



UNIVAC 1005 SOFTWARE (for Dual Address Systems only)

1.0 80 Column 1005 Software

<u>Prog. ID</u>	<u>Code Type</u>	<u>Memory Size(s)</u>	<u>SPLS Library Document</u>	<u>Description</u>
2K258A	Object	2K	UP-4084	Assembler program for compiling 80 column 2K 1005 computer coding.
4K158R	Object	2K or 4K	UP-4088	Program which on the basis of a series of statements provided to it, produces another program which will produce a report or another output of the desired kind. Output cards produced are then assembled to produce a final object program.
4K258A	Object	4K	UP-4084	Assembler program for compiling 80 column 4K 1005 computer coding.

2.0 90 Column 1005 Software

2K259A	Object	2K	UP-4104	Assembler program for compiling 90 column 2K 1005 computer coding.
4K059R	Object	2K or 4K	UP-4088	Program which on the basis of a series of statements provided to it, produces another program which will produce a report or another output of the desired kind. Output cards produced are then assembled to produce a final object program.
4K259A	Object	4K	UP-4104	Assembler program for compiling 90 column 4K 1005 computer coding.

NOTE: Program ID is located in column 68-73. Column 70 is revision number.

3.0 Assembler Restart Cards -- 80 and 90 Column

Restart cards are provided to restart pass 2 or pass 3 of all configurations of the 1005 Assembler. The proper card should be placed in front of the Assembler load card and normal load procedures followed, to execute the appropriate pass of the Assembler.

4.0 1005 Utility Programs -- 80 and 90 Column

<u>Prog. ID</u>	<u>Code Type</u>	<u>Memory Size(s)</u>	<u>Document</u>	<u>Description</u>
CLEAR 2K	Object	2K	UP-4072.3	Self loading card that clears 2 banks of memory, reads the next card, and starts program execution from column 1 of card 2. (Card 2 must be a load card.)
CLR 2K LOAD	Object	2K	UP-4072.3	Self loading card that clears 2 banks of memory and loads an object program produced by the 1005 Assembler.
2K DUMP	Object	2K	UP-4072.3	Self loading program consisting of 2 cards that dump memory to the printer identifying banks 1 and 2 of storage.
LOAD CARD	Object	2K or 4K	UP-4072.3	Self loading card that loads an object program produced by 1005 Assembler without clearing storage.
REPRODUCE	Object	2K or 4K	UP-4072.3	Self loading card that reads card and punches the images read. The cards to be reproduced are placed directly behind the REPRODUCE card in the card read hopper.

UNIVAC 1005 SOFTWARE (Contd.)

4.0 1005 Utility Programs -- 80 and 90 Column (Contd.)

<u>Prog. ID</u>	<u>Code Type</u>	<u>Memory Size(s)</u>	<u>Document</u>	<u>Description</u>
READ & LIST	Object	2K or 4K	UP-4072.3	READ & LIST card is a self loading program that reads cards and prints the images read. The cards to be read and printed are placed directly behind the READ & LIST card in the card read hopper.
LIST &REPRO	Object	2K or 4K	UP-4072.3	LIST &REPRO card is a self loading program that reads card, punches and prints the images read. The cards to be printed and reproduced are placed directly behind LIST &REPRO card in the card read hopper.
* SSD	Source	2K or 4K	UP-4072.3	A subroutine for assembly with the User program that will print specified sections of storage depending on worker program communicating with Snap Shot Dump.
CLEAR 4K	Object	4K	UP-4072.3	Self loading card that clears 4 banks of memory, reads the next card, and starts program execution from column 1 of card 2. (Card 2 must be a load card.)
CLR 4K LOAD	Object	4K	UP-4072.3	Self loading card that clears 4 banks of memory and loads an object program produced by the 1005 Assembler.
4K DUMP	Object	4K	UP-4072.3	Self loading program consisting of 2 cards that dump memory to the printer identifying banks 1, 2, 3, and 4 of storage.

NOTE: Program ID is in columns 70-80 of Object programs.
* NOTE: Program ID is in columns 62-64 of Source programs.

A full library of UNIVAC 1005 Software by computer configuration is listed below:

<u>To 80 Column Users</u>	<u>To 90 Column Users</u>
2K or 4K Assembler, Rev. 2	2K or 4K Assembler, Rev. 2
RPG, Rev. 1	RPG, Rev. 0
Utilities	Utilities
Snap Shot Dump	Snap Shot Dump
Restart Cards 2 & 3	Restart Cards 2 & 3