

IDENTIFICATION

Product Code: DEC-08-LHAA-D
Product Name: "HELP" LOADER
Date Created: April 1, 1967
Maintainer: Software Service Group

1. ABSTRACT

The "HELP" Loader loads the standard version of the RIM and BIN Loaders into the PDP-8, in less than 90 seconds, replacing manual procedures which required several minutes.

2. PRELIMINARY REQUIREMENTS

Teletype Model ASR33 a standard PDP-8 or 8/S

3. LOADING PROCEDURE

a. Load the following routine starting at Loc. 27:

27/	6031	GO,	KSF
28	5027		JMP.-1
29	6036		KRB
30	7450		SNA
31	5027		JMP 27
32	7012		RTR
	7010		RAR
36	3007		DCA 7
	2036		ISZ 36
	5027		JMP 27

b. Place "HELP" tape into ASR33 Reader

c. Set Reader switch to START

d. Load SWITCH REGISTER with 27

e. Depress LOAD ADDRESS switch

f. Depress START switch

4. STORAGE

Loader uses 26₁₀ locations (5-36). These should be octal.

5. DETAILS OF STORAGE AND OPERATION

a. The source tape, called the "Help Generator," is a two part program and functions in a straight forward way. Part 1 punches out part 2 which becomes part of the load routine when read in. Behind this are the RIM and Binary Loaders.

b. Each of the first 21 lines on the "HELP" Bootstrap Tape becomes an instruction which will comprise a new loader which in turn loads the rest of the tape.

The 17th line loaded into the AC becomes a JMP 10 instruction which is loaded in location 27. Now, notice how control is switched from the program entered by the switches to the newly loaded program.

37/ ISZ 36
40/ JMP 27

When the instruction JMP 27 in location 40 is executed, the PC goes to 10, which contains the first instruction of the newly loaded loader. This new loader now loads the rest of the tape in a format where a 12-bit word is contained on two lines of tape.

The first 12-bit word formed in the new format is 3407, this is loaded into location 23. Location 23 previously contained the instruction DCA 23. This means that our new loader has been modified so that the rest of the data to be loaded will be deposited indirectly through location 7.

At the moment, location 7 contains the number 6. The next two lines read contain the number 7402 which will then be deposited into location 6. This HLT instruction will be the one which halts the machine when loading is complete.

The new loader modifies location 7 to contain 7, which will be the address of the next 12-bit word. The number 7577 will then be loaded into location 7. This effectively switches the loading point to the starting address minus 1 of the binary loader.

When the modified program has loaded the first 23 lines, pertinent core locations look like this:

7/	5		
10/	KSF		
11/	JMP	10	
12/	KRB		
13/	RTL		
14/	RTL		
15/	RTL		
16/	DCA	5	
17/	KSF		
20/	JMP	17	
21/	KRB		
22/	TAD	5	
23/	DCA	23	/Used to load DCA 17
24/	ISZ	7	
25/	JMP	10	
26/	JMP	6	
27/	JMP	10	/Formerly a KSF
30/	JMP	27	
31/	KRB		
32/	SNA		
33/	JMP	27	

The rest of the bootstrap tape contains the RIM and BIN Loaders which are about to be loaded at this point.

When these two loaders are stored in the proper core positions, the content of location 7 reaches zero. When it reaches zero, the instruction 5301, i.e., JMP 7701, is loaded into core location 7777. This is the last instruction to be loaded and therefore the loading process halts.

When location 7 reaches zero the program skips the instruction following the ISZ 7 in location 24. From location 26, the program branches to location 6 which contains the HLT.

Core Space Required

The actual bootstrap loader takes up locations 5 through 36 (26_{10}) to load the RIM and BIN Loaders into the last page in memory.

Execution time is approximately 90 seconds.

c. To get the Bootstrap Loader tape from the HELP generator BIN object tape.

- (1) Using the BIN Loader, load the HELP GENERATOR program into core.
- (2) Turn on the punch on the ASR33.
- (3) Start the generator program at 7400.

NOTE: The RIM and BIN loaders punched on the Bootstrap Loader Tape are the ones currently in the machine.

6. LISTING

```

                                /HELP PROGRAM
                                /NOTE: RIM AND BIN LOADER MUST BE IN CORE
                                /BEFORE USING THE SOURCE PROGRAM
                                /TO GENERATE THE BOOTSTRAP LOADER .
*7400
7400  7300  CLA CLL
7401  6046  TLS
7402  1253  TAD KOUNT
7403  3254  DCA KOWNT
7404  1250  TAD BGIN
7405  3256  DCA START      /CONTAINS CONTENT OF FIRST
7406  1250  TAD BGIN      /ADDRESS TO BE PUNCHED
7407  3251  DCA COUNT     /CREATE SOME BLANK TAPE
7410  4242  JMS PUNCH
7411  2251  ISZ COUNT     /DONE PUNCHING BLANK TAPE?
7412  5210  JMP .-2       /NO
7413  1656  LOOP,      TAD I START
7414  4242  JMS PUNCH
7415  2256  ISZ START     /MODIFY ADDRESS IN START
7416  2254  ISZ KOWNT     /DONE WITH FIRST SECTION?
7417  5213  JMP LOOP     /NO, GO BACK
7420  1656  LOADER,    TAD I START  /NOW START PUNCHING BINARY
7421  7012  RTR          /CONTENT ON 2 LINES OF OUTPUT
7422  7012  RTR
7423  7012  RTR
7424  0252  AND MASK     /SAVE LEFT HALF OF WORD
7425  4242  JMS PUNCH   /PUNCH IT
7426  1656  TAD I START

```