB      #10,(2)
2302 012242 100357 ;*      BPL      1$

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2303 012244 000207          RTS      PC
2304
2305          .SBTTL  TIMER ROUTINE FOR VISUAL TEST PATTERNS
2306          ; ENTER VIA JSR PC,TIMER
2307
2308 012246 104407          TIMER:  CKSWR
2309 012250 004737 011410          JSR      PC,ACTRLC          ;TEST FOR CTRL C
2310 012254 017737 166660 014626          MCV      @SWR,TIMSV
2311
2312 012262 032737 000400 014626  TIMERA:  BIT      #BIT8,TIMSV
2313 012270 001006          BNE      TIMER2          ;BIT 8 SET ?
2314 012272 005337 014630          DEC      TICKS          ;NO. DECREMENT TICKS
2315 012276 001002          BNE      TIMER1
2316 012300 062716 000002          ADD      #2,(6)          ;ADD 2 TO STACK POINTER
2317 012304 000207          TIMER1:  RTS      PC          ;RETURN
2318
2319          ; SWR 8=1 SELECT TEST TO LOCK ON
2320          ; SWR 2-0= TEST NUMBER
2321
2322 012306 042737 177770 014626  TIMER2:  BIC      #177770,TIMSV
2323 012314 006337 014626          ASL      TIMSV
2324 012320 062737 012342 014626          ADD      #ROUTPT,TIMSV
2325 012326 017737 002274 014626          MOV      @TIMSV,TIMSV
2326 012334 022600          CMP      (SP)+,R0
2327 012336 000177 002264          TIMER4:  JMP      @TIMSV
2328
2329 012342 007142          ROUTPT:  PICO          ;DISPLAY A HORIZONTAL LINE
2330 012344 007242          PIC1          ;DISPLAY A VERTICAL LINE
2331 012346 007554          PIC3          ;DISPLAY A SQUARE
2332 012350 010322          PIC4          ;DISPALY A 'X'
2333 012352 011024          PIC6          ;DISPLAY CHARACTER SET
2334
2335 012354 013737 012400 014636  CHTIME:  MOV      CPTYPE,BRLEV1
2336 012362 005337 014636          1$:      DEC      BRLEV1
2337 012366 001403          BEQ      2$
2338 012370 006337 014630          ASL      TICKS
2339 012374 000772          BR      1$
2340 012376 000207          2$:      RTS      PC
2341
2342 012400 000001          CPTYPE:  1
2343
2344
2345          .SBTTL  ASCII MESSAGES
2346
2347 012402 005015 041412 046122  TITLE:  .ASCII <15><12><12>'CRLPBB0  LPA/AA11-K DIAGNOSTIC TEST '<15><12>
012410 041120 030102 020040
012416 046040 040520 040457
012424 030501 026461 020113
012432 044504 043501 047516
012440 052123 041511 052040
012446 051505 020124 006440
012454 012
2348 012455 123 046105 041505          .ASCII /SELECT TESTS BY TYPING A TWO LETTER I.D./<15><12>
012462 020124 042524 052123
012470 020123 054502 052040
012476 050131 047111 020107

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	012504	020101	053524	020117		
	012512	042514	052124	051105		
	012520	044440	042056	006456		
	012526	012				
2349	012527	101	004514	040472	.ASCII	/AL :AUTO LOGIC TEST/<15><12>
	012534	052125	020117	047514		
	012542	044507	020103	042524		
	012550	052123	005015			
2350	012554	042101	035011	052501	.ASCII	/AD :AUTO DISPLAY TEST (DISPLAY SCOPE CONNECTED)/<15><12>
	012562	047524	042040	051511		
	012570	046120	054501	052040		
	012576	051505	020124	042050		
	012604	051511	046120	054501		
	012612	051440	047503	042520		
	012620	041440	047117	042516		
	012626	052103	042105	006451		
	012634	012				
2351	012635	115	004514	046472	.ASCII	/ML :MANUAL LOGIC TEST (SWR 15-13 = REGISTER 12-0 = DATA)/<15><12>
	012642	047101	040525	020114		
	012650	047514	044507	020103		
	012656	042524	052123	024040		
	012664	053523	020122	032461		
	012672	030455	020063	020075		
	012700	042522	044507	052123		
	012706	051105	020040	031061		
	012714	030055	036440	042040		
	012722	052101	024501	005015		
2352	012730	042115	035011	040515	.ASCII	/MD :MANUAL DISPLAY (NO DISPLAY SCOPE)/<15><12>
	012736	052516	046101	042040		
	012744	051511	046120	054501		
	012752	024040	047516	042040		
	012760	051511	046120	054501		
	012766	051440	047503	042520		
	012774	006451	012			
2353	012777	115	004503	046472	.ASCII	/MC :MANUAL CALIBRATION LOOP/<15><12>
	013004	047101	040525	020114		
	013012	040503	044514	051102		
	013020	052101	047511	020116		
	013026	047514	050117	005015		
2354	013034	000056			.ASCIZ	/./
2355	013036	005015	051105	051501	MES3:	.ASCIZ <15><12>'ERASE RETURN FAILED TO SET READY'<15><12>
	013044	020105	042522	052524		
	013052	047122	043040	044501		
	013060	042514	020104	047524		
	013066	051440	052105	051040		
	013074	040505	054504	005015		
	013102	000				
2356	013103	015	051412	047503	MES6:	.ASCIZ <15><12>'SCOPE ADJUSTMENT TEST'
	013110	042520	040440	045104		
	013116	051525	046524	047105		
	013124	020124	042524	052123		
	013132	000				
2357	013133	015	051412	051127	MES15:	.ASCII <15><12>/SWRB AND 0 THRU 2 CONTROL PATTERN/<15><12>
	013140	020070	047101	020104		
	013146	020060	044124	052522		
	013154	031040	041440	047117		

	013162	051124	046117	050040	
	013170	052101	042524	047122	
	013176	005015			
2358	013200	053523	020122	044502	.ASCII 'SWR BIT 3 SELECTS DAC 0+1 OR DAC 2+3'<15><12>
	013206	020124	020063	042523	
	013214	042514	052103	020123	
	013222	040504	020103	025460	
	013230	020061	051117	042040	
	013236	041501	031040	031453	
	013244	005015			
2359	013246	053523	020122	044502	.ASCII /SWR BIT 5 SELECTS STORAGE SCOPE MODE/<15><12>
	013254	020124	020065	042523	
	013262	042514	052103	020123	
	013270	052123	051117	043501	
	013276	020105	041523	050117	
	013304	020105	047515	042504	
	013312	005015			
2360	013314	053523	020122	044502	.ASCII /SWR BIT 7 ENABLES VERTICAL SETTLING TEST/<15><12>
	013322	020124	020067	047105	
	013330	041101	042514	020123	
	013336	042526	052122	041511	
	013344	046101	051440	052105	
	013352	046124	047111	020107	
	013360	042524	052123	005015	
2361	013366	053523	020122	044502	.ASCIIZ /SWR BIT 9 SELECTS TWO'S COMPLEMENT DISPLAY MODE/<15><12>
	013374	020124	020071	042523	
	013402	042514	052103	020123	
	013410	053524	023517	020123	
	013416	047503	050115	042514	
	013424	042515	052116	042040	
	013432	051511	046120	054501	
	013440	046440	042117	006505	
	013446	000012			
2362	013450	052123	052101	051525	EM1: .ASCIIZ /STATUS REGISTER IN ERROR/
	013456	051040	043505	051511	
	013464	042524	020122	047111	
	013472	042440	051122	051117	
	013500	000			
2363	013501	104	041501	020060	EM2: .ASCIIZ /DAC0 REGISTER IN ERROR/
	013506	042522	044507	052123	
	013514	051105	044440	020116	
	013522	051105	047522	000122	
2364	013530	040504	030503	051040	EM3: .ASCIIZ /DAC1 REGISTER IN ERROR/
	013536	043505	051511	042524	
	013544	020122	047111	042440	
	013552	051122	051117	000	
2365	013557	104	041501	020062	EM4: .ASCIIZ /DAC2 REGISTER IN ERROR/
	013564	042522	044507	052123	
	013572	051105	044440	020116	
	013600	051105	047522	000122	
2366	013606	040504	031503	051040	EM5: .ASCIIZ /DAC3 REGISTER IN ERROR/
	013614	043505	051511	042524	
	013622	020122	047111	042440	
	013630	051122	051117	000	
2367	013635	102	051525	052040	EM10: .ASCIIZ /BUS TIME-OUT WHEN REFERENCING THE AA11-K/
	013642	046511	026505	052517	

	013650	020124	044127	047105					
	013656	051040	043105	051105					
	013664	047105	044503	043516					
	013672	052040	042510	040440					
2368	013700	0305C1	026461	000113					
	013706	040501	030461	045455	EM11:	.ASCIZ	/AA11-K READY BIT ERROR/		
	013714	051040	040505	054504					
	013722	041040	052111	042440					
	013730	051122	051117	000					
2369	013735	117	042516	041040	EM13:	.ASCIZ	/ONE BIT THE DUST/		
	013742	052111	052040	042510					
	013750	042040	051525	000124					
2370	013756	051105	050122	004503	DH1:	.ASCIZ	/ERRPC IBASE EXPECT BAD/		
	013764	041111	051501	020105					
	013772	020040	054105	042520					
	014000	052103	020040	020040					
	014006	040502	000104						
2371	014012	051105	050122	004503	DH6:	.ASCIZ	/ERRPC IBASE/		
	014020	041111	051501	000105					
2372	014026	051105	050122	004503	DH13:	.ASCIZ	/ERRPC IBASE # FIRST # NOW/		
	014034	041111	051501	004505					
	014042	020043	044506	051522					
	014050	004524	020043	047516					
	014056	000127							
2373	014060	051105	050122	004503	DH14:	.ASCIZ	/ERRPC IBASE GOOD BAD/		
	014066	041111	051501	004505					
	014074	047507	042117	041011					
	014102	042101	000						
2374									
2375	014105	015	012	077	QMARK:	.BYTE	15,12,77,15,12,0		
	014110	015	012	000					
2376	014113	136	103	015	CONTC:	.BYTE	136,103,15,12,56,0		
	014116	012	056	000					
2377	014121	015	012		FOUND1:	.BYTE	15,12		
2378	014123	120	047522	051107		.ASCIZ	/PROGRAM DETECTED /		
	014130	046501	042040	052105					
	014136	041505	042524	020104					
	014144	000							
2379	014145	050	024470	020040	FOUND2:	.ASCIZ	/(8) AA11-K(S) /		
	014152	040440	030501	026461					
	014160	024113	024523	020040					
	014166	000							
2380	014167	015	012	000		.BYTE	15,12,0		
2381	014172	015	012		SELD01:	.BYTE	15,12		
2382	014174	042523	020124	053523		.ASCIZ	/SET SWITCH TO SELECT DAC 0 AND 1/<15><12>		
	014202	052111	044103	052040					
	014210	020117	042523	042514					
	014216	052103	042040	041501					
	014224	030040	040440	042116					
	014232	030440	005015	000					
2383	014237	015	012		SELD23:	.BYTE	15,12		
2384	014241	123	052105	051440		.ASCIZ	/SET SWITCH TO SELECT DAC 2 AND 3/<15><12>		
	014246	044527	041524	020110					
	014254	047524	051440	046105					
	014262	041505	020124	040504					
	014270	020103	020062	047101					

2385	014276	020104	006463	000012		
2386	014304	015 012			CALDON: .BYTE 15,12	
	014306	052501	047524	041440	.ASCII /AUTO CALIBRATION COMPLETED/<15><12>	
	014314	046101	041111	040522		
	014322	044524	047117	041440		
	014330	046517	046120	052105		
	014336	042105	005015	000		
2387	014343	015 012			MANHED: .BYTE 15,12	
2388	014345	123	020127	032461	.ASCII /SW 15-13 SELECT THE REGISTER/<15><12>	
	014352	030455	020063	042523		
	014360	042514	052103	052040		
	014366	042510	051040	043505		
	014374	051511	042524	006522		
	014402	012				
2389	014403	123	020127	031061	.ASCII /SW 12-00 ARE LOADED INTO THE SELECTED REGISTER/<15><12>	
	014410	030055	020060	051101		
	014416	020105	047514	042101		
	014424	042105	044440	052116		
	014432	020117	044124	020105		
	014440	042523	042514	052103		
	014446	042105	051040	043505		
	014454	051511	042524	006522		
	014462	012				
2390	014463	000			.BYTE 0	
2391					.EVEN	
2392	014464	001116	001464	001124	D 1: \$ERRPC,STAT,\$GDDAT,\$BDDAT,0	
	014472	001126	000000			
2393	014476	001116	001466	001124	DT2: \$ERRPC,DAC0,\$GDDAT,\$BDDAT,0	
	014504	001126	000000			
2394	014510	001116	001470	001124	DT3: \$ERRPC,DAC1,\$GDDAT,\$BDDAT,0	
	014516	001126	000000			
2395	014522	001116	001472	001124	DT4: \$ERRPC,DAC2,\$GDDAT,\$BDDAT,0	
	014530	001126	000000			
2396	014534	001116	001474	001124	DT5: \$ERRPC,DAC3,\$GDDAT,\$BDDAT,0	
	014542	001126	000000			
2397	014546	001116	001464	000000	DT6: \$ERRPC,STAT,0	
2398	014554	001116	001464	014642	DT13: \$ERRPC,STAT,EVER,\$UNIT,0	
	014562	001204	000000			
2399	014566	001116	001464	001124	DT14: \$ERRPC,STAT,\$GDDAT,\$BDDAT,0	
	014574	001126	000000			
2400	014600	000000	000000	000000	DF0: 0,0,0,0,0,0,0,0	
	014606	000000	000000	000000		
	014614	000000	000000			
2401	014620	000000			LOW: 0	
2402	014622	000000			HIGH: 0	
2403	014624	000010			INCR: 10	
2404	014626	000000			TIMSV: 0	
2405	014630	000000			TICKS: 0	
2406	014632	000000			TEMP: 0	



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2408 014634 000000      TEMP1: 0                ;TEMPORARY STORAGE
2409 014636 000000      BRLEV1: 0
2410 014640 000000      BRLEV2: 0
2411 014642 000000      EVER: 0
2412 014644 000000      EVER1: 0
2413 014646 000000      OPRIN: 0
2414 014650 000000      P7CNT: 0
2415 014652 000000      P7PNT: 0
2416
2417      .SBTTL CONVERT BINARY TO DECIMAL AND TYPE ROUTINE
(1)
(2)      ;*****
(1)      ;*THIS ROUTINE IS USED TO CHANGE A 16-BIT BINARY NUMBER TO A 5-DIGIT
(1)      ;*SIGNED DECIMAL (ASCII) NUMBER AND TYPE IT. DEPENDING ON WHETHER THE
(1)      ;*NUMBER IS POSITIVE OR NEGATIVE A SPACE OR A MINUS SIGN WILL BE TYPED
(1)      ;*BEFORE THE FIRST DIGIT OF THE NUMBER. LEADING ZEROS WILL ALWAYS BE
(1)      ;*REPLACED WITH SPACES.
(1)      ;*CALL:
(1)      ;*      MOV      NUM,-(SP)          ;;PUT THE BINARY NUMBER ON THE STACK
(1)      ;*      TYPDS          ;;GO TO THE ROUTINE
(1)
(1)      $TYPDS:
(3)      014654 010048      MOV      R0,-(SP)          ;;PUSH R0 ON STACK
(3)      014656 010146      MOV      R1,-(SP)          ;;PUSH R1 ON STACK
(3)      014660 010246      MOV      R2,-(SP)          ;;PUSH R2 ON STACK
(3)      014662 010346      MOV      R3,-(SP)          ;;PUSH R3 ON STACK
(3)      014664 010546      MOV      R5,-(SP)          ;;PUSH R5 ON STACK
(1)      014666 012746 020200      MOV      #20200,-(SP)      ;;SET BLANK SWITCH AND SIGN
(1)      014672 016605 000020      MOV      20(SP),R5        ;;GET THE INPUT NUMBER
(1)      014676 100004      BPL      1$                ;;BR IF INPUT IS POS.
(1)      014700 005405      NEG      R5                ;;MAKE THE BINARY NUMBER POS.
(1)      014702 112766 000055 000001      MOVB     #'-,1(SP)         ;;MAKE THE ASCII NUMBER NEG.
(1)      014710 005000      CLR      R0                ;;ZERO THE CONSTANTS INDEX
(1)      014712 012703 015070      MOV      #SDBLK,R3        ;;SETUP THE OUTPUT POINTER
(1)      014716 112723 000040      MOVB     #' ,(R3)+         ;;SET THE FIRST CHARACTER TO A BLANK
(1)      014722 005002      CLR      R2                ;;CLEAR THE BCD NUMBER
(1)      014724 016001 015060      MOV      $DTBL(R0),R1     ;;GET THE CONSTANT
(1)      014730 160105      3$:      SUB      R1,R5          ;;FORM THIS BCD DIGIT
(1)      014732 002402      BLT      4$                ;;BR IF DONE
(1)      014734 005202      INC      R2                ;;INCREASE THE BCD DIGIT BY 1
(1)      014736 000774      BR       3$
(1)      014740 060105      4$:      ADD      R1,R5          ;;ADD BACK THE CONSTANT
(1)      014742 005702      TST      R2                ;;CHECK IF BCD DIGIT=0
(1)      014744 001002      BNE      5$                ;;FALL THROUGH IF 0
(1)      014746 105716      TSTB    (SP)              ;;STILL DOING LEADING 0'S?
(1)      014750 100407      BMI      7$                ;;BR IF YES
(1)      014752 106316      5$:      ASLB    (SP)              ;;MSD?
(1)      014754 103003      BCC      6$                ;;BR IF NO
(1)      014756 116663 000001 177777      MOVB     1(SP),-1(R3)     ;;YES--SET THE SIGN
(1)      014764 052702 000060      6$:      BIS      #'0,R2          ;;MAKE THE BCD DIGIT ASCII
(1)      014770 052702 000040      7$:      BIS      #' ,R2          ;;MAKE IT A SPACE IF NOT ALREADY A DIGIT
(1)      014774 110223      MOVB     R2,(R3)+         ;;PUT THIS CHARACTER IN THE OUTPUT BUFFER
(1)      014776 005720      TST     (R0)+            ;;JUST INCREMENTING
(1)      015000 020027 000010      CMP      R0,#10          ;;CHECK THE TABLE INDEX
(1)      015004 002746      BLT     2$                ;;GO DO THE NEXT DIGIT
(1)      015006 003002      BGT     8$                ;;GO TO EXIT

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(1) 015010 010502          MOV R5,R2          ;;GET THE LSD
(1) 015012 000764          BR 6$             ;;GO CHANGE TO ASCII
(1) 015014 105726          8$: TSTB (SP)+     ;;WAS THE LSD THE FIRST NON-ZERO?
(1) 015016 100003          BPL 9$           ;;BR IF NO
(1) 015020 116663 177777 177776 9$: MOVB -1(SP),-2(R3) ;;YES--SET THE SIGN FOR TYPING
(1) 015026 105013          CLRB (R3)        ;;SET THE TERMINATOR
(3) 015030 012605          MOV (SP)+,R5     ;;POP STACK INTO R5
(3) 015032 012603          MOV (SP)+,R3     ;;POP STACK INTO R3
(3) 015034 012602          MOV (SP)+,R2     ;;POP STACK INTO R2
(3) 015036 012601          MOV (SP)+,R1     ;;POP STACK INTO R1
(3) 015040 012600          MOV (SP)+,R0     ;;POP STACK INTO R0
(1) 015042 104401 015070  TYPE ,SDBLK          ;;NOW TYPE THE NUMBER
(1) 015046 016666 000002 000004  MOV 2(SP),4(SP)   ;;ADJUST THE STACK
(1) 015054 012616          MOV (SP)+,(SP)
(1) 015056 000002          RTI              ;;RETURN TO USER
(1) 015060 023420          $DTBL: 10000.
(1) 015062 001750          1000.
(1) 015064 000144          100.
(1) 015066 000012          10.
(1) 015070 000004          $DBLK: .BLKW 4
2418 .SBTTL SCOPE HANDLER ROUTINE
(1)
(2)
(1)
(1) ;;*****
(1) ;;*THIS ROUTINE CONTROLS THE LOOPING OF SUBTESTS. IT WILL INCREMENT
(1) ;;*AND LOAD THE TEST NUMBER($STNM) INTO THE DISPLAY REG.(DISPLAY<7:0>)
(1) ;;*AND LOAD THE ERROR FLAG ($ERFLG) INTO DISPLAY<15:08>
(1) ;;*THE SWITCH OPTIONS PROVIDED BY THIS ROUTINE ARE:
(1) ;;*SW14=1 LOOP ON TEST
(1) ;;*SW08=1 LOOP ON TEST IN SWR<7:0>
(1) ;;*CALL
(1) ;;* SCOPE          ;;SCOPE=IOT
(1)
(1) $SCOPE:
(1) 015100          CKSWR          ;;TEST FOR CHANGE IN SOFT-SWR
(2) 015102 104407 011410  JSR PC,ACTRLC
(1) 015106 032777 040000 164024 1$: BIT #BIT14,@SWR ;;LOOP ON PRESENT TEST?
(1) 015114 001040          BNE $OVER      ;;YES IF SW14=1
(1) ;;*****START OF CODE FOR THE XOR TESTER*****
(1) 015116 000416          $XTSTR: BR 6$ ;;IF RUNNING ON THE 'XOR' TESTER CHANGE
(1) ;;THIS INSTRUCTION TO A 'NOP' (NOP-240)
(1) 015120 013746 000004  MOV @#ERRVEC,-(SP) ;;SAVE THE CONTENTS OF THE ERROR VECTOR
(1) 015124 012737 015144 000004  MOV #5$,@#ERRVEC ;;SET FOR TIMEOUT
(1) 015132 005737 177060  TST @#177060 ;;TIME OUT ON XOR?
(1) 015136 012637 000004  MOV (SP)+,@#ERRVEC ;;RESTORE THE ERROR VECTOR
(1) 015142 000414          BR $SVLAD      ;;GO TO THE NEXT TEST
(1) 015144 022626          5$: CMP (SP)+,(SP)+ ;;CLEAR THE STACK AFTER A TIME OUT
(1) 015146 012637 000004  MOV (SP)+,@#ERRVEC ;;RESTORE THE ERROR VECTOR
(1) 015152 000421          BR $OVER      ;;LOOP ON THE PRESENT TEST
(1) 015154          6$;*****END OF CODE FOR THE XOR TESTER*****
(1) 015154 032777 000400 163756  BIT #BIT08,@SWR ;;LOOP ON SPEC. TEST?
(1) 015162 001404          BEQ $SVLAD     ;;BR IF NO
(1) 015164 127737 163750 001102  CMPB @SWR,$STNM ;;ON THE RIGHT TEST? SWR<7:0>
(1) 015172 001411          BEQ $OVER     ;;BR IF YES
(1) 015174 105237 001102          $SVLAD: INCB $STNM ;;COUNT TEST NUMBERS
(1) 015200 113737 001102 001176  MOVB $STNM,$TSTN ;;SET TEST NUMBER IN APT MAILBOX
(1) 015206 011637 001106  MOV (SP), $LPADR ;;SAVE SCOPE LOOP ADDRESS
  
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(1) 015212 105037 001103
(1) 015216 013777 001102 163716 $OVER: CLR B $ERFLG ;;ZERO THE ERROR FLAG
(1) 015224 013716 001106 MOV $STNM,@DISPLAY ;;DISPLAY TEST NUMBER
(1) 015230 000002 MOV $LPADR,(SP) ;;FUDGE RETURN ADDRESS
RTI ;;FIXES PS
2419 .SBTTL ERROR HANDLER ROUTINE
(1)
(2)
(1) *****
(1) *THIS ROUTINE WILL INCREMENT THE ERROR FLAG AND THE ERROR COUNT,
(1) *SAVE THE ERROR ITEM NUMBER AND THE ADDRESS OF THE ERROR CALL
(1) *AND GO TO $ERRTYP ON ERROR
(1) *THE SWITCH OPTIONS PROVIDED BY THIS ROUTINE ARE:
(1) *SW15=1 HALT ON ERROR
(1) *SW13=1 INHIBIT ERROR TYPEOUTS
(1) *CALL
(1) * ERROR N ;;ERROR=EMT AND N=ERROR ITEM NUMBER
(1) $ERROR:
(1) 015232 CKSWR ;;TEST FOR CHANGE IN SOFT-SWR
(1) 015232 104407 JSR PC,ACTRLC
(2) 015234 004737 011410 7$: INCB $ERFLG ;;SET THE ERROR FLAG
(1) 015240 105237 001103 BEQ 7$ ;;DON'T LET THE FLAG GO TO ZERO
(1) 015244 001775 MOV $STNM,@DISPLAY ;;DISPLA; TEST NUMBER AND ERROR FLAG
(1) 015246 013777 001102 163666 INC $ERTTL ;;INC THE ERROR COUNT
(1) 015254 005237 001112 MOV (SP),$ERRPC ;;GET ADDRESS OF ERROR INSTRUCTION
(1) 015260 011637 001116 SUB #2,$ERRPC
(1) 015264 162737 000002 001116 MOV B @ $ERRPC,$ITEMB ;;STRIP AND SAVE THE ERROR ITEM CODE
(1) 015272 117737 163620 001114 BIT #BIT13,@SWR ;;SKIP TYPEOUT IF SET
(1) 015300 032777 020000 163632 BNE 20$ ;;SKIP TYPEOUTS
(1) 015306 001004 JSR PC,$ERRTYP ;;GO TO USER ERROR ROUTINE
(1) 015310 004737 015362 TYPE , $CRLF
(1) 015314 104401 001167 20$: CMPB #APTENV,$ENV ;;RUNNING IN APT MODE
(1) 015320 122737 000001 001212 BNE 2$ ;;NO,SKIP APT ERROR REPORT
(1) 015326 001007 MOV B $ITEMB,21$ ;;SET ITEM NUMBER AS ERROR NUMBER
(1) 015330 113737 001114 015342 JSR PC,$ATY4 ;;REPORT FATAL ERROR TO APT
(1) 015336 004737 017342 21$: .BYTE 0
(1) 015342 000 .BYTE 0
(1) 015343 000 BR 22$ ;;APT ERROR LOOP
(1) 015344 000777 22$: TST @SWR ;;HALT ON ERROR
(1) 015346 005777 163566 2$: BPL 3$ ;;SKIP IF CONTINUE
(1) 015352 100002 HALT ;;HALT ON ERROR!
(1) 015354 000000 CKSWR ;;TEST FOR CHANGE IN SOFT-SWR
(1) 015356 104407 3$: RTI ;;RETURN
(1) 015360 000002 .SBTTL ERROR MESSAGE TYPEOUT ROUTINE
2420
(1)
(2) *****
(1) *THIS ROUTINE USES THE "ITEM CONTROL BYTE" ($ITEMB) TO DETERMINE WHICH
(1) *ERROR IS TO BE REPORTED. IT THEN OBTAINS, FROM THE "ERROR TABLE" ($ERRTB),
(1) *AND REPORTS THE APPROPRIATE INFORMATION CONCERNING THE ERROR.
(1)
(1) $ERRTYP:
(1) 015362 TYPE , $CRLF ;;'CARRIAGE RETURN' & 'LINE FEED'
(1) 015362 104401 001167 MOV R0,-(SP) ;;SAVE RC
(1) 015366 010046 CLR R0 ;;PICKUP THE ITEM INDEX
(1) 015370 005000 BISB @ $ITEMB,R0
(1) 015372 153700
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(1) 015376 001004          BNE      1$          ;; IF ITEM NUMBER IS ZERO, JUST
(1)                                ;; TYPE THE PC OF THE ERROR
(2) 015400 013746 001116  MOV      $ERRPC,-(SP) ;; SAVE $ERRPC FOR TYPEOUT
(2)                                ;; ERROR ADDRESS
(2) 015404 104402          TYP0C          ;; GO TYPE--OCTAL ASCII(ALL DIGITS)
(1) 015406 000426          BR       6$          ;; GET OUT
(1) 015410 005300          1$: DEC     RO          ;; ADJUST THE INDEX SO THAT IT WILL
(1) 015412 006300          ASL     RO          ;; WORK FOR THE ERROR TABLE
(1) 015414 006300          ASL     RO
(1) 015416 006300          ASL     RO
(1) 015420 062700 001254  ADD     #ERRTB,RO  ;; FORM TABLE POINTER
(1) 015424 012037 015434  MOV     (RO)+,2$  ;; PICKUP "ERROR MESSAGE" POINTER
(1) 015430 001404          BEQ     3$          ;; SKIP TYPEOUT IF NO POINTER
(1) 015432 104401          TYPE          ;; TYPE THE "ERROR MESSAGE"
(1) 015434 000000          2$: .WORD  0          ;; "ERROR MESSAGE" POINTER GOES HERE
(1) 015436 104401 001167  TYPE    ,SCLF      ;; "CARRIAGE RETURN" & "LINE FEED"
(1) 015442 012037 015452  3$: MOV     (RO)+,4$  ;; PICKUP "DATA HEADER" POINTER
(1) 015446 001404          BEQ     5$          ;; SKIP TYPEOUT IF 0
(1) 015450 104401          TYPE    ,DATA     ;; TYPE THE "DATA HEADER"
(1) 015452 000000          4$: .WORD  0          ;; "DATA HEADER" POINTER GOES HERE
(1) 015454 104401 001167  TYPE    ,SCLF      ;; "CARRIAGE RETURN" & "LINE FEED"
(1) 015460 011000          5$: MOV     (RO),RO  ;; PICKUP "DATA TABLE" POINTER
(1) 015462 001004          BNE     7$          ;; GO TYPE THE DATA
(1) 015464 012600          6$: MOV     (SP)+,RO  ;; RESTORE RO
(1) 015466 104401 001167  TYPE    ,SCLF      ;; "CARRIAGE RETURN" & "LINE FEED"
(1) 015472 000207          RTS     PC          ;; RETURN
(1) 015474          7$:
(2) 015474 013046          MOV     @ (RO)+,-(SP) ;; SAVE @ (RO)+ FOR TYPEOUT
(2) 015476 104402          TYP0C          ;; GO TYPE--OCTAL ASCII(ALL DIGITS)
(1) 015500 005710          TST     (RO)       ;; IS THERE ANOTHER NUMBER?
(1) 015502 001770          BEQ     6$          ;; BR IF NO
(1) 015504 104401 015512  TYPE    ,8$        ;; TYPE TWO(2) SPACES
(1) 015510 000771          BR      7$          ;; LOOP
(1) 015512 020040 000     8$: .ASCIZ  / /          ;; TWO(2) SPACES
(1) 015516          .EVEN

```

2422

.SBTTL POWER DOWN AND UP ROUTINES

```
(1)
(2)
(1)
(1) 015516 012737 015662 000024 $PWRDN: MOV $ILLUP,@#PWRVEC ;;SET FOR FAST UP
(1) 015524 012737 000340 000026 MOV #340,@#PWRVEC+2 ;;PRIO:7
(3) 015532 010046 MOV R0,-(SP) ;;PUSH R0 ON STACK
(3) 015534 010146 MOV R1,-(SP) ;;PUSH R1 ON STACK
(3) 015536 010246 MOV R2,-(SP) ;;PUSH R2 ON STACK
(3) 015540 010346 MOV R3,-(SP) ;;PUSH R3 ON STACK
(3) 015542 010446 MOV R4,-(SP) ;;PUSH R4 ON STACK
(3) 015544 010546 MOV R5,-(SP) ;;PUSH R5 ON STACK
(3) 015546 017746 163366 MOV @SWR,-(SP) ;;PUSH @SWR ON STACK
(1) 015552 010637 015666 MOV SP,$SAVR6 ;;SAVE SP
(1) 015556 012737 015570 000024 MOV $PWRUP,@#PWRVEC ;;SET UP VECTOR
(1) 015564 000000 HALT
(1) 015566 000776 BR -2 ;;HANG UP
(1)
(2)
(1)
(1) 015570 012737 015662 000024 $PWRUP: MOV $ILLUP,@#PWRVEC ;;SET FOR FAST DOWN
(1) 015576 013706 015666 MOV $SAVR6,SP ;;GET SP
(1) 015602 005037 015666 CLR $SAVR6 ;;WAIT LOOP FOR THE TTY
(1) 015606 005237 015666 1$: INC $SAVR6 ;;WAIT FOR THE INC
(1) 015612 001375 BNE 1$ ;;OF WORD
(3) 015614 012677 163320 MOV (SP)+,@SWR ;;POP STACK INTO @SWR
(3) 015620 012605 MOV (SP)+,R5 ;;POP STACK INTO R5
(3) 015622 012604 MOV (SP)+,R4 ;;POP STACK INTO R4
(3) 015624 012603 MOV (SP)+,R3 ;;POP STACK INTO R3
(3) 015626 012602 MOV (SP)+,R2 ;;POP STACK INTO R2
(3) 015630 012601 MOV (SP)+,R1 ;;POP STACK INTO R1
(3) 015632 012600 MOV (SP)+,R0 ;;POP STACK INTO R0
(1) 015634 012737 015516 000024 MOV $PWRDN,@#PWRVEC ;;SET UP THE POWER DOWN VECTOR
(1) 015642 012737 000340 000026 MOV #340,@#PWRVEC+2 ;;PRIO:7
(1) 015650 104401 TYPE ;;REPORT THE POWER FAILURE
(1) 015652 015670 $PWRMG: .WORD PWRMSG ;;POWER FAIL MESSAGE POINTER
(1) 015654 012716 MOV (PC)+,(SP) ;;RESTART AT BEGIN1
(1) 015656 001520 $PWRAD: .WORD BEGIN1 ;;RESTART ADDRESS
(1) 015660 000002 RTI
(1) 015662 000000 $ILLUP: HALT ;;THE POWER UP SEQUENCE WAS STARTED
(1) 015664 000776 BR -2 ;; BEFORE THE POWER DOWN WAS COMPLETE
(1) 015666 000000 $SAVR6: 0 ;;PUT THE SP HERE
2423 015670 005015 042522 052123 PWRMSG: .ASCII <15><12>/RESTARTING AFTER A POWER FAILURE/<15><12><12>
015676 051101 044524 043516
015704 040440 052106 051105
015712 040440 050040 053517
015720 051105 043040 044501
015726 052514 042522 005015
015734 000012
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2424

.EVEN



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(1) 016100 005204          4$: INC R4          ;;DON'T SUPPRESS ANYMORE 0'S
(1) 016102 052703 000060  BIS #'0,R3      ;;MAKE THIS DIGIT ASCII
(1) 016106 052703 000040  5$: BIS #' R3      ;;MAKE ASCII IF NOT ALREADY
(1) 016112 110337 016156  MOV#B R3,8$      ;;SAVE FOR TYPING
(1) 016116 104401 016156  TYPE ,8$         ;;GO TYPE THIS DIGIT
(1) 016122 105337 016160  7$: DECB $OCNT   ;;COUNT BY 1
(1) 016126 003347          BGT 2$           ;;BR IF MORE TO DO
(1) 016130 002402          BLT 6$           ;;BR IF DONE
(1) 016132 005204          INC R4           ;;INSURE LAST DIGIT ISN'T A BLANK
(1) 016134 000744          BR 2$          ;;GO DO THE LAST DIGIT
(1) 016136 012605 6$: MOV (SP)+,R5    ;;RESTORE R5
(1) 016140 012604          MOV (SP)+,R4    ;;RESTORE R4
(1) 016142 012603          MOV (SP)+,R3    ;;RESTORE R3
(1) 016144 016666 000002 000004 MOV 2(SP),4(SP) ;;SET THE STACK FOR RETURNING
(1) 016152 012616          MOV (SP)+,(SP)
(1) 016154 000002          RTI             ;;RETURN
(1) 016156 000          8$: .BYTE 0      ;;STORAGE FOR ASCII DIGIT
(1) 016157 000          .BYTE 0      ;;TERMINATOR FOR TYPE ROUTINE
(1) 016160 000          $OCNT: .BYTE 0 ;;OCTAL DIGIT COUNTER
(1) 016161 000          $OFILL: .BYTE 0 ;;ZERO FILL SWITCH
(1) 016162 000000          $OMODE: .WORD 0 ;;NUMBER OF DIGITS TO TYPE
2427 .SBTTL TYPE ROUTINE
(1)
(2)
(1)
(1) *****
(1) *ROUTINE TO TYPE ASCII MESSAGE. MESSAGE MUST TERMINATE WITH A 0 BYTE.
(1) *THE ROUTINE WILL INSERT A NUMBER OF NULL CHARACTERS AFTER A LINE FEED.
(1) *NOTE1: $NULL CONTAINS THE CHARACTER TO BE USED AS THE FILLER CHARACTER.
(1) *NOTE2: $FILLS CONTAINS THE NUMBER OF FILLER CHARACTERS REQUIRED.
(1) *NOTE3: $FILLC CONTAINS THE CHARACTER TO FILL AFTER.
(1)
(1) *CALL:
(1) *1) USING A TRAP INSTRUCTION
(1) * TYPE ,MESADR ;;MESADR IS FIRST ADDRESS OF AN ASCII STRING
(1)
(1) *OR
(1) * TYPE
(1) * MESADR
(1)
(1)
(1) $TYPE: TSTB $TPFLG ;;IS THERE A TERMINAL?
(1) 016170 100002 BPL 1$          ;;BR IF YES
(1) 016172 000000 HALT          ;;HALT HERE IF NO TERMINAL
(1) 016174 000430 BR 3$          ;;LEAVE
(1) 016176 010046 1$: MOV R0,-(SP) ;;SAVE R0
(1) 016200 017600 000002 MOV @2(SP),R0 ;;GET ADDRESS OF ASCII STRING
(1) 016204 122737 000001 001212 CMPB #APTENV,$ENV ;;RUNNING IN APT MODE
(1) 016212 001011 BNE 62$       ;;NO,GO CHECK FOR APT CONSOLE
(1) 016214 132737 000100 001213 BITB #APTSPOOL,$ENVM ;;SPOOL MESSAGE TO APT
(1) 016222 001405 BEQ 62$       ;;NO,GO CHECK FOR CONSOLE
(1) 016224 010037 016234 MOV R0,61$    ;;SETUP MESSAGE ADDRESS FOR APT
(1) 016230 004737 017332 JSR PC,$ATY3 ;;SPOOL MESSAGE TO APT
(1) 016234 000000 61$: .WORD 0 ;;MESSAGE ADDRESS
(1) 016236 132737 000040 001213 62$: BITB #APTCSUP,$ENVM ;;APT CONSOLE SUPPRESSED
(1) 016244 001003 BNE 60$       ;;YES,SKIP TYPE OUT
(1) 016246 112046 2$: MOV#B (R0)+,-(SP) ;;PUSH CHARACTER TO BE TYPED ONTO STACK
(1) 016250 001005 BNE 4$        ;;BR IF IT ISN'T THE TERMINATOR
(1) 016252 005726 TST (SP)+    ;;IF TERMINATOR POP IT OFF THE STACK
  
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(1) 016254 012600          60$:  MOV    (SP)+,R0      ;;RESTORE R0
(1) 016256 062716 000002  3$:  ADD    #2,(SP)      ;;ADJUST RETURN PC
(1) 015262 000002          RTI                    ;;RETURN
(1) 016264 122716 000011  4$:  CMPB   #HT,(SP)      ;;BRANCH IF <HT>
(1) 016270 001430          BEQ    8$              ;;
(1) 016272 122716 000200  CMPB   #CRLF,(SP)     ;;BRANCH IF NOT <CRLF>
(1) 016276 001006          BNE    5$              ;;
(1) 016300 005726          TST    (SP)+          ;;POP <CR><LF> EQUIV
(1) 016302 104401          TYPE                    ;;TYPE A CR AND LF
(1) 016304 001167          $CRLF
(1) 016306 105037 016442  CLRB   $CHARCNT      ;;CLEAR CHARACTER COUNT
(1) 016312 000755          BR     2$              ;;GET NEXT CHARACTER
(1) 016314 004737 016376  5$:  JSR    PC,$TYPEC     ;;GO TYPE THIS CHARACTER
(1) 016320 123726 001156  6$:  CMPB   $FILLC,(SP)+  ;;IS IT TIME FOR FILLER CHARS.?
(1) 016324 001350          BNE    2$              ;;IF NO GO GET NEXT CHAR.
(1) 016326 013746 001154  MOV    $NULL,-(SP)    ;;GET # OF FILLER CHARS. NEEDED
(1)                                ;;AND THE NULL CHAR.
(1) 016332 105366 000001  7$:  DECB   1(SP)          ;;DOES A NULL NEED TO BE TYPED?
(1) 016336 002770          BLT    6$              ;;BR IF NO--GO POP THE NULL OFF OF STACK
(1) 016340 004737 016376  JSR    PC,$TYPEC     ;;GO TYPE A NULL
(1) 016344 105337 016442  DECB   $CHARCNT      ;;DO NOT COUNT AS A COUNT
(1) 016350 000770          BR     7$              ;;LOOP
(1)
(1)                                ;HORIZONTAL TAB PROCESSOR
(1)
(1) 016352 112716 000040  8$:  MOVB   #' ,(SP)      ;;REPLACE TAB WITH SPACE
(1) 016356 004737 016376  9$:  JSR    PC,$TYPEC     ;;TYPE A SPACE
(1) 016362 132737 000007 016442  BITB   #7,$CHARCNT   ;;BRANCH IF NOT AT
(1) 016370 001372          BNE    9$              ;;TAB STOP
(1) 016372 005726          TST    (SP)+          ;;POP SPACE OFF STACK
(1) 016374 000724          BR     2$              ;;GET NEXT CHARACTER
(1) 016376 105777 162546  $TYPEC: TSTB   @STPS    ;;WAIT UNTIL PRINTER IS READY
(1) 016402 100375          BPL   $TYPEC
(1) 016404 116677 000002 162540  MOVB   2(SP),@STPB   ;;LOAD CHAR TO BE TYPED INTO DATA REG.
(1) 016412 122766 000015 000002  CMPB   #CR,2(SP)     ;;IS CHARACTER A CARRIAGE RETURN?
(1) 016420 001003          BNE    1$              ;;BRANCH IF NO
(1) 016422 105037 016442  CLRB   $CHARCNT      ;;YES--CLEAR CHARACTER COUNT
(1) 016426 000406          BR     $TYPEX
(1) 016430 122766 000012 000002  1$:  CMPB   #LF,2(SP)     ;;IS CHARACTER A LINE FEED?
(1) 016436 001402          BEQ    $TYPEX         ;;BRANCH IF YES
(1) 016440 105227          INCB   (PC)+          ;;COUNT THE CHARACTER
(1) 016442 000000          $CHARCNT: .WORD 0    ;;CHARACTER COUNT STORAGE
(1) 016444 000207          $TYPEX: RTS    PC
(1)
2428                                .SBTTL TTY INPUT ROUTINE
(1)
(2)                                ;*****
(1)                                .ENABL LSB
(1)
(2)                                ;*****
(1)                                ;*SOFTWARE SWITCH REGISTER CHANGE ROUTINE.
(1)                                ;*ROUTINE IS ENTERED FROM THE TRAP HANDLER, AND WILL
(1)                                ;*SERVICE THE TEST FOR CHANGE IN SOFTWARE SWITCH REGISTER TRAP CALL
(1)                                ;*WHEN OPERATING IN TTY FLAG MODE.
(1) 016446 022737 000176 001140  $CKSWR: CMP    #SWREG,SWR  ;;IS THE SOFT-SWR SELECTED?
(1) 016454 001074          BNE    15$            ;;BRANCH IF NO

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(1)	016456	105777	162462		TSTB	@\$TKS	::CHAR THERE?
(1)	016462	100071			BPL	15\$	::IF NO, DON'T WAIT AROUND
(1)	016464	117746	162456		MOVB	@\$TKB, -(SP)	::SAVE THE CHAR
(1)	016470	042716	177600		BIC	#^C177, (SP)	::STRIP-OFF THE ASCII
(1)	016474	022726	000007		CMP	#7, (SP)+	::IS IT A CONTROL G?
(1)	016500	001062			BNE	15\$	::NO, RETURN TO USER
(1)	016502	123727	001134	000001	CMPB	\$AUTOB, #1	::ARE WE RUNNING IN AUTO-MODE?
(1)	016510	001456			BEQ	15\$	::BRANCH IF YES
(1)							
(1)	016512	104401	017173		TYPE	,\$CNTLG	::ECHO THE CONTROL-G (^G)
(1)	016516	104401	017200		\$GTSWR: TYPE	,\$MSWR	::TYPE CURRENT CONTENTS
(2)	016522	013746	000176		MOV	SWREG, -(SP)	::SAVE SWREG FOR TYPEOUT
(2)	016526	104402			TYPOC		::GO TYPE--OCTAL ASCII(ALL DIGITS)
(1)	016530	104401	017211		TYPE	,\$MNEW	::PROMPT FOR NEW SWR
(1)	016534	005046		19\$:	CLR	-(SP)	::CLEAR COUNTER
(1)	016536	005046			CLR	-(SP)	::THE NEW SWR
(1)	016540	105777	162400		7\$:	TSTB	@\$TKS
(1)	016544	100375			BPL	7\$	::IF NOT TRY AGAIN
(1)							
(1)	016546	117746	162374		MOVB	@\$TKB, -(SP)	::PICK UP CHAR
(1)	016552	042716	177600		BIC	#^C177, (SP)	::MAKE IT 7-BIT ASCII
(1)							
(1)							
(1)	016556	021627	000025		9\$:	CMP	(SP), #25
(1)	016562	001005			BNE	10\$	::BRANCH IF NOT
(1)	016564	104401	017166		TYPE	,\$CNTLU	::YES, ECHO CONTROL-U (^U)
(1)	016570	062706	000006		20\$:	ADD	#6, SP
(1)	016574	000757			BR	19\$	::LET'S TRY IT AGAIN
(1)							
(1)							
(1)	016576	021627	000015		10\$:	CMP	(SP), #15
(1)	016602	001022			BNE	16\$	::BRANCH IF NO
(1)	016604	005766	000004		TST	4(SP)	::YES, IS IT THE FIRST CHAR?
(1)	016610	001403			BEQ	11\$	::BRANCH IF YES
(1)	016612	016677	000002	162320	MOV	2(SP), @SWR	::SAVE NEW SWR
(1)	016620	062706	000006		11\$:	ADD	#6, SP
(1)	016624	104401	001167		14\$:	TYPE	,\$CRLF
(1)	016630	123727	001135	000001	CMPB	\$INTAG, #1	::RE-ENABLE TTY KBD INTERRUPTS?
(1)	016636	001003			BNE	15\$	::BRANCH IF NOT
(1)	016640	012777	000100	162276	MOV	#100, @\$TKS	::RE-ENABLE TTY KBD INTERRUPTS
(1)	016646	000002			15\$:	RTI	::RETURN
(1)	016650	004737	016376		16\$:	JSR	PC, \$TYPEC
(1)	016654	021627	000060		CMP	(SP), #F0	::CHAR < 0?
(1)	016660	002420			BLT	18\$	::BRANCH IF YES
(1)	016662	021627	000067		CMP	(SP), #67	::CHAR > 7?
(1)	016666	003015			BGT	18\$	::BRANCH IF YES
(1)	016670	042726	000060		BIC	#6C, (SP)+	::STRIP-OFF ASCII
(1)	016674	005766	000002		TST	2(SP)	::IS THIS THE FIRST CHAR
(1)	016700	001403			BEQ	17\$	::BRANCH IF YES
(1)	016702	006316			ASL	(SP)	::NO, SHIFT PRESENT
(1)	016704	006316			ASL	(SP)	::CHAR OVER TO MAKE
(1)	016706	006316			ASL	(SP)	::ROOM FOR NEW ONE.
(1)	016710	005266	000002		17\$:	INC	2(SP)
(1)	016714	056616	177776		BIS	-2(SP), (SP)	::KEEP COUNT OF CHAR
(1)	016720	000707			BR	7\$	::SET IN NEW CHAR
							::GET THE NEXT ONE

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(1) 016722 104401 001166 18$: TYPE $QUES ;:TYPE ?<CR><LF>
(1) 016726 000720 BR 20$ ;:SIMULATE CONTROL-U
(1) .DSABL LSB
(1)
(1)
(2) ;:*****
(1) ;:THIS ROUTINE WILL INPUT A SINGLE CHARACTER FROM THE TTY
(1) ;:CALL:
(1) ;:* RDCHR ;:INPUT A SINGLE CHARACTER FROM THE TTY
(1) ;:* RETURN HERE ;:CHARACTER IS ON THE STACK
(1) ;: ;:WITH PARITY BIT STRIPPED OFF
(1) ;:
(1) $RDCHR: MOV (SP),-(SP) ;:PUSH DOWN THE PC
(1) 016730 011646 MOV 4(SP),2(SP) ;:SAVE THE PS
(1) 016732 016666 000004 000002 1$: TSTB @$TKS ;:WAIT FOR
(1) 016740 105777 162200 BPL 1$ ;:A CHARACTER
(1) 016744 100375 MOV 4(SP),4(SP) ;:READ THE TTY
(1) 016746 117766 162174 000004 BIC #^C<177>,4(SP) ;:GET RID OF JUNK IF ANY
(1) 016754 042766 177600 000004 CMP 4(SP),#23 ;:IS IT A CONTROL-S?
(1) 016762 026627 000004 000023 BNE 3$ ;:BRANCH IF NO
(1) 016770 001013 2$: TSTB @$TKS ;:WAIT FOR A CHARACTER
(1) 016772 105777 162146 BPL 2$ ;:LOOP UNTIL ITS THERE
(1) 017000 117746 162142 MOV 4(SP),-(SP) ;:GET CHARACTER
(1) 017004 042716 177600 BIC #^C<177>,4(SP) ;:MAKE IT 7-BIT ASCII
(1) 017010 022627 000021 CMP (SP)+,#21 ;:IS IT A CONTROL-Q?
(1) 017014 001366 BNE 2$ ;:IF NOT DISCARD IT
(1) 017016 000750 BR 1$ ;:YES, RESUME
(1) 017020 026627 000004 000140 3$: CMP 4(SP),#140 ;:IS IT UPPER CASE?
(1) 017026 002407 BLT 4$ ;:BRANCH IF YES
(1) 017030 026627 000004 000175 CMP 4(SP),#175 ;:IS IT A SPECIAL CHAR?
(1) 017036 003003 BGT 4$ ;:BRANCH IF YES
(1) 017040 042766 000040 000004 BIC #40,4(SP) ;:MAKE IT UPPER CASE
(1) 017046 000002 4$: RTI ;:GO BACK TO USER
(2) ;:*****
(1) ;:THIS ROUTINE WILL INPUT A STRING FROM THE TTY
(1) ;:CALL:
(1) ;:* RDLIN ;:INPUT A STRING FROM THE TTY
(1) ;:* RETURN HERE ;:ADDRESS OF FIRST CHARACTER WILL BE ON THE STACK
(1) ;: ;:TERMINATOR WILL BE A BYTE OF ALL 0'S
(1) ;:
(1) $RDLIN: MOV R3, -(SP) ;:SAVE R3
(1) 017050 010346 MOV # $TTYIN, R3 ;:GET ADDRESS
(1) 017052 012703 017156 1$: CMP # $TTYIN+8, R3 ;:BUFFER FULL?
(1) 017056 022703 017166 2$: BLOS 4$ ;:BR IF YES
(1) 017062 01405 RDCHR ;:GO READ ONE CHARACTER FROM THE TTY
(1) 017064 174410 MOV 4(SP), (R3) ;:GET CHARACTER
(1) 017066 112613 CMPB #177, (R3) ;:IS IT A RUBOUT
(1) 017070 122713 000177 10$: BNE 3$ ;:SKIP IF NOT
(1) 017074 001003 4$: TYPE $QUES ;:TYPE A '?'
(1) 017076 104401 001166 BR 1$ ;:CLEAR THE BUFFER AND LOOP
(1) 017102 000763 3$: MOV 4(SP), (R3) ;:ECHO THE CHARACTER
(1) 017104 111337 017154 TYPE #9 ;:
(1) 017110 104401 017154 CMPB #15, (R3) ;:CHECK FOR RETURN
(1) 017114 122723 000015 BNE 2$ ;:LOOP IF NOT RETURN
(1) 017120 001356 2$: CLRB -1(R3) ;:CLEAR RETURN (THE 15)
(1) 017122 105063 177777

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(1) 017126 104401 001170 TYPE ,SLF ;;TYPE A LINE FEED  
(1) 017132 012603 MOV (SP)+,R3 ;;RESTORE R3  
(1) 017134 011646 MOV (SP),-(SP) ;;ADJUST THE STACK AND PUT ADDRESS OF THE  
(1) 017136 016666 000004 000002 MOV 4(SP),2(SP) ;; FIRST ASCII CHARACTER ON IT  
(1) 017144 012766 017156 000004 MOV #STTYIN,4(SP)  
(1) 017152 000002 RTI ;;RETURN  
(1) 017154 000 9$: .BYTE 0 ;;STORAGE FOR ASCII CHAR. TO TYPE  
(1) 017155 000 .BYTE 0 ;;TERMINATOR  
(1) 017156 000010 $TTYIN: .BLKB 8. ;;RESERVE 8 BYTES FOR TTY INPUT  
(1) 017166 052536 005015 000 $CNTLU: .ASCIZ /^U/<15><12> ;;CONTROL 'U'  
(1) 017173 136 006507 000012 $CNTLG: .ASCIZ /^G/<15><12> ;;CONTROL 'G'  
(1) 017200 005015 053523 020122 $MSWR: .ASCIZ <15><12>/SWR = /  
(1) 017206 020075 000  
(1) 017211 040 047040 053505 $MNEW: .ASCIZ / NEW = /  
(1) 017216 036440 000040  
2429 .SBTTL READ AN OCTAL NUMBER FROM THE TTY  
(1)  
(2) ;:*****  
(1) ;:*THIS ROUTINE WILL READ AN OCTAL (ASCII) NUMBER FROM THE TTY AND  
(1) ;*CHANGE IT TO BINARY.  
(1) ;*CALL:  
(1) ;* RDOCT ;;READ AN OCTAL NUMBER  
(1) ;* RETURN HEREF ;;LOW ORDER BITS ARE ON TOP OF THE STACK  
(1) ;* ;;HIGH ORDER BITS ARE IN $HIOCT  
(1) 017222 011646 $RDOCT: MOV (SP),-(SP) ;;PROVIDE SPACE FOR THE  
(1) 017224 016666 000004 000002 MOV 4(SP),2(SP) ;;INPUT NUMBER  
(3) 017232 010046 MOV R0,-(SP) ;;PUSH R0 ON STACK  
(3) 017234 010146 MOV R1,-(SP) ;;PUSH R1 ON STACK  
(3) 017236 010246 MOV R2,-(SP) ;;PUSH R2 ON STACK  
(1) 017240 104411 1$: RDLIN ;;READ AN ASCII LINE  
(1) 017242 012600 MOV (SP)+,R0 ;;GET ADDRESS OF 1ST CHARACTER  
(1) 017244 005001 CLR R1 ;;CLEAR DATA WORD  
(1) 017246 005002 CLR R2  
(1) 017250 112046 2$: MOVB (R0)+,-(SP) ;;PICKUP THIS CHARACTER  
(1) 017252 001412 BEQ 3$ ;;IF ZERO GET OUT  
(1) 017254 006301 ASL R1 ;;*2  
(1) 017256 006102 ROL R2  
(1) 017260 006301 ASL R1 ;;*4  
(1) 017262 006102 ROL R2  
(1) 017264 006301 ASL R1 ;;*8  
(1) 017266 006102 ROL R2  
(1) 017270 042716 177770 BIC #^C7,(SP) ;;STRIP THE ASCII JUNK  
(1) 017274 062601 ADD (SP)+,R1 ;;ADD IN THIS DIGIT  
(1) 017276 000764 BR 2$ ;;LOOP  
(1) 017300 005736 3$: TST (SP)+ ;;CLEAN TERMINATOR FROM STACK  
(1) 017302 010136 000012 MOV R1,12(SP) ;;SAVE THE RESULT  
(1) 017306 010237 017322 MOV R2,$HIOCT  
(3) 017312 012602 MOV (SP)+,R2 ;;POP STACK INTO R2  
(3) 017314 012601 MOV (SP)+,R1 ;;POP STACK INTO R1  
(3) 017316 012600 MOV (SP)+,R0 ;;POP STACK INTO R0  
(1) 017320 000002 RTI ;;RETURN  
(1) 017322 000000 $HIOCT: .WORD 0 ;;HIGH ORDER BITS GO HERE  
2430 .SBTTL APT COMMUNICATIONS ROUTINE  
(1)  
(2) ;:*****
```

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(1) 017324 112737 000001 017570 $ATY1: MOVB #1,$FFLG ;;TO REPORT FATAL ERROR
(1) 017332 112737 000001 017566 $ATY3: MOVB #1,$MFLG ;;TO TYPE A MESSAGE
(1) 017340 000403 BR $ATYC
(1) 017342 112737 000001 017570 $ATY4: MOVB #1,$FFLG ;;TO ONLY REPORT FATAL ERROR
(1) 017350 $ATYC:
(3) 017350 010046 MOV RO,-(SP) ;;PUSH RO ON STACK
(3) 017352 010146 MOV R1,-(SP) ;;PUSH R1 ON STACK
(1) 017354 105737 017566 TSTB $MFLG ;;SHOULD TYPE A MESSAGE?
(1) 017360 001450 BEQ 5$ ;;IF NOT: BR
(1) 017362 122737 000001 001212 CMPB #APTENV,$ENV ;;OPERATING UNDER APT?
(1) 017370 001031 BNE 3$ ;;IF NOT: BR
(1) 017372 132737 000100 001213 BITB #APTPOOL,$ENVM ;;SHOULD SPOOL MESSAGES?
(1) 017400 001425 BEQ 3$ ;;IF NOT: BR
(1) 017402 017600 000004 MOV @4(SP),RO ;;GET MESSAGE ADDR.
(1) 017406 062766 000002 000004 ADD #2,4(SP) ;;BUMP RETURN ADDR.
(1) 017414 005737 001172 1$: TST $MSGTYPE ;;SEE IF DONE W/ LAST XMISSION?
(1) 017420 001375 BNE 1$ ;;IF NOT: WAIT
(1) 017422 010037 001206 MOV RO,$MSGAD ;;PUT ADDR IN MAILBOX
(1) 017426 105720 2$: TSTB (RO)+ ;;FIND END OF MESSAGE
(1) 017430 001376 BNE 2$
(1) 017432 163700 001206 SUB $MSGAD,RO ;;SUB START OF MESSAGE
(1) 017436 006200 RO ;;GET MESSAGE LNTH IN WORDS
(1) 017440 010037 001210 MOV RO,$MSGLGT ;;PUT LENGTH IN MAILBOX
(1) 017444 012737 000004 001172 MOV #4,$MSGTYPE ;;TELL APT TO TAKE MSG.
(1) 017452 000413 BR 5$
(1) 017454 017637 000004 017500 3$: MOV @4(SP),4$ ;;PUT MSG ADDR IN JSR LINKAGE
(1) 017462 062766 000002 000004 ADD #2,4(SP) ;;BUMP RETURN ADDRESS
(3) 017470 013746 177776 MOV 177776,-(SP) ;;PUSH 177776 ON STACK
(1) 017474 004737 016164 JSR PC,$TYPE ;;CALL TYPE MACRO
(1) 017500 000000 4$: .WORD 0
(1) 017502 5$:
(1) 017502 105737 017570 10$: TSTB $FFLG ;;SHOULD REPORT FATAL ERROR?
(1) 017506 001416 BEQ 12$ ;;IF NOT: BR
(1) 017510 005737 001212 TST $ENV ;;RUNNING UNDER APT?
(1) 017514 001413 BEQ 12$ ;;IF NOT: BR
(1) 017516 005737 001172 11$: TST $MSGTYPE ;;FINISHED LAST MESSAGE?
(1) 017522 001375 BNE 11$ ;;IF NOT: WAIT
(1) 017524 017637 000004 001174 MOV @4(SP),$FATAL ;;GET ERROR #
(1) 017532 062766 000002 000004 ADD #2,4(SP) ;;BUMP RETURN ADDR.
(1) 017540 005237 001172 INC $MSGTYPE ;;TELL APT TO TAKE ERROR
(1) 017544 105037 017570 12$: CLRB $FFLG ;;CLEAR FATAL FLAG
(1) 017550 105037 017567 CLRB $LFLG ;;CLEAR LOG FLAG
(1) 017554 105037 017566 CLRB $MFLG ;;CLEAR MESSAGE FLAG
(3) 017560 012601 MOV (SP)+,R1 ;;POP STACK INTO R1
(3) 017562 012600 MOV (SP)+,RO ;;POP STACK INTO RO
(1) 017564 000207 RTS PC ;;RETURN
(1) 017566 000 $MFLG: .BYTE 0 ;;MESSG. FLAG
(1) 017567 000 $LFLG: .BYTE 0 ;;LOG FLAG
(1) 017570 000 $FFLG: .BYTE 0 ;;FATAL FLAG
(1) 017572 .EVEN
(1) 000200 APTSIZE=200
(1) 000001 APTENV=001
(1) 000100 APTPOOL=100
(1) 000040 APTCSUP=040

```

2431  
2432

.SBTTL TRAP DECODER



```

(2)          ;*      CALL=   JSR      R5,$LPAI
(2)          ;*          .WORD    0          ;ADDR. OF DEVICE ADDRESS.
(2)          ;*  ROUTINES REQUIRED:  .LOADLP
(2)          ;*  PROGRAMS REQUIRED:  DRLPX2
(2)          ;*
(2)          ;*          ;RETURNS WITH $AERR=1 IF SLAVE
(2)          ;*          ;MICRO SAYS AN ADDR. DOES NOT EXSIST. IN THE LIST.
(2)          ;*
(2) 020240          $LPAI:
(2) 020240 013746 000004      MOV      4,-(SP)
(2) 020244 000413          BR      31$
(2)          ;FIELD DOES NOT HAVE A BUS SWITCH TO
(2)          ;WORRY ABOUT,SO WE WILL UNCONDITIONALLY
(2)          ;BRANCH AROUND THE NEXT CODE THAT
(2)          ;WORKS BASED ON A BUS SWITCH.
(2)          ;CODE LEFT IN HERE FOR IN HOUSE
(2)          ;PERSONAL WHO MAY PATCH THIS BRANCH
(2)          ;INSTRUCTION TO A <NOP> OCTAL <240>
(2)          ;IN ORDER TO RUN PROGRAM WITH A SWITCH.
(2)          ;NOTE THIS "SWITCH" IS A PIECE OF INHOUSE
(2)          ;TEST EQUIPMENT ONLY IT CONNECTS
(2)          ;THE UNIBUS TO THE I/O BUS FOR
(2)          ;CERTAIN TESTING.
(2) 020246 012737 020272 000004      MOV      #30$,4
(2) 020254 005237 170000          INC      170000
(3) 020260 104401 020266          TYPE    ,65$
(3) 020264 000401          BR      64$
(3)          ;:65$: .ASCIZ <7>##
(3)          ;:64$:
(2) 020270          BR      31$
(2) 020270 000401          30$: CMP      (SP)+,(SP)+
(2) 020272 022626          31$: MOV      (SP)+,4
(2) 020274 012637 000004          ;ALL THIS JUNK MUST BE REMOVED!!
(2) 020300 005037 020726          CLR      $AERR
(2) 020304 004537 020730          JSR      R5,$LOAD
(2) 020310 000000G          .WORD   DRLPX2
(2)          ;LOAD MICRO-CODE.
(2)          ;FILE "DRLPX2.OBJ"
(2) 020312 052777 040000 161044      BIS      #BIT14,@KMADO
(2)          ;ISSUE KMC+DMC INIT.
(2) 020320          1$:
(2)          ;"HANGS" HERE THEN KMC-11 ERROR.
(2) 020320 010146          MOV      R1,-(SP)
(2) 020322 005001          CLR      R1
(2) 020324 005201          2$: INC      R1
(2) 020326 001376          ;STALL FOR DMC-UP
(2) 020330 012777 104000 161026      MOV      #BIT15!BIT11,@KMADO
(2) 020336 105201          25$: ;SET RUN, AND ENABLE ARBITRATION.
(2) 020340 001376          INCB    R1
(2)          BNE    25$
(2) 020342 032777 000040 161014      BIT      #BIT5,@KMADO
(2) 020350 001401          BEQ     3$
(2)          ;SLAVE READY? (READING IPBM SR)
(2)          ;FATAL LPA-11 ERROR SLAVE NOT READY.
(2) 020352 104000          ERROR
(2) 020354 012777 000004 161006      3$: MOV      #4,@KMAD2
(2)          ;READ FAST PATH
    
```

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(2) 020362          4$:
(3) 020362 004537 021640      JSR      R5, $TOUT      ; -TOUT-CHECK FOR TIMEOUT
(3)
(3) 020366 104000          ERROR      ; /TIME-OUT ERROR
(3)                          ; /WE FAILED TO COMPLETE
(3)                          ; /CURRENT OPERATION.
(3)                          ; /CONTINUES IN THIS LOOP
(3)                          ; /WOULD MAKE US 'HANG' HERE
(3)
(3) 020370 000774          BR          4$
(3)
(3)                          ; /RETURNS HERE-FROM-TIMED OUT.
(2) 020372 122777 000377 160770      CMPB     #377,@KMAD2      ; WAIT TILL KMC DONE COMMAND.
(2) 020400 001370          BNE     4$
(2) 020402 122777 000377 160764      CMPB     #377,@KMAD4      ; IF FAST PATH=377 THEN ERROR.
(2) 020410 001001          BNE     35$
(2) 020412 104000          ERROR      ; IPBM ERROR (SLAVE SIDE)
(2)                          ; YOU MUST RUN IPBM DIAGNOSTIC.
(2)
(2) 020414 117737 160754 020674 35$:  MOVB     @KMAD4,11$      ; GET THE VERSION NUMBER FROM DMC-11
(2) 020422 005227 177777          INC      #-1
(2) 020426 001045          BNE     5$
(2) 020430 005227 177777          INC      #-1
(2) 020434 001042          BNE     5$
(3) 020436 104401 020444          TYPE     ,67$           ;; TYPE ASCIZ STRING
(3) 020442 000426          RR        66$           ;; GET OVER THE ASCIZ
(3)                          ;;:67$: .ASCIZ <200>'M8200-YC (DMC) MICROCODE VERSION NUMBER - ''
(3) 020520          66$:
(2) 020520 013746 020674          MOV      11$,-(SP)
(2) 020524 104403          TYPOS
(2) 020526 002 000          .BYTE   2,0
(3) 020530 104401 020536          TYPE     ,69$           ;; TYPE ASCIZ STRING
(3) 020534 000402          BR        68$           ;; GET OVER THE ASCIZ
(3)                          ;;:69$: .ASCIZ <200>' ' '
(3) 020542          68$:
(2)
(2) 020542 112737 177777 020674 5$:  MOVB     #0-1,11$      ; DAC CODE FOR SLAVE.
(2) 020550 012501          MOV      (5)+,R1        ; GET NEXT DEVICE ADDR.
(2) 020552 021127 000000          6$:  CMP      (R1),#0        ; TERM REACHED?
(2) 020556 001444          BEQ     10$
(2) 020560 105237 020674          INCB    11$
(2) 020564 113777 020674 160602      MOVB     11$,@KMAD4      ; FIFO DATA
(2) 020572 004737 020676          JSR     PC,20$          ; ISSUE SEND
(2) 020576 112177 160572          MOVB     (R1)+,@KMA'4    ; SEND LOW BYTE OF DEVICE ADDR TO SLAVE.
(2) 020602 004737 020676          JSR     PC,20$          ; ISSUE SEND
(2) 020606 112177 160562          MOVB     (R1)+,@KMAD4    ; SEND HIGH BYTE OF DEVICE ADDR. TO SLAVE.
(2) 020612 004737 020676          JSR     PC,20$
(2)
(2) 020616 032777 000002 160540 7$:  RIT      #BIT1,@KMAD0    ; WAIT FOR FIFO DATA
(2) 020624 001374          BNE     7$              ; =1 NO DATA. =0 DATA.
(2) 020626 112777 000002 160534          MOVB     #2,@KMAD2      ; READ FIFO.
(2)
(2) 020634          8$:
(3) 020634 004537 021640      JSR      R5, $TOUT      ; -TOUT-CHECK FOR TIMEOUT
(3)
(3) 020640 104000          ERRCR      ; /TIME-OUT ERROR
  
```

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(3) ;/WE FAILED TO COMPLETE
(3) ;/CURRENT OPERATION.
(3) ;/CONTINUES IN THIS LOOP
(3) ;/WOULD MAKE US 'HANG' HERE
(3)
(3) 020642 000774 BR 8$
(3)
(2) 020644 122777 000377 160516 CMPB #377,@KMAD2 ;/RETURNS HERE-FROM-TIMED OUT.
(2) 020652 001370 BNE 8$ ;WAIT FOR READ.
(2) 020654 105777 160514 TSTB @KMAD4 ;WAS A ZERO RETURNED?
(2) 020660 001734 BEG 6$ ;YES GET NEXT ADDR.
(2) 020662 005237 020726 INC $AERR ;SLAVE WILL RETURN CODE 0 IF
(2) 020666 005041 CLR -(1) ;DEV PRESENT. ELSE
(2) 020670 012601 10$: MOV (SP)+,R1 ;EXIT $AERR=1 IF SLAVE GIVES ERROR.
(2) 020672 000205 RTS R5 ;GET RID OF REFERENCE TO BAD ADDR.
(2)
(2) 020674 000000 11$: .WORD 0 ;RETURN ALL ADDR. CHECKED.
(2)
(2) 020676 112777 000003 160464 20$: MOVB #3,@KMAD2 ;ISSUE FIFO WRITE
(2) 020704 21$: JSR R5,$TOUT ;-TOUT-CHECK FOR TIMEOUT
(3) 020704 004537 021640
(3) 020710 104000 ERROR ;/TIME-OUT ERROR
(3) ;/WE FAILED TO COMPLETE
(3) ;/CURRENT OPERATION.
(3) ;/CONTINUES IN THIS LOOP
(3) ;/WOULD MAKE US 'HANG' HERE
(3)
(3) 020712 000774 BR 21$
(3)
(2) 020714 122777 000377 160446 CMPB #377,@KMAD2 ;/RETURNS HERE-FROM-TIMED OUT.
(2) 020722 001370 BNE 21$ ;KMC CODE WILL RETURN A '377'
(2) 020724 000207 RTS PC ;WHEN DONE COMMAND.
(2)
(2) 020726 000000 $AERR: .WORD 0 ;=0 IF ADDR. LIST OK,-1 IF BAD.
(2)
(2) ;*
(2) ;*THIS SUB CODE USED TO LOAD MICRO-CODE INTO LPA-11.
(2) ;* CALL = JSR R5,$LOAD
(2) ;* .WORD XX ;ADDR. OF MICRO CODE.
(2) ;* ;RETURNS HERE
(2) ;* NOTE: MICRO CODE FILE MUST END IN -1 DATA.
(2) ;*
(2)
(2) 020730 010446 $LOAD: MOV R4,-(SP) ;SAVE R4.
(2) 020732 010046 MOV R0,-(SP) ;SAVE R0.
(2) 020734 012500 1$: MOV (5)+,R0 ;GET PROG. ADDR.
(2) 020736 005077 160422 CLR @KMAD0 ;CLEAR CSR
(2) 020742 005077 160426 CLR @KMAD4 ;CLEAR CRAM ADDR.
(2) 020746 052777 002000 160410 2$: BIS #2000,@KMAD0 ;SELECT CRAM.
(2) 020754 012077 160420 MOV (0)+,@KMAD6 ;WRITE DATA.

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(2) 020760 052777 020000 160376 'BIS #20000,@KMADO ;SET CRAM WRITE
(2) 020766 005077 160372 CLR @KMADO ;DISABLE CRAM.
(2) 020772 005277 160376 INC @KMAD4 ;UPDATE CRAM ADDR.
(2) 020776 021027 177777 CMP (0),#-1 ;ALL DONE?
(2) 021002 001361 BNE 2$ ;NO LOOP.
(2) 021004 005077 160364 CLR @KMAD4 ;CLEAR CRAM ADDR.
(2) 021010 016500 177776 MOV -2(5),R0 ;GET MICRO CODE ADDR.
(2)
(2) 021014 052777 002000 160342 3$: BIS #2000,@KMADO ;SELECT CRAM
(2) 021022 022077 160352 CMP (R0)+,@KMAD6 ;DATA OK?
(2) 021026 001013 BNE 5$ ;NO - REPORT AN ERROR.
(2) 021030 021027 177777 CMP (0),#-1 ;ALL DONE?
(2) 021034 001405 BEQ 4$ ;YES - EXIT
(2) 021036 005077 160322 CLR @KMADO ;NO - DESELECT CRAM.
(2) 021042 005277 160326 INC @KMAD4 ;UPDATE CRAM ADDR.
(2) 021046 000762 BR 3$
(2)
(2) 021050 012600 4$: MOV (SP)+,R0 ;RESTORE R0
(2) 021052 012604 MOV (SP)+,R4 ;RESTORE R4
(2) 021054 000205 RTS R5 ;EXIT
(2)
(2) 021056 5$: ;COME HERE ON LOAD ERROR
(2) 021056 005745 TST -(5)
(2) 021060 105204 INCB R4 ;UPDATE ERROR COUNTER.
(2) 021062 100324 BPL 1$ ;IF NOT TOO MANY, TRY AGAIN.
(2) 021064 000000 HALT ;MICRO CODE LOAD ERROR.
(2) ;KMC-11 FAULT. YOU COULD TRY
(2) 021066 000722 BR 1$ ;TO PRESS CONTINUE TO GIVE IT
(2) ;ANOTHER CHANCE, BUT I DOUBT
(2) ;THAT THAT WOULD WORK. SINCE I'VE
(2) ;ALREADY GIVEN IT 177 (OCTAL) CHANCES.
(2) ;TRY RUNNING THE KMC-11 DIAGNOSTIC.
(2)
(2) ;
(2) ;*THIS ROUTINE ISSUES A WRITE COMMAND TO THE LPA-11
(2) ;*
(2) ;* CALL = JSR R5,$TLKW
(2) ;* .WORD 0 ;OFFSET OF DEVICE ADDR.
(2) ;* .WORD 0 ;DATA TO BE WRITTEN
(2) ;*
(2) ;*
(2) $TLKW: MOV R0,-(SP) ;SAVE R0
(2) 021070 010046 MOV (5)+,R0 ;GET DEVICE OFFSET
(2) 021072 012500 BIS #340,R0 ;ADD WRITE CODE.
(2) 021074 052700 000340 JSR PC,$LPW ;WAIT FOR FAST PATH READY
(2) 021100 004737 021352 MOV R0,W1
(2) 021104 010037 021176 MOV R0,@KMAD4
(2) 021110 010077 160260 MOVWB #5,@KMAD2 ;ISSUE FAST PATH WRITE
(2) 021114 112777 000005 160246 JSR PC,$LPW ;WAIT FOR RDY
(2) 021122 004737 021352 MOV (5),W2
(2) 021126 011537 021200 MOVWB (5)+,@KMAD4 ;WRITE LOW BYTE DATA.
(2) 021132 112577 160236
(2)
(2) 021136 112777 000005 160224 MOVWB #5,@KMAD2 ;FP WRITE
(2) 021144 004737 021352 JSR PC,$LPW
(2) 021150 111537 021202 MOVWB (5),W3
(2) 021154 112577 160214 MOVWB (5)+,@KMAD4 ;WRITE HIGH BYTE
    
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(2) 021446 010046          $OUTLP: MOV    R0,-(SP)      ;SAVE R0
(2) 021450 010146          MOV    R1,-(SP)      ;SAVE R1
(2)
(2) 021452 012700 001412    MOV    #.DVLS,R0     ;PROGRAM DEFINED LIST.
(2) 021456 005001          CLR    R1
(2) 021460 005710          1$:   TST    (0)        ;TERMINATOR REACHED?
(2) 021462 001421          BEQ    10$           ;YES NEXT STEP.
(2) 021464 027520 000000    CMP    @ (5),(0)+    ;MATCH WITH ADDR IN LIST?
(2) 021470 001402          BEQ    2$
(2) 021472 005201          INC    R1
(2) 021474 000771          BR     1$
(2)
(2) 021476 010137 021514    2$:   MOV    R1,3$      ;SAVE OFFSET, DEVICE KNOWN.
(2) 021502 005725          TST    (5)+
(2) 021504 013537 021516    MOV    @ (5)+,4$     ;GET DATA TO BE WRITTEN
(2) 021510 004537 021070    JSR    R5,$TLKW     ;DO WRITE
(2) 021514 000000          3$:   .WORD  0         ;DEVICE OFFSET
(2) 021516 000000          4$:   .WORD  0         ;DATA TO BE WRITTEN.
(2) 021520 012601          MOV    (SP)+,R1
(2) 021522 012600          MOV    (SP)+,R0
(2) 021524 000205          RTS    R5
(2) 021526 017520 000000    10$:  MOV    @ (5),(0)+    ;SAVE ADDR.
(2) 021532 005010          CLR    (0)
(2) 021534 004537 020240    JSR    R5,$LPAI
(2) 021540 001412          .WORD  .DVLS
(2) 021542 000755          BR     2$

;*
;* THIS ROUTINE PROVIDES THE LINKAGE FROM USER CODE
;* TO A DEVICE ADDR. ON THE I/O BUSS FOR READ ONLY.
;*
;* FIRST WE WILL DETERMINE IF THE ADDRESS HAS BEEN
;* USED BEFORE. IF NOT, WE HAVE TO INITIALIZE THE LPA
;* WITH THE NEW ADDR.
;* WHEN THE ADDR IS KNOWN WE CAN DO OUTPUT THROUGH
;* $TLKR
;*
;* CALL THROUGH MOVEI DATA,ADDR.
;* WHICH EQUALS:
;*
;* JSR R5,$INLP
;* .WORD XX ADDR OF DEVICE
;* .WORD YY ADDR TO STORE READ DATA.
(2)
(2) 021544 010046          $INLP: MOV    R0,-(SP)      ;SAVE R0
(2) 021546 010146          MOV    R1,-(SP)      ;SAVE R1
(2)
(2) 021550 012700 001412    MOV    #.DVLS,R0     ;PROG DEFINED ADDR. LIST.
(2) 021554 005001          CLR    R1
(2) 021556 005710          1$:   TST    (0)        ;EOL REACHED?
(2) 021560 001420          BEQ    10$           ;YES - DEFINE NEW ADDR.
(2)
(2) 021562 027520 000000    CMP    @ (5),(0)+    ;ADDR. MATCH?
(2) 021566 001402          BEQ    2$
(2) 021570 005201          INC    R1
(2) 021572 000771          BR     1$
(2)
(2) 021574 010137 021606    2$:   MOV    R1,3$      ;SAVE LIST OFFSET
    
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(2) 021726 000764 . BR $RESET
(2) 021730 10$: RTS PC
(2) 021730 000207 1$: .WORD 0 ;JUNK LOC.
(2) 021732 000000 2$: .WORD 160000 ;DUMB ADDR. FORCES INIT OF DMC/KMC.
(2) 021734 160000
(2)
(2)
(2) ;SDELAY- ROUTINE TO GIVE A MINOR DELAY.
(2) ; IS NOT TIME DEPENDENT CODE SENCE
(2) ; NOT USED TO GET SPECIFIC TIME BUT
(2) ; JUST A LITTLE DELAY.
(2)
(2) ;
(2) ; THAT IS UNLESS A REAL TIME CLOCK IS PRESENT!
(2) ; THEN WE'LL GENERATE A TIME BETWEEN 16MS TO 32 MS
(2)
(2) ;
(2) ; CALL= JSR PC, SDELAY
(2) ;
(2) SDELAY:
(2) 021736 005737 022020 TST RTCCSR ;CLOCK PRESENT?
(2) 021736 100016 BPL 10$
(2) 021742 012737 000002 022010 MOV #2,TIME
(2) 021752 052777 000115 000040 BIS #115,@RTCCSR ;START CLOCK
(2) 021760 005037 177776 CLR PS
(2) 021764 005737 022010 1$: TST TIME
(2) 021770 001375 BNE 1$
(2) 021772 005077 000022 CLR @RTCCSR ;STOP CLOCK
(2)
(2) 021776 000207 RTS PC
(2) 022000 105237 022010 10$: INCB TIME
(2) 022004 001375 BNE 10$
(2) 022006 000207 RTS PC
(2)
(2) 022010 000000 TIME: .WORD 0
(2)
(2) 022012 005337 022010 CLKINT: DEC TIME
(2) 022016 000002 RTI
(2) 022020 000000 RTCCSR: .WORD 0 ;CLOCK CSR IF USED.
(2)
(2) ;
(2) ; *THIS MACRO ALLOWS THE OPERATOR TO TALK TO
(2) ; *ANY DEVICE ON THE I/O BUS
(2) ; *USER MUST START AT THIS ADDR.
(2) ; *HE MUST SAY EITHER 'E' FOR EXAMINE, OR 'D' FOR DEPOSIT.
(2) ; *'E' IS DEFAULT.
(2) ; *NEXT, HE MUST SUPPLY AN ADDR.
(2) ; *NOTE IF ADDR. IS NOT FOUND ON I/O BUS, A HALT
(2) ; *WILL OCCUR.
(2)
(2) SUTK:
(2) 022022 005037 001412 CLR .DVLS
(2) 022026 21$: TYPE ,65$ ;:TYPE ASCIZ STRING
(3) 022026 104401 022034 BR 64$ ;:GET OVER THE ASCIZ
(3) 022032 000405 ;:65$: .ASCIZ <200>#E OR D?#

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```
(3) 022046          64$:
(2) 022046 105777 157072 1$: TSTB @STKS
(2) 022052 100375                BPL 1$
(2) 022054 117737 157066 022176 MOVB @STKB,20$ ;GET INPUT
(2) 022062 104401 022176        TYPE, 20$ ;ECHO, NEXT MESSAGE.
(2) 022066 142737 000240 022176 BICB #240,20$ ;STRIP PARITY, LC
(2) 022074 104412                RDOCT ;GET ADDR.
(2) 022076 012637 022174        MOV (SP)+,14$
(2) 022102 123727 022176 000104 CMPB 20$,#D ;DEPOSIT?
(2) 022110 001411                BEQ 10$
(2)
(2) 022112 004537 021544                JSR R5,$INLP ;GET DATA
(2) 022116 022174                .WORD 14$
(2) 022120 022132                .WORD 5$
(2)
(3) 022122 013746 022132                MOV 5$,-(SP) ;;SAVE 5$ FOR TYPEOUT
(3) 022126 104402                TYPOC ;;GO TYPE--OCTAL ASCII(ALL DIGITS)
(2) 022130 000736                BR 21$ ;LOOP.
(2) 022132 000000                5$: .WORD 0
(2)
(2) 022134                10$:
(3) 022134 104401 022142                TYPE ,67$ ;;TYPE ASCII STRING
(3) 022140 000404                BR 66$ ;;GET OVER THE ASCII
(3) ;;67$: .ASCIZ <200>#DATA= #
(3) 66$:
(2) 022152                RDOCT
(2) 022152 104412                MOV (SP)+,13$
(2) 022154 012637 022172
(2)
(2) 022160 004537 021446                11$: JSR R5,$OUTLP ;OUTPUT ROUTINE.
(2) 022164 022174                12$: .WORD 14$ ;DEVICE ADDR.
(2) 022166 022172                .WORD 13$ ;DATA
(2) 022170 000716                BR 21$
(2)
(2) 022172 000000                13$: .WORD 0
(2) 022174 000000                14$: .WORD 0
(2) 022176 10^001 042504 044526 20$: .ASCIZ <1><200>#DEVICE ADDR= #
(2) 022204 042503 040440 042104
(2) 022212 036522 000040
(2)
(2) .EVEN
(2)
(1)
(1)
(2)
(2) :
(2) : THIS ROUTINE LOOKS THROUGH CURENT .DVLS FOR A/D ADDR.
(2) : IF UNFOUND,GENERATES IT. THIS ROUTINE'S WHOLE PURPOSE IS
(2) : TO SET UP THE USER PROGRAM TO LINK TO FILE 'DRLPX2' FOR
(2) : SAMPLE TAKEING PURPOSES.
(2) : TO TAKE SAMPLES, THE USER PROGRAM MUST SET UP
(2) : A/D CSR IN BSEL 4,AND 5.
(2) : (2) HE MUST CALL THIS ROUTINE:
(2) : :
(2) : JSR R5,$PUTS ;CALL SET UP ROUTINE.
(2) : .WORD ADCSR ;ADDR. OF A/D CSR.
(2) : :RETURNS HERE ;KMC BSEL 3,6,7 PERMINENTLY SET UP
(2) : : (UNTILL ONE DOES A RESET)
(2) :
(2) :
(2) :
(2) : (3)THE USER MUST PUT CODE 006 INTO KMC REG 2 TO
```

```

(2)
(2)
(2)
(2)
(2)
(2)
(2) 022216 012537 022226          $PUTS: MOV      (5)+,1$          ;GET ADDR OF ADDR. OF A/D
(2) 022222 004537 021544          JSR      R5,$INLP
(2) 022226 000000          1$:      .WORD    0
(2) 022230 022324          .WORD    10$
(2) 022232 113777 021606 157140          MOVB    $OFS,@KMAD6
(2) 022240 113777 021606 157134          MCH     $OFS,@KMAD7
(2) 022246 013737 022226 022266          MOV     1$,2$
(2) 022254 062737 000002 022266          ADD     #2,2$
(2) 022262 004537 021544          JSR     R5,$INLP
(2) 022266 000000          2$:      .WORD    0
(2) 022270 022324          .WORD    10$
(2) 022272 113777 021606 157072          MOVB    $OFS,@KMAD3
(2) 022300 152777 000340 157072          BISB    #340,@KMAD6
(2) 022306 152777 000300 157066          BISB    #300,@KMAD7
(2) 022314 152777 000300 157050          BISB    #300,@KMAD3
(2) 022322 000205          RTS     R5
(2) 022324 000000          10$:     .WORD    0
(2)
2440          000001          .END
  
```

START CONVERSION CAUTION\*DO WITH MOVB INSTR.!  
 (4) MONITOR KMC REG 2 FOR CODE 377 (DRLPX2 IS DONE)  
 (5) READ KMC REG 4,5 FOR A/D RESULT.  
 (6) TO TAKE MORE SAMPLES, SIMPLY PUT A/D CSR INTO  
 BSEL 4,5 AND CODE 6 INTO BSEL 2.









LPADH	001376	1252#							
LPADL	001374	1252#							
LPCI	001364	1252#							
LPCO	001370	1252#							
LPMR	001366	1252#							
LPMS1	001400	1252#							
LPMS2	001402	1252#							
LPSO	001372	1252#							
LTEST	002542	1389#	1875						
MANHED	014343	2139	2387#						
MANUL	011216	1343	2136#						
MC	002174	1312#	1335						
MD	002172	1311#	1333						
MES15	013133	1892	2357#						
MES3	013036	2270	2355#						
MES6	013103	1890	2356#						
ML	002170	1310#	1331						
MTEST	002360	1318	1341	1354#	1877				
OPRIN	014646	1324*	1325*	1327	1329	1331	1333	1335	2413#
PBB	007330	1903	1921	1925#					
PICO	007142	1888	1895#	2090	2329				
PIC1	007242	1906	1913#	2330					
PIC3	007564	1924	1955#	2331					
PIC4	010322	2028	2032#	2332					
PIC4B	010352	2036#							
PIC6	011024	2105#	2333						
PIRQ =	177772	1177#							
PIRQVE =	000240	1177#							
PRO =	000000	1177#							
PR1 =	000040	1177#							
PR2 =	000100	1177#							
PR3 =	000140	1177#							
PR4 =	000200	1177#							
PR5 =	000240	1177#							
PR6 =	000300	1177#							
PR7 =	000340	1177#							
PS =	177776	1177#	1275*	2439*					
PSW =	177776	1177#							
PWRMSG	015670	2422	2423#						
PWRVEC =	000024	1177#	1272*	2422*					
P3	007664	1967#	2029						
P3A	010012	1979	1983#	1991					
P3B	010072	1994#	2002						
P3C	010152	2005#	2013						
P3D	010232	2016#	2025						
P4	010422	2044#	2091						
P4A	010550	2057	2061#	2070					
P4B	010672	2077#	2087						
P7CNT	014650	2414#							
P7PNT	014652	2415#							
QMARK	014105	1338	2200	2375#					
RDCHR =	104410	2428	2432#						
RDLIN =	104411	1323	2429	2432#					
RDOCT =	104412	2432#	2439						
RD1	021346	2439#*							
RESVEC =	000010	1177#							





















.STYPO 1157# 2426

. ABS.	022326	000	OVR	RO	ABS	GBL	D
	000000	001	CON	RJ	REL	LCL	I

ERRORS DETECTED: 0  
DEFAULT GLOBALS GENERATED: 0

CRLPBB,CPLPBB/CRF=CRLPAB.MAC,CRLPBB.P11  
RUN-TIME: 27 14 1 SECONDS  
RUN-TIME RATIO: 97/43=2.2  
CORE USED: 35K (69 PAGES)

1  
2  
3  
4  
5  
6  
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8  
9  
10  
11  
12  
13  
452  
453  
454  
455  
456  
457  
458

177777

000000'  
000000

:THIS FILE IS THE SAME AS "CRLPX0.P11" EXCEPT IT IS LOADED INTO 65000  
:IT IS ALSO THE SAME AS "DRLPX2.P11" EXCEPT NAME CHANGE "CRLPX2.P11"

.LIST MC,BIN,BEX,MEB  
.NLIST MD,CND,ME

ADDRESS=-1  
MACRO DEFFINITIONS FOR M8200 AND M8204 MICRO-PROCESSOR  
INSTRUCTION SET.  
TO BE USED WITH RSX MACRO-11 ASSEMBLER

26-MAY-1976  
\$BEGIN  
\$LOC 42000  
.GLOBL DRLPX2  
.ENABL GBL

:\*  
:\*MICRO CODE FOR KMC-11

```
460 ;*THIS CODE WILL BE DOWN LOADED INTO BOTH
461 ;*KMC-11'S. THE CODE RUNS ASYNCHRONOUS TO THE PDP-11 CODE
462 ;*WE SYNC THROUGH COMMANDS PASSED VIA THE OUT*/IBUS* REGS.
463 ;*
464
465
466 DRLPX2: ;JUMP TABLE USED FOR COMMANDS
467 042000 BR STARTU ;GOTO START
(2) 042000 100407 .WORD .$$$
468 042002 BR CMNOP ;NOP=1
(2) 042002 100420 .WORD .$$$
469 042004 BR RDSILO ;=2 READ SILO PUT IN BSEL4
(2) 042004 100430 .WORD .$$$
470 042006 BR WRSILO ;=3 READ BSEL4 PUT IN SILO.
(2) 042006 100432 .WORD .$$$
471 042010 BR RDCMND ;=4 READ FAST PATH PUT IN BSEL4
(2) 042010 100434 .WORD .$$$
472 042012 BR WRCMND ;=5 READ BSEL4, PUT IN FAST PATH.
(2) 042012 100436 .WORD .$$$
473 042014 BR SAMP ;=6 TAKE AN A/D SAMPLE
(2) 042014 100440 .WORD .$$$
474
475 ;START OF U CODED
476
477
478 STARTU:
479 042016 MOVE # 0,BREG
(3) 042016 000400 .WORD .$$$
480 042020 MOVE BREG,OUT1 <0> ;CLEAR UNIBUS CSRS
(3) 042020 061220 .WORD .$$$
481 042022 MOVE BREG,OUT1 <2>
(3) 042022 061222 .WORD .$$$
482 042024 MOVE BREG,OUT1 <3>
(3) 042024 061223 .WORD .$$$
483 042026 MOVE BREG,OUT1 <4>
(3) 042026 061224 .WORD .$$$
484 042030 MOVE BREG,OUT1 <5>
(3) 042030 061225 .WORD .$$$
485 042032 MOVE BREG,OUT1 <6>
(3) 042032 061226 .WORD .$$$
486 042034 MOVE BREG,OUT1 <7>
(3) 042034 061227 .WORD .$$$
487 042036 MOVE BREG,SPAD <6>
(3) 042036 063226 .WORD .$$$
488
489 CMNOP: MOVE INP0 <12>,OUT1 <0> ;READ STATUS
(3) 042040 021240 .WORD .$$$
490 042042 MOVE # 377,BREG
(3) 042042 000777 .WORD .$$$
491 042044 MOVE BREG,OUT1 <2> ;INDICATE READY FOR COMMAND.
(3) 042044 061222 .WORD .$$$
492
493 LOOP: MOVE INP0 <12>,OUT1 <0> ;READ STATUS
(3) 042046 021240 .WORD .$$$
494
495 MOVE INP1 <2>,SPAD <0> ;READ COMMAND REG.
```



```
(3) 042050 123040 .WORD .$$$.  
496 042052 BZ LOOP ;NO COMMAND THEN LOOP  
(2) 042052 101423 .WORD .$$$.  
497  
498 042054 MOVE INP1 <2>,SPAD <0> ;RE-READ COMMAND.  
(3) 042054 123040 .WORD .$$$.  
499  
500 042056 BR SPAD <0> ;BR BASED ON CMND.  
(2) 042056 160600 .WORD .$$$.  
501 ;NO-USER PROTECTION OFFERED.  
502 ;IF YOU ENTER WRONG CODE -  
503 ;YOU LOSE.  
504  
505  
506 ;ROUTINE TO READ THE SILO, PUT IN  
507 ;*BUS REG 4  
508 ;CMD=2  
509  
510 RDSILO: MOVE INP0 <10>,OUT1 <4> ;READ SILO.  
(3) 042060 021204 .WORD .$$$.  
511 ;WRITE *BUS  
512 042062 BR CMNOP ;RETURN.  
(2) 042062 100420 .WORD .$$$.  
513  
514 ;ROUTINE TO WRITE SILO, READ DATA FROM  
515 ;*BUS REG 4  
516 ;CMD=3  
517  
518  
519  
520 WRSILO: MOVE INP1 <4>,OUT0 <10> ;READ DATA IN *BUS  
(3) 042064 122110 .WORD .$$$.  
521 ;WRITE SILO.  
522 042066 BR CMNOP  
(2) 042066 100420 .WORD .$$$.  
523  
524 ;ROUTINE TO READ FAST PATH (CMND) REG.  
525 ;PUT IN *BUS REG 4  
526 ;CMD=4  
527  
528  
529  
530 RDCMND: MOVE INP0 <11>,OUT1 <4> ;READ FAST PATH  
(3) 042070 021224 .WORD .$$$.  
531 ;WRITE *BUS.  
532 042072 BR CMNOP ;RETURN  
(2) 042072 100420 .WORD .$$$.  
533  
534 ;ROUTINE TO WRITE FAST PATH (CMND) REG.  
535 ;TAKE DATA FROM *BUS REG 4.  
536 ;CMD=5  
537  
538  
539  
540 WRCMND: MOVE INP1 <4>,OUT0 <11> ;READ DATA IN *BUS  
(3) 042074 122111 .WORD .$$$.
```

```
541                                     ;WRITE INTO FAST PATH.  
542 042076 BR CMNOP ;RETURN.  
(2) 042076 100420 .WORD .SSS.  
543  
544  
545  
546                                     ; THIS ROUTINE TAKES AN A/D SAMPLE.  
547                                     ; CALL= CMND 6 IN BSEL2  
548                                     ; THESE REGS. MUST BE SET UP IN ADVANCE.  
549                                     ; BSEL 3 MUST CONTAIN READ CODE FOR A/D BUFFER.  
550                                     ; BSEL 4,5 MUST CONTAIN A/D CSR SETTING.  
551                                     ; BSEL 6 MUST CONTAIN WRITE CODE FOR A/D CSR  
552                                     ; BSEL 7 MUST CONTAIN READ CODE FOR A/D CSR  
553                                     ; BSEL 3,6,7 WILL REMAIN UNEFFECTED.  
554                                     ; BSEL 4,5 WILL CONTAIN A/D SAMPLE.  
555                                     ; BSEL2 WILL CONTAIN CODE 377 WHEN DONE.  
556  
567 042100 WPMC SAMP  
(4) 042100 020640 .WORD .SSS.  
(3) 042102 103040 .WORD .SSS.  
568 042104 MOVE INP1 <6>,OUTO <11> ;SEND A/D WRITE CODE.  
(3) 042104 122151 .WORD .SSS.  
569 042106 WPMC SAMP1  
(4) 042106 020640 .WORD .SSS.  
(3) 042110 103043 .WORD .SSS.  
570 042112 MOVE INP1 <4>,OUTO <11> ;SEND LOW BYTE CSR INFO.  
(3) 042112 122111 .WORD .SSS.  
571 042114 WPMC SAMP2  
(4) 042114 020640 .WORD .SSS.  
(3) 042116 103046 .WORD .SSS.  
572 042120 MOVE INP1 <5>,OUTO <11> ;SEND HIGH BYTE CSR INFO.  
(3) 042120 122131 .WORD .SSS.  
573 042122 WPMC SLOOP  
(4) 042122 020640 .WORD .SSS.  
(3) 042124 103051 .WORD .SSS.  
574 042126 MOVE INP1 <7>,OUTO <11> ;SEND READ CODE TO GET A/D CSR.  
(3) 042126 122171 .WORD .SSS.  
575 042130 WPMC SAMP3  
(4) 042130 020640 .WORD .SSS.  
(3) 042132 103054 .WORD .SSS.  
576 042134 WPMC SLOOP1  
(4) 042134 020640 .WORD .SSS.  
(4) 042136 061620 .WORD .SSS.  
(3) 042140 103056 .WORD .SSS.  
577 042142 MOVE INPO <11>,BREG  
(3) 042142 020620 .WORD .SSS.  
578 042144 MOVE BREG,SPAD <0>  
(3) 042144 063220 .WORD .SSS.  
579 042146 WPMC SLOOP2  
(4) 042146 020640 .WORD .SSS.  
(4) 042150 061620 .WORD .SSS.  
(3) 042152 103063 .WORD .SSS.  
580 042154 MOVE INPO <11>,BREG  
(3) 042154 020620 .WORD .SSS.  
581 042156 BB7 CMNOP ;ABORT IF A/D BIT 15=1
```

(2)	042156	103420	.WORD	.SSS.	
582	042160		MOVE	SPAD <0>,BREG	
(3)	042160	060600	.WORD	.SSS.	
583	042162		BB7	LOPE	
(2)	042162	103473	.WORD	.SSS.	
584	042164		BR	SLOOP	;IF A/D NOT DONE,EXIT.
(2)	042164	100451	.WORD	.SSS.	
585	042166		LOPE: MOVE	INP1 <3>,OUT0 <11>	;ISSUE READ A/B BUFFER.
(3)	042166	122071	.WORD	.SSS.	
586	042170		WTMM	SLOOP3	
(4)	042170	020640	.WORD	.SSS.	
(4)	042172	061620	.WORD	.SSS.	
(3)	042174	103074	.WORD	.SSS.	
587	042176		MOVE	INP0 <11>,OUT1 <4>	
(3)	042176	021224	.WORD	.SSS.	
588	042200		WTMM	SLOOP4	
(4)	042200	020640	.WORD	.SSS.	
(4)	042202	061620	.WORD	.SSS.	
(3)	042204	103100	.WORD	.SSS.	
589	042206		MOVE	INP0 <11>,OUT1 <5>	
(3)	042206	021225	.WORD	.SSS.	
590	042210		BR	CMNOP	
(2)	042210	100420	.WORD	.SSS.	
591	042212	177777	.WORD	-1	
592		000001	.END		

ADDRES= 177777	SAMP 042100	.ADDWC= 000020	.DMEM = 002400	.SELB = 000220
CLK = 000020	SAMP1 042106	.AND = 000260	.DNOP = 000000	.SIMM = 000000
CMNOP 042040	SAMP2 042114	.BB0 = 002000	.DOUT0= 002000	.SINO = 020000
DRLPX2 042000 G	SAMP3 042130	.BB1 = 002400	.DOUT1= 001000	.SIN1 = 120000
LOOP 042046	SLG0P 042122	.BB4 = 003000	.DSPAD= 003000	.SMEM = 040000
LOPE 042166	SLOOP1 042134	.BB7 = 003400	.DSPBR= 003400	.SUB = 000340
MARHLD= 000000	SLOOP2 042146	.BC = 001000	.DO = 000400	.SUBWC= 000040
MARINC= 014000	SLOOP3 042170	.BR = 000400	.FO = 000020	.SUB2C= 000360
MARLD = 010000	SLOOP4 042200	.BSBRG= 160000	.INC = 000060	.SO = 020000
MARLDX= 004000	STARTU 042016	.BSIMM= 100000	.LORN = 000240	.XOR = 000320
PAGE0 = 000000	WRCMND 042074	.BSMEM= 140000	.MINUS= 000360	.\$\$\$ = 100420
PAGE1 = 001000	WRSILO 042064	.BZ = 001400	.MO = 004000	.LOC = 042040
PAGE2 = 002000	\$\$\$SER= 000001	.CO = 000400	.OR = 000300	.2A = 000120
PAGE3 = 003000	. = 042214	.DBR = 000400	.PLUS = 000000	.2AWC = 000140
RDCMND 042070	.ADC = 000100	.DBRSH= 001400	.SBREG= 060000	
RDSILO 042060	.ADD = 000000	.DEC = 000160	.SELA = 00020C	

. ABS.	042214	000	OVR	RW	ABS	LCL	D
	000000	001	CON	RW	ABS	LCL	I
ABCODE	004000	002	CON	RW	REL	LCL	I

ERRORS DETECTED: 0  
 DEFAULT GLOBALS GENERATED: 0

CRLPX2.CRLPX2=CRLPX2  
 RUN-TIME: 3 3 0 SECONDS  
 RUN-TIME RATIO: 14/7=2.0  
 CORE USED: 35K (69 PAGES)