IDENTIFICATION

Product Code:	DEC-08-COCO-D
Product Name:	ODT-8
Date Created:	October, 10, 1968
Maintainer:	Software Service Group

1 ABSTRACT

ODT (Octal Debugging Technique) is a debugging aid for the PDP-8, which facilitates communication with, and alteration of, the program being run. Communication between operator and program occurs via the Teletype, using defined commands and octal numbers. This version of ODT has been completely revised and replaces both versions of the former ODT-II program.

2 PRELIMINARY REQUIREMENTS

2.1 Equipment

Standard PDP-8 or PDP-5 with basic 4k memory and Teletype.

2.2 Storage

ODT requires 600 (octal) consecutive core locations and one location on page 0 which will be used as an intercom register. It is page relocatable.

3 LOADING OR CALLING PROCEDURE

NOTE: ODT cannot be called as a subroutine.

a. ODT is normally distributed in binary with the source available on request and is loaded with the Binary Loader.

1. Place the ODT tape in the reader.
2. Set 7777 in the SWITCH REGISTER and press LOAD ADDRESS. (If using the high-speed photoelectric reader, put switch 0 down).
3. Press START.

b. Load the binary tape of the program to be debugged in the same manner as ODT was loaded. Be sure that the two do not overlap.

4 USING THE PROGRAM OR ROUTINE

4.1 Starting Procedure

a. The starting address of ODT is the address of the symbol START. For standard library versions the high version starts at 7000 and the low at 1000.

b. Set the starting address in the SWITCH REGISTER. Press LOAD ADDRESS, and START on the console. ODT will issue a carriage return and line feed to indicate that it is now running and awaiting commands from the keyboard.

c. To restart ODT wihout clearing the checksum, set the address of START + 1 (usually 7001 high version, or 1001 low version) into the SWITCH REGISTER and press LOAD ADDRESS and START on the console.

4.2 Control Characters

a. Slash (/) - Open register preceding/

The register examination character / causes the register addressed by the octal number preceding the slash to be opened and its contents typed out in octal. The open register can then be modified by typing the desired octal number and closing the register. Any octal number from 1 to 4 digits in length is a legal input. Typing a fifth digit is an error and will cause the entire modification to be ignored and a question mark to be typed back by ODT. Typing (/) with no preceding argument causes the latest named register to be opened (again). Typing 0/ is interpreted as / with no argument.

Example:
```
400/6046
400/6046 2468?
400/6046 12345?
/6046
```

b. Carriage Return ( )) - Close register

If the user has typed a valid octal number, after the content of a register was printed by ODT, typing) causes the binary value of that number to replace the original contents of the opened register and the register to be closed. If nothing has been typed by the user, the register is closed but the content of the register is not changed.

Example:
```
400/6046 )          Register 400 is unchanged.
400/6046 2345 )     Register 400 is changed to contain 2345.
/2345 6046 )        Replace 6046 in register 400.
```

Typing another command will also close an opened register.

Example:
```
400/6046 401/6031 2346 )    Register 400 is closed and unchanged and
400/6046 401/2346 )         401 is opened and changed to 2346.
```

c. Line Feed (↓) - Close register, open next sequential register

The line feed has the same effect as the carriage return, but, in addition, the next sequential register is opened and its contents typed.

Example:
```
400/6046↓           Register 400 is closed unchanged and 401
0401/6031 1234↓     is opened. User types change, 401 is
0402/5201 )         closed containing 1234 and 402 is opened.
```

d. Up arrow (↑) - Close register, take contents as memory reference and open same

Up arrow will close an open register just as will carriage return. Further, it will interpret the contents of the register as a memory reference instruction, open the register referenced and type its contents.

Example:
```
404/3270↑
0470/0212 0000 )
404/3270↑
0470/0000
```
3270 symbolically is "DCA, this page, relative location 70," so ODT opens register 470.

e. Back Arrow (←) - Close register, open indirectly.

Back arrow will also close the currently open register and then interrupt its contents as the address of the register whose contents it is to type and open for modification.

Example:
```
365/5760↑
0360/0426 ←
0426/5201
```

f. Any Illegal Character

Any character that is neither a valid control character nor an octal digit, or is the fifth octal digit in a series, causes the current line to be ignored and a question mark typed.

Example:
```
4:?
4U?
406/4671 67K? )
/4671 )
```
ODT opens no register.

ODT ignores modification and closes register 406.

g. xxxxG - Transfer control to user at location xxxx.

Clear the AC then go to the location specified before the G. All indicators and registers will be initialized and the break-trap, if any, will be inserted. Typing G alone is an error but will nevertheless cause a jump to location 0.

h. xxxxB - Set breakpoint at user location xxxx.

Conditions ODT to establish a breakpoint at the location specified before the B. If B is typed alone, ODT removes any previously established breakpoint and restores the original contents of the break location. A breakpoint may be changed to another location, whenever ODT is in control, by simply typing xxxxB where xxxx is the new location. Only one breakpoint may be in effect at one time; therefore, requesting a new breakpoint removes any previously existing one. The previous restriction on placing a breakpoint on a JMS followed by arguments has been removed as of the June 1967 revision. This means ODT can now be more effectively used, especially in debugging programs which utilize floating point. The only restriction in this regard is that a breakpoint may not be set on any of the floating point instructions which appear as arguments of a JMS.

Example:

```
TAD  }
DCA  }   Breakpoint legal here.
JMS  }
FADD     Breakpoint illegal here.
```

The breakpoint (B) command does not make the actual exchange of ODT instruction for user instruction, it only sets up the mechanism for doing so. The actual exchange does not occur until a "go to" or a "proceed from breakpoint" command is executed.

When, during execution, the user's program encounters the location containing the breakpoint, control passes immediately to ODT (via location 0004). The C(AC) and C(L) at the point of interruption are saved in special registers accessible to ODT. The user instruction that the breakpoint was replacing is restored, before the address of the trap and the content of the AC are typed. The restored instruction has not been executed at this time. It will not be executed until the "proceed from breakpoint" command is given. Any user register, including those containing the stored AC and Link, can now be modified in the usual manner. The breakpoint can also be moved or removed at this time.

i. A - Open register containing AC.

When the breakpoint is encountered the C(AC) and C(L) are saved for later restoration. Typing A after having encountered a breakpoint, opens for modification the register in which the AC was saved and types its contents. This register may now be modified in the normal manner (see SLASH) and the modification will be restored to the AC when the "proceed from breakpoint" is given.

↓ after A - Open register containing Link

After opening the AC storage register, typing linefeed (↓) closes the AC storage register, then opens the Link storage register for modification and types its contents. The Link register may now be modified as usual (see SLASH) and that modification will be restored to the Link when the "proceed from breakpoint" is given.

j. C - Proceed (continue) from a breakpoint.

Typing C, after having encountered a breakpoint, causes ODT to insert the latest specified breakpoint (if any), restore the contents of the AC and Link, execute the instruction trapped by the previous breakpoint, and transfer control back to the user program at the appropriate location. The user program then runs until the breakpoint is again encountered.

NOTE: If a trap set by ODT is not encountered while ODT is running the object (user's) program, the instruction which causes the break to occur will not be removed from the user's program.

xxxC - Continue and iterate loop xxx times before break.

The programmer may wish to establish the breakpoint at some location within a loop of his program. Since loops often run to many iterations, some means must be available to prevent a break from occuring each time the break location is encountered. This is the function of xxxC (where xxx is an octal number). After having encountered the breakpoint for the first time, the user specifies, with this command, how many times the loop is to be iterated before another break is to occur. The break operations have been described previously is section h.

k. M - Open search mask.

Typing M causes ODT to open for modification the register containing the current value of the search mask and type its contents. Initially the mask is set to 7777. It may be changed by opening the mask register and typing the desired value after the value typed by ODT, then closing the register.

↓ - Open lower search limit

The register immediately following the mask storage register contains the location at which the search is to begin. Typing line feed (↓) to close the mask register causes this, the lower search limit register to be opened for modification and its contents typed. Initially the lower search limit is set to 0001. It may be changed by typing the desired lower limit after that typed by ODT, then closing the register.

↓ - Open upper search limit

The next sequential register contains the location with which the search is to terminate. Typing line feed (↓) to close the lower searchlimit register causes this; the upper search limit register to be opened for modification and its contents typed. Initially, the upper search limit is the beginning of ODT itself, 7000 (1000 for low version). It may also be changed by typing the desired upper search limit after the one typed by ODT, then closing the register with a carriage return.

l. xxxxW - Word search.

The command xxxxW (where xxxx is an octal number) will cause ODT to conduct a search of a defined section of core, using the mask and the lower and upper limits which the user has specified, as indicated in section k. Word searching using ODT is similar to word

searching using DDT. The searching operations are used to determine if a given quantity is present in any of the registers of a particular section of memory.

The search is conducted as follows: ODT masks the expression xxxx which the user types preceding the W and saves the result as the quantity for which it is searching. (All masking is done by performing a Boolean AND between the contents of the mask register, C(M), and the register containing the thing to be masked.) ODT then masks each register within the user's specified limits and compares the result to the quantity for which it is searching. If the two quantities are identical, the address and the actual unmasked contents of the matching register are typed and the search continues until the upper limit is reached.

A search never alters the contents of any registers.

Example: Search locations 3000 to 4000 for all ISZ instructions, regardless of what register they refer to (i.e. search for all registers beginning with an octal 2).

```
    M7777  7000↓    Change the mask to 7000, open lower search limit
7453/0001  3000↓    Change the lower limit to 3000, open upper limit
7454/7000  4000↓    Change the upper limit to 4000, close register
    2000W           Initiate the search for ISZ instructions

2000/2467
3057/2501           These are 4 ISZ instructions in this section
3124/2032           of core.
4000/2152
```

m. T - Punch leader

ODT is capable of producing leader (code 200) on-line. This is done by typing T and then turning ON the punch. When enough leader has been punched, turn off the punch and hit STOP on the console. It is imperative that the punch be turned OFF before typing again on the keyboard, since anything typed will be punched also, if the punch is left on. To issue any further commands, reload the starting address and press START on the console.

n. xxxx; yyyyP - Punch binary

To punch a binary core image of a particular section of core, the above command is used where xxxx is the initial (octal) address and yyyy is the final (octal) address of the section of core to be punched. The computer will halt (with 7402 displayed) to allow the user to turn ON the punch. Pressing CONTINUE on the console initiates the actual punching of

the block. The punching terminates without having punched a checksum, to allow subsequent blocks to be punched and to allow an all inclusive checksum to be punched at the end by a separate command. This procedure is optional, however, and the user may punch individually checksummed blocks.

It is imperative that the punch be turned OFF before typing another command, since the keyboard and punch are linked.

o. E - Punch checksum and trailer

Given the command E, ODT will halt to allow the punch to be turned on. Pressing CONTINUE on the console will cause it to punch the accumulated checksum for the preceding block(s) of binary output followed by trailer (code 200). When a sufficient length of trailer has been output, turn OFF the punch and press STOP on the console. To continue with ODT reload the starting address and press START on the console.

The binary tape produced in this manner by ODT can now be loaded into core and run. However, the changes should be made to the symbolic source tapes as soon as possible.

4.3 Additional Techniques

a. TTY I/O-Flag

Sometimes the program being debugged may require that the TTY flag be up before it can continue output, i.e., the program output routine will be coded as follows:

```
TSF
JMP .-1
TLS
```

Since ODT normally leaves the TTY flag in an off (lowered) state, the above coding will cause the program to loop at the JMP.-1. To avoid this, ODT may be modified to leave the TTY flag in the raised (on) state when transferring control through either a "go to" or a "continue" command. This modification is accomplished by changing location XCONT-3 (normally at 7341) to a NOP (7000). To make the actual change, load ODT as usual. Open register XCONT-3 and modify it as follows:

7341/6042 7000 ↵ (1341/6042 7000 ↵ for low version)

b. Current Location

The address of the current register or last register examined is remembered by ODT and remains the same, even after the commands G, C, B, T, E, and P. This location may be opened for inspection merely by typing /.

c. Programs Written in ODT Commands

ODT will also correctly read tapes prepared off-line (e.g., a tape punched with 1021/1157↑ 7775 will cause location 1021 to be opened and changed to 1157; then the memory reference address 157 will be opened and changed to 7775 (-3). This procedure will work with breakpoints, continues, punch commands, etc. Thus, debugging programs may be read into ODT to execute the program, list registers of interest, modify locations, etc.

d. Binary Tape from High Speed Punch

It is possible to obtain a binary tape from the high speed punch, instead of the Teletype, however, this requires switch manipulation. Proceed as follows:

1. Type the punch command xxxx; yyyyP as explained in section 4.2 (n). The computer will halt.
2. Set 7231 (1231 for low version) in the SWITCH REGISTER (SR) and press LOAD ADDRESS.
3. Set 6026 in the SR and press DEPOSIT.
4. Set 6021 in the SR and press DEPOSIT.
5. Set 7225 (1225 for low version) in the SR and press LOAD ADDRESS and START on the console, and leader (code 200) will be output.
6. When a sufficient length of leader has been produced, press STOP on the console.
7. Set 7203 (1203 for low version) in the SR and press LOAD ADDRESS and START on the console, and the section of core specified in the punch command will be output.
8. If another block of data is desired on the same tape, the original contents of the locations changed in steps 3, 4 and 5 must be replaced. (See step 11.) Steps 1, 2, 3, 4, and 8 must then be repeated to output the data block via the high speed punch.
9. Set 7222 (1222 for low version) in the SR and press LOAD ADDRESS and START on the console, and the accumulated checksum will be punched followed by trailer (code 200).
10. When a sufficient amount of trailer has been produced, press STOP on the console and press the TAPE FEED button, then remove the tape from the punch.

11. To continue using ODT, the locations changed in steps 3 and 4 must be restored as follows:

    Set 7231 (1231 for low version) in the SR and press LOAD ADDRESS.

    Set 6046 in the SR and press DEPOSIT.

    Set 6041 in the SR and press DEPOSIT.

12. Set the starting address (7000 or 1000) in the SR and press LOAD ADDRESS and START on the console, and ODT is ready to go again.

e. Interrupt Program Debugging

ODT executes an IOF when a breakpoint is encountered. (It does not do this when more iterations remain in an x-continue command.) This is done so that an interrupt will not occur when ODT types out the breakpoint information. It thus protects itself against spurious interrupts and may be used safely in debugging programs that turn on the interrupt mode.

However, the user must remember that there is no way in which ODT could know whether the interrupt was on when the breakpoint was encountered, and hence it does not turn on the interrupt when transferring control back to the program after receiving a "go" or a "continue" command.

f. Octal Dump

By setting the search mask to zero and typing W, all locations between the search limits will be printed on the Teletype.

g. Indirect References

When an indirect memory reference instruction is encountered, the actual address may be opened by typing ↑ and ←.

4.4 Errors

The only legal inputs are control characters and octal digits. Any other character will cause the character or line to be ignored and a question mark to be typed out by ODT. Typing G alone is an error. It must be preceded by an address to which control will be transferred. This will elicit no question mark also if not preceded by an address, but will cause control be transferred to location 0.

Typing any punch command with the punch ON is an error and will cause ASCII characters to be punched on the binary tape. This means the tape cannot be loaded and run properly.

4.5 Miscellaneous

If a trap set by ODT is not encountered by the user's program, the breaktrap instruction will not be removed. ODT can now be used to debug programs using floating point, since the intercom register is now register 0004, and since breaktraps may now be set on a JMS with arguments following. This version of ODT will operate on a Teletype with an ALT mode key or an ESCAPE key. To restart ODT without clearing the checksum, set the SWITCH REGISTER to the value of start + 1 (7001 or 1001 in library versions) and press LOAD ADDRESS and START on the console. The high speed punch may be used by patching three locations after typing the punch command. (See section 4.3 d.)

5 DETAILS OF OPERATION AND STORAGE

5.1 Features

ODT features include register examination and modification; binary punchouts (to the Teletype or high speed punch) of user designated blocks of memory; octal core dumps to the Teletype using the word search mechanism, as in DDT; and instruction breakpoints to return control to ODT (breakpoints). ODT makes no use of the program interrupt facility and will not operate outside of the core memory bank in which it is residing.

The breakpoint is one of ODT's most useful features. When debugging a program, it is often desirable to allow the program to run normally up to a predetermined point, at which the programmer may examine and possibly modify the contents of the accumulator (AC), the Link (L), or various instruction or storage registers within his program, depending on the results he finds. To accomplish this, ODT acts as a monitor to the user program. The user decides how far he wishes the program to run and ODT inserts an instruction in the user's program which, when encountered, causes control to transfer back to ODT. ODT immediately preserves in designated storage registers, the contents of the AC and L at the break. It then prints out the location at which the break occurred, as well as the contents of the AC at that point. ODT will then allow examination and modification of any register of the user's program (or those registers storing the AC and L). The user may also move the breakpoint, and request that ODT continue running his program. This will cause ODT to restore the AC and L, execute the trapped instruction and continue in the user's program until the breakpoint is again encountered or the program terminated normally.

5.2 Storage

ODT requires 600 (octal) locations and, as distributed by the Program Library, resides in memory between 7000 and 7577 (or 1000 and 1577 for the low version). It is, however, page relocatable.

The source tape can be re-origined to the start of any memory page except page 0 and assembled to reside in the three pages following that location, assuming they are all in the same memory bank. ODT also uses location 4 on page 0 as an intercom register between itself and the user's program when executing a breaktrap. If the user wishes to change the location of the intercom register, he may do so by changing the value of ZPAT in the source and reassembling. The intercom register must remain on page 0.

6 RESTRICTIONS

a. ODT will not operate outside of the memory bank in which it is located.

b. It must begin at the start of a memory page (other than page 0) and must be completely contained in one memory bank.

c. It will not turn on the program interrupt, since it has no way of knowing if the user's program is using the interrupt. It does, however, turn off the interrupt when a breakpoint is encountered, to prevent spurious interrupts. (See 4.3 (e).)

d. The user's program must not use or reference any core locations occupied or used by ODT, and vice versa.

e. Register ZPAT is used as an intercom register by ODT when executing a breakpoint. In library distributed versions ZPAT = 0004. This register must be left free by the user since it is filled with an address within ODT which is used to transfer control between user program and ODT.

f. Breakpoints are fully invisible to "open register" commands; however, breakpoints may not be placed in locations which the user program will modify in the course of execution or the breakpoint will be destroyed.

7 REFERENCES

a. See DDT Programming Manual (Digital-8-4-S) for a full explanation of the use of debugging programs.

b. Binary Loader (Digital-8-2-U).

8 COMMAND SUMMARY

nnnn/	Open register designated by the octal number nnnn. Reopen latest opened register.
/	Reopen latest opened register.
Carriage Return (↵)	Close previously opened register.

Line Feed (↓)	Close register and open the next sequential one for modification.
Up Arrow (↑)	Close register, take contents of that register as a memory reference and open it.
Back Arrow (←)	Close register open indirectly.
Illegal character	Current line typed by user is ignored, ODT types "? CR LF".
nnnnG	Transfer program control to location nnnn.
nnnnB	Establish a breakpoint at location nnnn.
B	Remove the breakpoint.
A	Open for modification the register in which the contents of AC were stored when the breakpoint was encountered.
C	Proceed from a breakpoint.
nnnnC	Continue from a breakpoint and iterate past the breakpoint nnnn times before interrupting the user's program at the breakpoint location.
M	Open the search mask.
(line feed)	Open lower search limit.
(line feed)	Open upper search limit.
nnnnW	Search the portion of core as defined by the upper and lower limits for the octal value nnnn.
T	Punch leader.
nnnn;mmmmP	Punch a binary core image defined by the limits nnnn and mmmm.
E	Punch checksum and trailer.

9 EXAMPLES AND/OR APPLICATIONS

Symbols for representing "invisible" Teletype actions:

(CR)	=	Carriage Return
(LF)	=	Line Feed
(H)	=	Computer Halts
(Cont)	=	Key Continue on Console
(PON)	=	Punch On

(POF)	=	Punch Off
(LEAD)	=	Production of Leader
(BIN)	=	Punching of Binary Text
(CKSMT)	=	Punching of Checksum and Trailer

The following examples are the actual result of using ODT to run the program listed after the examples. Brackets enclose comments local to the description. Underlinings designate that produced by ODT.

```
M7777 7000 (LF)(CR)                          [mask modified]
7473 /0201 400 (LF)(CR)                      [lower search limit modified]
7474 /7777 500 (CR)(LF)                      [upper search limit modified]
3000W (CR)(LF)                               [quantity for which to search specified and
0404 /3277 (CR)(LF)                                  search begun]
0431 /3277 (CR)(LF)
0437 /3277 (CR)(LF)
0444 /3320 (CR)(LF)
0450 /3277 (CR)(LF)
0457 /3320 (CR)(LF)
0456 /3276 (CR)(LF)
0455 /3277 (CR)(LF)
(LF)                                         [search completed]
```

```
M7000 7777 (LF)(CR)                          [change mask]
7473 /0400 364 (LF)(CR)                      [change lower limit]
7474 /7577 (CR)(LF)                          [upper limit is all right]
7777W (CR)(LF)                               [search for all CLA instructions]
0364 /7200 (CR)(LF)                          [there is only one.  It is at location 364]
(LF)                                         [search is finished]
```

```
M7777 5002 (CR)(LF)                          [set mask for indirect and page bits]
4000W (CR)(LF)                               [using previous limits search for all references
0377 /7402 (CR)(LF)                                  to page zero which occur]
0411 /7450 (CR)(LF)
0414 /7450 (CR)(LF)
0417 /7450 (CR)(LF)
0432 /7402 (CR)(LF)
0440 /7402 (CR)(LF)                          [there are none, however, these microinstructions
0451 /7402 (CR)(LF)                                  look like indirect references to page zero since
0462 /7540 (CR)(LF)                                  they have a 1 in bit 3 and a Ø in bit 4]
0466 /7402 (CR)(LF)
0472 /7521 (CR)(LF)
(LF)                                         [search completed]
```

```
M0600 0(LF)(CR)
7473 /0360 407(LF)(CR)
7474 /0500 427(CR)(LF)
W(CR)(LF)
0407 /1270(CR)(LF)
0410 /1272(CR)(LF)
0411 /7450(CR)(LF)
0412 /5253(CR)(LF)
0413 /1273(CR)(LF)
0414 /7450(CR)(LF)
0415 /5234(CR)(LF)
0416 /1273(CR)(LF)
0417 /7450(CR)(LF)
0420 /5227(CR)(LF)
0421 /7001(CR)(LF)
0422 /7653(CR)(LF)
0423 /5242(CR)(LF)
0424 /1274(CR)(LF)
0425 /4571(CR)(LF)
0426 /5231(CR)(LF)
0427 /1275(CR)(LF)
(LF)
```

[set mask to zero so that everything will match]

[set search limits to encompass dump area]

[since W is typed alone, the word searched for is Ø. The result after masking each register with Ø is, of course, Ø so all comparisons appear to the program equal and hence all unmasked contents are typed, constituting a dump]

Examples of Register Examination & Modification

```
400/6046 (CR)(LF)
400/6046 2468? (CR)(LF)
400/6046 12345?(CR)(LF)
/6046 2345 (CR)(LF)
/2345 6046 (CR)(LF)
/6046 401/6031 2346 (CR)(LF)
400/6046 401/2346 (CR)(LF)
/2346 6031 (CR)(LF)
/6031
```

[Examine Only]
[Non-octal number typed, modification ignored]
[More than 4 digits typed, modification ignored]
[Register 400 modified to 2345]
[Modified again]
[Register closed by typing another command]

```
400/6046 (LF)(CR)
0401 /6031 1234 (LF)(CR)
0402 /5201 (CR)(LF)
401/1234 6031 (LF)(CR)
0402 /5201 (CR)(LF)
(LF)(CR)
0403 /6036 (CR)(LF)
(LF)(CR)
0404 /3270(CR)(LF)
```

[close and examine next]
[modify 401, examine 402]
[close 402]

Examples of Register Examination & Modification (continued)

```
404/3270 ↑ (CR)(LF)
0470 /0212 0000 (CR)(LF)
404/3270 ↑ (CR)(LF)
0470 /0000 (CR)(LF)
/0000 (CR)(LF)
404/3270 3271↑ (CR)(LF)
0471 /0360(CR)(LF)
404/3271 3270↑ (CR)(LF)
0470 /0000(CR)(LF)
```

[contents of 404 refers to "this page, loc. 70"]
[ODT opens 470. User modifies 470]

[contents of 404 modified to refer to "this page loc. 71"]
[ODT opens 471]

```
365/5760 ↑ (CR)(LF)
0360 /0426 ←(CR)(LF)
0426 /5201 (CR)(LF)
```

[contents of 365 refers to "this page, loc. 160"]
[ODT opens 360. Contents of 360 become address]
[ODT opens 426]

```
4: ?(CR)(LF)
4U?(CR)(LF)
GG?(CR)(LF)
```

} illegal character. ODT opens no register

```
4057/4671 Y? (CR)(LF)
406/4671 57K? (CR)(LF)
406/4671 67322? (CR)(LF)
/4671
```

} illegal character. ODT ignores modification
} fifth digit in series. ODT ignores modification
register 406 still contains original value of 4671

Examples of setting Breakpoints and Executing User's Program

```
475/0000 1 (LF)(CR)
0476 /0000 2 (LF)(CR)
0477 /0000 (CR)(LF)
432B (CR)(LF)
400G (CR)(LF)
+0432 (0000 (CR)(LF)
477/0003
```

{user's program expects to find the numbers it is to use in 475 and 476 (see listing) answer will be stored in 477
[Breakpoint is set at location 432]
[user's program begins at 400, go there]
[user's program accpts input of "+". Breakpoint encountered
[477 contains sum of 475 & 476] ODT types break address & C(AC)]

Registers can be changed and the same breakpoint remains in effect.

```
475/0001 3 (LF)(CR)
0476 /0002(CR)(LF)
400G (CR)(LF)
*0432 (0000(CR)(LF)
477/0006 (CR)(LF)
```

Examples of examining and modifying AC and L after encountering a breakpoint

```
A0000 1 (CR)(LF)
A0001 (CR)(LF)
/0001 (CR)(LF)
(LF)(CR)
7356 /0001 0  (CR)(LF)
/0000(CR)(LF)
```

[AC which contained Ø when breakpoint was encountered is modified]

[Link which contained 1 at break is modified to Ø]

```
446B (CR)(LF)
400G (CR)(LF)
*0445 (0004 (CR)(LF)
C (CR)(LF)
0446 (0010 (CR)(LF)
C0 (CR)(LF)
0446 (0014 (CR)(LF)
```

[Destroys old breakpoint & sets one at 446]

[Breakpoint encountered]
[continue until ...]
[Breakpoint again encountered]

```
476/0003 7
/0007
446B
400G
*0446 (0004
2C
0446 (0020
C
0446 (0024
```

[Breakpoint encountered]
[Continue as before but pass Breakpoint twice before stopping again]

```
                                START=1000
                                ZPAT=4

                                /THIS IS A 3-PAGE, 4K,
                                /PAGEWISE-RELOCATABLE,
                                /OCTAL DEBUGGING SYSTEM CALLED
                                /***ODT-8***

                                *START

1000  3675                      DCA I CKSAI       /CLEAR THE CHECKSUM,
1001  0010      P10,            10                /ARBITRARY CONSTANT

1002  4357      READ,           JMS CRLF          /END LINE; SET SHUT TO -1
1003  1673                      TAD I INX         /TRAD
1004  3367                      DCA WORD          /GET THE TRAP ADDRESS,
1005  1674                      TAD I IN0         /KEEP
1006  3767                      DCA I WORD        /RESTORE CONTENT,
1007  3367      READ5,          DCA WORD          /CLEAR THE INPUT,/7TH INST,
1010  1263                      TAD FM5           /-5
1011  3374                      DCA TOTE          /SET THE LETTER COUNT,
1012  6031      REA,            KSF
1013  5212                      JMP .-1           /WAIT FOR COMMAND,
1014  6036                      KRB
1015  3357                      DCA SCHAR
1016  1357                      TAD SCHAR         /GO TYPE THE CHARACTER,
1017  4772                      JMS I IN9
1020  1373                      TAD RETN          /INITIALIZE THE PATCH
1021  3004                      DCA ZPAT          /EVERY TIME,
1022  1243                      TAD BLIST         /COMPUTE ADDRESS OF COMMAND,
1023  3323                      DCA SPNTR
1024  1723                      TAD I SPNTR       /SEARCH FOR LEGAL CHARACTER,
1025  2323                      ISZ SPNTR
1026  7510      FM270,          SPA               /TEST FOR END OF LIST; MINUS 5
1027  5277      QUEST,          JMP SEX           /NOT SATISFIED,
1030  7041                      CIA               /COMPARE THE CHARACTER,
1031  1357                      TAD SCHAR
1032  7640      FP240,          SZA CLA           /FOUND
1033  5224                      JMP .-7           /NO, CONTINUE
1034  1323                      TAD SPNTR
1035  1242                      TAD LTABL
1036  3323                      DCA SPNTR
1037  1723                      TAD I SPNTR       /LOOK UP THE ADDRESS,
1040  3323                      DCA SPNTR
1041  5723                      JMP I SPNTR       /GO PROCESS,

1042  0514      LTABL,          TABL2-TABL1-1
1043  1044      BLIST,          TABL1

                                /ODT-8 WILL ALSO CORRECTLY READ SYMBOLIC
                                /TAPES PREPARED FOR IT: F.G. 1021/1157+7775
```

```
                        /COMMAND LIST

      1044              TABL1=.
1044  0320                      520             /PUNCH
1045  0305                      505             /END
1046  0324                      524             /TRAILER
1047  0212              LF,     212             /OPEN NEXT
1050  0215              CR,     215             /CLOSE THIS ONE
1051  0257              SLA,    257             /OPEN THIS ONE
1052  0302                      502             /BREAK
1053  0307                      507             /GO
1054  0273                      273             /;
1055  0303                      503             /CONTINUE
1056  0327                      527             /WORD SEARCH
1057  0336                      536             /UP-ARROW OPENS INDIRECT(I,E, MEM REF)
1060  0315                      515             /MASK+UPPER+LOWER+
1061  0301                      501             /AC+LINK
1062  0337                      537             /BACK ARROW = OPEN INDIRECTLY
                        /TABLE MUST END WITH A NEG NUMBER
1063  7773              FM5,    -5

1064  1367              EXAM,   TAD WORD        /LOAD ADDRESS
1065  7440                      SZA             /IF ZERO, USE LAST
1066  3370                      DCA CAD
1067  1770              EX2,    TAD I CAD
1070  4771                      JMS I IN8       /PNUM   (PRINT CONTENTS)
1071  3375                      DCA SHUT        /SIGNALS OPEN REG
1072  5207                      JMP READ5

1073  1357              INX,    TRAD
1074  1360              IN4,    KEEP
1075  1363              CKSAI,  CKSA
1076  1362              IN7,    FROG


                        /PROCESS OCTAL DIGITS,

1077  7200              SEX,    CLA
1100  1357                      TAD SCHAR
1101  1226                      TAD FM270       /(-8)
1102  7500              CKNUM,  SMA
1103  5317                      JMP NO          /ILLEGAL CHAR
1104  1201                      TAD P10         /10
1105  7510                      SPA
1106  5317                      JMP NO          /ILLEGAL CHAR
1107  3323                      DCA SAD
1110  1367                      TAD WORD        /ASSEMBLE AN ADDRESS
1111  7104                      RAL CLL
1112  7006                      RTL
1113  1323                      TAD SAD
1114  3367                      DCA WORD
1115  2374                      ISZ TOTE
1116  5212                      JMP RLA
```

```
                        /TYPE ERROR INDICATOR (?)
1117  7200              NO,     CLA
1120  1227                      TAD QUEST       /277
1121  4772                      JMS I IN9       /TYPN
1122  5202                      JMP READ


                        /TO OPEN LOCATION ZERO,
                        /OPEN 7777 AND TYPE LINEFEED,

                        /THE ADDRESS OF THE LAST REGISTER
                        /EXAMINED REMAINS THE SAME AND MAY BE OPENED BY "/"


      1123              SPNTR=,
      1123              SAD=,

                        /ROUTINE TO HANDLE REG, MODIFICATION AND INCREMENTAL EXAMINE
1123  0000              CRL,    0
1124  1374                      TAD TOTE
1125  7041                      CIA
1126  1263                      TAD FM5         /-5
1127  7650                      SNA CLA
1130  5723                      JMP I CRL       /NO MOD, INFO AVAILABLE
1131  1367                      TAD WORD
1132  2375                      ISZ SHUT        /TEST FOR OPEN AND THEN CLOSE IT,
1133  3770                      DCA I CAD       /MODIFY REGISTER
1134  5723                      JMP I CRL

1135  4323              CRL1,   JMS CRL         /CARRIAGE RETURN TO CLOSE
1136  4357                      JMS CRLF
1137  5207                      JMP READ5

1140  1250              CRL2,   TAD CR          /SINGLE FEED+CR
1141  4772                      JMS I IN9
1142  4323                      JMS CRL
1143  4772                      JMS I IN9       /TIME FOR CAR TO RET,
1144  2370                      ISZ CAD         /LINE FEED = EXAMINE NEXT
1145  1370              UPAR3,  TAD CAD
1146  4771                      JMS I IN8       /PNUM
1147  1251                      TAD SLA
1150  4772                      JMS I IN9       /TYPN
1151  5267                      JMP EX2

1152  4323              OPIN,   JMS CRL         /CLOSE FIRST
1153  1770                      TAD I CAD
1154  3370                      DCA CAD
1155  4357              UPAR2,  JMS CRLF
1156  5345                      JMP UPAR3
```

```
      1157                    SCHAR=.

                              /TYPE A CAR. RET, AND LINE FEED
1157  0000                    CRLF,   0
1160  1253                            TAD CR          /215
1161  4772                            JMS I IN9       /TYPN
1162  1247                            TAD LF          /212
1163  4772                            JMS I IN9       /TYPN
1164  7040                            CMA             /MINUS ONE
1165  3375                            DCA SHUT        /SIGNALS CLOSED REGISTER
1166  5757                            JMP I CRLF

                              /PAGE ONE PARAMETERS.
1167  0000                    WORD,   0
1170  0000                    CAD,    0               /CURRENT ADDRESS
1171  1446                    IN8,    PNUM
1172  1230                    IN9,    TYPN
1173  1243                    RETN,   BURP
1174  0000                    TOTE,   0
1175  7777                    SHUT,   7777

1176  1367                    PUNC,   TAD WORD
1177  3676                            DCA I IN7
```

```
                    /DDT-8, SECOND CORE PAGE

      1200          *START+200

1200  0177          SP177,  177             /FIRST IN THIS PAGE
1201  5767                  JMP I IN13      /READ5

                    /PUNCH DATA,
1202  7602          PUN1,   CLA HLT
1203  1362                  TAD FROG
1204  4765                  JMS I IN11      /PUNN (PUNCH ORIGIN)
1205  0100                  100
1206  1762          PUN2,   TAD I FROG
1207  4765                  JMS I IN11      /PUNN (PUNCH CONTENTS)
1210  0000                  0
1211  1362                  TAD FROG
1212  7041                  CIA
1213  1764                  TAD I IN10      /WORD
1214  7650                  SNA CLA
1215  5767                  JMP I IN13      /READ5
1216  2362                  ISZ FROG
1217  5206                  JMP PUN2
1220  5767                  JMP I IN13

                    /PUNCH END,
1221  7602          PUN3,   CLA HLT
1222  1363                  TAD CKSA
1223  4765                  JMS I IN11      /PUNN (PUNCH CHECKSUM)
1224  0000                  0
                    /PUNCH LEADER,
1225  1271          PUN4,   TAD SP200
1226  4230                  JMS TYPN
1227  5225                  JMP .-2

                    /TO USE THE HIGH SPEED PUNCH,
                    /TYPE "XX;YYP" THEN TOGGLE IN
                    /THE PATCHES INDICATED BELOW,
                    /THEN LOAD ADDRESS AND START:
                    /PUN4 - FOR LEADER-TRAILER.
                    /PUN1+1 - FOR DATA
                    /PUN3+1 - FOR CHECKSUM AND LEADER.
                    /RESTORE PATCHES BEFORE RESTARTING,
                    /RESTART AT START TO CLEAR CHECKUM,
                    /RESTART AT START+1 TO RETAIN CHECKSUM.

                    /TYPE A CHARACTER
1230  0000          TYPN,   0
1231  6046                  TLS       /(6026) - FOR H.S.
1232  6041                  TSF       /(6021) - FOR H.S.
1233  5232                  JMP .-1
1234  7600          SP7600, 7600      /CLA-GROUP2
1235  5630                  JMP I TYPN
```

```
                        /FEATURES ADDED: INTERUPT TURNED OFF UPON HITTING BREAKPOINT; CAN USE
                        /HI SPEED PUNCH; BREAKPOINT CAN BE PUT ON A JMS FOLLOWED BY ARGUMENTS;
                        /OPT-8 IS RELOCATABLE; IF BREAKPOINT PUT ON INSTR REFERENCING AUTO-INDEX
                        /INDIRECTLY, IT WILL BE INCREMENTED ON CONTINUE; LINK & AC EXAMINE ON
                        /COMMAND; / OPENS LATEST OPENED REGISTER; CLARITY; AUTO LEADER/TRAILER;
                        /OPEN MEM, REF,(*); AND OPEN INDIRECT (BACK ARROW); ALSO XXX C,

                        /SET A BREAK POINT,
1236  1764              TRAP,   TAD I IN10        /(WORD)=ADDRESS OF TRAP,
1237  7450                      SNA
1240  1366                      TAD IN12          /CRLF
1241  3357                      DCA TRAD          /TRAP SET (REAL OR DUMMY)
1242  5320                      JMP SPEXIT        /GO TO SECOND PAGE EXIT,

                        /THE TRAP IS SPRUNG

1243  3355              BURP,   DCA SAC           /SAVE C(AC)
1244  7004                      RAL
1245  3356                      DCA LINK          /SAVE C(L)

1246  1360                      TAD KEEP
1247  3757                      DCA I TRAD        /REPLACE INSTRUCTION WHICH WAS TRAPPED

1250  7101                      IAC CLL
1251  1357                      TAD TRAD
1252  3361                      DCA GAME          /SAVE CONTINUATION ADDRESS (BREAK ADDR+1)

1253  1360                      TAD KEEP          /PICK UP TRAPPED INSTRUCTION
1254  1372                      TAD SP2000        /OVERFLOW TO LINK IF IOT OR OPERATE INSTR,
1255  0271                      AND SP200         /AC=0 IF PAGE 0 REFERENCE
1256  7660                      SZA SNL CLA       /WAS TRAPPED INSTR AN IOT,OPER,PAGE 0 REFERENCE?
1257  5265                      JMP CURPAG        /NO
1260  4322                      JMS TSTJMS        /YES, SEE IF IT WAS A JMS
1261  7650                      SNA CLA
1262  5267                      JMP CURPAG+2      /YES, TREAT AS IF NON-PAGE-ZERO REFERENCE
1263  1360                      TAD KEEP          /NO, PUT ACTUAL INSTR IN "THE" FOR EXECUTION
1264  5306                      JMP LIP4

1265  1357              CURPAG, TAD TRAD
1266  0234                      AND SP7600
1267  3362                      DCA FROG          /SAVE INITIAL ADDR OF PAGE REFERENCED BY TRAPPED INSTR,

1270  1360                      TAD KEEP
1271  0200              SP200,  AND SP177         /GET RELATIVE ADDR REFERENCED BY TRAPPED INSTR,
1272  1362                      TAD FROG          /ADD ON TOP OF PAGE
1273  3362                      DCA FROG          /SAVE ABSOLUTE ADDRESS OF MEMORY REFERENCE

1274  1360                      TAD KEEP
1275  0373                      AND SP400
1276  7650              LPAR,   SNA CLA           /IS IT AN INDIRECT REFERENCE?
1277  5302                      JMP LIP           /NO
1300  1762                      TAD I FROG        /YES, GET ACTUAL REFERENCE
1301  3362                      DCA FROG
```

```
1302  4322              LIP,    JMS TSTJMS      /SEE IF TRAPPED INSTR IS A JMS
1303  7450                      SNA
1304  4771                      JMS I IN21      /YES, IT IS A JMS (JMSER)
1305  1377                      TAD IFROG       /NO     (JMS I FROG) JMS ADDS BACK 4000
1306  3351              LIP4,   DCA THE         /STORE FOR EXECUTION
1307  2765                      ISZ I IN11      /TEST N-CONTINUE
1310  5344                      JMP xCONT       /IGNORE THIS BREAK

1311  6002                      IOF             /STOP INTERRUPTS

1312  1357                      TAD TRAD
1313  4770                      JMS I IN14      /PNUM   (PRINT TRAP ADDRESS)
1314  1276                      TAD LPAR        /LEFT PAREN     (8 BITS=250=ASCII LFT PAREN)
1315  4230                      JMS TYPN
1316  1355                      TAD SAC
1317  4770                      JMS I IN14      /PNUM   (PRINT C(AC))

1320  4766              SPExIT, JMS I IN12      /CRLF
1321  5767                      JMP I IN13      /READ5

1322  0000              TSTJMS, 0
1323  1360                      TAD KEEP        /GET TRAPPED INSTR,
1324  0374                      AND SP7000      /ISOLATE OP CODE
1325  1375                      TAD SP4000      /OVERFLOW TO LINK WITH AC=0 IF JMS (4000)
1326  5722                      JMP I TSTJMS

                        /START AT A LOCATION
1327  1764              JUMP,   TAD I IN10      /(WORD)
1330  3361                      DCA GAME
1331  1352                      TAD JPIGAM      /(JMP I GAME)
1332  3351                      DCA THE
1333  3355                      DCA SAC         /CLEAR THE AC,
1334  7410                      SKP
1335  1764              CONTIN, TAD I IN10      /(WORD)
1336  7040                      CMA
1337  3765                      DCA I IN11      /(PUNN)-EMP COUNTER,
1340  4766                      JMS I IN12      /(CRLF)
                        /PATCH THE NEXT LOCATION WITH NOP(7000)
                        /IF THE PROGRAM BEING DEBUGGED EXPECTS
                        /THE TTY FLAG TO BE UP,
1341  6042                      TCF             /CLEAR THE FLAG
1342  1757                      TAD I TRAD      /SAVE TRAP CONTENTS,
1343  3360                      DCA KEEP

1344  1376              xCONT,  TAD WAIT
1345  3757                      DCA I TRAD      /INSERT TRAP INSTRUCTION
1346  1356                      TAD LINK
1347  7110                      RAR CLL         /RESTORE LINK
1350  1355                      TAD SAC         /AND C(AC)
1351  7402              THE,    HLT             /ODT EXECUTION OF TRAPPED INST, AFTER PROCEED
1352  5761              JPIGAM, JMP I GAME
1353  2361                      ISZ GAME        /IMITATE SKIP CONDITION,
1354  5352                      JMP .-2
```

```
                        /VARIABLES MAY BE SCANNED VIA "A".

1355  0000              SAC,    0         /AC
1356  0000              LINK,   0         /LINK BIT
1357  1157              TRAD,   CRLF      /ADDRESS OF TRAP.
1360  0000              KEEP,   0         /CONTENT OF TRAP
1361  0000              GAME,   0         /ADDRESS FOR CONTINUE
1362  0777              FROG,   START-1   /MEMORY REFERENCE,
1363  0000              CKSA,   0         /THE CHECKSUM TO DATE,

                        /INTER COM REGS,
1364  1167              IN10,   WORD
1365  1401              IN11,   PUNN
1366  1157              IN12,   CRLF
1367  1007              IN13,   READ5
1370  1446              IN14,   PNUM
1371  1475              IN21,   JMSER             /PROCESS JMS.

                        /CONSTANTS
1372  2000              SP2000, 2000
1373  0400              SP400,  400
1374  7000              SP7000, 7000
1375  4000              SP4000, 4000
1376  5404              BAIT,   JMP I ZPAT
1377  4762              IFROG,  JMS I FROG
```

```
                    /ODT-8, THIRD CORE PAGE.

      1400          *START+400


                    /PUNCH ROUTINE
1400  0177          TP177,  177     /FIRST IN THIS PAGE.

1401  0000          PUNN,   0
1402  3246                  DCA PNUM
1403  1246                  TAD PNUM
1404  7012                  RTR
1405  7012                  RTR
1406  7012                  RTR
1407  0354                  AND TP77
1410  1601                  TAD I PUNN
1411  4236                  JMS CKSM
1412  1246                  TAD PNUM
1413  0354                  AND TP77
1414  4236                  JMS CKSM
1415  5601                  JMP I PUNN
                    /MEMORY REFERENCE OPENER,
1416  4742          UPAR1,  JMS I IN30      /(CRL)="CLOSER CALL",
1417  1741                  TAD I IN27      /CAD
1420  3236                  DCA TEM
1421  1636                  TAD I TEM
1422  0200          TP200,  AND TP177
1423  3201                  DCA TEM2        /SAVE LOWER BITS,
1424  1636                  TAD I TEM
1425  0222                  AND TP200
1426  7650                  SNA CLA         /TEST FOR PAGE ZERO REF
1427  5232                  JMP .+3         /YES
1430  1741                  TAD I IN27
1431  0266                  AND TP7600
1432  1201                  TAD TEM2
1433  3741                  DCA I IN27      /CAD
1434  5635                  JMP I .+1
1435  1155                  UPAR2

                    /CHECK SUM ACCUMULATOR
1436  0000          CKSM,   0
1437  3275                  DCA CKT
1440  1746                  TAD I IN20      /CKSA
1441  1275                  TAD CKT
1442  3746                  DCA I IN20      /CKSA
1443  1275                  TAD CKT
1444  4745                  JMS I IN19      /TYPA
1445  5636                  JMP I CKSM
```

```
                        /ROUTINE TO PRINT OCTAL CONTENTS OF AC
1446  0000              PNUM,   0
1447  3201                      DCA PUNN
1450  1352                      TAD TM4
1451  3236                      DCA CKSM
1452  1201                      TAD PUNN
1453  7004                      RAL
1454  7004              PN2,    RAL
1455  7006                      RTL
1456  3201                      DCA PUNN
1457  1201                      TAD PUNN
1460  0351                      AND TP007       /ONLY 7-DIGITS GUARANTEED.
1461  1355                      TAD TP60        /IN CASE BIT 8 CAME THROUGH,
1462  4745                      JMS I IN19      /TYPN
1463  1201                      TAD PUNN
1464  2236                      ISZ CKSM
1465  5254                      JMP PN2
1466  7600              TP7600, 7600            /CLA-GROUP?
1467  1351                      TAD TP240
1470  4745                      JMS I IN19
1471  5646                      JMP I PNUM


                        /SEARCH VARIABLES,
1472  7777              MASK,   7777
1473  0001              LIMLO,  0001
1474  1000              LIMHI,  START

      1475              CKT=,
1475  0000              JMSER,  0
1476  1747                      TAD I IN22      /(FROG)=ABS MEM REF, (FINAL)
1477  3246                      DCA PNUM
1500  1750                      TAD I IN23      /GAME
1501  3646                      DCA I PNUM      /SIMULATED JMS
1502  2747                      ISZ I IN22      /FROG
1503  1353                      TAD TP1000
1504  5675                      JMP I JMSER
```

```
                        /WORD SEARCH ROUTINE
1205  4743              WSER,   JMS I IN16      /CRLF
1206  1273                      TAD LIMLO
1207  3275                      DCA CKT
1210  1675              WSER1,  TAD I CKT
1211  0272                      AND MASK
1212  7041                      CIA
1213  1744                      TAD I IN17      /WORD
1214  7640                      SZA CLA
1215  5325                      JMP WSER2
1216  1275                      TAD CKT
1217  4246                      JMS PNUM
1220  1357                      TAD TP257               /(SLASH)
1221  4745                      JMS I IN19      /TYPN
1222  1675                      TAD I CKT
1223  4246                      JMS PNUM
1224  4743                      JMS I IN16      /CRLF
1225  1275              WSER2,  TAD CKT
1226  2275                      ISZ CKT
1227  7041                      CIA
1230  1274                      TAD LIMHI
1231  7640              TP240,  SZA CLA
1232  5310                      JMP WSER1
1233  4743                      JMS I IN16      /CRLF
1234  5751                      JMP I IN25      /READ+5

                        /ROUTINES TO TYPE MASK AND LIMITS
1235  1356              ACX,    TAD CONSAC
1236  1360              MASKER, TAD CONSMS
1237  3744                      DCA I IN17      /WORD
1240  5766                      JMP I IN26      /EXAM
```

```
      1401                TEM2=PUNN
      1436                TEM=CKSM

1941  1170                IN27,CAD
1942  1123                IN30,CRL

                          /INTER COM REG
1943  1157                IN16,   CRLF
1944  1167                IN17,   WORD
1945  1230                IN19,   TYPN
1946  1363                IN20,   CKSA
1947  1362                IN22,   FROG
1950  1361                IN23,   GAME
      1551                TP007=.
1951  1007                IN25,   READ+5

                          /CONSTANTS
1952  7774                TM4,    -4
1953  1000                TP1000, 1000
1954  0077                TP77,   77
1955  0060                TP60,   60
1956  7663                CON3AC, SAC-MASK
1957  0257                TP257,  257
1960  1472                CON3MS, MASK

      1561                TABL2=.
1961  1202                        PUN1
1962  1221                        PUN3
1963  1225                        PUN4
1964  1140                        CRL2
1965  1135                        CRL1
1966  1064                IN26,   EXAM
1967  1236                        TRAP
1970  1327                        JUMP
1971  1176                        PUNC
1972  1335                        CONTIN
1973  1505                        WSER
1974  1416                        UPAR1
1975  1536                        MASKER
1976  1535                        ACX
1977  1152                        OPIN    /OPEN INDIRECTLY.
```

THERE ARE NO ERRORS

SYMBOL TABLE

AUX	1535
BAIT	1376
BLIST	1043
BURP	1243
CAD	1170
CKNUM	1102
CKSA	1363
CKSAI	1075
CKSM	1436
CKT	1475
CONTIN	1335
CON3AC	1556
CON3MS	1560
CR	1050
CRL	1123
CRLF	1157
CRL1	1135
CRL2	1140
CURPAG	1265
EXAM	1064
EX2	1067
FM270	1026
FM5	1063
FP240	1032
FROG	1362
GAME	1361
IFROG	1377
INX	1073
IN0	1074
IN10	1364
IN11	1365
IN12	1366
IN13	1367
IN14	1370
IN16	1543
IN17	1544
IN19	1545
IN20	1546
IN21	1371
IN22	1547
IN23	1550
IN25	1551
IN26	1566
IN27	1541
IN30	1542
IN7	1076
IN8	1171
IN9	1172
JMSER	1475
JPIGAM	1552
JUMP	1327
KEEP	1360
LF	1047

SYMBOL TABLE

LIMHI	1474
LIMLO	1473
LINK	1356
LIP	1302
LIP4	1306
LPAR	1276
LTABL	1042
MASK	1472
MASKER	1536
NO	1117
OPIN	1152
PNUM	1446
PN2	1454
PUNC	1176
PUNN	1401
PUN1	1202
PUN2	1206
PUN3	1221
PUN4	1225
P10	1001
QUEST	1027
RLA	1012
READ	1002
READ5	1007
RETN	1173
SAC	1355
SAD	1123
SCHAR	1157
SEX	1077
SHUT	1175
SLA	1051
SPEXIT	1320
SPNTR	1123
SP177	1200
SP200	1271
SP2000	1372
SP400	1373
SP4000	1375
SP7000	1374
SP7600	1234
START	1000
TABL1	1044
TABL2	1561
TEM	1436
TEM2	1401
THE	1351
TM4	1552
TOTE	1174
TP007	1551
TP1000	1553
TP177	1400
TP200	1422
TP240	1531

SYMBOL TABLE

IP257	1557
IP60	1555
IP7600	1466
IP77	1554
IRAD	1357
IRAP	1236
ISTJMS	1322
IYPN	1230
UPAR1	1416
UPAR2	1155
UPAR3	1145
WORD	1167
WSER	1505
WSER1	1510
WSER2	1525
XCONT	1344
EPAT	0004

SYMBOL TABLE

EPAT	0004
START	1000
P10	1001
READ	1002
READ5	1007
REA	1012
PM270	1026
QUEST	1027
PP240	1032
LTABL	1042
BLIST	1043
TABL1	1044
LF	1047
CR	1050
SLA	1051
PM5	1063
EXAM	1064
EX2	1067
INX	1073
IN0	1074
CKSAI	1075
IN7	1076
SEX	1077
CKNUM	1102
NO	1117
SPNTR	1123
SAD	1123
CRL	1123
CRL1	1135
CRL2	1140
UPAR3	1145
UPIN	1152
UPAR2	1155
CRLF	1157
SCHAR	1157
WORD	1167
CAD	1170
IN8	1171
IN9	1172
RETN	1173
TOTE	1174
SHUT	1175
PUNC	1176
SP177	1200
PUN1	1202
PUN2	1206
PUN3	1221
PUN4	1225
TYPN	1230
SP7620	1234
TRAP	1236
BORE	1243
CURPAG	1255

SYMBOL TABLE

SP200	1271
[illegible]	1276
[illegible]	1322
[illegible]	1326
SPEXIT	1320
ISTJMS	1322
JUMP	1327
CONTIN	1335
XCONT	1344
THE	1351
JPIGAM	1352
SAC	1355
[illegible]	1356
TRAU	1357
KEEP	1360
GAME	1361
PROG	1362
CKSA	1363
IN10	1364
IN11	1365
IN12	1366
IN13	1367
IN14	1370
IN21	1371
SP2020	1372
SP400	1373
SP7000	1374
SP4000	1375
BAIT	1376
IPROG	1377
IP177	1400
IEM2	1401
PONN	1401
JPAR1	1416
IP200	1422
IEM	1436
CKSM	1436
PNUM	1446
PN2	1454
IP760E	1456
MASK	1472
[illegible]	1473
[illegible]	1474
JMSER	1475
CNT	1475
ADER	1505
ADER1	1510
ADER2	1525
IP240	1531
ACX	1535
MASKER	1536
IN27	1541
IN32	1542

SYMBOL TABLE

IN16	1543
IN17	1544
IN19	1545
IN20	1546
IN22	1547
IN23	1550
IN25	1551
TP007	1551
IM4	1552
TP1000	1553
TP77	1554
TP60	1555
CON3AC	1556
TP257	1557
CON3MS	1560
TABL2	1561
IN26	1566