

TABLE I Command and Address Equivalences

<u>TABLE Ia Command Equivalences</u>				
<u>Symbol</u>	<u>Command</u>	<u>Binary</u>	<u>Hexadecimal</u>	<u>Decimal</u>
Z	Stop, Sense and Transfer	0000	0	1
B	Bring	0001	1	2
Y	Store Address	0010	2	3
R	Set Return Address	0011	3	4
I	Input, Shift Left	0100	4	5
D	Divide	0101	5	6
N	Multiply: Save Right	0110	6	7
M	Multiply: Save Left	0111	7	8
P	Print	1000	8	9
E	Extract	1001	9	10
U	Unconditional Transfer	1010	F	11
T	Conditional Transfer	1011	G	12
H	Hold	1100	J	13
C	Clear	1101	K	14
A	Add	1110	Q	15
S	Subtract	1111	W	16

TABLE Ib Address Equivalences

DECIMAL	HEXADECIMAL		DECIMAL	HEXADECIMAL	
	Track	Sector		Track	Sector
0	00	00	32	20	80
1	01	04	33	21	84
2	02	08	34	22	88
3	03	0j	35	23	8j
4	04	10	36	24	90
5	05	14	37	25	94
6	06	18	38	26	98
7	07	1j	39	27	9j
8	08	20	40	28	f0
9	09	24	41	29	f4
10	0f	28	42	2f	f8
11	0g	2j	43	2g	fj
12	0j	30	44	2j	g0
13	0k	34	45	2k	g4
14	0q	38	46	2q	g8
15	ow	3j	47	2w	gj
16	10	40	48	30	j0
17	11	44	49	31	j4
18	12	48	50	32	j8
19	13	4j	51	33	jj
20	14	50	52	34	k0
21	15	54	53	35	k4
22	16	58	54	36	k8
23	17	5j	55	37	kj
24	18	60	56	38	q0
25	19	64	57	39	q4
26	1f	68	58	3f	q8
27	1g	6j	59	3g	qj
28	1j	70	60	3j	w0
29	1k	74	61	3k	w4
30	1q	78	62	3q	w8
31	lw	7j	63	3w	wj

TABLE III Input/Output Codes

TABLE IIIa Input/Output Codes for the 121 Typewriter							
Character Codes		Tape Codes		Input Codes		Output Codes	
		6	1234	5	1234	56	1234
		56			1234	56	
Tape Feed		0	0000	0	*0000	00	
)	0	0	0000	1	0000	10	0000 10
L	1	0	0001	1	0001	10	0001 10
*	2	0	0010	1	0010	10	0010 10
"	3						
Δ	4	11	0011	0100	11	0011	0100 10 10
%							
\$	5	6	11	0101	0110	11	0101 0110 10 10
π							
Σ	7	8	10	0111	1000	11	0111 1000 10 10
(9		0	1001	1		1001 10
F	f	0	1010	1	1010	10	1010 10
G	g	0	1011	1	1011	10	1011 10
J	.	0	1100	1	1100	10	1100 10
K	j						
Q	k	q	11	1101	1110	11	1101 1110 10 10
W	w	0	1111	1	1111	10	1111 10
Z	z	1	0000	0	0000	01	0000 01
B	b	1	0001	0	0001	01	0001 01
Y	y	1	0010	0	0010	01	0010 01
R	r	1	0011	0	0011	01	0011 01
I	i	1	0100	0	0100	01	0100 01
D	d	1	0101	0	0101	01	0101 01
N	n	1	0110	0	0110	01	0110 01
M	m	1	0111	0	0111	01	0111 01
P	p	1	1000	0	1000	01	1000 01
E	e	1	1001	0	1001	01	1001 01
U	u	1	1010	0	1010	01	1010 01
T	t	1	1011	0	1011	01	1011 01
H	h	1	1100	0	1100	01	1100 01
C	c	1	1101	0	1101	01	1101 01
A	a	1	1110	0	1110	01	1110 01
S	s	1	1111	0	1111	01	1111 01
Lower Case		0	0001	0	"0001	00	0001 00
Upper Case		0	0010	0	*0010	00	0010 00
Color Shift		0	0011	0	*0011	00	0011 00
Car. Return		0	0100	0	*0100	00	0100 00
Back Space		0	0101	0	*0101	00	0101 00
Tab	00	0	0110	0	*0110	00	0110 00
Cond. Stop		0	1000	0			1000 00
Space		1	0000	1	0000	11	0000 11
—		1	0001	1	0001	11	0001 11
=	+	1	0010	1	0010	11	0010 11
		1	0011	1	0011	11	0011 11
?	;						
/	'						
.		1	0000	0000	0110	1111	0000 0000 1111 1111
v	v	1	0111	1	0111	11	0111 11
o	o	1	1000	1	1000	11	1000 11
X	x	1	1001	1	1001	11	1001 11
Delete		1	1111	1			

*6-bit input only

TABLE IIIb Additional Input/Output Codes

In addition to the codes in Table IIIa, the following codes can be output by the computer through the 151 Punch and input through the 141 Reader. They cannot be input or output via the 121 Typewriter.

	<u>Tape Code</u>	<u>Input Code</u>	<u>Output Code</u>
	6 12345	1234 56	1234 56
Tape Feed	0 00000	*0000 00	0000 00
	0 01110	*0111 00	0111 00
	0 10010	*1001 00	1001 00
	0 10100	*1010 00	1010 00
	0 10110	1011 00	1011 00
	0 11000	*1100 00	1100 00
	0 11010	*1101 00	1101 00
	0 11100	*1110 00	1110 00
	0 11110	*1111 00	1111 00
	1 10101	1010 11	1010 11
	1 10111	1011 11	1011 11
	1 11001	1100 11	1100 11
	1 11011	1101 11	1101 11
	1 11101	1110 11	1110 11
Code Delete	1 11111		1111 11

***6-bit** input only