

KWV11

KWV11A DIAGNOSTIC CVKWACO

AH-8224C-MC

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IDENTIFICATION

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1.0 ABSTRACT

This program allows the user check-out or debug the KWV11A, Programmable Real-Time Clock. The logic test is self contained and needs no external maintenance hardware or operator intervention with only one exception: If the customer hardware connected to the KWV11 could inject signals on ST2, ST1, or SLAVE IN inputs, it must be disconnected.

Even though the KWV11 is a Q BUS option, this program was designed to run on any PDP-11 family computer. If the user is unfamiliar with an LSI-11 he should review sections 8.4 and 8.5. A software switch register is included with this program.

Every effort was made to make this program conform to LSI-11 programming restrictions, however; the user should read sections 7.2 and 7.3.

2.0 REQUIREMENTS

2.1 Equipment

1. PDP-11 family computer with 8K of memory (or more) and I/O facilities (i.e., TTY).
2. KWV11 under test.

2.2 Storage

This program occupies and uses 8K of memory.

3.0 LOADING PROCEDURE

3.1 Method

Standards procedure for normal binary tapes should be followed.

1. Absolute loader must be in memory.
2. Place binary tape in reader.
3. Type Address *7500 (5* determine by location of loader).
4. Type 'G' (program will be loaded into memory).

The program can also be loaded by XXDP, ACT, or APT.

3.2 Non-Standard Address, Vector, or Use of Software Switch Register

This program is set to test a KW11 with a standard address and vector. If any of these are different on the KW11K you are testing, change the corresponding location in memory before starting this test.

<u>LOCATION</u>	<u>TAG</u>	<u>CURRENT CONTENTS</u>	<u>COMMENTS</u>
1250	\$BASE:	170420	::BASE ADDRESS OF EQUIPMENT :: UNDER TEST
1244	\$VECT1:	000440	:: INTERRUPT VECTOR #1
176	\$SWREG:	000000	:: MANUAL SWR.
1157	\$TPFLG:	.BYTE 0	:: 'TERMINAL AVAILABLE' :: FLAG (BIT<0:7>-0=YES)

4.0 STARTING PROCEDURE

4.1 Control Switch Setting

Before starting the diagnostic, set all switch register bits as desired, see section 5.1.

4.2 Starting Addresses

200 Start of Logic Tests
204 Restart Address for Logic Test
210 I/O Signal Test #1
214 I/O Signal Test #2
220 I/O Signal Test #3
230 Production Starting Address
240 Testor Starting Address

4.3 Program and/or Operator Action

All switches in switch pack 2 should be in the 'OFF' position except when instructed.

1. Load program into memory.
2. Enter keyboard 'ODT'.
3. Alter location '\$SWREG' (Address 176) to reflect desired options of a switch register - see section 5.1.
4. Type starting address, followed by 'G' to start program.

5.0 OPERATING PROCEDURE

5.1 Switch Register Function

<u>SWR BIT</u>	<u>OCTAL</u>	<u>FUNCTION WHEN SET</u>
5	100000	HALT ON ERROR
14	040000	LOOP ON TEST
13	020000	INHIBIT ERROR TYPEOUT
12	010000	ENABLE LINE FREQ. RATE TESTING
11	004000	INHIBIT ITERATIONS (SHORT PASS)
10	002000	BELL ON ERROR
09	001000	LOOP ON ERROR
08	000400	LOOP ON TEST IN SWR <7:0>

5.2 Scope Loops

If an error occurs and the user wishes to scope the error, '\$SWREG' should be altered to '100000' at the start of the test to halt on error, then when the program halts on error and the CPU enters 'ODT', '\$SWREG' should be altered to '060000' to loop on current test and inhibit error typeout, then type 'P' to continue program execution.

5.3 Program and/or Operator Action

All switches in switch pack 2 should be in the 'OFF' position except when instructed.

5.3.1 Logic Test

The first pass through the program will be made with iterations inhibited. Successive passes will enable iterations if SWR11=0.

If not inhibited by APT, the program will look for more KVV11's to exercise, one pass will exercise all KVV11's.

If four units are detected, the following will be typed:

```
UNIT #000001 COMPLETED TESTING UNIT #000002  
UNIT #000002 COMPLETED TESTING UNIT #000003  
UNIT #000003 COMPLETED TESTING UNIT #000004  
UNIT #000004 COMPLETED
```

At End of Pass when all units have been tested, the following typeout will occur:

```
'ENDPASS 12 - TOTAL ERRORS 4 THERE ARE 4 (OCTAL) UNITS -  
GOOD UNITS (L TO R) 000000000001011''.
```

This indicates that the program has completed 12 octal (10 decimal) passes. During that time 4(octal) errors were detected. Also we tested 4 units and the third unit was the only unit to fail.

5.4 Inhibiting Auto-Size Feature

This program will automatically auto-size and test each KVV11 it detects on the system. To inhibit this feature, set bit 15 of location 'SENV1'. Also, to test an individual KVV11 in a group, set this bit and refer to section 3.2 for changing the base address of the KVV11 under test.

6.0 ERRORS

6.1 Error Printout

Printout varies with the error detected. The error PC typed out is the actual location of the error call.

A HALT at location '\$TYPE'+10 when running with no terminal indicates an error has occurred. To find out the number of the error, examine location '\$STNM'. This is the item number of the error. To find out what the error typeout would have been goto to the error pointer table beginning at location 'ERRTB'.

6.1.1 Example

If we examined location '\$STNM' and found a 5(101) we go to location '\$ERRTB' and look through the error pointer table until we found item 5. The information would look like:

;ITEM 5

```
EM5      :CLOCK SR DATA ERROR
DH5      :ERRPC ASR WAS S/B
DT5      :$ERRPC,ASR,$BDDAT,$GDDAT
DF0      :ALL NUMBERS ARE IN OCTAL FORM
```

To find out the information specified by DT5 (\$ERRPC,BSR,\$BDADR,\$BDADR) follow these steps:

1. Look up the address of the label (i.e., \$ERRPC) in the symbol table which follows the listing.
 2. * Put this address in the switch register and depress the LOAD ADDRESS switch on the processor's console.
 3. * Now depress the EXAMINE switch.
 4. * The data displayed in the data lights is the information that would have been printed for his label if you had a input/output terminal.
- * See section 8.4 for LSI-11 ODT commands.

6.2 Non-Standard Error Halts

Bus errors will cause a Halt to the routine "IOTRD". The address that caused this trap will be in address "TRTC".

7.0 RESTRICTIONS

All switches in switch pack 2 should be in the "OFF" position except when instructed.

7.1 External Inputs

External inputs such as "SLAVE IN", "ST1" and "ST2" must not be connected to any customer hardware that might generate these signal while the diagnostic is running.

7.2 Starting Restriction

If a free-running clock, such as 60Hz from the power supply, is attached to the "BEVNT" bus line on both Rev level C/D and E systems, an interrupt to location 100 will occur when using the "G" and "L" commands prior to executing the first instruction. Therefore this program can not disable the BEVNT bus line by inhibiting interrupts.

User systems requiring a free-running clock attached to the BEVNT bus line can temporarily avoid this situation by setting the PSW(RS) to 200, loading the PC with the starting address instead of using the "G" command, and then using the "P" command. Before using the "L" command, the PSW(RS) can be set to 200, thereby inhibiting interrupts, to avoid receiving the event interrupt after loading the ABS loader.

7.3 Possible Program 'BOMBS'

The first two tests of this program check to see if the KVV11 responds to the address the program thinks its at. If the KVV11 does not respond, a bus error occurs. Also bus errors can occur during the time the program sizes to see how many KVV11 are on you system.

For more information on the next subject, see JAN. 1976 LSI-11 ENGINEERING BULLETIN issued by The Digital Components Group.

Bus errors may alter the preset contents of location 4 before the trap is executed, thereby transferring program control to area in the program that was not set up to handle the trap. If this happens, the program will 'BOMB' and possibly rewrite parts of itself.

8.0 MISCELLANEOUS

8.1 Power Fail

After a power failure occurs, the program execution will continue at the point where the power occurred. The program will type 'POWER'.

8.2 XXDP, ACT, APT

The program is chainable under XXDP, ACT, or APT. Although 'APT Hooks' have been installed, they have not been tested.

8.3 Execution Time

0.5 minutes (30 sec) iteration inhibited - no errors
2.5 minutes (150 sec) with iterations - no errors

8.4 LSI-11 'ODT' Commands

<u>FORMAT</u>	<u>DESCRIPTION</u>
<CR> return	Close opened location and accept next command.
<LF> line feed	Close current location; open next sequential location.
^(uparrow)	Open previous location.
_ (left arrow)	Take contents of opened location, indexed by contents of PC, and open that location.
@	Take contents of opened location as absolute address and open that location.
R/	Open the word at location R.
/	Reopen the last location.
\$N/ or RN/	Open general register N(0-7) or S(PS register).
R;G or RG	GOTO location R and start program.
NL	Execute bootstrap loader using N as device CSR. Console device is 177560.
;P or P	Proceed with program execution.
RUBOUT	Erases previous numeric character. Response is a backslash ().

8.5 Entering LSI-11 'ODT'

The HALT or ODT microcode state of the KD11F (LSI-11 module) can be entered in five different ways (others are a subset of these) from the run state:

1. Execution of a LSI-11 HALT instruction.
2. A double BUS error.
3. As a POWER UP option.
4. ASCII break with DLV11 framing error asserting the B HALT line (enabled by jumper of DLV11).

Upon entering the HALT state, the KD11F responds through the set of command listed in section 8.4.

8.6 Use of Program Software SWR

The program software switch register is enabled if

1. No hardware SWR exists;
2. If you start with all ones (SWR=177777) in the switch register.

The software switch register may be changed by typing ^G (Control and letter G keys typed simultaneously). When ^G is typed, the program responds by typing 'SWR=XXXXXX' where XXXXXX equals the former contents of the switch register.

If you wish to keep the current value, type <CR>. If you wish to change the value, type the new value followed by a <CR>.

It is important to note that the diagnostic is not running after the ^G until a <CR> is typed.

8.7 Special I/O Signal Tests

Three tests were included to enable checkout of I/O signals: ST1, ST2, and Clock Overflow. These tests have a special starting address. Since end-passes are immediate, no 'END of Pass' message is reported. Errors are reported by typing out the PC where the error was detected. When started, the program remains in a loop generating and detecting the specified signals. HALT ON ERROR and INHIBIT ERROR timeout options may be used.

Logic test must have already been run on the KVV11.

8.7.1 I/O Signal Test #1 ST1 IN, ST2 OUT

Switch pack S2 must be set up as follows:

SWITCH STATE

1	OFF
2	ON
3	OFF
4	OFF
5	ON
6	ON
7	not used

The following jumper must be installed.

J1-SS (ST2 out) to J1-VV (ST1 in)

Load and start the program at 210.

8.7.2 I/O Signal Test #2 Clock Overflow Test

Switch pack S2 must be set up as follows:

SWITCH STATE

1	OFF
2	OFF
3	OFF
4	ON
5	OFF
6	ON
7	not used

The following jumper must be installed.

J1-RR (clock overflow) to J1-TT (ST2 in)

Load and start at location 214.

8.7.3 I/O Signal Test #3 ST1 out and ST2 in
Switch Pack S2 must be set up as follows:

SWITCH STATE

- 1 OFF
- 2 OFF
- 3 OFF
- 4 ON
- 5 ON
- 6 ON
- 7 not used

The following jumper must be installed:

J1-UU (ST1 out) to J1-TT (ST2 in)

Load and start at location 220.

8.8 Production Starting Address

A special starting address has been provided for In-house production to use to start the logic diagnostic and inform the test that production is using it.

In the field only enough addresses were allotted for 4 sequential KWV11s. When the logic tests are started at location 200, we only auto-size up to 4 KWV11s.

In house testing may wish to exercise up to 16 KWV11s at one time. The logic tests may be started at location 230 and the program will auto size up to 16 KWV11s.

8.9 Testor Starting Address

A special starting address has been provided for manufacturing to use to start the logic diagnostic and inform the program that the clock module is cabled to an in-house testor.

Manual intervention is needed in this sequence of testing. The program will type out all instructions. A cable should connect J1 on the clock module to J10 on the testor. Switches 1 and 3 of S2 (on the clock module) should be on, all other switches on S2 should be off.

8.10 Trap Catcher

The Trap Catcher in this diagnostic employs a new concept. This concept will enable the user of this diagnostic to gain more knowledge of the events that lead the program to this area.

The Trap Catch consists of PC+2 and JSR PC,R0. (i.e., Location 300 would contain 302 and location 302 would contain 4700.)

When a device interrupts unexpectedly to the Trap Catcher, it would pick up the PC+2 of the trap as an address of the interrupt service routine.

The program would then pick up '4700' as the new PSW. Bit 7 of the new PSW having been set, would cause further interrupts from happening. When the CPU attempts to execute '4700' (JSR PC,R0), a Bus-time-out trap will occur to location 4. Location 4 contains a pointer to 'IOTRD', a routine that will report the trap as an error.

To guard against 'Real' Bus errors routing us through location 4 to 'IOTRD', we check to see if the trap that brought us to location 4 really came from the Trap Catcher area. If not we'll halt and leave the Trap Address in 'TRTO'.

More about the interrupt error can be found in the description of the error in the program listing in the routine 'IOTRD'.

56	OPERATIONAL SWITCH SETTINGS
58	TRAP CATCHER
100	BASIC DEFINITIONS
109	ACT11 HOOKS
111	APT PARAMETER BLOCK
112	COMMON TAGS
(2)	APT MAILBOX-ETABLE
(1)	ERROR POINTER TABLE
225	INITIALIZE THE COMMON TAGS
234	TYPE PROGRAM NAME
(2)	GET VALUE FOR SOFTWARE SWITCH REGISTER
294	T1 *TEST THE ADDRESSABILITY OF CLOCK CSR
295	T2 *TEST THE ADDRESSABILITY OF CLOCK BUFFER REG.
342	T3 *TEST THAT CLOCK A STATUS REGISTER BIT 14 CAN BE SET AND CLEARED
343	T4 *TEST THAT CLOCK A STATUS REGISTER BIT 13 CAN BE SET AND CLEARED
344	T5 *TEST THAT CLOCK A STATUS REGISTER BIT 11 CAN BE SET AND CLEARED
345	T6 *TEST THAT CLOCK A STATUS REGISTER BIT 6 CAN BE SET AND CLEARED
346	T7 *TEST THAT CLOCK A STATUS REGISTER BIT 5 CAN BE SET AND CLEARED
347	T10 *TEST THAT CLOCK A STATUS REGISTER BIT 4 CAN BE SET AND CLEARED
348	T11 *TEST THAT CLOCK A STATUS REGISTER BIT 3 CAN BE SET AND CLEARED
349	T12 *TEST THAT CLOCK A STATUS REGISTER BIT 2 CAN BE SET AND CLEARED
350	T13 *TEST THAT CLOCK A STATUS REGISTER BIT 1 CAN BE SET AND CLEARED
351	T14 *TEST THAT CLOCK A STATUS REGISTER BIT 0 CAN BE SET AND CLEARED
385	T15 *TEST THAT PATTERN 125252 WILL SET AND CLEAR IN BUFFER REG.
387	T16 *TEST THAT PATTERN 052525 WILL SET AND CLEAR IN BUFFER REG.
390	*
391	* PHASE 2 ADVANCED BASIC LOGIC TESTS
392	*
404	T17 *TEST THE LOW BYTE OPERATION OF CLOCK'S STATUS REGISTER
430	T20 *TEST THE HIGH BYTE OPERATION OF A'S STATUS REGISTER
460	T21 *TEST CLOCK'S COUNT REGISTER WITH 125252 PATTERN
486	T22 *TEST CLOCKS COUNTER REGISTER WITH 052525 PATTERN
519	T23 *TEST THAT INIT CLEARS STATUS REGISTER
556	T24 *TEST THAT INIT CLEARS BUFFER REGISTER
578	T25 *TEST THE SETTING OF MAINTENANCE ST2 IN CLUCK BIT 15 TO SET
603	T26 *TEST THAT BIT00 IN CLOCK STATUS REG. WILL SET WHEN BIT13 AND MAIN. ST2
618	*
619	*PHASE 3 COUNT TESTS
620	*
623	T27 *TEST TO SEE IF THE COUNTER WILL INCREMENT
647	T30 *SEE IF CLOCK WILL COUNT UP FROM A ZERO BASE, RATE:ST1
683	T31 *TEST THAT OVERFLOW (CSR BIT07) WILL SET ON OVERFLOW
720	T32 *TEST THAT OVERFLOW WILL CLEAR THE GO BIT
741	T33 *TEST THAT GO BIT DOES NOT CLEAR ON OVERFLOW, IF MODE 1
806	T34 *TEST THE ABILITY OF CLOCK TO COUNT AT 1MHZ RATE
808	T35 *TEST THE ABILITY OF CLOCK TO COUNT AT 100KHZ RATE
810	T36 *TEST THE ABILITY OF CLOCK TO COUNT AT 10KHZ RATE
812	T37 *TEST THE ABILITY OF CLOCK TO COUNT AT 1KHZ RATE
814	T40 *TEST THE ABILITY OF CLOCK TO COUNT AT 100HZ RATE
816	T41 *TEST THE ABILITY OF CLOCK TO COUNT AT LINEFREQ RATE
819	T42 *TEST THAT COUNTER DOESN'T COUNT WHEN 'SLAVE IN' RATE IS SELECTED
845	T43 *TEST THAT THE CLOCK WILL COUNT IN MODE 1
864	*
865	*PHASE 4 CLOCK INTERRUPT TEST.
866	*
876	T44 *TEST THAT THE CLOCK WILL INTERRUPT ON OVERFLOW

897	T45	*TEST THAT ST2 WILL CAUSE AN INTERRUPT
916	*	
917	*PHASE 5 ADVANCED TESTING	
918	*	
1000	T46	*TEST THAT THE 'FOR' BIT WILL SET ON 2 ST2'S
1018	T47	*TEST THAT FOR BIT WILL SET ON TWO OVERFLOWS
1038	T50	*TEST THAT FOR BIT WILL CLEAR IF GO BIT IS SET
1060	T51	*TEST THAT WE CAN DISABLE THE INTERNAL OSC
1079	T52	*TEST THAT CLOCK CAN BE COUNTED USING MAINTENANCE OSC
1172	T53	*TEST THE CLOCK'S 1MHZ DIVIDER
1173	T54	*TEST THE CLOCK'S 100KHZ DIVIDER
1174	T55	*TEST THE CLOCK'S 10KHZ DIVIDER
1176	T56	*TEST THE CLOCK'S 1KHZ DIVIDER
1177	T57	*TEST THE CLOCK'S 100HZ DIVIDER
1198	T60	*TEST THE CLOCK'S MODE 2 OPERATION
1238	T61	*TEST THE CLOCK'S MODE 3 OPERATION
1278	T62	*IF ENABLED,CHECK THRESHOLD ST1 FROM TESTOR
1312	T63	*IF ENABLED, CHECK ST1,ST2 IN FROM TESTOR
1410	END OF PASS ROUTINE	
1446		:I/O SIGNAL TEST #1 ST1 IN AND ST2 OUT IN AND OUT
1474		:I/O SIGNAL TEST #2 CLOCK OVFLOW OUT TEST.
1502		:I/O SIGNAL TEST #3 ST1 OUT AND ST2 IN
1542		
1543	*SYSMAC ROUTINES	
1544		
1546	BINARY TO OCTAL (ASCII) AND TYPE	
1547	BINARY TO ASCII AND TYPE ROUTINE	
1560	ERROR HANDLER ROUTINE	
1561	ERROR MESSAGE TYPEOUT ROUTINE	
1562	SCOPE HANDLER ROUTINE	
1563	TTY INPUT ROUTINE	
1564	TYPE ROUTINE	
1565	APT COMMUNICATIONS ROUTINE	
1566	POWER DOWN AND UP ROUTINES	
1635	TRAP DECODER	
(3)	TRAP TABLE	

1
2
3
4
9
10
11
23
27
36
52
53
54
(1)
(1)
(1)
(1)
(1)
(1)
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55
56
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60
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62
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64
65
75
76
77
78
79
80
81
82
83
84
85
86
87

167400

000001

000000

000004 017102 000200
 000174 000000
 000176 000000
 000100 000104 000200 000002
 000200 000137 001506
 000204 000137 001444

```

.NLIST MC,MD,CND
.LIST ME
.ENABL ABS
.ENABL AMA
$SWR= 167400

.TITLE KWV11A DISAGNOSTIC MAINDEC-11-CVKWA-C
;*COPYRIGHT (C) 1979
;*DIGITAL EQUIPMENT CORP.
;*MAYNARD, MASS. 01754
;*
;*
;*THIS PROGRAM WAS ASSEMBLED USING THE PDP-11 MAINDEC SYSMAC
;*PACKAGE (MAINDEC-11-DZQAC-C3), JAN 19, 1977.
;*
$TN-1

.SBTTL OPERATIONAL SWITCH SETTINGS
;*
;* SWITCH USE
;* -----
;* 15 HALT ON ERROR
;* 14 LOOP ON TEST
;* 13 INHIBIT ERROR TYPEOUTS
;* 11 INHIBIT ITERATIONS
;* 10 BELL ON ERROR
;* 9 LOOP ON ERROR
;* 8 LOOP ON TEST IN SWR<7:0>

.SBTTL TRAP CATCHER
.-0
;*ALL UNUSED LOCATIONS FROM 4-776 CONTAIN A '+2'
;*AND 'JSR PC,R0' SEQUENCE TO CATCH ILLEGAL INTERRUPTS.
;*AND INTERRUPTS TO THE WRONG VECTOR.
;*LOCATION 0 CONTAINS A 0 TO CATCH IMPROPERLY LOADED
;*VECTORS.
. 4
.WORD IOTRD,200 ;HANDLE BUSS ERROR.
. 174
DISPREG: .WORD 0 ;;SOFTWARE DISPLAY REGISTER.
SWREG: .WORD 0 ;;SOFTWARE SWITCH REGISTER.
.=100
.WORD 104,200,2 ;IF 'B' EVENT ON Q-BUS IS
;CONNECTED,WE NEED A WAY OF
;IGNORING ITS INTERRUPTS.

.=200
JMP @WSTART
JMP @WQSTART
    
```

```

88 000210 000137 014046      JMP      @W0ITST1
89 000214 000137 014136      JMP      @W0ITST2
90 000220 000137 014216      JMP      @W0ITST3
91
92                                . =230
93 000230 000137 001472      JMP      @WSTART           ;WESTFIELD STARTING ADDRESS
94                                . =240
95 000240 000137 001456      JMP      @W1TSTSTR        ;ALL TESTER TESTS
96                                ;IF STARTED HERE.
97                                ;ALLOWS PRODUCTION TO EXERCISE
98                                ;UP TO 16 CLOCKS.NORMAL=4.
99

```

```

100 .SBT^L BASIC DEFINITIONS
(1)
(1) ;*INITIAL ADDRESS OF THE STACK POINTER *** 1100 ***
(1) STACK= 1100
(1) .EQUIV EMT,ERROR          ;;BASIC DEFINITION OF ERROR CALL
(1) .EQUIV IOT,SCOPE         ;;BASIC DEFINITION OF SCOPE CALL
(1)
(1) ;*MISCELLANEOUS DEFINITIONS
(1) 000011 HT= 11           ;;CODE FOR HORIZONTAL TAB
(1) 000012 LF= 12           ;;CODE FOR LINE FEED
(1) 000015 CR= 15           ;;CODE FOR CARRIAGE RETURN
(1) 000200 CRLF= 200        ;;CODE FOR CARRIAGE RETURN-LINE FEED
(1) 177776 PS= 177776      ;;PROCESSOR STATUS WORD
(1) .EQUIV PS,PSW
(1) 177774 STKLMT= 177774  ;;STACK LIMIT REGISTER
(1) 177772 PIRQ= 177772   ;;PROGRAM INTERRUPT REQUEST REGISTER
(1) 177570 DSWR= 177570   ;;HARDWARE SWITCH REGISTER
(1) 177570 DDISP= 177570  ;;HARDWARE DISPLAY REGISTER
(1)
(1) ;*GENERAL PURPOSE REGISTER DEFINITIONS
(1) 000000 R0= %0          ;;GENERAL REGISTER
(1) 000001 R1= %1          ;;GENERAL REGISTER
(1) 000002 R2= %2          ;;GENERAL REGISTER
(1) 000003 R3= %3          ;;GENERAL REGISTER
(1) 000004 R4= %4          ;;GENERAL REGISTER
(1) 000005 R5= %5          ;;GENERAL REGISTER
(1) 000006 R6= %6          ;;GENERAL REGISTER
(1) 000007 R7= %7          ;;GENERAL REGISTER
(1) 000006 SP= %6          ;;STACK POINTER
(1) 000007 PC= %7          ;;PROGRAM COUNTER
(1)
(1) ;*PRIORITY LEVEL DEFINITIONS
(1) 000000 PR0= 0          ;;PRIORITY LEVEL 0
(1) 000040 PR1= 40         ;;PRIORITY LEVEL 1
(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
(1)
(1) ;*'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
(1) .EQUIV BIT05,BIT5
(1) .EQUIV BIT04,BIT4
(1) .EQUIV BIT03,BIT3
(1) .EQUIV BIT02,BIT2
(1) .EQUIV BIT01,BIT1
(1) .EQUIV BIT00,BIT0
```

.*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      TRTVEC= 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
    
```

```

101
102      170420      ABASE= 170420
103      000440      AVECT1= 440
104      000200      APRIOR= 200
105
106      167400      $SWR= 167400
107      000001      $TN= 1
108
109
    
```

.SBTTL ACT11 HOOKS

```

(1)
(2)      ;*****
(1)      ;HOOKS REQUIRED BY ACT11
(1)      000244      $SVPC=.          ;SAVE PC
(1)      000046      .=46
(1) 000046 013720      $ENDAD          ;;1)SET LOC.46 TO ADDRESS OF $ENDAD IN .SEOP
(1)      000052      .=52
(1) 000052 000000      .WORD 0          ;;2)SET LOC.52 TO ZERO
(1)      000244      .= $SVPC          ;; RESTORE PC
110      001000      .-1000
    
```

.SBTTL APT PARAMETER BLOCK

```

(1)
(2)      ;*****
(1)      ;SET LOCATIONS 24 AND 44 AS REQUIRED FOR APT
(2)      ;*****
(1)      001000      .$X=.          ;;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      $APTHDR      ;;POINT TO APT HEADER BLOCK
(1)      001000      .=.$X          ;;RESET LOCATION COUNTER
    
```

;;*****
 ;SETUP APT PARAMETER BLOCK AS DEFINED IN THE APT-PDP11 DIAGNOSTIC
 ;INTERFACE SPEC.

```

(1)
(1) 001000 000000      $APTHD:
(1) 001000 001174      $HIBTS: .WORD 0          ;;TWO HIGH BITS OF 18 BIT MAILBOX ADDR.
(1) 001002 000002      $MBADR: .WORD $MAIL      ;;ADDRESS OF APT MAILBOX (BITS 0-15)
(1) 001004 000170      $STMT: .WORD 2          ;;RUN TIM OF LONGEST TEST
(1) 001006 000170      $PASTM: .WORD 120.        ;;RUN TIME IN SECS. OF 1ST PASS ON 1 UNIT (QUICK VERIFY)
(1) 001010 000170      $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)	001212	000000	\$MSG LG: .WORD	AMSG LG	::MESSAGE LENGTH
(2)	001214		\$ETABLE:		::APT ENVIRONMENT TABLE
(2)	001214	000	\$ENV: .BYTE	AENV	::ENVIRONMENT BYTE
(2)	001215	000	\$ENV M: .BYTE	AENV M	::ENVIRONMENT MODE BITS
(2)	001216	000000	\$SWREG: .WORD	ASWREG	::APT SWITCH REGISTER
(2)	001220	000000	\$USWR: .WORD	AUSWR	::USER SWITCHES
(2)	001222	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)	001224	000	\$MAMS1: .BYTE	AMAMS1	::HIGH ADDRESS,M.S. BYTE
(2)	001225	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)	001226	000000	\$MADR1: .WORD	AMADR1	::HIGH ADDRESS,BLK#1
(2)			.*		MEM.LAST ADDR.=3 BYTES,THIS WORD AND LOW OF 'TYPE' ABOVE
(2)	001230	000	\$MAMS2: .BYTE	AMAMS2	::HIGH ADDRESS,M.S. BYTE
(2)	001231	000	\$MTYP2: .BYTE	AMTYP2	::MEM. TYPE,BLK#2
(2)	001232	000000	\$MADR2: .WORD	AMADR2	::MEM.LAST ADDRESS,BLK#2
(2)	001234	000	\$MAMS3: .BYTE	AMAMS3	::HIGH ADDRESS,M.S.BYTE
(2)	001235	000	\$MTYP3: .BYTE	AMTYP3	::MEM. TYPE,BLK#3
(2)	001236	000000	\$MADR3: .WORD	AMADR3	::MEM.LAST ADDRESS,BLK#3
(2)	001240	000	\$MAMS4: .BYTE	AMAMS4	::HIGH ADDRESS,M.S.BYTE
(2)	001241	000	\$MTYP4: .BYTE	AMTYP4	::MEM. TYPE,BLK#4
(2)	001242	000000	\$MADR4: .WORD	AMADR4	::MEM.LAST ADDRESS,BLK#4
(2)	001244	000440	\$VECT1: .WORD	AVECT1	::INTERRUPT VECTOR#1,BUS PRIORITY#1
(2)	001246	000000	\$VECT2: .WORD	AVECT2	::INTERRUPT VECTOR#2BUS PRIORITY#2
(2)	001250	170420	\$BASE: .WORD	ABASE	::BASE ADDRESS OF EQUIPMENT UNDER TEST
(2)	001252	000000	\$DEV M: .WORD	ADEV M	::DEVICE MAP
(2)	001254	000000	\$CDW1: .WORD	ACDW1	::CONTROLLER DESCRIPTION WORD#1
(2)	001256		\$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) 001256 $ERRTB:
113
118 ;ITEM 1
119
120
121 001256 017232 EM1 ;CLOCK SR FUNCTION ERROR
122 001260 017555 DH1 ;ERRPC ASR WAS S/B
123 001262 017764 DT1 ;$ERRPC,ASR,$BDDAT,$GDDAT
124 001264 020062 DF0 ;ALL NUMBERS ARE IN OCTAL FORM
(1)
125
126 ;ITEM 2
127
128 001266 017264 EM2 ;CLOCK SR DATA ERROR
129 001270 017555 DH1 ;ERRPC ASR WAS S/B
130 001272 017764 DT1 ;$ERRPC,ASR,$BDDAT,$GDDAT
131 001274 020062 DF0 ;ALL NUMBERS ARE IN OCTAL FORM
(1)
132
133 ;ITEM 3
134
135 001276 017312 EM3 ;CLOCK BR DATA ERROR
136 001300 017601 DH3 ;ERRPC ABR WAS
137 001302 017776 DT3 ;$ERRPC,ABR,$BDDAT,$GDDAT
138 001304 020062 DF0 ;ALL NUMBERS ARE IN OCTAL FORM
(1)
139
140 ;ITEM 4
141
142 001306 017340 EM4 ;INTERRUPT ERROR.
143 001310 017625 DH4A ;ERRPC TO ROM ADDR.
144 001312 020010 DT4 ;$ERRPC, TRTO,TRFRO
145 001314 020062 DF0 ;ALL NUMBERS ARE IN OCTAL FORM
(1)
146
147 ;ITEM 5
148
149 001316 017361 EM5 ;CLOCK COUNT REG ERROR
150 001320 017555 DH1 ;ERRPC ASR WAS S/B
151 001322 017764 DT1 ;$ERRPC,ACR,$BDDAT,$GDDAT
152 001324 020062 DF0 ;ALL NUMBERS ARE IN OCTAL FORM
(1)
```

153				
154			:ITEM 6	
155				
156	001326	017423	EM12	:CLOCK COUNT FUNCTION ERROR
157	001330	017661	DH12	:ERRPC ASR
158	001332	020020	DT12	:ERRPC, ASR
159	001334	020062	DF0	:ALL NUMBERS ARE IN OCTAL FORM
(1)				
160				
161			:ITEM 7	
162				
163	001336	017452	EM16	:CLOCK INTERRUPT ERROR
164	001340	017661	DH12	:ERRPC ASR
165	001342	020020	DT12	:ERRPC, ASR
166	001344	020062	DF0	:ALL NUMBERS ARE IN OCTAL FORM
(1)				
167				
168			:ITEM 10	
169				
170	001346	017503	EM20	:CLOCK REPEATABILITY ERROR
171	001350	017676	DH20	:ERROR ASR 2ND CNT 1ST CNT 3RD CNT
172	001352	020026	DT20	:ERRPC, ASR, \$BDDAT, \$GDDAT, \$TMP0
173	001354	020062	DF0	:ALL NUMBERS ARE IN OCTAL FORM
(1)				
174				
175			:ITEM 11	
176				
177	001356	017404	EM11	:CLOCK COUNT ERROR
178	001360	017555	DH1	:ERRPC ASR WAS S/B
179	001362	020042	DT22	:ERRPC, ASR, \$BDDAT, \$TMP0
180	001364	020062	DF0	:ALL NUMBERS ARE IN OCTAL FORM
(1)				
181				
182			:ITEM 12	
183				
184	001366	017532	FM26	:CLOCK ADDRESSING ERROR
185	001370	017737	DH26	:ERRPC CLOCK ADDR.
186	001372	020054	DT26	:ERRPC, \$TMP0
187	001374	020062	DF0	:ALL NUMBERS ARE IN OCTAL FORM
(1)				
188				
189	001376	170420	ASR:	.WORD ABASE
190	001400	170422	ABR:	.WORD ABASE+2
191	001402	000440	VECT1:	.WORD AVECT1
192	001404	000442	VECTP:	.WORD AVECT1+2
193	001406	000444	VECT2:	.WORD AVECT1+4
194	001410	000446	VECT2P:	.WORD AVECT1+6
195	001412	000200	PRIOR:	.WORD APRIOR
196	001414	167774	DR:	.WORD 167774
197	001416	167772	DR2:	.WORD 167772
198	001420	000000	\$TMP0:	.WORD 0
199	001422	000000	\$TMP1:	.WORD 0
200	001424	000000	\$TMP3:	.WORD 0
201	001426	000000	ROTATE:	.WORD 0
202	001430	000000	UTEST:	.WORD 0
203	001432	000000	ERCNT:	.WORD 0

:VECTOR ADDR. OF ST2 INTRS.

:TEMP STORAGE.
 :TMP STORAGE.

:POINT TO DEVICE UNDER TEST.
 :KEEPS TRACK OF GOOD UNITS.
 :COUNTS ERRORS.

204	001434	000000			MDEVCT: .WORD	0		:COUNTS DEVICES TESTED.
205	001436	000000			TSTCNT: .WORD	0		:MAX DEVICES TO BE TESTED.
206	001440	000000			EXS: .WORD	0		: =0, NORMAL: =1 SPECIAL TESTOR START, BY L+S @ 2
207	001442	000000			LCNT: .WORD	0		:TOTAL UNITS TESTED.
208								
209								
211	001444	012737	002144	001420	QSTART: MOV	#RSTART,\$TMP0		:LOAD SETUP RETURN ADDRESS
212	001452	000137	001526		JMP	INIT		:INIT THE PROGRAM VECTOR SPACE
213								
214	001456	005237	001440		TSTSTR: INC	EXS		:SET FOR TESTOR.
215	001462	012737	000020	001436	MOV	#16.,TSTCNT		:ALLOW 16 UNITS
216	001470	000413			BR	1\$		
217		001472			WSTART-			
218	001472	012737	000020	001436	MOV	#16.,TSTCNT		:TEST JP TO 16 UNITS.
219	001500	005037	001440		CLR	EXS		
220	001504	000405			BR	1\$		
221		001506			START-			
222	001506	012737	000004	001436	MOV	#4,TSTCNT		:TEST UP TO FOUR UNITS.
223	001514	005037	001440		CLR	EXS		
224	001520	012737	001774	001420	1\$: MOV	#ZSTART,\$TMP0		:LOAD SETUP RETURN
225	001526				INIT:			
(1)					.SBTTL	INITIALIZE THE COMMON TAGS		
(1)					::CLEAR	THE COMMON TAGS (\$CMTAG) AREA		
(1)	001526	012706	001100		MOV	#SCMTAG,R6		::FIRST LOCATION TO BE CLEARED
(1)	001532	005026			CLR	(R6)+		::CLEAR MEMORY LOCATION
(1)	001534	022706	001140		CMP	#SWR,R6 ::DONE?		
(1)	001540	001374			BNE	-6		::LOOP BACK IF NO
(1)	001542	012706	001100		MOV	#STACK,SP		::SETUP THE STACK POINTER
(1)					::INITIALIZE	A FEW VECTORS		
(1)	001546	012737	015136	000020	MOV	#SCOPE,@IOTVEC		::IOT VECTOR FOR SCOPE ROUTINE
(1)	001554	012737	000340	000022	MOV	#340,@IOTVEC+2		::LEVEL 7
(1)	001562	012737	014574	000030	MOV	#ERROR,@EMTVEC		::EMT VECTOR FOR ERROR ROUTINE
(1)	001570	012737	000340	000032	MOV	#340,@EMTVEC+2		::LEVEL 7
(1)	001576	012737	017152	000034	MOV	#STRAP,@TRAPVEC		::TRAP VECTOR FOR TRAP CALLS
(1)	001604	012737	000340	000036	MOV	#340,@TRAPVEC+2		::LEVEL 7
(1)	001612	012737	016724	000024	MOV	#SPWRDN,@PWRVEC		::POWER FAILURE VECTOR
(1)	001620	012737	000340	000026	MOV	#340,@PWRVEC+2		::LEVEL 7
(1)	001626	005037	001160		CLR	\$TIMES		::INITIALIZE NUMBER OF ITERATIONS
(1)	001632	005037	001162		CLR	\$ESCAPE		::CLEAR THE ESCAPE ON ERROR ADDRESS
(1)	001636	112737	000001	001115	MOVB	#1,\$ERMAX		::ALLOW ONE ERROR PER TEST
(1)	001644	012737	001644	001106	MOV	#,\$LPADR		::INITIALIZE THE LOOP ADDRESS FOR SCOPE
(1)	001652	012737	001652	001110	MOV	#,\$LPERR		::SETUP THE ERROR LOOP ADDRESS
(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)	001660	013746	000004		MOV	@ERRVEC,-(SP)		::SAVE ERROR VECTOR
(2)	001664	012737	001720	000004	MOV	#64\$,@ERRVEC		::SET UP ERROR VECTOR
(2)	001672	012737	177570	001140	MOV	#DSWR,SWR		::SETUP FOR A HARDWARE SWICH REGISTER
(2)	001700	012737	177570	001142	MOV	#DDISP,DISPLAY		::AND A HARDWARE DISPLAY REGISTER
(2)	001706	022777	177777	177224	CMP	#-1,@SWR		::TRY TO REFERENCE HARDWARE SWR
(2)	001714	001012			BNE	66\$::BRANCH IF NO TIMEOUT TRAP OCCURRED
(2)								::AND THE HARDWARE SWR IS NOT - -1
(2)	001716	000403			BR	65\$::BRANCH IF NO TIMEOUT
(2)	001720	012716	001726		64\$: MOV	#65\$,(SP)		::SET UP FOR TRAP RETURN
(2)	001724	000002			RTI			
(2)	001726	012737	000176	001140	65\$: MOV	#SWREG,SWR		::POINT TO SOFTWARE SWR
(2)	001734	012737	000174	001142	MOV	#DISPREG,DISPLAY		

```

(2) 001742 012637 000004      66$:  MOV      (SP)+, @#ERRVEC  ;;RESTORE ERROR VECTOR
(1)
(2) 001746 005037 001202      CLR      $PASS                ;;CLEAR PASS COUNT
(2) 001752 132737 000200 001215  BITB     #APTSIZE, $ENVM      ;;TEST USER SIZE UNDER APT
(2) 001760 001403                BEQ      #67$                 ;;YES, USE NON-APT SWITCH
(2) 001762 012737 001216 001140  MOV      #$$SWREG, $SWR      ;;NO, USE APT SWITCH REGISTER
(2) 001770
226 001770 000177 177424      67$:  JMP      @STMP0                ;EXIT PROGRAM VECTOR SETUP SPACE
227
228 001774
(1)
(1) 001774 012746 000340      MOV      #340, -(SP)          ;SET CPU PRIORITY ON RETURN.
(1) 002000 012746 002006      MOV      #64$, -(SP)         ;SHOW RETURN ADDRESS.
(1) 002004 000002                RTI                          ;CAUSE A RETURN(PUTS STATUS IN STATUS REG.).
(1) 002006      64$:
229 002006 005037 001204      CLR      $DEVCT              ;ZERO DEVICE COUNT.
230 002012 012737 017102 000004  MOV      #IOTRD, @#ERRVEC    ;FIX TRAP CATCHER.
231 002020 013737 001244 001402  MOV      $VECT1, VECT1       ;NOW FIX VECTOR ADDR.
232 002026 013737 001250 001376  MOV      $BASE, $ASR         ;FIX ADDRESS OF CSR.
233
234      .SBTTL  TYPE PROGRAM NAME
(1)      ;;TYPE THE NAME OF THE PROGRAM IF FIRST PASS
(1) 002034 005227 177777      INC      #-1                 ;;FIRST TIME?
(1) 002040 001041                BNE     #65$                 ;;BRANCH IF NO
(1) 002042 104401 002110      TYPE     ,66$                ;;TYPE ASCIZ STRING
(2)      .SBTTL  GET VALUE FOR SOFTWARE SWITCH REGISTER
(2) 002046 005737 000042      TST     @#42                 ;;ARE WE RUNNING UNDER XXDP/ACT?
(2) 002052 001012                BNE     #67$                 ;;BRANCH IF YES
(2) 002054 123727 001214 000001  CMPB    $ENV, #1             ;;ARE WE RUNNING UNDER APT?
(2) 002062 001406                BEQ     #67$                 ;;BRANCH IF YES
(2) 002064 023727 001140 000176  CMP     $SWR, #SWREG         ;;SOFTWARE SWITCH REG SELECTED?
(2) 002072 001005                BNE     #68$                 ;;BRANCH IF NO
(2) 002074 104401                GTSWR                      ;;GET SOFT-SWR SETTINGS
(2) 002076 000403                BR      #68$
(2) 002100 112737 000001 001134  67$:  MOVB    #1, $AUTOB          ;;SET AUTO-MODE INDICATOR
(2) 002106      68$:
(1) 002106 000416                BR      #65$                 ;;GET OVER THE ASCIZ
(1)      ;;66$: .ASCIZ <CRLF>#CVKWAC KWV11 DIAGNOSTIC#<CRLF>
(1) 002144      65$:
235 002144
236 002144 005737 001440      RSTART: TST     EXS              ;TESTOR MODE ENABLED??
237 002150 001441                BEQ     #1$                  ;NO DON'T TYPE NEXT MESSAGE.
238 002152 104401 002160      TYPE     ,65$                ;;TYPE ASCIZ STRING
(1) 002156 000436                BR      #64$                 ;;GET OVER THE ASCIZ
(1)      ;;65$: .ASCIZ <15><12>#TESTOR MODE ENABLED--SEE DOCUMENTATION FOR INSTRUCTIONS.#
(1) 002254      64$:
239 002254      1$:
(1) 002254 104401 002262      TYPE     ,67$                ;;TYPE ASCIZ STRING
(1) 002260 000411                BR      #66$                 ;;GET OVER THE ASCIZ
(1)      ;;67$: .ASCIZ <15><12>#TEST RUNNING...#
(1) 002304      66$:
240 002304 005037 001434      CLR      MDEVCT              ;TESTING FIRST UNIT.
241 002310 005037 001432      CLR      $RCNT               ;NO ERRORS.
242 002314 005037 001202      CLR      $PASS               ;NO PASSES.
243 002320 012737 000001 001426  MOV      #1, ROTATE          ;POINT TO FIRST UNIT.

```

244 002326 013737 001426 001430
 245 002334
 246
 247 002334 042737 170000 001402
 248 002342 013737 001402 001404
 249 002350 062737 000002 001404
 250 002356 013737 001402 001406
 251 002364 062737 000004 001406
 252 002372 013737 001406 001410
 253 002400 062737 000002 001410
 254
 255

```

LOOP:  MOV      ROTATE,UTEST
      ;COME HERE FOR NEXT UNIT,OR END PASS.

      BIC      #170000,VECT1  ;CLEAR OUT PRIORITY BITS.
      MOV      VECT1,VECTP    ;NOW FIX VECTOR +2 'DDR.
      ADD      #2,VECTP
      MOV      VECT1,VECT2    ;LETS FIX ST2 VECTOR ADDR.
      ADD      #4,VECT2      ;ITS 4 GREATER THEN THE 1ST.
      MOV      VECT2,VECT2P   ;VECTOR +2 ADDR.
      ADD      #2,VECT2P

      MOV      ASR,ABR        ;FIX ADDR OF PRESET REG
      ADD      #2,ABR         ;CSR + 2
  
```

256 002406 013737 001376 001400
 257 002414 062737 000002 001400
 294

(1)
 (5)

 *TEST 1 *TEST THE ADDRESSABILITY OF CLOCK CSR

(4)
 (4)
 (3) 002422 000240
 (2) 002424 012737 000050 001160
 (2) 002432 012737 002454 001106
 (1) 002440 112737 000001 001102
 (1) 002446 012737 002454 001110
 (1)
 (1)
 (1)

```

TST1:  NOP
      MOV      #50,$TIMES    ;;DO 50 ITERATIONS
      MOV      #1$, $LPADR   ;;SET SCOPE LOOP ADDRESS
      MOVB    #1,$TSTNM     ;SET TEST #1.
      MOV      #1$, $LPERR
  
```

(1) 002454 013746 000004
 (1) 002460 012737 002474 000004
 (1)
 (1) 002466 005777 176704
 (1)
 (1)

```

1$:  MOV      @#ERRVEC,-(SP)  ;SAVE CONTENTS OF ADDRS 6.
      MOV      #2$,@#ERRVEC ;SET TIME-OUT TRAP VECTOR TO HANDLER IN CASE.
      TST     @ASR          ;WE TIME-OUT WHEN ADDRESSING THE KW11.
      ;ADDRESS THE CLOCK.
      ;IF CLOCK DOES NOT RETURN
      ;'BUS SSYN' THEN WE'LL TIME-OUT
  
```

(1) 002472 000406
 (1) 002474
 (2) 002474 062706 000004
 (1) 002500 013737 001376 001420
 (1)
 (2)

```

BR      3$ ;THE CLOCK WAS THERE! EXIT SUB-TEST.

2$:  ADD      #4,$SP          ;/ADD #4 TO STACK POINTER.
      MOV      ASR,$TMP0     ;FOR ERROR TYPEOUT.
  
```

;; \$>>> ERROR <<< \$

(1) 002506 104012
 (1)
 (1)
 (1)
 (1)
 (1)
 (1)
 (2)

```

ERROR 12 ;REPORT ERROR=CLOCK CSR FAILED TO RETURN
        ;'BUS SSYN' WHEN ADDRESSED.
        ;NOTE: IF PROGRAM HAS INCORRECT
        ;ADDRESS THEN WE MIG NOT BE
        ;TALKING TO THE CLOCK. MAKE SURE
        ;OF CLOCK ADDRESS.
  
```

;; \$>>> ERROR <<< \$

(1) 002510 012637 000004
 (1)
 295
 (5)

```

3$:  MOV      (SP)+,@#ERRVEC
  
```

- (4)
- (4)
- (3)
- (1)
- (1)
- (1)
- (1)
- (1)
- (1)
- (1)
- (1)
- (1)
- (1)
- (1)
- (2)
- (1)
- (1)
- (1)
- (1)
- (1)
- (1)
- (1)
- (1)
- (2)
- (1)
- (1)
- 303
- 341
- 342

```
002514 000004
002516 013746 000004
002522 012737 002536 000004
002530 005777 176644
002534 000406
002536
002536 062706 000004
002542 013737 001400 001420

104012

002552 012637 000004
```

```

;*TEST 2 *TEST THE ADDRESSABILITY OF CLOCK BUFFER REG.
*****
TST2. SCOPE

1$:  MOV @ERRVEC, -(SP) ;SAVE CONTENTS OF ADDRS 6.
     MOV #2$, @ERRVEC ;SET TIME-OUT TRAP VECTOR TO HANDLER IN CASE.
                               ;WE TIME-OUT WHEN ADDRESSING THE KW11.
     TST @ABR ;ADDRESS THE CLOCK.
                               ;IF CLOCK DOES NOT RETURN
                               ;'BUS SSYN' THEN WE'LL TIME-OUT

     BR 3$ ;THE CLOCK WAS THERE! EXIT SUB-TEST.

2$:  ADD #4, SP ;/ADD #4 TO STACK PCINTER.
     MOV ABR, $TMP0 ;FOR ERROR TYPEOUT.

;: $$$$$$$$$$$$$$$$$$$$$$$$$$$$>>> ERROR <<<$$$$$$$$$$$$$$$$$$$$$$$$$$$$
ERROR 12 ;REPORT ERROR=CLOCK BUFFER REG. FAILED TO RETURN
; 'BUS SSYN' WHEN ADDRESSED.
; NOTE: IF PROGRAM HAS INCORRECT
; ADDRESS THEN WE MIGHT BE
; TALKING TO THE CLOCK. MAKE SURE
; OF CLOCK ADDRESS.

;: $$$$$$$$$$$$$$$$$$$$$$$$$$$$>>> ERROR <<<$$$$$$$$$$$$$$$$$$$$$$$$$$$$

3$:  MOV (SP)+, @ERRVEC
```


(1) :/*
 (5) :*****
 (4) :*TEST 4 *TEST THAT CLOCK A STATUS REGISTER BIT 13 CAN BE SET AND CLEARED
 (5) :*
 (5) :*CLOCK STATUS REGISTER BIT EXERCISE. ON FAILURE-SUSPECT INDIVIDUAL
 (5) :*F/FS OR GATES
 (5) :*
 (5) :*****

(3) 002654 000004 TST4: SCOPE
 (2) 002656 012737 000100 001160 MOV #100,\$TIMES : DO 100 ITERATIONS
 (1)
 (1) 002664 005077 176506 CLR @ASR :/CLEAR THE STATUS REGISTER.
 (1) 002670 052777 020000 176500 BIS #BIT13,@ASR :/SET BIT 13.
 (1) 002676 012737 020000 001124 MOV #BIT13,\$GDDAT :/SET FOR ERROR TYPEOUT S/B.
 (1) 002704 017737 176466 001126 MOV @ASR,\$BDDAT :/READ THE STATUS REGISTER.
 (1) 002712 023737 001124 001126 CMP \$GDDAT,\$BDDAT :/DID BIT 13 AND ONLY BIT 13 SET?
 (1) 002720 001402 BEQ 1\$:/IF SO-LETS TRY CLEARING IT.
 (2)
 ;; \$>>> ERROR <<<\$

(1) 002722 104002 ERROR 2 :/ERROR CLOCK AS STATUS REGISTER
 (1) :/BIT 13 FAILED TO BIT SET.
 (2)
 ;; \$>>> ERROR <<<\$

(1) 002724 000412 BR 2\$:/BR TO END SUBTEST.
 (1)
 (1) 002726 042777 020000 176442 1\$: BIC #BIT13,@ASR :/TRY CLEARING BIT 13.
 (1) 002734 005037 001124 CLR \$GDDAT :/CLEAR S/B FOR TYPEOUT IF ANY.
 (1) 002740 017737 176432 001126 MOV @ASR,\$BDDAT :/NOW READ IT BACK.
 (1) 002746 001401 BEQ 2\$:/IF ZERO - NO ERROR.
 (1)
 (2)
 ;; \$>>> ERROR <<<\$

(1) 002750 104002 ERROR 2 :/ERROR - CLOCK A STATUS REGISTER.
 (1) :/BIT 13 FAILED TO CLEAR.
 (1)
 (2)
 ;; \$>>> ERROR <<<\$

(1) 002752 2\$
 (1)
 344


```

(1)                               :/#
(5)                               :*****
(4)                               :*TEST 5      *TEST THAT CLOCK A STATUS REGISTER BIT 11 CAN BE SET AND CLEARED
(5)                               :*
(5)                               :*CLOCK STATUS REGISTER BIT EXERCISE. ON FAILURE-SUSPECT INDIVIDUAL
(5)                               :*F/FS OR GATES
(5)                               :*

```

```

(4)                               :*****
(3) 002752 000004                  TST5:  SCOPE
(2) 002754 012737 000100 001160      MOV    #100,$TIMES      ;;DO 100 ITERATIONS
(1)                               :
(1) 002762 005077 176410           CLR    @ASR             ;/CLEAR THE STATUS REGISTER.
(1) 002766 052777 004000 176402     BIS    #BIT11,@ASR     ;/SET BIT 11.
(1) 002774 012737 004000 001124     MOV    #BIT11,$GDDAT   ;/SET FOR ERROR TYPEOUT S/B.
(1) 003002 017737 176370 001126     MOV    @ASR,$BDDAT     ;/READ THE STATUS REGISTER.
(1) 003010 023737 001124 001126     CMP    $GDDAT,$BDDAT   ;/DID BIT 11 AND ONLY BIT 11 SET?
(1) 003016 001402                    BEQ    1$              ;/IF SO-LETS TRY CLEARING IT.
(2)

```

```

;:*****>>> ERROR <<<*****
(1) 003020 104002                    ERROR 2                ;/ERROR CLOCK AS STATUS REGISTER
(1)                               ;/BIT 11 FAILED TO BIT SET.
(2)

```

```

;:*****>>> ERROR <<<*****
(1) 003022 000412                    BR     2$              ;/BR TO END SUBTEST.
(1)                               :
(1) 003024 0427.7 004000 176344     1$:  BIC    #BIT11,@ASR ;/TRY CLEARING BIT 11.
(1) 003032 005037 001124             CLR    $GDDAT          ;/CLEAR S/B FOR TYPEOUT IF ANY.
(1) 003036 017737 176334 001126     MOV    @ASR,$BDDAT     ;/NOW READ IT BACK.
(1) 003044 001401                    BEQ    2$              ;/IF ZERO - NO ERROR!
(1)
(2)

```

```

;:*****>>> ERROR <<<*****
(1) 003046 104002                    ERROR 2                ;/ERROR - CLOCK A STATUS REGISTER.
(1)                               ;/BIT 11 FAILED TO CLEAR.
(1)
(2)

```

```

;:*****>>> ERROR <<<*****
(1) 003050                          1$.
(1)

```

(1) :/#
(5) :*****
(4) :*TEST 6 *TEST THAT CLOCK A STATUS REGISTER BIT 6 CAN BE SET AND CLEARED
(5) :*
(5) :*CLOCK STATUS REGISTER BIT EXERCISE. ON FAILURE-SUSPECT INDIVIDUAL
(5) :*F/FS OR GATES
(5) :*
(5) :*****
(4) :
(3) 003050 000004
(2) 003052 012737 000100 001160
(1) :
(1) 003060 005077 176312
(1) 003064 052777 000100 176304
(1) 003072 012737 000000 001124
(1) 003100 017737 176272 001126
(1) 003106 023737 001124 001126
(1) 003114 001402
(2) :

```
:/#  
*****  
*TEST 6 *TEST THAT CLOCK A STATUS REGISTER BIT 6 CAN BE SET AND CLEARED  
*  
*CLOCK STATUS REGISTER BIT EXERCISE. ON FAILURE-SUSPECT INDIVIDUAL  
*F/FS OR GATES  
*  
*****  
TST6: SCOPE  
MOV #100,$TIMES ;;DO 100 ITERATIONS  
  
CLR @ASR ;/CLEAR THE STATUS REGISTER.  
BIS #BIT6,@ASR ;/SET BIT 6.  
MOV #BIT6,$GDDAT ;/SET FOR ERROR TYPEOUT S/B.  
MOV @ASR,$BDDAT ;/READ THE STATUS REGISTER.  
CMP $GDDAT,$BDDAT ;/DID BIT 6 AND ONLY BIT 6 SET?  
BEQ 1$ ;/IF SO-LETS TRY CLEARING IT.
```

::: \$>>> ERROR <<< \$

(1) 003116 104002
(1) :
(2) :

```
ERROR 2 ;/ERROR CLOCK AS STATUS REGISTER  
;/BIT 6 FAILED TO BIT SET.
```

::: \$>>> ERROR <<< \$

(1) 003120 000412
(1) :
(1) 003122 042777 000100 176246 1\$:
(1) 003130 005037 001124
(1) 003134 017737 176236 001126
(1) 003142 001401
(1) :
(2) :

```
BR 2$ ;/BR TO END SUBTEST.  
BIC #BIT6,@ASR ;/TRY CLEARING BIT 6.  
CLR $GDDAT ;/CLEAR S/B FOR TYPEOUT IF ANY.  
MOV @ASR,$BDDAT ;/NOW READ IT BACK.  
BEQ 2$ ;/IF ZERO - NO ERROR!
```

::: \$>>> ERROR <<< \$

(1) 003144 104002
(1) :
(1) :
(2) :

```
ERROR 2 ;/ERROR - CLOCK A STATUS REGISTER.  
;/BIT 6 FAILED TO CLEAR.
```

::: \$>>> ERROR <<< \$

(1) 003146
(1) :
346

2\$:

(1) ;/ #
(5) :*****
(4) :*TEST 7 *TEST THAT CLOCK A STATUS REGISTER BIT 5 CAN BE SET AND CLEARED
(5) :*
(5) :*CLOCK STATUS REGISTER BIT EXERCISE. ON FAILURE-SUSPECT INDIVIDUAL
(5) :*F/FS OR GATES
(5) :*

(4) :*****

(3) 003146 000004 TST7: SCOPE
(2) 003150 012737 000100 001160 MOV #100,\$TIMES ;;DO 100 ITERATIONS
(1) CLR @ASR ;/CLEAR THE STATUS REGISTER.
(1) 003156 005077 176214 BIS #BIT5,@ASR ;/SET BIT 5.
(1) 003162 052777 000040 176206 MOV #BIT5,\$GDDAT ;/SET FOR ERROR TYPEOUT S/B.
(1) 003170 012737 000040 001124 MOV @ASR,\$BDDAT ;/READ THE STATUS REGISTER.
(1) 003176 017737 176174 001126 CMP \$GDDAT,\$BDDAT ;/DID BIT 5 AND ONLY BIT 5 SET?
(1) 003204 023737 001124 001126 BEQ 1\$;/IF SO-LETS TRY CLEARING IT.
(1) 003212 001402
(2) :;*****>>> ERROR <<*****

(1) 003214 104002 ERROR 2 ;/ERROR CLOCK AS STATUS REGISTER
(1) ;/BIT 5 FAILED TO BIT SET.
(2)

:;*****>>> ERROR <<*****

(1) 003216 000412 BR 2\$;/BR TO END SUBTEST.
(1) 003220 042777 000040 176150 1\$: BIC #BIT5,@ASR ;/TRY CLEARING BIT 5.
(1) 003226 005037 001124 CLR \$GDDAT ;/CLEAR S/B FOR TYPEOUT IF ANY.
(1) 003232 017737 176140 001126 MOV @ASR,\$BDDAT ;/NOW READ IT BACK.
(1) 003240 001401 BEQ 2\$;/IF ZERO - NO ERROR!
(1)
(2)

:;*****>>> ERROR <<*****

(1) 003242 104002 ERROR 2 ;/ERROR - CLOCK A STATUS REGISTER.
(1) ;/BIT 5 FAILED TO CLEAR.
(1)

:;*****>>> ERROR <<*****

(1) 003244 2\$:
(1)

(1) ;/##
(5) :*****
(4) *TEST 10 *TEST THAT CLOCK A STATUS REGISTER BIT 4 CAN BE SET AND CLEARED
(5) *
(5) *CLOCK STATUS REGISTER BIT EXERCISE. ON FAILURE-SUSPECT INDIVIDUAL
(5) *F/FS OR GATES
(5) *
(4) :*****

(3) 003244 000004 TST10: SCOPE
(2) 003246 012737 000100 001160 MOV #100,\$TIMES ;;DO 100 ITERATIONS
(1) 003254 005077 176116 CLR @ASR ;/CLEAR THE STATUS REGISTER.
(1) 003260 052777 000020 176110 BIS #BIT4,@ASR ;/SET BIT 4.
(1) 003266 012737 000020 001124 MOV #BIT4,\$GDDAT ;/SET FOR ERROR TYPEOUT S/B.
(1) 003274 017737 176076 001126 MOV @ASR,\$BDDAT ;/READ THE STATUS REGISTER.
(1) 003302 023737 001124 001126 CMP \$GDDAT,\$BDDAT ;/DID BIT 4 AND ONLY BIT 4 SET?
(1) 003310 001402 BEQ 1\$;/IF SO-LETS TRY CLEARING IT.
(2)

(1) 003312 104002 ERROR 2 ;/ERROR CLOCK AS STATUS REGISTER
(1) ;/BIT 4 FAILED TO BIT SET.
(2)

(1) 003314 000412 BR 2\$;/BR TO END SUBTEST.
(1) 003316 042777 000020 176052 1\$: BIC #BIT4,@ASR ;/TRY CLEARING BIT 4.
(1) 003324 005077 001124 CLR \$GDDAT ;/CLEAR S/B FOR TYPEOUT IF ANY.
(1) 003330 017737 176042 001126 MOV @ASR,\$BDDAT ;/NOW READ IT BACK.
(1) 003336 001401 BEQ 2\$;/IF ZERO - NO ERROR.
(1)
(2)

(1) 003340 104002 ERROR 2 ;/ERROR - CLOCK A STATUS REGISTER.
(1) ;/BIT 4 FAILED TO CLEAR.
(1)
(2)

(1) 003342 2\$:
(1)
348

```

(1)                                     ;/#
(5)                                     :*****
(4) :*TEST 11          *TEST THAT CLOCK A STATUS REGISTER BIT 3 (AN BE SET AND CLEARED
(5) :*
(5) :*CLOCK STAT'S REGISTER BIT EXERCISE. ON FAILURE-SUSPECT INDIVIDUAL
(5) :*F/FS OR GATES
(5) :*
(4)                                     :*****
(3) 003342 000004 TST11: SCOPE
(2) 003344 012737 000100 001160      MOV      #100,$TIMES      ;;DO 100 ITERATIONS
(1)                                     CLR      @ASR              ;/CLEAR THE STATUS REGISTER.
(1) 003352 005077 176020                BIS      #BIT3,@ASR      ;/SET BIT 3.
(1) 003356 052777 000010 176012        MOV      #BIT3,$GDDAT    ;/SET FOR ERROR TYPEOUT S/B.
(1) 003364 012737 000010 001124        MOV      @ASR,$BDDAT     ;/READ THE STATUS REGISTER.
(1) 003372 017737 176000 001126        CMP      $GDDAT,$BDDAT   ;/DID BIT 3 AND ONLY BIT 3 SET?
(1) 003400 023737 001124 001126        BEQ      1$              ;/IF SO-LETS TRY CLEARING IT.
(1) 003406 001402
(2)                                     :*****
(1) 003410 104002          ERROR 2          ;/ERROR CLOCK AS STATUS REGISTER
(1)                                     ;/BIT 3 FAILED TO BIT SET.
(2)                                     :*****
(1) 003412 000412          BR      2$          ;/BR TO END SUBTEST.
(1)
(1) 003414 042777 000010 175754 1$: BIC      #BIT3,@ASR      ;/TRY CLEARING BIT 3.
(1) 003422 005037 001124                CLR      $GDDAT          ;/CLEAR S/B FOR TYPEOUT IF ANY.
(1) 003426 017737 175744 001126        MOV      @ASR,$BDDAT     ;/NOW READ IT BACK.
(1) 003434 001401                BEQ      2$              ;/IF ZERO - NO ERROR!
(1)
(2)                                     :*****
(1) 003436 104002          ERROR 2          ;/ERROR - CLOCK A STATUS REGISTER.
(1)                                     ;/BIT 3 FAILED TO CLEAR.
(1)
(2)                                     :*****
(1) 003440                2$:
(1)
349

```

(1) ;/N
(5) :*****
(4) :*TEST 12 *TEST THAT CLOCK A STATUS REGISTER BIT 2 CAN BE SET AND CLEARED
(5) :*
(5) :*CLOCK STATUS REGISTER BIT EXERCISE. ON FAILURE-SUSPECT INDIVIDUAL
(5) :*F/FS OR GATES
(5) :*

(4) :*****

(3) 003440 000004 TST12: SCOPE
(2) 003442 012737 00C100 001160 MOV #100,\$TIMES ;:DO 100 ITERATIONS
(1) CLR @ASR ;/CLEAR THE STATUS REGISTER.
(1) 003450 005077 175722 BIS #BIT2,@ASR ;/SET BIT 2.
(1) 003454 052777 000004 175714 MOV #BIT2,\$GDDAT ;/SET FOR ERROR TYPEOUT S/B.
(1) 003462 012737 000004 001124 MOV @ASR,\$BDDAT ;/READ THE STATUS REGISTER.
(1) 003470 017737 175702 001126 CMP \$GDDAT,\$BDDAT ;/DID BIT 2 AND ONLY BIT 2 SET?
(1) 003476 023737 001124 001126 BEQ 1\$;/IF SO-LETS TRY CLEARING IT.
(1) 003504 001402

:::*****>>> ERROR <<<*****

(1) 003506 104002 ERROR 2 ;/ERROR CLOCK AS STATUS REGISTER
(1) ;/BIT 2 FAILED TO BIT SET.
(2)

:::*****>>> ERROR <<<*****

(1) 003510 000412 BR 2\$;/BR TO END SUBTEST.
(1) 003512 042777 000004 175656 1\$: BIC #BIT2,@ASR ;/TRY CLEARING BIT 2.
(1) 003520 005037 001124 CLR \$GDDAT ;/CLEAR S/B FOR TYPEOUT IF ANY.
(1) 003524 017737 175646 001126 MOV @ASR,\$BDDAT ;/NOW READ IT BACK.
(1) 003532 001401 BEQ 2\$;/IF ZERO - NO ERROR!

:::*****>>> ERROR <<<*****

(1) 003534 104002 ERROR 2 ;/ERROR - CLOCK A STATUS REGISTER.
(1) ;/BIT 2 FAILED TO CLEAR.
(1)

:::*****>>> ERROR <<<*****

(1) 003536 2\$:
(1)
350

```
(1) ;/M
(5) ::*****
(4) *TEST 13 *TEST THAT CLOCK A STATUS REGISTER BIT 1 CAN BE SET AND CLEARED
(5) *
(5) *CLOCK STATUS REGISTER BIT EXERCISE. ON FAILURE-SUSPECT INDIVIDUAL
(5) *F/FS OR GATES
(5) *
(4) ::*****
(3) 003536 000004 TST13: SCOPE
(2) 003540 012737 000100 001160 MOV #100,$TIMES ;;DO 100 ITERATIONS
(1)
(1) 003546 005077 175624 CLR @ASR ;/CLEAR THE STATUS REGISTER.
(1) 003552 052777 000002 175616 BIS #BIT1,@ASR ;/SET BIT 1.
(1) 003560 012737 000002 001124 MOV #BIT1,$GDDAT ;/SET FOR ERROR TYPEOUT S/B.
(1) 003566 017737 175604 001126 MOV @ASR,$BDDAT ;/READ THE STATUS REGISTER.
(1) 003574 023737 001124 001126 CMP $GDDAT,$BDDAT ;/DID BIT 1 AND ONLY BIT 1 SET?
(1) 003602 001402 BEQ 1$ ;/IF SO-LETS TRY CLEARING IT.
(2)
:::*****>>> ERROR <<<*****
(1) 003604 104002 ERROR 2 ;/ERROR CLOCK AS STATUS REGISTER
(1) ;/BIT 1 FAILED TO BIT SET.
(2)
:::*****>>> ERROR <<<*****
(1) 003606 000412 BR 2$ ;/BR TO END SUBTEST.
(1)
(1) 003610 042777 000002 175560 1$: BIC #BIT1,@ASR ;/TRY CLEARING BIT 1.
(1) 003616 005037 001124 CLR $GDDAT ;/CLEAR S/B FOR TYPEOUT IF ANY.
(1) 003622 017737 175550 001126 MOV @ASR,$BDDAT ;/NOW READ IT BACK.
(1) 003630 001401 BEQ 2$ ;/IF ZERO - NO ERROR
(1)
(2)
:::*****>>> ERROR <<<*****
(1) 003632 104002 ERROR 2 ;/ERROR - CLOCK A STATUS REGISTER.
(1) ;/BIT 1 FAILED TO CLEAR.
(1)
(2)
:::*****>>> ERROR <<<*****
(1) 003634 2$:
(1)
351
```

(1) :/ #
(5) :*****
(4) :*TEST 1; *TEST THAT CLOCK A STATUS REGISTER BIT 0 CAN BE SET AND CLEARED
(5) :*
(5) :*CLOCK STATUS REGISTER BIT EXERCISE. ON FAILURE-SUSPECT INDIVIDUAL
(5) :*F/FS OR GATES
(5) :*

(4) :*****

```
(3) 003634 000004  
(2) 003636 012737 000100 001160 TST14: SCOPE  
(1) MOV #100,$TIMES ;;DO 100 ITERATIONS  
(1) 003644 005077 175526 CLR @ASR ;/CLEAR THE STATUS REGISTER.  
(1) 003650 052777 000001 175520 BIS #BIT0,@ASR ;/SET BIT 0.  
(1) 003656 012737 000001 001124 MOV #BIT0,$GDDAT ;/SET FOR ERROR TYPEOUT S/B.  
(1) 003664 017737 175506 001126 MOV @ASR,$BDDAT ;/READ THE STATUS REGISTER.  
(1) 003672 023737 001124 001126 CMP $GDDAT,$BDDAT ;/DID BIT 0 AND ONLY BIT 0 SET?  
(1) 003700 001402 BEQ 1$ ;/IF SO-LETS TRY CLEARING IT.
```

(2) :;*****>>> ERROR <<<*****

(1) 003702 104002 ERROR 2 ;/ERROR CLOCK AS STATUS REGISTER
(1) ;/BIT 0 FAILED TO BIT SET.
(2)

:;*****>>> ERROR <<<*****

```
(1) 003704 000412 BR 2$ ;/BR TO END SUBTEST.  
(1)  
(1) 003706 042777 000001 175462 1$: BIC #BIT0,@ASR ;/TRY CLEARING BIT 0.  
(1) 003714 005037 001124 CLR $GDDAT ;/CLEAR S/B FOR TYPEOUT IF ANY.  
(1) 003720 017737 175452 001126 MOV @ASR,$BDDAT ;/NOW READ IT BACK.  
(1) 003726 001401 BEQ 2$ ;/IF ZERO - NO ERROR!
```

(1) :;*****>>> ERROR <<<*****

(1) 003730 104002 ERROR 2 ;/ERROR - CLOCK A STATUS REGISTER.
(1) ;/BIT 0 FAILED TO CLEAR.
(1)
(2)

:;*****>>> ERROR <<<*****

```
(1) 003732 2$:  
(1) 000010 .RADIX 8  
352  
383
```



```
385
(5)
(4)
(4)
(3) 003732 000004
(1)
(1) 003734 005077 175440          CLR @ABR          ;/CLEAR THE BUFFER REG.
(1) 003740 012737 125252 001124  MOV #125252,$GDDAT ;/RECORD PATTERN: 125252 .
(1) 003746 013777 001124 175424  MOV $GDDAT,@ABR   ;/SET PATTERN IN BUFFER REG.
(1) 003754 017737 175420 001126  MOV @ABR,$BDDAT   ;/READ THE BUFFER REG.
(1)
(1) 003762 023737 001124 001126  CMP $GDDAT,$BDDAT ;/DID THE PATTERN SET OK?
(1) 003770 001402          BEQ 1$            ;/YES-TRY CLEARING IT.
(1)
(2)
:::*****
:::TEST 15 *TEST THAT PATERN 125252 WILL SET AND CLEAR IN BUFFER REG.
:::*****
TST15: SCOPE

:::*****
:::*****
(1) 003772 104003          ERROR 3          ;/ERROR PATTERN 125252 FAILED TO
(1)                                     ;/SET PROPERLY IN BUFFER REG.
(2)
:::*****
:::*****
(1) 003774 000412          BR 2$           ;/GOTO SCOPE LOOP.
(1)
(1) 003776 042777 125252 175374 1$: BIC #125252,@ABR ;/TRY CLEARING PATTERN.
(1) 004004 005037 001124          CLR $GDDAT      ;/EXPECT ZERO BACK.
(1) 004010 017737 175364 001126  MOV @ABR,$BDDAT ;/READ BUFFER REG.,WAS IT ZERO?
(1) 004016 001401          BEQ 2$         ;/YES-NEXT TEST.
(1)
(2)
:::*****
:::*****
(1) 004020 104003          ERROR 3          ;/BUFFER REG. COULD NOT BE LOADED
(1)                                     ;/TO A ZERO.
(2)
:::*****
:::*****
(1) 004022          2$:
(1)
```

387
(5) *****
(4) *TEST 16 *TEST THAT PATERN 052525 WILL SET AND CLEAR IN BUFFER REG.
(4) *****
(3) 004022 000004 TST16: SCOPE
(1)
(1) 004024 005077 175350 CLR @ABR ;/CLEAR THE BUFFER REG.
(1) 004030 012737 052525 001124 MOV #052525,\$GDDAT ;/RECORD PATTERN: 052525
(1) 004036 013777 001124 175334 MOV \$GDDAT,@ABR ;/SET PATTERN IN BUFFER REG.
(1) 004044 017737 175330 001126 MOV @ABR,\$BDDAT ;/READ THE BUFFER REG.
(1)
(1) 004052 023737 001124 001126 CMP \$GDDAT,\$BDDAT ;/DID THE PATTERN SET OK?
(1) 004060 001402 BEQ 1\$;/YES-TRY CLEARING IT.
(1)
(2)

:::*****>>> ERROR <<<*****

(1) 004062 104003 ERROR 3 ;/ERROR PATTERN 052525 FAILED TO
(1) ;/SET PROPERLY IN BUFFER REG.
(2)

:::*****>>> ERROR <<<*****

(1) 004064 000412 BR 2\$;/GOTO SCOPE LOOP.
(1)
(1) 004066 042777 052525 175304 1\$: BIC #052525,@ABR ;/TRY CLEARING PATTERN.
(1) 004074 005037 001124 CLR \$GDDAT ;/EXPECT ZERO BACK.
(1) 004100 017737 175274 001126 MOV @ABR,\$BDDAT ;/READ BUFFER REG.,WAS IT ZERO?
(1) 004106 001401 BEQ 2\$;/YES-NEXT TEST.
(1)
(2)

:::*****>>> ERROR <<<*****

(1) 004110 104003 ERROR 3 ;/BUFFER REG. COULD NOT BE LOADED
(1) ;/TO A ZERO.
(2)

:::*****>>> ERROR <<<*****

(1) 004112 2\$:

388
389
390 .SBTTL *
391 .SBTTL * PHASE 2 ADVANCED BASIC LOGIC TESTS
392 .SBTTL *
393
402

404
(3)
(4)
(4)
(4)
(4)
(4)
(4)
(4)
(3)
(2) 004112 000004
(1) 004114 012737 000050 001160
405
406 004122 005077 175250
407 004126 112777 127677 175242
408
409
410
411
412 004134 017777 175236 174764
413
414 004142 013737 001126 001124
415 004150 105037 001125
416
417 004154 105737 001127
418
419 004160 001401
420
421

422 004162 104001
423
424
425
426

427 004164
428

```

:*****
:*TEST 17 *TEST THE LOW BYTE OPERATION OF CLOCK'S STATUS REGISTER
:
:*
:*WE CAN SUCCESSFULLY WRITE EVERY BIT IN STATUS REG A
:*NOW LETS CHECK THE BYTE OPERATION OF THIS REGISTER.
:*
:*****
TST17: SCOPE
MOV #50,$TIMES ;:DO 50 ITERATIONS
CLR @ASR ;MAKE SURE THE STATUS REGISTER IS CLEAR.
MOVB #127677,@ASR ;TRY WRITING ALL BITS IN THE
;STATUS REGISTER. LOGIC SHOULD PREVENT IT
;FROM BEING WRITTEN INTO BECAUSE
;WE ARE USING A DATOB INSTRUCTION.
MOV @ASR,@SBDDAT ;NOW EXAMINE THE
;STATUS REGISTER.
MOV SBDDAT,$GDDAT ;FIX $GDDAT FOR ERROR TYPEOUT IF
CLRB $GDDAT+1 ;ANY RROR HAS OCCURRED, UPPER BYTE CLEARED.
TSTB $BDDAT+1 ;ARE ANY BITS IN THE UPPER BYTE
;OF THE STATUS REGISTER SET?
BEQ 1$ ;BRANCH NEXT TEST IF UPPER BYTE-0.

:;*****>>> ERROR <<<*****
ERROR 1 ;ERROR - WROTE INTO UPPER BYTE OF
;CLOCK'S STATUS WHEN
;DOING A DATOB TO THE LOW BYTE.

:;*****>>> ERROR <<<*****
1$:
```

```

430 ::*****
(3) :*TEST 20 *TEST THE HIGH BYTE OPERATION OF A'S STATUS REGISTER
(4)
(4)
(4) :*
(4) :*WE CAN SUCCESSFULLY WRITE EVERY BIT IN STATUS REG A
(4) :*NOW LETS CHECK THE BYTE OPERATION OF THIS REGISTER.
(4) :*
(3) ::*****
(2) 004164 000004 TST20: SCOPE
(1) 004166 012737 000050 001160 MOV #50,$TIMES ;;DO 50 ITERATIONS
431 CLR @ASR ;CLEAR THE STATUS REGISTER.
432 004174 005077 175176
433 INC ASR ;ADD #1 TO THE STATUS REGISTER'S ADDRESS
434 004200 005237 001376 ;SO THAT WE WILL BE WRITING INTO
435 ;THE HIGH BYTE.
436
437
438 004204 112777 177313 175164 MOVB #177313,@ASR ;TRY WRITING ALL BITS IN THE STATUS
439 ;REGISTER. LOGIC SHOULD PREVENT THE LOW
440 ;BYTE OF THE STATUS REGISTER FROM
441 ;BEING WRITTEN INTO BECAUSE WE ARE USING
442 ;A DATOB INSTRUCTION WITH AOO SET.
443
444 004212 005337 001376 DEC ASR ;FIX ADDRESS OF THE STATUS REGISTER ADDR.
445 ;SO WE CAN LOOK AT THE WHOLE WORD.
446 004216 017737 175154 001126 MOV @ASR,$DDAT ;READ BACK WHAT THE STATUS REG. CONTAINS
447 004224 013737 001126 001124 MOV $DDAT,$GDDAT ;FIX $GDDAT FOR ERROR TYPEOUT IF AN ERROR
448 004232 105037 001124 CLRB $GDDAT ;OCCURRED, LOWER BYTE CLEARED.
449 004236 105737 001126 TSTB $DDAT ;IS LOWER BYTE CLEAR?
450 004242 001401 BEQ 1$ ;BR IF YES TO NEXT SUBTEST.
451
452
::*****
453 004244 104001 ERROR 1 ;ERROR - WROTE INTO LOWER BYTE
454 ;OF CLOCKS STATUS REGISTER WHEN
455 ;DOING A DATOB TO THE HIGH BYTE.
456
::*****
457 004246 1$.
458

```

460
 (3)
 (3)
 (2) 004246 000004
 (1) 004250 012737 000100 001160
 461
 462 004256 005077 175114
 463 004262 012777 125252 175110
 464
 465
 466
 467 004270 052777 000001 175100
 468
 469 004276 012737 125252 001124
 470
 471 004304 017746 175066
 (1) 004310 011637 001424
 (1) 004314 042737 177707 001424
 (1) 004322 052737 004005 001424
 (1) 004330 013777 001424 175040
 (1)
 (1)
 (1)
 (1) 004336 052777 001000 175032
 (1) 004344 017737 175030 001126
 (1)
 (1) 004352 012677 175020
 (1) 004356 005737 001126
 472
 473 004362 023737 001124 001126
 474
 475 004370 001401
 476
 477

```

:*****
:*TEST 21 *TEST CLOCK'S COUNT REGISTER WITH 125252 PATTERN
:*****
TST21: SCOPE
MOV #100,$TIMES ;;DO 100 ITERATIONS

CLR @ASR ;SELECT MODE 0.
MOV #125252,@ABR ;LOAD THE BUFFER REGISTER WITH
;PATTERN 125252. IT WILL BE
;TRANSFERRED TO THE COUNT REGISTER
;SINCE THIS IS MODE 0.
BIS #BIT0,@ASR ;SET GO BIT(ALLOWS BUFFER-COUNT REG XFER).

MOV #125252,$GDDAT ;SET EXPECTED TO PATTERN IN CASE OF
;NEED OF ERROR TIMEOUT.
MOV @ASR,-(6) ;/SAVE CSR
MOV (6),$TMP3 ;/GET CSR.
BIC #177707,$TMP3 ;/SAVE RATE BITS.
BIS #BIT11:BIT2:BIT0,$TMP3 ;/SET MODE 2, NO RATE,DISABLE INTERNAL OSC
MOV $TMP3,@ASR ;/LOAD CSR.
;/THIS MUST BE DONE IN
;/ORDER TO XFERR COUNTER
;/TO BUFFER ON ST2.
BIS #BIT9,@ASR ;/GENERATE ON ST2 PULSE
MOV @ABR,$BDDAT ;/READ THE PRESET BUFFER,
;/PREVIOUS COUNTER
MOV (6)+,@ASR ;/CONTENTS ARE IN $BDDAT.
TST $BDDAT ;/RESTORE CSR

CMP $GDDAT,$BDDAT ;DID ALL THE BITS AND NO OTHER BITS
;COME THROUGH?
BEQ 1$ ;BR IF YES TO NEXT TEST.
  
```

478 004372 104005
 479
 480
 481
 482
 483 004374
 484

```

:*****
:ERROR <<<*****
ERROR 5 ;DATA ERROR CLOCK - PATTERN '125252'
;FAILED TO TRANSFER PROPERLY BETWEEN
;BUFFER AND COUNT REGISTERS.
:*****
:*****
:ERROR <<<*****
1$
  
```

486
(3)
(3)
(2) 004374 000004
(1) 004376 012737 000050 001160
487
488 004404 005077 174766
489 004410 012777 052525 174762
490
491
492
493 004416 052777 000001 174752
494
495 004424 012737 052525 001124
496
497 004432 017746 174740
(1) 004436 011637 001424
(1) 004442 042737 177707 001424
(1) 004450 052737 004005 001424
(1) 004456 013777 001424 174712
(1)
(1)
(1)
(1) 004464 052777 001000 174704
(1) 004472 017737 174702 001126
(1)
(1) 004500 012677 174672
(1) 004504 005737 001126
498
499 004510 023737 001124 001126
500
501 004516 001401
502
503

504 004520 104005
505
506
507
508

509 004522
510
517

```
*****  
*TEST 22 *TEST CLOCKS COUNTER REGISTER WITH 052525 PATTERN  
*****  
ST2: SCOPE  
MOV #50,$TIMES ;DO 50 ITERATIONS  
  
CLR @ASR ;SELECT MODE 0.  
MOV #052525,@ABR ;LOAD THE BUFFER REGISTER WITH  
;PATTERN 052525. IT WILL BE  
;TRANSFERRED TO THE COUNT REGISTER  
;SINCE THIS IS MODE 0.  
BIS #BIT0,@ASR ;SET B0 BIT(ALLOWS BUFFER-COUNT REG XFER).  
  
MOV #052525,$GDDAT ;SET EXPECTED TO PATTERN IN CASE OF  
;NEED OF ERROR TYPEOUT.  
MOV @ASR,-(6) ;/SAVE CSR  
MOV (6),$TMP3 ;/GET CSR.  
BIC #177707,$TMP3 ;/SAVE RATE BITS.  
BIS #BIT11!BIT2!BIT0,$TMP3 ;/SET MODE 2, NO RATE,DISABLE INTERNAL OSC  
MOV $TMP3,@ASR ;/LOAD CSR.  
  
;/THIS MUST BE DONE IN  
;/ORDER TO XFERR COUNTER  
;/TO BUFFER ON ST2.  
BIS #BIT9,@ASR ;/GENERATE ON ST2 PULSE  
MOV @ABR,$BDDAT ;/READ THE PRESET BUFFER,  
;/PREVIOUS COUNTER  
MOV (6)+,@ASR ;/CONTENTS ARE IN $BDDAT.  
TST $BDDAT ;/RESTORE CSR  
  
CMP $GDDAT,$BDDAT ;DID ALL THE BITS AND NO OTHER BITS  
;COME THROUGH?  
BEQ 1$ ;BR IF YES TO NEXT TEST.
```

```
:: $$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$>>> ERROR <<<$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$  
ERROR 5 ;DATA ERROR CLOCK - PATTERN '052525'  
;FAILED TO TRANSFER PROPERLY BETWEEN  
;BUFFER AND COUNT REGISTERS.
```

```
:: $$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$>>> ERROR <<<$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

1\$:

519
(3)
(4)
(4)
(4)
(4)
(3)
(2) 004522 000004
(1) 004524 012737 000005 001160
520
521 004532 005037 001124
522 004536 012777 177777 174632
523
524 004544 000005
525
526 004546 017737 174624 001126
527
528 004554 001402
529
530

```
*****  
*TEST 23 *TEST THAT INIT CLEARS STATUS REGISTER  
*  
*TESTING OF THE INIT LOGIC AS RECEIVED FROM THE QBUS AND BUFFERED  
*TO STATUS REGISTER F/FS.  
*  
*****  
TST23: SCOPE  
MOV #5,STIMES ;DO 5 ITERATIONS  
  
CLR $GDDAT ;EXPECTED DATA IS ZERO.  
MOV #177777,@ASR ;SET ALL BITS IN THE STATUS REG.  
  
RESET ;SYSTEM INITIALIZE.  
  
MOV @ASR,$BDDAT ;READ THE STATUS REG., ALL BITS SHOULD  
;HAVE BEEN CLEARED BY INIT.  
BEQ 1$ ;BR IF YES TO NEXT TEST.
```

:::*****>>> ERROR <<<*****

531
532 004556 104002
533
534
535

ERROR 2 ;ERROR - SYSTEM INIT FAILED TO CLEAR
;STATUS REGISTER CLOCK A.

:::*****>>> ERROR <<<*****

536 004560 000413
537 004562
538 004562 005737 001440
539 004566 001410
540 004570 052777 016000 174620
541 004576 032777 000006 174610
542 004604 001401
543

```
1$: BR TST24 ;:  
TST EXS ;TEST EXTERNAL SIGS?  
BEQ TST24 ;:  
BIS #BIT11!BIT12!BIT10,@DR2 ;ENABLE ST1,ST2 TO LATCH.  
BIT #6,@DR ;ST1,ST2, OVERFLOW SET?  
BEQ TST24 ;:
```

:::*****>>> ERROR <<<*****

544 004606 104006
545
546

ERROR 6 ;INIT FAILED TO CLEAR
;ST1,ST2, AND/OR OVERFLOW

:::*****>>> ERROR <<<*****

554

556
(3)
(4)
(4)
(4)
(4)
(4)
(3)
(2) 004610 000004
(1) 004612 012737 000005 001160
557
558 004620 005037 001124
559 004624 012777 177777 174546
560
561 004632 000005
562
563 004634 017737 174540 001126
564
565 004642 001401
566
567

```
*****
*TEST 24 *TEST THAT INIT CLEARS BUFFER REGISTER
*
*THIS TEST IS DESIGNED TO SEE IF 'INIT H'
*CLEARS THE BUFFER REGISTER. WE ALREADY
*KNOW IT CLEARS THE STATUS REG.
*****
TST24: SCOPE
MOV #5,$TIMES ;;DO 5 ITERATIONS
CLR $GDDAT ;CLEAR EXPECTED DATA.
MOV #177777,@ABR ;SET ALL BITS IN THE BUFFER REGISTER.
RESET ;ISSUE SYSTEM INITIALIZE.
MOV @ABR,$BDDAT ;READ THE BUFFER REGISTER, ALL BITS
;SHOULD HAVE BEEN CLEARED BY INIT.
BEQ 1$ ;BR IF YES TO NEXT SUBTEST.
```

;;*****>>> ERROR <<<*****
ERROR 3 ;ERROR - SYSTEM INIT FAILED
;TO CLEAR BUFFER REGISTER A.

;;*****>>> ERROR <<<*****
1\$:
TST EXS ;TEST EXTERNAL SIGS?
BEQ TST25 ;;
BIS #BIT11!BIT12!BIT10,@DR2 ;ENABLE THEM

572 004646
573 004646 005737 001440
574 004652 001403
575 004654 052777 016000 174534
576

578
(3)
(3)
(2) 004662 000004
579
580 004664 012777 000001 174504
581 004672 052777 001000 174476
582
583 004700 005777 174472
584 004704 100402
585
586

```
*****  
: *TEST 25 *TEST THE SETTING OF MAINTENANCE ST2 IN CLOCK BIT 15 TO SET  
:*****  
TST25: SCOPE  
  
MOV #1,@ASR ;SET THE GO BIT(ENABLES ST2 TO SET FLG).  
BIS #BIT9,@ASR ;SET MAINTENANCE ST2.  
  
TST @ASR ;DID BIT15 (ST2 FLAG) SET?  
BMI IS ;BR IF YES - NEXT TEST
```

587 004706 104001
588
589
590

```
;; *****>>> ERROR <<*****  
ERROR 1 ;ERROR - MAINTENANCE ST2 (BIT9)  
;DID NOT SET BIT15 (ST2 FLAG).
```

591 004710 000410
592 004712 005737 001440
593 004716 001405
594 004720 032777 000004 174466
595 004726 001001
596

```
;; *****>>> ERROR <<*****  
IS: BR TST26 ;;  
TST EXS ;TEST EXTERNAL SIGNALS?  
BEQ TST26 ;;  
BIT #BIT2,@DR ;DID EXTERNAL ST2 GET SET?  
BNE TST26 ;;
```

597 004730 104006
598
599

```
;; *****>>> ERROR <<*****  
ERROR 6 ;ST2 OUT NOT DETECTED  
;BY TESTOR
```

600
601

```
;; *****>>> ERROR <<*****
```


623
(3)
(3)
(2) 004766 000004
624
625 004770 005077 174402
626 004774 005077 174400
627 005000 052777 000061 174370
628 005006 052777 000400 174362
629
630 005014 017746 174356
(1) 005020 011637 001424
(1) 005024 042737 177707 001424
(1) 005032 052737 004005 001424
(1) 005040 013777 001424 174330
(1)
(1)
(1)
(1) 005046 052777 001000 174322
(1) 005054 017737 174320 001126
(1)
(1) 005062 012677 174310
(1) 005066 005737 001126
631 005072 001001
632

```
*****  
: *TEST 27 *TEST TO SEE IF THE COUNTER WILL INCREMENT  
*****  
TST27: SCOPE  
CLR @ASR ;CLEAR THE CSR.  
CLR @ABR ;CLEAR THE BUFFER  
BIS #BIT5.BIT4.BIT0,@ASR ;SET RATE:ST1, GO.  
BIS #BIT8,@ASR ;GENERATE A MAINTENANCE ST1.  
;DID THE CLOCK COUNT?  
MOV @ASR,-(6) ;/SAVE CSR  
MOV (6),$TMP3 ;/GET CSR.  
BIC #177707,$TMP3 ;/SAVE RATE BITS.  
BIS #BIT11.BIT2.BIT0,$TMP3 ;/SET MODE 2, NO RATE,DISABLE INTERNAL OSC  
MOV $TMP3,@ASR ;/LOAD CSR.  
; /THIS MUST BE DONE IN  
; /ORDER TO XFERR COUNTER  
; /TO BUFFER ON ST2.  
BIS #BIT9,@ASR ;/GENERATE ON ST2 PULSE  
MOV @ABR,$BDDAT ;/READ THE PRESET BUFFER,  
; /PREVIOUS COUNTER  
MOV (6)+,@ASR ;/CONTENTS ARE IN $BDDAT.  
TST $BDDAT ;/RESTORE CSR  
F C 1$ ;YES, NEXT TEST.
```

:: \$>>> ERROR <<< \$

ERROR 6 ;CLOCK FAILED TO INCREMENT.

:: \$>>> ERROR <<< \$

1\$:

636 005076
637

;; \$>>> ERROR <<<\$<<<<

```
675 005264 000410 BR 3$ ;GOTO SCOPE LOOP.
```

```
676  
677 005266 005077 174104 2$: CLR @ASR  
678 005272 013777 001124 174100 MOV $GDDAT,@ABR  
679 005300 005737 001124 TST $GDDAT ;ALL DONE?  
680 005304 001312 BNE 1$ ;NO DO NEXT INCREMENT.  
681 005306 3$:
```

```
*****  
;*TEST 31 *TEST THAT OVERFLOW (CSR BIT07) WILL SET ON OVERFLOW  
*****  
TST31: SCOPE
```

```
684  
685 005310 005737 001440 TST EXS ;TESTOR MODE ENABLED??  
686 005314 001411 BEQ 2$ ;NO-THEN SKIP NEXT SECTION OF CODE.
```

```
687  
688 005316 005037 170500 CLR @#170500 ;CLEAR TESTOR A/D  
689 005322 005737 170502 TST @#170502 ;DUMB READ OF A/D BUFFER.  
690 005326 052737 000040 170500 BIS #BIT5,@#170500 ;ENABLE EXTRENAL START OF A/D.  
691 005334 012700 000010 MOV #8.,R0 ;SET TIME OUT NUMBER.
```

```
692 005340 2$: CLR @ASR ;CLEAR THE CSR  
693 005340 005077 174032 MOV #-1,@ABR ;SET PRESET BUFFER TO ALL ONES.  
694 005344 012777 174026
```

```
695  
696 005352 052777 000061 174016 BIS #BIT5!BIT4.BIT0,@ASR ;START CLOCK, RATE ST1.
```

```
697  
698 005360 052777 000400 174010 BIS #BIT8,@ASR ;COUNT CLOCK ONCE, OVERFLOW  
699 SHOULD OCCUR.
```

```
700 005366 105777 174004 TSTB @ASR ;DID OVERFLOW SET?  
701 005372 100402 BMI 1$ ;YES - THEN NEXT TEST
```

702
703

;; \$>>> ERROR <<<\$<<<<

```
704 005374 104006 ERROR 6 ;ERROR - OVERFLOW, CSR BIT0?  
705 ;FAILED TO SET ON OVERFLOW
```

```
706 005376 000411 BR TST32 ;  
707 005400 005737 001440 1$: TST EXS ;TEST EXTERNAL SIGNALS?  
708 005404 001406 BEQ TST32 ;  
709 005406 105737 170500 TSTB @#170500 ;IF OVERFLOW GOT OUT, IT GAVE A/D START,  
710 ;WE'RE LOOKING FOR A/D DONE-DID IT GET SET?  
711
```

```
711 005412 100403 BMI TST32 ;  
712 005414 005300 DEC R0 ;DID WE ALLOW ENOUGH TIME??  
713 005416 001370 BNE 1$ ;NO-THEN WAIT.  
714
```

;; \$>>> ERROR <<<\$<<<<

```
715 005420 104006 ERROR 6 ;OVERFLOW OUT NOT DETECTED  
716 ;BY TESTOR  
717
```

;; \$>>> ERROR <<<\$<<<<

718
719

806
 (5)
 (4)
 (5)
 (5)
 (5)
 (5)
 (5)
 (4)
 (3)
 (2)
 (1)
 (1)
 (1)
 (1)
 (1)
 (1)
 (1)
 (1)
 (1)
 (2)
 (2)
 (2)
 (2)
 (2)
 (2)
 (2)
 (2)
 (2)
 (2)
 (2)
 (2)
 (1)
 (1)
 (1)
 (1)
 (1)
 (1)
 (1)
 (1)
 (2)

```

:*****
:*TEST 34          *TEST THE ABILITY OF CLOCK TO COUNT AT 1MHZ RATE
:
:*
:*THIS TEST IS DESIGNED TO TEST THE CLOCK'S ABILITY
:*TO COUNT AT 1MHZ RATE.
:*
:*****
TST34: SCOPE
MOV #5,$TIMES          ;;DO 5 ITERATIONS

CLR @ASR              ;/CLEAR CLOCK
CLR @ABR              ;/CLEAR PRESET BUFFER
MOV #BIT0!10,@ASR    ;/START CLOCK, MODE0, RATE:1MHZ
CLR R0                ;/NOW WE'LL DO A LITTLE DELAY. THIS DELAY

$: INC R0              ;/WILL AMOUNT TO APPROXIMATELY
BNE 1$                ;/369 MS.

MOV @ASR,-(6)         ;/SAVE CSR
MOV (6),$TMP3         ;/GET CSR.
BIC #177707,$TMP3    ;/SAVE RATE BITS.
BIS #BIT11!BIT12!BIT0,$TMP3 ;/SET MODE 2, NO RATE,DISABLE INTERNAL OSC
MOV $TMP3,@ASR        ;/LOAD CSR.

; /THIS MUST BE DONE IN
; /ORDER TO XFERR COUNTER
; /TO BUFFER ON ST2.
BIS #BIT9,@ASR        ;/GENERATE ON ST2 PULSE
MOV @ABR,$BDDAT       ;/READ THE PRESET BUFFER,
; /PREVIOUS COUNTER
; /CONTENTS ARE IN $BDDAT.
MOV (6)+,@ASR        ;/RESTORE CSR
TST $BDDAT           ;/YES - NEXT TEST.
BNE 2$                ;/AT HIGH RATE MAY HAVE HAD OVERFLOW
TSTB -2(6)           ;/NOTE: CSR HAD BEEN PUT ON STACK.
BMI 2$                ;/NEXT TEST IF OVERFLOW.
  
```

:: \$>>> ERROR <<<\$

(1) 005654 104006 ERROR 6 ;/CLOCK FAILED TO COUNT AT
 (1) ;/RATE:1MHZ
 (2)

:: \$>>> ERROR <<<\$

(1) 005656 005077 173514 2\$: CLR @ASR ;/CLEAR THE CLOCK.
 (1)
 (1)

819
(3)
(3)
(2) 006562 000004
(1) 006564 012737 000020 001160
820
821 006572 005077 172600
822 006576 005077 172576
823
824 006602 052777 000001 172566
825
826 006610 052777 000400 172560
827 006616 005000
828
829 006620 005200
830 006622 001376
831
832 006624 017746 172546
(1) 006630 011637 001424
(1) 006634 042737 177707 001424
(1) 006642 052737 004005 001424
(1) 006650 013777 001424 172520
(1)
(1)
(1)
(1) 006656 052777 001000 172512
(1) 006664 017737 172510 001126
(1)
(1) 006672 012677 172500
(1) 006676 005737 001126
833 006702 001003
834 006704 105777 172466
835 006710 100003
836
837 006712 005037 001124
838

839 006716 104011
840
841

842 006720 005077 172452
843
844
845
(3)
(3)
(2) 006724 000004
846
847 006726 005077 172444
848 006732 012777 177777 172440
849 006740 052777 000013 172430
850 006746 005000
851 006750 105200

```
*****  
*TEST 42 *TEST THAT COUNTER DOESN'T COUNT WHEN 'SLAVE IN' RATE IS SELECTED  
*****  
TST42: SCOPE  
MOV #20,$TIMES ;:DO 20 ITERATIONS  
  
CLR @ASR ;:CLEAR CSR.  
CLR @ABR ;:CLEAR PRESET BUFFER.  
  
BIS #BIT0,@ASR ;:SET GO BIT, RATE:'SLAVE IN'  
  
BIS #BIT8,@ASR ;:GENERATE A MAINTENANCE ST1.  
CLR RO  
  
1$: INC RO ;:NOW DO A SHORT DELAY.  
BNE 1$  
  
MOV @ASR,-(6) ;:/SAVE CSR  
MOV (6),$TMP3 ;:/GET CSR.  
BIC #177707,$TMP3 ;:/SAVE RATE BITS.  
BIS #BIT11:BIT2:BIT0,$TMP3 ;:/SET MODE 2, NO RATE,DISABLE INTERNAL OSC  
MOV $TMP3,@ASR ;:/LOAD CSR.  
;:/THIS MUST BE DONE IN  
;:/ORDER TO XFERR COUNTER  
;:/TO BUFFER ON ST2.  
BIS #BIT9,@ASR ;:/GENERATE ON ST2 PULSE  
MOV @ABR,$BDDAT ;:/READ THE PRESET BUFFER,  
;:/PREVIOUS COUNTER  
MOV (6)+,@ASR ;:/CONTENTS ARE IN $BDDAT.  
TST $BDDAT ;:/RESTORE CSR  
BNE 2$ ;:IF ANY COUNT, ERROR.  
TSTB @ASR ;:CHECK FOR OVERFLOW.  
BPL 3$ ;:IF NO OVERFLOW, NEXT TEST  
  
2$: CLR $GDDAT ;:CLEAR FOR TYPEOUT, EXP'D ZERO.  
  
;: $$$$$$$$$$$$$$$$$$$$$$$$$$>>> ERROR <<<$$$$$$$$$$$$$$$$$$$$$$$$$$  
  
ERROR 11 ;:CLOCK COUNTED WHEN RATE:'SLAVE IN'  
;:WAS SELECTED.  
  
;: $$$f$$$$$$$$$$$$$$$$$$$$$$$$$>>> ERROR <<<$$$$$$$$$$$$$$$$$$$$$$$$$$  
  
3$: CLR @ASR ;:CLEAR CLOCK'S CSR.  
  
*****  
*TEST 43 *TEST THAT THE CLOCK WILL COUNT IN MODE 1  
*****  
TST43: SCOPE  
  
CLR @ASR ;:CLEAR THE CSR.  
MOV #-1,@ABR ;:PRESET BUFFER REG.  
BIS #13,@ASR ;:START CLOCK,RATE:1 MHZ,MODE 1.  
CLR RO  
  
1$: INCB RO ;:NOW DO A SHORT DELAY SO THAT THE
```

852 006752 001376 BNE 1\$;CLOCK CAN COUNT TO OVERFLOW.
853
854 006754 105777 172416 TSTB @ASR ;OVERFLOW SHOULD HAVE SET.
855 006760 100401 BMI 2\$;GOTO NEXT TEST IF SO.
856
857

:::#####>>> ERROR <<<#####

858 006762 104006 ERROR 6 ;CLOCK FAILED TO COUNT UP AND SET
859 ;OVERFLOW IN MODE 1.
860

:::#####>>> ERROR <<<#####

861 006764 2\$:
862
863
864 .SBTTL *
865 .SBTTL *PHASE 4 CLOCK INTERRUPT TEST.
866 .SBTTL *
867
875

:::*****
*TEST 44 *TEST THAT THE CLOCK WILL INTERRUPT ON OVERFLOW
:*****

(3)
(3) TST44: SCOPE
(2) 006764 000004
(1) 006766 012737 000020 001160 MOV #20,\$TIMES ;:DO 20 ITERATIONS
877
878
(1) 006774 012746 000340 MOV #340,-(SF) ;:PUT PRIORITY ON STACK.
(1) 007000 012746 007006 MOV #64\$,-(SP) ;:PUT RETURN ADDRESS ON STACK
(1) 007004 000002 RTI ;:DO AN RTI, PUTS PRIORITY IN CPU.
(1) 007006
64\$:

879
880 007006 005077 172364 CLR @ASR ;:CLEAR CLOCK'S CSR.
881 007012 012777 177777 172360 MOV #-1,@ABR ;:SET PRESET BUFFER TO ALL ONES.
882
883 007020 012777 000161 172350 MOV #161,@ASR ;:START CLOCK, RATE:ST1.
884 007026 052777 000400 172342 BIS #BIT8,@ASR ;:GENERATE A MAINTENANCE ST1.
885 007034 012777 007074 172340 MOV #1\$,@VECT1 ;:SET INTERRUPT ADDR.
886

(1) 007042 012746 000000 MOV #0,-(SP) ;:PUT PRIORITY ON STACK.
(1) 007046 012746 007054 MOV #65\$,-(SP) ;:PUT RETURN ADDRESS ON STACK
(1) 007052 000002 RTI ;:DO AN RTI, PUTS PRIORITY IN CPU.
(1) 007054
65\$:

887
888 007054 000240 NOP ;:STALL TIME
889
(1) 007056 012746 000340 MOV #340,-(SP) ;:PUT PRIORITY ON STACK.
(1) 007062 012746 007070 MOV #66\$,-(SP) ;:PUT RETURN ADDRESS ON STACK
(1) 007066 000002 RTI ;:DO AN RTI, PUTS PRIORITY IN CPU.
(1) 007070
66\$:

:::#####>>> ERROR <<<#####

891 007070 104007 ERROR 7 ;CLOCK FAILED TO INTERRUPT.
892

```
893 007072 000402  
894 007074  
(1) 007074 062706 000004  
895 007100 005077 172272  
896  
897  
(3)  
(3)  
(2) 007104 000004  
898  
899 (1) 007106 012746 000340  
(1) 007112 012746 007120  
(1) 007116 000002  
(1) 007120  
900  
901 007120 005077 172252  
902 007124 012777 007200 172254  
903 007132 012777 040001 172236  
904 007140 052777 001000 172230  
905  
(1) 007146 012746 000000  
(1) 007152 012746 007160  
(1) 007156 000002  
(1) 007160  
906  
907 007160 000240  
908  
(1) 007162 012746 000340  
(1) 007166 012746 007174  
(1) 007172 000002  
(1) 007174  
909  
  
910 007174 104007  
911  
  
912 007176 000402  
913 007200  
(1) 007200 062706 000004  
914 007204 005077 172166  
915  
916  
917  
918  
919
```

1\$: BR 2\$
2\$: ADD #4, SP ;/ADD #4 TO STACK POINTER.
CLR @ASR ;CLEAR THE CLOCK.

*TEST 45 *TEST THAT ST2 WILL CAUSE AN INTERRUPT

TST45: SCOPE

64\$: MOV #340,-(SP) ;PUT PRIORITY ON STACK.
MOV #64\$,-(SP) ;PUT RETURN ADDRESS ON STACK
RTI ;DO AN RTI, PUTS PRIORITY IN CPU.

65\$: CLR @ASR ;CLEAR CLOCKS CSR.
MOV #1\$,@VECT2 ;SET UP INTERRUPT VECTOR.
MOV #BIT14!BIT0,@ASR ;SET 'INT2',AND GO BIT.
BIS #BIT9,@ASR ;GENERATE A MAINTENANCE S'2.

66\$: MOV #0,-(SP) ;PUT PRIORITY ON STACK.
MOV #65\$,-(SP) ;PUT RETURN ADDRESS ON STACK
RTI ;DO AN RTI, PUTS PRIORITY IN CPU.

67\$: NOP ;STALL TIME

68\$: MOV #340,-(SP) ;PUT PRIORITY ON STACK.
MOV #66\$,-(SP) ;PUT RETURN ADDRESS ON STACK
RTI ;DO AN RTI, PUTS PRIORITY IN CPU.

*****>>> ERROR <<*****

ERROR 7 ;CLOCK FAILED TO INTERRUPT ON ST2.

*****>>> ERROR <<*****

1\$: BR 2\$
2\$: ADD #4, SP ;/ADD #4 TO STACK POINTER.
CLR @ASR ;CLEAR CLOCK'S CSR.

.SBTTL *
.SBTTL *PHASE 5 ADVANCED TESTING
.SBTTL *

(2) 007350 000004
 1039
 1040 007352 012777 000001 172016
 1041 007360 052777 001000 172010
 1042 007366 052777 001000 172002
 1043
 1044 007374 042777 000001 171774
 1045
 1046 007402 052777 000001 171766
 1047
 1048
 1049 007410 017737 171762 001126
 1050
 1051 007416 012737 100001 001124
 1052 007424 032737 010000 001126
 1053 007432 001401
 1054

TST50: SCOPE
 MOV #BIT0,@ASR ;CLEAR CSR,SET GO BIT.
 BIS #BIT9,@ASR ;SET 1ST ST2 PULSE.
 BIS #BIT9,@ASR ;GENERATE 2ND ST2 PULSE.
 ;FOR BIT SETS HERE.
 BIC #BIT0,@ASR ;CLEAR GO BIT.
 BIS #BIT0,@ASR ;SET THE 'GO' BIT AGAIN -
 ;SHOULD CLEAR FOR BIT.
 MOV @ASR,\$BDDAT ;READ THE CSR.
 MOV #100001,\$GDDAT ;RECORD WHAT CSR S/B.
 BIT #BIT12,\$BDDAT ;DID FOR BIT CLEAR?
 BEQ 1\$;YES NEXT TEST.

::\$>>> ERROR <<<\$

1055 007434 104001
 1056
 1057

ERROR 1 ;FOR BIT FAILED TO CLEAR
 ;WHEN 'GO' BIT WAS SET.

::\$>>> ERROR <<<\$

1058 007436 005077 171734
 1059
 1060

1\$: CLR @ASR ;CLEAR THE CSR.

(3)
 (3)
 (2) 007442 000004
 (1) 007444 012737 000005 001160
 1061
 1062 007452 005077 171720
 1063 007456 005077 171716
 1064 007462 005037 001124
 1065
 1066 007466 012777 004000 171702
 1067 007474 052777 000011 171674
 1068 007502 005000
 1069 007504 105200
 1070 007506 001376
 1071 007510 017746 171662
 (1) 007514 011637 001424
 (1) 007520 042737 177707 001424
 (1) 007526 052737 004005 001424
 (1) 007534 013777 001424 171634
 (1)
 (1)
 (1)
 (1) 007542 052777 001000 171626
 (1) 007550 017737 171624 001126
 (1)
 (1) 007556 012677 171614
 (1) 007562 005737 001126
 1072 007566 001401
 1073

::*****
 ;*TEST 51 *TEST THAT WE CAN DISABLE THE INTERNAL OSC
 ;*****
 TST51: SCOPE
 MOV #5,\$TIMES ;;DO 5 ITERATIONS
 CLR @ASR ;CLEAR THE CSR
 CLR @ABR ;CLEAR THE PRESET BUFFER
 CLR \$GDDAT ;CLEAR EXPED.
 MOV #BIT11,@ASR ;DISABLE THE INTERNAL OSC.
 BIS #BIT3!BIT0,@ASR ;START CLOCK:RATE 1MHZ.
 CLR R0
 1\$: INCB R0 ;DELAY A SHORT TIME.
 BNE 1\$
 MOV @ASR,-(6) ;/SAVE CSR
 MOV (6),\$TMP3 ;/GET CSR.
 BIC #177707,\$TMP3 ;/SAVE RATE BITS.
 BIS #BIT11!BIT2!BIT0,\$TMP3 ;/SET MODE 2, NO RATE,DISABLE INTERNAL OSC
 MOV \$TMP3,@ASR ;/LOAD CSR.
 ;/THIS MUST BE DONE IN
 ;/ORDER TO XFERR COUNTER
 ;/TO BUFFER ON ST2.
 BIS #BIT9,@ASR ;/GENERATE ON ST2 PULSE
 MOV @ABR,\$BDDAT ;/READ THE PRESET BUFFER,
 ;/PREVIOUS COUNTER
 MOV (6)+,@ASR ;/CONTENTS ARE IN \$BDDAT.
 TST \$BDDAT ;/RESTORE CSR
 BEQ 2\$;NO - GOOD - NEXT TEST.


```

(1) 010124 001373           BNE      4$           ;/1MHZ PULSE ON 9 OSC PULSES.
(1)
(1)
(2) 010126 017746 171244     MOV      @ASR,-(6)    ;/SAVE CSR
(2) 010132 011637 001424     MOV      (6),$TMP3   ;/GET CSR.
(2) 010136 042737 177707 001424 BIC      #177707,$TMP3 ;/SAVE RATE BITS.
(2) 010144 052737 004005 001424 BIS      #BIT11!BIT2!BIT0,$TMP3 ;/SET MODE 2, NO RATE,DISABLE INTERNAL OSC
(2) 010152 013777 001424 171216 MOV      $TMP3,@ASR   ;/LOAD CSR.
(2)                               ;/THIS MUST BE DONE IN
(2)                               ;/ORDER TO XFERR COUNTER
(2)                               ;/TO BUFFER ON ST2.
(2) 010160 052777 001000 171210 BIS      #BIT9,@ASR   ;/GENERATE ON ST2 PULSE
(2) 010166 017737 171206 001126 MOV      @ASR,$BDDAT ;/READ THE PRESET BUFFER,
(2)                               ;/PREVIOUS COUNTER
(2) 010174 012677 171176     MOV      (6)+,@ASR   ;/CONTENTS ARE IN $BDDAT.
(2) 010200 005737 001126     TST     $BDDAT       ;/RESTORE CSR
(1) 010204 023737 001124 001126 CMP      $GDDAT,$BDDAT ;/WAS ANOTHER 1MHZ PULSE GENERATED?
(1) 010212 001401           BEQ      5$           ;/NO - NEXT TEST.
(2)

```

;; \$>>> ERROR <<<\$

```

(1) 010214 104011           ERROR    11          ;/WE SEEM TO HAVE GENERATED
(1)                               ;/ANOTHER 1MHZ PULSE ON
(1)                               ;/ONLY 9 MAINTENANCE
(1)                               ;/OSC PULSES.
(2)

```

;; \$>>> ERROR <<<\$

```

(1) 010216 005077 171154     5$:     CLR      @ASR          ;/CLEAR THE CSR.
(1)

```

1173

```

(1)
(5)
(4)
(4)
(3) 010222 000004
(2) 010224 012737 000005 001160
(1)
(1) 010232 005077 171140     CLR      @ASR          ;/CLEAR THE CSR.
(1) 010236 005077 171136     CLR      @ASR          ;/CLEAR THE PRESET BUFFER.
(1) 010242 052777 004000 171126 BIS      #BIT11,@ASR   ;/DISABLE THE INTERNAL OSC.
(1) 010250 052777 000021 171120 BIS      #1!20,@ASR   ;/ENABLE CLOCK, RATE:100KHZ
(1)
(1)

```

*TEST 54 *TEST THE CLOCK'S 100KHZ DIVIDER

TST54: SCOPE
MOV #5,\$TIMES ;:DO 5 ITERATIONS

```

(1) 010256 012700 177634     10$:    MOV      #-100.,R0    ;/SET TO GENERATE 100 OSC PULSES.
(1)
(1) 010262 052777 002000 171106 1$:      BIS      #BIT10,@ASR ;/GENERATE ONE OSC PULSE.
(1) 010270 005200          INC      R0            ;/DONE 100 OSC PULSES?
(1) 010272 001373          BNE     1$            ;/NO - DO ANOTHER ONE.
(1)

```

```

(1) 010274 012737 000001 001124 2$:      MOV      #1,$GDDAT   ;/SET FOR ERROR TYPEOUT - IF ANY.
(2) 010302 017746 171070     MOV      @ASR,-(6)   ;/SAVE CSR
(2) 010306 011637 001424     MOV      (6),$TMP3   ;/GET CSR.
(2) 010312 042737 177707 001424 BIC      #177707,$TMP3 ;/SAVE RATE BITS.
(2) 010320 052737 004005 001424 BIS      #BIT11!BIT2!BIT0,$TMP3 ;/SET MODE 2, NO RATE,DISABLE INTERNAL OSC

```

```
(2) 010326 013777 001424 171042   MOV   $TMP3,@ASR            ;/LOAD CSR.
(2)                                     ;/THIS MUST BE DONE IN
(2)                                     ;/ORDER TO XFERR COUNTER
(2)                                     ;/TO BUFFER ON ST2.
(2) 010334 052777 001000 171034   BIS   #BIT9,@ASR           ;/GENERATE ON ST2 PULSE
(2) 010342 017737 171032 001126   MOV   @ABR,$BDDAT         ;/READ THE PRESET BUFFER,
(2)                                     ;/PREVIOUS COUNTER
(2) 010350 012677 171022           MOV   (6)+,@ASR           ;/CONTENTS ARE IN $BDDAT.
(2) 010354 005737 001126           TST   $BDDAT              ;/RESTORE CSR
(1) 010360 013737 001124 001420   MOV   $GDDAT,$TMP0       ;/$TMP0 USED IN ERROR TYPEOUT.
(1)                                     ;/DID CLOCK ADVANCE ONCE?
(1) 010366 023737 001124 001126   CMP   $GDDAT,$BDDAT
(1)                                     ;/YES - NEXT TEST.
(1) 010374 001402                BEQ   3$
```

:: \$>>> ERROR <<<\$

```
(1) 010376 104011               ERROR  11                ;/ERROR ON CLOCK100KHZ PULSE
(1)                                     ;/NOT GENERATED WHEN 100
(1)                                     ;/OSC PULSES GENERATED.
```

:: \$>>> ERROR <<<\$

```
(1) 010400 000443                BR    5$
(1) 010402 012700 000143       3$:  MOV   #99.,R0           ;/GET THE NUMBER OF MORE OSC PULSES
(1)                                     ;/TO BE GENERATED.
(1) 010406 052777 002000 170762  4$:  BIS   #BIT10,@ASR        ;/GENERATE ANOTHER OSC PULSE.
(1) 010414 005300              DEC   R0                  ;/WHAT WE WANT TO CHECK
(1) 010416 001373              BNE   4$                  ;/100KHZ PULSE ON 99 OSC PULSES.
```

```
(1) 010420 017746 170752           MOV   @ASR,-(6)           ;/SAVE CSR
(2) 010424 011637 001424           MOV   (6),$TMP3          ;/GET CSR.
(2) 010430 042737 177707 001424   BIC   #177707,$TMP3     ;/SAVE RATE BITS.
(2) 010436 052737 004005 001424   BIS   #BIT11!BIT2!BIT0,$TMP3 ;/SET MODE 2, NO RATE,DISABLE INTERNAL OSC
(2) 010444 013777 001424 170724   MOV   $TMP3,@ASR        ;/LOAD CSR.
(2)                                     ;/THIS MUST BE DONE IN
(2)                                     ;/ORDER TO XFERR COUNTER
(2)                                     ;/TO BUFFER ON ST2.
(2) 010452 052777 001000 170716   BIS   #BIT9,@ASR         ;/GENERATE ON ST2 PULSE
(2) 010460 017737 170714 001126   MOV   @ABR,$BDDAT       ;/READ THE PRESET BUFFER,
(2)                                     ;/PREVIOUS COUNTER
(2) 010466 012677 170704           MOV   (6)+,@ASR         ;/CONTENTS ARE IN $BDDAT.
(2) 010472 005737 001126           TST   $BDDAT             ;/RESTORE CSR
(1) 010476 023737 001124 001126   CMP   $GDDAT,$BDDAT     ;/WAS ANOTHER 100KHZ PULSE GENERATED?
(1) 010504 001401                BEQ   5$                  ;/NO - NEXT TEST.
```

:: \$>>> ERROR <<<\$

```
(1) 010506 104011               ERROR  11                ;/WE SEEM TO HAVE GENERATED
(1)                                     ;/ANOTHER 100KHZ PULSE ON
(1)                                     ;/ONLY 99 MAINTENANCE
(1)                                     ;/OSC PULSES.
```

:: \$>>> ERROR <<<\$


```
(1) 010700 052777 002000 170470 4$:  BIS #BIT10,@ASR ;/GENERATE ANOTHER OSC PULSE.
(1) 010706 005300          DEC R0 ;/WHAT WE WANT TO CHECK
(1) 010710 001373          BNE 4$ ;/10KHZ PULSE ON 999 OSC PULSES.
(1)
(1)
(2) 010712 017746 170460      MOV @ASR,-(6) ;/SAVE CSR
(2) 010716 011637 001424      MOV (6),$TMP3 ;/GET CSR.
(2) 010722 042737 177707 001424  BIC #177707,$TMP3 ;/SAVE RATE BITS.
(2) 010730 052737 004005 001424  BIS #BIT11.BIT2.BIT0,$TMP3 ;/SET MODE 2, NO RATE,DISABLE INTERNAL OSC
(2) 010736 013777 001424 170432  MOV $TMP3,@ASR ;/LOAD CSR.
(2)                                ;/THIS MUST BE DONE IN
(2)                                ;/ORDER TO XFERR COUNTER
(2)                                ;/TO BUFFER ON ST2.
(2) 010744 052777 001000 170424  BIS #BIT9,@ASR ;/GENERATE ON ST2 PULSE
(2) 010752 017737 170422 001126  MOV @ABR,$BDDAT ;/READ THE PRESET BUFFER,
(2)                                ;/PREVIOUS COUNTER
(2) 010760 012677 170412      MOV (6)+,@ASR ;/CONTENTS ARE IN $BDDAT.
(2) 010764 005737 001126      TST $BDDAT ;/RESTORE CSR
(1) 010770 023737 001124 001126  CMP $GDDAT,$BDDAT ;/WAS ANOTHER 10KHZ PULSE GENERATED?
(1) 010776 001401          BEQ 5$ ;/NO - NEXT TEST.
(2)
```

::: \$>>> ERROR <<< \$

```
(1) 011000 104011          ERROR 11 ;/WE SEEM TO HAVE GENERATED
(1)                                ;/ANOTHER 10KHZ PULSE ON
(1)                                ;/ONLY 999 MAINTENANCE
(1)                                ;/OSC PULSES.
(2)
```

::: \$>>> ERROR <<< \$

```
(1) 011002 005077 170370 5$:  CLR @ASR ;/CLEAR THE CSR.
(1)
```

1175
1176

```
(1)
(5)
(4) : *****
(4) : *TEST 56 *TEST THE CLOCK'S 1KHZ DIVIDER
(4) : *****
(3) TST56: SCOPE
```

```
(2) 011010 012737 000005 001160  MOV #5,$TIMES ;: DO 5 ITERATIONS
(1)
```

```
(1) 011016 005077 170354      CLR @ASR ;/CLEAR THE CSR.
(1) 011022 005077 170352      CLR @ABR ;/CLEAR THE PRESET BUFFER.
(1) 011026 052777 004000 170342  BIS #BIT11,@ASR ;/DISABLE THE INTERNAL OSC.
(1) 011034 052777 000041 170334  BIS #1.40,@ASR ;/ENABLE CLOCK, RATE:1KHZ
(1)
```

```
(1) 011042 012700 154360 10$:  MOV #-10000.,R0 ;/SET TO GENERATE 10000 OSC PULSES.
(1)
```

```
(1) 011046 052777 002000 170322 1$:  BIS #BIT10,@ASR ;/GENERATE ONE OSC PULSE.
(1) 011054 005200          INC R0 ;/DONE 10000 OSC PULSES?
(1) 011056 001373          BNE 1$ ;/NO - DO ANOTHER ONE.
(1)
```

```
(1) 011060 012737 000001 001124 2$:  MOV #1,$GDDAT ;/SET FOR ERROR TYPEOUT - IF ANY.
(2) 011066 017746 170304      MOV @ASR,-(6) ;/SAVE CSR
```

```
(2) 011072 011637 001424
(2) 011076 042737 177707 001424
(2) 011104 052737 004005 001424
(2) 011112 013777 001424 170256
(2)
(2)
(2) 011120 052777 001000 170250
(2) 011126 017737 170246 001126
(2)
(2) 011134 012677 170236
(2) 011140 005737 001126
(1) 011144 013737 001124 001420
(1)
(1) 011152 023737 001124 001126
(1)
(1) 011160 001402
(2)
```

```
MOV (6), $TMP3 ;/GET CSR.
BIC #177707, $TMP3 ;/SAVE RATE BITS.
BIS #BIT11.BIT2.BIT0, $TMP3 ;/SET MODE 2, NO RATE, DISABLE INTERNAL OSC
MOV $TMP3, @ASR ;/LOAD CSR.
; /THIS MUST BE DONE IN
; /ORDER TO XFERR COUNTER
; /TO BUFFER ON ST2.
BIS #BIT9, @ASR ;/GENERATE ON ST2 PULSE
MOV @ABR, @BDDAT ;/READ THE PRESET BUFFER,
; /PREVIOUS COUNTER
MOV (6)+, @ASR ;/CONTENTS ARE IN @BDDAT.
TST @BDDAT ;/RESTORE CSR
MOV @GDDAT, $TMP0 ;/$TMP0 USED IN ERROR TYPEOUT.
CMP @GDDAT, @BDDAT ;/DID CLOCK ADVANCE ONCE?
BEQ 3$ ;/YES - NEXT TEST.
```

:: \$ ERROR <<< \$

```
(1) 011162 104011
(1)
(1)
(2)
```

```
ERROR 11 ;/ERROR ON CLOCK 1KHZ PULSE
; /NOT GENERATED WHEN 10000
; /OSC PULSES GENERATED.
```

:: \$ ERROR <<< \$

```
(1) 011164 000443
(1) 011166 012700 023417
(1)
(1) 011172 052777 002000 170176
(1) 011200 005300
(1) 011202 001373
(1)
(1)
(2) 011204 017746 170166
(2) 011210 011637 001424
(2) 011214 042737 177707 001424
(2) 011222 052737 004005 001424
(2) 011230 013777 001424 170140
(2)
(2)
(2) 011236 052777 001000 170132
(2) 011244 017737 170130 001126
(2)
(2) 011252 012677 170120
(2) 011256 005737 001126
(1) 011262 023737 001124 001126
(1) 011270 001401
(2)
```

```
3$: BR 5$
MOV #9999, R0 ;/GET THE NUMBER OF MORE OSC PULSES
; /TO BE GENERATED.
4$: BIS #BIT10, @ASR ;/GENERATE ANOTHER OSC PULSE.
DEC R0 ;/WHAT WE WANT TO CHECK
BNE 4$ ;/1KHZ PULSE ON 9999 OSC PULSES.
MOV @ASR, -(6) ;/SAVE CSR
MOV (6), $TMP3 ;/GET CSR.
BIC #177707, $TMP3 ;/SAVE RATE BITS.
BIS #BIT11.BIT2.BIT0, $TMP3 ;/SET MODE 2, NO RATE, DISABLE INTERNAL OSC
MOV $TMP3, @ASR ;/LOAD CSR.
; /THIS MUST BE DONE IN
; /ORDER TO XFERR COUNTER
; /TO BUFFER ON ST2.
BIS #BIT9, @ASR ;/GENERATE ON ST2 PULSE
MOV @ABR, @BDDAT ;/READ THE PRESET BUFFER,
; /PREVIOUS COUNTER
MOV (6)+, @ASR ;/CONTENTS ARE IN @BDDAT.
TST @BDDAT ;/RESTORE CSR
CMP @GDDAT, @BDDAT ;/WAS ANOTHER 1KHZ PULSE GENERATED?
BEQ 5$ ;/NO - NEXT TEST.
```

:: \$ ERROR <<< \$

```
(1) 011272 104011
(1)
(1)
```

```
ERROR 11 ;/WE SEEM TO HAVE GENERATED
; /ANOTHER 1KHZ PULSE ON
; /ONLY 9999 MAINTENANCE
```



```

(1)
(1) 011762 012677 167410          MOV      (6)+,@ASR      ;/PREVIOUS COUNTER
(1) 011766 005737 001126          *ST      $BDDAT        ;/CONTENTS ARE IN $BDDAT.
1221 011772 023737 001124 001126  CMP      $GDDAT,$BDDAT ;/RESTORE CSR
1222 012000 001401                 BEQ      5$            ;WAS THE COUNTER ACCIDENTLY ZEROED?
1223                                     ;NO - NEXT TEST.

;: $$$$$$$$$$$$$$$$$$$$$$$$$$$$>>> ERROR <<<$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$

1224 012002 104005                ERROR   5              ;THE COUNT REGISTER SHOULD NOT
1225                                     ;HAVE BEEN EFFECTED BY THE ST2
1226                                     ;IN MODE 2.
1227

;: $$$$$$$$$$$$$$$$$$$$$$$$$$$$>>> ERROR <<<$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$

1228 012004                        5$:

;:*****
;:*TEST 61          *TEST THE CLOCK'S MODE 3 OPERATION
;:*
;:*IN THIS TEST WE'LL CHECK MODE 3 OPERATION.
;:*MODE 3 IS JUST LIKE MODE 2 EXCEPT THAT THE COUNT
;:*REG IS ZEROED AFTER AN ST2.
;:*
;:*****
1238 TST61: SCOPE
(3)
(4)
(4)
(4)
(4)
(4)
(3)
(2) 012004 000004
(1) 012006 012737 000020 001160  MOV      #20,$TIMES    ;;DO 20 ITERATIONS
1239
1240 012014 005077 167356          CLR      @ASR          ;CLEAR THE CSR.
1241 012020 005077 167354          CLR      @ABR          ;CLEAR THE BUFFER REG.
1242 012024 012777 004017 167344  MOV      #4017,@ASR    ;START CLOCK.
1243
1244 012032 012700 177754          1$:  MOV      #-20,R0     ;SET TO GIVE 20 MAINTENANCE OSC.
1245 012036 052777 002000 167332  2$:  BIS      #BIT10,@ASR ;GENERATE A MAINTENANCE OSC.
1246 012044 005200
1247 012046 001373                 INC      R0
1248                                     BNE     2$            ;IF NOT DONE 20 TIMES, LOOP.
1249 012050 052777 001000 167320  3$:  BIS      #BIT9,@ASR   ;HERE'S THE BIGGIE! AN ST2 HAS BEEN GENERATED
1250 012056 012737 000002 001124  MOV      #2,$GDDAT    ;THE PRESET BUFFER SHOULD BE 2.
1251 012064 017737 167310 001126  MOV      @ABR,$BDDAT  ;READ THE PRESET BUFFER.
1252 012072 023737 001126 001124  CMP      $BDDAT,$GDDAT;DID A COUNTER TO PRESET BUFFER OCCUR?
1253 012100 001402                 BEQ      4$            ;YES - NEXT SUBTEST.
1254

;: $$$$$$$$$$$$$$$$$$$$$$$$$$$$>>> ERROR <<<$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$

1255 012102 104005                ERROR   5              ;A COUNTER TO PRESET BUFFER DID NOT
1256                                     ;HAPPEN PROPERLY.
1257

;: $$$$$$$$$$$$$$$$$$$$$$$$$$$$>>> ERROR <<<$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$

1258 012104 000445                BR      TST62          ;;
1259
1260 012106 005037 001124          4$:  CLR      $GDDAT      ;EXPECT ZERO BACK FROM COUNT REG.
1261 012112 017746 167260          MOV      @ASR,-(6)    ;/SAVE CSR
(1) 012116 011637 001424          MOV      (6),$TMP3    ;/GET CSR.
(1) 012122 042737 177707 001424  BIC      #177707,$TMP3 ;/SAVE RATE BITS.

```



```
1344  
1345  
1346 013056 000004 ENDP: SCOPE  
1347  
1348  
1349 013060 105737 001215 TSTB $ENVM ;SEE IF APT WILL LET UP AUTO-SIZE.  
1350 013064 100537 BMI 2$ ;NO - EXIT.  
1351  
1352  
1353 013066 023737 001434 001436 CMP MDEVCT,TSTCNT ;TESTED MAX. UNITS?  
1354 013074 001507 BEQ 4$ ;YES EXIT.  
1355 013076 006337 001426 ASL ROTATE ;POINT NEXT UNIT.  
1356 013102 005237 001434 INC MDEVCT  
1357  
1358 013106 062737 000004 001376 ADD #4,ASR ;YES, ADD TO BASE ADDR.  
1359 013114 013746 000004 MOV ERRVEC,-(6) ;SAVE CONTENTS OF LOC 4.  
1360 013120 012737 013274 000004 MOV #1$,ERRVEC ;SET UP IN CASE NO MORE CLOCKS.  
1361  
1362 013126 005777 166244 TST @ASR ;TIME OUT HERE IF NO MORE CLOCKS.  
1363  
1364  
1365 013132 005737 001202 TST $PASS ;IF HERE, ANOTHER CLOCK FOUND.  
1366 013136 001003 BNE 3$ ;IS THIS 1ST PASS?  
1367 013140 053737 001426 001430 BIS ROTATE,UTEST ;NO-GET OUT.  
1368 013146 3$: ;YES-RECORD THIS UNIT.  
1369 013146 104401 013154 TYPE 65$ ;:TYPE ASCIZ STRING  
(1) 013152 000405 BR 64$ ;:GET OVER THE ASCIZ  
(1) ;:65$: .ASCIZ <15><12>'UNIT #'  
(1) 013166 64$:  
1370 013166 013746 001204 MOV $DEVCT,-(SP) ;:SAVE $DEVCT FOR TYPEOUT  
(1) 013172 104402 TYPOC ;:GO TYPE--OCTAL ASCII(ALL DIGITS)  
1371 013174 104401 013202 TYPE ,67$ ;:TYPE ASCIZ STRING  
(1) 013200 000406 BR 66$ ;:GET OVER THE ASCIZ  
(1) ;:67$: .ASCIZ '' COMPLETED ''  
(1) 013216 66$:  
1372 013216 005237 001204 INC $DEVCT  
1373 013222 104401 013230 TYPE ,69$ ;:TYPE ASCIZ STRING  
(1) 013226 000410 BR 68$ ;:GET OVER THE ASCIZ  
(1) ;:69$: .ASCIZ '' TESTING UNIT #'  
(1) 013250 68$:  
1374 013250 013746 001204 MOV $DEVCT,-(SP) ;:SAVE $DEVCT FOR TYPEOUT  
(1) 013254 104402 TYPOC ;:GO TYPE--OCTAL ASCII(ALL DIGITS)  
1375 013256 012637 000004 MOV (6)+,ERRVEC ;:RESET LOC 4.  
1376 013262 062737 000010 001402 ADD #10,VECT1 ;:UPDATE VECTOR ADDR.  
1377 013270 000137 002334 JMP LOOP ;:TEST NEW UNIT.  
1378  
1379 013274 1$:  
(1) 013274 062706 000004 ADD #4,SP ;:/ADD #4 TO STACK POINTER.  
1380 013300 012637 000004 MOV (6)+,ERRVEC ;:RESTORE LOC 4  
1381 013304 022737 000000 001204 CMP #0,$DEVCT ;:TESTED ONLY ONE UNIT?  
1382 013312 001424 BEQ 2$ ;:YES - NO NEED FOR TYPEOUT.  
1383  
1384 013314 4$:  
1385 013314 104401 013322 TYPE ,71$ ;:TYPE ASCIZ STRING  
(1) 013320 000405 BR 70$ ;:GET OVER THE ASCIZ  
(1) ;:71$: .ASCIZ <15><12>'UNIT #'
```


(1) 013334
1386 013334 013746 001204
(1) 013340 104402
1387 013342 104401 013350
(1) 013346 000406
(1)
(1) 013364
1388
1389 013364 013737 001250 001376
1390 013372 013737 001244 001402
1391 013400 013737 001204 001442
1392 013406 005237 001442
1393 013412 012737 000000 001204
1394
1395 013420 005037 001434
1396 013424 012737 000001 001426
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(1) 013432
(2) 013432 000240
(1) 013434 005037 001102
(1) 013440 005037 001160
(1) 013444 005237 001202
(1) 013450 042737 100000 001202
(1) 013456 005327
(1) 013460 000001
(1) 013462 003122
(1) 013464 012737
(1) 013466 000001
(1) 013470 013460
(3) 013472 104401 013500
(3) 013476 000406
(3)
(3) 013514
(3) 013514 013746 001202
(3) 013520 104402
(3) 013522 104401 013530
(3) 013526 000411
(3)
(3) 013552
(3) 013552 013746 001432
(3) 013556 104402
(3) 013560 104401 013566
(3) 013564 000407
(3)
(3) 013604
(3) 013604 013746 001442
(3) 013610 104402
(3) 013612 104401 013620

70\$:
MOV \$DEVCT,-(SP) ;;SAVE \$DEVCT FOR TYPEOUT
TYPOC ;;GO TYPE--OCTAL ASCII(ALL DIGITS)
TYPE ,73\$;;TYPE ASCII STRING
BR ,72\$;;GET OVER THE ASCII
;;73\$: .ASCIIZ " COMPLETED "
72\$:
2\$:
MOV \$BASE,ASR
MOV \$VECT1,VECT1
MOV \$DEVCT,LCNT
INC LCNT
MOV #0,\$DEVCT
CLR MDEVCT ;:BEGIN TESTING 1ST UNIT.
MOV #1,ROTATE ;:POINT TO IT.

.SBTTL END OF PASS ROUTINE

;:*****
;:*INCREMENT THE PASS NUMBER (\$PASS)
;:*IF THERES A MONITOR GO TO IT
;:*IF THERE ISN'T JUMP TO LOOP

\$EOP:
NOP
CLR \$STNUM ;;ZERO THE TEST NUMBER
CLR \$TIMES ;;ZERO THE NUMBER OF ITERATIONS
INC \$PASS ;;INCREMENT THE PASS NUMBER
BIC #100000,\$PASS ;;DON'T ALLOW A NEG. NUMBER
DEC (PC)+ ;;LOOP?
\$EOPCT: .WORD 1
BGT \$DOAGN ;;YES
MOV (PC)+,@(PC)+ ;;RESTORE COUNTER
\$ENDCT: .WORD 1
TYPE ,65\$;;TYPE ASCII STRING
BR ,64\$;;GET OVER THE ASCII
;;65\$: .ASCIIZ <15><12>#ENDPASS #
64\$:
MOV \$PASS,-(SP) ;;SAVE \$PASS FOR TYPEOUT
TYPOC ;;GO TYPE--OCTAL ASCII(ALL DIGITS)
TYPE ,67\$;;TYPE ASCII STRING
BR ,66\$;;GET OVER THE ASCII
;;67\$: .ASCIIZ # TOTAL ERRORS #
66\$:
MOV ERCNT,-(SP) ;;SAVE ERCNT FOR TYPEOUT
TYPOC ;;GO TYPE--OCTAL ASCII(ALL DIGITS)
TYPE ,69\$;;TYPE ASCII STRING
BR ,68\$;;GET OVER THE ASCII
;;69\$: .ASCIIZ #: THERE ARE #
68\$:
MOV LCNT,-(SP) ;;SAVE LCNT FOR TYPEOUT
TYPOC ;;GO TYPE--OCTAL ASCII(ALL DIGITS)
TYPE ,71\$;;TYPE ASCII STRING

```
(3) 013616 000411          BR      70$          ;;GET OVER THE ASCIZ
(3) 013642          ;;71$: .ASCIZ # (OCIAL) UNITS.#
(3) 013642 104401 013650 70$:          TYPE      73$          ;;TYPE ASCIZ STRING
(3) 013646 000415          BR      72$          ;;GET OVER THE ASCIZ
(3) 013702          ;;73$: .ASCIZ <200>#THE GOOD UNITS (L TO R) #
(3) 013702 013746 001430 72$:          MOV      UTEST,-(SP)      ;;SAVE UTEST FOR TYPEOUT
(3) 013706 104405          TYPBN          ;;GO TYPE--BINARY ASCII
(1) 013710 013700 000042 $GET42: MOV      @42,R0      ;;GET MONITOR ADDRESS
(1) 013714 001405          BEQ      $DOAGN      ;;BRANCH IF NO MONITOR
(1) 013716 000005          RESET          ;;CLEAR THE WORLD
(1) 013720 004710          $ENDAD: JSR     PC,(R0)    ;;GO TO MONITOR
(1) 013722 000240          NOP          ;;SAVE ROOM
(1) 013724 000240          NOP          ;;FOR
(1) 013726 000240          NOP          ;;ACT11
(1) 013730          $DOAGN:          JMP      @(PC)+          ;;RETURN
(1) 013732 002334          $RTNAD: .WORD   LOOP
(1) 013734 377 377 000 $ENULL: .BYTE  -1,-1,0    ;;NULL CHARACTER STRING
(1) 013740          .EVEN

1411
1412
1413          ;; THIS ROUTINE TYPES LAST MESSAGE AND WAITS FOR AN OPERATOR
1414          ;;RESPONCE.
1415
1416
1417 013740 105777 165202 ANYKEY: TSTB   @STKB      ;CLEAR TTY READY FLAG.
1418 013744 104401 013752 TYPE      ,65$      ;;TYPE ASCIZ STRING
(1) 013750 000430          BR      64$      ;;GET OVER THE ASCIZ
(1) 014032          ;;65$: .ASCIZ <200><7>#SWITCH ST1 3 TIMES,TYPE ANY KEY WHEN DONE..#<7>
(1) 014032          64$:

1419
1420 014032 105777 165106 1$:      TSTB   @STKB      ;WAIT FOR OPERATOR.
1421 014036 100375          BPL     1$
1422 014040 105777 165102          TSTB   @STKB      ;CLEAR TTY READY FLAG.
1423 014044 000207          RTS PC
1443
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```
.SBTTL          ; I/O SIGNAL TEST #1 ST1 IN AND ST2 OUT IN AND OUT
                ;
                ; SWITCH PACK S2 MUST BE SET UP AS FOLLOWS:
                ;
                ; SWITCH 1 - OFF
                ;          2 - ON
                ;          3 - OFF
                ;          4 - OFF
                ;          5 - ON
                ;          6 - ON
                ;          7 - NOT USED
                ;
                ; THIS SELECTS TTL THRESHOLDS AND POSITIVE SLOPE FOR
                ; SCHMITT TRIGGER 1.
                ; PLEASE REMOVE ANY PREVIOUS JUMPER.
                ; JUMPER THE FOLLOWING PINS TOGETHER:
                ;
                ; J1 - SS (ST2 OUT)      TO J1 - VV (ST1-IN)
                ;
                ; LOAD AND START AT LOCATION 210
                ; END PASSES OCCUR IMMEDIATELY AND ARE NOT REPORTED
                ; ERRORS ARE REPORTED AS IN THE REGULAR LOGIC TEST AND
                ; THEIR PRINTOUT MAY BE INHIBITED
```

```
1458 014046 012737 014060 001420 OITST1: MOV #IOTST1,$TMP0 ;LOAD RETURN ADDRESS
1459 014054 000137 001526          JMP INIT ;PRIME THE PROGRAM VECTOR SPACE
1460 014060 104407          IOTST1: CKSWR ;CHECK THE SWR
1461 014062 005077 165310          1$: CLR @ASR ;CLEAR THE CSR
1462 014066 005077 165306          CLR @ABR ;CLEAR THE BUFFER REG.
1463 014072 012777 000061 165276          MOV #61,@ASR ;RATE ST1, MODE 0, GO.
1464 014100 052777 001000 165270          BIS #BIT9,@ASR ;GENERATE A MAINTENANCE ST2.
1465 014106 012777 000005 165262          MOV #5,@ASR ;NOW SET TO READ COUNT REG
1466 014114 052777 001000 165254          BIS #BIT9,@ASR ;FORCE COUNT -> BUFFER REG.
1467 014122 027727 165252 000001          CMP @ABR,#1 ;DID COUNT REG ADVANCE ONCE?
1468 014130 001753          BEQ IOTST1 ;YES - LOOP.
1469 014132 104000          ERROR ;ST2 OUT TO ST1 IN FAILED.
1470 014134 000751          BR IOTST1
```

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```

.SBTTL          ;I/O SIGNAL TEST #2 CLOCK OVFLOW OUT TEST.
                ;
                ;SWITCH PACK S2 MUST BE SET UP AS FOLLOWS:
                ;
                ;   SWITCH 1 - OFF
                ;   SWITCH 2 - OFF
                ;   SWITCH 3 - OFF
                ;   SWITCH 4 - ON
                ;   SWITCH 5 - OFF
                ;   SWITCH 6 - ON
                ;   SWITCH 7 - NOT USED
                ;
                ; THIS SELECTS TTL THRESHOLDS AND POSITIVE SLOPE FOR
                ; SCHMITT TRIGGER 2.
                ; PLEASE REMOVE ANY PREVIOUS JUMPER.
                ; JUMPER THE FOLLOWING PINS TOGETHER:
                ;
                ;   J1 - RR (CLK OV) TO J1 - TT (ST2-IN)
                ;
                ; LOAD AND START AT LOCATION 214.
                ; END PASSES OCCUR IMMEDIATELY AND ARE NOT REPORTED.
                ; ERRORS ARE REPORTED AS IN TH REGULAR LOGIC TEST AND
                ; THEIR PRINTOUT MAY BE INHIBITED.
                ;
1486 014136 012737 014150 001420 0ITST2: MOV    #IOTST2,$TMP0 ;LOAD RETURN ADDRESS
1487 014144 000137 001526          JMP    INIT          ;PRIME THE PROGRAM VECTOR SPACE
1488 014150 104407          IOTST2: CKSWR        ;CHECK THE SWR.
1489 014152 005077 165220          CLR    @ASR         ;CLEAR THE CSR.
1490 014156 012777 177777 165214  MOV    #-1,@ASR     ;PRELOAD PRESET BUFFER.
1491 014164 012777 000063 165204  MOV    #63,@ASR     ;RATE ST1, MODE 1, GO.
1492 014172 052777 000400 165176  BIS    #BIT8,@ASR   ;GENERATE A MAIN. ST1.
1493 014200 000240          NOP
1494 014202 000240          NOP
1495 014204 005777 165166          TST    @ASR         ;DID OVERFLOW SET ST2 FLAG?
1496 014210 100757          BMI   IOTST2       ;YES - LOOP
1497 014212 104000          ERROR
1498 014214 000755          BR    IOTST2       ;CLK OV OUT TO ST2 IN FAILED.
                ;LOOP
    
```

6 7

```
1501  
1502 .SBTTL ;I/O SIGNAL TEST #3 ST1 OUT AND ST2 IN  
1503 ;  
1504 ;  
1505 ;  
1506 ;SWITCH PACK S2 MUST BE SET UP AS FOLLOWS:  
1507 SWITCH 1 - OFF  
1508 2 - OFF  
1509 3 - OFF  
1510 4 - ON  
1511 5 - ON  
1512 6 - ON  
1513 7 - NOT USED  
1514 ; THIS SELECTS TTL THRESHOLD AND POSITIVE SLOPE FOR  
1515 ; SCHMITT TRIGGER 2.  
1516 ;  
1517 ;PLEASE REMOVE ANY PREVIOUS JUMPERS.  
1518 ;  
1519 ;JUMPER THE FOLLOWING PINS TOGETHER:  
1520 ; J1 - UU (ST1 OUT) TO J1 - TT (ST2-IN)  
1521 ;  
1522 ;LOAD AND START AT LOCATION 220  
1523 ;END PASSES OCCUR IMMEDIATELY AND ARE NOT REPORTED  
1524 ;ERRORS ARE REPORTED AS IN THE REGULAR LOGIC TEST AND  
1525 ;THEIR PRINTOUT MAY BE INHIBITED  
1526 ;  
1527 014216 012737 014230 001420 01TST3: MOV #IOTST3,$TMP0 ;LOAD RETURN ADDRESS  
1528 014224 000137 001526 JMP INIT ;PRIME THE PROGRAM VECTOR SPACE  
1529 014230 104407 IOTST3: CKSWR ;CHECK THE SWR  
1530 014232 012777 000001 165136 MOV #1,@ASR ;SET GO BIT.  
1531 014240 052777 000400 165130 BIS #BIT8,@ASR ;GENERATE A MAIN. ST1.  
1532 014246 005777 165124 TST @ASR ;DID ST2 FLAG SET?  
1533 014252 100401 BMI IS ;  
1534 014254 104000 ERROR ;ST1 OUT TO ST2 IN FAILED  
1535 ;  
1536 014256 032777 010000 165112 IS: BIT #BIT12,@ASR ;DID 'FOR' BIT SET?  
1537 014264 001761 BEQ IOTST3 ;NO - GOOD.  
1538 014266 104000 ERROR ;'FOR' BIT SET ON ONLY 1 ST2.  
1539 014270 000757 BR IOTST3 ;LOOP
```


(1)	014420	100016			BPL	7\$::BR IF NO
(1)	014422	042703	177770		BIC	#177770,R3	::GET RID OF JUNK
(1)	014426	001002			BNE	4\$::TEST FOR 0
(1)	014430	005704			TST	R4	::SUPPRESS THIS 0?
(1)	014432	001403			BEQ	5\$::BR IF YES
(1)	014434	005204		4\$:	INC	R4	::DON'T SUPPRESS ANYMORE 0'S
(1)	014436	052703	000060		BIS	#'0,R3	::MAKE THIS DIGIT ASCII
(1)	014442	052703	000040		5\$:	BIS	#',R3
(1)	014446	110337	014512		MOVB	R3,8\$::MAKE ASCII IF NOT ALREADY
(1)	014452	104401	014512		TYPE	,8\$::SAVE FOR TYPING
(1)	014456	105337	014514		7\$:	DECB	\$OCNT
(1)	014462	003347			BGT	2\$::GO TYPE THIS DIGIT
(1)	014464	002402			BLT	6\$::COUNT BY 1
(1)	014466	005204			INC	R4	::BR IF MORE TO DO
(1)	014470	000744			BR	2\$::BR IF DONE
(1)	014472	012605		6\$:	MOV	(SP)+,R5	::INSURE LAST DIGIT ISN'T A BLANK
(1)	014474	012604			MOV	(SP)+,R4	::GO DO THE LAST DIGIT
(1)	014476	012603			MOV	(SP)+,R3	::RESTORE R5
(1)	014500	016666	000002 000004		MOV	2(SP),4(SP)	::RESTORE R4
(1)	014506	012616			MOV	(SP)+,(SP)	::RESTORE R3
(1)	014510	000002			RTI		::SET THE STACK FOR RETURNING
(1)	014512	000		8\$:	.BYTE	0	::RETURN
(1)	014513	000			.BYTE	0	::STORAGE FOR ASCII DIGIT
(1)	014514	000		\$OCNT:	.BYTE	0	::TERMINATOR FOR TYPE ROUTINE
(1)	014515	000		\$OFILL:	.BYTE	0	::OCTAL DIGIT COUNTER
(1)	014516	000000		\$OMODE:	.WORD	0	::ZERO FILL SWITCH
1547					.SBTTL	BINARY TO ASCII AND TYPE ROUTINE	::NUMBER OF DIGITS TO TYPE
(1)							
(2)							::*****
(1)							::*THIS ROUTINE IS USED TO CHANGE A 16-BIT BINARY NUMBER TO A 16-BIT
(1)							::*BINARY-ASCII NUMBER AND TYPE IT.
(1)							::*CALL:
(1)					* MOV	NUMBER,-(SP)	::NUMBER TO BE TYPED
(1)					* TYPBN		::TYPE IT
(1)							
(1)	014520	010146			\$TYPBN: MOV	R1,-(SP)	::SAVE R1 ON THE STACK
(1)	014522	016601	000006		MOV	6(SP),R1	::GET THE INPUT NUMBER
(1)	014526	000261			SEC		::SET 'C' SO CAN KEEP TRACK OF THE NUMBER OF BITS
(1)	014530	112737	000060 014572	1\$:	MOVB	#'0,\$BIN	::SET CHARACTER TO AN ASCII '0'.
(1)	014536	006101			ROL	R1	::GET THIS BIT
(1)	014540	001406			BEQ	2\$::DONE?
(1)	014542	105537	014572		ADCB	\$BIN	::NO--SET THE CHARACTER EQUAL TO THIS BIT
(1)	014546	104401	014572		TYPE	,\$BIN	::GO TYPE THIS BIT
(1)	014552	000241			CLC		::CLEAR 'C' SO CAN KEEP TRACK OF BITS
(1)	014554	000765			BR	1\$::GO DO THE NEXT BIT
(1)	014556	012601		2\$:	MOV	(SP)+,R1	::POP THE STACK INTO R1
(1)	014560	016666	000002 000004		MOV	2(SP),4(SP)	::ADJUST THE STACK
(1)	014566	012616			MOV	(SP)+,(SP)	
(1)	014570	000002			RTI		::RETURN TO USER
(1)	014572	000	000		\$BIN: .BYTE	0,0	::STORAGE FOR ASCII CHAR. AND TERMINATOR

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 (1)
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 (1)

.SBTTL ERROR HANDLER ROUTINE

```
::*****
;*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) ;*SW10=1 BELL ON ERROR
(1) ;*SW09=1 LOOP ON ERROR
(1) ;*CALL
(1) ;* ERROR N ;;ERROR EMT AND N=ERROR ITEM NUMBER
(1) $ERROR:
(1) 014574 104407 CKSWR ;;TEST FOR CHANGE IN SOFT-SWR
(1) 014574 105237 001103 7$: INCB $ERFLG ;;SET THE ERROR FLAG
(1) 014602 001775 BEQ 7$ ;;DON'T LET THE FLAG GO TO ZERO
(1) 014604 013777 001102 164330 MOV $TSTNM,@DISPLAY ;;DISPLAY TEST NUMBER AND ERROR FLAG
(1) 014612 032777 002000 164320 BIT #BIT10,@SWR ;;BELL ON ERROR?
(1) 014620 001402 BEQ 1$ ;;NO - SKIP
(1) 014622 104401 001164 TYPE $BELL ;;RING BELL
(1) 014626 005237 001112 1$: INC $ERTTL ;;COUNT THE NUMBER OF ERRORS
(1) 014632 011637 001116 MOV (SP),$ERRPC ;;GET ADDRESS OF ERROR INSTRUCTION
(1) 014636 162737 000002 001116 SUB #2,$ERRPC
(1) 014644 117737 164246 001114 MOV $ITEMB,$ITEMB ;;STRIP AND SAVE THE ERROR ITEM CODE
(1) 014652 032777 020000 164260 BIT #BIT13,@SWR ;;SKIP TYPEOUT IF SET
(1) 014660 001004 BNE 20$ ;;SKIP TYPEOUTS
(1) 014662 004737 015002 JSR PC,$ERRTYP ;;GO TO USER ERROR ROUTINE
(1) 014666 104401 001171 TYPE $CRLF
(1) 014672 122737 000001 001214 20$: CMPB #APTENV,$ENV ;;RUNNING IN APT MODE
(1) 014700 001007 BNE 2$ ;;NO,SKIP APT ERROR REPORT
(1) 014702 113737 001114 014714 MOV $ITEMB,21$ ;;SET ITEM NUMBER AS ERROR NUMBER
(1) 014710 004737 016474 JSR PC,$ATY4 ;;REPORT FATAL ERROR TO APT
(1) 014714 000 .BYTE 0
(1) 014715 000 .BYTE 0
(1) 014716 000777 22$: BR 22$ ;;APT ERROR LOOP
(1) 014720 005777 164214 2$: TST @SWR ;;HALT ON ERROR
(1) 014724 100002 BPL 3$ ;;SKIP IF CONTINUE
(1) 014726 000000 HALT ;;HALT ON ERROR!
(1) 014730 104407 CKSWR ;;TEST FOR CHANGE IN SOFT-SWR
(1) 014732 032777 001000 164200 3$: BIT #BIT09,@SWR ;;LOOP ON ERROR SWITCH SET?
(1) 014740 001402 BEQ 4$ ;;BR IF NO
(1) 014742 013716 001110 MOV $LPERR,(SP) ;;FUDGE RETURN FOR LOOPING
(1) 014746 005737 001162 4$: TST $ESCAPE ;;CHECK FOR AN ESCAPE ADDRESS
(1) 014752 001402 BEQ 5$ ;;BR IF NONE
(1) 014754 013716 001162 MOV $ESCAPE,(SP) ;;FUDGE RETURN ADDRESS FOR ESCAPE
(1) 014760 5$:
(3) 014760 005237 001432 INC ERCNT ;/UPDATE ERROR COUNT.
(3) 014764 001002 BNE 10$ ;/BUT DON'T LET IT OVERFLOW.
(3) 014766 005337 001432 DEC ERCNT ;/KEEP AT 177777 IF OVERFLOW.
(3) 014772 10$:
(3) 014772 043737 001426 001430 BIC ROTATE,UTEST ;/REMOVE UNIT FROM LIST OF GOOD ONES.
(3) 015000 000002 RTI ;/EXIT.
(1) .SBTTL ERROR MESSAGE TYPEOUT ROUTINE
(2) ;*****
```


(1)
(1)
(1)
(1)
(1) 015002
(1) 015002 104401 001171
(1) 015006 010046
(1) 015010 005000
(1) 015012 153700 001114
(1) 015016 001004
(1)
(2) 015020 013746 001116
(2)
(2) 015024 104402
(1) 015026 000426
(1) 015030 005300
(1) 015032 006300
(1) 015034 006300
(1) 015036 006300
(1) 015040 062700 001256
(1) 015044 012037 015054
(1) 015050 001404
(1) 015052 104401
(1) 015054 000000
(1) 015056 104401 001171
(1) 015062 012037 015072
(1) 015066 001404
(1) 015070 104401
(1) 015072 000000
(1) 015074 104401 001171
(1) 015100 011000
(1) 015102 001004
(1) 015104 012600
(1) 015106 104401 001171
(1) 015112 000207
(1) 015114
(2) 015114 013046
(2) 015116 104402
(1) 015120 005710
(1) 015122 001770
(1) 015124 104401 015132
(1) 015130 000771
(1) 015132 020040 000
(1) 015136

;*THIS ROUTINE USES THE 'ITEM CONTROL BYTE' (\$ITEMB) TO DETERMINE WHICH
;*ERROR IS TO BE REPORTED. IT THEN OBTAINS, FROM THE 'ERROR TABLE' (\$ERRTB),
;*AND REPORTS THE APPROPRIATE INFORMATION CONCERNING THE ERROR.

```
$ERRTYP:
      TYPE      , $CRLF      ;; 'CARRIAGE RETURN' & 'LINE FEED'
      MOV      R0, -(SP)    ;; SAVE R0
      CLR      R0          ;; PICKUP THE ITEM INDEX
      BISB     @($ITEMB, R0
      BNE     1$          ;; IF ITEM NUMBER IS ZERO, JUST
                          ;; TYPE THE PC OF THE ERROR
      MOV      $ERRPC, -(SP) ;; SAVE $ERRPC FOR TYPEOUT
                          ;; ERROR ADDRESS
      TYPCC
      BR      6$          ;; GO TYPE--OCTAL ASCII(ALL DIGITS)
      1$:     DEC      R0    ;; GET OUT
      ASL     R0          ;; ADJUST THE INDEX SO THAT IT WILL
      ASL     R0          ;; WORK FOR THE ERROR TABLE
      AS      R0
      ADD     # $ERRTB, R0 ;; FORM TABLE POINTER
      MOV     (R0)+, 2$    ;; PICKUP 'ERROR MESSAGE' POINTER
      BEQ     3$          ;; SKIP TYPEOUT IF NO POINTER
      TYPE
      2$:     .WORD    0    ;; TYPE THE 'ERROR MESSAGE'
                          ;; 'ERROR MESSAGE' POINTER GOES HERE
      TYPE
      3$:     , $CRLF      ;; 'CARRIAGE RETURN' & 'LINE FEED'
      MOV     (R0)+, 4$    ;; PICKUP 'DATA HEADER' POINTER
      BEQ     5$          ;; SKIP TYPEOUT IF 0
      TYPE
      4$:     .WORD    0    ;; 'DATA HEADER' POINTER GOES HERE
      TYPE
      5$:     , $CRLF      ;; 'CARRIAGE RETURN' & 'LINE FEED'
      MOV     (R0), R0    ;; PICKUP 'DATA TABLE' POINTER
      BNE     7$          ;; GO TYPE THE DATA
      MOV     (SP)+, R0   ;; RESTORE R0
      TYPE
      6$:     , $CRLF      ;; 'CARRIAGE RETURN' & 'LINE FEED'
      RTS     PC         ;; RETURN
      7$:
      MOV     @ (R0)+, -(SP) ;; SAVE @ (R0)+ FOR TYPEOUT
      TYPCC
      TST     (R0)       ;; GO TYPE--OCTAL ASCII(ALL DIGITS)
      BEQ     6$          ;; IS THERE ANOTHER NUMBER?
      TYPE
      8$:     .ASCIZ   / /  ;; BR IF NO
                          ;; TYPE TWO(2) SPACES
                          ;; LOOP
                          ;; TWO(2) SPACES
      .EVEN
```

.SBTTL SCOPE HANDLER ROUTINE

1562
(1)
(2)
(1)
(1)
(1)
(1)
(1)
(1)
(1)
(1)
(1)

```
*****
;*THIS ROUTINE CONTROLS THE LOOPING OF SUBTFSTS. IT WILL INCREMENT
;*AND LOAD THE TEST NUMBER($TSTNM) INTO THE DISPLAY REG.(DISPLAY<7:0>),
;*AND LOAD THE ERROR FLAG ($ERFLG) INTO DISPLAY<15:08>
;*THE SWITCH OPTIONS PROVIDED BY THIS ROUTINE ARE:
;*SW14=1      LOOP ON TEST
;*SW11=1      INHIBIT ITERATIONS
;*SW09=1      LOOP ON ERROR
;*SW08=1      LOOP ON TEST IN SWR<7:0>
;*CALL
```

```
(1)          ;*      SCOPE          ;;SCOPE=10T
(1)          $SCOPE:
(1) 015136   CKSWR          ;;TEST FOR CHANGE IN SOFT-SWR
(1) 015136 104407          CKSWR
(2) 015140 104407          (CKSWR
(1) 015142 032777 040000 163770 1$: BIT #BIT14,@SWR ;;LOOP ON PRESENT TEST?
(1) 015150 001114          BNE $OVER ;;YES IF SW14=1
(1)          ;#####START OF CODE FOR THE XOR TESTER#####
(1) 015152 000416          $XTSTR: BR 6$ ;;IF RUNNING ON THE 'XOR' TESTER CHANGE
(1)          ;THIS INSTRUCTION TO A 'NOP' (NOP-240)
(1) 015154 013746 000004          MOV @ERRVEC,-(SP) ;;SAVE THE CONTENTS OF THE ERROR VECTOR
(1) 015160 012737 015200 000004          MOV #5,$@ERRVEC ;;SET FOR TIMEOUT
(1) 015166 005737 177060          TST @177060 ;;TIME OUT ON XOR?
(1) 015172 012637 000004          MOV (SP)+,@ERRVEC ;;RESTORE THE ERROR VECTOR
(1) 015176 000463          BR $SVLAD ;;GO TO THE NEXT TEST
(1) 015200 022626          5$: CMP (SP)+,(SP)+ ;;CLEAR THE STACK AFTER A TIME OUT
(1) 015202 012637 000004          MOV (SP)+,@ERRVEC ;;RESTORE THE ERROR VECTOR
(1) 015206 000423          BR 7$ ;;LOOP ON THE PRESENT TEST
(1) 015210          6$:;#####END OF CODE FOR THE XOR TESTER#####
(1) 015210 032777 000400 163722          BIT #BIT08,@SWR ;;LOOP ON SPEC. TEST?
(1) 015216 001404          BEQ 2$ ;;BR IF NO
(1) 015220 127737 163714 001102          CMPB @SWR,$STNM ;;ON THE RIGHT TEST? SWR<7:0>
(1) 015226 001465          BEQ $OVER ;;BR IF YES
(1) 015230 105737 001103          2$: TSTB $ERFLG ;;HAS AN ERROR OCCURRED?
(1) 015234 001421          BEQ 3$ ;;BR IF NO
(1) 015236 123737 001115 001103          CMPB $ERMAX,$ERFLG ;;MAX. ERRORS FOR THIS TEST OCCURRED?
(1) 015244 101015          BHI 3$ ;;BR IF NO
(1) 015246 032777 001000 163664          BIT #BIT09,@SWR ;;LOOP ON ERROR?
(1) 015254 001404          BEQ 4$ ;;BR IF NO
(1) 015256 013737 001110 001106          7$: MOV $LPERR,$LPADR ;;SET LOOP ADDRESS TO LAST SCOPE
(1) 015264 000446          BR $OVER
(1) 015266 105037 001103          4$: CLRB $ERFLG ;;ZERO THE ERROR FLAG
(1) 015272 005037 001160          CLR $TIMES ;;CLEAR THE NUMBER OF ITERATIONS TO MAKE
(1) 015276 000415          BR 1$ ;;ESCAPE TO THE NEXT TEST
(1) 015300 032777 004000 163632          3$: BIT #BIT11,@SWR ;;INHIBIT ITERATIONS?
(1) 015306 001011          BNE 1$ ;;BR IF YES
(1) 015310 005737 001202          TST $PASS ;;IF FIRST PASS OF PROGRAM
(1) 015314 001406          BEQ 1$ ;;INHIBIT ITERATIONS
(1) 015316 005237 001104          INC $ICNT ;;INCREMENT ITERATION COUNT
(1) 015322 023737 001160 001104          CMP $TIMES,$ICNT ;;CHECK THE NUMBER OF ITERATIONS MADE
(1) 015330 002024          BGE $OVER ;;BR IF MORE ITERATION REQUIRED
(1) 015332 012737 000001 001104          1$: MOV #1,$ICNT ;;REINITIALIZE THE ITERATION COUNTER
(1) 015340 013737 015416 001160          MOV $MXCNT,$TIMES ;;SET NUMBER OF ITERATIONS TO DO
(1) 015346 105237 001102          $SVLAD: INCB $STNM ;;COUNT TEST NUMBERS
(1) 015352 113737 001102 001200          MOV $STNM,$STNM ;;SET TEST NUMBER IN APT MAILBOX
(1) 015360 011637 001106          MOV (SP),$LPADR ;;SAVE SCOPE LOOP ADDRESS
(1) 015364 011637 001110          MOV (SP),$LPERR ;;SAVE ERROR LOOP ADDRESS
(1) 015370 005037 001162          CLR $ESCAPE ;;CLEAR THE ESCAPE FROM ERROR ADDRESS
(1) 015374 112737 000001 001115          MOV #1,$ERMAX ;;ONLY ALLOW ONE(?) ERROR ON NEXT TEST
(1) 015402 013777 001102 163532          $OVER: MOV $STNM,@DISPLAY ;;DISPLAY TEST NUMBER
(1) 015410 013716 001106          MOV $LPADR,(SP) ;;FUDGE RETURN ADDRESS
(1) 015414 000002          RTI ;;FIXES PS
(1) 015416 003720          $MXCNT: 2000. ;;MAX. NUMBER OF ITERATIONS
1563          .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) 015420 022737 000176 001140 $CKSWR: CMP #SWREG,SWR ;; IS THE SOFT-SWR SELECTED?
(1) 015426 001074 BNE 15$ ;; BRANCH IF NO
(1) 015430 105777 163510 TSTB @STKS ;; CHAR THERE?
(1) 015434 100071 BPL 15$ ;; IF NO, DON'T WAIT AROUND
(1) 015436 117746 163504 MOVB @STKB,-(SP) ;; SAVE THE CHAR
(1) 015442 042716 177600 BIC #^C177,(SP) ;; STRIP-OFF THE ASCII
(1) 015446 022726 000007 CMP #7,(SP)+ ;; IS IT A CONTROL G?
(1) 015452 001062 BNE 15$ ;; NO, RETURN TO USER
(1) 015454 123727 001134 000001 CMPB $AUTOB,#1 ;; ARE WE RUNNING IN AUTO-MODE?
(1) 015462 001456 BEQ 15$ ;; BRANCH IF YES
(1)
(1) 015464 104401 016145 $GTSWR: TYPE ,SCNTLG ;; ECHO THE CONTROL-G (^G)
(1) 015470 104401 016152 TYPE ,SMSWR ;; TYPE CURRENT CONTENTS
(2) 015474 013746 000176 MOV SWREG,-(SP) ;; SAVE SWREG FOR TYPEOUT
(2) 015500 104402 TYPEOC ;; GO TYPE--OCTAL ASCII(ALL DIGITS)
(1) 015502 104401 016163 TYPE ,SMNEW ;; PROMPT FOR NEW SWR
(1) 015506 005046 19$: CLR -(SP) ;; CLEAR COUNTER
(1) 015510 005046 CLR -(SP) ;; THE NEW SWR
(1) 015512 105777 163426 1$: TSTB @STKS ;; CHAR THERE?
(1) 015516 100375 BPL 7$ ;; IF NOT TRY AGAIN
(1)
(1) 015520 117746 163422 MOVB @STKB,-(SP) ;; PICK UP CHAR
(1) 015524 042716 177600 BIC #^C177,(SP) ;; MAKE IT 7-BIT ASCII
(1)
(1)
(1)
(1) 015530 021627 000025 9$: CMP (SP),#25 ;; IS IT A CONTROL-U?
(1) 015534 001005 BNE 10$ ;; BRANCH IF NOT
(1) 015536 104401 016140 TYPE ,SCNTLU ;; YES, ECHO CONTROL-U (^U)
(1) 015542 062706 000006 20$: ADD #6,SP ;; IGNORE PREVIOUS INPUT
(1) 015546 000757 BR 19$ ;; LET'S TRY IT AGAIN
(1)
(1)
(1) 015550 021627 000015 10$: CMP (SP),#15 ;; IS IT A <CR>?
(1) 015554 001022 BNE 16$ ;; BRANCH IF NO
(1) 015556 005766 000004 TST 4(SP) ;; YES, IS IT THE FIRST CHAR?
(1) 015562 001403 BEQ 11$ ;; BRANCH IF YES
(1) 015564 016677 000002 163346 MOV 2(SP),@SWR ;; SAVE NEW SWR
(1) 015572 062706 000006 11$: ADD #6,SP ;; CLEAR UP STACK
(1) 015576 104401 001171 14$: TYPE ,SCRLF ;; ECHO <CR> AND <LF>
(1) 015602 123727 001135 000001 CMPB $INTAG,#1 ;; RE-ENABLE TTY KBD INTERRUPTS?
(1) 015610 001003 BNE 15$ ;; BRANCH IF NOT
(1) 015612 012777 000100 163324 MOV #100,@STKS ;; RE-ENABLE TTY KBD INTERRUPTS
(1) 015620 000002 15$: RTI ;; RETURN
(1) 015622 004737 016406 16$: JSR PC,$TYPEC ;; ECHO CHAR
(1) 015626 021627 000060 CMP (SP),#60 ;; CHAR < 0?
(1) 015632 002420 BLT 18$ ;; BRANCH IF YES
(1) 015634 021627 000067 CMP (SP),#67 ;; CHAR > 7?
(1) 015640 003015 BGT 18$ ;; BRANCH IF YES
    
```

```
(1) 015642 042726 000060      BIC    #60,(SP)+    ;;STRIP-OFF ASCII
(1) 015646 005766 000002      TST    2(SP)        ;;IS THIS THE FIRST CHAR
(1) 015652 001403              BEQ    17$          ;;BRANCH IF YES
(1) 015654 006316              ASL    (SP)         ;;NO, SHIFT PRESENT
(1) 015656 006316              ASL    (SP)         ;;  CHAR OVER TO MAKE
(1) 015660 006316              ASL    (SP)         ;;  ROOM FOR NEW ONE.
(1) 015662 005266 000002      17$:  INC    2(SP)        ;;KEEP COUNT OF CHAR
(1) 015666 056616 177776      BIS    -2(SP),(SP) ;;SET IN NEW CHAR
(1) 015672 000707              BR     7$          ;;GET THE NEXT ONE
(1) 015674 104401 001170      18$:  TYPE  ,SQUES    ;;TYPE ?<CR><LF>
(1) 015700 000720              BR     20$         ;;SIMULATE CONTROL-U
(1)                               .DSABL  LSB
```

```
(1)                               ;*THIS ROUTINE WILL INPUT A SINGLE CHARACTER FROM THE TTY
(1)                               ;*CALL:
(1)                               ;*
(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) 015702 011646              $RDCHR: MOV    (SP),-(SP)    ;;PUSH DOWN THE PC
(1) 015704 016666 000004 000002  MOV    4(SP),2(SP)    ;;SAVE THE PS
(1) 015712 105777 163226      1$:  TSTB   @TKS        ;;WAIT FOR
(1) 015716 100375              BPL    1$          ;;A CHARACTER
(1) 015720 117766 163222 000004  MOVB   @TKB,4(SP)    ;;READ THE TTY
(1) 015726 042766 177600 000004  BIC    #^C<177>,4(SP) ;;GET RID OF JUNK IF ANY
(1) 015734 026627 000004 000023  CMP    4(SP),#23    ;;IS IT A CONTROL-S?
(1) 015742 001013              BNE    3$          ;;BRANCH IF NO
(1) 015744 105777 163174      2$:  TSTB   @TKS        ;;WAIT FOR A CHARACTER
(1) 015750 100375              BPL    2$          ;;LOOP UNTIL ITS THERE
(1) 015752 117746 163170      MOVB   @TKB,-(SP)    ;;GET CHARACTER
(1) 015756 042716 177600      BIC    #^C177,(SP)  ;;MAKE IT 7-BIT ASCII
(1) 015762 022627 000021      CMP    (SP)+,#21    ;;IS IT A CONTROL-Q?
(1) 015766 001366              BNE    2$          ;;IF NOT DISCARD IT
(1) 015770 000750              BR     1$          ;;YES, RESUME
(1) 015772 026627 000004 000140  3$:  CMP    4(SP),#140  ;;IS IT UPPER CASE?
(1) 016000 002407              BLT    4$          ;;BRANCH IF YES
(1) 016002 026627 000004 000175  CMP    4(SP),#175  ;;IS IT A SPECIAL CHAR?
(1) 016010 003003              BGT    4$          ;;BRANCH IF YES
(1) 016012 042766 000040 000004  BIC    #40,4(SP)    ;;MAKE IT UPPER CASE
(1) 016020 000002      4$:  RTI                ;;GO BACK TO USER
```

```
(1)                               ;*THIS ROUTINE WILL INPUT A STRING FROM THE TTY
(1)                               ;*CALL:
(1)                               ;*
(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) 016022 010346              $RDLIN: MOV    R3,-(SP)    ;;SAVE R3
(1) 016024 012703 016130      1$:  MOV    #TTYIN,R3   ;;GET ADDRESS
(1) 016030 022703 016140      2$:  CMP    #TTYIN+8.,R3 ;;BUFFER FULL?
(1) 016034 101405              BLOS   4$          ;;BR IF YES
(1) 016036 104410              RDCHR                ;;GO READ ONE CHARACTER FROM THE TTY
(1) 016040 112613              MOVB   (SP)+,(R3)   ;;GET CHARACTER
```

```
(1) 016042 122713 000177 10$: CMPB #177,(R3) ;;IS IT A RUBOUT
(1) 016046 001003 BNE 3$ ;;SKIP IF NOT
(1) 016050 104401 001170 4$: TYPE ,SQUES ;;TYPE A '?'
(1) 016054 000763 BR 1$ ;;CLEAR THE BUFFER AND LOOP
(1) 016056 111337 016126 3$: MOVB (R3),9$ ;;ECHO THE CHARACTER
(1) 016062 104401 016126 TYPE ,9$
(1) 016066 122723 000015 (MPB #15,(R3)+ ;;CHECK FOR RETURN
(1) 016072 001356 BNE 2$ ;;LOOP IF NOT RETURN
(1) 016074 105063 177777 (LRB -1(R3) ;;CLEAR RETURN (THE 15)
(1) 016100 104401 001172 TYPE ,SLF ;;TYPE A LINE FEED
(1) 016104 012603 MOV (SP)+,R3 ;;RESTORE R3
(1) 016106 011646 MOV (SP),-(SP) ;;ADJUST THE STACK AND PUT ADDRESS OF THE
(1) 016110 016666 000004 000002 MOV 4(SP),2(SP) ;; FIRST ASCII CHARACTER ON IT
(1) 016116 012766 016130 000004 MOV #TTYIN,4(SP)
(1) 016124 000002 RTI ;;RETURN
(1) 016126 000 9$: .BYTE 0 ;;STORAGE FOR ASCII CHAR. TO TYPE
(1) 016127 000 .BYTE 0 ;;TERMINATOR
(1) 016130 000010 $TTYIN: .BI KB 8. ;;RESERVE 8 BYTES FOR TTY INPUT
(1) 016140 052536 005015 000 $CNTLU: .ASCIZ /*U/<15><12> ;;CONTROL 'U'
(1) 016145 136 006507 000012 $CNTLG: .ASCIZ /*G/<15><12> ;;CONTROL 'G'
(1) 016152 005015 053523 020122 $MSWR: .ASCIZ <15><12>/SWR = /
(1) 016160 020075 000 $MNEW: .ASCIZ / NEW = /
(1) 016163 040 U47040 053505
(1) 016170 036440 000040
```

```
1564
(1) .SBTTL TYPE ROUTINE
(2) *****
(1) *ROUTINE TO TYPE ASCIZ 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 ASCIZ STRING
(1) *OR
(1) * TYPE
(1) * MESADR
(1) *
```

```
(1) 016174 105737 001157 $TYPE: TSTB $TPFLG ;;IS THERE A TERMINAL?
(1) 016200 100002 BPL 1$ ;;BR IF YES
(1) 016202 000000 HALT ;;HALT HERE IF NO TERMINAL
(1) 016204 000430 BR 3$ ;;LEAVE
(1) 016206 010046 1$: MOV R0,-(SP) ;;SAVE R0
(1) 016210 017600 000002 MOV @2(SP),R0 ;;GET ADDRESS OF ASCIZ STRING
(1) 016214 122737 000001 001214 CMPB #APTENV,$ENV ;;RUNNING IN APT MODE
(1) 016222 001011 BNE 62$ ;;NO,GO CHECK FOR APT CONSOLE
(1) 016224 132737 000100 001215 BITB #APTPOOL,$ENVM ;;SPOOL MESSAGE TO APT
(1) 016232 001405 BEQ 62$ ;;NO,GO CHECK FOR CONSOLE
(1) 016234 010037 016244 MOV R0,61$ ;;SETUP MESSAGE ADDRESS FOR APT
(1) 016240 004737 016464 JSR PC,$ATY3 ;;SPOOL MESSAGE TO APT
(1) 016244 000000 61$: .WORD 0 ;;MESSAGE ADDRESS
(1) 016246 132737 000040 001215 62$: BITB #APTCSUP,$ENVM ;;APT CONSOLE SUPPRESSED
(1) 016254 001003 BNE 60$ ;;YES,SKIP TYPE OUT
```

```
(1) 016256 112046      2$:   MOVB   (R0)+,-(SP)      ;;PUSH CHARACTER TO BE TYPED ONTO STACK
(1) 016260 001005      BNE    4$                  ;;BR IF IT ISN'T THE TERMINATOR
(1) 016262 005726      TST    (SP)+              ;;IF TERMINATOR POP IT OFF THE STACK
(1) 016264 012600      60$:  MOV    (SP)+,R0        ;;RESTORE R0
(1) 016266 062716 000002 3$:   ADD    #?,(SP)          ;;ADJUST RETURN PC
(1) 016272 000002      RTI                      ;;RETURN
(1) 016274 122716 000011 4$:   CMPB   #HT,(SP)         ;;BRANCH IF <HT>
(1) 016300 001430      BEQ    8$                  ;;
(1) 016302 122716 000200  CMPB   #CRLF,(SP)       ;;BRANCH IF NOT <CRLF>
(1) 016306 001006      BNE    5$                  ;;
(1) 016310 005726      TST    (SP)+              ;;POP <CR><LF> EQUIV
(1) 016312 104401      TYPE                      ;;TYPE A CR AND LF
(1) 016314 001171      $CRLF
(1) 016316 105037 016452  CLRB   $CHARCNT         ;;CLEAR CHARACTER COUNT
(1) 016322 000755      BR     2$                  ;;GET NEXT CHARACTER
(1) 016324 004737 016406 5$:   JSR    PC,$TYPEC        ;;GO TYPE THIS CHARACTER
(1) 016330 123726 001156 6$:   CMPB   $FILLC,(SP)+    ;;IS IT TIME FOR FILLER CHARS.?
(1) 016334 001350      BNE    2$                  ;;IF NO GO GET NEXT CHAR.
(1) 016336 013746 001154  MOV    $NULL,-(SP)      ;;GET # OF FILLER CHARS. NEEDED
(1)                                ;;AND THE NULL CHAR.
(1) 016342 105366 000001 7$:   DECB   1(SP)            ;;DOES A NULL NEED TO BE TYPED?
(1) 016346 002770      BLT    6$                  ;;BR IF NO--GO POP THE NULL OFF OF STACK
(1) 016350 004737 016406  JSR    PC,$TYPEC        ;;GO TYPE A NULL
(1) 016354 105337 016452  DECB   $CHARCNT         ;;DO NOT COUNT AS A COUNT
(1) 016360 000770      BR     7$                  ;;LOOP
(1)
(1)                                ;HORIZONTAL TAB PROCESSOR
(1)
(1) 016362 112716 000040 8$:   MGVB   #' ,(SP)        ;;REPLACE TAB WITH SPACE
(1) 016366 004737 016406 9$:   JSR    PC,$TYPEC        ;;TYPE A SPACE
(1) 016372 132737 000007 016452 BITB   #?,$CHARCNT      ;;BRANCH IF NOT AT
(1) 016400 001372      BNE    9$                  ;;TAB STOP
(1) 016402 005726      TST    (SP)+              ;;POP SPACE OFF STACK
(1) 016404 000724      BR     2$                  ;;GET NEXT CHARACTER
(1) 016406 105777 162536 $TYPEC: TSTB   @STPS      ;;WAIT UNTIL PRINTER IS READY
(1) 016412 100375      BPL    $TYPEC
(1) 016414 116677 000002 162530 MOVB   2(SP),@STPB      ;;LOAD CHAR TO BE TYPED INTO DATA REG.
(1) 016422 122766 000015 000002 CMPB   #CR,2(SP)        ;;IS CHARACTER A CARRIAGE RETURN?
(1) 016430 001003      BNE    1$                  ;;BRANCH IF NO
(1) 016432 105037 016452  CLRB   $CHARCNT         ;;YES--CLEAR CHARACTER COUNT
(1) 016436 000406      BR     $TYPEX             ;;EXIT
(1) 016440 122766 000012 000002 1$:   CMPB   #LF,2(SP)        ;;IS CHARACTER A LINE FEED?
(1) 016446 001402      BEQ    $TYPEX            ;;BRANCH IF YES
(1) 016450 105227      INCB   (PC)+             ;;COUNT THE CHARACTER
(1) 016452 000000      $CHARCNT: .WORD 0      ;;CHARACTER COUNT STORAGE
(1) 016454 000207      $TYPEX: RTS    PC
(1)
(1)                                .SBTTL  APT COMMUNICATIONS ROUTINE
(1)
(1)                                ;*****
(1) 016456 112737 000001 016722 $ATY1: MOVB   #1,$FFLG    ;;TO REPORT FATAL ERROR
(1) 016464 112737 000001 016720 $ATY3: MOVB   #1,$MFLG    ;;TO TYPE A MESSAGE
(1) 016472 000403      BR     $ATYC
(1) 016474 112737 000001 016722 $ATY4: MOVB   #1,$FFLG    ;;TO ONLY REPORT FATAL ERROR
(1) 016502      $ATYC:
(3) 016502 010046      MOV    R0,-(SP)         ;;PUSH R0 ON STACK
```

```
(3) 016504 010146          MOV      R1,-(SP)          ;;PUSH R1 ON STACK
(1) 016506 105737 016720   TSTB    $MFLG             ;;SHOULD TYPE A MESSAGE?
(1) 016512 001450          BEQ     5$                ;;IF NOT: BR
(1) 016514 122737 000001 001214   CMPB    #APTENV,$ENV      ;;OPERATING UNDER APT?
(1) 016522 001031          BNE     3$                ;;IF NOT: BR
(1) 016524 132737 000100 001215   BITB    #APTSPOOL,$ENVM   ;;SHOULD SPOOL MESSAGES?
(1) 016532 001425          BEQ     3$                ;;IF NOT: BR
(1) 016534 017600 000004          MOV     @4(SP),R0         ;;GET MESSAGE ADDR.
(1) 016540 062766 000002 000004   ADD     #2,4(SP)          ;;BUMP RETURN ADDR.
(1) 016546 005737 001174          TST     $MSGTYPE         ;;SEE IF DONE W/ LAST XMISSION?
(1) 016552 001375          BNE     1$                ;;IF NOT: WAIT
(1) 016554 010037 001210          MOV     R0,$MSGAD        ;;PUT ADDR IN MAILBOX
(1) 016560 105720          TSTB    (R0)+            ;;FIND END OF MESSAGE
(1) 016562 001376          BNE     2$                ;;
(1) 016564 163700 001210          SUB     $MSGAD,R0        ;;SUB START OF MESSAGE
(1) 016570 006200          ASR     R0                ;;GET MESSAGE LNGTH IN WORDS
(1) 016572 010037 001212          MOV     R0,$MSGGLT       ;;PUT LENGTH IN MAILBOX
(1) 016576 012737 000004 001174   MOV     #4,$MSGTYPE      ;;TELL APT TO TAKE MSG.
(1) 016604 000413          BR      5$                ;;
(1) 016606 017637 000004 016632 3$:   MOV     @4(SP),4$        ;;PUT MSG ADDR IN JSR LINKAGE
(1) 016614 062766 000002 000004   ADD     #2,4(SP)          ;;BUMP RETURN ADDRESS
(3) 016622 013746 177776          MOV     177776,-(SP)     ;;PUSH 177776 ON STACK
(1) 016626 004737 016174          JSR     PC,$TYPE         ;;CALL TYPE MACRO
(1) 016632 000000          .WORD   0                ;;
(1) 016634          5$:
(1) 016634 105737 016722 10$:   TSTB    $FFLG            ;;SHOULD REPORT FATAL ERROR?
(1) 016640 001416          BEQ     12$              ;;IF NOT: BR
(1) 016642 005737 001214          TST     $ENV             ;;RUNNING UNDER APT?
(1) 016646 001413          BEQ     12$              ;;IF NOT: BR
(1) 016650 005737 001174 11$:   TST     $MSGTYPE        ;;FINISHED LAST MESSAGE?
(1) 016654 001375          BNE     11$              ;;IF NOT: WAIT
(1) 016656 017637 000004 001176   MOV     @4(SP),$FATAL    ;;GET ERROR #
(1) 016664 062766 000002 000004   ADD     #2,4(SP)          ;;BUMP RETURN ADDR.
(1) 016672 005237 001174          INC     $MSGTYPE         ;;TELL APT TO TAKE ERROR
(1) 016676 105037 016722 12$:   CLRB    $FFLG            ;;CLEAR FATAL FLAG
(1) 016702 105037 016721          CLRB    $LFLG            ;;CLEAR LOG FLAG
(1) 016706 105037 016720          CLRB    $MFLG            ;;CLEAR MESSAGE FLAG
(3) 016712 012601          MOV     (SP)+,R1         ;;POP STACK INTO R1
(3) 016714 012600          MOV     (SP)+,R0         ;;POP STACK INTO R0
(1) 016716 000207          RTS     PC                ;;RETURN
(1) 016720          000          $MFLG: .BYTE 0           ;;MESSG. FLAG
(1) 016721          000          $LFLG: .BYTE 0           ;;LOG FLAG
(1) 016722          000          $FFLG: .BYTE 0           ;;FATAL FLAG
(1)          016724          .EVEN
(1)          000200          APTSIZE=200
(1)          000001          APTENV=001
(1)          000100          APTSPOOL=100
(1)          000040          APTCSUP=040
1566          .SBTTL POWER DOWN AND UP ROUTINES
(1)
(2)
(1)          ;;*****
:POWER DOWN ROUTINE
(1) 016724 012737 017064 000024 $PWRDN: MOV     #SILLUP,@#PWRVEC ;;SET FOR FAST UP
(1) 016732 012737 000340 000026   MOV     #340,@#PWRVEC+2 ;;PRIO:7
(3) 016740 010046          MOV     R0,-(SP)         ;;PUSH R0 ON STACK
(3) 016742 010146          MOV     R1,-(SP)         ;;PUSH R1 ON STACK
```

```
(3) 016744 010246      MOV      R2,-(SP)      ;;PUSH R2 ON STACK
(3) 016746 010346      MOV      R3,-(SP)      ;;PUSH R3 ON STACK
(3) 016750 010446      MOV      R4,-(SP)      ;;PUSH R4 ON STACK
(3) 016752 010546      MOV      R5,-(SP)      ;;PUSH R5 ON STACK
(3) 016754 017746 162160 MOV      @SWR,-(SP)     ;;PUSH @SWR ON STACK
(1) 016760 010637 017070 MOV      SP,$SAVR6     ;;SAVE SP
(1) 016764 012737 016776 000024 MOV      #SPWRUP,@#PWRVEC ;;SET UP VECTOR
(1) 016772 000000      HALT
(1) 016774 000776      BR       -2           ;;HANG UP
```

```
(2)
(1)
(1) 016776 012737 017064 000024 $PWRUP: MOV      #SILLUP,@#PWRVEC ;;SET FOR FAST DOWN
(1) 017004 013706 017070      MOV      $SAVR6,SP     ;;GET SP
(1) 017010 005037 017070      CLR      $SAVR6       ;;WAIT LOOP FOR THE TTY
(1) 017014 005237 017070 1$: INC      $SAVR6       ;;WAIT FOR THE INC
(1) 017020 001375      BNE     1$           ;;OF WORD
(3) 017022 012677 162112      MOV      (SP)+,@SWR    ;;POP STACK INTO @SWR
(3) 017026 012605      MOV      (SP)+,R5     ;;POP STACK INTO R5
(3) 017030 012604      MOV      (SP)+,R4     ;;POP STACK INTO R4
(3) 017032 012603      MOV      (SP)+,R3     ;;POP STACK INTO R3
(3) 017034 012602      MOV      (SP)+,R2     ;;POP STACK INTO R2
(3) 017036 012601      MOV      (SP)+,R1     ;;POP STACK INTO R1
(3) 017040 012600      MOV      (SP)+,R0     ;;POP STACK INTO R0
(1) 017042 012737 016724 000024 MOV      #SPWRDN,@#PWRVEC ;;SET UP THE POWER DOWN VECTOR
(1) 017050 012737 000340 000026 MOV      #340,@#PWRVEC+2 ;;PRIO:7
(1) 017056 104401      TYPE     $POWER       ;;REPORT THE POWER FAILURE
(1) 017060 017072      $PWRMG: .WORD $POWER  ;;POWER FAIL MESSAGE POINTER
(1) 017062 000002      RTI
(1) 017064 000000      $SILLUP: HALT        ;;THE POWER UP SEQUENCE WAS STARTED
(1) 017066 000776      BR       -2           ;;BEFORE THE POWER DOWN WAS COMPLETE
(1) 017070 000000      $SAVR6: 0            ;;PUT THE SP HERE
(1) 017072 005015 047520 042527 $POWER: .ASCIZ <15><12>'POWER'
(1) 017100 000122
```

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```
.EVEN
;*
;*THIS ROUTINE WILL PROTECT THE PROGRAM
;*FROM INTERRUPTS (BAD ONES).
;*
;*THE TRAP CATCHER IS SET UP FOR
;*
;*      .WORD      +2
;*      JSR PC,R0
;*
;*ILLEGAL INTERRUPTS OR INTERRUPTS TO THE WRONG VECTOR
;*GOTO THE VECTOR AND PCITK UP THE '+2' AS AN ADDRESS
;*AND '4700' AS NEW STATUS.
;*THE +2 AS A PC WILL CAUSE EXECUTION OF THE 'JSR PC,R0' (AN ILLEGAL INSTR.).
;*AND TRAP TO LOCATION '4'. IN LOCATION 4 WE HAVE A
;*POINTER HERE. IF THIS CONDITION CAUSES A TRAP TO LOC. 4.
;*WE WILL REPORT IT IN THE SAME MANNER THAT WER WOULD
;*REPORT ANY OTHER ERROR.
;*IF A BUSS ERROR TRAP DID OCCUT AND CAUSE A TRAP TO 4.
;*WE WILL HALT.
IOTRD: MOV      (6),TRTO      ;GET WHERE WE CAME TO.
```



```
1588 017106 162737 000004 017146      SUB    #4,TRTO      ;FORM READ ADDR.
1589                                     ;
1590 017114 023727 017146 001000      CMP    TRTO,#1000  ;DID TRAP FROM LESS THAN ADDR. 1000?
1591 017122 003402                       BLE    2$          ;NO-CONTINUE.
1592                                     ;
1593 017124 000000                       1$:   HALT         ;A BUSS ERROR TIME OUT TRAP BROUGHT US HERE.
1594                                     ;ADDRESS CONTAINED IN TRTO.
1595                                     ;
1596 017126 000776                       BR     1$          ;DON'T ALLOW CONTINUE.
1597                                     ;
1598 017130 016637 000004 017150      2$:   MOV    4(6),TRFRO ;GET TRAPPED FROM ADDR.
1599 017136 062706 000004                ADD    #4,SP       ;/ADD #4 TO STACK POINTER.
1600
```

:: \$>>> ERROR <<< \$

```
1601 017142 104004          ERROR    4          ;ERROR! ILLEGAL INTERRUPT OR
1602                                     ;INTERRUPT TO WRONG VECTOR.
1603                                     ;IF TEST NO. IS LESS THAN 10,ITS
1604                                     ;LIKELY(BUT NO EXCLUSIVELY)TO BE A
1605                                     ;DEVICE OTHER THAN THE DEVICE UNDER TEST.
1606                                     ;IF THE INTERRUPT OCCURED
1607                                     ;DURING AN INTERRUPT TEST, I'D
1608                                     ;SUSPECT A PROBLEM WITH THE DEVICE UNDER TEST.
1609                                     ;IF THE ADDRESS THE INTERRUPT
1610                                     ;VECTORED TO IS WITHIN THE RANGE OF
1611                                     ;VECTORS ASSIGNED TO THE DEVICE,
1612                                     ;THEN I'D SUSPECT THE DEVICE
1613                                     ;INTERRUPTD ILLEGALLY.
1614                                     ;IF THE ADDRESS THE INTERRUPT
1615                                     ;VECTORED TO IS OUTSIDE OF THE
1616                                     ;RANGE ASSIGNED TO THE DEVICE
1617                                     ;I'D SUSPECT THAT THE
1618                                     ;DEVICE PUT THE WRONG INTERRUPT
1619                                     ;VICTOR ON THE BUS DURING THE INTERRUPT
1620                                     ;PROCESS.
1621                                     ;
1622                                     ; NOTE:
1623                                     ; FOR THIS ERROR - DON'T USE
1624                                     ; 'LOOP ON ERROR' OPTION.
1625                                     ; ALSO EXPECT THAT THE INTERRUPT TEST TO
1626                                     ; WILL REPOT THAT THE DEVICE DIDN'T
1627                                     ; INTERRUPT.
1628                                     ; FOLLOW THE RECOMMENDED PROCEEDURE
1629                                     ; IN THE DOCUMENT (ON THIS DIAGNOSTIC)
1630                                     ; FOR LOOPING ON TEST.
1631
```

:: \$>>> ERROR <<< \$

```
1632 017144 000002          RTI
1633 017146 000000          TRTO:  .WORD 0          ;CONTAINS ADDR. WE TRAPPED OR INTERRUPTED TO.
1634 017150 000000          TRFRO: .WORD 0          ;CONTAINS ADDR. WE TRAPPED OR INTR. FROM.
1635                        .SBTTL TRAP DECODER
(1)
(2)
(1)
(1)
```

:: *****
*THIS ROUTINE WILL PICKUP THE LOWER BYTE OF THE "TRAP" INSTRUCTION
*AND USE IT TO INDEX THROUGH THE TRAP TABLE FOR THE STARTING ADDRESS.

```

(*)      ;*OF THE DESIRED ROUTINE. THEN USING THE ADDRESS OBTAINED IT WILL
(1)      ;*GO TO THAT ROUTINE.
(1)
(1) 017152 010046          $TRAP:  MOV    R0,-(SP)          ;;SAVE R0
(1) 017154 016600 000002  MOV    2(SP),R0        ;;GET TRAP ADDRESS
(1) 017160 005740          TST    -(R0)           ;;BACKUP BY 2
(1) 017162 111000          MOV    (R0),R0         ;;GET RIGHT BYTE OF TRAP
(1) 017164 006300          ASL    R0              ;;POSITION FOR INDEXING
(1) 017166 016000 017206  MOV    $TRPAD(R0),R0   ;;INDEX TO TABLE
(1) 017172 000200          RTS    R0             ;;GO TO ROUTINE
(1)
(1)
(1)      ;;THIS IS USE TO HANDLE THE 'GETPRI' MACRO
(1)
(1) 017174 011646          $TRAP2: MOV   (SP),-(SP)  ;;MOVE THE PC DOWN
(1) 017176 016666 000004 000002 MOV   4(SP),2(SP)      ;;MOVE THE PSW DOWN
(1) 017204 000002          RTI                    ;;RESTORE THE PSW
(1)
(3)      .SBTTL  TRAP TABLE
(3)
(3)      ;*THIS TABLE CONTAINS THE STARTING ADDRESSES OF THE ROUTINES CALLED
(3)      ;*BY THE 'TRAP' INSTRUCTION.
(3)
(3)      :      ROUTINE
(3)      :      -----
(3) 017206 017174          $TRPAD: .WORD   $TRAP2
(3) 017210 016174          $TYPE   ;;CALL=TYPE      TRAP+1(104401)  TTY TYPEOUT ROUTINE
(3) 017212 014316          $TYPOC  ;;CALL=TYPOC    TRAP+2(104402)  TYPE OCTAL NUMBER (WITH LEADING ZEROS)
(3) 017214 014272          $TYPOS  ;;CALL=TYPOS    TRAP+3(104403)  TYPE OCTAL NUMBER (NO LEADING ZEROS)
(3) 017216 014332          $TYPON  ;;CALL=TYPON    TRAP+4(104404)  TYPE OCTAL NUMBER (AS PER LAST CALL)
(3) 017220 014520          $TYPBN  ;;CALL=TYPBN    TRAP+5(104405)  TYPE BINARY (ASCII) NUMBER
(1)
(3) 017222 015470          $GTSWR  ;;CALL=GTSWR    TRAP+6(104406)  GET SOFT-SWR SETTING
(1)
(3) 017224 015420          $CKSWR  ;;CALL=CKSWR    TRAP+7(104407)  TEST FOR CHANGE IN SOFT-SWR
(3) 017226 015702          $RDCHR  ;;CALL=RDCHR    TRAP+10(104410) TTY TYPEIN CHARACTER ROUTINE
(3) 017230 016022          $RDLIN  ;;CALL=RDLIN    TRAP+11(104411) TTY TYPEIN STRING ROUTINE
1636 017232 005015 046103 041517 EM1:  .ASCIZ  <15><12>/CLOCK SR FUNCTION ERROR/
      017240 020113 051123 043040
      017246 047125 052103 047511
      017254 020116 051105 047522
      017262 000122
1637 017264 005015 046103 041517 EM2:  .ASCIZ  <15><12>/CLOCK SR DATA ERROR/
      017272 020113 051123 042040
      017300 052101 020101 051105
      017306 047522 000122
1638 017312 005015 046103 041517 EM3:  .ASCIZ  <15><12>/CLOCK BR DATA ERROR/
      017320 020113 051102 042040
      017326 052101 020101 051105
      017334 047522 000122
1639 017340 044600 052116 051105 EM4:  .ASCIZ  <200>/INTERRUPT ERROR/
      017346 052522 052120 042440
      017354 051122 051117 000
1640 017361 015 041412 052517 EM5:  .ASCIZ  <15><12>/COUNT REG. ERROR/
      017366 052116 051040 043505
      017374 020056 051105 047522
  
```

1641	017402	000122							
	017404	005015	047503	047125	EM11:	.ASCIZ	<15><12>	#COUNT ERROR #	
	017412	020124	051105	047522					
	017420	020122	000						
1642	017423	015	041412	052517	EM12:	.ASCIZ	<15><12>	#COUNT FUNCTION ERROR#	
	017430	052116	043040	047125					
	017436	052103	047511	020116					
	017444	051105	047522	000122					
1643	017452	005015	046103	041517	EM16:	.ASCIZ	<15><12>	#CLOCK INTERRUPT ERROR #	
	017460	020113	047111	042524					
	017466	051122	050125	020124					
	017474	051105	047522	020122					
	017502	000							
1644	017503	015	051012	050105	EM20:	.ASCIZ	<15><12>	#REPEATABILITY ERROR #	
	017510	040505	040524	044502					
	017516	044514	054524	042440					
	017524	051122	051117	000040					
1645	017532	005015	042101	051104	EM26:	.ASCIZ	<15><12>	#ADDRESSING ERROR#	
	017540	051505	044523	043516					
	017546	042440	051122	051117					
	017554	000							
1646									
1647	017555	015	042412	051122	DH1:	.ASCIZ	<15><12>	#ERRPC ASR WAS S/B#	
	017562	041520	040411	051123					
	017570	053411	051501	051411					
	017576	041057	000						
1648	017601	015	042412	051122	DH3:	.ASCIZ	<15><12>	#ERRPC ABR WAS S/B#	
	017606	041520	040411	051102					
	017614	053411	051501	051411					
	017622	041057	000						
1649	017625	200	051105	050122	DH4A:	.ASCIZ	<200>	#ERRPC TO FROM ADDR.#	
	017632	020103	020040	047524					
	017640	020040	020040	020040					
	017646	051106	046517	040440					
	017654	042104	027122	000					
1650	017661	015	042412	051122	DH12:	.ASCIZ	<15><12>	#ERRPC ASR #	
	017666	041520	040411	051123					
	017674	000011							
1651	017676	005015	051105	050122	DH20:	.ASCIZ	<15><12>	#ERRPC ASR 2ND CNT 1ST CNT 3RD CNT#	
	017704	004503	051501	004522					
	017712	047062	041504	052116					
	017720	030411	052123	041516					
	017726	004524	051063	041504					
	017734	052116	000						
1652	017737	015	042412	051122	DH26:	.ASCIZ	<15><12>	#ERRPC CLOCK ADDR.#	
	017744	041520	041411	047514					
	017752	045503	040440	042104					
	017760	027122	000						
1653									
1654		017764				.EVEN			
1655									
1656	017764	001116	001376	001126	DT1:	.WORD	SERRPC,ASR,SBDDAT,SGDDAT,0		
	017772	001124	000000						
1657	017776	001116	001400	001126	DT3:	.WORD	SERRPC,ABR,SBDDAT,SGDDAT,0		
	020004	001124	000000						
1658	020010	001116	017146	017150	DT4:	.WORD	SERRPC,TRTO,TRFRO,0		

1659	020016	000000							
1660	020020	001116	001376	000000	DT12:	.WORD	\$ERRPC,ASR,0		
	020026	001116	001376	001126	DT20:	.WORD	\$ERRPC,ASR,\$BDDAT,\$GDDAT,\$TMPO,0		
	020034	001124	001420	000000					
1661	020042	001116	001376	001126	DT22:	.WORD	\$ERRPC,ASR,\$BDDAT,\$TMPO,0		
	020050	001420	000000						
1662	020054	001116	001420	000000	DT26:	.WORD	\$ERRPC,\$TMPO,0		
1663									
1664	020062	000000	000000		DF0:	.WORD	0,0		
1665									
1666		000001					.END		

ABASE = 170420	102#	112	189	190										
ABR 001400	190#	256*	257*	295	385*	387*	463*	471	489*	497	559*	563	626*	
	630	650*	668	678*	694*	724*	744*	806*	808*	810*	812*	814*	816*	
	822*	832	848*	881*	1021*	1063*	1071	1082*	1093	1172*	1173*	1174*	1176*	
	1177*	1201*	1211	1220	1241*	1251	1261	1287*	1292	1304	1318*	1323	1462*	
	1467	1490*	1657											
ACDW1 = 000000	112													
ACDW2 = 000000	112													
ACPUOP = 000000	112													
ADDW0 = 000000	112													
ADDW1 = 000000	112													
ADDW10 = 000000	112													
ADDW11 = 000000	112													
ADDW12 = 000000	112													
ADDW13 = 000000	112													
ADDW14 = 000000	112													
ADDW15 = 000000	112													
ADDW2 = 000000	112													
ADDW3 = 000000	112													
ADDW4 = 000000	112													
ADDW5 = 000000	112													
ADDW6 = 000000	112													
ADDW7 = 000000	112													
ADDW8 = 000000	112													
ADDW9 = 000000	112													
ADEVCT = 000000	112													
ADEVN = 000000	112													
AENV = 000000	112													
AENVN = 000000	112													
AFATAL = 000000	112													
AMADR1 = 000000	112													
AMADR2 = 000000	112													
AMADR3 = 000000	112													
AMADR4 = 000000	112													
AMAMS1 = 000000	112													
AMAMS2 = 000000	112													
AMAMS3 = 000000	112													
AMAMS4 = 000000	112													
AMSGAD = 000000	112													
AMSGLG = 000000	112													
AMSGTY = 000000	112													
AMTYP1 = 000000	112													
AMTYP2 = 000000	112													
AMTYP3 = 000000	112													
AMTYP4 = 000000	112													
ANYKEY 013740	1290	1303	1321	1417#										
APASS = 000000	112													
APRIOR = 000200	104#	112	195											
APTCSU = 000040	1564	1565#												
APTENV 000001	1560	1564	1565#											
APTSIZ = 000200	225	1565#												
APTSPO = 000100	1564	1565#												
ASR 001376	189#	232*	256	294	342*	343*	344*	345*	346*	347*	348*	349*	350*	
	351*	406*	407*	412	432*	434*	438*	444*	446	462*	467*	471*	488*	
	493*	497*	522*	526	580*	581*	583	605*	606*	607	616*	625*	627*	
	628*	630*	649*	654*	656*	668*	677*	693*	696*	698*	700	722*	726*	

PR5	=	000240	100#							
PR6	=	000300	100#							
PR7	=	000340	100#							
PS	=	177776	100#							
PSW	=	177776	100#							
PWRVEC	=	000024	100#	225*	1566*					
QSTART	=	001444	87	211#						
RDCHR	=	104410	1563	1635#						
RDLIN	=	104411	1635#							
RESVEC	=	000010	100#							
ROTATE	=	001426	201#	243*	244	1355*	1367	1396*	1560	
RSTART	=	002144	211	235#						
STACK	=	001100	100#	225						
START	=	001506	86	221#						
STKLMT	=	177774	100#							
SWR	=	001140	112#	225*	234	816	1560	1562	1563*	1566*
SWREG	=	000176	79#	225	234	1563				
SW0	=	000001	100#							
SW00	=	000001	100#							
SW01	=	000002	100#							
SW02	=	000004	100#							
SW03	=	000010	100#							
SW04	=	000020	100#							
SW05	=	000040	100#							
SW06	=	000100	100#							
SW07	=	000200	100#							
SW08	=	000400	100#							
SW09	=	001000	100#							
SW1	=	000002	100#							
SW10	=	002000	100#							
SW11	=	004000	100#							
SW12	=	010000	100#							
SW13	=	020000	100#							
SW14	=	040000	100#							
SW15	=	100000	100#							
SW2	=	000004	100#							
SW3	=	000010	100#							
SW4	=	000020	100#							
SW5	=	000040	100#							
SW6	=	000100	100#							
SW7	=	000200	100#							
SW8	=	000400	100#							
SW9	=	001000	100#							
TBITVE	=	000014	100#							
TKVEC	=	000060	100#							
TPVEC	=	000064	100#							
TRAPVE	=	000034	100#	225*						
TRFRO	=	017150	1598*	1634#	1658					
TRTO	=	017146	1587*	1588*	1590	1633#	1658			
TRTVEC	=	000014	100#							
TSTCNT	=	001436	205#	215*	218*	222*	1353			
TSTSTR	=	001456	95	214#						
TST1	=	002422	294#							
TST10	=	003244	347#							
TST11	=	003342	348#							
TST12	=	003440	349#							

VECT2	001406	193#	250*	251*	252	902*												
VECT2P	001410	194#	252*	253*														
WSTART=	001472	93	217#															
ZSTART	001774	224	228#															
SAPTHD	001000	111#																
SASTAT=	***** U	1565																
SATYC	016502	1565#																
SATY1	016456	1565#																
SATY3	016464	1564	1565#															
SATY4	016474	1560	1565#															
SAUTOB	001134	112#	234*	1563														
SBASE	001250	112#	232	1389														
SBDADR	001122	112#																
SBDAT	001126	112#	342*	343*	344*	345*	346*	347*	348*	349*	350*	351*	385*	387*				
		412*	414	417	446*	447	449	471*	473	497*	499	526*	563*	630*				
		668*	670	806*	808*	810*	812*	814*	816*	832*	1010*	1031*	1049*	1052				
		1071*	1093*	1172*	1173*	1174*	1176*	1177*	1211*	1212	1220*	1221	1251*	1252				
		1261*	1271*	1292*	1304*	1323*	1656	1657	1660	1661								
		112#	1560															
SBELL	001164	112#																
SBIN	014572	1547#*																
SCDW1	001254	112#																
SCHARC	016452	1564#*																
SCKSWR	015420	1563#	1635															
SCMTAG	001100	112#	225															
SCM3	000000	112#																
SCNTLG	016145	1563#																
SCNTLU	016140	1563#																
SCPUOP	001222	112#																
SCRFL	001171	112#	1560	1561	1563	1564												
SDEVCT	001204	112#	229*	1370	1372*	1374	1381	1386	1391	1393*								
SDEVN	001252	112#																
SDDAGN	013730	1410#																
SENDAD	013720	109	1410#															
SENDCT	013466	1410#																
SENULL	013734	1410#																
SENV	001214	112#	234	1560	1564	1565												
SEVM	001215	112#	225	1349	1564	1565												
SEOP	013432	1410#																
SEOPCT	013460	1410#																
SERFLG	001103	112#	1560*	1562*														
SERMAX	001115	112#	225*	1562*														
SERROR	014574	225	1560#															
SERRPC	001116	112#	1560*	1561	1656	1657	1658	1659	1660	1661	1662							
SFRRTB	001256	112#	1561															
SFRRTY	015002	1560	1561#															
SERTTL	001112	112#	1560*															
SESCAP	001162	112#	225*	1560	1562*													
SETABL	001214	112#																
SETEND	001256	111	112#															
SFATAL	001176	112#	1565*															
SFFLG	016722	1565#*																
SFILLC	001156	112#	1564															
SFILLS	001155	112#	1564															
SGDADR	001120	112#																
SGDDAT	001124	112#	342*	343*	344*	345*	346*	347*	348*	349*	350*	351*	385*	387*				
		414*	415*	447*	448*	469*	473	495*	499	521*	558*	651*	669*	670				

TYPBIN	100#	1410													
TYPDEC	100#														
TYPNAM	100#	234													
TYPNUM	100#														
TYPOCS	6#	100#													
TYPOCT	100#	1370	1374	1386	1410	1561	1563								
TYPTXT	100#	238	239	1289	1302	1320	1369	1371	1373	1385	1387	1410	1418		
ZIOTM	1424#	1448	1476												
ZP21	394#	404	430												
ZP25	511#	519													
ZP25A	547#	556													
ZZ1	296#	342	343	344	345	346	347	348	349	350	351	638#	647	806#	808#
	810#	812#	814#	816#	1179#	1198	1230#	1238							
SSCMRE	112#														
SSCMTM	112#														
SSESCA	100#														
SSNEWT	100#	294	295	342	343	344	345	346	347	348	349	350	351	385	387
	404	430	460	486	519	556	578	603	623	647	683	720	741	806	808
	810	812	814	816	819	845	876	897	1000	1018	1038	1060	1079	1172	1173
	1174	1176	1177	1198	1238	1278	1312								
SSSET	1635#														
SSSETM	225#														
SSSKIP	100#	536	539	542	574	591	593	595	666	706	708	711	816	1258	1268
	1272	1299	1305												
.EQUAT	6#	100													
.HEADE	5#	54													
.SETTR	5#														
.SETUP	5#	210													
.SWRHI	6#	56													
.SWRLO	56#														
.TRMTR	5#														
.SACT1	8#	109													
.SAPT8	112#														
.SAPTH	8#	111													
.SAPTY	8#	1565													
.SCATC	6#														
.SCMTA	6#	112													
.SEOP	7#	1410													
.SERRO	7#	1560													
.SERRT	7#	1561													
.SPOWF	6#	1566													
.SRDOC	5#														
.SREAD	7#	1563													
.SSCOP	7#	1562													
.STRAP	5#	1635													
.STYPB	5#	1547													
.STYPD	7#														
.STYPE	7#	1564													
.STYPO	6#	1546													

. ABS. 020066 000 OVR RO REL LCL I

ERRORS DETECTED: C

KWV1A DISAGNOSTIC MAINDEC-11-CVKWA-C MACY11 30G(1063) 08-AUG-79 10:53 PAGE 29-2
CVKWAC.P11 08-AUG-79 10:45 CROSS REFERENCE TABLE -- MACRO NAMES

SEQ 0111

CVKWAC, CVKWAC/CRF=CVKWAC
RUN-TIME: 28 17 1 SECONDS
RUN-TIME RATIO: 78/47 1.6
CORE USED: 27K (53 PAGES)