

# M71-SERIES MODEL 7/16 HSALU MAINTENANCE MANUAL

<b>GENERAL DESCRIPTION</b>	
General Description	29-402A12
<b>PROCESSOR</b>	
Processor Installation Specification	01-079A20
Processor Maintenance Specification	01-079R03A21
<b>SELECTOR CHANNEL</b>	
Selector Channel Installation Specification	02-232M01R04A20
Selector Channel Maintenance Specification	02-232M01R01A21
<b>MEMORY PROTECT</b>	
Memory Protect Installation Specification	02-360A20
Memory Protect Maintenance Specification	02-360A21
Memory Protect Programming Specification	02-360A22
<b>TEST AID</b>	
Test Aid Information Specification	02-276R02A12
<b>AUTO LOADER</b>	
Automatic Loader Information Specification	02-352R01A12
<b>MICRO-PROGRAMS</b>	
Micro-program Listing	05-051R04A13
DROM 1 Micro-program Listing	05-052A13
DROM 2 Micro-program Listing	05-053A13
<b>HEXADECIMAL DISPLAY</b>	
Hexadecimal Display Information Specification	09-065R01A12
<b>DRAWINGS</b>	
Processor Schematic	01-079M01R23D08
CPU-A Board Component Locator	35-522M01R13E03
CPU-B Board Component Locator	35-544R03E03
CPU-C Board Component Locator	35-524M01R06E03
Selector Channel Schematic	02-232M01R06D08
Selector Channel Component Locator	35-391M02R05E03
Memory Protect Schematic	02-236R04D08
Test Aid Schematic	02-276R01D08
Automatic Loader Schematic	02-352C08
Hexadecimal Display Panel Schematic	09-065R01D08
Hexadecimal Assembly Drawing	35-519R03D03
Parity Option Board Schematic	02-368R01C08

  
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PAGE	REV.	DATE	PAGE	REV.	DATE	PAGE	REV.	DATE
29-402A12 1 thru A1-7/ A1-8	R00	7/74	02-352R01A12 1 thru A2-2	R01	7/74	02-276R01D08 1 of 1	R01	7/73
01-079A20 1 thru 19/20	R00	7/74	05-051R04A13 1 thru 40	R01	3/77	02-352R01C08 1-2	R01	7/74
01-079R03A21 1 thru A1-10	R03	12/77	05-052A13 1 thru 6	R00	7/74	09-065R01D08 1-4	R01	1-75
02-232M01R04A20 1 thru 10	R04	9/77	05-053A13 1 thru 6	R00	7/74	35-519R03D03 1 of 1	R03	9/74
02-232M01R01A21 1 thru 10	R01	9/77	09-065R01A12 1 thru 10	R01	7/74	02-368R01C08 1 of 1	R01	12/76
02-360A20 1 2	R00 R00	6/74 6/74	01-079M01R23D08 1-36	R23	12/77			
02-360A21 1 thru 4	R00	6/74	35-522M01R13E03 1 of 1	R13	12/77			
02-360A22 1 thru A1-2	R00	6/74	35-544R03E03 1 of 1	R03	3/75			
02-276R02A12 1 thru 6	R02	7/74	35-524M01R06E03 1 of 1	R06	4/77			
			02-232M01R06D08 1-7	R05	12/77			
			35-391M02R05E03 1 of 1	R01	12/77			
			02-236R04D08 1-3	R04	9/73			

## PREFACE

This manual contains a general description of the Model 7/16 HSALU (High Speed - ALU), and installation and maintenance specifications for the Processor, Selector Channel, and Memory Protect. Programming specifications for the Memory Protect, and information specifications for Test Aid, Automatic Loader, and Hexadecimal Display are included. Micro-Program listings are provided along with applicable drawings which are located at the back of the manual.



## QUICK REFERENCE INDEX

To aid in quickly locating a particular section, the index marks on the edge of this page are aligned with similar marks at the beginning of each section.

GENERAL DESCRIPTION



PROCESSOR



SELECTOR CHANNEL



MEMORY PROTECT



TEST AID



AUTO LOADER



MICRO-PROGRAMS



HEXADECIMAL DISPLAY



DRAWINGS



**GENERAL DESCRIPTION**



# M 71 SERIES

## MODEL 7/16 HSALU

### GENERAL DESCRIPTION

#### 1. INTRODUCTION

The Model 7/16 HSALU (High Speed-ALU) combines advanced circuitry and packaging designs to give the user a price/performance optimized machine. The Model 7/16 HSALU is completely upward compatible with INTERDATA Model 3, 4, 5, 74 and 70 Processors user instructions, interrupt handling, input/output formats and control sequencing. Because of this compatibility, the Model 7/16 HSALU can use the wide range of existing software and peripheral devices.

The Model 7/16 HSALU offers a comprehensive set of 113 instructions making the system both easy to program and efficient to operate. Through multi-function instructions and direct core addressing, coding and debugging time is reduced to a minimum.

Memory is addressable to the eight-bit byte level. Memory is expandable from the basic 8,192 bytes to 65,536 bytes. All memory is directly addressable with the primary instructions, no paging or indirect addressing is required. Sixteen 16-bit General Registers can be used as Accumulators, fifteen of which can also be used as Index Registers. Register-to-Register instructions permit operations between any of the sixteen General Registers, eliminating redundant loads and stores.

The Protect Mode of the Model 7/16 HSALU enables Memory Protect and detection of Privileged instructions, and can be activated under program control. This mode is invaluable in process control, data communication, and time-sharing operations to guarantee that a running program cannot interfere with the integrity of the system.

The Model 7/16 HSALU also provides a flexible Input/Output system in addition to conventional means of programmed I/O. In the Automatic I/O Service mode, the Processor acknowledges all I/O interrupts and automatically performs much of the overhead prior to activating the Interrupt Service Routine. In conjunction with the Automatic I/O Service, an I/O Channel can perform data transfers and signal counting without interrupting the running program until the specified sequence is completed.

Up to four Direct Memory Access Channels can be added to a Model 7/16 HSALU Memory System. These channels operate over the common Memory Bus, on a cycle stealing basis, through a Direct Memory Access Port which is built into the Processor. Two types of Direct Memory Access Channels can be used with the Model 7/16 HSALU System. The Selector Channel, which permits direct data transfer between any standard oriented INTERDATA device controller and memory; and the Direct Memory Access Channel custom designed by the user for special applications.

#### 2. SCOPE

This specification is intended to enable the digital technician to understand the INTERDATA documentation system. Number Notation, the Part Numbering System, and the Drawing System are described. Illustrations are provided to help understand these systems. Other publications which may be of interest to Model 7/16 HSALU users are shown in Table 1.

TABLE 1. RELATED PUBLICATIONS

Title	Publication Number
Universal Clock Instruction Manual	29-265
Users Handbook	29-261
Model 7/16 HSALU Maintenance Manual	29-402*
Multiplexor Bus Buffer Instruction Manual	29-267
8 Line Interrupt Module Instruction Manual	29-268

\*This General Description is a part of 29-402

### 3. BLOCK DIAGRAM

A Model 7/16 HSA LU simplified block diagram is shown in Figure 1. The Model 7/16 HSA LU is a 16-bit digital computer. The Processor logic is contained on three PC boards:

<u>Part No.</u>	<u>Description</u>	<u>Card File Position</u>
35-524	CPU-C	5
35-544	CPU-B	6
35-522	CPU-A	7

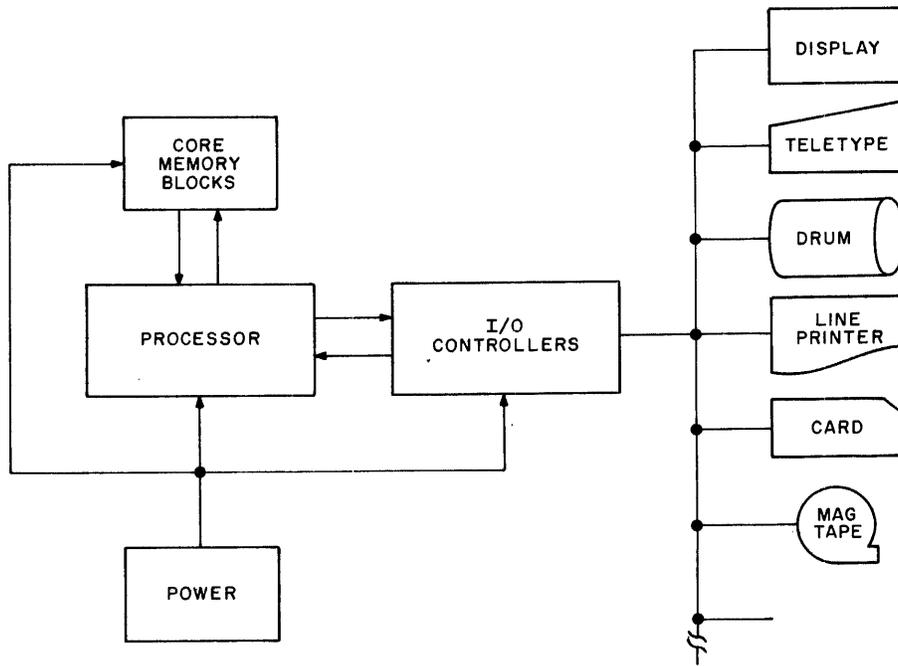


Figure 1. Model 7/16 HSA LU Simplified Block Diagram

### 4. DOCUMENTATION

This section describes the style and conventions used with INTERDATA documentation.

#### 4.1 Number Notation

The most common form of number notation used in INTERDATA documentation is hexadecimal notation. In this system, groups of four binary digits are represented by a single hexadecimal digit. Table 2 lists the hexadecimal characters employed.

TABLE 2. HEXADESIMAL NOTATION DATA

Binary	Decimal	Hexadecimal	Binary	Decimal	Hexadecimal	Binary	Decimal	Hexadecimal
0000	0	0	0110	6	6	1100	12	C
0001	1	1	0111	7	7	1101	13	D
0010	2	2	1000	8	8	1110	14	E
0011	3	3	1001	9	9	1111	15	F
0100	4	4	1010	10	A			
0101	5	5	1011	11	B			

To differentiate between decimal and hexadecimal numbers, hexadecimal numbers are preceded by the letter "X", and the number is enclosed in single quotation marks. Examples of hexadecimal numbers are: X'1234', X'2EC6', X'A340, X'EEFA', and X'10B9'.

## 4.2 Part Numbering System

INTERDATA parts, drawings, and publications employ a common numbering system. The part number and drawing numbers for drawings which describe the part are related. The publication number is also often related to the part number of the device or program described. Figure 2 shows the format used for INTERDATA part numbers. The fields are described in the following paragraphs.

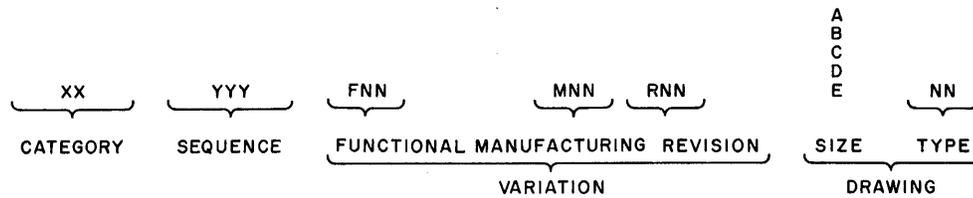


Figure 2. Part Number Format

**4.2.1 Category Field.** The two-digit Category number indicates the broad class or category to which a part belongs. Typical examples of category number assignments are:

01 - Basic Hardware Systems	13 - Panels
02 - Basic Hardware Expansions	17 - Wire and Cables
03 - Basic Software Systems	19 - Integrated Circuits
04 - Basic Software Expansions	20 - Transistors
05 - Major Application Programs	27 - Peripheral Equipment
06 - Self-contained Utility Programs	29 - Manuals
07 - Subroutines of General Utility	34 - Power Supplies
10 - Spare Parts Packages	35 - Assembled Printed Circuit Boards
12 - Card File Assemblies	36 - Electro-Mechanical Devices

**4.2.2 Sequence Field.** The Sequence number identifies a particular item within the category. Sequence numbers are assigned serially, and have no other significance.

### NOTE

The Sequence Field, like all other part number fields, may be lengthened as required. The field lengths shown on Figure 2 are minimum lengths (insignificant zeros must be added to maintain these minimums).

**4.2.3 Functional Variation Field.** The optional Function Variation Field consists of the letter "F" followed by two digits. The F field is used to distinguish between parts which are not necessarily electrically or mechanically equivalent, but which are described by the same set of drawings. For examples, a power supply may be strapped internally to operate on either 110 VAC or 220 VAC. Except for this strap, all power supplies of this type are identical. The strapping option is easily described by a note on the assembly and test specification drawings. Therefore, this is a functional variation.

**4.2.4 Manufacturing Variation Field.** The optional Manufacturing Variation Field consists of the letter "M" followed by two digits.

### NOTE

A part number must contain a Category number and a Sequence number. All other fields are optional.

The M Field is used to distinguish between parts which are electrically and mechanically equivalent (interchangeable), but which vary in method of manufacture. For example, if leads are welded instead of soldered on an assembly, the M Field changes.

An important exception to the meaning of the M Field exists for categories related to software. In Software, the M Field number, when used, indicates the form in which a particular program is presented. For example, define a program as a set of machine instructions. These same identical instructions may be presented on punched cards, paper tape, or magnetic tape; and for any of these they could be in symbolic form or in relative or absolute binary form. Thus, there are many ways to present the same identical program.

The format for the M field and its meaning for software is:

M x y

where x identifies the media selection (i.e., paper tape, mag tape, cassette, etc) and y identifies object or source and the format.

<u>Meaning of x</u>		<u>Meaning of y</u>
Paper tape	1	1 Object program standard format 32 bit Processor
Cassette	2	4 Memory Image
Mag tape (800)	3	6 Object program standard format 16 bit Processor
Cards	4	7 Object non-standard format
Disc (2.5)	5	7 Object established task
		9 Source program

The above numbers refer to the physical program placed on an approved media for INTERDATA Software.

A paper tape object program in standard format and for a 16 bit Processor has an M16 identifier.

A magnetic tape object program in standard format and for a 32 bit Processor has an M31 identifier.

In addition to the above, there are three unique M numbers which have special meaning:

- M99 always refers to a documentation package.
- M00 always refers to a conceptual object program divorced from any media. This reference is used for all parts lists when object programs may be on any media.
- M09 always refers to a conceptual source program and is used on all parts lists where any media may be used.

#### NOTE

M00 and M09 may only be used on parts lists and never identifies a physical program on any media.

**4.2.5 Revision Field.** The optional Revision Field consists of the letter "R" followed by two digits. The R Field is used to indicate minor electrical or mechanical changes to a part which does not change the part's original character. R Field changes often reflect improvements. A part with a revision level HIGHER than the one specified will work. A part with a revision level LOWER than specified should not be used.

**4.2.6 Drawing Field.** The optional Drawing Field consists of a letter from "A" to "E" followed by two digits. The letter indicates the size of the original drawing. The sizes for each letter are:

A - 8½" X 11"  
B - 11" X 17"  
C - 17" X 22"  
D - 22" X 34"  
E - 34" X 44"

The two digits indicate the drawing type as follows:

- 01 - Parts List
- 02 - Machine Details
- 03 - Assembly Details
- 05 - Art Details
- 06 - Wire Run List
- 08 - Schematic
- 09 - Test Specification
- 10 - Purchase Specification
- 11 - Bill of Material
- 12 - Information
- 13 - Program Listing
- 14 - Abstracts
- 15 - Program Description
- 16 - Operating Instructions
- 17 - Program Design Specification
- 18 - Flow Charts
- 19 - Product Specification
- 20 - Installation Specification
- 21 - Maintenance Specification
- 22 - Programming Specification

**4.2.7 Examples.** The following list provides some examples of the part numbering system. The numbers were arbitrarily selected, and in most cases are fictitious.

35-060      The 60th printed-circuit board assigned a part number under this system.

35-060M01 A printed circuit board electrically and mechanically interchangeable with the 35-060, but differing in method of manufacture.

35-060F01 A printed-circuit board not electrically and/or mechanically interchangeable with the 35-060, but described by the same set of drawings.

35-060R01 A revised 35-060 printed-circuit board. Probably supercedes the 35-060.

35-060A01 The 8½ by 11 inch parts list for a 35-060.

35-060B08 The 11 by 17 inch schematic for a 35-060.

06-072 The 72nd utility program assigned a part number.

06-072A13 An 8½ by 11 inch listing of the 06-072 program.

06-072M03 An absolute binary deck of punched cards for the 06-072 program.

06-072A12 An 8½ by 11 inch information drawing on the 06-072 program. Probably a part of the program.

29-060 The 60th manual assigned a number under this system. Note that this number is not referenced in any way to the part number of equipment described in the manual.

#### 4.3 Drawing System

This section describes the drawings provided with INTERDATA equipment. Note that drawings provided with peripheral devices and other purchased items may vary from the system described in this Section.

A digital system may be divided into a collection of functionally independent circuits such as core memory, Processor, and I/O device controllers. These circuits may or may not be saleable units in their own right, but in the electrical sense they are essentially self contained and capable of performing their function with minimum dependence on other functional circuits in the system. Hence a functional circuit is treated as a building block. Each functional circuit is described electrically by a detailed functional schematic. Each schematic contains a variety of information including type and location of discrete integrated circuits (IC's), pin connections, all interconnections within the schematic connector pin numbers and connections to other schematics. Further, the schematics are drawn to reflect, in an orderly fashion, all logical operations performed by the circuits. Generally, symbols used on schematics conform to MIL-STD-806B.

Registers are named according to the following rules:

1. The register mnemonic name has a maximum of three letters.
2. Each bit in the register is numbered, usually starting at 00 on the left, or most significant position, and continuing to N-1 on the right, where N is the number of bits in the register.
3. The 00 bit is the Most Significant Bit and the N-1 is the Least Significant Bit.

The IC's, mounted directly on the logic board, are represented on the schematic drawings by logic symbols. Each symbol contains the reference designation, device part number (category and sequence), and symbol mnemonic designation. Refer to Figure 3.

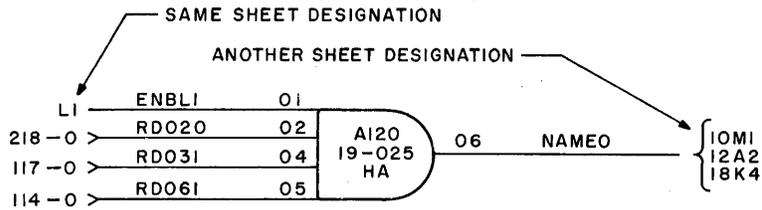


Figure 3. Example of a High Speed AND Gate.

The designations, numbers, and references shown in Figure 3 are:

A120 - This indicates the component location on the logic board. Figure 4 illustrates the method generally used to determine component location on a logic board. With the logic board oriented so that the header connectors (Conn 0 and Conn 1) are on the right, the components are numbered from left to right starting in the upper left corner. That is, the first IC in the upper left corner is A01 and the first capacitor is C1.

19-025- The number 19 is the category number of ICs, and the 025 is the sequence number of the component.

HA - Indicates this component is a high speed AND gate. Some other common designations used are:

- P - Power Gate
- HP - High Speed Power Gate
- G - Gate
- HG - High Speed Gate
- HGO - High Speed Gate, Open Collector
- B - Buffer
- HB - High Speed Buffer

L1 - This input lead is from area L1 on the same schematic sheet.

10M1, 12A2, 18K4 - Indicate outputs to another logic schematic sheet.

218-0, 117-0, 114-0 - Indicate inputs from Connector 0.

Note that the pin numbers (01, 02, 04, 05, and 06) correspond directly to the actual IC pin numbers.

Figure 4 also shows the locations of the header connectors (Conn 0 and Conn 1) and the cable connectors (Conn 2 and Conn 3). All logic boards always contain Header Connectors 0 and 1, however, any combination (either, both, or none) of cable connectors (Conn 2 and Conn 3) may be provided.

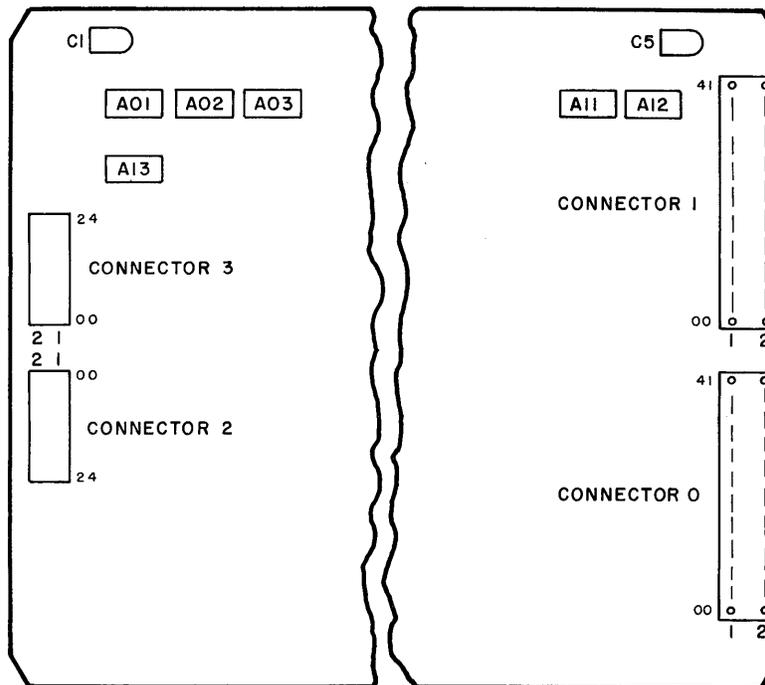


Figure 4. Example of a Logic Board Layout

Wherever possible, the immediate output of a flip-flop (1 or 0 side) will have a mnemonic name preceded by an 'F'. A flip-flop whose name is PSEL (Processor selected) will have an output mnemonic, on the 0 side, FPSELO (see Figure 5). This provides the digital technician with an indication when observing a mnemonic at the terminal end of a net, that the signal is the output of a flip-flop rather than a decoded function.

Clocked devices, flip-flops and counters in particular, are drawn in a manner which indicates information concerning their inputs. An input which has a circle adjacent to the pin designation implies a low active signal is required to perform the specified operation. In addition, an inverted V at the clock input shows that the device changes state on an edge. Thus, if no circle is present the chip is positive edge triggered. Refer to Figure 5 for examples.

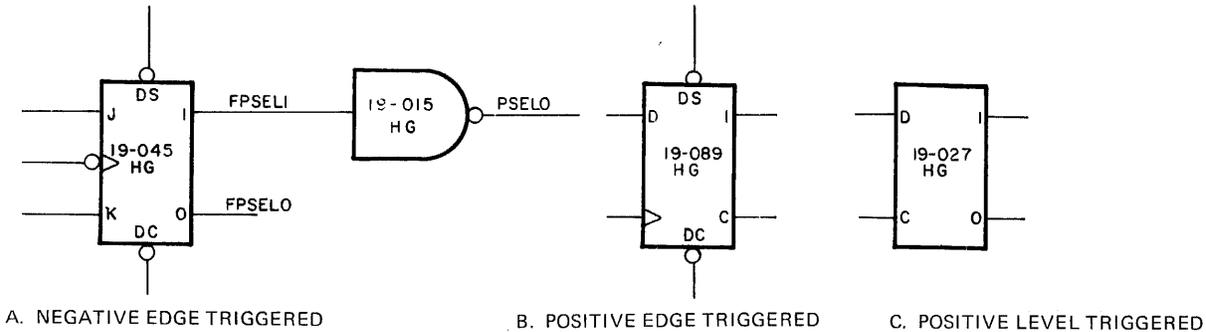


Figure 5. Examples of Clocked Devices

Figure 6 provides the pin numbering scheme for the header and cable connectors. Header connectors always have 2 rows of pins and 42 positions. Cable connectors always have 2 rows of pins but may vary in the number of positions. The number of positions may only vary in increments of five positions (10 contacts). For instance, if 24 positions are desired, five blocks of five positions each (25 positions) must be used.

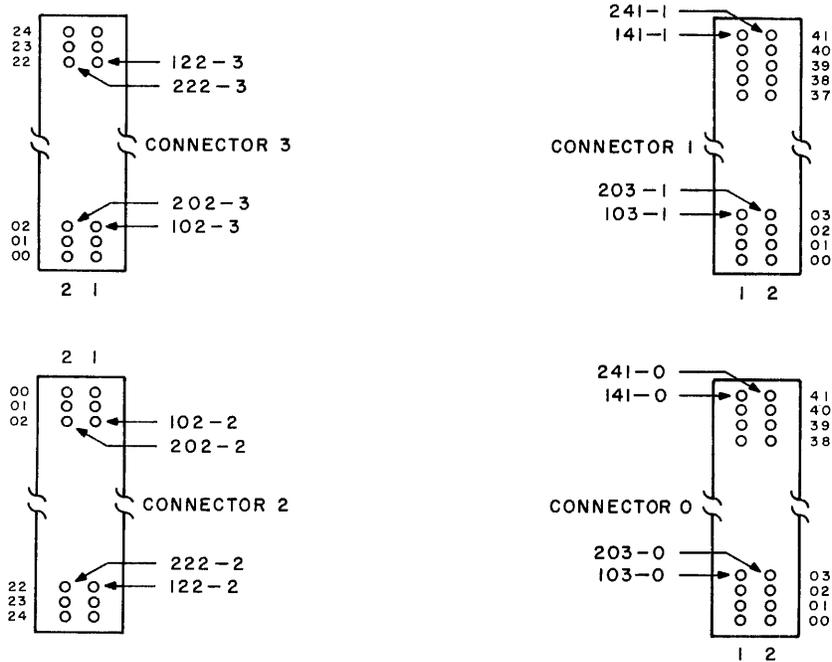


Figure 6. Connector Pin Numbering

A net is defined as an electrical connection between two or more points in a circuit. Ordinarily, a net has an originating end (usually a collector where the signal is generated) and one or more terminating ends. Often it is convenient to assign descriptive mnemonic names to nets as a way of identifying them on schematics. Whether a net is named or not is sometimes arbitrary. However, a net is always assigned a name if:

1. The net is contained on one drawing sheet but is not shown as a complete solid line on that sheet.
2. Part of the net appears on more than one sheet.
3. Part of the net connects with a different schematic.
4. Part of the net leaves a logic board.

If a net is named, the following rules are observed.

1. All mnemonic names are a maximum of six characters.
2. All decimal digits and upper case letters are permitted.
3. No other characters permitted.
4. Where possible, mnemonics are descriptive. However, it should be recognized that descriptive names are not always possible and a danger of misinterpreting a mnemonic exists.
5. Mnemonic names are not repeated within a schematic.
6. Every mnemonic is suffixed by a state indicator. This indicator consists of the digit "1" for the logically true state, or the digit "0" for the logically false state. For example, the set side of a flip-flop would have the "1" state indicator, while the reset side would have the "0" state indicator. The state indicator for a function changes each time that function is inverted. Thus, the state indicator permits assigning the same mnemonic to functions that are identical except for an inversion.
7. When a logical function is inverted, an inversion indicator is added after the state indicator. This allows for functionally equivalent, but electrically different nets to have the same mnemonic name. For example, assume a signal NAME1. NAME1 may be inverted to produce NAME0. If NAME0 is then inverted, NAME1A is produced. NAME1 and NAME1A are functionally equivalent, but physically different nets.

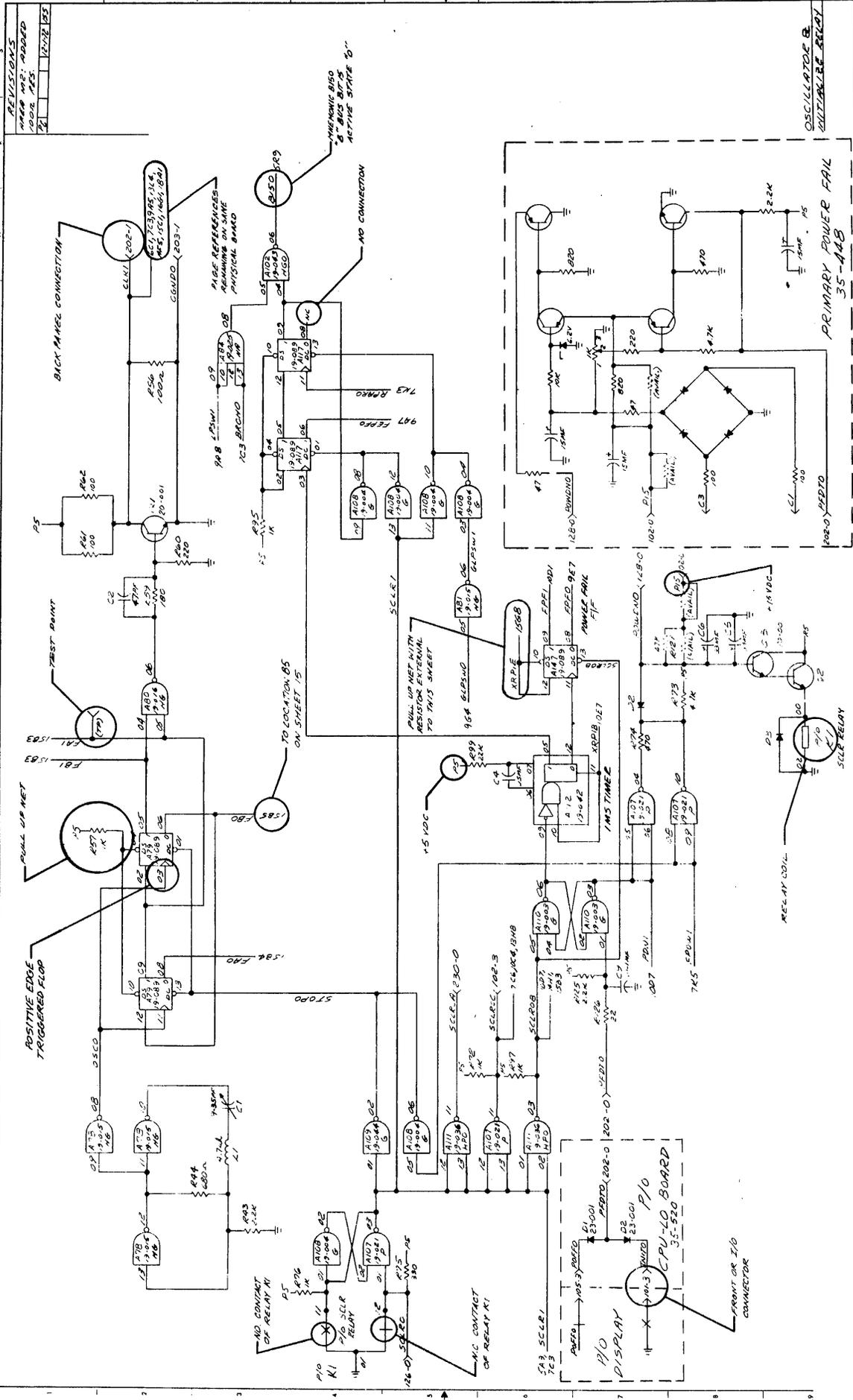
Sometimes a net fans-out to many sheets in a schematic. It is also possible for a net to fan-out to sheets in different schematics. In these situations, the net is assigned a mnemonic name. The net is also "zoned" from sheet to sheet to allow for properly identifying the originating and terminating ends of the net. The originating end of a net is defined as the collector at which a signal is generated. All other points to which the net connects are called terminating ends. When a lead leaves a sheet at the originating end, it is zoned to each and every sheet on which the net reappears, by indicating first the page number, followed by the schematic number that contains the page. For example, assume that the gate shown on Figure 3 is on a schematic, sheet 20. The output, NAME0, appears on sheets 10, 12 and 18 of the schematic. Note that the schematic number is implied. When a net enters a sheet from another sheet, it is labeled with the same mnemonic name, and is zoned back to the originating end of the net only. Thus, on Figure 3, the ENBL1 may, however, have many other terminations in addition to the one shown. Generally then, when a net leaves the sheet where it originates, it is zoned to every other sheet where the net terminates, while the terminating end is zoned only to the originating sheet. Note that in the Model 70 schematics, signals are co-ordinated between sheets only when the sheets are related to the same board. When a signal leaves a board, the Back Panel Map must be used.

When a lead leaves a logic board, it usually does so through a logic board back panel connector pin. These connector pins must be shown on the schematic even if the complete net is shown on one drawing sheet. Only the connector pin number need be indicated under the pin symbol, since the connector number itself is implied by the logic board location number in the logic symbol or in the footnote. Thus, on Figure 3, RD061 enters the logic board on Pin 114 of Header Connector 0.

Figure 7 is a typical schematic sheet with call-outs illustrating many of the conventions described in this section.

The schematic drawings for the basic Digital System and some of the more common expansions are commonly included in the rear of the appropriate Digital System Maintenance Manual. Schematic drawings for other expansions are included with the expansion or with the publications that describe the expansion.

**INTER-BOARD**



REV	DATE	BY	CHKD	DESCRIPTION
1	12-12-51			ISSUE FOR FAB
2	12-12-51			ISSUE FOR FAB

FILE NO.	35-448
REV.	2
DATE	12-12-51
BY	E. MCGINLEY
CHKD	
DESCRIPTION	FUNCTIONAL SCHEMATIC PROCESSOR
APP. NO.	35-448
REV.	2

ALL APPARATUS ON THIS SHEET LOCATED ON CPU-LO BOARD 35-448 UNLESS OTHERWISE SPECIFIED

Figure 7. Functional Schematic Format Drawing

## APPENDIX 1

## PART NUMBER CROSS REFERENCE TABLE

<u>INTERDATA Part Number</u>	<u>Type</u>	<u>JEDIC Number</u>
19-001	Dual 4 Input Nand DTL	15861
19-002	Triple 3 Input Nand DTL	15863
19-003	Quad 2 Input Nand DTL	15849N
19-004	Hex 1 Input Nand DTL	15837N
19-005	Dual Power Gate DOC	8633N
19-006	Dual Buffer DTL	1582N
19-007	Flip-Flop DTL	15848N
19-008	Gate Expander Dual 4 Input DTL	15833N
19-009	8 Bit Stack DTL	903059 (Fairchild)
19-010	Differential Compactor LIN	72710L
19-012	Dual 4 Input Buffer TTL	74H40H
19-013	Quad 2 Input Nand DTL	15846
19-014	Dual J-K Flip-Flop DTL	158097N
19-015	Hex Inverter 1 Input	74H04H
19-016	Quad 2 Input TTL	74H00N
19-017	Triple 3 Input TTL	74H10N
19-018	Dual 4 Input TTL	74H20N
19-019	Single 8 Input TTL	MC3015 (Motorola)
19-020	Operational Amplifier LIN	MC1709C (Motorola)
19-021	Quad 2 Input Power DOC	15858N
19-022	Dual J-K Flip-Flop TTL	MC3061P (Motorola)
19-023	Selected Dual Buffer 19-006 with 20-30 nsec. delay DTL	15832N
19-024	Triple 3 Input AND TTL	74H11N
19-025	Dual 4 Input AND TTL	74H21N
19-026	2-2-2-3 Input AND-OR TTL	74H52

<u>INTERDATA Part Number</u>	<u>Type</u>	<u>JEDIC Number</u>
19-027	4 Bit Latch TTL	7475N
19-028	4 Bit Adder TTL	7483N
19-029	Quad Exclusive - OR TTL	7486N
19-030	4 Bit Shift Register TTL	7495N
19-031	One Shot TTL	7412N
19-032	1 out of 10 Decoder TOC	74145N 5445 7445
19-033	Sense Amplifier LIN	7524N
19-034	Retriggerable One Shot TTL	74122N
19-035	4 Bit Counter TTL	74193N
19-036	Quad 2 Input Open Collector TTL	7438N
19-037	High Performance Operational Amp	7748393 (Fairchild)
19-038	Dual 4 line to 1 line Mux TTL	74153
19-039	4 Bit ALU TTL	74181
19-040	Look Ahead Carry TTL	74182
19-041	4 x 4 Register Stack TTL	74170
19-042	Dual Retriggerable One Shot TTL	74123N
19-043	Quad 2 Input Open Collector TTI	74H01N
19-044	Hex Inverter Open Collector TTL	74H05N
19-045	Dual J-K Flip-Flop TTL	74H106
19-046	Quad RS-232C Line Driver	MC1488L (Motorola)
19-047	Quad RS-232C Line Receiver	MC1489AL (Motorola)
19-048	8 Bit Shifter	74198N
19-050	8 Input Nand TTL	74H30
19-051	1024 Bit PROM TTL	74187 (Fairchild)
19-055	Quad 2 Input Nand STTL	74S00
19-056	Quad 2 Input Nand Open Collector STTL	74S03
19-057	Hex 1 Input Inverter STTL	74S04
19-058	Triple 3 Input Nand STTL	74S10
19-059	Triple 3 Input AND STTL	74S11
19-060	Dual 4 Input Nand STTL	74S20

<u>INTERDATA Part Number</u>	<u>Type</u>	<u>JEDIC Number</u>
19-061	Dual 4 Input Buffer STTL	74S40
19-062	2-2-3-4 Input AND-OR Inverter STTL	74S64
19-063	Dual D Edge Triggered Flip-Flop STTL	74S74
19-064	Dual J-K Flip-Flop STTL	74S112
19-065	Quad 2:1 Max Non-inverting STTL	74S157
19-066	Quad 2:1 Mux Inverting STTL	74S158
19-067	4 Bit ALU STTL	74S181
19-068	Carry Look Ahead STTL	74S182
19-069	8 line to 1 line Mux STTL	74151
19-070	4 Bit Synchronous Counter TTL	74161
19-071	Quad D Edge Triggered Flip-Flop	74175
19-072	4 Bit Left/Right Shift Register TTL	74194
19-073	Dual 4:1 Mux Tri-State TTL	8214 (National)
19-074	8 Bit Priority Encoder TTL	9318 (Fairchild)
19-075	16 x 4 Register Stack TTL	3101A (Intel)
19-076	1024 Bit Memory MOS	TM54062
19-077	256 Bit Memory TTL	6531 (Monolithic Memories)
19-078	Dual 4 Input Nand-OC	74S22
19-080	High-Speed PROM	82S29 (Signetics)
19-081	Univ. Asynchronous Receiver/Transmitters	TR1042A (Western Digital)
19-082	2-2-3-4 Input AND-OR Invert Open Collector STTL	74S65
19-083	9 Bit Parity Generator/Checker STTL	82S62 (Signetics)
19-085	Monolithic Timing Circuit	MC1555 (Motorola) NE555V (Signetics)
19-086	741 C DIP Operational Amplifier	U6A7741393 (Fairchild)
19-087	747 DIP Operational Amplifier	U7A774 (Fairchild)
19-088	737 C DIP Operational Amplifier	U6A773393 (Fairchild)
19-089	Dual D Edge Triggered Flip-Flop	74H74
19-090	High Speed (710) Differential Comparator DIP	U6A771093 (Fairchild)
19-091	Retriggerable Single One Shot	9600 (Fairchild)

<u>INTERDATA Part Number</u>	<u>Type</u>	<u>JEDIC Number</u>
19-092	Negative Voltages Regulator	MC1463R (Motorola)
19-093	Positive Voltages Regulator	MC1469R (Motorola)
19-094	Voltage Regulator	U6A7723393 (Fairchild) MC1723CL (Motorola)
19-095	Linear Positive Voltage Regulator	U9H7805393 (Fairchild)
19-096	First In-First Out Serial Memory 64 Word 4 Bit	3341 (Fairchild)
19-097	Amplifier	LH0002H (National)
19-098	Quad 2:1 Multiplexor Non-Inverting	74157
19-099	Dual Sense Amplifier	75234N
19-100	Driver	75452N
19-101	4-2 Input Buffer	7437N
19-102	6-1 Input Buffer OC	7407N
19-103	1 out of 10 Decoder	7442N
19-104	Current Switch	75325N
19-105	Dual Differential Driver	Fairchild 9614
19-106	Dual Differential Receiver	Fairchild 9615
19-107	Sense Amplifier	SN7520N
19-108	Quad 2 Input Nand	SN7400N
19-109	Hex Inverter Open Collector	SN7406N
19-110	Hex Inverter	SN7404N
19-111	Dual 4 Input Nand	SN7440N
19-112	Optically Coupled Isolator	TI-111 4N25
19-113	360 Dual Transmitter	TI 75123
19-114	360 Triple Receiver	TI 75124
19-115	Quad 2 Input AND	74H08
19-116	Dual 4:1 Multiplexor STTL	74S153
19-117	4 Bit Magnitude Comparitor STTL	74858
19-118	Quad Bus Transceiver TTL	26S12A
19-119	Expandable AND-OR Invert TTL	74H55
19-120	Dual Timer	Signetics NE556

<u>INTERDATA Part Number</u>	<u>Type</u>	<u>JEDIC Number</u>
19-121	Matched Pair 19-085 (P.S. Timing)	MC1555 (Motorola) NE555V (Signetics)
19-123	Dual Voltage Controlled Oscillator	TI 74S124
20-001	Transistor NPN High Speed Switch	2N3646
20-002	Transistor PNP 500 MA	MPS6534 (Motorola)
20-003	Transistor	2N3902
20-004	Transistor NPN	2N5189
20-006	Transistor NPN 15 Amps 100W T03 case	2N3055 (RCA)
20-007	Transistor NPN 3 Amps	TIP31A
20-008	Transistor PNP 3 Amps	TIP32A
20-009	Transistor Triac 2 Amps 100V	A03001 (Electronic Control Corp).
20-010	Transistor NPN 500 MA Code Driver	2N5845
20-011	Transistor Photo	2N5777
20-012	Transistor PNP High Current Switch	2N2907
20-013	Transistor NPN	2N3303
20-014	Transistor NPN	2N4238
20-015	Transistor PNP	2N4235
20-016	Transistor PNP	2N3740
20-017	Transistor NPN	2N3766
20-018	Transistor, Power Silicon NPN	2N3054
20-019	Transistor NPN Fast PWR Switch	2N6308 (Motorola)
20-020	Transistor Switching 1 Amp T05 can	2N3725
20-021	Transistor NPN Silicon	MPS3646 (Motorola)
20-022	Transistor NPN	1N1711
20-023	Transistor PNP	2N2905A
20-024	Transistor Switch	2N3776
20-025	PNP Hi Speed Switch	2N3467
20-026	Transistor Module, Quad	MPQ3725

<u>INTERDATA Part Number</u>	<u>Type</u>	<u>JEDIC Number</u>
20-027	Transistor	2N2369
20-029	Transistor	
21-025F01	1K ohm-15 to Common DIP	898-1-1K ohm (Beckman)
21-025F02	470 ohm-15 to Common DIP	898-1-470 ohm (Beckman)
21-025F03	330 ohm-15 to Common DIP	898-1-330 ohm (Beckman)
23-001	Diode High Speed-High Current	1N914
23-002	Diode 5.1 V Zener	1M5, 1ZS5 (Motorola)
23-003	Diode 10V Zener	1M10ZS5 (Motorola)
23-004	Diode 6.2 V Zener	1M6, 2ZS5 (Motorola)
23-007	Diode Mot Bridge	MDA962-2 (Motorola)
23-008	Diode Int. Rectifier	40HF-5R
23-009	Diode	1N4735
23-010	Diode Int. Rectifier	S1Y1P
23-011	Diode Rectifier	2N681
23-012	Diode Thermister	KA31J1 (Fenwall)
23-013	Diode 9.4V	1N2163
23-014	Diode	1N3880
23-015	Diode	1N3889
23-016	Diode Bridge Rectifier	VS448 (Varo)
23-017	Diode	1N2070
23-018	Diode 18 V Zener	1N4746A
23-019	Diode	1N3615
23-020	Diode 8.2V Zener	1N756A
23-021	Diode 9.1 V Zener	1N757A
23-022	Diode 3.3V Zener	1N746A
23-023	Diode Bridge Rectifier	KBH2506 (General Instrument)
23-024	Diode, Power Fast Rec. 30 Amps.	1N3909
23-025	Diode, Power Fast Rec. 3 Amps.	A115A (General Electric)
23-026	Triac 600V 30 Amps	2N6162

<u>INTERDATA Part Number</u>	<u>Type</u>	<u>JEDIC Number</u>
23-027	Diac 32V	1N5761
23-028	Power SCR Thyristor	2N4441
23-029	Diode	1N4607
23-030	Diode	1N4156
23-031	Diode 6.6 V Zener	1N4736
23-032	Diode 8.8 V Zener	1N4739
23-033	16 Diode Array	45190 (Litton)
30-018	100 nsec. Delay Line 10 taps	30-018 (Princeton Advanced Eng.)
30-019	50 nsec. Delay Line 10 taps	30-018 (Princeton Advanced Eng.)



PROCESSOR



# M71-SERIES

## MODEL 7/16 HSALU

### INSTALLATION SPECIFICATION

#### 1. INTRODUCTION

The INTERDATA Model 7/16 HSALU (High Speed-ALU) Digital System features a highly modular structure which permits configurations to suit the user's exact needs. It provides the means for convenient expansion as the user's requirements grow. This document describes the Processor, System Expansion Chassis, and Power Supply Mounting, Filler and Display Panel mounting, and the interconnecting cables. Printed circuit boards are discussed with respect to cabling and location only. Circuit descriptions of these boards are provided in the appropriate maintenance or instruction manuals. Note that the following discussion assumes that the equipment is mounted in standard INTERDATA cabinets. In addition, this specification covers the installation of the Turnkey Console.

#### 2. MECHANICAL COMPONENTS

This section is intended to familiarize the reader with the mechanical components that are discussed here (i.e., Cabinet Uprights, Chassis Support Rails, Filler Panels). Figures 1 through 4 provide the dimensions and mounting configurations for the Rack, Chassis Support Rails, and Filler/Display Panels. Note in Figure 4, that while  $3\frac{1}{4}$ ", 7", and  $10\frac{1}{2}$ " Filler Panels and the Display Panel mount the same way (via retaining brackets), the smaller  $1\frac{3}{4}$ " Filler Panel mounts with spring clips.

#### 3. PROCESSOR AND EXPANSION CHASSIS MOUNTING

Two Expansion chassis (10 inch and 15 inch) are available for expanding the Model 7/16 HSALU Digital System. The (15 inch) Expansion chassis has the same over-all dimensions as the Processor chassis. See Section 9 on Configuration.

The Expansion or Processor chassis slides into the rack on the two Chassis support rails (see Figures 2 and 3) from the front of the rack.

#### CAUTION

NO CHASSIS SHOULD BE MOUNTED IN CANTILEVER FASHION.  
CHASSIS SUPPORT RAILS MUST BE USED. IF A RACK CABINET  
OTHER THAN AN INTERDATA CABINET IS USED, CONSULT RACK  
MANUFACTURER FOR PROPER SUPPORT RAILS.

The chassis support rails are fastened to the mounting uprights at the front and rear of the rack. Slots are provided in the rails to allow vertical adjustment. The Expansion or Processor Chassis are screwed in place at the mounting uprights in front of the rack. All Expansion Chassis mount below the Processor Chassis. Expansion Chassis cabling is discussed later in this document. Figure 5 shows a front and rear view of the Processor or Expansion Chassis. Figure 6 shows Expansion Chassis location with respect to the filler panel and power supply.

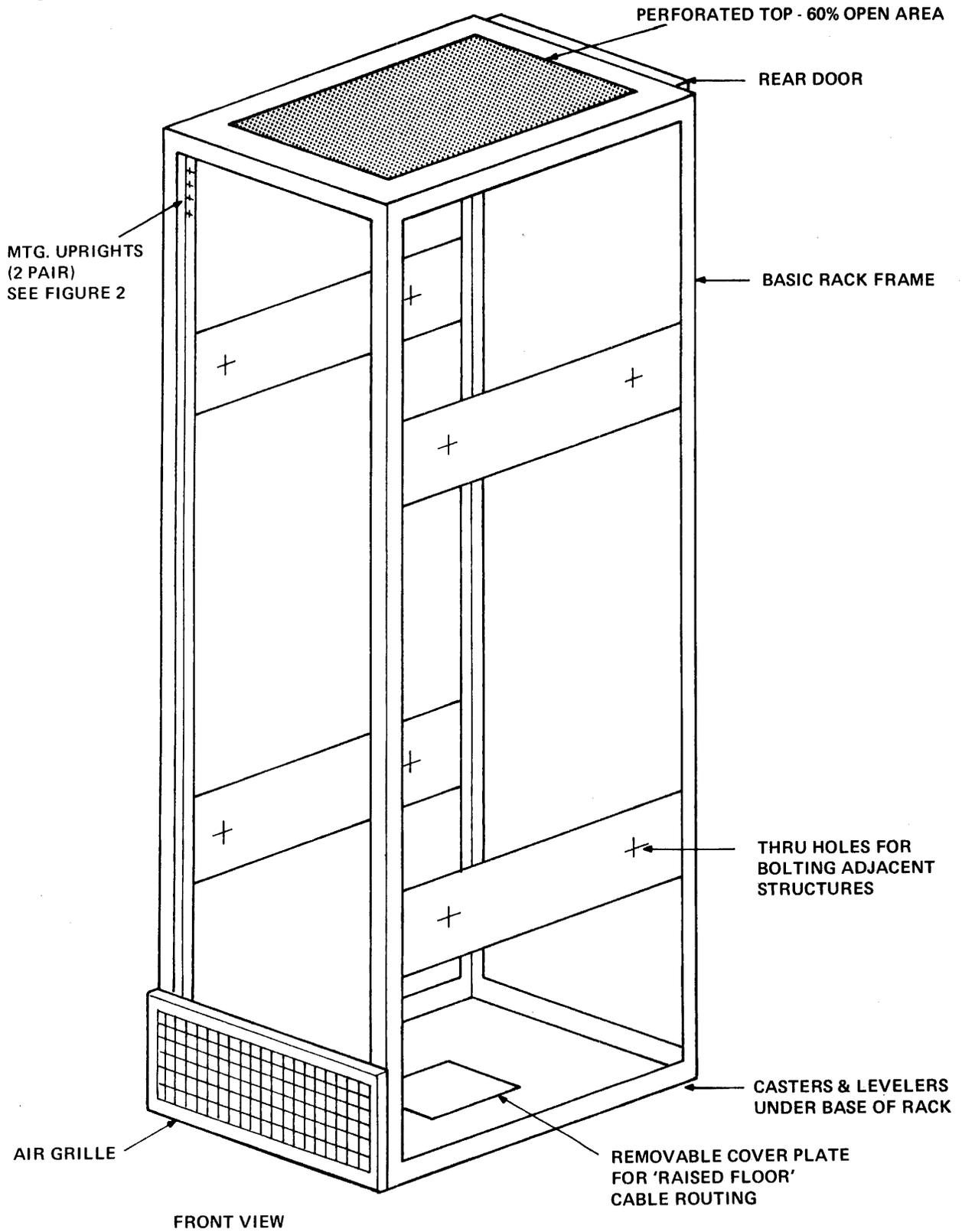


Figure 1. Basic Cabinet

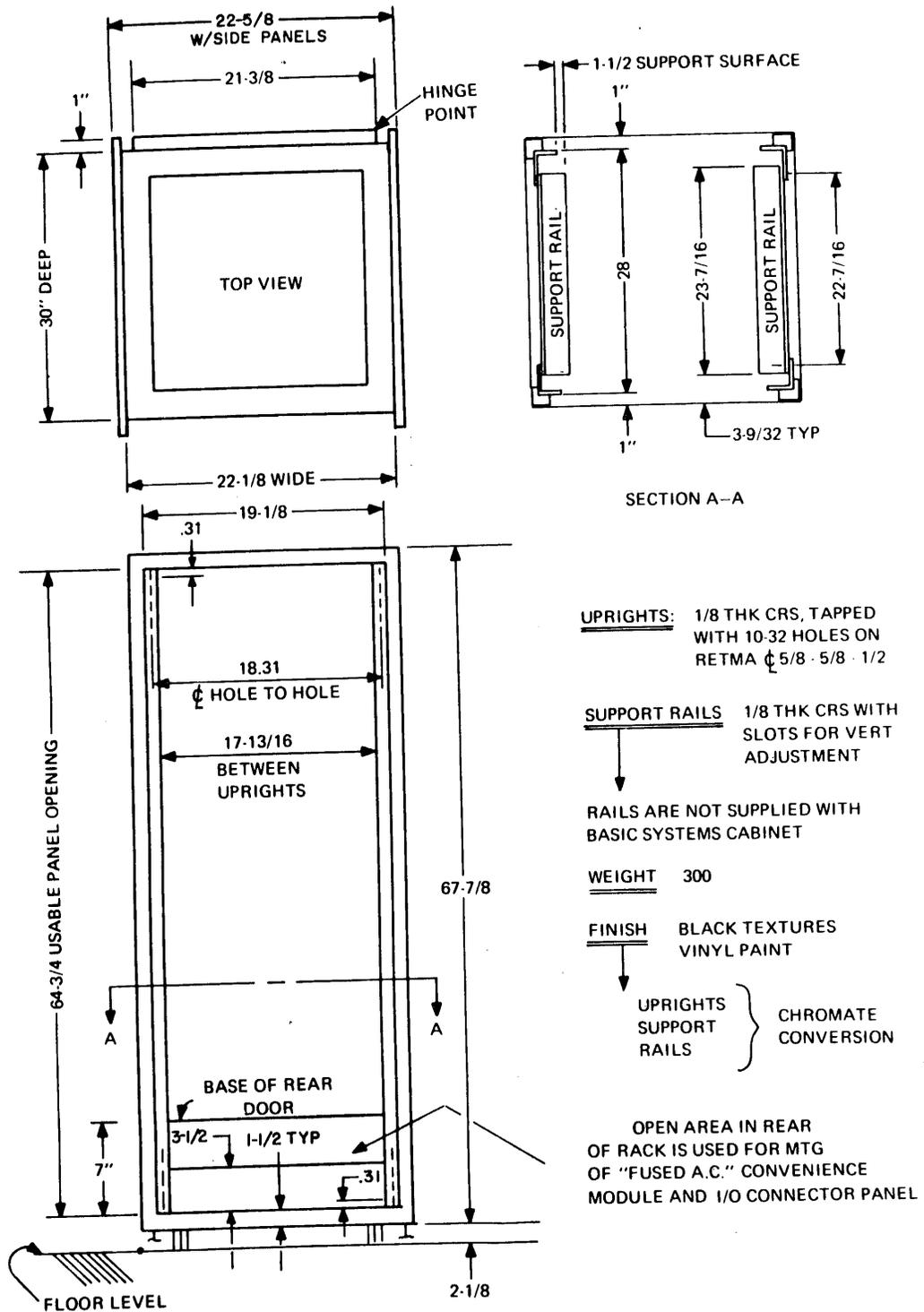


Figure 2. Basic Cabinet Physical Dimensions

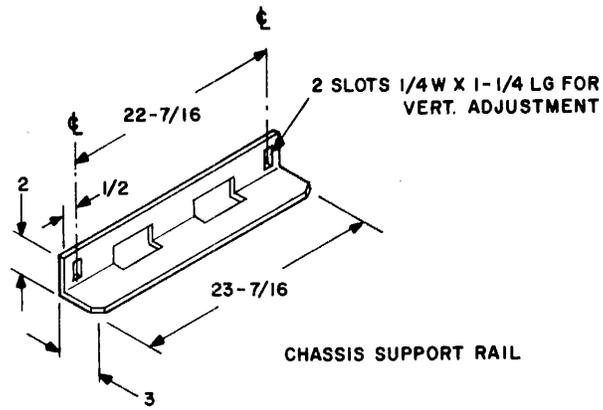


Figure 3. Chassis Support Rail

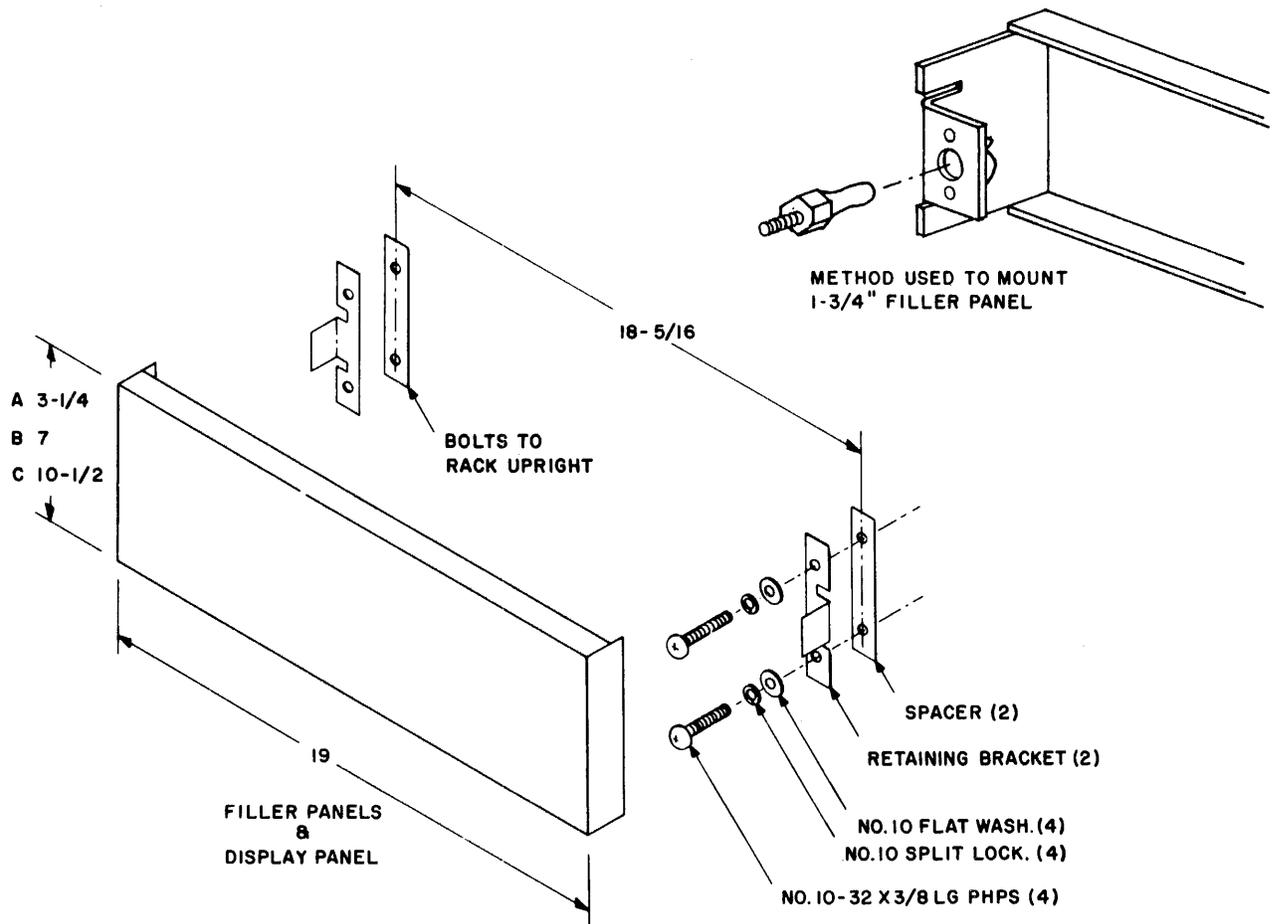
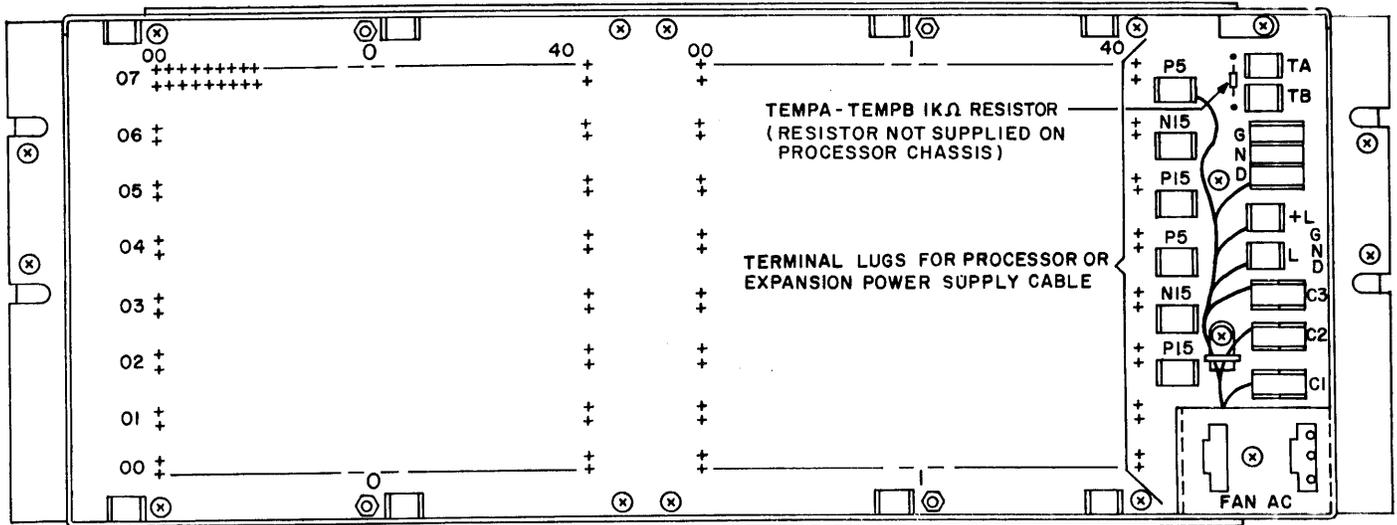
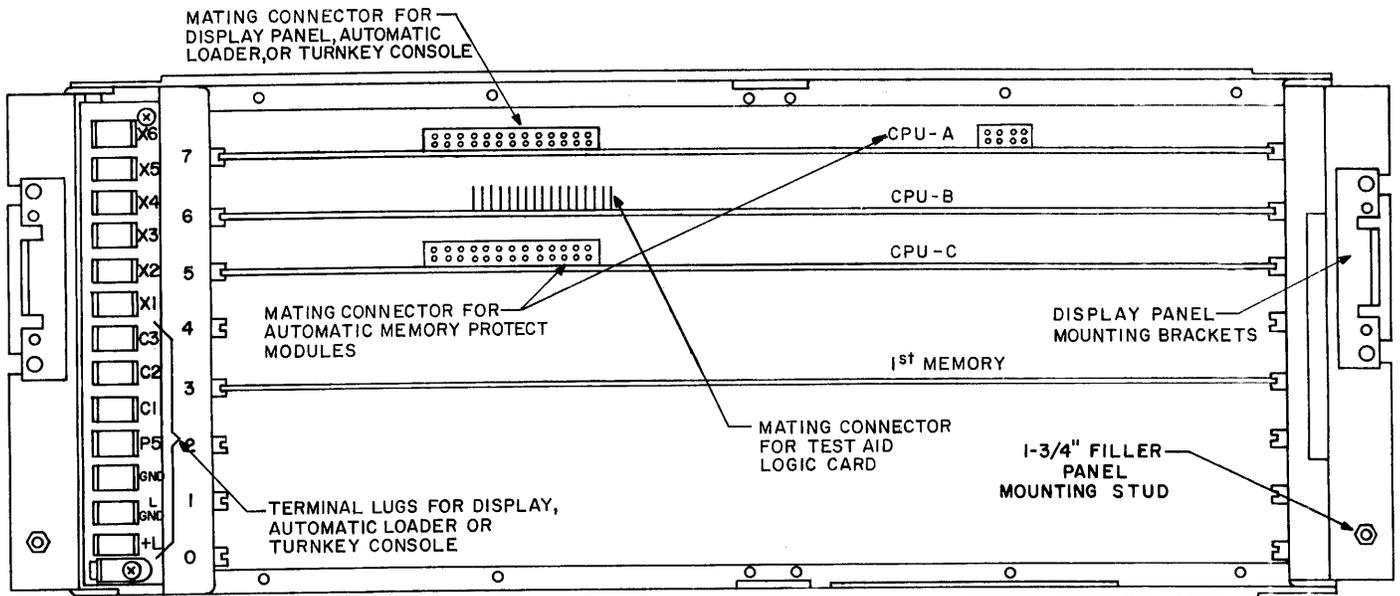


Figure 4. Typical Mounting Configuration for Display and Filler Panels



Rear View 7" Chassis



NOTE: SLOT 4 OF THE MODEL 7/16 HSALU CHASSIS MUST BE EMPTY.

Front View 7" Chassis

Figure 5. View of Model 7/16 HSALU Processor and 15 Inch Expansion Chassis

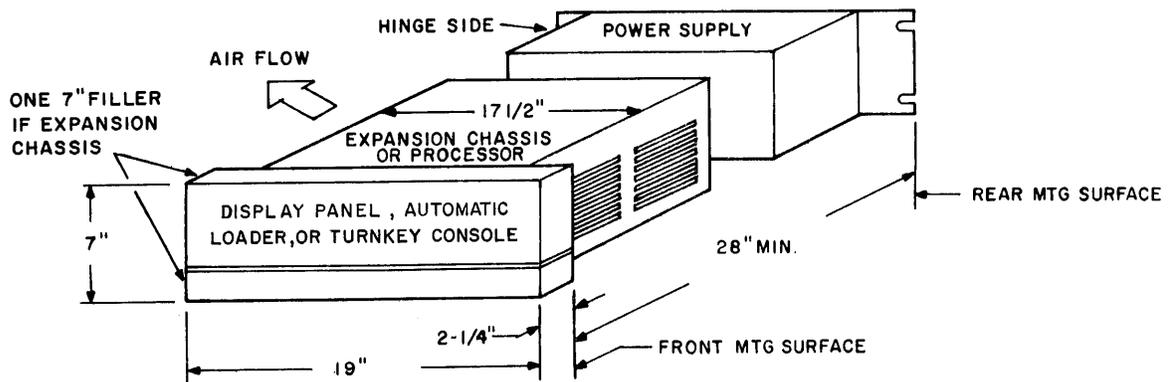


Figure 6. Processor or Expansion Chassis Location

### 3.1 15 Inch Expansion Chassis

The 15 inch Expansion Chassis contains eight universal expansion slots which can accept combinations of memory modules, single board peripheral controllers, system modules, Selector Channel, or user designed interfaces. Included with this chassis are the cooling fans and interconnecting cables. The chassis may be ordered with or without a power supply.

**3.1.1 7 and 10 Inch Boards in a 15 Inch Chassis.** A 10 inch I/O Controller (provided it does not use Connector 1) may be inserted in a 15 inch chassis via the 02-234 I/O Adapter Kit (see Figure 7). One or two 7 inch boards (half boards) may be inserted into a 15" chassis via the 16-398 Half Board Adapter Kit (see Figure 8). The Half Board Adapter Kit may hold two active 7" boards or one active and one blank 7" board, depending on requirements. No wiring takes place between the boards and the adapters. The adapters are designed such that the connectors on the boards plug directly into the Expansion Chassis.

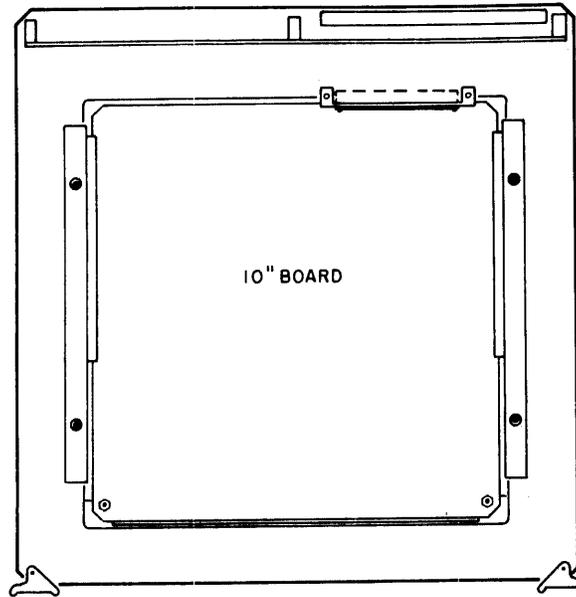


Figure 7. 02-234 I/O Adapter (Top View)

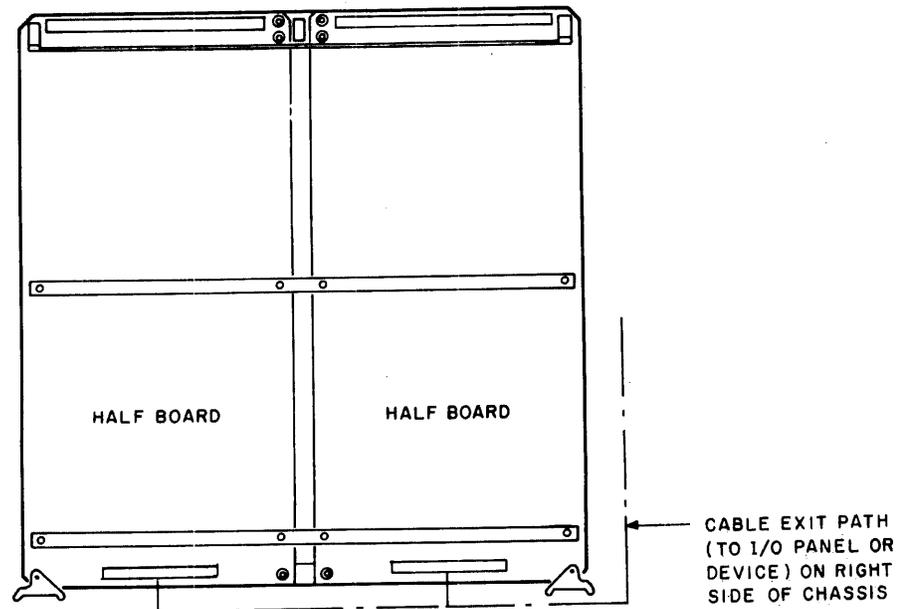


Figure 8. 16-398 Half Board Adapter

### 3.2 10 Inch Expansion Chassis

The 10 inch Expansion Chassis contains six 10 inch I/O expansion slots which can accept any combination of up to six 10 inch wire-wrap or copper peripheral controllers, systems, modules, or user designed interfaces. Included with the chassis are the cooling fans and system interconnecting cables. The Power Supply is separate.

#### 4. POWER SUPPLY MOUNTING

The Power Supply mounts in the rear of the cabinet, behind the Processor or Expansion chassis. It is attached to the right mounting upright (looking from rear). Either of two Power Supplies may be supplied with the Model 7/16 HSAU System.

#### WARNING

BEFORE HINGING OUT THE POWER SUPPLIES, THE RACK LEVELLING FEET SHOULD BE LOWERED. AFTER THE LEVELLERS ARE IN CONTACT WITH THE FLOOR SURFACE, UP TO THREE POWER SUPPLIES MAY BE HINGED OUT AT ONE TIME. IF THE LEVELLERS ARE NOT DOWN, AND THREE POWER SUPPLIES ARE HINGED OUT, THE RACK WILL FALL OVER DUE TO THE WEIGHT OF THE POWER SUPPLIES.

34-017 and 34-020 Power Supplies. The 34-017 and 34-020 supplies attach to the mounting upright via four 10-32 X  $\frac{1}{2}$  Lg PHPS screws. See Figure 9.

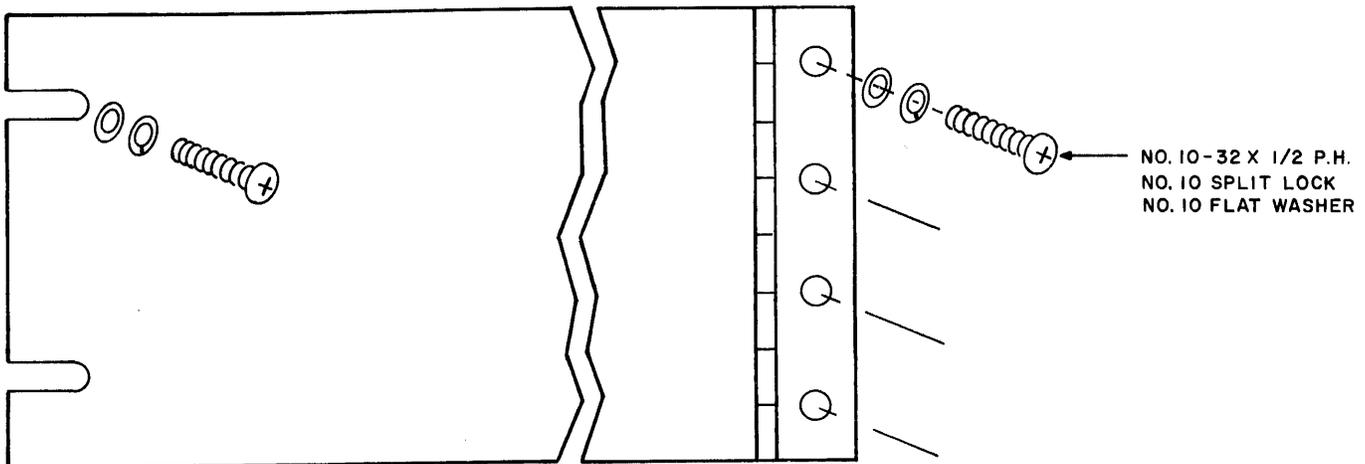


Figure 9. 34-017 and 34-020 Power Supply Mounting

When either power supply is in the installed operating position, it is secured to the left rear upright by two 10-32 screws. The power supply cable connects to terminal lugs at the right rear (looking from rear) of its respective Processor or Expansion Chassis via faston lugs and a connector for fan AC power. Refer to Figure 10. There is adequate slack provided in the cable to allow the Power Supply to hinge out freely. In order to prevent the cable from being pinched between the Power Supply and the Chassis Support Rails, a service loop is required. A maximum of five power supplies may be mounted in one rack.

**WARNING**  
 ALL AC FAN CONNECTORS ON POWER SUPPLIES WHICH ARE NOT CONNECTED TO MATING RECEPTACLES MUST REMAIN COVERED OR SHORTING MAY OCCUR. SEE FIGURE 12.

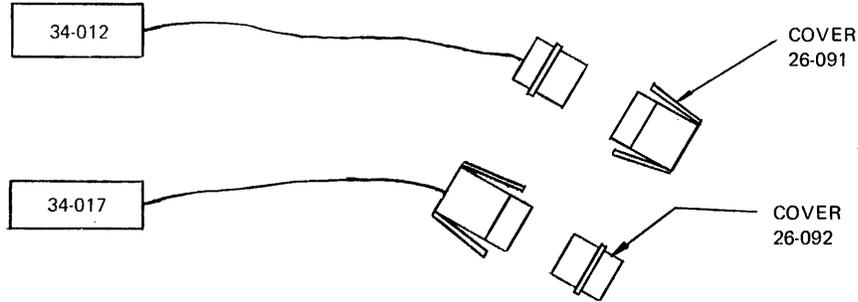


Figure 10. Fan Connector Caps

4.1 New Power Supply

INTERDATA now has several new Power Supplies available for use with its line of digital systems. These supplies are manufactured by INTERDATA, and may replace those previously used. This section provides information on these new supplies, and on several associated changes to INTERDATA systems.

There are three power supplies available:

Model Number 34-012 Power Supply. The 34-012 is the original power supply. This unit has a transformer that always supplies 115V for fan power at both 115V and 230V strappings. It supplies chassis fan power with a male connector (now discontinued).

Model Number 34-017 Power Supply. The 34-017 is the 25 ampere version of the INTERDATA supply. This unit supplies 115V or 230V depending on AC source for fan power. Chassis fan power is supplied with a U. L. approved female connector.

Model Number 34-020 Power Supply. The 34-020 is the 50 ampere version of the INTERDATA supply. The fan power consideration and the output connector are the same as for the 34-017 unit.

Two types of fan jumper cables are provided. Cable 17-181 is wired with two male connectors, while cable 17-287 is wired with one male and one female connector.

Because the newer power supplies supply line power for the fans, it is necessary to re-wire the fans in the chassis to operate with 230VAC. The New Chassis provides an AC power switch for switching fan power to either voltage. When using the newer supplies (34-017 or 34-020) with the former chassis, only 115V operation is possible, unless the chassis is modified.

4.2 Configuration Data

The 34-012 may be replaced in the following ways.

25 AMP	34-012 (1 each)	Replaced by 34-017 (1 each)
50 AMP	34-012 (2 each)	Replaced by 34-020 (1 each)

The following paragraphs outline the factors involved in using different combinations of chassis, power supplies, and cables.

1. The 34-012 with the "Former Chassis".

This unit is used for 115/230V operation. The "Former Chassis" (1 or 2 fan) is wired for 115V operation and equipped with two female connectors for fan power. Refer to Figure 11.

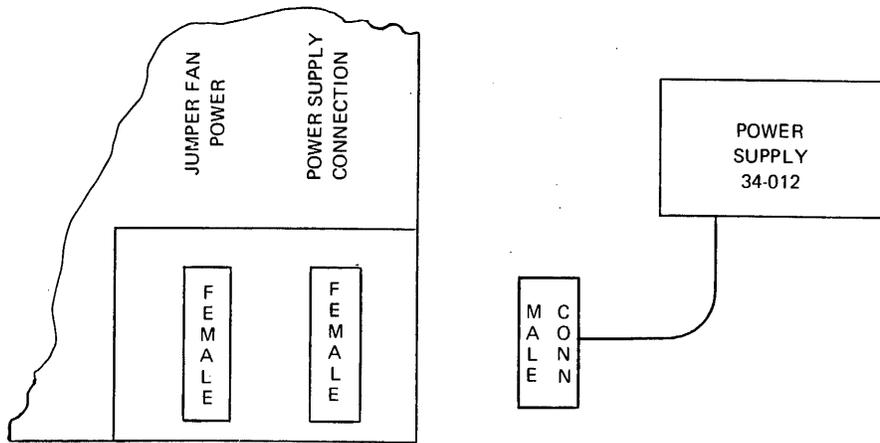


Figure 11. Former Chassis

2. The 34-012 Power Supply with a "New Chassis".

This unit is used for 115/230V operation, however, the 115/230V fan switch on the "new chassis" must remain in the 115V position for 115V or 230V operation. If two or more "new chassis" are powered, standard fan jumper cable, 17-181, must be replaced by cable 17-287.

NOTE

The "new chassis" (1 or 2 fan) is wired for 115/230V fan operation and equipped with one male and one female connector for fan power. See Figure 12.

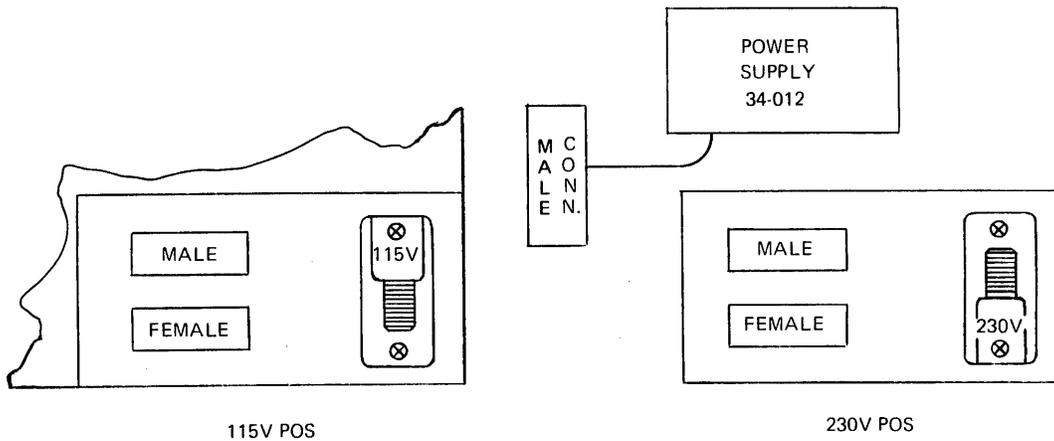


Figure 12. New Chassis

3. The 34-017 Power Supply with a "New Chassis".

This unit is used for 115/230V operation, however, the 115/230V fan switch on the chassis must be matched with the 115V or 230V strapping in the Power Supply.

4. The 34-017 Power Supply with a "Former Chassis".

This unit is used for 115V operation (ONLY) using cable 17-181.

NOTE

The "former chassis" must be rewired for 230V operation. Kits 39-020F01 (1 fan) and 39-020F02 (2 fans) must be used to convert a chassis wired for 115V to 115/230V fan operation.

4.3 Exhaust Fans

New exhaust fan plates are equipped with a switch to provide either 115 or 230VAC operation. See Figure 13.

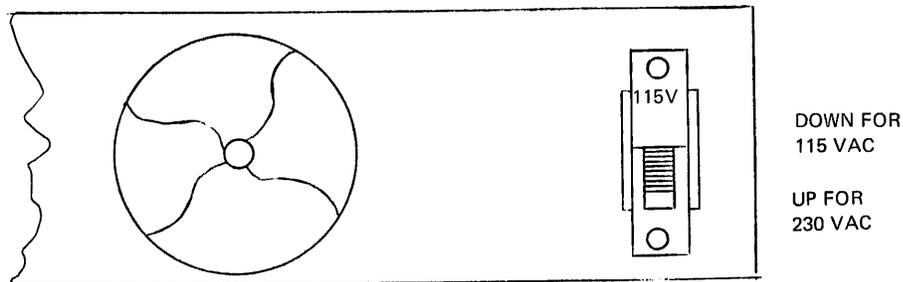


Figure 13. Fan Switch Setting

## 5. DISPLAY PANEL INSTALLATION

The optional Model 7/16 HSALU Hexadecimal Display Panel is electrically tied to the Processor via one connector and seven Faston lugs. The connector is installed on Connector 3 of the 35-522 CPU-A board and the seven terminal lugs mate into a terminal strip on the left side of the Processor Chassis. The terminal lugs are identified at the Faston connector and are mated to their corresponding terminal pin (C1, C2, etc). on the chassis. See Figure 5.

The Hexadecimal Display Panel is physically mounted to the brackets provided on the Processor Chassis. The 1 3/4 inch Filler Panel is mounted directly below the Hexadecimal Display Panel on this same chassis. Refer to Figure 6.

## 6. TURNKEY CONSOLE PANEL INSTALLATION

The Turnkey Console is connected to the Processor in the same manner as the Hexadecimal Display Panel discussed previously. Only two Faston connectors are provided with this assembly, but their installation is the same.

The panel on which the switches are installed may be mounted in the same manner as the Display Panel. The Hexadecimal Display Panel option, the Automatic Loader option, and the Turnkey Console option may not be installed together on the same Processor.

## 7. MEMORY INSTALLATION AND EXPANSION

The first memory module must be installed in Slot 3 of the Processor card file. Further memory expansions are installed in adjacent descending slots in this chassis. The first memory module installed in an Expansion chassis must be installed in Slot 7 of that chassis. This is necessary to insure proper temperature tracking characteristics for the memory voltages from the Expansion Chassis Power Supply. The additional modules are then installed in one of the slots pre-wired to accept that module, for module assignments. When memory is installed in an Expansion chassis, the 1K ohm resistor between TEMA and TEMA at the back panel must be removed. If for any reason the memory module installed in Slot 7 is removed (see Figure 14), the resistor must be replaced before applying power. The 35-533 parity option card must be installed on the wire wrap side of Slot 3 (Figure 14), Connector 1 of the Processor back panel in order for the Processor to detect parity errors.

### NOTE

Parity and non-parity memories may not be mixed in a system.

## 8. PRIMARY POWER FAIL/AUTO-RESTART INSTALLATION

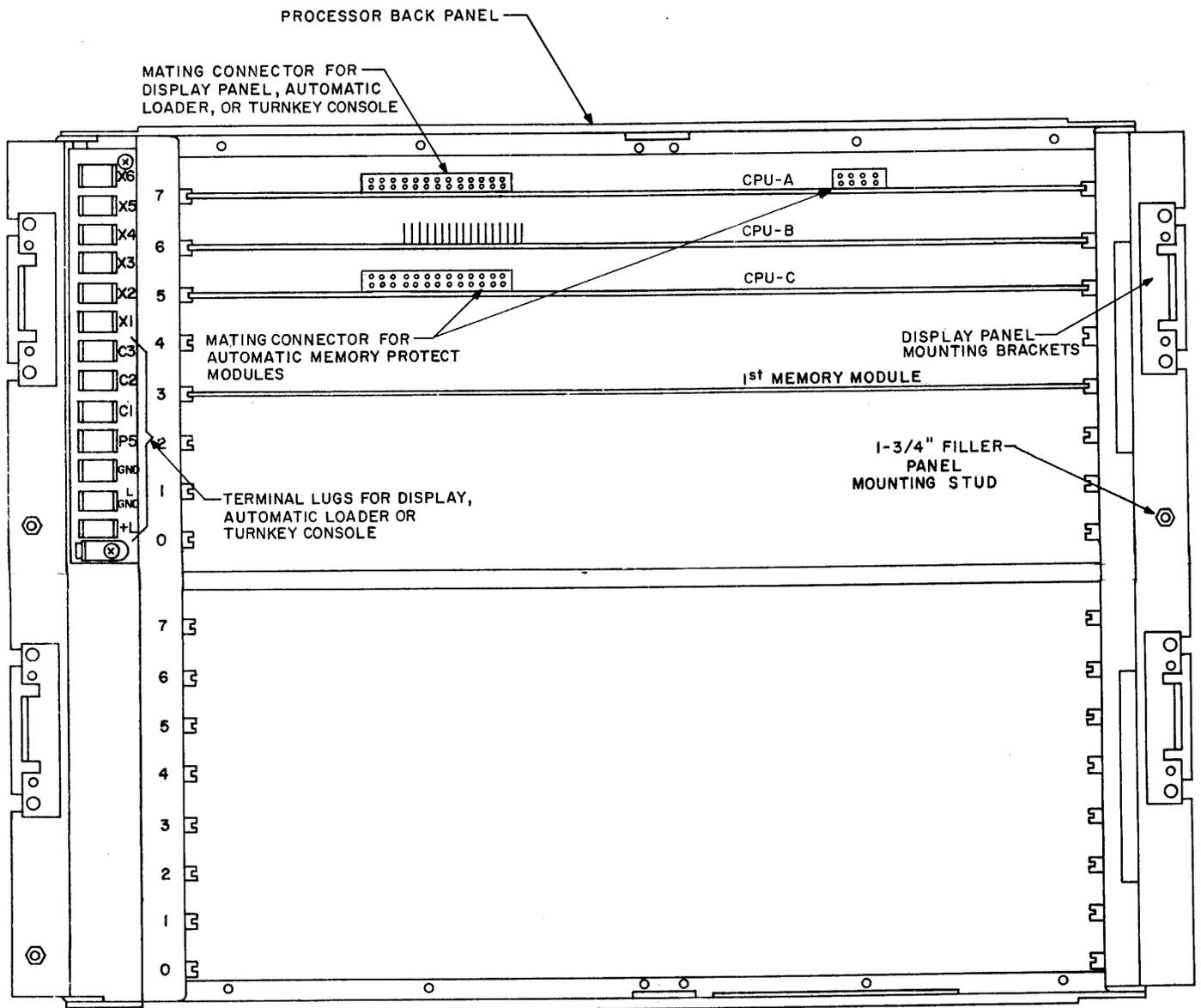
Install the 35-448 logic card for the Primary Power Fail/Auto-Restart option on the wire wrap side of the Processor chassis at Slot 7 (Figure 14). Connector 0 with the apparatus side up. The 17-182F01 and 17-182F02, cables which supply 12 VAC to the logic card, connect between C1 on the logic card and C1 on the back panel and C3 on the logic card and C3 on the back panel as indicated on the cables. On the 35-522 CPU-A board remove the jumper between TP4 and TP5. The primary power fail option card is adjusted at the factory.

## 9. CONFIGURATION

### 9.1 System Expansion Chassis

When configuring a multi-chassis system there are four rules that must be followed:

1. The system Expansion Chassis must be mounted below the basic Processor Chassis.
2. All chassis must be contiguous.
3. All 15 inch system expansion chassis must be mounted above any 10 inch system Expansion Chassis.
4. Multiboard peripheral device controllers (on 10 inch circuit boards) can only be used in the 10 inch system Expansion Chassis.

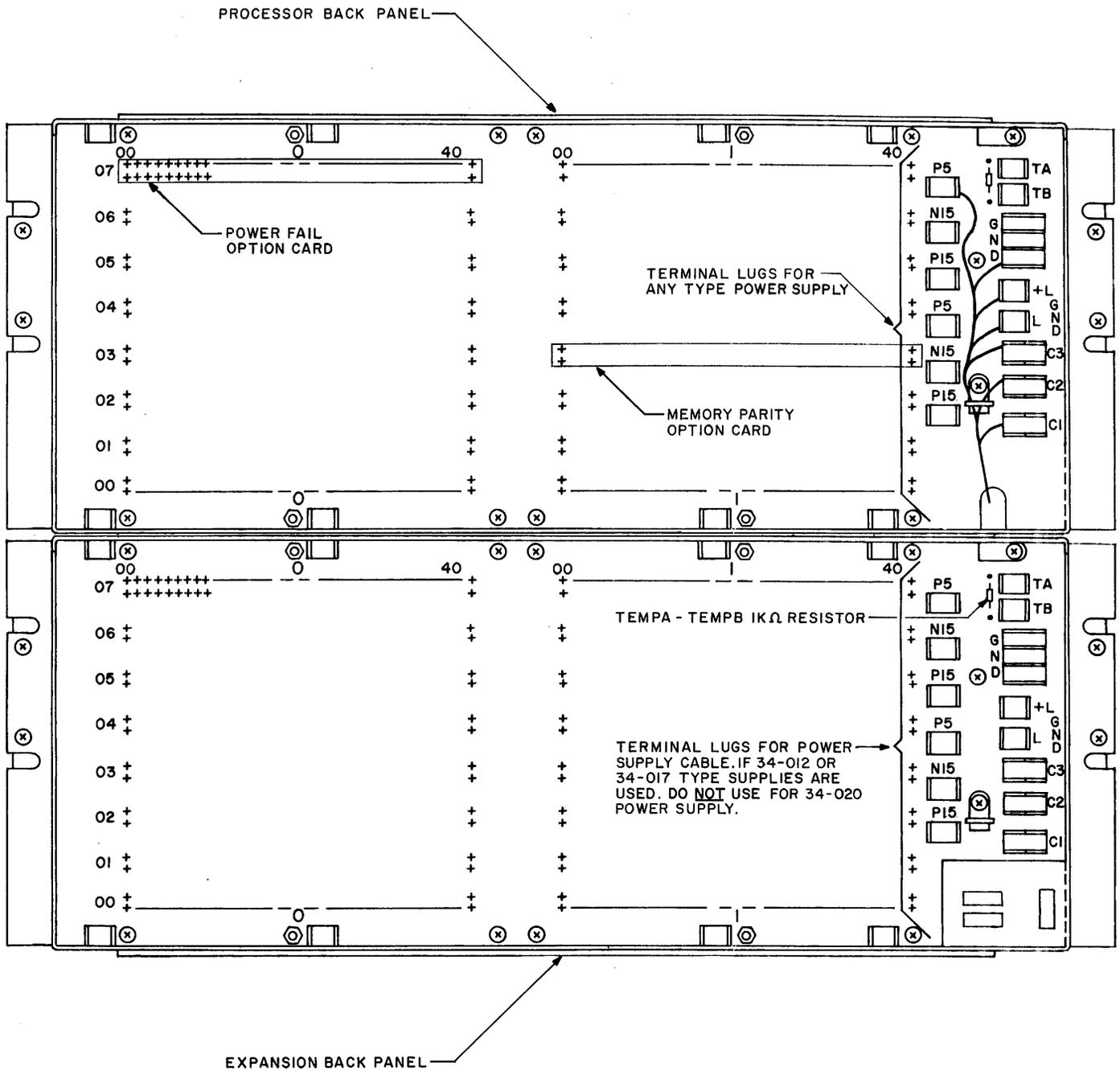


NOTE. SLOT 4 OF THE MODEL 7/16 HSALU CHASSIS MUST BE EMPTY.

EXPANSION BACK PANEL

Front View

Figure 14. View of Model 7/16 HSALU Twin Chassis



Rear View

Figure 14. View of Model 7/16 HSA LU Twin Chassis (Continued)

## 9.2 Circuit Board Distribution

Model 7/16 HSA LU Digital Systems may be configured in a variety of ways. However, the following factors must be considered when determining circuit board distribution within the basic Processor and the system Expansion Chassis. See Figure 15.

1. The Selector Channel can be placed in Slot 0 of the Processor back panel, or Slots 6, 4, 2, or 0 of the system Expansion back panel.
2. All slots on Connector 1 below the position where the SELCH is inserted become SELCH Bus slots. (This only applies within the back panel containing the SELCH.) The SELCH Bus extends down the right side connectors (left view). Note that all device controllers on 10" adapter boards connect to the Multiplexor Bus from the left side connectors (rear view). Therefore, these device controllers may be inserted in vacant SELCH Bus slots, but will not be on the SELCH Bus. This also applies to all 7" boards on adapters, installed on the left side.'
3. The SELCH Bus can be extended by cable to any even numbered slot in an I/O chassis adjacent to the chassis containing the SELCH controller.
4. All device addresses are hard-wired on the device controller cards, (device addresses may be changed at option) so that the distribution of I/O device controllers in the chassis normally need be considered as a matter of priority in the RACK0/TACK0 "daisy-chain" and convenience.
5. Slots 3, 2, 1 and 0 of the Processor back panel and all slots of the universal Expansion back panel are pre-wired with 8KB memory module addresses for up to 64KB. It is mandatory that Slot 3 of the Processor Chassis be used for memory. If memory is installed in an Expansion Chassis it is mandatory that one module is installed in Slot 7.
6. The 15 inch system Expansion Chassis, and the basic Processor Chassis may only be used for single board I/O device controllers unless the interconnection between boards takes place via cables installed on the other edge of the board. For multi-board 10 inch device controllers, the 10 inch system Expansion Chassis must be used.
7. The interrupt priority of a given device controlled is determined by its physical location on the serial RACK0/TACK0 line. Refer to 9.3 Interrupt Priority Back Panel Wiring to determine which physical location has what priority. When deciding which devices should have a higher or lower priority, devices that must be serviced in a certain amount of time or loss of data access should be given a higher priority than a device that with a high interrupt data and no data loss if not serviced.

## 9.3 Interrupt Priority Back Panel Wiring

The Acknowledge Control line from the Processor carries the Interrupt Acknowledge (ACK) signal. This line breaks up into a series of short lines to form the "daisy-chain" priority system. The ACK signal must pass through every controller that is equipped with Interrupt Control circuits.

Back panel wiring for interrupt control at a given position is: The Received ACK (RACK0) at Pin 122-1 or 0 and the Transmitted ACK (TACK0) at Pin 222-1 or 0. The daisy-chain bus is formed by a series of isolated lines which connect Terminal 222-1 or 0 of a given position to Terminal 122-1 or 0 of the next position (lower priority). On unequipped positions, a jumper shorts 122-1 or 0 and 222-1 or 0 of the same connector to complete the bus. Back panels are wired with jumpers on all positions. Whenever a card chassis position is equipped with a controller that has an interrupt capability, the jumper from 122-1 or 0 and 222-1 or 0 must be removed from the back panel at that position.

Figure 16, showing the standard interrupt priority wiring, assumes a Model 7/16 HSA LU Processor and one memory module. The arrows indicate the direction of priority from the highest priority to the lowest. By changing the wires, crossing from Side 0 to Side 1 of the Processor and/or Expansion panels, interrupt priorities may be rearranged. An example of this is shown in Figure 17, Modified Interrupt Priority. Slot 3 of the Side 1 of the Processor panel has the highest priority and the Serial Port of the Expansion panel has the lowest priority. When Selector Channels (SELCH) are installed, the standard interrupt priority must be modified. Refer to Figure 18, Interrupt Priority with SELCH Installed. Note that if it is decided to install a SELCH in Slot 0 of the Processor panel or Slot 6 of the Expansion panel it is necessary to remove the wires connecting the Processor and Expansion panels together in addition to the wires called out by the SELCH

installation procedure. The Multiplexor Bus may be restored to the remaining slots on Side 1 that are not used for the private SELCH Bus. To prevent this, install the SELCH on the bus buffer as low as possible in the chassis. This may be accomplished by the use of a 17-182 cable. This same situation exists when installing a bus buffer into the chassis.

For controllers that occupy several positions, the jumper is removed only at the position where the controller board has ATN/ACK circuits. For details on the various devices, see the appropriate installation specification.

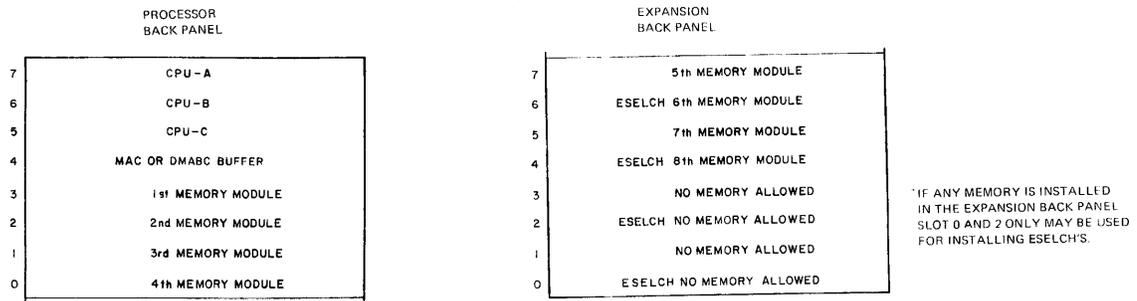


Figure 15. Model 7/32 Memory Configuration

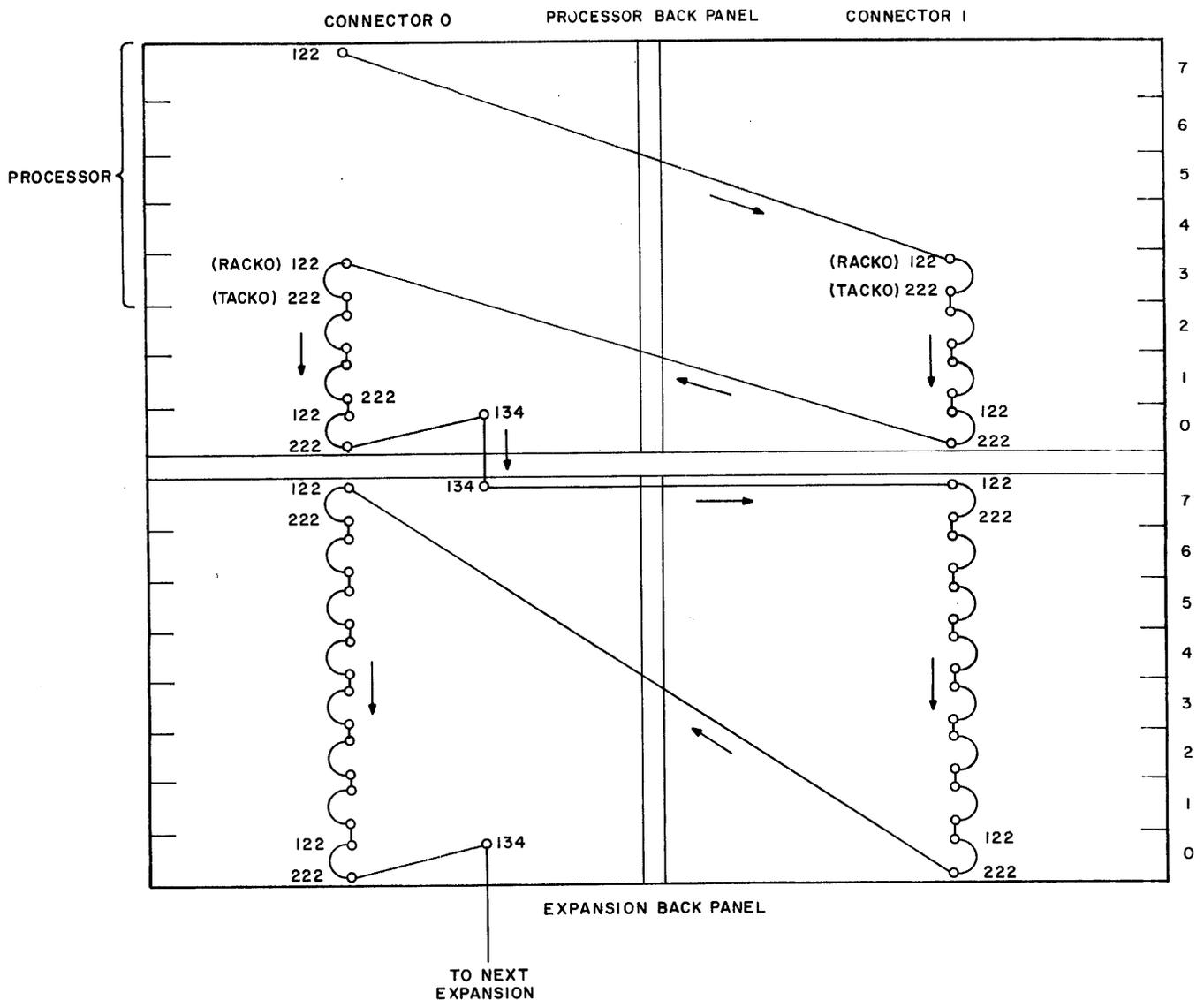


Figure 16. View of Model 7/16 HSALU Twin Chassis

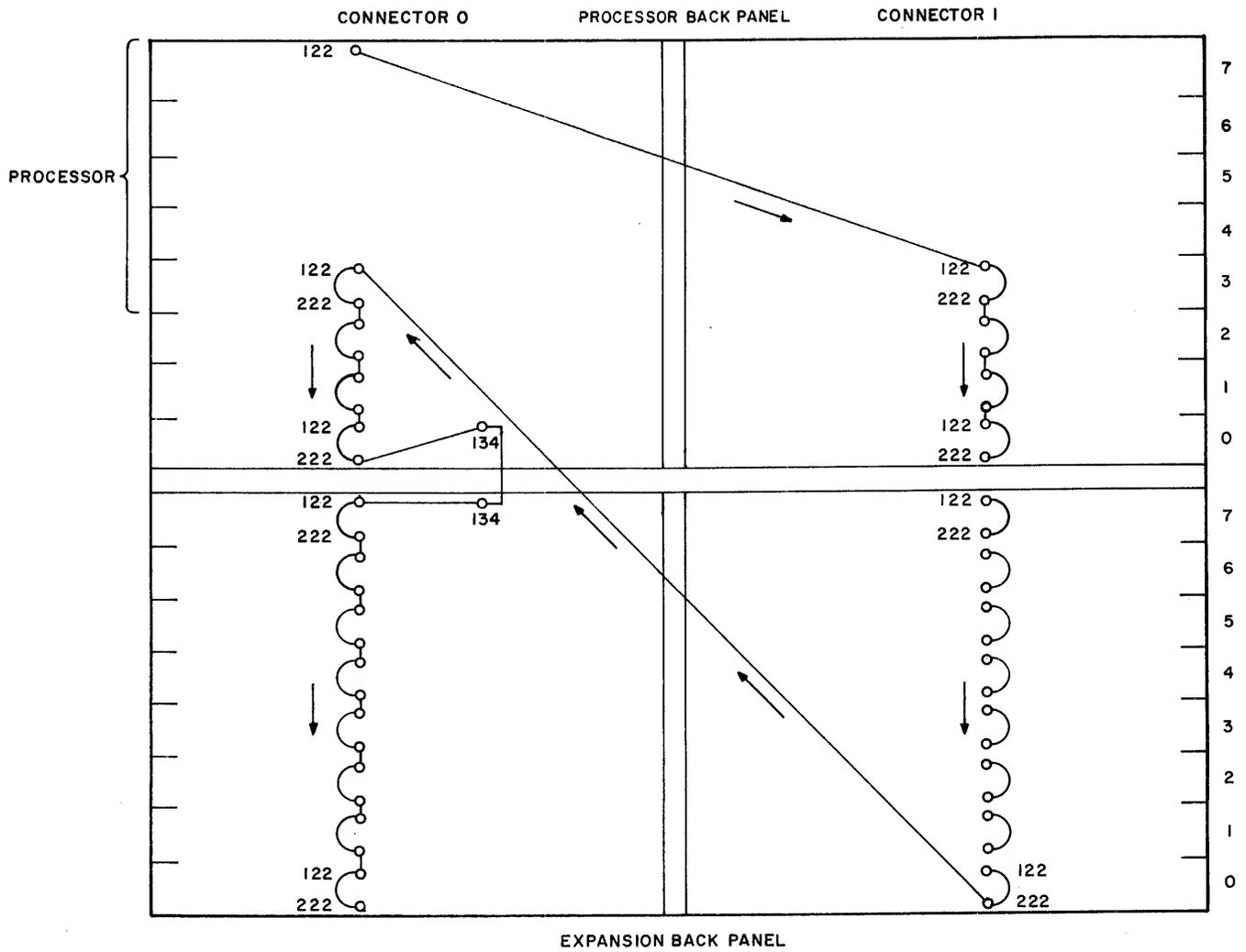


Figure 17. View of Model 7/16 HSALU Twin Chassis (Continued)

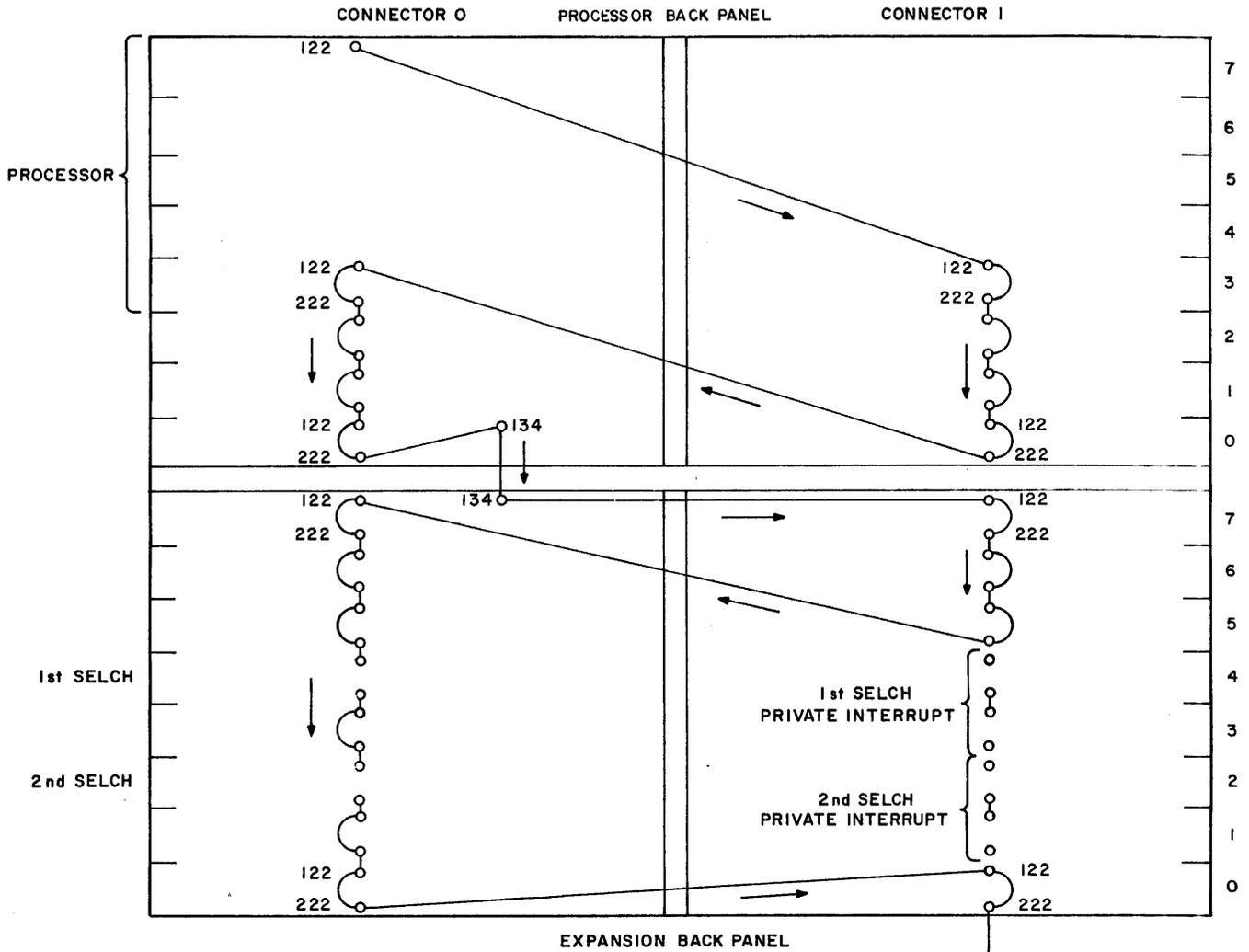


Figure 18. Interrupt Priority With SELCH Installed

## 9.4 System Configuration

System configuration data is provided in the User's Manual, Publication Number 29-261.

## 9.5 Terminators

The termination end of both legs, Connector 0 and 1, of the Multiplexor Bus must have a standard INTERDATA termination card (35-433) installed. These cards are installed, on the back panel at the lowest numbered slot of both connectors on the Multiplexor Bus that exists, e.g., If a Selector Channel or bus buffer is installed in Slot 4 on the first expansion chassis and only the Processor Chassis and one Expansion Chassis is used in the system, the Multiplexor Bus must be terminated at Slot 0, Connector 0, and Slot 5, Connector 1 of the Expansion Chassis. In addition, the buffered bus or the SELCH Bus should be terminated at Slot 0, Connector 1 of this chassis.

Depending upon system configuration, any SELCH Bus or buffered bus may be terminated by a 15" Terminator (35-433) or a 10" Terminator (35-434). The choice of terminators depends on the type of chassis in which the last slot of the bus is present.

## 10. CABLES

### 10.1 Power Cable

The standard INTERDATA Cabinet is wired for 30 Ampere service. On the main power cable (part of the AC Distribution Panel), there is a three wire, twist lock, grounding, 125VAC, 30 Ampere, UL, (Hubble #2610) plug. A three wire, grounding, 30 Ampere, 125 VAC receptacle (Hubbel #2611 or equivalent) is required to accept this plug.

### 10.2 System Expansion Cable

A number of standard cables are available for configuring systems made up of the INTERDATA Expansion Chassis discussed in Section 4. The choice of cables is dependent upon system configuration. The following cables are available:

1. 17-162 and 17-163: I/O and Memory Expansion Cables (see note)

The 17-162 cable is used to connect the "0" connector field and the 17-163 cable is used to connect the "1" connector field from a 7" Processor chassis to the corresponding connector in the first 15 inch expansion file. The expansion file must be mounted immediately below the basic Processor as these cables contain the memory bus which is restricted to the first 15 inch expansion only.

These cables are always used in pairs.

2. 17-193: I/O Expansion Cable, Connector "0"

This cable is used to connect the "0" connector field between two adjacent 15" card files.

3. 17-194: I/O Expansion Cable (see note)

This cable is used to connect the "1" connector I/O fields between two adjacent 15" card files.

4. 17-216: I/O Expansion Cable, 36 Inch Long

This is a 36" long cable. It can be used to connect two 15" files that are not adjacent.

It must not be used to extend the basic Processor Mutiplexor Bus.

It can be used to extend a buffered bus or a SELCH Bus. It plugs into a "1" side connector. The "receiving" end can plug into the "0" or "1" side of the expansion file.

5. 17-214: 15" to 10" Expansion Cable

This cable is used to connect the "0" connector field of a 15" card file to a lower adjacent 10" card file. It provides an 8 bit I/O bus to the 10" card file.

6. 17-166: 15" to 10" I/O Expansion Cable, 36 Inch Long

This cable is used to connect the "1" side of a 15" expansion file to a 10" expansion file. It provides an 8 bit I/O bus to a 10" card file.

It must not be connected to the basic Processor Multiplexor Bus.

It may be driven either by a Selector Channel or a bus buffer.

Can be used on the older 10" card file (13 I/O slot).

7. 17-183: "0" to "1" Connector

This cable can be used to interconnect the "0" field and the "1" field within a 15" card file.

It can also be used to connect a "0" side (Slot 0) of a file, to the "1" side (Slot 7) of the next adjacent file, or vice versa.

8. 17-215: 10" to 10" I/O Expansion Cable

This cable is used to connect two adjacent 10" card files.

NOTE

On the receive end of either a 17-163 or 17-194 cable a strap is installed in the factory. This strap must be removed unless the cable is being used to jumper a private I/O Bus (SELCH or bus buffer). This strap jumpers Pin 222-0001 of the upper chassis to Pin 122-0701 of the first expansion chassis. If these cables are used to extend a SELCH or bus buffer the following wiring changes are required on the lower chassis:

Remove the strap from Pin 134-0700 to Pin 122-0701

Add the strap from Pin 134-0700 to Pin 122-0700



# M-71 SERIES MODEL 7/16 HSALU

## M-73 SERIES MODEL 7/32

# MAINTENANCE SPECIFICATION

### 1. INTRODUCTION

A family of Processors are represented by the 7/16 and 7/32 model numbers. This family covers the entire spectrum of performance levels from the 16-bit basic, Model 7/16 Basic, to the faster and more powerful 16-bit Model 7/16 HSALU (High Speed Arithmetic Logic Unit) and finally to the maxi-mini Model 7/32 which is a 32 bit Processor with the capability of directly addressing one million bytes of main memory.

Each machine is a fourth generation Processor suitable for use in data communications, process control, or stand-alone scientific applications. These Processors are modularly constructed for ease of maintenance and are compatible with all building blocks in the INTERDATA product line. In addition, field upgrading is available (as the application grows) from any machine to a higher performance Processor.

### 2. SCOPE

This specification describes the functional operation of both the Model 7/16 HSALU and the Model 7/32 Processors and provides maintenance information useful to the digital technician in maintaining these Processors. A block diagram analysis, a micro-program description, and functional analysis of major Processor areas are included.

### 3. BLOCK DIAGRAM ANALYSIS

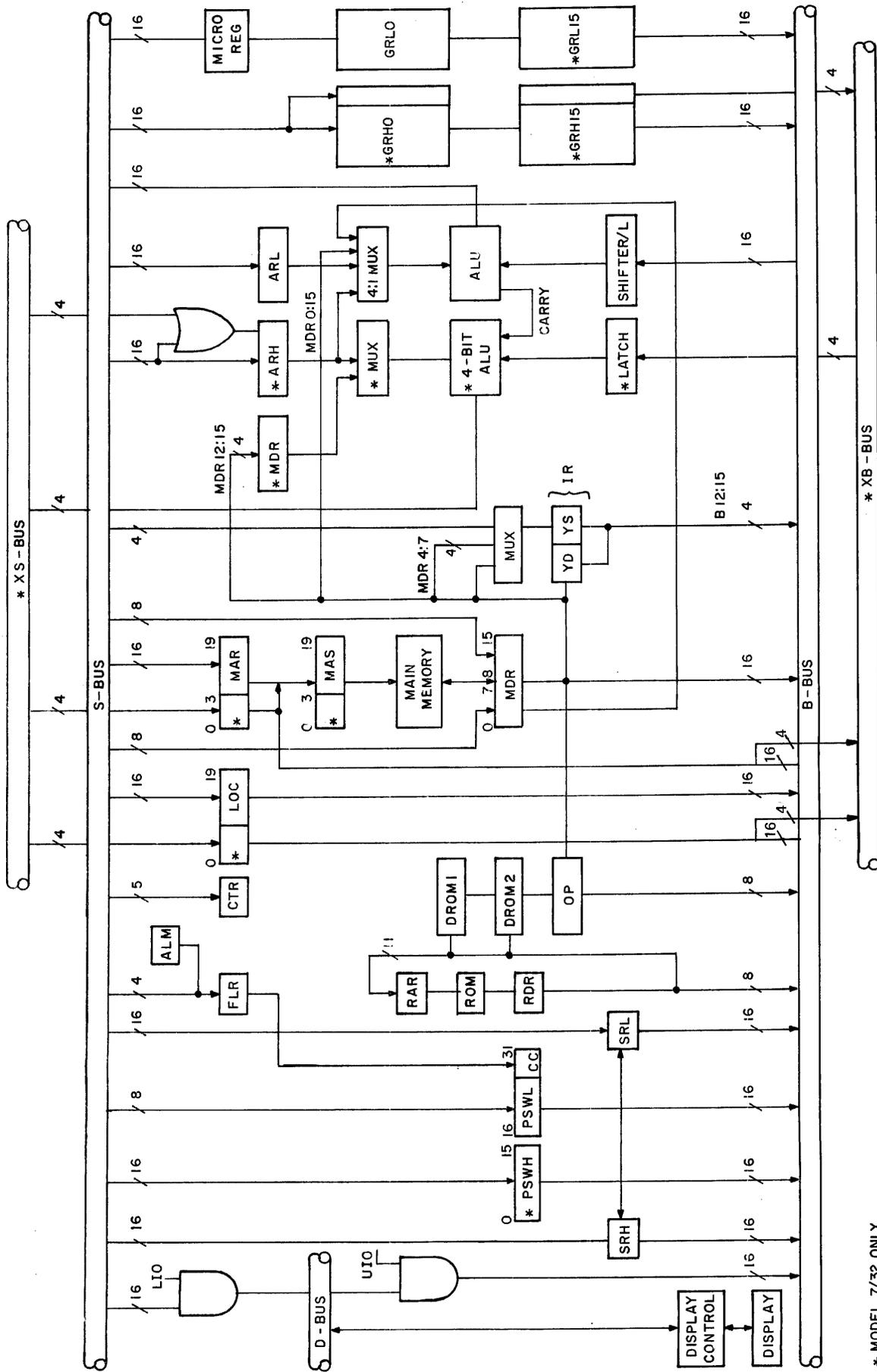
Refer to the Block Diagram in Figure 1.

#### 3.1 System Organization

The Model 7/16 HSALU and 7/32 Processors are organized between two 16-bit buses. The B Bus is used to present data to the Arithmetic Logic Unit (ALU). The S Bus then transfers the ALU output to the appropriate destination. The source and destination of data on the B Bus and S Bus, as well as the function performed by the ALU is controlled by micro-instructions contained in the Read-Only-Memory (ROM). In the 7/32 Processor an extension of four bits is appended to the B and S Busses which is used for address manipulation by the micro-program. This extension provides a 20-bit path in the machine for calculating an address.

#### 3.2 Read-Only-Memory (ROM)

The Read-Only-Memory is a high speed, solid-state, non-destructive memory organized into five, six or seven pages of 256 words each depending on the Processor. Each word in ROM is 24 bits long and represents one micro-instruction. Each micro-instruction read out of ROM is placed in the 24 bit ROM Data Register (RD). **RD is the Instruction Register for the micro-Processor. Most micro-instructions** are executed in one machine cycle of 250 nanoseconds. RD bits are decoded to select a Source to be statically unloaded to the B Bus. The ALU then forms a result on the S Bus. This result becomes available some time before the end of the machine cycle; at the start of the next machine cycle the appropriate destination register is loaded and the next micro-instruction is fetched. The meaning of the micro-instruction word bits is explained later.



\* MODEL 7/32 ONLY

Figure 1. Block Diagram, 7/16 HSALU and 7/32 PROCESSOR

Locations in the ROM are addressed by the 11 bit ROM Address Register (RAR). Micro-instructions are normally located at sequential addresses in the ROM. The RAR is an up/down counter which increments by one as each new micro-instruction is read into RD. The RAR therefore holds the address of the next **micro-instruction to be executed. When it becomes necessary to jump out of sequence, RAR can be loaded with a new address from the RD register, from the Decoded Read-Only-Memories, or it can be preset by the hardware.**

### 3.3 Flag Register (FLR)

The Flag Register (FLR) is a four-bit register containing the following flags: Carry (C), Overflow (V), Greater than Zero (G), and Less than Zero (L). These flags are modified at the conclusion of arithmetic and logical micro-operations to reflect the result of the operation. The FLR is loaded from Bits 12 through 15 of the S Bus when either the FLR or the Program Status Word (PSW) is the specified Destination Register. The Flag Register may also be loaded from the Alarm Register (ALM). The ALM is a three bit register which is used to indicate the following: Parity Fail on a Data Read, Parity Fail on an Instruction Fetch and an Early Power Failure.

### 3.4 Program Status Word (PSW)

The Model 7/16 HSA LU Program Status Word (PSW) is a 16-bit register used to indicate the system status relative to the user program being emulated. Bits 0 through 11 of the PSW define enabled interrupts and the operational status or mode of the user level Processor. Some of the PSW bits have hardware significance while others are of significance only to the micro-program. Bits 12 through 15 of the PSW make up the Condition Code field (CC) which reflects the result of the previous user instruction.

The Status portion of the Model 7/32 PSW is 32 bits long. Only 17 bits, however, are implemented in the hardware of this machine. For this Processor, Bit 11 and Bits 16 through 27 represent the present state of the machine and Bits 28 through 31 make up the Condition Code field which reflects the result of the previous user instruction.

The Condition Code may only be updated from the FLR. When PSW is the specified Destination Register, Bits 0 through 11 of the S Bus are loaded into Bits 0 through 11 of the PSW and S Bus Bits 12 through 15 are captured in the FLR. The Condition Code field remains unchanged until the micro-program causes it to be updated from the FLR or when the hardware, in the case of the instruction read, copies the contents of the FLR into the Condition Code.

The Location Counter (LOC) is a 16-bit (20-bit for the Model 7/32) appendix to PSW which holds the main memory address of the next user instruction to be performed.

### 3.5 Main Memory

The Main Memory consists of random access memory providing storage for user instructions and data. The Memory Address Register (MAR) is a 16-bit register (20 bit for the Model 7/32) which is loaded with the address of main memory locations. Memory is actually addressed by the Memory Access Slave Register (MAS). MAS is automatically updated from MAR at the start of each memory cycle. Data read from or written into memory is buffered in the Memory Data Register (MDR). The micro-program initiates a main memory cycle by issuing a memory read, memory write, **privileged write, or instruction read command.** After issuing a memory command, the micro-program is free to do other instructions. The memory cycle is accomplished asynchronous of other Processor activity. If the micro-program, however, attempts to use the contents of MDR after a memory read or instruction read before memory data becomes available, or attempts to load MDR or issue another memory command before the current memory cycle is complete, the Processor stops until the desired function can be performed.

With core memory, a memory cycle consists of two phases. First, the contents of the specified location are read out and placed into the MDR and replaced by zeros (destructive read-out). The contents of MDR are then written into the specified location. A memory read consists of a read cycle **that saves the contents** of the specified location in MDR. The contents of the MDR are then written back to the specified location on the write cycle. A memory write does not save the read-out so that the specified location is written with the contents of MDR. An instruction read differs from a memory read in that after the data becomes available in MDR, it is automatically transferred to the user's Instruction Register.

### 3.6 Instruction Register (IR)

After an instruction read has been issued, when the read-out is available in MDR, MDR Bits 0 through 7 are placed in the register labeled OP, Bits 8 through 11 are placed in the register labeled YD, and Bits 12 through 15 are placed in the register labeled YS. These three registers (OP, YD, and YS) comprise the user's Instruction Register.

### 3.7 Decoder Read-Only Memory (DROM)

The OP Register is used to address locations in the pair of Decoder Read-Only-Memories (DROM1 and DROM2). Two DROM1s are used in the 7/32. Each DROM contains 256 12-bit words. The micro-program can interrogate either DROM1 or DROM2 at anytime other than on a Branch or Input/Output micro-instruction. The least significant 11 bits of the resulting read-out are jammed into the RAR, resulting in an automatic branch to an address that is related to the user's operation code. Bit 4 of DROM1 is used to indicate privileged instructions.

### 3.8 General Registers (GR)

It is most often the case that the micro-program accesses the user's General Registers without caring which of the 16 General Registers it gets. It matters that when the micro-program accesses a General Register for emulating a user instruction that it be the General Register specified in that user instruction. Since after instruction read, the register address or addresses specified by the user are in the YD and YS Register, the micro-program can access the appropriate General Register by specifying the YD or YS Instruction Register. The hardware then selects the General Register whose number is in the YS or YD Register.

The YD Register is an up/down counter so that sequential General Registers can be accessed. The micro-program can also clear the YD Register when it needs to access specific General Registers. The YS Register, in addition to being loaded at the time of an instruction fetch, may also be loaded by the micro-program from the S Bus.

In the Model 7/16, sixteen 16-bit General Registers are provided for the user programs while in the 7/32 two sets of sixteen 32-bit General Registers are provided. These registers are labeled GRH0 and GRL0 which is Set 0 and GRH15 and GRL15 which is Set 15.

### 3.9 Micro-Registers (MR)

The seven 16-bit registers MR0 through MR6 are available to the micro-program for general purpose use.

### 3.10 Arithmetic Registers High and Low (ARH and ARL)

Two 16-bit A Registers are used to hold the second operand for arithmetic and logical micro-operations. These registers plus the Memory Data Register (MDR) and the sign of MDR, Bit 0, are used as the 'B' input to the Arithmetic Logic Unit (ALU). The other input, input 'A', to the ALU is the output of the Shifter/Latch. The Shifter can Shift B Bus data left or right one bit position, do an eight-bit rotate, or gate the B Bus data directly into the ALU.

### 3.11 Arithmetic Logic Unit (ALU)

The ALU comprises a 16-bit parallel arithmetic/logic network with look ahead carry. The arithmetic or logical result is formed on the 16-bit S Bus. On the Model 7/32 a four bit extension to the ALU is used which forms its result on the four bit XS Bus.

### 3.12 Input/Output (I/O)

Input/Output operations are achieved by gating S Bus data onto the D Bus and activating an I/O Control line, or by activating an I/O Control line and gating the D Bus data onto the B Bus.

### 3.13 Shift Register High (SRH) and Shift Register Low (SRL)

These two registers, SRH and SRL, are 16-bit general purpose micro-registers which can also be used in combination as a 32-bit shift register. The extended shift capability is used in multiply, divide, and other 32-bit operations.

### 3.14 Counter

The Counter (CTR) is a five-bit decrementing register used on multiply, divide, repeat operations, and on the Branch on Counter micro-instruction. The counter is loaded by the micro-program from the S Bus with any value from 0 to 31. The state of this register, zero or non-zero, may be tested by the micro-program when a Branch on Counter is specified by the instruction.

## 4. MICRO PROGRAM DESCRIPTION

### 4.1 Introduction

Micro-programming is a means for implementing the control logic of a digital computer. At INTERDATA, micro-programming has been effectively used to maintain upward compatibility in a family of Processors whose internal hardware varies from one member to the next.

The Models 7/16 HSALU and 7/32 are designed to execute micro-instructions stored in a Read-Only Memory (ROM). Each micro-instruction causes one or more hardware functions to be performed, such as transferring the contents of one register to another, arithmetic or Boolean operations between registers, controlling input/output operations, or initiating main memory accesses.

A series of micro-instructions is called a micro-program. The complete micro-program for these machines are by definition, an emulator, causing the hardware to react to a user program in main memory and to external events as would the Processor described in the User's Manual, Publication Number 29-261 or 32 Bit Series Reference Manual, Publication Number 29-365. Every user instruction, interrupt handling feature, and Hexadecimal Display Panel function is simulated by some portion of the micro-program.

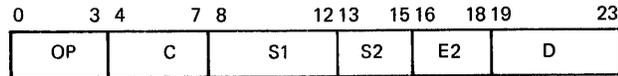
This section describes the micro-program for the Model 7/16 HSALU and 7/32 Processors. The micro-processor of the two machines are identical but the compliment of hardware available in these two Processors vary. For example; all references to 20 bit registers in this description are implemented as 16 bit registers in the Model 7/16 HSALU. In addition, only one set of 16 bit General Registers is equipped on the 7/16 while two sets of 32 bit General Registers are available on the Model 7/32.

### 4.2 Micro-Instruction Formats and Modifiers

Micro-instructions for the Models 7/16 HSALU and 7/32 have fixed length but their format is variable. All micro-instructions are 24 bits long and are highly encoded. The Processor has six basic micro-instruction formats. The operation code is found in the first four bits of every instruction format, but the interpretation of other bits varies from one format to the other.

#### 4.2.1 Register to Register (RR) Format.

##### RR FORMAT



- OP      Operation Code
- C      Control Modifier
- S1     First Source Operand
- S2     Second Source Operand
- D      Destination Register
- E2     Opcode Extension Two Modifiers

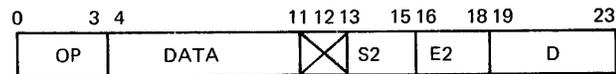
The following six micro-instructions use this RR format.

- AND            (N)
- OR             (O)
- XOR            (X)
- ADD            (A)
- SUBTRACT      (S)
- CALCULATE
- ADDRESS       (CA)

All instructions with this format contain a four bit operation code, a four bit control modifier, a five bit first operand specification, a three bit second source specification, a five bit destination specification, and three bit opcode extension modifiers. These six micro-instructions are described in Section 4.3, and a detailed description of instruction modifiers appears in Section 4.2.8. Section 4.2.7 describes all addressable sources and destinations.

#### 4.2.2 Register Immediate (RI) Format.

##### RI FORMAT



- OP      Operation Code
- DATA    The least significant eight bits of the first operand.
- S2      Second Source
- D      Destination Register
- E2      Opcode Extension Two Modifiers

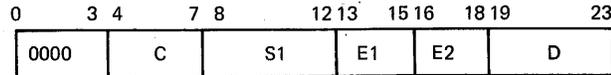
There are five micro-instructions with this format.

- AND Immediate            (NI)
- OR Immediate             (OI)
- Exclusive OR Immediate (XI)
- Add Immediate            (AI)
- Subtract Immediate      (SI)

All of the previous instructions contain a four bit operation code and eight bits of immediate data. The eight bit immediate field is expanded to a 20 bit value with the high order 12 bits forced to zero. This 20 bit value forms the first operand. The second operand source and the destination register are specified by the S2 and D fields. The E2 field specifies opcode extension modifiers (see Section 4.2.8). Bit 12 is not used in this format.

#### 4.2.3 Load (L) Format.

##### L FORMAT

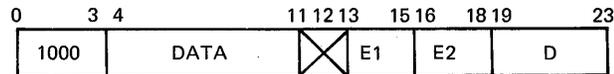


- C Control Field
- S1 First Operand
- D Destination Register
- E2 Opcode Extension Two Modifiers
- E1 Opcode Extension One Modifier

This format is used only by the Load micro-instruction. This micro-instruction does not require any second operand. Bits 13 through 15 of the micro-instruction, are therefore, used for specifying additional modifiers (see Section 4.2.8 for description of opcode Extension One modifiers).

#### 4.2.4 Load Immediate (LI) Format.

##### LI FORMAT

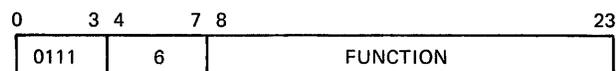


- DATA Least Significant Eight Bits of Source Operand
- D Destination Register
- E1 Opcode Extension One Modifier
- E2 Opcode Extension Two Modifiers

This format is used by the Load Immediate micro-instruction. The eight bit immediate field is expanded to a 20 bit value with a high order 12 bits forced to zero. This 20 bit value forms the source operand for the load operation. Bit 12 of the micro-instruction is not used by this format.

#### 4.2.5 Command Format (C).

##### C FORMAT

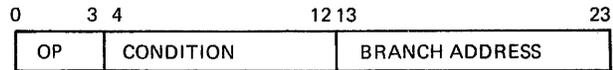


- C Control Modifier
- FUNCTION Function Field

The Command micro-instruction uses this format. A four bit field C specifies the control modifier, and a 16 bit function field specifies various functions to be performed by the Command micro-instruction.

#### 4.2.6 Branch (BR) Format.

##### BR FORMAT



OP            Operation Code

CONDITION   Condition to be Tested

BRANCH ADDRESS   Address of the next micro-instruction if branch is taken

This format is used by two Branch micro-instructions (Branch on True Bit 3 reset and Branch on False Bit 3 set).

4.2.7 Source and Destination Registers. There are several general purpose and special purpose micro-registers which can be used for sources and destinations. These sections describe addressable sources and destinations.

##### First Operand Source Registers

The sources that may be used as the first operand are shown in Table 1.

MR0, MR1, MR2, MR3, MR4, MR5, and MR6 are seven general purpose micro-registers. They can be used freely as 16 bit sources.

PSWH and PSWL are two 16 bit registers which are each used to hold a Program Status Word. These registers can be used as 16 bit sources.

Location Counter is a special micro-register which can be used as a 20 bit source. The most significant four bits of the Location Counter can be accessed separately by specifying LOCH as the first source. Specifying LOCH as the first source causes the most significant four bits of LOC to be gated on to the B Bus, Bits 12 through 15.

SRH and SRL are two special purpose shift registers which can be used as 16 bit sources.

Memory Address Register holds the address of the main memory location to be accessed. This register can be used as a 20 bit source register.

TABLE 1. ADDRESSABLE FIRST OPERAND SOURCES

RD BITS					SYMBOLIC REGISTER	MEANING
8	9	10	11	12		
0	0	0	0	0	MR0	Micro-register 0
0	0	0	0	1	MR1	Micro-register 1
0	0	0	1	0	MR2	Micro-register 2
0	0	0	1	1	MR3	Micro-register 3
0	0	1	0	0	MR4	Micro-register 4
0	0	1	0	1	MR5	Micro-register 5
0	0	1	1	0	MR6	Micro-register 6
0	0	1	1	1	PSWL	Program Status Word Low
0	1	0	0	1		
0	1	0	1	0		
0	1	0	1	1		
0	1	1	0	0	YSI	YS Field
0	1	1	0	1	YDI	YD Field
0	1	1	1	0	PSWH	Program Status Word High
0	1	1	1	1	OP	Operation Code
1	0	0	0	0	NULL	NULL Source
1	0	0	0	1	LOCH	Location Counter High
1	0	0	1	0	SRL	Shift Register Low
1	0	0	1	1	SRH	Shift Register High
1	0	1	0	0	LOC	Location Counter
1	0	1	0	1	IO	Input (D Bus to B Bus)
1	0	1	1	0	MDR	Memory Data Register
1	0	1	1	1	MAR	Memory Address Register
1	1	0	0	0	YDH	MS 16 bits of reg. specified by YD
1	1	0	0	1	YDL	LS 20 bits of reg. specified by YD
1	1	0	1	0	YDLP1	LS 20 bits of reg. specified by YD
1	1	0	1	1	YDLM1	LS 20 bits of reg. specified by YD
1	1	1	0	0	YSH	MS 16 bits of reg. specified by YS
1	1	1	0	1	YSL	LS 20 bits of reg. specified by YS
1	1	1	1	0	YSLX	LS bits of reg. specified by YS
1	1	1	1	1	YSHX	MS 16 bits of reg. specified by YS

Memory Data Register is available as a 20 bit first operand source. If MDR is specified as the source and the memory data is not available (after a memory read operation), execution of that micro-instruction is suspended until memory data is available.

The user's 16 general purpose registers do not have individual addresses. The General Registers are accessed indirectly through the YD or YS field. If YDL is specified as the first source, the least significant 20 bits of the General Register whose number is contained in the YD field (Bits 8:11 of the user instruction) are selected as the source value. Specifying YDLP1 (YDLM1) is the same as specifying YDL except that the YD field is incremented (or decremented) by one after the execution of the micro-instruction. If the current micro-instruction uses YDLP1 or YDLM1 as the source, the next micro-instruction cannot specify YD for the source operand. Specifying YDH selects the most significant 16 bits of the General Register specified by the YD field (Model 7/32 only).

YSL, when used as a source, selects the least significant 20 bits of the General Register specified by the YS field. If YSH is used as the source operand, the most significant 16 bits of the General Register are used as the source value (Model 7/32 only). Specifying YSLX or YSHX is the same as specifying YSL or YSH except that the source value is forced to zero if the YS field (Bits 12 through 15 of the user instruction) is zero.

If YDI or YSI is specified as the source, the YD field (Bits 8 through 11 of user instruction) or the YS field (Bits 12 through 15 of user instruction) is gated onto B Bus Bits 12 through 15.

When I/O appears as the source operand, an input operation is performed. Only in a Load micro-instruction can I/O be a source. The nature of the input request is specified by Bits 16 through 18 of the micro-instruction. When the device responds, the data is gated on to the B Bus. Completion of the micro-instruction is suspended until the device responds or a false sync occurs (14 microsecond time set).

When OP is specified as the first source operand, the operation code (Bits 0 through 7) of the user instruction is gated onto the B Bus Bits 0 through 7.

If the first operand is NULL all the bits on B and XB Busses are forced to zero.

#### NOTE

If the selected source has a 20 bit value the most significant four bits are gated onto the XB Bus and the least significant 16 bits are gated onto the B Bus. If the selected source has less than 20 bits, it is expanded to a 20 bit value by forcing high order bits to zero. The most significant four bits of this expanded value are gated to the XB Bus and the least significant 16 bits are gated to the B Bus.

#### Second Operand Sources

The sources that may be used as the second operand are shown in Table 2.

TABLE 2. ADDRESSABLE SECOND SOURCES

RD BITS			SYMBOLIC	MEANING
13	14	15		
0	0	0	NULL	NULL Value (ZERO)
0	0	1	ONE	Constant ONE
0	1	0	ARL	Arithmetic Register Low
0	1	1	TWO	Constant TWO
1	0	0	MDR	Memory Data Register
1	0	1	SIGN	SIGN of MDR
1	1	0	AR	Arithmetic Register
1	1	1	ARH	Arithmetic Register High

Specifying NULL for the second source forces the second operand value to zero.

If ONE or TWO is specified as the second operand, a constant of value 1 or 2 is used as the second operand value.

If ARL is specified as the second source, the least significant 16 bits of the 32 bit Arithmetic Register (ARH, ARL) are used as the second source operand. If ARH is specified as the second source, the most significant 16 bits of the 32 bit Arithmetic Register are used as the second operand value. If AR is specified as the second source, the least significant 20 bits of AR are used as the second operand.

Memory Data Register can be used as a 20 bit second operand. If the MDR has been used as the second source, and data is not available, execution of the micro-instruction is suspended until data is available. MDR should not be used as the second operand by a micro-instruction which specifies Memory Read operation or Instruction Read operation in the control field.

If SIGN is specified as the second operand and MDR Bit 4 (sign of 16 bit value) is zero, the second operand value is forced to zero. If SIGN is specified as the second source and MDR Bit 4 (Sign of 16 bit value) is 1, the second operand is forced to all 1s. SIGN should not be used as the second operand by a microinstruction which specifies memory read or instruction read.

#### Destination Registers

The registers which can be used for the destinations are shown in Table 3. Some of the destinations are 20 bit destinations and others are 16 bit destinations. If a 20 bit destination is specified, the most significant four bits of the destination register are loaded from the XS Bus and the least significant 16 bits of the destination register are loaded from the S Bus. If the specified register is 16 bits long, the destination register is loaded from the S Bus and the data on the XS Bus is ignored.

General purpose micro-registers MR0 through MR6 and shift registers SRH and SRL can be used as 16 bit destination registers in any arithmetic and logic micro-instruction.

TABLE 3. ADDRESSABLE DESTINATIONS

RD		BITS			SYMBOLIC REGISTER	MEANING
19	20	21	22	23		
0	0	0	0	0	MR0	Micro-register 0
0	0	0	0	1	MR1	Micro-register 1
0	0	0	1	0	MR2	Micro-register 2
0	0	0	1	1	MR3	Micro-register 3
0	0	1	0	0	MR4	Micro-register 4
0	0	1	0	1	MR5	Micro-register 5
0	0	1	1	0	MR6	Micro-register 6
0	0	1	1	1	PSWL	Program Status Word Low
0	1	0	0	0	CTR	Counter
0	1	0	0	1	ARL	Arithmetic Register Low
0	1	0	1	0	ARH	Arithmetic Register High
0	1	0	1	1	AR	Arithmetic Register
0	1	1	0	0	YSI	YS Immediate
0	1	1	0	1		
0	1	1	1	0	PSWH	Program Status Word High
0	1	1	1	1	FLR	Flag Register
1	0	0	0	0	NULL	NULL Destination
1	0	0	0	1		
1	0	0	1	0	SRL	Shift Register Low
1	0	0	1	1	SRH	Shift Register High
1	0	1	0	0	LOC	Location Counter
1	0	1	0	1	IO	Output (S Bus to D Bus)
1	0	1	1	0	MDR	Memory Data Register
1	0	1	1	1	MAR	Memory Address Register
1	1	0	0	0	YDH	MS 16 bits of reg. specified by YD
1	1	0	0	1	YDL	LS 16 bits of reg. specified by YD
1	1	0	1	0	YDLP1	LS 16 bits of reg. specified by YD
1	1	0	1	1	YDLM1	LS 16 bits of reg. specified by YD
1	1	1	0	0	YSH	MS 16 bits of reg. specified by YS
1	1	1	0	1	YSL	LS 16 bits of reg. specified by YS
1	1	1	1	0		
1	1	1	1	1		

PSWH and PSWL are 16 bit destination registers. When PSWH or PSWL is specified as the destination, the least significant four bits from the S Bus are captured in the Flag Register (FLR). The least significant four bits of PSWL (Condition Code) can only be loaded from FLR by specifying the proper control modifier or by a command instruction.

The Location Counter is a 20 bit destination register. When LOC is loaded with a 20 bit value, MAR is loaded simultaneously with the same 20 bit value.

Memory Address Register (MAR) is a 20 bit destination register. If a micro-instruction specifies a main memory operation and uses MAR as the destination, the memory operation is started before changing the Memory Address Register.

Memory Data Register is available as a 16 bit destination (Bits 4:19 of MDR). If the MDR is specified as the destination, and memory is still busy (because of previous memory read or write operation), execution of that micro-instruction is suspended until memory is not busy.

General Registers can be specified as destination registers indirectly through YD and YS fields. Specifying YDH destination causes the most significant 16 bits of the General Register (specified by the YD field) to be loaded from the S Bus (Model 7/32 only). If YDL is specified as the destination the least significant 16 bits of the General Register (specified by YD field) are loaded from the S Bus. Specifying YDLP1 (or YDLM1) is the same as specifying YDL except that the YD field is incremented (or decremented) by one. If the current micro-instruction specifies YDLP1 or YDLM1 as the destination, the next micro-instruction cannot specify YD as the source operand.

If YSH (Model 7/32 only) or YSL is used for the destination, the most significant (or least significant) 16 bits of the General Register (specified by YS field) are loaded from the S Bus.

When the Counter is used as the destination register, the least significant five bits of the S Bus are loaded into the Counter Register.

If FLR is specified as the destination register, the least significant four bits of the S Bus are loaded into the Flag Register. Loading the Flag Register in an instruction that normally specifies flags causes ORing of the resulting C, V, and G flags and an ANDing of the L flag and the S Bus Data.

When YSI is the destination, the YS field of the Instruction Register is loaded from the least significant four bits of the S Bus.

ARL and ARH are two 16 bit destinations. AR is a 20 bit destination. When AR is specified as the destination, the least significant four bits of ARH are loaded from the XS Bus and ARL is loaded from the S Bus.

When I/O appears as the destination an I/O operation is performed. Only a Load or Load Immediate Micro-instruction can specify I/O as the destination. The nature of the output operation is encoded into the Operation Extension One Modifier Field.

4.2.8 Instruction Modifiers. Instruction modifiers can modify the function specified by the operation code. Modifiers are grouped into three categories as follows:

1. Control Modifiers (C)
2. Opcode Extension One Modifiers (E1)
3. Opcode Extension Two Modifiers (E2)

1. Control Modifiers (C)

These modifiers control the memory operations, DROM operations, and modification of the Condition Code. A micro-instruction can specify only one of these modifiers since they are mutually exclusive. The control modifier is specified by the C field of the micro-instruction. The following paragraphs of this section describe various control modifiers.

No Action

C Field            Symbolic

0000

No control function is performed.

Memory Read and Increment LOC

C Field            Symbolic

0001              MRI

A memory read operation is started using the contents of MAR prior to execution of this micro-instruction as the memory address. The LOC and MAR are then incremented by two.

Vector through DROM1

C Field            Symbolic

0010              D1

The next sequential micro-instruction is executed and then control is transferred to the ROM address obtained by vectoring through DROM1 (using operation code of the user instruction as index). If the most significant bit of DROM1 entry is set, the corresponding user instruction is a privileged instruction. If PSW Bit 23 is set and the Most Significant Bit (MSB) of DROM1 entry is set, the least significant eight bits of the ROM Address Register are forced to hexadecimal value 'FF' (i. e., a branch is taken to the last word on the current ROM page).

Vector through DROM2

C Field            Symbolic

0011              D2

The next sequential micro-instruction is executed and then control is transferred to the ROM address obtained by vectoring through DROM2. If the user instruction being emulated is RHR, RH, WHR, or WH and the I/O device is a byte oriented device, Bit 14 of the ROM Address Register is forced to 1 (the 11 bit address is contained in Bits 5 through 15 of ROM Address Register).

Instruction Read

C Field            Symbolic

0100              IR

Memory read operation for fetching the next user instruction is started. The following additional operations are performed.

- The next sequential micro-instruction is executed. The next micro-instruction should not be a Branch micro-instruction and it must not specify YSH, YSL, YSLX, YSHX, or YSI for source or destination. The control field of the next micro-instruction must specify no action.
- The data from main memory is loaded into the Instruction Register (IR) when data becomes available).
- The Flag Register is cleared after the completion of the next micro-instruction.
- LOC and MAR are incremented by two.
- If no interrupt is pending, control is transferred to START routine (at '001'). If any interrupt is pending or if control console is in the SINGLE mode, the control is transferred to HELP routine (at '045').
- XMDR is cleared.
- Abort flip-flop is reset.

Instruction Read and Jam Condition Code Half

C Field	Symbolic
0101	IRJH

The control function performed is same as IR except that the contents of the Flag Register is copied into the Condition Code after the next micro-instruction has been executed.

Instruction Read and Jam Condition Code

C Field	Symbolic
0111	IRJ

Same as IR except that the contents of the Flag Register is copied to the Condition Code after the next micro-instruction has been executed when in the extended mode (PSW Bit 11 reset). If the Processor is in the halfword mode (Bit 11 of PSW set) the Flag Register is copied to the Condition Code at the conclusion of the current micro-instruction.

Memory Read

C Field	Symbolic
1000	MR

Memory read operation is started before loading the destination register.

Memory Read and Increment MAR

C Field	Symbolic
1001	MR2

Memory read operation is started and then MAR is incremented by two.

### Memory Read and Disable Memory Access Controller

C Field                      Symbolic

10101                      MRD

For any memory read or write operation the address contained in MAR is re-located by Memory Access Controller (MAC) if enabled by setting Bit 21 of PSW. If this option is specified, the address contained in MAR is not changed by the MAC and a memory read operation is initiated (Model 7/32 only).

### Extended Read and Increment MAR by Two

C Field                      Symbolic

1011                      XR2

This control function is the same as MR2 except that the least significant four bits (Bits 16:19) of the previous contents of MDR are copied to the most significant four bits (Bits 0:3) of the current MDR. For normal read operation, the most significant four bits of MDR are not changed (Model 7/32 only).

### Memory Read with MAC Disabled, Increment MAR

C Field                      Symbolic

1101                      MRD2

Same as MR2 except that address contained in MAR is not changed by MAC. (Model 7/32 only.)

### Memory Write

C Field                      Symbolic

1110                      MW

Memory write operation is started. If the current micro-instruction specifies a memory write operation and it uses MDR as the destination register, the new value of MDR is written into the addressed memory location.

### Memory Write and Increment MAR by Two

C Field                      Symbolic

1111                      MW2

Memory write operation is started and then MAR is incremented by two.

### Memory Write with MAC Disabled

C Field                      Symbolic

1100                      MWD

This control function is same as Memory Write (MW) except that memory address is not changed by MAC. (Model 7/32 only.)

## NOTE

If a micro-instruction specifies a memory read or memory write operation, the address of the memory location to be accessed should be loaded into MAR prior to the execution of this micro-instruction. If MAR is specified as destination, the new value is loaded into MAR after starting the memory operation.

### 2. Opcode Extension One Modifiers (E1)

The E1 field is valid with the Load or the Load Immediate micro-instructions only. Four mutually exclusive modifiers are included in this class. These modifiers are described in the following paragraphs.

#### Shift Right

E1 Field	Symbolic
100	Shift Right

The source data (from the B Bus) is shifted by the B Bus shifter, right one place and copied into the specified destination register.

#### Shift Left

E1 Field	Symbolic
010	SL

The source data (from the B Bus) is shifted left one place and copied onto the specified destination register.

#### Cross Shift

E1 Field	Symbolic
110	CS

The source data (from the B Bus) is rotated eight bit positions and copied into the destination register. If MDR is the source or destination, the cross shift will occur only if MAR is even. If MDR is the destination and MAR is even, only the high byte of MDR (Bits 4 through 11) is loaded. If MAR is odd, only the low byte of MDR (Bits 12 through 19) is loaded. The bits not loaded remain unchanged. This special feature of MDR is used for emulating byte instructions.

Length

E1 Field            Symbolic

XX1                LEN

If the user instruction being emulated is of RX3 format (refer to Model 7/32 Reference Manual, Publication Number 29-399), the constant two is loaded into the destination register. If the user instruction is not of RX3 format zero value is loaded into the destination register. MDR must be used as the source operand when this modifier is specified. **This modifier is not for general use. The 7/32 micro-program uses this modifier to emulate some branch instructions.**

3. Opcode Extension Two Modifiers (E2)

The E2 field of a micro-instruction specifies this class of instruction modifiers.

If the source or destination is not I/O, the following three modifiers can be specified. These modifiers are not mutually exclusive, so two or more of them can be specified simultaneously.

Carry In

E2 Field            Symbolic

1XX                CI

If the micro-instruction using this modifier is a Load or Load Immediate micro-instruction, the state of the carry flag is shifted into the most significant (if shift right is specified) or the least significant bit (if shift left is specified) of the result.

If the micro-instruction using this modifier is an Add or Add Immediate instruction, the carry flag is added with the least significant bit of the sum.

If the micro-instruction specifying this modifier is a Subtract or Subtract Immediate Instruction, the carry flag represents the borrow situation from the least significant bit of the source data. This borrow participates in the subtraction operation.

If the micro-instruction specifying this modifier does not perform a load, add, or subtract operation, the modifier is ignored.

Carry Out

E2 Field            Symbolic

X1X                CO

If the micro-instruction specifying this modifier performs a load operation, the Carry flag stores the state of the bit shifted out (if shift operation is specified). If shift modifier is not specified by load micro-instruction, the Carry flag is reset.

If the micro-instruction specifying carry out performs an AND, OR, or Exclusive OR operation, the Carry flag is reset.

If the micro-instruction specifying carry out performs an AND, OR, or Exclusive OR operation, the carry flag is reset.

### Flags

E2 Field	Symbolic
XX1	F

This modifier is used to enable modification of the flags (V, G, and L) if the micro-instruction specifying F modifier performs an add or subtract operation. G, L and V flags are adjusted to reflect the result of the operation. G and L flags are adjusted to reflect the algebraic value of the result. The V flag is adjusted to reflect the overflow condition.

If the micro-instruction specifying F modifier performs a load or logical operation, V flag is reset and G and L flags are adjusted to reflect the algebraic value of the result.

### NOTE

The flags G, L and V reflect the result obtained from 16 bit ALU. The four bit extension to the ALU is used only for address arithmetic and it does not change any flags. The hardware provides a cumulative flag affect to facilitate multi-precision operations. Once the G or L flag becomes set, the G and L flags will never again be both zero unless the flag register is explicitly cleared.

<u>Result</u>	<u>Flags Before Execution</u>		<u>Flags After Execution</u>	
	G	L	G	L
ZERO	0	0	0	0
	0	1	1	0
	1	0	1	0
POSITIVE	0	0	1	0
	0	1	1	0
	1	0	1	0
NEGATIVE	0	0	0	1
	0	1	0	1
	1	0	0	1

If the source or destination of a Load micro-instruction is I/O the following seven modifiers can be specified by E2 Field.

Data Channel Acknowledge

E2 Field	Symbolic
000	DCAK

The source data is present on the data lines, and the address and data channel acknowledge control lines are active. The highest priority interrupting data channel device becomes the On-Line device.

Address

E2 Field	Symbolic
001	ADRS

The source data is present on the data lines, and the address control line is active. The device that detects its address becomes On-Line and responds with Sync.

Data Available

E2 Field	Symbolic
010	DA

The source data is present on the data lines, and the data available control line is active. The On-Line device accepts the data and responds with a Sync.

Output Command

E2 Field	Symbolic
011	OC

The source data is present on the data lines, and the output command control line is active.

Acknowledge Interrupt

E2 Field	Symbolic
100	ACK

The acknowledge interrupt control line is active. The highest priority interrupting device responds by placing its address on the data lines. The input data is copied to the destination register.

Data Request

E2 Field	Symbolic
101	DR

The data request control line is active. The On-Line device responds by placing data on the data lines. The input data is copied to the destination register.

Status Request

E2 Field            Symbolic  
 110                 STAT

The status request control line is active. The On-Line device responds by placing status data on the data lines. The input data is copied to the destination register.

4.3 Micro-instructions

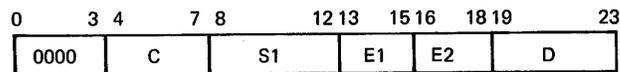
The 7/32 Processor executes 16 basic micro-instructions. This section describes these 16 micro-instructions. For each micro-instructions the assembler format is shown. The machine instruction format is diagrammed, a description of the instruction is provided, and allowed instruction modifiers are indicated. The execution time of a micro-instruction is given in terms of the number of machine cycles required to complete it. One machine cycle equals 250 nanoseconds.

Arithmetic and logic operations use 20 bit operands. If a specified operand is less than 20 bits long, it is expanded to a 20 bit value (with high order bits forced to zero) before the specified operation is performed. If the specified destination is a 20 bit register, a 20 bit result is loaded into the destination register. If the specified destination is a 16 bit register, the least significant 16 bits of the result are loaded into this register and most significant four bits of the result are ignored.

4.3.1 Load

L D, S1, OPTIONS

Timing: 1 Cycle (No I/O)  
 2 Cycles (Input I/O)  
 3 Cycles (Output I/O)



The contents of the register specified by the first source field (S1) are copied into the register specified by the destination field (D).

OPTIONS

If neither the source nor destination field specifies I/O, the following instruction modifiers can be used:

C Field    Any Control Modifier  
 E1 Field   SR, SL, CS, or LEN  
 E2 Field   One or more of the following:

CI, CO, F

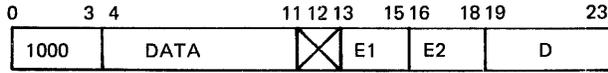
If the source or destination field specifies I/O, the following instruction modifiers are used:

C Field Any Control Modifier  
 E1 Field SR, SL, or CS  
 E2 Field DCAK, ADRS, DA, OC, ACK, DR or STAT

4.3.2 Load Immediate

LI D, DATA, OPTIONS

Timing: 1 Cycle (No I/O)  
 3 Cycles (Output I/O)



The eight bits from the data field are copied into the least significant eight bits of the register specified by the D field. The most significant eight bits (12 bits for 20 bit destination) of the destination are forced to zero.

OPTIONS

If the destination field does not specify I/O, the following modifiers can be used:

E1 Field SR, SL, or CS  
 E2 Field One or more of the modifiers CI, CO, and F.

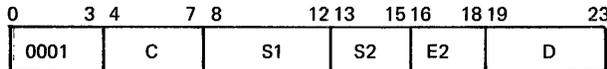
If the destination field specifies I/O, the following modifiers can be used:

E1 Field SR, SL, or CS  
 E2 Field DCAK, ADRS, DA, or OC

4.3.3 AND

N D, S1, S2, OPTIONS

Timing: 1 Cycle



The contents of the register specified by the first source field (S1) are logically 'ANDed' with the contents of the register specified by the second source field (S2). The logical product is loaded into the register specified by the destination field.

OPTIONS

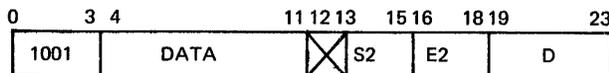
Any of the following instruction modifiers can be specified as options.

C Field Any Control Modifier  
 E2 Field One or more of CI, CO, and F

4.3.4 AND Immediate

NI D, DATA, S2, OPTIONS

Timing: 1 Cycle



The eight bit data field is expanded to a 20 bit value with high order 12 bits forced to zero. This 20 bit value is logically ANDed with the contents of the register specified by the second source field (S2). The logical product is loaded into the register specified by the destination field.

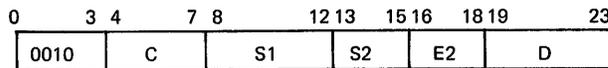
OPTIONS

E2 Field One or more of the following three modifiers:  
CI, CO, and F

4.3.5 OR

O D, S1, S2, OPTIONS

Timing: 1 Cycle



The first operand and second operand are logically added (or ORed). The logical sum replaces the contents of the specified destination register.

OPTIONS

C Field Any Control Modifier  
E2 Field One or more of CI, CO, and F

4.3.6 OR Immediate

OI, D, DATA, S2, OPTIONS

Timing: 1 Cycle



The eight data field is expanded to a 20 bit immediate value with high order 12 bits forced to zero. This immediate value is logically added (or ORed) to the second operand. The logical sum is loaded into the specified destination register.

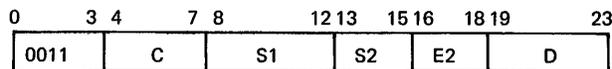
OPTIONS

E2 Field One or more of the following modifiers:  
CI, CO, and F

4.3.7 Exclusive OR

X D, S1, S2, OPTIONS

Timing: 1 Cycle



The first operand (specified by S1) is 'Exclusive ORed' with the second operand. The resulting logical difference is placed into the register specified by the destination field (D).

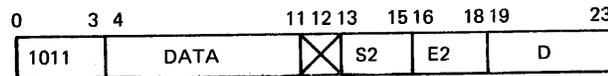
OPTIONS

C Field Any Control Modifier  
 E2 Field One or more of CI, CO, and F

4.3.8 Exclusive OR Immediate

XI D, DATA, S2, OPTIONS

Timing: 1 Cycle



The eight bit data field is expanded to 20 bit immediate value with high order 12 bits forced to zero. This immediate value is 'Exclusive ORed' with the second operand. The resulting logical difference replaces the contents of the destination register.

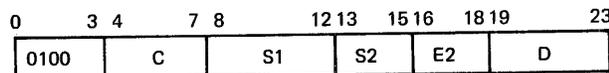
OPTIONS

E2 Field One or more of the following modifiers:  
 CI, CO, and F

4.3.9 Add

A D, S1, S2, OPTIONS

Timing: 1 Cycle



The second operand is algebraically added to the first operand. The sum replaces the contents of the destination register.

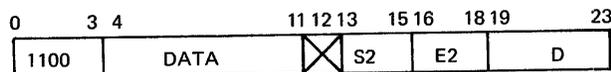
OPTIONS

C Field Any Control Modifier  
 E2 Field One or more the modifiers  
 CI, CO, and F

4.3.10 Add Immediate

AT D, DATA, S2, OPTIONS

Timing: 1 Cycle



The eight bit data field is expanded to 20 bit immediate value with high order bits forced to zero. This immediate value is added to the second operand. The sum replaces the contents of the destination register.

OPTIONS

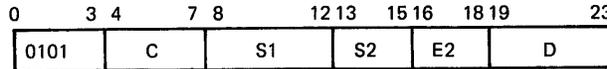
E2 Field One or more of the following modifiers can be specified as options:

CI, CO, F

4.3.11 Subtract

S D, S1, S2, OPTIONS

Timing: 1 Cycle



The second operand is algebraically subtracted from the first operand. The difference is loaded into the register specified by the destination field.

OPTIONS

C Field Any Control Modifier

E2 Field One or more of the following modifiers:

CI, CO and F

4.3.12 Subtract Immediate

SI D, DATA, S2, OPTIONS

Timing: 1 Cycle



The eight bit data field is expanded to 20 bit immediate value with high order bits forced to zero. The second operand is subtracted from the expanded immediate operand, the difference is loaded into the register specified by the destination field.

OPTIONS

E2 Field One or more of the modifiers

CI, CO and F

### 4.3.13 Calculate Address

CA MAR, LOC, MDR

3 Cycle (RX1 or RX2)

5 Cycles (RX3)

0	3 4	7 8	12 13	15 16	18 19	23
0110	0000	10100	100	000	10111	

The Calculate Address instruction is a very powerful and special purpose micro-instruction. This micro-instruction has been specifically designed to improve the efficiency of the Instruction Fetch and operand Fetch processes of the RX format user instructions with the Model 7/32 emulation. The following conditions should be satisfied when the Calculate Address instruction is executed.

1. The first source and the second source registers must be LOC and MDR respectively. The destination register must be MAR. The Control field (C) and Opcode Extension Two (E2) field must specify no action.
2. Memory Data Register (MDR) should contain the second halfword of an RX instruction, or the memory read operation for fetching the second halfword should be in progress.
3. The Location Counter and the Memory Address Register must contain the current user instruction address plus four.

An RX instruction can specify any one of three RX formats (refer to Model 7/32 Reference Manual, Publication Number 29-399). The particular RX format is specified as follows:

Most Significant Two Bits of the Second Half Word of the User Instruction		RX Format
Bit 16	Bit 17	
0	0	RX1
1	X	RX2
0	1	RX3

The Calculate Address micro-instruction examines the most significant two bits of the second halfword of the user instruction (contained in Bits 4 and 5 of the MDR) and determines which one of the three RX formats has been used. If the user instruction is of the RX1 format, the least significant 14 bits of the second halfword (contained in Bits 6 through 19 of the MDR) are expanded to a 20 bit value by forcing the high order bits to zero. This 20 bit value is added to the least significant 20 bits of the index value specified by the YS field. The 20 bit sum is loaded into the MAR.

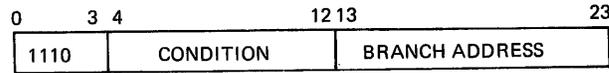
If the current user instruction is of the RX2 format the least significant 15 bits of the second halfword (contained in Bits 5 through 19 of the MDR) are expanded to a 20 bit value by propagating the most significant bit (Bits 5 of MDR) through the high order bits. This 20 bit value, 20 bit value contained in the Location Counter, and the least significant 20 bits of the index value are added to form the 20 bit effective address of the second operand. This 20 bit address is loaded into the MAR.

If the current user instruction is of the RX3 format, the Calculate Address micro-instruction starts extended memory read operation (XR2) to fetch the third halfword of the user instruction, and then increments LOC and MAR by two. While waiting for the memory data to become available, the Processor adds the least significant 20 bits of the first index value (contained in the General Register specified by Bits 12 through 15 of the user instruction) to the least significant 20 bits of the second index value (contained in the General Register specified by Bits 24 through 27) of the user instruction. The 20 bit sum forms the effective index value. When the memory data becomes available, the MDR Bits 0 through 19 contain the 20 bit address specified by Bits 28:47 of the user instruction. The Processor adds this 20 bit address to the 20 bit effective index value. The resulting 20 bit effective address is loaded in to the Memory Address Register.

4.3.14 Branch On True

BT CONDITION, ADDRESS

1 Cycle (No Branch)  
2 Cycles (Branch)



The Branch on True micro-instruction results in a transfer to the Branch Address if any of the specified conditions is true. If none of the specified conditions is true, the next sequential micro-instruction is executed. The branch conditions to be tested are specified by Bits 4 through 12 of the micro-instruction. See Table 4 for the branch conditions.

If counter = 0 (CNTR) is specified as the branch condition, the transfer takes place only if the counter Register contains a zero value. The Counter is decremented by one after testing the condition.

TABLE 4. BRANCH CONDITIONS

CONDITION FIELD									SYMBOLIC CONDITION	MEANING
4	5	6	7	8	9	10	11	12		
0	0	1							C	Carry Flag Set
0	0		1						V	Over Flow Flag Set
0	0			1					G	Greater Than Flag Set
0	0				1				L	Less Than Flag Set
0	0					1			MSK1	Mask (AND Operation Between YD Field and Condition Code Produce Non-Zero Result)
0	0						1		WAIT	Processor is in Wait State (PSW Bit 16=1)
0	0							1		
0	1	1							ATNX	I/O Attention and PSW Bit 17=1 and No Higher Priority Interrupt is Present
0	1		1						HW	Processor in Halfword Mode (PSW Bit 11=1)
0	1			1					QUE	PSW Bit 22 is Set
0	1				1				RR	Current User Instruction is an RR or SF Format Instruction
0	1					1			ATN	I/O Attention and PSW Bit 17 Set
0	1						1		MAC	MAC Interrupt and PSW Bit 21 Set
0	1							1		
1	0	1							SNGL	Console Single Mode
1	0		1						CATN	Console Attention
1	0			1					DC	Data Channel Requests
1	0				1				DRD	Data Channel Read
1	0					1			MALF	Machine Malfunction
1	0						1		PPF	Primary Power Fail
1	0							1		
1	1	1							HW10	Halfword I/O Line is Active
1	1		1						NNORM	Not Normalized (SRH Bits 8 through 11 are 0)
1	1			1					CNTR	Counter Contains a Zero Value
1	1				1				ARST	Auto Restart Present
1	1	0	0	0	0	1	0	0	UT	Utility Flip-Flop Set
1	1						1		SHORT	User Instruction is of RX1 or RX2 Format
1	1							1		



TABLE 5. FUNCTIONS (FOR COMMAND MICRO-INSTRUCTIONS)

FUNCTION FIELD														SYMBOLIC FUNCTION	MEANING			
8	9	10	11	12	13	14	15	16	17	18	19	20	21			22	23	
1	0				1												MPY	Multiply
1	1				1												UMPY	Unsigned Multiply
		1				1											DIV	Divide
			1	0	0												SL1	Shift (SRH,SRL) Left One Place
			1	0	1												SL2	Shift (SHR,SRL) Left Two Places
			0	1	0												SR1	Shift (SRH,SRL) Right One Place
			0	1	1												SR2	Shift (SRH,SRL) Right Two Places
						1											CI	Carry In
									1								CO	Carry Out
								0										
								0	1	0	0						SUT	Set Utility Flip-Flop
								0	0	1	0						CUT	Clear Utility Flip-Flop
								0	1	1	0						TUT	Toggle Utility Flip-Flop
								0				1					RPT	Repeat
								0					1				SWA	Set Wait Indicator
								0					0				CWA	Clear Wait Indicator
								0						1			POW	Power Down
								0							1		ALRM	Load Alarm Flags
								1										
								1		1							TABT	Toggle Abort Flip-Flop
								1			1						PRIV	Privileged Memory Operation
								1				1					JH	Copy FLR to Condition Code
								1					1					
								1						1			TS	Test and Set
								1							1		CYD	Clear YD Field

The Processor used a fast multiplication algorithm to multiply two 16 bit numbers. The algorithm used by the Processor speeds up the multiplication by pairing the multiplier bits and inspecting one pair at a time. The multiplication process is completed in 10 machine cycles and the signed product in two's complement form is obtained in SRH and SRL.

Unsigned Multiply (UMPY)

This command performs the same operation as MPY except that it multiplies two unsigned 16 bit numbers, and the product obtained in SRH and SRL is an unsigned 32 bit number.

#### Divide (DIV)

The Processor divides the 32 bit dividend in SRH and SRL by the 16 bit divisor in ARL. To achieve this, the following setup conditions must exist.

1. The Counter contains 16
2. SRH, SRL contain a positive dividend that is less than 65,536 times the divisor magnitude.
3. The ARL contains the divisor in two's complement negative form.
4. Carry flag is reset.

#### Shift Left One Place (SL1)

The 32 bit shift register (SRH, SRL) is shifted left one place. Carry in and carry out can be specified.

#### Shift Left Two Places (SL2)

The 32 bit shift register (SRH, SRL) is shifted left two places. The carry in or carry out can be specified, but the carry produced at the end of the first shift is ignored.

#### Shift Right One Place (SR1)

The 32 bit shift register (SRH, SRL) is shifted right one place. Carry in and carry out can be specified.

#### Shift Right Two Places (SR2)

The 32 bit shift register (SRH, SRL) is shifted right two places. Carry in and carry out can be specified but the carry produced at the end of the first shift is ignored.

#### Carry In (CI)

Carry flag is shifted into the most significant bit of the SRH (if shift right) or the least significant bit of the SRL (if shift left).

#### Carry Out (CO)

The bit shifted out is saved in the Carry flag.

#### Set Utility Flip-Flop (SUT)

Utility flip-flop is set.

#### Clear Utility Flip-Flop (CUT)

Utility flip-flop is reset.

#### Toggle Utility Flip-Flop (TUT)

Utility flip-flop state is complemented

#### Repeat (RPT)

If the counter is not zero, the next sequential micro-instruction is repeated the number of times specified by the Counter Register. If the Counter is non-zero, reasonable micro-instructions that do not result in a branch can be executed.

#### Set Wait Alarm (SWA)

The Wait indicator is set

#### Clear Wait Alarm (CWA)

The Wait indicator is reset

Power Down (POW)

The system is initialized

Copy Alarm Bits (ALRM)

The bits set in the Alarm Register are 'ORed' with the Flag Register the next time PSQL is loaded.

Toggle Abort Flip-Flop

The ABORT flip-flop is complemented (the micro-program can be interrupted by the I/O interrupts if the ABORT flip-flop is set. This flip-flop is reset when Instruction Read is specified)

Privileged Memory Operation (PRIV)

If this function is specified, the address contained in MAR is not relocated by MAC, and all memory protection is disabled for this micro-instruction.

Test and Set (TS)

This command function is used to achieve synchronization in multi-processor systems. When this function is received in conjunction with a memory read operation, the most significant bit of the addressed word in the common memory is set during the write portion of the same memory cycle. (Model 7/32 only.)

Clear YD Field (CYD)

YD field of the Instruction Register is forced to zero.

#### 4.4 Micro-program

The INTERDATA Model 7/32 is a 32 bit computer. The user instructions on the Model 7/32 are interpretively executed (emulated) by the micro-program. The micro-program is executed by the micro-processor which has 16 bit wide data paths. Since the host (micro-processor) and target (7/32 user machine) machine data widths do not match, the micro-program creates a "virtual match" through the proper manipulation of the facilities available on the micro-processor. The micro-program uses multiple precision micro-programming techniques to perform 32 bit operation with 16 bit data paths. The micro-program for the Model 7/32 also emulates the user instruction of the 16 bit processors. In the 16 bit emulation mode (called Halfword Mode, refer to 7/32 Reference Manual, Publication Number 29-399) most of the arithmetic and logical operations performed are 32 bit operations. Since only the least significant 16 bits of a General Register are meaningful in the Halfword Mode, the compatible 16 bit results are obtained without using separate execution routines for the Halfword mode instructions.

The listing of the Model 7/32 Firmware or micro-program is well documented and self-explanatory for many of the less involved user instructions requiring **short execution routines**. Section 4.4.1 explains the basic emulation process and the emulation of the **simple arithmetic and logic user instruction**. The subsequent sections describe the Firmware implementation of some of the more involved user instructions. Console support, interrupt support, and the Auto Driver Channel Firmware routines have also been explained. Most of this description is also applicable to the 7/16 HSALU micro-program.

4.4.1 Emulation Process. At the highest level, the process of emulation can be divided into three major tasks as depicted in Figure 2A: User Instruction Fetch, Operand Fetch, and Execution. In Figure 2B, the major tasks are broken into typical subtasks. This general functional diagram applies to the emulation of both the 7/32 and 7/16 HSALU user machines.

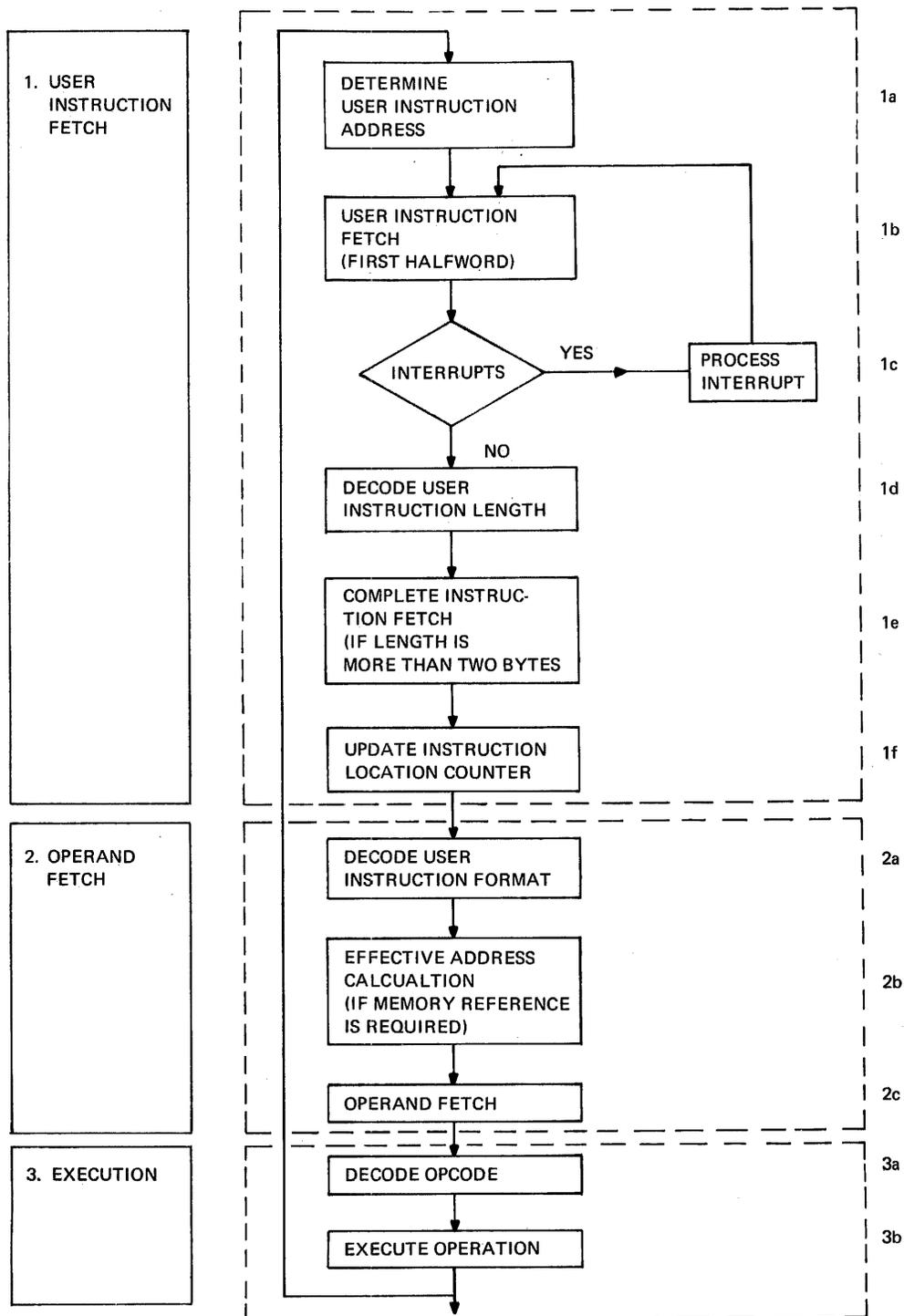


FIGURE 2A: HIGH LEVEL EMULATION TASKS

FIGURE 2B: EMULATION SUBTASKS

Subtasks of the emulation process can be further divided into multiple subtasks. For example, subtask 3B, Execute Operation, consists of many alternate processes, essentially one per operation code. Each of these processes may be represented as one or more subtasks, some of which may be similar to other subtasks in the emulation process.

### 1. User Instruction Fetch

User instruction fetch begins when a micro-instruction specifying instruction read (in Control Modifier field) is executed. The instruction fetch for the next user instruction is started by the next to last micro-instruction of the execution micro-routine. The execution micro-routine for the current user instruction copies the updated Location Counter (LOC) into the Memory Address Register (MAR) before the execution of the next to the last micro-instruction. The next to the last micro-instruction of this micro-routine then specifies IR, IRJ or IRJH (see Section 4.2.8 for the description of these control modifiers) in its Control Modifier field. The hardware executes the last micro-instruction of the micro-routing and then sets the ROM Address Register to '001' (corresponds to label START on the micro-program listing). If any interrupts are pending, the hardware sets the ROM Address Register to '045' (corresponds to label HELP) instead of '1'. Before transferring control to the micro-instruction at START the hardware increments the Location Counter by two, clears the Flag Register (FLR), resets the Abort flip-flop, and copies the first halfword of the user instruction from the MDR into the Instruction Register (IR)(OP, YD, and YS).

The following two micro-instructions at 'START' load the contents of the General Register specified by the YS field into ARH and ARL (only ARL is loaded for the 7/16 HSALU).

START	L	ARH, YSH, D1	(ARH, ARL) = (R2) VECTOR THROUGH
*	L	ARL, YSL, MRI	DROM1; START MEMORY READ AND INCREMENT LOC AND MAR BY TWO

The second micro-instruction uses the MRI Control Modifier to fetch the second halfword of the user instruction (see Section 4.2.8 for the description of MRI Control Modifier). If the user instruction is of the SF or RR format, (refer to the 7/32 Reference Manual, Publication Number 29-399 for the description of the user instruction formats) format, this control operation is not performed by the processor.

The instruction decoding can be easily performed using a table look-up on eight bits of the instruction (operation-code), which establishes not only the operation to be performed but also the format and the method of operand fetch. Since most instructions require an operand, a table can be devised to direct the reading of the operand and the subsequent operation to be performed. DROM1 and DROM2 have been designed to implement this look-up procedure. Since any DROM operation is specified one micro-instruction in advance, the table look-up on the op-code is achieved without any time penalty. The micro-instruction at 'START' specifies vectoring through DROM1. The Processor, therefore, interrogates DROM1 after the execution of the micro-instruction at START + 1. If the current user instruction is a fixed point RR or an SF instruction, the ROM address supplied by DROM1 is the execution routine address. If the current instruction is an RI1, RI2, RX1, RX2, RX3 or a Floating Point instruction, the DROM1 address is the Operand Fetch routine address.

### 2. Operand Fetch

Most user instructions require two operands to perform the specified function. The first operand is contained in a General Register and the second operand is contained either in a General Register or in a memory location. Normally, the execution micro-routine for any arithmetic or logical operation assumes that the second operand is contained in the Arithmetic Register (ARH, ARL). If the current user instruction is of the RR format, two micro-

instructions at 'START', load the Arithmetic Register (ARH, ARL) with the second operand value. If the current user instruction is not an RR format instruction, the appropriate Operand Fetch routine is entered by vectoring through DROM1. The following paragraphs describe the various Operand Fetch routines used by the 7/32 micro-program.

#### RI1 Operand Fetch

In an RI1 format instruction, the second operand is obtained by adding the contents of the index register specified by the X2 field to the value contained in the I2 field (refer to the 7/32 Reference Manual, Publication Number 29-399). Before adding the immediate value to the contents of the index register, the 16 bit immediate value is expanded to a 32 bit fullword quantity by propagating the most significant bit through the high order bits. The following two micro-instructions at label RI1 perform this operand fetch operation.

```
RI1    A   ARL, YSLX, MDR, CO + D2   (ARH, ARL) = EXTENDED IMMEDIATE
      *   A   ARH, YSHX, SIGN, CI     FIELD + INDEX VALUE; VECTOR THROUGH
      *                                     DROM 2
```

As explained previously, obtaining the second operand value requires a 32 bit addition. Since the Arithmetic Logic Unit (ALU) cannot perform a 32 bit operation, this addition is accomplished in two steps. The first micro-instruction adds the 16 bit immediate value (now contained in the MDR as a result of the MRI Control operation) to the least significant 16 bits of the 32 bit index value. The arithmetic carry produced is saved in the Carry Flag of the Flag Register. The first micro-instruction also specifies D2 control action (vector through DROM2) so that control is transferred to the appropriate execution routine after the fetch operation is complete. The second micro-instruction adds the most significant 16 bits of the index value. This second micro-instruction also specifies Carry In (CI) in its Opcode Extension Two Modifier (E2) field. Specifying Carry In (CI) instructs the Processor to add the Carry flag of the Flag Register with the least significant bit of the sum. Thus, a 32 bit sum is obtained in the Arithmetic Register (ARH, ARL).

#### RI2 Operand Fetch

If the current user instruction is of the RI2 format, the second operand is obtained by adding the contents of the index register specified by X2 to the 32 bit immediate value contained in the I2 field. The following three micro-instructions load ARH and ARL with the second operand value.

```
RI2    L   ARH, MDR, MRI             (ARH) = MS 16 BITS OF IMM. VALUE;
      *                                     START THIRD HALFWORD FETCH;
      *                                     INCREMENT LOC AND MAR BY TWO
      *
      *   A   ARL, YSLX, MDR, CO + D2   (ARH, ARL) = IMM VALUE + INDEX VALUE;
      *
      *   A   ARH, YSHX, ARH, CI        VECTOR THROUGH DROM2
```

The first micro-instruction saves the most significant 16 bits of the immediate value (contained in MDR) in the Arithmetic Register High (ARH), starts the memory read operation for fetching the least significant 16 bits of the immediate value contained in the third halfword of the user instruction, and increments the contents of the Location Counter (LOC) and the Memory Address Register (MAR) by two. The second micro-instruction adds the least significant 16 bits of the immediate value (now contained in MDR) to the least significant 16 bits of the index value and saves the arithmetic carry in the carry Flag. The sum is stored in the Arithmetic Register Low (ARL). The second micro-instruction also specifies D2 in its Control field, so that control is transferred to the appropriate Execution routine

after the completion of the third micro-instruction. The third micro-instruction adds the most significant 16 bits of the immediate value (contained in ARH), the most significant 16 bits of the index value, and the carry from the previous addition. The sum is stored in the Arithmetic Register High (ARH).

#### RX Halfword Operand Fetch

If the current user instruction is an RX instruction and it requires only a halfword from memory (for the second operand), this routine is entered after vectoring through DROM1. The user instruction specifies the memory address for the second operand. The halfword located at the specified memory address is fetched and expanded to a 32 bit value by propagating the most significant bit through the high order bits. This fetch routine consists of the following four micro-instructions.

RXH	CA	MAR, LOC, MDR	CALCULATE EFFECTIVE ADDRESS OF THE SECOND OPERAND AND PLACE IT INTO MAR
*			
*	L	MAR, LOC, MR	START MEMORY READ AND THEN COPY CONTENTS OF LOC INTO MAR
*			
	L	ARL, MDR, D2	(ARH, ARL) = 32 BIT SECOND
	A	ARH, NULL, SIGN	OPERAND VALUE; VECTOR THROUGH DROM2

The first micro-instruction is a very powerful micro-instruction. This micro-instruction examines the most significant two bits of the second halfword of the user instruction, and determines which one of the three RX formats has been specified. The effective address of the second operand is then loaded into MAR as follows:

RX1 FORMAT:  $(MAR) \leftarrow \text{INDEX VALUE (BITS 12:31)} + 14 \text{ BIT ABSOLUTE VALUE IN MDR (BITS 6:19)}$

RX2 FORMAT:  $(MAR) \leftarrow \text{INDEX VALUE (BITS 12:31)} + \text{CONTENTS OF LOCATION COUNTER} + 15 \text{ BIT TWO'S COMPLEMENT NUMBER IN MDR (BITS 5:19)}$

RX3 FORMAT:  $(MAR) \leftarrow \text{FIRST INDEX VALUE (BITS 12:31)} + \text{SECOND INDEX VALUE (BITS 12:31)} + 20 \text{ BIT ADDRESS SPECIFIED BY USER INSTRUCTION (BITS 28:47)}$

If the user instruction specifies RX3 format, the Calculate Address (CA) micro-instruction also fetches the third halfword, and increments MAR and LOC by two.

The second micro-instruction starts a memory read operation for fetching the halfword located at the effective address, and then copies the contents of the updated Location Counter (LOC) into the Memory Address Register (MAR). The third micro-instruction loads the ARL with the contents of the halfword located at the specified address. This micro-instruction also specifies a D2 control operation so that the appropriate execution routine is entered after the completion of the fourth micro-instruction. The fourth micro-instruction loads the ARH with the most significant 16 bits of the expanded second operand value.

#### RX Fullword Operand Fetch

If the current user instruction is an RX instruction and it requires a fullword from memory, this routine is entered after vectoring through DROM1. This routine consists of the following five micro-instructions.

RXF	CA	MAR, LOC, MDR	(MAR) = EFFECTIVE ADDRESS OF SECOND OPERAND
*			
	L	NULL, NULL, MR2	START MEMORY READ AND INCR MAR BY TWO
*	L	ARH, MDR, MR	(ARH) = MS 16 BITS OF SECOND OPERAND; START MEMORY READ OPERATION
	L	MAR, LOC, D2	(MAR) = (LOC); VECTOR THROUGH DROM2
	L	ARL, MDR	(ARL) = LS 16 BITS OF SECOND OPERAND

The first micro-instruction loads the effective second operand address into MAR. The second micro-instruction starts the memory read operation (for fetching the most significant 16 bits of the second operand) and increments MAR by two. The third micro-instruction loads the most significant 16 bits of the second operand into the ARH and starts the memory read operation for fetching the least significant 16 bits. The fourth micro-instruction copies the updated Location Counter (LOC) into the Memory Address Register and specifies a D2 control operation. The fifth micro-instruction loads the ARL with the least significant 16 bits of the second operand. After the completion of the last micro-instruction control is transferred to the appropriate Execution routine.

### 3. Execution

Most arithmetic and logic user instructions require two micro-instruction execution routines. The execution routine for a normal arithmetic or logic user instruction assumes that the first operand is contained in a General Register specified by the YD field of the Instruction Register (IR). It also assumes that the second operand value has been loaded into the

Arithmetic Register (ARH, ARL), and the updated Location Counter (LOC) value has been copied into MAR. If the current user instruction is an RR or SF instruction, the Execution routine is entered from DROM1. If the current user instruction is an RI1, RI2, or RX instruction, the Execution routine is normally entered from DROM2. The following two micro-instructions form the Execution routine for the Fixed Point Add Operation. This routine is used by AR, A, AH, AI, and AHI user instructions. (This routine is also used by Halfword mode AHR, AH, and AHI instructions.)

A	A	YDL, YDL, ARL, CO+F+IRJ	(R1) = (R1) + (ARH, ARL);
	A	YDH, YDH, ARH, CO+CI+F	FETCH NEXT INSTR. AND SET CONDITION CODE
*			

The first micro-instruction adds the least significant 16 bits of the second operand to the least significant 16 bits of the first operand, and deposits the 16 bit sum into the least significant 16 bits of the General Register specified by the YD field. This micro-instruction also saves the arithmetic Carry In (CI) the Carry flag, modifies the G, L and V flags to reflect the result of the addition and initiates the instruction fetch for the next user instruction. The modified flag register is copied to the Condition Code.

The second micro-instruction adds the most significant 16 bits of the second operand to the most significant 16 bits of the first operand. The Carry flag is added with the least significant bit of the sum and the result is loaded into the upper half of the General Register specified

by the YD field. The Arithmetic carry produced by the add operation is saved in the Carry flag, the G and L are adjusted to reflect the algebraic value of the result, and the V flag is adjusted to reflect the overflow condition. Since the hardware provides a cumulative flag affect to facilitate multiprecision operations (refer to Section 4.3.3), the Flag Register, at completion of the second micro-instruction, reflects the result of the 32 bit add operation. The contents of the Flag Register, at the conclusion of the second micro-instruction is copied into the user Condition Code (if the Processor is in Halfword mode, the second micro-instruction does not modify the Condition Code).

After the execution of the second micro-instruction LOC and MAR are incremented by two, Flag Register is cleared and control is transferred to 'START' (at address X'001'). Now the same emulation process is repeated for the next user instruction.

The execution routines for other Fixed Point Arithmetic and Logical Operations are similar and they can be understood from the micro-program listing (refer to 7/32 micro-program listing 05-054A13 and 7/16 with high speed ALU micro-program listing 05-051A13).

**4.4.2 System Initialization.** On power up, or following initialize, when the System Clear signal (SCLR) goes high, the Processor starts executing micro-instructions. The system clear signal forces the ROM Address Register to X'100' (see Figure 3 for flow chart of the System Initialization Routine).

The micro-program addresses the Loader Storage Unit (LSU) (Device Number 5). If the false sync does not occur (LSU is present), the micro-program branches to routine "LSU" otherwise normal power up operation is performed by the micro-program.

The PSW Save Pointer is fetched from location X'84' and saved in MR0. The Register Save Pointer is fetched from location '86', and both the register sets (Set 0 and Set 'F') are loaded from the memory area (of 128 bytes) pointed to by this pointer.

The Program Status and the Location Counter are restored from the memory area (of eight bytes) pointed to by the PSW Save Pointer. The micro-program examines the old console status (saved in location X'28' by the CONSER routine before powerfail or initialize). If the Console is not in the Run mode or the Processor is not equipped with Auto-Restart, a branch is taken to routine LOCDIS, (shown in Figure 5). If the Console is in the Run mode and the Processor is equipped with Auto-Restart, the Machine Malfunction Enable bit (PSW Bit 18) is tested. If this bit is set, a branch is taken to MMFINT routine, otherwise the Wait bit (PSW Bit 16) is tested. If the Wait bit is set, routine WAIT is entered. If the Wait bit is reset, the Wait indicator is cleared and the user instruction pointed to by LOC is executed.

Routine LSU is entered from the System Initialize routine (PWRUP) if the false sync does not occur when the Loader Storage Unit (LSU) (Device Number 5) is addressed. The micro-program clears the most significant 16 bits of the Program Status, reads in two bytes from the LSU and loads them into the least significant 16 bits of the Program Status. The LSU routine reads in a 16 bit new LOC value, a 16 bit starting memory address, and a 16 bit ending memory address. The difference between the ending address and the starting address is formed in MR1. If the starting address is greater than the ending address, routine IDLE is entered. If the starting address is less than or equal to the ending address, the data bytes are read from the LSU and stored in the consecutive byte locations in the main memory. When a data byte has been loaded into the memory location corresponding to the ending address, PSW Bit 16 is examined. If PSW Bit 16 is set, the interruptable Wait loop is entered, otherwise the user instruction addressed by LOC is executed.

4.4.3 Interrupt System. During user instruction fetch, the hardware tests for interrupts. If any of the tested interrupts (PPF, MALF, MAC, ATN, or CATN) are active routine HELP is entered. Routine HELP determines the nature of the interrupt, and branches to the appropriate interrupt processing routine. See Figure 4 for the interrupt support routines.

4.4.3.1 Primary Power Fail. Routine PWRDWN is entered if the Primary Power Fail signal is active. Current Program Status and Location Counter are saved in the PSW save area (pointed to by the PSW Save Pointer) and the General Registers of both register sets (Set 0 and Set 'F') are saved in the Register Save area (pointed to by the Register Save Pointer). The Command Power Down micro-instruction (C POW) is performed which stops the Processor and closes the Initialize relay.

4.4.3.2 Machine Malfunction Interrupt. Machine Malfunction (MALF) can be caused by the Memory Parity Error or Early Power Fail if PSW Bit 18 is set, or by Primary Power Fail (PPF). If MALF is active and PPF is not active, routine MMFINT is entered. This interrupt routine saves the Current Program Status and Location Counter in memory locations '20' to '27'. The new Program Status and Location Counter values are loaded from the locations '38' to '3F'. This Routine copies the contents of the Alarm Register (ALRM) to the Flag Register (FLR). If the Machine Malfunction occurred during the Auto-Driver Channel operation, the C flag is set by the micro-program. Routine TWAIT is then entered. If PSW Bit 16 is reset, the next user instruction is executed. If PSW Bit 16 is set, the interruptable Wait loop is entered.

4.4.3.3 Memory Access Controller Interrupt (MACINT). This interrupt routine is entered from HELP routine, if the Memory Access Controller interrupt is active and PSW Bit 21 is set. The Memory Address Register (MAR) is loaded with the constant '90', the Utility flip-flop is cleared, and the Common Interrupt routine (COMINT) is entered.

4.4.3.4 Arithmetic Fault Routine. This routine is entered when a fixed point or floating point fault occurs. If this routine is entered as a result of the floating point fault, the register MR0 contains eight, otherwise MR0 contains zero. This routine examines PSW Bit 19. If Bit 19 is set, the MAR is loaded with address '48', the Utility flip-flop is set, and the Common Interrupt routine (COMINT) is entered. If Bit 19 of the PSW is reset, the user instruction addressed by the Location Counter is executed.

4.4.3.5 Illegal Instruction Interrupt (ILLEG). If the current user instruction specifies an illegal operation code or if a privileged user instruction is executed in the protect mode (PSW Bit 23 set), this routine is entered. This routine decrements the LOC value by two if the instruction format is RR or four if the instruction format is not RR or SF, loads the MAR with the address '30', clears the Utility flip-flop and transfers control to the Common Interrupt routine (COMINT).

4.4.3.6 Queue Interrupt (QUEINT). This routine is entered after the execution of a LPSWR, LPSWR or EPSR user instruction if PSW Bit 22 is set. The routine examines the system queue. If the system queue is empty, routine TWAIT is entered. If the system queue contains any entries, the queue interrupt is taken. The Memory Address Register (MAR) is loaded with '88'; the queue address is saved in Register 13 (of Set 0), the Utility flip-flop is cleared, and a branch is taken to the Common Interrupt routine (COMINT).

4.4.3.7 Common Interrupt Routine (COMINT). The Program Status and the Location Counter values are saved in Registers 14 and 15 of Set 0. The new values of the Program Status and Location Counter are loaded from the eight byte memory area pointed to by the contents of the MAR. If the Utility flip-flop is set, the least significant four bits of MR0 are copied into the Condition Code, and routine TWAIT is entered.

4.4.3.8 Routine TWAIT. Most interrupt routines enter TWAIT after performing the PSW swap. If PSW Bit 16 is reset, the next user instruction is fetched. If PSW Bit 16 is set, the WAIT indicator is set and CATN signal is examined. If the CATN signal is active, the Console Service routine (CONSER) is entered otherwise an interruptable Wait loop (WAIT) is executed. If ATN, PPF, MALF, or CATN becomes active, the Wait loop is exited. If SNGL is active, one user instruction is executed otherwise routine HELP is entered to determine the exact nature of the interrupt.

4.4.3.9 I/O Interrupt. If none of the PPF, MALF, or MAC interrupt signals are active, the microprogram tests for I/O Attention (ATN). If ATN is active and PSW Bit 17 is set, the following I/O service is performed.

If the Processor is in Halfword mode (PSW Bit 11 is set) and the Protect mode bit (PSW Bit 23) is reset, routine HWINT is entered. Routine HWINT performs a PSW swap with location '0040'.

If the Processor is not in Halfword mode or the Protect mode bit (PSW Bit 23) is set, routine AUTIO is entered for performing Automatic I/O. The detailed flow chart of the Automatic I/O routine (AUTIO) is shown in Figure 6.

4.4.4 Console Support. The Hexadecimal Display Panel is serviced by routine CONSER. Routine CONSER is entered from HELP routine if CATN or SNGL is active and none of the higher priority interrupts (PPF, MALF, MAC or I/O interrupts) are pending. The detailed flow chart of the Console Support routine (CONSER) is shown in Figure 5.

4.4.5 Floating Point Instructions. This section describes the micro-program implementation of the Floating Point instructions. The 'load' routine normalizes an unnormalized number but all other micro-routines (except 'float') assume normalized floating point operands and produce normalized results (except FIX). The R1 (and R2 for an RR Floating Point instruction) field of the user instruction must specify an even floating point register. If an odd floating point register is specified, the result obtained is incorrect. All floating point registers require two halfwords in reserve memory area. The addresses of the first and second halfwords of the  $n^{\text{th}}$  floating point register are calculated as follows:

Address of first halfword =  $2*n$

Address of second halfword =  $2*n+2$

In floating point arithmetic micro-routines, the sign and magnitude processing is used, where the signs are stripped off and processed separately. The basic arithmetic processes positive operands and produces positive results (the fraction part of a floating point number is always in the true form).

If underflow occurs, a zero result (all bits zero) is generated; if overflow occurs the largest possible magnitude (all bits one) is generated.

The detailed flow charts of LME, STME, STE, LE, LER, AE, AER, SE, and SER instructions are shown in Figure 7.

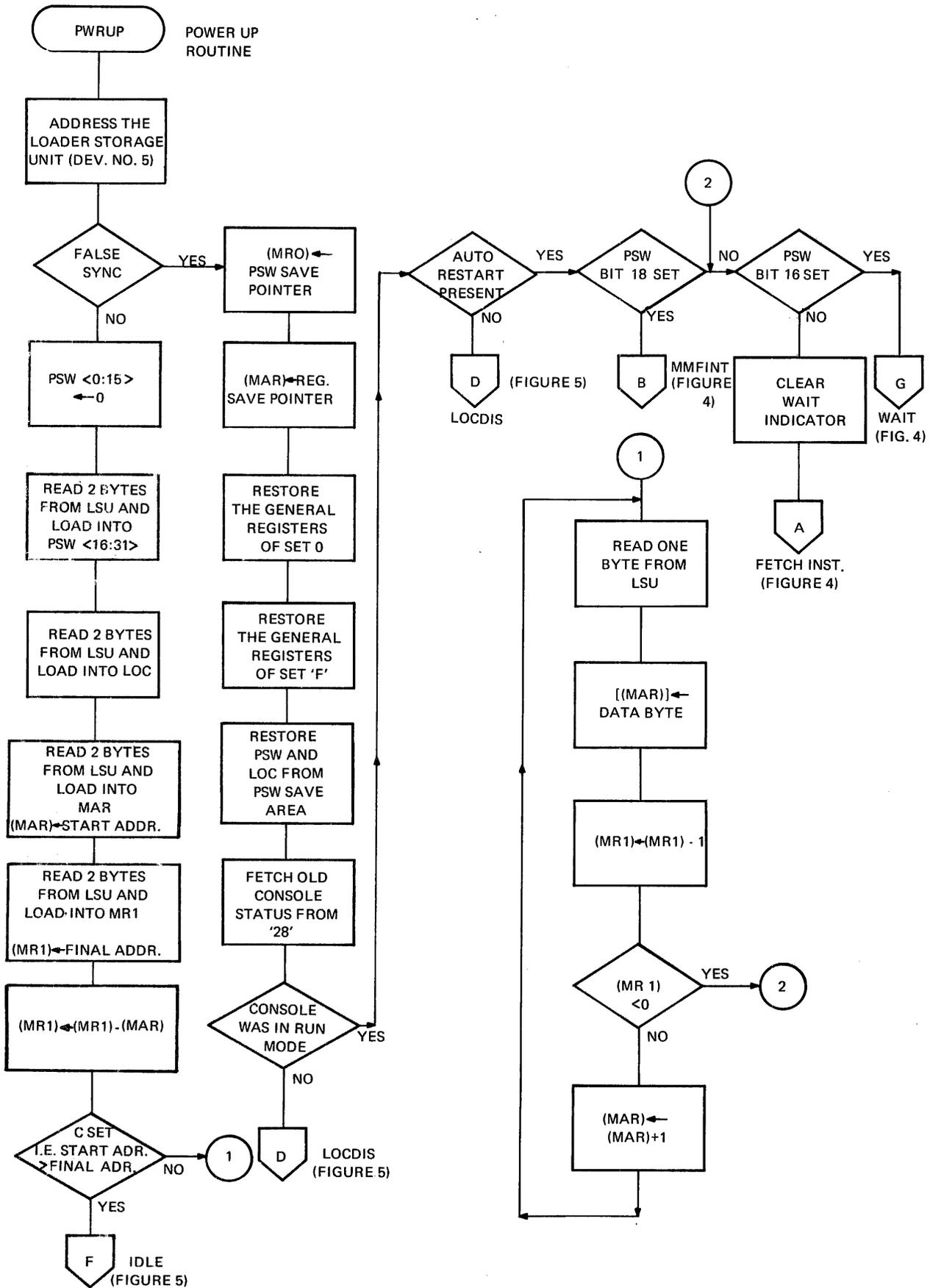


Figure 3. System Initialization





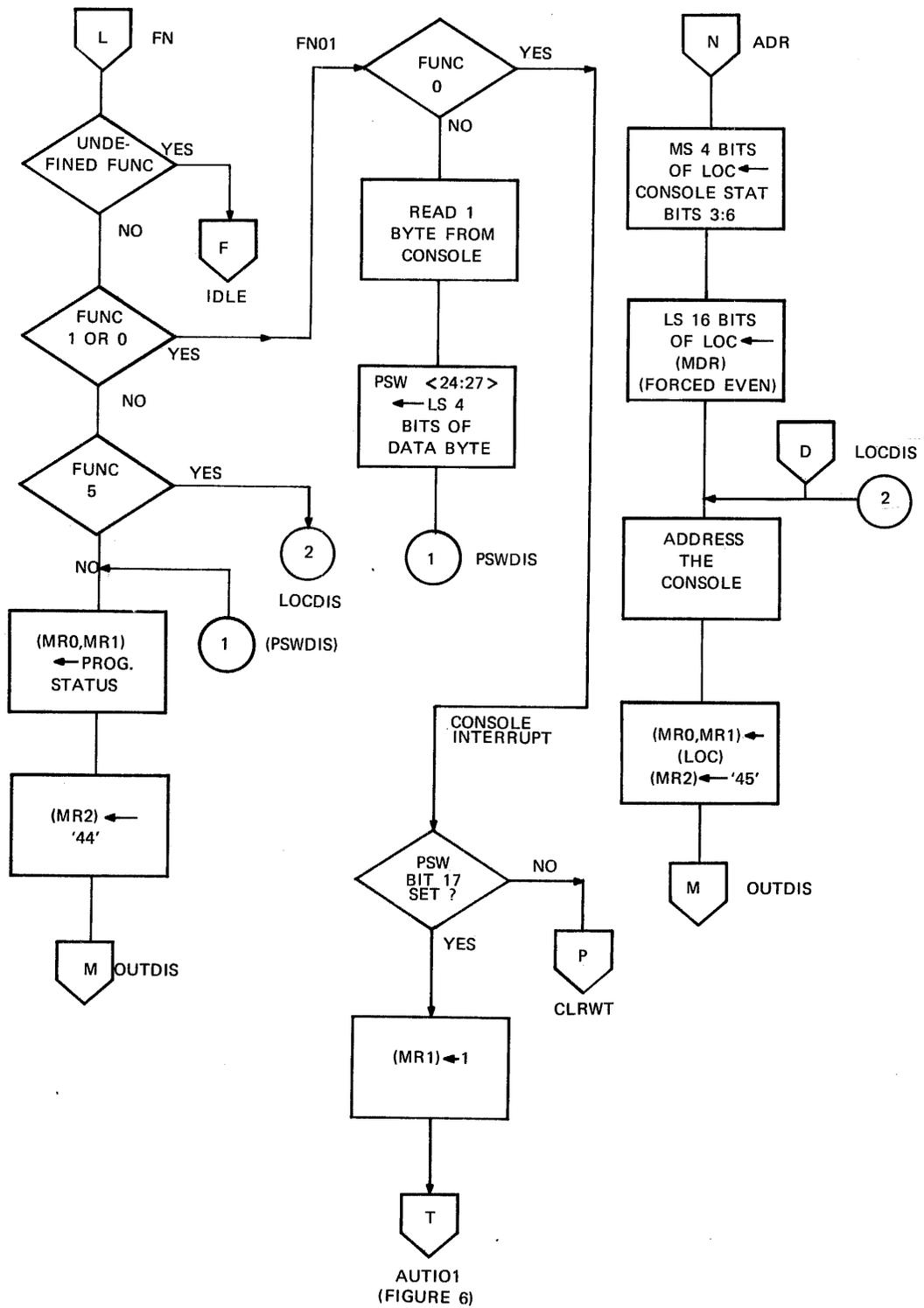


Figure 5. Console Support (Continued)

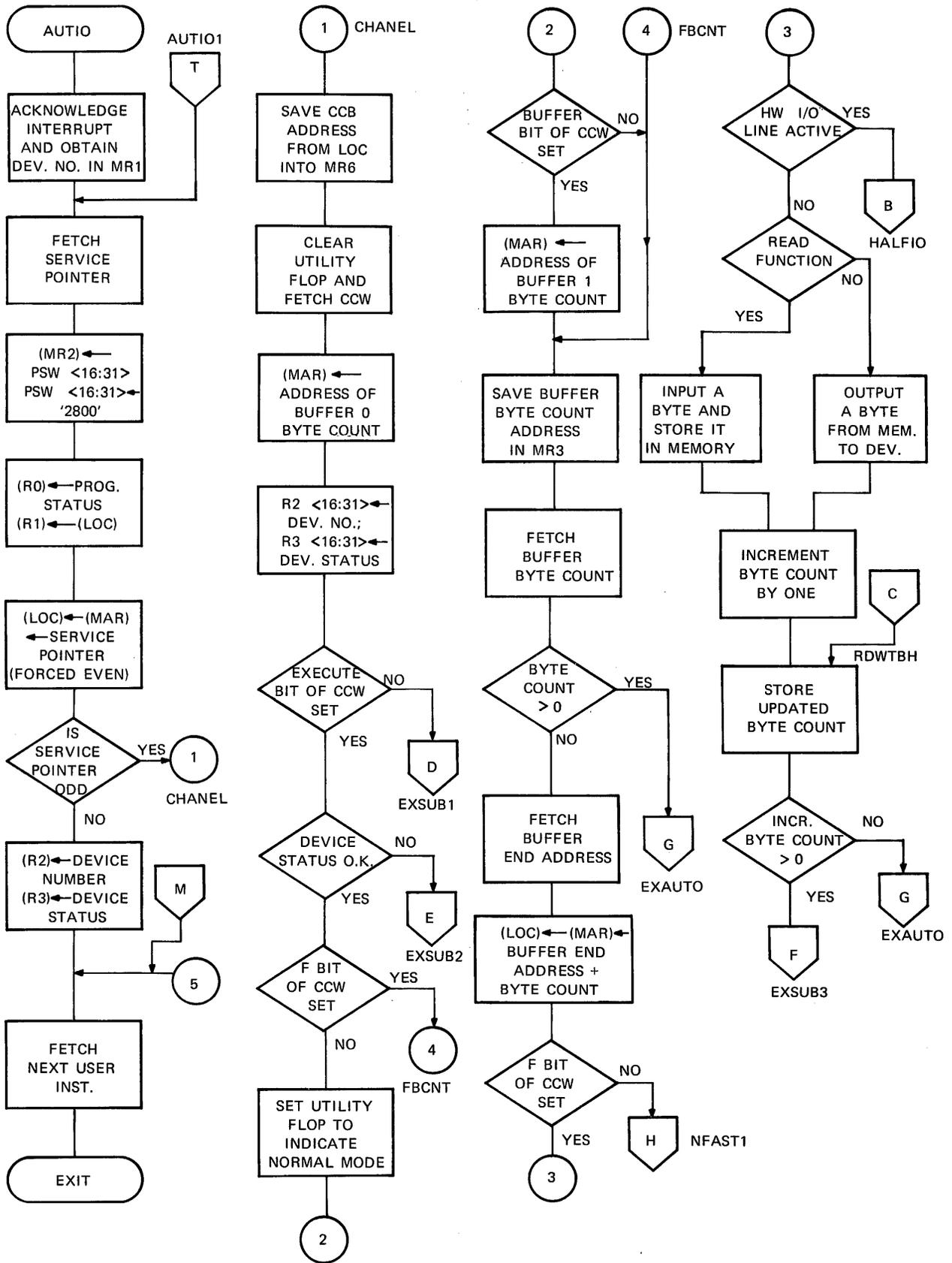


Figure 6. Automatic I/O

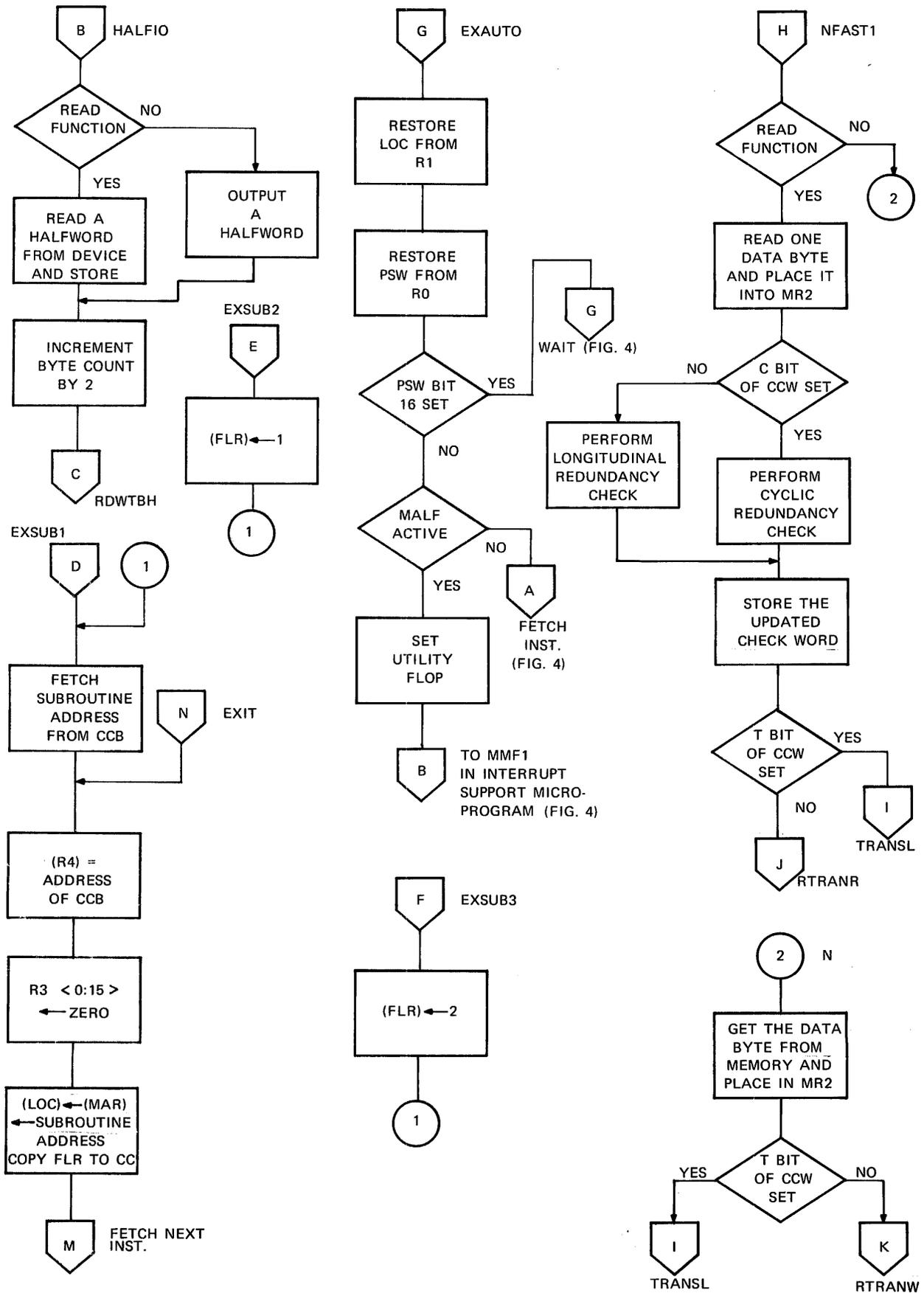


Figure 6. Automatic I/O (Continued)

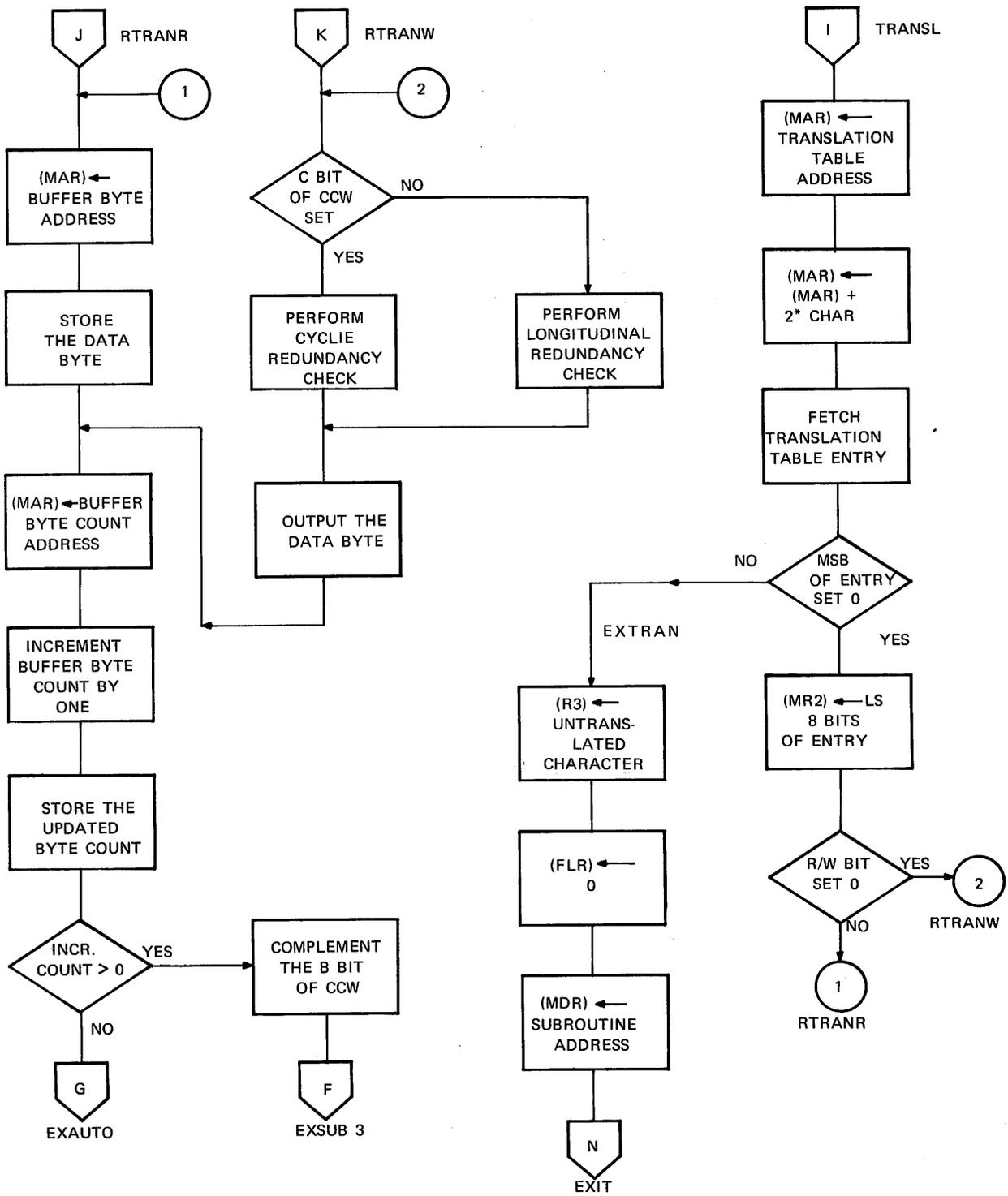


Figure 6. Automatic I/O (Continued)

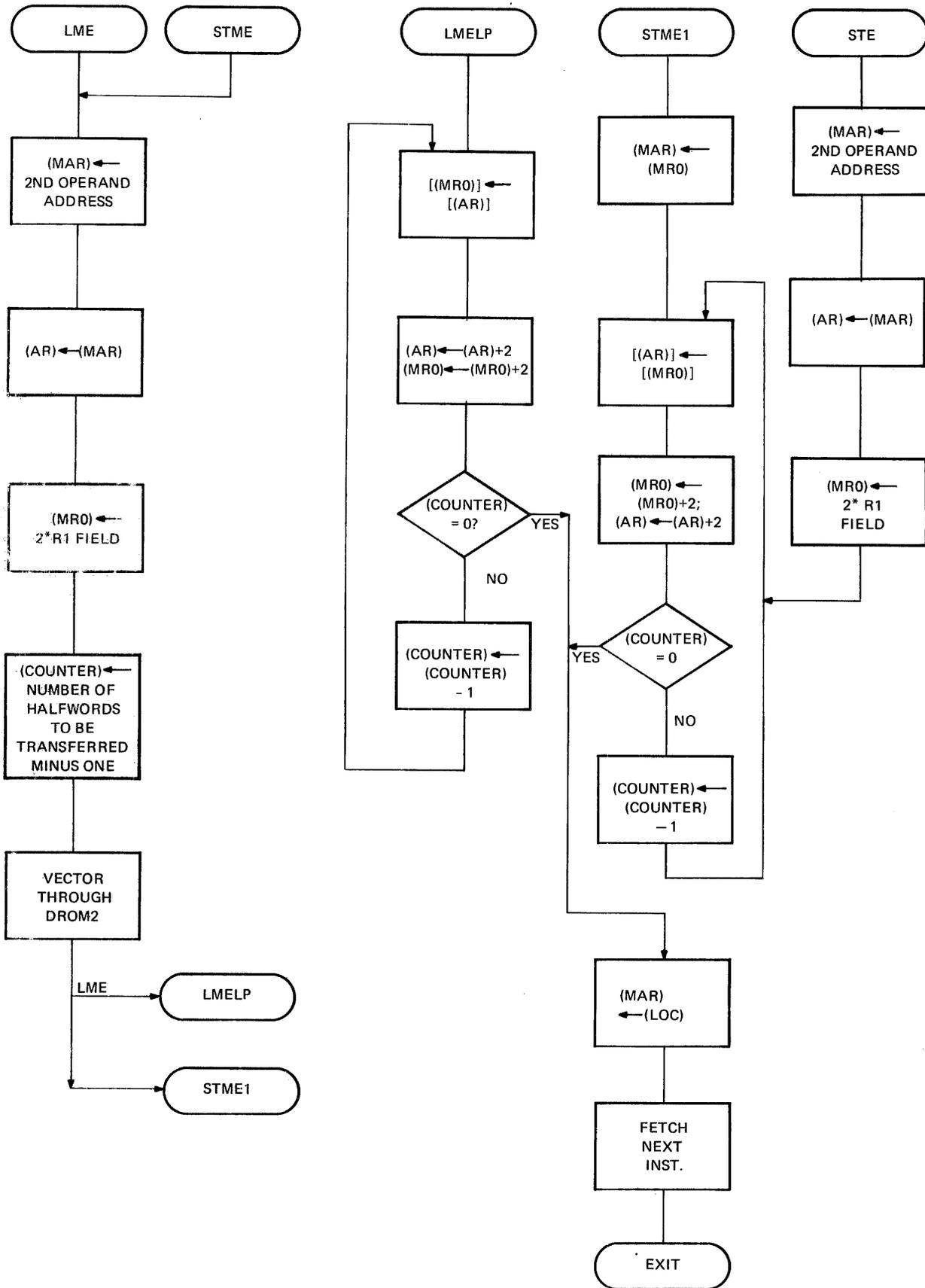


Figure 7. Floating Point Instructions

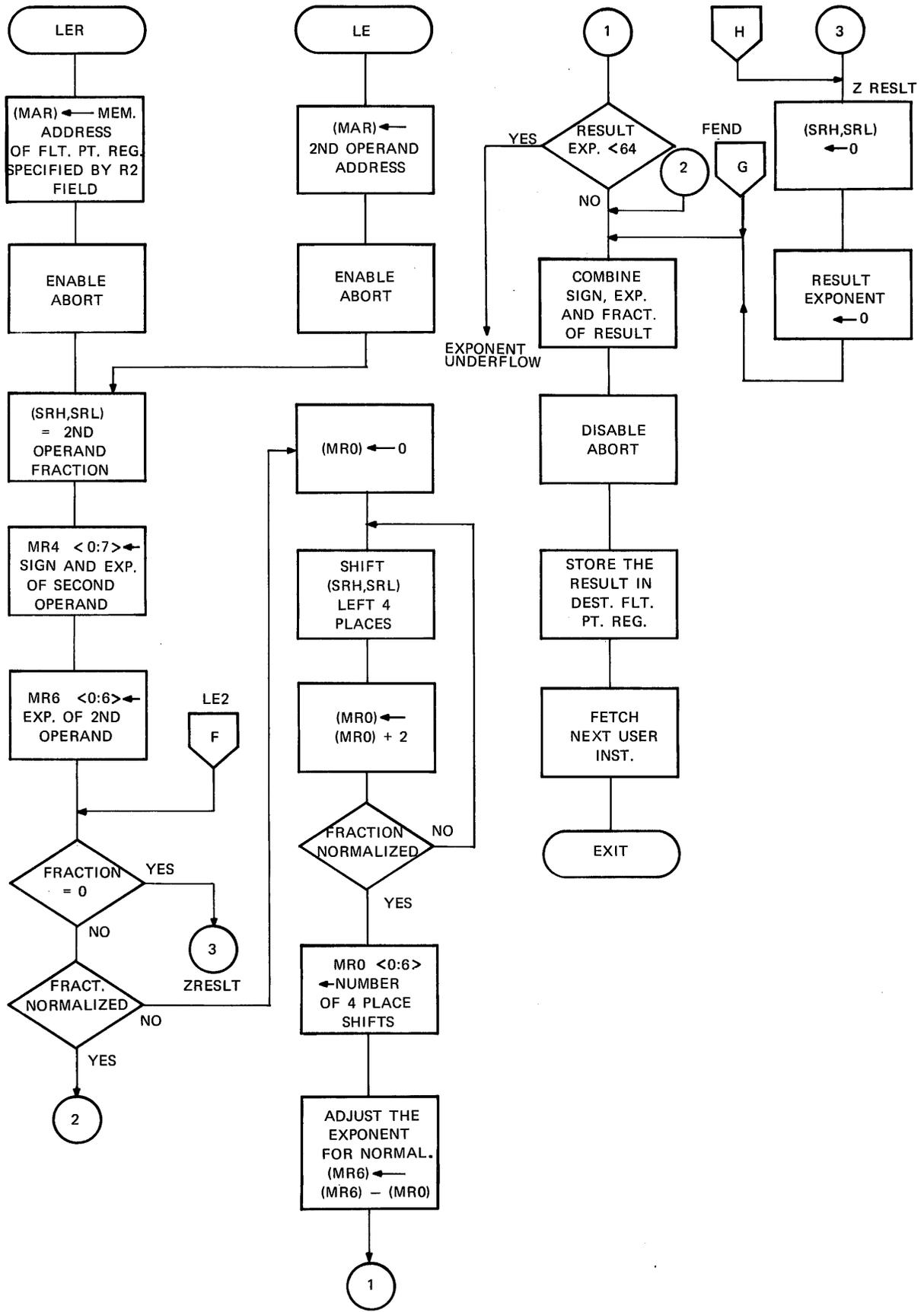


Figure 7. Floating Point Instructions (Continued)

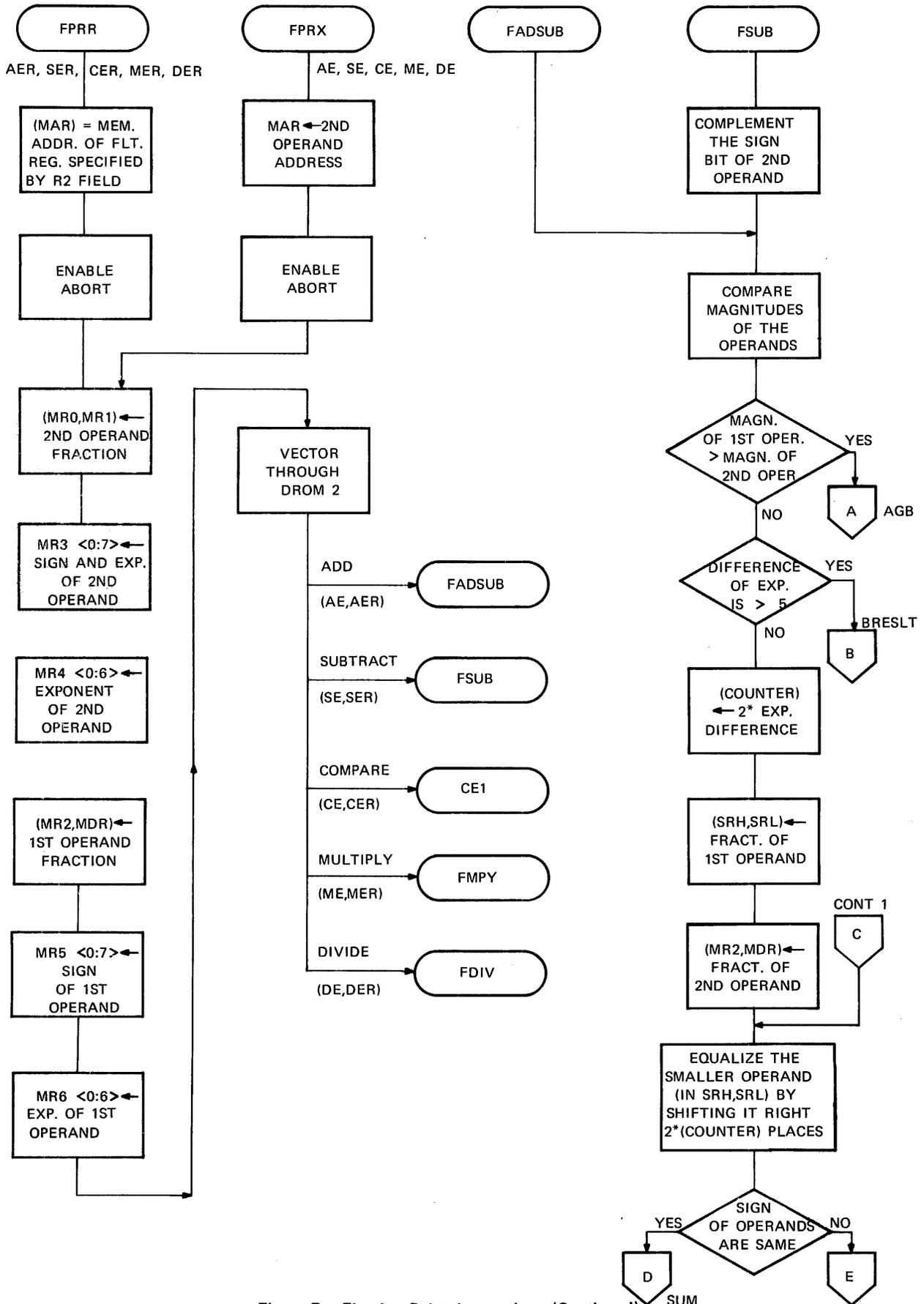


Figure 7. Floating Point Instructions (Continued)

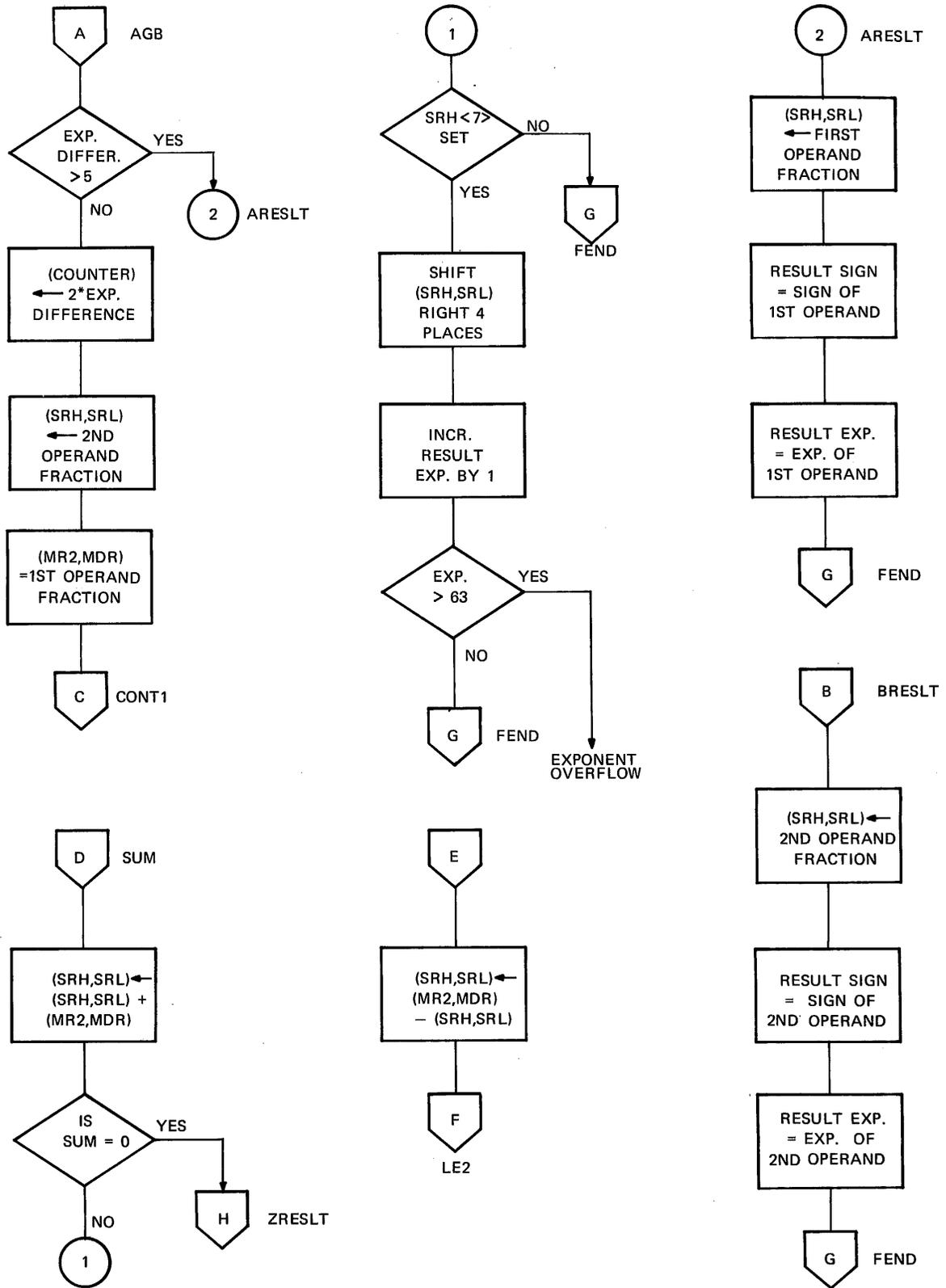


Figure 7. Floating Point Instructions (Continued)

## 5. FUNCTIONAL DIAGRAM ANALYSIS

### NOTE

Two versions of the CPU-A and CPU-C boards have been manufactured. While functionally similar, the boards contain slight differences which affect the schematics. The two types of boards are differentiated by a "manufacturing" variation number. The boards are covered schematically as shown:

<u>NAME</u>	<u>NUMBER</u>	<u>SCHEMATIC</u>
CPU-A	35-522	01-079D08
CPU-A	35-522M01	01-079M01D08
CPU-C	35-524	01-079D08
CPU-C	35-524M01	01-079M01D08

#### 5.1 Introduction

This section relates to Functional Schematic 01-079D08, Sheets 4 through 36. Note that in INTERDATA functional schematics, the last character in the mnemonic symbol designates the logic level when the signal is active. For example; D050 is Data Line Number 5 (D05). The last character (0) indicates that when D050 is active, the line is at a logical zero level. Refer to the General Description section of this manual for further information concerning the INTERDATA documentation system.

#### 5.2 Clock Control

The Clock Generator is shown on Sheet 32. The clock system employs a free running 16 MHz oscillator. The oscillator output is inverted to generate OSC0. The oscillator is adjustable (via the variable Capacitor C1), over the range of 55 to 120 nanoseconds.

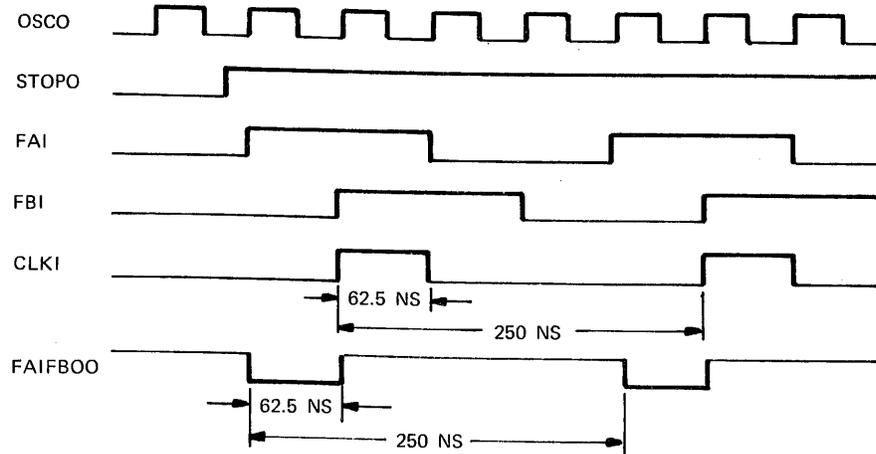
OSC0 is used as the clock inputs to a pair of flip-flops arranged as a two bit counter. The outputs from this counter are ANDed to form the Clock signal (CLK1, CLK1A, CLK1B, and CLK1C). These clocks, hereafter, are referred to as CLK1. CLK1 is the basic clock of the Models 7/16 HSALU and 7/32. Another clock, FA1FB00, is decoded from the counter and is used primarily for controlling the enables to the DROMs and the loading of the ROM Address Register. The counter is initialized and held in this state by STOP0, on a power down or a power up, to inhibit the clocks. Refer to Figure 8 for clock timing.

The clock control logic of these Processors is shown on Sheet 33. Clock inputs to most flip-flop or registers are derived from CLK1 and are delayed from CLK1 by one and only one TTL gate delay. The clock system in the Processor is controlled by clock stops. These stops prevent various functions from being performed within the machine at a given time.

Memory Stop (MSTOP0) and Input/Output Stop (ISTOP0) are the two clock stops in the Processor which inhibit all clocks in the machine. The clocks are stopped when the Processor is waiting for data from the memory or when waiting for memory to become available to begin a new memory operation. When MSTOP0 becomes active it halts all activity except the current memory operation. Likewise, during an I/O operation, when ISTOP0 is active, all clocks are inhibited until the current I/O operation is complete. In the case where both a memory operation and an I/O operation is specified by the same micro-instruction, the hierarchy of stops is as follows; first any previous memory operations must be completed, the I/O operation specified by the instruction is then executed, finally, upon completion of the I/O operation, the memory operation specified is started.

ROM Stop (RSTOP0) is used to prevent both incrementing the ROM Address Register and loading the ROM Data Register. This stop is activated by MSTOP0, ISTOP0, SKIP0, and SPSTOP0. MSTOP0 and ISTOP0 were discussed previously. SKIP0 is active during the first clock of any True Branch operation (Figure 9) and SRSTOP0 is active on any Counter operation when the value in the counter is greater than one (refer to Section 5).

The Destination Stop (DSTOP0), when active, prevents loading any destination register. DSTOP0 is active when MSTOP0, ISTOP0, BRCH0, or SDSTOP0 is active. MSTOP0 and ISTOP0 were discussed previously. BRCH0 is active during any Branch operation whether or not the branch is taken and SDSTOP0 is active on any command mode operation when the Repeat flip-flop is reset (34M6). Refer to Section 5.12 for Command Mode operations.



**Figure 8. Nominal Clock Timing**

### 5.3 Initialize Control

System initialization is performed by de-energizing the System Clear (SCLR) relay (32A4). This relay is de-energized as a result of one of the following conditions.

1. Placing the Processor ON-OFF-LOCK Switch in the OFF position.
2. Operating the Processor Initialize key.
3. Activating PFDT0 by the watchdog timer feature of the optional Loader Storage Unit (LSU) or other external source.
4. Activating PFDT0 from the optional Primary Power Fail (PPF) detection if the AC input level falls below a minimum operating level.
5. Loss of either +5VDC or +15VDC from the Processor power supply.

The SCLR function provides an orderly shut down of the Processor as well as a reset signal to both the memory and the Multiplexor Bus. On a power up, the SCLR relay remains deactivated until all DC voltages are in regulation. This assures predictable initial states of latched functions.

An Early Power Fail (EPF) indication is provided to the user program if Bit 2 of the PSW is set, (Bit 18 on the 7/32). This indication is provided by the micro-program by means of a machine malfunction interrupt swap.

Upon receipt of a power down indicator, PFDT0 (32C7) active, by the hardware, the one millisecond timer (32G7) is triggered. The leading edge of this pulse sets the Early Power Fail flip-flop (EPF) (32H5) which in turn enables, if PSW181 is set, a branch on machine malfunction to be taken by the micro-program. In the machine malfunction interrupt swap routine, the micro-program issues a Command Jam Alarm register (JALRM1) (34E8) active, which direct sets the Alarm flip-flop (28E8). The one output of this flip-flop is ANDed with Load PSW Low (LPSWL1) which causes the less than flag of the new PSW to be active following the machine malfunction interrupt swap. On the trailing edge of the one millisecond timer, the Power Fail (PF) flip-flop (32H7) becomes set, initiating a power down sequence.

The optional Primary Power Fail Detector (Sheet 12) monitors the AC input by sampling the secondaries of a 12VAC transformer, C1 and C3, from the Processor power supply. If the AC is lost or if the AC falls below a present level, PFDT0 and POWDN0 becomes active. PFDT0 initiates the power down sequence and POWDN0 provides a fast discharge path for Capacitors C5 and Cy which de-energizes the SCLR relay and holds the relay off in the event the AC is fluctuating about its preset power down level.

#### 5.4 Read-Only-Memory

The Read-Only-Memory (ROM) is a high-speed, solid-state, non-destructive memory used to hold the micro-program. The ROM is organized into pages of 256 24-bit words. Each page of ROM contains six integrated circuit (IC) packages arranged such that each integrated circuit holds four-bits of each word on the associated page.

The Model 7/16 HSA LU micro-program is complete in five ROM pages or 30 ROM integrated circuits. Seven additional ROM integrated circuits comprise the Decoder ROM (DROM). Seven pages of ROM are used in the Model 7/32 using 42 ROM ICs plus nine Integrated Circuits for the DROM.

Each ROM integrated circuit has two enable leads. Both enables have to be low before a read-out is obtained. If the enables are false, the four data output leads are high. Address decoding is done internal to the IC.

**5.4.1 Decoder Read-Only-Memory.** The Decoder Read-Only-Memory (DROM) logic of the Model 7/16 HSA LU and Model 7/32 differ, refer to the strapping table for DROMs, Sheet 9. The DROM for these two machines are discussed in the following paragraphs.

The DROM for the Model 7/16 HSA LU consist of several ROM integrated circuits shown on Sheet 5. Each IC contains 256 four bit words. The DROM is address by the outputs of the operation code (op-code) field of the Instruction Register (IR). Each of the 256 possible bit combinations in this op-code field address a unique word in the ROM. The DROM in the 7/16 HSA LU is divided into two sections DROM1 and DROM2.

DROM1, enabled by FDEC10 (5A1), consists of four ROM ICs. The 11 least significant bits of the ROM chips labelled DROM1 (F) (5B5) are presented as inputs to the ROM Address Register (RAR) and represent an address in the micro-program of this machine. The most significant bit of this set indicates that a privileged instruction is decoded.

The two least significant bits of the ROM ICs labeled DROM1 (H) (5D5) are used to modify the control field of the next sequential instruction to be executed. Table 6 represents the bit meaning of these outputs. No other bits are used in DROM1 (H).

**Table 6.**

Pin 11	Pin 12	Output Meaning
0	0	No Action
0	1	Memory Read and Increment
1	0	Instruction Read
1	1	Instruction Read and Jam CC

DROM2, enabled by FDEC20 (5E5) is used exclusively to modify the contents of the RAR and is accessed when the micro-program specifies D2 in the control field of the micro-instruction.

The Model 7/32 has three separate DROMs; DROM1 (F), DROM1 (H), and DROM2. These DROMs are addressed as discussed previously but the enabling of DROM1 is under control of PSW Bit 11. In the full-word mode of this machine, PSW111 (5A2) inactive, DROM1 (F) is enabled when D1 is specified in the control field of the micro-instruction and DROM1 (H) is enabled when PSW Bit 11 is active, halfword mode. The 11 least significant bits of all the DROMs are presented as inputs to the RAR and the most significant bit of DROM1 (F) and DROM1 (H) indicates a privileged instruction when active.

In addition, Bits 9, 13, 14, and 15 can be forced low for vectoring to unique locations in the micro-program.

On an Instruction Read, FINR1A active (9H5), with no interrupts pending, INIT1 (9J4) inactive, address X'001' is forced. An Instruction Read with an interrupt pending causes location X'045' to be accessed. If a user instruction is being aborted during the execution of the instruction, GABORT1 (9J4) is forced active and during the time of a D2 on Read Halfword or Write Halfword instructions if the device is in the Byte (eight-bit) transfer mode SRA140 is forced low.

**5.4.2 ROM Address Register.** The ROM Address Register (RAR) (Sheet 5) is an 11-bit register which is loaded from the false SRAXX0 bus. This bus contains the data from the DROM during a Decode micro-operation and the RD register during a Branch micro-operation. The eight least significant bits of this register are arranged as a counter so that sequential ROM addresses, in a given page, may be selected.

**5.4.3 ROM Data Register.** The contents of the ROM from the selected address are loaded into the ROM Data Register (RD) (Sheet 7) on the trailing edge of Clock RD (CKRD0). The RD is a 20-bit register which can be thought of as the micro-instruction register. Refer to the Micro-Program Description section of the specification for the micro-instruction word format.

The RD is initialized by SCLR on a power up to an X'F00100'. This is decoded as an unconditional branch to address X'100' which starts the micro-program execution at the specified location.

## 5.5 Processor Registers

The majority of instructions in the micro-program are concerned with moving data from one Processor register to another. This transfer takes place by way of the 16-bit B and S Busses and modification of the data, under control of the micro-program, is done by either the Arithmetic Logic Unit (ALU) or the Shifter. Most of the Processor registers are general purpose but a few of them perform special functions. Each register is described in the following paragraphs.

**5.5.1 Memory Address Register and Memory Address Slave.** The memory address function of these Processors is accomplished in two steps. First, the selected address is loaded by the micro-program into the Memory Address Register (MAR) and then, the hardware copies the contents of the MAR into the Memory Address Slave (MAS) at the beginning of a memory cycle and presents this address to the memory. The micro-program is then free to modify the contents of the MAR.

Both registers are 20-bit registers and are shown on Sheets 10 and 16 (only 16-bits are provided in the 7/16 HSA LU). The MAR is loaded from the S Bus whenever either the MAR or the LOC is specified as a destination and its outputs are dumped onto the B Bus if MAR is decoded as a source register or are loaded into the MAS at the beginning of a memory cycle on the leading edge of LMAS0.

**5.5.2 Memory Data Register.** The Memory Data Register (MDR) is shown on Sheets 18 and 19. This register is divided into two parts MDR High and MDR Low and is located on the CPU-C board LO. On a memory read operation, the MDR is first direct cleared by either CLMDH0 or CLMDL0 and then each active bit from the Memory Data Lines (MD000:160) direct sets its corresponding bit in the MDR. The MDR may also be loaded from the S Bus when it is specified as a destination register by the micro-program. When loading from the S Bus, if Cross Shift is specified, only MDR High is loaded when Bit 15 of the MAR is set and only MDR Low is loaded when Bit 15 is reset.

The outputs of the MDR are presented to the memory during the write portion of a memory cycle, to the B Bus if MDR is a source register and, to the B inputs to the ALU when MDR is specified as the second source.

On the Model 7/32 four additional bits of the MDR are provided, XMDR (9K7). This extension to the MDR is loaded from Bits 12:15 of the MDR during Phase two of a Calculated Address (CA) (Section 5) or when an Extended Read (ER) is specified by the micro-program.

**5.5.3 Instruction Register.** The Instruction Register (IR) is a 16-bit register which stores the user instruction presently being executed. The IR is divided into three parts or fields; OP code (Bits 0:7) YD field (Bits 8:11), and YS field (Bits 12:15). The IR is loaded from the Memory Data Bus, by the hardware, on an Instruction Read. Refer to Figure 9 for timing information.

The op code field (Sheet 9) contains the encoded instruction to be performed. Its outputs are decoded by the hardware and presented as address to the Decoder Read-Only-Memory. All 256 combinations have unique entry points in the micro-program.

The YD field is defined as the user destination field. YD selects one of the General Registers, in the Processor, in which the result of the user instruction is to be stored. This portion of the IR (Sheet 21) is arranged as an up/down counter. If YDP1 is specified as either the source or destination of a micro-instruction, the YD field of the IR is incremented by one at the end of the instruction. Likewise, if YDM1 is specified, YD is decremented by one.

YS is the user source field of the instruction being emulated. The second operand of the instruction is contained in the General Register specified by YS for RR format instructions. This field also contains the number of the General Register being used as the index register on an RX or an RS instruction or the actual hexadecimal number in a short form instruction. Refer to User's Manual, Publication Number 29-261 or Model 7/32 Reference Manual, Publication Number 29-399, for instruction format information.

The YS field of the IR can also be loaded from the S Bus by the micro-program if YSI is the selected destination register. The three fields of the IR can be selected separately as source registers by the micro-program.

**5.5.4 Arithmetic Register.** Two 16-bits Arithmetic Registers (ARH and ARL) (Sheets 21 and 22) are available to the micro-program to be used as second operand on the Add, Subtract, OR, AND, or Exclusive OR micro-instructions. These registers may be loaded from the S Bus when they are specified as the destination register of a micro-instruction. If AR is specified as the destination both ARH and ARL are loaded. Bits 0:11 of ARH are forced inactive and Bits 12:15 of ARH and Bits 0:15 of ARL loaded from the XS Bus and S Bus respectively. The output of the registers are presented to the 'B' inputs to the ALU when they are specified as the second source by the micro-instruction.

**5.5.5 Flag Register and Condition Code.** The Flag Register (FLR) (Sheet 30) is a four bit register which contains the Carry flag (C), the Overflow flag (V), the Greater than flag (G), and the Less than flag (L). The outputs from the FLR are copied into another four bits register, the Condition Code, at the end of each user instruction being emulated. These flags represent results of user instructions which cannot be indicated otherwise.

The FLR is loaded from the S Bus whenever either the FLR or the Program Status Word (PSW) register is specified as a destination. The contents of FLR is copied into the Condition Code on an Instruction Read (see Figure 9) or on a command if JAM CC is specified. The outputs from the Flag Register are also used by the Branch Circuit (Sheet 31) for conditional branches. The contents of the CC are copied onto the B Bus (Bits 12:15) when the PSW is specified as the source register.

The following conditions also modify the FLR:

1. Carry Flag - The C flag changes on any micro-instruction except Load I/O if carry out is specified. It sets if B Bus Bit 0 is set on a Shift Left, if B Bus Bit 15 is set on a Shift Right, if Carry Save (CSV1) from the ALU is set on an Add, or if CSV1 is inactive on a Subtract. For all other cases the C flag is reset.

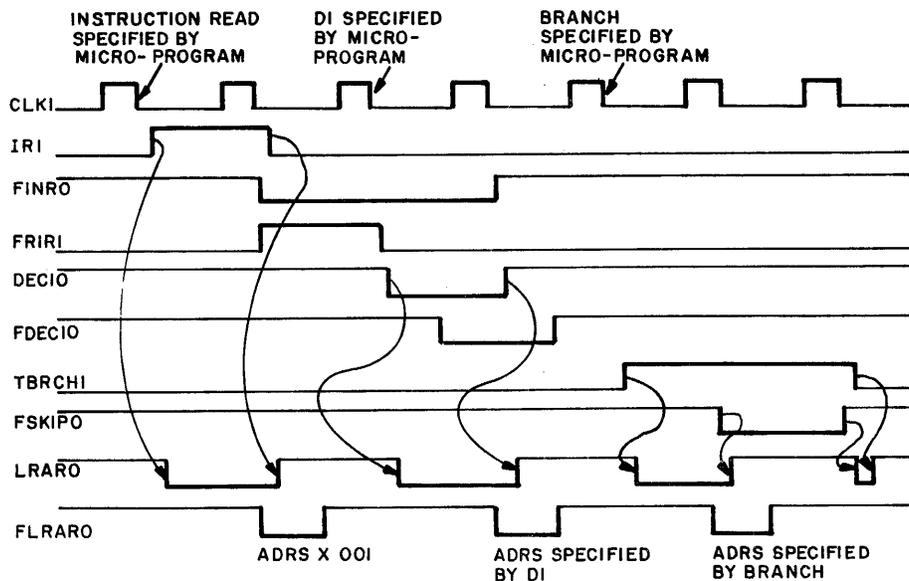


Figure 9. Micro-Program Decode and Branch Operations

2. **Overflow Flag** - The V flag is direct set if false sync is detected on an I/O operation and is changed on any micro-instruction except Branch, Command, or Load I/O if Flags (F) are specified. The V flag is set on an Add if the sign of the number of the B Bus is positive and the sign of the B Bus is the same as the sign of the A Bus (Arithmetic Register) and the resulting sign (S Bus) is negative or the number on the B Bus is negative and the sign of the B Bus is again the same as the sign of the A Bus and the result is positive. This flag is also set on a Subtract operation if the sign of the B Bus is positive and the signs of the B Bus and A Bus differ and the result sign is negative and the B and A bus signs differ and the result is positive. For all other combinations of A, B, and S Bus signs on Adds and Subtracts, the V flag becomes reset. The following Boolean expression also defines the setting of the V flag:

$$\begin{aligned}
 V = & \text{ADD} \cdot B000 \cdot \overline{(B000 \oplus GA000)} \cdot S000 \\
 & + \text{ADD} \cdot B0000 \cdot \overline{(B000 \oplus GA000)} \cdot \overline{S000} \\
 & + \text{SUB} \cdot \overline{B000} \cdot (B000 \oplus GA000) \cdot S000 \\
 & + \text{SUB} \cdot B000 \cdot (B000 \oplus GA000) \cdot \overline{S000}
 \end{aligned}$$

3. **Greater than and Less than** - These flags change on any micro-instruction except Branch Command or Load I/O as long as F is specified. The G flag is set if the result of the operation (S Bus) is positive or if the result is zero and either the G or L flag was set from a previous operation. The L flag is set if the resulting sign is negative. Either flag is reset if these conditions are not met.

5.5.6 Register Stacks. The register stacks in these machines are located on Sheets 12 and 13. Each IC used in these stacks are four bit by 16 word register files. Each stack has four select lines which are decoded internally to select one of 16 words. Associated with each IC are also two control leads Memory Enable (ME) and Write Enable (WE).

When the ME control line is at a low state, the outputs represent the contents of the selected word in the register file. During the time that the WE control line is active the selected register file is loaded from the S Bus. Each machine cycle is divided into a Read portion, READ1 active (11J3), and a Write portion, READ1 inactive. During the time that READ1 is inactive, data to the ALU is latched-up by the B Bus Shifter/Latch circuit (Section 5.6) to prevent changing the B Bus during the time that the outputs of the register stacks may be changing. Refer to Figure 10 for timing information.

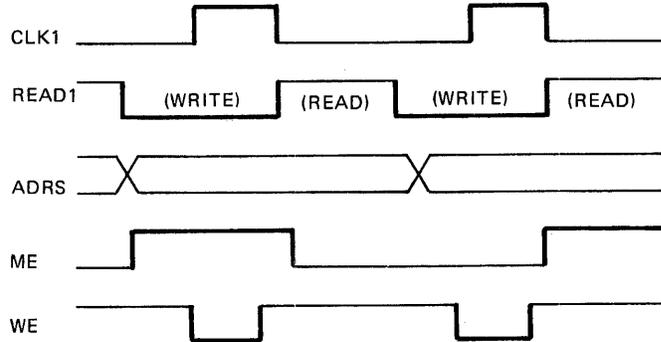


Figure 10. Register Stack Timing

The Model 7/16 HSA LU uses eight register stack ICs in the register stack, four for the micro-registers MR0:6 and PSWL and four for the sixteen 16-bit General Registers. Twenty-two register files are used in the Model 7/32 four for the micro-register and the remaining 18 for the two sets of 32 bit General Registers.

The Memory Enable logic for the register stacks is found on Sheet 11. The AND gate on the left half of each AND/OR gate is used for source decoding and the AND gate on the right hand side is used for destination decoding. ROM data bits are used to address micro-registers while the YS and YD fields of the Instruction Register (IR) is used for addressing the General Registers. In the 7/32, selection of General Register Set 0 or 'F' is under control of PSW Bit 27 (11F2).

### 5.6 Shifter and Latch

The Shifter/Latch circuit (Sheet 20) takes the data on the B Bus, manipulates that data and stores it (when READ1 is inactive) prior to presenting it to the A inputs of the ALU. The shifter can load, shift left, shift right, or cross shift the B Bus data. The function performed is determined by the state of the A and B inputs to the eight shifter ICs. A truth table defining these inputs is provided on Sheet 1A. The 19-073 ICs which comprise the shifter are tri-state devices. When the S inputs to the shifter are at a logical ZERO level, the chips are enabled and the specified function is performed. If these inputs are high, the outputs of the shifter are disabled and assume a high impedance state.

The cross coupled flip-flops at the output of each state of the shifter latch the data on the Gated B Bus (GB000:150) during the time that READ1 is inactive. This prevents the data, which may be changing on the B Bus at this time, from being felt at the inputs to the ALU.

### 5.7 Arithmetic Logic Unit (ALU)

The Arithmetic Logic Unit (ALU) consists of four 19-039 four-bit ALU packs and one 19-046 Carry Look-Ahead pack. The ALU is shown on Sheets 21 and 22. In the Model 7/32 the ALU is extended to 20-bits for address calculations by additional ALU IC (10N3).

FUNCTION	M	S <sub>0</sub>	S <sub>1</sub>	S <sub>2</sub>	S <sub>3</sub>
LOAD	1	1	1	1	1
AND	1	0	1	1	1
OR	1	1	1	0	1
XOR	1	1	0	0	1
ADD	0	1	0	0	1
SUB	0	0	1	1	0
CMD	0	1	0	0	1

Each 19-038 ALU pack develops four-bits of the low active S Bus. The internal Carry Propagated (CP) from the most significant stage of the ALU pack and the Carry Generated (CG) for the most significant stage (CPXX1 and CGXX1) are applied to the 19-040 Carry Look-Ahead pack to develop the Carry into the next more significant ALU pack (CNXX1). Only the carry output of the most significant ALU chip is used (CSV1) (22B8). Each function of the ALU that is used is described in the following paragraphs. All gate references are to the arbitrary labels on Figure 11. The mnemonics indicated are the actual symbols used as reference on the ICs (22N7).

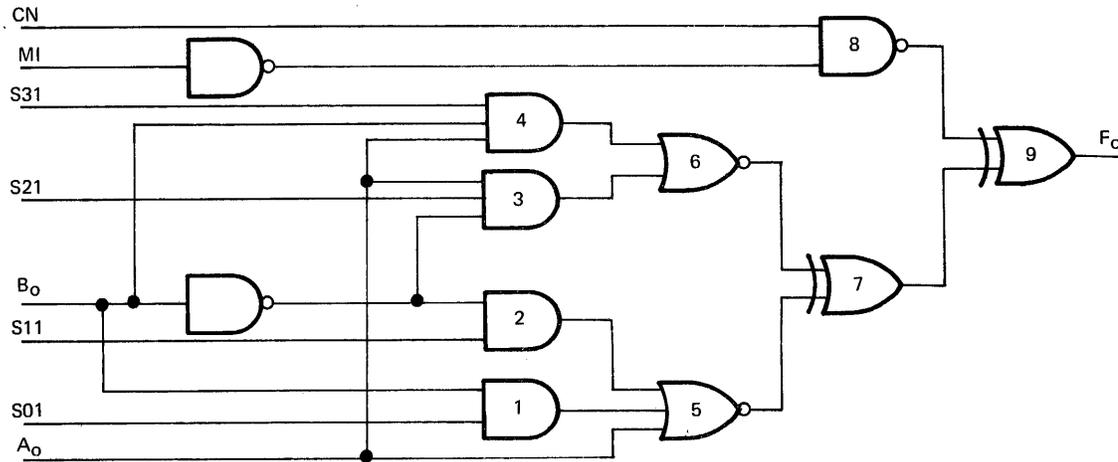


Figure 11. Least Significant ALU Stage

5.7.1 Load. The ALU is conditioned to the Load mode on any Load micro-instruction. In this mode, Gates 1, 2, 3, and 4 are enabled by S01, S11, S21, and S31 respectively, and Gate 8 is disabled by M1. Since both Gates 1 and 2 are enabled, at least one of their outputs are high producing a low at the output from Gate 5. The state of Gate 6 is the inverse of  $\overline{A_0}$ . If  $\overline{A_0}$  is low, the output of Gate 7 is high and the output of Gate 8 is low ( $\overline{F_0}$ ). For  $\overline{A_0}$  high, the inverse is true at each stage causing  $\overline{F_0}$  to also be high. Therefore, in this mode, the state of  $\overline{F_0}$  is the same as the state of  $\overline{A_0}$  independent of the  $\overline{B_0}$  input. The state of the Gated B Bus is passed, unmodified, to the S Bus.

5.7.2 AND. The AND function produced by the AND micro-instruction conditions the ALU to logically AND each bit of the Gated B Bus with the gated outputs of the AR. In this mode the output equation for Gate 5 is  $(B_0 \cdot A_0)$  and the output equation for Gate 6 is  $(A_0)$ . The simplified expression for the output from Gate 7 is then  $(A_0 \cdot B_0)$ . Since Gate 8 is disabled by the M1 input to the ALU, its output is high causing the output from Gate 9 to be defined by the same equation as the output from Gate 7, the AND function.

5.7.3 OR. The OR micro-instruction causes each bit from the B Bus to be logically ORed with the corresponding bit from the gated output of the AR. Gate 5 produces a low because of the complimentary  $B_0$  inputs. The outputs equation for Gates 6 and 7 is  $(A_0 + B_0)$  which corresponds to the  $\overline{F_0}$  output from Gate 9.

5.7.4 Exclusive OR. The Exclusive OR micro-instruction produces a logical low at the S Bus if the corresponding bits on the Gated B Bus and the gated outputs of the AR are at different logic levels. The expressions for the outputs from Gates 5 and 6 are  $(A_o \cdot B_o)$  and  $(A_o B_o)$  respectively. The function of the output from Gate 7 is; therefore,  $A_o \bar{B}_o + \bar{A}_o B_o$ , the Exclusive OR function. Since, once again, the output from Gate 8 is high,  $\bar{F}_o$  is the same as the output from Gate 7.

5.7.5 Add. The ALU is conditioned to the Add mode on either a command or an Add micro-instruction. Note that with the exception of the M1 control line, Add is the same as Exclusive OR. The M1 control line enables the carry network internal to the ALU device so that the output from Gate 8 is CN.  $F_o$  now becomes  $CN (A_o \bar{B}_o + \bar{A}_o B_o) + \bar{CN} (A_o B_o + A_o \bar{B}_o)$ . Figure 11 shows only the least significant stage of the 19-039 four bit ALU. The next three stages are identical except for the internally propagated carry.

5.7.6 Subtract. The Subtract function produced by the four-bit ALU device is  $A-B-1$ . For this reason, the carry in to the least significant stage is inverted by the Exclusive OR gate (23B3) on a Subtract micro-instruction. The output equation for Gate 5 is  $(A_o \cdot B_o)$  and the equation for Gate 6 is  $(A_o + \bar{B}_o)$ . Gate 7 produces a high output when the equation  $(A_o \cdot B_o + A_o B_o)$  is satisfied. The output function,  $\bar{F}_o = CN (\bar{A}_o \bar{B}_o) + \bar{CN} (A_o B_o + A_o \bar{B}_o)$ , yields  $A-B$ .

## 5.8 I/O Control

An I/O operation is initiated if I/O is the Source or Destination of a Load micro-instruction. The I/O control logic is shown on Sheet 25. If I/O is a source, then an input operation is initiated if I/O is a destination, an output operation is indicated. I/O timing is discussed separately for input and output.

5.8.1 Input. Refer to Figure 12 for input timing information. When I/O is specified as a source, unload I/O (UI10) (25N5) is decoded and  $\bar{I}STOP_0$  goes active. On the trailing edge of the next Delayed Clock (DICK 1) the Control In flip-flop (CIN) (25L7) sets. On receipt of SYN0 (26L1) or the detection of False Sync, the 14 millisecond timer (25N7) timed out, the Sync flip-flop (25J7) sets which deactivates  $\bar{I}STOP_0$ . On the trailing edge of the next CLK1 the destination register is loaded and both the Control In and Sync flip-flops become reset completing the operation.

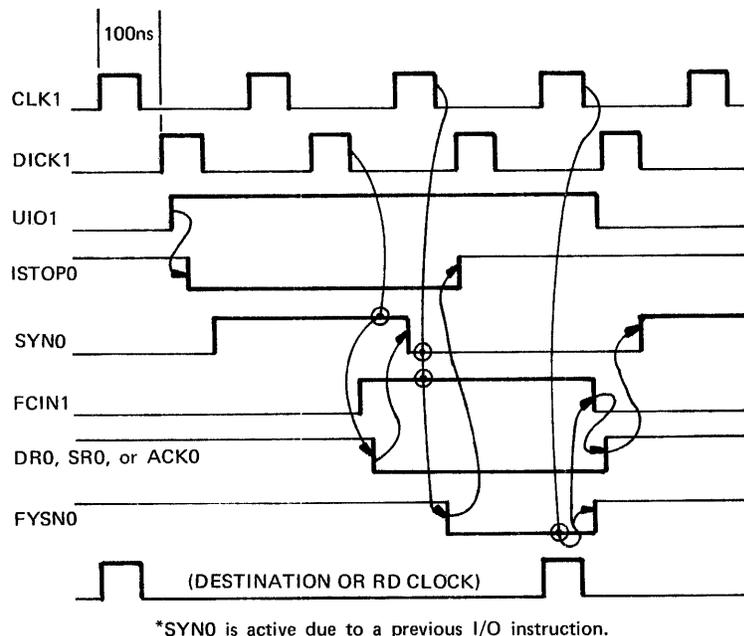


Figure 12. I/O Input

5.8.2 Output. Refer to Figure 13 for output timing information. An I/O out operation is very similar to the input operation. When Load I/O LDIO1 (25N5) is detected, ISTOP0 goes active and on the leading edge of the next CLK1 the Data flip-flop, FDAT1 active (25F8), sets, the output of the Data flip-flop is used to gate data to the Data Bus, D000:160, (Sheet 15). On the trailing edge of the next DICK1 the Control Out flip-flop (25E7) is set which activates the specified output control line. The output operation now progresses in the same manner as the I/O input discussed previously.

To insure a minimum width of 350 nanoseconds on ADRS0 the FSR0 strap option (25H7) may be removed. Exercising this option allows the Catch flip-flop (25H7) to set on an address operation. The 0 output of this flip-flop delays the setting of the Sync flip-flop by 250 nanoseconds. All other sequencing is as discussed previously.

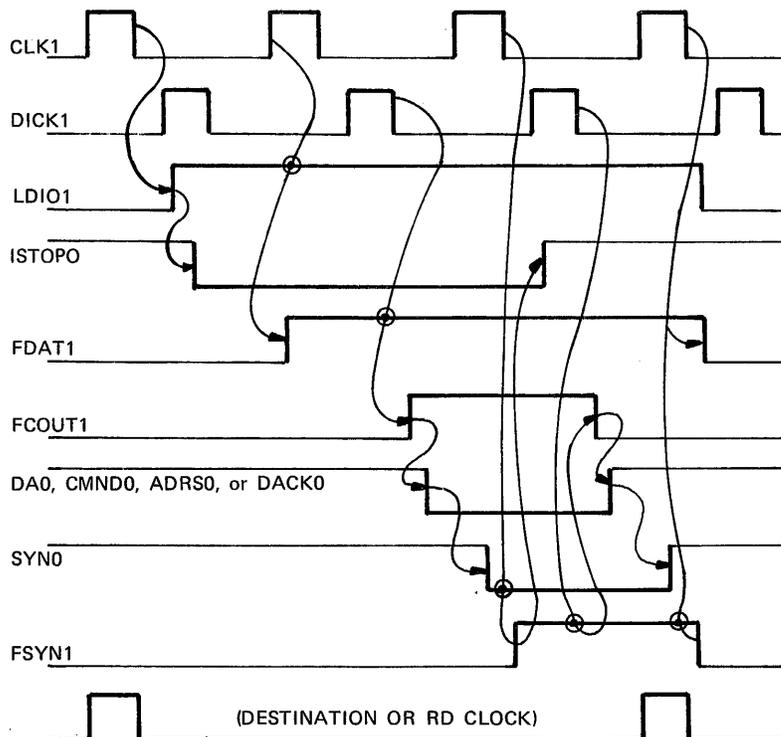


Figure 13. I/O Output

### 5.9 Memory Control and Timing

The memory control logic in the Processor is found on Sheet 27. Refer to Figure 14 A and B for memory control and timing information.

There are two different memory systems associated with this Processor, local memory and extended memory. Only local memory can be used with the Model 7/16 HSALU or the Model 7/32 without either the Memory Access Controller or the Direct Memory Access Bus Controller options. In addition, for local memory, two different memory timings are provided under option control, depending on whether 1 microsecond or 750 nanoseconds memories are equipped.

Local memory timing is initiated by a Direct Memory Access request, REQ0 active, or a Processor request, MEM1 active, either of which activates Set Local Memory Busy (SLMBY1) (27M4). On the leading edge of CLK1, with SLMBY1 active, the Early Read (ER) flip-flop (27E5) is direct set. The setting of the ER flip-flop triggers the local memory timing (refer to the Local Memory Timing Diagrams Figure 14.A and B).

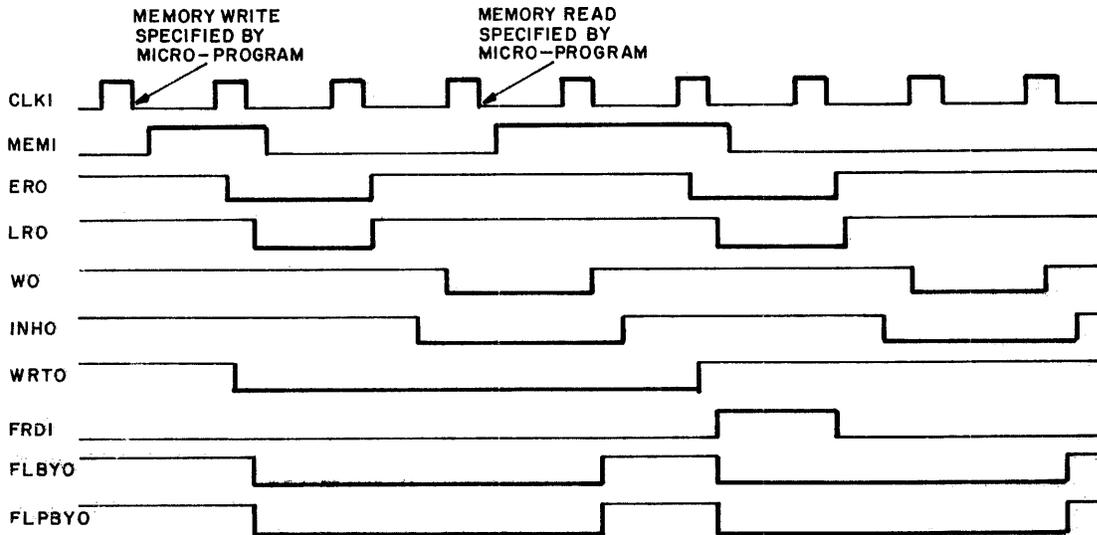


Figure 14.A Processor to Local Memory (1.0 Microsecond Memory)

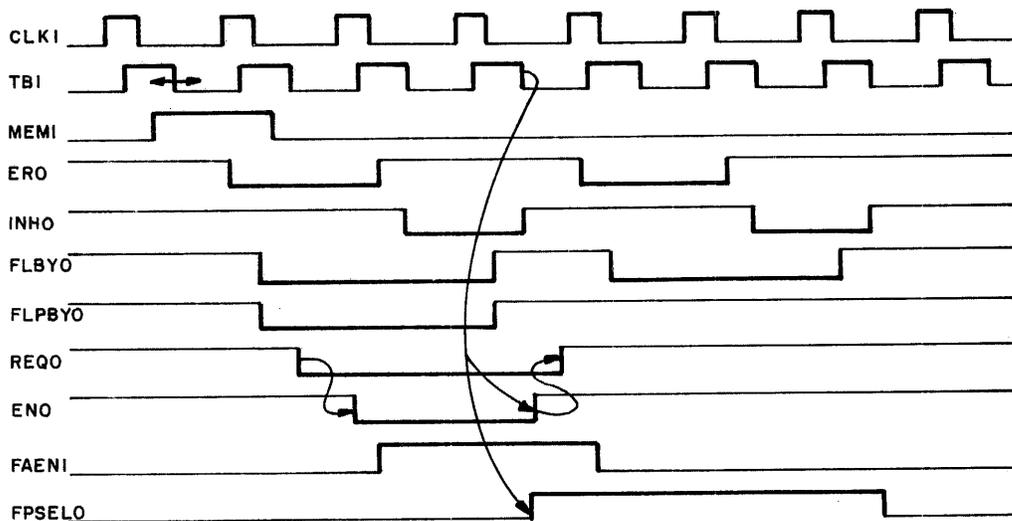


Figure 14.B Processor and DMA to Local Memory ( 750 Nanoseconds Memory)

On the trailing edge of the same clock which sets the ER flip-flop, the Local Busy (LBSY) flip-flop (27L5) is set, the Local Processor Busy (LPBSY) flip-flop (27K5), if the request for memory was from the Processor is set, and the Read (RD) flip-flop (27G5) for a Processor read operation is set. These flip-flops are used for controlling memory timing and clock stops within the Processor. The Read flip-flop is set for one clock and is used to indicate Data Unavailable (DU) (generate MSTOP0 if the MDR is specified as the source) when it is set. The two busy flip-flops are set for two clocks for 750 nanoseconds memory timing and three clocks for 1.0 microsecond memory timing. The Write (WT) flip-flop (26G7) is set on the leading edge of ER0 for write operations and reset on the same edge for read operations. This flip-flop is used to indicate to the memory system that a write operation is in progress and to inhibit the generation of Enable Memory Strobed data (ENMS1) (27 G9) when set.

A Direct Memory Access device (MAC, SELCH, etc.) requests a memory cycle by activating Request (REQ0) (27K1). On the leading edge of the first CLK1 after REQ0 becomes active. The Request flip-flop (27J3) is set thus activating the Enable (EN) flip-flop (27J5) and generating the EN0 control line to the DMA Bus. When the Enable (EN) flip-flop is set and memory is not busy, the Processor Select flip-flop (27H5) and the Enable flip-flop are reset, initiating a DMA memory cycle.

When the Processor attempts a memory operation beyond Bank 0 (the first 256KB of memory) on a Model 7/32 equipped with either a MAC or DMABC, XMEM0 is active. XMEM0 prevents the generation of local memory timing and sets the Extended Processor Busy (XPBY) (27N5) flip-flop. The MAC or DMABC then activates Extended Data Unavailable (EXDUA0) and Extended Busy (EXBYS0) until the memory cycle is complete. When the XPBY flip-flop is set a DMA device is still able to initiate a memory cycle to local memory. Refer to Figure 15.

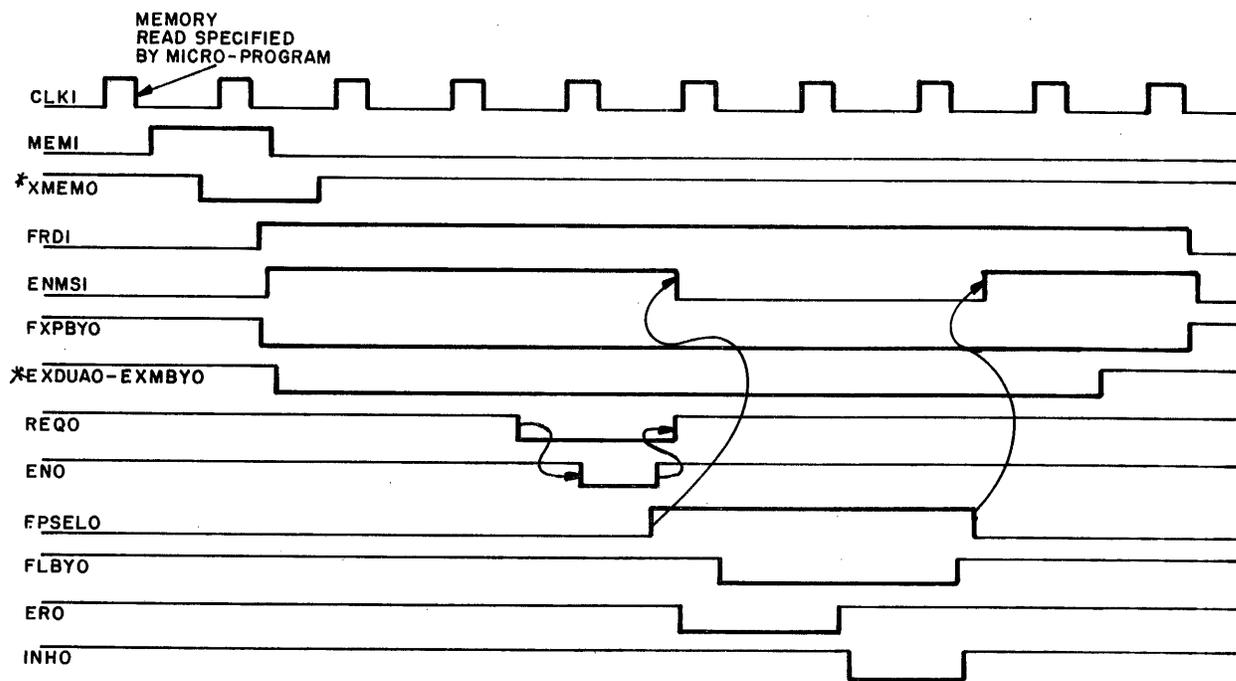


Figure 15. Extended Memory Timing and DMA to Local Memory

### 5.10 X Bus Logic (Model 7/32 only.)

On the Model 7/32, the S and B Busses are extended to 20 bits for the purpose of address calculations. This logic is found on Sheets 9 and 10.

An additional four bit ALU (10N9) is appended to the standard 16 bit ALU to provide this 20 bit arithmetic and logic capability during a single machine cycle. Carry Save (CSV1) (10L9) is used as the carry input to this ALU. The Flag Register (Section 5.5.5) is not modified as a result of any operation on the X Bus. The operation of this logic including its associated registers has been covered in more detail in their individual sections described previously.

### 5.11 Calculate Address (Model 7/32 Only)

The Calculate Address (CA) micro-instruction is used to generate an effective address of the second operand of a user instruction and load that address into the Memory Address Register. This micro-instruction requires a minimum of three machine cycles for its execution but could require more depending on the instruction format and the access and cycle time of the memory being used.

A phase counter (Sheet 8) is used to keep track of where, within the execution of the CA micro-instruction, the machine is at a given time. Refer to Figures 16A and 16B. Depending on the instruction format of the user instruction being executed different functions are performed. Refer to the 32 Bit Reference Manual, Publication Number 29-365, for descriptions of the various Memory Indexed (RX) instructions. The two most significant bits of the current contents of MDR determines the format being used.

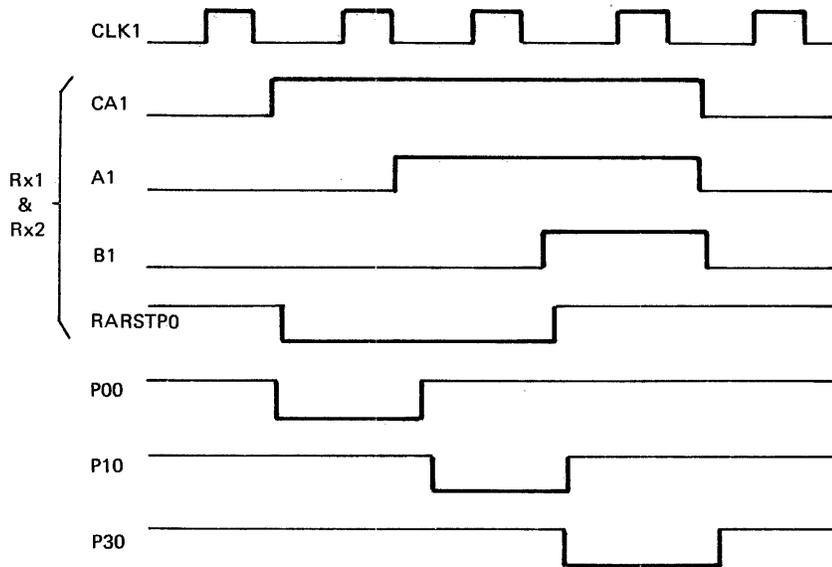


Figure 16A. Calculate Address RX1 or RX2

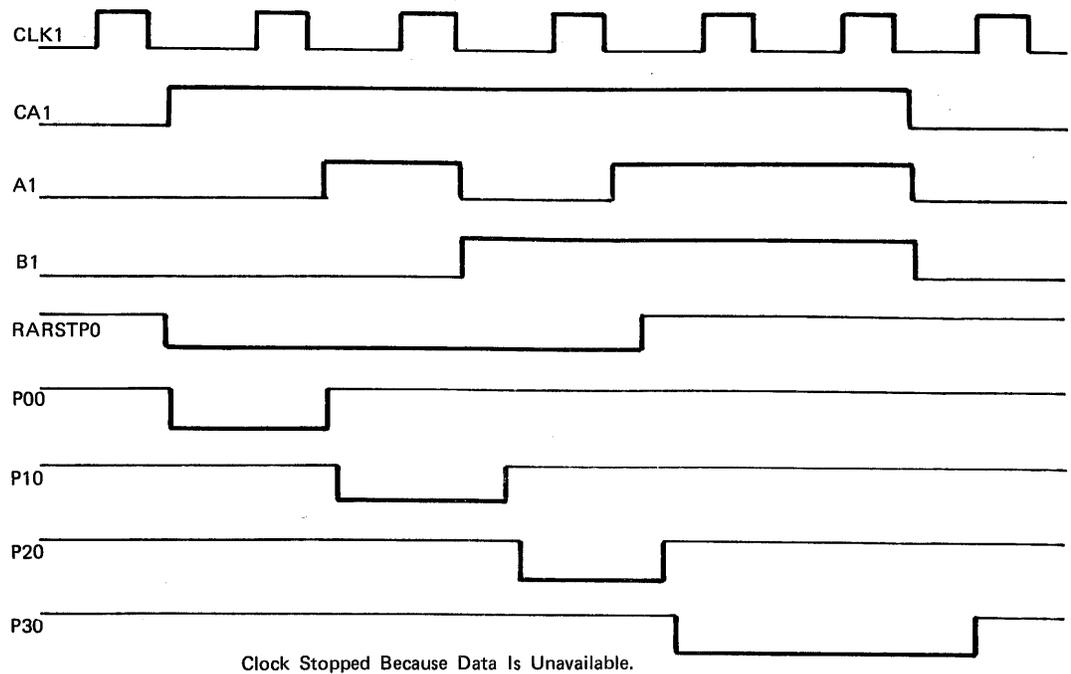


Figure 16B. Calculate Address RX3.

Phase zero, independent of the instruction format, is only used to decrement the ROM Address Register by one so that it points to the address of the CA micro-instruction. This is necessary because, set RD bits generated by the Calculate Address (CA) logic are ORed with the data from the ROM to modify the micro-instruction during the various phases of the CA.

During Phase zero of the CA instruction RARSTP0 is forced active. This prevents incrementing the RAR. Phase zero is also used to inhibit the RD clock (7D9) decremented the RAR by one (SKI) by generating a clock on the count up input to the RAR (negative logic is used). The Calculate Address instruction conditions the ALU to the Add mode. The following describes the execution of this instruction for each of the possible formats. Refer to Table 7 during the description.

TABLE 7. RX FORMATS FOR CALCULATE ADDRESS

FORMAT	PHASE	CONTENTS OF RDR	OPERATION
RX1	0	X'60A417'	Decrement RAR
RX1	1	X'60A417'	MDR → MAR
RX1	3	X'60BE17'	MAR + *AR → MAR
RX2	0	X'60A417'	Decrement RAR
RX2	1	X'60A417'	MDR + LOC → MAR
RX2	3	X'60BE17'	MAR + *AR → MAR
RX3	0	X'60A417'	Decrement RAR
RX3	1	X'60A417'	MDR04:07 → YSI
RX3	2	X'61F617'	*AR + **YSLX → AR, MDR12:15 → XMDR
RX3	3	X'60B617'	*AR + MDR → MAR

\*Conditional on FAMOD  
 \*\* Conditional on AMOD

5.11.1 RX1. The contents of the RDR during Phase one is an X'60A417'. This is normally decoded by the hardware as (A MAR, LOC, MDR). Gated RX1 or RX3 (GRX130) (8N8), however, disables the B Bus source causing the contents of MDR to be loaded into the MAR. Phase one also causes set RD bits (SRD110, SRD120, and SRD140) to go active which changes the contents of the RDR to an X'60A417' when Phase three is entered. In Phase one, for RX1, and RX2, RARSTP0 is deactivated which allows the RAR to increment to the next sequential instruction. Phase three executes the indicated operation (A MAR, MAR, AR). Since this instruction performs the indexing, the second source, AR, is conditional on the Address Modification (FAMOD0) (29N4) flip-flop. If the YS field of the user instruction contains all zeros the AMOD flip-flop is reset following an Instruction Read and Disable Source Two (DS20) (9K8) is active

5.11.2 RX2. The CA micro-instruction for a RX2 format works the same as the RX1 format except the operation specified by RDR in Phase one (A MAR, LOC, MDR) is performed, GRX130 inactive. The sign bit, MDR011, is extended through the XB-Logic (10N3) since the value in MDR is in the two's complement form.

5.11.3 RX3. Phase one, for RX3 formats, does not change the contents of MAR, RX3P10 active (14K1). Phase one jams Bits 7, 9, 11, and 14 of the SR0 lines causing an X'61F67' to be loaded into the RDR in Phase two. This is decoded as (A AR, YSLX, AR, MRI). RX3P10 also loads MDR04:07 into the YS field of the IR (29G2). In Phase two the first and second level index values are added and loaded into the AR. The second source is conditional on FAMOD0 as described in Section 5.11.1. Phase two, in addition to performing the indicated function, also loads MDR Bits 12 through 15 into the Extended Memory Data Register (XMDR) (9K9) and jams SRD Bits 11 and 14 which causes an X'60B67' to be loaded into RDR in Phase three. Phase three then executes the indicated function (A MAR, MDR, AR).

## 5.12 Counter Dependent Operations

A Command micro-instruction with RD Bit 6 set implies a counter dependent mode of operation that is maintained until the Counter Register (CTR) is zero. Command Repeat causes the next micro-instruction to be repeated the number of times specified in the CTR. Command Multiply and Command Divide cause the Command itself to be repeated with SRH forced to be the Source and Destination Register. These modes are implemented by the circuit shown on Sheet 34.

5.12.1 Repeat. When a Command Repeat micro-instruction is executed, CMND1 goes high (34N2). The Repeat flip-flop (REPT) (34N5) toggles set on the trailing edge of CLK1. On the same edge, the Counter Mode flip-flop (CMODE) will toggle set if the CTR is not zero (CEMT0) (34K6). If the CTR is zero, the next micro-instruction should be not executed. Since, at the same time RPT flip-flop toggles set, the next micro-instruction toggles into RD, the Processor has to execute the instruction. However, SDSTOP0 goes active (34N9) stopping the Destination Clock. No register is modified, nor is the FLR changed. RPT toggles (34N9) reset on the next CLK1.

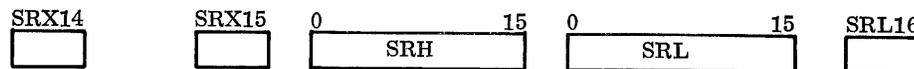
If the CTR is not zero, CMODE and RPT both toggle set. The target micro-instruction is in RD. Because CMODE is set, DECTR0 (34M9) goes low until the CTR is zero. The CTR will decrement on each Destination Clock (DC). As long as CMODE is set and the CTR does not equal zero or one (CTONE0) (34L9), SRSTP0 is low (34L9), disabling CLKRD0 and RDSTP0 (19L9). The RAR will not increment nor will another micro-instruction be strobed into RD until the Counter (CTR) decrements from one to zero. As soon as the CTR decrements from one to zero, CMODE and RPT both toggle reset, SRSTP0 is high and the next sequential micro-instruction is executed.

5.12.2 Multiply. Prior to executing the Command Multiply micro-instruction, the following preliminary conditions are assumed:

1. The MDR contains the multiplicand in two's compliment form.
2. ARL contains twice the multiplicand in two's compliment form.
3. SRL contains the multiplier in two compliment form.
4. The Carry flag (FLR121) contains the most significant bit of the multiplicand.

These registers are loaded by the micro-program.

SRH and SRL with a two bit extension on the left and a one bit extension on the right is used to contain partial products. When multiplication is complete SRH and SRL contains the 32 bit result.



SRL16 is used to remember the last bit shifted out and SRX14, SRX15, SRH, and SRL are used to contain the partial products (34 bits are required to represent signed partial products in two's compliment form). The least significant 18 bits of the first partial product are zero, SRL contains the 16 bit multiplier. SRL14, SRL15, and SRL16 are used to decide which operation is to be performed. After calculating a partial product, an arithmetic shift of two places is performed of the entire partial product. This procedure is repeated until all multiplier bits are shifted out.

The algorithm used in the multiplication instruction requires 10 machine cycles for its execution. The first clock of the instruction, Clear Shift Register High (CSRH1) (36C7) active, is used to clear SRH, SRL16, SRX14, and SRX15 and load the Counter with an X'09'. The next eight clocks perform the multiplication by executing either an Add or Subtract operation on the partial product contained in SRX and SRH and either the multiplicand contained in MDR, twice the multiplicand contained in ARL, or zero depending on the result of the shift operation SRL14:16. Refer to Table 8.

TABLE 8. OPERATION CODE

SRL14	SRL15	SRL16	OPERATION
0	0	0	ADD Zero to SRH
0	0	1	ADD Multiplicand to SRH
0	1	0	ADD Multiplicand to SRH
0	1	1	ADD 2x Multiplicand to SRH
1	0	0	SUB 2x Multiplicand from SRH
1	0	1	SUB Multiplicand from SRH
1	1	0	SUB Multiplicand from SRH
1	1	1	SUB Zero from SRH

On the last clock of the multiplication, the operation to be performed differs depending on whether a signed multiplication C MPY (RD091 inactive) or an unsigned multiplication C UMPY (RD091 active) is being executed.

If Signed Multiply:

L SRH, SRH, SR is performed.

If Unsigned Multiply:

L SRH, SRH, SR is performed if SRL161 is inactive.

or

A SRH, SRH, MDR, SR is performed if SRL161 is active.

Shift Register High (SRH) is conditioned to the load state during the first clock of the pulse pair of SHCLK0 and to the Shift Right mode during the second clock. The second shift is performed by the fact that the B Bus Multiplexor (Sheet 20) is conditioned to the Shift Right mode. SRL is conditioned to the Shift Right state for both clocks. Refer to timing diagram Figure 17.

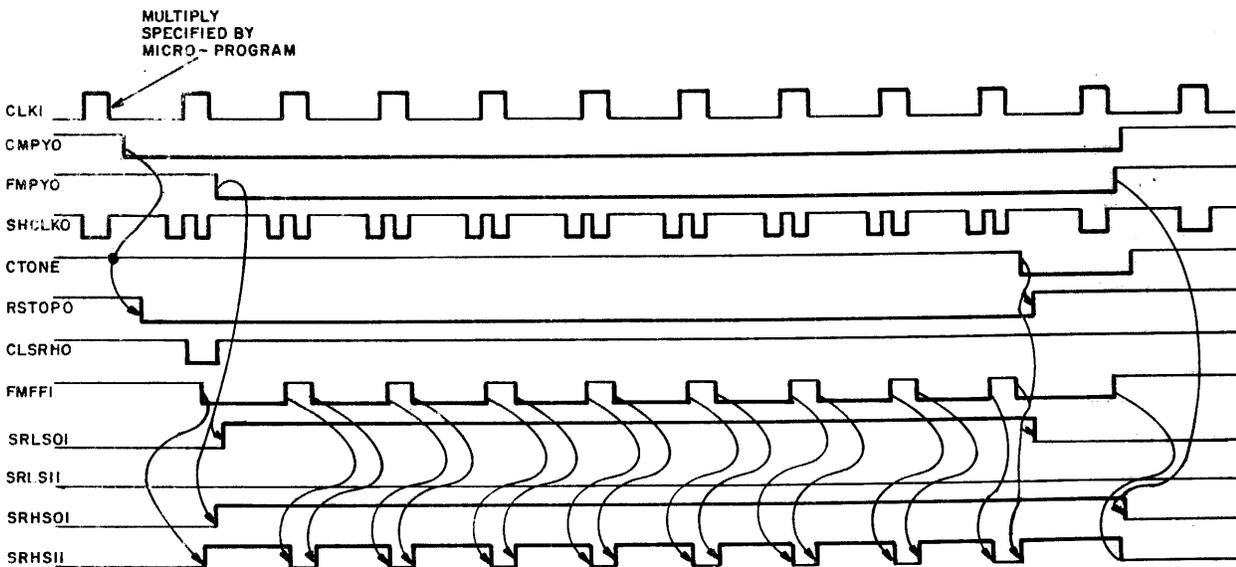


Figure 17. Multiply Timing

During Command operations the ALU is conditioned to the ADD mode. If a Subtract operation is required, Force Subtract (FRSUB0) (36M4) is activated, which conditions the ALU to the Subtract mode. A four-bit Adder (36G5) is used to allow a 20-bit parallel operation to be performed during the execution of the Multiply algorithm. The 'A' input to this adder is SRX and the B input is a function of the Carry flag.

Table 9 shows the hexadecimal contents of each of the registers during each clock of the multiplication of 5\*4. Prior to execution, MDR contains a X'5', ARL contains a X'A', and the Carry flag is reset.

Table 10 shows another example of a multiplication (X'1111\*X'1111'). Prior to execution, MDR contains a X'1111, ARL contains a X'2222' and the Carry flag is reset.

Refer to Appendix 1 for additional examples of multiply routines.

TABLE 9. MULTIPLICATION EXAMPLE (5 x 4)

	SRX14	SRH				SRL				SRL16
1	0	0	0	0	0	0	0	0	4	0
2	0	0	0	0	0	0	0	0	1	0
3	0	0	0	0	2	4	0	0	0	0
4	0	0	0	0	0	5	0	0	0	0
5	0	0	0	0	0	1	4	0	0	0
6	0	0	0	0	0	0	5	0	0	0
7	0	0	0	0	0	0	1	4	0	0
8	0	0	0	0	0	0	0	5	0	0
9	0	0	0	0	0	0	0	1	4	0
10	0	0	0	0	0	0	0	1	4	0

TABLE 10. MULTIPLICATION EXAMPLE (X' 1111' x '1111')

	SRX	SRH				SRL				SRL16
1	0	0	0	0	0	1	1	1	1	0
2	0	0	8	8	8	4	4	4	4	0
3	0	0	2	2	2	1	1	1	1	0
4	0	0	9	1	1	8	4	4	4	0
5	0	0	2	4	4	2	1	1	1	0
6	0	0	9	1	9	C	8	4	4	0
7	0	0	2	4	6	3	2	1	1	0
8	0	0	9	1	A	0	C	8	4	0
9	0	0	2	4	6	4	3	2	1	0
10	0	0	1	2	3	4	3	2	1	0

5.12.3 Divide. Prior to executing the Command Divide micro-instruction, the following preliminary conditions are assumed: The 32-bit positive dividend is in SRH and SRL, the divisor is in two's complement negative form in the ARL, the carry flag is reset, and the CTR contains 16. The Command Divide executes in 16 machine cycles. On each DCL0: the CTR is decremented, SRL is shifted left one position, FLR12 is updated from the ALU carry, and SRH is either shifted left one position or loaded from the S Bus. Refer to Figure 18.

The signal CDIV0 is low during the Command Divide. CDIV0 causes DECTR0 to go low until the Counter (CTR) decrements to zero. SRL is conditioned to the Shift Left mode, and SRH assumes the Load mode or the Shift Left mode depending upon the state of the ALU Carry (CSV1).

The most significant 16-bits of the dividend in the SRH are present on the B Bus. The data is shifted left one position by the B Bus Shifter and presented to the ALU. Note that SRL001 is carried into CISL0 (36R5). The ARL is unloaded to the ALU and an 'Add' is performed.

By adding the two's complement from the divisor in the ARL to the most significant half of the dividend in the SRH, the result on the S Bus is actually the difference between the two. If this 'trial subtraction' is successful, the ALU produces a Carry (CSV1 high), and the partial remainder on the S Bus is gated into the SRH. If the 'subtraction' is unsuccessful, CSV1 is low, and the SRH is shifted left one position; the S Bus data is ignored. The CSV1 signal is shifted into SRL15 to form the quotient bits. CSV1 is also saved in FLR12. After the Command Divide, the remainder is in the SRH and the quotient is in the SRL.

Refer to Appendix 1 for an example of a divide operation.

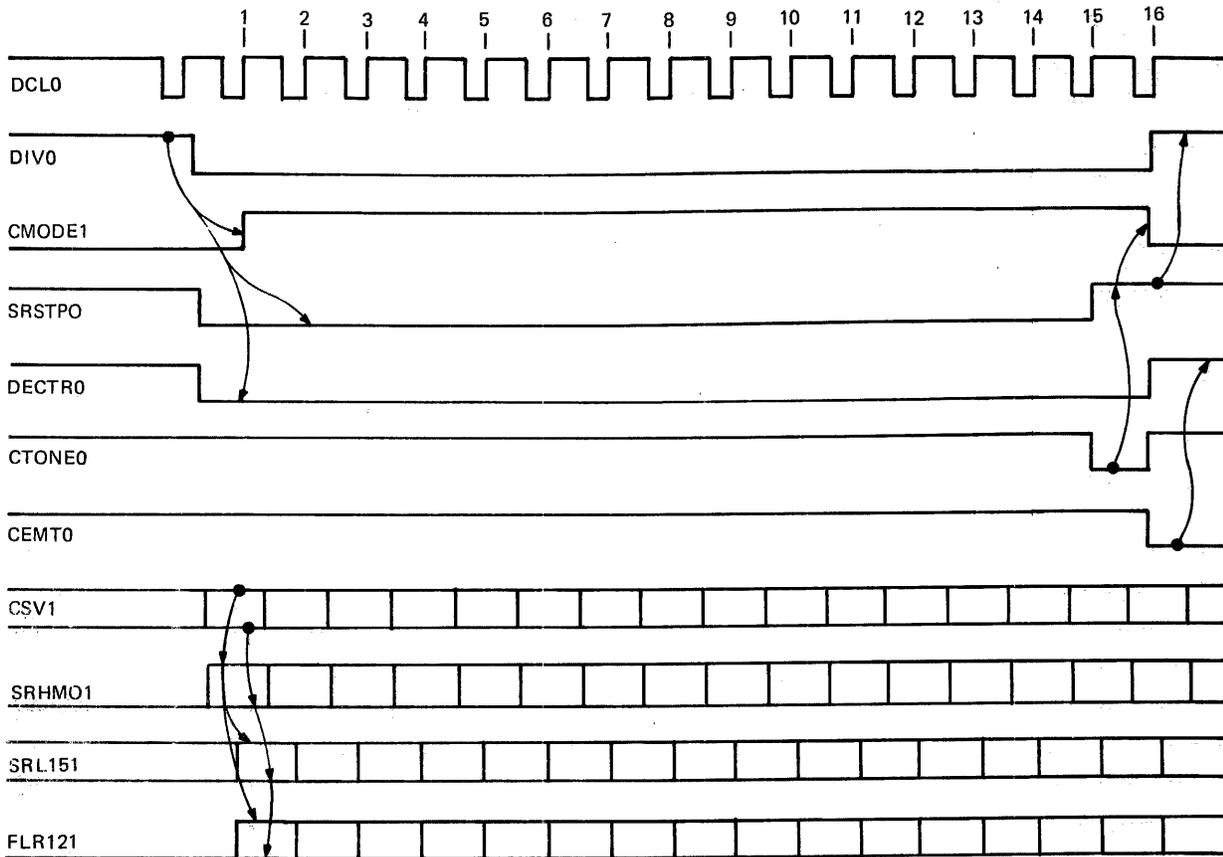


Figure 18. Command Divide Timing Diagram

### 5.13 Display System

The Display System provides, if the Hexadecimal Display Panel is present, a means for reading the contents of all the system registers and any core memory location, together with the capability of manually entering data and programs. Figure 19 shows the Hexadecimal Display Panel layout. Within the Hexadecimal Display Panel are five eight-bit byte Display Registers, D1 through D5, that hold data output from the Processor, and a 20-bit Switch Register which stores data input from the Hexadecimal Keyboard.

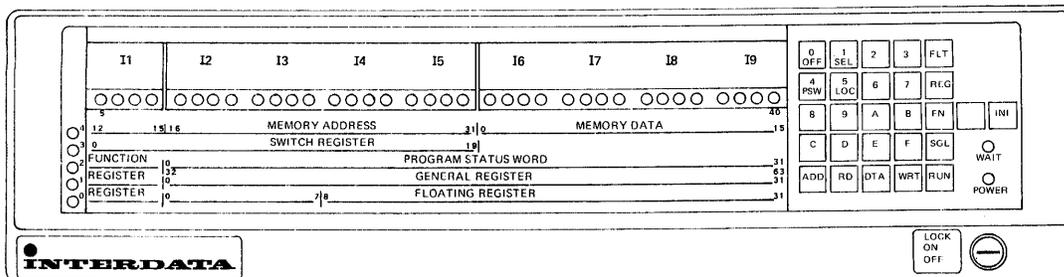


Figure 19. Hexadecimal Display Panel

Associated with each Display Register D1 through D4 are eight indicator lamps that provide a binary read-out and two optional hexadecimal read-out indicators. Associated with Display Register 5 are four indicator lamps for binary display and one optional hexadecimal read-out indicator.

The most significant four bits of Display Register D5 (Bits 0:3) control four of the five indicator lamps along the left edge of the Hexadecimal Display Panel. The fifth indicator lamp is controlled by logic internal to the Hexadecimal Display Panel. To the right of each of these five lamps is a diagram that defines what is being displayed. In general, only one of the diagram lamps is on at a time. If none of the diagram lamps are on, a user program has written data to the display registers.

The most significant 20-bits of the display show the contents of Display Registers D3 and D4 and the least significant four bits of Display Register D5 (Bits 4:7) or the contents of the 20-bit Switch Register. When the Switch Register is being displayed, the lamp next to the Switch Register diagram is illuminated. Any other diagram lamp that may have been on, remains on. When the Switch Register is no longer displayed, its diagram lamp goes out and the most significant 20-bits of the display again shows the contents of Display Registers D3 and D4 and the least significant four bits of Display Register D4 (Bits 4:7).

The Key Operated Security Lock is a three-position, OFF-ON-LOCK, key-operated locking switch, which controls the primary power to the system. This switch can also disable the Hexadecimal Display Panel, thereby preventing any accidental manual input to the system. The power indicator lamp (PWR) associated with the key lock is located in the lower right corner of the Hexadecimal Display Panel. The PWR lamp is on when the key lock is in the ON or LOCK position. The relationship between the key lock switch positions, primary power, the Control keys, and the Hexadecimal keys is:

OFF	The primary power is OFF.
ON	The primary power is ON and the Control keys and Hexadecimal keys are enabled.
LOCK	The primary power is ON and the Control keys and Hexadecimal keys are disabled.

The Hexadecimal Display Panel operating procedures may be found in the appropriate User's Manual.

The Display Controller, built into the Processor, is shown on Sheet 26. Unlike most I/O controllers, data transfer does not take place over the D Bus. Data from the Hexadecimal Display Panel is gated directly to the B Bus, B08:14, and the content of the S Bus, S08:15, is gated by DAG1 and sent to the Hexadecimal Display Panel. Data is transmitted between the Hexadecimal Display Panel and the Display Controller one byte at a time.

**5.13.1 Data Transfer.** When the display is in the Normal mode, all data outputs are directed into Display Register D1. Conditioning the controller to the Incremental mode, via an Output command, causes the two bit counter (26H7) to be incremented at the trailing edge of DAG1. The output of this counter is decoded to activate LA0, in response to the first DAG1 and then LB0 for all subsequent DAG1's until the counter is initialized. In this mode, the first DA loads Display Register D1, the next DA loads Display Register D2. The next two DAs load Display Registers D3 and D4. This counter is initialized by SCLR0, by an Output command placing the controller in the Incremental mode, or whenever the display is addressed and the Normal mode is selected.

Input data from the Switch Register on the Hexadecimal Display Panel is handled in a similar manner as output data. In the Normal mode or on the first Data Request (DR), if in the Incremental mode, Switch Register Bits 12:19 are read. The second DR, in the Incremental mode, reads Switch Register Bits 4:11. The two bit counter (26H5) directs the DR to the appropriate group of Switch Registers. This counter is initialized by the same function as the four bit counter discussed above and is incremented at the trailing edge of DRG1.

#### NOTE

Bits 0:3 are gated out as part of the status byte when address is read.

5.13.2 Control Logic. When the display requires micro-program support, it generates two outputs, ESNO0 and ESNC0, which are latched in the RS flip-flop at 26C2. The output of this flip-flop sets the Console Attention flip-flop (CATN) at 26F1. This flip-flop is reset by GADR0 when the Processor addresses the display.

When the SGL function switch is depressed, SSGL1 becomes active (26A2) and ESNC0 and ESNO0 are generated which caused the Single flip-flop (26G3) to become set. This flip-flop remains set until another execute is generated and the SGL function is not selected.

5.13.3 Status Input. The status byte encoding is shown in Table 11. The status byte is gated onto the SD00:07 lines by the SRG0 lead. SRG0 gates the SD00:07 lines onto Bits 08:15 of the B Bus.

TABLE 11. DISPLAY STATUS AND COMMAND ENCODING

		STATUS							
		0	1	2	3	4	5	6	7
Run	X	0	0	0	X	X	X	X	X
Memory Write	X	0	0	1	X	X	X	X	X
Memory Read	X	0	1	0	X	X	X	X	X
Address	X	0	1	1	X	X	X	X	X
Fixed Register	X	1	0	0	X	X	X	X	X
Floating Register	X	1	0	1	X	X	X	X	X
Function	X	1	0	0	X	X	X	X	X

} Single or Halt

General Register		0	1	2	3	4	5	6	7	Floating Register	
	0	0	X	X	X	1	0	0	0		0
	1	1	X	X	X	1	0	0	0		2
	2	0	X	X	X	1	0	0	1		4
	3	1	X	X	X	1	0	0	1		6
	4	0	X	X	X	1	0	1	0		8
	5	1	X	X	X	1	0	1	0		A
	6	0	X	X	X	1	0	1	1		C
	7	1	X	X	X	1	0	1	1		E
	8	0	X	X	X	1	1	0	0		
	9	1	X	X	X	1	1	0	0		
	A	0	X	X	X	1	1	0	1		
	B	1	X	X	X	1	1	0	1		
	C	0	X	X	X	1	1	1	0		
	D	1	X	X	X	1	1	1	0		
	E	0	X	X	X	1	1	1	1		
	F	1	X	X	X	1	1	1	1		

Function		0	1	2	3	4	5	6	7	Console Interrupt Register Set Select	
	0	0	X	X	X	0	0	0	0		
	1	1	X	X	X	0	0	0	0		
	2	0	X	X	X	0	0	0	1		
	3	1	X	X	X	0	0	0	1		
	4	0	X	X	X	0	0	1	0		
	5	1	X	X	X	0	0	1	0		
	6	0	X	X	X	0	0	1	1		
	7	1	X	X	X	0	0	1	1		
	8	0	X	X	X	0	1	0	0		
	9	1	X	X	X	0	1	0	0		
	A	0	X	X	X	0	1	0	1		
	B	1	X	X	X	0	1	0	1		
	C	0	X	X	X	0	1	1	0		
	D	1	X	X	X	0	1	1	0		
	E	0	X	X	X	0	1	1	1		
	F	1	X	X	X	0	1	1	1		

PSW  
LOC

		COMMAND							
Normal	1	0	0	0	0	0	0	0	0
Incremental	0	1	0	0	0	0	0	0	0

#### 6.4 Fast Memory Timing Adjustment for 35-522M01, CPU A

The fast memory timing adjustment is set up at the factory and should not require field adjustments. Potentiometer R2 adjusts the start time of INH0. Refer to Figure 20. Grounding REQ0 at the Processor back panel Slot 7, Pin 139-0 of the CPU-A board causes constant memory cycles to occur. Before grounding REQ0, remove MAC or extended DMA buffer if installed. ER0 may be found at Slot 7, Pin 204-0 of CPU-A. INH0 may be found at Slot 7, Pin 104-0 of CPU-A. Adjust R26 for 280NS width on INH0.

#### CAUTION

WHEN SETTING UP FAST MEMORY TIMING, UNPLUG ALL MEMORY STACKS UNTIL THE MEMORY TIMING IS ADJUSTED. FAILURE TO DO SO MAY CAUSE DAMAGE TO THE MEMORIES.

WITH ALL MEMORY STACKS UNPLUGGED, THE PROCESSOR MAY NOT POWER-UP. THIS IS BECAUSE THE -16.5VDC CROWBAR IN THE POWER SUPPLY HAS TRIPPED, REMOVING THE -16.5VDC. LOWER THE -16.5VDC TO CORRECT THIS. BE SURE TO READJUST THE -16.5VDC AFTER PLUGGING THE MEMORY MODULES BACK IN.

#### 6.5 DMA Clock Adjustment for the 35-522M00, CPU A

The DMA clock (TB1) adjustment is set at the factory and should not require any further adjustment. The DMA clock (TB1) determines, when EN0 is active, when to turn EN0 OFF. To properly adjust TB1 for the 7/16 HSALU, the adjustment should be made while observing the time difference between EN0 and ER0. The adjustment must be made such that the time between the rising edge of EN0 and the falling edge of ER0 is 90 nanoseconds. Adjusting TB1 on the 7/32 Processor is done by observing FPSEL0 and ER0 on the back panel and adjusting TB1 such that the rising edge of FPSEL0 occurs 115 nanoseconds before the falling edge of ER0. The variable resistor R56 adjusts the TB1 timing.

#### 6.6 DMA Clock Adjustment for 35-522M01, CPU A

The DMA clock (TB1) adjustment is set at the factory and should not require any further adjustment. The DMA clock (TB1) determines, when EN0 is active, when to turn EN0 OFF. To properly adjust TB1 for the 7/16 HSALU, the adjustment should be made while observing the time difference between EN0 and ER0. The adjustment must be made such that the time between the rising edge of EN0 and the falling edge of ER0 is 90 nanoseconds. Adjusting TB1 on the 7/32 Processor is done by observing FPSEL0 and ER0 on the back panel and adjusting TB1 such that the rising edge of FPSEL0 occurs 115 nanoseconds before the falling edge of ER0. The variable resistor R1 adjusts the TB1 timing.

#### 6.7 Overall Processor Test

Use the 06-106 Processor Test Program to perform a comprehensive test of the 7/16 HSALU Processor.

Use the 06-154 Series 32 Processor Test Part 1, 06-155 Series 32 Processor Test Part 2, 06-153 Model 7/32 Halfword Processor Test and the 06-156 F01, F02, and F03 Series 32 Memory Test.

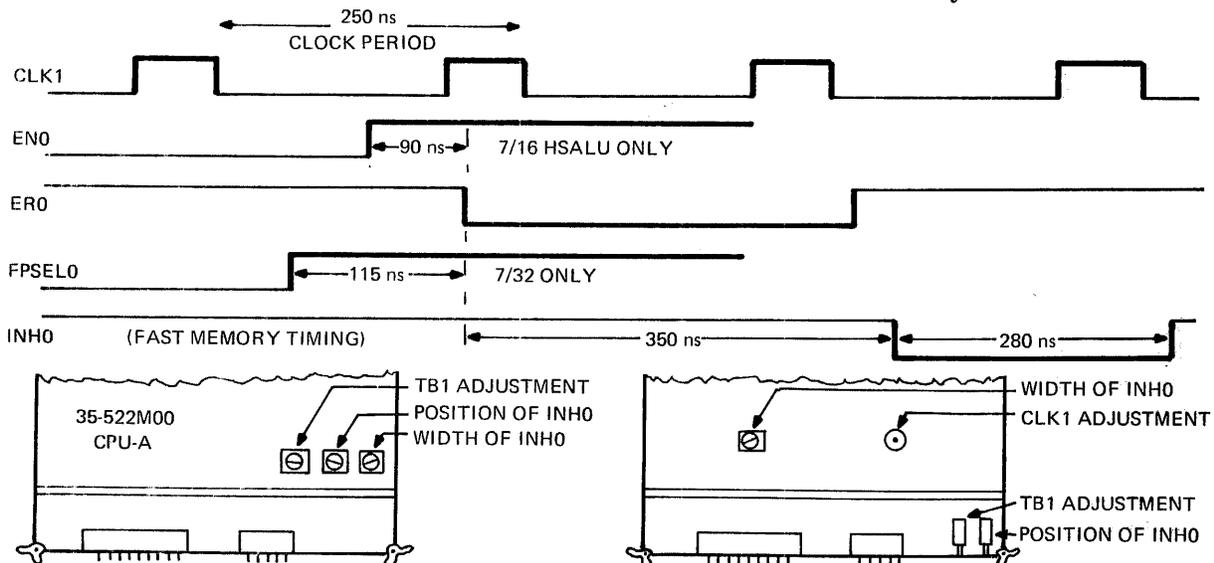


Figure 21. Clock Timing

## 7. Mnemonics List

The following list provides a brief description of each mnemonic found in the 7/16 HSA LU and 7/32 Processor. The source of each signal on Schematic Drawing 01-079D08, is also provided.

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
ACK0	Acknowledge Control Line. This signal starts the Rack0/Tack0 Daisy Chain.	25D9
ADD0	Add micro-instruction Decoded	14D9
ADRS0	Address Control line	25A9
AMOD0	Address modification	29R3
ARST1	Automatic Restart	31K6
ATN0	Attention Test line from the I/O Bus	31G1
ATNX1	I/O attention but no higher peiority interrupts	33B9
BCLK0	Basic Clock. A non-stoppable clock used for memory timing and test aid control.	11J1
B000:150	The B Bus which transmits data from the specified source to the shifter.	12A9-12K9
BRCH1	Branch. This indicated a Branch micro-instruction	14F9
BRCMND0	Branch or Command micro-instruction decoded	30F4
CA0	Calculate address Micro-instruction decode	14E9
CATN1	Console Attention. Special Interrupt from the Display Panel	31G9
CC12:151	Condition Code Bits 12 through 15; Carry, Overflow, Greater than, and Less than	30G9-30N9
CDIV0	Command Divide micro-instruction decoded	34R9
CEMT1	Counter empty	34E9
CIN21	Carry into ALU Bits 8 through 11	22B9
CIN31	Carry into ALU Bits 12 through 15	22A4
CISHI	Carry into Shift Register High	36K9
CISLI	Carry into Shift Register Low	36M9
CISL0	Carry in Shift Left to 'B' Bus Latch	36N5
CISR0	Carry in Shift Right to 'B' Bus Latch	36N5

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
CKMDH0	Clock Memory Data High	18B4
CKMDL0	Clock Memory Data Low	19B4
CKRD0	The Clock used to Load the ROM Data Register and increment the ROM address	7F8
CLABT0	Clear the Abort flip-flop	33D9
CLK1	The major Processor Clock from which all other clocks are derived	32L3
CLMDR0	Clear Memory Data Register	19B-27F9
CLO70	Control Line 7. This function provides an Early Power Fail indication to devices on the I/O Bus.	25A9
CLRF0	Clear Alarm Register flip-flops	28G7
CLSRH0	Clear Shift Register High ANDed with Processor Clocks	36M3
CMDTS0	Command Test and Set to Memory Access Controller	34H9
CMD0	Command Control line	25C9
CMND0	Command micro-instruction Decoded	14E9
CMPY0	Command Multiply Micro-instruction Decoded	34R9
CPLOC1	Carry propagate for the Location Counter	17A1
CPMAR1	Carry propagate for the Memory Address Register	16D1
CRYIN0	Carry into the least significant bit of the ALU	33M9
CS0	Cross Shift. Conditions the B Bus shifter to perform a Cross Shift.	30R3
CSL0	Command Shift Left micro-instruction	34R9
CSRH0	Clear Shift Register High	36C7
CSR0	Command Shift Right micro-instruction	34S9
CSVDIV0	Divide Carry Save	36F7
CSVI	Carry Save. Carry out from the ALU	22C8
CTONE0	Counter equal to One (1).	34L9
DA0	Data Availabel Control line	25C9
DACK0	Data Channel Acknowledge interrupt	25B9
DC0	Data Channel interrupt	31J1
DCR0	Data Channel Read operation	31J1
DEC10	Decode ROM #1. Decoded from micro-instruction.	35G1

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
DEC20	Decode ROM #2. Decoded from micro-instruction	35F9
DECTR0	Decrement the Counter	34M9
DIR0	Second Time the same Instruction.	33A9
DMAC0	Disable MAC or DMABC Controller.	35C9
D000-D150	I/O Bus data lines.	Sheet 15
DON0	Timing signal derived from functions of the Processor Clock Counter.	32N3
DS20	Disable Source Two	8L9
DSA0	Disable Source A.	35M9
DSB1	Disable Source B.	14R9
DR0	Data Request Control line.	25B9
DSTOP0	Destination Stop. Prevents the loading of any destination register when active.	33G9
ENDA1	Enable Destination 'A'.	14G1
ENDB1	Enable Destination 'B'.	14J9
ENDD1	Enable Destination 'D'.	14K9
ENH1	Enable High. Enables the loading of the Memory Data Register Low.	16S8
ENMS1	Enable Memory Sense. During data time of memory read cycle.	27G9
ENSA0	Enable Source 'A'.	35S9
ENSB0	Enable Source 'B'.	14S9
EN0	Enable signal to the direct Memory Access Port.	27K9
EPF0	Early Power Failure detected.	32K4
ER0	Early Read, used for Read Memory Timing.	27F9
ESNO0	Execute switch normally open contact.	26A2
ESNC0	Execute switch normally closed contact.	26A1
EXBYS0	External or Extended Memory Busy.	27L1
EXDUA0	External or Extended Memory Data Unavailable.	27G1
FABORT1	Abort flip-flop, set during Abortable instruction.	34F9
FAEN0	Auxillary EN0 flip-flop	27J9
FA1	Output from the Processor Timing flip-flop, State A.	32H1

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
FAIFBO0	Timing signal derived from Processor Clock flip-flop	32J3
FAMOD0	Address Modified flip-flop.	29R4
FBI	Output from the Processor Timing flip-flop, State B.	32G1
FCATN1	Output from the Console Attention flip-flop indicating a request for Console Service.	26H1
FDAT0	I/O Data Output flip-flop.	25G9
FDECI0	Decode Type #1 flip-flop.	35B9
FDEC20	Decode Type #2 flip-flop.	35C9
FEPF0	Output from the Early Power Fail relay.	32J5
FHLD0	Hold flip-flop for slow memory timing.	27C6
FINR0	Output from the Instruction Read flip-flop.	35K9
FLRAR0	Load ROM Address register flip-flop.	8G4
FLBY0	Local Memory Busy flip-flop.	27L9
FLGL0	Flag Register Greater than or Less than set.	30N9
FLPBY0	Local Processor Memory Busy flip-flop.	27K9
FL121-151	Flag Register Bits 12 through 15.	30H7-30N7
FMBY0	Memory Busy flip-flop.	36B7
FMTF1	Multiply Operation flip-flop.	36K8
FPPF1	Power Fail Detection flip-flop.	32J6
FPOW1	The one output from the Power Down flip-flop. Set by the micro-program to Initialize the system.	34D9
FRSUB0	Force Subtract on multiply.	36M3
FSKIP0	Output from the Skip flip-flop.	33F5
FSNGL1	Single flip-flop from Display Controller.	26H3
FSYN1	Output from the Sync flip-flop.	25J9
FTIT0	Clock stop from test aid.	33J1
FUT1	Utility flip-flop.	34B9
FWAIT0	Active when the Processor is in the Wait state.	34C9
FXPBY0	Exetended Processor Memory Busy flip-flop.	27N7

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
GABB1	'A' or 'B', but not both sources negative	29B4
GABORT1	Gated Abort.	33C9
GATN1	Gated Attention.	31G9
GB00-150	Gated B Bus. The output from the Shifter/Latch circuit to the ALU.	20A9-20S9
GFLR121	Gated Flag Register Bit 12.	36F3
GLOAD1	Load Micro-operation and RD151 Decoded.	18B9
GMDR000	Gated Memory Data Register Bit 0.	24N9
GPSEL1	Gated Processor selected.	10H4
GRX130	Gated RX1 or RX3 format user instruction decoded.	8N9
HALT0	Signal from MAC preventing the setting of the processor Selected flip-flop.	27J1
HW0	Halfword I/O Test line from the active device.	33K1
ICLK1	Buffered Processor Clock used primarily in I/O timing.	25K1
ILOC1	Increment Location Counter.	35E9
IMAR1	Increment Memory Address Register	35D9
IMCMD0	Immediate or Command micro-instruction decoded.	14F9
INIT1	Output from the system Initialize switch.	33C9
INH0	Inhibit, used for write memory timing.	27C9
IR001-071	Instruction Register Bits 0 through 7. Operation Code portion of a user instruction.	A9-8F9
IR031-111	The outputs from the YD field of the Instruction Register.	29N5-29N7
IR1	Instruction Read decoded from a micro-instruction.	35H2
IRG1	Second Clock of Instruction Read. Use to load Memory Data Register to the YD portion of the Instruction Register.	35J9
IR121-151	The outputs from the YS portion of the Instruction Register.	29L1-29L4
ISTOP0	I/O Processor Clock Stop. Active during I/O Transfer, keeps ROM Data from Changing.	25R9
JALARM	Prepares the Alarm Register to jam to the B-Bus with its contents when a Load PSW is specified.	34E9
JARLB1	Force ARL to be the second source during Multiply.	24B9

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
LA0	Load display Byte A, to Display 2 Bits 8:15.	26J7
LAR1	Load Arithmetic Register Control line.	14M9
LARH120:150	Data Inputs to the AR High	10E3
LARH0	Load Arithmetic Register High.	24C9
LARL0	Load Arithmetic Register Low.	24D9
LARX0	Load the extended portion of the Arithmetic Register.	24D9
LB0	Load display byte B, to Display 2 Bits 0:7.	26J7
LCNTR1	Load the Counter.	35M9
LD100	Load I/O micro-instruction decoder.	30S4
LIO1	I/O operation in progress.	15G9
I.FLR0	Load the Flag Register.	35K9
LCC0	Load the Condition Code Register.	34G9
LINH0	Fast Memory Timing INH0.	27N9
LLOC0	Load the Location Counter.	14L9
LMAR0	Load the Memory Address Register from the S Bus.	14L9
LMAS0	Load the Memory Address Slave Register.	27E9
LMDR1	Load the Memory Data Register from the S Bus.	14L9
LOAD0	Any Load micro-instruction decoded.	14B9
LPSWL1	Load Program Status Word Low Order Bits 26 through 31.	31F9
LRAR0	Load ROM Address Register. Enables the loading of the RAR.	33E9
LR0	Late Read, used for read memory timing.	27E9
LSRH1	Load Shift Register High	35L9
LSRL1	Load Shift Register Low	35L9
LYSIO	Lead YS portion of the Instruction Register from the S Bus.	14L9
MA000:140	Output from the Memory Address Register Bits 0:15.	Sheet 16
MAR001:151	Output from the Memory Address Register Bits 0:15.	Sheet 16
MCIO	Multiply Carry into the Shift Register.	36G8
MD0	Multiply or divide operation decoded.	36L3
MD000:150	Memory Data Bus to the memory system.	Sheets 18-19
MDR000:070	Outputs from the Memory Data Register.	Sheets 18-19

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
MDS20	Multiply operation, disable the second source.	24R9
MEGRL00	Memory enable General Register Low, Set 0.	11D8
MEGRLF0	Memory enable General Register Low, Set F.	11N8
MEGRH00	Memory enable General Register High, Set 0.	11H8
MEGRHF0	Memory enable General Register High, Set F.	11R8
MEM1	Memory Operation decoded from micro-instruction.	35E9
MEMS0	Memory enable for the micro-register stacks.	11B8
MEXR00	Memory enable for the Extended Registers Set 0.	11M8
MEXRF0	Memory enable for the Extended Register Set F.	11R8
M1	The M input to the ALU decoded.	14J9
MMAL1	Machine Malfunction-Parity Error or Power Failure	28L6
MW1	Memory Write Decode from Micro-instruction.	35A9
NORM0	Floating point number not normalized.	23F9
OSC1	Output from the System Clock Oscillator.	32C1
OVAS1	Overflow enable function on an add or subtract.	29G6
OVA1	Overflow enable function on an add.	29G7
OVS1	Overflow enable function on a subtract.	29G5
PO0	Phase 0 of Calculate Address micro-instruction.	8G9
P11	Phase 1 of a Calculate Address micro-instruction.	8N9
P20	Phase 2 of a Calculate Address micro-instruction.	8M9
PBY1	Local Processor memory Busy or Extended Processor Memory Busy	29B6
PERR0	Parity error on Memory Data Bus.	28B6
PFDT0	Power Failure detected.	32D9
POFF0	Output from the On/Off Power switch controlling system power.	32B7
POWDN0	Power is down. Resets the SCLR relay.	32J7
PRIV0	Privileged instruction decoded from DROM.	34G9
PRTECT0	Memory Protected and Processor is doing memory write.	35A9
PSEL1	Processor selected for Memory Bus.	18B8

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
PSW111	Program Status Word Bit 11.	31C4
PSW161-231	Program Status Word Bit 16 through 23.	31A8-31E8
PSW271	Program Status Word Bit 27.	31D4
RAR050:150	The outputs from the RAR.	Sheet 5
RARSTP0	ROM Address Register clock stop.	8F9
RD000:230	ROM Data Register Bit through 23.	Sheet 7
READ1	Register stack read time.	11N1
REQ0	Request from the Direct Memory Access Port.	27K1
RR1	Register to Register format user instruction decoder.	9N3
RSTOP0	ROM Stop. Stops CKRD0 when active.	33F9
SA1	General Register stacks addressing signal.	12A4
SB1	General Register stacks addressing signal.	12E1
SC1	General Register stacks addressing signal.	12E1
SCHRY1	Shifted Carry. Enables the setting of the carry flag on either a shift right or shift left.	29D4
SCLR0	System Clear. Signal used to initialize the system on a power up or power down.	32A5
SD1	General Register stacks addressing signal.	12H1
SD001:071	Status and Data Bus to the Display Console.	26R1-26R7
SDSTOP0	Set Destination Stop Clock during Repeat Mode Micro-instruction.	34M9
SELA1	Source address line for A Bus.	24J9
SFLB1	Source address line for A Bus.	24G9
SEQ01	S Bus equals zero.	22N8
SGN10	Second source equal to one.	24L9
SGN20	Second source equal to two.	24K9
SGNMDR0	Sign bit of Memory Data Register.	24K9
SHCLK0	32 bit Shift Register Clock	36A9
SHL1	Shift Left. Conditions the B Bus Shifter to shift data left one place.	16N9
SHR1	Shift Right. Conditions the B Bus Shifter to shift data right one place.	16N9

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
SHORT1	32 Bit RX instruction being executed	8R9
SHI0	Input high data switches	26J6
SLO0	Input low data switches	26J6
SMALF1	A Machine Malfunction is pending.	31H9
SMPY0	Set multiply flip-flop	36A1
SNGL1	Single. Test Point to the micro-program indicating status of the Control Console.	31G9
S01:S31	S01 The S0 input to the ALU decoded. S11 The S1 input to the ALU decoded. S20 The S2 input to the ALU decoded. S31 The S3 input to the ALU decoded.	14G9:14
S001:S151	S Bus. Outputs from the ALU.	Sheets 21-22
SRA050:150	The Set ROM Address lines to the RAR.	5F4:5F9
SRD000:230	The outputs from the ROM used to load the ROM Data Register.	6S2-6S9
SRH091:111	Shift Register High bits 9 through 11.	23D9
SRHS01	Shift Register High Control lines.	36E7
SRHS11	Shift Register High Control line.	36E7
SRLCI1	Shift Register Low Carry In.	36L9
SRLS01	Shift Register Low Control line.	36C7
SRLS11	Shift Register Low Control line.	36D7
SR0	Status Request Control line.	25D6
SRSTOP0	Set ROM Clock Stop.	34L9
SSGL1	Single Switch from Display Panel	26A2
SUB1	Subtract micro-instruction decoded.	14H9
SV0	Set Overflow flag. Direct sets the Overflow flag when False Sync is detected.	25L1
SYN0	Sync response from external device controller.	26J4
TBRCH1	True Branch	31S8
ULOCH1	Unload Location Counter high	14N9
ULOC1	Unload Location Counter.	35R9
UMAR1	Unload the Memory Address Register to the B Bus.	35M9

<u>MNEMONICS</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
UMDR0	Unload the Memory Data Register to the B Bus.	24F9
UMDR1	Unload the Memor Data Regist to the B Bus.	35M9
USRH1	Unload the Shift Register High.	23M1
USRLOC1	Unload Shift Register Low.	22M2
USRLOC1	Unload Shift Register or Location Counter.	14N9
WAIT	Controls the state of the Wait Indicator on the Control Console.	26J3
WRT0	Memory Bus signal indicating that a Processor memory write is taking place.	27H9
WO	Memory Timing signal defining write time.	27B9
XB00:30	Extended B Bus 0 through 3.	9N9
XMA120:150	Extended Memory Address Register Bits 12 through 15	10K5
XMDR00:30	Extended Memory Data Register Bits 0 through 3.	9N9
XMEM0	Extended Memory operation taking place. Comes from MAC or DMABC.	9N9
XS01:31	Extended S Bus Bits 0 through 3.	10N9
YDM1	YD minus one. Decrement YD.	29G8
YDP1	YD plus one. Increment YD.	29G7
YSH1	General Register source address line.	12L1
YLS1	General Register stack source address line.	12H1
YA121:YS151	User Source Bus for loading YS field of Instruction Register and for loading the micro-register stack.	29K1-29K5

Appendix 1.  
Multiply-Divide Examples

This appendix to 01-079A21 shows examples of both Multiply and Divide operations indicating the state of the various busses and registers during each clock of the operation. These are examples of the operands used in the test programs.

TABLE A1-1. SIGNED MULTIPLY (MPY) EXAMPLE WITH THE FOLLOWING OPERANDS:

Multiplier = X'FFFF'  
Multiplicand = X'1111'

Prior to execution of the Multiply micro-instruction the following registers have been loaded by the micro-program as follows:

MDR = X'1111'  
ARL = X'2222'  
CARRY Flag = 0

	SRX 14	SRX 15		SRH				SRL				SRL 16
1	0	0	-	0	0	0	0	F	F	F	F	0
2	1	1	B	0	0	0	0					
			GB	0	0	0	0					
			S	E	E	E	F	F	F	F	F	F
			SRH	F	7	7	7	F	F	F	F	1
3	1	1	B	F	7	7	7					
			GB	F	B	B	B					
			S	F	B	B	B	F	F	F	F	F
			SRH	F	D	D	D	F	F	F	F	1
4	1	1	B	F	D	D	D					
			GB	F	E	E	E					
			S	F	E	E	E	7	F	F	F	F
			SRH	F	F	7	7	B	F	F	F	1
5	1	1	B	F	F	7	7					
			GB	F	F	B	B					
			S	F	F	B	B	D	F	F	F	F
			SRH	F	F	D	D	E	F	F	F	1
6	1	1	B	F	F	D	D					
			GB	F	F	E	E					
			S	F	F	E	E	7	7	F	F	F
			SRH	F	F	F	7	B	B	F	F	1
7	1	1	B	F	F	F	7					
			GB	F	F	F	B					
			S	F	F	F	B	D	D	F	F	F
			SRH	F	F	F	D	E	E	F	F	1
8	1	1	B	F	F	F	D					
			GB	F	F	F	E					
			S	F	F	F	E	7	7	7	F	F
			SRH	F	F	F	F	B	B	B	F	1
9	1	1	B	F	F	F	F					
			GB	F	F	F	F					
			S	F	F	F	F	D	D	D	F	F
			SRH	F	F	F	F	E	E	E	F	1
10			B	F	F	F	F					
			GB	F	F	F	F					
			S	F	F	F	F					
			SRH	F	F	F	F					

L SRH, SRH, SR

RESULT

TABLE A1-2. SIGNED MULTIPLY (MPY) EXAMPLE WITH THE FOLLOWING OPERANDS:

Multiplier = X'1111'  
 Multiplicand = X'FFFF'

Prior to execution of the Multiply micro-instruction the following registers have been loaded by the micro-program as follows:

MDR = X'FFFF'  
 ARL = X'FFFE'  
 CARRY Flag = 1

	SRX 14	SRX 15		SRH				SRL				SRL 16
1	0	0	-	0	0	0	0	1	1	1	1	0
			B	0	0	0	0					
			GB	0	0	0	0					
			S	F	F	F	F	8	8	8	8	1
2	1	1	SRH	F	F	F	F	C	4	4	4	0
			B	F	F	F	F					
			GB	F	F	F	F					
	1	1	S	F	F	F	F	E	2	2	2	0
3	1	1	SRH	F	F	F	F	F	1	1	1	0
			B	F	F	F	F					
			GB	F	F	F	F					
	1	1	S	F	F	F	E	7	8	8	8	1
4	1	1	SRH	F	F	F	F	B	C	4	4	0
			B	F	F	F	F					
			GB	F	F	F	F					
	1	1	S	F	F	F	F	D	E	2	2	0
5	1	1	SRH	F	F	F	F	E	F	1	1	0
			B	F	F	F	F					
			GB	F	F	F	F					
	1	1	S	F	F	F	E	7	7	8	8	1
6	1	1	SRH	F	F	F	F	B	B	C	4	0
			B	F	F	F	F					
			GB	F	F	F	F					
	1	1	S	F	F	F	F	D	D	E	2	0
7	1	1	SRH	F	F	F	F	E	E	F	1	0
			B	F	F	F	F					
			GB	F	F	F	F					
	1	1	S	F	F	F	E	7	7	7	8	1
8	1	1	SRH	F	F	F	F	B	B	B	C	0
			B	F	F	F	F					
			GB	F	F	F	F					
	1	1	S	F	F	F	F	D	D	D	E	0
9	1	1	SRH	F	F	F	F	E	E	E	F	0
			B	F	F	F	F					
			GB	F	F	F	F					
			S	F	F	F	F					
10			SRH	F	F	F	F	E	E	E	F	-
			B	F	F	F	F					
			GB	F	F	F	F					
			S	F	F	F	F					
			SRH	F	F	F	F					

I. SRH, SRH, SR

RESULT

TABLE A1-3. UNSIGNED MULTIPLY (UMPY) EXAMPLE WITH THE FOLLOWING OPERANDS:

Multiplier = X'FFFF'  
 Multiplicand = X'1111'

Prior to execution of the Multiply micro-instruction the following registers have been loaded by the micro-program as follows:

MDR = X'1111'  
 ARL = X'2222'  
 CARRY Flag = 0

	SRX 14	SRX 15		SRH				SRL				SRL 16
1	0	0	-	0	0	0	0	F	F	F	F	0
			B	0	0	0	0					
			GB	0	0	0	0					
			S	E	E	E	F	F	F	F	F	1
2	1	1	SRH	F	7	7	7	F	F	F	F	1
			B	F	7	7	7					
			GB	F	B	B	B					
			S	F	B	B	B	F	F	F	F	1
3	1	1	SRH	F	D	D	D	F	F	F	F	1
			B	F	D	D	D					
			GB	F	E	E	E					
			S	F	E	E	E	7	F	F	F	1
4	1	1	SRH	F	F	7	7	B	F	F	F	1
			B	F	F	7	7					
			GB	F	F	B	B					
			S	F	F	B	B	D	F	F	F	1
5	1	1	SRH	F	F	D	D	E	F	F	F	1
			B	F	F	D	D					
			GB	F	F	E	E					
			S	F	F	E	E	7	7	F	F	1
6	1	1	SRH	F	F	F	7	B	B	F	F	1
			B	F	F	F	7					
			GB	F	F	F	B					
			S	F	F	F	B	B	B	F	F	1
7	1	1	SRH	F	F	F	D	D	D	F	F	1
			B	F	F	F	D					
			GB	F	F	F	E					
			S	F	F	F	E	E	E	F	F	
8	1	1	SRH	F	F	F	F	B	B	B	F	
			B	F	F	F	F					
			GB	F	F	F	F					
			S	F	F	F	F	D	D	D	F	1
9	1	1	SRH	F	F	F	F	E	E	E	F	
			B	F	F	F	F					
			GB	F	F	F	F					
			S	1	1	1	0					
10			SRH	1	1	1	0	E	E	E	F	
RESULT												

A SRH, SRH, MOR,  
 SR

TABLE A1-4. SIGNED MULTIPLY (MPY) EXAMPLE WITH THE FOLLOWING OPERANDS:

Multiplier = X'7FFF'  
 Multiplicand = X'FFFF'

Prior to execution of the Multiply micro-instruction the following registers have been loaded by the micro-program as follows:

MDR = X'FFFF'  
 ARL = X'FFFE'  
 CARRY Flag = 1

	SRH 14	SRH 15		SRH				SRL				SRL 16
1	0	0	0	0	0	0	0	7	F	F	F	0
2			B	0	0	0	0					
			GB	0	0	0	0					1
			S	0	0	0	1	B	F	F	F	1
	1	1	SRH	8	0	0	0	5	F	F	F	1
3			B	8	0	0	0					
			GB	C	0	0	0					
			S	C	0	0	0	2	F	F	F	1
	1	1	SRH	E	0	0	0	1	7	F	F	1
4			B	E	0	0	0					
			GB	F	0	0	0					
			S	F	0	0	0	0	B	F	F	1
	1	1	SRH	F	8	0	0	0	5	F	F	1
5			B	F	8	0	0					
			GB	F	C	0	0					
			S	F	C	0	0	0	2	F	F	1
	1	1	SRH	F	E	0	0	0	1	7	F	1
6			B	F	E	0	0					
			GB	F	F	0	0					
			S	F	F	0	0	0	0	B	F	1
	1	1	SRH	F	F	8	0	0	0	5	F	1
7			B	F	F	8	0					
			GB	F	F	C	0					
			S	F	F	C	0	0	0	2	F	1
	1	1	SRH	F	F	E	0	0	0	1	7	1
8			B	F	F	E	0					
			GB	F	F	F	0					
			S	F	F	F	0	0	0	0	B	1
	1	1	SRH	F	F	F	8	0	0	0	5	1
9			B	F	F	F	8					
			GB	F	F	F	C					
			S	F	F	F	C	0	0	0	2	1
	1	1	SRH	F	F	F	E	8	0	0	1	0
L SRH, SRH, SR SIGN			B	F	F	F	F	8	0	0	1	-
RESULT			GB	F	F	F	F					
			S	F	F	F	F					
			SRH	F	F	F	F					

TABLE A1-5. UNSIGNED MULTIPLY (UMPY) EXAMPLE WITH THE FOLLOWING OPERANDS:

Multiplier = X'FFFF'  
 Multiplicand = X'FFFF'

Prior to execution of the Multiply micro-instruction the following registers have been loaded by the micro-program as follows:

MDR = X'FFFF'  
 ARL = X'FFFE'  
 CARRY Flag = 1

	SRX 14	SRX 15		SRH				SRL				SRL 16
1	0	0	-	0	0	0	0	F	F	F	F	0
			B	0	0	0	0					
			GB	0	0	0	0					
			S	0	0	0	1	F	F	F	F	1
2	1	1	SRH	8	0	0	0	7	F	F	F	1
			B	8	0	0	0					
			GB	C	0	0	0					
			S	C	0	0	0	3	F	F	F	1
3	1	1	SRH	E	0	0	0	1	F	F	F	1
			B	E	0	0	0					
			GB	F	0	0	0					
			S	F	0	0	0	0	F	F	F	1
4	1	1	SRH	F	8	0	0	0	7	F	F	1
			B	F	8	0	0					
			GB	F	C	0	0					
			S	F	C	0	0	0	3	F	F	1
5	1	1	SRH	F	E	0	0	0	1	F	F	1
			B	F	E	0	0					
			GB	F	F	0	0					
			S	F	F	0	0	0	0	F	F	1
6	1	1	SRH	F	F	-8	0	0	0	7	F	1
			B	F	F	8	0					
			GB	F	F	C	0					
			S	F	F	C	0	0	0	3	F	1
7	1	1	SRH	F	F	E	0	0	0	1	F	1
			B	F	F	E	0					
			GB	F	F	F	0					
			S	F	F	F	0	0	0	0	F	1
8	1	1	SRH	F	F	F	8	0	0	0	7	1
			B	F	F	F	8					
			GB	F	F	F	C					
			S	F	F	F	C	0	0	0	3	1
9	1	1	SRH	F	F	F	E	0	0	0	1	1
			B	F	F	F	E					
			GB	F	F	F	F					
			S	F	F	F	E	0	0	0	1	-
10			SRH	F	F	F	E	0	0	0	1	-

A SRH,SRH, MDR,  
 SR  
 RESULT

TABLE A1-6. SIGNED MULTIPLY (MPY) EXAMPLE WITH THE FOLLOWING OPERANDS:

Multiplier = X'8000'  
 Multiplicand = X'8000'

Prior to execution of the Multiply micro-instruction the following registers have been loaded by the micro-program as follows:

MDR = X'8000'  
 ARL = X'0000'  
 CARRY Flag = 1

	SRX 14	SRX 15		SRH				SRL				SRL 16
1	0	0	-	0	0	0	0	8	0	0	0	0
2	0	0	B	0	0	0	0	4	0	0	0	0
			GB	0	0	0	0					
			S	0	0	0	0					
			SRH	0	0	0	0					
3	0	0	B	0	0	0	0	1	0	0	0	0
			GB	0	0	0	0					
			S	0	0	0	0					
			SRH	0	0	0	0					
4	0	0	B	0	0	0	0	0	4	0	0	0
			GB	0	0	0	0					
			S	0	0	0	0					
			SRH	0	0	0	0					
5	0	0	B	0	0	0	0	0	1	0	0	0
			GB	0	0	0	0					
			S	0	0	0	0					
			SRH	0	0	0	0					
6	0	0	B	0	0	0	0	0	0	4	0	0
			GB	0	0	0	0					
			S	0	0	0	0					
			SRH	0	0	0	0					
7	0	0	B	0	0	0	0	0	0	1	0	0
			GB	0	0	0	0					
			S	0	0	0	0					
			SRH	0	0	0	0					
8	0	0	B	0	0	0	0	0	0	0	4	0
			GB	0	0	0	0					
			S	0	0	0	0					
			SRH	0	0	0	0					
9	1	1	B	0	0	0	0	0	0	0	1	0
			GB	0	0	0	0					
			S	0	0	0	0					
			SRH	8	0	0	0					
L SRH, SRH, SR	10		B	4	0	0	0	0	0	0	0	0
GB			4	0	0	0						
S			4	0	0	0						
SRH			4	0	0	0						
RESULT												

TABLE A1-7. SIGNED MULTIPLY (MPY) EXAMPLE WITH THE FOLLOWING OPERANDS:

Multiplier = X'FFFF'  
 Multiplicand = X'8000'

Prior to execution of the Multiply micro-instruction the following registers have been loaded by the micro-program as follows:

MDR = X'8000'  
 ARL = X'000'  
 CARRY Flag = 1

	SRX 14	SRX 15		SRH				SRL				SRL 16
1	0	0	-	0	0	0	0	F	F	F	F	0
			B	0	0	0	0					
			GB	0	0	0	0					
			S	8	0	0	0	7	F	F	F	1
2	0	0	SRH	4	0	0	0	3	F	F	F	1
			B	4	0	0	0					
			GB	2	0	0	0					
			S	2	0	0	0	1	F	F	F	1
3	0	0	SRH	1	0	0	0	0	F	F	F	1
	0	0										
			B	1	0	0	0					
			GB	0	8	0	0					
			S	0	0	0	0	0	7	F	F	1
4	0	0	SRH	0	4	0	0	0	3	F	F	1
	0	0										
			B	0	4	0	0					
			GB	0	2	0	0					
			S	0	2	0	0	0	1	F	F	1
5			SRH	0	1	0	0	0	0	F	F	1
	0	0										
			B	0	1	0	0					
			GB	0	0	8	0					
			S	0	0	8	0	0	0	7	F	1
6	0	0	SRH	0	0	4	0	0	0	3	F	1
			B	0	0	4	0					
			GB	0	0	2	0					
			S	0	0	2	0	0	0	1	F	1
7	0	0	SRH	0	0	1	0	0	0	0	F	1
	0	0										
			B	0	0	1	0					
			GB	0	0	0	8					
			S	0	0	0	8	0	0	0	7	1
8	0	0	SRH	0	0	0	4	0	0	0	3	1
	0	0										
			B	0	0	0	4					
			GB	0	0	0	2					
			S	0	0	0	2	0	0	0	1	1
9	0	0	SRH	0	0	0	1	8	0	0	0	0
	0	0										
			B	0	0	0	0	8	0	0	0	-
			GB	0	0	0	0					
			S	0	0	0	0					
			SRH	0	0	0	0					
10												
L SRH, SRH, SR												
RESULT												

TABLE A1-8. UNSIGNED MULTIPLY (UMPY) EXAMPLE WITH THE FOLLOWING OPERANDS:

Multiplier = X'8000'  
 Multiplicand = X'FFFF'

Prior to execution of the Multiply micro-instruction the following registers have been loaded by the micro-program as follows:

MDR = X'FFFF'      A = FFFF      (UMPY) D = 4X3  
 ARL = X'FFFE'      B = 8000  
 CARRY Flag = 1      D = 7FFFF 8000

	SRX 14	SRX 15		SRH				SRL				SRL 16
1	0	0	-	0	0	0	0	8	0	0	0	0
			B	0	0	0	0					
			GB	0	0	0	0					
			S	0	0	0	0	4	0	0	0	0
2	0	0	SRH	0	0	0	0	2	0	0	0	0
			B	0	0	0	0					
			GB	0	0	0	0					
			S	0	0	0	0	1	0	0	0	0
3	0	0	SRH	0	0	0	0	0	8	0	0	0
			B	0	0	0	0					
			GB	0	0	0	0					
			S	0	0	0	0	0	4	0	0	0
4	0	0	SRH	0	0	0	0	0	2	0	0	0
			B	0	0	0	0					
			GB	0	0	0	0					
			S	0	0	0	0	0	1	0	0	0
5	0	0	SRH	0	0	0	0	0	0	8	0	0
			B	0	0	0	0					
			GB	0	0	0	0					
			S	0	0	0	0	0	0	4	0	0
6	0	0	SRH	0	0	0	0	0	0	2	0	0
			B	0	0	0	0					
			GB	0	0	0	0					
			S	0	0	0	0	0	0	1	0	0
7	0	0	SRH	0	0	0	0	0	0	0	8	0
			B	0	0	0	0					
			GB	0	0	0	0					
			S	0	0	0	0	0	0	0	4	0
8	0	0	SRH	0	0	0	0	0	0	0	2	0
			B	0	0	0	0					
			GB	0	0	0	0					
			S	0	0	0	2	0	0	0	1	0
9	1	1	SRH	0	0	0	1	8	0	0	0	1
10			B	0	0	0	1					
A SRH, SRH, MDR SR			GB	8	0	0	0					
RESULT			S	7	F	F	F	8	0	0	0	
			SRH	7	F	F	F					

TABLE A1-9. DIVIDE EXAMPLE WITH THE FOLLOWING OPERANDS:

Divisor = X'7FFF'  
 Dividend = X'3FFF 7FFF'

Prior to execution of the Divide micro-instruction the following registers have been loaded by the micro-program as follows:

SRH = X'3FFF'  
 SRL = X'7FFF'  
 ARL = X'8000'

<u>CLOCK</u>	<u>CARRY SAVE FROM ALU</u>		<u>SRL</u>
1	C=0	B 3FFF GB 7FFE S FFFE SRH 7FFE	FFFE
2	C=1	B 7FFE GB FFFD S 7FFD SRH 7FFD	FFFD
3	C=1	B 7FFD GB FFFB S 7FFB SRH 7FFB	FFFB
4	C=1	B 7FFB GB FFF7 S 7FF7 SRH 7FF7	FFF7
5	C=1	B 7FF7 GB FFEF S 7FEF SRH 7FEF	FFEF
6	C=1	B 7FEF GB FFDF S 7FDF SRH 7FDF	FFDF
7	C=1	B 7FDF GB FFBF S 7FBF SRH 7FBF	FFBF
8	C=1	B 7FBF GB FF7F S 7F7F SRH 7F7F	FF7F
9	C=1	B 7F7F GB FEFF S 7EFF SRH 7EFF	FEFF
10	C=1	B 7EFF GB FDFD S 7DFF SRH 7DFF	FDFD
11	C=1	B 7DFF GB FBFF S 7BFF SRH 7BFF	FBFF

<u>CLOCK</u>	<u>CARRY SAVE FROM ALU</u>		<u>SRL</u>
12	C=1	B 7BFF GB F7FF S 77FF SRH 77FF	F7FF
13	C=1	B 77FF GB EFFF S 6FFF SRH 6FFF	EFFF
14	C=1	B 6FFF GB DFFF S 5FFF SRH 5FFF	DFFF
15	C=1	B 5FFF GB BFFF S 3FFF SRH 3FFF	BFFF
16	C=0	B 3FFF GB 7FFF S FFFF SRH 7FFF	7FFE

Legend:

B B-Bus  
 GB Gated B Bus  
 S S-Bus  
 SRH Shift Register High  
 SRL Shift Register Low  
 SRX Extension to Shift Register High

SELECTOR CHANNEL



# M70-103

## NS SELECTOR CHANNEL

### INSTALLATION SPECIFICATION

#### 1. INTRODUCTION

This specification provides the necessary information for the installation of the 02-232 Selector Channel (SELCH) (Product Number M70-103) in a Model 70, 74, 80, 7/16 or 7/16 HSALU Processor System. The NS Selector Channel is complete on one 35-391M02 printed circuit board.

#### 2. PHYSICAL CHARACTERISTICS

- 2.1 Dimensions    15 3/8 x 14 7/8"
- 2.2 Weight        2½ pounds maximum

#### 3. INSTALLATION

The NS SELCH may be installed in any even numbered universal expansion slot (i.e., 0, 2, 4, or 6) in the Central Processor Unit (CPU) or in the first memory-I/O expansion chassis. See Figure 1. On 7/16 HSALU the NS SELCH may only be installed in Slot 0 of the CPU back panel.

To install a NS Selector Channel on a Model 74 or a 7/16 BASIC, the Selector Channel must be a 35-391M02. To install a Selector Channel on a 7/16 HSALU the Selector Channel must be a 35-391M02, R02 or higher.

#### NOTE

A SELCH may be installed in slots 0, 1, or 2 of a Model 80/85 CPU chassis only. In this case cutting of the Multiplexor Bus is not necessary.

#### 3.1 Back Panel Wiring

**3.1.1 Multiplexor Channel Bus.** At the time of installation it is necessary to cut the Multiplexor Bus wiring between the even numbered slot accepting the SELCH and the next higher numbered slot on the One (1) connector only. The RACK0/TACK0 daisy chain wiring on the back panel is rerouted according to Figure 1. The lower numbered card slots in the chassis become part of the private SELCH Bus on the One (1) connector only.

For the convenience of cutting the Multiplexor Bus, the connections between every other slot are made using "top" wire wraps. (This refers to wire wrap back panels only.) This allows the cutting of the bus by simply lifting the top wraps when the SELCH is installed in an even numbered slot. Refer to Figure 1 A during the following example.

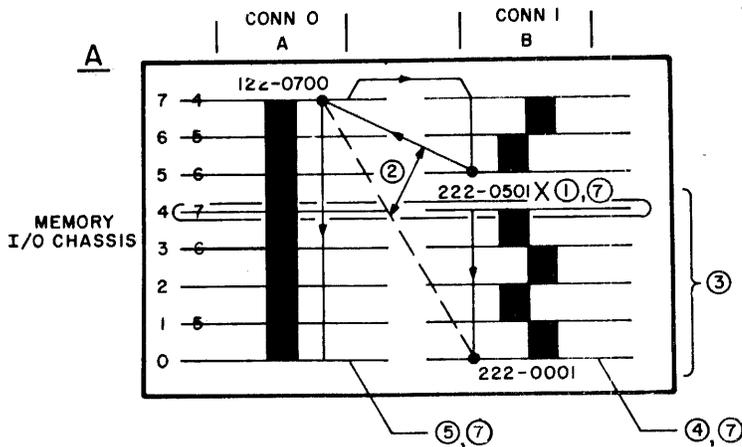
To install a SELCH in Slot 4:

1. Remove all wires on Connector One (1), between Slots 4 and 5, on Pins 11 through 26, Rows 1 and 2. (See backpanel map in 02-232M01D08 Sheet 7.)
2. Remove the wire between 222-0001 and 122-0700.
3. Remove the RACK0/TACK0 jumper between Pins 122 and 222 on both the Zero (0) and One (1) connectors of Slot 4.
4. Connect 122-0700 to 222-0501.
5. Install the SELCH into Slot 4 of the chassis. The private SELCH Bus now appears on the Connector One (1) side of Slots 4, 3, 2, 1, and 0. All slots on the Connector Zero (0) side and Slots 7, 6, and 5 on Connector One (1) side remain as standard Multiplexor Bus slots.

To install a SELCH in any other even numbered slot of a CPU chassis or a Memory-I/O chassis, a similar procedure is followed. Refer to Figure 1 B, C, D, and E.

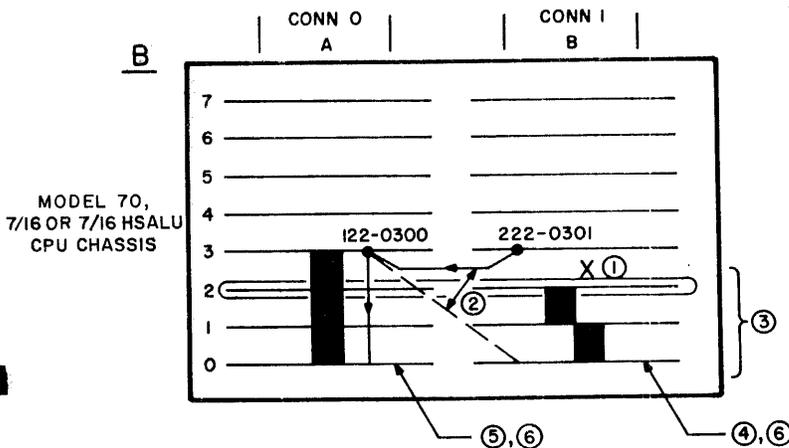
NOTE: THE CIRCLED NUMBERS ON ILLUSTRATIONS A, B, AND C REFER TO THE CORRESPONDING NUMBERS IN THE FOLLOWING INSTALLATION PROCEDURES.

TO INSTALL A SELECTOR CHANNEL IN SLOT 4 OF THE MEMORY I/O CHASSIS —



- ① CUT THE MULTIPLEXOR BUS BY REMOVING THE TOP WRAPS.
- ② JUMPER RACKO/TACKO AS SHOWN, REMOVE DASHED JUMPER.
- ③ THIS SECTION BECOMES THE PRIVATE SELECTOR BUS ON THE CONNECTOR ONE (CONN.1) SIDE ONLY. ALL SLOTS ON THE CONNECTOR ZERO (CONN.0) SIDE, AND SLOTS 7, 6 AND 5 ON CONNECTOR ONE SIDE REMAIN AS STANDARD MULTIPLEXOR BUS SLOTS.
- ④ IF REQUIRED, EXTEND THE SELECTOR CHANNEL BUS TO OTHER CHASSIS BY INSTALLING A CABLE HERE.
- ⑤ EXTEND THE MULTIPLEXOR BUS TO OTHER CHASSIS BY INSTALLING A CABLE HERE.
- ⑥ MEMORY MODULE 7, IF IT EXISTS, MUST BE LOCATED IN SLOT 3.
- ⑦ INSTALL I/O TERMINATORS 35-433 ROI HERE.

TO INSTALL A SELECTOR CHANNEL IN SLOT 2 OF THE CPU CHASSIS —

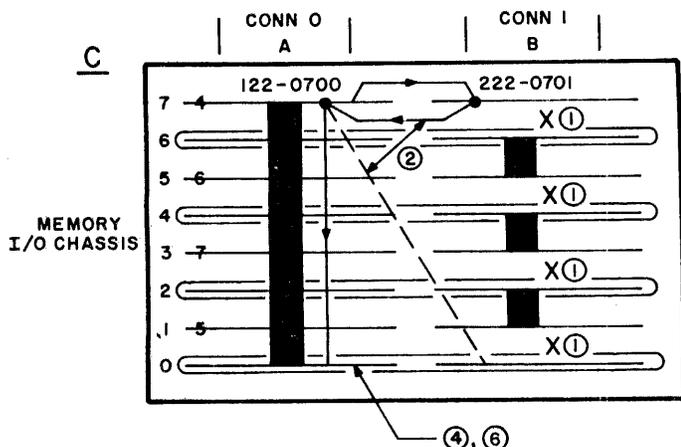


- ① CUT THE MULTIPLEXOR BUS BY REMOVING THE TOP WRAPS.
- ② JUMPER RACKO/TACKO AS SHOWN, REMOVE DASHED JUMPER.
- ③ THIS SECTION BECOMES THE PRIVATE SELECTOR BUS ON THE CONNECTOR ONE (CONN.1) SIDE ONLY. ALL SLOTS ON THE CONNECTOR ZERO (CONN.0) SIDE REMAIN AS STANDARD MULTIPLEXOR BUS SLOTS.
- ④ IF REQUIRED, EXTEND THE SELECTOR CHANNEL BUS TO OTHER CHASSIS BY INSTALLING A CABLE HERE.
- ⑤ EXTEND THE MULTIPLEXOR BUS TO OTHER CHASSIS BY INSTALLING A CABLE HERE.
- ⑥ INSTALL I/O TERMINATORS 35-433 ROI HERE.

NOTE 1:  
IF A MEMORY I/O CHASSIS IS USED IN THE SYSTEM, ANY SELECTOR CHANNELS MUST BE INSTALLED IN THAT CHASSIS.

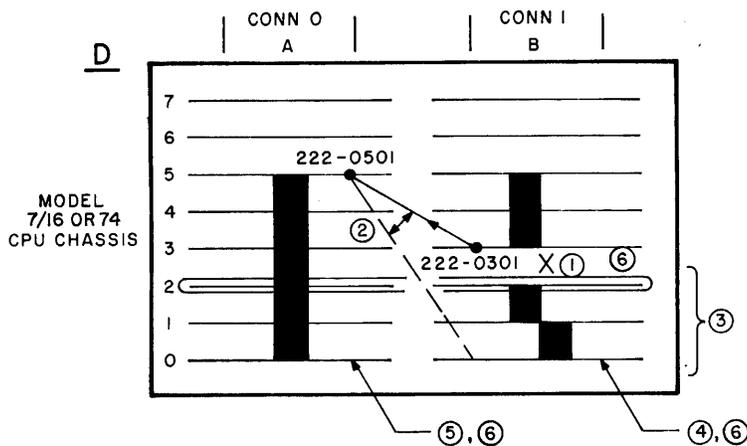
NOTE 2:  
A SELECTOR CHANNEL MAY NOT BE INSTALLED IN SLOT 2 OF THE 7/16 HSALU. SLOT 0 IS THE ONLY SLOT IN WHICH A SELCH MAY BE INSTALLED.

TO INSTALL 4 SELECTOR CHANNELS (IN SLOTS 6, 4, 2 AND 0) OF THE MEMORY I/O CHASSIS —



- ① CUT THE MULTIPLEXOR BUS IN FOUR PLACES.
- ② JUMPER RACKO/TACKO AS SHOWN, REMOVE DASHED JUMPER.
- ③ EACH SELCH, EXCEPT THE ONE IN SLOT 0, HAS ONE SLOT AVAILABLE ON ITS PRIVATE BUS. THE PRIVATE BUSES CAN BE EXTENDED TO OTHER CHASSIS BY INSTALLING CABLES IN SLOT POSITIONS 0, 1, 3 AND 5 ON CONNECTOR ONE (CONN.1) SIDE.
- ④ ALL SLOTS ON THE CONNECTOR ZERO (CONN.0) SIDE REMAIN AS THE STANDARD MULTIPLEXOR BUS. THIS BUS CAN BE EXTENDED BY INSTALLING A CABLE HERE.
- ⑤ MEMORY MODULES 5 AND 7, IF THEY EXIST, MUST BE LOCATED IN SLOTS 1 AND 3.
- ⑥ INSTALL I/O TERMINATORS 35-433 ROI HERE.

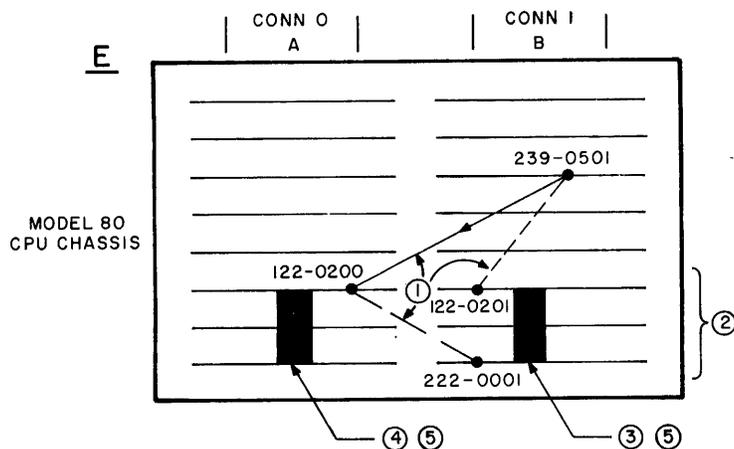
Figure 1. Backpanel Modifications



TO INSTALL A SELECTOR CHANNEL IN SLOT 2 OF THE CPU CHASSIS—

- ① CUT THE MULTIPLEXOR BUS BY REMOVING THE TOP WRAPS.
- ② JUMPER RACKO/TACKO AS SHOWN, REMOVE DASHED JUMPER.
- ③ THIS SECTION BECOMES THE PRIVATE SELECTOR BUS ON THE CONNECTOR ONE (CONN.1) SIDE ONLY. ALL SLOTS ON THE CONNECTOR ZERO (CONN.0) SIDE REMAIN AS STANDARD MULTIPLEXOR BUS SLOTS.
- ④ IF REQUIRED, EXTEND THE SELECTOR CHANNEL BUS TO OTHER CHASSIS BY INSTALLING A CABLE HERE.
- ⑤ EXTEND THE MULTIPLEXOR BUS TO OTHER CHASSIS BY INSTALLING A CABLE HERE.
- ⑥ INSTALL I/O TERMINATORS 35-433 ROI HERE.

NOTE:  
IF A MEMORY I/O CHASSIS IS USED IN THE SYSTEM, THE SELECTOR CHANNEL MUST BE IN SLOT 0 OF THE CPU CHASSIS OR IN SOME SLOT OF THE EXPANSION.



TO INSTALL A SELECTOR CHANNEL IN SLOT 0, 1 OR 2 CHASSIS—

- ① JUMPER RACKO/TACKO AS SHOWN, REMOVE DASHED JUMPERS.
- ② THIS SECTION BECOMES THE PRIVATE SELCH BUS ON THE CONNECTOR ONE (CONN.1) SIDE ONLY. ALL SLOTS ON THE CONNECTOR (CONN.0) SIDE REMAIN AS STANDARD MULTIPLEXOR SLOTS.
- ③ EXTEND THE SELCH BUS TO OTHER CHASSIS BY INSTALLING A CABLE HERE.
- ④ EXTEND THE MULTIPLEXOR BUS TO OTHER CHASSIS BY INSTALLING A CABLE HERE.
- ⑤ INSTALL I/O TERMINATORS 35-433 ROI HERE.

NOTES:

1. IF A 17-183 CABLE IS INSTALLED BETWEEN CONNECTORS ZERO AND ONE IN THE CPU CHASSIS, THIS CABLE MUST BE REMOVED PRIOR TO INSTALLING SELCH.
2. THE INSTALLATION OF A SELECTOR CHANNEL OR OTHER I/O DEVICE CONTROLLER IN THE M80 CPU CHASSIS REDUCES THE MAXIMUM MEMORY SIZE BY 16K BYTES (ONE MSU) FOR EACH SLOT USED!
3. ONLY ONE SELECTOR CHANNEL MAY BE CONFIGURED IN THE MODEL 80 PROCESSOR CHASSIS.

Figure 1. Backpanel Modifications  
(Continued)

**3.1.2 ACT0/TAC0.** The ACT0/TAC0 jumper between Pins 137-0 and 237-0 must be removed from the slot used by the SELCH controller. If the Selector Channel is not the first Direct Memory Access (DMA) channel on the Memory Bus, jumper "K" on the SELCH controller must be removed. Note that on a Model 74 only one DMA device is permitted.

NOTE (Not Applicable on Model 74)

On installations with Multiple SELCH's, remove the "EN0" and the "INH0" filters on all but the last SELCH (Remove the following: R70, R72, C59 and C61).

### 3.2 Cabling

The cabling necessary for the SELCH depends on the system's physical configuration. When the SELCH Bus does not extend outside the chassis, no cabling is required. When the SELCH Bus must be extended to another chassis, a number of cable configurations can be used. See Figure 2. Care should be taken to minimize bus lengths.

See Figure 2 for a summary of cables.

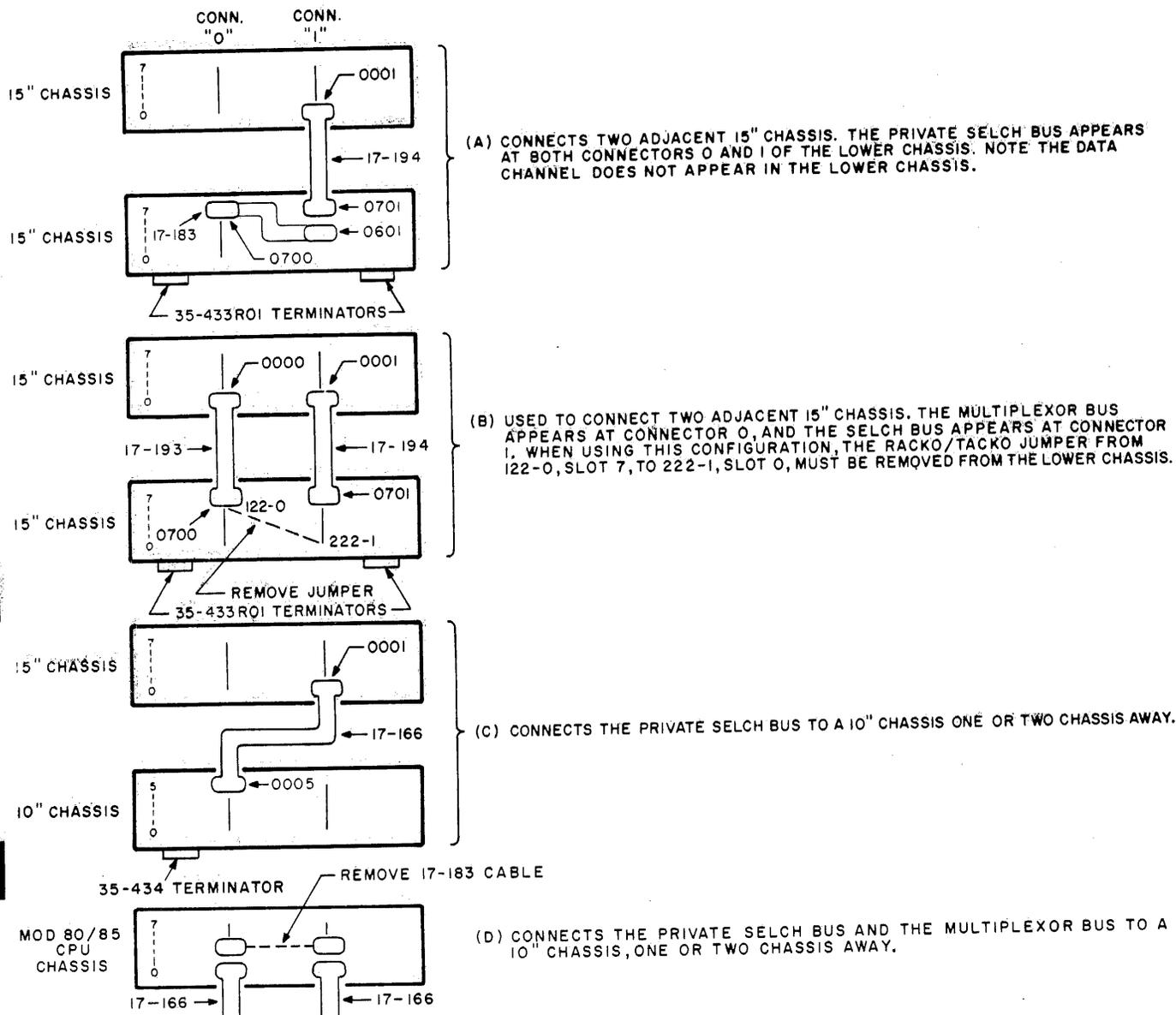


Figure 2. Cabling

#### 4. ADDRESS STRAPPING

The preferred address of the NS Selector Channel is X'F0'. The controller is strapped for this address at the factory. To change the address, refer to Functional Schematic 02-232M01D06. The number and letter designations shown on the schematic refer to the designations on the apparatus side of the SELCH controller board.

#### 5. MODEL 80/85 STRAPPING

For use with the Model 80 or 85 the following options must be exercised:

1. Remove the jumper labeled J located between IC 14 and 15.
2. Change the jumper, above IC 53, from (L to X) to (L to 2).

#### 6. INSTALLATION CHECKS

The NS SELCH is factory tested using a special high speed device. Therefore, field checks are contingent upon the user having appropriate hardware and software available with which to exercise the Selector Channel. When the SELCH is used with Model 80 or 85, insure that the strap options on the SELCH have been made according to Section 5.

# M70-103

## NS SELECTOR CHANNEL

### MAINTENANCE SPECIFICATION

#### 1. INTRODUCTION

The 02-232M01 NS Selector Channel (SELCH) (Product Number M70-103) is a Direct Memory Access port (DMA) which provides block data transfer between a device controller and memory. Once initiated, the transfer is independent of the Processor. The Processor sets up the device controller, loads the SELCH with the starting and final addresses of the memory block, specifies the type of operation (Read or Write), and issues a GO Command. The SELCH then handles the transfer without further direction by the Processor.

The NS Selector Channel is complete on one printed circuit board and occupies one slot in a system chassis. The SELCH provides the drivers, receivers and termination resistors for the private SELCH Bus. This bus originates at Connector One (1) of the SELCH slot and extends to each lower numbered slot in the system chassis on the Connector One (1) side only. The private SELCH Bus can be extended to other chassis, as required. For installation information, refer to Installation Specification 02-232M01A20.

#### 2. SCOPE

This specification describes the operation of the SELCH in its various modes; Setup, Memory Read, Memory Write, and Termination. Where necessary, this specification references the Multiplexor Channel Bus and Memory Bus operations.

#### 3. BLOCK DIAGRAM ANALYSIS

Refer to the SELCH block diagram on Sheet 7 of Functional Schematic 02-232M01D08, and the SELCH Flow Chart, Figure 1, during the following analysis. Before initiating a data transfer via the SELCH, the device controller and the SELCH must be set up. The setup procedure is implemented by the Processor via the Multiplexor Bus (MPX-Bus). When the SELCH is in the Idle mode, the MPX-Bus is tied directly to the private SELCH Bus through the SELCH. This allows the Processor to communicate directly with any device on the private SELCH Bus.

To prepare the SELCH for data transfer, the Address Register (AR) and Auxiliary Address Register (AAR) must be loaded with the starting address in memory where the transfer is to begin, and the Final Address Register (FAR) must be loaded with the address of the last memory location to be accessed. These registers are loaded from the eight least significant Data Lines D080:150 by four consecutive Data Availables (DAs) from the Processor. The first two Data Availables simultaneously load the AR and AAR, which are 16-bit incrementing registers. The AR is incremented, by two, after each halfword is transferred to/from memory, and the AAR is incremented, by one, with each byte transferred to/from the device. Data transfer is terminated when the AAR is equal to the FAR or when the AAR increments past its maximum value, X'FFFF'.

Data transfer is begun by the Processor issuing a GO Command to the SELCH. Transfer to/from the device is now independent of the Processor. The GO Command also prevents communication between the Processor and any device on the private SELCH Bus until the transfer is terminated and the SELCH is addressed.

Data transfer is controlled in the Move Data circuit by inspection of the four least significant bits of the Status Byte presented by the active device on the private SELCH Bus. When any one of the three least significant bits are set, (EX, EOM, or DU), the transfer is terminated. Bit-12 (Busy) regulates the rate of data transfer. In the Memory Read mode, the actual data transfer begins with a memory request, REQ0 active, as soon as a GO Command is issued. When the memory request is serviced by the Processor, the SELCH Memory Bus Control circuit activates Select (SEL), which gates the contents of the Address Register (AR) onto the Memory Address Bus, and gates a halfword of data from memory into the Data Register (DR). At the termination of the memory transfer, the data is loaded from the DR to the Data Buffer (DB) and the AR is incremented.

#### NOTE

Unless the SELCH has dropped REQ0 in time to remain selected during the next memory cycle, the SELCH is deselected by the rising edge of Inhibit (INH0) after the halfword has been transferred.



Once the DB is loaded, data transfer to the device over Private Data Lines PD000:150 is initiated and, when applicable, a request is made to fetch the next halfword from memory. This cycle continues until either a match is detected between the contents of the Auxiliary Address Register and contents of the Final Address Register, or until the transfer is aborted due to an error condition.

In the Memory Write mode, the data transfer sequence described previously for Memory Read mode is reversed. That is, two bytes of data are loaded into the DR from the device prior to a memory request and the data flow is from the device to the DR, DR to the DB, and finally into memory.

The Branch Gate circuit and the Move Data circuit control the flow of data between memory and the device. The Branch Gate supervises the overall data flow, while the Move Data circuit performs the handshaking between the SELCH and the active device on the private SELCH Bus.

Upon termination of the data transfer, the program is notified via an interrupt and by the inactive state of the SELCH Busy flip-flop which is presented to the program as Bit-12 of the SELCH Status Byte.

Selector Channel Status and Command Byte Data is shown on Table 1.

TABLE 1. SELECTOR CHANNEL STATUS AND COMMAND BYTE DATA

BIT NUMBER	0	1	2	3	4	5	6	7
STATUS BYTE					BSY			
COMMAND BYTE			READ	GO	STOP			

- BSY When this bit is set, a one shot generates the EBS1 pulse to start the appropriate SELCH operation. When this bit is cleared an interrupt is generated.
- READ This command, Bit-2, sets the Memory Write (WT) flip-flop. The controller on the SELCH Bus is setup for a device Read operation.
- GO This command, Bit-3, clears the MSC flip-flop and sets the BSY flip-flop to initiate the Data Transfer mode.
- STOP This command, Bit-4, from the Processor clears the BSY flip-flop and initializes the Load/Unload Sequencer. During the Data Transfer mode, execution of the command is delayed until the end of a memory cycle, if one is in progress.

#### 4. FUNCTIONAL DIAGRAM ANALYSIS

##### 4.1 Introduction

This section relates to Functional Schematic 02-232M01D08, Sheets 1 through 6. Note that in INTERDATA functional schematics, the last character in the mnemonic symbol designates the logic level when the signal is active. For example; D080 is Data Line Number 8 (D08). The last character (0) indicates that when D080 is active, the line is at a logical Zero level.

##### 4.2 SELCH Control Circuit

In the Idle mode, the SELCH Address (2M8), Busy (3F3), and Multiplexor-SELCH (MSC) (3FA) flip-flops are reset and the private SELCH Bus is tied directly to the Multiplexor Bus. This allows the Processor to communicate, via the Multiplexor Bus, with any device on the private SELCH Bus.

To communicate with the SELCH, it must first be addressed. The SELCH Address (X'F0' preferred) is placed on Data Lines D080:150 (1A3-8) and the Address control line is activated (ADRS0)(4B8). The SELCH Address is decoded by the four input NAND gate (1F4) and the Address flip-flop is set (2M8). The set output from the Address flip-flop (AD1)(2J7), when active, prevents the control signals on the MPX-Bus from passing onto the private SELCH Bus by holding the Control Line Gate inactive (CLG1) (1B2). Capacitors C33 and C34 (4D8) delay the propagation of the Private Address control line (PADRS0) (4F9) to the SELCH Bus, so that when the SELCH is being addressed PADRS0 does not become active. This delay allows the SELCH to be addressed without resetting the Address flip-flop of the active device on the private SELCH Bus.

The simultaneous loading of the Address Register (AR) and Auxiliary Address Register (AAR), and the loading of the Final Address Register (FAR) is accomplished by four consecutive Data Availables (DAs) from the Processor. The Load/Unload Sequencer (2L2) controls the loading of these registers (AR, AAR, and FAR) and the unloading of the AAR. The sequencer is set to its initial state by the termination of the last data transfer, a Stop Command, or a System Clear (SCLR0)(4MS) so that the first DA, through Data Available Gate (DAG0)(2L4), will activate Load Address Register High (LARH0)(2S2).

LARH0 gates Data Lines DA081:151 (1D3-8) into the eight most significant bits of the AR and AAR. The rising edge of the first and each successive Data Available Gate (DAG0)(2L4) increments the sequencer and allows the next DA to activate the next load line. The second DA loads the eight least significant bits of these registers. The third and fourth DAs will then load the Final Address Register in the same order. The contents of the AAR may be inspected, via the program, by issuing two Data Requests (DR) to the SELCH whenever the Load/Unload Sequencer is in its initial state. (e.g., Upon termination of a SELCH transfer, sequencer initialized, the FAR may be inspected to determine if the entire block of data had been transferred.)

If a Memory Write operation is desired, an Output Command with Bit-10 set must be issued to set the Write flip-flop (3F5). Since the Write flip-flop is reset by the Data Available/Request Gate (DARG1)(2L5) whenever a DA or DR is sent to the SELCH (setup procedure), no command is necessary to initiate a Memory Read operation.

Data transfer commences with a GO Command from the Processor, which is an Output Command with Bit-11 set. The GO Command sets both the Busy (3F3) and MSC (3F4) flip-flops. The setting of the Busy flip-flop causes an End of Busy Set pulse (EBS1) (3H4) to be generated. This pulse is generated from the falling edge of BSY0 (3F3), and is used by the Branch Gate circuit to initiate the transfer cycle. The Busy latch circuit remains set until the Selector Channel detects the termination of transfer and its state is presented to the program via Bit-12 of the Sense Status Byte.

The MSC flip-flop is reset by SCLR0A or by addressing the SELCH, Set Gate active (SGAD1)(2L9), when the Busy flip-flop is reset. The resetting of the MSC flip-flop, MSC0 active, clears any pending interrupt in the Selector Channel.

Information is steered from the SELCH to both the Data Lines D080:150 (1B4-9) and the Private Data Lines PD080:150 (1S4-9) by the proper gating of four each, four-to-one line multiplexors (Sheet 1). For example; with the SELCH idle, Busy reset, all Data Lines are tied directly to the Private Data Lines in both directions.

#### 4.3 Memory Bus Control Circuit

Memory Bus Control timing relationships are shown in Figure 2. A SELCH request for memory is started by activating Set Request (SREQ0)(3S4). SREQ0 is activated by the Branch Gate circuit (3M8) when either the SELCH has received a halfword of data from the device or, in the Memory Read mode, whenever the Memory Data Register is available to accept the next halfword.

SREQ0 is applied to the direct set input of the Request flip-flop (REQ)(4L5) which sets the flip-flop and sends REQ0 to the Processor. When REQ0 is received, the Processor generates Enable (EN0). EN0, on the first DMA device, is jumpered to Accept (ACT0) which generates the daisy chain priority loop through all DMAs in the system. The daisy chain begins at the highest priority DMA as EN0, and propagates to the lower priority DMAs as Transmit Accept (TAC0) until it is captured by the first DMA requesting a memory cycle. When the REQ flip-flop is set and ACT0 (EN0) is active, the ACT0/TAC0 contention circuit (4H2) blocks the propagation of TAC0, and provide highs on the J input to the SEL flip-flop and the K input to the REQ flip-flop. Thus, on the rising edge of EN0, the Select flip-flop becomes set and the Request flip-flop is reset. When the SELCH REQ flip-flop is reset and ACT0 (EN0) is active, the ACT0 signal is propagated as TAC0 to the DMA with a lower priority.

The trailing edge of Inhibit (INH0) (4H5), from the Processor, indicates the end of the memory cycle. This edge, unless the SELCH has dropped REQ0 in time to remain selected during the next cycle, causes the SEL flip-flop to reset. Two pulses, End of Memory Transfer (EMX0) (4M7) and Inhibit (INH0P) (4M2), are generated by the leading and trailing edges of INH0 respectively. EMX0 is used by the Branch Gate circuit to indicate the end of the memory transfer. The Address Register is toggled by the AND function of SEU and INH1.

In the Memory Read mode, the Memory Data Register (MDR) is cleared by Clear Data Register (CDR0) (4R2) which is generated by the trailing edge of REQ1. Write Not (WT0A) (3F5) is ANDed with SEL1 to form Enable Memory Data Read (ENMDR1) (4R6), which gates the contents of the MDR onto the Memory Data Lines MD000:150 (Sheet 6) for the restore portion of the memory cycle. (This function is disabled when using solid state memory.) The contents of the memory location accessed is gated to the direct set inputs of the MDR by Enable Memory Strobe (ENMS1) (4R4). This function is WT•SEL•CDR0 for use with core memory and WT•SEL•INH when using solid state memory (4R4).

When writing to memory, the contents of the Data Buffer is gated onto Memory Data Lines MD000:150 (Sheet 6) by Enable Memory Data Write (ENMDW1)(4R3), when selected. A Memory Write operation is indicated to the Processor by activating WRT0A (4S3).

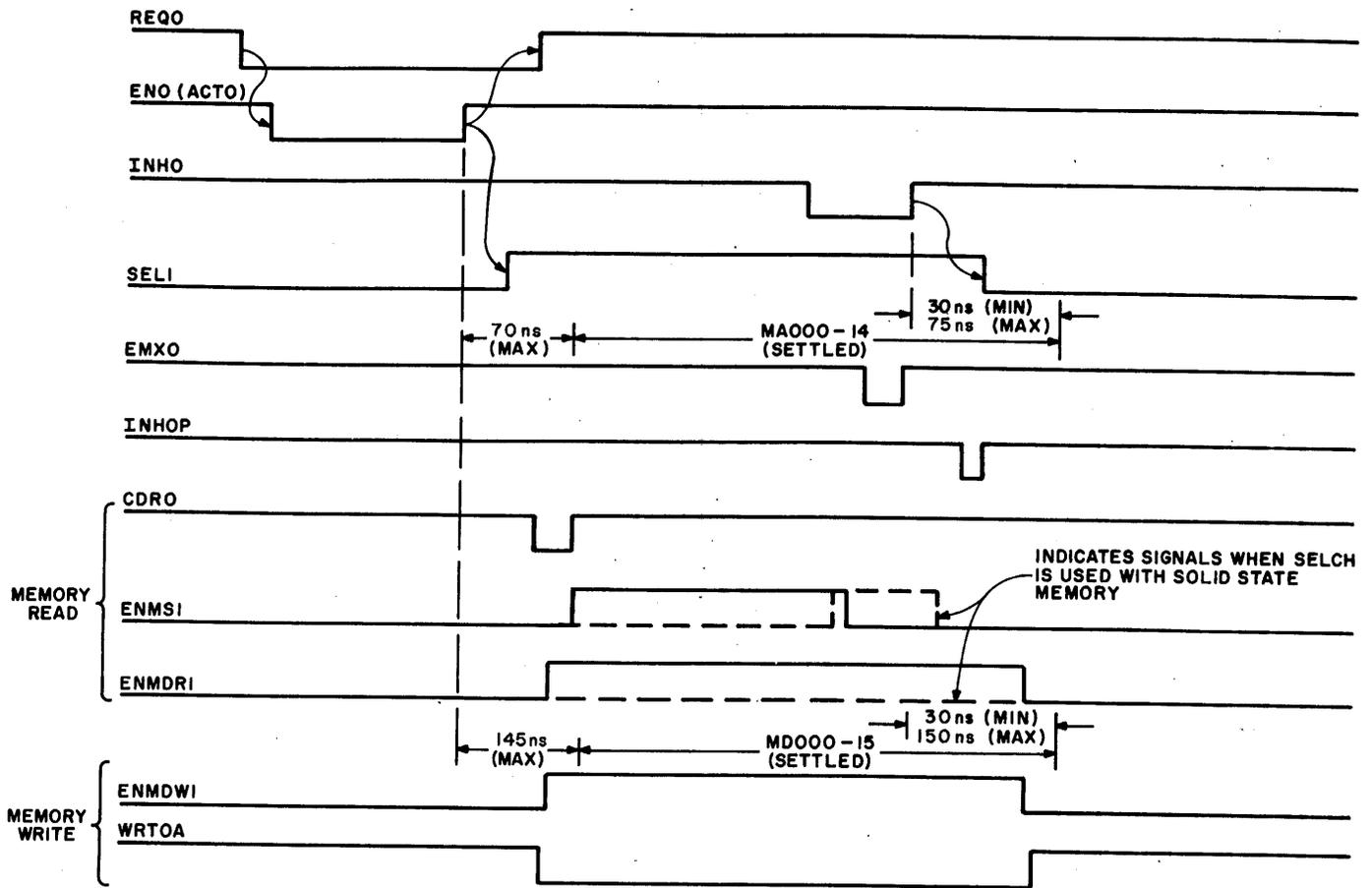


Figure 2. Memory Bus Control Timing Diagram

#### 4.4 Address Register and Auxiliary Address Register.

The Address Register (AR) and Auxiliary Address Register (AAR) (Sheet 5) each consist of four, four-bit counters. These registers are loaded simultaneously by the Processor from Data Lines D080:150 (1A3-8), under control of the Load/Unload Sequencer (as discussed in Section 4.2), with the starting address from which the block transfer is to begin. The contents of the AR (Sheet 5) is gated onto Memory Address Lines MA000:140 (5R1-8) whenever the SELCH is selected, SEL flip-flop set. The AR is incremented with each memory transfer by Select-Inhibit (SINH0) (4K8). The AAR (Sheet 5) keeps track of the transfer between the SELCH and the device. This register is incremented, by one, for each byte of data transferred by Toggle Auxiliary Address Register (TAAR0) (3M1). When the transfer is in the Half-word mode, TAAR0 is generated twice for each transfer. The outputs of the AAR are used by the Match circuit to determine the end of the data block. Its contents may be examined, via the program, by issuing two consecutive DRs to the SELCH when the sequencer is initialized. In addition, AAR151 is used in the Byte Transfer mode to determine whether the byte being transferred is odd or even, for byte steering. Carry Out from the most significant stage of the AAR (CO0) (541) terminates the transfer, clear Busy, when a transfer is attempted past the maximum memory address. This feature prevents 'wrap-around' in memory.

#### 4.5 Final Address Register

The Final Address Register (FAR) is implemented by four quad latches (Sheet 5). This register, like AR and AAR, is loaded by the Processor under control of the Load/Unload Sequencer. The outputs of this register are used exclusively by the Match circuit to determine when the final address of the transfer is reached.

#### 4.6 Memory Data Register and Data Buffer

The Memory Data Register (MDR) (Sheet 6) is a 16-bit register composed of 16 edge triggered JK flip-flops. In the Memory Read mode, the MDR is first cleared by Clear Data Register (CDR0) (4R2) and then direct set by each active bit on Memory Strobed Data Lines MS000:150 (Sheet 6). During a Memory Write, the data, in double rail format, present at the J and K inputs to the MDR, is toggled into the flip-flops on the trailing edge of either Load Data Register High (LDRH0) (649) or Load Data Register Low (LDRL0) (6J9).

As soon as the MDR is loaded, if the Data Buffer (DB) is empty (as determined by the inactive state of the Buffer Active flip-flop) (3H1), the MDR contents are loaded into the DB (Sheet 6) by Load Data Buffer (LDB1) (357). Information present in the DB is, in turn, either written into memory via Memory Data Lines MD000:150 or sent to the device on Private Data Lines PD000:150.

#### 4.7 Data Transfer Circuit

Refer to Figure 3 for Memory Read timing diagrams and Figure 4 for Memory Write timing diagrams. The Memory Read timing diagram shows the timing of a three byte transfer, in the Byte mode, of 2,000,000 bytes/second. Figure 4 shows a transfer of two halfwords, in the Halfword mode, to a slower device.

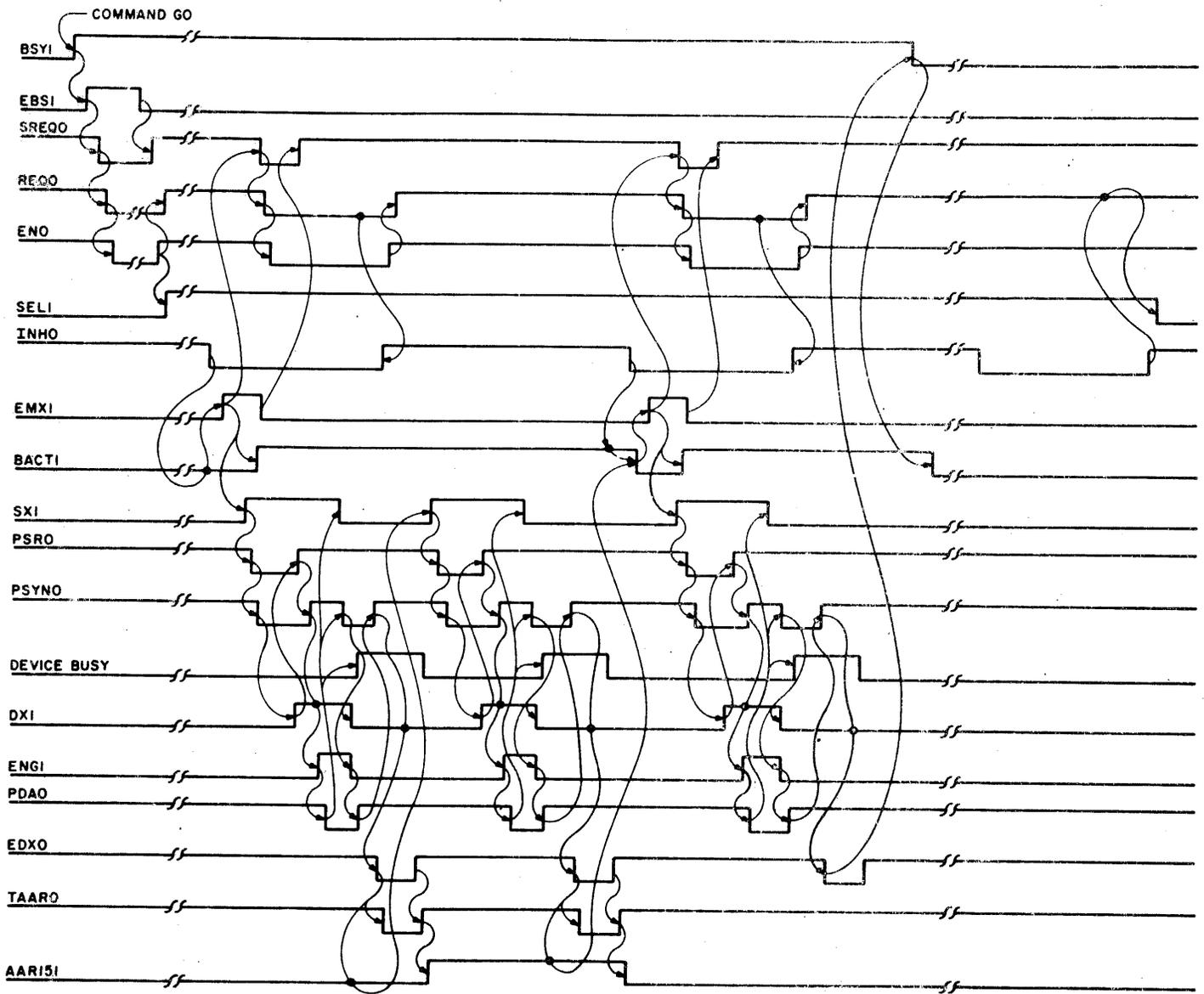


Figure 3. Memory Read (Byte Mode)

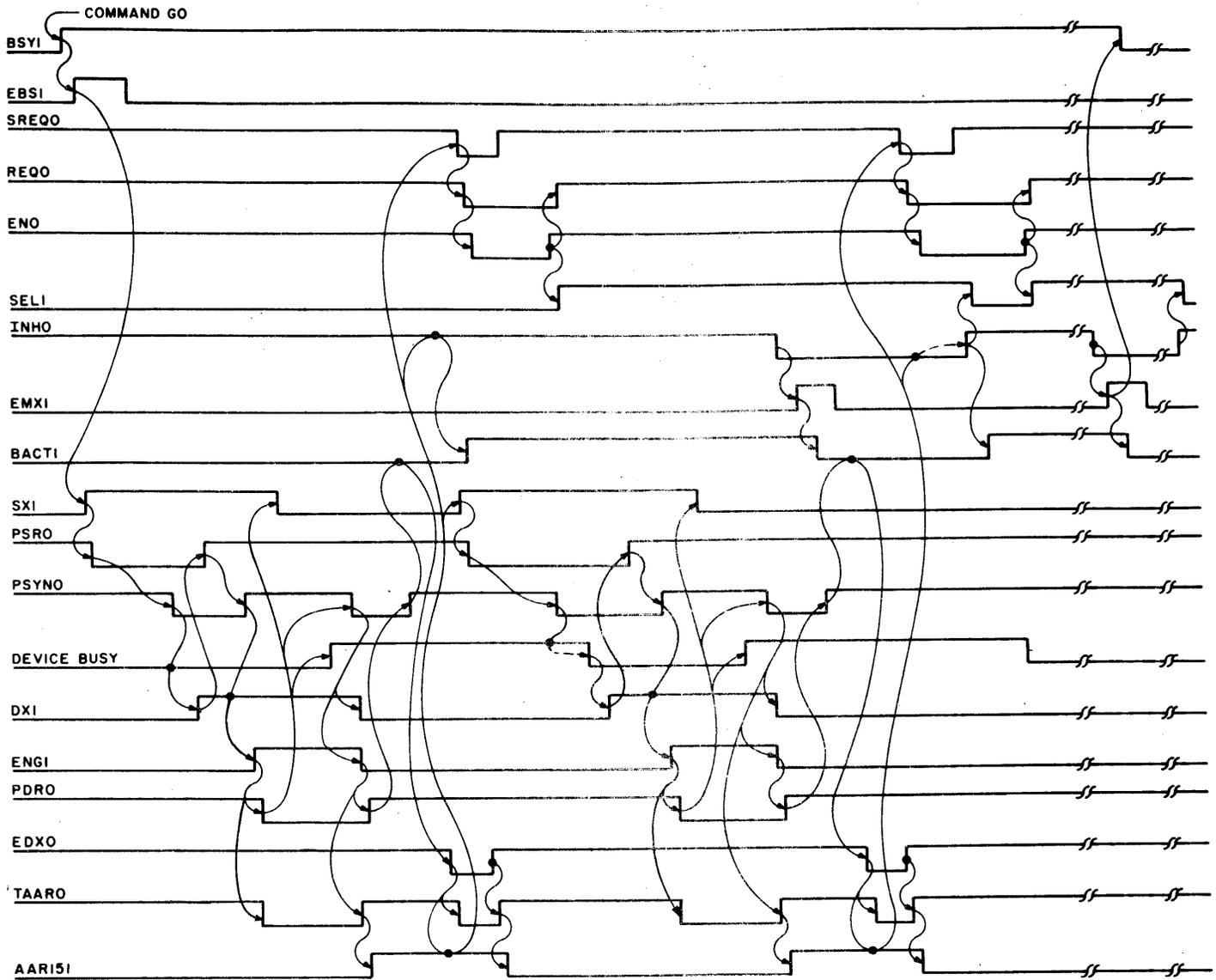


Figure 4. Memory Write (Halfword I/O Mode)

A GO Command to the Selector Channel sets the Busy flip-flop which generates the End of Busy Set pulse (EBS1)(3K8).

In the Memory Read mode, EBS1 is decoded by the Branch Gate circuit and SREQ0 is generated. Thus, a request for memory is initiated. When the halfword of data is present in the MDR, the End of Memory Transfer pulse (EMX1)(4R6) becomes active and the Branch Gate circuit once again requests memory and generates Set Status Transfer (SSX0)(3S5) and Load Data Buffer (LDB1) (3S7). These signals initiate the transfer to the device and load the Data Buffer (DB) respectively.

SSX0 sets the Status Request flip-flop (3F6) which activates the Private Status Request control line (PSR0)(3G6) to the active device on the private SELCH Bus. This Status Request examines the four least significant bits of the Status Byte. If any of the three least significant bits (EX, EOM, or DU) are set, the transfer is terminated by resetting the Busy flip-flop (3F3). The assumption is made that each of these status bits remain reset for the remainder of this discussion. With Bit-12 (Busy) of the Status Byte reset, the Data Transfer flip-flop becomes set (3F7). Data Transfer (DX0)(3E1) inhibits the generation of PSR0, which causes Private Sync (PSYN1)(4B4) from the device to become inactive. This enables Engage to go high (ENG1)(3D8), which allows the Private Data Available control line (PDA0)(3H5) to become active. The Private Data Available/Request signal (PDAR1)(3H5), generated whenever a Private Data Available (PAD0) or Private Data Request (PDR0) signal is active, will then clear the Status Request flip-flop. Upon receipt of Sync from the device, PSYN1 active, the Data Transfer flip-flop becomes reset and ENGI goes low, disabling PAD0. When the Sync is removed by the device, an 80 nanosecond End of Data Transfer pulse is generated (EDX0) (3J8) which increments the Auxiliary Address Register and is used by the Branch Gate circuit to generate a function in accordance with the truth table for EDX on Sheet 3. This cycle continues until termination of the transfer is detected.

In the Memory Write mode, WT1 active (3F5), EBS1 is used to generate SSX0, and the Branch Gate circuit directs the loading of a halfword of data into the DB before a memory request is made. The transfer of data from the device is the same as described in the Memory Read mode, except that ENG1 is used to generate the Private Data Request control line (PDR0)(3H5) rather than PDA0. Data from the device is loaded into the MDR on the trailing edge of either Load Data Register High (LDRH0)(2R2) or Load Data Register Low (LDRL0)(2R2), depending on which eight bits are being loaded. In the Halfword Transfer mode, both LDRH0 and LDRL0 are generated simultaneously. With WT1 active, the generation of EDX1 is delayed by activating the clear input to the one-shot (3H8) when the Buffer Active flip-flop is set (BACT1)(3H1), if either the transfer to the device is on an odd boundary or when a Match is detected (MCH0)(5J2). This prevents the reloading of the Data Buffer (DB) before the last halfword has been written into memory.

#### 4.8 RACK0/TACK0 Contention Circuit

The Selector Channel directs the propagation of the Acknowledge signal to lower priority devices on the Multiplexor Channel Bus as well as devices on the private SELCH Bus. If the Selector Channel Attention flip-flop (4B4) is set, the SELCH captures the Receive Acknowledge signal (RACK0) (4B3), place its device address on the Data Lines and return Sync to the Processor, Attention Sync (ATSYN0)(4F4) active. If the Attention flip-flop is reset, RACK0 is propagated as either Private Transmit Acknowledge (PTACK0)(4F2) or Transmit Acknowledge (TACK0)(4F3). Since devices on the private SELCH Bus have a higher interrupt priority than devices below the SELCH on the MPX Bus; if the Private Attention Test line is active (PATN0) (4B1), PTACK0 is generated rather than TACK0. Note that when MSC0 is high (3F4), PATN0 is disabled so that a device on the private SELCH Bus may not interrupt the Processor while the SELCH is active.

#### 5. MAINTENANCE, TROUBLE SHOOTING, AND TEST

Before attempting any maintenance or testing, insure that the necessary back panel modifications and SELCH board option strapping have been made in accordance with the NS Selector Channel Installation Specification 02-232M01A20.

To insure a 2,000,000 Byte/second transfer rate in the Byte Transfer Mode, it is necessary to limit the maximum delay between PDA0, PDR0, and PSR0 and the return of Sync from the device (PSYN0), to 30 nanoseconds. In addition, the device must be ready for the next byte of data, Busy Status Bit reset, whenever a Status Request is made. Field testing of this device is contingent upon the user having appropriate software and hardware available with which to exercise the Selector Channel. There are no adjustments associated with this device. Do not install Terminator Boards 35-433 or 35-434 on the SELCH bus if a transfer rate of 2,000,000 Bytes/second is to be maintained in the Byte (8 Bit) Mode. The SELCH Bus should be contained on a single 15 inch chassis if no terminators are used.

#### 6. MNEMONICS

The following list provides a brief description of each mnemonic found in the SELCH. The source of each signal on Functional Schematic 02-232M01D08 is also provided.

<u>MNEMONIC</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
AAR001:151	Outputs of the Auxiliary Address Register	5F1-5F9
ACT0	Accept - Request for memory accepted by Processor	4H1
AD1	Address - Active when SELCH is addressed	2K7
ADRS0	Address control line from MPX-Bus	4B8
AG081:151	Address Gated Lines - Output of Address Strap	1E3 - 1E8
ATN0	Attention - Attention to Processor	4F1
ATSYN	Attention Sync - Generated by an Acknowledge Attention from Processor	4F4
BACT1	Buffer Active - Indicates that valid data is present in the DB	3H1
BSY	Busy - Indicates a data transfer is in progress	3F3
CDR0	Clear Data Register - Clears MDR prior to loading from M\$000:150	4R2
CBSY0	Clear Busy - Terminates transfer when a match is detected	3M3
CL070	Control Line 7 - Control Line from MPX-Bus	4B6
CLG1	Control Line Gate - Gates Private Control Lines	1C2

<u>MNEMONIC</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
CLUS0	Clear Load/Unload Sequencer - Clears Sequencer	3S2
CMD0	Command Control Line from MPX-Bus	4B8
CMG	Command Gated by AD1	2S7
CO0	Carry Out of the AAR - Prevents Memory 'Wrap-around'	5A1
D000:150	Data Lines from MPX-Bus	1A3 - 1A8 2A1 - 2A8
DA0	Data Available Control Line from MPX-Bus	4B7
DLG0	Data Line Gate - Gates Data Lines and Private Data Lines	1R2 - 1D3
DB001:151	Outputs of Data Buffer	6G2 - 6G9 6R2 - 6R9
DR0	Data Request Control Line from MPX-Bus	4B7
DRG0	Data Request Gated by AD1	2L5
DX	Data Transfer flip-flop	3F8
EBS1	End of Busy Set - Signals the start of a SELCH transfer	3J4
EDX1	End of Data Transfer - Signals the end of a device transfer	3J8
EMX1	End of Memory Transfer - Signals the end of a memory transfer	4R7
EN0	Enable from Memory Bus	4H2
ENG1	Engage - Gates either PDS0 or PDR0	3D8
ENMDR1	Enable Memory Data Register Read - Gates contents of MDR to MD000:150	4R6
ENMDW1	Enable Memory Data Register Write - Gates contents of DB to MD000:150	4R3
ENMS1	Enable Memory Strobe - Gates contents of MS000:150 to MDR	4R4
HW0	Halfword Control Line from MPX-Bus	1D2
INH0	Inhibit from Memory Bus	4H5
LARH0	Load Address Register High - Loads AAR and AR, Bits 00:07	2R2
LARL0	Load Address Register Low - Loads AAR and AR, Bits 08:15	2R2
LDB1	Load Data Buffer - Load contents of MDR to DB	3S2
LDRH0	Load Data Register High - Loads MDR Bits 00:07	3F8
LDRL0	Load Data Register Low - Loads MDR Bits 08:15	3H9
LFRH0	Load Final Address Register High - Loads FAR Bits 00:07	2S3
LFRL0	Load Final Address Register Low - Loads FAR Bits 08:15	2S3
MA000:140	Memory Address Lines to Memory Bus	5R1 - 5R8
MCH1	Match - Indicates a match between AAR and FAR	5J6

<u>MNEMONIC</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
MD000:150	Memory Data Lines to Memory Bus	6G1 - 6G8 6R1 - 6R8
MS000:150	Memory Strobed Data Lines from Memory Bus	6A1 - 6A8 6H1 - 6H8
MSC0	Multiplexor SELCH Control flip-flop	3F4
PADRS0	Private Address Control Line to SELCH Bus	4F8
PATN0	Private Attention from SELCH Bus	4B1
PCL070	Private Control Line 7 to SELCH Bus	4R6
PCMD0	Private Command Control Line to SELCH Bus	4F8
PD000:150	Private Data Lines - SELCH Bus	2F1 - 2F8 1S3 - 1S9
PDA0	Private Data Available Control Line to SELCH Bus	3H5
PHW0	Private Halfword Control Line from SELCH Bus	1A1
PSR0	Private Status Request Control Line to SELCH Bus	3H6
PSYN0	Private Sync from SELCH Bus	4B5
PTACK0	Private Transmit Acknowledge to SELCH Bus	4F2
RACK0	Receive Acknowledge from MPX-Bus	4B5
RBA0	Reset Buffer Active - Resets Buffer Active flip-flop	3M2
REQ0	Request - Request for memory cycle to Memory Bus	4R5
SCLR0	System Clear - Initialize Signal	4H4
SGADI	Set Gate - Sets Address flip-flop	2LR
SR0	Status Request Control line from MPX-Bus	4B6
SREQ0	Set Request - Initiates a request for memory	3S4
SSX0	Set Status Transfer - Sets the Status Request flip-flop	3S5
SX	Status Transfer - Status Request flip-flop	3F6
SYN0	Sync to MPX-Bus	2S5
TAC0	Transmit Accept - To lower priority DMAs	4R1
TACK0	Transmit Acknowledge - To lower priority devices on MPX Bus	4F3
TAAR0	Toggle Auxiliary Address Register - Increments AAR	3M1
TAR0	Toggle Address Register - Increments AR	4S7
UAAH0	Unload Auxiliary Address Register High - Unloads AAR Bits 00:07	2R4
UAARL0	Unload Auxiliary Address Register Low - Unloads AAR Bits 08:15	2R4
WT	Write flip-flop	3F5
WRT0A	Write to Memory Bus, when selected	4R3

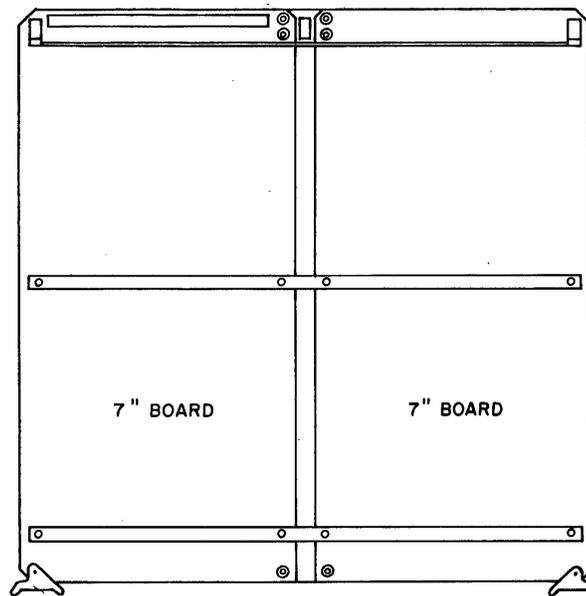
MEMORY PROTECT



# MODEL 7/16 HSALU MEMORY PROTECT INSTALLATION SPECIFICATION

## 1. INTRODUCTION

This specification provides the necessary information for the installation of the 02-360 Memory Protect Module in a Model 7/16 HSALU Processor System. The module assembly consists of one 35-396 7" board and one 17-325 cable. The 35-396 7" board must be strapped to a blank 7" board or an active 7" board (e.g., Universal Clock Module) by an INTERDATA 16-398 Half Board Kit, so that it may be installed in a chassis designed for standard 15" boards. The Memory Protect Module must be installed in left half position to gain highest priority in the interrupt daisy chain. See Figure 1.



NOTE: 35-396 7" BOARD CAN BE LOCATED ON  
EITHER SIDE.

Figure 1. 7" Board Assembly

## 2. UNPACKING

When the Memory Protect Module is shipped with a system, it is installed at the factory so there is no special unpacking procedure. If the module assembly is purchased separately, it should be inspected for damage prior to installation.

## 3. LOCATION

It is required that the Memory Protect Module be installed as the highest priority device controller (with respect to I/O interrupts) on the Multiplexor Bus, to insure proper recognition and response to Memory Protect violation interrupts that may occur in the system. This is accomplished by installing the Memory Protect Module in the first available I/O slot on Connector 1.

#### 4. CABLE CONNECTION

Install the 17-325 cable between the 35-396 Memory Protect board, the CPU-A board, and the CPU-C board. See Figure 2. The 35-524 CPU-C board is located in Slot 5 and the 35-522 CPU-A board is located in Slot 7 of the Processor back panel.

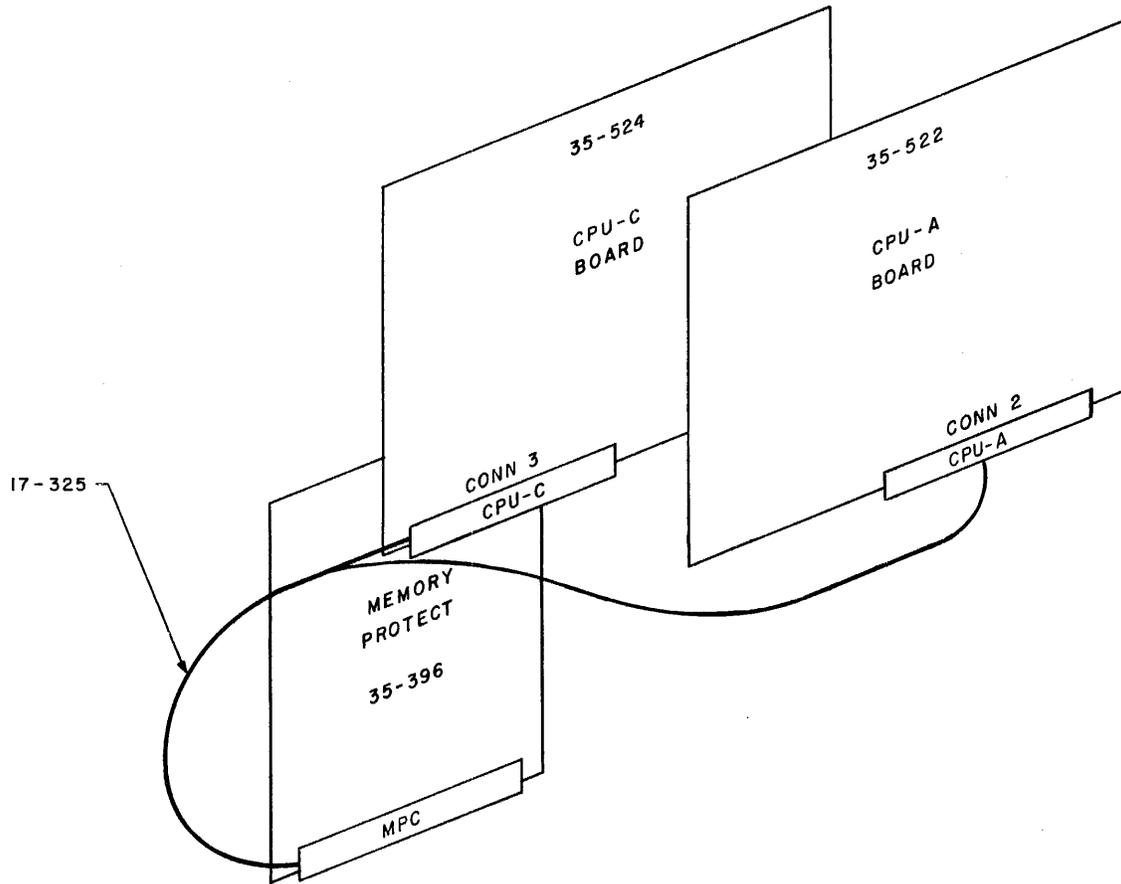


Figure 2. Cable Connection

#### 5. STRAP OPTIONS

##### 5.1 Address Strapping

The preferred address of the Memory Protect Controller is X'AE'. The module is strapped for this address at the factory. To change the address, refer to Functional Schematic 02-360D08, Sheet 1.

##### 5.2 Block Size Option

The Memory Protect Controller is strapped for 1,024 Byte blocks at the factory. To change the block size, refer to the Block Size Table on Sheet 2 of Functional Schematic 02-360D08.

#### NOTE

The alpha-numeric designations referred to on the functional schematic, indicate similar designations on the apparatus side of the printed circuit board.

#### 6. INSTALLATION CHECKS

To insure proper operation of the Model 7/16 HSALU Memory Protect, Test Program 06-135 should be executed in accordance with its test program description.

# MODEL 7/16 HSA LU MEMORY PROTECT MAINTENANCE SPECIFICATION

## 1. INTRODUCTION

The 02-360 Model 7/16 HSA LU Memory Protect provides a means of allocating selected blocks of memory to be protected. The Memory Protect Controller (MPC) converts a Write operation to any location in a protected block to a Read operation, notifies the Processor via an interrupt, and sets a status bit in the controller. The memory may be partitioned into a maximum of 64 blocks with individual protect control for each block. An overall protection override provides a means of loading any area in memory.

The Model 7/16 HSA LU Memory Protect consists of one Memory Control mother-board and one cable. The cable interconnects the Memory Protect Controller with the 35-524 CPU-C and the 35-522 CPU-A boards of the Processor. Refer to Installation Specification, 02-360A20, for necessary installation information.

## 2. SCOPE

This specification describes the functional operation of the Memory Protect Controller and its associated circuits in the Processor. This specification contains a block diagram analysis, a functional diagram analysis, timing information, and a mnemonic list for the Memory Protect Controller. Strapping information for block size selection is found on Sheet 2 of Functional Schematic 02-360D08.

## 3. BLOCK DIAGRAM ANALYSIS

Refer to the block diagram of the Memory Protect Controller (MPC) on Sheet 3 of Functional Schematic 02-360D08.

Prior to installation, the Memory Protect should be strapped for the desired block size. The following block sizes may be selected; 512 bytes, 1,024 bytes, or 2,048 bytes. Refer to the table on Sheet 2 of Functional Schematics 02-360D08 for strapping information.

Having selected the desired block size, the MPC is setup by the Processor via the Multiplexor Channel Bus. This setup includes the loading of the 64-bit Mask Register with the block or blocks to be protected, either selecting or overriding the protect function, and either arming or disarming the I/O interrupts at the controller. The loading of the 64 bit Mask Register is accomplished by steering up to eight Data Availables (DAs), by the Control Circuit, to the Mask Register. The most significant bit of the first DA corresponds to block one, the next less significant bit of the first DA corresponds to block two, etc.

The Memory Protect Controller constantly monitors the true outputs from the Memory Address Register in the Processor (MA001A:MA061A) and generates Protected Address (PRTAD1) whenever a protected memory address, as defined by the 64-bit Mask Register, is accessed. Meanwhile, if protect is enabled at the Processor, and a Write operation is attempted, Protect (PRTECT0) is generated on the Memory Control board and sent to the MPC. PRTECT0 is ANDed with Protected Address (PRTAD1) and Override Protect (ORP1), by the MPC Control Circuit, to generate CWR0. CWR0 is in turn sent to the Read flip-flop on the Memory Control board. It sets the Read flip-flop which disables the Write attempt and causes a normal Read operation to be performed.

CWR0 also sets a status bit in the controller and generates an interrupt, when enabled, to indicate to the program that an attempt was made to Write to a protected area in memory.

#### 4. FUNCTIONAL DIAGRAM ANALYSIS

##### 4.1 Introduction

To understand INTERDATA functional schematics, it must be noted that the last character in the mnemonic symbol designates the logic level when the signal is active. For example; D080 is Data Line Number 8 and the last character 0 means that when D080 is active, the line is at a logical Zero level.

This section relates to Functional Schematic 02-360D08.

##### 4.2 Multiplexor Bus Communication

When the Memory Protect Controller is addressed by the Processor, all highs are presented to the inputs of the NAND gate at 1G3. The output from this gate is inverted and applied to the J input of the Address flip-flop (AD)(1L3) while the non-inverted signal is applied to the K input of the Address flip-flop. The trailing edge of ADRS0 toggles the Address flip-flop set producing AD1.

The Processor is notified that the address was recognized by a device controller by activating SYN0 (1H7). SYN0 is generated by ADSYN0 (1D6), which is the ANDed output of ADRS1 and the recognition of the address. SYN0 is generated for each of the other control signals (CMD, DR, DA, and SR) by gating them with an active AD1 and applying the gated output to the NAND gate at 1E7.

If an interrupt is generated by this controller, the Attention flip-flop (1J9) is set, and Attention (ATN0) is sent to the Processor. When the Processor acknowledges this interrupt, Receive Acknowledge (RACK0)(1L8) becomes active. RACK0 is inverted and applied to the contention circuit (1R5) which generates either Attention Sync (ATSYN0), when ATN1 is active or Transmit Acknowledge (TACK0), when ATN1 is inactive. ATSYN1 (1H8) gates the address onto Data Lines 3:15, and its falling edge resets both the ATN and the Write Attempt (WATT) flip-flops. Interrupts may be enabled and disabled, via program control, by the setting or clearing of the ARM/DISARM flip-flop (1M7). Initialize (SCLR0 active) or an Output Command with Bit-8 active and Bit-9 inactive, sets this flip-flop to the Disarm state, and an Output Command with Bit-8 inactive and Bit-9 active, places it in the Arm state. In the Disarm state, a low is presented to the direct clear input of the ATN flip-flop, preventing it from becoming set.

##### 4.3 Status and Command

The Status and Command Byte data is shown in Table 1.

TABLE 1. MEMORY PROTECT STATUS AND COMMAND BYTE DATA.

BIT NUMBER	0	1	2	3	4	5	6	7
STATUS BYTE			PON	PWF		EX		
COMMAND BYTE	DISARM	ARM	PON	POFF				

PON	Indicates that protect is enabled.
PWF	Indicates that an attempt was made to Write into a protected memory area. This bit is reset by an Output Command, or an Acknowledge Interrupt instruction.
EX	Examine is set when PWF is set.
DISARM	Disables interrupts. They will not be queued.
ARM	Enables interrupts.
PON	Enables the protect function on the controller.
POFF	Disables the protect function on the controller.

#### 4.4 Load Mask Sequencer

The load mask sequencer steers up to eight Data Availables (DAs) to load the 64-bit Mask Register with the desired protect pattern. The four-bit counter (2L7) is initialized by CL1 which is the OR output from SCLR0 and CMG0 (1H9). When initialized, all outputs from the counter are at a logical Zero level. This causes the first DA to activate BADG20 which enables the loading of the two 4 x 4 register stacks located at 2G2 and 2G6. Since BAD01 and BAD11 are both low, the first DA loads Word '0' into the two registers. The trailing edge of DAG0 increments the counter, allowing the next DA to load Word '1' into the same two registers (BAD01 active). For the last four DA outputs, output C from the counter is high causing these DAs to activate BADG30 which enables the loading of the remaining two register stacks. If more than eight DAs are issued, wrap-around occurs (i.e., the ninth DA will once again load Word '0' into the first pair of registers).

#### 4.5 Protect Pattern Recognition

The Memory Protect Controller constantly monitors the true outputs from the Memory Address Register (MAR) in the Processor (MA001A:MA061A). The MAR outputs are strapped in accordance with the table on Sheet 2 of Functional Schematic 02-236D08 for the desired block size, to generate Memory Address Lines MA01 to MA051 (2C3-267). The four most significant signals, MA01:MA031, are decoded by the four-to-four line decoder (2D2-2D9) to enable one of the four register stacks and to select one of the four-bit words of that register for a particular group of memory addresses.

Each of the four outputs from the four-bit register stacks is OR tied with the corresponding output from the other register stacks (i.e., the 1 output from register 35 is OR tied with the 1 output from register stacks 34, 33, and 32), but only the selected stack may be active. The two least significant memory address bits monitored by the Memory Protect Module for any given block size, MA41 and MA51, are used to select one of the four outputs of the selected register stack (2L3). This selection is accomplished by the four-to-one line multiplexor (2M8). If the selected data input to the multiplexor is high, the Protected Address signal (PRTAD1) is active.

Each time a Memory Write function is decoded by the Processor with Program Status Word (PSW) Bit-7 set, PRTECT0 is generated unless the Write function is a privileged write. The one-shot at 2K5 generates a pulse approximately 60 nanoseconds in duration on the trailing edge of PRTECT0. This pulse, when the protect function is enabled in the module, ORP1 and PRTAD1 active, generates CWR0 and ASATN0. These signals (CWR0 and ASATN0) cause the Write attempt by the Processor to be converted into a Read operation, and the Attention flip-flop in the Memory Protect Module to be set respectively.

#### 5. TIMING

Refer to Figure 1. Worst case delays are indicated.

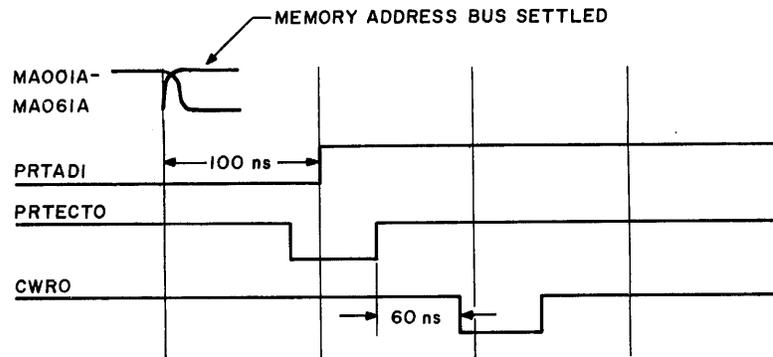


Figure 1. Memory Protect Timing

#### 6. MAINTENANCE AND TESTS

The Memory Protect Module requires no adjustments. Before attempting any maintenance or testing, insure that the cable and the controller are installed properly. Refer to the Installation Specification, 02-360A20, for necessary installation information.

To test the Memory Protect Module, run the Memory Protect Test 06-135 in accordance with its test program description.

## 7. MNEMONICS

The following list provides a brief description of each mnemonic in the Memory Protect Module. The source of each signal on Schematic Drawing 02-360D08 is also provided.

<u>MNEMONIC</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
AD	Address flip-flop	1M3
ADRS0	Address control line from CPU	1J4
ADSYNO	Address Sync - Causes Sync to be returned on an ADRS0	1M4
ASATN0	Set Attention - Sets the Attention flip-flop on a protect violation	2R4
ATN	Attention flip-flop	1J8
ATSYNO	Attention Sync - Causes Sync to be returned on an Acknowledge Interrupt	1S5
BAD01-II	Block Address - Selects the indicated word in the 64-bit Mask Register	2M6
BADG20-30	Block Address Gated - Enables the indicated pair of registers in the 64-bit Mask Register	2S6
CL1	Clear - Initialize the load mask sequencer on a Command or System Clear	1K9
CMD0	Command control line from the CPU	1A6
CWRO	Convert Write to Read - To CPU to change the Write operation into a Read operation	2S4
D080:D150	Data Lines from the CPU	1A1 - 1A5
DA0	Data Available control line from the CPU	1A7
DR0	Data Request control line from the CPU	1A7
MA001A:061A	Ungated Memory Address from the Memory Address Register	2A3 - 2A9
MA01:051	Memory Address lines selected by the Block Size strapping	2C4 - 2C7
ORP1	Override Protect - Overrides the protect function of the Memory Protect Module	1L1
PRTAD1	Protected Address - Indicates that the Memory Address Register in the CPU contains a protected address when active.	2N3
PRTECT0	Protect - Generated by the Processor when a non-privileged Write attempt is made	2J5
RACK0	Receive Acknowledge - Acknowledge from the lower priority device in the RACK0/TACK0 daisy chain	1L8
SCLR0	System Clear from the CPU	1A8
SR0	Status Request control line from the CPU	1A8
SYNO	Sync - Composite Sync signal to the CPU	1G7
TACK0	Transmit Acknowledge - Acknowledge to the higher priority device in the RACK0/TACK0 daisy chain	1S6

## 5.14 Turnkey Console (Figure 20)

Refer to Functional Schematic 02-352C08. The Basic Switch Control Panel provides a means by which a program, previously loaded into memory, can be executed without the aid of the optional Control Console.

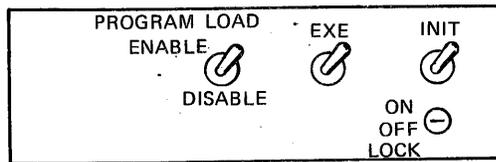


Figure 20. Turnkey Console

This panel provides a means of controlling the system power, initializing the system, and generating a Console Attention (FCATN1) to start program execution, if the Primary Power Fail/Auto Restart option is not installed.

This option conditions the Processor to the Run mode by grounding SSGL1, SD011, SD021, and SD031 at the Control Console connector. The status of the display is X'8F'. If a data byte is read from the display it is X'8F'. The Display Controller, when addressed by the micro-program in the power up sequence, indicates the Run mode. With the Auto-Restart option present, program execution commences at the address specified in the Location Counter (LOC), when the system is turned on and without the Auto-Restart option the micro-program performs a normal power sequence and then goes to the un-interruptable idle Loop until the Execution (EXE) switch is operated. When the EXE switch is operated, program execution then begins as described previously.

## 6. MAINTENANCE

This section describes maintenance procedures which may be used to check and, if necessary, adjust the Processor.

### 6.1 Clock Timing

There is only one adjustment associated with the Processor clocks. The variable Capacitor C89 on the CPU-A board 35-522 is very stable and should not require field adjustment. The adjustment should only be changed after the test indicates that it is out of tolerance and there are no faulty components in the system.

Clock timing is checked with an oscilloscope. By monitoring CLK1 B at the Processor back panel, Slot 7, Pin 202-1 of the CPU-A board. The period of CCK1B should be 250 nanoseconds. Refer to Figure 21. Adjust Capacitor C89 to obtain the 250 nanosecond period.

### 6.2 Clock Timing for 35-522 M01, CPU A

There is only one adjustment associated with the Processor clocks. The variable Capacitor C1 on the CPU-A board 35-522 is very stable and should not require field adjustment. The adjustment should only be changed after the test indicates that it is out of tolerance and there are no faulty components in the system.

Clock timing is checked with an oscilloscope by monitoring CLK1 B at the Processor back panel, Slot 7, Pin 202-1 of the CPU-A board. The period of CLK1B should be 250 nanoseconds. Refer to Figure 21. Adjust Capacitor C1 to obtain the 250 nanosecond period.

### 6.3 Fast Memory Timing Adjustment

The fast memory timing adjustment is set up at the factory and should not require field need adjustments. There are two adjustments for fast memory timing: (1) adjust the time between the falling edge of the ER0 and the falling edge of INH0. (2) adjust the width of INH0. Potentiometer R57 adjusts the start time of INH0. Potentiometer R58 adjusts the width of INH0. Refer to Figure 20. Grounding REQ0 at the Processor back panel Slot 7, Pin 139-0 of the CPU-A board causes constant memory cycles to occur. Before grounding REQ0, remove MAC or extended DMA buffer if installed. ER0 may be found at Slot 7, Pin 204-0 of CPU-A. INH0 may be found at Slot 7, Pin 104-0 of CPU-A.

# MODEL 7/16 HSA LU MEMORY PROTECT PROGRAMMING SPECIFICATION

## 1. INTRODUCTION

The 02-360 Model 7/16 HSA LU Memory Protect provides a means of allocating selected blocks of memory to be protected from user writing. The Memory Protect Controller (MPC) converts a Write operation to any location in a protected block to a Read operation, notifies the Processor via an interrupt, and sets a status bit in the controller. The memory may be partitioned into a maximum of 64 blocks with individual protect control for each block. Block sizes of 512 bytes, 1,024 bytes, or 2,048 bytes may be selected by strap options on the controller. Refer to Installation Specification 02-360A20, for block size strapping information. An overall protection override provides a means of disabling the protect function at the controller. Note that the protect function is enabled at the Processor only when Bit 7 of the current Program Status Word is set. When Bit 7 is reset, all Writes are treated the same as Privileged Writes (i. e., protect disabled).

## 2. CONFIGURATION

The Model 7/16 HSA LU Memory Protect consists of one Memory Control mother-board and one cable. The cable interconnects the Memory Protect Controller with the Memory Control Board in the Central Processor Unit (CPU). The priority of the Memory Protect Controller on the Multiplexor Bus is determined by its installation in the system chassis. Refer to 02-360A20 for installation information.

### NOTE

It is imperative that the Memory Protect Controller have the highest priority on the Multiplexor Bus, to avoid ambiguity in identifying the source of a protect violation when executing interrupt routines with I/O interrupts enabled.

## 3. OPERATING PROCEDURES

The Model 7/16 HSA LU Memory Protect is controlled by programmed I/O sequences using the Multiplexor Bus. See Sections 5 and 6.

## 4. DATA FORMAT

Refer to Appendix 1 for the definition of the Load Mask Bytes.

## 5. PROGRAMMING INSTRUCTIONS

The Output Command instruction (OC or OCR) causes a command byte, as defined in Table 1, to be sent to the controller. Any command causes all status except Protect On (PON) to be reset, and the Load Mask Sequencer to be initialized. The Sense Status instruction (SS or SSR) is used to read the status byte, as defined in Table 1, from the Memory Protect Controller. The status byte reflects the operational state of the controller. The least significant four bits (4:7) of the status byte are copied into the Condition Code of the current Program Status Word so they can be tested directly by the use of Branch instructions.

The Write Data (WD or WDR), Write Halfword (WH or WHR), or the Write Block (WB or WBR) instructions may be used to load the protect pattern into the controller.

TABLE 1. MEMORY PROTECT STATUS AND COMMAND BYTE DATA

BIT NUMBER	0	1	2	3	4	5	6	7
STATUS BYTE			PON	PWF		EX		
COMMAND BYTE	DISARM	ARM	PON	POFF				

STATUS

- PON Indicates that protect is enabled.
- PWF Indicates that an attempt was made to Write into a protected memory area. This bit is reset by an Output Command, or an Acknowledge Interrupt instruction.
- EX Examine is set when PWF is set.

COMMAND

- DISARM Disables interrupts. They will not be queued.
- ARM Enables interrupts.
- PON Enables the protect function at the controller.
- POFF Disables the protect function at the controller.

If an interrupt is pending, the Acknowledge Interrupt instruction (AI or AIR) clears the interrupt and causes the interrupting device address and status to be read into the Processor. Executing an Acknowledge Interrupt instruction when no interrupt is pending, results in a device address of zero and a status of X'04'.

6. PROGRAMMING SEQUENCE

The setting up of the Memory Protect Controller consists of loading the desired protect pattern into the controller, enabling the protect function, and either Arming or Disarming the interrupts. Any Output Command initializes the load sequencer in the controller so that the first byte to the protect module, following the Output Command, will load the Mask Register, Blocks 0:7. Refer to Appendix 1 for the correspondence between the load mask bytes, block size, and memory addresses protected. An active bit in the load mask byte masks (protects) the selected addresses. If more than eight bytes are used to load the Mask Register, wrap-around occurs (i.e. the ninth byte once again loads blocks 0:7). For the 2K byte block size option only four bytes are required to protect maximum memory, 64K. If more than four bytes are issued, bytes 4:7 load the Mask Register but are not used. The Protect Enable Command and Arm or Disarm Command may be issued simultaneously.

After setting up the Protect Controller, Bit-7 of the Program Status Word must be set to enable the protect function at the Processor.

7. INTERRUPTS

An interrupt can be used to signal the Processor that an attempt was made to Write into a protected area in memory. In the Arm state, interrupts are armed and enabled. In the Disarm state, interrupts are neither enabled nor queued.

When an interrupt is acknowledged by an Acknowledge Interrupt instruction (AI or AIR) the interrupt is cleared and all status bits except PON are reset. The normal status returned by an Acknowledge Interrupt is X'20'.

8. INITIALIZATION

During power up, power down, or whenever the Initialize (INT) switch on the Display Panel is depressed, the Memory Protect Controller is placed in the Disarm state with all status conditions reset. The Load Mask Sequencer is initialized and the protect function is disabled at the controller.

9. DEVICE NUMBER

The Model 7/16 HSA LU Memory Protect is normally assigned device address X'AE'. This address can be changed by the modification of straps on the controller. Refer to the Installation Specification, 02-360A20, for details about the wiring alteration.

10. SAMPLE PROGRAM(S)

Not applicable to the Model 7/16 HSA LU Memory Protect.

APPENDIX 1  
TABLE OF MEMORY ADDRESSES VS. BLOCKS

BLOCK	LOAD MASK DATA		MEMORY ADDRESSES (HEX)		
	BYTE	BIT	.5K BYTE	1K BYTE	2K BYTE
1	0	0	0000-01FF	0000-03FF	0000-07FF
2	0	1	0200-03FF	0400-07FF	0800-0FFF
3	0	2	0400-05FF	0800-0BFF	1000-17FF
4	0	3	0600-07FF	0C00-0FFF	1800-1FFF
5	0	4	0800-09FF	1000-13FF	2000-27FF
6	0	5	0A00-0BFF	1400-17FF	2800-2FFF
7	0	6	0C00-0DFF	1800-1BFF	3000-37FF
8	0	7	0E00-0FFF	1C00-1FFF	3800-3FFF
9	1	0	1000-11FF	2000-23FF	4000-47FF
10	1	1	1200-13FF	2400-27FF	4800-4FFF
11	1	2	1400-15FF	2800-2BFF	5000-57FF
12	1	3	1600-17FF	2C00-2FFF	5800-5FFF
13	1	4	1800-19FF	3000-33FF	6000-67FF
14	1	5	1A00-1BFF	3400-37FF	6800-6FFF
15	1	6	1C00-1DFF	3800-3BFF	7000-77FF
16	1	7	1E00-1FFF	3C00-3FFF	7800-7FFF
17	2	0	2000-21FF	4000-43FF	8000-87FF
18	2	1	2200-23FF	4400-47FF	8800-8FFF
19	2	2	2400-25FF	4800-4BFF	9000-97FF
20	2	3	2600-27FF	4C00-4FFF	9800-9FFF
21	2	4	2800-29FF	5000-53FF	A000-A7FF
22	2	5	2A00-2BFF	5400-57FF	A800-AFFF
23	2	6	2C00-2DFF	5800-5BFF	B000-B7FF
24	2	7	2E00-2FFF	5C00-5FFF	B800-BFFF
25	3	0	3000-31FF	6000-63FF	C000-C7FF
26	3	1	3200-33FF	6400-67FF	C800-CFFF
27	3	2	3400-35FF	6800-6BFF	D000-D7FF
28	3	3	3600-37FF	6C00-6FFF	D800-DFFF
29	3	4	3800-39FF	7000-73FF	E000-E7FF
30	3	5	3A00-3BFF	7400-77FF	E800-EFFF
31	3	6	3C00-3DFF	7800-7BFF	F000-F7FF
32	3	7	3E00-3FFF	7C00-7FFF	F800-FFFF
33	4	0	*	8000-83FF	↑ N/A ↓
34	4	1		8400-87FF	
35	4	2		8800-8BFF	
36	4	3		8C00-8FFF	
37	4	4		9000-93FF	
38	4	5		9400-97FF	
39	4	6		9800-9BFF	
40	4	7		9C00-9FFF	
41	5	0		A000-A3FF	
42	5	1		A400-A7FF	
43	5	2		A800-ABFF	
44	5	3		AC00-AFFF	
45	5	4		B000-B3FF	
46	5	5		B400-B7FF	
47	5	6		B800-BBFF	
48	5	7		BC00-BFFF	

\* If more than 32K Bytes of memory exists, and the 512 Byte Block option is used, the pattern defined for the first 32K repeats itself for the second 32K.

APPENDIX 1  
 TABLE OF MEMORY ADDRESSES VS. BLOCKS (Continued)

BLOCK	LOAD MASK DATA		MEMORY ADDRESSES (HEX)		
	BYTE	BIT	.5K BYTE	1K BYTE	2K BYTE
49	6	0		C000-C3FF	 N/A
50	6	1		C400-C7FF	
51	6	2		C800-CBFF	
52	6	3		CC00-CFFF	
53	6	4		D000-D3FF	
54	6	5		D400-D7FF	
55	6	6		D800-DBFF	
56	6	7		DC00-DFFF	
57	7	0		E000-E3FF	
58	7	1		E400-E7FF	
59	7	2		E800-EBFF	
60	7	3		EC00-EFFF	
61	7	4		F000-F3FF	
62	7	5		F400-F7FF	
63	7	6		F800-FBFF	
64	7	7		FC00-FFFF	

TEST AID



# **M49-410**

## **TEST AID**

### **INFORMATION SPECIFICATION**

#### 1. INTRODUCTION

This Information Specification covers installation, operation, and maintenance of the M49-410 Test Aid (02-276) and the associated logic in the Processor. Refer to 02-276D08 for schematics of the M49-410 Test Aid.

#### 2. GENERAL DESCRIPTION

The Test Aid consists of a switch display panel and a 17-283 logic card which attaches to the following boards:

35-446 CPU-HI Model 74 Processor  
35-446F01 and 35-446F02 CPU-HI 7/16 Basic Processor  
35-524 CPU-B Model 7/16 HSALU Processor  
35-523F01 and 35-523F02 CPU-B Model 7/32  
35-624F01, F02, F03 CPU-B Model 7/32C Processor

The Test Aid provides the ability to examine the address of the micro-code and to stop Processor clocks at option.

#### 3. INSTALLATION

This section provides the information necessary to install the Test Aid on the Processor. The 02-276R01 or higher revision level Test Aid may be used on the Model 74, 7/16 Basic, 7/16 HSALU, 7/32, and 7/32 C Processors. The 02-276R00 Test Aid may be used on the Model 74 and the Model 7/16 Basic. The installation procedure is:

1. Remove the display from the chassis.
2. Place Test Aid logic card over pins on CPU-HI board or CPU-B board (installed in Slot 6 of the Processor back panel, refer to Figure 1) and press down until Test Aid logic card rests on spacers on the Processor board. The switch/display panel assembly may be placed on a table or mounted on the chassis as shown in Figure 2.
3. On the 7/16 HSALU Processor, a jumper must be installed between TP1 on the 35-544 CPU-B board and TP2 on the 35-522 CPU-A board.
4. On the 7/32, a jumper must be installed between TP1 on the 35-523F01 or F02 CPU-B board and TP2 on the 35-522 CPU-A board.
5. On the 7/32 C Processor, a jumper must be installed between TP1 on the 35-625F01, F02, or F03 CPU-B board and TP2 on the 35-624 CPU-A board.

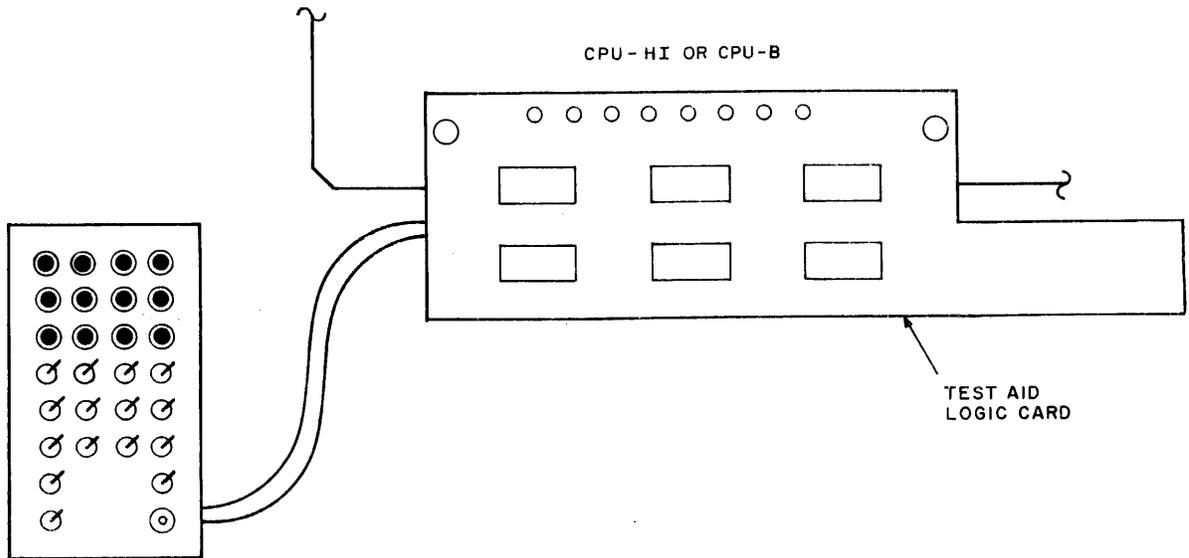


Figure 1. Test Aid Installation

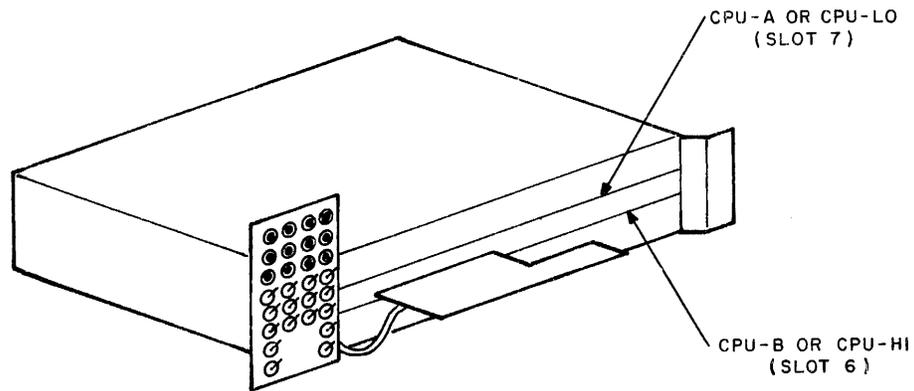


Figure 2. Switch Panel Mounting

#### 4. POWER

Power and ground are supplied by the Processor board. There are no other power requirements.

#### 5. OPERATION

Refer to Figure 3 during the operating description. The 12 Light-Emitting Diodes (LEDs) numbered 4:15 display the contents of the ROM Address Register. The numbers assigned to the LEDs correspond to the ROM Address Register bits. The 12 toggle switches labelled 4:15 provide the ability to set-up a match address. The Test Aid logic stops the Processor clocks when the selected "match address" is in the ROM Address Register and the Address Match switch is in the ON (up) position.

#### 6. ADDRESS MATCH SWITCH

After selecting an address on the Address switches, place the Address Match switch in the ON (up) position. When the ROM Address Register of the Processor contains the "match address", the Processor clocks are stopped on the next clock. The Address Match switch feature can also be used to interrupt and continue micro-code loops. Follow the procedure for address matching. Select an address within a micro-code loop. Once the match has been found, depressing the Clock Advance (ADV) switch once allows the micro-code to go through the loop and match on the selected address again.

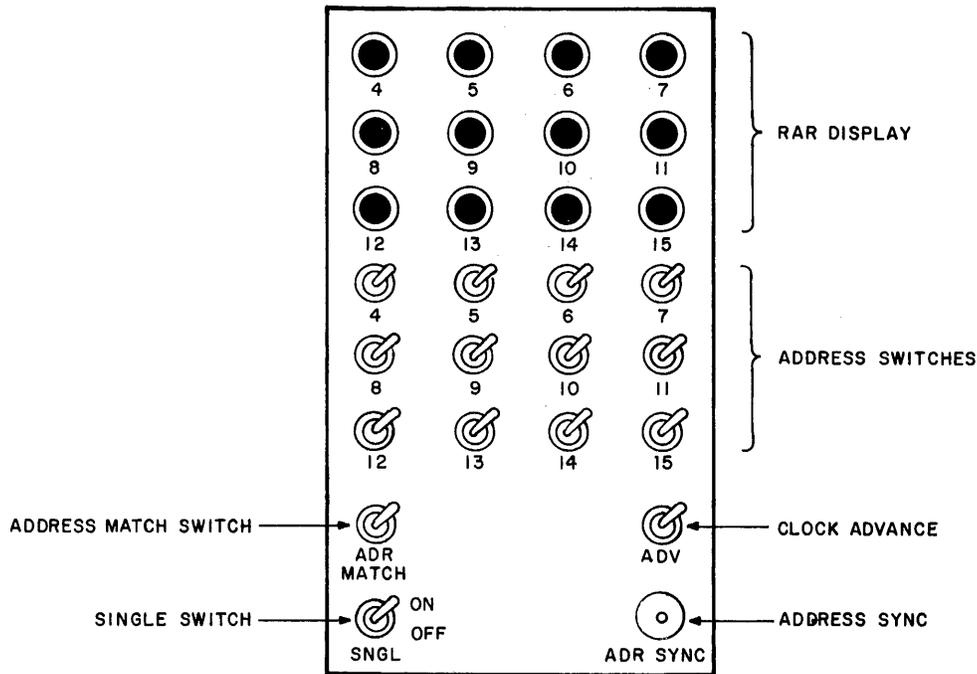


Figure 3. Switch Panel

NOTE

The LED display in most cases is one increment ahead of the match address. The micro-code instruction at the address selected has been executed or is one clock into execution when the match occurs and the Processor clocks stop.

7. CLOCK ADVANCE SWITCH

The Clock Advance switch allows the Processor to generate one clock each time it is depressed when the Address Match or Single switch is in the ON (up) position.

8. SINGLE SWITCH

When the Single switch is in the ON (up) position, the Processor clocks are stopped. With this switch ON, the micro-program may be executed one micro-instruction at a time by depressing the Clock Advance switch.

9. ADDRESS SYNC

Address Sync is a BNC connector whose output is a low going signal that becomes active when the Address switches and the contents of the ROM Address Register compare. The contents of the ROM (specified by the ROM Address Register) will not be loaded into the ROM Data Register until the next Clock which loads the ROM Data Register.

10. OPTION

Pins 'A' and 'B' are normally wired together. Pin 'A' is the output of a comparator that compares the ROM Address Register and the Address switches. When they compare, the signal on Pin A goes high (+5 VDC) causing Processor clocks to stop. Removing the wire between Pins 'A' and 'B' provides a means to bring in any high active signal on Pin 'B' to stop Processor clocks. To match on any high active signal, the Address Match switch must still be placed in the ON (up) position when a match is desired. Removing the wire between 'A' and 'B' will remove the capability to stop Processor clocks on address match. See Figure 4.

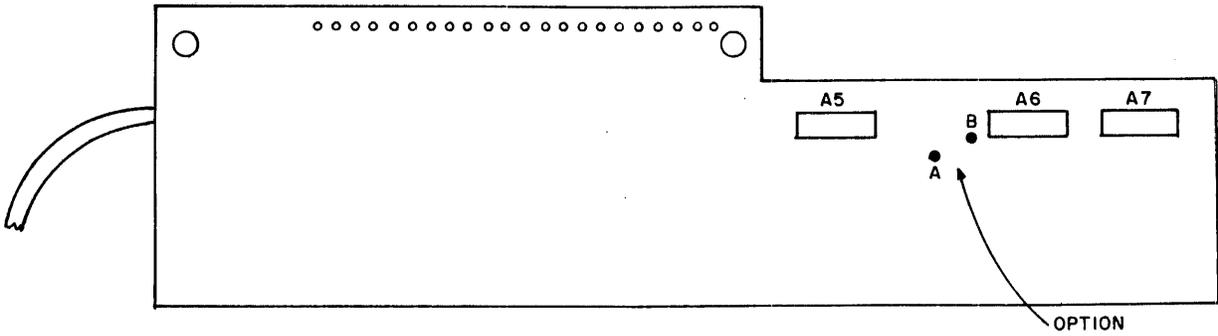


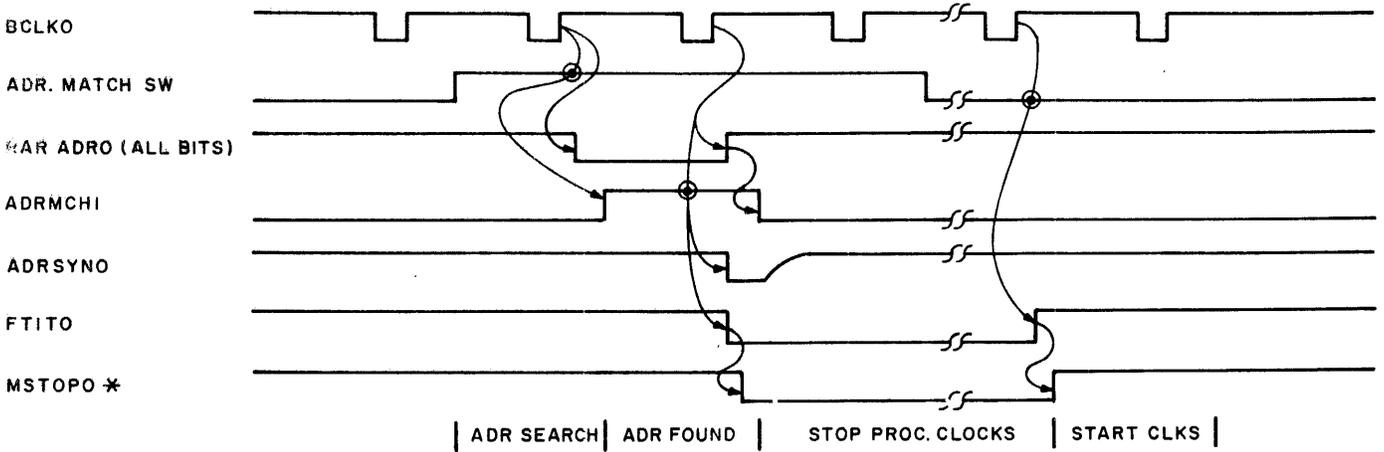
Figure 4. Option Connections

11. TEST AID MAINTENANCE

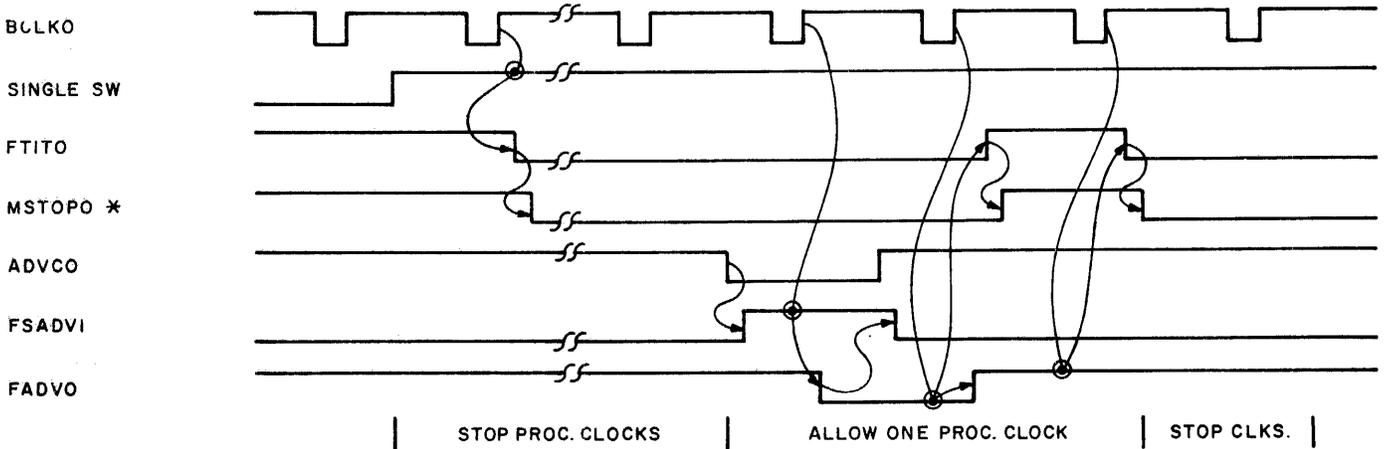
11.1 Timing

This section defines timing sequences (Figure 5) in the logic of the Test Aid and associated logic in the Processor. Refer to the Processor Functional Schematic, Clock Control sheet, for logic detail of the clock stop.

TIMING CHART FOR ADDRESS MATCH



TIMING CHART FOR SINGLE STEPPING



\* MSTOPO IS A CLOCK STOPPING SIGNAL INTERNAL TO THE MODEL PROCESSOR. WHEN ACTIVE ALL PROCESSOR CLOCKS EXCEPT CLKI, BCLKI AND BCLKO ARE STOPPED.

Figure 5. Test Aid Timing

## 11.2 Mnemonic Definitions

- ADRMCH1 - This signal is active when the contents of the ROM Address Register and the Address switches are equal.
- ADVC0 - Flip-flop output which goes active when the ADV switch is depressed, inactive when the ADV switch is released.
- BCLK0 - Derived from the Processor. This is a clock that cannot be stopped by any clock stop in the Processor. BCLK0 width is typically 60 nanoseconds and the period is typically 250 nanoseconds.
- FADV0 - When active, allows FTIT0 to be inactive for one clock period. If ADVC0 and BCLK0 are active at the same time, the FADV0 flip-flop sets.
- FTIT0 - This flip-flop is reset by Single switch ON, Address Match switch ON, and a match address.
- MCH04-150 - When active, indicates that a particular address switch has been selected.
- RAR04-150 - ROM Address Register outputs which indicates the address of the micro-instruction to be executed on the next clock.

## 12. USE OF MODEL 70 EXTENDER BOARD (11-103) ON THE PROCESSOR

### 12.1 Hazards

All Model 70 extender boards, below revision level 11-103R02, when used to extend Processor boards, present two hazards.

1. All stiffening metal on the extender board when being plugged in becomes +5VDC. This hazard exists with either Processor board on the extender.
2. When the Test Aid is installed and the CPU-LO or CPU-A is on the extender board, a stiffening bar located on the underside of the extender board rests on top of the Test Aid logic card and forces it down possibly causing a short.

### 12.2 Modification

The following information describes how to modify the 11-103R01 extender board:

1. Pins 200-0, 200-1, 241-0 and 241-1 are tied into the ground bus of the extender board. These pins in the Processor are +5VDC. Both ends of the extender board tie these pins to the extender board ground but via feedthrough holes causing the ground bus to become +5VDC. Cut the copper between these feedthrough holes and the extender board ground bus. Add a strap from the copper run of Pins 101-0, 101-1, 140-0 and 140-1 to the adjacent ground shield to restore the continuity of back panel ground to extender board ground.
2. Remove stiffening bar on underside of extender board. Three new clearance holes must be drilled so that the stiffening bar mounts horizontally rather than vertically. The original screws may bottom out; if so, use #4-40 x 5/8 screws. Refer to Figure 6.

After this change is made, care should still be taken to insure that the Test Aid logic card is not shorting to the stiffening bar.

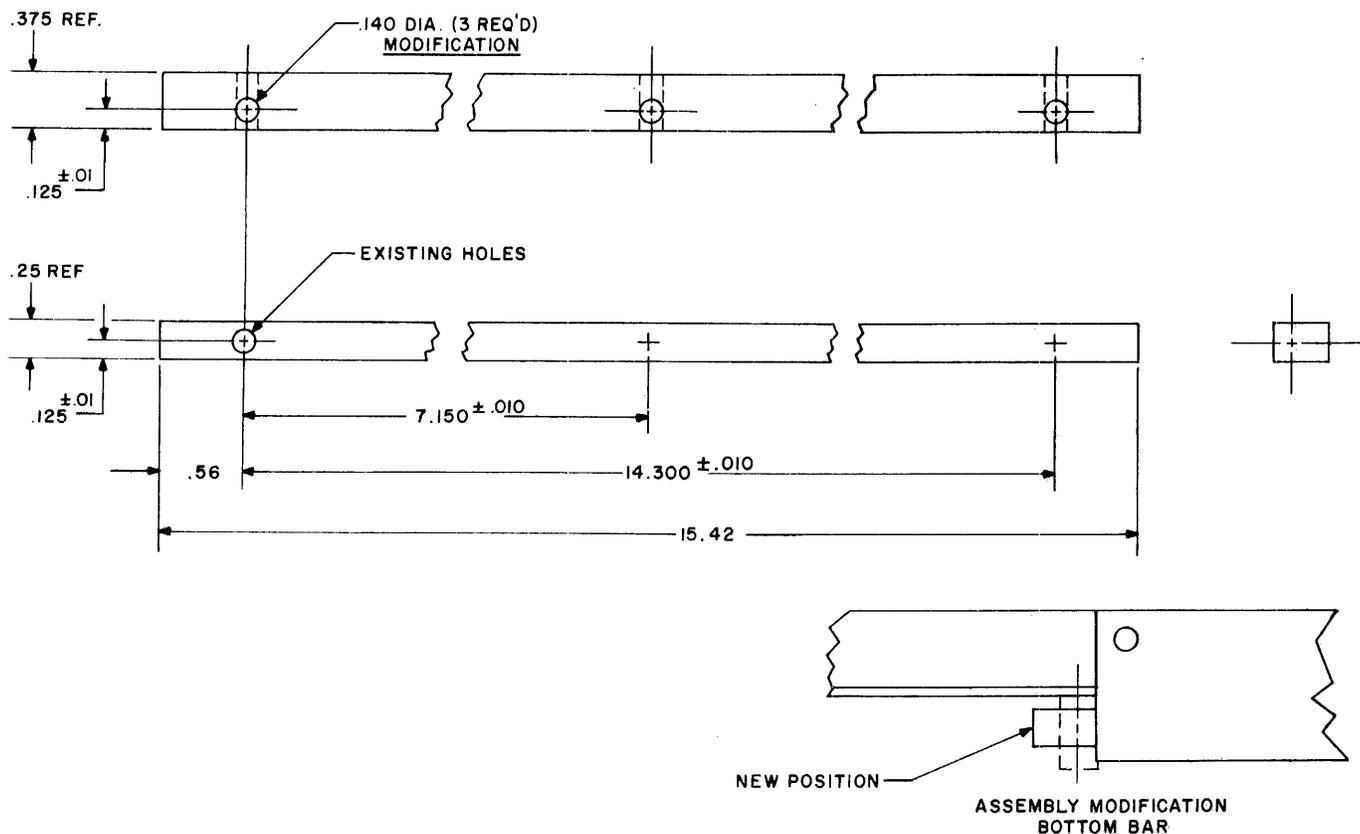


Figure 6. Stiffening Bar

**AUTO LOADER**



# M71-103

## AUTOMATIC LOADER

### INFORMATION SPECIFICATION

#### 1. INTRODUCTION

The Automatic Loader consists of a logic card connector, cable, and switch panel which connects onto the Processor's display connector in place of a display. The Automatic Loader provides a means of applying power to the Processor via a LOCK/ON/OFF switch, initializing the Processor (INIT), and starting a resident program (EXE). The micro-program in the Processor fetches a device address and a command byte from the Automatic Loader on its power up sequence, when enabled. This information is used to load a program from the specified device.

This information specification covers installation and operation of the Automatic Loader.

#### 2. INSTALLATION

##### 2.1 Prior to Installation

The Automatic Loader must be modified to specify the appropriate device number and command byte. The Automatic Loader is initially equipped with a device number of X'FF' and a command of X'FF'. Refer to Functional Schematic 02-352C08 for the information necessary to change the device and command designations.

##### 2.2 Model 7/16 Basic Installation

The Automatic Loader is installed on CPU-LO Board Connector 3, and to the 25-327 Terminal Strip, Positions C1 and C2. Refer to Figure 1.

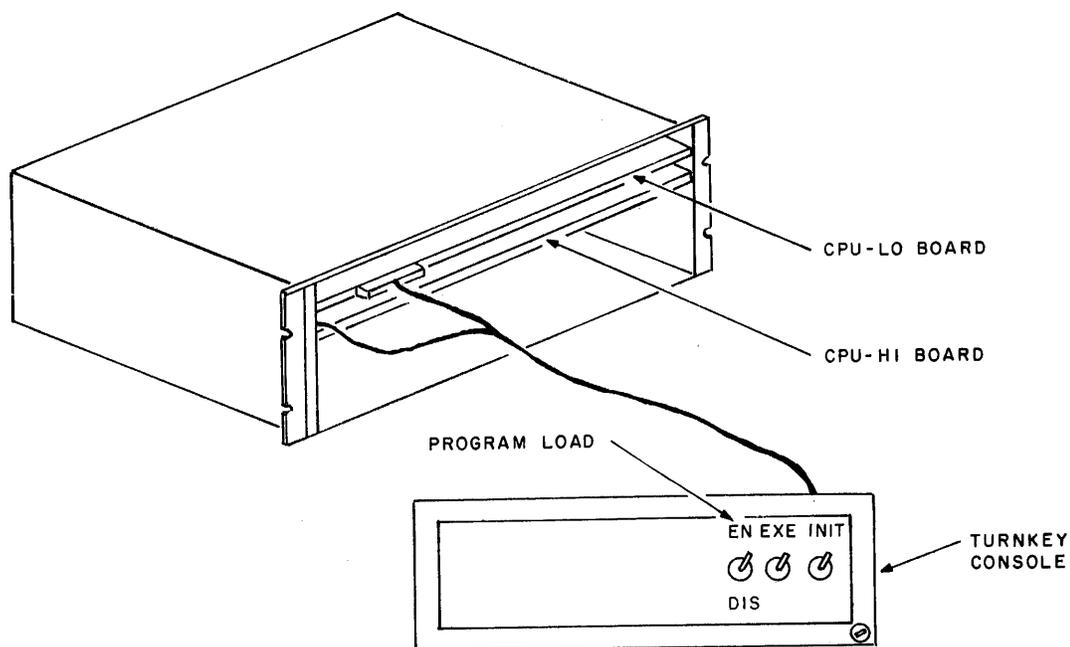


Figure 1. 7/16 Basic Installation

### 2.3 Model 7/16 HSALU Installation

The Automatic Loader is installed on the 35-522 CPU-A board, and to the 25-327 Terminal Strip, Positions C1 and C2. Refer to Figure 2.

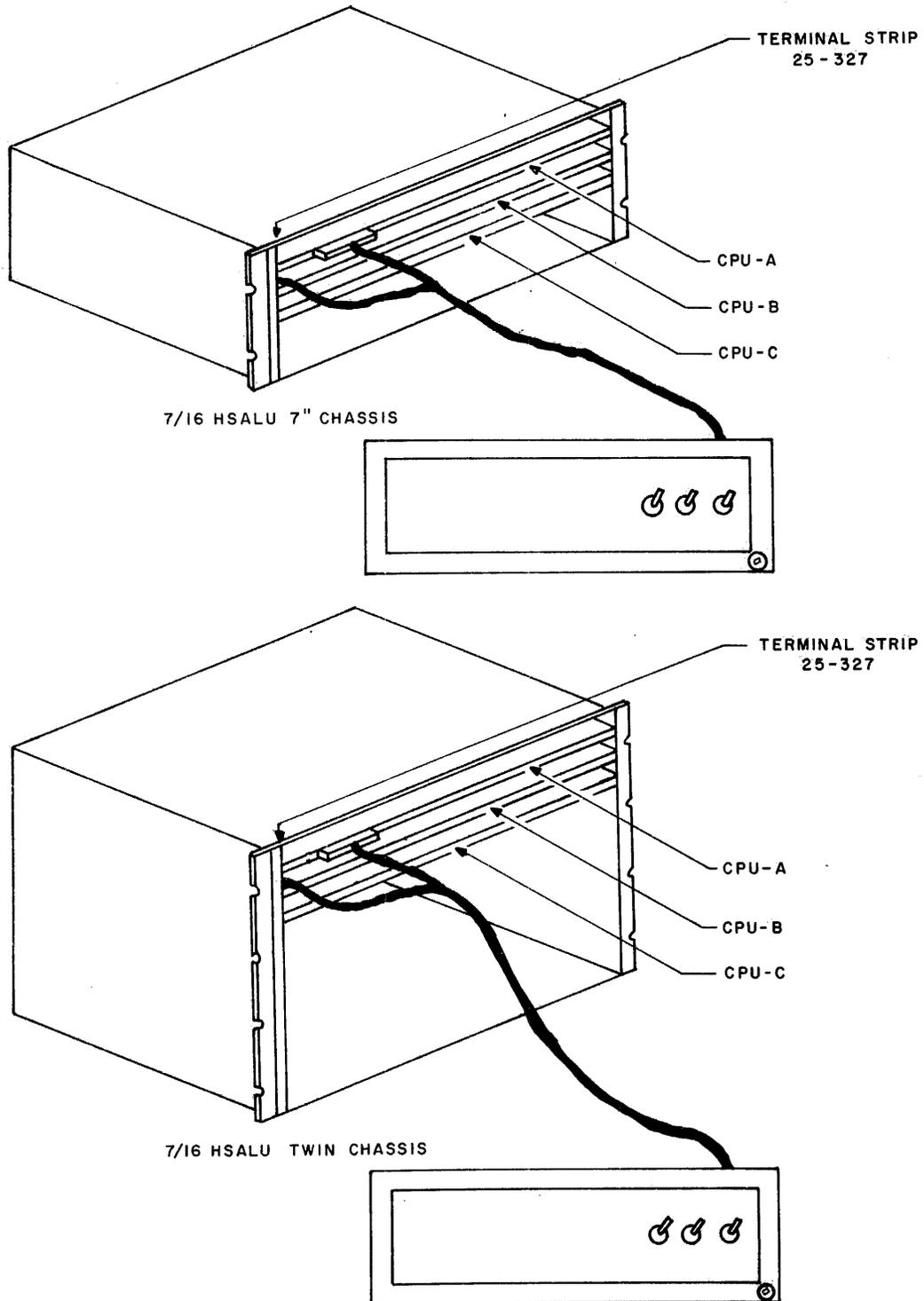


Figure 2. 7/16 HSALU Installation

### 3. OPERATION

Refer to Figure 3 for the following controls:

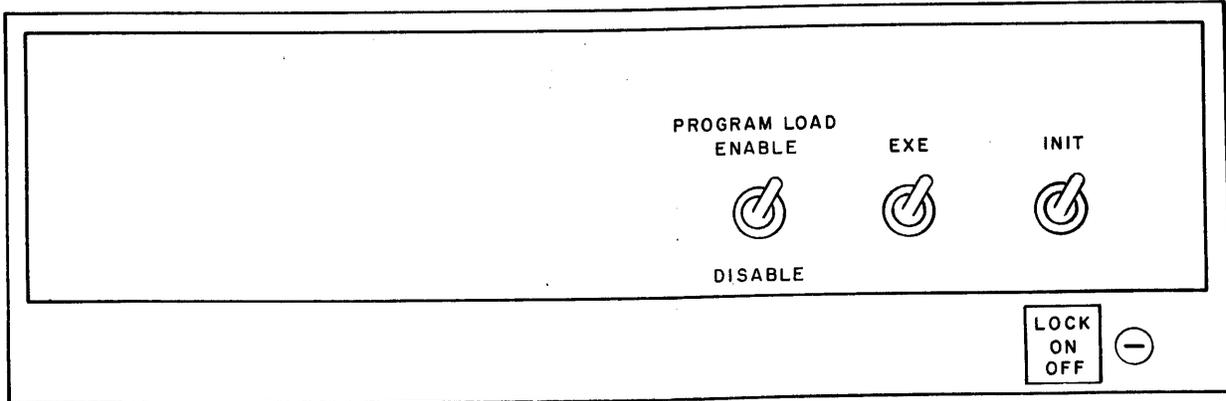


Figure 3. Switch Features

OFF/ON/LOCK	<p><u>Power switch.</u> This is a three position key operated security lock switch which controls primary power to the system. When placed in the OFF position, the testable Primary Power Fail signal (PPF) goes active which causes a power fail indication and removes the DC voltages to the system. In the ON position, DC power is applied to the Processor. In the LOCK position, the power remains on but the EXE and INIT switches are disabled.</p>
INIT	<p><u>Initialize switch.</u> The Initialize switch generates the testable PPF signal. The micro-program responds to PPF by saving the Processor status in main memory and then doing a Command Power Down to initialize the system.</p>
EXE	<p><u>Execute switch.</u> The Execute switch generates the testable Console Attention signal (CATN0). The micro-program always assumes the Run mode in response to the Automatic Loader CATN0 (EXE), except when the Program Load switch is in the Enable position.</p>
PROGRAM LOAD	<p><u>Program Load switch.</u> The Program Load switch determines whether or not an auto-load is to be performed after the system is initialized or upon power up. If the Program Load switch is in the Enable position, upon initialization or power up, an automatic load is performed from the device number specified by the Automatic Loader logic card.</p>

The micro-program determines that the Automatic Loader option has been selected by the unique status of the display controller; namely a zero in Bit 4 of the status and a one in Bit 7. The state of the Program Load switch is presented to the Processor as Bit 6 of the display status. On power up or initialize, the micro-program determines that the Automatic Loader option is present, then does two data requests from the device number '01' (Automatic Loader). The first data byte received is the device number from which an automatic load is to be performed and the second data byte is an appropriate output command for that device. The device number and command byte are a function of the Automatic Loader logic card.

#### NOTE

The type device used must be able to respond with data with one Output command. This device must also have a valid status (busy only or all zeros) immediately after the Output command. The first data byte read must be valid data.

Figure 4 shows the data format for automatic loading. This data may be appended to a system program or may be a stand-alone program used as a general purpose boot loader. Appendix 1 is an example of the latter.

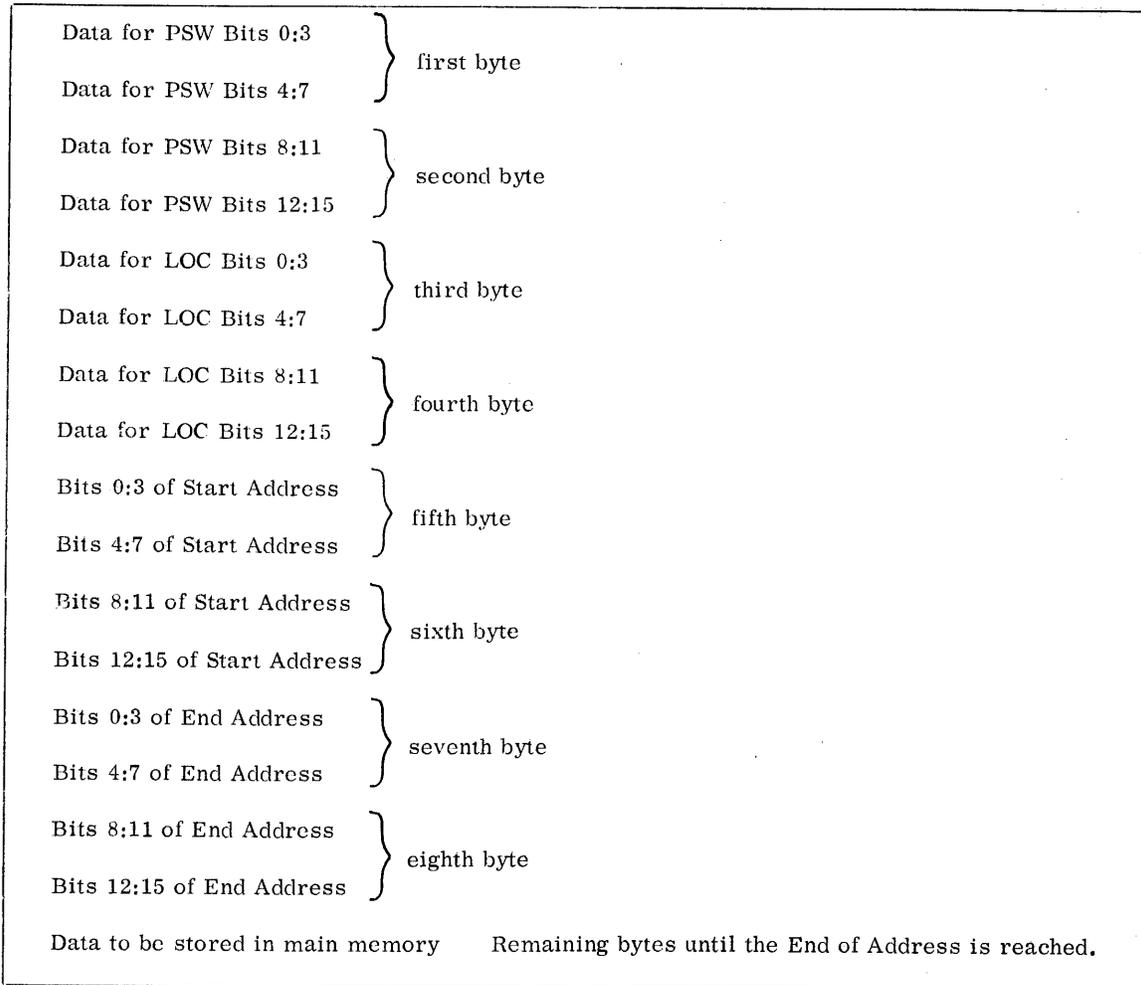


Figure 4. Data Format for Automatic Loading

On the completion of the Auto-Load, the micro-program commences to execute the User program from the Memory Address specified by LOC (third and fourth bytes). Note that if Bit 0 of the PSW, as specified by the first byte, is set, the Processor goes to the "Wait" state. Program execution then begins when the Execute switch is operated.

## APPENDIX 1

### GENERAL BOOT LOADER PROGRAM

#### 1. PROGRAM DESCRIPTION

The General Boot Loader Program automatically sets the Binary Input Device definition to the device number and command byte associated with the Automatic Loader logic card.

##### General Boot Loader Program

			ORG	X'0048'	
0048	8000		DC	X'8000'	START SET WAIT BIT
004A	0050				
004C	0050		DC	START,END	
004E	005D				
0050	2401	START	LIS	0,1	SET REGISTER 0
0052	D900		RH	0,X'78'	READ DEVNO AND COMMAND
0054	0078				
0056	D500		AL	X'CF'	DO AUTO LOAD
0058	00CF				
005A	4300		B	X'80'	
005C	0080				
		END	EQV	*-1	

The above program places the Processor in the Wait state after loading. When the Execute switch is operated, the device number and command byte associated with the Boot Loader logic card is read into location X'0078', the binary input device specification. Then, the Auto Load instruction is executed.

#### 2. PROGRAM CREATION

The user can prepare an eight bit tape of this program on any INTERDATA Processor equipped with a display panel by loading CLUB (03-013) or an equivalent program; then, key the program into memory. Use the 'Q' directive with limits of X'0048' through X'005D'. (Any program can be used which generates an eight bit tape. Note that the tape must not be punched with a leading X'F0' as occurs with some operating systems when punching eight bit paper tape.)

#### 3. OPERATION PROCEDURES

Use the following procedure to load programs using the General Boot Loader Program.

1. Place the PROGRAM LOAD switch in the ENABLE position.
2. Apply power to the appropriate input device (e.g., Teletype) and place the General Boot Loader tape in the device with the first character over the read station.
3. Turn the Power switch to the ON position.
4. Note that if a Teletype is used as the input device, place the lever on the TTY reader to the "START" position.
5. The Processor reads the tape and then halts. Any program that can be loaded with a standard 50 Sequence, (AL X'CF') can now be loaded.  
(B X'80')
6. Place the appropriate paper tape in the Binary Input Device and momentarily depress the EXE switch. The 50 Sequence which was loaded by the Automatic Loader now begins execution.

#### 4. USAGE

Using a Boot Loader Program that establishes the standard 50 Sequence in memory, in general, the following programs can be run on a Model 7/16 with the Automatic Loader option.

1. Any M10 Tape can be loaded immediately after loading the 50 Sequence (i.e., General Loader, Rel Loader, Basic Assembly, BOSS, or DOS object tape).
2. Any M08, M09, M16, or M17 program tape can be loaded with the General Loader or Rel Loader, provided it has an end transfer address (i.e., CLUB, Memory test, or Processor test).
3. Any M14 Tape can be loaded after CLUB has been loaded and executed to modify the 50 Sequence with an appropriate ending address.

APPENDIX 2

ALTERNATE BOOT LOADER PROGRAM

The following listing shows an alternate program designed to be loaded from a TTY. The information loaded comprises a standard '50 Sequence' with device definition table. After loading, the program issues an X-OFF to the TTY to stop the paper tape. Then an asterisk is printed to indicate that the 50 Sequence is in memory and ready. Execution of the 50 Sequence is begun by depressing the Break key on the TTY. This program issues an X-ON to the TTY to start the tape advancing through the reader before the 50 Sequence is begun.

INTERDATA MODEL 7/16 AUTO-BOOT LOADER				PAGE 1
* * * ROUTINE IS AUTOMATICALLY LOADED FROM TTY ON * POWER UP OR INITIALIZE. AFTER LOAD, TTY READER * IS TURNED OFF AND AN ASTERISK IS PRINTED. THE * OPERATOR THEN PLACES GENERAL LOADER OR REL LOADER * PAPER TAPE IN TTY READER. DEPRESS BREAK KEY * ON KEYBOARD TO START AUTOLOAD SEQUENCE. * *				
0008	RET	EQU	8	
0009	STAT	EQU	9	
000A	TTY	EQU	10	
000B	TWRT	EQU	11	
000C	TRFAD	EQU	12	
000D	DAT	EQU	13	
000E	OUT	EQU	14	
000F	XON	EQU	15	
* *				
0048		ORG	X'0048'	
* *				
0048	0100	DC	X'0100',START	PSW AND LOC
	0058			
004C	0050	DC	LOAD	START ADDRESS
004E	0093	DC	END	END ADDRESS
* *				
0050	0500	LOAD	AL	X'CF'
	00CF			
0054	4300	B	X'80'	
	0080			
* *				
0058	01A0	START	LM	TTY,DATA
	0080			SET UP REGISTERS
005C	9EAB	OCR	TTY,TWRT	WRITE MODE
005E	018E	BALR	RFT,OUT	XOFF
0060	9400	EXBR	DAT,DAT	
0062	018E	BALR	RET,OUT	* READ MODE
0064	9EAC	OCR	TTY,TRFAD	
0066	9DA9	SSR	TTY,STAT	
0068	2241	BFBS	4,1	WAIT FOR BREAK
006A	9EAB	OCR	TTY,TWRT	WRITE MODE
006C	080F	LHR	DAT,XON	
006F	018E	BALR	RFT,OUT	XON
0070	9DA9	SSR	TTY,STAT	WAIT FOR
0072	2091	BTBS	9,1	XON CHARACTER
0074	4300	B	LOAD	DO AUTO LOAD
	0050			
* *				
0078	0294	DC	X'0294'	BINDV
007A	0298	DC	X'0298'	ROUTDV
007C	0294	DC	X'0294'	SINDV
007E	0298	DC	X'0298'	LISTDV
* *				
0080	0002	DATA	DC	2
0082	0098	DC	X'98'	

<del>0084</del>	<del>0094</del>		DC	X'94'
0086	2A93		DC	X'2A93'
0088	008C		DC	OUTPUT
<del>008A</del>	<del>0091</del>		DC	X'91'
		*		
008C	9DA9	OUTPUT	SSR	TTY,STAT
<del>008E</del>	<del>20F1</del>		BTBS	15.1
0090	9AAD		WDR	TTY,DAT
0092	0308		BR	RET
		*		
0093		END	EQU	*-1
0094			END	

## NO ERRORS

DAT	000D
DATA	0080
END	0093
LOAD	0050
OUT	000E
OUTPUT	008C
RET	0008
START	0058
STAT	0009
TREAD	000C
TTY	000A
TWRT	000B
XON	000F

MICRO-PROGRAMS





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042	50 A314	56	S	LOC,LOC,TWO	DECR. LOC BY 2	71600430
043	00 8010	57	L	NULL,NULL	FILLER	71600440
044	00 8010	58	L	NULL,NULL	FILLER	71600450
		59	*	COMMON INTERRUPT SUPPORT ROUTINE		71600460
		60	*			71600470
045	F6 0054	61	HELP	BF ATNX,HELP1	BRANCH TO HELP1 IF AUTOMATIC I/O	71600480
		62	*		SERVICE IS NOT REQUIRED	71600490
		63	*	COME HERE FOR AUTOMATIC I/O SERVICE		71600500
046	00 A881	64	AUTIO	L MR1,IO,ACK	(MR1)=DEVICE NUMBER	71600510
047	00 0A09	65	AUTIO1	L ARL,MR1,SL	(ARL)=2*DEVICE NUMBER	71600520
048	00 0217	66	AUTIO3	AI MAR,'D0',ARL	(MAR)=INT. SERV. POINTER ADDRESS	71600530
049	08 8010	67		L NULL,NULL,MR	FETCH INT. SERVICE POINTER	71600540
04A	00 B443	68	AUTIO2	L MR3,MDR,SR+CO	(MR3)=SERV.POINTER/2	71600550
04B	00 1A17	69		L MAR,MR3,SL	(MAR) = SERV. POINTER (FORCED EVEN)	71600560
04C	E2 01C9	70		BT C,CHANEL	BRANCH TO CHANEL I/O ROUTINE IF	71600570
		71	*		SERVICE POINTER IS ODD	71600580
		72	*	COME HERE FOR IMMEDIATE INTERRUPT		71600590
		73	*	(MAR) = SERVICE POINTER		71600600
04D	00 3816	74	IMMINT	L MDR,PSWL	STORE PROGRAM STATUS	71600610
04E	7F 0090	75		C MW2+PRIV		71600620
04F	00 A016	76		L MDR,LOC	STORE LOCATION COUNTER	71600630
050	7F 0090	77		C MW2+PRIV		71600640
051	09 8007	78		L PSWL,NULL,MR2	CLEAR PSW;FETCH NEW PROG. STATUS	71600650
052	05 B007	79		L PSWL,MDR,IRJH	LOAD NEW STATUS AND FETCH NEW	71600660
053	00 B814	80		L LOC,MAR	INST. FROM SERV.POINTER +6	71600670
054	E8 1007	81	HELP1	BT PPF,PWRDWN	TO PWRDWN IF POWER FAIL	71600680
055	E9 2068	82		BT MALF+CATN+MMFINT	EPF+MPE+CATN R03	71600690
056	E8 80CD	83		BT DC,DCR	TO DCR IF DATA CHANNEL REQUEST	71600700
057	F4 20FA	84		BF ATN,CONSER1	BRANCH IF NOT ATN R03	71600710
		85	*	EXTERNAL INTERRUPT		71600720
		86	*	AUTOMATIC I/O SERVICE BIT IS RESET		71600730
05A	84 0017	87	EXINT	LI MAR,'40'	(MAR)=ADDR. OF EXT. INT. OLD PSW	71600740
		88	*	GENERAL PSW SWAP ROUTINE		71600750
		89	*	THIS ROUTINE STORES THE CURRENT PSW IN THE FULL WORD LOCATION		71600760
		90	*	POINTED TO BY MAR. NEW PSW IS OBTAINED FROM (MAR)+4		71600770
		91	*			71600780
		92	*			71600790
059	00 3816	93	GENSWP	L MDR,PSWL	STORE PROG. STATUS	71600800
05A	7F 0090	94		C MW2+PRIV		71600810
05B	00 A016	95		L MDR,LOC	STORE LOC	71600820
05C	7F 0090	96		C MW2+PRIV		71600830
05D	09 8010	97		L NULL,NULL,MR2	FETCH NEW PROG. STATUS	71600840
		98	*	ENTER FROM LPSW FOR LOAD PROGRAM	STATUS WORD	71600850
		99	*	CONTINUE FOR GENSWAP ROUTINE		71600860
		100	*			71600870
05E	08 B007	101	LPSW1	L PSWL,MDR,MR	LOAD NEW PROG. STATUS	71600880
05F	70 0088	102		C JH	COPY FLR TO COND. CODE	71600890
060	00 B014	103		L LOC,MDR	LOAD NEW LOC VALUE	71600900
		104	*			71600910
061	E4 80F8	105	TEST	BT QUE,QUETST	QUEUE INTRPT IF PSW 06 R03	71600920
062	F0 1279	106	TEST1	BF WAIT,NBR	FETCH NEXT INSTRUCTION IF WAIT	71600930
		107	*		BIT IS RESET	71600940
		108	*	INTERRUPTABLE WAIT LOOP		71600950
063	70 0004	109	WAIT	C SWA	SET WAIT INDICATOR	71600960

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064	EA 0081	110	BT	SNGL,CONSER	GO TO CONSER IF SNGL IS ACTIVE	71600970
065	00 8010	111	WAIT1	L NULL,NULL	NOP	71600980
066	E4 2068	112	BT	ATN,WAIT2		71600990
067	F9 8065	113	BF	MALF+PPF+CATN+DC,WAIT1		71601000
068	70 0000	114	WAIT2	C CWA	CLEAR WAIT INDICATOR	71601010
069	EA 0094	115	BT	SNGL,CLRWT		71601020
06A	FD 0045	116	B	HELP		71601030
		117	*	MACHINE MALFUNCTION INTERRUPT		71601040
06B	F8 2081	118	MMFINT	BF MALF,CONSER	TO CONSER IF NO MALF R04**	71601050
06C	83 8017	119	MMFINT1	LI MAR,'38'	(MAR)=X'38' A(MMF OLD PSW) R04 **	71601055
06D	00 3816	120	L	MDR,PSWL	STORE PROG.STATUS	71601060
06E	7F 0090	121	C	MW2+PRIV		71601070
06F	00 A016	122	L	MDR,LOC	STORE LOC	71601080
070	7F 0090	123	C	MW2+PRIV		71601090
071	09 8010	124	L	NULL,NULL,MR2	FETCH NEW STATUS	71601100
		125	*			71601110
		126	*			71601120
072	FD 00F0	127	B	MMF2	BRANCH TO TEST CATN R03	71601130
		128	*	QUEUE SERVICE INTERRUPT ENABLED		71601140
		129	*	TEST TERMINATION QUEUE		71601150
073	88 0017	130	QUEINT	LI MAR,'80'	(MAR)=ADDRESS OF TERM.QUE.POINTER	71601160
074	08 8010	131	L	NULL,NULL,MR	FETCH QUEUE POINTER	71601170
075	00 8017	132	L	MAR,MDR	(MAR)= TERM. QUEUE POINTER	71601180
076	08 800F	133	L	FLR,NULL,MR	CLEAR FLR; FETCH 1ST HW OF LIST	71601190
077	9F F430	134	NI	NULL,'FF',MDR,F	SET G FLAG IF NO. OF SLOTS USED >0	71601200
078	88 2017	135	LI	MAR,'82'	(MAR)=ADDR.QUE.SER.INT. OLD PSW	71601210
079	EO 8059	136	BT	G,CENSWP	GO TO PSW SWAP ROUTINE IF LIST IS NOT EMPTY	71601220
		137	*			71601230
07A	FD 0062	138	B	TEST1	TEST WAIT BIT	71601240
		139	*	CONSOLE SERVICE		71601250
		140	*			71601260
		141	*	UN-INT ERRUP TABLE IDLE LOOP		71601270
07B	70 0004	142	IDLE	C SWA	SET WAIT INDICATOR	71601280
07C	F9 107B	143	IDLE1	BF PPF+CATN,IDLE	LOOP IF NOT PPF OR CATN	71601290
07D	70 0000	144	C	CWA	CLEAR WAIT INDICATOR	71601300
07E	E8 1007	145	BT	PPF,PWRDWN	TO PWRDWN IF PPF	71601310
07F	80 1035	146	LI	IO,'1',ADRS	ADDRESS THE CONSOLE	71601320
080	EA 0094	147	BT	SNGL,CLRWT	SINGLE STEP	71601330
		148	*	FALL THROUGH TO CONSER		71601340
		149	*			71601350
081	80 1035	150	CONSER	LI IO,'1',ADRS	ADDRESS THE CONSOLE	71601360
082	00 A8C0	151	L	MR0,IO,STAT	(MR0)=CONSOLE STATUS	71601370
083	00 0413	152	L	SRH,MR0,SR		71601380
084	70 0C00	153	C	SR2	SHIFT RIGHT TWO PLACES	71601390
085	00 9C01	154	L	MR1,SRH,SR	MR1(12:15)= STATUS (0:3)	71601400
086	82 0017	155	LI	MAR,'20'	(MAR)='20'	71601402
087	00 0016	156	L	MDR,MR0	(MDR)=CONSOLE STATUS	71601404
088	7E 0090	157	C	MW+PRIV	STORE CONSOLE STATUS	71601406
		158	*	TEST FOR AUTO LOADER		71601410
089	80 F009	159	LI	ARL,'F'		71601420
08A	30 0A0F	160	X	FLR,MR1,ARL		71601430
08B	F0 00FC	161	B	PATCH		71601440
08C	80 1035	162	RETURN	LI IO,'01',ADRS	RE-ADDRESS; CLEAR COUNTERS R03 R03	71601450
08D	00 080F	163	L	FLR,MR1	(FLR)=STATUS .0:3>	71601460

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08E	EA 00AC	164	BT	SNGL,DISPLY	TO DISPLAY IF SINGLE	R03	71601470
08F	E1 00AD	165	NOSNGL	BT	V,FNDIS	FUNCTION OR REG.DISPLAY IF V IS SET	71601480
090	00 A017	166	L	MAR,LOC	(MAR)=(LOC)		71601490
091	08 8010	167	L	NULL,NULL,MR	START MEMORY READ		71601500
092	E0 4097	168	BT	L,ADRMW	ADDRESS OR WRITE IF L IS SET		71601510
093	E0 809A	169	BT	G,DISMEM	DISPLAY A HW FROM MEMORY		71601520
		170	*	RUN MODE			71601530
094	00 3A06	171	CLRWT	L	MR6,PSWL,SL	RESET WAIT BIT OF PSW	71601540
095	00 3407	172	L	PSWL,MR6,SR			71601550
096	F0 0279	173	B	NBR	FETCH NEXT INSTRUCTION		71601560
097	00 A8B6	174	ADRMW	L	MDR,IO,DR	INPUT LOW BYTE	71601570
098	00 AEB6	175	L	MDR,IO,DR+CS	INPUT HIGH BYTE		71601580
099	E0 809F	176	BT	G,ADR	ADRS MODE IF G IS SET		71601590
		177	*				71601600
		178	*				71601610
09A	0E 8001	179	*	MEMORY WRITE			71601620
		180	DISMEM	L	MR1,MDR,MW	(MR1)=DISPLAY BYTES D2 AND D1;	71601630
		181	*		MEMORY WRITE		71601640
09B	40 A314	182	A	LOC,LOC,TWO	INCR. LOC BY 2		71601650
09C	00 A000	183	L	MR0,LOC	(MR0)=DISPLAY BYTES D4 AND D3		71601660
09D	88 00U2	184	LI	MR2,'80'	MR2(8:15) =DISPLAY BYTE D5		71601670
		185	*		MSB OF D5 IS SET TO INDICATE		71601680
		186	*		ADDRESS MODE		71601690
09E	F0 00A5	187	B	OUTDIS	DISPLAY BYTES D5,D4,D3,D2 & D1		71601700
		188	*	ADDRESS			71601710
09F	00 B414	189	ADR	L	LOC,MDR,SR	(LOC)=(MAR)= SELECTED	71601715
0A0	00 A214	190	L	LOC,LOC,SL	ADDRESS(FORCED EVEN)		71601720
0A1	80 1055	191	LOCDIS	LI	IO,'1',ADRS	ADDRESS THE CONSOLE	71601730
0A2	00 8000	192	L	MR0,NULL	(MR0)=DISPLAY BYTES D4 & D3		71601740
0A3	00 A001	193	L	MR1,LOC	(MR1) = DISPLAY BYTES D2 & D1		71601750
0A4	84 5002	194	LI	MR2,'45'	(DISPLAY BYTE D5)=X'45'		71601760
0A5	00 0855	195	OUTDIS	L	IO,MR1,DA	OUTPUT BYTES D1	71601770
0A6	00 0E55	196	L	IO,MR1,DA+CS	OUTPUT D2		71601780
0A7	00 0055	197	L	IO,MR0,DA	OUTPUT D3		71601790
0A8	00 0655	198	L	IO,MR0,DA+CS	OUTPUT D4		71601800
0A9	00 1055	199	L	IO,MR2,DA	OUTPUT D5		71601810
0AA	88 0075	200	LI	IO,'80',OC	DISPLAY IN NORMAL MODE;		71601820
		201	*		CLEAR COUNTERS		71601830
0AH	F0 007B	202	B	IDLE			71601840
0AC	F1 007B	203	DISPLY	BF	V,IDLE	BRANCH TO IDLE IF V IS RESET	71601850
		204	*	COME HERE FOR FUNCTION OR REGISTER DISPLAY			71601860
		205	*				71601870
0AD	00 028C	206	FNDIS	L	YSI,MR0,SL+CI	YSI(3)=STATUS(0);YSI(0:2)=STATUS(5:7)	71601880
0AE	00 00UF	207	L	FLR,MR0	(FLR)=STATUS(4:7)		71601890
0AF	F2 00C0	208	BF	C,FN	FUNCTION IF C IS RESET		71601900
		209	*	GEN REG. OR FLOAT REGISTER DISPLAY			71601910
0B0	00 080F	210	REGDIS	L	FLR,MR1	(FLR)=STATUS(0:3)	71601920
0B1	E0 40B7	211	BT	L,FLTREG	FLOAT. REG. DISPLAY IF L IS SET		71601930
		212	*	GENERAL REGISTER DISPLAY			71601940
		213	*				71601950
		214	*				71601960
0B2	00 E000	215	L	MR0,YSH	(MR0)=HIGH REG.		71601970
0B3	00 E801	216	L	MR1,YSL	(MR1)=LOW REG.		71601980
0B4	82 0009	217	LI	ARL,'20'	(ARL)=X'20'		71601990

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0B5	20 6202	218	0	MR2,YSI,ARL	MR2(8:15)= D5(ILLUMINATE FIXED REG	71602000
		219	*		INDICATOR AND DISPLAY HEX. REG.#)	71602010
0B6	F0 00A5	220	B	OUTDIS	OUTPUT DISPLAY BYTES	71602020
0B7	80 E009	221	FLTREG	LI	ARL,'E'	71602030
0B8	10 6202	222		N	MR2,YSI,ARL	71602040
0B9	00 1217	223		L	MAR,MR2,SL	71602050
0BA	09 8010	224		L	NULL,NULL,MR2	71602060
		225	*		START MEMORY READ	71602070
0BB	08 8000	226		L	MR0,MDR,MR	71602080
0BC	00 8001	227		L	MR1,MDR	71602090
0BD	81 0009	228		LI	ARL,'10'	71602100
0BE	20 1202	229		0	MR2,MR2,ARL	71602110
		230	*		(MR2)=D5(ILLUMINATE FLOAT.REG.IND.	71602120
0BF	F0 00A5	231		B	OUTDIS	71602130
		232	*	FUNCTION	AND DISPLAY HEX REG. #)	71602140
0C0	00 600F	233	FN	L	FLR,YSI	71602150
0C1	E2 807B	234		BT	C+G,IDLE	71602160
0C2	F1 00C8	235		BF	V,FN01	71602170
		236	*		GO TO IDLE IF ANY UNDEFINED FUNCT.	71602180
0C3	E0 40A1	237		BT	L,LOCDIS	71602190
		238	*		DISPLAY (LOC) IF L IS SET	71602200
0C4	00 8000	239	PSWDIS	L	MR0,NULL	71602210
0C5	00 3801	240		L	MR1,PSWL	71602220
0C6	84 4002	241		LI	MR2,'44'	71602230
0C7	F0 00A5	242		B	OUTDIS	71602240
		243	*		OUTPUT DISPLAY BYTES	71602250
0C8	E0 407B	244	FN01	BT	L,IDLE	71602260
		245	*		GO TO IDLE IF FUNC. 1(UNDEFINED)	71602270
0C9	80 1001	246	FN0	LI	MR1,'1'	71602280
0CA	E0 3E0F	247		L	FLR,PSWL,CS	71602290
0CB	E2 0047	248		BT	C,AUTIO1	71602300
0CC	F0 0094	249		B	CLRWT	71602310
		250	*		EXECUTE NEXT INSTRUCTION	71602320
0CD	00 8015	251	DCR	L	IO,NULL,DCAK	71602330
0CE	E8 4003	252		BT	DRD,DCREAD	71602340
		253	*		DATA CHANNEL ACKNOWLEDGE	71602350
0CF	00 A8B7	254		L	MAR,IO,DR	71602360
0D0	7A 0000	255		C	MR0	71602370
0D1	00 8055	256		L	IO,MDR,DA	71602380
0D2	F0 0045	257		B	HELP	71602390
		258	*		READ A HALF WORD FROM MEMORY	71602400
0D3	00 A8B7	259	DCREAD	L	MAR,IO,DR	71602410
0D4	00 A8B6	260		L	MDR,IO,DR	71602420
0D5	7E 0090	261		C	MW+PRIV	71602430
0D6	F0 0045	262		B	HELP	71602440
		263	*		TEST FOR INTERRUPTS	71602450
0D7	82 2017	264	PWRDWN	LI	MAR,'22'	71602460
		265	*		(MAR)=X'22'	71602470
		266	*			71602480
0D8	09 8010	267		L	NULL,NULL,MR2	71602490
0D9	00 8000	268		L	MR0,MDR	71602500
0DA	00 3816	269		L	MDR,PSWL	71602510
0DB	7F 0090	270		C	MW2+PRIV	71602520
0DC	00 A016	271		L	MDR,LOC	71602530
					STORE LOC;CLEAR YD FIELD	

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000	0DD	7E 0091	272	C	MW+PRIV+CYD		71602540
	0DE	00 0017	273	L	MAF,MR0	(MAR)=ADDRESS OF REG. SAVE AREA	71602550
	0DF	80 F008	274	LI	CTR,*F*	(COUNTER)=15	71602560
	0E0	0F 0016	275	*	STORE REGISTERS		71602570
	0E1	FC 80E0	276	SLOOP1	L MDR,YOLP1,MW2	STORE ONE REG.	71602580
	0E2	00 8016	277		BF CNTR,SLOOP1	REPEAT UNTIL DONE	71602590
	0E3	70 0002	278		L MDR,MDR	WAIT UNTIL WRITE OPER. IS COMPLETE	71602595
	0E4		279		C POW	SYSTEM RESET	71602596
	0F0	70 0001	280		URG *OF0*		R03 71602598
			281	MMF2	C ALRM	(FLR)=(CC)V(ALRM REG)	R03 71602600
			282	*		WHEN PSWL IS LOADED	R03 71602601
	0F1	08 8009	283		L ARL,MDR,MR	SAVE NEW PSW IN ARL	R03 71602602
10	0F2	00 8007	284		L PSWL,NULL	CLEAR CURRENT PSW	R03 71602603
	0F3	70 0088	285		L JH	PROPAGATE ALARM BITS	R03 71602604
	0F4	20 3A07	286		O PSWL,PSWL,ARL	COMBINE NEW PSW VALUE	R03 71602605
	0F5	00 8014	287		L LOC,MDR	LOAD NEW LOC VALUE	R03 71602606
	0F6	E9 0081	288		BT CATN,CONSER	LEAVE IF CONSOLE ATTENTION	R03 71602607
	0F7	F0 0061	289		B TEST	GO TEST QUEUE	R03 71602608
	0F8	F9 0073	290	QUETST	BF CATN,QUEINT	DO INTERRUPT IF NO CATN	R03 71602609
	0F9	F0 0081	291		B CONSER	ELSE SERVICE CONSOLE	R03 71602610
	0FA	EA 0081	292	CONSER1	BT SNGL,CONSER	TO CONSER IF SINGLE STEP	R03 71602611
	0FB	F0 0062	293		B TEST1	IGNORE SPURIOUS INTERRUPT	R03 71602612
	0FC	F3 C094	294	PATCH	BF C+V+G+L,CLRWT	TO CLRWT IF AUTOLOADER	R03 71602613
	0FD	88 0075	295		LI IG,*80*,OC	COMMAND "NORMAL" MODE	R03 71602614
10	0FE	F0 008C	296		B RETURN	*	R03 71602615

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OFF		298	ORG	'100'		71602617
		299	* INITIALIZE /	POWERUP ROUTINE		71602620
100	82 0077	300	PWRUP	LI	MAR,'20',CO+F	(MAR)='20';REST V FLAG
101	80 5035	301		LI	IO,'5',ADRS	ADDRESS THE DEV. NUMBER 5
102	F1 0119	302		BF	V,AUTO1	DO AUTOLOAD FROM LOADER STORAGE
		303	*			UNIT IF NO FALSE SYNC
		304	* NORMAL	POWERUP		
103	09 800F	305	PWRUP1	L	FLR,NULL,MR2	CLEAR FLR;FETCH SAVED CONS. STAT.
104	09 B00A	306		L	ARH,MDR,MR2	(MDR)=OLD CONSOLF STATUS
105	09 B000	307		L	MR0,MDR,MR2	(MR0)=REG. SAVE POINTER
106	09 B007	308		L	PSWL,MDR,MR2	LOAD PROGRAM STATUS AND
107	70 0089	309		C	JH+CYD	CLEAR YD FIELD AND COPY FLR TO CC
108	00 B014	310		L	LOC,MDR	RESTORE LOC
109	00 0017	311		L	MAR,MR0	(MAR)=ADDR. OF REG. SAVE AREA
10A	80 F008	312		LI	CTR,'F'	(COUNTER)=15
10B	09 8010	313		L	NULL,NULL,MR2	
		314	* RESTORE ALL	REGISTERS		
10C	09 B01A	315	LLOOP1	L	YDLP1,MDR,MR2	LOAD ONE REGISTER
10D	FC 810C	316		BF	CNTR,LLOOP1	REPEAT UNTIL ALL REGS. HAVE
		317	*			BEEN LOADED
10E	80 1035	318		LI	IO,'1',ADRS	ADDRESS THE CONSOLE
10F	00 A8CF	319		L	FLR,IO,STAT	SENSE STATUS
110	E0 8141	320		BT	G,PWRUP2	BOOT LOADER IS DISABLED. OR
		321	*			BASIC CONTROL SWITCH
111	E0 4115	322		BT	L,BOOTL	TO BOOTL IF BOOT LOADER ENABLED
		323	* DISPLAY PANEL IS	PRESENT		
112	97 0750	324		NI	NULL,'70',ARH,F	TEST BITS 1:3 OF OLD CONS. STATUS
113	F0 C141	325		BF	G+L,PWRUP2	TO PWRUP2 IF CONS. WAS IN RUN MODE
		326	* DISPLAY WAS NOT	IN RUN MODE		
114	F0 00A1	327		B	LOCDIS	GO TO LOCDIS
		328	* DISPLAY IS NOT	PRESENT (STATUS=XXXX XX01)		
115	00 A8A0	329	* BOOT LOAD FROM	AUTOMATIC LOADER IS REQUIRED		
116	00 A8A1	330	BOOTL	L	MR0,IO,DR	AUTO-BOOT DEV. NO.
117	00 0035	331		L	MR1,IO,DR	COMMAND FOR AUTOBOOT DEVICE
118	00 0875	332		L	IO,MR0,ADRS	ADDRESS THE AUTO-BOOT DEVICE
		333		L	IO,MR1,OC	OUTPUT COMMAND TO AUTO-BOOT DEVICE
		334	* AUTO LOAD FROM	LOADER STORAGE UNTI OR AUTO-BOOT DEVICE		
119	00 A8CF	335	AUTO1	L	FLR,IO,STAT	
11A	E2 0119	336		BT	C,AUTO1	
11B	00 AEA9	337		L	ARL,IO,DR+CS	
11C	00 A8CF	338	AUTO2	L	FLR,IO,STAT	
11D	E2 011C	339		BT	C,AUTO2	
11E	00 A8A1	340		L	MR1,IO,DR	
11F	20 0A07	341		C	PSWL,MR1,ARL	LOAD PSW
120	70 0088	342		C	JH	
121	00 A8CF	343	AUTO3	L	FLR,IO,STAT	
122	E2 0121	344		BT	C,AUTO3	
123	00 AEA9	345		L	ARL,IO,DR+CS	
124	00 A8CF	346	AUTO4	L	FLR,IO,STAT	
125	E2 0124	347		BT	C,AUTO4	
126	00 A8A1	348		L	MR1,IO,UR	
127	20 0A14	349		C	LOC,MR1,ARL	LOAD LOC
128	00 A8CF	350	AUTO5	L	FLR,IO,STAT	
129	E2 0128	351		BT	C,AUTO5	

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10	12A	00 AEA9	352	L	ARL,IO,DR+CS	71603120
	12B	00 A8CF	353	L	FLR,IO,STAT	71603130
	12C	E2 012B	354	BT	C,AUTO6	71603140
	12D	00 A8B7	355	L	MAR,IO,DR	71603150
	12E	20 BA17	356	O	MAR,MAR,ARL	(MAR)=START ADDRESS 71603160
	12F	00 A8CF	357	L	FLR,IO,STAT	71603170
	130	E2 012F	358	BT	C,AUTO7	71603180
	131	00 AEA9	359	L	ARL,IO,DR+CS	71603190
	132	00 A8CF	360	L	FLR,IO,STAT	71603200
	133	E2 0132	361	BT	C,AUTO8	71603210
	134	00 A8A1	362	L	MR1,IO,DR	71603220
	135	20 0A01	363	O	MR1,MR1,ARL	(MR1) = END ADDRESS 71603230
10	136	00 B809	364	L	ARL,MAR	71603240
	137	58 0A41	365	S	MR1,MR1,ARL,CO+MR	(MR1) =FINAL ADDR. - START ADDR.;MR 71603250
	138	E2 007B	366	BT	C,IDLE	BRANCH TO IDLE IF FINAL ADDRESS 71603260
			367	*		IS LESS THAN START ADDRESS 71603270
	139	00 A8CF	368	L	FLR,IO,STAT	71603280
	13A	E1 C07B	369	BT	V+G+L,IDLE	SENSE STATUS 71603290
	13B	E2 0139	370	BT	C,AUTOL	TO IDLE IF BAD STATUS 71603300
	13C	0E AEB6	371	L	MDR,IO,DR+CS+MW	LOOP ON BUSY 71603310
	13D	50 0941	372	S	MR1,MR1,ONE+CO	INPUT A BYTE & STORE IT 71603320
	13E	E2 0062	373	BT	C,TEST1	DECR. BYTE COUNT BY 1 71603330
	13F	40 B917	374	A	MAR,MAR,ONE	TEST WAIT BIT IF DONE 71603340
	140	F0 0139	375	B	AUTOL	INCR. MAR BY 1 71603350
10			376	*		REPEAT 71603360
	141	FC 40A1	377	BF	ARST+LOCDIS	DOWN/INITIALIZE 71603370
			378	*		DISPLAY LOC AND ENTER IDLE LOOP 71603380
	142	00 3A13	379	L	SRH,PSWL,SL	IF NO AUTO RESTART 71603390
	143	70 1440	380	C	SL2+CO	CARRY=PSW BIT 2 71603400
	144	F2 0279	381	BF	C+NBR	FETCH NEXT INST. IF MACHINE 71603410
			382	*		MAIF INT. HAS NOT BEEN ENABLED 71603420
	145	F0 006C	383	B	MMFINT1	TAKE MACHINE MAIF INTERRUPT R04 ** 71603430
			384	*		71603440
			385	*		71603450
	146	09 8010	386	L	NULL,NULL,MR2	71603460
	147	F0 005E	387	B	LPSW1	71603470
10			388	*		71603480
			389	*		71603490
	148	00 3819	390	L	YDL,PSWL	(R1)=OLD PSW 71603500
	149	00 E807	391	L	PSWL,YSL	LOAD NEW PSW FROM R2 71603510
	14A	70 0088	392	C	JH	COPY FLR TO COND CODE 71603520
	14B	F0 0061	393	B	TEST	71603530
			394	*		71603540
			395	*		71603550
	14C	40 F409	396	A	ARL,YSLX,MDR	(ARL)=SECOND OPERAND 71603560
	14D	9F F201	397	NI	MR1,'FF',ARL	(MR1)=DEV. NUMBER 71603570
	14E	F0 0047	398	B	AUTIO1	BRANCH TO AUTOMATIC I/O ROUTINE 71603580
			399	*		71603590
10			400	*		71603600
			401	*		71603610
			402	*		71603620
	14F	00 B816	403	L	MDR,MAR	(MDR)=EFFECTIVE ADDRESS 71603630
	150	89 4017	404	LI	MAR,'94'	71603640
	151	7F 0090	405	C	MW2+PRIV	STORE A+(X2) 71603650

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152	00 3816	406	L	MDR,PSWL		71603660
153	7F 0090	407	C	MW2+PRIV	STORE PROGRAM STATUS	71603670
154	00 A016	408	L	MDR,LOC		71603680
155	7F 0090	409	C	MW2+PRIV	STORE LOC	71603690
156	09 6A09	410	L	ARL,YD1,SL+MR2	(ARL)=2*R1	71603700
157	40 BA17	411	A	MAR,MAR,ARL	(MAR)='9C'+2*R1	71603710
159	08 B007	412	L	PSWL,MDR,MR	LOAD PROGRAM STATUS	71603720
159	00 B014	413	L	LOC,MDR	LOAD LOC	71603730
15A	05 8010	414	L	NULL,NULL,IRJH	FETCH NEXT INST. AND COPY FLR TO CC	71603740
15B	00 8010	415	L	NULL,NULL		71603750
15C	00 C855	416	RDR	L IO,YDL,ADRS	ADDRESS THE DEVICE	71603760
15D	05 A8B0	417	L	YSL,IO,DR+IRJH	(YSL)=INPUT DATA;FETCH NEXT INSTR.	71603770
15E	00 8010	418	L	NULL,NULL	NOP	71603780
		419	*	READ DATA		71603790
		420	*	ENTER FROM D2		71603800
15F	08 8010	421	RD	L NULL,NULL,MR	START MEM. READ	71603810
160	00 C855	422	L	IO,YDL,ADRS	ADDRESS THE DEVICE	71603820
161	0E AEB6	423	L	MDR,IO,DR+CS+MW	INPUT DATA, AND STORE IT	71603830
162	00 A017	424	L	MAR,LOC	(MAR)=(LOC)	71603840
163	07 8010	425	L	NULL,NULL,IRJ		71603850
164	00 8010	426	L	NULL,NULL	START INST.FETCH;COPY FLR TO CC	71603860
		427	*	WRITE DATA REGISTER		71603870
		428	*			71603880
		429	*		(MAR)=EFFECTIVE ADDRESS	71603890
165	00 C855	430	WDR	L IO,YDL,ADRS	ADDRESS THE DEVICE	71603900
166	05 E855	431	L	IO,YSL,DA+IRJH	OUTPUT DATA AND FETCH NEXT	71603910
167	00 8010	432	L	NULL,NULL	INSTRUCTION;COPY FLR TO CC	71603920
		433	*	WRITE DATA		71603930
		434	*	ENTER FROM D2		71603940
168	08 8010	435	WD	L NULL,NULL,MR	START MEM. READ	71603950
169	00 C855	436	L	IO,YDL,ADRS	ADDRESS THE DEVICE	71603960
16A	00 F655	437	L	IO,MDR,CS+DA	OUTPUT DATA	71603970
16B	00 A017	438	L	MAR,LOC	(MAR)=(LOC)	71603980
16C	05 8010	439	L	NULL,NULL,IRJH	FETCH NEXT INST. AND COPY	71603990
16D	00 8010	440	L	NULL,NULL	FLR TO COND. CODE	71604000
		441	*			71604010
		442	*			71604020
		443	*			71604030
		444	*			71604040
		445	*	AIR		71604050
16E	00 A899	446	AIR	L YDL,IO,ACK	(R1)= DEVICE NUMBER	71604060
		447	*	SENSE STATUS REGISTER		71604070
16F	00 C855	448	SSR	L IO,YDL,ADRS	DEVICE ADDRESS	71604080
170	00 A80D	449	L	YSL,IO,STAT	INPUT STATUS	71604090
171	05 E80F	450	L	FLR;YSL,IRJH	COPY LS 4 BITS OF STATUS TO CC ;	71604100
172	00 8010	451	L	NULL,NULL	FETCH NEXT INST	71604110
		452	*	AI		71604120
		453	*	ENTER FROM D2		71604130
173	00 A899	454	AI	L YDL,IO,ACK	(R1)= DEVICE NUMBER	71604140
		455	*	SENSE STATUS		71604150
		456	*	ENTER FROM D2		71604160
		457	*	CONTINUE FOR AI		71604170
174	08 C835	458	SS	L IO,YDL,ADRS+MR	ADDRESS THE DEVICE	71604180
175	00 AED6	459	L	MDR,IO,STAT+CS	INPUT STATUS	71604190

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176	0E B60F	460	L	FLR,MDR,CS+MW	(FLR)=LS 4 BITS OF STAT.	71604200
177	F0 0294	461	B	FETCHJ	CCOPY FLR TO CC AND FETCH	71604210
		462	*		NEXT INSTRUCTION	71604220
178	00 C855	463	*	OUTPUT COMMAND REGISTER		71604230
179	05 E875	464	OCR	L IO,YDL,ADRS	ADDRESS THE DEVICE	71604240
		465	*	L IO,YSL,OC+IRJH	OUTPUT COMMAND;START INST,FETCH	71604250
17A	00 8010	466	*		COPY FLR TO CC	71604260
		467	L	NULL,NULL	NOP	71604270
		468	*	OUTPUT COMMAND		71604280
		469	*	ENTER FROM D2		71604290
17B	08 C855	470	OC	L IO,YDL,ADRS+MR	ADDRESS THE DEVICE	71604300
17C	00 B675	471		L IO,MDR,CS+OC	OUT PUT COMMAND	71604310
17D	F0 0294	472	B	FETCHJ	FETCH NEXT INSTRUCTION	71604320
		473	*	WRITE HALFWORD REGISTER		71604330
		474	*	ENTER AFTER D1		71604340
17E	03 C855	475	WHR	L IO,YDL,ADRS+D2	ADDRESS THE DEVICE	71604350
17F	00 E816	476		L MDR,YSL	(MDR) = LOW 2ND OPERAND	71604360
		477	*	WRITE HALFWORD		71604370
		478	*	ENTER AFTER D1		71604380
180	40 F417	479	WH	A MAR,YSLX,MDR	(MAR)=2ND OPERAND ADDR.	71604390
181	08 8010	480	WH1	L NULL,NULL,MR	START MEM. READ	71604400
182	03 C855	481		L IO,YDL,ADRS+D2	ADDRESS THE DEVICE	71604410
183	00 A017	482		L MAR,LOC		71604420
		483	*	COME HERE (AFTER D2) FOR RH	IF DEVICE IS HALFWORD ORIENTED	71604430
184	0E A8B6	484	RHH	L MDR,IO,DR+MW	INPUT A HW AND STORE IT	71604440
185	F0 0294	485	B	FETCHJ	CCOPY FLR TO COND. CODE AND FETCH	71604450
		486	*		NEXT INSTRUCTION	71604460
		487	*	COME HERE (AFTER D2) FOR RH	IF THE DEVICE IS BYTE ORIENTED	71604470
186	00 AEA1	488	RHB	L MR1,IO,DR+CS	INPUT HIGH BYTE	71604480
187	00 A8A9	489		L ARL,IO,DR	INPUT LOW BYTE	71604490
188	2E 0A16	490		O MDR,MR1,ARL,MW	COMBINE AND STORE TWO BYTES	71604500
189	F0 0294	491	B	FETCHJ	CCOPY FLR TO CC AND FETCH	71604510
		492	*	READ HALFWORD REGISTER (ENTER AFTER D1)		71604520
18A	03 C855	493	RHR	L IO,YDL,ADRS+D2	ADDRESS THE DEVICE	71604530
18B	00 8010	494		L NULL,NULL	NOP	71604540
		495	*	COME HERE (AFTER D2) FOR RHR	IF DEVICE IS HALFWORD ORIENTED	71604550
18C	05 A8B0	496	RHRH	L YSL,IO,DR+IRJH	INPUT A HALFWORD;INST,FETCH;COPY	71604560
18D	00 8010	497		L NULL,NULL	FLR TO COND. CODE	71604570
		498	*	COME HERE (AFTER D2) FOR RHR	IF DEVICE IS BYTE ORIENTED	71604580
18E	00 AE80	499	RHRB	L YSL,IO,DR+CS	INPUT HIGH BYTE	71604590
18F	00 A8A9	500		L ARL,IO,DR	INPUT LOW BYTE	71604600
190	25 EA10	501		O YSL,YSL,ARL,IRJH	COMBINE LOW AND HIGH BYTES	71604610
191	00 8010	502		L NULL,NULL		71604620
		503	*	READ HALFWORD (ENTER AFTER D1)		71604630
192	03 C855	504	RH	L IO,YDL,ADRS+D2	ADDRESS THE DEVICE	71604640
193	40 F417	505	RH1	A MAR,YSLX,MDR	(MAR) = SECOND OPERAND ADDRESS	71604650
		506	*		NEXT INSTRUCTION	71604670
		507	*	COMMON FOR WHR AND WH		71604680
		508	*	ENTER AFTER D2 FOR HW DEVICES (ONLY)		71604690
194	05 B055	509	WHH	L IO,MDR,DA+IRJH	OUTPUT DATA;INST. FETCH;COPY FLR TO CC	71604700
195	00 8010	510		L NULL,NULL	NOP	71604710
		511	*			71604720
		512	*	COMMON FOR WHR & WH. ENTER AFTER D2 (FOR BYTE ORIENTED DEVICES)		71604730
		513	*			71604740

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196	00	B655	514	WHR	L	IO,MDR,DA+CS	OUTPUT HIGH	71604750
197	05	B055	515		L	IO,MDR,DA+IRJH	OUTPUT LOW BYTE; START INST.	71604760
			516	*			FETCH; COPY FLR TO CC	71604770
198	00	8010	517		L	NULL,NULL		71604780
			518	*		* COMMON ROUTINE FOR READ BLOCK AND WRITE BLOCK		71604790
			519	*		* ENTER AFTER D1		71604800
199	40	F417	520	RWB	A	MAR, YSLX, MDR	(MAR)=SECOND OPERAND ADDRESS	71604810
19A	09	8010	521		L	NULL, NULL, MR2	START MR & INC. MAR BY 2	71604820
19B	00	C835	522		L	IO, YDL, ADRS	ADDRESS THE DEVICE	71604830
19C	08	8009	523		L	ARL, MDR, MR	(ARL)=START ADDRESS	71604840
19D	43	8217	524		A	MAR, NULL, ARL, D2	(MAR)=START ADDR.; VECTOR THRU D2	71604850
19E	50	B241	525		S	MR1, MDR, ARL, CO	(MR1)=END ADDR. -START ADDR.	71604860
			526	*		* COMMON ROUTINE FOR RBR AND WBR		71604870
			527	*		* ENTER AFTER D1		71604880
19F	00	C835	528	RWBR	L	IO, YDL, ADRS	ADDRESS THE DEVICE	71604890
1A0	00	E80B	529		L	AR, YSL	(AR)=START ADDRESS	71604900
1A1	40	610C	530		A	YSI, YSI, ONE	INCR. YS FIELD BY 1	71604910
1A2	53	EA41	531		S	MR1, YSL, ARL, CO+D2	(MR1)=END ADDR. -START ADDR.;	71604920
			532	*			VECTOR THROUGH D2	71604930
1A3	40	8217	533		A	MAR, NULL, ARL	(MAR)=START ADDRESS	71604940
			534	*		* COMMON ROUTINE FOR RB & RBR		71604950
			535	*		* ENTER AT *STARTR* AFTER VECTORING THROUGH DROM2		71604960
			536	*		* (MR1)=END ADDRESS-START ADDRESS; C IS SET IF END ADDR.<START ADDR.		71604970
1A4	08	8010	537	LOOPR	L	NULL, NULL, MR	FETCH HALFWORD	71604980
1A5	00	ABCF	538	STATR	L	FLR, IO, STAT	(FLR) V LS 4 BITS OF STATUS	71604990
1A6	E3	C1B5	539		BT	C+V+G+L, TESTR	TEST STATUS IF NOT ZERO	71605000
1A7	0E	AEB6	540		L	MDR, IO, DR+CS+MW	INSERT BYTE; RESTORE HALFWORD	71605010
1A8	50	0941	541	LOOPR1	S	MR1, MR1, ONE, CO	(MR1)=(MR1)-1	71605020
1A9	40	B917	542		A	MAR, MAR, ONE	INCR. MAR BY ONE	71605030
1AA	F2	01A4	543	STARTR	BF	C, LOOPR	REPEAT IF TRANSFER IS NOT COMPLETE	71605040
1AB	F0	01B5	544		B	FINIS		71605050
			545	*		* COMMON ROUTINE FOR WB & WBR		71605060
			546	*		* ENTER (AFTER D2) AT STARTW		71605070
1AC	08	8010	547	LOOPW	L	NULL, NULL, MR	START MEM. READ	71605080
1AD	00	ABCF	548	STATW	L	FLR, IO, STAT	(FLR) = 4 LS BITS OF STATUS	71605090
1AE	E3	C1B7	549		BT	C+V+G+L, TESTW	TEST STATUS IF NOT ZERO	71605100
1AF	00	B655	550		L	IO, MDR, DA+CS	OUTPUT A BYTE	71605110
1B0	50	0941	551		S	MR1, MR1, ONE, CO	(MR1)=(MR1)-1	71605120
1B1	40	B917	552		A	MAR, MAR, ONE	INCR. MAR BY 1	71605130
1B2	F2	01AC	553	STARTW	BF	C, LOOPW	REPEAT IF NOT DONE	71605140
1B3	00	800F	554	FINIS	L	FLR, NULL	CLEAR FLR	71605150
1B4	F0	0294	555	FINIS1	B	FETCHJ	COPY FLR TO CC AND FETCH	71605160
			556	*			NEXT INSTRUCTION	71605170
1B5	E1	C1B4	557	TESTR	BT	V+G+L, FINIS1	BAD STATUS	71605180
1B6	F0	01A5	558		B	STATR	JUST BUSY	71605190
1B7	E1	C1B4	559	TESTW	BT	V+G+L, FINIS1	BAD STATUS	71605200
1B8	F0	01AD	560		B	STATW	JUST BUSY	71605210
			561	*		* AUTO LOAD		71605220
			562	*		* ENTER FROM DROM2		71605230
1B9	88	0009	563	AL	LI	ARL, '80'		71605240
1BA	50	BA41	564		S	MR1, MAR, ARL, CO	(MR1)=END ADDRESS-START ADDRESS	71605250
1BB	87	8017	565		LI	MAR, '78'		71605260
1BC	48	8217	566		A	MAR, NULL, ARL, MR	(MAR)='80'; FETCH DEV. NO.	71605270
1BD	E2	01B3	567		BT	C, FINIS		71605280

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1BE	00 B635	568	L	IO,MDR,CS+ADRS	ADDRESS THE DEVICE	71605290
1BF	08 B075	569	L	IO,MDR,OC+MR	OUTPUT COMMAND START MEM READ	71605300
1C0	00 A8CF	570	INAL	FLR,IO,STAT	(FLR)=STATUS (4:7)	71605310
1C1	E1 C1B4	571	BT	V+G+L,FINIS1	BAD STATUS	71605320
1C2	E2 01C0	572	BT	C,INAL	JUST BUSY	71605330
1C3	00 A8A6	573	L	MR6,IO,DR	READ A BYTE	71605340
1C4	00 3616	574	L	MDR,MR6,CS	INSERT THE BYTE	71605350
1C5	00 3030	575	L	NULL,MR6,F	TEST INPUT BYTE	71605360
1C6	F0 C1C0	576	BF	G+L,INAL	SKIP LEADER	71605370
		577	*	A NONZERO CHARACTER HAS BEEN READ		71605390
1C7	7E 0000	578	C	MW	STORE	71605390
1C8	F0 01A8	579	B	LOOPR1	BRANCH TO LOOPR1 ( A ROUTINE USED BY	71605400
		580	*			71605410
		581	*			71605420
		582	*			71605430
		583	*			71605440
		584	*			71605450
		585	*			71605460
		586	*			71605470
		587	*	I/O CHANNEL		71605480
		588	*	(MAR)=SERVICE POINTER		71605490
		589	*	(MR1)=DEVICE NUMBER		71605500
1C9	00 B80A	590	CHANEL	L ARH,MAR	(ARH)=CHANNEL COMMAND WORD ADDRESS	71605510
1CA	09 0E01	591	L	MR1,MR1,CS+MR2	MR1<0:7>=DEV.NO.	71605520
		592	*		FETCH CCW	71605530
1CB	00 0E35	593	L	IO,MR1,CS+ADRS	ADDRESS THE DEVICE	71605540
1CC	08 B002	594	L	MR2,MDR,MR	(MR2)=CCW;FETCH START ADDR OR COUNT	71605550
1CD	00 1612	595	L	SRL,MR2,CS	SRL<8:15>=CCW<0:7> ;SRL<0:7>=BITS	71605560
		596	*		8 TO 15 OF CCW	71605570
1CE	70 0C00	597	C	SR2		71605580
1CF	70 0C00	598	C	SR2	SRL<12:15>=CCW<0:3>;SRL<4:11>=BITS	71605590
		599	*		8:15 OF CCW	71605600
1D0	00 900F	600	L	FLR,SRL	(FLR)=CCW BIT 0:3	71605610
1D1	E3 820F	601	BT	C+V+G,NI01	BRANCH TO NI01 IF ANY OF THE BITS	71605620
		602	*		0 THRU 2 IS SET	71605630
		603	*	READ OR WRITE FUNCTION		71605640
1D2	00 A8C9	604	RDWRT	L ARL,IO,STAT	SENSE STATUS	71605650
1D3	20 0A01	605	U	MR1,MR1,ARL	(MR1)=DEV.NO./STATUS	71605660
1D4	00 080F	606	L	FLR,MR1	(FLR) = BITS 4:7 OF STATUS	71605670
1D5	E3 C3DD	607	BT	C+V+G+L,BSTAT	BRANCH TO BSTAT IF BAD STATUS	71605680
		608	*	DEVICE STATUS IS O.K.		71605690
		609	*	READ OR WRITE FUNCTION		71605700
1D6	00 B003	610	L	MR3,MDR	(MR3)=START ADDRESS	71605710
1D7	50 1109	611	S	ARL,MR2,ONE	ARL<12:15>=BYTE COUNT - 1	71605720
1D8	90 F208	612	NI	CTR,'F',ARL	(COUNTER)=BYTE COUNT -1	71605730
		613	*		(COUNTER)=15 IF BYTE COUNT IS ZERO	71605740
1D9	90 F209	614	NI	ARL,'F',ARL		71605750
1DA	C0 1209	615	AI	ARL,'1',ARL	(ARL)=BYTE COUNT (16 IF BYTE CNT=0)	71605760
1DB	40 B216	616	A	MDR,MDR,ARL	(MDR)=INCREMENTED START ADDRESS	71605770
1DC	7F 0090	617	C	MW2+PRIV	STORE INCREMENTED START ADDRESS	71605780
1DD	08 1817	618	L	MAR,MR3,MR	FETCH END ADDRESS ;(MAR)=START ADDR.	71605790
1DE	00 900F	619	L	FLR,SRL	(FLR)=CCW BITS 0:3	71605800
1DF	00 B004	620	L	MR4,MDR	(MR4) = END ADDRESS	71605810
1E0	E0 42C1	621	BT	L,WRITE		71605820

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1E1	78 0000	622	* READ FUNCTION		71605830
1E2	00 AEB6	623	READ C MR	READ FROM MEMORY	71605840
1E3	7E 0090	624	L MDR,IO,DR+CS	INSERT DATA BYTE	71605850
1E4	40 B917	625	C MW+PRIV	STORE	71605860
1E5	FC 81E1	626	A MAR,MAR,ONE	INCREMENT MAR BY 1	71605870
		627	BF CNTR+READ	REPEAT UNTIL SPECIFIED NUMBER	71605880
		628	*	OF BYTES HAVE BEEN READ	71605890
1E6	F0 02C5	629	B END1		71605900
1E7		630	ORG '1FF'		71605904
1FF	F0 00U3	631	* A PRIV, INST. HAS BEEN ENCOUNTERED IN PROTECT MODE		71605906
		632	B PRIV		71605908

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10	200	634	ORG	'200'		71605910
		635	* COMMON ROUTINE	FOR SLHL,SRHL,SLHA,AND SRHA INSTRUCTIONS		71605920
		636	* ENTER AFTER	VECTORING THROUGH DROM1		71605930
	200	637	HWSHFT	A ARL,YSLX,MDR,D2	(ARL) = LOW SECOND OPERAND	71605940
		638	*		VECTOR THROUGH DROM2	71605950
	201	639	NI	CTR,X'F',ARL	(COUNTER) = SHIFT COUNT	71605960
		640	* SHIFT RIGHT	LOGICAL (HALF WORD) SHORT		71605970
	202	641	SRLS	L CTR,YSI	(COUNTER)=SHIFT COUNT	71605980
		642	* COMMON FOR	SRLHS AND SRHL INSTRUCTIONS		71605990
		643	* FOR SRHL	ENTER AFTER VECTORING THROUGH DROM2		71606000
	203	644	SRHL	C RPT	REPEAT NEXT INST. (COUNTER) TIMES	71606010
	204	645		L YDL,YDL,SR+CO	SHIFT RIGHT 1 PLACE; MODIFY C	71606020
10	205	646		L YDL,YDL,F+IRJH	MODIFY G&L; FETCH NEXT	71606030
		647	*		INSTR. AND COPY FLR TO CC	71606040
		648	* SHIFT LEFT	LOGICAL (HALF WORD) SHORT		71606050
	206	649	SLLS	L CTR,YSI	(COUNTER) = SHIFT COUNT	71606060
		650	* COMMON FOR	SLLHS AND SLHL INSTRUCTIONS		71606070
		651	* FOR	SLHL ENTER AFTER D2		71606080
	207	652	SLHL	C RPT	REPEAT NEXT INSTR. (COUNTER) TIMES	71606090
	208	653		L YDL,YDL,SL+CO	SHIFT LEFT ONE PLACE; MODIFY C FLAG	71606100
	209	654		L YDL,YDL,F+IRJH	MODIFY G&L;FETCH NEXT	71606110
	20A	655		L NULL,NULL	INSTR. AND COPY FLR TO CC	71606120
		656	* SHIFT LEFT	HALFWORD ARITHMETIC		71606130
	20B	657	SLHA	L YDL,YDL,SL+CO	SIGN TO CARRY	71606140
10	20C	658		L ARL,NULL,SR+CI+CO	ARL(0) = SIGN	71606150
	20D	659		C RPT	REPEAT NEXT INSTR. (COUNTER) TIMES	71606160
	20E	660		L YDL,YDL,SL+CO	SHIFT LEFT ONE PLACE;MODIFY C FLAG	71606170
	20F	661		L YDL,YDL,SR+IRJH	COMPENSATE FOR PRE-SHIFT	71606180
		662	*		START INST. FETCH	71606190
	210	663		O YDL,YDL,ARL,F	RESTORE SIGN ; MOD. FLR AND COPY	71606200
		664	*		IT TO CONDITION CODE	71606210
		665	* SHIFT RIGHT	HALFWORD ARITHMETIC		71606220
	211	666	SRHA	L YDL,YDL,SL+CO	MOVE SIGN TO CARRY FLAG	71606230
	212	667		C RPT	REPEAT NEXT INSTR. (COUNTER) TIMES	71606240
	213	668		L YDL,YDL,SR+CI	SHIFT RIGHT ONE PLACE;SHIFT IN CARRY BI	71606250
	214	669		L YDL,YDL,SR+CO+CI+F+IRJH	COMPENSATE PRESHIFT;MOD. CARRY	71606260
		670	*		AND FLAGS;FETCH NEXT INSTR. &	71606270
10		671	*		COPY FLR TO HW CC	71606280
		672	* COMMON FOR	SRL,SLL,SRA,SLA,KRL,RLL		71606290
	215	673	* ENTER FROM	D1		71606300
	216	674	RTSHFT	L SRH,YDLP1	(SRH,SRL)=(R1):(COUNTER)=SHIFT COUNT	71606310
		675		A CTR,YSLX,MDR,D2	VECTOR THROUGH DROM2	71606320
	217	676		L SRL,YDL		71606330
		677	* SHIFT RIGHT	LOGICAL		71606340
	218	678	SRL	C RPT	REPEAT NEXT INST. COUNTER TIMES	71606350
	219	679		C SR1+CO	SHIFT RIGHT ONE PLACE	71606360
	21A	680		L YDLM1,SRL,F+IRJH	STORE THE RESULT	71606370
	21B	681		L YDL,SRH,F		71606380
		682	* SHIFT LEFT	LOGICAL		71606390
	21C	683	SLL	C RPT	REPEAT NEXT INSTR. (COUNTER)TIMES	71606400
	21D	684		C SL1+CO	SHIFT LEFT ONE PLACE	71606410
10	21E	685		L YDLM1,SRL,F+IRJH	STORE THE RESULT	71606420
	21F	686		L YDL,SRH,F		71606430
		687	* SHIFT RIGHT	ARITHMETIC		71606440

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220	70 1040	688	SRA	C	SL1+CO	SHIFT (SRH,SRL) LEFT ONE PLACE	71606450
221	70 0008	689		C	RPT	REPEAT NEXT INST. (COUNTER)TIMES	71606460
222	70 0A00	690		C	SR1+CI	SHIFT RIGHT ONE PLACE	71606470
223	70 0A40	691		C	SR1+CI+CO	COMPENSATE PRESHIFT	71606480
224	05 903B	692		L	YDLM1,SRL,F+IRJH	STORE THE RESULT AND FETCH NEXT	71606490
225	00 9839	693		L	YDL,SRH,F	INSTRUCTION	71606500
		694			* SHIFT LEFT ARITHMETIC		71606510
226	70 1040	695	SLA	C	SL1+CO	SHIFT LEFT ONE PLACE	71606520
227	00 84C9	696		L	ARL,NULL,SR+CI+CO	SAVE SIGN IN ARL	71606530
228	70 0008	697		C	RPT	REPEAT NEXT INSTR. (COUNTER) TIMES	71606540
229	70 1040	698		C	SL1+CO	SHIFT LEFT 1 PLACE	71606550
22A	70 0800	699		C	SR1	COMPENSATE PRESHIFT	71606560
22B	05 903B	700		L	YDLM1,SRL,F+IRJH	STORE THE RESULT WITH SIGN :	71606570
22C	20 9A39	701		G	YDL,SRH,ARL,F	FETCH NEXT INSTRUCTION	71606580
		702			* ROTATE RIGHT LOGICAL		71606590
22D	EC 8231	703	RRL	BT	CNTR,RRX1	NO ROTATION IFF(COUNTER)=0	71606600
22E	00 9450	704	RRL2	L	NULL,SRL,SR+CO	(CARRY)= LSB OF FIRST OPERAND	71606610
22F	70 0A40	705		C	SR1+CO+CI	ROTATE RIGHT ONE PLACE	71606620
230	FC 822E	706		BF	CNTR,RRL2	REPEAT UNTIL (COUNTER)= 0	71606630
231	05 907B	707	RRX1	L	YDLM1,SRL,F+CO+IRJH	(DEST.)=(SRH,SRL);MODIFY G&L;RESET	71606640
232	00 9879	708		L	YDL,SRH,F+CO	C;FETCH NEXT INST.;COPY FLR TO CC	71606650
		709			* ROTATE LEFT LOGICAL		71606660
233	EC 8237	710	RLL	BT	CNTR,RLX1	NO ROTATION IF (COUNTER)=0	71606670
234	00 9A50	711	RLL2	L	NULL,SRH,SL+CO	(CARRY)= MSB	71606680
235	70 1240	712		C	SL1+CO+CI	ROTATE LEFT ONE PLACE	71606690
236	FC 8234	713		BF	CNTR,RLL2	REPEAT UNTIL (COUNTER)=0	71606700
237	05 907B	714	RLX1	L	YDLM1,SRL,F+CO+IRJH	STORE THE RESULT INTO DEST. REGISTER	71606710
238	00 9879	715		L	YDL,SRH,F+CO	START INST. FETCH;COPY FLR TO CC	71606720
		716			* ENTER HERE(AFTER VECTORING THROUGH DROM1) FOR THE FOLLOWING INSTR.		71606730
		717			* LH,AH,SH,NH,OH,XH,CLH		71606740
		718			*		71606750
239	40 F417	719	RX	A	MAR,YSLX,MDR	(MAR)=SECOND OPERAND ADDRESS	71606760
23A	08 A017	720		L	MAR,LOC,MR	(MAR)=(LOC);FETCH OPERAND	71606770
23B	03 8010	721		L	NULL,NULL,D2	VECTOR THROUGH DROM2	71606780
23C	05 8009	722		L	ARL,MDR,IRJH	(ARL)= SECOND OPERAND ADDRESS	71606790
		723			*	START INST. READ	71606800
		724			* COMMON FOR NHI,OHI,XHI,CLHI,LHI,AHI,SHI,THI		71606810
		725			* NETER FROM DROM1		71606820
23D	43 F409	726	RI	A	ARL,YSLX,MDR,D2	(ARL)=2ND OPERAND;VECTOR THRU DROM2	71606830
23E	05 8010	727		L	NULL,NULL,IRJH	START INSTR. FETCH	71606840
		728			* ENTER FROM DROM1		71606850
		729			* COMMON FOR STH,STB,LB,CLB,AHM,RD,WD,SS,OC,BAL,LPSW,AL,AI,SVC		71606860
23F	03 8010	730	RXA	L	NULL,NULL,D2	VECTOR THROUGH DROM2	71606870
240	40 F417	731		A	MAR,YSLX,MDR	(MAR)=SECOND OPERAND ADDRESS	71606880
		732			* BRANCH ON TRUE CONDITION REGISTER (ENTER FROM DROM1)		71606890
241	F0 224F	733	BTCR	BF	MSK1,FETCH	FETCH NEXT INST. IF COND. IS FALSE	71606900
242	40 8214	734		A	LOC,NULL,ARL	NLOC)=(MAR)=BRANCH ADDRESS	71606910
243	04 8010	735		L	NULL,NULL,IR	FETCH INSTRUCTION	71606920
244	00 8010	736		L	NULL,NULL	NOP	71606930
		737			*		71606940
		738			*		71606950
		739			* BRANCH ON FALSE CONDITION REGISTER		71606960
		740			* ENTER FROM D1		71606970
245	E0 224F	741	BFCR	BT	MSK1,FETCH	FETCH NEXT INST. IF COND. IS TRUE	71606980

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10	246	40 8214	742	A	LOC,NULL,ARL	(LOC)=(MAR)=BRANCH ADDRESS	71606990
	247	04 8010	743	L	NULL,NULL,IR	FETCH INSTRUCTION	71607000
	248	00 8010	744	L	NULL,NULL	NOP	71607010
			745	*			71607020
			746	*			71607030
			747	*	BRANCH ON TRUE CONDITION		71607040
			748	*	ENTER FROM DROM1		71607050
	249	F0 224F	749	BTC	BF MSK1,FETCH	FETCH NEXT INST. IF COND. IS FALSE	71607060
	24A	40 F414	750	A	LOC,YSLX,MDR	(LOC)=(MAR)=BRANCH ADDRESS	71607070
	24B	04 8010	751	L	NULL,NULL,IR	FETCH INSTRUCTION	71607080
	24C	00 8010	752	L	NULL,NULL	NOP	71607090
			753	*			71607100
			754	*			71607110
			755	*	BRANCH ON FALSE CONDITION (ENTER FROM DROM1)		71607120
	24D	E0 224F	756	BFC	BT MSK1,FETCH	FETCH NEXT INST. IF COND. IS TRUE	71607130
	24E	40 F414	757	A	LOC,YSLX,MDR	(LOC)=(MAR)=BRANCH ADDRESS	71607140
			758	*	THIS ROUTINE FETCHES NEXT INSTRUCTION		71607150
	24F	04 8010	759	L	NULL,NULL,IR	START INSTRUCTION READ	71607160
	250	00 8010	760	L	NULL,NULL	NOP	71607170
			761	*			71607180
			762	*			71607190
			763	*	BRANCH ON TRUE BACKWARD SHORT		71607200
			764	*	ENTER FROM D1		71607210
			765	BTBS	BF MSK1,FETCH	FETCH NEXT INST. IF COND. IS FALSE	71607220
	251	F0 224F	766	S	LOC,LOC,TWO	DECR. LOC BY TWO	71607230
	252	50 A314	767	L	ARL,YSI,SL	(ARL)=2* HW DISPLACEMENT	71607240
	253	00 6209	768	S	LOC,LOC,ARL	(LOC)=(MAR)=BRANCH ADDRESS	71607250
	254	50 A214	769	L	NULL,NULL,IR	FETCH INSTRUCTION	71607260
	255	04 8010	770	L	NULL,NULL	NOP	71607270
	256	00 8010	771	*			71607280
			772	*			71607290
			773	*	BRANCH ON TRUE FORWARD SHORT		71607300
			774	*	ENTER FROM DROM1		71607310
			775	BTFS	BF MSK1,FETCH	FETCH NEXT INST. IF COND. IS FALSE	71607320
	257	F0 224F	776	S	LOC,LOC,TWO	DECR. LOC BY TWO	71607330
	258	50 A314	777	L	ARL,YSI,SL	(ARL)=2* HW DISPLACEMENT	71607340
	259	00 6209	778	A	LOC,LOC,ARL	(LOC)=(MAR)=BRANCH ADDRESS	71607350
	25A	40 A214	779	L	NULL,NULL,IR	FETCH INSTRUCTION	71607360
	25B	04 8010	780	L	NULL,NULL	NOP	71607370
	25C	00 8010	781	*			71607380
			782	*			71607390
			783	*	BRANCH ON FALSE BACKWARD SHORT		71607400
			784	*	ENTER FROM DROM1		71607410
			785	BFRS	BT MSK1,FETCH	FETCH NEXT INST. IF COND. IS TRUE	71607420
	25D	E0 224F	786	S	LOC,LOC,TWO	DECR. LOC BY 2	71607430
	25E	50 A314	787	L	ARL,YSI,SL	(ARL)=2* HW DISPLACEMENT	71607440
	25F	00 6209	788	S	LOC,LOC,ARL	(LOC)=(MAR)=BRANCH ADDRESS	71607450
	260	50 A214	789	L	NULL,NULL,IR	FETCH NEXT INSTRUCTION	71607460
	261	04 8010	790	L	NULL,NULL	NOP	71607470
	262	00 8010	791	*			71607480
			792	*			71607490
			793	*	BRANCH ON FALSE FORWARD HALFWORD SHORT		71607500
			794	*	ENTER FROM DROM1		71607510
	263	E0 224F	795	BFFS	BT MSK1,FETCH	FETCH NEXT INST. IF COND. IS TRUE	71607520

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264	50 A314	796	S	LOC,LOC,TWO	DECR. LOC BY 2	71607530
265	00 6209	797	L	ARL,YSL,SL	(ARL)=2*HW DISPLACEMENT	71607540
266	40 A214	798	A	LOC,LOC,ARL	(LOC)=(MAR)=BRANCH ADDRESS	71607550
267	04 8010	799	L	NULL,NULL,IR	FETCH INSTRUCTION	71607560
268	00 8010	800	L	NULL,NULL	NOP	71607570
		801	*			71607580
		802	*	BRANCH AND LINK REGISTER (ENTER FROM DROM1)		71607590
269	00 E817	803	BALR	L MAR,YSL	(MAR) = (R2)	71607600
		804	*	COMMON FOR BALR AND BAL (ENTER FROM DROM2 FOR BAL)		71607610
		805	*	MAR CONTAINS BRANCH ADDRESS		71607620
26A	04 A019	806	BAL	L YDL,LOC,IR	(R1)=(LOC) ;	71607630
26B	00 B814	807	L	LOC,MAR	UPDATE LOC AND FETCH NEXT INST.	71607640
		808	*	COMMON FOR BXH AND BXLE		71607650
		809	*	ENTER FROM D1		71607660
26C	40 F417	810	BXHLE	A MAR,YSLX,MDR	(MAR)=SECOND OPERAND ADDRESS	71607670
26D	00 D009	811	L	ARL,YDLP1	(ARL) = (R1)	71607680
26E	40 690C	812	A	YSI,YDI,ONE	YS FIELD =R1+1	71607690
26F	40 DA09	813	A	ARL,YDLM1,ARL	(ARL)=(R1)+(R1+1)	71607700
270	43 8219	814	A	YDL,NULL,ARL,D2	(R1)=(R1)+(R1+1);VECTOR THRU D2	71607710
271	50 EA50	815	S	NULL,YSL,ARL,CO	SET CARRY IF INCR. INDEX>FINAL INDEX	71607720
		816	*	BRANCH ON INDEX HIGH		71607730
		817	*	ENTER FROM DROM2		71607740
		818	*			71607750
272	F2 0279	819	BXH	BF C,NBR	NO BRANCH IF INDEX IS NOT>FINAL IND	71607760
273	04 B814	820	L	LOC,MAR,IR	TAKE BRANCH	71607770
274	00 8010	821	L	NULL,NULL	NOP	71607780
		822	*	BRANCH ON INDEX LESS THAN OR EQUAL (BXLE)		71607790
		823	*	ENTER FROM D2		71607800
275	E2 0279	824	BXLE	BT C,NBR	NO BRANCH,IF INDEX IS > FINAL VALUE	71607810
276	04 B814	825	L	LOC,MAR,IR	TAKE BRANCH	71607820
277	00 8010	826	L	NULL,NULL	NOP	71607830
		827	*	STORE HALF WORD (ENTER FROM DROM2)		71607840
		828	*			71607850
278	0E C816	829	STH	L MDR,YDL,MW	STORE (R1)	71607860
		830	*	THIS ROUTINE FETCHES INSTR. AT ADDRESS SPECIFIED BY LOC		71607870
279	00 A017	831	NBR	L MAR,LOC	(MAR)=(LOC)	71607880
27A	04 8010	832	L	NULL,NULL,IR	START INST. READ	71607890
27B	00 8010	833	L	NULL,NULL	NOP	71607900
		834	*	NH AND NHI (ENTER FROM D2)		71607910
		835	*	NHR (ENTER FROM D1)		71607920
		836	*	INSTRUCTION READ IS IN PROGRESS		71607930
		837	*			71607940
27C	10 CA39	838	NH	N YDL,YDL,ARL,F	(R1) =(R1) AND (ARL);MODIFY FLAGS	71607950
		839	*			71607960
		840	*	OH AND CHI (ENTER FROM D2)		71607970
		841	*	OHR (ENTER FROM D1)		71607980
		842	*			71607990
27D	20 CA39	843	OH	O YDL,YDL,ARL,F	(R1)=(R1) OR (ARL) ;MODIFY FLAGS	71608000
		844	*			71608010
		845	*	XH AND XHI (FROM D2)		71608020
		846	*	XHR (FROM D1)		71608030
		847	*			71608040
27E	30 CA39	848	XH	X YDL,YDL,ARL,F	(R1)=(R1) EXCLUSIVE OR (ARL)	71608050
		849	*		MODIFY FLAGS	71608060

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		850	*			71608070
		851	*	CLH AND CLHI (ENTER FROM DROM2)		71608080
		852	*	CLHR (ENTER FROM DROM1)		71608090
		853	*			71608100
27F	50 CA70	854	CLH	S NULL,YDL,ARL,CO+F	(R1) - (ARL) ; MODIFY FLAGS & CARRY	71608110
		855	*			71608120
		856	*			71608130
		857	*	LH AND LHI (ENTER FROM D2)		71608140
		858	*	LHR (ENTER FROM D1)		71608150
		859	*			71608160
280	40 8239	860	LH	A YDL,NULL,ARL,F	(R1)=(ARL); MODIFY FLAGS	71608170
		861	*			71608180
		862	*	LIS (ENTER FROM D1)		71608190
		863	*			71608200
281	00 8010	864		L NULL,NULL	FILLER(NOT USED)	71608210
		865	*			71608220
		866	*	LCS (ENTER FROM D1)		71608230
		867	*			71608240
282	05 6009	868	LCS	L ARL,YSI,IRJH	(ARL)=SHORT IMMEDIATE OPERAND	71608250
283	50 8239	869		S YDL,NULL,ARL,F	(R1) = NEGATIVE OF IMM. OPERAND	71608260
		870	*		MODIFY G&L FLAGS	71608270
		871	*			71608280
		872	*	CH AND CHI (ENTER FROM DROM2)		71608290
		873	*	CHR (ENTER FROM DROM1)		71608300
284	30 CA30	874	CH	X NULL,YDL,ARL,F	SET L FLAG IF SIGNS ARE DIFFERENT	71608310
285	E0 4288	875		BT L,DIFFER		71608320
		876	*	SIGNS OF OPERANDS ARE SAME		71608330
		877	*	SUBTRACT 2ND OPERAND FROM 1ST OPERANDS TO SET FLAGS		71608340
		878	*			71608350
286	05 800F	879		L FLR,NULL,IRJH	CLEAR FLAG REG.&START INST.FETCH	71608360
287	50 CA70	880		S NULL,YDL,ARL,CO+F	SET CARRY & FLAGS TO INDICATE COMPAR	71608370
		881	*	SIGNS OF OPERANDS ARE DIFFERENT		71608380
288	05 CA50	882	DIFFER	L NULL,YDL,SL+CO+IRJH	SET FLAGS & CARRY TO INDICATE	71608390
289	00 C830	883		L NULL,YDL,F	COMPARISON!START INST. FETCH	71608400
		884	*	AIS (ENTER FROM DROM1 AT AIS)		71608410
		885	*	AH AND AHI (ENTER FROM DROM2 AT AH)		71608420
		886	*	AHR (ENTER FROM DROM1 AT AH)		71608430
		887	*			71608440
28A	05 6009	888	AIS	L ARL,YSI,IRJH	(ARL)=IMM.OPERAND;START INST.FETCH	71608450
28B	40 CA79	889	AH	A YDL,YDL,ARL,CO+F	(R1)=(R1)+(ARL);MODIFY C,V,G&L	71608460
		890	*			71608470
		891	*	ACH (ENTER FROM D2)		71608480
		892	*	ACHR (ENTER FROM D1)		71608490
		893	*			71608500
28C	05 380F	894	ACH	L FLR,PSWL,IRJH	CARRY=PSWL<12>;START INST. READ	71608510
28D	40 CAF9	895		A YDL,YDL,ARL,CI+CO+F	(R1)=(R1)+(ARL)+CARRY;MOD. C,V,G&L	71608520
		896	*			71608530
		897	*			71608540
		898	*	SH AND SHI (ENTER FROM DROM2 AT SH)		71608550
		899	*	SHR (ENTER FROM DROM1 AT SH)		71608560
		900	*	SIS (ENTER FROM DROM1 AT SIS)		71608570
		901	*			71608580
28E	05 6009	902	SIS	L ARL,YSI,IRJH	(ARL)=IMM.OPERAND;START INST. FETCH	71608590
28F	50 CA79	903	SH	S YDL,YDL,ARL,CO+F	(R1)=(R1)-(ARL);MODIFY C,V,G & L	71608600

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		904	*			71608610
		905	*	SCH (ENTER FROM DROM2)		71608620
		906	*	SCHR (ENTER FROM DROM1)		71608630
290	05 380F	907	SCH	L FLR,PSWL,IRJH	CARRY=PSWL<12>;START INST. READ	71608640
291	50 CAF9	908		S YDL,YDL,ARL,CI+CO+F	(R1)=(R1)-(ARL)-CARRY;MODIFY C,V,G&L	71608650
		909	*			71608660
		910	*			71608670
		911	*	AHM (ENTER FROM D2)		71608680
		912	*			71608690
292	08 8010	913	AHM	L NULL,NULL,MR	START MEMORY READ	71608700
293	4E CC76	914		A MDR,YDL,MDR,CO+F+MW	(MDR)=(R1)+2ND OPERAND;START MW	71608710
		915	*	THIS ROUTINE COPIES (FLR) TO COND, CODE, AND FETCHES INST. AT (LOC)		71608720
294	00 A017	916	FETCHJ	L MAR,LOC	(MAR)=(LOC)	71608730
295	05 8010	917	INSTRJ	L NULL,NULL,IRJH	COPY FLR TO COND CODE & FETCH	71608740
296	00 8010	918		L NULL,NULL	AT (LOC)	71608750
		919	*	LOAD BYTE (LB)		71608760
		920	*	ENTER FROM D2		71608770
297	08 8010	921	LB	L NULL,NULL,MR	START MEM. READ	71608780
298	00 B609	922		L ARL,MDR,CS	(ARL) = 2ND OPERAND	71608790
299	00 A017	923		L MAR,LOC	(MAR)=(LOC)	71608800
		924	*	ENTRY POINT FOR LBR (FROM D1)		71608810
29A	9F F219	925	LBR	NI YDL,*FF*,ARL	R1<0:7>=0 ; R1<8:15>= 2ND OPERAND	71608820
29B	04 8010	926		L NULL,NULL,IR	FETCH NEXT INSTR.	71608830
		927	*			71608840
		928	*	STBR (ENTER FROM D1)		71608850
		929	*			71608860
29C	8F F609	930	STBR	LI ARL,*FF*,CS	(ARL)=*FF00*	71608870
29D	10 EA01	931		N MR1,YSL,ARL	CLEAR LOW 8 BITS OF 2ND OPERAND	71608880
29E	8F F009	932		LI ARL,*FF*	(ARL)=*00FF*	71608890
29F	10 CA09	933		N ARL,YDL,ARL	ARL<0:7>=0; ARL<8:15>=R1<8:15>	71608900
2A0	24 0A1D	934		O YSL,MR1,ARL,IR	R2<8:15>=R1<8:15>; FETCH NEXT INST.	71608910
2A1	00 8010	935		L NULL,NULL	NOF	71608920
		936	*	STB (ENTER FROM D2)		71608930
2A2	08 8010	937	STB	L NULL,NULL,MR	START MEM. WRITE	71608940
2A3	0E CE16	938		L MDR,YDL,CS+MW	INSERT BYTE & STORE	71608950
2A4	00 A017	939		L MAR,LOC	(MAR)=(LOC)	71608960
2A5	04 8010	940		L NULL,NULL,IR	FETCH INSTR.	71608970
		941	*	TEST HALFWORD IMMEDIATE (ENTER FROM DROM2)		71608980
2A6	10 CA30	942	THI	N NULL,YDL,ARL,F	MODIFY CONDITION CODE	71608990
		943	*	CLB (ENTER FROM D2)		71609000
2A7	8F F009	944	CLB	LI ARL,*FF*	(ARL)=*00FF*	71609010
2A8	18 CA00	945		N MR0,YDL,ARL,MR	(MR0) = 1ST OPERAND	71609020
2A9	00 B601	946		L MR1,MDR,CS	MR1<8:15>=2ND OPERAND	71609030
2AA	00 A017	947		L MAR,LOC	(MAR)=(LOC)	71609040
2AB	15 0A09	948		N ARL,MR1,ARL,IRJH	(ARL)=2ND OPERAND;START I INST.FETCH	71609050
2AC	50 0270	949		S NULL,MR0,ARL,CO+F	SET COND. CODE TO INDICATE COMPARE	71609060
		950	*	EXBR (ENTER FROM D1)		71609070
2AD	04 EE19	951	EXBR	L YDL,YSL,CS+IR	R1<0:7>=R2<8:15> ; R1<8:15>=R2<0:7>;	71609080
2AE	00 8010	952		L NULL,NULL	FILLER (NOT USED).	71609090
		953	*	ENTER HERE FOR LM AND STM (FROM DROM1)		71609100
		954	*			71609110
2AF	00 6809	955	LSTM	L ARL,YDI	(ARL)=R1 FIELD VALUE	71609120
2B0	43 F417	956		A MAR,YSLX,MDR,D2	(MAR)=2ND OPERAND ADDR.;VECTOR THRU	71609130
2B1	00 F208	957		SI CTR,*F*,ARL	DROM2 ;(COUNTER)=NO.OF REG. TO BE	71609140

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		958	*			71609150
		959	*			71609160
		960	*	LM (ENTER FROM D2)		71609170
2B2	09 8010	961	LM	L NULL, NULL, MR2	START MEM. READ AND INCR. MAR BY 2	71609180
2B3	09 801A	962	LM1	L YDLP1, MDR, MR2	LOAD REGISTER ; INCR. MAR BY 2	71609190
2B4	FC 82B3	963		BF CNTR, LM1	REPEAT UNTIL ALL REGS. ARE LOADED	71609200
2B5	F0 0279	964		B NBR	FETCH NLXT INSTRUCTION	71609210
		965	*			71609220
		966	*			71609230
		967	*	STM (ENTER FROM D2)		71609240
		968	*			71609250
2B6	0F 0016	969	STM	L MDR, YDLP1, MW2	STORE REG. ; INCR MAR BY 2	71609260
2B7	FC 82B6	970		BF CNTR, STM	REPEAT UNTIL ALL REGS. ARE STORED	71609270
2B8	F0 0279	971		B NBR	FETCH NEXT INSTRUCTION	71609280
		972	*	COMMON FOR ACH, SCH, MH, DH, CH, MHU (ENTER FROM DROM2)		71609290
2B9	40 F417	973	KXNOIR	A MAR, YSLX, MDR	(MAR)=SECOND OPERAND ADDRESS	71609300
2BA	08 A017	974		L MAR, LOC, MR	(MAR)=(LOC); FETCH OPERAND	71609310
2BB	03 6010	975		L NULL, NULL, D2		71609320
2BC	00 8009	976		L ARL, MDR	(ARL)=SECOND OPERAND	71609330
		977	*	COMMON FOR THI, CHI (ENTER FROM DROM1)		71609340
2BD	03 8010	978	RINOIR	L NULL, NULL, D2		71609350
2BE	40 F409	979		A ARL, YSLX, MDR	(ARL)=SECOND OPERAND	71609360
		980	*			71609370
		981	*	LOAD IMMEDIATE SHORT (ENTER FROM DROM1)		71609380
2BF	05 6059	982	LIS	L YDI, YSI, IRJH, F	(R1)=SHORT IMM. 2ND OPERAND	71609390
2C0	00 8010	983		L NULL, NULL		71609400
		984	*	WRITE FUNCTION (PART OF CHANNEL I/O)		71609410
2C1	78 0000	985	WRITE	C MR	READ FROM MEMORY	71609420
2C2	00 8655	986		L IO, MDR, CS+DA	OUTPUT DATA BYTE	71609430
2C3	40 8917	987		A MAR, MAR, ONE	INCR. MAR BY ONE	71609440
2C4	FC 82C1	988		BF CNTR, WRITE	REPEAT UNTIL SPECIFIED NUMBER OF	71609450
		989	*		BYTES HAVE BEEN OUTPUT TO THE DEV.	71609460
		990	*	COME HERE AFTER TRANSFERRING SPECIFIED NUMBER OF BYTES		71609470
2C5	00 8809	991	END1	L ARL, MAR	(ARL)=INCREMENTED START ADDRESS	71609480
2C6	50 2250	992		S NULL, MR4, ARL, CO	FINAL ADDRESS - START ADDRESS	71609490
2C7	E2 02D2	993		BT C, TERM1	DONE IF INCR. START ADDR. > FINAL ADDR	71609500
		994	*	COME HERE AFTER COMPLETION OF DATA TRANSFER		71609510
		995	*	INCREMENTED START ADDRESS IS NOT GREATER THAN FINAL ADDRESS		71609520
2C8	00 160F	996		L FLR, MR2, CS	(FLR) = BITS 4:7 OF CCW	71609530
2C9	F1 04E6	997		BF V, END3	TO END3 IF BIT 5 OF CCW IS RESET	71609540
		998	*	COMPARE LAST BYTE TRANSFERRED WITH TERMINAL CHAR.		71609550
2CA	50 8917	999		S MAR, MAR, ONE	(MAR)= ADDRESS OF LAST BYTE	71609560
2CB	00 8609	1000		L ARL, MDR, CS	ARL<8:15>= LAST BYTE	71609570
2CC	00 6717	1001		AI MAR, '6', ARH	(MAR)=ADDR. OF COMMAND BYTE/TERM CH.	71609580
2CD	08 800F	1002		L FLR, NULL, MR	CLEAR FLAG REGISTER ; FETCH TERM. CHAR	71609590
2CE	9F F209	1003		NI ARL, 'FF', ARL	ARL<0:7>=0; ARL<8:15>=LAST BYTE	71609600
2CF	9F F405	1004		NI MR5, 'FF', MDR	MR5<0:7>=0; MR5<8:15>=TERM. CHAR.	71609610
2D0	30 2A30	1005		X NULL, MR5, ARL, F	COMPARE LAST BYTE AND TERM. CHAR.	71609620
2D1	E0 84E6	1006		BT G, END3	BRANCH TO END3 IF DIFFERENT	71609630
		1007	*	TERMINATION PHASE		71609640
		1008	*	DATA TRANSFER IS COMPLETE		71609650
2D2	84 0609	1009	TERM1	LI ARL, '40', CS	(ARL)='4000'	71609660
2D3	20 1216	1010		D MDR, MR2, ARL	SET NOP ; (MDR)=MODIFIED CCW	71609670
2D4	40 8717	1011	TERM4	A MAR, NULL, ARH	(MAR)=CCW ADDRESS	71609680

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2D5	7E 0090	1012	C	MW+PRIV	STORE UPDATED CCW	71609690	
2D6	40 8717	1013	TERM2	A	MAR, NULL, ARH	(MAR)=CCW ADDRESS	71609700
2D7	50 8B17	1014	S	MAR, MAR, TWO		71609710	
2D8	00 0816	1015	L	MDR, MR1	(MR1)=DEV NO./STATUS	71609720	
2D9	7E 0090	1016	C	MW+PRIV	STORE DEV, NO. /DEV, STATUS	71609730	
2DA	00 160F	1017	L	FLR, MR2, CS	(FLR) = CCW BITS 4:7	71609740	
2DB	E0 8400	1018	BT	G, QUEUE	BRANCH TO QUEUE IF QUEUE BIT IS 1	71609750	
		1019	*	CONF	HERE AFTER ENTERING CCW ADDR. IN TERM QUEUE	71609760	
2DC	00 960F	1020	TERM3	L	FLR, SRL, CS	(FLR)=CCW BITS 8:11	71609770
2DD	E0 83EB	1021	BT	G, CHAIN	BRANCH TO CHAIN IF CCW 10 IS SET	71609780	
2DE	F0 04E6	1022	B	END3	EXIT FROM CHANNEL I/O	71609790	
		1023	*		FUNCTION IS NOT READ OR WRITE	71609800	
		1024	*			71609810	
2DF	E1 04E6	1025	NI01	BT	V, END3	NOP IF CCW<1> IS SET	71609820
2E0	E2 02E7	1026	BT	C, NI02	INIT FUNCT. IF CCW<0> IS SET	71609830	
		1027	*		NULL OR DMT FUNCTION	71609840	
		1028	*			71609850	
2E1	E0 4206	1029	NI03	BT	L, TERM2	NULL OPERATION IF BIT 3 OF CCW=1	71609860
		1030	*		DECREMENT	OPERATION	71609870
2E2	00 800F	1031	L	FLR, NULL	CLEAR FLAG REGISTER	71609880	
2E3	50 8136	1032	S	MDR, MDR, ONE, F	DECREMENT COUNT BY 1	71609890	
2E4	7E 0090	1033	C	MW+PRIV	STORE UPDATED COUNT	71609900	
2E5	E0 C4E6	1034	BT	G+L, END3	BRANCH TO END3 IF NOT ZERO	71609910	
2E6	F0 02D6	1035	B	TERM2		71609920	
		1036	*		INITIALIZATION PHASE	71609930	
		1037	*			71609940	
2E7	00 1206	1038	NI02	L	MR6, MR2, SL		71609950
2E8	00 3416	1039	L	MDR, MR6, SR	(MDR)=CCW WITH BIT0 (INIT) RESET	71609960	
2E9	40 8717	1040	A	MAR, NULL, ARH	(MAR)=CCW ADDRESS	71609970	
2EA	7E 0090	1041	C	MW+PRIV	STORE UPDATED CCW	71609980	
2EB	00 960F	1042	L	FLR, SRL, CS	(FLR)= CCW BITS 8:11	71609990	
2EC	E2 03E7	1043	BT	C, CC2	OUTPUT COMMAND IF BIT 8 =1	71610000	
2ED	C0 2717	1044	AI	MAR, '2', ARH	(MAR)= ADDR. OF START ADR OR COUNT	71610010	
2EE	08 900F	1045	L	FLR, SRL, MR	(FLR)=CCW BITS 0:3	71610020	
		1046	*		FETCH START ADDRESS OR COUNT	71610030	
2EF	E0 82E1	1047	BT	G, NI03	TO NI03 IF DMT OR NULL	71610040	
2F0	F0 01D2	1048	B	RDWRT	BRANCH TO RDWRT	71610050	
2F1		1049	ORG	'2FF'		71610052	
		1050	*		A PRIV. INST. HAS BEEN ENCOUNTERED IN PROTECT MODE	71610054	
2FF	F0 0003	1051	B	PRIV	BRANCH TO PRIV ROUTINE	71610056	

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10	300		1053	ORG	'300'		71610060
			1054	* FLOATING POINT INSTRUCTIONS			71610070
			1055	* FLOAT. POINT STORE (STE)			71610080
			1056	* COME HERE AFTER VECTORING THROUGH DROM1			71610090
	300	40 F417	1057	STE	A MAR,YSLX,MDR	(MAR)= 2ND OPERAND ADDRESS	71610100
	301	00 B809	1058		L ARL,MAR	(ARL)= 2ND OPERAND ADDR.	71610110
	302	00 6A17	1059		L MAR,YDI,SL	(MAR)=1ST OPERAND ADDRESS	71610120
	303	08 6A00	1060		L MR0,YDI,SL+MR	START MEM READ;(MR0)=1ST OP. ADDR.	71610130
	304	40 8217	1061		A MAR,NULL,ARL	(MAR)= 2ND OPERAND ADDR.	71610140
	305	4E 0317	1062		A MAR,MR0,TWO,MW	START MEM.WRITE;(MAR)=1ST OP.ADR.+2	71610150
	306	C0 2209	1063		AI ARL,'2',ARL		71610160
	307	48 8217	1064		A MAR,NULL,ARL,MR	START MEM READ;(MAR)=1ST OP.ADR.+2	71610170
10	308	0E A017	1065		L MAR,LOC,MW	START MEM. WRITE;(MAR)=(LOC)	71610180
	309	04 8010	1066		L NULL,NULL,IR	FETCH NEXT INSTRUCTION	71610190
	30A	00 8010	1067		L NULL,NULL	NOP	71610200
			1068	* FLOAT. POINT LOAD (LE)			71610210
	30B	40 F417	1069	LE	A MAR,YSLX,MDR	(MAR)=EFFECTIVE 2ND OPERAND ADDR.	71610220
	30C	F0 030E	1070		B LE1	BRANCH TO LE1	71610230
			1071	* FLOAT. POINT LOAD REGISTER LER			71610240
	30D	00 6217	1072	LER	L MAR,YSI,SL	(MAR)=SECOND OPERAND ADDRESS	71610250
			1073	* COMMON FOR LE AND LER. MAR CONTAINS SECOND OPERAND ADDRESS			71610260
	30E	79 00A0	1074	LE1	C TABT+MR2	ENABLE ABORT;START MR & INCR. MAR	71610270
	30F	00 6A00	1075		L MR0,YDI,SL	(MR0) = 1ST OPERAND ADDRESS	71610280
	310	9F F433	1076		NI SRH,'FF',MDR,F	(SRH) = HIGH FRACTION; MODIFY G&L	71610290
10	311	30 9C04	1077		X MR4,SRH,MDR	MR4<0:7>=SIGN & EXPONENT	71610300
	312	48 0317	1078		A MAR,MR0,TWO,MR	(MAR)=1ST OPERAND ADDR.+2	71610310
	313	03 B032	1079		L SRL,MDR,D2+F	(SRH,SRL)= FRACTION; VECTOR THROUGH DROM2 TO LE2; MODIFY G&L FLAGS	71610320
			1080	* MR6<0:6>=EXPONENT			71610330
	314	00 2206	1081		L MR6,MR4,SL		71610340
			1082	* COME HERE (AFTER VECTORING THROUGH DROM1) FOR			71610350
			1083	* AE,SE,CE,ME, AND DE INSTRUCTIONS			71610360
	315	40 F417	1084	FPRX	A MAR,YSLX,MDR	(MAR)=SECOND OPERAND ADDRESS	71610370
	316	F0 0318	1085		B COMRRX	BRACH TO COMMON ROUTINE	71610380
			1086	* ENTER HERE(AFTER D1) FOR AER, SER, MER, DER & CER INSTRUCTIONS			71610390
	317	00 6217	1087	FPRR	L MAR,YSI,SL	(MAR)=SECOND OPERAND ADDRESS	71610400
			1088	* COMMON FOR AER,AE,SER,SE,CER,CE,MER,ME,DER & DE INSTRUCTIONS			71610410
			1089	* (MAR) = SECOND OPERAND ADDRESS			71610420
	318	79 00A0	1090	COMRRX	C TABT+MR2	ENABLE ABORT;START MR& INCR. MAR	71610430
	319	8F F609	1091		LI ARL,X'FF',CS	(ARL)=X'FF00'	71610440
	31A	9F F400	1092		NI MR0,'FF',MDR	(MR0)=HIGH SECOND OPERAND FRACTION	71610450
	31B	18 B203	1093		N MR3,MDR,ARL,MR	MR3<0:7>=SIGN & EXP. OF 2ND OPERAND	71610460
	31C	00 1A04	1094		L MR4,MR3,SL	MR4<0:6>=EXP. OF 2ND OPERAND	71610470
	31D	00 6A17	1095		L MAR,YDI,SL	(MAR)=1 ST OPERAND ADDRESS	71610480
	31E	09 B001	1096		L MR1,MDR,MR2	(MR1) = LOW SECOND OPERAND FRACT.;	71610490
			1097	* START MEM. READ & INCR. MAR BY 2			71610500
	31F	9F F402	1098		NI MR2,'FF',MDR	(MR2)=HIGH 1ST OPERAND FRACTION	71610510
			1099	* MR5<0:7>=SIGN & EXP. OF 1ST OPER.;			71610520
	320	13 B205	1100		N MR5,MDR,ARL,D2	VECTOR THROUGH DROM2	71610530
			1101	* MR6<0:6>=EXP. OF 1ST OPERAND;MR			71610540
10	321	08 2A06	1102		L MR6,MR5,SL+MR		71610550
			1103	* FLOAT. POINT SUBTRACT			71610560
			1104	* ENTER AFTER D2			71610570
	322	88 060A	1105	FSUB	LI ARH,'80',CS	(ARH) = X'8000'	71610580
	323	30 1F03	1106		X MR3,MR3,ARH	COMPLEMENT THE SIGN BIT OF THE	71610590

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				SECOND OPERAND	71610600
		1107	*		71610610
		1108	*	ENTRY FOR FLOAT. ADR AFTER D2	71610620
		1109	*	ENTRY FOR FLOAT. SUBTRACT AFTER COMPLEMENTING THE SIGN BIT	71610630
		1110	*	OF THE SECOND OPERAND	71610640
		1111	*	(MR0,MR1) = SECOND OPERAND FRACTIONS	71610650
		1112	*	(MR2,MDR) = FIRST OPERAND FRACTION	71610660
		1113	*	MR3<0:7> = SIGN & EXP. OF THE SECOND OPERAND;MR4<0:6>=EXP.2NDOP	71610670
		1114	*	MR5<0:7> = SIGN & EXP. OF THE FIRST OPERAND	71610680
		1115	*	MR6<0:6> = EXPONENT OF FIRST OPERAND	71610690
		1116	*	FIRST OPERAND IS CALLED A & SECOND OPERAND IS CALLED B	71610700
324	00 1009	1117	FADSUB	L ARL,MR2 (ARL)=HIGH A.FRACTION	71610710
325	50 0C50	1118	S	NULL,MR1,MDR,CO SUBTRACT A.FRACTION FROM B.FRACT.	71610720
326	50 02D0	1119	S	NULL,MR0,ARL,CI+CO SET CARRY IF A.FRACT.> B.FRACT.	71610730
327	00 2613	1120	L	SRH,MR4,CS (SRH)=2*(B.EXP.)	71610740
328	00 3609	1121	L	ARL,MR6,CS (ARL)=2*(A.EXP)	71610750
329	50 9A00	1122	S	NULL,SRH,ARL,CI+CO SET C IF A.MAGNITUDE > B.MAGNITUDE	71610760
32A	50 9A09	1123	S	ARL,SRH,ARL (ARL) = 2*(B,Exp-A,Exp)	71610770
32B	E2 03C7	1124	BT	C,AGB BRANCH TO AGB IF A,MAGN,> B.MAGN.	71610780
		1125	*	COME HERE IF A. MAGNITUDE IS LESS THAN OR EQUAL TO B.MAGNITUDE	71610790
		1126	*	(ARL) = B.EXP-A.EXP	71610800
32C	00 A250	1127	SI	NULL,'A',ARL,CO BRANCH TO BRESLT IF EXPONENT	71610810
32D	E2 03C2	1128	BT	C,BRESLT DIFFERENCE TIMES 2 IS >10	71610820
32E	00 0208	1129	AI	CTR,'0',ARL (COUNTER)=2* EXP. DIFFERENCE	71610830
32F	00 B012	1130	L	SRL,MDR (SRH,SRL)= FRACTION OF THE	71610840
330	00 1013	1131	L	SRH,MR2 SMALLER OPERAND	71610850
331	00 0816	1132	L	MDR,MR1 (MR2,MDR) = FRACTION OF THE LARGER	71610860
332	00 0002	1133	L	MR2,MR0 OPERAND	71610870
333	00 2006	1134	L	MR6,MR4 MR6 <0:6> = EXP. OF LARGER OPERAND	71610880
334	00 1804	1135	L	MR4,MR3 MR4<0:7>=SIGN & EXP OF LARGER OPER.	71610890
		1136	*	(COUNTR) = 2*EXPONENT DIFFERENCE	71610900
		1137	*	(SRH,SRL)=FRACTION OF THE SMALLER OPERAND	71610910
		1138	*	(MR2,MDR)=FRACTION OF THE LARGER OPERAND	71610920
		1139	*	MR4<0:7>=SIGN AND EXPONENT OF THE LARGER OPERAND	71610930
		1140	*	MR6 <0:6>=EXPONENT OF THE LARGER OPERAND	71610940
		1141	*	MR3 <0:7>=SIGN AND EXPONENT OF THE SECOND OPERAND	71610950
		1142	*	MR5 <0:7>=SIGN AND EXPONENT OF THE FIRST OPERAND	71610960
335	70 0008	1143	CONT1	C RPT EQUALIZE THE	71610970
336	70 0C00	1144	C	SR2 SMALLER OPERAND	71610980
337	00 2809	1145	L	ARL,MR5 ARL<0:7>=SIGN & EXP. OF 1ST OPERAND	71610990
338	30 1A30	1146	X	NULL,MR3,ARL,F SET L FLAG IF SIGNS ARE DIFFERENT	71611000
339	F0 4352	1147	BF	L,SUM BRANCH TO SUM IF L FLAG IS RESET	71611010
		1148	*	COME HERE IF DIFFERENCE IS REQUIRED (SIGNS ARE NOT SAME)	71611020
33A	80 000F	1149	LI	FLR,'0' CLEAR FLAG REGISTER	71611030
33B	00 9009	1150	L	ARL,SRL	71611040
33C	50 B272	1151	S	SRL,MDR,ARL,F+CO	71611050
33D	00 9809	1152	L	ARL,SRH	71611060
33E	50 12F3	1153	S	SRH,MR2,ARL,CI+CO+F (SRH,SRL)=DIRRERENCE FRACTION	71611070
		1154	*	ENTER HERE FOR LE AND LER AFTER D2	71611080
33F	F0 C389	1155	LE2	BF G+L,ZRESLT RESULT IS ZERO IF G&L ARE RESET	71611090
		1156	*	COME HERE FOR NORMALIZATION	71611100
		1157	*	(SRH,SRL)=FRACTION ; MR4<0:7>=SIGN & EXP.; MR6<0:6> = EXPONENT	71611110
340	FD 0349	1158	NRMAL	BF NNORM,FEND TAKE COMMON EXIT IF NORM,NOT REQD.	71611120
341	80 0000	1159	LI	MRO,'0' (MRO)=0	71611130
		1160	*		

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342	70 1400	1161	NRLOOP	C	SL2	SHIFT LEFT	71611140
343	70 1400	1162		C	SL2	4 PLACES	71611150
344	40 0300	1163		A	MR0,MR0,TWO	(MR0)=(MR0)+2	71611160
345	ED 0342	1164		BT	NNORM,NRLOOP	REPEAT IF NOT NORMALIZED	71611170
346	00 0609	1165		L	ARL,MR0,CS	ARL<0:6>=NORMALIZATION COUNT	71611180
347	50 3246	1166		S	MR6,MR6,ARL,CO	MR6<0:6>=RESULT EXPONENT	71611190
348	E2 0385	1167		BT	C,EXPUF	EXPONENT UNDERFLOW IF C IS SET	71611200
		1168	* COMMON EXIT FOR FLOAT.POINT ADD, SUBTRACT,MULTIPLY,DIVIDE & LOAD				71611210
		1169	* (SRH,SRL)=NORM. FRACT.:(MAR)=1ST OPER. ADDR. +2				71611220
		1170	* MR4<0>= SIGN OF THE RESULT; MR6<0:6>= EXP. OF THE RESULT				71611230
349	80 000F	1171	FEND	LI	FLR,'0'	CLEAR FLAG REGISTER	71611240
34A	00 9036	1172		L	MDR,SRL,F	(MDR)= LOW RESULT ;MODIFY FLAGS	71611250
34B	7E 0080	1173		C	MW+PRIV+TABT	START PRIVILEGED WRITE;DISABLE ABORT	71611260
34C	50 8B17	1174		S	MAR,MAR,TWO	DECREMENT MAR BY 2	71611270
		1175	*				71611280
34D	00 2250	1176		L	NULL,MR4,SL+CO	(CARRY)=SIGN OF THE RESULT	71611290
34E	00 3489	1177		L	ARL,MR6,SR+CI	ARL<0:7>=SIGN & EXP. OF RESULT	71611300
34F	20 9A76	1178		D	MDR,SRH,ARL,F+CO	(MDR)=HIGH RESULT;MODIFY G&L	71611310
		1179	*				71611320
350	7E 0090	1180		C	MW+PRIV	PRIVILEGED WRITE	71611330
351	F0 0294	1181		B	FETCHJ	FETCH NEXT INSTRUCTION	71611340
		1182	*				71611350
		1183	* COME HERE IF SUM IS REQUIRED (SIGNS ARE SAME)				71611360
352	00 1009	1184	SUM	L	ARL,MR2	(ARL) = HIGH LARGER OPERAND	71611370
353	40 9472	1185		A	SRL,SRL,MDR,F+CO	(SRH,SRL)=SUM OF TWO FRACTIONS ;	71611380
354	40 9AB3	1186		A	SRH,SRH,ARL,CI+F	MODIFY FLAGS	71611390
355	F0 8389	1187		BF	G,ZRESLT	RESULT IS ZERO G FLAG IS RESET	71611400
		1188	* COME HERE FOR FLOAT. MULT.&DIV.(AFTER ROUNDING IF RESULT IS NOT 0)				71611405
356	00 9E0F	1189	ASMDE	L	FLR,SRH,CS	L FLAG = SRH<7>	71611410
357	F0 4349	1190		BF	L,FEND	EXIT TO COMMON ROUTINE IF L IS	71611420
		1191	*				71611430
358	70 0C00	1192		C	SR2	SHIFT RIGHT	71611440
359	70 0C00	1193		C	SR2	4 PLACES	71611450
35A	80 2609	1194		LI	ARL,'2',CS	(ARL)=X'0200'	71611460
35B	40 3246	1195		A	MR6,MR6,ARL,CO	MR6<0:6> = RESULT EXPONENT	71611470
35C	E2 03CF	1196		BT	C,EXPOF	EXP. OVERFLOW IF CARRY IS SET	71611480
35D	F0 0349	1197		B	FEND	TAKE COMMON EXIT	71611490
		1198	* FLOAT POINT COMPARE CE & CER (COMMON FOR HW & EXT. MODES)				71611500
		1199	* ENTER AFTER D2 : (MR0,MR1)=2ND OPERAND FRACT.:(MR2,MDR)= 1ST				71611510
		1200	* OPERAND FRACT.:(MR3<0:7>=SIGN & EXP. OF 2ND OPER.:(MR4<0:6>=EXP OF 2ND				71611520
		1201	* OPERAND:(MR5<0:7>=SIGN & EXP. OF 1ST OPER.:(MR6<0:6>=EXP OF 1ST OPER.				71611530
35E	00 1809	1202	CE1	L	ARL,MR3	ARL<0:7> = SIGN & EXP. OF 2ND OPER.	71611540
35F	00 A017	1203		L	MAR,LOC	(MAR)=(LOC)	71611550
360	30 2A30	1204		X	NULL,MR5,ARL,F		71611560
361	E0 4370	1205		BT	L,CE2	SIGNS ARE DIFFERENT IF L IS SET	71611570
		1206	* OPERANDS HAVE LIKE SIGNS				71611580
362	80 000F	1207		LI	FLR,'0'	CLEAR FLAG REGISTER	71611590
363	00 0809	1208		L	ARL,MR1	(ARL) = LOW 2ND OP. FRACTION	71611600
364	00 000A	1209		L	ARH,MR0	(ARH)=HIGH 2ND OP. FRACTION	71611610
365	50 B270	1210		S	NULL,MDR,ARL,CO+F	SET FLAG. REGISTER TO INDICATE	71611620
366	50 17F0	1211		S	NULL,MR2,ARH,CO+CI+F	SIGN & MAGNITUDE OF FRACT.DIFF.	71611630
367	00 200A	1212		L	ARH,MR4	ARH<0:7>=EXPONENT OF 2ND OPER.	71611640
368	50 37F0	1213		S	NULL,MR6,ARH,CI+CO+F	SET FLR TO INDICATE MAGN.COMPAR	71611650
		1214	* FLAG REGISTER INDICATES SIGN & MAGNITUDE OF (1ST OP.MAG.-2ND OP.MAG.)				71611660



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10	388	00 1012	1269	L	SRL,MR2	(SRL) = HIGH A.FRACTION	71612200
	389	00 0816	1270	L	MDR,MR1	(MDR) = LOW B. FRACTION	71612210
	38A	00 8249	1271	L	ARL,MDR,SL+CO	(MDR) = 2* LOW B FRACTION	71612220
	38B	70 C400	1272	C	UMPY	(SRH,SRL)=HIGH A.FRACT * LOW B.FRAC	71612230
	38C	00 1809	1273	L	ARL,MR3		71612240
	38D	40 9243	1274	A	MR3,SRL,ARL,CO	(ARH,MR3) = (LOW A * LOWB) +(LOW A * HIGH B) + (HIGH A * LOW B)	71612250
			1275	*			71612260
	38E	40 9F8A	1276	A	ARH,SRH,ARH,CI		71612270
	38F	00 0012	1277	L	SRL,MR0	(SRL) = HIGH B.FRACTION	71612280
	390	00 1016	1278	L	MDR,MR2	(MDR) = HIGH A.FRACTION	71612290
	391	00 8249	1279	L	ARL,MDR,SL+CO	(ARL) = 2 * HIGH A.FRACTION	71612300
	392	70 C400	1280	C	UMPY	(SRH,SRL)=HIGH B.FRACT*HIGH A FRACT	71612310
10			1281	*	SRH MUST BE ZERO BECAUSE 8 MSB OF HIGH FRACTIONS ARE ZERO		71612320
	393	40 9713	1282	A	SRH,SRL,ARH	(SRH,SRL) = (LOW A*LOW B)+(LOW A * HIGH B)+(HIGH A*LOWB)+(HI A * HI B)	71612330
			1283	*			71612340
	394	00 1812	1284	L	SRL,MR3		71612350
			1285	*	(SRH,SRL) CONTAINS MOST SIGNIFICANT 32 BITS OF A.FRACT*B.FRACT		71612360
			1286	*	IF THE MOST SIGNIFICANT HEX.DIG. OF THE PRODUCT IS NONZERO,EXP.		71612370
			1287	*	NEED NOT BE ADJUSTED &(SRH,SRL) SHOULD BE SHIFTED RIGHT 8 PLACES		71612380
			1288	*	IF THE MOST SIGNIFICANT HEX. DIGIT OF 32 BIT PRODUCT IS ZERO,EXP.		71612390
			1289	*	IS DECREMENTED BY ONE & (SRH,SRL) IS SHIFTED RIGHT 4 PLACES		71612400
	395	80 4008	1290	LI	CTR,'4'	(COUNTER) = 4	71612410
	396	80 000F	1291	LI	FLR,'0'	CLEAR FLAG REGISTER	71612420
10	397	8F 0609	1292	LI	ARL,'F0',CS	(ARL)=X*F000'	71612430
	398	10 9A50	1293	N	NULL,SRH,ARL,F	TEST MOST SIGNIFICANT HEX DIGIT	71612440
	399	E0 C39E	1294	BT	G+L,NOCOR	BRANCH TO 'NOCOR' IF NOT ZERO	71612450
	39A	80 2008	1295	LI	CTR,'2'	(COUNTER) = 2	71612460
	39B	80 2609	1296	LI	ARL,'2',CS		71612470
	39C	50 3246	1297	S	MR6,MR6,ARL,CO	DECR. EXP BY 1	71612480
	39D	E2 03B1	1298	BT	C,EXPUFZ	UNDERFLOW IF C IS SET	71612490
	39E	80 000F	1299	NOCOR LI	FLR,'0'	CLEAR FLAG REGISTER	71612500
			1300	*	COMMON FOR FLOAT. POINT MULTIPLY AND DIVIDE		71612510
	39F	70 0008	1301	FMDIV C	RPT	SHIFT (SRH,SRL) RIGHT	71612520
	3A0	70 0C40	1302	C	SR2+CO	2*(COUNTER ) PLACES	71612530
	3A1	40 90F2	1303	A	SRL,SRL,NULL,CI+CO+F	PERFORM ROUNDING	71612540
	3A2	40 98F3	1304	A	SRH,SRH,NULL,CI+CO+F		71612550
10	3A3	E0 C356	1305	BT	G+L,ASMDE	GO TO COMMON ROUTINE IF (SRH,SRL) IS NOT EQUAL TO ZERO	71612560
			1306	*			71612570
	3A4	80 0004	1307	LI	MR4,'0'	SIGN BIT OF RESULT = 0	71612580
	3A5	80 0006	1308	LI	MR6,'0'	EXPONENT OF RESULT = 0	71612590
	3A6	F0 0349	1309	B	FEND	TAKE COMMON EXIT	71612600
			1310	*	FLOATING POINT DIVISION BY ZERO		71612610
	3A7	70 00A0	1311	DIVZRO C	TABT	DISABLE ABORT	71612620
	3A8	80 C00F	1312	LI	FLR,'C'	SET C & V FLAGS	71612630
	3A9	70 0088	1313	C	JH	COPY FLR TO COND. CODE	71612640
			1314	*	FLOATING POINT ARITHMETIC FAULT		71612650
	3AA	00 800F	1315	FFAULT L	FLR,NULL	CLEAR FLAG REGISTER	71612660
	3AB	80 4609	1316	LI	ARL,'4',CS		71612670
10	3AC	10 3A50	1317	N	NULL,PSWL,ARL,F	TEST PSW BIT 5	71612680
	3AD	F0 8279	1318	BF	G,NBR	IGNORE FLAT. FAULT IF ZERO	71612690
	3AE	82 8017	1319	LI	MAR,'28'		71612700
	3AF	F0 0059	1320	B	GENSWP		71612710
			1321	*	EXPONENT OVERFLOW OR UNDERFLOW OR ZERO RESULT(FOR MULT. OR DIVIDE)		71612720
	380	E0 43CF	1322	EXPOUF BT	L,EXPOF	OVERFLOW IF L FLAG IS SET	71612730

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		1323	* ZERO RESULT OR UNDERFLOW(FOR FLOAT, MULT. OR DIVIDE)	71612734
3B1	50 0150	1324	EXPUFZ S NULL,MRO,ONE,CO SET CARRY IF 2ND OPERAND IS ZERO	71612738
3B2	E2 03B9	1325	BT C,ZRESLT	71612742
3B3	50 1150	1326	S NULL,MR2,ONE,CO SET CARRY IF 1ST OPERAND IS ZERO	71612746
3B4	E2 03B9	1327	BT C,ZRESLT	71612748
		1328	* EXPONENT UNDERFLOW(FORCE THE RESULT TO ZERO)	71612750
3B5	00 8013	1329	EXPUF L SRH,NULL (SRH,SRL)=0	71612760
3B6	00 8012	1330	L SRL,NULL	71612770
3B7	80 400F	1331	LI FLR,4 CLEAR G&L,AND SET V FLAG	716127A0
3B8	F0 03D7	1332	B OUEXIT BRANCH TO OUEXIT	71612790
		1333	* PART OF FLOAT. POINT ADD SUBTRACT ROUTINE	71612800
		1334	* COME HERE IF RESULT IS ZERO	71612810
3B9	80 0013	1335	ZRESLT LI SRH,'0' (SRH,SRL)=0	71612815
3BA	80 0012	1336	LI SRL,'0'	71612820
3BB	80 0006	1337	LI MR6,'0' (MR6) = 0	71612825
3BC	80 0004	1338	LI MR4,'0' (MR4) = 0	71612830
3BD	F0 0349	1339	B FEND GO TO COMMON EXIT ROUTINE	71612840
		1340	* PART OF FLOAT. POINT ADD SUBTRACT ROUTINE	71612850
		1341	* COME HERE IF RESULT = FIRST OPERAND	71612860
3BE	00 1013	1342	ARESLT L SRH,MR2 (SRH,SRL)=FIRST OPERAND	71612870
3BF	00 8012	1343	L SRL,MDR	71612880
3C0	00 2804	1344	L MR4,MR5 MR<0:7>=SIGN & EXP. OF 2ND OPER.	71612890
3C1	F0 0349	1345	B FEND GO TO COMMON EXIT ROUTINE	71612900
		1346	* PART OF FLOAT. POINT ADD SUBTRACT ROUTINE	71612910
		1347	* COME HERE IF RESULT = SECOND OPERAND	71612920
3C2	00 0013	1348	BRESLT L SRH,MR0 (SRH,SRL)=SECOND OPERAND	71612930
3C3	00 0812	1349	L SRL,MR1	71612940
3C4	00 2006	1350	L MR6,MR4 MR6<0:6> = EXP. OF 2ND OPERAND	71612950
3C5	00 1804	1351	L MR4,MR3 MR4<0:7>=SIGN & EXP. OF 2ND OPER.	71612960
3C6	F0 0349	1352	B FEND GO TO COMMON EXIT ROUTINE	71612970
		1353	* PART OF FLOAT. POINT ADD SUBTRACT ROUTINE	71612980
		1354	* COME HERE IF A.MAGNITUDE IS GREATER THAN B.MAGNITUDE	71612990
3C7	00 0209	1355	AGB SI ARL,'0',ARL (ARL)=EXP. DIFFERENCE	71613000
3C8	00 A250	1356	SI NULL,'A',ARL,CO	71613010
3C9	E2 03BE	1357	BT C,ARESLT BRANCH TO ARESLT IF DIFF. *2 IS >10	71613020
3CA	C0 0208	1358	AI CTR,'0',ARL (COUNTER)=2*EXP. DIFFERENCE	71613030
3CB	00 0013	1359	L SRH,MR0 (SRH,SRL)= SMALLER OPERAND FRACT.	71613040
3CC	00 0812	1360	L SRL,MR1	71613050
3CD	00 2804	1361	L MR4,MR5 MR4<0:7> = SIGN AND EXP. OF A	71613060
3CE	F0 0345	1362	B CONT1	71613070
		1363	* EXPONENT OVERFLOW	71613080
		1364	* FORCE THE RESULT TO +'7FFFFFFF' OR 'FFFFFFF'	71613090
3CF	50 8113	1365	EXPOF S SRH,NULL,ONE (SRH,SRL)='FFFF FFFF'	71613100
3D0	00 9812	1366	L SRL,SRH	71613110
3D1	80 500F	1367	LI FLR,'5' SET V FLAG & L FLAG	71613120
3D2	00 2250	1368	L NULL,MR4,SL+CO TEST RESULT SIGN	71613130
3D3	E2 03D6	1369	BT C,EXPOF1 SKIP NEXT TWO INST. IF MINUS	71613140
3D4	70 0800	1370	C SR1 (SRH,SRL)='7FFF FFFF'	71613150
3D5	80 600F	1371	LI FLR,'6' SET V & G FLAGS	71613160
3D6	00 8050	1372	EXPOF1 L NULL,NULL,CO RESET CARRY FLAG	71613170
		1373	* EXIT FOR EXPONENT OVERFLOW OR UNDERFLOW	71613180
		1374	* (SRH,SRL)=RESULT (MAR)=DEST REG. ADDRESS+2	71613190
3D7	00 9016	1375	OUEXIT L MDR,SRL (MDR)=LOW RESULT	71613200
3D8	7E 00B0	1376	C MW+PRIV+TABT START PRIV. WRITE; DISABLE ABORT	71613210

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3D9	50 8B17	1377	S	MAR,MAR,TWO	DECREMENT MAR BY 2	71613220
3DA	00 9816	1378	L	MDR,SRH	(MDR)=HIGH RESULT	71613230
3DB	7E 009C	1379	DC	*7E009C*	= C JH+JF+MW+PRIV	71613240
3DC	F0 03AA	1380	B	FFAULT	B FLOAT POINT FAULT ROUTINE	71613250
3DD	8C 2609	1381	*	* DEVICE STATUS IS NOT O.K.		71613260
3DE	20 1202	1382	BSTAT	LI ARL,'C2',CS	(ARL)= 'C200'	71613270
		1383	C	MR2,MR2,ARL	(MRL)= CCW WITH INIT, NOP AND	71613280
		1384	*		QUEUE BIT SET	71613290
3DF	89 8209	1385	L1	ARL,'98',SL	(ARL)= '0130'	71613300
3E0	20 1202	1386	O	MR2,MR2,ARL		71613310
3E1	30 1216	1387	X	MDR,MR2,ARL	(MDR)=(MR2)=CCW WITH HI/LO,CHAIN &	71613315
3E2	00 8002	1388	L	MR2,MDR	CONTINUE BIT RESET	71613320
3E3	00 1612	1389	L	SRL,MR2,CS		71613325
3E4	70 0C00	1390	C	SR2	SRL<12:15>=CCW<0:3>:	71613330
3E5	70 0C00	1391	C	SR2	SRL<4:11>=CCW<8:15>	71613335
3E6	F0 0204	1392	B	TERM4		71613340
		1393	*	* OUTPUT COMMAND		71613350
		1394	*			71613360
3E7	C0 6717	1395	OC2	AI MAR,'6',ARH		71613370
3E8	78 0000	1396	C	MR	FETCH OUTPUT COMMAND BYTE/TERM CHAR	71613380
3E9	00 8675	1397	L	IO,MDR,CS+OC	OUTPUT COMMAND	71613390
3EA	F0 04E6	1398	B	END3		71613400
		1399	*	* CHAIN BIT IS SET		71613410
3EB	40 8717	1400	CHAIN	A MAR,NULL,ARH	(MAR)=CCW ADDRESS	71613420
3EC	50 8B17	1401	S	MAR,MAR,TWO		71613430
3ED	50 8B17	1402	S	MAR,MAR,TWO	(MAR)=ADDR. OF CHAIN VALUE	71613440
3EE	08 0E09	1403	L	ARL,MR1,CS+MR	(ARL)=DEV. STATUS/DEV. NO.	71613450
		1404	*		FETCH CHAIN VALUE	71613460
3EF	9F F201	1405	NI	MR1,'FF',ARL	(MR1) = DEV. NO.	71613470
3F0	00 0A09	1406	L	ARL,MR1,SL	(ARL) = 2* DEV. NUMBER	71613480
3F1	CD 0217	1407	AI	MAR,'D0',ARL	(MAR)= ADDRESS OF SERV. POINTER	71613490
3F2	7E 0090	1408	C	MW+PRIV	STORE NEW POINTER (CHAIN VALUE)	71613500
3F3	E0 404A	1409	BT	L,AUTIO2	GENERATE AN IMMEDIATE INTERRUPT OR	71613510
		1410	*		START ANOTHER CHANNEL PROGRAM IF	71613520
		1411	*		CONTINUE BIT IS SET	71613530
3F4	F0 04E6	1412	B	END3	EXIT I/O CHANNEL	71613540



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424	00 9002	1468	L	MR2,SRL	(MR2)=C (WITH SCALE FACTOR=2***-25)	71614080
425	00 9016	1469	L	MDR,SRL	(MDR) = C	71614090
426	00 6249	1470	L	ARL,MDR,SL+CO	(ARL) = 2*C	71614100
427	70 C400	1471	C	UMPY	UNSIGNED MULTIPLY	71614110
		1472	*	(SRH,SRL) = C*C (WITH SCALE FACTOR =2***-50)		71614120
		1473	*	ADJUST THE SCALE FACTOR OF C*C BY SHIFTING SRH 9 PLACES RIGHT		71614130
		1474	*	IGNORE LS 16 BITS OF C*C		71614140
		1475	*			71614150
428	00 9E09	1476	L	ARL,SRH,CS	SHIFT MS 16 BITS OF C*C RIGHT	71614160
429	9F F212	1477	NI	SRL,FF*,ARL	9 PLACES	71614170
42A	00 9409	1478	L	ARL,SRL,SR	(APL)=C*C(WITH SCALE FACTOR=2***-25)	71614180
42B	50 1202	1479	S	MR2,MR2,ARL	(MR2)=C- C*C (WITH S.F.=2***-25)	71614190
42C	00 1012	1480	L	SRL,MR2	(SRL)= C-C*C = D (SAY) S.F.=2***-25	71614200
42D	00 2816	1481	L	MDR,MR5	(MDR)= LS QUOTIENT (S.F.=2***-24)	71614210
42E	00 6249	1482	L	ARL,MDR,SL+CO	(ARL)= 2*LS QUOTIENT	71614220
42F	70 C400	1483	C	UMPY	(SRH,SRL)=D*LS QUOT.(S.F.=2***-49)	71614230
430	00 9252	1484	L	SRL,SRL,SL+CO	SHIFT (SRH,SRL) RIGHT 15 PLACES AND	71614240
431	00 9AC1	1485	L	MR1,SRH,SL+CO+CI	STORE RESULT IN (ARH,MR1)	71614250
432	40 808A	1486	A	ARH,NULL,NULL,CI	(ARH,MR1)=D*LS QUOT.(S.F.=2***-34)	71614260
433	00 1012	1487	L	SRL,MR2	(SRL) = D (WITH S.F. = 2***-25)	71614270
434	00 1816	1488	L	MDR,MR3	(MDR)=MS QUOTIENT (WITH S.F.=2***-9)	71614280
435	00 6249	1489	L	ARL,MDR,SL+CO	(ARL)=2*MS QUOTIENT	71614290
436	70 C400	1490	C	UMPY	UNSIGNED MULTIPLY	71614300
		1491	*	(SRH,SRL)=D*MS QUOT.(S.F.=2***-34)		71614310
437	00 0809	1492	L	ARL,MR1	(ARH,ARL)=D*LS QUOT.(S.F.=2***-34)	71614320
438	40 9252	1493	A	SRL,SRL,ARL,CO	ACCUMULATE DOUBLE LENGTH CORRECT.	71614330
439	40 9F93	1494	A	SRH,SRH,ARH,CI	QUOTIENT (WITH S.F.=2***-34)	71614340
43A	80 4008	1495	LI	CTR,4	(COUNTER)=4	71614350
43B	70 0008	1496	C	RPT	SHIFT THE CORRECTION QUOTIENT	71614360
43C	70 0C00	1497	C	SR2	RIGHT 9 PLACES TO	71614370
43D	00 9C4A	1498	L	ARH,SRH,SR+CO	ADJUST THE SCALE FACTOR	71614380
43E	00 9489	1499	L	ARL,SRL,SR+CI	(ARH,ARL)=CORRECTION QUOT(SF=2***-25)	71614390
43F	00 2A05	1500	L	MR5,MR5,SL	(MR5)= LS QUOT.(WITH S.F.=2***-25)	71614400
		1501	*	(MR3,MR5) = UNCORRECTED QUOTIENT WITH S.F. = 2***-25		71614410
440	50 2A52	1502	S	SRL,MR5,ARL,CO	(SRH,SRL)=CORRECTED QUOTIENT	71614420
441	50 1F93	1503	S	SRH,MR3,ARH,CI	WITH SCALE FACTOR=2***-25	71614430
		1504	*	FOR CORRECT RESULT IN FLOAT.POINT FRACTION FORM S.F. SHOULD BE 2***-24		71614440
		1505	*	RESULTANT QUOTIENT MUST BE SHIFTED RIGHT 1 PLACE IF SRH<:6>=0.		71614450
		1506	*	RESULTANT QUOTIENT MUST BE SHIFTED RIGHT 5 PLACES AND EXPONENT		71614460
		1507	*	SHOULD BE INCREMENTED BY 1 IF SRH<:6> IS NOT EQUAL TO 0		71614470
		1508	*			71614480
442	80 000F	1509	LI	FLR,'0'	CLEAR FLAG REGISTER	71614490
443	8F E609	1510	LI	ARL,'FE',CS	(ARL)='FE00'	71614500
444	80 0008	1511	LI	CTR,'0'	COUNTER=0	71614510
445	10 9A30	1512	N	NULL,SRH,ARL,F	TEST SRH HITS 0 THRU 6	71614520
446	F0 C44B	1513	BF	G+L,NOCOR1	NO CORRECTION IF 0	71614530
		1514	*	BITS 0 THRU 6 OF SRH DO NOT EQUAL ZERO		71614540
447	80 2008	1515	LI	CTR,'2'	(COUNTER)=2	71614550
448	80 2609	1516	LI	ARL,'2',CS	INCREMENT RESULT EXPONENT	71614560
449	40 3246	1517	A	MR6,MR6,ARL,CO	BY ONE	71614570
44A	E2 03CF	1518	BT	C,EXPOF	OVERFLOW IF CARRY OUT	71614580
44B	80 000F	1519	LI	FLR,'0'	CLEAR FLAG REGISTER	71614590
44C	70 0840	1520	C	SR1+CO	SHIFT RESULT FRACTION RIGHT 1 PLACE	71614600
44D	F0 039F	1521	B	FMDIV	BRANCH TO COMMON ROUTINE	71614610

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		1522	*	COMMON FOR MH AND MHR		71614620
		1523	*	ENTER FROM D1 FOR MHR		71614630
		1524	*	ENTER FROM D2 FOR MH		71614640
		1525	*	(ARL)=SECOND OPERAND		71614650
44E	00 D010	1526	MH	L NULL,YDLP1	INCR. YD FIELD BY 1	71614660
44F	40 8216	1527		A MDR,NULL,ARL	(MDR)=SECOND OPERAND	71614670
450	00 C812	1528		L SRL,YDL	(SRL)=FIRST HALF WORD OPERAND	71614680
451	00 B249	1529		L ARL,MDR,SL+CO	(ARL)=2* SECOND OPERAND	71614690
452	70 8400	1530		C MPY	MULTIPLY (SIGNED)	71614700
453	04 901B	1531		L YDLM1,SRL,IK	STORE SIGNED PRODUCT ;	71614710
454	00 9819	1532		L YDL,SRH	FETCH NEXT INSTR.	71614720
		1533	*	COMMON FOR MHU & MHUR		71614730
		1534	*	ENTER AFTER D2 FOR MHU. ENTER AFTER D1 FOR MHUR		71614740
		1535	*	(ARL)=SECOND OPERAND		71614750
455	00 D010	1536	MHU	L NULL,YDLP1	INCR. YD FIELD BY 1	71614760
456	40 8216	1537		A MDR,NULL,ARL	(MDR)=SECOND OPERAND	71614770
457	00 C812	1538		L SRL,YDL	(SRL)=FIRST HALF WORD OPERAND	71614780
458	00 B249	1539		L ARL,MDR,SL+CO	(ARL)=2* SECOND OPERAND	71614790
459	70 C400	1540		C UMPY	MULTIPLY (UNSIGNED)	71614800
45A	04 901B	1541		L YDLM1,SRL,IR	STORE UNSIGNED PRODUCT ;	71614810
45B	00 9819	1542		L YDL,SRH	FETCH NEXT INSTR.	71614820
		1543	*	DIVIDE HALF WORD		71614830
		1544	*	COMMON FOR DH(AFTER D2) AND DHR(AFTER D1)		71614840
45C	40 8222	1545	DH	A MR2,NULL,ARL,F	(MR2)=DIVISOR	71614850
45D	70 0020	1546		C SUT	SET UTILITY FLOP	71614855
45E	81 0008	1547		LI CTR,'10'	(COUNTER)='10'	71614860
45F	E0 4479	1548		BT L,OKDIVS	DIVISOR DOES NOT REQUIRE ANY CHANGE	71614870
		1549	*		IF IT IS NEGATIVE	71614880
460	E0 8467	1550		BT G,COMSOR	FORM 2'S COMPLEMENT OF DIVISOR	71614890
		1551	*		IF IT IS POSITIVE	71614900
		1552	*	FIXED POINT DIVIDE FAULT		71614910
461	00 800F	1553	OVDIV	L FLK,NULL	CLEAR FLAG REGISTER	71614920
462	81 0609	1554		LI ARL,'10',CS	(ARL)=X*1000'	71614930
463	10 3A30	1555		N NULL,PSWL,ARL,F	TEST BIT 3 OF PSW	71614940
464	F0 8279	1556		BF G,NBR	IGNOR DIV. FAULT IF PSW BIT 3=0	71614950
465	84 8017	1557		LI MAR,'48'	(MAR)='48'	71614960
466	F0 0059	1558		B GENSWP		71614970
467	50 8202	1559	COMSOR	S MR2,NULL,ARL	(MR2)=2'S COMPLEMENT OF DIVISOR	71614980
468	00 D033	1560		L SRH,YDLP1,F	(SRH,SRL)=DIVIDENT ;	71614990
469	70 0010	1561		C CUT	CLEAR UTILITY FLIP FLOP	71615000
46A	00 D812	1562		L SRL,YDLM1	TEST SIGN OF THE DIVIDEND	71615010
46B	E0 8481	1563		BT G,DIVOP	QUOTIENT WILL BE PLUS IF POSITIVE	71615020
46C	00 9009	1564		L ARL,SRL		71615030
46D	00 980A	1565		L ARH,SRH		71615040
46E	50 8252	1566		S SRL,NULL,ARL,CO	(SRH,SRL) =2'S COMP. OF DIVIDEND	71615050
46F	50 8793	1567		S SRH,NULL,ARH,CI		71615060
470	70 0030	1568	DIVOM	C TUT	TOGGLE UTILITY FLIP FLOP	71615070
471	00 1009	1569		L ARL,MR2		71615080
472	40 9A42	1570		A MR2,SRH,ARL,CO	TRAIL SUBSTRACT	71615090
473	E2 0461	1571		BT C,OVDIV	OVERFLOW IF CARRY IS SET	71615100
474	70 2200	1572		C DIV	DIVIDE	71615110
475	00 9009	1573		L ARL,SRL		71615120
476	50 8232	1574		S SRL,NULL,ARL,F	2'S COMP. OF QUOTIENT	71615130
477	E0 4487	1575		BT L,BCKDIV	OK IF QUOTIENT IS NEGATIVE	71615140

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478	F0 048C	1576	b	CHOVF	CHECK FOR QUOTIENT OVERFLOW	71615150
479	00 0033	1577	OKDIVS	L SRH,YDLP1,F	LOAD DIVIDEND ;TEST SIGN,	71615160
47A	00 8010	1578		L NULL,NULL	NOP	71615170
47B	00 0812	1579		L SRL,YDLM1		71615180
47C	E0 8470	1580	BT	G,OVDIV	QUOTIENT WILL BE MINUS IF POSITIVE	71615190
47D	00 9009	1581	L	ARL,SRL		71615200
47E	00 980A	1582	L	ARH,SRH		71615210
47F	50 8252	1583	S	SRL,NULL,ARL,CO	(SRH,SRL)=2'S COMP. OF DIVIDEND	71615220
480	50 8703	1584	S	SRH,NULL,ARH,CI+CO		71615230
481	00 1009	1585	DIVOP	L ARL,MR2		71615240
482	40 9A42	1586	A	MR2,SRH,ARL,CO	TRIAL SUBTRACT	71615250
483	E2 0461	1587	BT	C,OVDIV	OVERFLOW IF C IS SET	71615260
484	70 2200	1588	C	DIV	DIVIDE	71615270
485	00 9032	1589	L	SRL,SRL,F	TEST SIGN	71615280
486	E0 4461	1590	BT	L,OVDIV	OVER FLOW IF NEGATIVE	71615290
487	FC 248A	1591	BCKDIV	BF UT,EXDIV	REMAINDER SHOULD BE POSITIVE IF	71615300
		1592	*		UTILITY FLIP FLOP IS RESET	71615310
488	00 9809	1593	L	ARL,SRH	2'S COMP. OF REMAINDER	71615320
489	50 8293	1594	S	SRH,NULL,ARL,CI		71615330
		1595	*			71615340
48A	04 981A	1596	EXDIV	L YDLP1,SRH,IK	STORE RESULT;FETCH NEXT INST.	71615350
48B	00 9019	1597	L	YDL,SRL		71615360
		1598	*		PART OF DIVIDE HALF WORD ROUTINE	71615370
		1599	*		QUOTIENT OVER FLOW CHECK (DIVIDEND AND DIVISOR HAVE DIFF. SIGNS)	71615380
		1600	*		2'S COMPLEMENT OF QUOTIENT MAGNITUDE IS CONTAINED IN SRL	71615390
48C	80 000F	1601	CHOVF	LI FLR,0	CLEAR FLAG REGISTER	71615400
48D	00 9032	1602	L	SRL,SRL,F	TEST QUOTIENT (2'S COMP. OF MAGN.)	71615410
48E	E0 8461	1603	BT	G,OVDIV	OVERFLOW IF POSITIVE	71615420
48F	F0 0487	1604	B	BCKDIV		71615430
		1605	*		HALF WORD MODE LIST INSTRUCTIONS	71615440
		1606	*		MAR IS ASSUMED TO CONTAIN AN EVEN ADDRESS	71615450
		1607	*		COMMON FOR HW MODE ATL AND ABL INSTRUCTIONS (HALF WORD MODE)	71615460
		1608	*		ENTER AFTER D1	71615470
490	40 F417	1609	ATBLH1	A MAR,YSLX,MDR	(MAR)=LIST ADDRESS	71615480
491	70 0010	1610	C	CUT	CLEAR UTILITY FLOP	71615490
		1611	*		COMMON FOR LIST INST. AND I/O CHANNEL	71615500
492	08 8010	1612	ATBLC	L NULL,NULL,MR	START MEMEORY READ	71615510
493	00 B600	1613	L	MR0,MDR,CS	(MR0)=NO. USED/NO. OF SLOTS IN LIST	71615520
494	50 0450	1614	S	NULL,MR0,MDR,CO	(MR0)-(MDR);MODIFY CARRY FLAG	71615530
495	F2 04CD	1615	BF	C,LSTOF	LIST OVERFLOW IF CARRY IS NOT SET	71615540
496	4F B116	1616	A	MDR,MDR,ONE,MW2	INCREMENT NO.OF SLOTS USED TALLY;	71615550
		1617	*		START MEM. WRITE & INCR. MAR	71615560
497	8F F009	1618	LI	ARL,'FF'	(ARL)=X'00FF'	71615570
498	EC 2407	1619	BT	UT,CHAL1		71615580
499	03 8010	1620	L	NULL,NULL,D2	VECTOR THROUGH D2	71615590
49A	18 0201	1621	N	MR1,MR0,ARL,MR	(MR1)=NO. OF SLOTS IN LIST;START MR	71615600
		1622	*		ADD TO TOP OF LIST	71615610
		1623	*		(ARL)=X'00FF'; (MR1) = NO. OF SLOTS IN THE LIST	71615620
		1624	*		ENTER AFTER D2	71615630
49B	00 B603	1625	ATLH	L MR3,MDR,CS	(MR3) = NEXT BOTTOM/CURRENT TOP	71615640
49C	10 1A03	1626	N	MR3,MR3,ARL	(MR3)=CURR. TOP POINTER	71615650
49D	50 1943	1627	S	MR3,MR3,ONE,CO	(MR3) = CURR. TOP POINTER-1	71615660
49E	F2 04A0	1628	BF	C,++2	SKIP NEXT INST. IF C IS RESET	71615670
49F	50 0903	1629	S	MR3,MR1,ONE	(MR3) = MAX. SLOT NUMBER (LIST WRAP)	71615680

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4A0	0F 1E16	1630	L	MDR,MR3,CS+MW2	INSERT UPDATED POINTER & RESOTRE	71615690
		1631	*	ABOVE INSTRUCTION CHANGES ONLY HIGH BYTE OF MDR SINCE MAR IS EVEN		71615700
4A1	FO 04AA	1632	B	ATBLH2	BRANCH TO COMMON ROUTINE	71615710
		1633	*	ADD TO BOTTOM OF LIST		71615720
		1634	*	(ARL)=X'00FF'; (MR1)=NO. OF SLOTS IN THE LIST		71615730
		1635	*	ENTER AFTER D2		71615740
		1636	*	(ARL)=X'00FF'; (MR1) = NO. OF SLOTS IN THE LIST		71615750
4A2	10 B203	1637	ABLH	N MR3,MDR,ARL	(MR3)=NEXT BOTTOM POINTER	71615760
4A3	40 1902	1638	A	MR2,MR3,ONE	(MR2)=NEXT BOTTOM POINTER +1	71615770
4A4	00 080A	1639	L	ARH,MR1	(MRH)=NO. OF SLOTS IN LIST	71615780
4A5	50 1750	1640	S	NULL,MR2,ARH,CO	(MR2)-(ARH)	71615790
4A6	E2 04A8	1641	BT	C,**2	SKIP NEXT INST. IF C IS SET	71615800
4A7	00 8002	1642	L	MR2,NULL	(MR2)=0 (LIST WRAP OPERATION)	71615810
4A8	30 1C16	1643	X	MDR,MR3,MDR	CLEAR RIGHT HALF OF MDR	71615820
4A9	2F 1416	1644	U	MDR,MR2,MDR,MW2	INSERT UPDATED POINTER & RESTORE	71615830
		1645	*	COMMON FOR ATL AND ABL (IN HW MODE)		71615840
		1646	*	(MAR)=SLOT 0 ADDR.; (MR3)= SLOT POINTER		71615850
4AA	00 1A09	1647	ATBLH2	L ARL,MR3,SL	(ARL) = 2* SLOT POINTER	71615860
4AB	40 BA17	1648	A	MAR,MAR,ARL	(MAR)=REQUIRED SLOT ADDRESS	71615870
4AC	EC 24DB	1649	BT	UT,CHAL2	TO CHAL2 IF FROM I/O CHANNEL	71615880
4AD	0E C856	1650	L	MDR,YDL,MW+CO	STORE ELEMENT AND RESET CARRY	71615890
4AE	FO 0294	1651	B	FETCHJ	COPY FLR TO BOTH CC AND FETCH	71615900
		1652	*	NEXT INSTRUCTION		71615910
		1653	*	COMMON FOR HW MODE RTL AND RBL INSTRUCTIONS		71615920
		1654	*	ENTER AFTER D1		71615930
4AF	40 F417	1655	RTBLH1	A MAR,YSLX,MDR	(MAR)=LIST ADDRESS	71615940
4B0	08 8010	1656	L	NULL,NULL,MR	START MEM. READ	71615950
4B1	9F F400	1657	NI	MR0,'FF',MDR	(MR0)= NO. OF SLOTS USED	71615960
4B2	50 0160	1658	S	MR0,MR0,ONE,CO+F	(MR0)=(MR0)-1;MODIFY FLG	71615970
4B3	E2 04CE	1659	BT	C,LSTOUF	LIST IS EMPTY IF C IS SET	71615980
4B4	5F B116	1660	S	MDR,MDR,ONE,MW2	INCR. NO. OF SLOTS USED TALLY BY 1;	71615990
		1661	*	INCR. MAR BY 2		71616000
4B5	8F F009	1662	LI	ARL,'FF'	(ARL)=X'00FF'	71616010
4B6	03 B601	1663	L	MR1,MDR,CS+D2	(MR1)=NO. USED/NO. OF SLOTS	71616020
		1664	*	VECTOR THROUGH DROM2		71616030
4B7	18 0A01	1665	N	MR1,MR1,ARL,MR	(MR1)=NO. OF SLOTS IN THE LIST	71616040
		1666	*	REMOVE FROM BOTTOM OF LIST (HALF WORD MODE)		71616050
		1667	*	ENTER AFTER D2		71616060
		1668	*	(ARL)=X'00FF';(MR1)=NO. OF SLOTS IN THE LIST		71616070
4B8	10 B202	1669	RBLH	N MR2,MDR,ARL	(MR2)=NEXT BOTTOM POINTER	71616080
4B9	50 1143	1670	S	MR3,MR2,ONE,CO	(MR3)=NEXT BOTTOM POINTER-1	71616090
4BA	F2 048C	1671	BF	C,**2	SKIP NEXT INST. IF C IS RESET	71616100
4BB	50 0903	1672	S	MR3,MR1,ONE	(MR3)=MAX. SLOT NUMBER(LIST WRAP)	71616110
4BC	30 1416	1673	X	MDR,MR2,MDR	CLEAR RIGHT HALF OF MDR	71616120
4BD	2F 1C16	1674	U	MDR,MR3,MDR,MW2	INSERT UPDATED POINTER & RESTORE	71616130
4BE	FO 04C7	1675	B	RTBLH2	BRANCH TO COMMON ROUTINE	71616140
		1676	*	REMOVE FROM TOP OF LIST (HALF WORD MODE)		71616150
		1677	*	ENTER AFTER D2		71616160
		1678	*	(ARL)=X'FF00'; (MR1) =NO. OF SLOTS IN THE LIST		71616170
4BF	00 B603	1679	RTLH	L MR3,MDR,CS	(MR3)=NEXT BOTTOM/CURRENT TOP	71616180
4C0	10 1A03	1680	N	MR3,MR3,ARL	(MR3)= CURRENT TOP PCINTER	71616190
4C1	40 1902	1681	A	MR2,MR3,ONE	(MR2)=CURRENT TOP POINTER+1	71616200
4C2	00 080A	1682	L	ARH,MR1	(ARH)=NO. OF SLOTS IN LIST	71616210
4C3	50 1750	1683	S	NULL,MR2,ARH,CO	(MR2)-(ARH);MODIFY CARRY	71616220



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		1738	*					71616770
4E1	88 A017	1739	QUEOV	LI	MAR,'8A'	(MAR)=ADDR. OF OVERFLOW TERM.POINTER		71616780
4E2	0F 2016	1740		L	MDR,'MR4,MW2	STORE CCW ADDR; (MAR)='8C'		71616790
4E3	00 2807	1741		L	PSWL,MR5	RESTORE PSW		71616800
4E4	70 0088	1742		C	JH			71616810
4E5	F0 0059	1743		B	GENSWP	GO TO GENERAL PSW SWAP ROUTINE		71616820
		1744	* EXIT FROM	CHANEL I/O				71616830
		1745	* UTILITY FLAP	IS SET IF AN ENTRY	HAS BEEN MADE IN TERM. QUEUE			71616840
4E6	FC 2062	1746	END3	BF	UT,TEST1	TEST WAIT BIT IF NO ENTRY WAS MADE		71616850
		1747	*			IN TERMINATION QUEUE		71616860
4E7	F4 8062	1748		BF	QUE,TEST1	TEST WAIT BIT IF PSW BIT 6 =0		71616870
4E8	88 2017	1749		LI	MAR,'82'	TAKE CHANEL I/O TERM. INTERRUPT		71616880
4E9	F0 0059	1750		B	GENSWP			71616890
4EA		1751		END				71616900

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NO ERRORS

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AHLH	04A2	1726	
ABORT	0040		
ACH	028C		
ADR	009F	176	
AURMW	0097	168	
AGR	03C7	1124	
AH	028B		
AHM	0292		
AI	0173		
AIR	016E		
AIS	028A		
AL	01B9		
AKFSLT	03BE	1357	
ASMDE	0356	1305	
ATRLC	0492	1721	
ATBLH1	0490		
ATRLH2	04AA	1632	
ATLH	049B	1727	
AUTIO	0046		
AUTIO1	0047	248	396
AUTIO2	004A	1409	
AUTIO3	0048		
AUTO1	0119	302	336
AUTO2	011C	339	
AUTO3	0121	344	
AUTO4	0124	347	
AUTO5	0128	351	
AUTO6	012B	354	
AUTO7	012F	358	
AUTO8	0132	361	
AUTOL	0139	370	375
BAL	026A		
BALR	0269		
BCKDIV	0487	1575	1604
BFRS	025D		
BFC	024D		
BFCR	0245		
BFFS	0263		
BOOVL	0115	322	
BKESLT	03C2	1128	
BSTAT	03DD	607	
BTRS	0251		
BIC	0249		
BTCR	0241		
BTFS	0257		
BXH	0272		
BXHL	026C		
BXLE	0275		
CE1	035E		
CE2	0370	1205	
CE3	036D	1216	
CE4	0373	1215	

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CH	0284									
CHAIN	03EB	1021								
CHAL1	0407	1619								
CHAL2	0408	1649								
CHANEL	01C9	70								
CHOVF	048C	1576								
CLB	02A7									
CLH	027F									
CLPWT	0094	115	147	249	294					
COMRRX	0318	1085								
COMSOR	0467	1550								
CONSER	0081	110	118	288	291	292				
CONSER1	00FA	84								
CONT1	0335	1362								
DCR	00CD	83								
DCREAD	00D3	252								
DM	045C									
DIFFER	0288	875								
DISMEM	009A	169								
DISPLY	00AC	164								
DIVOM	0470	1580								
DIVOP	0481	1563								
DIVZRO	03A7	1432								
END1	02C5	629								
END3	04E6	997	1006	1022	1025	1034	1398	1412		
EPSR	0148									
EXBR	02AD									
EXDIV	048A	1591								
EXINT	0058									
EXPOF	03CF	1196	1322	1518						
EXPOF1	03D6	1369								
EXPOUF	03B0	1250	1433							
EXPUF	03B5	1167								
EXPUFZ	03B1	1298								
FADSUB	0324									
FDIV	0400									
FEND	0349	1158	1190	1197	1309	1339	1345	1352		
FETCH	024F	733	741	749	756	765	775	785	795	
FETCHJ	0294	461	472	485	491	555	1181	1651	1701	
FFAULT	03AA	1380								
FINIS	01B3	544	567							
FINIS1	01B4	557	559	571						
FLTREG	00B7	211								
FMDIV	039F	1521								
FMPY	0375									
FN	00C0	208								
FNO	00C9									
FN01	00C8	235								
FNDIS	00AD	165								
FPRR	0317									
FPRX	0315									
FSUB	0322									
GENSWP	0059	46	136	1320	1558	1743	1750			
HELP	0045	54	116	257	262					



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PSWDIS	00C4		
PWPDWN	00D7	81	145
PWRUP	0100		
PWRUP1	0103		
PWRUP2	0141	320	325
QUEINT	0073	290	
QUFOV	04E1	1697	
QUETST	00F8	105	
QUFUE	04D0	1018	
RBLH	0488		
RD	015F		
RUP	015C		
ROWRT	01D2	1048	
READ	01E1	627	
REGDIS	0080		
RETURN	008C	296	
RH	0192		
RH1	0193		
RHR	0186		
RHH	0184		
RHR	018A		
RHRB	018E		
RHRH	018C		
RI	023D		
RINOIR	02BD		
RLL	0233		
RLL2	0234	713	
RLX1	0237	710	
RRL	022D		
RRL2	022E	706	
RRX1	0231	703	
RTRLH1	04AF		
RTRLH2	04C7	1675	
RTLH	04BF		
RTSHFT	0215		
RWR	0199		
RWR	019F		
RX	0239		
RXA	023F		
RXNOIR	02B9		
SCH	0290		
SH	028F		
SINT	014C		
SIS	028E		
SLA	0226		
SLHA	020B		
SLHL	0207		
SLL	021C		
SLLS	0206		
SLOOP1	00E0	277	
SKA	0220		
SRHA	0211		
SRHL	0203		
SKL	0218		

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10	SKLS	0202						
	SS	0174						
	SSR	016F						
	START	0001						
	STARTR	01AA						
	STARTW	01B2						
	STATR	01A5	558					
	SIATW	01AD	560					
	STR	02A2						
	STRR	029C						
	STE	0300						
	STH	0278						
10	STM	02B6	970					
	SUM	0352	1147					
	SVC	014F						
	TERM1	02D2	993					
	TERM2	02D6	1029	1035				
	TERM3	02DC	1736					
	TERM4	02D4	1392					
	TEST	0061	289	393				
	TEST1	0062	138	293	373	1746	1748	
	TESTR	01B5	539					
	TESTW	01B7	549					
	THI	02A6						
10	WATT	0063						
	WATT1	0065	113					
	WAIT2	0068	112					
	WD	0168						
	WDR	0165						
	WH	0180						
	WH1	0181						
	WHB	0196						
	WHH	0194						
	WHR	017E						
	WRITE	02C1	621	986				
	XH	027E						
10	ZRFSLT	03B9	1155	1187	1325	1327		

A/75

OPT PASS1,SQCHK  
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 \* JULY 16,1974  
 \*  
 \* THE LEAST SIGNIFICANT HEX DIGIT SPECIFIES THE CONTROL FIELD FOR  
 \* THE NEXT MICROINSTRUCTION(LOCATED AT START+1)  
 \* IF LS HEX DIGIT =0 NO CONTROL ACTION  
 \* IF LS HEX DIGIT=1 MRI CONTROL ACTION  
 \* IF LS HEX DIGIT =2 IR CONTROL ACTION  
 \* IF LS HEX DIGIT=3 IRJH CONTROL ACTION  
 \* IF THE MSB OF DROM1 IS SET,THE CORRESPONDING USER INSTRUCTION IS A  
 \* PRIVILEGED INSTRUCTION . IF PSW HIT 7 IS SET (PROTECT MODE) AND  
 \* MSB OF DROM1 ENTRY IS SET, LS 8 BITS OF THE ROM ADDRESS REGISTER ARE  
 \* FORCED TO 1'S

16D10040  
 16D10050  
 16D10060  
 16D10070  
 16D10080  
 16D10090  
 16D10100  
 16D10110  
 16D10120  
 16D10130  
 16D10140  
 16D10150  
 16D10160  
 16D10170  
 16D10180  
 16D10190  
 16D10200  
 16D10210  
 16D10220  
 16D10230  
 16D10240  
 16D10250  
 16D10260  
 16D10270  
 16D10280  
 16D10290  
 16D10300  
 16D10310  
 16D10320  
 16D10330  
 16D10340  
 16D10350  
 16D10360  
 16D10370  
 16D10380  
 16D10390  
 16D10400  
 16D10410  
 16D10420  
 16D10430  
 16D10440  
 16D10450  
 16D10460  
 16D10470  
 16D10480  
 16D10490  
 16D10500  
 16D10510  
 16D10520  
 16D10530  
 16D10540  
 16D10550  
 16D10560  
 16D10570  
 16D10580  
 16D10590  
 16D10600

000	000000	DC	0	ILLEGAL
001	002690	DC	'2690'	BALR
002	002410	DC	'2410'	BTCK
003	002450	DC	'2450'	BFCR
004	0027C3	DC	'27C3'	NHR
005	0027F3	DC	'27F3'	CLHR
006	0027D3	DC	'27D3'	OHR
007	0027E3	DC	'27E3'	XHR
008	002803	DC	'2803'	LHR
009	002840	DC	'2840'	CHR
00A	0028B3	DC	'28B3'	AHR
00B	0028F3	DC	'28F3'	SHR
00C	0044E0	DC	'44E0'	MHR
00D	0045C0	DC	'45C0'	DHR
00E	0028C0	DC	'28C0'	ACHR
00F	002900	DC	'2900'	SCHR
010	000000	DC	0	ILLEGAL
011	000000	DC	0	ILLEGAL
012	000000	DC	0	ILLEGAL
013	000000	DC	0	ILLEGAL
014	000000	DC	0	ILLEGAL
015	000000	DC	0	ILLEGAL
016	000000	DC	0	ILLEGAL
017	000000	DC	0	ILLEGAL
018	000000	DC	0	ILLEGAL
019	000000	DC	0	ILLEGAL
01A	000000	DC	0	ILLEGAL
01B	000000	DC	0	ILLEGAL
01C	000000	DC	0	ILLEGAL
01D	000000	DC	0	ILLEGAL
01E	000000	DC	0	ILLEGAL
01F	000000	DC	0	ILLEGAL
020	002510	DC	'2510'	BTBS
021	002570	DC	'2570'	BTFS

022	0025D0	DC	'25D0'	BFBS	16D10610
023	002630	DC	'2630'	BFFS	16D10620
		*			16D10630
024	002BF0	DC	'2BF0'	LTS	16D10640
025	002820	DC	'2820'	LCS	16D10650
026	0028A0	DC	'28A0'	AIS	16D10660
027	0028E0	DC	'28E0'	SIS	16D10670
		*			16D10680
028	0030D0	DC	'30D0'	LER	16D10690
029	003170	DC	'3170'	CER	16D10700
02A	003170	DC	'3170'	AER	16D10710
02B	003170	DC	'3170'	SER	16D10720
		*			16D10730
02C	003170	DC	'3170'	MER	16D10740
02D	003170	DC	'3170'	DER	16D10750
02E	000000	DC	0	ILLEGAL	16D10760
02F	000000	DC	0	ILLEGAL	16D10770
		*			16D10780
		*			16D10790
030	000000	DC	0	ILLEGAL	16D10800
031	000000	DC	0	ILLEGAL	16D10810
032	000000	DC	0	ILLEGAL	16D10820
033	000000	DC	0	ILLEGAL	16D10830
034	000000	DC	0	ILLEGAL	16D10840
035	000000	DC	0	ILLEGAL	16D10850
036	000000	DC	0	ILLEGAL	16D10860
037	000000	DC	0	ILLEGAL	16D10870
038	000000	DC	0	ILLEGAL	16D10880
039	000000	DC	0	ILLEGAL	16D10890
03A	000000	DC	0	ILLEGAL	16D10900
03B	000000	DC	0	ILLEGAL	16D10910
03C	000000	DC	0	ILLEGAL	16D10920
03D	000000	DC	0	ILLEGAL	16D10930
03E	000000	DC	0	ILLEGAL	16D10940
03F	000000	DC	0	ILLEGAL	16D10950
		*			16D10960
		*			16D10970
040	0023F1	DC	'23F1'	STH	16D10980
041	0023F1	DC	'23F1'	BAL	16D10990
042	002491	DC	'2491'	BTC	16D11000
043	0024D1	DC	'24D1'	BFC	16D11010
		*			16D11020
044	002391	DC	'2391'	NH	16D11030
045	002391	DC	'2391'	CLH	16D11040
046	002391	DC	'2391'	OH	16D11050
047	002391	DC	'2391'	XH	16D11060
		*			16D11070
048	002391	DC	'2391'	LH	16D11080
049	002B91	DC	'2B91'	CH	16D11090
04A	002391	DC	'2391'	AH	16D11100
04B	002391	DC	'2391'	SH	16D11110
		*			16D11120
04C	002B91	DC	'2B91'	MH	16D11130
04D	002B91	DC	'2B91'	DH	16D11140
04E	002B91	DC	'2B91'	ACH	16D11150
04F	002B91	DC	'2B91'	SCH	16D11160
		*			16D11170

050	000000	DC	0	ILLEGAL	16011180
051	000000	DC	0	ILLEGAL	16011190
052	000000	DC	0	ILLEGAL	16011200
053	000000	DC	0	ILLEGAL	16011210
054	000000	DC	0	ILLEGAL	16011220
055	000000	DC	0	ILLEGAL	16011230
056	000000	DC	0	ILLEGAL	16011240
057	000000	DC	0	ILLEGAL	16011250
058	000000	DC	0	ILLEGAL	16011260
059	000000	DC	0	ILLEGAL	16011270
05A	000000	DC	0	ILLEGAL	16011280
05B	000000	DC	0	ILLEGAL	16011290
05C	000000	DC	0	ILLEGAL	16011300
05D	000000	DC	0	ILLEGAL	16011310
05E	000000	DC	0	ILLEGAL	16011320
05F	000000	DC	0	ILLEGAL	16011330
					16011340
					16011350
					16011360
060	003001	DC	'3001'	STE	16011370
061	0023F1	DC	'23F1'	AHM	16011380
062	000000	DC	0	ILLEGAL	16011390
063	000000	DC	0	ILLEGAL	16011400
					16011410
064	004901	DC	'4901'	ATL	16011420
065	004901	DC	'4901'	ABL	16011430
066	004AF1	DC	'4AF1'	RTL	16011440
067	004AF1	DC	'4AF1'	RBL	16011450
					16011460
068	0030B1	DC	'30B1'	LE	16011470
069	003151	DC	'3151'	CE	16011480
06A	003151	DC	'3151'	AE	16011490
06B	003151	DC	'3151'	SE	16011500
					16011510
06C	003151	DC	'3151'	ME	16011520
06D	003151	DC	'3151'	DE	16011530
06E	000000	DC	0	ILLEGAL	16011540
06F	000000	DC	0	ILLEGAL	16011550
					16011560
					16011570
					16011580
070	000000	DC	0	ILLEGAL	16011590
071	000000	DC	0	ILLEGAL	16011600
072	000000	DC	0	ILLEGAL	16011610
073	000000	DC	0	ILLEGAL	16011620
074	000000	DC	0	ILLEGAL	16011630
075	000000	DC	0	ILLEGAL	16011640
076	000000	DC	0	ILLEGAL	16011650
077	000000	DC	0	ILLEGAL	16011660
078	000000	DC	0	ILLEGAL	16011670
079	000000	DC	0	ILLEGAL	16011680
07A	000000	DC	0	ILLEGAL	16011690
07B	000000	DC	0	ILLEGAL	16011700
07C	000000	DC	0	ILLEGAL	16011710
07D	000000	DC	0	ILLEGAL	16011720
07E	000000	DC	0	ILLEGAL	16011730
07F	000000	DC	0	ILLEGAL	16011740

080	000000	DC	0		16D11750
081	000000	DC	0	ILLEGAL	16D11760
082	000000	DC	0	ILLEGAL	16D11770
083	000000	DC	0	ILLEGAL	16D11780
084	000000	DC	0	ILLEGAL	16D11790
085	000000	DC	0	ILLEGAL	16D11800
086	000000	DC	0	ILLEGAL	16D11810
087	000000	DC	0	ILLEGAL	16D11820
088	000000	DC	0	ILLEGAL	16D11830
089	000000	DC	0	ILLEGAL	16D11840
08A	000000	DC	0	ILLEGAL	16D11850
08B	000000	DC	0	ILLEGAL	16D11860
08C	000000	DC	0	ILLEGAL	16D11870
08D	000000	DC	0	ILLEGAL	16D11880
08E	000000	DC	0	ILLEGAL	16D11890
08F	000000	DC	0	ILLEGAL	16D11900
					16D11910
					16D11920
090	002020	DC	'2020'	SRLS	16D11930
091	002060	DC	'2060'	SLLS	16D11940
092	0029C0	DC	'29C0'	STBR	16D11950
093	0029A0	DC	'29A0'	LBR	16D11960
					16D11970
094	002AD0	DC	'2AD0'	EXBR	16D11980
095	009480	DC	'9480'	EPSR	16D11990
096	0099F0	DC	'99F0'	WBR	16D12000
097	0099F0	DC	'99F0'	RBR	16D12010
					16D12020
098	0097E0	DC	'97E0'	WHR	16D12030
099	0098A0	DC	'98A0'	RHR	16D12040
09A	009650	DC	'9650'	WDR	16D12050
09B	0095C0	DC	'95C0'	RDR	16D12060
09C	004550	DC	'4550'	MHUR	16D12070
09D	0096F0	DC	'96F0'	SSR	16D12080
09E	009780	DC	'9780'	OCR	16D12090
09F	0096E0	DC	'96E0'	ATR	16D12100
					16D12110
					16D12120
					16D12130
0A0	000000	DC	0	ILLEGAL	16D12140
0A1	000000	DC	0	ILLEGAL	16D12150
0A2	000000	DC	0	ILLEGAL	16D12160
0A3	000000	DC	0	ILLEGAL	16D12170
0A4	000000	DC	0	ILLEGAL	16D12180
0A5	000000	DC	0	ILLEGAL	16D12190
0A6	000000	DC	0	ILLEGAL	16D12200
0A7	000000	DC	0	ILLEGAL	16D12210
0A8	000000	DC	0	ILLEGAL	16D12220
0A9	000000	DC	0	ILLEGAL	16D12230
0AA	000000	DC	0	ILLEGAL	16D12240
0AB	000000	DC	0	ILLEGAL	16D12250
0AC	000000	DC	0	ILLEGAL	16D12260
0AD	000000	DC	0	ILLEGAL	16D12270
0AE	000000	DC	0	ILLEGAL	16D12280
0AF	000000	DC	0	ILLEGAL	16D12290
					16D12300
					16D12310

0B0	000000	DC	0	ILLEGAL	16012320
0B1	000000	DC	0	ILLEGAL	16012330
0B2	000000	DC	0	ILLEGAL	16012340
0B3	000000	DC	0	ILLEGAL	16012350
0B4	000000	DC	0	ILLEGAL	16012360
0B5	000000	DC	0	ILLEGAL	16012370
0B6	000000	DC	0	ILLEGAL	16012380
0B7	000000	DC	0	ILLEGAL	16012390
0B8	000000	DC	0	ILLEGAL	16012400
0B9	000000	DC	0	ILLEGAL	16012410
0BA	000000	DC	0	ILLEGAL	16012420
0BB	000000	DC	0	ILLEGAL	16012430
0BC	000000	DC	0	ILLEGAL	16012440
0BD	000000	DC	0	ILLEGAL	16012450
0BE	000000	DC	0	ILLEGAL	16012460
0BF	000000	DC	0	ILLEGAL	16012470
		*			16012480
		*			16012490
0C0	0026C1	DC	'26C1'	BXH	16012500
0C1	0026C1	DC	'26C1'	BXLE	16012510
0C2	00A3F1	DC	'A3F1'	LPSW	16012520
0C3	0023D1	DC	'23D1'	THI	16012530
		*			16012540
0C4	0023D1	DC	'23D1'	NHI	16012550
0C5	0023D1	DC	'23D1'	CLHI	16012560
0C6	0023D1	DC	'23D1'	OHI	16012570
0C7	0023D1	DC	'23D1'	XHI	16012580
		*			16012590
0C8	0023D1	DC	'23D1'	LHI	16012600
0C9	002BD1	DC	'2BD1'	CHI	16012610
0CA	0023D1	DC	'23D1'	AHI	16012620
0CB	0023D1	DC	'23D1'	SHI	16012630
		*			16012640
0CC	002001	DC	'2001'	SRHL	16012650
0CD	002001	DC	'2001'	SLHL	16012660
0CE	002001	DC	'2001'	SRHA	16012670
0CF	002001	DC	'2001'	SLHA	16012680
		*			16012690
		*			16012700
0D0	002AF1	DC	'2AF1'	STM	16012710
0D1	002AF1	DC	'2AF1'	LM	16012720
0D2	0023F1	DC	'23F1'	STB	16012730
0D3	0023F1	DC	'23F1'	LB	16012740
		*			16012750
0D4	0023F1	DC	'23F1'	CLB	16012760
0D5	00A3F1	DC	'A3F1'	AL	16012770
0D6	009991	DC	'9991'	WB	16012780
0D7	009991	DC	'9991'	RB	16012790
		*			16012800
0D8	009801	DC	'9801'	WH	16012810
0D9	009921	DC	'9921'	RH	16012820
0DA	00A3F1	DC	'A3F1'	WD	16012830
0DB	00A3F1	DC	'A3F1'	RD	16012840
		*			16012850
0DC	002B91	DC	'2B91'	MHU	16012860
0DD	00A3F1	DC	'A3F1'	SS	16012870
0DE	00A3F1	DC	'A3F1'	OC	16012880

ODF	00A3F1		DC	'A3F1'	AI	16D12890
		*				16D12900
		*				16D12910
OE0	000000		DC	0	ILLEGAL	16D12920
OE1	0023F1		DC	'23F1'	SVC	16D12930
OE2	0094C1		DC	'94C1'	SINT	16D12940
OE3	000000		DC	0	ILLEGAL	16D12950
		*				16D12960
OE4	000000		DC	0	ILLEGAL	16D12970
OE5	000000		DC	0	ILLEGAL	16D12980
OE6	000000		DC	0	ILLEGAL	16D12990
OE7	000000		DC	0	ILLEGAL	16D13000
		*				16D13010
OE8	000000		DC	0	ILLEGAL	16D13020
OE9	000000		DC	0	ILLEGAL	16D13030
OE A	002151		DC	'2151'	RRL	16D13040
OE B	002151		DC	'2151'	RLL	16D13050
		*				16D13060
OE C	002151		DC	'2151'	SRL	16D13070
OE D	002151		DC	'2151'	SLL	16D13080
OE E	002151		DC	'2151'	SRA	16D13090
OE F	002151		DC	'2151'	SLA	16D13100
		*				16D13110
		*				16D13120
OF0	000000		DC	0	ILLEGAL	16D13130
OF1	000000		DC	0	ILLEGAL	16D13140
OF2	000000		DC	0	ILLEGAL	16D13150
OF3	000000		DC	0	ILLEGAL	16D13160
OF4	000000		DC	0	ILLEGAL	16D13170
OF5	000000		DC	0	ILLEGAL	16D13180
OF6	000000		DC	0	ILLEGAL	16D13190
OF7	000000		DC	0	ILLEGAL	16D13200
OF8	000000		DC	0	ILLEGAL	16D13210
OF9	000000		DC	0	ILLEGAL	16D13220
OF A	000000		DC	0	ILLEGAL	16D13230
OF B	000000		DC	0	ILLEGAL	16D13240
OF C	000000		DC	0	ILLEGAL	16D13250
OF D	000000		DC	0	ILLEGAL	16D13260
OF E	000000		DC	0	ILLEGAL	16D13270
OF F	000000		DC	0	ILLEGAL	16D13280
		*				16D13290
		*				16D13300
		*				16D13310

A/B

OPT PASS1,SQCHK

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\* DURGA AGARWAL

\* JULY 16,1974

\* THE LEAST SIGNIFICANT 11 BITS SPECIFY ROM ADDRESS

\* IF THE MSB OF DROM2 ENTRY IS SET AND THE HALFWORD I/O LINE IS

\* NOT ACTIVE, BIT 14 OF ROM ADDRESS REGISTER IS FORCED TO 1

000	000000	DC	0	ILLEGAL	16D20040
001	000000	DC	0	BALR	16D20050
002	000000	DC	0	BTCR	16D20060
003	000000	DC	0	BFCR	16D20070
		*			16D20080
004	000000	DC	0	NHR	16D20090
005	000000	DC	0	CLHR	16D20100
006	000000	DC	0	OHR	16D20110
007	000000	DC	0	XHR	16D20120
		*			16D20130
008	000000	DC	0	LHR	16D20140
009	000000	DC	0	CHR	16D20150
00A	000000	DC	0	AHR	16D20160
00B	000000	DC	0	SHR	16D20170
		*			16D20180
00C	000000	DC	0	MHR	16D20190
00D	000000	DC	0	DHR	16D20200
00E	000000	DC	0	ACHR	16D20210
00F	000000	DC	0	SCHR	16D20220
		*			16D20230
		*			16D20240
		*			16D20250
010	000000	DC	0	ILLEGAL	16D20260
011	000000	DC	0	ILLEGAL	16D20270
012	000000	DC	0	ILLEGAL	16D20280
013	000000	DC	0	ILLEGAL	16D20290
014	000000	DC	0	ILLEGAL	16D20300
015	000000	DC	0	ILLEGAL	16D20310
016	000000	DC	0	ILLEGAL	16D20320
017	000000	DC	0	ILLEGAL	16D20330
018	000000	DC	0	ILLEGAL	16D20340
019	000000	DC	0	ILLEGAL	16D20350
01A	000000	DC	0	ILLEGAL	16D20360
01B	000000	DC	0	ILLEGAL	16D20370
01C	000000	DC	0	ILLEGAL	16D20380
01D	000000	DC	0	ILLEGAL	16D20390
01E	000000	DC	0	ILLEGAL	16D20400
01F	000000	DC	0	ILLEGAL	16D20410
		*			16D20420
		*			16D20430
		*			16D20440
020	000000	DC	0	BTBS	16D20450
021	000000	DC	0	BTFS	16D20460
022	000000	DC	0	BFBS	16D20470
023	000000	DC	0	BFFS	16D20480
		*			16D20490
		*			16D20500
024	000000	DC	0	LIS	16D20510
025	000000	DC	0	LCS	16D20520
026	000000	DC	0	AIS	16D20530
027	000000	DC	0	SIS	16D20540
		*			16D20550
028	00033F	DC	'33F'	LER	16D20560
					16D20570
					16D20580
					16D20590
					16D20600

029	00035E	DC	'35E'	CEK	16020610
02A	000324	DC	'324'	AER	16020620
02B	000322	DC	'322'	SER	16020630
		*			16020640
02C	000375	DC	'375'	MER	16020650
02D	000400	DC	'400'	DER	16020660
02E	000000	DC	0	ILLEGAL	16020670
02F	000000	DC	0	ILLEGAL	16020680
		*			16020690
		*			16020700
030	000000	DC	0	ILLEGAL	16020710
031	000000	DC	0	ILLEGAL	16020720
032	000000	DC	0	ILLEGAL	16020730
033	000000	DC	0	ILLEGAL	16020740
034	000000	DC	0	ILLEGAL	16020750
035	000000	DC	0	ILLEGAL	16020760
036	000000	DC	0	ILLEGAL	16020770
037	000000	DC	0	ILLEGAL	16020780
038	000000	DC	0	ILLEGAL	16020790
039	000000	DC	0	ILLEGAL	16020800
03A	000000	DC	0	ILLEGAL	16020810
03B	000000	DC	0	ILLEGAL	16020820
03C	000000	DC	0	ILLEGAL	16020830
03D	000000	DC	0	ILLEGAL	16020840
03E	000000	DC	0	ILLEGAL	16020850
03F	000000	DC	0	ILLEGAL	16020860
		*			16020870
		*			16020880
040	000278	DC	'278'	STH	16020890
041	00026A	DC	'26A'	BAL	16020900
042	000000	DC	0	BTC	16020910
043	000000	DC	0	BFC	16020920
		*			16020930
044	00027C	DC	'27C'	NH	16020940
045	00027F	DC	'27F'	CLH	16020950
046	00027D	DC	'27D'	OH	16020960
047	00027E	DC	'27E'	XH	16020970
		*			16020980
048	000280	DC	'280'	LH	16020990
049	000284	DC	'284'	CH	16021000
04A	00028B	DC	'28B'	AH	16021010
04B	00028F	DC	'28F'	SH	16021020
		*			16021030
04C	00044E	DC	'44E'	MH	16021040
04D	00045C	DC	'45C'	DH	16021050
04E	00028C	DC	'28C'	ACH	16021060
04F	000290	DC	'290'	SCH	16021070
		*			16021080
		*			16021090
050	000000	DC	0	ILLEGAL	16021100
051	000000	DC	0	ILLEGAL	16021110
052	000000	DC	0	ILLEGAL	16021120
053	000000	DC	0	ILLEGAL	16021130
054	000000	DC	0	ILLEGAL	16021140
055	000000	DC	0	ILLEGAL	16021150
056	000000	DC	0	ILLEGAL	16021160
057	000000	DC	0	ILLEGAL	16021170

058	000000	DC	0	ILLEGAL	16021180
059	000000	DC	0	ILLEGAL	16021190
05A	000000	DC	0	ILLEGAL	16021200
05B	000000	DC	0	ILLEGAL	16021210
05C	000000	DC	0	ILLEGAL	16021220
05D	000000	DC	0	ILLEGAL	16021230
05E	000000	DC	0	ILLEGAL	16021240
05F	000000	DC	0	ILLEGAL	16021250
		*			16021260
		*			16021270
060	000000	DC	0	STE	16021280
061	000292	DC	'292'	AHM	16021290
062	000000	DC	0	ILLEGAL	16021300
063	000000	DC	0	ILLEGAL	16021310
		*			16021320
064	00049B	DC	'49B'	ATL	16021330
065	0004A2	DC	'4A2'	ARL	16021340
066	0004BF	DC	'4BF'	RTL	16021350
067	0004B8	DC	'4B8'	RBL	16021360
		*			16021370
068	00033F	DC	'33F'	LE	16021380
069	00035E	DC	'35E'	CE	16021390
06A	000324	DC	'324'	AE	16021400
06B	000322	DC	'322'	SE	16021410
		*			16021420
06C	000375	DC	'375'	ME	16021430
06D	000400	DC	'400'	DE	16021440
06E	000000	DC	0	ILLEGAL	16021450
06F	000000	DC	0	ILLEGAL	16021460
		*			16021470
		*			16021480
		*			16021490
070	000000	DC	0	ILLEGAL	16021500
071	000000	DC	0	ILLEGAL	16021510
072	000000	DC	0	ILLEGAL	16021520
073	000000	DC	0	ILLEGAL	16021530
074	000000	DC	0	ILLEGAL	16021540
075	000000	DC	0	ILLEGAL	16021550
076	000000	DC	0	ILLEGAL	16021560
077	000000	DC	0	ILLEGAL	16021570
078	000000	DC	0	ILLEGAL	16021580
079	000000	DC	0	ILLEGAL	16021590
07A	000000	DC	0	ILLEGAL	16021600
07B	000000	DC	0	ILLEGAL	16021610
07C	000000	DC	0	ILLEGAL	16021620
07D	000000	DC	0	ILLEGAL	16021630
07E	000000	DC	0	ILLEGAL	16021640
07F	000000	DC	0	ILLEGAL	16021650
		*			16021660
		*			16021670
080	000000	DC	0	ILLEGAL	16021680
081	000000	DC	0	ILLEGAL	16021690
082	000000	DC	0	ILLEGAL	16021700
083	000000	DC	0	ILLEGAL	16021710
084	000000	DC	0	ILLEGAL	16021720
085	000000	DC	0	ILLEGAL	16021730
086	000000	DC	0	ILLEGAL	16021740
087	000000	DC	0	ILLEGAL	16021740

088	000000	DC	0	ILLEGAL	16021750
089	000000	DC	0	ILLEGAL	16021760
08A	000000	DC	0	ILLEGAL	16021770
08B	000000	DC	0	ILLEGAL	16021780
08C	000000	DC	0	ILLEGAL	16021790
08D	000000	DC	0	ILLEGAL	16021800
08E	000000	DC	0	ILLEGAL	16021810
08F	000000	DC	0	ILLEGAL	16021820
		*			16021830
		*			16021840
090	000000	DC	0	SRLS	16021850
091	000000	DC	0	SLLS	16021860
092	000000	DC	0	STRK	16021870
093	000000	DC	0	LBR	16021880
		*			16021890
094	000000	DC	0	EXBR	16021900
095	000000	DC	0	EPSR	16021910
096	0001B2	DC	'1B2'	WBR	16021920
097	0001AA	DC	'1AA'	RBR	16021930
		*			16021940
098	000994	DC	'994'	WHR	16021950
099	00098C	DC	'98C'	RHR	16021960
09A	000000	DC	0	WDR	16021970
09B	000000	DC	0	RDR	16021980
		*			16021990
09C	000000	DC	0	MHUR	16022000
09D	000000	DC	0	SSR	16022010
09E	000000	DC	0	OCR	16022020
09F	000000	DC	0	AIR	16022030
		*			16022040
		*			16022050
0A0	000000	DC	0	ILLEGAL	16022060
0A1	000000	DC	0	ILLEGAL	16022070
0A2	000000	DC	0	ILLEGAL	16022080
0A3	000000	DC	0	ILLEGAL	16022090
0A4	000000	DC	0	ILLEGAL	16022100
0A5	000000	DC	0	ILLEGAL	16022110
0A6	000000	DC	0	ILLEGAL	16022120
0A7	000000	DC	0	ILLEGAL	16022130
0A8	000000	DC	0	ILLEGAL	16022140
0A9	000000	DC	0	ILLEGAL	16022150
0AA	000000	DC	0	ILLEGAL	16022160
0AB	000000	DC	0	ILLEGAL	16022170
0AC	000000	DC	0	ILLEGAL	16022180
0AD	000000	DC	0	ILLEGAL	16022190
0AE	000000	DC	0	ILLEGAL	16022200
0AF	000000	DC	0	ILLEGAL	16022210
		*			16022220
		*			16022230
0B0	000000	DC	0	ILLEGAL	16022240
0B1	000000	DC	0	ILLEGAL	16022250
0B2	000000	DC	0	ILLEGAL	16022260
0B3	000000	DC	0	ILLEGAL	16022270
0B4	000000	DC	0	ILLEGAL	16022280
0B5	000000	DC	0	ILLEGAL	16022290
0B6	000000	DC	0	ILLEGAL	16022300
0B7	000000	DC	0	ILLEGAL	16022310

A155

0B8	000000	DC	0	ILLEGAL	16022320
0B9	000000	DC	0	ILLEGAL	16022330
0BA	000000	DC	0	ILLEGAL	16022340
0BB	000000	DC	0	ILLEGAL	16022350
0BC	000000	DC	0	ILLEGAL	16022360
0BD	000000	DC	0	ILLEGAL	16022370
0BE	000000	DC	0	ILLEGAL	16022380
0BF	000000	DC	0	ILLEGAL	16022390
					16022400
					16022410
					16022420
0C0	000272	DC	'272'	BXH	16022430
0C1	000275	DC	'275'	BXLE	16022440
0C2	000146	DC	'146'	LPSW	16022450
0C3	0002A6	DC	'2A6'	THI	16022460
0C4	00027C	DC	'27C'	MHI	16022470
0C5	00027F	DC	'27F'	CLHI	16022480
0C6	00027D	DC	'27D'	OHI	16022490
0C7	00027E	DC	'27E'	XHI	16022500
0C8	000280	DC	'280'	LHI	16022510
0C9	000284	DC	'284'	CHI	16022520
0CA	00028B	DC	'28B'	AHI	16022530
0CB	00028F	DC	'28F'	SHI	16022540
0CC	000203	DC	'203'	SRHL	16022550
0CD	000207	DC	'207'	SLHL	16022560
0CE	000211	DC	'211'	SRHA	16022570
0CF	00020B	DC	'20B'	SLHA	16022580
					16022590
					16022600
0D0	0002B6	DC	'2B6'	STM	16022610
0D1	0002B2	DC	'2B2'	LM	16022620
0D2	0002A2	DC	'2A2'	STR	16022630
0D3	000297	DC	'297'	LB	16022640
					16022650
0D4	0002A7	DC	'2A7'	CLB	16022660
0D5	0001B9	DC	'1B9'	AL	16022670
0D6	0001B2	DC	'1B2'	WB	16022680
0D7	0001AA	DC	'1AA'	RB	16022690
					16022700
0D8	000994	DC	'994'	WH	16022710
0D9	000984	DC	'984'	RH	16022720
0DA	000168	DC	'168'	WD	16022730
0DB	00015F	DC	'15F'	RD	16022740
					16022750
0DC	000455	DC	'455'	MHU	16022760
0DD	000174	DC	'174'	SS	16022770
0DE	00017B	DC	'17B'	OC	16022780
0DF	000173	DC	'173'	AI	16022790
					16022800
					16022810
0E0	000000	DC	0	ILLEGAL	16022820
0E1	00014F	DC	'14F'	SVC	16022830
0E2	000000	DC	0	SINT	16022840
0E3	000000	DC	0	ILLEGAL	16022850
					16022860
0E4	000000	DC	0	ILLEGAL	16022870
0E5	000000	DC	0	ILLEGAL	16022880
0E6	000000	DC	0	ILLEGAL	16022890

OE7	000000		DC	0	ILLEGAL	16022890
		*				16022900
OE8	000000		DC	0	ILLEGAL	16022910
OE9	000000		DC	0	ILLEGAL	16022920
OEA	000220		DC	'220'	RRL	16022930
OEB	000233		DC	'233'	RLL	16022940
		*				16022950
OEC	000218		DC	'218'	SRL	16022960
OED	00021C		DC	'21C'	SLL	16022970
OEE	000220		DC	'220'	SR4	16022980
OEF	000226		DC	'226'	SLA	16022990
		*				16023000
		*				16023010
OF0	000000		DC	0	ILLEGAL	16023020
OF1	000000		DC	0	ILLEGAL	16023030
OF2	000000		DC	0	ILLEGAL	16023040
OF3	000000		DC	0	ILLEGAL	16023050
OF4	000000		DC	0	ILLEGAL	16023060
OF5	000000		DC	0	ILLEGAL	16023070
OF6	000000		DC	0	ILLEGAL	16023080
OF7	000000		DC	0	ILLEGAL	16023090
OF8	000000		DC	0	ILLEGAL	16023100
OF9	000000		DC	0	ILLEGAL	16023110
OFA	000000		DC	0	ILLEGAL	16023120
OFB	000000		DC	0	ILLEGAL	16023130
OFC	000000		DC	0	ILLEGAL	16023140
OFD	000000		DC	0	ILLEGAL	16023150
OFE	000000		DC	0	ILLEGAL	16023160
OFF	000000		DC	0	ILLEGAL	16023170
		*				16023180
		*				16023190

136

HEXADECIMAL DISPLAY



# M71-102

## HEXADECIMAL DISPLAY

### INFORMATION SPECIFICATION

#### 1. INTRODUCTION

The optional Hexadecimal Display Panel provides a means to manually control the Processor, interrogate and display various Processor registers and machine status, set and display Processor memory locations, and may be programmed as an I/O device by the user.

This specification describes the 09-065F02 Hexadecimal Display Panel (Product Number M71-102). It is also applicable to the 09-065F01 Binary Display Panel (Product Number M71-101), which is identical to the Hexadecimal Display Panel except for the omission of the hexadecimal indicators. The Hexadecimal Display Panel provides the following functions:

Displays five bytes of programmable digital information.

Registers and displays five hexadecimal digits of manually entered keyboard data.

Displays the WAIT and Power (PWR) indicators for the Processor.

Provides a 26 key control keyboard for manual input to the display.

Provides two bytes of unbuffered Switch Register data to the Processor.

Provides one byte of status to the Processor.

Provides a three position OFF-ON-LOCK key type switch capable of switching three separate power supply control lines.

Provides a control signal to the Processor that the display requires micro-program support.

#### 2. GENERAL DESCRIPTION

A complete description of the operation of the Hexadecimal Display Panel is provided in the appropriate User's Manual. This specification describes the display from a maintenance view point. Figure 1 shows the Hexadecimal Display Panel.

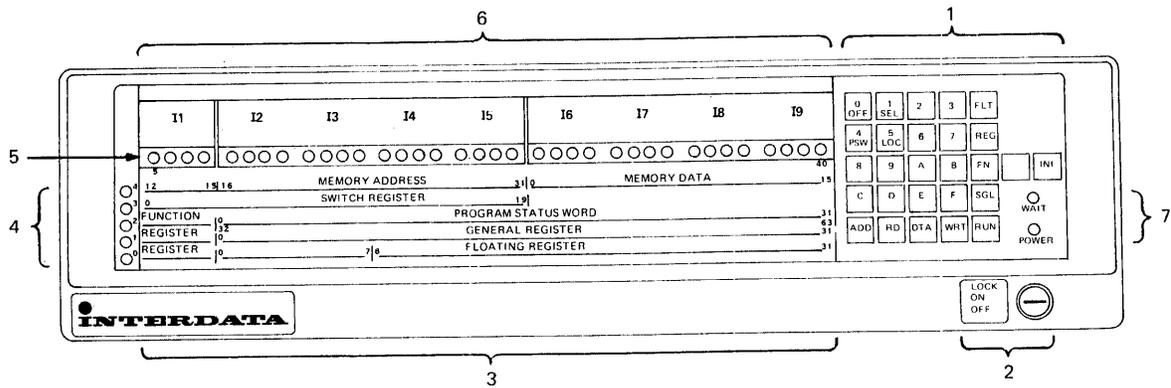


Figure 1. Hexadecimal Display Panel

Various parts of the Hexadecimal Display Panel in Figure 1 are numbered to correlate to the following descriptions.

1. Control Keyboard. The keyboard is the operators manual input to the Processor. The function of the specific keys are:

**DTA** The function of the Data (DTA) key is to clear the Switch Register, connect the Switch Register to the display indicators, and enable hexadecimal data to be entered into the register. The Switch Register remains enabled and connected to the display indicators until any non-hexadecimal key other than DTA is depressed.

Hexadecimal Keys 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, and F supply data to the Switch Register when it is enabled, and the function number or register number for the Processor supported display (see Section 2. 2).

**ADD** The Address (ADD) key causes the Processor to read the five hexadecimal characters of the Switch Register, store them in the address portion of the Program Status Word (PSW), and display PSW 32:63 on the indicators.

**RD** The Read (RD) key causes the Processor to read the memory location specified by the PSW, increment the PSW address by two, and display on the indicators the new address and the data read from memory.

**WRT** Depressing the Write (WRT) key causes the data contained in the Switch Register to be written into the address specified by the PSW, the PSW to be incremented by two, and the new address and the data written to be displayed on the indicators.

**FLT** Depressing the Floating-Point Register (FLT) key, followed by any hexadecimal key n, causes Floating-Point Register n to be displayed on the indicators.

**REG** Depressing the Register (REG) key, followed by any hexadecimal key n, causes general register n to be displayed.

**FN** Depressing the Function (FN) key, followed by any hexadecimal key n, causes the Processor to perform "Function n" as described in the appropriate User's Manual.

**SGL** Depressing the Single Step (SGL) key causes the Processor to execute one user instruction and display the last register or function selected.

**RUN** Depressing the Run (RUN) key causes the Processor to enter the Run mode at the address specified by the PSW.

**INI** Depressing the Initialize (INI) key initializes the Processor.

**SEL** Depress DTA, then 0 or F, for selection of Register Set 0 or 1 respectively. Then depress the Function (FN) Key followed by SEL to enable the selected register set to be displayed.

NOTE

The display requires support from the micro-program for all functions other than entering or displaying Switch Register data.

2. OFF-ON-LOCK Key Operated Locking Switch. This switch controls the power to the Processor and allows the keyboard to be completely disabled in the LOCK position.
3. Indicator Formats. These formats aid the user in interpreting the display indicators.
4. Format Selectors L0:4. Light Emitting Diode (LED) indicators L0:4 determine the format to be used to interpret display indicators L5:40.
5. Display Indicators L5:40. These LED indicators are used to display the PSW, general registers, etc., as described by the indicator formats.
6. Display Indicators I1:9. These indicators display the corresponding values displayed on L5:40 in the hexadecimal format.
7. WAIT and PWR. These indicators are illuminated when Processor is in the Wait state and Power is supplied to the Processor.

### 2.1 Switch Register Entries

When the operator is manipulating the Switch Register, there is no interaction between the display and the Processor. Data is entered into this register by first depressing the DTA key. This operation clears the Switch Register; connects the Switch Register to L5:24 of the display, and allows subsequent hexadecimal keyboard entries to be left shifted into the least significant digit of the register. The register is disconnected from the display and disabled when any non-hexadecimal key other than DTA is depressed. The register can be momentarily examined when it is disabled without affecting the Processor operation by depressing any hexadecimal key.

### 2.2 Processor Intervention

Depressing the following single keys causes the signals ESNC0 and ESNO0 to be complementarily pulsed (ESNC0 is a positive going pulse):

ADD  
RD  
WRT  
SGL  
RUN

Depressing one of the following sequences of two keys causes a similar action:

FLT n (n is any hexadecimal digit)  
REG n  
FN n

## 3. FUNCTIONAL DIAGRAM ANALYSIS AND CIRCUIT DESCRIPTION

Refer to Figure 2. Hexadecimal Display Panel Block Diagram and Functional Schematic 09-065D08.

### 3.1 OFF-ON-LOCK Switch

This switch (2K1) controls power to the Processor by completing the circuit between CONT2 and CONT1 in the ON and LOCK positions. The switch is factory wired to provide one set of closures. This switch also provides a hard ground to the Processor as POFF0 in the OFF position which may be used as an early power down indication. When the switch is in the ON position, LP5 (2L1) is provided to the keyboard to enable the sensing of these switch closures.

### 3.2 Keyboard

The keyboard (Sheet 2) has a 5 x 5 switch array which is used to enter information to the Hexadecimal Display Panel logic plus an Initialize (INI) key used to transmit this condition to the Processor (2G1). The keyboard is a self-contained unit and connects to the 35-520 logic board by 27 stakes, 00-1 through 26-1. These normally open switches are encoded by diode logic (Sheet 2) to form HEX01:31 (2B8) and FUN00:30 (2C8), plus a few additional control signals mentioned later in this description. The switches are designed to be high active when a switch is depressed by biasing all receiving gates low with a 220 ohm input resistor. A switch being depressed causes an input gate to go high by supplying LP5 through a current limiting resistor from the common input, Pin 0, if the OFF-ON-LOCK switch is in the ON position. There is no keyboard rollover protection and if more than one key is simultaneously depressed, the result is unspecified.

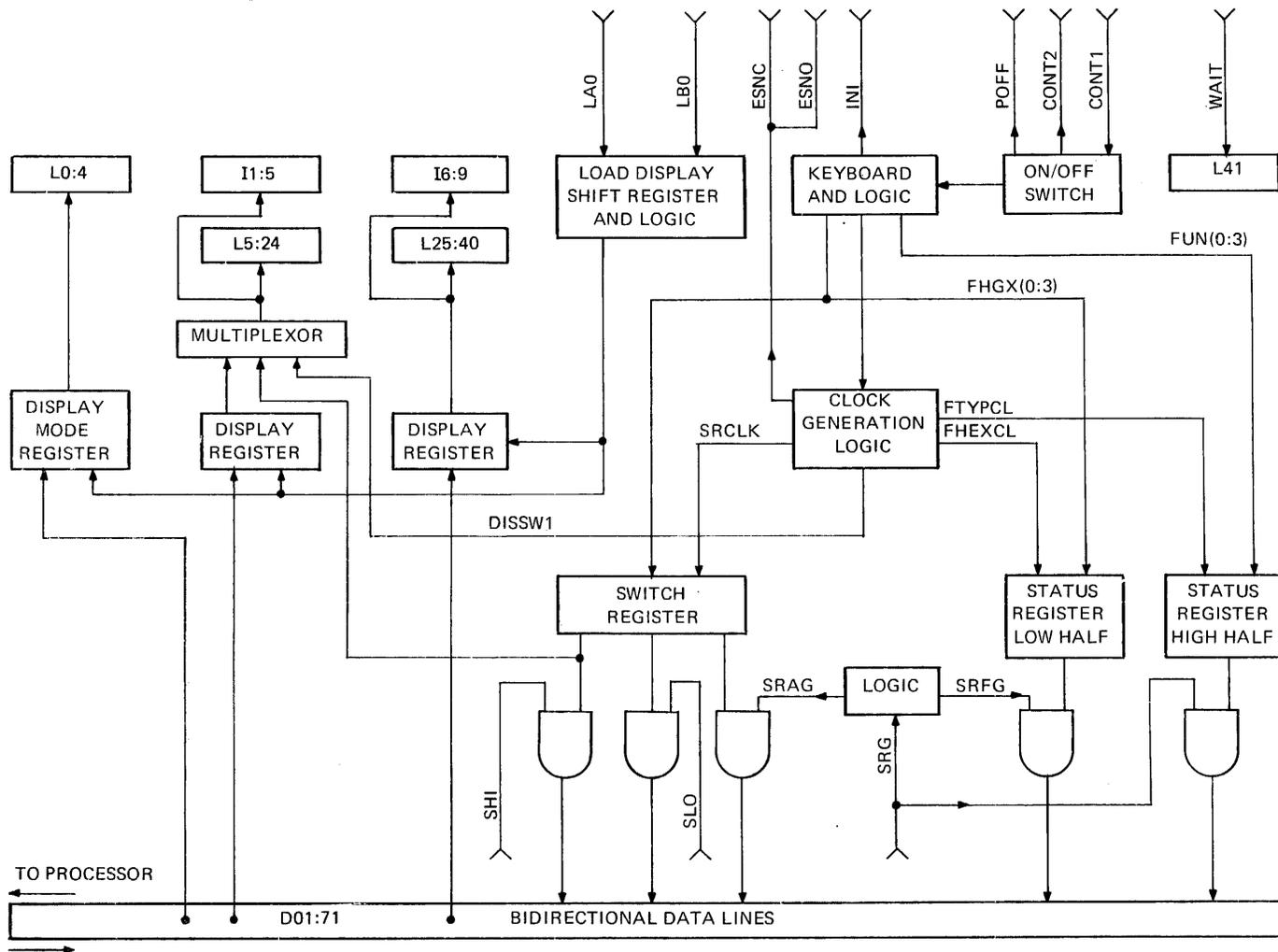


Figure 2. Hexadecimal Display Panel Block Diagram

### 3.3 Matrix Encoding

The diode matrix is encoded to drive signals HEX01:31 to the hexadecimal equivalent of the respective key 0:F (HEX31 is the LSB) when it is depressed. Depressing any function key other than DTA causes FUN00:30 to yield the codes specified by Table 1.

TABLE 1. FUNCTION KEY ENCODING (FUN00:30)

Key Depressed	FUN00	FUN10	FUN20	FUN30
SGL	0	1	1	1
RUN	1	1	1	1
WRT	1	1	0	1
RD	1	0	1	1
ADD	1	0	0	1
REG	0	1	1	0
FLT	0	1	0	0
FN	0	1	1	1

### 3.4 Clocking

Depressing any keyboard key other than DTA or INI generates one of three types of clocks used by the Hexadecimal Display Panel logic. This is accomplished by a positive transition of signal KEY1 (2F8) whenever one of these keys is depressed. The one shot triggered by this transition (2G8) is used to allow a one to two millisecond interval for switch bounce to subside before triggering the second one shot STRB1 (2K8) which is used to generate one of the three clocks. Since contact bounce is likely to retrigger these one shots when a key is released, the occurrence of signal KEY1 (any key depressed), HKEY1 (2F9 a hexadecimal key depressed), or FKEY1 (2H7 a function key depressed) being true in coincidence with the one shot is used to derive the clocks.

### 3.5 Switch Register Clocks

The Switch Register is enabled for clocking by depressing the DTA key. This is accomplished by direct clearing the Switch Register Enable flip-flop (SRENB) (2L6) when DTA is depressed and ANDing the zero output of the flip-flop plus HKEY1 and STRB1 to drive the Switch Register Clock (SRCLK0) (2M7). This clock is disabled by setting SRENB with the occurrence of FKEY1 when any function key is depressed.

### 3.6 Status Register Clocks

Two different clocks are used to load the status register. FTYPCL0 (2M8) is generated whenever any function key other than DTA is depressed and is used to load FUN00:30 into one half of the status register. The second clock FHEXCL0 (2N8) is generated whenever a hexadecimal key is depressed if the previously depressed key was FN, REG, or FLT. In this case, the hexadecimal input would be the register number or function number desired and FHEXCL0 is used to clock HEX01:31 into the second half of the status register.

### 3.7 Processor Intervention

The logic of the display signals the Processor that a response is necessary to a console function by signal ESNC0 (2R7) and its compliment ESNO0 (2R7). These signals are complementarily pulsed whenever a function key other than DTA, FN, REG, or FLT is depressed, or whenever a hexadecimal key is depressed following FN, REG, or FLT (the occurrence of FHEXCL0).

### 3.8 Switch Register Loading

The Switch Register (4B1, 4D1, 4G1, 4J1, and 4M1) is loaded with a hexadecimal character with the occurrence of each SRCLK0 as mentioned previously. Data is entered into the least significant character (4B1) from the switches (HEX01:31) and left shifted through the register with each clock. The register is cleared whenever the DTA key is depressed.

### 3.9 Status Register

The status register is loaded in two parts as described previously. One half is loaded from FUN00:30 when a Function (FN) key is depressed by the occurrence of FTYPCL0. The least significant bit of this register is re-circulated on SGL or RUN and the second LSB is re-circulated on SSL to conform to the status codes indicated in Table 2. The second half of the register is loaded from HEX01:31 with the occurrence of FHEXCL0. These registers are initialized by SCLR0 from the Processor.

TABLE 2. STATUS CODES

KEY	DL1	DL2	DL3	DL4	DL5	DL6	DL7	DL0
SGL	1	U	X	X	X	X	X	X
INITIALIZE	U	U	U	U	U	U	O	U
RUN	0	0	0	X	X	X	X	X
WRT	0	0	1	U	U	U	U	U
RD	0	1	0	U	U	U	U	U
ADR	0	1	1	U	A <sub>1</sub>	A <sub>2</sub>	A <sub>3</sub>	A <sub>4</sub>
REG n	1	0	0	1	n <sub>1</sub>	n <sub>2</sub>	n <sub>3</sub>	n <sub>4</sub>
FLT n	1	0	1	1	n <sub>1</sub>	n <sub>2</sub>	n <sub>3</sub>	n <sub>4</sub>
FN n	1	0	0	0	n <sub>1</sub>	n <sub>2</sub>	n <sub>3</sub>	n <sub>4</sub>

A = Most significant hexadecimal digit of Switch Register

U = Unspecified

X = Unchanged

n = Hexadecimal digit associated with function (see Section 6)

The display status is presented to the Processor on the data lines (DL01:71) for the duration of time that control signal SRG0 is at a logical zero level. The data presented for status is in accordance with Table 2.

### 3.10 Display Register Loading

The Hexadecimal Display Panel registers and displays five bytes of data transmitted from the Processor. Two control signals are transmitted from the Processor to direct the loading of these registers. LA0 (2K5) is a low active pulse which signifies that data is available on bi-directional Data Lines D01:71 and it is to be loaded into the least significant byte of the display register. LA0 is used to initialize a four bit shift register (2M4) to  $1000_2$  which is used to load subsequent bytes, and generate a load pulse LA1 which is used to load the data into the LSB of the display register (2B6 and 3E6). Four subsequent LB0 pulses sent from the Processor gates data from D01:71 into successive bytes of the display register (3G6 and 3J6, 4C5 and 4E5, 4G5 and 4K5, 4N5 and 3N2). This is accomplished as each LB0 pulse is inverted and gated as LDB1, LDC1, LDD1 and LDE1 (2N4) respectively as controlled by the sequencing shift register (2M4) which is right shifted with each LB0 pulse.

### 3.11 Display Indicators

The two least significant bytes of the display register are gated directly to LEDs L25:40 and the hexadecimal indicators I6:9 (Sheet 3). LEDs L5:24 and hexadecimal indicators I1:5 are used to display either the most significant bytes of the display registers or the Switch Register. These sets of registers are selected through the 2:1 multiplexors (4C6, 4E6, 4H6, 4K6 and 4N6) as determined by the state of the DISSW1 (2N6). DISSW1 is high whenever the Switch Register is enabled (SRENB1) or a hexadecimal key is depressed (HKEY1).

### 3.12 Processor Inputs

Data is gated to the Processor in response to control signals SHI0, SLO0 or SRG0. SLO0 gates the two least significant digits of the Switch Register onto the bi-directional Data Lines D01:71 (4C3 and 4C4). SHI0 gates the next two Switch Register digits onto the bi-directional Data Lines D01:71 (4H3 and 4K3). SRG0 causes the status register bits to be gated (3D4) as per Table 2. Note that either the most significant Switch Register character is gated (4N3) if DL11 is low or the hexadecimal portion of the status register if DL11 is high (3H4).

## 4. PROCESSOR INTERFACING

### 4.1 Processor Connector

Signals from the display are terminated at a 26-080F06 type connector per the following list:

SIGNAL	PIN	SIGNAL	PIN	*X1-X4	PIN
D01	109	LA0	203	X1	207
D11	110	LB0	114	X2	211
D21	111	SHI0	200	X3	210
D31	112	SLO0	206	X4	209
D41	202	WAIT1	102		
D51	204	SRG0	113		
D61	205	ESNC0	103		
D71	208	ESNO0	104		
POFF0	105	INIT0	101		
CONT1	DB1-C1 & 214	SSGL1	106		
CONT2	DB1-C2	GND	100-3		
CONT3	DB-C3 & 213	GND	108		
SCLR0	107	GND	212	twisted with 114	
		GND	201	twisted with 203	

\*X1-X4 A1-8 leads to front terminal strip of chassis.

### 4.2 Timing

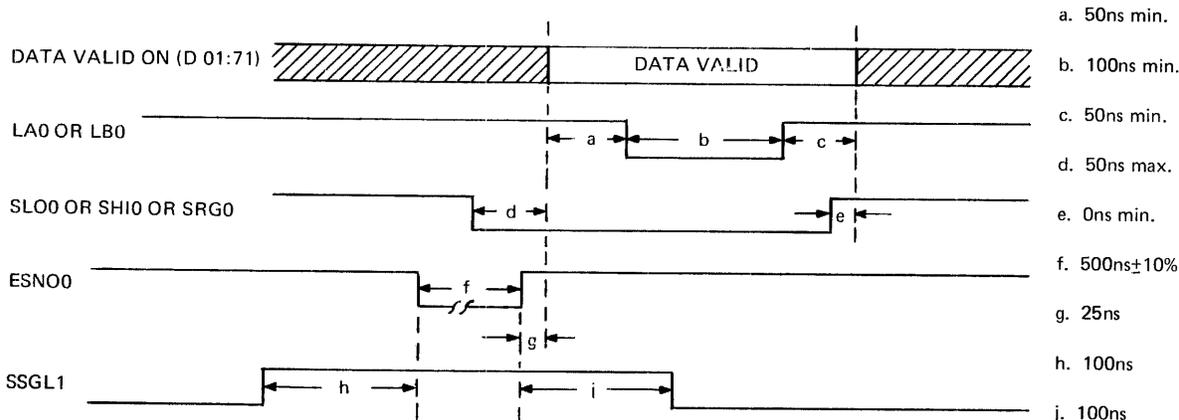


Figure 3. Hexadecimal Display Panel Timing

## 5. INSTALLATION PROCEDURE

The Hexadecimal Display Panel is connected to the Processor via a 17-305 cable. The 26-080F06 30-pin connector of the Hexadecimal Display Panel plugs into the mating connector as shown in Figures 4, 5 and 6.

CNTL1, CNTL2, P5, GND, LGND, +L jumpers go to corresponding lugs on the Processor chassis display terminal strip as shown in Figure 4.

## 6. POWER

The Hexadecimal Display Panel draws its power from the P5 and +L lugs on the Processor chassis display terminal strip. See Figure 4.

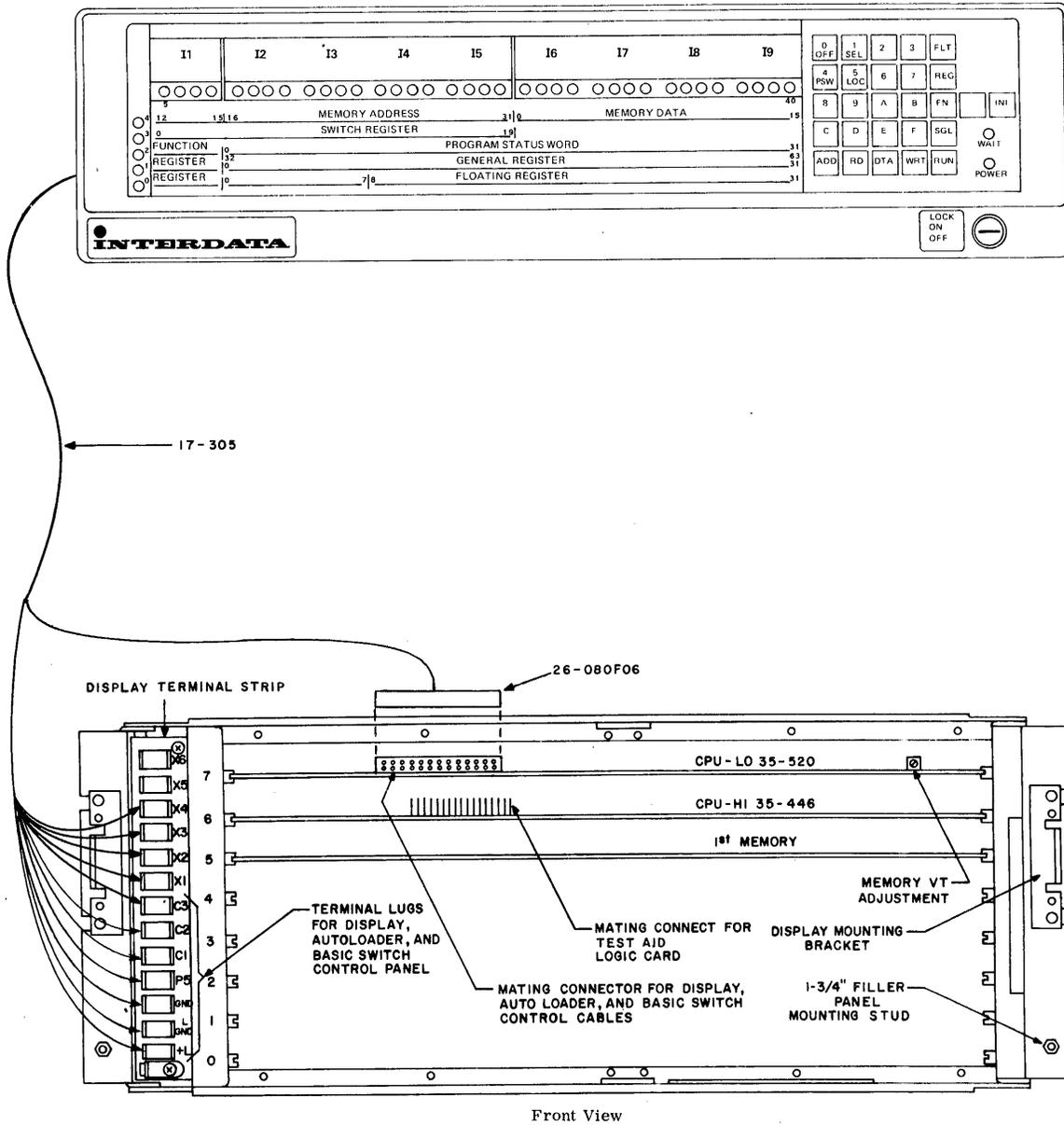
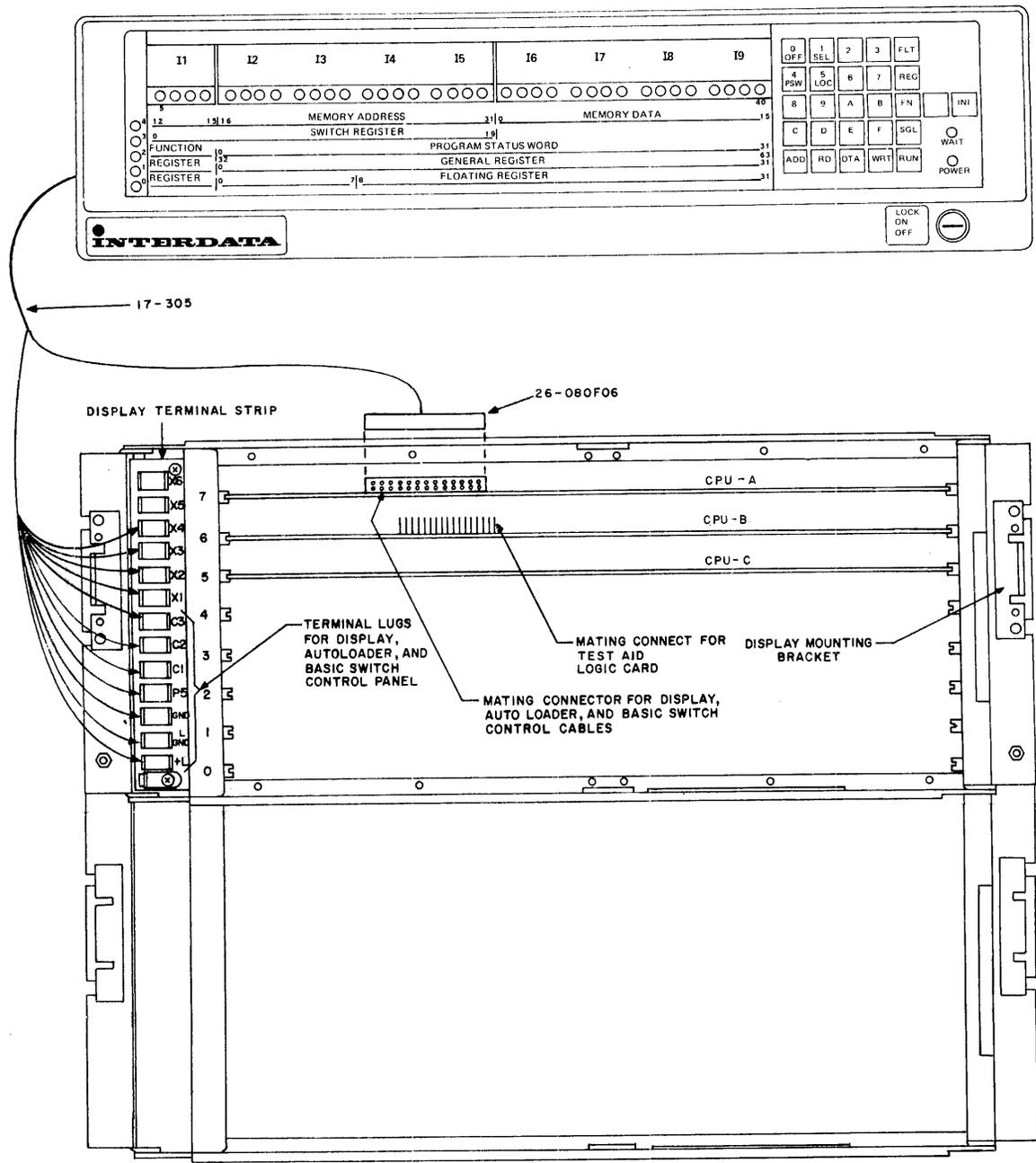
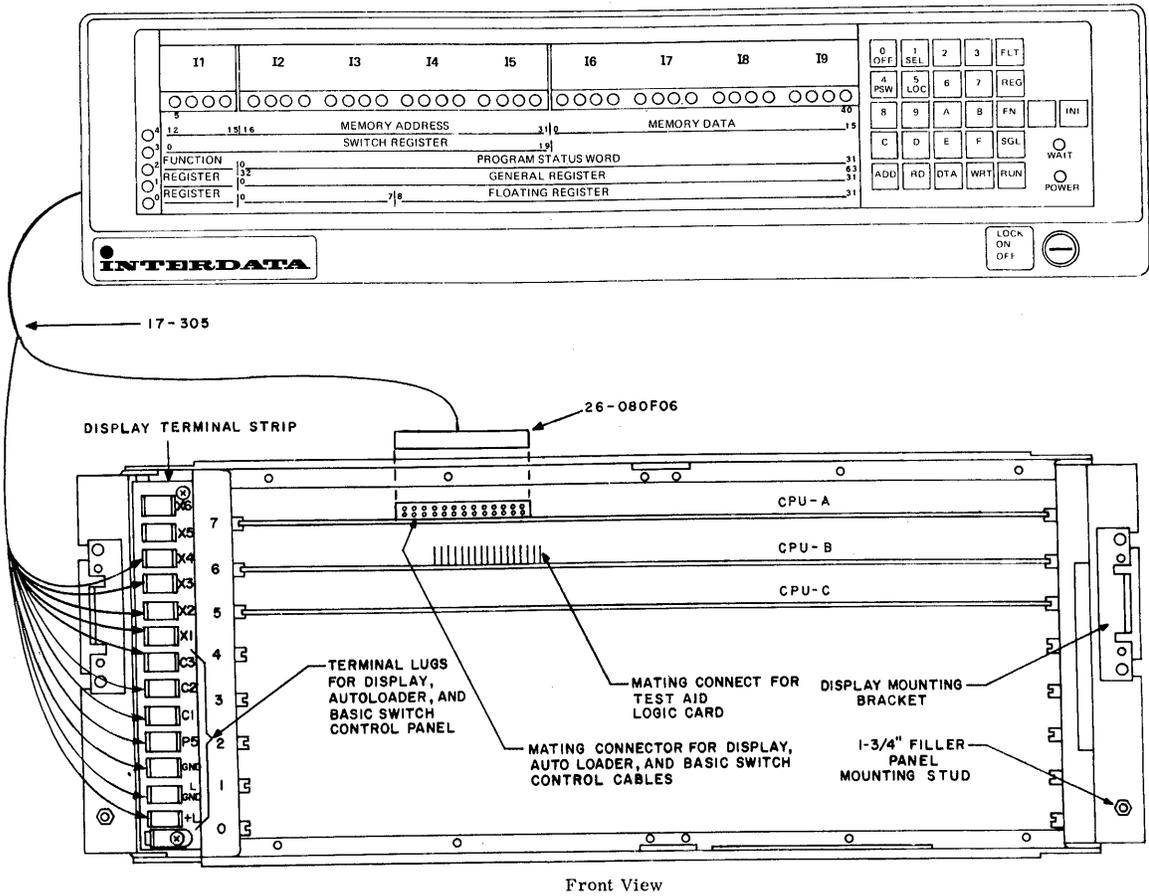


Figure 4. 7/16 Basic Display Installation



7/16 HSA LU OR 7/32 TWIN CHASSIS INSTALLATION

Figure 5. Model 7/16 HSA LU or 7/32 Installation



7/16 HSA LU INSTALLATION

Figure 6. Model 7/16 HSA LU Installation 7" Chassis

## 7. MNEMONICS

The following list provides a brief description of each mnemonic found in the Hexadecimal Display Panel. The source of each signal on Functional Schematic 09-065D08 is also provided.

<u>MNEMONIC</u>	<u>MEANING</u>	<u>SCHEMATIC LOCATION</u>
CONT1	12 VAC to turn on power supply	2L1
CONT2	12 VAC to turn off power supply	2M1
DISSW1	Controls Display Multiplexors for L5:24	2R6
ESNC0	Execute switch normally open	2R7
ESNO0	Execute switch normally closed	2R7
FTYPCL0	Function type status register clock	2N7
FHEXCL0	Hexadecimal type status register clock	2N8
FUN00:30	Encoded functional keys	Sheet 2
HEX01:31	Encoded hexadecimal keys	Sheet 2
INIT0	Initialize Processor	2H2
LA0	Low active signal from Processor which initializes the loading sequence and loads the least significant byte of the Hexadecimal Display Panel	2K5
LB0	Low active signal from Processor used to control loading of display registers by generating LDB1, LDC1, LDD1, LDE1	2L5
LDB1 } LDC1 } LDD1 }	Load display registers	2R3 2R4 2R4
LDE1	Loads display mode register and most significant hexadecimal digit of the display	2R4
POFF0	Early power OFF failure	2K1
SCLR0	System Clear, initialize status registers	3J1
SDA0	DTA key depressed	2J2
SHI0	Switch Register high half gate command	2M2
SLO0	Switch Register low half gate command	2L3
SOR0	SGL or RUN keys depressed	2K2
SRAG1	Switch Register most significant hexadecimal digit gate command	2R2
SRCLK0	Switch Register clock	2M7
SRFG1	Status Register Function high half gate command	2R2
SRG1	Status Register low half gate command	2M2
SSL1	SGL key depressed	2J6
WAIT1	Wait light control	2M6

DRAWINGS



Table with columns: MNEM., CONTROL 'A', ROM 'B', ALU 'C', TYPE. Rows include ACYQ, ADDO, ADRSO, ARH20, ARH30, ARH40, ARH50, ATNO, B000, B010, B020, B030, B040, B050, B060, B070, B080, B090, B100, B110, B120, B130, B140, B150, BB001, BRCH1, CAO, CDIVO, CLO70, CLKIB, CLKIC, CLMDRO, CMDO, CMNDO, CPLGCI, CPMARI, CRYNO, CSRHI, CSVI, CSVDIVO, D000, D010, D020, D030, D040, D050, D060, D070, D080, D090, D100, D110, D120, D130, D140, D150, DACKO, DAO, DCO, DCRO, DONO, DRO, DS20, DSBI, DSTOPO, ENDAI, ENDBI, ENDCI, ENDDI, ENMSI, ENO, ENSBO, ERO, ESAI, EXBSYO, EXDUAO, FAIFBOO, FDECIO.

Table with columns: MNEM., CONTROL 'A', ROM 'B', ALU 'C', TYPE. Rows include FDEC20, FINRO, FLRI21, FMFEI, FMPYO, FPSELO, FRSUBO, GABBI, GABORTI, HWO, ILOCI, IMARI, INHO, INITI, IROBI, IROPI, IRI01, IRI11, IRI21, IRI31, IRI41, IRI51, LARH20, LARH30, LARH40, LARH50, LMARO, LMASO, LOADO, LPSWLI, LRARO, LRO, MI, MA000, MA001, MA010, MA011, MA020, MA021, MA030, MA040, MA050, MA060, MA070, MA080, MA090, MA100, MA110, MA120, MA130, MA140, MD000, MD001, MD020, MD030, MD040, MD050, MD060, MD070, MD080, MD090, MD100, MD110, MD120, MD130, MD140, MD150, MDR000, MDR011, MSTOPO, NORMO, POO, P20, PERRO, PFDTO, POWDNO, PSW111, PSW21, PSW22, PSW23, PSW24, PSW25, PSW26, PSW27.

Table with columns: MNEM., CONTROL 'A', ROM 'B', ALU 'C', TYPE. Rows include RD000, RD030, RD041, RD051, RD061, RD071, RD080, RD091, RD101, RD110, RD120, RD131, RD141, RD151, RD161, RD171, RD181, RD191, RD201, RD211, RD221, RD231, READ1, REQO, RRI, RSTOPO, S01, S11, S21, S31, S001, S011, S021, S031, S041, S051, S061, S071, S081, S091, S101, S111, S121, S131, S141, S151, SCLRO, SCLROA, SELAI, SEQO1, SHCLKO, SHCRYI, SHORTY, SMPYO, SRHSO1, SRHS11, SRLSO1, SRLS11, SRO, SUBI, SYNO, ULOCI, UMARI, UMDRI, USRLOCI, WO, WRTO, XMAI20, XMAI30, XMAI40, XMAI41, XMAI50, P15.

RELEASED FOR PRODUCTION  
ENG. DATE 7-20-74  
CHANGED SHTS 25 THRU 36 TO REFLECT CHG 35-522 MOI IN SUPP. INFO TABLE WAS 35-522 R09.  
2/28/74 2290 - 10-1-74 R01  
REVISOR SHTS 2 & 28.  
2/28/74 2365 - 10-1-74 R02  
REVISED SHTS 25, 26, 27, & 28.  
2/28/74 2376 - 10-1-74 R03  
REVISED SHTS 5, 8, 10, 11, 13, 14, 16, 23, 26, 31 & 36.  
2/28/74 2392 - 10-1-74 R04  
REVISED SHTS 9, 25, 30, 32.  
2/28/74 2434 - 10-1-74 R05  
REVISED SHT 16.  
2/28/74 2491 - 10-1-74 R06  
REVISED SHT 27.  
2/28/74 2496 - 10-1-74 R07  
REVISED SHT 21.  
2/28/74 2535 - 10-1-74 R08  
REVISED SHT 27. SHT 27 KEY LEVEL WAS 35-522 MOI R09. 35-522 MOI R09 KEY LEVEL WAS 35-522 MOI R09.  
2/28/74 2509 - 10-1-74 R09  
REVISED SHTS 25, 27 & 28 AREA 57, 35-522 MOI R06 WAS R04.  
2/28/74 2532 - 10-1-74 R10  
REVISED SHTS 25 & 26. AREA 57, 35-522 MOI R06 WAS R04.  
2/28/74 2573 - 10-1-74 R11  
REVISED SHT 36. 35-522 MOI WAS R06.  
2/28/74 2609 - 10-1-74 R12  
REVISED SHT 25 & 28.  
2/28/74 2733 - 10-1-74 R13  
REVISED SHT 32.  
2/28/74 2650 - 10-1-74 R14  
REVISED SHTS 28 & 27. SUPPLEMENTARY INFO. TABLE & SHT 32.  
2/28/74 2647 - 10-1-74 R15  
REVISED SHT 32A SUPP. INFO TABLE, 35-522 MOI WAS R10.  
2/28/74 2838 - 10-1-74 R16  
CONTINUED BELOW

SUPPLEMENTARY INFORMATION

Table with columns: BOARD NAME, PART NUMBER. Rows include CPU-A, CPU-B 7/16 HSALU, CPU-B 7/32 W/F.R, CPU-B 7/32 W/O F.R, CPU-C, 15" TERMINATOR, PRI. POWER FAIL.

THE REVISION LEVEL OF THIS SHEET IS CONSIDERED TO BE THE REVISION

Table with columns: SHEET INDEX, REV. LEVEL, SHEET NO. Rows 1-34.

NOTES: REVISED SHT 12 REV. LEVEL OF 35-544, 35-523 F01 & 35-523 F02 WAS R05, R04 & R04. G.P.W. 33478 11-12-73 R24  
CPU-C 35-524 MOI IN THE SUPPL. INFO TABLE WAS R05. G.S.H. 33379 11-26-77 1822  
WAS R00. 10/11/74 10/11/74 10/11/74  
REVISED SHTS 1, 18 & 19. CPU-C BOARD WAS R04. G.S.H. 33355 9-16-77 R21  
REVISED SHTS 27 & 32 35-522 MOI WAS R11. P.M. 3031 3-20-77 R12  
REVISED SHT 34 10/11/74 10/11/74 10/11/74  
REVISED SHETS 18 & 28. DECEASED 35-523 FROM SUPPL. INFO. TABLE. 10/11/74 10/11/74 10/11/74  
CHRIS JENSEN 4-27-74  
R. CERO 9-20-74  
D. FRANKENBERGER 9-20-74  
H. ROSS 9-20-74  
D. FRANKENBERGER MGR 9-20-74  
FUNCTIONAL SCHEMATIC MODEL 7/16 HSALU & 7/32 PROCESSOR 03047 01-079 MOI R24 R08 1 36



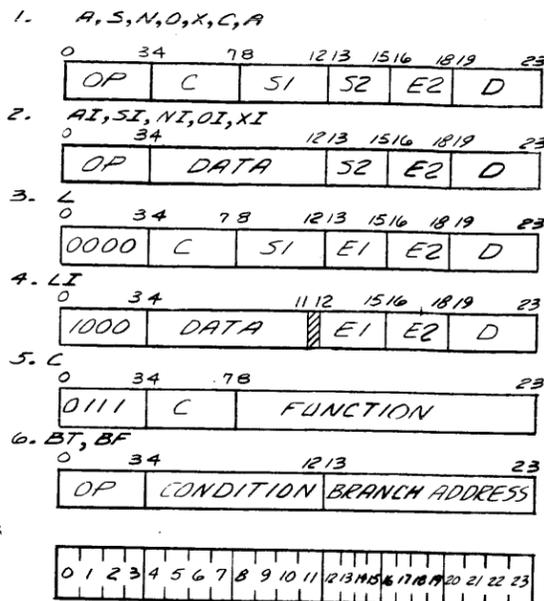
BACK PANEL MAP

TITLE BD.LOC. C N	CONTROL "A"		ROM "B"		ALU "C"		MAC		TITLE BD.LOC. C N	MEM / I/O		TITLE BD.LOC. C N	
	ROW	ROW	ROW	ROW	ROW	ROW	ROW	ROW		ROW	ROW	ROW	ROW
41	PS	PS	PS	PS	PS	PS	PS	GND	41	PS	GND	PS	GND
40	GND	GND	GND	GND	GND	GND	GND	GND	40	GND	GND	GND	GND
39	SHCLKO	FDEC20	FDEC20	MD150	MD150	SHCLKO	GND	GND	39	PS	PS	PS	PS
38	CRYTNO	FDEC10	FDEC10	MD140	MD140	CRYTNO	GND	GND	38	N15	N15	N15	N15
37	FMPYO	PSW231	PSW231	MD130	MD130	FMPYO	MD150	MD160	37	MD150	MD160	MD150	MD160
36	CDIVO	FRSUBO	FRSUBO	MD120	MD120	CDIVO	MD130	MD140	36	MD130	MD140	MD130	MD140
35	MD110	INITI	INITI	CAO	CAO	MD110	MD110	MD120	35	MD110	MD120	MD110	MD120
34	MD100	FINRO	FINRO	EN580	EN580	MD100	MD090	MD100	34	MD090	MD100	MD090	MD100
33	MD090	GABORT1	GABORT1	USRLOC1	USRLOC1	MD090	MD070	MD080	33	MD070	MD080	MD070	MD080
32	MD080	ADDO	ADDO	CPMARI	CPMARI	MD080	MD050	MD060	32	MD050	MD060	MD050	MD060
31	SRLS01	RD211	RD211	MD070	MD070	SRLS01	MD030	MD040	31	MD030	MD040	MD030	MD040
30	SRLS11	RD201	RD201	MD060	MD060	SRLS11	MD010	MD020	30	MD010	MD020	MD010	MD020
29	BBC01	RD191	RD191	MD050	MD050	BBC01	MD000	MD000	29	EXVT	MD000	EXVT	MD000
28	FMEF1	RD181	RD181	MD040	MD040	FMEF1			28	TEMPA	VT	TEMPA	VT
27	SEQ01	RD171	RD171	MD030	MD030	SEQ01			27	WRT0	TEMPB	WRT0	TEMPB
26	GLRO	RD161	RD161	MD020	MD020	RD091	DMA170	DGND	26	SCLRO	HWO	SCLRO	HWO
25	ENMS1	RD101	RD101	MD010	MD010	ENMS1	DMA150	DMA160	25	PERRO	GLRO	PERRO	GLRO
24	FDATO	RD091	RD091	MD000	MD000	FDATO	DMA130	DMA140	24	MPARO	ENMS1		
23	RD231	RD221	RD231	RD221	RD231	RD221	DGND	DMA120	23	SYNO	ATNO	SYNO	ATNO
22	RD131	RD121	RD131	RD121	RD131	RD121	DMA110	DMA100	22	RACKO	TACKO	RACKO	TACKO
21	SO91	CSV1	RD151	CSV1	RD151	CSV1	DMA090	DMA080	21	CL070	DAO	CL070	DAO
20	GND	GND	GND	GND	GND	GND	DMA070	DMA060	20	DRO	CMD0	DRO	CMD0
19	SO01	SO11	SO01	SO11	SO01	SO11	DMA050	DGND	19	SRO	ADR50	SRO	ADR50
18	LRARO	FLR121	LRARO	SO31	FLR121	SO31	DMA030	DMA040	18	D140	D150	D140	D150
17	RSTOPO	SHCRY1	RSTOPO	SO41	SHCRY1	SO41	DMA010	DMA020	17	D120	D130	D120	D130
16	SO21	SO51	SO21	SO51	SO21	SO51	DGND	DMA000	16	D100	D110	D100	D110
15	SO61	SO71	SO61	SO71	SO61	SO71		DMA140	15	DO80	DO90	DO80	DO90
14	SO81	SO81	SO81	SO81	SO81	SO81	DMX150	DMX120	14	DO60	DO70	DO60	DO70
13	S101	S111	S101	S111	S101	S111	DMX130	DGND	13	DO40	DO50	DO40	DO50
12	S121	S131	S121	S131	S121	S131	M3BZ0	M2BZ0	12	DO20	DO30	DO20	DO30
11	S141	S151	S141	S151	S141	S151	M1BZ0	M0BZ0	11	DO00	DO10	DO00	DO10
10	RD080	NORMO	RD080	LMARO	NORMO	LMARO	LOAD0	AN50	10	WRT0A	M5000	WRT0A	M5000
09	RD071	CSVDIVO	RD071	CPLOC1	CSVDIVO	CPLOC1	LMRQ0		09	M5010	M5020	M5010	M5020
08	RD10	RD10	RD10	RD10	RD10	RD10	SOTO	EOTO	08	M5030	M5040	M5030	M5040
07	RD061	CSRHI	RD061	READ1	CSRHI	READ1	XREQ0	QUEO	07	M5050	M5060	M5050	M5060
06	RD051	GABB1	RD051	MDR011	GABB1	MDR011			06	M5070	M5080	M5070	M5080
05	RD000	CLMDRO	RD000	MDR000	CLMDRO	MDR000		TPCO	05	M5090	M5100	M5090	M5100
04	LOAD0	ENDAI	LOAD0	ENDAI	LOAD0	ENDAI		BHO	04	M5110	M5120	M5110	M5120
03	FPSELO	CLKIC	FPSELO	CLKIC	FPSELO	CLKIC	FPSELO	CLKIC	03	M5130	M5140	M5130	M5140
02	DSTOPO	CLK1B	DSTOPO	CLK1B	DSTOPO	CLK1B	SMPYO	PERRO	02	M5150	M5160	M5150	M5160
01	GND	GND	GND	GND	GND	GND	GND	GND	01	GND	GND	GND	GND
00	PS	PS	PS	PS	PS	PS	PS	GND	00	PS	GND	PS	GND
41	PS	PS	PS	PS	PS	PS	PS	GND	41	PS	GND	PS	GND
40	GND	GND	GND	GND	GND	GND	GND	GND	40	GND	GND	GND	GND
39	REQO	RD041	RD041	ARH150	ARH150	FRSUBO	REQO	REQO	39	PS	REQO	PS	REQO
38	ENO	RD030	RD030	ARH140	ARH140	CMNDO	ENO	ENO	38	N15	ENO	N15	ENO
37	EXDUAO	FAIFB00	FAIFB00	ARH130	ARH130	MA070	EXDUAO	EXDUAO	37	ACTO	TACO	ACTO	TACO
36	UMDR1	WRTO	UMDR1	ARH120	ARH120	MA060	MEM1	MEM1	36				
35	PSW111	PERRO	PSW111	M1	M1	MA050	PSW111	PSW111	35				
34	MPARO	SCLROA	SCLROA	SO1	SO1	MA040	EPARO	EPARO	34				
33	LPSWLI	POO	LPSWLI	MA130	MA130	MA140	MA130	MA140	33	MA130	MA140	MA130	MA140
32	DONO	MSTOPO	MSTOPO	MA110	MA110	MA120	MA110	MA120	32	MA110	MA120	MA110	MA120
31	UMARI	SELAI	UMARI	MA090	MA090	MA100	MA090	MA100	31	MA090	MA100	MA090	MA100
30	SRHS01	SELAI	SRHS01	MA080	MA080	MA070	MA080	MA060	30	MA070	MA080	MA070	MA080
29	ILOC1	IMARI	ILOC1	IMARI	IMARI	ILOC1	MA050	MA060	29	MA050	MA060	MA050	MA060
28	POWNO	SRHS11	XMA141	S11	S11	MA030	MXR141	MXR141	28	RBACKO	TBACKO	RBACKO	TBACKO
27	DCO	DCRO	XMA120	S21	S21	MA020	MXR120	MXR120	27	DCO	DCRO	DCO	DCRO
26	SCLRO	HWO	GND	S31	S31	SELAI	SCLRO	SCLRO	26	SCLRO	HWO	SCLRO	HWO
25	GND	GND	GND	GND	GND	GND	GND	GND	25				
24	LMASO	ENDD1	LMASO	ENDD1	ENDD1	ENDD1	LMASO	LMASO	24				
23	SYNO	ATNO	XMA130	D520	D520	MA020	MAR020	MXR130	23	SYNO	ATNO	SYNO	ATNO
22	ACKO	B150	XMA140	B150	B150	MA010	MAR010	MXR140	22	RACKO	TACKO	RACKO	TACKO
21	CL070	DAO	XMA150	D5B1	D5B1	MA000	MAR000	MXR150	21	CL070	DAO	CL070	DAO
20	DRO	CMD0	LARH140	LARH150	LARH140	LARH150			20	DRO	CMD0	DRO	CMD0
19	SRO	ADR50	LARH120	LARH130	LARH120	LARH130			19	SRO	ADR50	SRO	ADR50
18	BRCH1	P20	BRCH1	D140	D140	D150	D140	D150	18	D140	D150	D140	D150
17	IR141	IR151	IR141	D120	D120	D130	D120	D130	17	D120	D130	D120	D130
16	IR121	IR131	IR121	D100	D100	D110	D100	D110	16	D100	D110	D100	D110
15	IR101	IR111	IR101	DO80	DO80	DO90	DO80	DO90	15	DO80	DO90	DO80	DO90
14	IROB1	IROB1	IROB1	DO60	DO60	DO70	DO60	DO70	14	DO60	DO70	DO60	DO70
13	SHORT1	ULOC1	SHORT1	ULOC1	ULOC1	ULOC1	DO40	DO50	13	DO40	DO50	DO40	DO50
12	SUB1	CMNDO	SUB1	CMNDO	CMNDO	CMNDO	DO20	DO30	12	DO20	DO30	DO20	DO30
11	PSW271	ESAI	PSW271	ESAI	ESAI	ESAI	DO00	DO10	11	DO00	DO10	DO00	DO10
10	B130	B140	B130	B140	B130	B140	MA030	MA040	10	MA030	MA040	MA030	MA040
09	B120	ENDC1	B120	ENDC1	B120	ENDC1	MA020	MA021	09	MA020	MA021	MA020	MA021
08	B100	B110	B100	B110	B100	B110	XMA150	XMA140	08	XMA150	XMA140	MA01	MA02
07	B090	ENDB1	B090	ENDB1	B090	ENDB1	MA011	MA011	07	MA010	MA011	MA01	MA02
06	B080	ERR	B080	ERR	B080	ERR	MA000	MA001	06	MA010	MA011	MA000	MA001
05	EXBSYO	DACKO	B060	B070	B060	B070	MPARO	XMA141	05	PARO	XMA141	PARO	MA00
04	INHO	ERO	B040	B050	B040	B050	INHO	ERO	04	INHO	ERO	INHO	ERO
03	WO	LRO	B020	B030	B020	B030	WO	LRO	03	WO	LRO	WO	LRO
02	PS	PEDTO	B000	B010	B000	B010	PS	GND	02	PS	GND	PS	GND
01	GND	GND	GND	GND	GND	GND	GND	GND	01	GND	GND	GND	GND
00	PS	PS	PS	PS	PS	PS	PS	GND	00	PS	GND	PS	GND



REVISIONS  
AREA DB, OP EXTENSION  
TABLE, 1B, DA, QAS 1.  
REV 12939 / B-772, ROI

MICRO INSTRUCTION FORMATS



OP FIELD

0	1	2	3	LOAD-L
0	0	0	0	AND-N
0	0	1	0	OR-O
0	0	1	1	XOR-X
0	1	0	0	ADD-A
0	1	0	1	SUB-S
0	1	1	0	CALCULATE ADR-CA
0	1	1	1	COMMAND
1	0	0	0	LOAD IMM.
1	0	0	1	AND IMM.
1	0	1	0	OR IMM.
1	0	1	1	XOR IMM.
1	1	0	0	ADD IMM.
1	1	0	1	SUB IMM.
1	1	1	0	BRANCH ON TRUE
1	1	1	1	BRANCH ON FALSE

CONTROL (C)

4	5	6	7	NO ACTION
0	0	0	0	MRI
0	0	0	1	DI
0	0	1	0	DL2
0	1	0	0	IR
0	1	0	1	IRTH
0	1	1	0	IRTF
0	1	1	1	IRJ
1	0	0	0	MR
1	0	0	1	MR2
1	0	1	0	MRD
1	0	1	1	XR2
1	1	0	0	MWD
1	1	0	1	MEDR
1	1	1	0	MW
1	1	1	1	MW2

FIRST SOURCE (S1)

8	9	10	11	12	
0	0	0	0	0	MRO
0	0	0	0	1	MR1
0	0	0	1	0	MR2
0	0	0	1	1	MR3
0	0	1	0	0	MR4
0	0	1	0	1	MR5
0	0	1	1	0	MR6
0	0	1	1	1	PSWL
0	1	0	0	0	
0	1	0	0	1	4SI
0	1	1	0	1	4DI
0	1	1	1	0	PSWH
0	1	1	1	1	OP
1	0	0	0	0	NULL
1	0	0	0	1	LOCN
1	0	0	1	0	SRL
1	0	0	1	1	SEH
1	0	1	0	0	LOC
1	0	1	0	1	IO
1	0	1	1	0	MDE
1	0	1	1	1	MAR
1	1	0	0	0	4DH
1	1	0	0	1	4DL
1	1	0	1	0	4DLP1
1	1	0	1	1	4DLM1
1	1	1	0	0	4SH
1	1	1	0	1	4SL
1	1	1	1	0	4SLX
1	1	1	1	1	4SHX

SECOND SOURCE (S2)

13	14	15	
0	0	0	NULL
0	0	1	ONE
0	1	0	ARL
0	1	1	TWO
1	0	0	MDR
1	0	1	SIGN
1	1	0	AE
1	1	1	ARH

OP EXTENSION (E1)

13	14	15	
1	0	0	S2
0	1	0	SL
1	1	0	CS
X	X	1	LEN

DESTINATION

19	20	21	22	23	
0	0	0	0	0	MRO
0	0	0	0	1	MR1
0	0	0	1	0	MR2
0	0	0	1	1	MR3
0	0	1	0	0	MR4
0	0	1	0	1	MR5
0	0	1	1	0	MR6
0	0	1	1	1	PSWL
0	1	0	0	0	CTE
0	1	0	0	1	ARL
0	1	0	1	0	ARH
0	1	0	1	1	AR
0	1	1	0	0	4SI
0	1	1	0	1	
0	1	1	1	0	PSWH
0	1	1	1	1	FLR
1	0	0	0	0	NULL
1	0	0	0	1	
1	0	0	1	0	SRL
1	0	0	1	1	SEH
1	0	1	0	0	LOC
1	0	1	0	1	IO
1	0	1	1	0	MDE
1	0	1	1	1	MAR
1	1	0	0	0	4DH
1	1	0	0	1	4DL
1	1	0	1	0	4DLP1
1	1	0	1	1	4DLM1
1	1	1	0	0	4SH
1	1	1	0	1	4SL
1	1	1	1	1	

FUNCTION (FOR COMMAND)

8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	
1	0															MPY
1	1															UNIMPY
																DIV
																SLI
																SL2
																SRI
																SR2
																CI
																CO
																SUT
																CUT
																TUT
																EPT
																SWA
																CWA
																POW
																ALRM
																TABT
																PW
																JH
																TS
																CYD

BRANCH CONDITION

4	5	6	7	8	9	10	11	12	
0	0	1							C
0	0		1						V
0	0			1					G
0	0				1				L
0	0					1			MSKI
0	0						1		WAIT
0	0							1	
0	1	1							ATNX
0	1		1						HWL
0	1			1					QUE
0	1				1				RR
0	1					1			ATN
0	1						1		MAC
0	1							1	
1	0	1							SNBL
1	0	1							CATN
1	0		1						DC
1	0			1					DED
1	0				1				MALF
1	0					1			PPF
1	0						1		
1	1	1							HWIO
1	1	1							NORM
1	1		1						CNTR
1	1			1					ARST
1	1	0	0	0	1	0	0	0	UT
1	1						1		SHORT
1	1							1	

OP EXTENSION (E2)

16	17	18	
1	X	X	CARRY IN
X	1	X	CARRY OUT
X	X	1	FLAGS

OP EXTENSION 1 (E2) FOR I/O

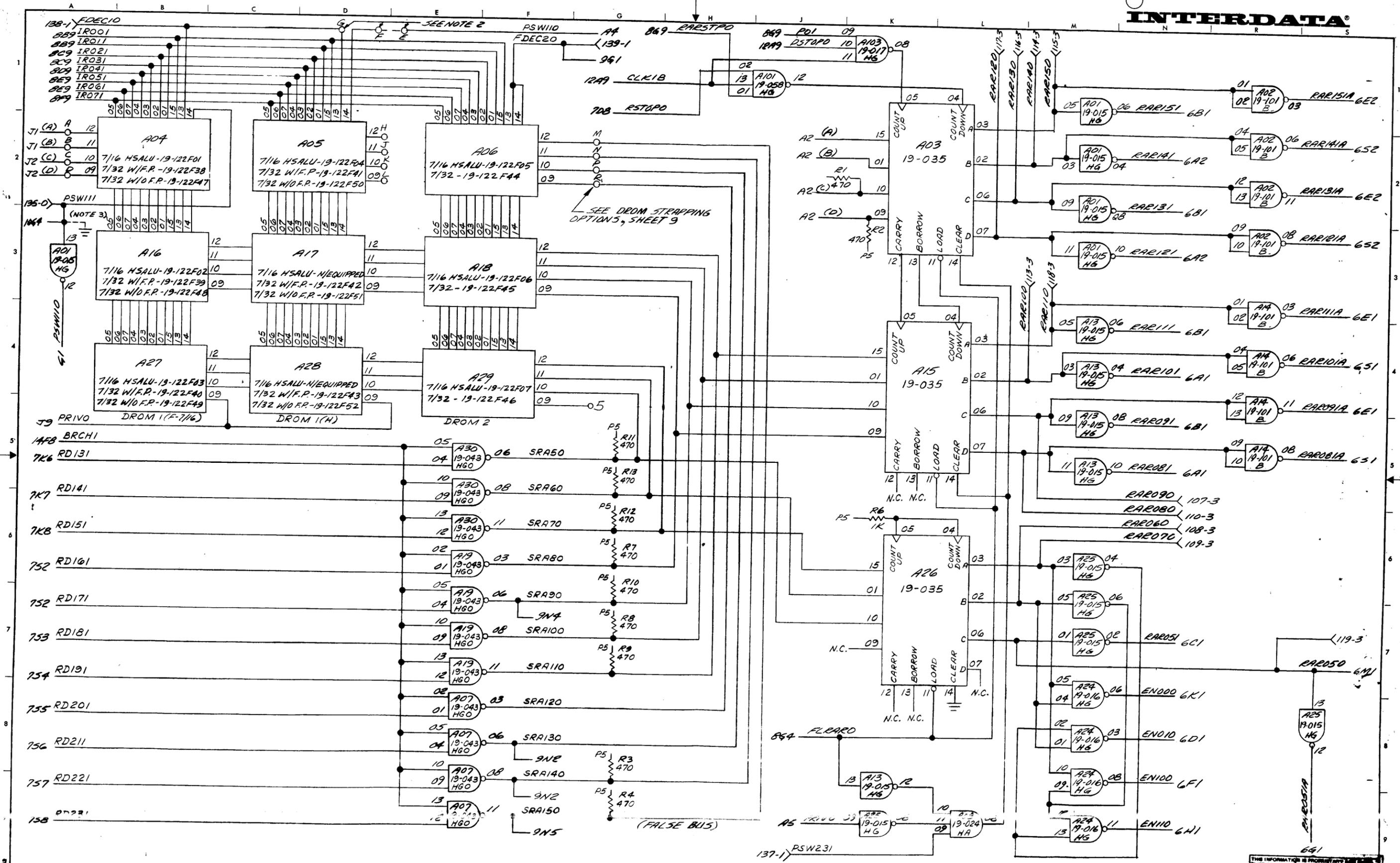
16	17	18	
0	0	0	DCAK
0	0	1	ADPS
0	1	0	DA
0	1	1	OC
1	0	0	ACK
1	0	1	DR
1	1	0	STAT
1	1	1	

MICRO PROGRAM FORMAT

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NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
V. PERE	DRAFT	8-21-73	MODEL 7/16 HSALL & 7/32 PROCESSOR
CHK	ENGR		
DIR ENG			
TASK NO. 03047	SHEET OF 4-36		
01-079M/R/DOE			

NOTES



NOTES

1. ALL APPARATUS THIS SHEET LOCATED ON CPU-B BOARD, MODEL 7132 USES 35-523, MODEL 7116 HSA LU USES 35-544.
2. FOR 7132 OPTION TERMINAL 'F' IS STRAPPED TO TERMINAL 'E'. FOR 7116 HSA LU TERMINAL 'F' IS STRAPPED TO TERMINAL 'G'.
3. FOR 7116 HSA LU THIS POINT IS GROUND AT THE BACK PANEL.

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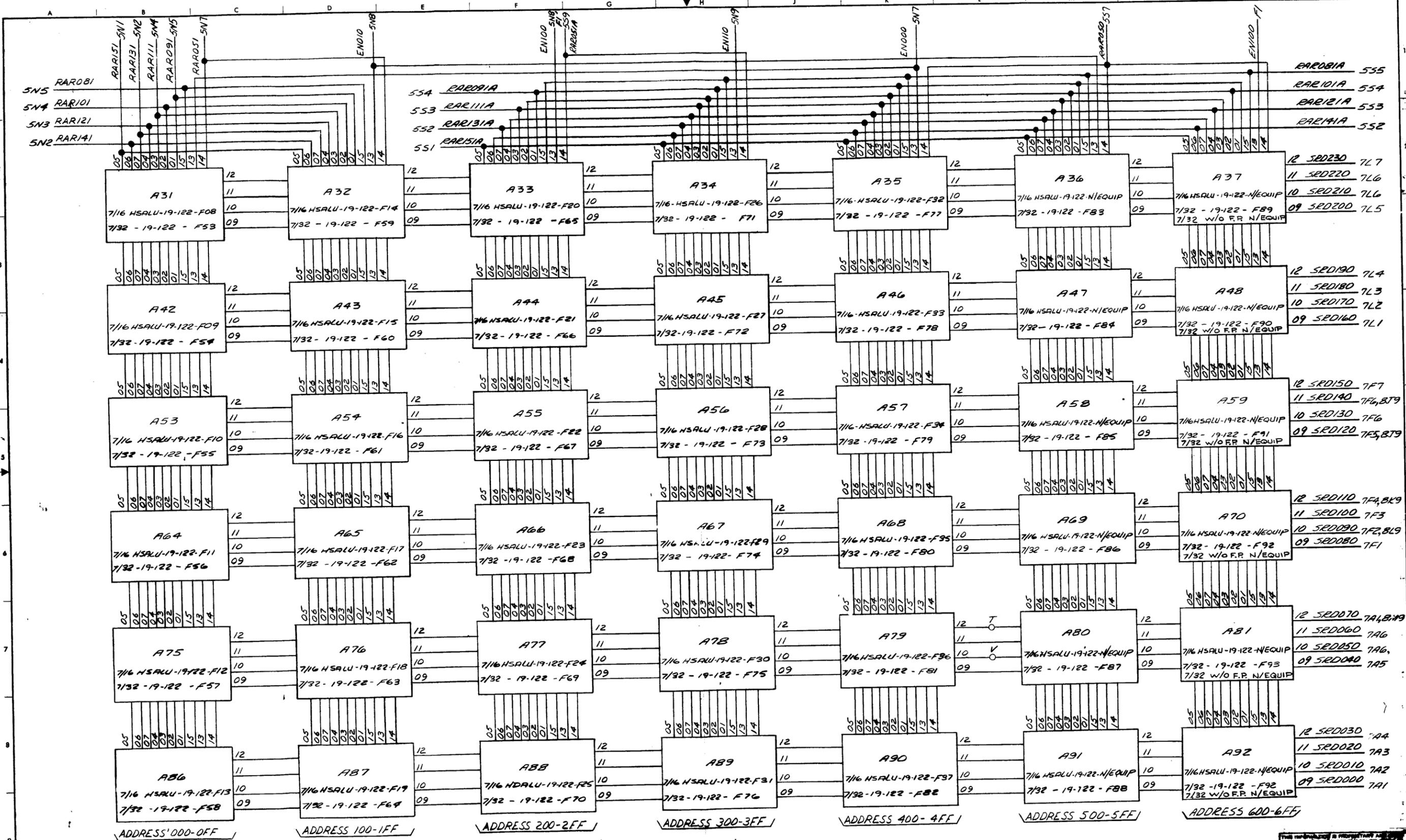
REVISIONS

NO.	DESCRIPTION	DATE
1	AREA J1, A01 F/W WAS 19-017.	12-22-75
2	19-017	12-22-75

TITLE FUNCTIONAL SCHEMATIC MODELS 7116 HSA LU & 7132 PROCESSOR

TASK NO. 03047 SHEET OF 5-36

NO. 01-079101 R01 D08



READ ONLY MEMORY

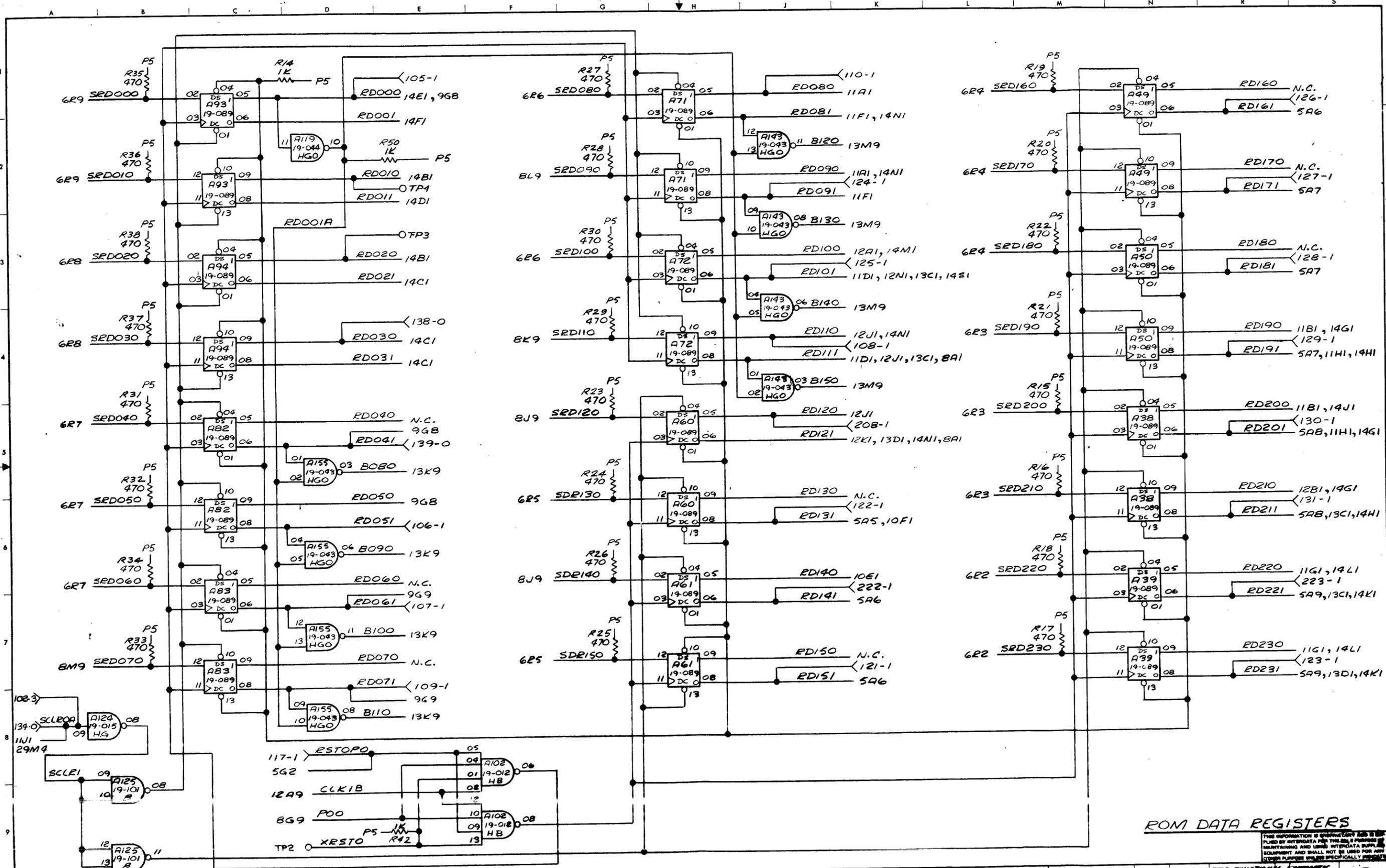
NOTES  
 1. ALL APPARATUS THIS SHEET LOCATED ON CPU-B BOARD, MODEL 7132 USES 35-523, MODEL 7116 HSALU 35-544.

NAME	TITLE	DATE	TITLE, FUNCTIONAL SCHEMATIC
B GRAY	DRAFT	10-19-73	MODELS 7116 HSALU & 7132 PROCESSOR
	CHK		
	ENGR		
	DIR ENGR		

TASK NO. 03047	SHEET OF 6-36
DATE 01-07-74	DOE





ROM DATA REGISTERS

NOTES  
 1. ALL APPARATUS THIS SHEET LOCATED ON CPU-B BOARD MODEL 7132 USES 35-523, MODEL 7116 HSA11U (FAP1A) MICRO-INSTRUCTION USES 35-544.

2. WHEN SCLR0A BECOMES ACTIVE THE ROM DATA REGISTER IS JAMMED WITH A BRANCH TO ROM FROM ADDRESS X'100'

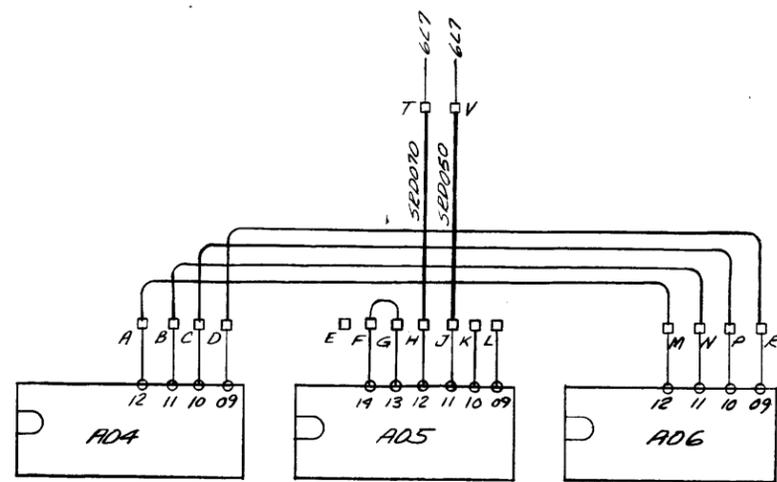
NAME	TITLE	DATE	TITLE FUNCTIONAL
G. MELTON	DRAFT	3-22-74	MODELS 7116 HSA11U & 7132 PROCESSOR
	CHK		
	ENGR		
	DIR ENGR		

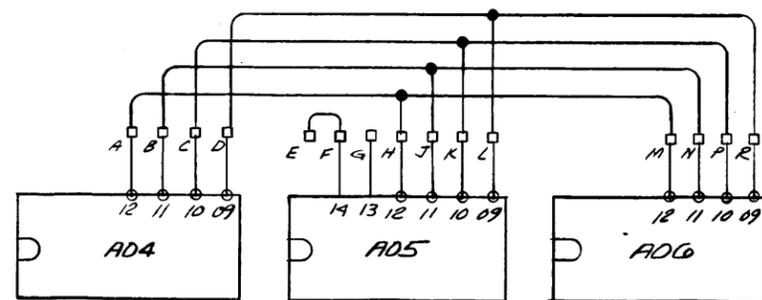
TASK NO.	SHEET OF
08047	7-36
DOC NO.	
01-079/M01 DOB	





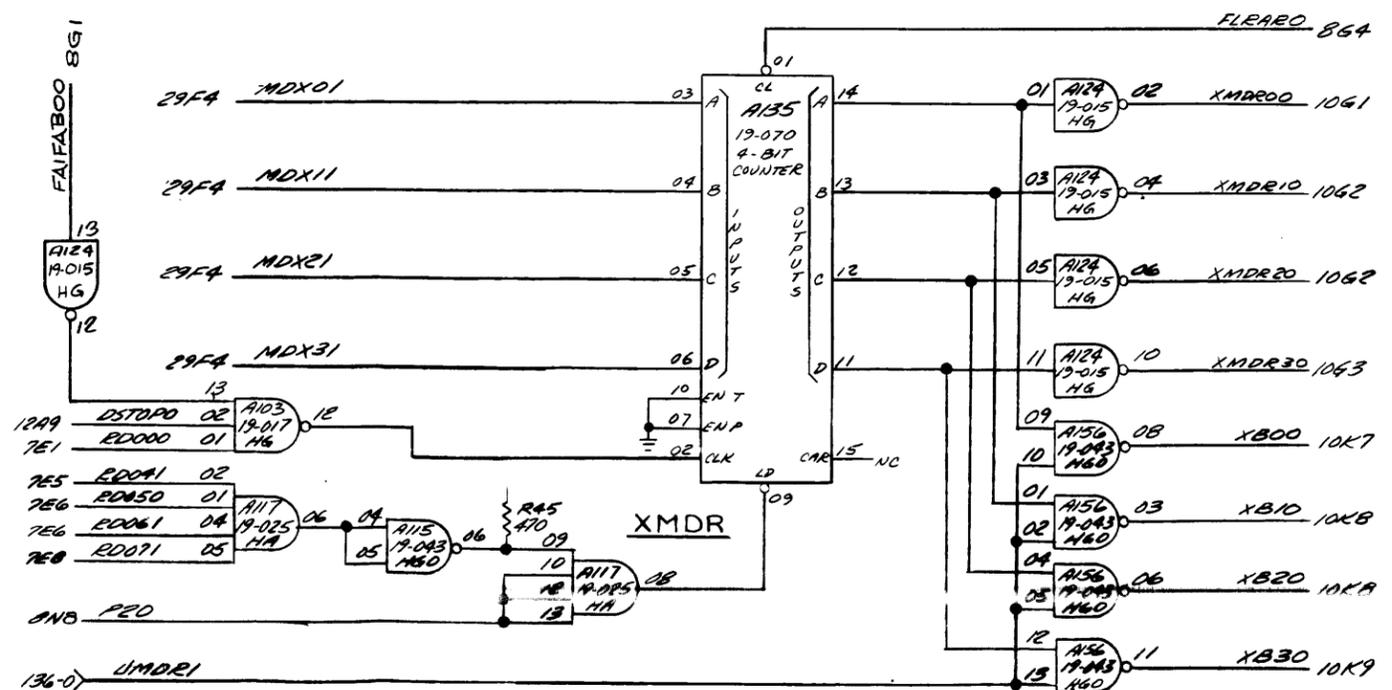
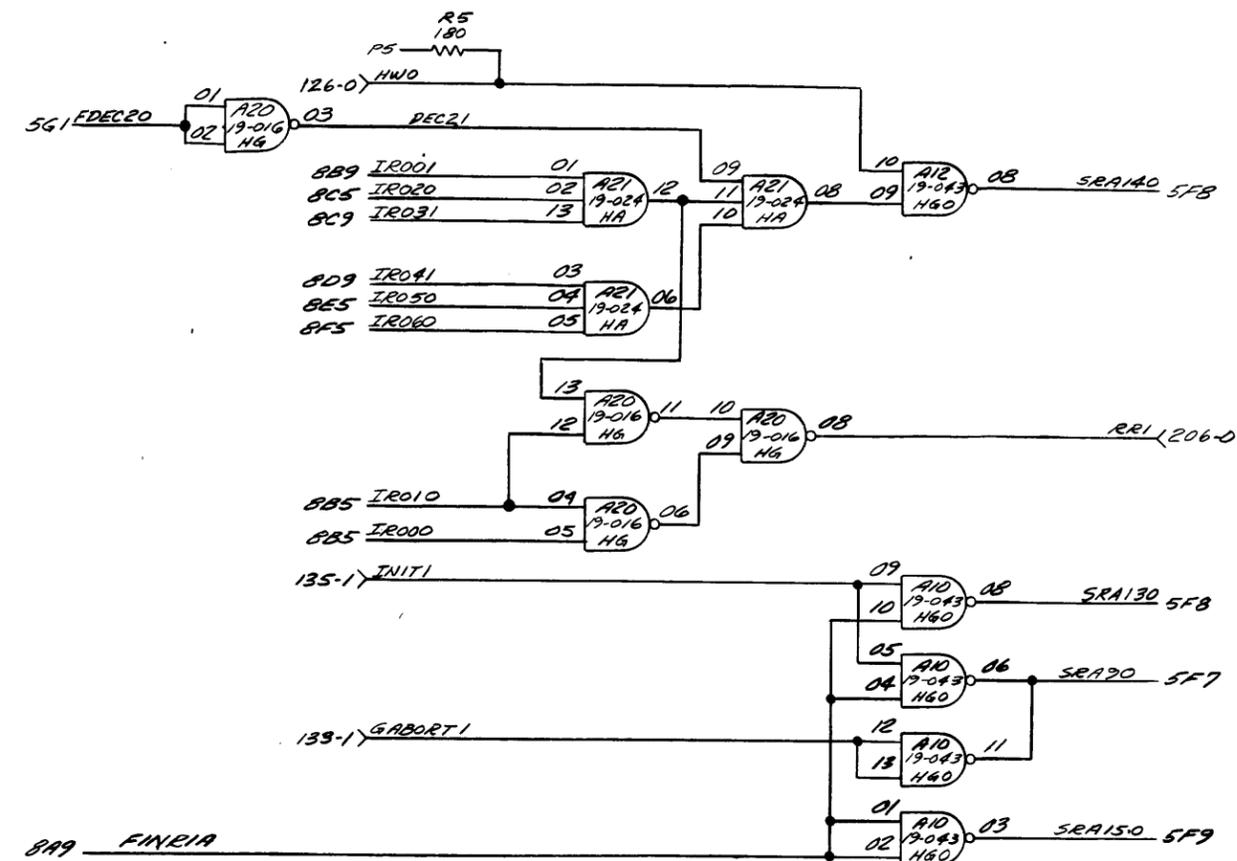


DEOM STRAPPING FOR 7/16 HSALLI



DEOM STRAPPING FOR 7/32

STRAPPING OPTIONS FOR 7/32 & 7/16 HSALLI



NOTES  
 1. ALL APPARATUS THIS SHEET LOCATED ON CPU-B BOARD, MODEL 7/32 USES 35-523, MODEL 7/16 HSALLI USES 35-544.

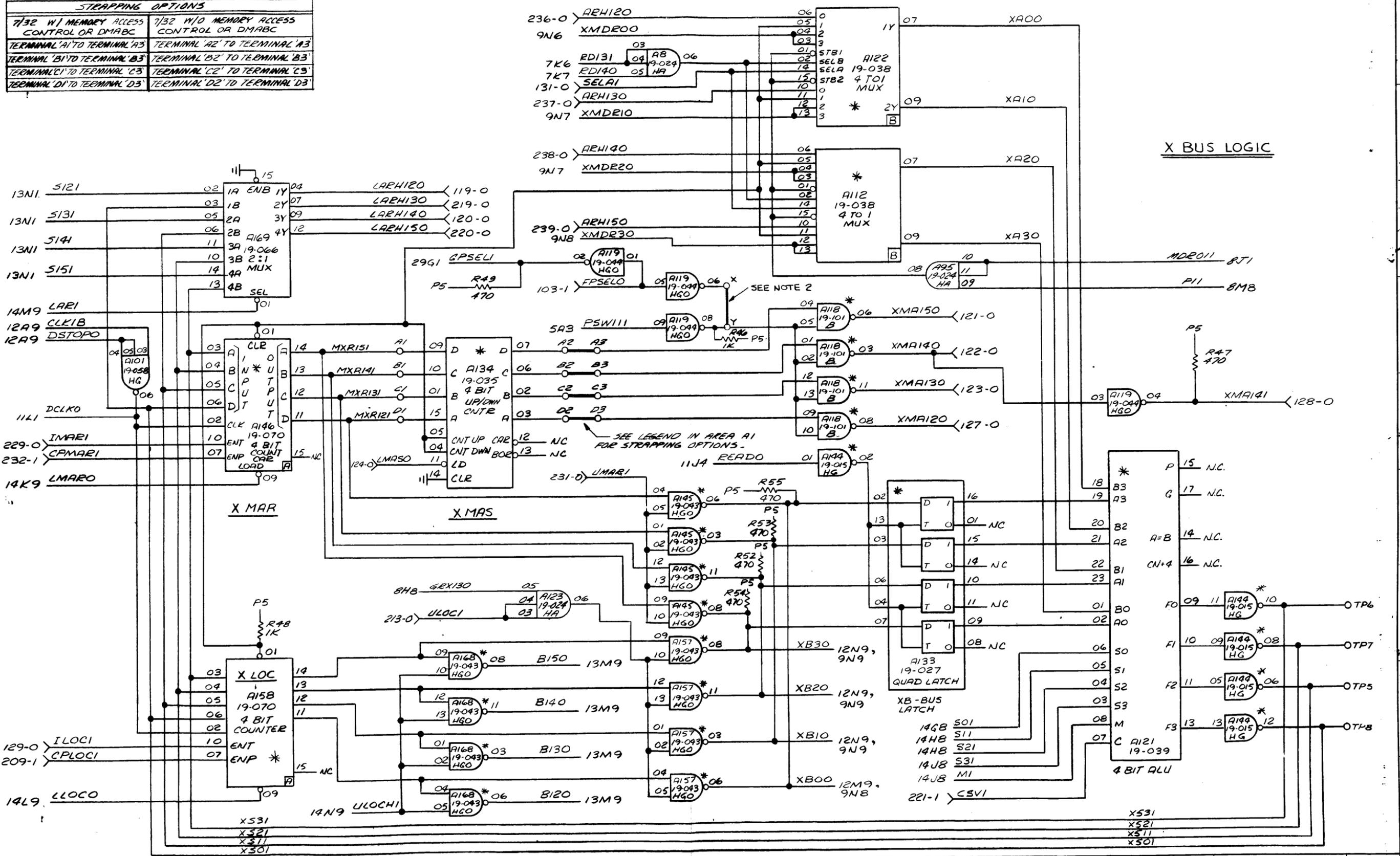
NAME	TITLE	DATE	TITLE FUNCTIONAL DESCRIPTION
V. PEREJ	DRAFT		MODELS 7/16 HSALLI & 7/32 PROCESSOR
	CHK		
	ENGR		
	DIR ENG		

TASK NO. 03047  
 SHEET OF 9-36

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**STRAPPING OPTIONS**

7/32 W/ MEMORY ACCESS CONTROL OR DMABC	7/32 W/O MEMORY ACCESS CONTROL OR DMABC
TERMINAL 'A1' TO TERMINAL 'A3'	TERMINAL 'A2' TO TERMINAL 'A3'
TERMINAL 'B1' TO TERMINAL 'B3'	TERMINAL 'B2' TO TERMINAL 'B3'
TERMINAL 'C1' TO TERMINAL 'C3'	TERMINAL 'C2' TO TERMINAL 'C3'
TERMINAL 'D1' TO TERMINAL 'D3'	TERMINAL 'D2' TO TERMINAL 'D3'



NOTES  
 1. ALL APPARATUS THIS SHEET LOCATED ON CPU - B BOARD, MODEL 7/32 USES 35-523; MODEL 7/16 HSA LU USES 35-544.

2. REMOVE JUMPER 'X' TO 'Y' W/MAC OR DMABC.  
 \* NOT EQUIPPED ON 7/16 WITH HSA LU.

**REVISIONS**

AREA B4, A101 P/W/MS 19-017
AREA A5, M/MEM DCLK WAS NOT SPEC'D.
5/1/68 2392 -12-12-73 RDI

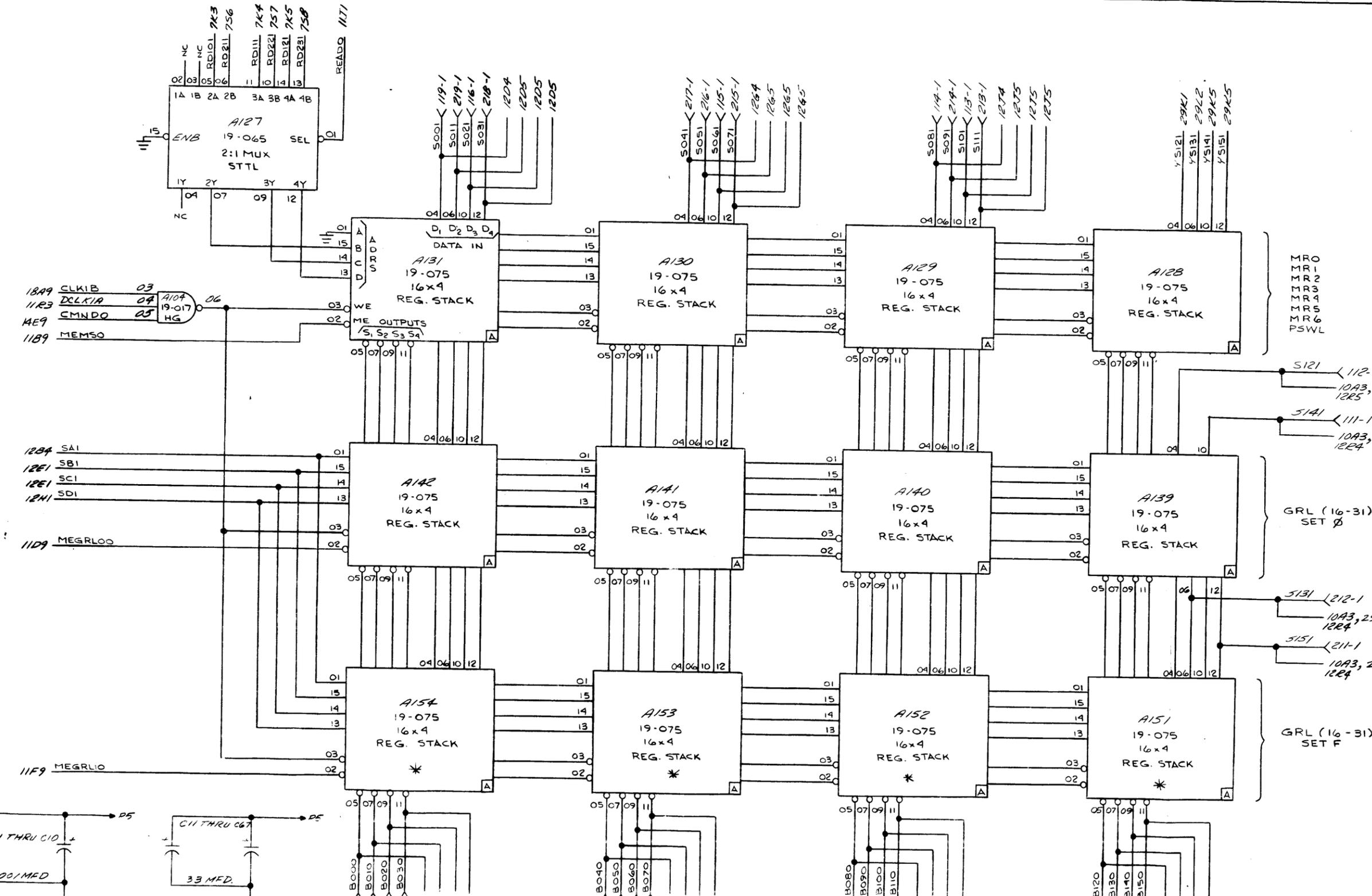
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NAME	TITLE	DATE	TITLE
G. MELTON	DRAFT	3-20-74	FUNCTIONAL SCHEMATIC MODELS 7/16 HSA LU & 7/32 PROCESSOR
	CHK		
	ENGR		
	DIR ENG		
			TAB NO. 03047
			SHC NO. 01-079M/P/DOB
			SHEET OF 10-36

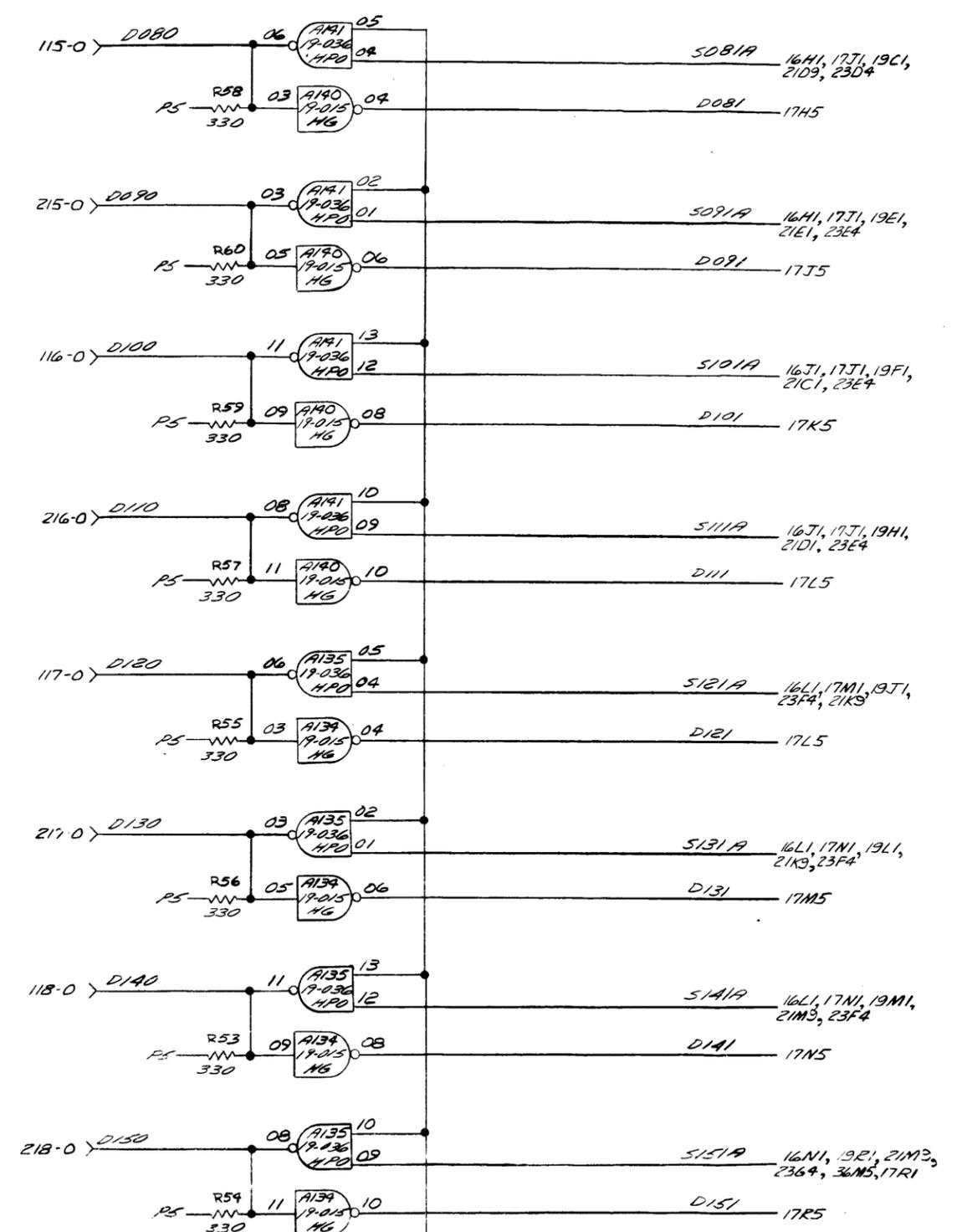
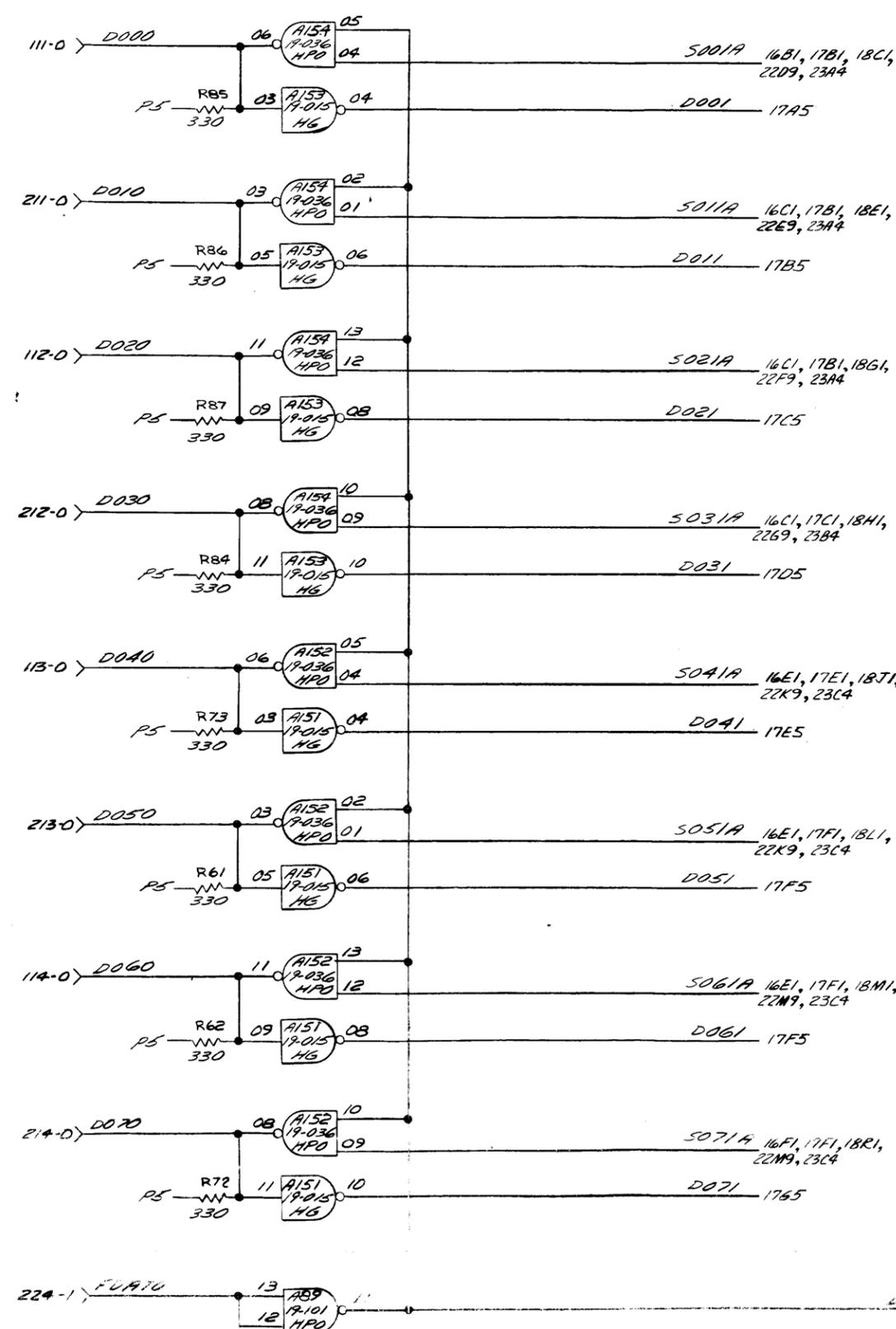




REVISIONS	
AREA B3, MNEM. DCLKIA, WMS DSTOP.	
2A WMS 2392	12-12-75 R01





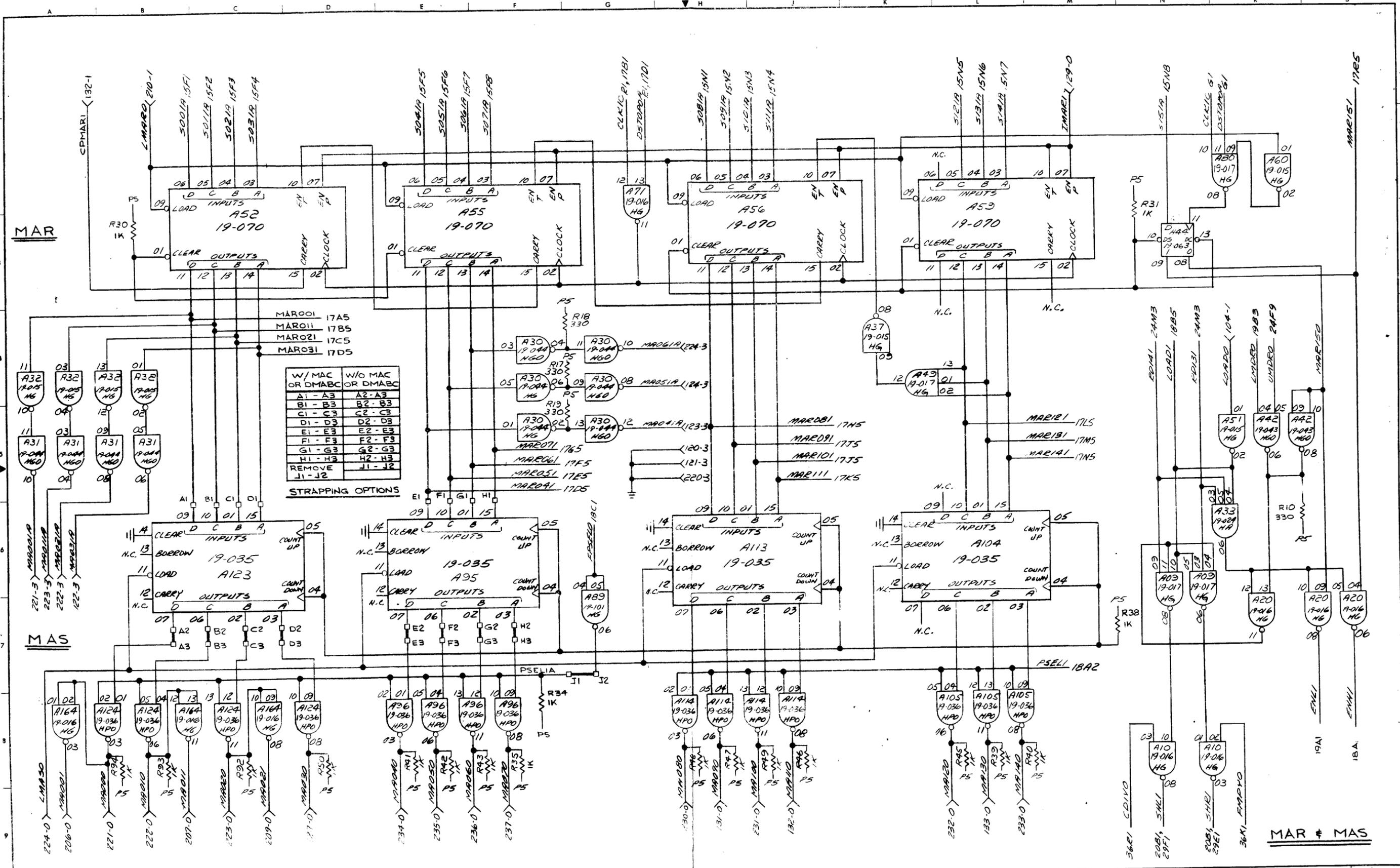


**I/O DRIVERS & RECEIVERS**

NOTES  
1. ALL APPARATUS THIS SHEET LOCATED IN LFD-C 80460, 35-529 MAG.

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NAME	DATE	TITLE
		MODEL 5 716 H5ALU # 7/32 PROCESSOR
NO. 03047		
01-079/M01 D08	15	36



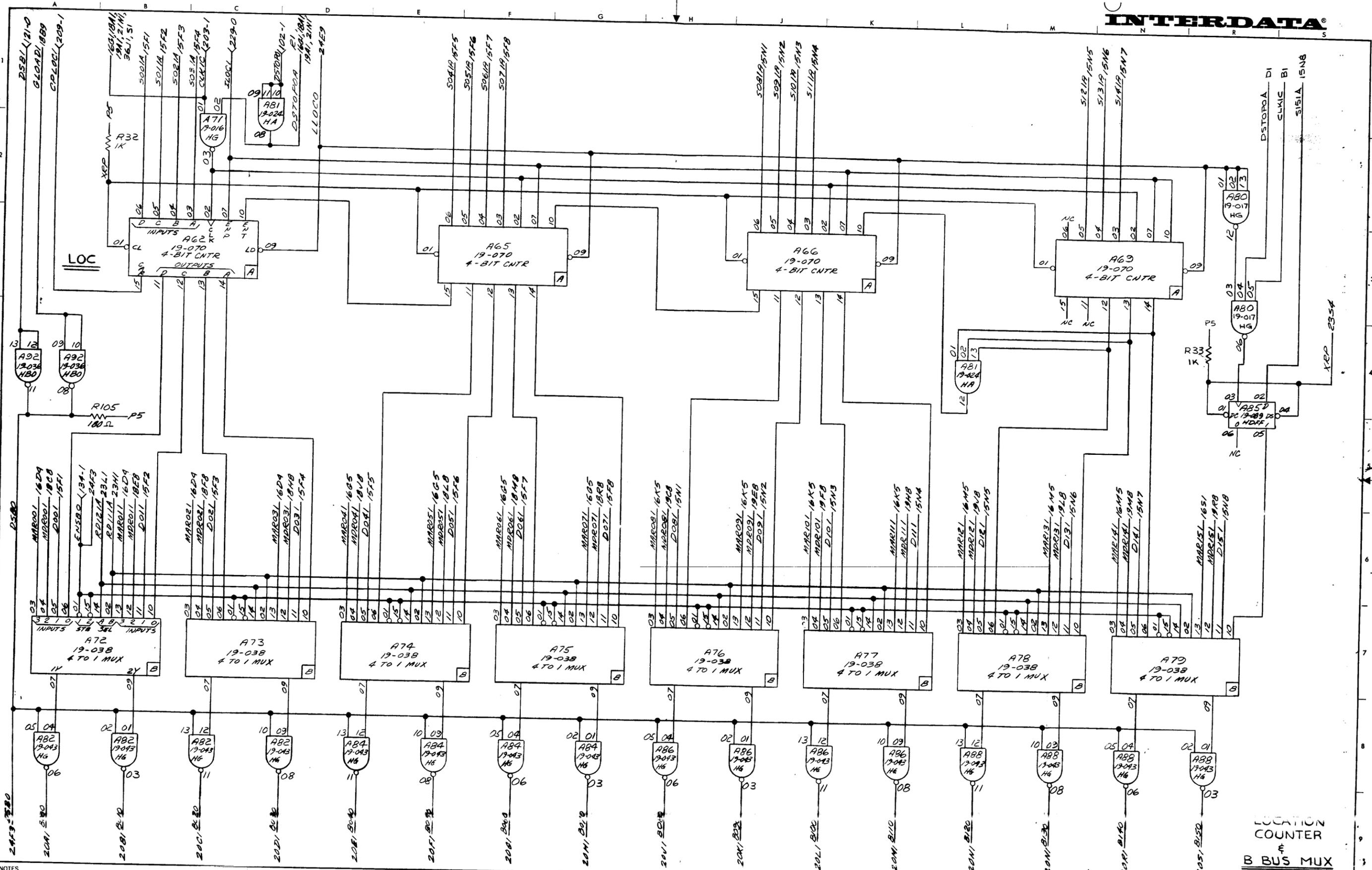
NOTES  
 1. ALL APPARATUS THIS SHEET LOCATED ON CPU-C BOARD, 35-524 MOI.

**REVISIONS**

AT LOC N3 A44 WAS 19-091  
 BY 2392 14-73 R01  
 AREA 191'S, 2804'S  
 230 ON WAS 19-015  
 BY 2941 - 13-20-75 E02

THIS INFORMATION IS PROPRIETARY AND IS SUPPLIED BY INTERDATA FOR THE SOLE PURPOSE OF MAINTAINING AND USING INTERDATA SUPPLIED EQUIPMENT AND SHALL NOT BE USED FOR ANY OTHER PURPOSE UNLESS SPECIFICALLY INDICATED.

NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
	DRAFT		MODELS 7116 HSAU & 7132 PROCESSOR
	CHK		
	ENGR		
	DIR ENGR		
TASK NO. 03047			
NO. 01-079M01R02DAS			
			SHEET 16-36

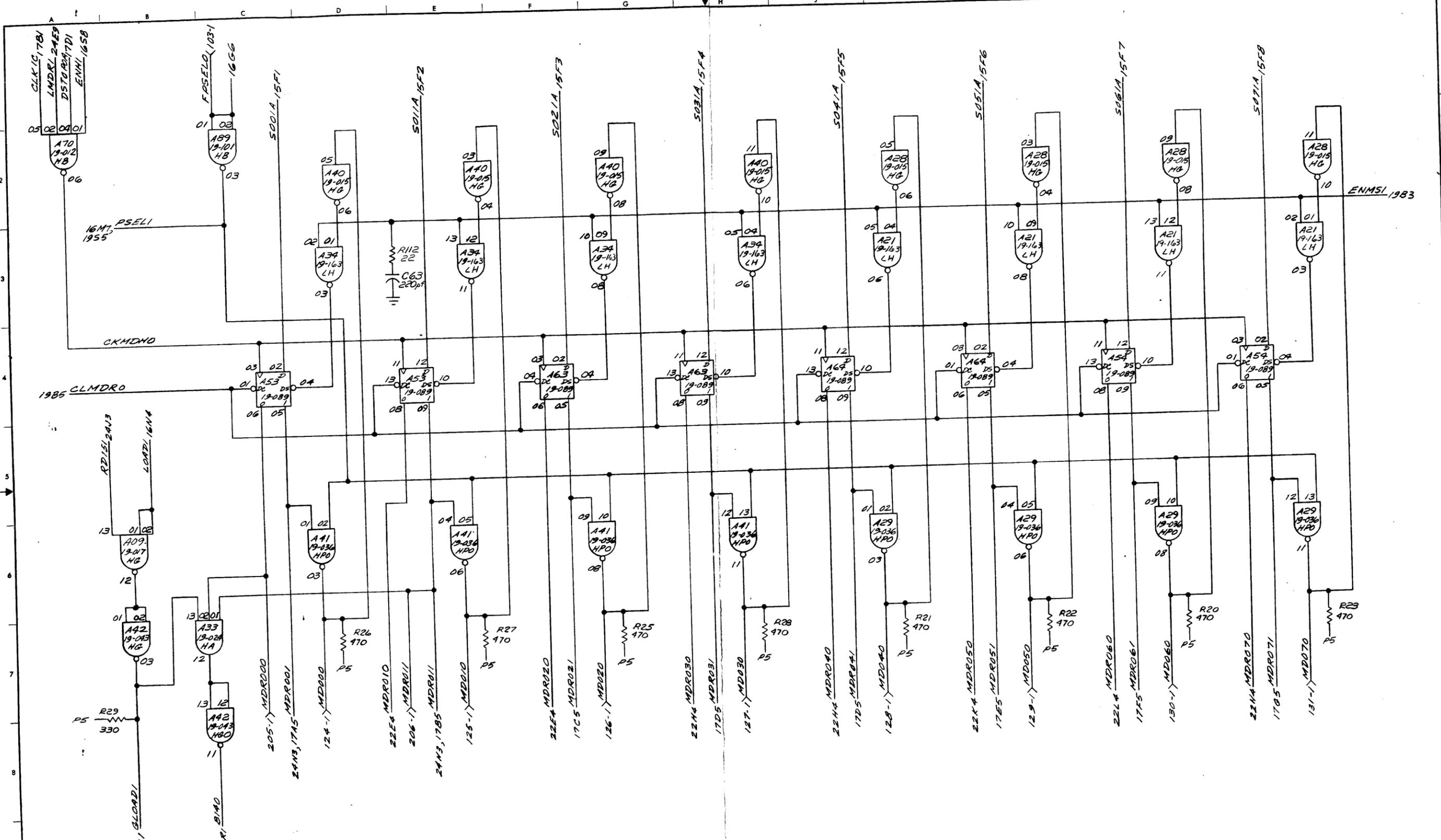


NOTES  
 1. ALL APPARATUS THIS SHEET LOCATED ON CPU-C BOARD, 35-524 MD1.

THIS INFORMATION IS PROPRIETARY AND IS SUPPLIED BY INTERDATA FOR THE SOLE PURPOSE OF MAINTAINING AND USING INTERDATA SUPPLIED EQUIPMENT AND SHALL NOT BE USED FOR ANY OTHER PURPOSE UNLESS SPECIFICALLY INDICATED

NAME	TITLE	DATE	TITLE
E. ROE	FUNCTIONAL SCHEMATIC	5-8-74	MODEL 7116 H5ALU-712 PROCESSOR
	CHK		
	ENGR		
	DIR ENG		
TASK NO. 03047		SHEET OF 17-36	
REV. NO. 01-079 MM DOB			

LOCATION COUNTER & B BUS MUX



MEMORY DATA REGISTER HIGH

NOTES 1. ALL APPARATUS THIS SHEET LOCATED ON CPU-C BOARD 35-524 MOI.

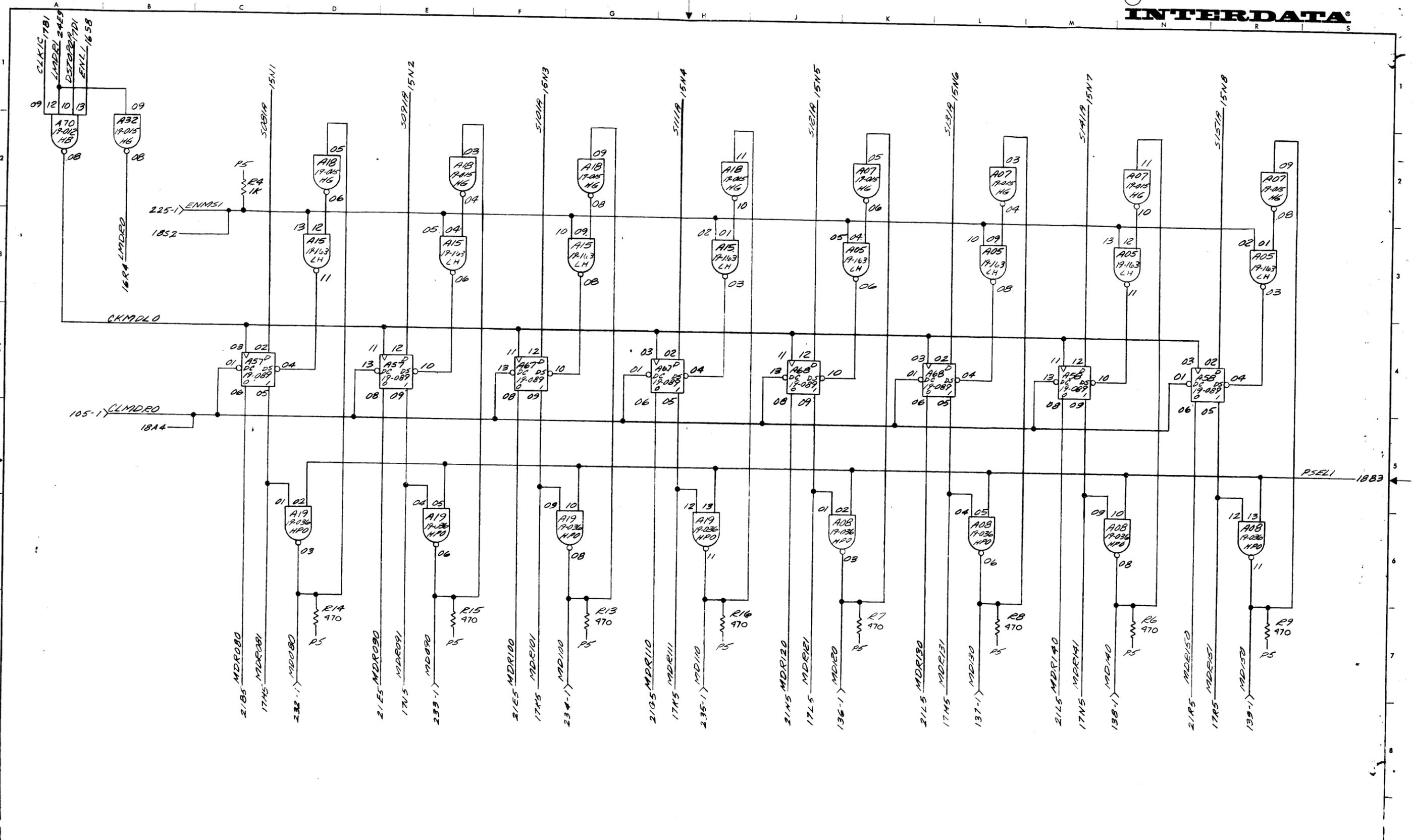
REV. NO.		DATE		DESCRIPTION	
01	01	1-16-77	RO2	AREA D3-R3 GATES A34 & A21 WERE SPECIFIED AS 19-016, HG DEVICES.	
02	02	1-16-77	RO2	AREA E3, ADDED R112 & C62 TO	

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NAME	TITLE	DATE
E. ROE	DRAFT	5-4-74
ENGR	CHK	
DIR ENG		

TITLE	FUNCTIONAL SCHEMATIC
MODEL	716HSALL-732
	PROCESSOR
TASK NO.	03047
NO.	01-079M01R02D08
SHEET OF	18-36

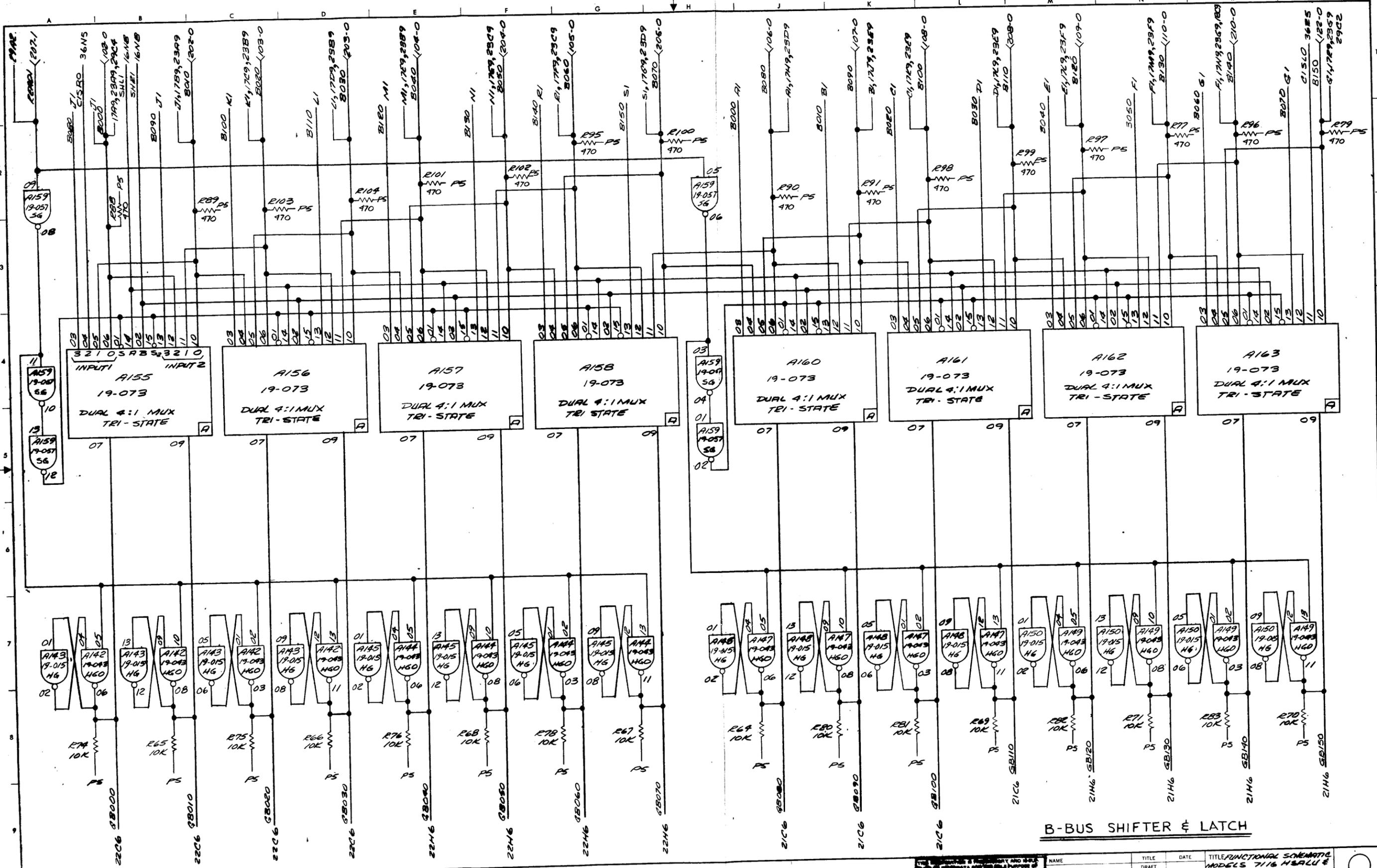




MEMORY DATA REGISTER LOW

NOTES 1. ALL APPARATUS THIS SHEET LOCATED ON CPU-C BOARD 35-524 MOI.

AREA D3-R3 GATES A15-A08 WEAR 19-152LS 19-16-77 R02	REVISIONS AREA D3-R3: A15-A08 WEAR 19-152LS 19-16-77 R02	THIS INFORMATION IS PROPRIETARY AND IS SUPPLIED BY INTERDATA FOR THE SOLE PURPOSE OF MAINTAINING AND USING INTERDATA SUPPLIED EQUIPMENT AND SHALL NOT BE USED FOR ANY OTHER PURPOSE UNLESS SPECIFICALLY INDICATED.	TITLE DRAFT	DATE	TITLE FUNCTIONAL SCHEMATIC MODEL 76 NSALU-732 PROCESSOR
19-16-77 R02	19-16-77 R02		DIR ENG		19-36



B-BUS SHIFTER & LATCH

NOTES  
ALL APPARATUS ON THIS SHEET LOCATED ON CPU-C BOARD, 35-524 MO1.

INTERDATA CORPORATION  
1965

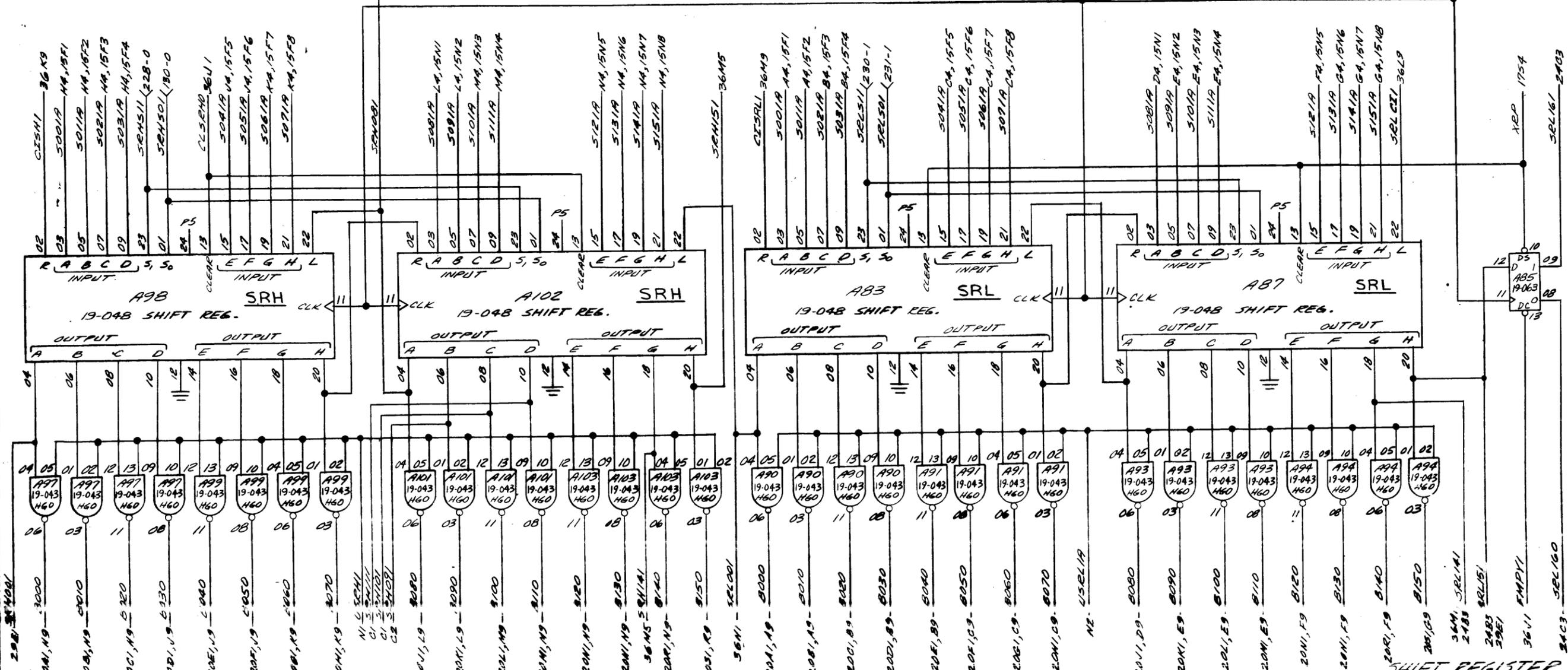
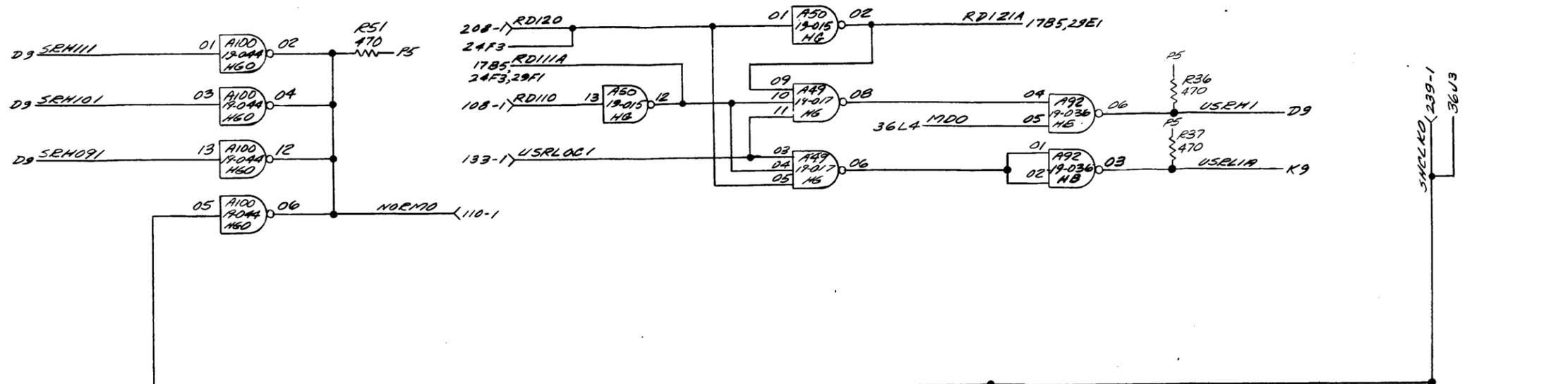
NAME	TITLE	DATE	TITLE/FUNCTIONAL SCHEMATIC
	DRAFT		MODELS 7116 H&ALU &
	CHK		7/32
	ENGR		PROCESSOR
	DIR ENG		TASK NO. 03047 SHEET OF 20-36
			NO. 01-079 MO1 DOB





TRUTH TABLE  
19-048

S1	S0	FUNCTION
0	0	NO OP
0	1	SHIFT RIGHT
1	0	SHIFT LEFT
1	1	LOAD



NOTES 1. ALL APPARATUS THIS SHEET LOCATED ON CPU-C BOARD 35-524 MOI.

REVISIONS

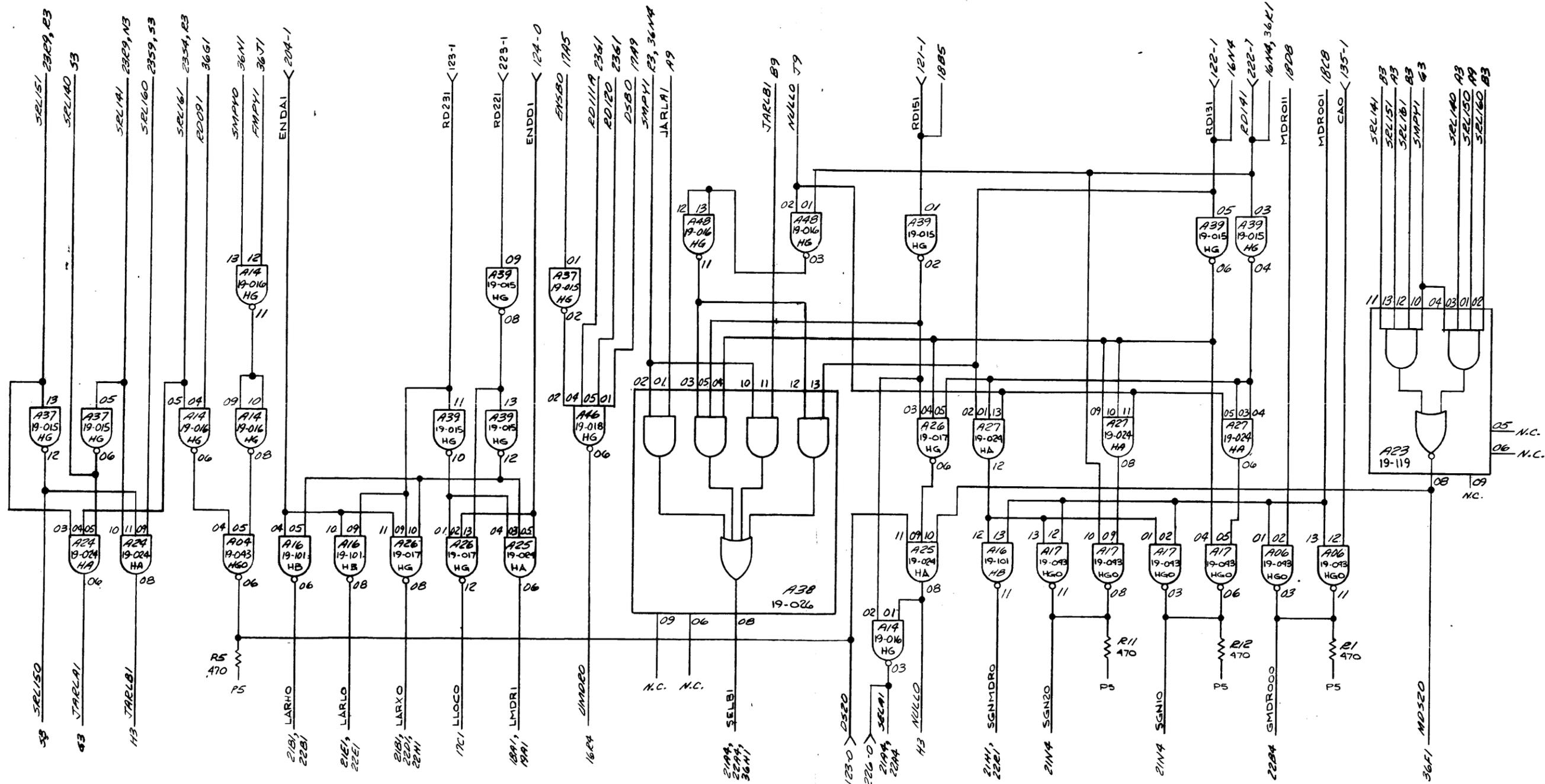
AREA 36, 37	MAN/MS/7-08
1	2-13-75 JCO

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NAME	TITLE	DATE	TITLE
	DRAFT		MODEL 716 HSALU-752 PROCESSOR
	CHK		
	ENGR		
	DIR ENG		

TASK NO. 03087 SHEET OF 23-36  
NO. 01-079M01R0008

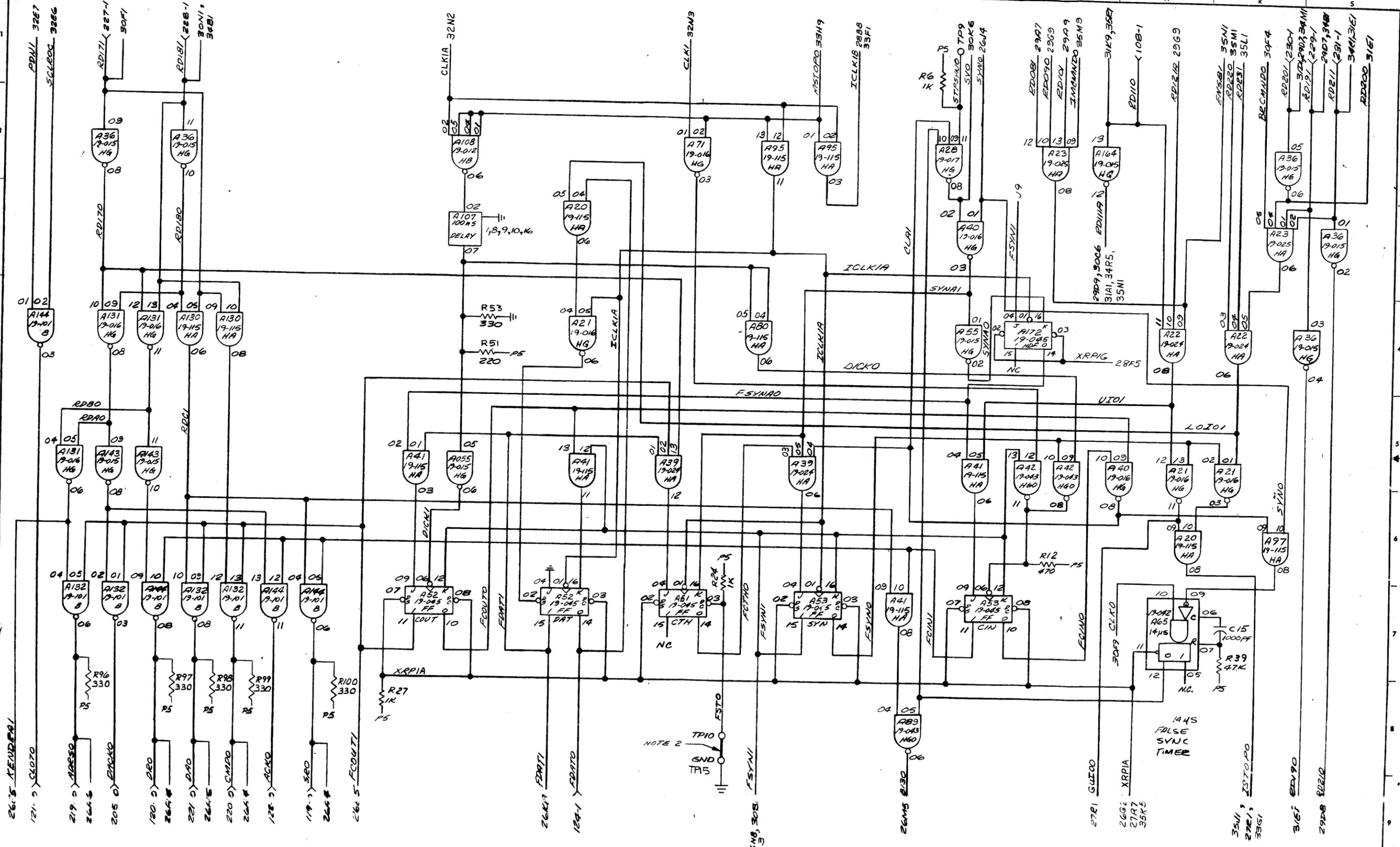
SHIFT REGISTER



NOTES  
 1. ALL APPARATUS THIS SHEET LOCATED ON CPU-C BOARD, 35-524 MOI.

SECOND SOURCE DECODING

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		CHK ENGR			
		DIR ENG			
		PART NO 03047	SHEET OF 01-079 MOI D08 24-36		



NOTES: 1) ALL APPARATUS ON THIS SHEET LOCATED ON CPU-A BRD 35-522.M01.  
2) REMOVE THIS JUMPER TO INCREASE MIN. WIDTH OF PULSE & JACKO.

REVISIONS  
AREA AB-DB ADDED  
RESISTORS R96-R100.  
FOR PREVIOUS REV. LEVELS  
SEE WID SH 25 IN FILES  
G.S. 70 3314 112-1-77

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NAME	TITLE	DATE	TITLE FUNCT.	SCHEMATIC
	DRAFT		MODEL 716 NSALU 7132	PROCESSOR
	CHK			
	ENGR			
	DIR ENG			

03047  
01-015M01A07008 25-36

I/O TIMING & CONTROL

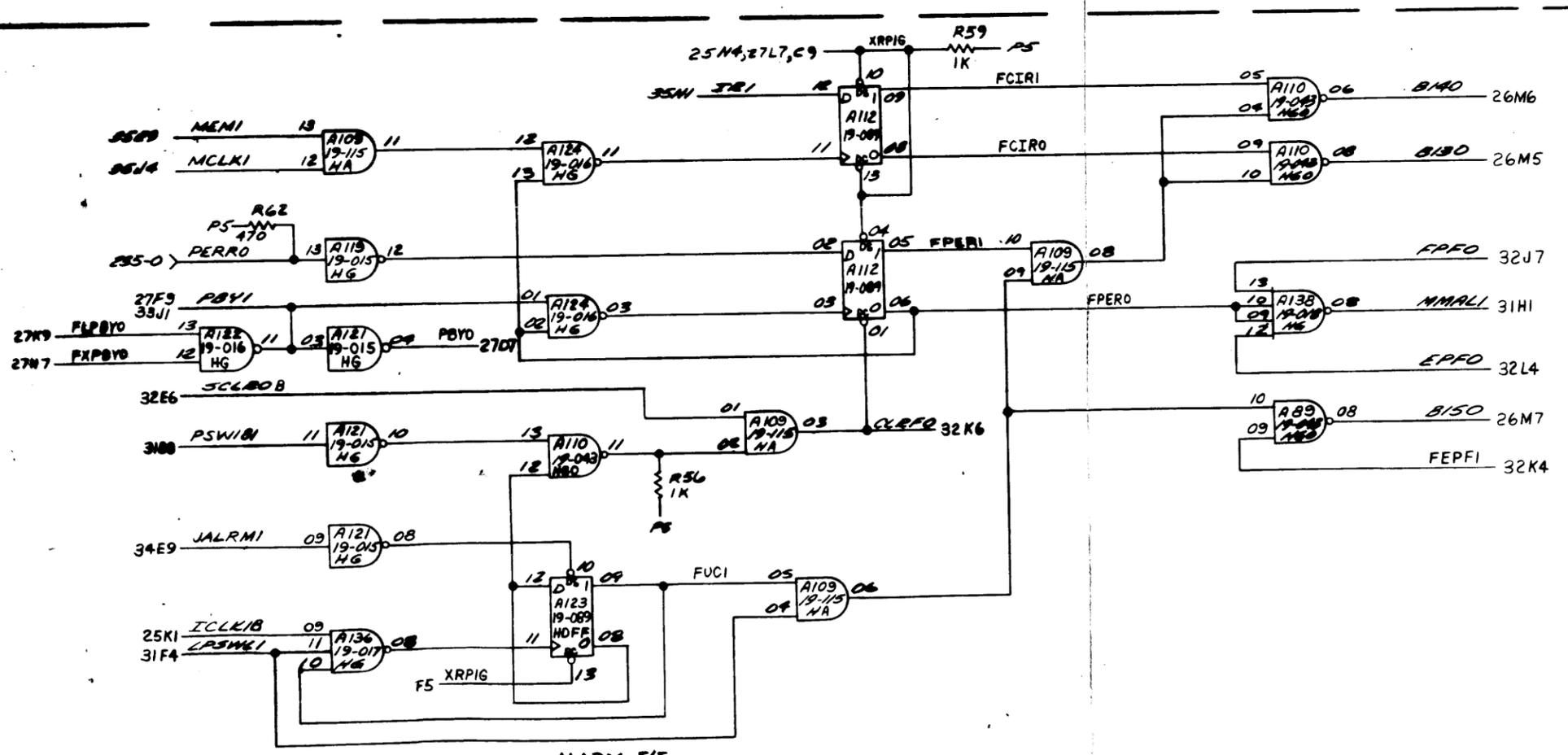




7/32 PARITY OPTION BOARD

35-568 (SEE NOTE 2)  
FOR SCHEMATIC INFO. SEE  
02-368 C08

REVISIONS	
CHANGED TO REFLECT 35-522 MOI; FOR PREVIOUS CONFIGURATION OF 35-522 (MOI) SEE 01-079 (MOI) D08	
F	2290 - 10-1-74 R01
AREA M 4, "PREPARE TO 02-368 ETC." WAS NOT SPEC'D. AREA D-9. LAST SENTENCE OF NOTE 2 WAS NOT SPEC'D.	
E	2365 - 11-17-74 R02
AREA F5; ADDED CROSS REF; 27L2 TO XRPIG.	
P	2376 - 1-28-75 R03
AREA C7; DELETED 'PBYO' TO 109-2	
J	2552 - 6-27-75 R04
AREA F5; XRPIG; ADDED 25N4	
W	2733 - 3-5-76 R05
REVISED PER ECN 3002. FOR PREVIOUS REV INFO SEE VOIDED COPY 01- 079 MOI R05 SH T 28.	
US	3002 - 12-15-76 R06



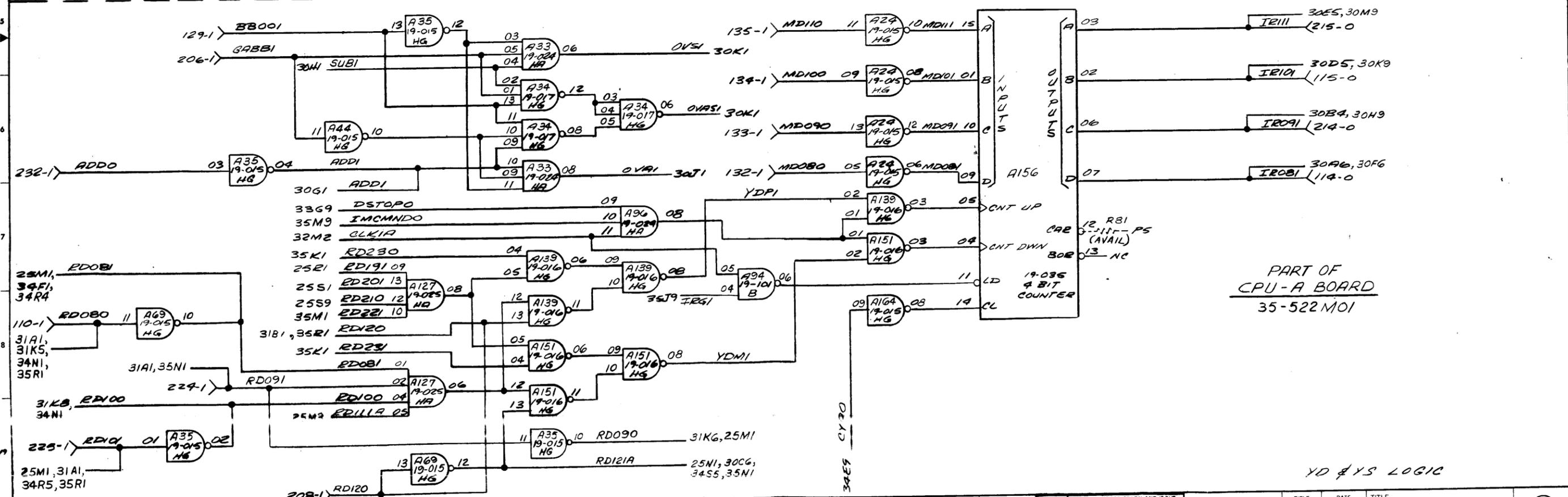
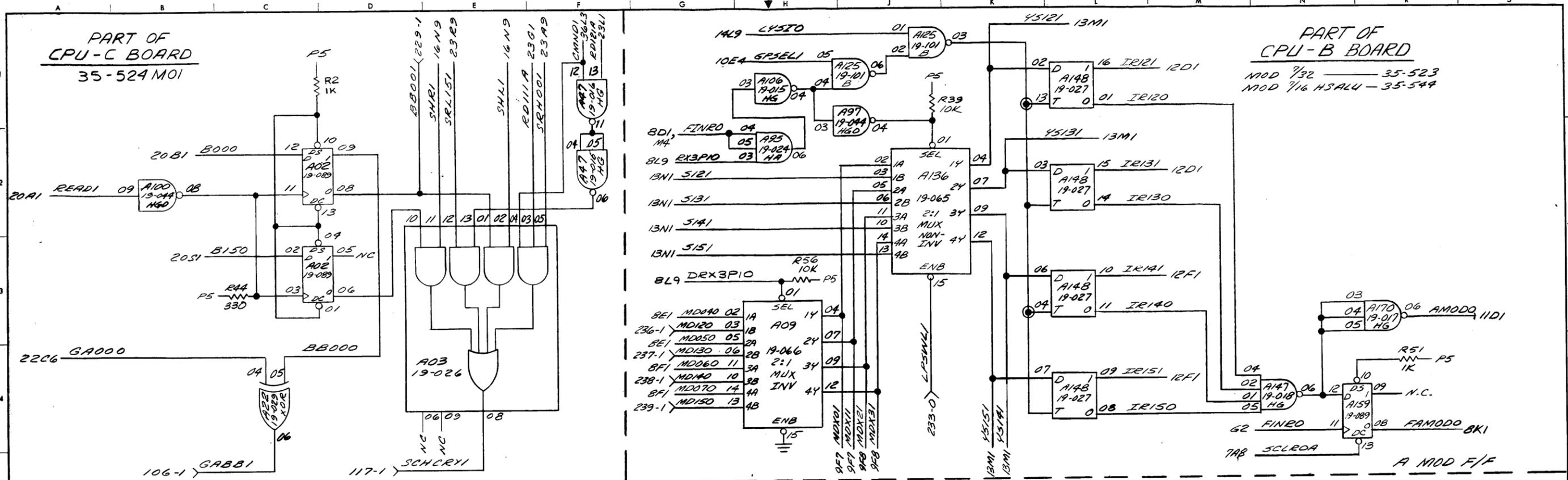
MEMORY PARITY & ALARM REGISTER

1. UNLESS OTHERWISE SPECIFIED ALL  
APPARATUS THIS SHEET LOCATED ON  
CPU-A BOARD 35-522 MOI.

2. THIS OPTION, WHEN EQUIPPED, IS  
INSTALLED AT THE BACK PANEL ON  
SLOT 3. CONNECTOR 1.

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TO BE RELEASED OR REPRODUCED FOR THE SOLE PURPOSE OF  
REPRODUCING AND USING REPRODUCED INFORMATION  
WITHOUT THE WRITTEN PERMISSION OF INTERDATA CORPORATION

NAME	TITLE	DATE	TITLE
	DRAFT	4-23-74	FUNCTIONAL SCHEMATIC
	CHK		MODEL 716 HSALU 7/32
	ENGR		PROCESSOR
	DIR ENG		TASK NO. 03047
			REV. NO. 01-079 MOI R06 D08
			SHEET OF 28-36



NOTES  
 ALL APPARATUS THIS SHEET LOCATED ON CPU-A BOARD EXCEPT FOR AREAS DESIGNATED CPU-B & CPU-C BOARDS.

REVISIONS
CHANGED TO REFLECT 35-522 MOI FOR PREVIOUS CONFIGURATION OF 35-522 MOI SEE 01-079 MOI R01
2290 - 10-1-74 R01

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NAME	TITLE	DATE	TITLE
	DRAFT		FUNCTIONAL SCHEMATIC
	CHK		MODELS 716 HSRLL & 71Z
	ENGR		PROCESSOR
	DIR ENG		TASK 03047
			SHEET OF 29-36

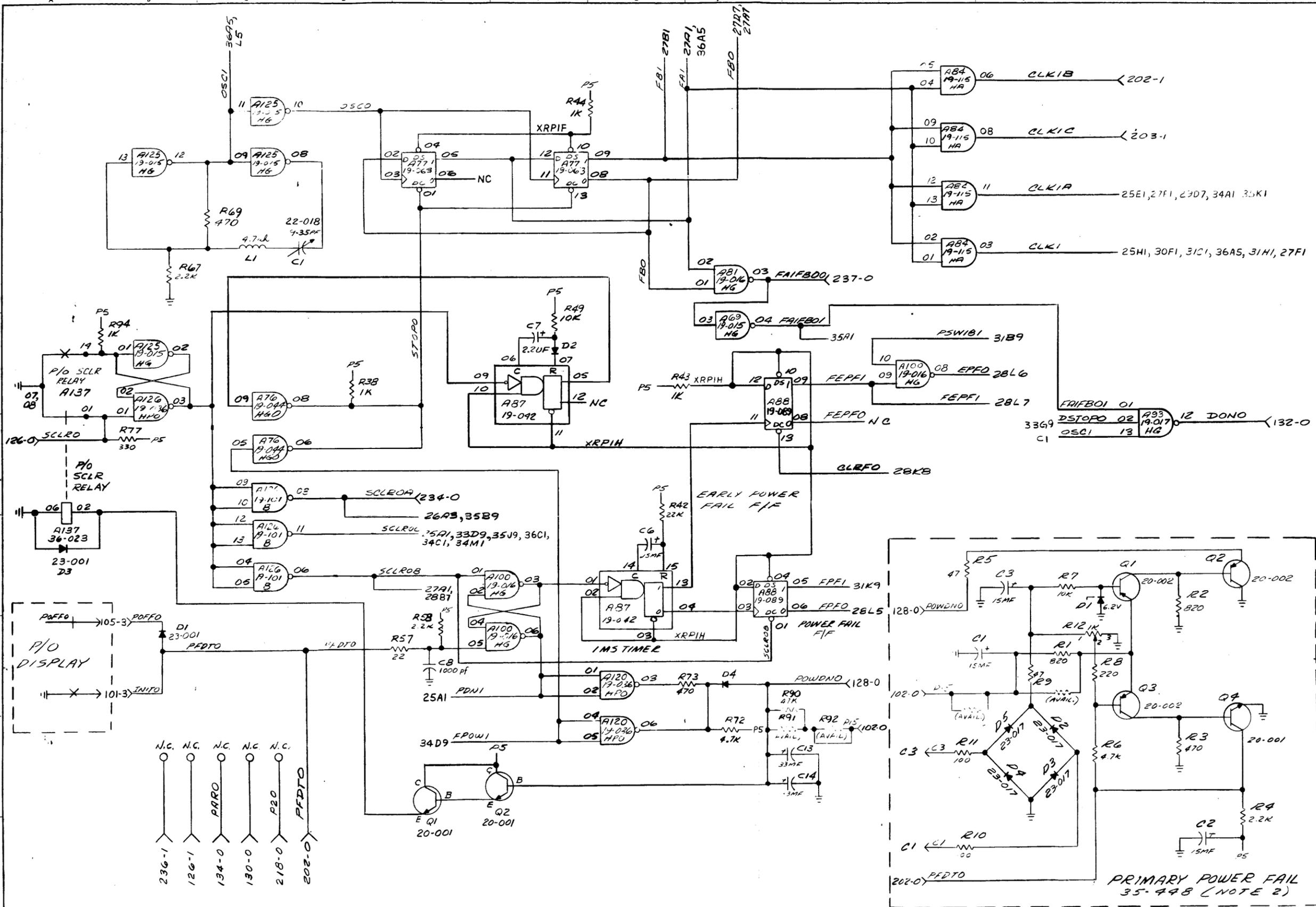






REVISIONS

CHANGED TO REFLECT 35-522 MOD 1 FOR PREVIOUS CONFIGURATION OF 35-522 (MOD) SEE 01-079 (MOD) DDB.
7/18/74 2290 - 10-74 01
AREA L3, D2 THRU D5 7/11 23-017 WAS NOT SPEC'D.
2/17/74 2434 - 3-17-75 02
AREA E8: Q2-C WAS TO Q1-C & P5
4/5/74 2650 - 2-21-76 03
AREA H1 FBO ADDED 27A7
7/27/74 2647 - 3-6-76 04
AREA E8: Q2-C WAS TO P15
4/5/74 2838 - 5-3-76 05
AREA N3, ADDED 27F1 TO A34-03
7/17/77 3031 - 3-28-77 06



NOTES  
 1. UNLESS OTHERWISE SPECIFIED ALL APPARATUS THIS SHEET LOCATED ON CPU 'A' BOARD, 35-522 MOI.  
 2. THIS OPTION, WHEN EQUIPPED, IS INSTALLED AT THE BACKPANEL ON SLOT 7, CONNECTOR O.

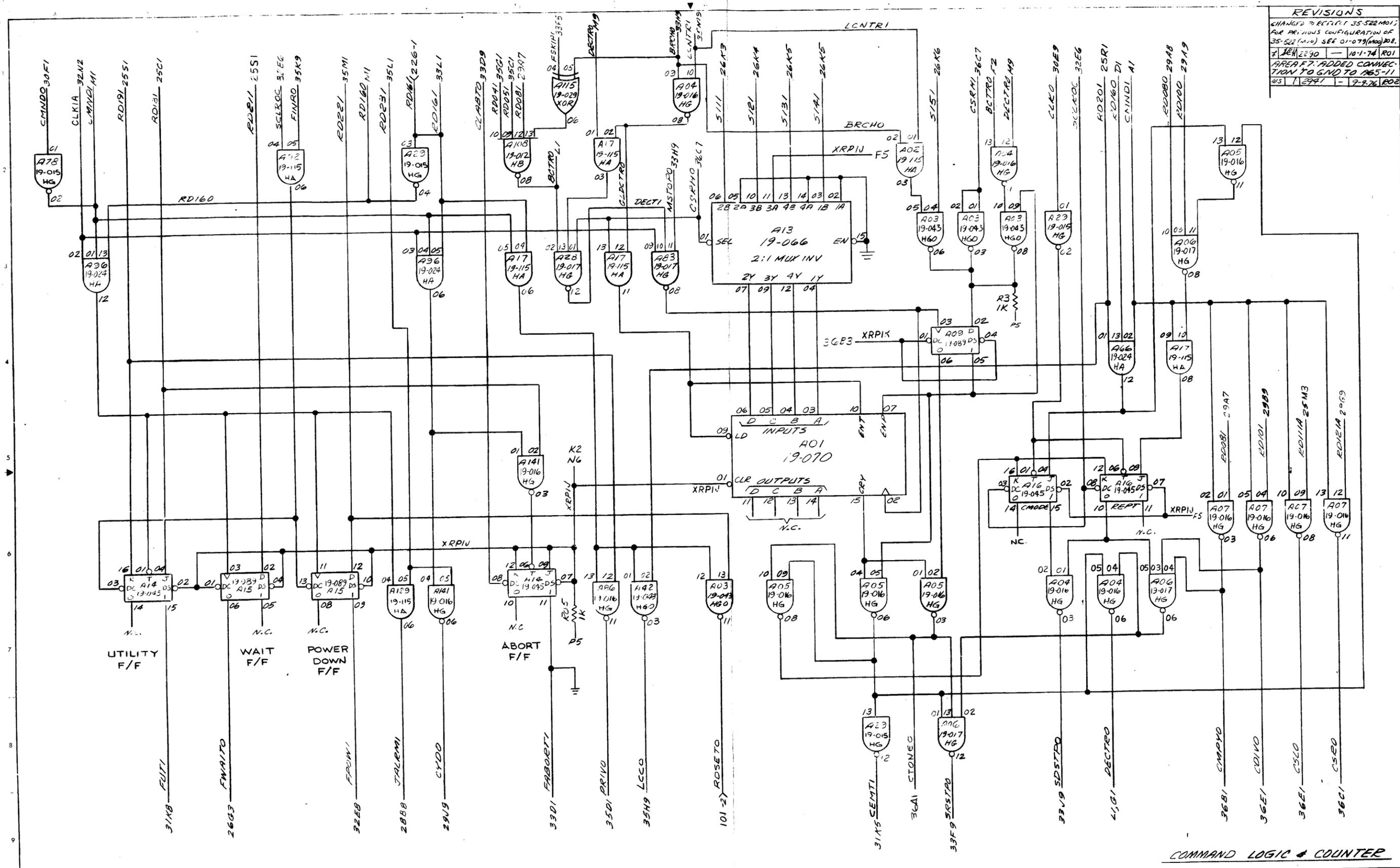
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FILE	SCHEMATIC
MODEL	716 HSAU 7/32
PROCESSOR	0347
REV	01-079 MOI R06 D08
DATE	32 36





REVISIONS	
CHANGED TO ECL L1 35-522 MO1	
FOR PREVIOUS CONFIGURATION OF	
35-522 (MO) SEE 01-079 (MO) 208.	
7 JAN 22 90	10-1-74 RO1
AREA F7: ADDED CONNECTION	
TO GND TO 065-11	
05 1 2991	9-9-76 R02



NOTES  
 1. ALL APPARATUS THIS SHEET LOCATED ON CPU - 'A' BOARD, 35-522 MO1.

THIS INFORMATION IS PROPRIETARY AND IS SUPPLIED BY INTERDATA FOR THE SOLE PURPOSE OF MAINTAINING AND USING INTERDATA SUPPLIED EQUIPMENT AND SHALL NOT BE USED FOR ANY OTHER PURPOSE UNLESS SPECIFICALLY INDICATED.

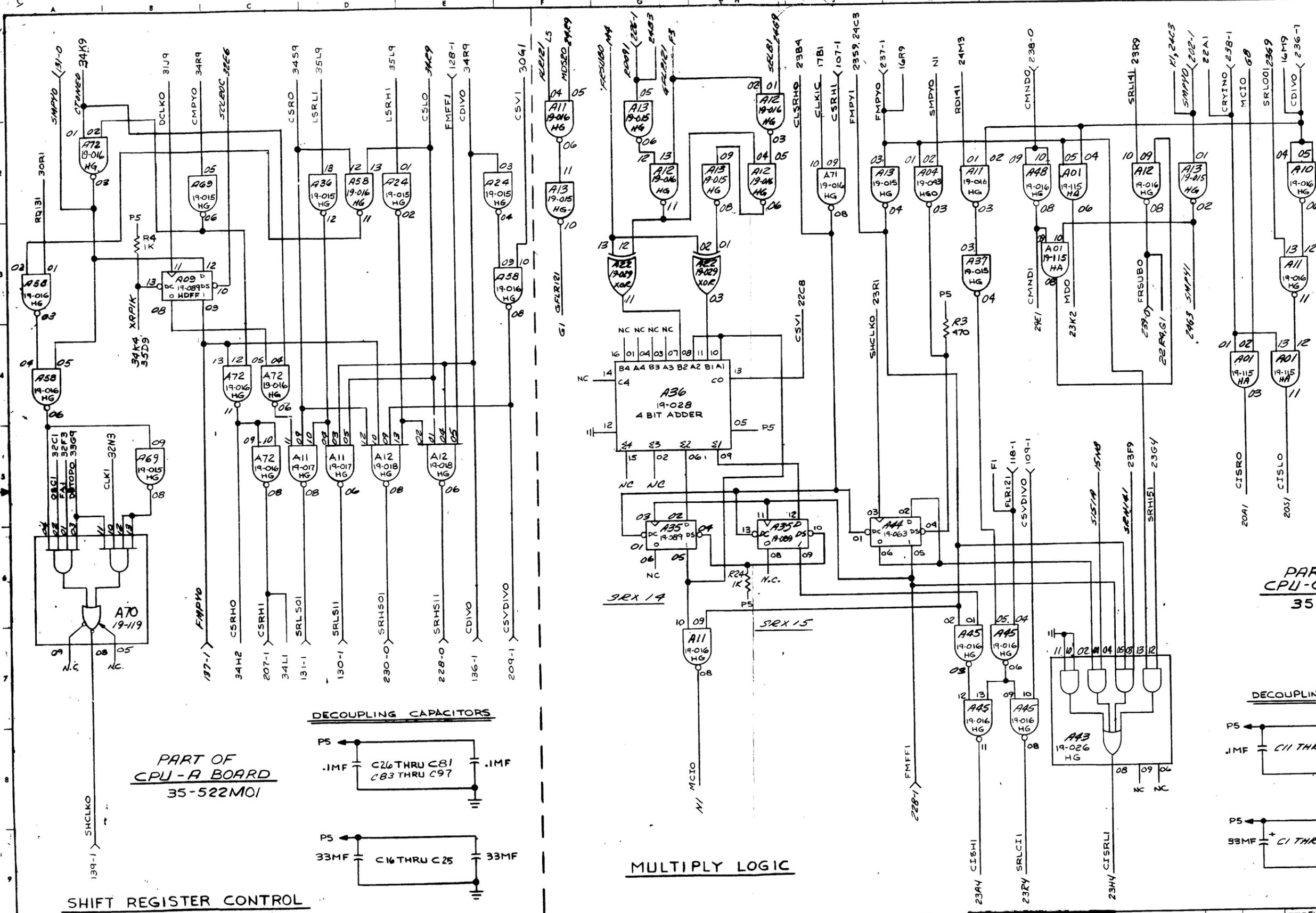
COMMAND LOGIC & COUNTER

FUNC. SCHEMATIC	
MODEL 716 HSAU 7/32	
PROCESSOR	
03047	
01-079 MO1 R02 08	34 36



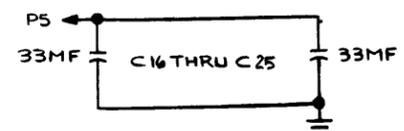
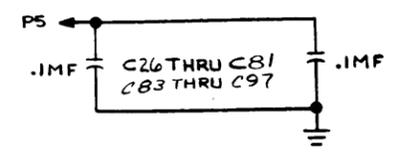


REVISIONS	
CHANGED TO REFLECT 35-522M01; FOR PREVIOUS CONFIGURATION OF 35-522(M00) SEE 01-07 (M00)	
7	2290 - 10-1-74 R01
AREA K6, A99 FINALS 19-089.	
AREA L3, A01 FINALS 8, 9, 10, 11 AS NOT SPEC'D. AREA M2, DELETED DOWN FROM A13-2 TO A12-9.	
BY DEN 2392 - 2-14-75 R02	
AREA E8: DELETED	
C82, 14F	
8	202619 - 9-23-75 R03



PART OF  
CPU-C BOARD  
35-524

**DECOUPLING CAPACITORS**

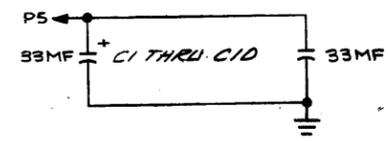
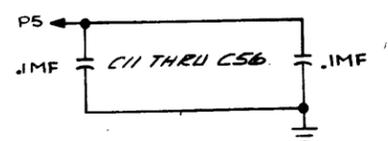


**SHIFT REGISTER CONTROL**

PART OF  
CPU-A BOARD  
35-522M01

**MULTIPLY LOGIC**

**DECOUPLING CAPACITORS**



NOTES  
1. ALL APPARATUS THIS SHEET LOCATED  
ON CPU-A BOARD, 35-522M01 EXCEPT  
FOR AREA DESIGNATED CPU-C  
BOARD 35-524M01.

NAME	TITLE	DATE	TITLE FUNCTIONAL SCHEMATIC
	DRAFT		MODEL 716 H8ALU 7/82
	CHK		PROCESSOR
	ENGR		
	DIP ENG		

NOV 03 1974  
36-30

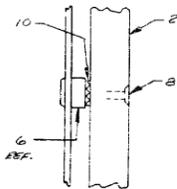


NOTES:

1. STIFFENER BAR (ITEM 3) SHALL BE SOLDERED TO GND BUS AT 2 END POINTS AND CENTER POINT.
2. CONNECTOR PINS CLOSEST TO EDGE OF BOARD TO BE BENT INWARD PRIOR TO SOLDERING.

93  
(TYP. 45 PLACES)

6  
MOUNT ON APP. SIDE  
(TYP. 8 PLACES)

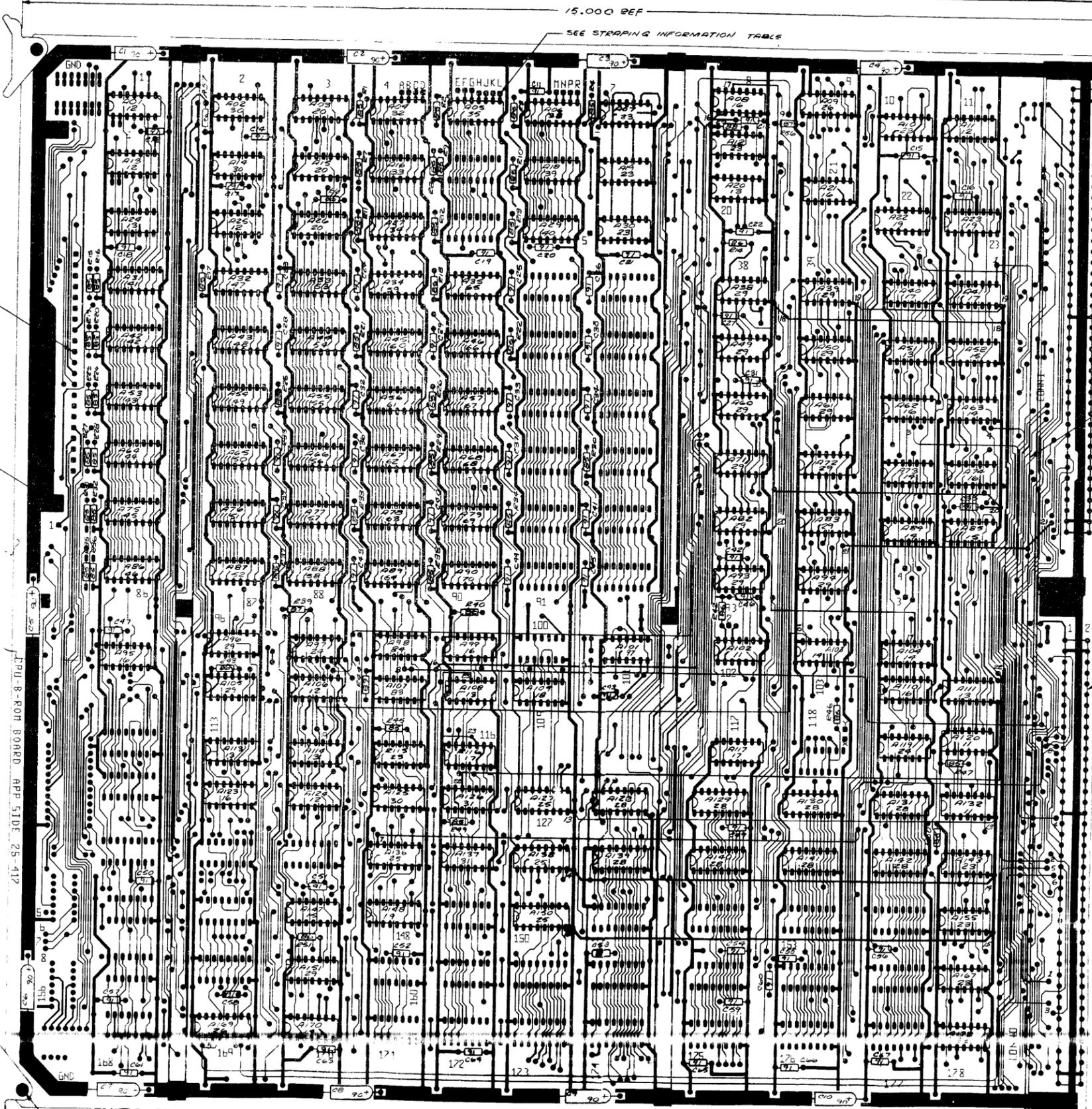


WIRE WRAP STRAP INFORMATION

FROM	TO
A	M
B	N
C	O
D	P
E	Q
F	R
G	S
H	T
I	U
J	V
K	W
L	X
M	Y

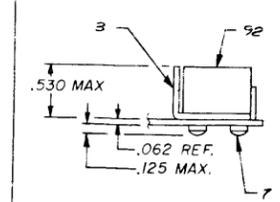
5  
(TYP. 2 PLACES)

TRU-B-ROTOR BOARD APP. SIDE 25-412



15.000 REF  
SEE STRAPPING INFORMATION TABLE

14.880 REF



PARTIAL VIEW A-A

REVISIONS

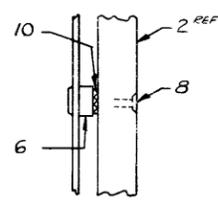
REV.	DATE	BY	REVISION
1	11/10/57	W.P.	DESIGNED
2	11/10/57	W.P.	DESIGNED
3	11/10/57	W.P.	DESIGNED
4	11/10/57	W.P.	DESIGNED
5	11/10/57	W.P.	DESIGNED
6	11/10/57	W.P.	DESIGNED
7	11/10/57	W.P.	DESIGNED
8	11/10/57	W.P.	DESIGNED
9	11/10/57	W.P.	DESIGNED
10	11/10/57	W.P.	DESIGNED
11	11/10/57	W.P.	DESIGNED
12	11/10/57	W.P.	DESIGNED
13	11/10/57	W.P.	DESIGNED
14	11/10/57	W.P.	DESIGNED
15	11/10/57	W.P.	DESIGNED
16	11/10/57	W.P.	DESIGNED
17	11/10/57	W.P.	DESIGNED
18	11/10/57	W.P.	DESIGNED
19	11/10/57	W.P.	DESIGNED
20	11/10/57	W.P.	DESIGNED
21	11/10/57	W.P.	DESIGNED
22	11/10/57	W.P.	DESIGNED
23	11/10/57	W.P.	DESIGNED
24	11/10/57	W.P.	DESIGNED
25	11/10/57	W.P.	DESIGNED
26	11/10/57	W.P.	DESIGNED
27	11/10/57	W.P.	DESIGNED
28	11/10/57	W.P.	DESIGNED

ASSEMBLY

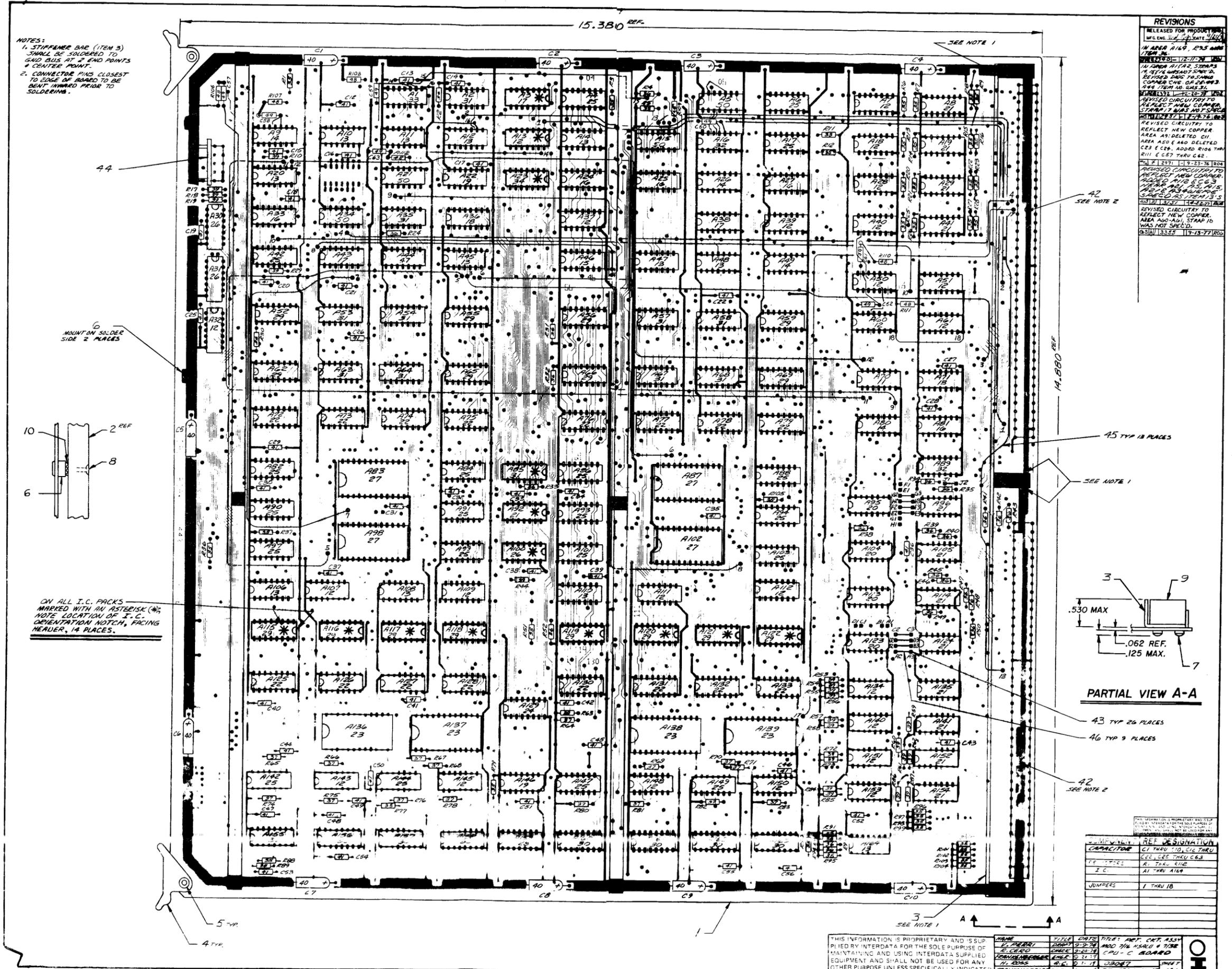
NAME	DATE	BY	REVISION
ASSEMBLY	11-10-57	W.P.	1
ASSEMBLY	11-10-57	W.P.	2
ASSEMBLY	11-10-57	W.P.	3
ASSEMBLY	11-10-57	W.P.	4
ASSEMBLY	11-10-57	W.P.	5
ASSEMBLY	11-10-57	W.P.	6
ASSEMBLY	11-10-57	W.P.	7
ASSEMBLY	11-10-57	W.P.	8
ASSEMBLY	11-10-57	W.P.	9
ASSEMBLY	11-10-57	W.P.	10
ASSEMBLY	11-10-57	W.P.	11
ASSEMBLY	11-10-57	W.P.	12
ASSEMBLY	11-10-57	W.P.	13
ASSEMBLY	11-10-57	W.P.	14
ASSEMBLY	11-10-57	W.P.	15
ASSEMBLY	11-10-57	W.P.	16
ASSEMBLY	11-10-57	W.P.	17
ASSEMBLY	11-10-57	W.P.	18
ASSEMBLY	11-10-57	W.P.	19
ASSEMBLY	11-10-57	W.P.	20
ASSEMBLY	11-10-57	W.P.	21
ASSEMBLY	11-10-57	W.P.	22
ASSEMBLY	11-10-57	W.P.	23
ASSEMBLY	11-10-57	W.P.	24
ASSEMBLY	11-10-57	W.P.	25
ASSEMBLY	11-10-57	W.P.	26
ASSEMBLY	11-10-57	W.P.	27
ASSEMBLY	11-10-57	W.P.	28

NOTES:  
 1. STIFFENER BAR (ITEM 3) SHALL BE SOLDERED TO GRID BUS AT 2 END POINTS & CENTER POINT.  
 2. CONNECTOR PINS CLOSEST TO EDGE OF BOARD TO BE BENT INWARD PRIOR TO SOLDERING.

6 MOUNT ON SOLDER SIDE 2 PLACES

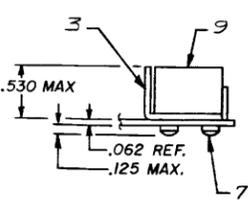


ON ALL I.C. PACKS MARKED WITH AN ASTERISK (\*) NOTE LOCATION OF I.C. ORIENTATION NOTCH, FACING HEADER, 14 PLACES.



REVISIONS

NO.	DATE	DESCRIPTION
1	11-17-76	RELEASED FOR PRODUCTION
2	12-11-76	IN AREA A114, R25 AND ITEM 36
3	12-11-76	IN AREA A114, STRAPS R 27 & 28 NOT SHOWN. REDUCED DIMS TO SHAW COMPACT CNE. OF R27 & R28. R27 FROM 10.00 TO 10.00. R28 FROM 10.00 TO 10.00.
4	12-11-76	REVISED CIRCUITRY TO REFLECT NEW COPPER AREA A114 DELETED. C11 AREA A20 & A40 DELETED. C23 & C24. ADDED R106 THRU R111 & C27 THRU C28.
5	12-23-76	REVISED CIRCUITRY TO REFLECT NEW COPPER AREA A112 & C63. ADDED A112 & C63. A112 & A113. SAVED AS ITEM 35.
6	12-23-76	REVISED CIRCUITRY TO REFLECT NEW COPPER AREA A104 & A11. STAP 10 WAS NOT SPEC'D.



PARTIAL VIEW A-A

43 TYP 26 PLACES  
 46 TYP 9 PLACES  
 42 SEE NOTE 2

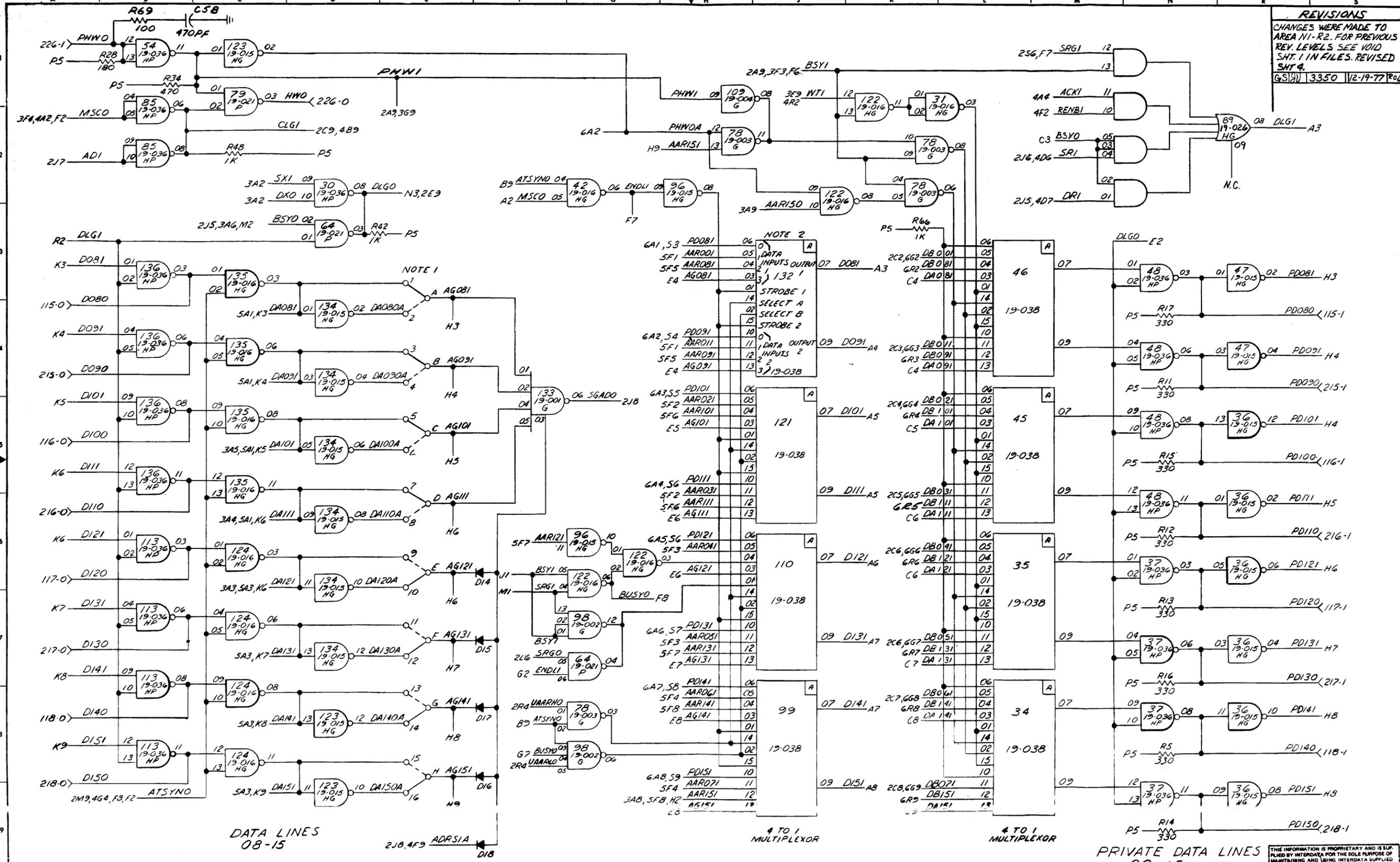
REF DESIGNATION	DESCRIPTION
C1 THRU C10, C16 THRU C33	CAPACITORS
R1 THRU R114	I.C.
1 THRU 18	JUMPERS

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NAME	TITLE	DATE	APP'D.	CHECKED	ASST.
L. DEBRI	DESIGN	9-27-74			
J. C. DEBRI	ENGINEER	9-27-74			
J. C. DEBRI	DESIGN	9-27-74			
J. C. DEBRI	DESIGN	9-27-74			
J. C. DEBRI	DESIGN	9-27-74			

14-880 REF

REVISIONS		
CHANGES WERE MADE TO AREA N1-R2. FOR PREVIOUS REV. LEVELS SEE VOID SHT. 1 IN FILES. REVISED SHT. 4.		
G.S. 1977	33.50	11-19-77 ROL



DATA LINES 08-15

2J8, 4F3 ADRSIA

4 TO 1 MULTIPLEXOR

4 TO 1 MULTIPLEXOR

PRIVATE DATA LINES 08-15

NOTES 1. PREFERRED ADDRESS 'FO'  
 ALL APPARATUS ON THIS SHEET IS LOCATED ON 35-391 M02 SELECTOR CHANNEL.

SHEET INDEX	SHEET	1	2	3	4	5	6	7	8	9
REV NO.	6	3	4	4	2	1	8			

REVISION LEVEL OF SHEET 1 IS CONSIDERED TO BE THE REVISION LEVEL OF THIS DOCUMENT.

NAME	TITLE	DATE	TITLE
W ZILLGER	DRAFT	10-5-71	N/S
R CERO	CHK	2-6-73	SELECTOR CHANNEL
D FRANKENBERGER	ENGR	2-7-73	
N. MAEJ	SYS TEST	2-7-73	
R.E. JONES	DIR ENG		

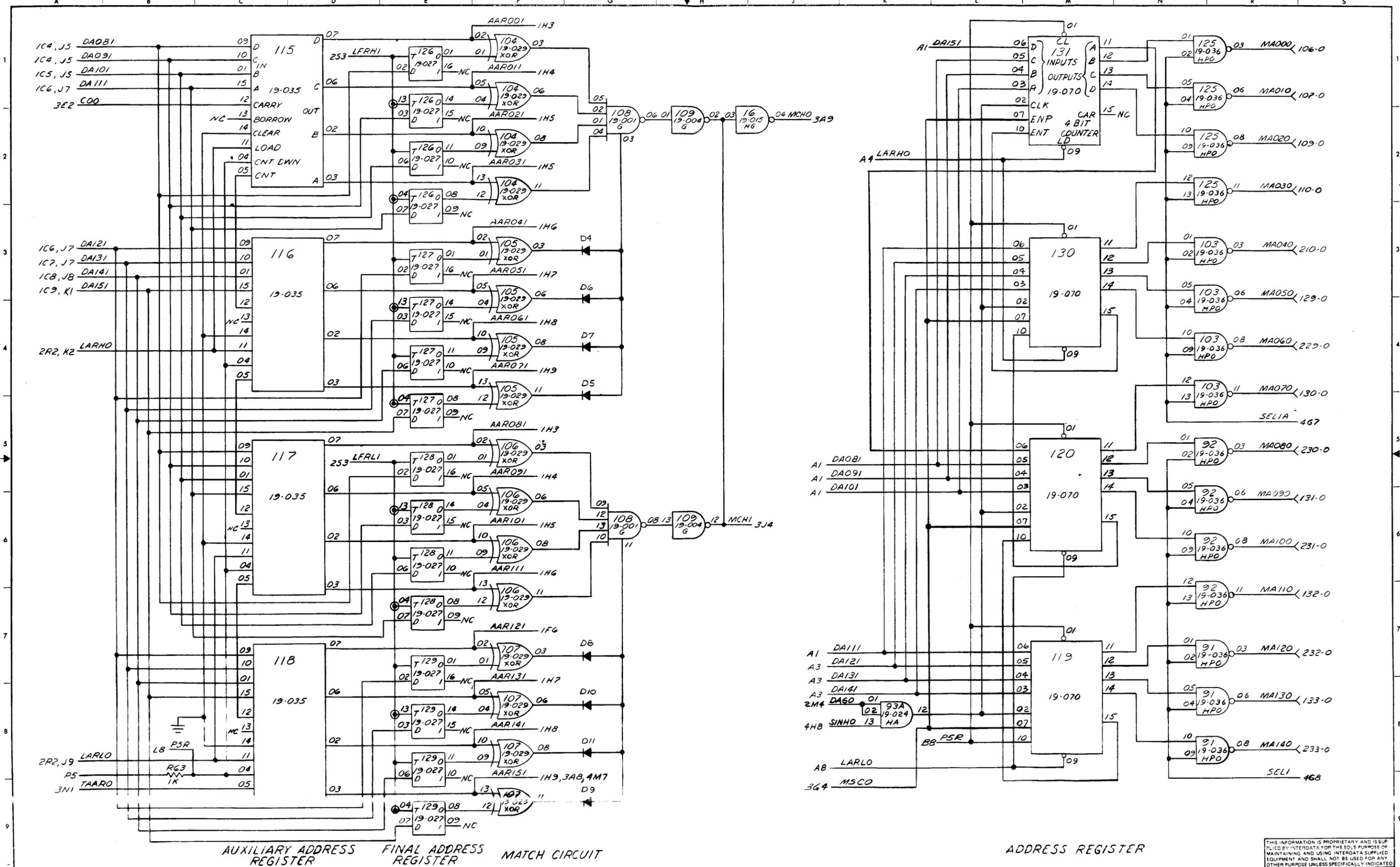
THE INFORMATION IS PROPRIETARY AND IS SUPPLIED BY INTERDATA FOR THE SOLE PURPOSE OF MAINTAINING AND USING INTERDATA SUPPLIED EQUIPMENT AND SHALL NOT BE USED FOR ANY OTHER PURPOSE UNLESS SPECIFICALLY INDICATED.











AUXILIARY ADDRESS REGISTER      FINAL ADDRESS REGISTER      MATCH CIRCUIT

ADDRESS REGISTER

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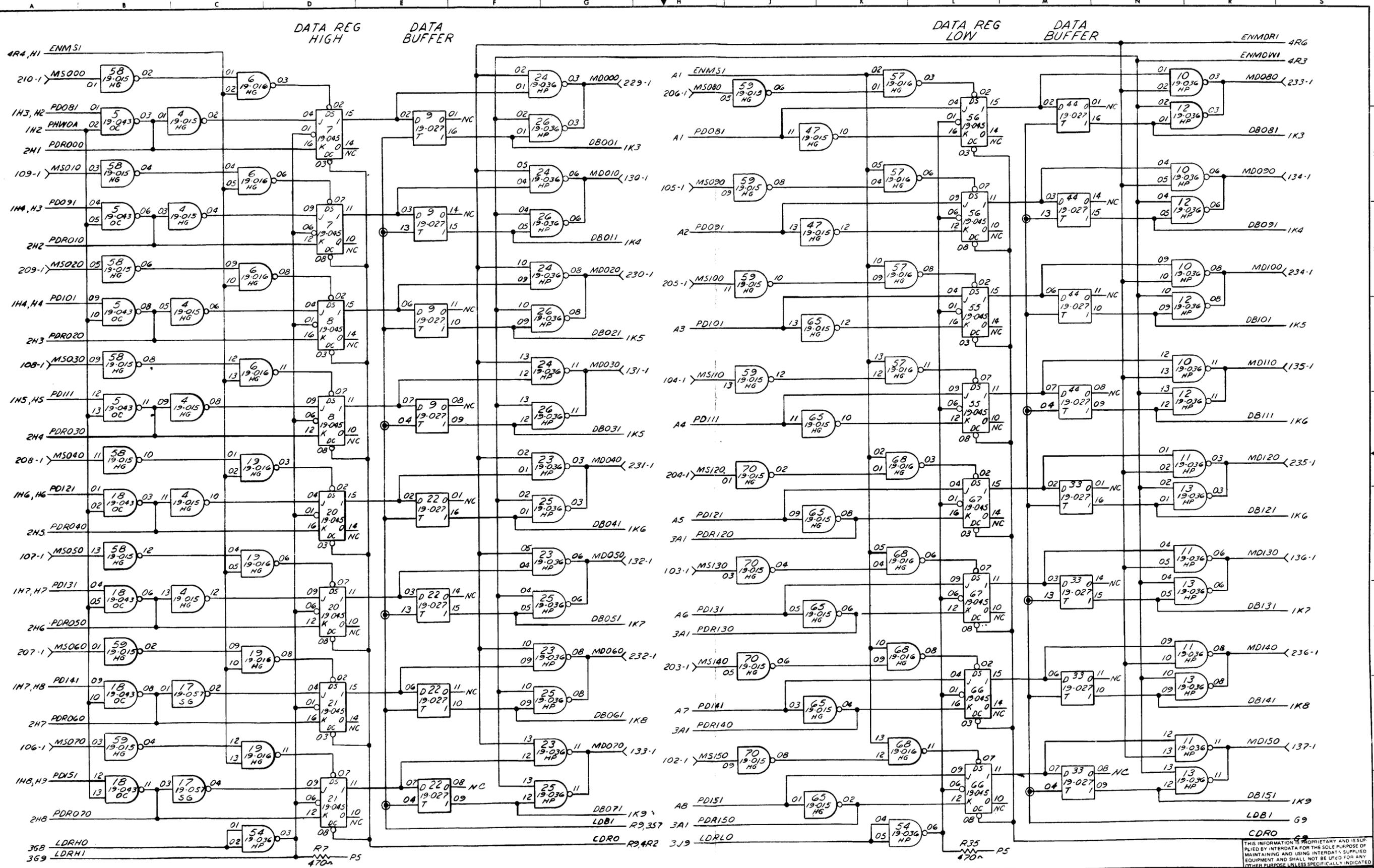
NOTES  
ALL APPARATUS ON THIS SHEET IS LOCATED ON 35-391 MOZ SELECTOR CHANNEL.

REVISIONS	
AREA: MI, DESIG. WMS, PIN 6 TO A, PIN 5 TO B, PIN 9 TO C, PIN 3 TO D, PIN 7 TO ENT, PIN 10 TO ENP.	
2307	12-27-79 B02

NAME	TITLE	DATE	TITLE
W. ZIEGLER	DRAFT	10-5-71	SELECTOR CHANNEL
	ENGR.		
	DIR. ENGR.		

TRK NO. 03075  
REV. 02-232/MI/1970/8 5-7





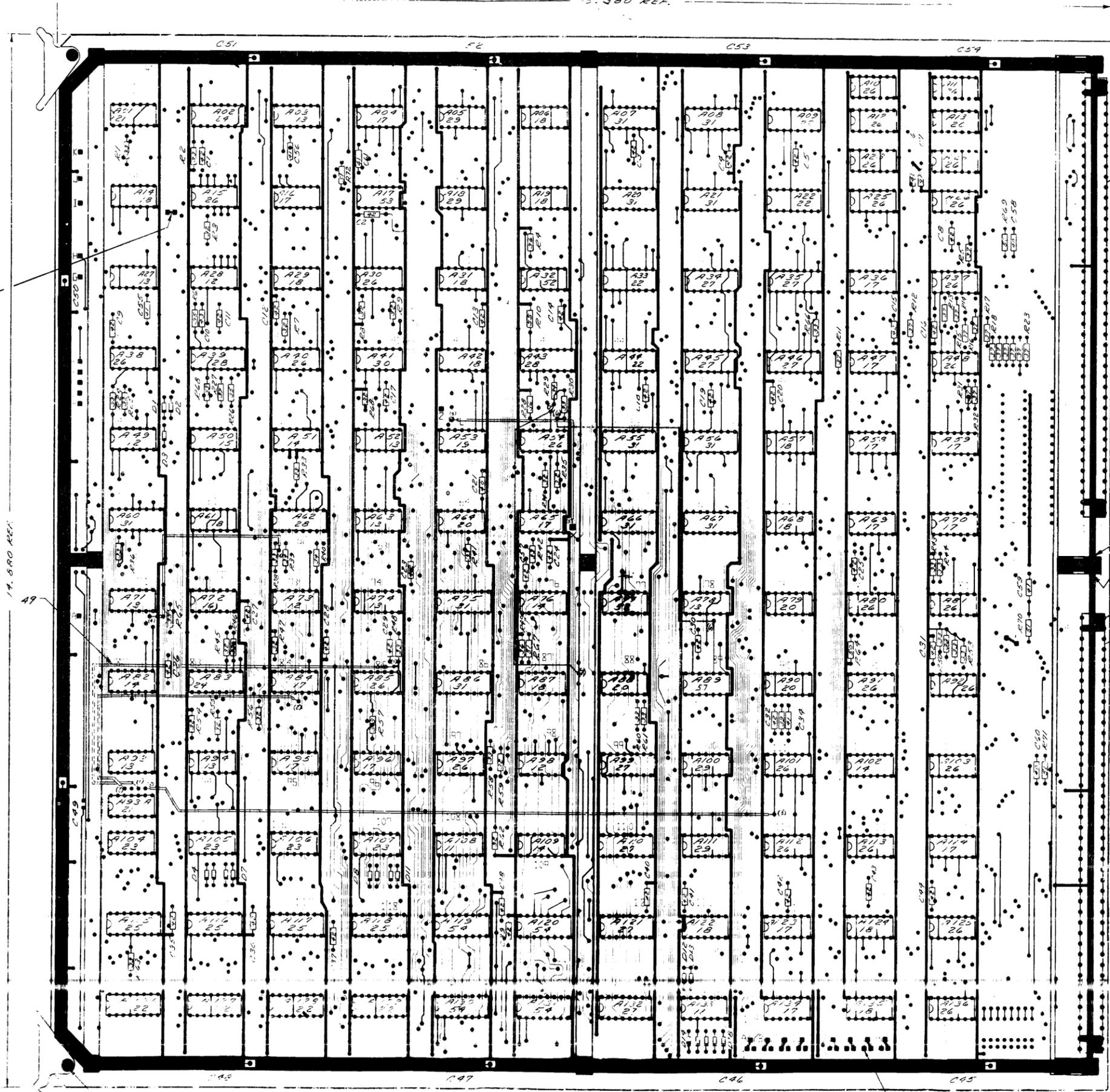
NOTES  
 ALL APPARATUS ON THIS SHEET IS LOCATED ON 35-391 M02 SELECTOR CHANNEL.

NAME	TITLE	DATE	TITLE
W. ZIEGLER	DRAFT	10-5-71	NS
	CHK		SELECTOR CHANNEL
	ENGR		
	DIR ENG		

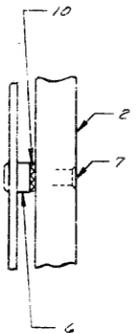
REV 03075  
 02-232M01R01D08 6-7

THIS INFORMATION IS PROPRIETARY AND IS SUPPLIED BY INTERDATA FOR THE SOLE PURPOSE OF MAINTAINING AND USING INTERDATA SUPPLIED EQUIPMENT AND SHALL NOT BE USED FOR ANY OTHER PURPOSE UNLESS SPECIALLY INDICATED.





48  
11 JUMPERS

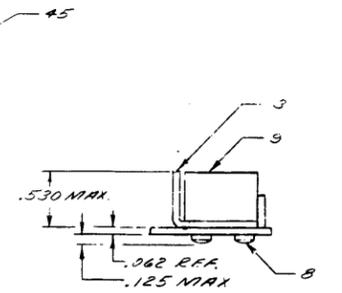


15.380 REF.

49

SEE NOTE 2

SEE NOTE 3



PARTIAL VIEW A-A

- NOTES:
1. UNLESS OTHERWISE SPECIFIED ALL DIODES ARE ITEM 44.
  2. STIFFENER W/AR (ITEM 3) TO BE SOLDERED TO GROUND BUS AT 2 END POINTS AND CENTER POINT.
  3. CONNECTOR PINS CLOSEST TO EDGE OF BOARD TO BE BENT INWARD PRIOR TO SOLDERING.

CHARACTOR	CI-21 # 23-60
RESISTOR	RI-56 38-62 (67) 71
DIODE	DI THRU DI8
ZC	AI1 THRU AI36 # 93A

LAST STRAP NO. IS (7)

REVISIONS

ADDED R72, L61  
 2/14/61 217A 217A 217A 217A

MADE STRAPS 1219  
 CHANGED TO REFLECT  
 FOR COPPER

ADDED STRAPS  
 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200 201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260 261 262 263 264 265 266 267 268 269 270 271 272 273 274 275 276 277 278 279 280 281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300 301 302 303 304 305 306 307 308 309 310 311 312 313 314 315 316 317 318 319 320 321 322 323 324 325 326 327 328 329 330 331 332 333 334 335 336 337 338 339 340 341 342 343 344 345 346 347 348 349 350 351 352 353 354 355 356 357 358 359 360 361 362 363 364 365 366 367 368 369 370 371 372 373 374 375 376 377 378 379 380 381 382 383 384 385 386 387 388 389 390 391 392 393 394 395 396 397 398 399 400 401 402 403 404 405 406 407 408 409 410 411 412 413 414 415 416 417 418 419 420 421 422 423 424 425 426 427 428 429 430 431 432 433 434 435 436 437 438 439 440 441 442 443 444 445 446 447 448 449 450 451 452 453 454 455 456 457 458 459 460 461 462 463 464 465 466 467 468 469 470 471 472 473 474 475 476 477 478 479 480 481 482 483 484 485 486 487 488 489 490 491 492 493 494 495 496 497 498 499 500 501 502 503 504 505 506 507 508 509 510 511 512 513 514 515 516 517 518 519 520 521 522 523 524 525 526 527 528 529 530 531 532 533 534 535 536 537 538 539 540 541 542 543 544 545 546 547 548 549 550 551 552 553 554 555 556 557 558 559 560 561 562 563 564 565 566 567 568 569 570 571 572 573 574 575 576 577 578 579 580 581 582 583 584 585 586 587 588 589 590 591 592 593 594 595 596 597 598 599 600 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623 624 625 626 627 628 629 630 631 632 633 634 635 636 637 638 639 640 641 642 643 644 645 646 647 648 649 650 651 652 653 654 655 656 657 658 659 660 661 662 663 664 665 666 667 668 669 670 671 672 673 674 675 676 677 678 679 680 681 682 683 684 685 686 687 688 689 690 691 692 693 694 695 696 697 698 699 700 701 702 703 704 705 706 707 708 709 710 711 712 713 714 715 716 717 718 719 720 721 722 723 724 725 726 727 728 729 730 731 732 733 734 735 736 737 738 739 740 741 742 743 744 745 746 747 748 749 750 751 752 753 754 755 756 757 758 759 760 761 762 763 764 765 766 767 768 769 770 771 772 773 774 775 776 777 778 779 780 781 782 783 784 785 786 787 788 789 790 791 792 793 794 795 796 797 798 799 800 801 802 803 804 805 806 807 808 809 810 811 812 813 814 815 816 817 818 819 820 821 822 823 824 825 826 827 828 829 830 831 832 833 834 835 836 837 838 839 840 841 842 843 844 845 846 847 848 849 850 851 852 853 854 855 856 857 858 859 860 861 862 863 864 865 866 867 868 869 870 871 872 873 874 875 876 877 878 879 880 881 882 883 884 885 886 887 888 889 890 891 892 893 894 895 896 897 898 899 900 901 902 903 904 905 906 907 908 909 910 911 912 913 914 915 916 917 918 919 920 921 922 923 924 925 926 927 928 929 930 931 932 933 934 935 936 937 938 939 940 941 942 943 944 945 946 947 948 949 950 951 952 953 954 955 956 957 958 959 960 961 962 963 964 965 966 967 968 969 970 971 972 973 974 975 976 977 978 979 980 981 982 983 984 985 986 987 988 989 990 991 992 993 994 995 996 997 998 999 1000

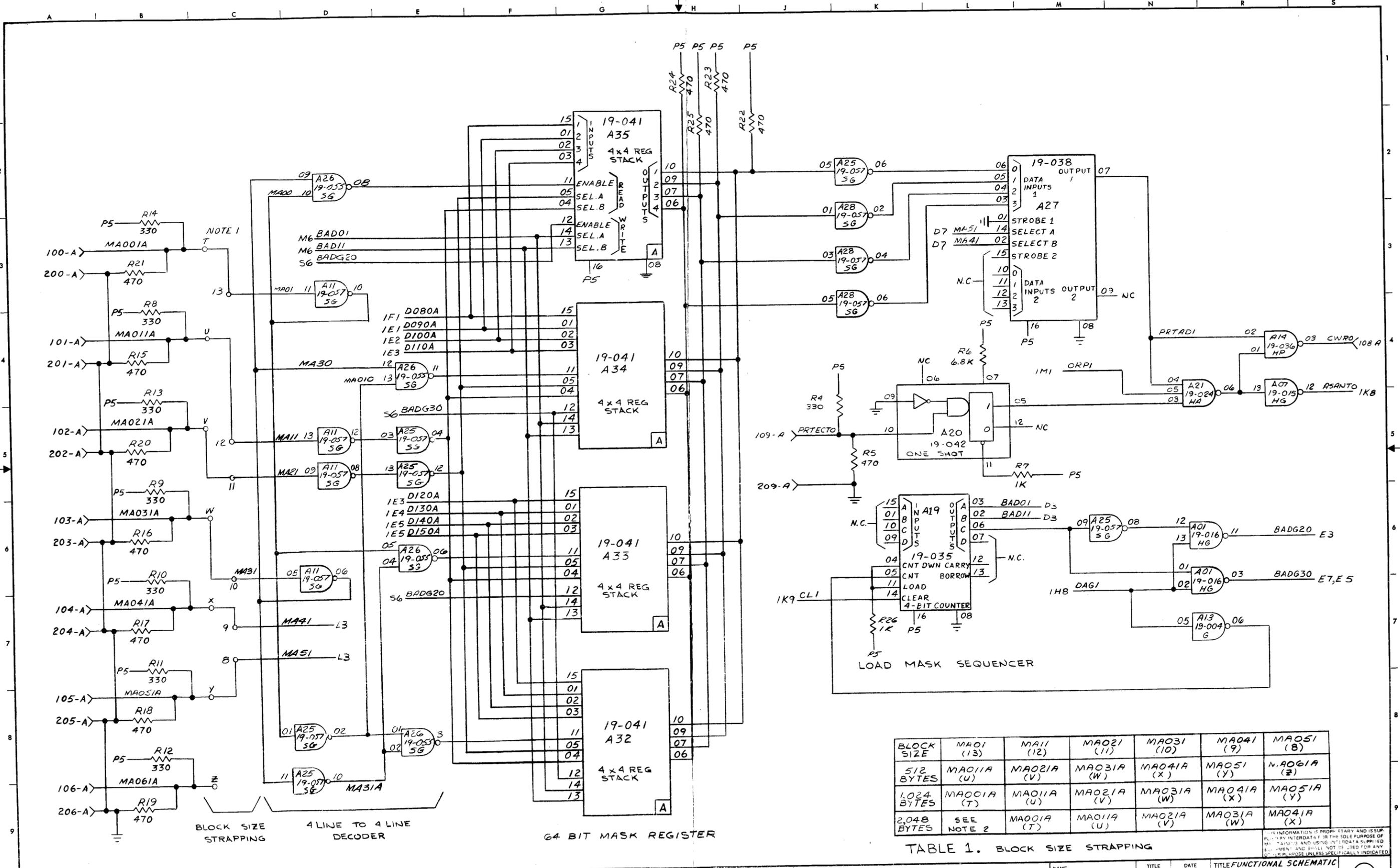
NAME	DATE	ASSEMBLY
REGULATOR	1/18/53	REGULATOR
DIODE	1/18/53	DIODE
ZC	1/18/53	ZC

SCALE 2:1

44 45 46 47 48 49

15.380 REF.





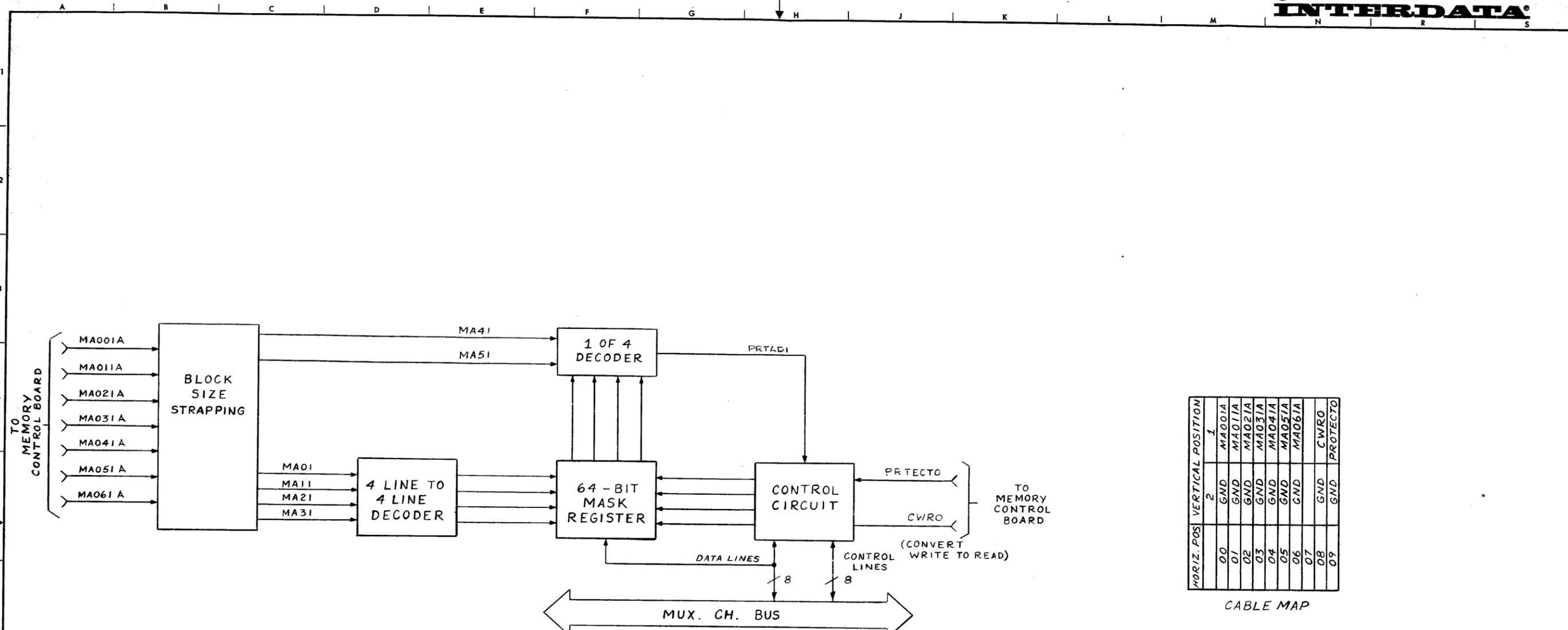
BLOCK SIZE	MA01 (13)	MA11 (12)	MA021 (11)	MA031 (10)	MA041 (9)	MA051 (8)
512 BYTES	MA011A (U)	MA021A (V)	MA031A (W)	MA041A (X)	MA051 (Y)	MA061A (Z)
1024 BYTES	MA031A (T)	MA011A (U)	MA021A (V)	MA031A (W)	MA041A (X)	MA051A (Y)
2048 BYTES	SEE NOTE 2	MA001A (T)	MA011A (U)	MA021A (V)	MA031A (W)	MA041A (X)

TABLE 1. BLOCK SIZE STRAPPING

NOTES  
 1. STRAPPED FOR 1K BYTE BLOCKS  
 2. FOR THE 2K BYTE OPTION MA01 (13) MUST BE TIED TO GROUND

NAME	L. VALENTY	TITLE	NS - MEMORY PROTECT
DATE	9-14-71	CHK	
ENGR		DIR ENG	
TASK NO.	03123	SHEET OF	2-3
REV. NO.	02-236204DOB		





BLOCK DIAGRAM

HORIZ. POS	VERTICAL POSITION	1	2
00	GND	MA001A	GND
01	GND	MA011A	GND
02	GND	MA021A	GND
03	GND	MA031A	GND
04	GND	MA041A	GND
05	GND	MA051A	GND
06	GND	MA061A	GND
07	GND	CWRO	GND
08	GND	PRTECTO	GND
09	GND		GND

CABLE MAP

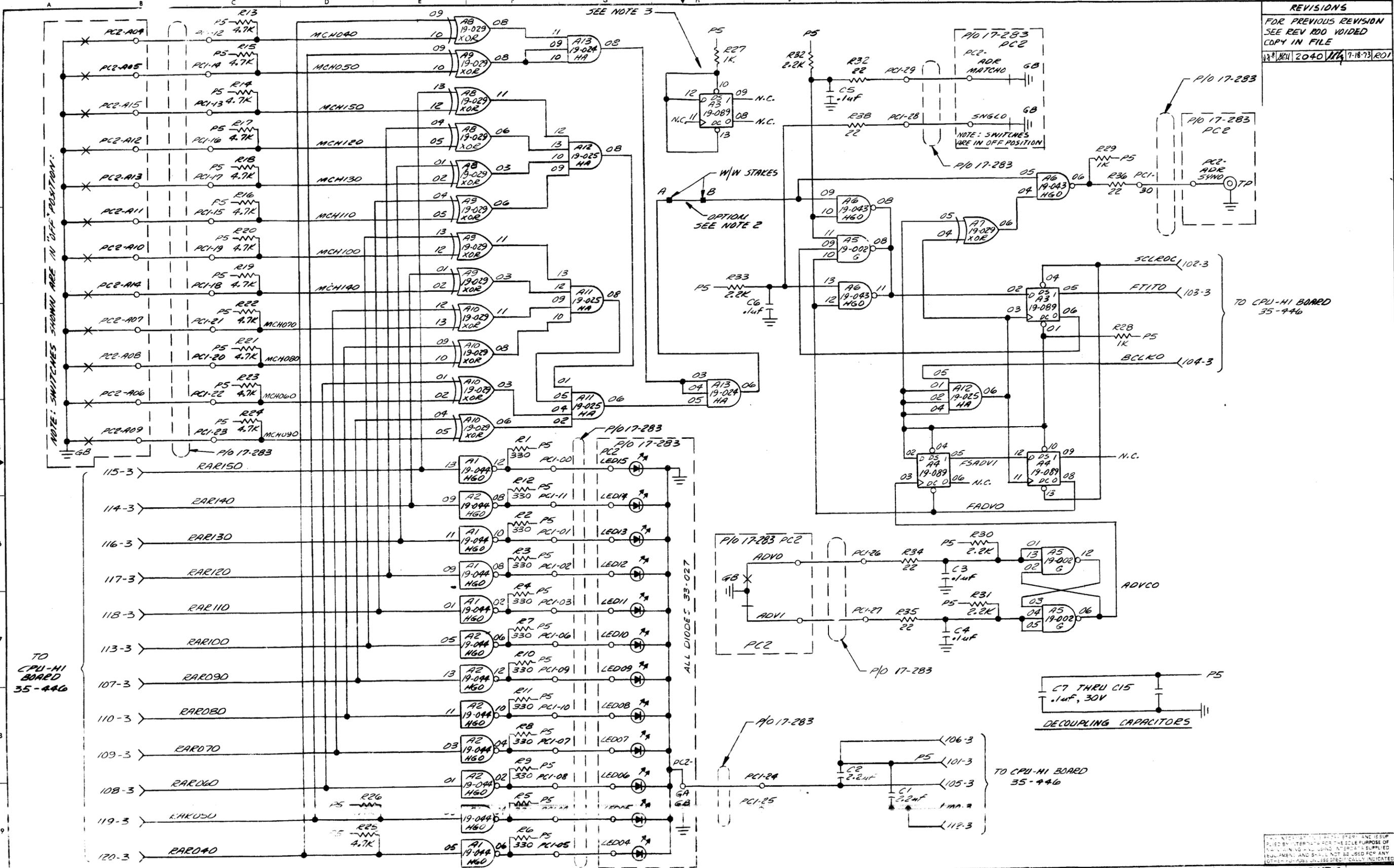
HORIZ. POS	VERTICAL POSITION	1	2
00	GND	P5	GND
01	GND	GND	GND
02			
03			
04			
05			
06			
07			
08			
09			
10			
11			
12			
13			
14			
15		D080	D080
16		D100	D100
17		D130	D120
18		D150	D140
19		ADRS0	SRO
20		CMDO	DRO
21		DAO	CL070
22		TACK0	RACK0
23		ATNO	SYNO
24			
25			
26		HWO	SCLRO
27			
28			
29			
30			
31			
32			
33			
34			
35			
36			
37			
38			
39			
40	GND	GND	P5
41	GND	GND	

BACK PANEL MAP

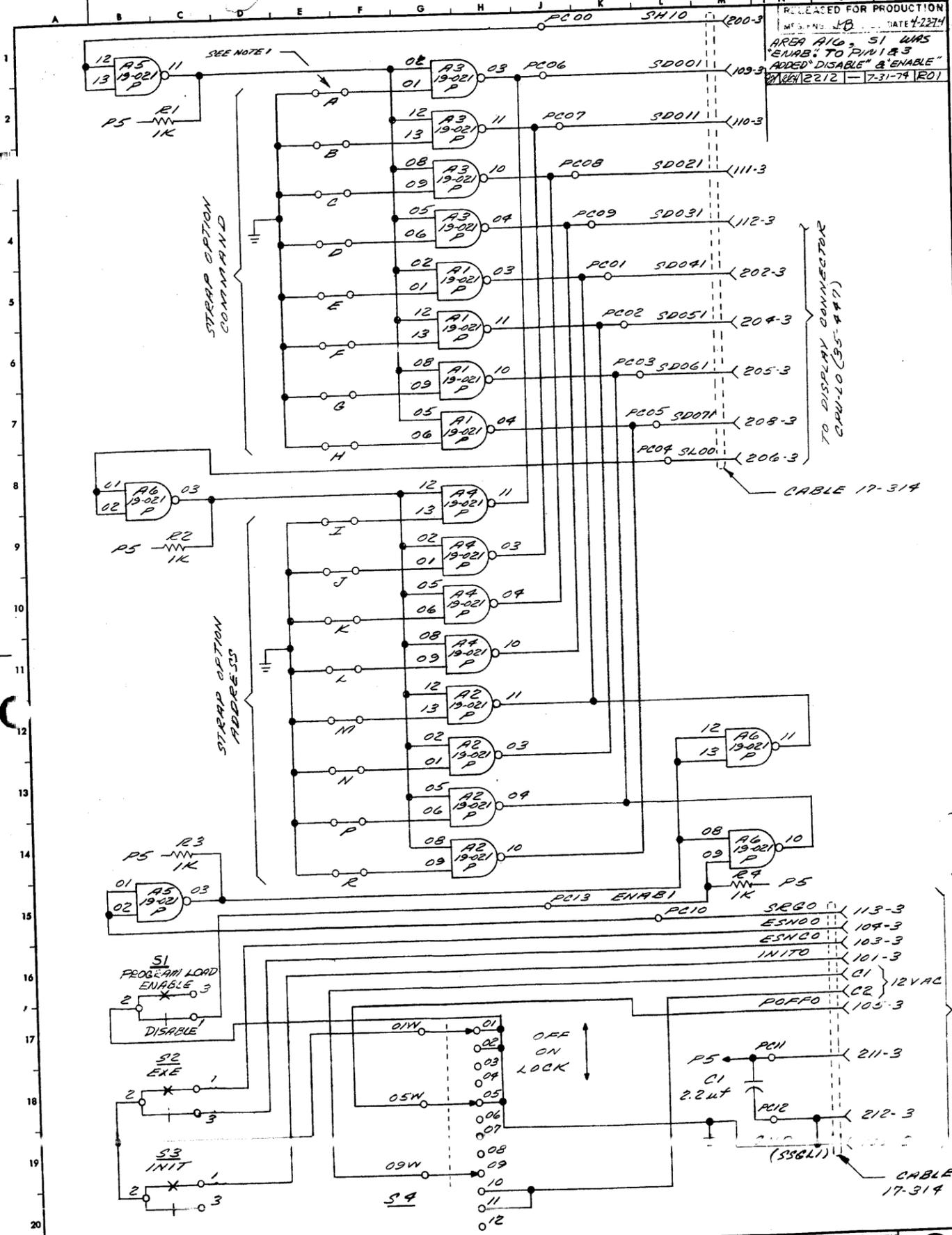
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REVISIONS	
FOR PREVIOUS REVISION SEE REV R00 VOIDED COPY IN FILE	
13-11-73	2040 1/14 7-18-73 R01



RELEASED FOR PRODUCTION  
DATE 4-22-74  
AREA #10, S1 WAS  
"ENAB" TO PIN 1 & 3  
"ADDED" "DISABLE" & "ENABLE"  
2/22/72 - 7-31-74 [E01]



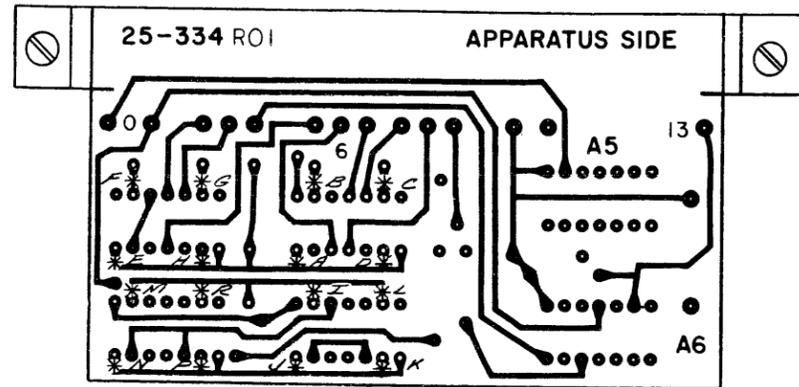
NOTES 1. CIRCUIT AS SHOWN WILL GATE ADDRESS AS 'X'FF' AND COMMAND AS 'X'FF'.  
 2. ALL IC'S CAPS AND RESISTORS ARE PART OF P.C. BOARD 95-430.

NAME	TITLE	DATE	TITLE	FUNCTIONAL	SCHEMATIC
R F GERO	DRAW	3-18-74	AUTO LOAD W/ CONSOLE		
R F GERO	CHK	3-22-74	(MODEL #16)		
B JOYCE	ENGR	4-9-74			
D BORD	G.C.	4-2-74			
P ARBITANTE	WIR	4-9-74			

03095  
 02-33801608  
 SHEET OF 1-2

TO DISPLAY CONNECTOR CPU-10 (95-447)

CABLE 17-314



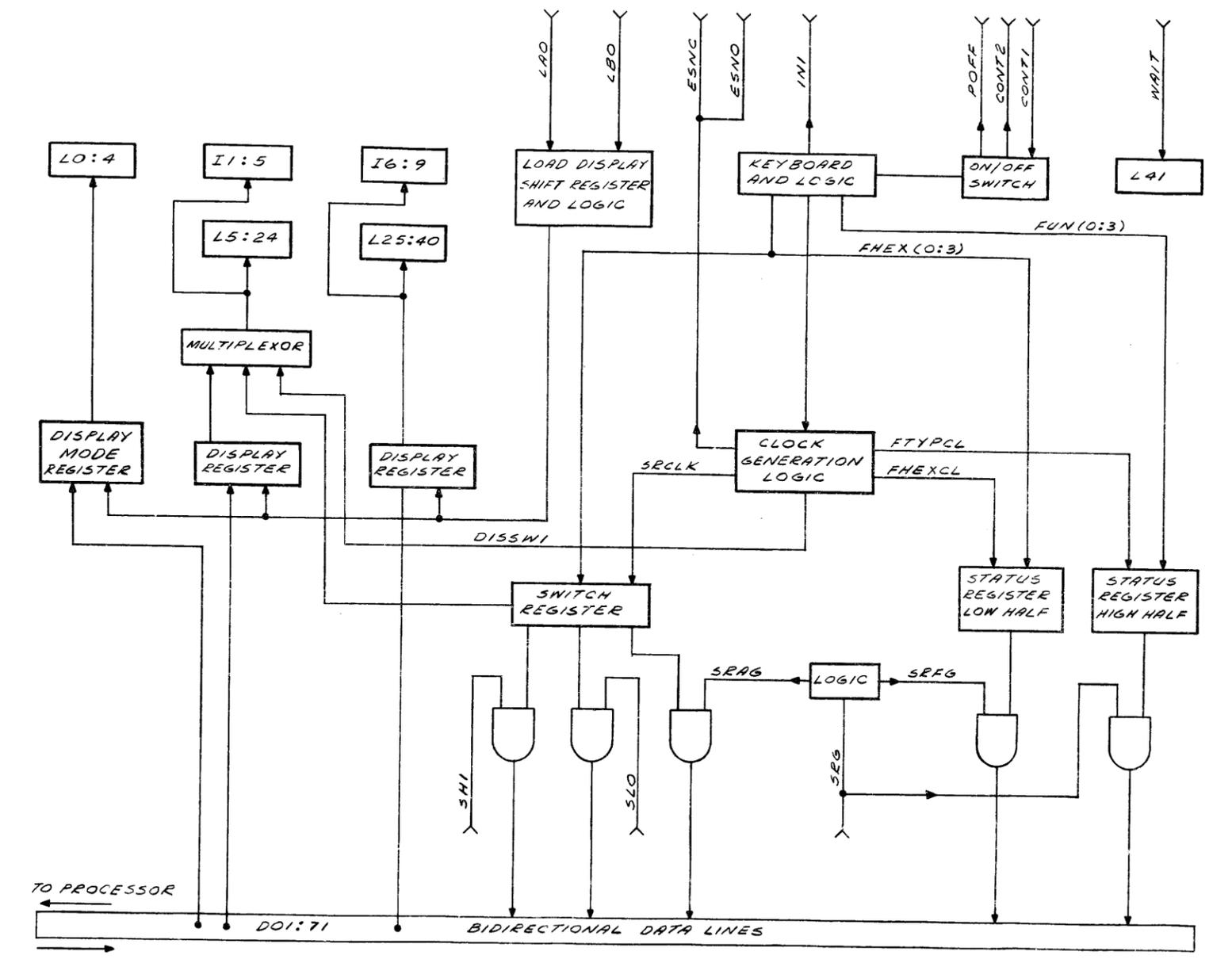
\* INDICATES WHERE OPTIONAL CUTS MUST BE ADDED.

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NOTES	NAME	FILE	DATE	TITLE
				FUNCTIONAL SCHEMATIC
				AUTOLOAD W/CONSOLE
				(MODEL 716)
				25-334 ROI COB 2-2

**REVISIONS**

RELEASED FOR PRODUCTION	
MFG. ENGR. <i>W. J. M.</i>	DATE <i>3/1/74</i>
REVISED SHTS 2 & 3	
<i>W. J. M.</i> 2323	- 11-31-75 R01
REVISED SHTS 2 & 3	
<i>W. J. M.</i> 7 263 S	- 11-10-75 R02
REVISED SHT 2	
<i>GP</i> 13590	- 12-15-78 R03



**CONN-3**

TERM	ROW 1	ROW 2
00	GND	SH10
01	INIT0	GND
02	WAIT1	D41
03	ESNCO	L90
04	ESNOO	D51
05	POFF0	D61
06	SSGL1	S100
07	SCLRO	
08	GND	D71
09	D01	
10	D11	
11	D21	
12	D31	GND
13	SRG0	CONT3
14	L80	

BLOCK DIAGRAM

REVISION LEVEL OF THIS SHEET IS CONSIDERED THE DOCUMENT

35-519F02 R06 HEXADECIMAL DISPLAY

SHEET	REV	5	0
INDEX	SH	2	3

DRAWING 44 231 1043

NOTES

NAME	TITLE	DATE	TITLE
H. MATTER	DRAFT	1-28-74	FUNCTIONAL SCHEMATIC
H. MATTER	CHK	1-28-74	HEXADECIMAL DISPLAY
S. MESSINA	ENGR	1-31-74	
L. JOHANN	TEST	3-1-74	
	DIR ENGR		

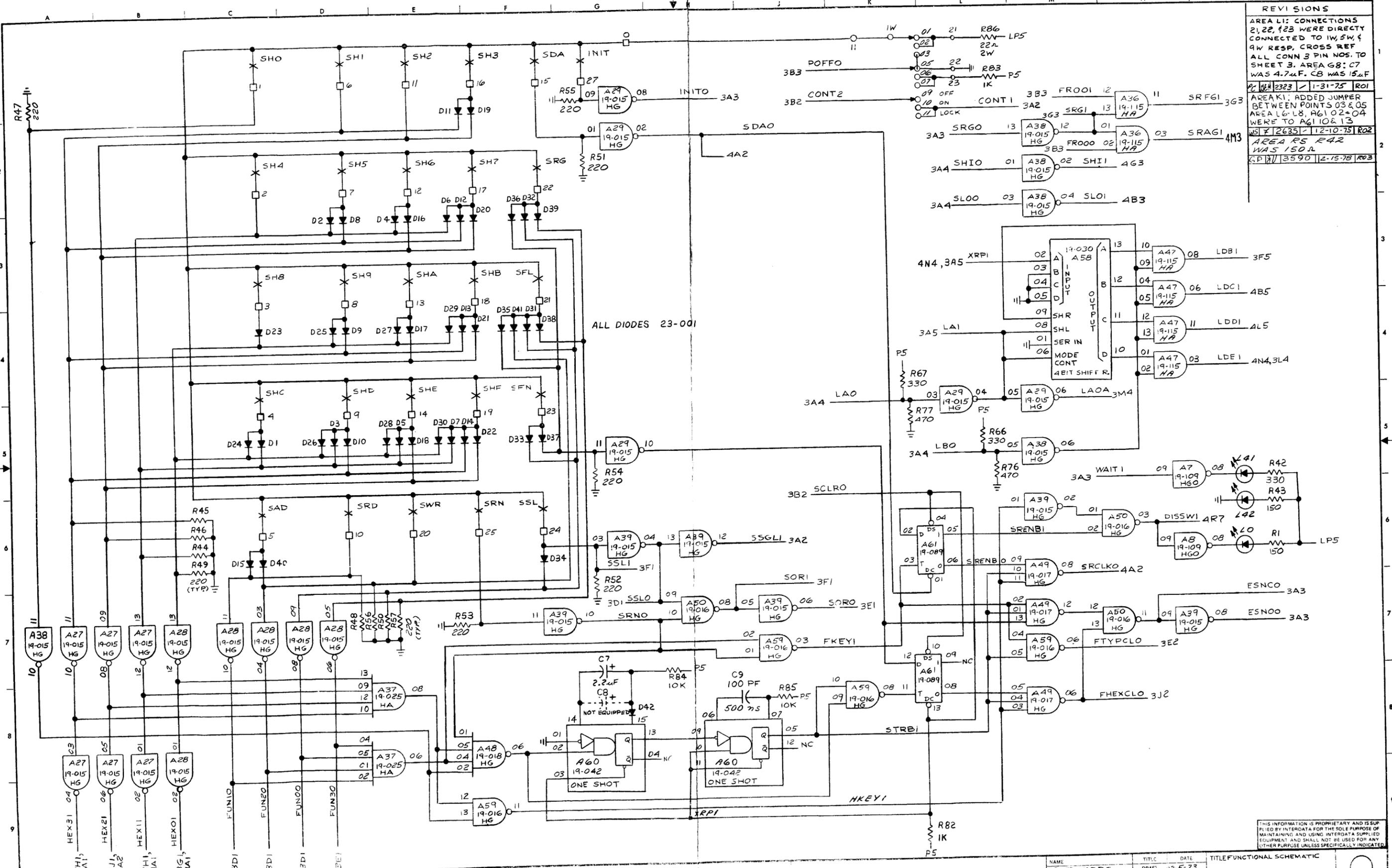
NO. 09081  
NO. 09-065 R03 D08

SHEET 1 OF 4

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REVISIONS

AREA L1: CONNECTIONS 21, 22, 23 WERE DIRECTLY CONNECTED TO 1W, 5W, & 9W RESP. CROSS REF TO SHEET 3. AREA G8: C7 WAS 4.7uF. CB WAS 15uF	1-31-75	RO1
AREA K1: ADDED JUMPER BETWEEN POINTS 03 & 05 AREA L6: L8, A61 03 & 04 WERE TO A61 02 & 13	12-10-75	RO2
AREA RS PAR WAS 150u	12-15-78	RO3



NOTES  
1. L0 THRU L42 ARE 33-027

NAME P. EDWARDS	TITLE HEXADECIMAL DISPLAY	DATE 12-5-73
CHKR	ENGR	
TASK NO. 03021		SHEET OF 4
JOB NO. 09-065823D08		

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RELEASED FOR PRODUCTION  
MFG. ENG. *NE* DATE 2-20-74

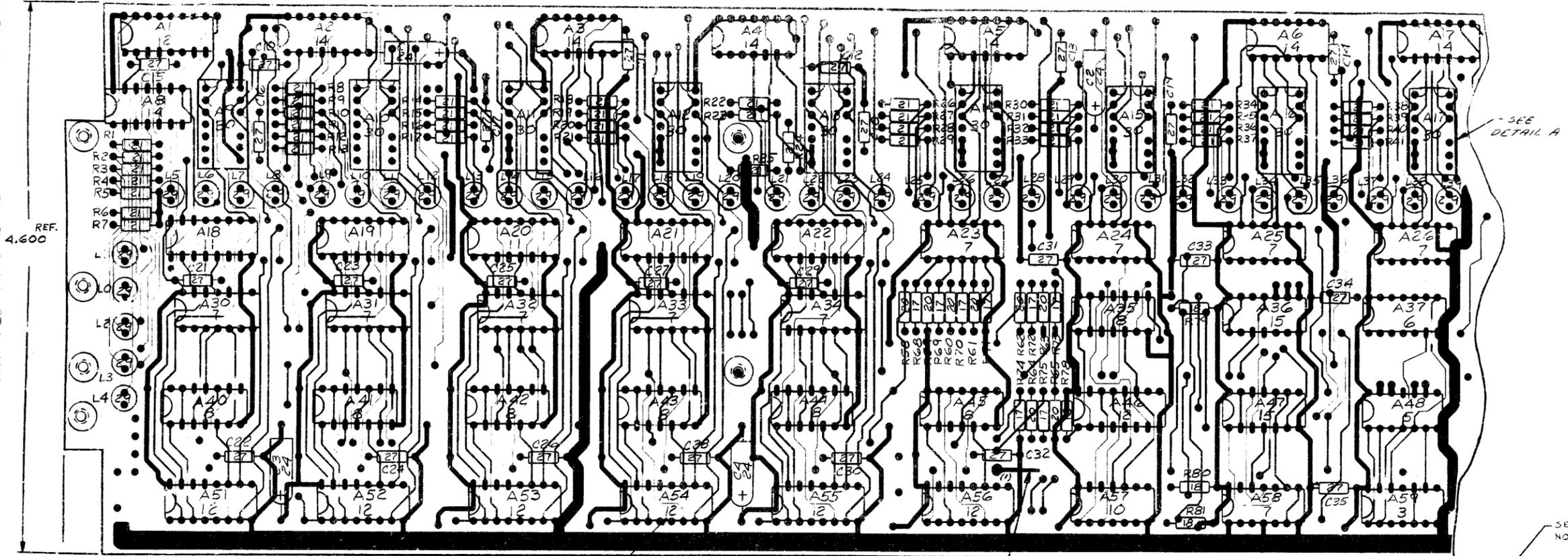
REVISED TO REFLECT  
R02 COPPER  
PC 141 2150 11-15-74 E01  
CHANGED: ORIENTATION NOTE  
FOR LED'S DID NOT SPEC FLAT SIDE

REVISED R86, WAS IN  
HORIZONTAL POSITION  
AREA K8  
PC 141 2261 9-5-74 E03

REVISED CIRCUITRY TO  
REFLECT NEW COPPER  
STRAP #1 WAS NOT  
SPEC'D (AREA S 14, L9)

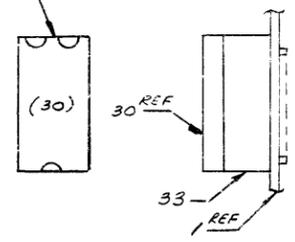
REVISED CIRCUITRY  
TO REFLECT R05  
COPPER, AREA K6  
R42 WAS ITEM 21  
1502

GP 11 3590 12-16-78 E05



SEE NOTE 1  
32 TYP.  
28 PLACES

DISPLAY TO BE INSERTED  
IN SOCKET WITH NOTCHES  
AS SHOWN



DETAIL A  
FOR USE ON F02 ONLY

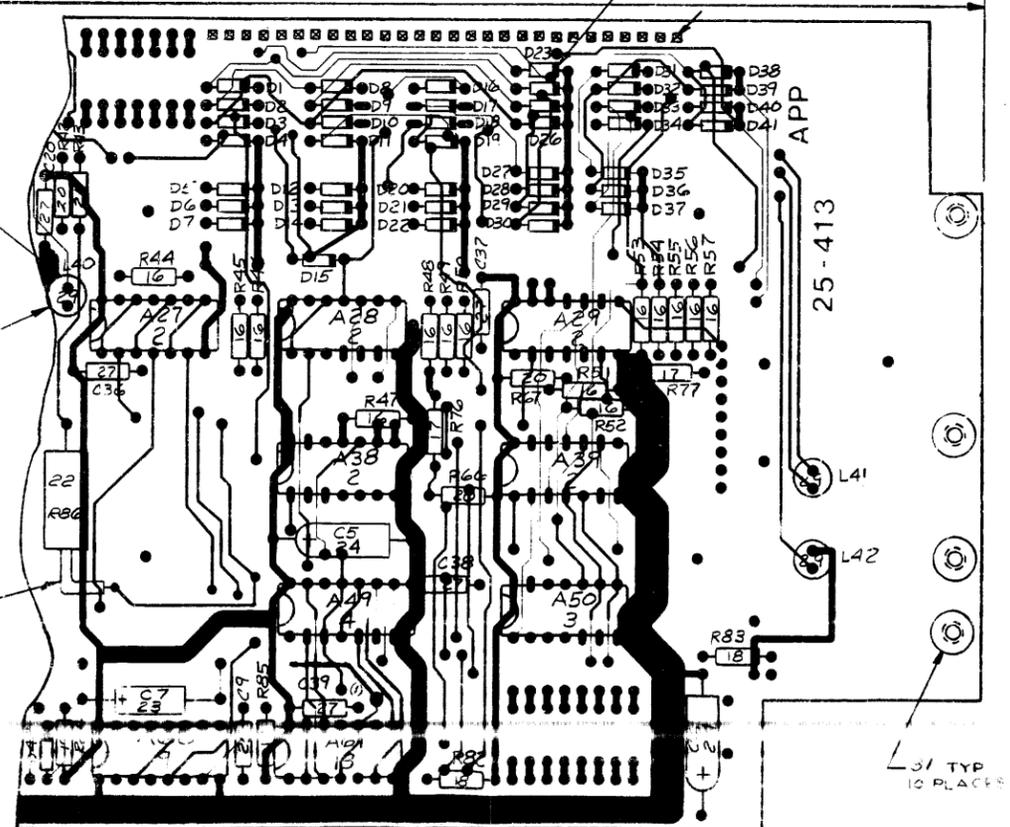
F02 AS SHOWN  
FOR LIKE ITEMS 30 & 33  
IDENTIFICATION INFORMATION

ITEM NO. 34 STRAP (1)

CLORED DOT OR  
FLAT SIDE OF LED  
INDICATES CATHODE  
END. (TYPICAL)

BASE OF LED'S MUST BE  
PARALLEL TO P.C. BOARD TO  
ACHIEVE PERPENDICULARITY  
BEFORE & DURING FLOW  
SOLDER.

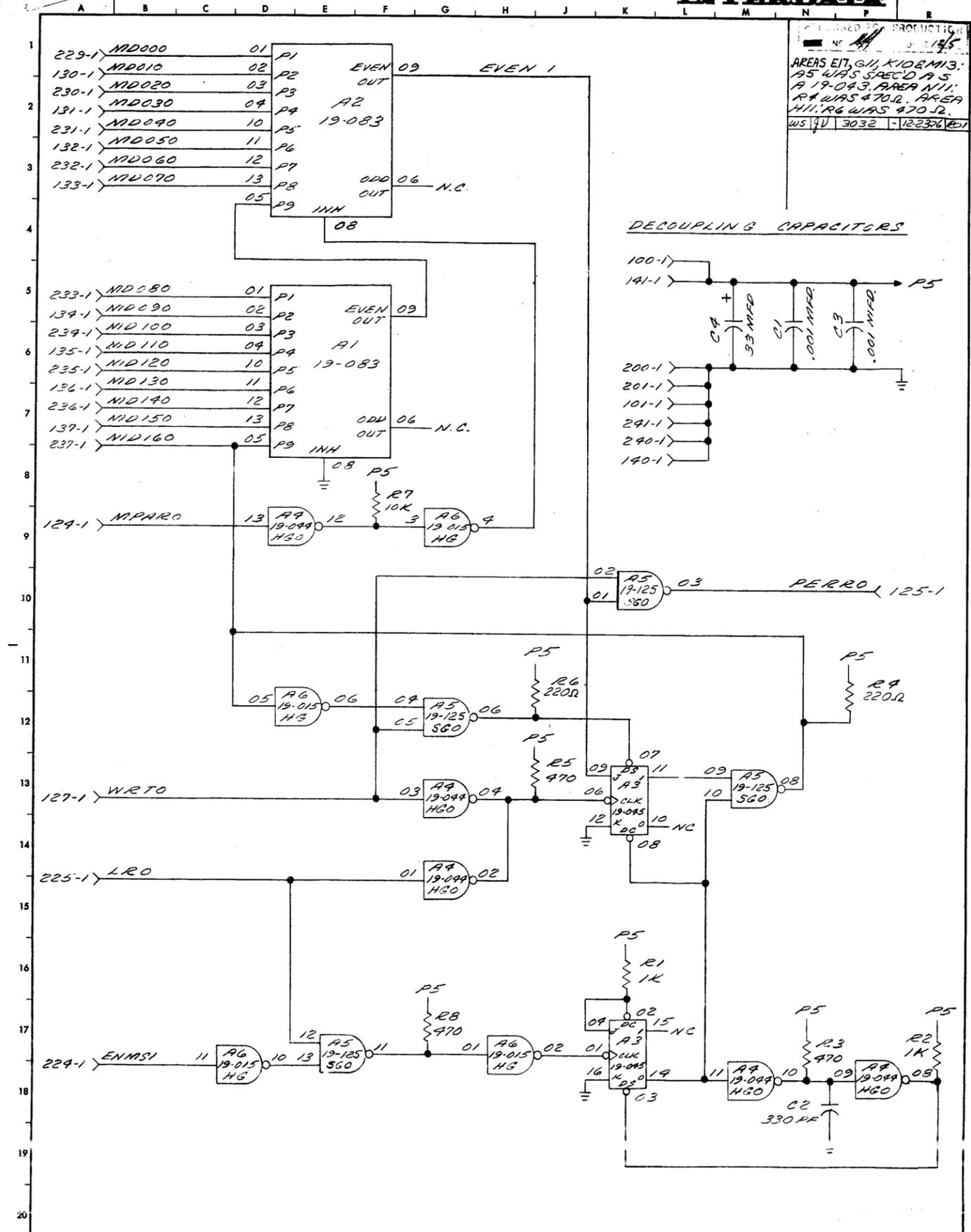
SLEEVING  
(THIS END)



UNSPECIFIED COMPONENTS ARE ITEM 28.

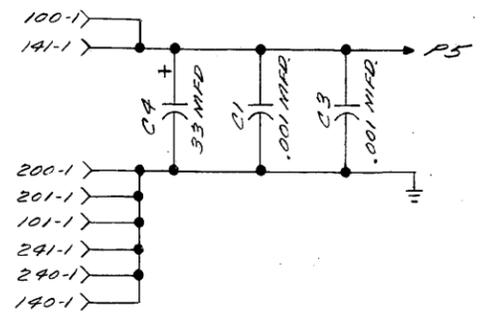
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NAME	TITLE	DATE	TITLE ASS'Y PRT. CRT.
F. EDWARDS	CHKD	11-6-74	HEXIDECIMAL DISPLAY
H. MATTER	CHKD	11-15-74	
S. MESSINA	CHKD	2-15-74	
S. MESSINA	CHKD	2-15-74	303061 35-5190580



AREAS EIT, G11, K10, M13.  
 A5 WAS SPEC'D A 5  
 A 19-043, AREA N11  
 A4 WAS 470Ω, AREA  
 H11, A6 WAS 470Ω.  
 WS 171 3032 -12232121

DECOUPLING CAPACITORS



NOTES	NAME	TITLE	DATE	TITLE
1. UNLESS OTHERWISE SPECIFIED ALL APPARATUS THIS SHEET LOCATED ON 35-500. 2. THIS OPTION, WHEN EQUIPPED IS INSTALLED AT THE BALCKPANEL ON SLOT 3, CONN. FOR 1.	R. E. CELA	DRAFT	11-1-74	TITLE SCHEMATIC
	R. F. ZERO	CHK	11-14	PARITY OPTION
	G. JOYCE	ENGR	12-5-74	BOARDED 11/2
	J. MANUDA	3-4	12-5-74	03132
	P. FRANKENBERGER	NIG	12-5-74	02-360R1008

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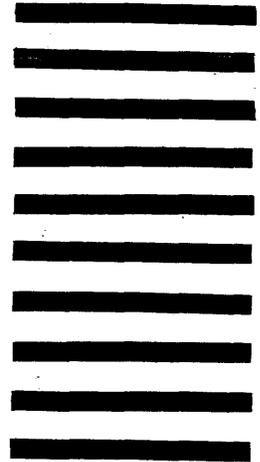
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