

GT40

VISUAL TEST
MD-11-DDGTC-B

EP-DDGTC-B-DL-A
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The image displays a grid of 40 small, illegible images or data points arranged in 8 rows and 5 columns on a dark background. Each cell in the grid contains a small, high-contrast image that is difficult to discern due to the low resolution and high contrast. The images appear to be a series of test patterns or data points used for visual testing purposes. The grid is positioned on the left side of the page, with the rest of the page being a solid dark blue background.

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IDENTIFICATION

PRODUCT CODE:	MAINDEC-11-DOGTC-B
PRODUCT NAME:	GT40/GT44 VISUAL DISPLAY TEST WITH VR14 DISPLAY
DATE CREATED:	NOVEMBER 1, 1973
MAINTAINER:	DIAGNOSTIC GROUP
AUTHOR:	RAYMOND SHOOP

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1. ABSTRACT

THIS PROGRAM CONTAINS A SERIES OF PATTERNS THAT ARE USED AS AIDS IN THE ALIGNMENT AND ADJUSTMENT OF THE GT40/GT44 DISPLAY SYSTEM WITH A VR14. FOR THIS TEST THE MAINTENCE SWITCHES ARE NOT USED (NORMAL POSITION).

2. REQUIREMENTS

2.1 EQUIPMENT

GT40 DISPLAY SYSTEM WITH VR14 DISPLAY SCOPE OR
GT44 DISPLAY SYSTEM WITH VR14 DISPLAY SCOPE.

2.2 STORAGE

THIS PROGRAM USES LESS THAN 4K OF MEMORY.

2.3 PRELIMINARY PROGRAMS

ALL PROCESSOR MAINDECS, GT40/GT44 INSTRUCTION TEST I AND
GT40/GT44 INSTRUCTION TEST II MUST HAVE RUN IN THEIR
ENTIRETY BEFORE ATTEMPTING TO RUN THIS TEST.

3. LOADING PROCEDURE

3.1 METHOD

PROCEDURE FOR NORMAL BINARY TAPES SHOULD BE FOLLOWED.

4. STARTING PROCEDURE

4.1 STARTING ADDRESS

LOAD ADDRESS 0200
START WITH SWITCHES 7=0, 8=0 FOR AUTO SEQUENCING
THRU ALL NON-OPERATOR INTERVENTION PATTERNS.
START WITH SWITCH BIT 7=0, 8=1 FOR SWITCH REGISTER PATTERN
CONTROL (REF 4.2).
START WITH SWITCH BIT 7=1, 8=0 OR 1 FOR KEYBOARD PATTERN
CONTROL (REF 4.3).

4.2 CONTROL SWITCH SETTINGS (SWITCH REGISTER)

SWITCH REGISTER BITS 0,1,2,3 ARE USED TO SELECT EACH OF THE TESTS.

NON-OPERATOR INTERVENTION TESTS

SW 3-0 = 00 /DIRECTORY
01 /DOT REPEATIBILITY
02 /PINCUSHION (X AND Y OFFSET ADJ.)
03 /OCTAGONS OR SQUARES
04 /CHARACTER SET (CHAR ADJ.)
05 /DASH LINES AND BLINK
06 /VECTOR LENGTH TEST (X VECTOR LENGTH ADJ.)
07 /VECTOR LENGTH TEST (Y VECTOR LENGTH ADJ.)
10 /PHOSPHOR TEST (HORIZ)
11 /PHOSPHOR TEST (VERT)
12 /INTENSITY LEVELS, SYNC AND LIGHT-PEN TEST
13 /EDGE TEST
14 /SHORT VECTOR AND RELATIVE POINT TEST
15 /GRAPH PLOT INCREMENT TEST

OPERATOR INTERVENTION TESTS

16 /LIGHT-PEN FOLLOW TEST
17 /KEYBOARD ECHO

SW 6 = 0 SELECT SUB-PICTURE 0
SW 6 = 1 SELECT SUB-PICTURE 1 OR
STOP DISPLAY FRAME MOTION

SW 8 = 0 EXECUTE ALL NON-OPERATOR INTERVENTION FRAMES.
SW 8 = 1 EXECUTE THE DISPLAY FRAME SPECIFIED BY SW 0-3.

4.3 CONTROL SWITCH SETTINGS (DISPLAY KEYBOARD)

ALPHA CHARACTERS 'A' THRU 'P' ARE USED TO SELECT EACH OF THE TESTS.

CHARACTER	TEST
A	DIRECTORY
B	DOT REPEATABILITY
C	PINCUSHION (X AND Y OFFSET ADJ.)
D	OCTAGONS OR SQUARES
E	CHARACTER SET (CHAR. ADJ.)
F	DASH LINES AND BLINK
G	VECTOR LENGTH TEST (X VECTOR LENGTH ADJ.)
H	VECTOR LENGTH TEST (Y VECTOR LENGTH ADJ.)
I	PHOSPHOR TEST (HORIZ)
J	PHOSPHOR TEST (VERT)
K	INTENSITY LEVELS, SYNC AND LIGHT-PEN TEST
L	EDGE TEST
M	SHORT VECTOR AND RELATIVE POINT
N	GRAPHLOT INCREMENT TEST
O	LIGHT-PEN FOLLOW TEST
P	KEYBOARD ECHO

DEPRESSING A 'RUBOUT' AFTER SELECTING A FRAME WILL LOCK ON THE SELECT FRAME.

DEPRESSING A 'CR' AFTER SELECTING A FRAME WILL SELECT SUB-PICTURE 1 OR STOP DISPLAY FRAME MOTION.

TO CONTINUE AFTER DEPRESSING A 'CR' OR 'RUBOUT' DEPRESS ANY KEY OTHER THAN 'CR' OR 'RUBOUT'.

DEPRESSING 'CONTROL C (↑C)' WHEN EXECUTING THE KEYBOARD ECHO TEST, WILL RETURN CONTROL TO THE DIRECTORY FRAME.

5. OPERATING PROCEDURE

5.1 OPERATIONAL SWITCHES

ALL OF THE TEST WILL RUN IN THEIR NORMAL MANNER WITHOUT ANY OPERATIONAL SWITCHES SELECTED. HOWEVER, SOME OF THE TESTS HAVE ADDITIONAL FEATURES AND THE ARE SELECTED BY USING SWITCH BIT 06 OR "CR" KEYBOARD KEY.

5.1.1 PINCUSHION TEST

SW 6 = 0 DISPLAY PINCUSHION
SW 6 = 1 DISPLAY CROSSHATCH <IN-HOUSE TEST ONLY>

5.1.2 OCTAGON OR SQUARES

SW 6 = 0 DISPLAY OCTAGONS
SW 6 = 1 DISPLAY SQUARES

5.1.3 VECTOR LENGTH TEST

SW 6 = 0 SWEEP MOVEMENT
SW 6 = 1 STOP MOVEMENT

5.1.4 PHOSPHOR TEST

SW 6 = 0 SWEEP ACROSS THE SCREEN
SW 6 = 1 STOP MOVEMENT

5.1.5 INTENSITY TEST

SW 6 = 0 ENABLE SYNC 'OFF'
SW 6 = 1 ENABLE SYNC 'ON'

5.1.6 GRAPHLOT INCREMENT TEST

SW 6 = 0 USE GRAPHLOT X
SW 6 = 1 USE GRAPHLOT Y

5.1.7 LIGHT PEN FOLLOW

SW 6 = 0 DISPLAY LIGHT PEN FOLLOW
SW 6 = 1 DISPLAY LIGHT PEN FIELD OF VIEW
 <IN-HOUSE TEST ONLY>

6. ERRORS

THE PROGRAM WILL ONLY HALT ON ERROR.
THE PROGRAM DOES NOT CONTAIN FACILITES FOR THE REPORTING OF ERROR
CONDITIONS.

7. RESTRICTIONS

IF USING THE SWITCH REGISTER (REF 4.2) TO CONTROL THE PROGRAM, THERE WILL BE A DELAY BEFORE THE NEW TEST IS SELECTED.

8. MISCELLANEOUS

8.1 DEVICE ADDRESS PROGRAM LOCATIONS

LOCATION 1000 CONTAINS THE GT40/GT44 DEVICE ADDRESS.
LOCATION 1002 CONTAINS THE GT40/GT44 INTERRUPT VECTOR.
LOCATION 1004 CONTAINS THE GT40/GT44 INTERRUPT BR LEVEL.

9. PROGRAM DESCRIPTION

9.1 DIRECTORY

THIS TEST USES THE CHARACTER MODE TO DISPLAY A DIRECTORY OF THE TESTS THAT ARE AVAILABLE.

9.2 DOT REPEATIBILITY

THIS TEST INTENSIFIES A DOT IN EACH CORNER AND A DOT IN THE CENTER OF THE SCREEN. THIS TEST IS USED TO VERIFY DOT REPEATIBILITY.

9.3 PINCUSHION AND VECTOR CURVATURE TEST (ADJUSTMENT OF X AND Y OFFSET POTS)

THIS TEST OUTLINES THE FULL SCREEN AREA, IT IS USEFUL IN CENTERING THE VIEWING AREA IN THE DISPLAY MASK. THIS TEST ALSO DRAWS A DIAGONAL LINE FROM LOWER LEFT CORNER TO THE UPPER RIGHT AND THEN RETURNS IN THE OPPOSITE DIRECTION. A SIMILAR SEQUENCE IS REPEATED STARTING AT LOWER RIGHT CORNER TO THE UPPER LEFT CORNER AND BACK. THE PURPOSE IS TO MAKE CERTAIN THAT THE VECTORS ARE LINEAR OVER THEIR ENTIRE LENGTH. WITH PROPER LENGTH VECTORS ONLY TWO DIAGONAL LINES SHOULD BE SEEN IN THE CENTER OF THE SCREEN. DO NOT ADJUST THE VECTOR LENGTH POTS WITH THIS DISPLAY PATTERN. SINGLE LINES SHOULD BE VISABLE AT THE TOP AND BOTTOM OF THE SCREEN, IF NOT ADJUST THE Y OFFSET POT. SINGLE LINES SHOULD BE VISABLE AT THE RIGHT AND LEFT EDGE OF THE SCREEN IF NOT ADJUST THE X OFFSET POT..

9.4 OCTAGONS OR SQUARES

A SERIES OF DIFFERENT SIZE OCTAGONS OR SQUARES ARE DRAWN TO DEMONSTRATE THAT CLOSED FIGURES CAN BE DRAWN USING DIFFERENT VECTOR LENGTHS (7, 17, 37, 77, 177, 377 AND 777). THIS TEST IS USED TO TEST THE END POINT MATCHING OF THE VECTORS.

9.5 CHARACTER SET (ADJUSTMENT OF THE CHARACTER POT'S)

TWO COMPLETE SETS OF ASCII CHARACTERS AVAILABLE FROM THE CHARACTER GENERATOR ARE DISPLAYED. THE CHARACTERS ARE DISPLAYED IN FOUR LINES OF TEXT. THE FIRST HALF OF A LINE IS IN 'NORMAL' FONT THE SECOND HALF OF A LINE IS IN 'ITALICS' FONT.

9.6 DASH LINES AND BLINK TEST

THIS TEST IS USED TO TEST THE FOUR TYPES OF VECTOR LINES. FOUR VECTORS ARE PLOTTED USING EACH OF THE FOUR LINE REGISTER VALUES. THIS TEST ALSO ENABLES THE BLINK OPTION. THE FIRST VECTOR ON A LINE SHOULD NOT BLINK. THE SECOND VECTOR ON A LINE SHOULD BLINK.

9.7 VECTOR LENGTH TEST (ADJUSTMENT OF X AND Y VECTOR LENGTH)

A SERIES OF INCREMENTING ANGLE VECTORS ARE DRAWN FROM THE SCREEN ORIGIN TO THE OPPOSITE EDGE OF THE SCREEN. THESE VECTORS SHOULD TERMINATE ON THE LINE DRAWN AT THE VIEWING EDGE. IF THE VECTORS DO NOT END ON THE LINE, ADJUST THE APPROPRIATE VECTOR LENGTH POT.

9.8 PHOSPHOR TEST

A WIDE BAND OF INTENSIFIED VECTORS IS DISPLAYED TO ALLOW FOR VISUAL INSPECTION OF THE CRT PHOSPHOR. THIS TEST ALSO TEST FOR ANY DISTORTION IN DEFLECTION CROSS-OVER IN THE SCOPE.

9.9 INTENSITY LEVEL, SYNC AND LIGHT-PEN SENSITIVITY TEST

EIGHT VECTORS ARE DRAWN USING EACH OF THE EIGHT INTENSITY LEVELS. THE INTENSITY SHOULD BE ADJUSTED SO THAT THE LEVEL 0 IS BARELY VISIBLE. THIS TEST IS ALSO USED TEST THE LIGHT PEN SENSITIVITY. ALL LINES ARE SET TO ALLOW A LIGHT PEN HIT. THEN HIT THE MESSAGE 'LIGHT PEN HIT' WILL BE DISPLAYED ON THE LINE HIT. THIS TEST IS ALSO USED TO TEST THE 'SYNC' LOGIC IF SELECTED.

9.10 EDGE SQUARES TEST

THIS TEST IS USED TO TEST FOR PROPER EDGE BLANKING AND REENTRY SETTLE TIME. THE SCREEN IS OUTLINED AND FOUR RECTANGLES ARE DRAWN AS TO EXCEED THE EDGE OF THE SCREEN. ONLY HALF OF EACH RECTANGLE SHOULD BE VISIBLE.

9.11 SHORT VECTOR AND RELATIVE POINT TEST

THIS TEST IS USED TO VERIFY PROPER DECODING OF THE SHORT VECTOR AND RELATIVE POINT. A SERIES OF INFINITELY VERTICAL LINES ARE PLOTTED USING SHORT VECTOR MODE. THE TEST THEN REPEATS USING RELATIVE POINT. THE RESULTS IS THAT A SINGLE HORIZONTAL LINE APPEARS TO THE RIGHT OF THE VERTICAL LINES. ALSO INCLUDED IS A RELATIVE POINT REPEATABILITY TEST. FOUR SETS OF THREE OCTAGONS EACH WILL BE DISPLAYED. THE INNER OCTAGON IS DRAWN USING SHORT VECTOR MODE WITH A DELTA X, Y OF 71 OCT. THE MIDDLE OCTAGON IS DRAWN USING RELATIVE POINT MODE WITH A DELTA X, Y OF 74 OCT. THE OUTER OCTAGON IS DRAWN USING SHORT VECTOR MODE WITH AN DELTA X, Y OF 77 OCT. THE MIDDLE OCTAGON SHOULD BE EQUAL DISTANCE FROM THE OUTER OCTAGONS AND SHOULD NOT MOVE.

9.12 GRAPHLOT INCREMENT TEST

A SERIES OF POINTS ARE PLOTTED WITH EACH POSSIBLE VALUE IN THE GRAPHLOT INCREMENT REGISTER FROM 0-77. THE RESULTING PATTERN USED SHOULD APPEAR TO BE A SERIES OF POINTS AT AN INCREASING ANGLE.

9.13 LIGHT-PEN FOLLOW TEST

IN THIS OPERATOR INTERVENTION TEST A TRACKING CROSS IS DISPLAYED. THE OPERATOR MAY MOVE ACROSS THE SCREEN WITH THE LIGHT PEN. AN X AND Y OCTAL READOUT IS ALSO DISPLAYED TO THE OPERATOR.

9.14 KEYBOARD ECHO TEST

THIS IS AN OPERATOR INTERVENTION TEST USED TO INSURE PROPER OPERATION OF THE DISPLAY KEYBOARD. WHEN A DISPLAYABLE CHARACTER KEY IS DEPERSED THE CHARACTER IS DISPLAYED ON THE SCREEN. IN SELECTING THE SHIFT-OUT MODE, IF THE KEY DEPERSED IS NOT A CONTROL CHARACTER, THE PROGRAM WILL TRAP TO THE SHIFT-OUT VECTOR. AN OCTAL CHARACTER VALUE READOUT IS ALSO DISPLAYED AS AN AID IN ADJUSTING THE TTY CLOCK.

.LIST

359
360
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384
385
386
387

000000
000001
000002
000003
000004
000005
000006
000007
104000
000500
177570

000024
000026

000030
000032

000024
001250
000340

000030
001100
000340

.ENABL ABS,AMA
.TITLE GT-40/GT-44 WITH VR14 VISUAL DISPLAY TEST MAINDEC-11-DOGTC-B
.LIST ME
.NLIST MC,MD,CND

RO=X0
R1=X1
R2=X2
R3=X3
R4=X4
R5=X5
SP=X6
PC=X7
SCOPE=EMT
STKPTR=500
DISPLAY=177570

;11/45 LIGHT DISPLAY REGISTER

;0-776 IS FILLED WITH .+2, HALT
.LIST

.=24
.WORD LOWPWR
340

.=30
.WORD SCOPEA ;EMT RETURN
340

```

388
389
390 000200 000200      ;=200
391 000137 001356      JMP      START      ;DISPLAY TEST
392
393 001000 001000      ;=1000
394 001002 172000      GSADD: 172000      ;DISPLAY STARTING ADDRESS
395 001004 000320      GSVC1: 320        ;DISPLAY INTERRUPT VECTOR STARTING ADDRESS
396 001004 000200      GSBR1: 200        ;DISPLAY BR LEVEL
397
398 001006 000000      ICNT: 0
399 001010 177776      PSM: 177776
400 001012 177560      TKS: 177560
401 001014 177562      TKB: 177562
402 001016 012470      DBUF: BUFFER      ;FIRST WORD IN THE DISPLAY BUFFER
403 001020 012472      DBUF1: BUFFER+2   ;SECOND WORD
404 001022 012474      DBUF2: BUFFER+4   ;THIRD WORD
405 001024 012476      DBUF3: BUFFER+6   ;FOURTH WORD
406 001026 012500      DBUF4: BUFFER+10  ;FIFTH WORD
407 001030 012502      DBUF5: BUFFER+12
408 001032 000000      DSAVE: 0          ;TEMP REG.
409 001034 000000      DSAVE1: 0
410 001036 000000      DSAVE2: 0
411 001040 000000      DSAVE3: 0
412 001042 000000      HOLD: 0
413 001044 000000      TSAVE: 0
414 001046 000000      CNTR: 0
415 001050 000000      CHANGE: 0
416 001052 000000      LOKRB: 0
417
418
419      ;GS ADDRESSES AND INTERRUPT VECTORS
420
421 001054 172000      DPC: 172000      ;DISPLAY PROGRAM COUNTER
422 001056 172002      DSR: 172002      ;DISPLAY STATUS REGISTER
423 001060 172004      XPOS: 172004     ;DISPLAY X AXIS REGISTER
424 001062 172006      YPOS: 172006     ;DISPLAY Y AXIS REGISTER
425
426 001064 000320      DDONE: 320       ;DISPLAY INTERRUPT VECTOR FOR STOP
427 001066 000322      DDONE1: 322
428
429 001070 000324      LPVCT: 324       ;DISPLAY INTERRUPT VECTOR FOR LIGHT-PEN
430 001072 000326      LPVCT1: 326
431
432 001074 000330      TIMEVT: 330     ;DISPLAY INTERRUPT VECTOR FOR TIME-OUT OR SHIFT-OUT
433 001076 000332      TIMEVT1: 332
434

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;MONITOR ROUTINE
435
436
437 001100 005737 002046 SCOPEA: TST KRBD ;TEST IF SW OR "KRB"
438 001104 001014 BNE SCOPEF ;BR IF "KRB"
439 001106 005037 005556 CLR SWITCH ;CLEAR "SWITCH"
440 001112 032737 000100 177570 BIT #100,2#DISPLAY ;TEST FOR "HOLD/STOP SWITCH"
441 001120 001402 BEQ SCOPEE ;BR IF CLEARED
442 001122 005137 005556 COM SWITCH ;SET SWITCH
443 001126 032737 000400 177570 SCOPEE: BIT #400,2#DISPLAY ;TEST BIT 8
444 001134 001010 BNE SCOPEB
445 001136 005737 001042 SCOPEF: TST HOLD ;TEST FOR "HOLD/STOP"
446 001142 001012 BNE SCOPED ;BR IF SET
447 001144 000240 NOP
448 001146 004737 001536 JSR PC,SETUP ;RESET HOUSEKEEPING
449 001152 000240 NOP
450 001154 000002 RTI ;EXIT
451 001156 013704 177570 SCOPEB: MOV 2#DISPLAY,R4 ;READ SWITCHES
452 001162 042704 177760 SCOPEC: BIC #177760,R4 ;MASK TO BITS 4-15
453 001166 006304 ASL R4 ;MOVE LEFT
454 001170 012706 000500 SCOPED: MOV #STKPTR,SP ;RESET STACK
455 001174 000240 NOP
456 001176 004737 001536 JSR PC,SETUP ;RESET HOUSEKEEPING
457 001202 000240 NOP
458 001204 000174 001210 JMP 2DISPTC(R4) ;JMP TO THAT TEST
459
460 001210 002052 DISPTC: FILED+2 ;DIRECTORY
461 001212 002064 FILE1+2 ;DOT REPEATIBILITY
462 001214 002076 FILE2+2 ;PINCUSHION
463 001216 002342 FILE3+2 ;OCTAGONS OR SQUARES
464 001220 002416 FILE4+2 ;CHARACTER SET
465 001222 003026 FILE5+2 ;DASH LINES AND BLINK
466 001224 003040 FILE6+2 ;X VECTOR LENGTH
467 001226 003172 FILE7+2 ;Y VECTOR LENGTH
468 001230 003324 FILE10+2 ;X PHOSPHOR TEST
469 001232 003400 FILE11+2 ;Y PHOSPHOR TEST
470 001234 003454 FILE12+2 ;INTENSITY LEVEL AND LIGHTPEN
471 001236 003616 FILE13+2 ;EDGE SQUARES
472 001240 003630 FILE14+2 ;SHORT VECTOR RELATIVE POINT TEST
473 001242 004110 FILE15+2 ;GRAPHPLOT TEST
474 001244 004344 FILE16+2 ;LIGHT-PEN FOLLOW
475 001246 005054 FILE17+2 ;KEY BOARD ECHO
476

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477							
478							
479	001250	010046		LOWPWR:	MOV	R0,-(SP)	
480	001252	010146			MOV	R1,-(SP)	
481	001254	010246			MOV	R2,-(SP)	
482	001256	010346			MOV	R3,-(SP)	
483	001260	010446			MOV	R4,-(SP)	
484	001262	010546			MOV	R5,-(SP)	
485	001264	010637	001300		MOV	SP,LOMSV	
486	001270	012737	001302	000024	MOV	#HIGPWR,2#24	
487	001276	000000			HALT		
488							
489	001300	000000		LOMSV:	0		
490							
491	001302	013706	001300	HIGPWR:	MOV	LOMSV,SP	
492	001306	012605			MOV	(SP)+,R5	
493	001310	012604			MOV	(SP)+,R4	
494	001312	012603			MOV	(SP)+,R3	
495	001314	012602			MOV	(SP)+,R2	
496	001316	012601			MOV	(SP)+,R1	
497	001320	012600			MOV	(SP)+,R0	
498	001322	012737	001250	000024	MOV	#LOWPWR,2#24	
499	001330	012706	000500		MOV	#STKPTR,SP	
500	001334	000240			NOP		
501	001336	000240			NOP		
502	001340	000240			NOP		
503	001342	000000			HALT		
504	001344	000240			NOP		
505	001346	000240			NOP		
506	001350	000240			NOP		
507	001352	000137	001170		JMP	SCOPED	

508	001356	012706	000500		START:	MOV	%STKPTR, SP	;	SET UP THE STACK
509	001362	012777	000340	177420		MOV	%340, %PSW	;	RAISE PSW
510	001370	012700	001054			MOV	%0PC, R0	;	GET POINTER
511	001374	013701	001000			MOV	%SADD, R1	;	GET SUPPLIED ADDRESS
512	001400	010120			STRA:	MOV	R1, (0)+	;	UPDATE
513	001402	062701	000002			ADD	%2, R1	;	THE
514	001406	022700	001064			CMP	%0PC+10, R0	;	ADDRESSES
515	001412	001372				BNE	STRA	;	UNTIL DONE
516	001414	012700	001064			MOV	%DDONE, R0	;	GET POINTER
517	001420	013701	001002			MOV	%SVCT, R1	;	GET SUPPLIED VECTOR
518	001424	010120			STRB:	MOV	R1, (0)+	;	UPDATE
519	001426	062701	000002			ADD	%2, R1	;	THE VECTORS
520	001430	022700	001100			CMP	%DDONE+14, R0		
521	001436	001372				BNE	STRB		
522	001440	005037	005556			CLR	SWITCH	;	HOUSEKEEP
523	001444	005037	001042			CLR	HOLD		
524	001450	005004				CLR	R4		
525	001456	005037	001044			CLR	TSAVE		
526	001458	004737	001536		STRC:	JSR	PC, SETUP	;	SET UP VECTORS
527	001462	005037	001042			CLR	HOLD		
528	001466	012737	001000	012004		MOV	%1000, RAY14A	;	HOUSEKEEP X, Y ORIGIN FOR LIGHTPEN
529	001474	012737	000600	012006		MOV	%600, RAY14B		
530	001502	012737	030060	011764		MOV	%30060, DLT14A	;	INITIALIZE X READOUT
531	001510	012737	030060	011766		MOV	%30060, DLT14A+2		
532	001516	012737	030060	011776		MOV	%30060, DLT14B	;	INITIALIZE Y READOUT
533	001524	012737	030060	012000		MOV	%30060, DLT14B+2		
534	001532	000137	002050			JMP	FILE0	;	START THE TEST
535	001536	012737	000062	000060	SETUP:	MOV	%62, %60	;	RESET KRB VECTOR
536	001544	012737	000000	000062		MOV	%0, %62		
537	001552	042777	000100	177232		BIC	%100, %TKS	;	CLEAR INT ENABLE
538	001560	005037	002046			CLR	KRB0		
539	001564	032737	000200	177570		BIT	%200, %DISPLAY	;	TEST FOR "KRB" CONTROL
540	001572	001413				BEG	SETUPA	;	BR IF NOT
541	001574	005137	002046			COM	KRB0	;	SET "KRB" CONTROL
542	001600	012737	001700	000060		MOV	%RET0, %60	;	SET UP "KRB" INT
543	001606	012737	000340	000062		MOV	%340, %62		
544	001614	052777	000100	177170		BIS	%100, %TKS	;	ENABLE "KRB" INT
545	001622	012777	001664	177234	SETUPA:	MOV	%SETUPB, %DDONE	;	SET UP GT DONE VECTOR
546	001630	012777	000340	177230		MOV	%340, %DDONE1		
547	001636	013777	001072	177224		MOV	LPVCT1, %LPVCT	;	RESET LIGHT-PEN VECTOR
548	001644	005077	177222			CLR	%LPVCT1		
549	001650	013777	001076	177216		MOV	TIMEVT1, %TIMEVT	;	RESET TIME-OUT/SHIFT OUT VECTOR
550	001656	005077	177214			CLR	%TIMEVT1		
551	001662	000207				RTS	PC	;	EXIT
552									
553									
554	001664	005777	177166		SETUPB:	TST	%DSR	;	TEST FOR STOP
555	001670	100401				BMI	+.4		
556	001672	000000				HALT		;	ERROR, INTERRUPT OCCURRED TO THE STOP
557								;	VECTOR BUT STOP WAS NOT SET
558	001674	000002				RTI			
559	001676	000000				HALT			

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560 001700 117737 177110 001044 RETB: MOVB      @TKB, TSAVE      ; READ THE CHARACTER
561 001706 042737 177600 001044      BIC      @177600, TSAVE ; MASK TO 7 BITS
562 001714 022737 000015 001044      CNP      @15, TSAVE     ; TEST FOR "CR"
563 001722 001440      BEQ      KYT3           ; BR IF
564 001724 005037 005556      CLR      SWITCH        ; CLEAR "SWITCH"
565 001730 162737 000101 001044      SUB      @101, TSAVE    ; MAKE 0-77
566 001736 100426      BHI      KYT1           ; <A
567 001740 022737 000017 001044      CNP      @17, TSAVE    ; >P
568 001746 100412      BHI      KYT2
569 001750 013704 001044      MOV      TSAVE, R4
570 001754 012737 177777 001050      MOV      @-1, CHANGE
571 001762 005037 005556      CLR      SWITCH
572 001766 005037 001042      CLR      HOLD
573 001772 000002      RTI
574 001774 022737 000076 001044      CNP      @76, TSAVE    ; EXIT
575 002002 001015      BNE      KYT4
576 002004 012737 177777 001042      MOV      @-1, HOLD    ; RUBOUT
577 002012 000002      RTI
578 002014 005037 001042      CLR      HOLD        ; EXIT
579 002020 000002      RTI
580 002022 000000      HALT
581 002024 012737 177777 005556      MOV      @-1, SWITCH  ; FATAL ERROR RTI FAILED
582 002032 000002      RTI
583 002034 000000      HALT
584 002036 162737 000040 001044      SUB      @40, TSAVE    ; FATAL ERROR, RTI FAILED
585 002044 000734      BR      KYT5
586 002046 000000      KRBD:    0
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645
646 002274 012737 004000 001046 FILE2A: MOV      #4000,CNTR      ;LOAD COUNTER
647 002302 005737 005556          FILE2B: TST      SWITCH      ;TEST SWITCH
648 002306 001405          BEQ      FILE2C      ;BR IF SUBTEST NOT SELECTED
649 002310 004537 005412          JSR      RS,MSG      ;EXIT TO DISPLAY FRAME
650 002314 000001          |
651 002316 012470          BUFFER      ;USING THE CROSS MATCH PATTERN
652 002320 000404          BR      FILE2D      ;BR
653 002322 004537 005412          FILE2C: JSR      RS,MSG      ;EXIT TO DISPLAY FRAME
654 002326 000001          |
655 002330 007230          FRAME2      ;USING THE OFFSET PATTERN
656 002332 005337 001046          FILE2D: DEC      CNTR      ;FINISHED ?
657 002336 001361          BNE      FILE2B      ;BR IF NOT
658
659          ;EXECUTE OCTAGONS OR SQUARES
660
661
662 002340 104000          FILE3: SCOPE
663 002342 012737 014000 001046          MOV      #14000,CNTR      ;SET UP A COUNTER
664 002350 005737 005556          FILE3A: TST      SWITCH
665 002354 001010          BNE      FILE3B      ;BRANCH IF SUB-TEST
666 002356 004537 005412          JSR      S,MSG      ;DISPLAY TEST
667 002362 000001          |
668 002364 007334          FRAME3      ;FRAME # 3
669 002366 005337 001046          DEC      CNTR      ;DECREMENT COUNTER
670 002372 001366          BNE      FILE3A      ;BRANCH IF NOT COMPLETE
671 002374 000407          BR      FILE4      ;EXIT TO NEXT TEST
672
673 002376 004537 005412          FILE3B: JSR      S,MSG      ;DISPLAY TEST
674 002402 000001          |
675 002404 007724          FRAME3A      ;FRAME # 3A
676 002406 005337 001046          DEC      CNTR      ;DECREMENT COUNTER
677 002412 001356          BNE      FILE3A      ;BRANCH IF NOT COMPLETE

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:DISPLAY FILE
:CHARACTER AND ITALICS TEST
:SET UP THE BUFFER FOR THIS TEST

```

```

FILE4: SCOPE
      MOV      @BUFFER,R0
      MOV      @STATSB!SIZED,(0)+
      MOV      @STATSA!ITALD!SYNOFF!GREEN,(0)+
      MOV      @POINT!INT4!LPOFF!BLKOFF!LINE0,(0)+      ;LOAD POINT MPDE
      MOV      @0,(0)+
      MOV      @MAXY-77,(0)+
      MOV      @CHAR,(0)+
      MOVB     @17,(0)+
      MOVB     @17,(0)+
      MOV      @002666
      JSR      PC,LOADF
      MOV      @140,STCHAR      ;LOAD INITIAL CHAR.
      JSR      PC,LOADF
      MOV      @40,STCHAR      ;LOAD INITIAL LC CHAR
      JSR      PC,LOADF
      MOV      @002666
      JSR      PC,LOADF
      MOV      @STATSA!ITALD,(R0)+      ;LOAD LINE
      JSR      PC,SPACE
      MOV      @002666
      JSR      PC,SPACE
      MOV      @STATSA!ITAL1,(R0)+      ;LOAD NUMBERS AND PUNCT
      JSR      PC,LOADSP
      MOV      @002666
      JSR      PC,LOADSP
      MOV      @DSTOP,(R0)+      ;LOAD LINE
      MOV      @DJMP,(R0)+      ;LOAD NORMAL FONT
      MOV      @BUFFER,(R0)+      ;LOAD SPECIAL CHARS
      JMP      FILE4
      ;INSERT SPACES
      ;LOAD ITALICS FONT
      ;LOAD SPIECAL
      ;LOAD DSTOP

LOADSP: MOVB     @16,(R0)+
      MOV      @0,R2
      MOV      @37,R3
      ;SET INITIAL SHIFT OUT CHAR
      ;LOAD COUNT
      ;LOAD CHAR
      ;TEST FOR SI
      ;BR IF SI "17"
      ;FINISHED ?
      ;BR IF NOT
      ;LOAD SHIFT-IN SPACE
      ;EXIT

LOADF:  MOV      @STATSA!ITALD,(R0)+      ;LOAD NORMAL FONT
      MOV      STCHAR,R2
      JSR      PC,FILLIT
      JSR      PC,SPACE
      MOV      @STATSA!ITAL1,(R0)+      ;LOAD ITALICS FONT
      JSR      PC,FILLIT
      JSR      PC,CRLF
      RTS      PC
      ;GET STARTING CHARACTER
      ;LOAD THE CHARACTERS
      ;INSERT CR-LF
      ;EXIT

STCHAR: 0
CRLF:   MOVB     @15,(0)+

```



```

777
778 ;EXECUTE VECTOR LENGTH TEST <HORIZ>
779
780 FILE6: SCOPE
781 003036 104000      041777 010472      MOV      @INTX:MAXX,DELTX6 ;SET UP VERTICAL HEIGHT
782 003040 012737      000010 001036      MOV      @10,DSAVE2      ;SET UP TIMER
783 003054 012737      000000 001034      MOV      @0,DSAVE1
784 003062 012737      000040 001046      LOOPA:  MOV      @40,CNTR      ;SET UP EXECUTION COUNT
785 003070 012737      000140 001032      LOOPA1: MOV      @MAXY+1/10,DSAVE ;SET UP
786 003076 013737      001034 010474      MOV      DSAVE1,DELTY6
787 003104 004537      005412      JSR      5,MESG      ;EXIT TO DISPLAY FRAME
788 003110 000001
789 003112 010426
790 003114 004537      005412      LOOPA2: JSR      5,MESG      ;VECTOR LENGTH FRAME
791 003120 000001      ;EXIT TO DISPLAY FRAME
792 003122 010426
793 003124 012737      000010 010474      ADD      @10,DELTY6      ;VECTOR LENGTH FRAME
794 003132 005337      001032      DEC      DSAVE          ;UPDATE ANGLE
795 003136 001356
796 003140 005337      001046      BNE     LOOPA2        ;FINISHED ALL THE ANGLES
797 003144 001351
798 003146 000240
799 003150 005737      005556      BNE     LOOPA3        ;BR IF NOT
800 003154 001342
801 003156 005237      001034      DEC     CNTR          ;DONE COUNT?
802 003162 005337      001036      INC     DSAVE1        ;BR IF NOT
803 003166 001335
804
805
806
807 ;EXECUTE VECTOR LENGTH TEST <VERT>
808 FILE7: SCOPE
809 003170 104000      040000 001034      MOV      @INTX,DSAVE1    ;SETUP INITIAL X
810 003200 012737      001377 010474      MOV      @MAXY,DELTY6   ;SETUP INITIAL Y
811 003206 012737      000010 001036      MOV      @10,DSAVE2     ;SETUP EXECUTION COUNT
812 003214 012737      000040 001046      LOOPB:  MOV      @40,CNTR  ;SETUP DELAY
813 003222 012737      000200 001032      LOOPB1: MOV      @200,DSAVE
814 003230 013737      001034 010472      MOV      DSAVE1,DELTX6 ;EXIT TO DISPLAY FRAME
815 003242 000001      005412      JSR      5,MESG      ;VECTOR LENGTH TEST FRAME
816 003244 010426
817 003246 004537      005412      LOOPB2: JSR      5,MESG      ;EXIT TO DISPLAY FRAME
818 003252 000001
819 003254 010426
820 003256 012737      000010 010472      ADD      @10,DELTX6     ;VECTOR LENGTH FRAME
821 003264 005337      001032      DEC     DSAVE          ;UPDATE ANGLE
822 003270 001356
823 003272 005337      001046      BNE     LOOPB2        ;FINISHED ALL THE ANGLES
824 003276 001351
825 003300 000240
826 003302 005737      005556      BNE     LOOPB3        ;BR IF NOT
827 003306 001342
828 003310 005237      001034      DEC     CNTR          ;DONE COUNT?
829 003314 005337      001036      INC     DSAVE1        ;BR IF NOT
830 003320 001335

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807 ;EXECUTE VECTOR LENGTH TEST <VERT>
808 FILE7: SCOPE
809 003170 104000      040000 001034      MOV      @INTX,DSAVE1    ;SETUP INITIAL X
810 003200 012737      001377 010474      MOV      @MAXY,DELTY6   ;SETUP INITIAL Y
811 003206 012737      000010 001036      MOV      @10,DSAVE2     ;SETUP EXECUTION COUNT
812 003214 012737      000040 001046      LOOPB:  MOV      @40,CNTR  ;SETUP DELAY
813 003222 012737      000200 001032      LOOPB1: MOV      @200,DSAVE
814 003230 013737      001034 010472      MOV      DSAVE1,DELTX6 ;EXIT TO DISPLAY FRAME
815 003242 000001      005412      JSR      5,MESG      ;VECTOR LENGTH TEST FRAME
816 003244 010426
817 003246 004537      005412      LOOPB2: JSR      5,MESG      ;EXIT TO DISPLAY FRAME
818 003252 000001
819 003254 010426
820 003256 012737      000010 010472      ADD      @10,DELTX6     ;VECTOR LENGTH FRAME
821 003264 005337      001032      DEC     DSAVE          ;UPDATE ANGLE
822 003270 001356
823 003272 005337      001046      BNE     LOOPB2        ;FINISHED ALL THE ANGLES
824 003276 001351
825 003300 000240
826 003302 005737      005556      BNE     LOOPB3        ;BR IF NOT
827 003306 001342
828 003310 005237      001034      DEC     CNTR          ;DONE COUNT?
829 003314 005337      001036      INC     DSAVE1        ;BR IF NOT
830 003320 001335

```

```

831
832
833
834 003322 104000
835 003324 005037 010506
836 003330 004537 005412
837 003334 000050
838 003336 010504
839 003340 004537 005412
840 003344 000001
841 003346 010504
842 003350 000240
843 003352 005737 005556
844 003356 001364
845 003360 062737 000001 010506 D7C:
846 003366 022737 002000 010506
847 003374 001355
848
849
850
851
852
853 003376 104000
854 003400 005037 010550
855 003404 004537 005412
856 003410 000050
857 003412 010544
858 003414 004537 005412
859 003420 000001
860 003422 010604
861 003424 000240
862 003426 005737 005556
863 003432 001364
864 003434 062737 000001 010550 D7F:
865 003442 022737 001400 010550
866 003450 001355

```

;PHOSPHOR TEST <HORIZONTAL>

```

FILE10: SCOPE
CLR DELTX7
D7A: JSR 5,MSG ;EXIT TO DISPLAY A FRAME
SO
FRAME10 ;USING THE HORIZ FRAME
JSR 5,MSG ;EXIT TO DISPLAY A FRAME
I
FRM10 ;USING THE PERIMETER BOX
NOP
TST SWITCH ;TEST THE "SWITCH"
BNE D7A ;BR IF FREEZE THE MOVEMENT
ADD #1,DELT7 ;UPDATE THE X ORIGIN
CMP #2000,DELT7 ;TEST IF THE END
BNE D7A ;BR IF NOT

```

;PHOSPHOR TEST <VERTICAL>

```

FILE11: SCOPE
CLR DELTY7
D7D: JSR 5,MSG ;EXIT TO DISPLAY A FRAME
SO
FRAME11 ;USING THE VERT FRAME
JSR 5,MSG ;EXIT TO DISPLAY A FRAME
I
FRM10 ;USING THE PERIMETER BOX
NOP
TST SWITCH ;TEST THE "SWITCH"
BNE D7D ;BR IF FREEZE THE MOVEMENT
ADD #1,DELTY7 ;UPDATE THE Y ORIGIN
CMP #MAXY+1,DELTY7 ;TEST IF THE END
BNE D7D ;BR IF NOT

```



```

866
867
868
869 003452 104000
870 003454 012777 003550 175406
871 003456 013777 001004 175402
872 003470 012737 004000 001032
873 003476 005737 005556
874 003502 001004
875 003504 042737 000004 010650
876 003512 000403
877 003514 052737 000004 010650
878 003522 004537 005412
879 003526 000001
880 003530 010642
881 003532 005337 001032
882 003536 001423
883 003540 012737 173400 011250
884 003546 000753
885 003550 012737 164000 011250
886 003556 017737 175300 011262
887 003564 042737 176000 011262
888 003572 022539
889 003574 012777 000001 175252
890 003602 000137 005430
891 003606 013777 001072 175254
892
893
894
895
896 003614 104000
897 003616 004537 005412
898 003622 010000
899 003624 011312

;INTENSITY LEVEL TEST
FILE12: SCOPE
MOV @RETLP,@LPVCT ;SET UP LIGHT-PEN VECTOR
MOV @SWR,@LPVCT1 ;SET UP BR LEVEL
MOV @4000,@SAVE ;SET UP A EXECUTION COUNT
FLE12A: TST SWITCH ;TEST THE "SWITCH"
BNE FLE12B ;BR IF SET "SYNC"
BIC @4,SYN12 ;ENSURE CLEAR "SYNC"
BR FLE12C ;BY PASS
FLE12B: BIS @4,SYN12 ;SET THE "SYNC"
FLE12C: JSR 5,MSG ;EXIT TO DISPLAY FRAME
1
FRAME12 ;USING THE "INTENSITY" FRAME
DEC @SAVE ;FINISHED?
BEQ FLE12D ;YES, EXIT
MOV @DSTOP,RAYLPA ;NO, RESET MESSAGE
BR FLE12A ;BR BACK
RETLP: MOV @NOP,RAYLPA ;LIGHT-PEN HIT
MOV @YPOS,LPNT ;READ Y POSITION
BIC @176000,LPNT ;MASK THE BITS
CMP (SP)+,(SP)+ ;POP THE STACK
MOV @1,@DPC ;SINGLE STEP THE DISPLAY
JMP MSGA ;JUMP TO WAIT
FLE12D: MOV LPVCT1,@LPVCT ;RESET THE LIGHT-PEN VECTOR

;EXECUTE EDGE TEST
FILE13: SCOPE
JSR 5,MSG ;EXIT TO DISPLAY FRAME
10000
FRAME13 ;USING THE "EDGE" FRAME

```

;SHORT VECTOR AND RELATIVE POINT TEST

```

900
901
902
903 003626 104000
904 003630 012700 012470
905 003634 012720 114000
906 003640 012720 000240
907 003644 012720 000600
908 003650 012720 107004
909 003654 004737 003706
910 003660 012720 130000
911 003664 004737 003706
912 003670 012720 173400
913 003674 012720 160000
914 003700 012720 012470
915 003704 000413
916
917 003706 012737 000024 001046 LOADVT: MOV #24,CNTR ;LOAD A COUNTER
918 003714 012720 040077 LADVT: MOV #INTX+77,(0)+ ;LOAD A DELTA Y
919 003720 012720 004177 MOV #4177,(0)+ ;LOAD A DELTA X,Y
920 003724 005337 001046 DEC CNTR ;FINISHED?
921 003730 001371 BNE LADVT ;BR IF NOT
922 003732 000207 RTS PC ;EXIT
923
924 003734 012737 004000 004104 FIL14A: MOV #4000,10S ;LOAD COUNTER
925 003742 012737 000200 011572 IS: MOV #200,FRM14A ;LOAD FIRST OCTAGON
926 003750 012737 000200 011574 MOV #200,FRM14B ;LOAD FIRST OCTAGON
927 003756 004537 005412 JSR RS,MSG ;DISPLAY OCT.
928 003762 000001
929 003764 011566 FRAME14
930 003766 012737 001400 011572 MOV #1400,FRM14A ;LOAD SECOND OCTAGON
931 003774 012737 000200 011574 MOV #200,FRM14B ;LOAD SECOND OCTAGON
932 004002 004537 005412 JSR RS,MSG ;DISPLAY 2ND OCT.
933 004006 000001
934 004010 011566 FRAME14
935 004012 012737 001400 011572 MOV #1400,FRM14A ;LOAD THIRD OCTAGON
936 004020 012737 001000 011574 MOV #MAXY-377,FRM14B ;LOAD THIRD OCTAGON
937 004026 004537 005412 JSR RS,MSG
938 004032 000001
939 004034 011566 FRAME14
940 004036 012737 000200 011572 MOV #200,FRM14A ;LOAD FOURTH OCTAGON
941 004044 012737 001000 011574 MOV #MAXY-377,FRM14B ;LOAD FOURTH OCTAGON
942 004052 004537 005412 JSR RS,MSG ;DISPLAY 4TH OCT.
943 004056 000001
944 004060 011566 FRAME14
945 004062 004537 005412 JSR RS,MSG ;DISPLAY BAR
946 004066 000001
947 004070 012470 BUFFER
948 004072 005337 004104 DEC 10S ;FINISHED ?
949 004076 001321 BNE IS ;BR IF NOT
950 004100 000137 004106 JMP FILE15 ;NEXT TEST
951 004104 000000 10S: 0
952

```



```

;GRAPHPLOT X-Y TEST
FILE15: SCOPE
004106 104000      MOV      #BUFFER,RO      ;LOAD RO
004110 012700      MOV      #POINT!INT7,(0)+ ;LOAD INITIAL POINT
004114 012720      MOV      #0,(0)+
004120 012720      MOV      #0,(0)+
004124 012720      MOV      #STATSA!ITALD!SYNOFF!GREEN,(RO)+ ;RESET THE STATUS A
004130 012720      MOV      #STATSB!INCR,(0)+ ;LOAD INITIAL STATUS B
004134 012720      MOV      #GRAPHX,(0)+ ;LOAD GRAPH X INST
004140 012720      MOV      #40,RS ;LOAD STARTUP COUNT
004144 012705      DFL15C: MOV      #0,DSAVE ;LOAD INITIAL PLOT
004150 012737      BR      25
004156 000403      15: ADD      #20,DSAVE ;UPDATE PLOT POINT
004160 062737      25: MOV      DSAVE,(0)+ ;SAVE THE POINT
004166 013720      DEC      RS ;FINISHED?
004172 005305      BNE     15 ;BR IF NOT
004174 001371      MOV      #DSTOP,(0)+ ;LOAD "DSTOP"
004176 012720      MOV      #DJMP,(0)+ ;LOAD "DJMP"
004202 012720      MOV      #BUFFER,(0)+ ;LOAD RETURN
004206 012720      MOV      #200,DSAVE ;LOAD POINT COUNT
004212 012737      DFL15D: BIC     #4000,20BUF5 ;ENSURE "GRAPHX"
004220 042777      TST     SWITCH ;TEST SWITCH
004226 005737      BEQ     DFL15B ;BR IF GRAPHX
004232 001403      BIS     #4000,20BUF5 ;SET GRAPHY
004234 052777      JSR     5,MESG ;EXIT TO DISPLAY A FRAME
004242 004537      JSR     5,MESG
004246 000001      |
004250 012470      BUFFER ;USING THE GENERATED PATTERN
004252 062777      ADD     #1,20BUF4 ;UPDATE INCREMENT
004260 022777      CMP     #STATSB+200,20BUF4 ;TEST IF LAST INCREMENT
004266 001365      BNE     DFL15B ;BR IF NOT
004270 012777      MOV     #STATSB!INCR,20BUF4 ;RELOAD INCREMENT
004276 005337      DEC     DSAVE ;FINISHED 10 SEC?
004302 001346      BNE     DFL15D ;BR IF NOT
004304 013700      MOV     #42,RO
004310 001407      BEQ     HERE ;ACT-11/DDP-11
004312 000005      RESET
004314 000005      RESET
LOGICAL: JSR     PC,(RO)
004320 000240      NOP
004322 000240      NOP
004324 000240      NOP
004326 000240      NOP
004330 000137      HERE: JMP     FILE0
004334 000240      NOP
004336 000240      NOP
004340 000240      NOP

```

```

1002
1003 ;OPERATOR OPERATOR INTERVENTION TESTS
1004
1005 004342 104000 FILE16: SCOPE
1006 004344 012777 004614 174516 MOV @RET14, @LPVCT
1007 004352 013777 001004 174512 MOV @SERL, @LPVCT1
1008 004360 012737 000100 001034 MOV @100, @SAVE1 ;SET UP COUNT
1009 004366 012700 012470 1S: MOV @BUFFER, @R0 ;LOAD START ADDR.
1010 004372 012737 000100 001032 MOV @100, @SAVE
1011 004400 012720 117744 MOV @POINT!INT7!LPON!LINED, (R0)+ ;LOAD POINT
1012 004404 012720 000700 MOV @700, (R0)+ ;LOAD X POINT
1013 004410 012720 000474 MOV @474, (R0)+ ;LOAD Y POINT
1014 004414 004737 004556 JSR PC, @LOADUP ;LOAD UP THE BUFFER
1015 004420 012720 173400 MOV @DSTOP, (R0)+ ;LOAD DSTOP
1016 004424 012720 160000 MOV @DJMP, (R0)+ ;LOAD DJUMP
1017 004430 012720 012470 MOV @BUFFER, (R0)+ ;LOAD RETURN ADDRESS
1018 004434 005037 005050 CLR HITCNT ;CLEAR HIT COUNT
1019 004440 012737 030060 012374 MOV @30060, @FRM168-2 ;PRESET THE READOUT
1020 004446 012737 030060 012372 MOV @30060, @FRM168-4
1021
1022 004454 005737 005556 4S: TST SWITCH ;TEST SWITCH BIT
1023 004460 001005 BNE @6S ;BR IF SUBTEST
1024
1025 004462 004537 005412 JSR @RS, @MSG ;EXIT TO DISPLAY FRAME
1026 004466 000100 100 ;USINT THE LIGHT-PEN FRAME
1027 004470 011714 @FRM16 ;BR BACK
1028 004472 000770 BR @4S
1029
1030 004474 004537 005412 6S: JSR @RS, @MSG ;EXIT TO DISPLAY FRAME
1031 004500 000001 1 ;ASCII SUBTITLE
1032 004502 012302 @FRM16A ;EXIT TO DISPLAY FRAME
1033
1034 004504 004537 005412 JSR @RS, @MSG ;EXIT TO DISPLAY FRAME
1035 004510 000001 1 @BUFFER
1036 004512 012470
1037
1038
1039 004514 005337 001032 DEC @DSAVE ;FINISHED ?
1040 004520 001355 BNE @4S ;BR IF NOT MINI-LOOP
1041
1042 004522 005337 001034 DEC @DSAVE1 ;FINISHED ?
1043 004526 001317 BNE @1S ;BR IF NOT
1044 004530 000137 004342 JMP @FILE16 ;RESTART
1045

```



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1091
1092 004760 005001      20S:  CLR      R1
1093 004762 005002      CLR      R2
1094 004764 013700 004756  MOV      41S,R0      ;GET X AXIS
1095 004770 162700 000700  SUB      #700,R0     ;GET A BASE ADDRESS
1096 004774 006200      ASR      R0
1097 004776 006200      ASR      R0
1098 005000 001404      BEQ      30S
1099 005002 062701 000070  21S:  ADD      #70,R1      ;UPDATE OFFSET
1100 005006 005300      DEC      R0
1101 005010 001374      BNE      21S        ;BR UNTIL DONE
1102
1103 005012 013700 004754  30S:  MOV      40S,R0      ;GET X AXIS
1104 005016 162700 000500  SUB      #500,R0     ;MAKE BASE ADDRESS
1105 005022 006200      ASR      R0
1106 005024 006200      ASR      R0          ;SHIFT RIGHT
1107 005026 001404      BEQ      32S
1108 005030 062701 000002  31S:  ADD      #2,R1
1109 005034 005300      DEC      R0
1110 005036 001374      BNE      31S
1111 005040 042761 040000 012500 32S:  BIC      #INTX,BUFFER+10(R1) ;CLEAR THE BIT
1112 005046 000734      BR       10S
1113
1114 005050 000000      HITCNT: 0

```



```

1115
1116
1117 005052 104000
1118 005054 012700 012470
1119 005060 012720 173400
1120 005064 022700 013470
1121 005070 001373
1122 005072 005037 001052
1123 005076 005037 001032
1124 005102 112737 000060 012461
1125 005110 112737 000060 012462
1126 005116 112737 000060 012463
1127 005124 112737 000060 012464
1128 005132 012737 005206 000060
1129 005140 012737 000340 000060
1130 005148 052777 000100 173636
1131 005154 012737 000700 005330
1132 005162 012700 012470
1133 005166 004537 005412
1134 005172 000001
1135 005176 012404
1136 005178 005737 001052
1137 005180 001012
1138 005182 000770
1139 005184 017701 173602
1140 005186 042701 177600
1141 005188 012737 177777 001052
1142 005190 000002
1143 005192 000000
1144 005194 005037 001052
1145 005196 022701 000003
1146 005198 001002
1147 005200 000137 001456
1148 005202 005337 005330
1149 005204 001002
1150 005206 000137 005054
1151 005208 012702 012465
1152 005210 010103
1153 005212 004737 005332
1154 005214 005737 001032
1155 005216 001007
1156 005218 110120
1157 005220 112710 000017
1158 005222 005137 001032
1159 005224 000137 005166
1160 005226 110120
1161 005228 005037 001032
1162 005230 000137 005166
1163
1164
1165 005330 000200

```

;ECHO ROUTINE KEYBOARD TO DISPLAY

FILE17: SCOPE

```

ECHOA: MOV @BUFFER,R0
        MOV @STOP(0)+
        CMP @BUFFER+1000,R0
        BNE ECHOA
        CLR LOKRB
        CLR DSAVE
        MOVB @50,KBOCT-4
        MOVB @50,KBOCT-3
        MOVB @50,KBOCT-2
        MOVB @50,KBOCT-1
        MOV @RET117,@@50
        MOV @340,@@52
        BIS @100,@TKS
        MOV @700,CHRCNT
        MOV @BUFFER,R0
ECHOB: JSR @,MSG
        FRME17
        TST LOKRB
        BNE RET21
        BR ECHOA
RET117: MOV @TKB,R1
        BIC @177600,R1
        MOV @-1,LOKRB
        RTI
        HALT
RET21: CLR LOKRB
        CMP @3,R1
        BNE RET20
        JMP STRC
RET20: DEC CHRCNT
        IS
        JMP FILE17+2
IS:    MOV @KBOCT,R2
        MOV R1,R3
        JSR PC,KBCHR
        TST DSAVE
        BNE ECHOB
        MOVB R1,(R0)+
        MOVB @17,(R0)
        COM DSAVE
        JMP ECHOA
ECHOB: MOVB R1,(0)+
        CLR DSAVE
        JMP ECHOA

```

```

;LOAD R0
;MOV "DSTOPS"
;THRUOUT THE
;BUFFER
;HOUSE
;KEEPING
;PRESET READOUT
;LOAD KEYBOARD VECTOR
;ENABLE INTERRUPT
;LOAD CHAR COUNT
;RESET R0
;EXIT TO DISPLAY A FRAME
;USING THE KEYBOARD HEADER
;UPDATE A CHAR?
;BR IF YES
;GET A CHAR
;MASK
;SET (FLAG)
;EXIT
;CLEAR (FLAG)
;TEST FOR PC
;BR IF NOT
;RESTART
;FINISHED COUNT?
;BR IF NOT
;RESTART
;LOAD ADDRESS
;LOAD THE OCTAL VALUE
;TEST HIGH/LOW BYTE
;SAVE BYTE
;SHIFT-IN
;COMP FLAG
;BR BACK
;SAVE CHAR
;CLEAR FLAG
;BR BACK

```

CHRCNT: 200

```

1166 ;UPDATE OCTAL READOUT
1167
1168 005332 042703 176000 KBCHR: BIC      8176000,R3
1169 005336 004737 005376      JSR      PC,108      ;LOAD BITS
1170 005340 110442      MOV      R4,-(R2)    ;SAVE BITS
1171 005344 004737 005370      JSR      PC,118      ;MOVE BITS
1172 005348 110442      MOV      R4,-(R2)    ;SAVE BITS
1173 005352 004737 005370      JSR      PC,118      ;MOVE BITS
1174 005356 110442      MOV      R4,-(R2)    ;SAVE BITS
1175 005360 004737 005370      JSR      PC,118
1176 005364 110442      MOV      R4,-(R2)
1177 005368 000207      RTS      PC
1178 005372 005003      11S:   ROR      R3
1179 005376 005003      ROR      R3
1180 005380 005003      ROR      R3
1181 005384 010304      10S:   MOV      R3,R4      ;LOAD R4
1182 005400 042704 177770      BIC      8177770,R4  ;MASK BITS
1183 005404 052704 000060      ADD     860,R4      ;MAKE A NUMBER
1184 005410 000207      RTS      PC
1185
1186 005412 012537 005552      MSG:   MOV      (5)+,COUNT
1187 005416 012537 005554      MOV      (5)+,FILE
1188 005420 013777 005554 173424      MSGA:  MOV      FILE,20PC  ;START DISPLAY
1189 005424 005077 173354      CLR     2PSH
1190 005428 000001      WAIT
1191 005432 005737 002046      TST     KRBD
1192 005436 001025      BNE     MSGAB
1193 005440 005337 005552      MSGAA: DEC     COUNT
1194 005444 001405      BEQ     MSGB
1195 005448 012777 000001 173374      MSGB:  MOV      81,20PC  ;SINGLE STEP THE DISPLAY
1196 005452 000137 005430      JHP     MSGA
1197 005456 000240      MSGC:  NOP
1198 005460 005737 002046      TST     KRBD
1199 005464 001010      BNE     MSGCA
1200 005468 005037 005556      CLR     SWITCH
1201 005472 032737 000100 177570      BIT     8BIT6,20DISPLAY
1202 005476 001402      BEQ     MSGCB
1203 005480 005137 005556      COM     SWITCH
1204 005484 000205      MSGCA: RTS
1205 005488 005737 005556      MSGAB: TST     SWITCH
1206 005492 001350      BNE     MSGAA
1207 005496 005737 001050      TST     CHANGE
1208 005500 001745      BEQ     MSGAA
1209 005504 005037 001050      CLR     CHANGE
1210 005508 005037 005556      CLR     SWITCH
1211 005512 005037 001042      CLR     HOLD
1212 005516 000137 001162      JMP     SCOPEC
1213 005520 000000      COUNT: 0
1214 005524 000000      FILE:  0
1215 005528 000000      SWITCH: 0

```


1216				
1217	005560	114000		
1218	000000	000000		
1219	000000	001100		
1220	000000	170050		
1221	000000	103124		
1222	000000	017	017	
1223	000000	052107	032055	020060
1224	000000	051117	043440	020060
1225	000000	000000	043440	020060
1226	000000	000000	043440	020060
1227	000000	000000	043440	020060
1228	000000	000000	043440	020060
1229	000000	000000	043440	020060
1230	000000	000000	043440	020060
1231	000000	000000	043440	020060
1232	000000	000000	043440	020060
1233	000000	000000	043440	020060
1234	000000	000000	043440	020060
1235	000000	000000	043440	020060
1236	000000	000000	043440	020060
1237	000000	000000	043440	020060
1238	000000	000000	043440	020060
1239	000000	000000	043440	020060
1240	000000	000000	043440	020060
1241	000000	000000	043440	020060
1242	000000	000000	043440	020060
1243	000000	000000	043440	020060
1244	000000	000000	043440	020060
1245	000000	000000	043440	020060
1246	000000	000000	043440	020060
1247	000000	000000	043440	020060
1248	000000	000000	043440	020060
1249	000000	000000	043440	020060
1250	000000	000000	043440	020060
1251	000000	000000	043440	020060
1252	000000	000000	043440	020060
1253	000000	000000	043440	020060
1254	000000	000000	043440	020060
1255	000000	000000	043440	020060
1256	000000	000000	043440	020060
1257	000000	000000	043440	020060
1258	000000	000000	043440	020060
1259	000000	000000	043440	020060
1260	000000	000000	043440	020060
1261	000000	000000	043440	020060
1262	000000	000000	043440	020060
1263	000000	000000	043440	020060
1264	000000	000000	043440	020060
1265	000000	000000	043440	020060
1266	000000	000000	043440	020060
1267	000000	000000	043440	020060
1268	000000	000000	043440	020060
1269	000000	000000	043440	020060
1270	000000	000000	043440	020060
1271	006164	015	012	

FRMO: POINT
 0
 MAXY-277
 STATA!ITALO!SYNOFF!GREEN
 CHAR!INT4!LPOFF!BLKOFF!LINED
 .BYTE 17,17
 .ASCIZ /GT-40 OR GT-44 WITH VR14 VISUAL TEST (MD-11-DOGTC-B)/

.BYTE 15,12,12
 .ASCII / DIRECTORY/

.BYTE 15,12,12
 .ASCII /00 = A = DIRECTORY/

.BYTE 15,12
 .ASCII /01 = B = DOT REPEATIBILITY/

.BYTE 15,12
 .ASCII /02 = C = PINCUSHION AND VECTOR CURVATURE (X OR Y OFFSET ADJ.)/

.BYTE 15,12
 .ASCII /03 = D = OCTAGONS OR SQUARES/

.BYTE 15,12
 .ASCII /04 = E = CHARACTER SET (CHAR. ADJ.)/

.BYTE 15,12

E03

1272	006166	032460	036440	043040
1273	006174	032440	042040	051501
1274	006182	032420	044514	042516
1275	006190	032400	047101	020104
1276	006198	032380	047111	113
1277	006206	032360	020075	020075
1278	006214	032340	020075	047510
1279	006222	032320	047510	052116
1280	006230	032300	050040	041505
1281	006238	032280	047101	047101
1282	006246	032260	040474	040474
1283	006254	032240	020130	020130
1284	006262	032220	051117	051117
1285	006270	032200	052107	052107
1286	006278	032180		
1287	006286	032160	012	012
1288	006294	032140	036440	044040
1289	006302	032120	051105	051105
1290	006310	032100	020114	020114
1291	006318	032080	051117	051117
1292	006326	032060	042514	042514
1293	006334	032040	027112	027112
1294	006342	032020	041505	041505
1295	006350	032000	042514	042514
1296	006358	031980	076	076
1297	006366	031960		
1298	006374	031940	020075	020075
1299	006382	031920	047510	047510
1300	006390	031900	052116	052116
1301	006398	031880	047510	047510
1302	006406	031860	020122	020122
1303	006414	031840		
1304	006422	031820	012	012
1305	006430	031800	036440	045040
1306	006438	031780	051105	051105
1307	006446	031760	020114	020114
1308	006454	031740	044120	044120
1309	006462	031720	051505	051505
1310	006470	031700		
1311	006478	031680	012	012
1312	006486	031660	020075	020075
1313	006494	031640	047111	047111
1314	006502	031620	052111	052111
1315	006510	031600	047111	047111
1316	006518	031580	020104	020104
1317	006526	031560	042524	042524
1318	006534	031540	042524	042524
1319	006542	031520		
1320	006550	031500	012	012
1321	006558	031480	036440	046040
1322	006566	031460	042440	043504
1323	006574	031440	046106	043501
1324	006582	031420	051505	124
1325	006590	031400	012	012
1326	006598	031380	012	012
1327	006617	061	020064	020075

.ASCII /05 = F = DASH LINES AND BLINK/

.BYTE 15,12
.ASCII /06 = G = HORIZONTAL VECTOR ANGLE <ADJ. X VECTOR LENGTH>/

.BYTE 15,12
.ASCII /07 = H = VERTICAL VECTOR ANGLE <ADJ. Y VECTOR LENGTH>/

.BYTE 15,12
.ASCII /10 = I = HORIZONTAL PHOSPHOR TEST/

.BYTE 15,12
.ASCII /11 = J = VERTICAL PHOSPHOR TEST/

.BYTE 15,12
.ASCII /12 = K = INTENSITY LEVEL AND LIGHT-PEN TEST/

.BYTE 15,12
.ASCII /13 = L = EDGE FLAG TEST/

.BYTE 15,12
.ASCII /14 = M = SHORT VECTORS AND RELATIVE POINT/

1332	006624	020115	020075	044123
1333	006624	051117	020124	042526
1334	006624	047103	051117	020123
1335	006624	047101	020104	042526
1336	006624	050014	044517	042526
1337	006624	015	04517	052116
1338	006624	03246	03	047040
1339	006624	04446	03440	040523
1340	006624	052012	051520	052117
1341	006624	015	012	124
1342	006624	020117	020075	020075
1343	006624	044107	020075	044514
1344	006624	020116	020124	042520
1345	006624	03517	047506	046114
1346	006624	015	012	
1347	006624	03346	03440	050040
1348	006624	03446	04540	054506
1349	006772	047502	051101	020104
1350	007000	051505	047510	052040
1351	007000	015	012	
1352	007011	020115	047506	012
1353	007011	020115	047506	020117
1354	007011	020115	047506	047111
1355	007011	020115	047506	02124
1356	007011	0116	012	
1357	007011	015	012	
1358	007011	04140	020123	
1359	007011	05140	046106	
1360	007011	020124	052523	
1361	007011	051103	051117	
1362	007011	051117	020120	
1363	007106	047515	047117	
1364	007114	000040		
1365	007132	173400		
1366	007132	160000		
1367	007136	005560		
1368	007136			
1369	007146	170052		
1370	007146	116124		
1371	007146	041000		
1372	007146	000600		
1373	007146	040000		
1374	007146	000000		
1375	007146	041000		
1376	007146	000600		
1377	007146	041777		
1378	007146	000000		
1379	007146	041000		
1380	007146	000600		
1381	007146	041777		
1382	007146	000000		
1383	007146	041000		

.BYTE 15,12
.ASCII /15 = N = GRAPHLOT TEST/

.BYTE 15,12
.ASCII /16 = 0 = LIGHT PEN FOLLOW/

.BYTE 15,12
.ASCII /17 = P = KEYBOARD ECHO TEST/

.BYTE 15,12,12
.ASCII / RUBOUT TO REMAIN ON THE PATTERN/

.BYTE 15,12
.ASCII / CR TO SELECT SUB-PICTURE OR STOP MOTION /

.EVEN
DSTOP
DJMP
FRMED

FRAME1:

STATSA! ITALO! SYNOFF! GREEN
POINT! INTO! LPOFF! BLKOFF! LINED
INTX+1000
MAXY+1/2
INTX+0
0
INTX+1000
MAXY+1/2
INTX+1777
0
INTX+1000

1384 007166 000600
 1385 007170 041777
 1386 007172 001377
 1387 007174 041000
 1388 007176 000600
 1389 007200 040000
 1390 007202 001377
 1391 007204 164000
 1392 007206 164000
 1393 007210 164000
 1394 007212 164000
 1395 007214 164000
 1396 007216 164000
 1397 007220 164000
 1398 007222 173400
 1399 007224 160000
 1400 007226 007140
 1401
 1402
 1403
 1404 007230 116524
 1405 007232 000000
 1406 007234 000000
 1407 007236 170052
 1408 007240 110000
 1409 007242 041777
 1410 007244 000000
 1411 007246 040000
 1412 007248 001377
 1413 007250 061777
 1414 007252 000000
 1415 007254 040000
 1416 007256 021377
 1417 007258 041777
 1418 007260 020000
 1419 007262 060000
 1420 007264 001377
 1421 007266 061777
 1422 007268 020000
 1423 007270 060000
 1424 007272 021377
 1425 007274 041777
 1426 007276 060000
 1427 007278 021377
 1428 007280 041777
 1429 007282 001377
 1430 007284 061777
 1431 007286 021377
 1432 007288 001777
 1433 007290 000000
 1434 007292 061777
 1435 007294 001377
 1436 007296 041777
 1437 007298 021377
 1438 007300 173400
 1439 007302 160000
 1440 007304 007230

MAXY+1/2
 INTX+1777
 MAXY
 INTX+1000
 MAXY+1/2
 INTX
 MAXY
 DNOP
 DNOP
 DNOP
 DNOP
 DNOP
 DNOP
 DNOP
 DNOP
 DNOP
 DSTOP
 DJMP
 FRME1

;FILE 2 <ANALOG TUNE-UP TEST >

FRME2: POINT!INT2!LPOFF!BLKOFF!LINE0

0
 0
 STATSA!ITALD!SYNOFF!GREEN
 LONGV
 INTX!MAXX ; +X, +Y
 0
 INTX ; +X, +Y
 MAXY
 INTX!MINUSX!MAXX ; -X, +Y
 0
 INTX ; +X, -Y
 MINUSY!MAXY
 INTX!MAXX ; +X, -Y
 MINUSY
 INTX!MINUSX ; -X, +Y
 MAXY
 INTX!MINUSX!MAXX ; -X, -Y
 MINUSY
 INTX!MINUSX ; -X, -Y
 MINUSY!MAXY
 INTX!MAXX
 MAXY
 INTX!MINUSX!MAXX
 MINUSX!MAXY
 MAXX
 0
 INTX!MINUSX!MAXX
 MAXY
 INTX!MAXX
 MINUSX!MAXY
 DSTOP
 DJMP
 FRME2

;OCTAGONS

146
147
148
149
150
151
152
153
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195

007334 117124
007334 000774
007334 000554
007334 170052
007334 110000
007334 040007
007334 000000
007334 040007
007334 000007
007334 040007
007334 000007
007334 060007
007334 000007
007334 060007
007334 000007
007334 060007
007334 020007
007334 040007
007334 020007
007334 040007
007334 020007
007334 114000
007334 000770
007334 000550
007334 110000
007334 040017
007334 000000
007334 040017
007334 000017
007334 040000
007334 000017
007334 060017
007334 000017
007334 060017
007334 000000
007334 060017
007334 020017
007334 040000
007334 020017
007334 040017
007334 020017
007334 114000
007334 000760
007334 000520
007334 110000
007334 040037
007334 000000
007334 040037
007334 000037
007334 000037
007334 040000
007334 000037
007334 060037
007334 000037
007334 060037
007334 000000

FRME3: POINT!INT4!LPOFF!BLKOFF!LINE0
774
554
STATSA!ITALO!SYNOFF!GREEN
LONGV
INTX+7
0
INTX+7
?
INTX
?
INTX!MINUSX+7
?
INTX!MINUSX+7
0
INTX!MINUSX+7
MINUSX+7
INTX
MINUSX+7
INTX+7
MINUSX+7
POINT
770
550
LONGV
INTX+17
0
INTX+17
17
INTX
17
INTX!MINUSX+17
17
INTX!MINUSX+17
0
INTX!MINUSX+17
MINUSX+17
INTX
MINUSX+17
INTX+17
MINUSX+17
POINT
760
520
LONGV
INTX+37
0
INTX+37
37
INTX
37
INTX!MINUSX+37
37
INTX!MINUSX+37
0

;OCTOGON BY LENGTH OF 7

;OCTOGON BY LENGTH OF 17

;OCTOGON BY LENGTH OF 37

1498 007512 060037
 1499 007514 020037
 1500 007516 040000
 1501 007518 020037
 1502 007520 040037
 1503 007522 020037
 1504 007524 114000
 1505 007526 000740
 1506 007528 000440
 1507 007530 110000
 1508 007532 040077
 1509 007534 000000
 1510 007536 040077
 1511 007538 000077
 1512 007540 040000
 1513 007542 060077
 1514 007544 000077
 1515 007546 060077
 1516 007548 000000
 1517 007550 060077
 1518 007552 020077
 1519 007554 040000
 1520 007556 040077
 1521 007558 020077
 1522 007560 020077
 1523 007562 114000
 1524 007564 000700
 1525 007566 000300
 1526 007568 110000
 1527 007570 040177
 1528 007572 000000
 1529 007574 040177
 1530 007576 000177
 1531 007578 040000
 1532 007580 000177
 1533 007582 060177
 1534 007584 000177
 1535 007586 060177
 1536 007588 000000
 1537 007590 060177
 1538 007592 020177
 1539 007594 040000
 1540 007596 020177
 1541 007598 040177
 1542 007600 020177
 1543 007602 114000
 1544 007604 000600
 1545 007606 000000
 1546 007608 110000
 1547 007610 040377
 1548 007612 000000
 1549 007614 040377
 1550 007616 000377
 1551 007618 040000
 1552 007620 000377

INTX!MINUSX+37
 MINUSX+37
 INTX
 MINUSX+37
 INTX+37
 MINUSX+37
 POINT
 740
 440
 LONGV
 INTX+77
 0
 INTX+77
 77
 INTX
 77
 INTX!MINUSX+77
 77
 INTX!MINUSX+77
 0
 INTX!MINUSX+77
 MINUSX+77
 INTX
 MINUSX+77
 INTX+77
 MINUSX+77
 POINT
 700
 300
 LONGV
 INTX+177
 0
 INTX+177
 177
 INTX
 177
 INTX!MINUSX+177
 177
 INTX!MINUSX+177
 0
 INTX!MINUSX+177
 MINUSX+177
 INTX
 MINUSX+177
 INTX+177
 MINUSX+177
 POINT
 600
 0
 LONGV
 INTX+377
 0
 INTX+377
 377
 INTX
 377

;OCTOGON BY LENGTH OF 77

;OCTOGON BY LENGTH OF 177

;OCTOGON BY LENGTH OF 377

1552 007672 060377
 1553 007674 000377
 1554 007676 060377
 1555 007700 000000
 1556 007702 060377
 1557 007704 020377
 1558 007706 040000
 1559 007710 020377
 1560 007712 040377
 1561 007714 020377
 1562 007716 177400
 1563 007720 160000
 1564 007722 007334
 1565
 1566
 1567 007724 117124
 1568 007726 001000
 1569 007730 000600
 1570 007732 170052
 1571 000007
 1572 000004
 1573 007734 110000
 1574 007736 040007
 1575 007740 000000
 1576 007742 040000
 1577 007744 000007
 1578 007746 060007
 1579 007750 000000
 1580 007752 040000
 1581 007754 020007
 1582 007756 020004
 1583 007760 020004
 1584
 1585 007762 110000
 1586 007764 040017
 1587 007766 000000
 1588 007770 040000
 1589 007772 000017
 1590 007774 060017
 1591 007776 000000
 1592 010000 040000
 1593 010002 020017
 1594 010004 020007
 1595 010006 020007
 1596
 1597 010010 110000
 1598 010012 040037
 1599 010014 000000
 1600 010016 040000
 1601 010020 000037
 1602 010022 060037
 1603 010024 000000
 1604 010026 040000
 1605 010030 020037
 1606 010032 020017
 1607 010034 020017

INTX!MINUSX+377
 377
 INTX!MINUSX+377
 0
 INTX!MINUSX+377
 MINUSX+377
 INTX
 MINUSX+377
 INTX+377
 MINUSX+377
 DSTOP
 DTHP
 FRAME3
 ;SQUARES 7,17,37,77,177,377,777 WIDE
 FRAME3A: POINT!INT4!LPOFF!BLKOFF!LINED ; BY 7
 1000
 600
 STATSA!ITALO!SYNOFF!GREEN
 Q=7
 R=4
 LONGV ;BY 7 AND 4
 INTX+7
 0
 INTX
 7
 INTX!MINUSX+7
 0
 INTX
 MINUSX+7
 MINUSX+4
 MINUSX+4
 .LIST
 LONGV ;BY 17 AND 7
 INTX+17
 0
 INTX
 17
 INTX!MINUSX+17
 0
 INTX
 MINUSX+17
 MINUSX+7
 MINUSX+7
 .LIST
 LONGV ;BY 37 AND 17
 INTX+37
 0
 INTX
 37
 INTX!MINUSX+37
 0
 INTX
 MINUSX+37
 MINUSX+17
 MINUSX+17

1608
1609 010036 110000
1610 010040 040077
1611 010042 000000
1612 010044 040000
1613 010046 000077
1614 010050 060077
1615 010052 000000
1616 010054 040000
1617 010056 020077
1618 010060 020037
1619 010062 020037
1620
1621 010064 110000
1622 010066 040177
1623 010070 000000
1624 010072 040000
1625 010074 000177
1626 010076 060177
1627 010100 000000
1628 010102 040000
1629 010104 020177
1630 010106 020077
1631 010110 020077
1632
1633 010112 110000
1634 010114 040377
1635 010116 000000
1636 010120 040000
1637 010122 000377
1638 010124 060377
1639 010126 000000
1640 010130 040000
1641 010132 020377
1642 010134 020177
1643 010136 020177
1644
1645 010140 110000
1646 010142 040777
1647 010144 000000
1648 010146 040000
1649 010150 000777
1650 010152 060777
1651 010154 000000
1652 010156 040000
1653 010160 020777
1654 010162 020377
1655 010164 020377
1656
1657 010166 173400
1658 010170 160000
1659 010172 007724
1660
1661
1662
1663 010174 117000

.LIST
LONGV
INTX+77
0
INTX
77
INTX!MINUSX+77
0
INTX
MINUSX+77
MINUSX+37
MINUSX+37
.LIST
LONGV
INTX+177
0
INTX
177
INTX!MINUSX+177
0
INTX
MINUSX+177
MINUSX+77
MINUSX+77
.LIST
LONGV
INTX+377
0
INTX
377
INTX!MINUSX+377
0
INTX
MINUSX+377
MINUSX+177
MINUSX+177
.LIST
LONGV
INTX+777
0
INTX
777
INTX!MINUSX+777
0
INTX
MINUSX+777
MINUSX+377
MINUSX+377
.LIST
DSTOP
DJMP
FRME3A

;BY 77 AND 37

;BY 177 AND 77

;BY 377 AND 177

;BY 777 AND 377

;DASH LINE TEST

FRME5: POINT!INT4

1664	010176	000000			0
1665	010200	001000			1000
1666	010202	174400			STATSB!SIZE0
1667	010204	170052			STATSA!ITALO!SYNOFF!GREEN
1668	010206	100004			CHAR!LINED
1669	010210	017	017		.BYTE 17,17
1670	010212	047523	044514	020104	.ASCII /SOLID /
1671	010220	020040	020040		
1672	010224	110004			LONGV!LINED
1673	010226	040400			40400
1674	010230	000000			0
1675	010232	000400			400
1676	010234	000000			0
1677	010236	110030			LONGV!BLKON
1678	010240	040400			40400
1679	010242	000000			0
1680	010244	100020			CHAR!BLKOFF
1681	010246	015	012	012	.BYTE 15,12,12,12,12,12
1682	010251	012	012	012	
1683	010254	040504	044123	044440	.ASCII /DASH I /
1684	010259	020040	020040		
1685	010266	110005			LONGV!LINE1
1686	010270	040400			40400
1687	010272	000000			0
1688	010274	000400			400
1689	010276	000000			0
1690	010300	110030			LONGV!BLKON
1691	010302	040400			40400
1692	010304	000000			0
1693	010306	100020			CHAR!BLKOFF
1694	010310	015	012	012	.BYTE 15,12,12,12,12,12
1695	010313	012	012	012	
1696	010316	040504	044123	044440	.ASCII /DASH II /
1697	010324	020111	020040		
1698	010330	110006			LONGV!LINE2
1699	010332	040400			40400
1700	010334	000000			0
1701	010336	000400			400
1702	010340	000000			0
1703	010342	110030			LONGV!BLKON
1704	010344	040400			40400
1705	010346	000000			0
1706	010350	100020			CHAR!BLKOFF
1707	010352	015	012	012	.BYTE 15,12,12,12,12,12
1708	010355	012	012	012	
1709	010360	040504	044123	044440	.ASCII /DASH III /
1710	010366	044511	020040		
1711	010372	110007			LONGV!LINE3
1712	010374	040400			40400
1713	010376	000000			0
1714	010400	000400			400
1715	010402	000000			0
1716	010404	110030			LONGV!BLKON
1717	010406	040400			40400
1718	010410	000000			0
1719	010412	110024			LONGV!BLKOFF!LINE0

1720 010414 000000
 1721 010416 000000
 1722 010420 173400
 1723 010422 160000
 1724 010424 010174
 1725
 1726
 1727
 1728 010426 114000
 1729 010430 001777
 1730 010432 000000
 1731 010434 170052
 1732 010436 113724
 1733 010440 040000
 1734 010442 001377
 1735 010444 114000
 1736 010446 000000
 1737 010450 001377
 1738 010452 110000
 1739 010454 041777
 1740 010456 000000
 1741 010460 173400
 1742 010462 114000
 1743 010464 000000
 1744 010466 000000
 1745 010470 110000
 1746 010472 000000
 1747 010474 000000
 1748 010476 173400
 1749 010500 160000
 1750 010502 010462
 1751
 1752
 1753
 1754
 1755 010504 114000
 1756 010506 000000
 1757 010510 000000
 1758 010512 170052
 1759 010514 113724
 1760 010516 040000
 1761 010520 001377
 1762 010522 000002
 1763 010524 000000
 1764 010526 040000
 1765 010530 021377
 1766 010532 000002
 1767 010534 000000
 1768 010536 173400
 1769 010540 160000
 1770 010542 010514
 1771
 1772
 1773
 1774 010544 114000
 1775 010546 000000

0
 0
 DSTOP
 DJMP
 FRMES

 ;VECTOR LENGTH TEST <FILE 6 AND 7>
 FRME6: POINT
 MAXX
 0
 STATSA!ITALO!SYNOFF!GREEN
 LONGV!INT7!LPOFF!BLKOFF!LINEO
 INTX
 MAXY
 POINT
 0
 MAXY
 LONGV
 INTX!MAXX
 0
 DSTOP
 FRME6A: POINT
 0
 0
 LONGV
 DELTX6: 0
 DELTY6: 0
 DSTOP
 DJMP
 FRME6A

 ;PHOSPHOR TEST
 FRME10: POINT
 DELTX7: 0
 0
 STATSA!ITALO!SYNOFF!GREEN
 DFI10A: LONGV!INT7!LPOFF!BLKOFF!LINEO
 INTX
 MAXY
 2
 0
 INTX
 MINUSY!MAXY
 2
 0
 DSTOP
 DJMP
 DFI10A

 ;PHOSPHOR TEST
 FRME11: POINT
 0

1832	010740	130000			RELATV
1833	010742	057600			57600
1834	010744	103200			CHAR!INT5
1835	010746	015	012	012	.BYTE 15,12,12,12
1836	010751	012			
1837	010752	047111	042524	051516	.ASCII /INTENSITY 5 /
1838	010760	052111	020131	020065	
1839	010766	020040			
1840	010770	110000			LONGV
1841	010772	041000			41000
1842	010774	000000			0
1843	010776	130000			RELATV
1844	011000	057600			57600
1845	011002	103000			CHAR!INT4
1846	011004	015	012	012	.BYTE 15,12,12,12
1847	011007	012			
1848	011010	047111	042524	051516	.ASCII /INTENSITY 4 /
1849	011016	052111	020131	020064	
1850	011024	020040			
1851	011026	110000			LONGV
1852	011030	041000			41000
1853	011032	000000			0
1854	011034	130000			RELATV
1855	011036	057600			57600
1856	011040	102600			CHAR!INT3
1857	011042	015	012	012	.BYTE 15,12,12,12
1858	011044	012			
1859	011046	047111	042524	051516	.ASCII /INTENSITY 3 /
1860	011054	052111	020131	020063	
1861	011062	020040			
1862	011064	110000			LONGV
1863	011066	041000			41000
1864	011070	000000			0
1865	011072	130000			RELATV
1866	011074	057600			57600
1867	011076	102400			CHAR!INT2
1868	011100	015	012	012	.BYTE 15,12,12,12
1869	011103	012			
1870	011104	047111	042524	051516	.ASCII /INTENSITY 2 /
1871	011112	052111	020131	020062	
1872	011120	020040			
1873	011122	110000			LONGV
1874	011124	041000			41000
1875	011126	000000			0
1876	011130	130000			RELATV
1877	011132	057600			57600
1878	011134	102200			CHAR!INT1
1879	011136	015	012	012	.BYTE 15,12,12,12
1880	011141	012			
1881	011142	047111	042524	051516	.ASCII /INTENSITY 1 /
1882	011150	052111	020131	020061	
1883	011152	020040			
1884	011160	110000			LONGV
1885	011162	041000			41000
1886	011164	000000			0
1887	011166	130000			RELATV

1974	011356	110000
1975	011360	040000
1976	011364	000400
1977	011368	050200
1978	011372	000000
1979	011376	040000
1980	011380	020400
1981	011384	040200
1982	011388	000000
1983	011392	114000
1984	011396	000200
1985	011400	001300
1986	011404	110000
1987	011408	040400
1988	011412	000000
1989	011416	040000
1990	011420	000200
1991	011424	050400
1992	011428	000000
1993	011432	040000
1994	011436	020200
1995	011440	114000
1996	011444	001700
1997	011448	001100
1998	011452	110000
1999	011456	040000
1970	011460	020400
1971	011464	040200
1972	011468	000000
1973	011472	040000
1974	011476	000400
1975	011480	050200
1976	011484	000000
1977	011488	114000
1978	011492	001600
1979	011496	000100
1980	011500	110000
1981	011504	050400
1982	011508	000000
1983	011512	040000
1984	011516	020200
1985	011520	040400
1986	011524	000000
1987	011528	040000
1988	011532	000200
1989	011536	114000
1990	011540	001777
1991	011544	000400
1992	011548	110000
1993	011552	000020
1994	011556	000000
1995	011560	100000
1996	011564	015
1997	011568	114000
1998	011572	000000
1999	011576	000500

101

```

LONGV
INTX
400
INTX!MINUSX+200
0
INTX
MINUSY+400
INTX+200
0
POINT
200
MAXY+1-100
LONGV
INTX+400
0
INTX
200
INTX!MINUSX+400
0
INTX
MINUSY+200
POINT
1700
MAXY+1-300
LONGV
INTX
MINUSY+400
INTX+200
0
INTX
400
INTX!MINUSX+200
0
POINT
1600
100
LONGV
INTX!MINUSX+400
0
INTX
MINUSY+200
INTX+400
0
INTX
200
POINT
MAXX
400
LONGV
20
0
CHAR
.BYTE
POINT
0
500

```

;TOP SIDE

;RIGHT SIDE

;BOTTOM SIDE

15,101

;"CR" AND AN "A"

2000	011536	110000
2001	011540	020012
2002	011544	000000
2003	011548	100000
2004	011552	040
2005	011556	164000
2006	011560	164000
2007	011564	173400
2008	011568	164000
2009	011572	164000
2010	011576	160000
2011	011580	011312
2012		

102

```

LONGV
MINUSX+12
0
CHAR
, BYTE 40,102 ;"SPACE" AND AN "B"
DNOP
DNOP
DSTOP
DNOP
DNOP
DJMP
FRME13

```

2013
2014
2015
2016
2017
2018
2019
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2086
2087
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2089
2090
2091
2092
2093
2094
2095
2096
2097
2098
2099
2100

011566 170052
011570 117124
011572 000000
011574 000000
011576 104000
011600 056200
011602 056271
011604 040071
011606 076271
011610 076200
011612 076371
011614 040171
011616 056371
011620 020504
011622 164000
011624 164000
011626 130000
011628 057000
011630 057074
011632 040074
011634 077074
011636 077000
011638 077174
011640 040174
011642 057174
011644 020504
011646 164000
011648 164000
011650 104000
011652 057600
011654 057677
011656 040077
011658 077677
011660 077600
011662 077777
011664 040177
011666 057777
011700 020504
011702 164000
011704 164000
011706 173400
011710 160000
011712 011566

FRME14: STATSA!ITALD!SYNOFF!GREEN
POINT!INT4!BLKOFF!LPOFF!LINED
FRM14A: 0
FRM14B: 0
SHORTV
INTX+16200
INTX+16200+71
INTX+71
INTX!MINUSX+16200+71
INTX!MINUSX+16200
INTX!MINUSX+16200+MINSUY+71
INTX+MINSUY+71
INTX+16200+MINSUY+71
20504
DNOP
DNOP
RELATV
INTX+17000
INTX+17000+74
INTX+74
INTX!MINUSX+17000+74
INTX!MINUSX+17000
INTX!MINUSX+17000+MINSUY+74
INTX+MINSUY+74
INTX+17000+MINSUY+74
20504
DNOP
DNOP
SHORTV
INTX+17600
INTX+17600+77
INTX+77
INTX!MINUSX+17600+77
INTX!MINUSX+17600
INTX!MINUSX+17600+MINSUY+77
INTX+MINSUY+77
INTX+17600+MINSUY+77
20504
DNOP
DNOP
DSTOP
DJMP
FRME14


```

2170 012300 011714
2171
2172 012302 117724
2173 012304 000000
2174 012306 001200
2175 012310 170052
2176 012312 100000
2177 012314 017 017
2178 012316 044514 044107 020124
2179 012320 042520 020116 044506
2180 012332 045105 020104 043117
2181 012340 053040 042511 020127
2182 012346 015 012 012
2183 012351 116 046523 042502
2184 012356 020123 043117 044040
2185 012364 052111 020123 020075
2186 012372 030060 030060
2187 012376 173400
2188 012400 160000
2189 012402 012302
2190 012404 114124
2191 012406 000000
2192 012410 001200
2193 012412 170052
2194 012414 103000
2195 012416 017 017
2196 012420 042513 041131 040517
2197 012426 042122 042440 044103
2198 012434 020117 042524 052123
2199 012442 000
2200 012443 015 012 012
2201 012446 044103 051101 047440
2202 012454 052103 036440 040
2203 012461 000 000
2204 012464 000
2205 012465 015 012 012
2206
2207
2208 012470 164000
2209
2210 000001

```

```

FRME16
FRM16A: POINT!INT7!LPOFF!BLKOFF!LINED
0
MAXY-177
STATSA!ITALD!SYNOFF!GREEN
CHAR
.BYTE 17,17
.ASCII /LIGHT PEN FIELD OF VIEW /

.BYTE 15,12,12
.ASCII /NUMBER OF HITS = 0000/

FRM16B: DSTOP
DJMP
FRM16A

FRME17: POINT!LPOFF!BLKOFF!LINED
0
MAXY-177
STATSA!ITALD!SYNOFF!GREEN
CHAR!INT4
.BYTE 17,17
.ASCIIZ /KEYBOARD ECHO TEST/

.BYTE 15,12,12
.ASCII /CHAR OCT = /

.BYTE 0,0,0,0
KBOCT: .BYTE 15,12,12

BUFFER: DNOP

.END

```

;MUST BE JUST BEFORE THE BUFFER

D7F	003434	862#							
ECHOA	005060	1119#	1121						
ECHOB	005316	1155	1160#						
ECHOC	005166	1133#	1138	1159	1162				
FILE	005554	1187#	1188	1214#					
FILED	002050	460	534	595#	998				
FILE1	002062	461	602#						
FILE10	003322	468	834#						
FILE11	003376	469	851#						
FILE12	003452	470	869#						
FILE13	003614	471	896#						
FILE14	003626	472	903#						
FILE15	004106	473	950	956#					
FILE16	004342	474	1005#	1044					
FILE17	005052	475	1117#	1150					
FILE2	002074	462	609#						
FILE2A	002274	638	646#						
FILE2B	002302	647#	658						
FILE2C	002322	648	654#						
FILE2D	002332	652	657#						
FILE3	002340	463	662#						
FILE3A	002350	664#	670	677					
FILE3B	002376	665	673#						
FILE4	002414	464	671	683#					
FILE4A	002746	707	754#						
FILE5	003024	465	767	773#					
FILE6	003036	466	780#						
FILE7	003170	467	807#						
FILLA	002716	740#	743						
FILLIT	002712	723	727	739#					
FIL14A	003734	915	924#						
FLE12A	003476	873#	884						
FLE12B	003514	874	877#						
FLE12C	003522	876	878#						
FLE12D	003606	882	891#						
FRME0	005560	598	1217#	1370					
FRME1	007140	605	1372#	1400					
FRME10	010504	838	1755#						
FRME11	010544	855	1774#						
FRME12	010642	880	1809#	1922					
FRME13	011312	899	1926#	2011					
FRME14	011566	929	934	939	944	2015#	2057		
FRME16	011714	1027	2059#	2170					
FRME17	012404	1135	2191#						
FRME2	007230	656	1404#	1437					
FRME3	007334	668	1441#	1564					
FRME3A	007724	675	1567#	1659					
FRME5	010174	776	1663#	1724					
FRME6	010426	789	816	1728#					
FRME6A	010462	792	819	1742#	1750				
FRM10	010604	841	858	1791#	1805				
FRM14A	011572	925#	930#	935#	940#	2017#			
FRM14B	011574	926#	931#	936#	941#	2018#			
FRM16A	012302	1032	2172#	2189					
FRM16B	012376	1019#	1020#	1072	2187#				
GRAPHX=	120000	592#	963						

LOADSP 002564	700	703	709#															
LOADUP 004558	1014	1054#																
LOADVT 003706	909	911	917#															
LOGICA 004316	993#																	
LOKRB 001052	415#	1122#	1136	1141#	1144#													
LONGV = 110000	592#	643	1056	1408	1445	1465	1485	1505	1525	1545	1573	1585	1597					
	1609	1621	1633	1645	1672	1677	1685	1690	1698	1703	1711	1716	1719					
	1732	1738	1745	1759	1778	1794	1818	1829	1840	1851	1862	1873	1884					
	1895	1932	1944	1956	1968	1980	1992	2000	2151									
LOOPA 003062	784#	800	803															
LOOPA1 003070	785#	797																
LOOPA2 003114	790#	795																
LOOPA3 003140	796#																	
LOOPB 003214	811#	827	830															
LOOPB1 003222	812#	824																
LOOPB2 003246	817#	822																
LOOPB3 003272	823#																	
LOMPAR 001250	381	479#	498															
LOMSV 001300	485#	489#	491															
LPDARK= 000300	592#																	
LPLITE= 000200	592#	1812																
LPOFF = 000100	592#	687	1221	1374	1404	1441	1507	1732	1759	1778	1912	1926	2016					
	2059	2172	2191															
LPON = 000140	592#	1011	1809	2075														
LPPNT 011262	886#	887#	1914#															
LPVCT 001070	429#	548#	870#	891#	1006#													
LPVCT1 001072	430#	548	549#	871#	891	1007#												
MAXSX = 017600	592#																	
MAXSY = 000077	592#																	
MAXX = 001777	592#	625	627	633	781	1409	1413	1417	1421	1425	1427	1429	1431					
	1433	1729	1739	1779	1783	1795	1799	1933	1937	1990								
MAXY = 001377	592#	614	616	622	624	689	755	785	809	863	907	936	941					
	1219	1376	1380	1384	1386	1388	1390	1412	1416	1420	1424	1426	1428					
	1432	1434	1734	1737	1761	1765	1798	1802	1936	1940	1955	1967	2061					
	2174	2193																
MESG 005412	596	673	649	654	666	673	756	761	774	787	790	814	817					
	836	834	853	856	878	897	927	932	937	942	945	979	1025					
	1030	1034	1133	1186#														
MESGA 005430	890	1086	1189#	1196														
MESGA 005444	1193#	1206	1208															
MESGAB 005516	1192	1205#																
MESGB 005464	1194	1197#																
MESGBA 005514	1199	1202	1204#															
MINSUY= 000100	592#	2025	2026	2027	2037	2038	2039	2049	2050	2051	2118							
MINUSX= 020000	592#	616	619	627	632	1058	1413	1419	1421	1423	1427	1428	1431					
	1434	1452	1454	1456	1457	1459	1461	1472	1474	1476	1477	1479	1481					
	1492	1494	1496	1497	1499	1501	1512	1514	1516	1517	1519	1521	1532					
	1534	1536	1537	1539	1541	1552	1554	1556	1557	1559	1561	1578	1581					
	1582	1583	1590	1593	1594	1595	1602	1605	1606	1607	1614	1617	1618					
	1619	1626	1629	1630	1631	1638	1641	1642	1643	1650	1653	1654	1655					
	1783	1799	1802	1937	1947	1961	1975	1981	2001	2023	2024	2025	2035					
	2036	2037	2047	2048	2049	2081	2117	2155	2156	2157	2158							
	592#	1416	1418	1422	1424	1765	1940	1950	1964	1970	1984							
MINUSY= 020000	372#	448#	456#	526#	552#	611#	623#	644#	694#	696#	698#	700#	701#					
PC = %000007	703#	719#	723#	724#	727#	728#	729#	737#	750#	909#	911#	922#	993#					
	1014#	1052#	1055#	1061#	1073#	1077#	1080#	1153#	1169#	1171#	1173#	1175#	1177#					

SP =X000006	371#	454#	479#	480#	481#	482#	483#	484#	485	491#	492	493	494
SPACE 002730	495	496	497	499#	508#	888	1085						
START 001356	701	724	746#										
STATSA= 170000	390	508#											
STATSB= 174000	592#	686	699	702	721	725	961	1220	1373	1407	1444	1570	1667
STCHAR 002666	1731	1758#	1777	1812	1929	2015	2062	2175	2194				
STKPTR= 000500	592#	686	962	983	985	1666							
STRA 001400	693#	695#	697#	722	726	731#							
STRB 001424	374#	454	499	508									
STRC 001456	512#	515											
SWITCH 005556	518#	521											
SYNOFF= 000010	526#	1147											
SYNON = 000014	439#	442#	522#	566#	573#	584#	647	664	799	826	843	860	873
SYN12 010650	976	1022	1068	1200#	1203#	1205	1210#	1215#					
TAB16A 012016	592#	686	961	1220	1373	1407	1444	1570	1667	1731	1758	1777	1812
TAB16B 012130	1929	2015	2062	2175	2194								
TIMEVT 001074	592#												
TKB 001014	875#	877#	1812#										
TKS 001012	2081#												
THEVT1 001076	2118#												
TSAVE 001044	432#	550#											
XPOS 001060	400#	552#	1139										
YPOS = 012472	399#	553#	545#	1130#									
	433#	550#	551#										
	412#	552#	562#	563#	564	567#	569	571	576	588#			
	423#	1066											
	424#	886	1064										
	378#	380#	384#	389#	392#	555							

CLEARA	5938	1220	1372	1407	1444	1570	1731	1758	1777	1929	2062	2175	2194
DSTEP	4188	889	1083	1195									
OCTGN	20148	2020	2032	2044									
OCTGON	14458	1465	1485	1505	1525	1545							
SQUARE	15718	1573	1585	1597	1609	1621	1633	1645					

EOS

GT-40/GT-44 WITH VR14 VISUAL DISPLAY TEST MAINDEC-11-DDGTC-8
DDGTCB.P11 CROSS REFERENCE TABLE -- PERMANENT SYMBOLS

.ASCIZ	2065	2070	2071	2073	2074	2178	2183	2202							
.BYTE	1223	1359	1916	2197	1246	1258	1264	1271	1277	1288	1298	1305	1312	1321	1326
	1222	1232	1238	1240	1358	1669	1681	1694	1707	1814	1824	1835	1846	1857	1868
	1334	1339	1345	1351	1358	1669	1681	1694	1707	1814	1824	1835	1846	1857	1868
.ENABL	1879	1890	1931	1996	2004	2064	2069	2072	2177	2182	2196	2201	2204	2206	
.END	360														
.EVEN	2210														
.LIST	1367	1919													
.MACR	1	356	362	378	592	1584	1596	1608	1620	1632	1644	1656			
.MACRO	418														
.MLIST	593	1445	1571	2014											
.REN	1	356	363	378	592	1584	1596	1608	1620	1632	1644	1656			
.REPT	1														
.TITLE	378	1573	2082	2119											
.WORD	361														
	381	385													

ERRORS DETECTED: 0
DEFAULT GLOBALS GENERATED: 0

DDGTCB.SEG/SOL/CRF/PAGNUM=DDGTCB
RUN-TIME: 6 12 3 SECONDS
RUN-TIME RATIO: 82/21=3.7
CORE USED: 8K (15 PAGES)

