

KWV11

KWV11A DIAGNOSTIC
CVKWACO

AH-8224C-MC

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IDENTIFICATION

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1.0 ABSTRACT

This program allows the user check-out or debug the KVV11A, Programmable Real-Time Clock. The logic test is self contained and needs no external maintenance hardware or operator intervention with only one exception: If the customer hardware connected to the KVV11 could inject signals on ST2, ST1, or SLAVE IN inputs, it must be disconnected.

Even though the KVV11 is a Q BUS option, this program was designed to run on any PDP-11 Family computer. If the user is unfamiliar with an LSI-11 he should review sections 8.4 and 8.5. A software switch register is included with this program.

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

2.0 REQUIREMENTS

2.1 Equipment

1. PDP-11 Family computer with 8K of memory (or more) and I/O facilities (i.e., TTY).
2. KVV11 under test.

2.2 Storage

This program occupies and uses 8K of memory.

3.0 LOADING PROCEDURE

3.1 Method

Standards procedure for normal binary tapes should be followed.

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

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

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

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

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

4.0 STARTING PROCEDURE

4.1 Control Switch Setting

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

4.2 Starting Addresses

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

4.3 Program and/or Operator Action

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

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

5.0 OPERATING PROCEDURE

5.1 Switch Register Function

SWR BIT	OCTAL	FUNCTION WHEN SET
15	100000	HALT ON ERROR
14	040000	LOOP ON TEST
13	020000	INHIBIT ERROR TYPEOUT
12	010000	ENABLE LINE FREQ. RATE TESTING
11	004000	INHIBIT ITERATIONS (SHORT PASS)
10	002000	BELL ON ERROR
09	001000	LOOP ON ERROR
08	000400	LOOP ON TEST IN SWR <7:0>

5.2 Scope Loops

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

5.3 Program and/or Operator Action

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

5.3.1 Logic Test

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

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

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

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

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

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

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

5.4 Inhibiting Auto-Size Feature

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

6.0 ERRORS

6.1 Error Printout

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

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

6.1.1 Example

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

;ITEM 5

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

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

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

6.2 Non-Standard Error Halts

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

7.0 RESTRICTIONS

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

7.1 External Inputs

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

7.2 Starting Restriction

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

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

7.3 Possible Program 'BOMBS'

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

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

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

8.0 MISCELLANEOUS

8.1 Power Fail

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

8.2 XXDP, ACT, APT

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

8.3 Execution Time

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

8.4 LSI-11 'ODT' Commands

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

8.5 Entering LSI-11 'ODT'

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

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

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

8.6 Use of Program Software SWR

The program software switch register is enabled if

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

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

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

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

8.7 Special I/O Signal Tests

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

Logic test must have already been run on the KVV11.

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

Switch pack S2 must be set up as follows:

SWITCH STATE

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

The following jumper must be installed.

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

Load and start the program at 210.

8.7.2 I/O Signal Test #2 Clock Overflow Test

Switch pack S2 must be set up as follows:

SWITCH STATE

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

The following jumper must be installed.

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

Load and start at location 214.

8.7.3 I/O Signal Test #3 ST1 out and ST2 in

Switch Pack S2 must be set up as follows:

SWITCH STATE

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

The following jumper must be installed:

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

Load and start at location 220.

8.8 Production Starting Address

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

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

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

8.9 Testor Starting Address

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

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

8.10 Trap Catcher

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

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

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

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

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

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

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

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


```
88 000210 000137 014046      JMP    @#OITST1
89 000214 000137 014136      JMP    @#OITST2
90 000220 000137 014216      JMP    @#OITST3
91
92                000230      .=230
93 000230 000137 001472      JMP    @#WSTART      ;WESTFIELD STARTING ADDRESS
94                000240      .=240
95 000240 000137 001456      JMP    @#TSTSTR      ;ALL TESTER TESTS
96                ;IF STARTED HERE.
97                ;ALLOWS PRODUCTION TO EXERCISE
98                ;UP TO 16 CLOCKS.NORMAL=4.
99
```

```
100 .SBTTL BASIC DEFINITIONS
(1)
(1) ;*INITIAL ADDRESS OF THE STACK POINTER *** 1100 ***
(1) 001100 STACK= 1100
(1) .EQUIV EMT,ERROR      ;;BASIC DEFINITION OF ERROR CALL
(1) .EQUIV IOT,SCOPE     ;;BASIC DEFINITION OF SCOPE CALL
(1)
(1) ;*MISCELLANEOUS DEFINITIONS
(1) 000011 HT= 11      ;;CODE FOR HORIZONTAL TAB
(1) 000012 LF= 12      ;;CODE FOR LINE FEED
(1) 000015 CR= 15      ;;CODE FOR CARRIAGE RETURN
(1) 000200 CRLF= 200    ;;CODE FOR CARRIAGE RETURN-LINE FEED
(1) 177776 PS= 177776  ;;PROCESSOR STATUS WORD
(1) .EQUIV PS,PSW
(1) 177774 STKLMT= 177774 ;;STACK LIMIT REGISTER
(1) 177772 PIRQ= 177772  ;;PROGRAM INTERRUPT REQUEST REGISTER
(1) 177570 DSWR= 177570  ;;HARDWARE SWITCH REGISTER
(1) 177570 HDISP= 177570 ;;HARDWARE DISPLAY REGISTER
(1)
(1) ;*GENERAL PURPOSE REGISTER DEFINITIONS
(1) 000000 R0= %0      ;;GENERAL REGISTER
(1) 000001 R1= %1      ;;GENERAL REGISTER
(1) 000002 R2= %2      ;;GENERAL REGISTER
(1) 000003 R3= %3      ;;GENERAL REGISTER
(1) 000004 R4= %4      ;;GENERAL REGISTER
(1) 000005 R5= %5      ;;GENERAL REGISTER
(1) 000006 R6= %6      ;;GENERAL REGISTER
(1) 000007 R7= %7      ;;GENERAL REGISTER
(1) 000006 SP= %6      ;;STACK POINTER
(1) 000007 PC= %7      ;;PROGRAM COUNTER
(1)
(1) ;*PRIORITY LEVEL DEFINITIONS
(1) 000000 PR0= 0      ;;PRIORITY LEVEL 0
(1) 000040 PR1= 40     ;;PRIORITY LEVEL 1
(1) 000100 PR2= 100    ;;PRIORITY LEVEL 2
(1) 000140 PR3= 140    ;;PRIORITY LEVEL 3
(1) 000200 PR4= 200    ;;PRIORITY LEVEL 4
(1) 000240 PR5= 240    ;;PRIORITY LEVEL 5
(1) 000300 PR6= 300    ;;PRIORITY LEVEL 6
(1) 000340 PR7= 340    ;;PRIORITY LEVEL 7
(1)
(1) ;*'SWITCH REGISTER' SWITCH DEFINITIONS
(1) 100000 Sw15= 100000
(1) 040000 Sw14= 40000
```

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

(1) ;*DATA BIT DEFINITIONS (BIT00 TO BIT15)

(1)	100000	BIT15=	100000
(1)	040000	BIT14=	40000
(1)	020000	BIT13=	20000
(1)	010000	BIT12=	10000
(1)	004000	BIT11=	4000
(1)	002000	BIT10=	2000
(1)	001000	BIT09=	1000
(1)	000400	BIT08=	400
(1)	000200	BIT07=	200
(1)	000100	BIT06=	100
(1)	000040	BIT05=	40
(1)	000020	BIT04=	20
(1)	000010	BIT03=	10
(1)	000004	BIT02=	4
(1)	000002	BIT01=	2
(1)	000001	BIT00=	1
(1)		.EQUIV	BIT09,BIT9
(1)		.EQUIV	BIT08,BIT8
(1)		.EQUIV	BIT07,BIT7
(1)		.EQUIV	BIT06,BIT6
(1)		.EQUIV	BIT05,BIT5
(1)		.EQUIV	BIT04,BIT4
(1)		.EQUIV	BIT03,BIT3
(1)		.EQUIV	BIT02,BIT2
(1)		.EQUIV	BIT01,BIT1
(1)		.EQUIV	BIT00,BIT0

(1) ;*BASIC "CPU" TRAP VECTOR ADDRESSES

(1)	000004	ERRVEC=	4	::TIME OUT AND OTHER ERRORS
(1)	000010	RESVEC=	10	::RESERVED AND ILLEGAL INSTRUCTIONS

(1)	000014	TBITVEC=14	:: 'T' BIT
(1)	000014	TRTVEC= 14	:: TRACE TRAP
(1)	000014	BPTVEC= 14	:: BREAKPOINT TRAP (BPT)
(1)	000020	IOTVEC= 20	:: INPUT/OUTPUT TRAP (IOT) **SCOPE**
(1)	000024	PWRVEC= 24	:: POWER FAIL
(1)	000030	EMTVEC= 30	:: EMULATOR TRAP (EMT) **ERROR**
(1)	000034	TRAPVEC=34	:: 'TRAP' TRAP
(1)	000060	TKVEC= 60	:: TTY KEYBOARD VECTOR
(1)	000064	TPVEC= 64	:: TTY PRINTER VECTOR
(1)	000240	PIRQVEC=240	:: PROGRAM INTERRUPT REQUEST VECTOR

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

.SBTTL ACT11 HOOKS

```
*****  
:HOOKS REQUIRED BY ACT11  
: $SVPC= . ;SAVE PC  
: .=46  
: $ENDAD ;:1)SET LOC.46 TO ADDRESS OF $ENDAD IN .$EOP  
: .=52  
: .WORD 0 ;:2)SET LOC.52 TO ZERO  
: .=$SVPC ;: RESTORE PC  
: .=1000
```

.SBTTL APT PARAMETER BLOCK

```
*****  
:SET LOCATIONS 24 AND 44 AS REQUIRED FOR APT  
:*****  
: . $X= . ;:SAVE CURRENT LOCATION  
: .=24 ;:SET POWER FAIL TO POINT TO START OF PROGRAM  
: 200 ;:FOR APT START UP  
: .=44 ;:POINT TO APT INDIRECT ADDRESS PNTR.  
: $APTHDR ;:POINT TO APT HEADER BLOCK  
: .=$X ;:RESET LOCATION COUNTER
```

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

(1)	001000	\$APTHD:	
(1)	001000	\$HIBTS:	.WORD 0 ;:TWO HIGH BITS OF 18 BIT MAILBOX ADDR.
(1)	001002	\$MBADR:	.WORD \$MAIL ;:ADDRESS OF APT MAILBOX (BITS 0-15)
(1)	001004	\$STMT:	.WORD 2 ;:RUN TIM OF LONGEST TEST
(1)	001006	\$PASTM:	.WORD 120. ;:RUN TIME IN SECS. OF 1ST PASS ON 1 UNIT (QUICK VERIFY)
(1)	001010	\$UNITM:	.WORD 120. ;:ADDITIONAL RUN TIME (SECS) OF A PASS FOR EACH ADDITIONAL UNIT
(1)	001012		.WORD \$ETEND-\$MAIL/2 ;:LENGTH MAILBOX-ETABLE(WORDS)


```
(2) 001212 000000 $MSGLG: .WORD AMSGLG ;;MESSAGE LENGTH
(2) 001214 $ETABLE: ;;APT ENVIRONMENT TABLE
(2) 001214 000 $ENV: .BYTE AENV ;;ENVIRONMENT BYTE
(2) 001215 000 $ENVM: .BYTE AENVM ;;ENVIRONMENT MODE BITS
(2) 001216 000000 $SWREG: .WORD ASWREG ;;APT SWITCH REGISTER
(2) 001220 000000 $USWR: .WORD AUSWR ;;USER SWITCHES
(2) 001222 000000 $CPUOP: .WORD ACPUOP ;;CPU TYPE,OPTIONS
(2) ;* BITS 15-11=CPU TYPE
(2) ;* 11/04=01,11/05=02,11/20=03,11/40=04,11/45=05
(2) ;* 11/70=06,PDQ=07,Q=10
(2) ;* BIT 10=REAL TIME CLOCK
(2) ;* BIT 9=FLOATING POINT PROCESSOR
(2) ;* BIT 8=MEMORY MANAGEMENT
(2) 001224 000 $MAMS1: .BYTE AMAMS1 ;;HIGH ADDRESS,M.S. BYTE
(2) 001225 000 $MTYP1: .BYTE AMTYP1 ;;MEM. TYPE,BLK#1
(2) ;* MEM.TYPE BYTE -- (HIGH BYTE)
(2) ;* 900 NSEC CORE=001
(2) ;* 300 NSEC BIPOLAR=002
(2) ;* 500 NSEC MOS=003
(2) 001226 000000 $MADR1: .WORD AMADR1 ;;HIGH ADDRESS,BLK#1
(2) ;* MEM.LAST ADDR.=3 BYTES,THIS WORD AND LOW OF 'TYPE' ABOVE
(2) 001230 000 $MAMS2: .BYTE AMAMS2 ;;HIGH ADDRESS,M.S. BYTE
(2) 001231 000 $MTYP2: .BYTE AMTYP2 ;;MEM.TYPE,BLK#2
(2) 001232 000000 $MADR2: .WORD AMADR2 ;;MEM.LAST ADDRESS,BLK#2
(2) 001234 000 $MAMS3: .BYTE AMAMS3 ;;HIGH ADDRESS,M.S.BYTE
(2) 001235 000 $MTYP3: .BYTE AMTYP3 ;;MEM.TYPE,BLK#3
(2) 001236 000000 $MADR3: .WORD AMADR3 ;;MEM.LAST ADDRESS,BLK#3
(2) 001240 000 $MAMS4: .BYTE AMAMS4 ;;HIGH ADDRESS,M.S.BYTE
(2) 001241 000 $MTYP4: .BYTE AMTYP4 ;;MEM.TYPE,BLK#4
(2) 001242 000000 $MADR4: .WORD AMADR4 ;;MEM.LAST ADDRESS,BLK#4
(2) 001244 000440 $VECT1: .WORD AVECT1 ;;INTERRUPT VECTOR#1,BUS PRIORITY#1
(2) 001246 000000 $VECT2: .WORD AVECT2 ;;INTERRUPT VECTOR#2BUS PRIORITY#2
(2) 001250 170420 $BASE: .WORD ABASE ;;BASE ADDRESS OF EQUIPMENT UNDER TEST
(2) 001252 000000 $DEVN: .WORD ADEVN ;;DEVICE MAP
(2) 001254 000000 $CDW1: .WORD ACDW1 ;;CONTROLLER DESCRIPTION WORD#1
(2) 001256 $ETEND:
(2) .MEXIT
```



```
(1) .SBTTL ERROR POINTER TABLE
(1)
(1) ;*THIS TABLE CONTAINS THE INFORMATION FOR EACH ERROR THAT CAN OCCUR.
(1) ;*THE INFORMATION IS OBTAINED BY USING THE INDEX NUMBER FOUND IN
(1) ;*LOCATION $ITEMB. THIS NUMBER INDICATES WHICH ITEM IN THE TABLE IS PERTINENT.
(1) ;*NOTE1: IF $ITEMB IS 0 THE ONLY PERTINENT DATA IS ($ERRPC).
(1) ;*NOTE2: EACH ITEM IN THE TABLE CONTAINS 4 POINTERS EXPLAINED AS FOLLOWS:
(1)
(1) ;*      EM      ;;POINTS TO THE ERROR MESSAGE
(1) ;*      DH      ;;POINTS TO THE DATA HEADER
(1) ;*      DT      ;;POINTS TO THE DATA
(1) ;*      DF      ;;POINTS TO THE DATA FORMAT
(1)
(1) 001256 $ERRTB:
113
118
119 ;ITEM 1
120
121 001256 017232 EM1 ;CLOCK SR FUNCTION ERROR
122 001260 017555 DH1 ;ERRPC ASR WAS S/B
123 001262 017764 DT1 ;$ERRPC,ASR,$BDDAT,$GDDAT
124 001264 020062 DF0 ;ALL NUMBERS ARE IN OCTAL FORM
(1)
125
126 ;ITEM 2
127
128 001266 017264 EM2 ;CLOCK SR DATA ERROR
129 001270 017555 DH1 ;ERRPC ASR WAS S/B
130 001272 017764 DT1 ;$ERRPC,ASR,$BDDAT,$GDDAT
131 001274 020062 DF0 ;ALL NUMBERS ARE IN OCTAL FORM
(1)
132
133 ;ITEM 3
134
135 001276 017312 EM3 ;CLOCK BR DATA ERROR
136 001300 017601 DH3 ;ERRPC ABR WAS
137 001302 017776 DT3 ;$ERRPC,ABR,$BDDAT,$GDDAT
138 001304 020062 DF0 ;ALL NUMBERS ARE IN OCTAL FORM
(1)
139
140 ;ITEM 4
141
142 001306 017340 EM4 ;INTERRUPT ERROR.
143 001310 017625 DH4A ;ERRPC TO ROM ADDR.
144 001312 020010 DT4 ;$ERRPC, TRTO,TRFRO
145 001314 020062 DF0 ;ALL NUMBERS ARE IN OCTAL FORM
(1)
146
147 ;ITEM 5
148
149 001316 017361 EM5 ;CLOCK COUNT REG ERROR
150 001320 017555 DH1 ;ERRPC ASR WAS S/B
151 001322 017764 DT1 ;$ERRPC,ACR,$BDDAT,$GDDAT
152 001324 020062 DF0 ;ALL NUMBERS ARE IN OCTAL FORM
(1)
```

153					
154			:ITEM	6	
155					
156	001326	017423		EM12	:CLOCK COUNT FUNCTION ERROR
157	001330	017661		DH12	:ERRPC ASR
158	001332	020020		DT12	:ERRPC, ASR
159	001334	020062		DF0	:ALL NUMBERS ARE IN OCTAL FORM
(1)					
160					
161			:ITEM	7	
162					
163	001336	017452		EM16	:CLOCK INTERRUPT ERROR
164	001340	017661		DH12	:ERRPC ASR
165	001342	020020		DT12	:SERRPC, ASR
166	001344	020062		DF0	:ALL NUMBERS ARE IN OCTAL FORM
(1)					
167					
168			:ITEM	10	
169					
170	001346	017503		EM20	:CLOCK REPEATABILITY ERROR
171	001350	017676		DH20	:ERROR ASR 2ND CNT 1ST CNT 3RD CNT
172	001352	020026		DT20	:SERRPC, ASR, \$BDDAT, \$GDDAT, \$TMP0
173	001354	020062		DF0	:ALL NUMBERS ARE IN OCTAL FORM
(1)					
174					
175			:ITEM	11	
176					
177	001356	017404		EM11	:CLOCK COUNT ERROR
178	001360	017555		DH1	:ERRPC ASR WAS S/B
179	001362	020042		DT22	:SERRPC, ASR, \$BDDAT, \$TMP0
180	001364	020062		DF0	:ALL NUMBERS ARE IN OCTAL FORM
(1)					
181					
182			:ITEM	12	
183					
184	001366	017532		EM26	:CLOCK ADDRESSING ERROR
185	001370	017737		DH26	:ERRPC CLOCK ADDR.
186	001372	020054		DT26	:SERRPC, \$TMP0
187	001374	020062		DF0	:ALL NUMBERS ARE IN OCTAL FORM
(1)					
188					
189	001376	170420	ASR:	.WORD	ABASE
190	001400	170422	ABR:	.WORD	ABASE+2
191	001402	000440	VECT1:	.WORD	AVECT1
192	001404	000442	VECTP:	.WORD	AVECT1+2
193	001406	000444	VECT2:	.WORD	AVECT1+4
194	001410	000446	VECT2P:	.WORD	AVECT1+6
195	001412	000200	PRIOR:	.WORD	APRIOR
196	001414	167774	DR:	.WORD	167774
197	001416	167772	DR2:	.WORD	167772
198	001420	000000	\$TMP0:	.WORD	0
199	001422	000000	\$TMP1:	.WORD	0
200	001424	000000	\$TMP3:	.WORD	0
201	001426	000000	ROTATE:	.WORD	0
202	001430	000000	UTEST:	.WORD	0
203	001432	000000	ERCNT:	.WORD	0

:VECTOR ADDR. OF ST2 INTRS.

:TEMP STORAGE.
 :TMP STORAGE.

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

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

```

(2) 001742 012637 000004      66$:  MOV      (SP)+,@#ERRVEC  ;;RESTORE ERROR VECTOR
(1)
(2) 001746 005037 001202      CLR      $PASS                ;;CLEAR PASS COUNT
(2) 001752 132737 000200 001215  BITB    #APTSIZE,$ENVM        ;;TEST USER SIZE UNDER APT
(2) 001760 001403                BEQ     67$                   ;;YES,USE NON-APT SWITCH
(2) 001762 012737 001216 001140  MOV     #$$SWREG,$SWR         ;;NO,USE APT SWITCH REGISTER
(2) 001770
226 001770 000177 177424      67$:  JMP     @STMP0                ;EXIT PROGRAM VECTOR SETUP SPACE
227
228 001774
(1)
(1) 001774 012746 000340      MOV     #340,-(SP)            ;SET CPU PRIORITY ON RETERN.
(1) 002000 012746 002006      MOV     #64$,-(SP)           ;SHOW RETURN ADDRESS.
(1) 002004 000002                RTI                          ;CAUSE A RETURN(PUTS STATUS IN STATUS REG.).
(1) 002006      64$:
229 002006 005037 001204      CLR     $DEVCT                ;ZERO DEVICE COUNT.
230 002012 012737 017102 000004  MOV     #IOTRD,@#ERRVEC      ;FIX TRAP CATCHER.
231 002020 013737 001244 001402  MOV     $VECT1,VECT1         ;NOW FIX VECTOR ADDR.
232 002026 013737 001250 001376  MOV     $BASE,ASR            ;FIX ADDRESS OF CSR.
233
234      .SBTTL  TYPE PROGRAM NAME
(1)      ;;TYPE THE NAME OF THE PROGRAM IF FIRST PASS
(1) 002034 005227 177777      INC     #-1                   ;;FIRST TIME?
(1) 002040 001041                BNE    65$                   ;;BRANCH IF NO
(1) 002042 104401 002110      TYPE   ,66$                  ;;TYPE ASCIZ STRING
(2)      .SBTTL  GET VALUE FOR SOFTWARE SWITCH REGISTER
(2) 002046 005737 000042      TST    @#42                  ;;ARE WE RUNNING UNDER XXDP/ACT?
(2) 002052 001012                BNE    67$                   ;;BRANCH IF YES
(2) 002054 123727 001214 000001  CMPB   $ENV,#1               ;;ARE WE RUNNING UNDER APT?
(2) 002062 001406                BEQ    67$                   ;;BRANCH IF YES
(2) 002064 023727 001140 000176  CMP    $SWR,#$SWREG          ;;SOFTWARE SWITCH REG SELECTED?
(2) 002072 001005                BNE    68$                   ;;BRANCH IF NO
(2) 002074 104406                GTSWR                ;;GET SOFT-SWR SETTINGS
(2) 002076 000403                BR     68$
(2) 002100 112737 000001 001134  67$:  MOVB   #1,$AUTOB            ;;SET AUTO-MODE INDICATOR
(2) 002106      68$:
(1) 002106 000416                BR     65$                   ;;GET OVER THE ASCIZ
(1)      ;;66$: .ASCIZ <CRLF>#CVKWAC KWV11 DIAGNOSTIC#<CRLF>
(1) 002144      65$:
235 002144      RSTART:
236 002144 005737 001440      TST    EXS                   ;TESTOR MODE ENABLED??
237 002150 001441                BEQ    1$                   ;NO DON'T TYPE NEXT MESSAGE.
238 002152 104401 002160      TYPE   ,65$                  ;;TYPE ASCIZ STRING
(1) 002156 000436                BR     64$                   ;;GET OVER THE ASCIZ
(1)      ;;65$: .ASCIZ <15><12>#TESTOR MODE ENABLED--SEE DOCUMENTATION FOR INSTRUCTIONS.#
(1) 002254      64$:
239 002254      1$:
(1) 002254 104401 002262      TYPE   ,67$                  ;;TYPE ASCIZ STRING
(1) 002260 000411                BR     66$                   ;;GET OVER THE ASCIZ
(1)      ;;67$: .ASCIZ <15><12>#TEST RUNNING...#
(1) 002304      66$:
240 002304 005037 001434      CLR     MDEVCT                ;TESTING FIRST UNIT.
241 002310 005037 001432      CLR     FRCNT                 ;NO ERRORS.
242 002314 005037 001202      CLR     $PASS                 ;NO PASSES.
243 002320 012737 000001 001426  MOV     #1,ROTATE            ;POINT TO FIRST UNIT.

```


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

(4) :*****
(3) 002654 000004 TST4: SCOPE
(2) 002656 012737 000100 001160 MOV #100,\$TIMES ;;DO 100 ITERATIONS
(1) 002664 005077 176506 CLR @ASR ;/CLEAR THE STATUS REGISTER.
(1) 002670 052777 020000 176500 BIS #BIT13,@ASR ;/SET BIT 13.
(1) 002676 012737 020000 001124 MOV #BIT13,\$GDDAT ;/SET FOR ERROR TYPEOUT S/B.
(1) 002704 017737 176466 001126 MOV @ASR,\$BDDAT ;/READ THE STATUS REGISTER.
(1) 002712 023737 001124 001126 CMP \$GDDAT,\$BDDAT ;/DID BIT 13 AND ONLY BIT 13 SET?
(1) 002720 001402 BEQ 1\$;/IF SO-LETS TRY CLEARING IT.

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

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

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

(2) ;:*****>>> ERROR <<<*****
(1) 002752 2\$:

(1)
 (5)
 (4)
 (5)
 (5)
 (5)
 (5)
 (4)
 (3) 003244 000004
 (2) 003246 012737 000100 001160
 (1)
 (1) 003254 005077 176116
 (1) 003260 052777 000020 176110
 (1) 003266 012737 000020 001124
 (1) 003274 017737 176076 001126
 (1) 003302 023737 001124 001126
 (1) 003310 001402
 (2)

```

                ;/#
;*****
;*TEST 10      *TEST THAT CLOCK A STATUS REGISTER BIT 4 CAN BE SET AND CLEARED
;*
;*CLOCK STATUS REGISTER BIT EXERCISE. ON FAILURE-SUSPECT INDIVIDUAL
;*F/FS OR GATES
;*
;*****
TST10: SCOPE
MOV     #100,$TIMES    ;;DO 100 ITERATIONS
CLR     @ASR           ;/CLEAR THE STATUS REGISTER.
BIS     #BIT4,@ASR    ;/SET BIT 4.
MOV     #BIT4,$GDDAT  ;/SET FOR ERROR TYPEOUT S/B.
MOV     @ASR,$BDDAT   ;/READ THE STATUS REGISTER.
CMP     $GDDAT,$BDDAT ;/DID BIT 4 AND ONLY BIT 4 SET?
BEQ     1$            ;/IF SO-LETS TRY CLEARING IT.
    
```

(1) 003312 104002
 (1)
 (2)

```

;*****>>> ERROR <<<*****
            ERROR 2      ;/ERROR CLOCK AS STATUS REGISTER
                               ;/BIT 4 FAILED TO BIT SET.
;*****>>> ERROR <<<*****
    
```

(1) 003314 000412
 (1)
 (1) 003316 042777 000020 176052
 (1) 003324 005037 001124
 (1) 003330 017737 176042 001126
 (1) 003336 001401
 (1)
 (2)

```

            BR     2$          ;/BR TO END SUBTEST.
1$: BIC     #BIT4,@ASR      ;/TRY CLEARING BIT 4.
      CLR    $GDDAT        ;/CLEAR S/B FOR TYPEOUT IF ANY.
      MOV    @ASR,$BDDAT   ;/NOW READ IT BACK.
      BEQ    2$            ;/IF ZERO - NO ERROR!
    
```

(1) 003340 104002
 (1)
 (1)
 (2)

```

;*****>>> ERROR <<<*****
            ERROR 2      ;/ERROR - CLOCK A STATUS REGISTER.
                               ;/BIT 4 FAILED TO CLEAR.
;*****>>> ERROR <<<*****
    
```

(1) 003342
 (1)
 348

2\$:

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

(4) :*****

(3) 003536 000004 TST13: SCOPE
(2) 003540 012737 000100 001160 MOV #100,\$TIMES ;;DO 100 ITERATIONS
(1) 003546 005077 175624 CLR @ASR ;/CLEAR THE STATUS REGISTER.
(1) 003552 052777 000002 175616 BIS #BIT1,@ASR ;/SET BIT 1.
(1) 003560 012737 000002 001124 MOV #BIT1,\$GDDAT ;/SET FOR ERROR TYPEOUT S/B.
(1) 003566 017737 175604 001126 MOV @ASR,\$BDDAT ;/READ THE STATUS REGISTER.
(1) 003574 023737 001124 001126 CMP \$GDDAT,\$BDDAT ;/DID BIT 1 AND ONLY BIT 1 SET?
(1) 003602 001402 BEQ 1\$;/IF SO-LETS TRY CLEARING IT.

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

(1) 003604 104002 ERROR 2 ;/ERROR CLOCK AS STATUS REGISTER
(1) ;/BIT 1 FAILED TO BIT SET.

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

(1) 003606 000412 BR 2\$;/BR TO END SUBTEST.
(1) 003610 042777 000002 175560 1\$: BIC #BIT1,@ASR ;/TRY CLEARING BIT 1.
(1) 003616 005037 001124 CLR \$GDDAT ;/CLEAR S/B FOR TYPEOUT IF ANY.
(1) 003622 017737 175550 001126 MOV @ASR,\$BDDAT ;/NOW READ IT BACK.
(1) 003630 001401 BEQ 2\$;/IF ZERO - NO ERROR!

(1) :;*****>>> ERROR <<<*****
(1)
(1)
(2)

(1) 003632 104002 ERROR 2 ;/ERROR - CLOCK A STATUS REGISTER.
(1) ;/BIT 1 FAILED TO CLEAR.

(1) :;*****>>> ERROR <<<*****
(1)
(2)

(1) 003634 2\$:

```
(1)                                     :/#
(5)                                     :*****
(4) *TEST 1; *TEST THAT CLOCK A STATUS REGISTER BIT 0 CAN BE SET AND CLEARED
(5) *
(5) *CLOCK STATUS REGISTER BIT EXERCISE. ON FAILURE-SUSPECT INDIVIDUAL
(5) *F/FS OR GATES
(5) *
(4)                                     :*****
(3) 003634 000004 TST14: SCOPE
(2) 003636 012737 000100 001160 MOV #100,$TIMES ;;DO 100 ITERATIONS
(1)
(1) 003644 005077 175526 CLR @ASR ;/CLEAR THE STATUS REGISTER.
(1) 003650 052777 000001 175520 BIS #BIT0,@ASR ;/SET BIT 0.
(1) 003656 012737 000001 001124 MOV #BIT0,$GDDAT ;/SET FOR ERROR TYPEOUT S/B.
(1) 003664 017737 175506 001126 MOV @ASR,$BDDAT ;/READ THE STATUS REGISTER.
(1) 003672 023737 001124 001126 CMP $GDDAT,$BDDAT ;/DID BIT 0 AND ONLY BIT 0 SET?
(1) 003700 001402 BEQ 1$ ;/IF SO-LETS TRY CLEARING IT.
(2)
;:*****>>> ERROR <<<*****
(1) 003702 104002 ERROR 2 ;/ERROR CLOCK AS STATUS REGISTER
(1) ;/BIT 0 FAILED TO BIT SET.
(2)
;:*****>>> ERROR <<<*****
(1) 003704 000412 BR 2$ ;/BR TO END SUBTEST.
(1)
(1) 003706 042777 000001 175462 1$: BIC #BIT0,@ASR ;/TRY CLEARING BIT 0.
(1) 003714 005037 001124 CLR $GDDAT ;/CLEAR S/B FOR TYPEOUT IF ANY.
(1) 003720 017737 175452 001126 MOV @ASR,$BDDAT ;/NOW READ IT BACK.
(1) 003726 001401 BEQ 2$ ;/IF ZERO - NO ERROR!
(1)
(2)
;:*****>>> ERROR <<<*****
(1) 003730 104002 ERROR 2 ;/ERROR - CLOCK A STATUS REGISTER.
(1) ;/BIT 0 FAILED TO CLEAR.
(1)
(2)
;:*****>>> ERROR <<<*****
(1) 003732 2$:
(1) .RADIX 8
352 000010
383
```


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

422 004162 104001
423
424
425
426

427 004164
428

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



```

460  (3)  *****
461  (3)  *TEST 21 *TEST CLOCK'S COUNT REGISTER WITH 125252 PATTERN
462  (2)  004246 000004 *****
463  (1)  004250 012737 000100 001160  TST21: SCOPE
464  461  MOV #100,$TIMES ;:DO 100 ITERATIONS
465  462  CLR @ASR ;:SELECT MODE 0.
466  463  004256 005077 175114  CLR @ASR ;:LOAD THE BUFFER REGISTER WITH
467  463  004262 012777 125252 175110  MOV #125252,@ABR ;:PATTERN 125252. IT WILL BE
468  464  ;:TRANSFERRED TO THE COUNT REGISTER
469  465  ;:SINCE THIS IS MODE 0.
470  466  004270 052777 000001 175100  BIS #BIT0,@ASR ;:SET GO BIT(ALLOWS BUFFER-COUNT REG XFER).
471  468  MOV #125252,$GDDAT ;:SET EXPECTED TO PATTERN IN CASE OF
472  469  004276 012737 125252 001124  MOV #125252,$GDDAT ;:NEED OF ERROR TIMEOUT.
473  470  MOV @ASR,-(6) ;:/SAVE CSR
474  471  004304 017746 175066  MOV (6),$TMP3 ;:/GET CSR.
475  (1)  004310 011637 001424  MOV #177707,$TMP3 ;:/SAVE RATE BITS.
476  (1)  004314 042737 177707 001424  BIC #177707,$TMP3 ;:/SET MODE 2, NO RATE,DISABLE INTERNAL OSC
477  (1)  004322 052737 004005 001424  BIS #BIT11!BIT2!BIT0,$TMP3 ;:/LOAD CSR.
478  (1)  004330 013777 001424 175040  MOV $TMP3,@ASR ;:/THIS MUST BE DONE IN
479  (1)  ;:/ORDER TO XFERR COUNTER
480  (1)  ;:/TO BUFFER ON ST2.
481  (1)  004336 052777 001000 175032  BIS #BIT9,@ASR ;:/GENERATE ON ST2 PULSE
482  (1)  004344 017737 175030 001126  MOV @ABR,$BDDAT ;:/READ THE PRESET BUFFER,
483  (1)  ;:/PREVIOUS COUNTER
484  (1)  004352 012677 175020  MOV (6)+,@ASR ;:/CONTENTS ARE IN $BDDAT.
485  (1)  004356 005737 001126  TST $BDDAT ;:/RESTORE CSR
486  472  CMP $GDDAT,$BDDAT ;:DID ALL THE BITS AND NO OTHER BITS
487  473  004362 023737 001124 001126  ;:COME THROUGH?
488  474  BEQ 1$ ;:BR IF YES TO NEXT TEST.
489  475  004370 001401
490  476
491  477

```

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

```

478  004372 104005          ERROR 5          ;:DATA ERROR CLOCK - PATTERN '125252'
479  ;:FAILED TO TRANSFER PROPERLY BETWEEN
480  ;:BUFFER AND COUNT REGISTERS.
481
482

```

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

```

483  004374          1$:
484

```

486
 (3)
 (3)
 (2)
 (1)
 487
 488
 489
 490
 491
 492
 493
 494
 495
 496
 497
 (1)
 (1)
 (1)
 (1)
 (1)
 (1)
 (1)
 498
 499
 500
 501
 502
 503

 504
 505
 506
 507
 508

 509
 510
 517

004374 000004
 004376 012737 000050 001160
 004404 005077 174766
 004410 012777 052525 174762

 004416 052777 000001 174752
 004424 012737 052525 001124
 004432 017746 174740
 004436 011637 001424
 004442 042737 177707 001424
 004450 052737 004005 001424
 004456 013777 001424 174712

 004464 052777 001000 174704
 004472 017737 174702 001126

 004500 012677 174672
 004504 005737 001126

 004510 023737 001124 001126
 004516 001401

 004520 104005

 004522

```

*****
*TEST 22      *TEST CLOCKS COUNTER REGISTER WITH 052525 PATTERN
*****
TST22: SCOPE
MOV      #50,$TIMES      ;;DO 50 ITERATIONS

CLR      @ASR            ;SELECT MODE 0.
MOV      #052525,@ABR    ;LOAD THE BUFFER REGISTER WITH
                        ;PATTERN 052525. IT WILL BE
                        ;TRANSFERRED TO THE COUNT REGISTER
                        ;SINCE THIS IS MODE 0.
BIS      #BIT0,@ASR     ;SET BO BIT(ALLOWS BUFFER-COUNT REG XFER).

MOV      #052525,$GDDAT  ;SET EXPECTED TO PATTERN IN CASE OF
                        ;NEED OF ERROR TYPEOUT.
MOV      @ASR,-(6)       ;/SAVE CSR
MOV      (6),$TMP3       ;/GET CSR.
BIC      #177707,$TMP3   ;/SAVE RATE BITS.
BIS      #BIT11!BIT2!BIT0,$TMP3 ;/SET MODE 2, NO RATE,DISABLE INTERNAL OSC
MOV      $TMP3,@ASR     ;/LOAD CSR.
                        ;/THIS MUST BE DONE IN
                        ;/ORDER TO XFERR COUNTER
                        ;/TO BUFFER ON ST2.
BIS      #BIT9,@ASR     ;/GENERATE ON ST2 PULSE
MOV      @ABR,$BDDAT    ;/READ THE PRESET BUFFER,
                        ;/PREVIOUS COUNTER
MOV      (6)+,@ASR      ;/CONTENTS ARE IN $BDDAT.
TST      $BDDAT         ;/RESTORE CSR

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

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

ERROR 5 ;DATA ERROR CLOCK - PATTERN '052525'
 ;FAILED TO TRANSFER PROPERLY BETWEEN
 ;BUFFER AND COUNT REGISTERS.

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

1\$:

603
(3)
(3)
(2) 004732 000004
604
605 004734 012777 020000 174434
606 004742 052777 001000 174426
607 004750 032777 000001 174420
608 004756 001001
609
610

*TEST 26 *TEST THAT BIT00 IN CLOCK STATUS REG. WILL SET WHEN BIT13 AND MAIN. ST2

TST26: SCOPE

```
MOV #BIT13,@ASR ;SET 'ST2 ENB COUNTER' IN CLK STATUS REG.  
BIS #BIT9,@ASR ;GENERATE A MAINTENANCE ST2.  
BIT #BIT00,@ASR ;DID BIT00 (GO) SET?  
BNE 1$ ;BR IF YES - NEXT TEST.
```

611 004760 104001
612
613
614
615

;;\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$>>> ERROR <<<\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$<<<<
ERROR 1 ;ERROR - BIT00 OF CLOCK'S STATUS REGISTER
;FAILED TO SET WHEN BIT13 WAS SET
;AND A MAINTENANCE ST2 GENERATED.

616 004762 005077 174410
617
618
619
620
621

;;\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$>>> ERROR <<<\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$<<<<
1\$: CLR @ASR ;LEAVE SUBTEST WITH CLOCK CLEAR.
;SBTTL *
;SBTTL *PHASE 3 COUNT TESTS
;SBTTL *

812
 (5)
 (4)
 (5)
 (5)
 (5)
 (5)
 (4)
 (3) 006142 000004
 (2) 006144 012737 000005 001160
 (1)
 (1)
 (1) 006152 005077 173220
 (1) 006156 005077 173216
 (1) 006162 012777 000041 173206
 (1) 006170 005000
 (1)
 (1) 006172 005200
 (1) 006174 001376
 (1)
 (2) 006176 017746 173174
 (2) 006202 011637 001424
 (2) 006206 042737 177707 001424
 (2) 006214 052737 004005 001424
 (2) 006222 013777 001424 173146
 (2)
 (2)
 (2)
 (2) 006230 052777 001000 173140
 (2) 006236 017737 173136 001126
 (2)
 (2) 006244 012677 173126
 (2) 006250 005737 001126
 (1) 006254 001004
 (1) 006256 105766 177776
 (1)
 (1) 006262 100401
 (1)
 (2)

```

:*****
:*TEST 37 *TEST THE ABILITY OF CLOCK TO COUNT AT 1KHZ RATE
:
:*
:*THIS TEST IS DESIGNED TO TEST THE CLOCK'S ABILITY
:*TO COUNT AT 1KHZ RATE.
:
:*****

```

```

TST37:  SCOPE
      MOV   #5,$TIMES      ;;DO 5 ITERATIONS
      CLR   @ASR           ;/CLEAR CLOCK
      CLR   @ABR           ;/CLEAR PRESET BUFFER
      MOV   #BIT0!40,@ASR ;/START CLOCK, MODE0, RATE:1KHZ
      CLR   R0            ;/NOW WE'LL DO A LITTLE DELAY. THIS DELAY
      1$: INC   R0          ;/WILL AMOUNT TO APPROXIMATELY
      BNE   1$            ;/369 MS.
      MOV   @ASR,-(6)     ;/SAVE CSR
      MOV   (6),$TMP3     ;/GET CSR.
      BIC   #177707,$TMP3 ;/SAVE RATE BITS.
      BIS   #BIT11!BIT2!BIT0,$TMP3 ;/SET MODE 2, NO RATE,DISABLE INTERNAL OSC
      MOV   $TMP3,@ASR   ;/LOAD CSR.
      ;/THIS MUST BE DONE IN
      ;/ORDER TO XFERR COUNTER
      ;/TO BUFFER ON ST2.
      BIS   #BIT9,@ASR   ;/GENERATE ON ST2 PULSE
      MOV   @ABR,$BDDAT ;/READ THE PRESET BUFFER,
      ;/PREVIOUS COUNTER
      MOV   (6)+,@ASR    ;/CONTENTS ARE IN $BDDAT.
      TST   $BDDAT       ;/RESTORE CSR
      BNE   2$           ;/YES - NEXT TEST.
      TSTB  -2(6)        ;/AT HIGH RATE MAY HAVE HAD OVERFLOW
      BMI   2$           ;/NOTE: CSR HAD BEEN PUT ON STACK.
      ;/NEXT TEST IF OVERFLOW.

```

```

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

```

(1) 006264 104006 ERROR 6 ;/CLOCK FAILED TO COUNT AT
 (1) ;/RATE:1KHZ
 (2)

```

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

```

(1)
 (1) 006266 005077 173104 2\$: CLR @ASR ;/CLEAR THE CLOCK.
 (1)
 (1)

814
 (5)
 (4)
 (5)
 (5)
 (5)
 (5)
 (4)
 (3) 006272 000004
 (2) 006274 012737 000005 001160
 (1)
 (1)
 (1) 006302 005077 173070
 (1) 006306 005077 173066
 (1) 006312 012777 000051 173056
 (1) 006320 005000
 (1)
 (1) 006322 005200
 (1) 006324 001376
 (1)
 (2) 006326 017746 173044
 (2) 006332 011637 001424
 (2) 006336 042737 177707 001424
 (2) 006344 052737 004005 001424
 (2) 006352 013777 001424 173016
 (2)
 (2)
 (2)
 (2) 006360 052777 001000 173010
 (2) 006366 017737 173006 001126
 (2)
 (2) 006374 012677 172776
 (2) 006400 005737 001126
 (1) 006404 001004
 (1) 006406 105766 177776
 (1)
 (1) 006412 100401
 (1)
 (2)
 (1) 006414 104006
 (1)
 (2)
 (1)
 (1) 006416 005077 172754
 (1)
 (1)

```

*****
: *TEST 40 *TEST THE ABILITY OF CLOCK TO COUNT AT 100HZ RATE
:

```

```

: *THIS TEST IS DESIGNED TO TEST THE CLOCK'S ABILITY
: *TO COUNT AT 100HZ RATE.
: *

```

```

TST40: SCOPE
MOV #5,$TIMES ;;DO 5 ITERATIONS

CLR @ASR ;/CLEAR CLOCK
CLR @ABR ;/CLEAR PRESET BUFFER
MOV #BIT0!50,@ASR ;/START CLOCK, MODE0, RATE:100HZ
CLR R0 ;/NOW WE'LL DO A LITTLE DELAY. THIS DELAY
1$: INC R0 ;/WILL AMOUNT TO APPROXIMATELY
BNE 1$ ;/369 MS.

MOV @ASR,-(6) ;/SAVE CSR
MOV (6),$TMP3 ;/GET CSR.
BIC #177707,$TMP3 ;/SAVE RATE BITS.
BIS #BIT11!BIT2!BIT0,$TMP3 ;/SET MODE 2, NO RATE,DISABLE INTERNAL OSC
MOV $TMP3,@ASR ;/LOAD CSR.
;/THIS MUST BE DONE IN
;/ORDER TO XFERR COUNTER
;/TO BUFFER ON ST2.
BIS #BIT9,@ASR ;/GENERATE ON ST2 PULSE
MOV @ABR,$BDDAT ;/READ THE PRESET BUFFER,
;/PREVIOUS COUNTER
MOV (6)+,@ASR ;/CONTENTS ARE IN $BDDAT.
TST $BDDAT ;/RESTORE CSR
BNE 2$ ;/YES - NEXT TEST.
TSTB -2(6) ;/AT HIGH RATE MAY HAVE HAD OVERFLOW
;/NOTE: CSR HAD BEEN PUT ON STACK.
BMI 2$ ;/NEXT TEST IF OVERFLOW.

```

```

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

```

```

ERROR 6 ;/CLOCK FAILED TO COUNT AT
;/RATE:100HZ

```

```

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

```

```

2$: CLR @ASR ;/CLEAR THE CLOCK.

```



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

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

```
(1) 010214 104011          ERROR  11                ;/WE SEEM TO HAVE GENERATED
(1)
(1)
(1)
(2)
(2)
(2)
(2)
```

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

```
(1) 010216 005077 171154      5$:    CLR     @ASR        ;/CLEAR THE CSR.
(1)
(1)
(1)
(2)
```

1173

```
(1)
(5)
(4)
(4)
(3) 010222 000004
(2) 010224 012737 000005 001160  TST54: SCOPE
(1)
(1) 010232 005077 171140          MOV     #5, $TIMES      ;:DO 5 ITERATIONS
(1) 010236 005077 171136          CLR     @ASR           ;/CLEAR THE CSR.
(1) 010242 052777 004000 171126  CLR     @ABR          ;/CLEAR THE PRESET BUFFER.
(1) 010250 052777 000021 171120  BIS     #BIT11, @ASR   ;/DISABLE THE INTERNAL OSC.
(1)
(1)
(1)
(1)
(1)
(1)
(1)
(1)
(1)
(1)
(1)
(1)
(1)
(1)
(1)
(1)
```

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

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


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

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

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

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

1228	012004					5\$:		
1229								
1237								
1238								

::*****
 :*TEST 61 *TEST THE CLOCK'S MODE 3 OPERATION
 :*
 :*IN THIS TEST WE'LL CHECK MODE 3 OPERATION.
 :*MODE 3 IS JUST LIKE MODE 2 EXCEPT THAT THE COUNT
 :*REG IS ZEROED AFTER AN ST2.
 :*
 :*****

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

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

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

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

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

```
(1) 012130 052737 004005 001424   BIS    #BIT11!BIT2!BIT0,$TMP3  ;/SET MODE 2, NO RATE,DISABLE INTERNAL OSC  
(1) 012136 013777 001424 167232   MOV    $TMP3,@ASR              ;/LOAD CSR.  
(1)                                     ;/THIS MUST BE DONE IN  
(1)                                     ;/ORDER TO XFERR COUNTER  
(1)                                     ;/TO BUFFER ON ST2.  
(1) 012144 052777 001000 167224   BIS    #BIT9,@ASR              ;/GENERATE ON ST2 PULSE  
(1) 012152 017737 167222 001126   MOV    @ABR,$BDDAT             ;/READ THE PRESET BUFFER,  
(1)                                     ;/PREVIOUS COUNTER  
(1) 012160 012677 167212           MOV    (6)+,@ASR              ;/CONTENTS ARE IN $BDDAT.  
(1) 012164 005737 001126           TST    $BDDAT                 ;/RESTORE CSR  
1262 012170 001402           BEQ    5$                     ;IF SO - NEXT TEST.  
1263
```

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

```
1264 012172 104005           ERROR 5                       ;THE CLOCK FORGOT TO ZERO THE COUNT  
1265                                     ;REG. AFTER AN ST2 OCCURRED ON  
1266                                     ;A MODE 3 COUNT.  
1267
```

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

```
1268 012174 000411           BR     TST62                   ;;  
1269 012176                                     5$:  
1270 012176 005077 167174   CLR    @ASR                    ;NOW TRY CLEARING THE CSR.  
1271 012202 017737 167170 001126   MOV    @ASR,$BDDAT             ;READ THE CSR - DID IT CLEAR?  
1272 012210 001403           BEQ    TST62                   ;;  
1273 012212 005037 001124   CLR    $GDDAT                  ;NO - RECORD S/B.  
1274
```

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

```
1275 012216 104002           ERROR 2                       ;CSR FAILED TO CLEAR  
1276
```

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

```
1277                                     ;*****  
1278                                     ;*TEST 62          *IF ENABLED,CHECK THRESHOLD ST1 FROM TESTOR  
(3)                                     ;*****  
(3)                                     ;*****  
(2) 012220 000004   TST62: SCOPE
```

```
1279  
1280 012222 012737 000002 001160   MOV    #2,$TIMES              ;;DO 2 ITERATIONS.  
1281 012230 005737 001440           TST    EXS                    ;OPERATING IN TESTOR MODE?  
1282 012234 001002           BNE    4$                     ;YES DO THIS TEST.  
1283 012236 000137 013056           JMP    ENDP                   ;NO-END PASS  
1284 012242  
1285
```

```
4$:  
1286 012242 005077 167130   CLR    @ASR                    ;YES-CLEAR CSR.  
1287 012246 012777 177775 167124   MOV    #-3,@ABR               ;SET TO COUNT THREE TIMES.  
1288 012254 012777 000061 167114   MOV    #61,@ASR              ;SET RATE: ST1,MODE 1 GO.  
1289 012262 104401 012270   TYPE  ,65$                    ;;TYPE ASCIZ STRING  
(1) 012266 000432   BR     64$                     ;;GET OVER THE ASCIZ  
(1) 012354  
(1) 012354                                     ;;65$: .ASCIZ <200><7><7>#SET ST1 THRESHOLD POT FULLY COUNTERCLOCKWISE..#<7>  
64$:
```

```
1290 012354 004737 013740   JSR    PC,ANYKEY              ;TYPE LAST MESSAGE,AND WAIT FOR OPERATER.  
1291 012360 012737 177775 001124   MOV    #-3,$GDDAT             ;DON'T EXPECT COUNT TO CHANGE.  
1292 012366 017746 167004   MOV    @ASR,-(6)              ;/SAVE CSR  
(1) 012372 011637 001424   MOV    (6),$TMP3              ;/GET CSR.
```



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


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

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

;SBTTL END OF PASS ROUTINE

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

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

```
(3) 013616 000411          BR      70$          ;;GET OVER THE ASCIZ
(3)          ;;71$: .ASCIZ # (OCTAL) UNITS.#
(3) 013642          TYPE      73$          ;;TYPE ASCIZ STRING
(3) 013642 104401 013650   BR      72$          ;;GET OVER THE ASCIZ
(3) 013646 000415          ;;73$: .ASCIZ <200>#THE GOOD UNITS (L TO R) #
(3) 013702          72$: MOV      UTEST,-(SP)      ;;SAVE UTEST FOR TYPEOUT
(3) 013702 013746 001430   TYPBN          ;;GO TYPE--BINARY ASCII
(3) 013706 104405          $GET42: MOV     @#42,R0      ;;GET MONITOR ADDRESS
(1) 013710 013700 000042   BEQ     $DOAGN          ;;BRANCH IF NO MONITOR
(1) 013714 001405          RESET          ;;CLEAR THE WORLD
(1) 013716 000005          $ENDAD: JSR    PC,(R0)     ;;GO TO MONITOR
(1) 013720 004710          NOP           ;;SAVE ROOM
(1) 013722 000240          NOP           ;;FOR
(1) 013724 000240          NOP           ;;ACT11
(1) 013726 000240          $DOAGN:
(1) 013730          JMP     @(PC)+          ;;RETURN
(1) 013730 000137          $RTNAD: .WORD  LOOP
(1) 013732 002334          $ENULL: .BYTE  -1,-1,0   ;;NULL CHARACTER STRING
(1) 013734 377 377 000   .EVEN
(1) 013740
1411
1412
1413          ;; THIS ROUTINE TYPES LAST MESSAGE AND WAITS FOR AN OPERATOR
1414          ;;RESPONCE.
1415
1416
1417 013740 105777 165202   ANYKEY: TSTB   @$TKB      ;CLEAR TTY READY FLAG.
1418 013744 104401 013752   TYPE     ,65$          ;;TYPE ASCIZ STRING
(1) 013750 000430          BR      64$          ;;GET OVER THE ASCIZ
(1)          ;;65$: .ASCIZ <200><7>#SWITCH ST1 3 TIMES,TYPE ANY KEY WHEN DONE..#<7>
(1) 014032          64$:
1419
1420 014032 105777 165106   1$:      TSTB   @$TKS      ;WAIT FOR OPERATOR.
1421 014036 100375          BPL     1$
1422 014040 105777 165102   TSTB   @$TKB          ;CLEAR TTY READY FLAG.
1423 014044 000207          RTS PC
1443
```

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.SBTTL ; I/O SIGNAL TEST #1 ST1 IN AND ST2 OUT IN AND OUT
;
; SWITCH PACK S2 MUST BE SET UP AS FOLLOWS:
; SWITCH 1 - OFF
; 2 - ON
; 3 - OFF
; 4 - OFF
; 5 - ON
; 6 - ON
; 7 - NOT USED
;
; THIS SELECTS TTL THRESHOLDS AND POSITIVE SLOPE FOR
; SCHMITT TRIGGER 1.
;
; PLEASE REMOVE ANY PREVIOUS JUMPER.
;
; JUMPER THE FOLLOWING PINS TOGETHER:
;
; J1 - SS (ST2 OUT) TO J1 - VV (ST1-IN)
;
; LOAD AND START AT LOCATION 210
; END PASSES OCCUR IMMEDIATELY AND ARE NOT REPORTED
; ERRORS ARE REPORTED AS IN THE REGULAR LOGIC TEST AND
; THEIR PRINTOUT MAY BE INHIBITED

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

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```

.SBTTL          ;I/O SIGNAL TEST #2 CLOCK OVFLOW OUT TEST.
                ;
                ;SWITCH PACK S2 MUST BE SET UP AS FOLLOWS:
                ;
                ;   SWITCH 1 - OFF
                ;   SWITCH 2 - OFF
                ;   SWITCH 3 - OFF
                ;   SWITCH 4 - ON
                ;   SWITCH 5 - OFF
                ;   SWITCH 6 - ON
                ;   SWITCH 7 - NOT USED
                ;
                ; THIS SELECTS TTL THRESHOLDS AND POSITIVE SLOPE FOR
                ; SCHMITT TRIGGER 2.
                ;
                ; PLEASE REMOVE ANY PREVIOUS JUMPER.
                ;
                ; JUMPER THE FOLLOWING PINS TOGETHER:
                ;
                ;   J1 - RR (CLK OV) TO J1 - TT (ST2-IN)
                ;
                ; LOAD AND START AT LOCATION 214.
                ; END PASSES OCCUR IMMEDIATELY AND ARE NOT REPORTED.
                ; ERRORS ARE REPORTED AS IN TH REGULAR LOGIC TEST AND
                ; THEIR PRINTOUT MAY BE INHIBITED.
                ;
1486 014136 012737 014150 001420 0ITST2: MOV    #IOTST2,$TMP0 ;LOAD RETURN ADDRESS
1487 014144 000137 001526          JMP    INIT          ;PRIME THE PROGRAM VECTOR SPACE
1488 014150 104407          IOTST2: CKSWR        ;CHECK THE SWR.
1489 014152 005077 165220          CLR    @ASR         ;CLEAR THE CSR.
1490 014156 012777 177777 165214  MOV    #-1,@ABR     ;PRELOAD PRESET BUFFER.
1491 014164 012777 000063 165204  MOV    #63,@ASR     ;RATE ST1, MODE 1, GO.
1492 014172 052777 000400 165176  BIS    #BIT8,@ASR   ;GENERATE A MAIN. ST1.
1493 014200 000240          NOP
1494 014202 000240          NOP
1495 014204 005777 165166          TST    @ASR         ;DID OVERFLOW SET ST2 FLAG?
1496 014210 100757          BMI    IOTST2      ;YES - LOOP
1497 014212 104000          ERROR
1498 014214 000755          BR     IOTST2      ;CLK OV OUT TO ST2 IN FAILED.
1499
    
```

```

1501
1502           .SBTTL           ;I/O SIGNAL TEST #3 ST1 OUT AND ST2 IN
1503
1504
1505
1506           ;SWITCH PACK S2 MUST BE SET UP AS FOLLOWS:
1507           SWITCH 1 - OFF
1508           2 - OFF
1509           3 - OFF
1510           4 - ON
1511           5 - ON
1512           6 - ON
1513           7 - NOT USED
1514           ; THIS SELECTS TTL THRESHOLD AND POSITIVE SLOPE FOR
1515           ; SCHMITT TRIGGER 2.
1516
1517           ;PLEASE REMOVE ANY PREVIOUS JUMPERS.
1518
1519           ;JUMPER THE FOLLOWING PINS TOGETHER:
1520           ; J1 - UU (ST1 OUT)           TO J1 - TT (ST2-IN)
1521
1522           ;LOAD AND START AT LOCATION 220
1523           ;END PASSES OCCUR IMMEDIATELY AND ARE NOT REPORTED
1524           ;ERRORS ARE REPORTED AS IN THE REGULAR LOGIC TEST AND
1525           ;THEIR PRINTOUT MAY BE INHIBITED
1526
1527 014216 012737 014230 001420 0ITST3: MOV #IOTST3,$TMP0 ;LOAD RETURN ADDRESS
1528 014224 000137 001526           JMP INIT ;PRIME THE PROGRAM VECTOR SPACE
1529 014230 104407           IOTST3: CKSWR ;CHECK THE SWR
1530 014232 012777 000001 165136 MOV #1,@ASR ;SET GO BIT.
1531 014240 052777 000400 165130 BIS #BIT8,@ASR ;GENERATE A MAIN. ST1.
1532 014246 005777 165124 TST @ASR ;DID ST2 FLAG SET?
1533 014252 100401 BMI 1$ ;ST1 OUT TO ST2 IN FAILED
1534 014254 104000 ERROR
1535
1536 014256 032777 010000 165112 1$: BIT #BIT12,@ASR ;DID 'FOR' BIT SET?
1537 014264 001761 BEQ IOTST3 ;NO - GOOD!
1538 014266 104000 ERROR ;'FOR' BIT SET ON ONLY 1 ST2.
1539 014270 000757 BR IOTST3 ;LOOP
    
```



```
(1) 014420 100016 BPL 7$ ::BR IF NO
(1) 014422 042703 177770 BIC #177770,R3 ::GET RID OF JUNK
(1) 014426 001002 BNE 4$ ::TEST FOR 0
(1) 014430 005704 TST R4 ::SUPPRESS THIS 0?
(1) 014432 001403 BEQ 5$ ::BR IF YES
(1) 014434 005204 4$: INC R4 ::DON'T SUPPRESS ANYMORE 0'S
(1) 014436 052703 000060 BIS #'0,R3 ::MAKE THIS DIGIT ASCII
(1) 014442 052703 000040 5$: BIS #' ,R3 ::MAKE ASCII IF NOT ALREADY
(1) 014446 110337 014512 MOV R3,8$ ::SAVE FOR TYPING
(1) 014452 104401 014512 TYPE ,8$ ::GO TYPE THIS DIGIT
(1) 014456 105337 014514 7$: DECB $OCNT ::COUNT BY 1
(1) 014462 003347 BGT 2$ ::BR IF MORE TO DO
(1) 014464 002402 BLT 6$ ::BR IF DONE
(1) 014466 005204 INC R4 ::INSURE LAST DIGIT ISN'T A BLANK
(1) 014470 000744 BR 2$ ::GO DO THE LAST DIGIT
(1) 014472 012605 6$: MOV (SP)+,R5 ::RESTORE R5
(1) 014474 012604 MOV (SP)+,R4 ::RESTORE R4
(1) 014476 012603 MOV (SP)+,R3 ::RESTORE R3
(1) 014500 016666 000002 000004 MOV 2(SP),4(SP) ::SET THE STACK FOR RETURNING
(1) 014506 012616 MOV (SP)+,(SP)
(1) 014510 000002 RTI ::RETURN
(1) 014512 000 8$: .BYTE 0 ::STORAGE FOR ASCII DIGIT
(1) 014513 000 .BYTE 0 ::TERMINATOR FOR TYPE ROUTINE
(1) 014514 000 $OCNT: .BYTE 0 ::OCTAL DIGIT COUNTER
(1) 014515 000 $OFILL: .BYTE 0 ::ZERO FILL SWITCH
(1) 014516 000000 $OMODE: .WORD 0 ::NUMBER OF DIGITS TO TYPE
1547 .SBTTL BINARY TO ASCII AND TYPE ROUTINE
```

```
(1)
(2)
(1) ::*****
(1) ::*THIS ROUTINE IS USED TO CHANGE A 16-BIT BINARY NUMBER TO A 16-BIT
(1) ::*BINARY-ASCII NUMBER AND TYPE IT.
(1) ::*CALL:
(1) ::* MOV NUMBER,-(SP) ::NUMBER TO BE TYPED
(1) ::* TYPBN ::TYPE IT
(1)
(1) 014520 010146 $TYPBN: MOV R1,-(SP) ::SAVE R1 ON THE STACK
(1) 014522 016601 000006 MOV 6(SP),R1 ::GET THE INPUT NUMBER
(1) 014526 000261 SEC ::SET 'C' SO CAN KEEP TRACK OF THE NUMBER OF BITS
(1) 014530 112737 000060 014572 1$: MOVB #'0,$BIN ::SET CHARACTER TO AN ASCII '0'.
(1) 014536 006101 ROL R1 ::GET THIS BIT
(1) 014540 001406 BEQ 2$ ::DONE?
(1) 014542 105537 014572 ADCB $BIN ::NO--SET THE CHARACTER EQUAL TO THIS BIT
(1) 014546 104401 014572 TYPE , $BIN ::GO TYPE THIS BIT
(1) 014552 000241 CLC ::CLEAR 'C' SO CAN KEEP TRACK OF BITS
(1) 014554 000765 BR 1$ ::GO DO THE NEXT BIT
(1) 014556 012601 2$: MOV (SP)+,R1 ::POP THE STACK INTO R1
(1) 014560 016666 000002 000004 MOV 2(SP),4(SP) ::ADJUST THE STACK
(1) 014566 012616 MOV (SP)+,(SP)
(1) 014570 000002 RTI ::RETURN TO USER
(1) 014572 000 000 $BIN: .BYTE 0,0 ::STORAGE FOR ASCII CHAR. AND TERMINATOR
```

```
1548
1559
1560 .SBTTL ERROR HANDLER ROUTINE
(1)
(2)
(1) ::*****
(1) ::*THIS ROUTINE WILL INCREMENT THE ERROR FLAG AND THE ERROR COUNT.
```

```
(1) ;*SAVE THE ERROR ITEM NUMBER AND THE ADDRESS OF THE ERROR CALL
(1) ;*AND GO TO $ERRTYP ON ERROR
(1) ;*THE SWITCH OPTIONS PROVIDED BY THIS ROUTINE ARE:
(1) ;*SW15=1 HALT ON ERROR
(1) ;*SW13=1 INHIBIT ERROR TYPEOUTS
(1) ;*SW10=1 BELL ON ERROR
(1) ;*SW09=1 LOOP ON ERROR
(1) ;*CALL
(1) ;* ERROR N ;;ERROR=EMT AND N=ERROR ITEM NUMBER
(1) $ERROR:
(1) 014574 104407 CKSWR ;;TEST FOR CHANGE IN SOFT-SWR
(1) 014574 105237 001103 7$: INCB $ERFLG ;;SET THE ERROR FLAG
(1) 014602 001775 BEQ 7$ ;;DON'T LET THE FLAG GO TO ZERO
(1) 014604 013777 001102 164330 MOV $TSTNM,@DISPLAY ;;DISPLAY TEST NUMBER AND ERROR FLAG
(1) 014612 032777 002000 164320 BIT #BIT10,@SWR ;;BELL ON ERROR?
(1) 014620 001402 BEQ 1$ ;;NO - SKIP
(1) 014622 104401 001164 TYPE $BELL ;;RING BELL
(1) 014626 005237 001112 1$: INC $ERTTL ;;COUNT THE NUMBER OF ERRORS
(1) 014632 011637 001116 MOV (SP),$ERRPC ;;GET ADDRESS OF ERROR INSTRUCTION
(1) 014636 162737 000002 001116 SUB #2,$ERRPC
(1) 014644 117737 164246 001114 MOV $ITEMB,@$ERRPC,$ITEMB ;;STRIP AND SAVE THE ERROR ITEM CODE
(1) 014652 032777 020000 164260 BIT #BIT13,@SWR ;;SKIP TYPEOUT IF SET
(1) 014660 001004 BNE 20$ ;;SKIP TYPEOUTS
(1) 014662 004737 015002 JSR PC,$ERRTYP ;;GO TO USER ERROR ROUTINE
(1) 014666 104401 001171 TYPE $CRLF
(1) 014672 122737 000001 001214 20$: CMPB #APTENV,$ENV ;;RUNNING IN APT MODE
(1) 014700 001007 BNE 2$ ;;NO,SKIP APT ERROR REPORT
(1) 014702 113737 001114 014714 MOV $ITEMB,21$ ;;SET ITEM NUMBER AS ERROR NUMBER
(1) 014710 004737 016474 JSR PC,$ATY4 ;;REPORT FATAL ERROR TO APT
(1) 014714 000 .BYTE 0 21$: .BYTE 0
(1) 014715 000 .BYTE 0
(1) 014716 000777 22$: BR 22$ ;;APT ERROR LOOP
(1) 014720 005777 164214 2$: TST @SWR ;;HALT ON ERROR
(1) 014724 100002 BPL 3$ ;;SKIP IF CONTINUE
(1) 014726 000000 HALT ;;HALT ON ERROR!
(1) 014730 104407 CKSWR ;;TEST FOR CHANGE IN SOFT-SWR
(1) 014732 032777 001000 164200 3$: BIT #BIT09,@SWR ;;LOOP ON ERROR SWITCH SET?
(1) 014740 001402 BEQ 4$ ;;BR IF NO
(1) 014742 013716 001110 MOV $LPERR,(SP) ;;FUDGE RETURN FOR LOOPING
(1) 014746 005737 001162 4$: TST $ESCAPE ;;CHECK FOR AN ESCAPE ADDRESS
(1) 014752 001402 BEQ 5$ ;;BR IF NONE
(1) 014754 013716 001162 MOV $ESCAPE,(SP) ;;FUDGE RETURN ADDRESS FOR ESCAPE
(1) 014760 5$:
(3) 014760 005237 001432 INC ERCNT ;/UPDATE ERROR COUNT.
(3) 014764 001002 BNE 10$ ;/BUT DON'T LET IT OVERFLOW.
(3) 014766 005337 001432 DEC ERCNT ;/KEEP AT 177777 IF OVERFLOW.
(3) 014772 10$:
(3) 014772 043737 001426 001430 BIC ROTATE,UTEST ;/REMOVE UNIT FROM LIST OF GOOD ONES.
(3) 015000 000002 RTI ;/EXIT.
(3)
1561 .SBTTL ERROR MESSAGE TYPEOUT ROUTINE
(1)
(2) ;:*****
```



```

(1)      ;*THIS ROUTINE USES THE 'ITEM CONTROL BYTE' ($ITEMB) TO DETERMINE WHICH
(1)      ;*ERROR IS TO BE REPORTED. IT THEN OBTAINS, FROM THE 'ERROR TABLE' ($ERRTB),
(1)      ;*AND REPORTS THE APPROPRIATE INFORMATION CONCERNING THE ERROR.
(1)
(1) 015002          $ERRTYP:
(1) 015002 104401 001171          TYPE      , $CRLF          ;:'CARRIAGE RETURN' & 'LINE FEED'
(1) 015006 010046          MOV      R0,-(SP)          ;:SAVE R0
(1) 015010 005000          CLR      R0          ;:PICKUP THE ITEM INDEX
(1) 015012 153700 001114          BISB    @#$ITEMB,R0
(1) 015016 001004          BNE     1$          ;:IF ITEM NUMBER IS ZERO, JUST
(1)      ;:TYPE THE PC OF THE ERROR
(2) 015020 013746 001116          MOV     $ERRPC,-(SP)          ;:SAVE $ERRPC FOR TIMEOUT
(2)      ;:ERROR ADDRESS
(2) 015024 104402          TYPDC          ;:GO TYPE--OCTAL ASCII(ALL DIGITS)
(1) 015026 000426          BR      6$          ;:GET OUT
(1) 015030 005300          1$:    DEC     R0          ;:ADJUST THE INDEX SO THAT IT WILL
(1) 015032 006300          ASL    R0          ;:WORK FOR THE ERROR TABLE
(1) 015034 006300          ASL    R0
(1) 015036 006300          ASL    R0
(1) 015040 062700 001256          ADD     #$ERRTB,R0          ;:FORM TABLE POINTER
(1) 015044 012037 015054          MOV     (R0)+,2$          ;:PICKUP 'ERROR MESSAGE' POINTER
(1) 015050 001404          BEQ    3$          ;:SKIP TIMEOUT IF NO POINTER
(1) 015052 104401          TYPE          ;:TYPE THE 'ERROR MESSAGE'
(1) 015054 000000          2$:    .WORD  0          ;:'ERROR MESSAGE' POINTER GOES HERE
(1) 015056 104401 001171          TYPE      , $CRLF          ;:'CARRIAGE RETURN' & 'LINE FEED'
(1) 015062 012037 015072          3$:    MOV     (R0)+,4$          ;:PICKUP 'DATA HEADER' POINTER
(1) 015066 001404          BEQ    5$          ;:SKIP TIMEOUT IF 0
(1) 015070 104401          TYPE          ;:TYPE THE 'DATA HEADER'
(1) 015072 000000          4$:    .WORD  0          ;:'DATA HEADER' POINTER GOES HERE
(1) 015074 104401 001171          TYPE      , $CRLF          ;:'CARRIAGE RETURN' & 'LINE FEED'
(1) 015100 011000          5$:    MOV     (R0),R0          ;:PICKUP 'DATA TABLE' POINTER
(1) 015102 001004          BNE    7$          ;:GO TYPE THE DATA
(1) 015104 012600          6$:    MOV     (SP)+,R0          ;:RESTORE R0
(1) 015106 104401 001171          TYPE      , $CRLF          ;:'CARRIAGE RETURN' & 'LINE FEED'
(1) 015112 000207          RTS     PC          ;:RETURN
(1) 015114          7$:
(2) 015114 013046          MOV     @(R0)+,-(SP)          ;:SAVE @(R0)+ FOR TIMEOUT
(2) 015116 104402          TYPDC          ;:GO TYPE--OCTAL ASCII(ALL DIGITS)
(1) 015120 005710          TST    (R0)          ;:IS THERE ANOTHER NUMBER?
(1) 015122 001770          BEQ    6$          ;:BR IF NO
(1) 015124 104401 015132          TYPE      ,8$          ;:TYPE TWO(2) SPACES
(1) 015130 000771          BR     7$          ;:LOOP
(1) 015132 020040 000          8$:    .ASCIZ  / /          ;:TWO(2) SPACES
(1)      .EVEN
1562      .SBTTL SCOPE HANDLER ROUTINE
(1)
(2)      ;*****
(1)      ;*THIS ROUTINE CONTROLS THE LOOPING OF SUBTESTS. IT WILL INCREMENT
(1)      ;*AND LOAD THE TEST NUMBER($TSTNM) INTO THE DISPLAY REG.(DISPLAY<7:0>)
(1)      ;*AND LOAD THE ERROR FLAG ($ERFLG) INTO DISPLAY<15:08>
(1)      ;*THE SWITCH OPTIONS PROVIDED BY THIS ROUTINE ARE:
(1)      ;*SW14=1      LOOP ON TEST
(1)      ;*SW11=1      INHIBIT ITERATIONS
(1)      ;*SW09=1      LOOP ON ERROR
(1)      ;*SW08=1      LOOP ON TEST IN SWR<7:0>
(1)      ;*CALL
    
```

```

(1)          ;*      SCOPE          ;;SCOPE=IOT
(1)          $SCOPE:
(1) 015136   CKSWR          ;;TEST FOR CHANGE IN SOFT-SWR
(1) 015136 104407          CKSWR
(2) 015140 104407          1$: BIT #BIT14,@SWR      ;;LOOP ON PRESENT TEST?
(1) 015142 032777 040000 163770 BNE $OVER          ;;YES IF SW14=1
(1) 015150 001114          ;#####START OF CODE FOR THE XOR TESTER#####
(1) 015152 000416          $XTSTR: BR 6$          ;;IF RUNNING ON THE 'XOR' TESTER CHANGE
(1)          MOV @#ERRVEC,-(SP)      ;;THIS INSTRUCTION TO A 'NOP' (NOP=240)
(1) 015154 013746 000004          MOV #5$,@#ERRVEC      ;;SAVE THE CONTENTS OF THE ERROR VECTOR
(1) 015160 012737 015200 000004          MOV @#177060          ;;SET FOR TIMEOUT
(1) 015166 005737 177060          TST (SP)+,@#ERRVEC    ;;TIME OUT ON XOR?
(1) 015172 012637 000004          MOV $SVLAD            ;;RESTORE THE ERROR VECTOR
(1) 015176 000463          BR $SVLAD            ;;GO TO THE NEXT TEST
(1) 015200 022626          5$: CMP (SP)+,(SP)+      ;;CLEAR THE STACK AFTER A TIME OUT
(1) 015202 012637 000004          MOV (SP)+,@#ERRVEC    ;;RESTORE THE ERROR VECTOR
(1) 015206 000423          BR 7$              ;;LOOP ON THE PRESENT TEST
(1) 015210          6$:#####END OF CODE FOR THE XOR TESTER#####
(1) 015210 032777 000400 163722          BIT #BIT08,@SWR      ;;LOOP ON SPEC. TEST?
(1) 015216 001404          BEQ 2$              ;;BR IF NO
(1) 015220 127737 163714 001102          CMPB @SWR,$STNM      ;;ON THE RIGHT TEST? SWR<7:0>
(1) 015226 001465          BEQ $OVER          ;;BR IF YES
(1) 015230 105737 001103          2$: TSTB $ERFLG      ;;HAS AN ERROR OCCURRED?
(1) 015234 001421          BEQ 3$              ;;BR IF NO
(1) 015236 123737 001115 001103          CMPB $ERMAX,$ERFLG  ;;MAX. ERRORS FOR THIS TEST OCCURRED?
(1) 015244 101015          BHI 3$              ;;BR IF NO
(1) 015246 032777 001000 163664          BIT #BIT09,@SWR      ;;LOOP ON ERROR?
(1) 015254 001404          BEQ 4$              ;;BR IF NO
(1) 015256 013737 001110 001106          7$: MOV $LPERR,$LPADR  ;;SET LOOP ADDRESS TO LAST SCOPE
(1) 015264 000446          BR $OVER
(1) 015266 105037 001103          4$: CLRB $ERFLG        ;;ZERO THE ERROR FLAG
(1) 015272 005037 001160          CLR $TIMES          ;;CLEAR THE NUMBER OF ITERATIONS TO MAKE
(1) 015276 000415          BR 1$              ;;ESCAPE TO THE NEXT TEST
(1) 015300 032777 004000 163632          3$: BIT #BIT11,@SWR  ;;INHIBIT ITERATIONS?
(1) 015306 001011          BNE 1$              ;;BR IF YES
(1) 015310 005737 001202          TST $PASS           ;;IF FIRST PASS OF PROGRAM
(1) 015314 001406          BEQ 1$              ;;INHIBIT ITERATIONS
(1) 015316 005237 001104          INC $ICNT           ;;INCREMENT ITERATION COUNT
(1) 015322 023737 001160 001104          CMP $TIMES,$ICNT    ;;CHECK THE NUMBER OF ITERATIONS MADE
(1) 015330 002024          BGE $OVER          ;;BR IF MORE ITERATION REQUIRED
(1) 015332 012737 000001 001104          1$: MOV #1,$ICNT      ;;REINITIALIZE THE ITERATION COUNTER
(1) 015340 013737 015416 001160          MOV $MXCNT,$TIMES  ;;SET NUMBER OF ITERATIONS TO DO
(1) 015346 105237 001102          $SVLAD: INCB $STNM   ;;COUNT TEST NUMBERS
(1) 015352 113737 001102 001200          MOV $STNM,$STNM     ;;SET TEST NUMBER IN APT MAILBOX
(1) 015360 011637 001106          MOV (SP),$LPADR     ;;SAVE SCOPE LOOP ADDRESS
(1) 015364 011637 001110          MOV (SP),$LPERR     ;;SAVE ERROR LOOP ADDRESS
(1) 015370 005037 001162          CLR $ESCAPE        ;;CLEAR THE ESCAPE FROM ERROR ADDRESS
(1) 015374 112737 000001 001115          MOV #1,$ERMAX      ;;ONLY ALLOW ONE(?) ERROR ON NEXT TEST
(1) 015402 013777 001102 163532          $OVER: MOV $STNM,@DISPLAY ;;DISPLAY TEST NUMBER
(1) 015410 013716 001106          MOV $LPADR,(SP)    ;;FUDGE RETURN ADDRESS
(1) 015414 000002          RTI              ;;FIXES PS
(1) 015416 003720          $MXCNT: 2000      ;;MAX. NUMBER OF ITERATIONS
1563          .SBTTL TTY INPUT ROUTINE
(1)
(2)          ;:*****
    
```

```

(1) .ENABL LSB
(1)
(2) ::*****
(1) ::SOFTWARE SWITCH REGISTER CHANGE ROUTINE.
(1) ::ROUTINE IS ENTERED FROM THE TRAP HANDLER, AND WILL
(1) ::SERVICE THE TEST FOR CHANGE IN SOFTWARE SWITCH REGISTER TRAP CALL
(1) ::WHEN OPERATING IN TTY FLAG MODE.
(1) 015420 022737 000176 001140 $CKSWR: CMP #SWREG,SWR ::IS THE SOFT-SWR SELECTED?
(1) 015426 001074 BNE 15$ ::BRANCH IF NO
(1) 015430 105777 163510 TSTB @STKS ::CHAR THERE?
(1) 015434 100071 BPL 15$ ::IF NO, DON'T WAIT AROUND
(1) 015436 117746 163504 MOVB @STKB,-(SP) ::SAVE THE CHAR
(1) 015442 042716 177600 BIC #^C177,(SP) ::STRIP-OFF THE ASCII
(1) 015446 022726 000007 CMP #7,(SP)+ ::IS IT A CONTROL G?
(1) 015452 001062 BNE 15$ ::NO, RETURN TO USER
(1) 015454 123727 001134 000001 CMPB $AUTOB,#1 ::ARE WE RUNNING IN AUTO-MODE?
(1) 015462 001456 BEQ 15$ ::BRANCH IF YES
(1)
(1) 015464 104401 016145 $GTSWR: TYPE ,SCNTLG ::ECHO THE CONTROL-G (^G)
(1) 015470 104401 016152 TYPE $MSWR ::TYPE CURRENT CONTENTS
(2) 015474 013746 000176 MOV SWREG,-(SP) ::SAVE SWREG FOR TYPEOUT
(2) 015500 104402 TYPOC ::GO TYPE--OCTAL ASCII(ALL DIGITS)
(1) 015502 104401 016163 TYPE ,SMNEW ::PROMPT FOR NEW SWR
(1) 015506 005046 19$: CLR -(SP) ::CLEAR COUNTER
(1) 015510 005046 CLR -(SP) ::THE NEW SWR
(1) 015512 105777 163426 7$: TSTB @STKS ::CHAR THERE?
(1) 015516 100375 BPL 7$ ::IF NOT TRY AGAIN
(1)
(1) 015520 117746 163422 MOVB @STKB,-(SP) ::PICK UP CHAR
(1) 015524 042716 177600 BIC #^C177,(SP) ::MAKE IT 7-BIT ASCII
(1)
(1)
(1) 015530 021627 000025 9$: CMP (SP),#25 ::IS IT A CONTROL-U?
(1) 015534 001005 BNE 10$ ::BRANCH IF NOT
(1) 015536 104401 016140 TYPE ,SCNTLU ::YES, ECHO CONTROL-U (^U)
(1) 015542 062706 000006 20$: ADD #6,SP ::IGNORE PREVIOUS INPUT
(1) 015546 000757 BR 19$ ::LET'S TRY IT AGAIN
(1)
(1)
(1) 015550 021627 000015 10$: CMP (SP),#15 ::IS IT A <CR>?
(1) 015554 001022 BNE 16$ ::BRANCH IF NO
(1) 015556 005766 000004 TST 4(SP) ::YES, IS IT THE FIRST CHAR?
(1) 015562 001403 BEQ 11$ ::BRANCH IF YES
(1) 015564 016677 000002 163346 MOV 2(SP),@SWR ::SAVE NEW SWR
(1) 015572 062706 000006 11$: ADD #6,SP ::CLEAR UP STACK
(1) 015576 104401 001171 14$: TYPE ,SCRLF ::ECHO <CR> AND <LF>
(1) 015602 123727 001135 000001 CMPB $INTAG,#1 ::RE-ENABLE TTY KBD INTERRUPTS?
(1) 015610 001003 BNE 15$ ::BRANCH IF NOT
(1) 015612 012777 000100 163324 MOV #100,@STKS ::RE-ENABLE TTY KBD INTERRUPTS
(1) 015620 000002 15$: RTI ::RETURN
(1) 015622 004737 016406 16$: JSR PC,$TYPEC ::ECHO CHAR
(1) 015626 021627 000060 CMP (SP),#60 ::CHAR < 0?
(1) 015632 002420 BLT 18$ ::BRANCH IF YES
(1) 015634 021627 000067 CMP (SP),#67 ::CHAR > 7?
(1) 015640 003015 BGT 18$ ::BRANCH IF YES
    
```

```

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

 ;THIS ROUTINE WILL INPUT A SINGLE CHARACTER FROM THE TTY
 ;CALL:
 ;*
 ;*

```

(1)                               RDCHR      ;;INPUT A SINGLE CHARACTER FROM THE TTY
(1)                               RETURN HERE ;;CHARACTER IS ON THE STACK
(1)                               ;*          ;;WITH PARITY BIT STRIPPED OFF
(1)                               ;*
(1)                               ;*
(1)                               ;*
    
```

```

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

 ;THIS ROUTINE WILL INPUT A STRING FROM THE TTY
 ;CALL:
 ;*
 ;*

```

(1)                               RDLIN     ;;INPUT A STRING FROM THE TTY
(1)                               RETURN HERE ;;ADDRESS OF FIRST CHARACTER WILL BE ON THE STACK
(1)                               ;*          ;;TERMINATOR WILL BE A BYTE OF ALL 0'S
(1)                               ;*
    
```

```

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

```
(1) 016042 122713 000177 10$: CMPB #177,(R3) ;;IS IT A RUBOUT
(1) 016046 001003 BNE 3$ ;;SKIP IF NOT
(1) 016050 104401 001170 4$: TYPE ,SQUES ;;TYPE A '?'
(1) 016054 000763 BR 1$ ;;CLEAR THE BUFFER AND LOOP
(1) 016056 111337 016126 3$: MOVB (R3),9$ ;;ECHO THE CHARACTER
(1) 016062 104401 016126 TYPE ,9$
(1) 016066 122723 000015 CMPB #15,(R3)+ ;;CHECK FOR RETURN
(1) 016072 001356 BNE 2$ ;;LOOP IF NOT RETURN
(1) 016074 105063 177777 CLRB -1(R3) ;;CLEAR RETURN (THE 15)
(1) 016100 104401 001172 TYPE ,SLF ;;TYPE A LINE FEED
(1) 016104 012603 MOV (SP)+,R3 ;;RESTORE R3
(1) 016106 011646 MOV (SP),-(SP) ;;ADJUST THE STACK AND PUT ADDRESS OF THE
(1) 016110 016666 000004 000002 MOV 4(SP),2(SP) ;; FIRST ASCII CHARACTER ON IT
(1) 016116 012766 016130 000004 MOV #TTYIN,4(SP)
(1) 016124 000002 RTI ;;RETURN
(1) 016126 000 9$: .BYTE 0 ;;STORAGE FOR ASCII CHAR. TO TYPE
(1) 016127 000 .BYTE 0 ;;TERMINATOR
(1) 016130 000010 $TTYIN: .BLKB 8. ;;RESERVE 8 BYTES FOR TTY INPUT
(1) 016140 052536 005015 000 $CNTLU: .ASCIZ /^U/<15><12> ;;CONTROL 'U'
(1) 016145 136 006507 000012 $CNTLG: .ASCIZ /^G/<15><12> ;;CONTROL 'G'
(1) 016152 005015 053523 020122 $MSWR: .ASCIZ <15><12>/SWR = /
(1) 016160 020075 000 $MNEW: .ASCIZ / NEW = /
(1) 016163 040 047040 053505
(1) 016170 036440 000040
```

```
1564
(1) .SBTTL TYPE ROUTINE
(2) *****
(1) *ROUTINE TO TYPE ASCIZ MESSAGE. MESSAGE MUST TERMINATE WITH A 0 BYTE.
(1) *THE ROUTINE WILL INSERT A NUMBER OF NULL CHARACTERS AFTER A LINE FEED.
(1) *NOTE1: $NULL CONTAINS THE CHARACTER TO BE USED AS THE FILLER CHARACTER.
(1) *NOTE2: $FILLS CONTAINS THE NUMBER OF FILLER CHARACTERS REQUIRED.
(1) *NOTE3: $FILLC CONTAINS THE CHARACTER TO FILL AFTER.
(1) *
(1) *CALL:
(1) *1) USING A TRAP INSTRUCTION
(1) * TYPE ,MESADR ;;MESADR IS FIRST ADDRESS OF AN ASCIZ STRING
(1) *OR
(1) * TYPE
(1) * MESADR
(1) *
```

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

```

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

```

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

(3) 016744 010246
(3) 016746 010346
(3) 016750 010446
(3) 016752 010546
(3) 016754 017746 162160
(1) 016760 010637 017070
(1) 016764 012737 016776 000024
(1) 016772 000000
(1) 016774 000776
(1)
(2)
(1)

MOV R2,-(SP) ;;PUSH R2 ON STACK
MOV R3,-(SP) ;;PUSH R3 ON STACK
MOV R4,-(SP) ;;PUSH R4 ON STACK
MOV R5,-(SP) ;;PUSH R5 ON STACK
MOV @SWR,-(SP) ;;PUSH @SWR ON STACK
MOV SP,\$SAVR6 ;;SAVE SP
MOV #SPWRUP,@#PWRVEC ;;SET UP VECTOR
HALT
BR -2 ;;HANG UP

:POWER UP ROUTINE

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

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

017102 011637 017146

IOTRD: MOV (6),TRTO ;GET WHERE WE CAME TO.


```

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

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

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

```

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

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

```

```

(1)
(2)
(1)
(1)
::*****
;*THIS ROUTINE WILL PICKUP THE LOWER BYTE OF THE "TRAP" INSTRUCTION
;*AND USE IT TO INDEX THROUGH THE TRAP TABLE FOR THE STARTING ADDRESS

```

```

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


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

KVV11A DISAGNOSTIC MAINDEC-11-CVKWA-C CVKWAC.P11 08-AUG-79 10:45		MACY11 30G(1063) 08-AUG-79 10:53 PAGE 28 CROSS REFERENCE TABLE -- USER SYMBOLS												SEQ 0100				
ABASE = 170420	102#	112	189	190														
ABR 001400	190#	256*	257*	295	385*	387*	463*	471	489*	497	559*	563	626*					
	630	650*	668	678*	694*	724*	744*	806*	808*	810*	812*	814*	816*					
	822*	832	848*	881*	1021*	1063*	1071	1082*	1093	1172*	1173*	1174*	1176*					
	1177*	1201*	1211	1220	1241*	1251	1261	1287*	1292	1304	1318*	1323	1462*					
	1467	1490*	1657															
ACDW1 = 000000	112																	
ACDW2 = 000000	112																	
ACPUOP = 000000	112																	
ADDW0 = 000000	112																	
ADDW1 = 000000	112																	
ADDW10 = 000000	112																	
ADDW11 = 000000	112																	
ADDW12 = 000000	112																	
ADDW13 = 000000	112																	
ADDW14 = 000000	112																	
ADDW15 = 000000	112																	
ADDW2 = 000000	112																	
ADDW3 = 000000	112																	
ADDW4 = 000000	112																	
ADDW5 = 000000	112																	
ADDW6 = 000000	112																	
ADDW7 = 000000	112																	
ADDW8 = 000000	112																	
ADDW9 = 000000	112																	
ADEVCT = 000000	112																	
ADEVN = 000000	112																	
AENV = 000000	112																	
AENVN = 000000	112																	
AFATAL = 000000	112																	
AMADR1 = 000000	112																	
AMADR2 = 000000	112																	
AMADR3 = 000000	112																	
AMADR4 = 000000	112																	
AMAMS1 = 000000	112																	
AMAMS2 = 000000	112																	
AMAMS3 = 000000	112																	
AMAMS4 = 000000	112																	
AMSGAD = 000000	112																	
AMSGLG = 000000	112																	
AMSGTY = 000000	112																	
AMTYP1 = 000000	112																	
AMTYP2 = 000000	112																	
AMTYP3 = 000000	112																	
AMTYP4 = 000000	112																	
ANYKEY 013740	1290	1303	1321	1417#														
APASS = 000000	112																	
APRIOR = 000200	104#	112	195															
APTCSU = 000040	1564	1565#																
APTENV = 000001	1560	1564	1565#															
APTSIZ = 000200	225	1565#																
APTSPO = 000100	1564	1565#																
ASR 001376	189#	232*	256	294	342*	343*	344*	345*	346*	347*	348*	349*	350*					
	351*	406*	407*	412	432*	434*	438*	444*	446	462*	467*	471*	488*					
	493*	497*	522*	526	580*	581*	583	605*	606*	607	616*	625*	627*					
	628*	630*	649*	654*	656*	668*	677*	693*	696*	698*	700	722*	726*					

VECT2	001406	193#	250*	251*	252	902*												
VECT2P	001410	194#	252*	253*														
WSTART=	001472	93	217#															
ZSTART	001774	224	228#															
SAPTHD	001000	111#																
SASTAT=	***** U	1565																
SATYC	016502	1565#																
SATY1	016456	1565#																
SATY3	016464	1564	1565#															
SATY4	016474	1560	1565#															
SAUTOB	001134	112#	234*	1563														
\$BASE	001250	112#	232	1389														
\$BDADR	001122	112#																
\$BDDAT	001126	112#	342*	343*	344*	345*	346*	347*	348*	349*	350*	351*	385*	387*				
		412*	414	417	446*	447	449	471*	473	497*	499	526*	563*	630*				
		668*	670	806*	808*	810*	812*	814*	816*	832*	1010*	1031*	1049*	1052				
		1071*	1093*	1172*	1173*	1174*	1176*	1177*	1211*	1212	1220*	1221	1251*	1252				
		1261*	1271*	1292*	1304*	1323*	1656	1657	1660	1661								
		112#	1560															
\$BELL	001164	112#																
\$BIN	014572	1547#*																
\$CDW1	001254	112#																
\$CHARC	016452	1564#*																
\$CKSWR	015420	1563#	1635															
\$CMTAG	001100	112#	225															
\$CM3 =	000000	112#																
\$CNTLG	016145	1563#																
\$CNTLU	016140	1563#																
\$CPUOP	001222	112#																
\$CRLF	001171	112#	1560	1561	1563	1564												
\$DEVCT	001204	112#	229*	1370	1372*	1374	1381	1386	1391	1393*								
\$DEVN	001252	112#																
\$DOAGN	013730	1410#																
\$ENDAD	013720	109	1410#															
\$ENDCT	013466	1410#																
\$ENULL	013734	1410#																
\$ENV	001214	112#	234	1560	1564	1565												
\$ENVM	001215	112#	225	1349	1564	1565												
\$EOP	013432	1410#																
\$EOPCT	013460	1410#																
\$ERFLG	001103	112#	1560*	1562*														
\$ERMAX	001115	112#	225*	1562*														
\$ERROR	014574	225	1560#															
\$ERRPC	001116	112#	1560*	1561	1656	1657	1658	1659	1660	1661	1662							
\$ERRTB	001256	112#	1561															
\$ERRTY	015002	1560	1561#															
\$ERTTL	001112	112#	1560*															
\$ESCAP	001162	112#	225*	1560	1562*													
\$ETABL	001214	112#																
\$ETEND	001256	111	112#															
\$FATAL	001176	112#	1565*															
\$FFLG	016722	1565#*																
\$FILLC	001156	112#	1564															
\$FILLS	001155	112#	1564															
\$GDADR	001120	112#																
\$GDDAT	001124	112#	342*	343*	344*	345*	346*	347*	348*	349*	350*	351*	385*	387*				
		414*	415*	447*	448*	469*	473	495*	499	521*	558*	651*	669*	670				

TYPBIN	100#	1410													
TYPDEC	100#														
TYPNAM	100#	234													
TYPNUM	100#														
TYPOCS	6#	100#													
TYPOCT	100#	1370	1374	1386	1410	1561	1563								
TYPTXT	100#	238	239	1289	1302	1320	1369	1371	1373	1385	1387	1410	1418		
ZIOTM	1424#	1448	1476												
ZP21	394#	404	430												
ZP25	511#	519													
ZP25A	547#	556													
ZZ1	296#	342	343	344	345	346	347	348	349	350	351	638#	647	806#	808#
	810#	812#	814#	816#	1179#	1198	1230#	1238							
\$\$CMRE	112#														
\$\$CMTM	112#														
\$\$ESCA	100#														
\$\$NEWT	100#	294	295	342	343	344	345	346	347	348	349	350	351	385	387
	404	430	460	486	519	556	578	603	623	647	683	720	741	806	808
	810	812	814	816	819	845	876	897	1000	1018	1038	1060	1079	1172	1173
	1174	1176	1177	1198	1238	1278	1312								
\$\$SET	1635#														
\$\$SETM	225#														
\$\$SKIP	100#	536	539	542	574	591	593	595	666	706	708	711	816	1258	1268
	1272	1299	1305												
.EQUAT	6#	100													
.HEADE	5#	54													
.SETTR	5#														
.SETUP	5#	210													
.SWRHI	6#	56													
.SWRLO	56#														
.TRMTR	5#														
.\$ACT1	8#	109													
.\$APT8	112#														
.\$APTH	8#	111													
.\$APTY	8#	1565													
.\$CATC	6#														
.\$CMTA	6#	112													
.\$EQP	7#	1410													
.\$ERRO	7#	1560													
.\$ERRT	7#	1561													
.\$POWE	6#	1566													
.\$RDOC	5#														
.\$READ	7#	1563													
.\$SCOP	7#	1562													
.\$STRAP	5#	1635													
.\$TYPB	5#	1547													
.\$TYPD	7#														
.\$TYPE	7#	1564													
.\$TYPO	6#	1546													

. ABS. 020066 000 OVR RO REL LCL I

ERRORS DETECTED: 0

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