

GT40

VISUAL TEST
MD-11-DDGTC-B

EP-DDGTC-B-DL-A
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digital
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The image displays a grid of 40 small, high-contrast images, likely microfilm frames, arranged in 8 rows and 5 columns. Each frame contains a different pattern of light and dark pixels, used for visual testing. The patterns vary significantly, including horizontal lines, vertical lines, and complex, noisy arrangements of pixels. The frames are set against a dark background, and the overall layout is organized and systematic.



.REM *

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 MAINTENANCE 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 REPEATABILITY
	02	/POSITION (X AND Y OFFSET ADJ.)
	03	/CIRCLE S OR SQUARES
	04	/CHARACTER SET (CHAR ADJ.)
	05	/DUAL LINES AND BLINK
	06	/VECTOR LENGTH TEST (X VECTOR LENGTH ADJ.)
	07	/VECTOR LENGTH TEST (Y VECTOR LENGTH ADJ.)
	10	/PHANTOM TEST (HORIZ)
	11	/PHANTOM TEST (VERT)
	12	/INTENSITY LEVELS, SYNC AND LIGHT-PEN TEST
	13	/EDGE TEST
	14	/SHIFT 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	POSITION (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	GRAPHPLOT 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.

7. RESTRICTIONS

IF USING THE SWITCH REGISTER (REF 4.2) TO CONTROL THE
PROG. 1, 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 S-CURVE 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 EXAMINES 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 CENTER OF THE SCREEN 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 TESTS 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 TO TEST THE LIGHT PEN SENSITIVITY. ALL LINES ARE SET TO ALLOW A LIGHT PEN HIT. THEN HIT THE NEEDLE '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 IN RELATIVE POINT MODE. THE RESULT IS THAT A SINGLE VERTICAL LINE APPEARS TO THE RIGHT OF THE VERTICAL LINES. ALSO THE POINT IS A RELATIVE POINT REPEATABILITY TEST. FOUR SETS OF THREE OCTAL VALUES FROM 71 TO 74 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 72 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 GRAPHPLOT INCREMENT TEST

A SERIES OF POINTS ARE PLOTTED WITH EACH POSSIBLE VALUE IN THE GRAPHPLOT 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 DEPRESS'D THE CHARACTER IS DISPLAYED ON THE SCREEN. IN SELECTING THE SHIFT-OUT MODE, IF THE KEY DEPRESS'D 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.

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386
387

000000
000001
000002
000003
000004
000005
000006
000007
104000
000500
177570

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

R0=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      000200      GSBL: 200   ;DISPLAY BR LEVEL
397
398 001006 000700      ICNT: 0
399 001010 177776      PSM: 177776
400 001012 177776      TFS: 177776
401 001014 177776      TFS: 177776
402 001016 012470      DEJF: BUFFER ;FIRST WORD IN THE DISPLAY BUFFER
403 001018 012472      DEJF1: BUFFER+2 ;SECOND WORD
404 001020 012474      DEJF2: BUFFER+4 ;THIRD WORD
405 001022 012476      DEJF3: BUFFER+6 ;FOURTH WORD
406 001024 012500      DEJF4: BUFFER+10 ;FIFTH WORD
407 001026 012502      DEJF5: BUFFER+12
408 001030 000000      DSAVE: 0 ;TEMP REG.
409 001032 000000      DSAVE1: 0
410 001034 000000      DSAVE2: 0
411 001036 000000      DSAVE3: 0
412 001038 000000      HOLD: 0
413 001040 000000      TSAVE: 0
414 001042 000000      CNTR: 0
415 001044 000000      CHANGE: 0
416 001046 000000      LOKRB: 0
417
418
419
420
421      ;GS ADDRESSES AND INTERRUPT VECTORS
422 001054 172000      DPC: 172000 ;DISPLAY PROGRAM COUNTER
423 001056 172002      DSR: 172002 ;DISPLAY STATUS REGISTER
424 001058 172004      XPOS: 172004 ;DISPLAY X AXIS REGISTER
425 001060 172006      YPOS: 172006 ;DISPLAY Y AXIS REGISTER
426 001064 000320      DDONE: 320 ;DISPLAY INTERRUPT VECTOR FOR STOP
427 001066 000322      DDONE1: 322
428
429
430 001070 000324      LPVCT: 324 ;DISPLAY INTERRUPT VECTOR FOR LIGHT-PEN
431 001072 000326      LPVCT1: 326
432
433 001074 000330      TIMEVT: 330 ;DISPLAY INTERRUPT VECTOR FOR TIME-OUT OR SHIFT-OUT
434 001076 000332      TIMEVT1: 332

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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 001037 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 001240 NOP
448 001146 001037 001536 JSR PC,SETUP ;RESET HOUSEKEEPING
449 001152 001240 NOP
450 001154 001032 RTI ;EXIT
451 001156 013704 177570 SCOPEB: MOV 2#DISPLAY,R4 ;READ SWITCHES
452 001162 0010704 177760 SCOPEC: BIC #177760,R4 ;M-SK TO BITS 4-15
453 001166 001074 ASL R4 ;MOVE LEFT
454 001170 001036 000500 SCOPED: MOV #STKPTR,SP ;RESET STACK
455 001174 001040 NOP
456 001176 001037 001536 JSR PC,SETUP ;RESET HOUSEKEEPING
457 001202 001240 NOP
458 001204 0010174 001210 JMP 2#DISPTC(R4) ;JMP TO THAT TEST
459
460 001210 002052 DISPTC: FILE0+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 ;GRAPHLOT 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      RO, -(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, LOWSV
486 001270 012737 001302 000024  MOV      #HIGPWR, @#24
487 001276 000000          HALT
488
489 001300 000000          LOWSV:  0
490
491 001302 013706 001300  HIGPWR: MOV      LOWSV, 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)+, RO
498 001322 012737 001250 000024  MOV      #LOWPWR, @#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

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508 001356 012706 000500 START: MOV #STKPTR, SP ;SET UP THE STACK
509 001362 012777 000340 177420 MOV #340, PSM ;RAISE PSM
510 001370 012700 001054 MOV #0PC, RO ;GET POINTER
511 001374 013701 001060 MOV GSADD, 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, RO ;ADDRESSES
515 001412 001372 BNE STRA ;UNTIL DONE
516 001414 012700 001064 MOV #00ONE, RO ;GET POINTER
517 001420 013701 001002 MOV GSVCT, R1 ;GET SUPPLIED VECTOR
518 001424 010120 STRB: MOV R1, (0)+ ;UPDATE
519 001426 062701 000002 ADD #2, R1 ;THE VECTORS
520 001432 022700 001100 CMP #00ONE+14, RO
521 001436 001372 BNE STRB
522 001440 001037 005556 CLR SWITCH ;HOUSEKEEP
523 001444 001037 001042 CLR HOLD
524 001450 001037 001044 CLR R4
525 001454 001037 001044 CLR TSAVE
526 001458 001037 001536 STRC: JSR PC, SETUP ;SET UP VECTORS
527 001462 005037 001042 CLR HOLD
528 001466 012737 011000 012004 MOV #1000, RAY14A ;HOUSEKEEP X, Y ORIGIN FOR LIGHTPEN
529 001474 012737 001037 012006 MOV #600, RAY14B
530 001502 012737 001037 011764 MOV #30060, DLT14A ;INITIALIZE X READOUT
531 001510 012737 030060 011766 MOV #30060, DLT14A+2
532 001516 012737 030050 011776 MOV #30050, DLT14B ;INITIALIZE Y READOUT
533 001524 012737 030050 012000 MOV #30050, DLT14B+2
534 001532 000137 002050 JMP FILED ;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 KR80
539 001564 032737 000200 177570 BIT #200, #DISPLAY ;TEST FOR "KRB" CONTROL
540 001572 001413 BEQ SETUPA ;BR IF NOT
541 001574 005137 002046 COM KR80 ;SET "KRB" CONTROL
542 001600 012737 011700 000060 MOV #RET8, #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 001654 177234 SETUPA: MOV #SETUPB, #00ONE ;SET UP GT DONE VECTOR
546 001630 012777 000340 177230 MOV #340, #00ONE1
547 001636 013777 001072 177224 MOV LPVCT1, #LPVCT ;RESET LIGHT-PEN VECTOR
548 001644 005077 177222 CLR #LPVCT1
549 001650 013777 001076 177216 MOV #TMEVT1, #TMEVT ;RESET TIME-OUT/SHIFT OUT VECTOR
550 001656 005077 177214 CLR #TMEVT1
551 001662 000207 RTS ;EXIT
552
553
554 001664 005777 177166 SETUPB: TST #0SR ;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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569	001700	117737	177110	001044	RETB:	MOV8	@TK8, TSAVE	: READ THE CHARACTER
570	001706	042737	177600	001044		BIC	@177600, TSAVE	: X TO 7 BITS
571	001714	022737	000015	001044		CHP	@15, TSAVE	: TEST FOR "CR"
572	001722	001440				BEO	KYT3	: ER IF
573	001724	005037	005556			CLR	SWITCH	: CLEAR "SWITCH"
574	001730	162737	000101	001044		SUB	@101, TSAVE	: MAKE 0-77
575	001736	100426			KYT5:	BFI	KYT1	: (A
576	001740	022737	000017	001044		CHP	@17, TSAVE	:)P
577	001746	100412				BFI	KYT2	
578	001750	013704	001044			MOV	TSAVE, R4	
579	001754	012737	177777	001050		MOV	@-1, CHANGE	
580	001762	000037	005556			CLR	SWITCH	
581	001766	000037	001042			CLR	HOLD	
582	001772	000032				RTI		:EXIT
583	001774	0002737	000076	001044	KYT2:	CHP	@76, TSAVE	
584	001776	0001015				BNE	KYT4	: RUBOUT
585	001778	012737	177777	001042		MOV	@-1, HOLD	:EXIT
586	001780	000032				RTI		
587	001784	000037	001042		KYT1:	CLR	HOLD	
588	001788	000032				RTI		:FATAL ERROR RTI FAILED
589	001792	000000				HALT		
590	002024	012737	177777	005556	KYT3:	MOV	@-1, SWITCH	
591	002032	000032				RTI		:FATAL ERROR, RTI FAILED
592	002034	000000				HALT		
593	002036	162737	000040	001044	KYT4:	SUB	@40, TSAVE	: CONVERT LC TO UC
594	002044	000734				BR	KYT5	
595	002046	000000			KR80:	0		

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540 002050 104000
541 004537 005412
542 001000
543 002060 005560
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560 002074 104000
561 001270 012470
562 004737 002252
563 002108 012701 000020
564 002118 012720 040000
565 002116 012720 001377
566 002128 012720 000100
567 002138 012720 021377
568 002134 001366
569 002136 012720 020001
570 002146 012720 000000
571 002148 012720 040000
572 002158 012720 001377
573 002168 004737 002252
574 002170 012701 000014
575 002172 012720 041777
576 002178 012720 000000
577 002176 012720 021777
578 002208 012720 000100
579 002218 001366
580 002216 012720 000000
581 002226 012720 020001
582 002228 012720 041777
583 002238 012720 000000
584 002236 012720 173400
585 002238 012720 160000
586 002242 012710 012470
587 002246 000137 002274
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600 002252 012720 117000
601 002256 012720 000000
602 002262 012720 000000
603 002266 012720 110000
604 002272 000207

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LIST
;EXECUTE DIRECTORY FRAME
FILED: SCOPE
      JSR      5,MSG      ;EXIT TO DISPLAY A FRAME
      1000
      FRMO      ;USING THE DIR. FRAME
;EXECUTE DOT REPEATIBILITY FRAME
FILE1: SCOPE
      JSR      5,MSG      ;EXIT TO DISPLAY A FRAME
      100000
      FRM1      ;USING THE DOR REPEAT FRAME
;EXECUTE PINCUSHION FRAME
FILE2: SCOPE
      MOV      @BUFFER,RO      ;LOAD START ADDRESS
      PC,SETPNT      ;LOAD 0,0 ORGIN
      JSR      @20,RI      ;SETUP COUNT
      MOV      @INTX,(RO)+      ;LOAD INT LINE
      MOV      @MAXY,(RO)+      ;MAX Y
      MOV      @100,(RO)+      ;LOAD DELTA X
      MOV      @MINUSX+MAXY,(RO)+ ;LOAD - MAX Y
      DEC      RI      ;FINISHED ?
      BNE     IS      ;BR IF NOT
      MOV      @MINUSX+1,(RO)+ ;GO BACK 1 UNIT
      MOV      @0,(RO)+
      MOV      @INTX,(RO)+
      MOV      @MAXY,(RO)+
      JSR      PC,SETPNT      ;PLOT LAST LINE
      MOV      @MAXY+1/100,RI ;SET ORGIN
      MOV      @INTX+MAXX,(RO)+ ;SETUP COUNT
      MOV      @0,(RO)+      ;LOAD DELTA X MAX
      MOV      @MINUSX+MAXX,(RO)+ ;LOAD DELTA Y = 0
      MOV      @100,(RO)+ ;RETRACE
      DEC      RI      ;LOAD DELTA Y OF 100
      BNE     ZS      ;FINISHED ?
      MOV      @0,(RO)+      ;BR IF NOT
      MOV      @MINUSX+1,(RO)+
      MOV      @INTX+MAXX,(RO)+ ;PLOT LAST LINE
      MOV      @0,(RO)+
      MOV      @0STOP,(RO)+ ;LOAD STOP
      MOV      @0JMP,(RO)+ ;LOAD JUMP
      JMP     @BUFFER,(RO)
      FILE2A
SETPNT: MOV      @POINT!INT4,(RO)+ ;LOAD POINT
      MOV      @0,(RO)+      ; AT X
      MOV      @0,(RO)+      ; AT Y
      MOV      @LONGV,(RO)+ ;LONG VECTOR
      RTS     PC      ;EXIT

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645
646 002274 012737 004000 001046 FILE2A: MOV      #4000,CNTR      ;LOAD COUNTER
647 002302 015737 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 HATCH 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 | FRME2      ;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 002340 104000 FILE3: SCOPE
662 002342 012737 014000 001046 MOV      #14000,CNTR      ;SET UP A COUNTER
663 002344 005737 005556 FILE3A: TST      SWITCH
664 002346 001010 BNE      FILE3B      ;BRANCH IF SUB-TEST
665 002348 004537 005412 JSR      S,MSG      ;DISPLAY TEST
666 002352 000001 |
667 002354 007334 | FRME3      ;FRAME # 3
668 002356 005337 001046 DEC      CNTR      ;DECREMENT COUNTER
669 002358 001366 BNE      FILE3A      ;BRANCH IF NOT COMPLETE
670 002360 000407 BR      FILE4      ;EXIT TO NEXT TEST
671
672
673 002376 004537 005412 FILE3B: JSR      S,MSG      ;DISPLAY TEST
674 002402 000001 |
675 002404 007724 | FRME3A     ;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  #STATSA!SIZE,(0)+
      MOV  #STATSA!ITALO!SYNOFF!GREEN,(0)+
      MOV  #POINT!INT4!LPOFF!BLKOFF!LINEO,(0)+      ;LOAD POINT MPDE
      MOVB #0,(0)+
      MOV  #MAXY-77,(0)+
      MOV  #CHAR,(0)+
      MOV  #17,(0)+
      MOV  #17,(0)+
      MOV  #100,STCHAR      ;LOAD INITIAL CHAR.
      JSR  PC,LOADBF
      MOV  #140,STCHAR      ;LOAD INITIAL LC CHAR
      JSR  PC,LOADBF
      MOV  #40,STCHAR
      JSR  PC,LOADBF
      MOV  #STATSA!ITALO,(RO)+      ;LOAD LINE
      JSR  PC,LOADSP
      JSR  PC,SPACE
      MOV  #STATSA!ITALI,(RO)+      ;LOAD NUMBERS AND PUNCT
      JSR  PC,LOADSP
      JSR  PC,SPACE
      MOV  #DSTOP,(RO)+      ;LOAD LINE
      MOV  #DIMP,(RO)+      ;LOAD NORMAL FONT
      MOV  #BUFFER,(RO)+      ;LOAD SPECIAL CHARS
      JMP  FILE4
LOADSP: MOV  #16,(RO)+      ;INSERT SPACES
      MOV  #0,R2      ;LOAD ITALICS FONT
      MOV  #37,R3      ;LOAD SPECIAL
      LS:  MOV  #2,(RO)+      ;LOAD DSTOP
      28:  INCB R2
      CNP  #17,R2
      BEO  R3
      DEC  R3
      BNE  18
      MOV  #20017,(RO)+
      RTS  PC
LOADBF: MOV  #STATSA!ITALO,(RO)+      ;LOAD NORMAL FONT
      MOV  STCHAR,R2      ;GET STARTING CHAR
      JSR  PC,FILLIT      ;LOAD THE CHARACTERS
      JSR  PC,SPACE
      MOV  #STATSA!ITALI,(RO)+      ;INSERT SPACES
      MOV  STCHAR,R2      ;LOAD ITALICS FONT
      JSR  PC,FILLIT      ;GET STARTING CHARACTER
      JSR  PC,CRLF
      RTS  PC
STCHAR: 0
CRLF:  MOV  #15,(0)+
  
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734 002574 112720 000012      MOVB      #12,(0)+
735 002700 112720 000012      MOVB      #12,(0)+
736 002704 112720 000012      MOVB      #12,(0)+
737 002710 000207      RTS      PC      ;EXIT
738
739 002712 012703 000040      FILLIT:  MOV      #40,R3
740 002716 110220      FILLA:  MOVB      R2,(0)+
741 002720 005202      INC      R2
742 002722 005303      DEC      R3
743 002724 001374      FILLA
744 002726 000207      RTS      7
745
746 002730 012703 000010      SPACE:  MOV      #10,R3
747 002734 112720 000040      IS:     MOVB      #1,(R0)+ ;LOAD A SPACE
748 002740 005303      DEC      R3
749 002742 001374      BNE      IS      ;BR IF NOT DONE
750 002744 000207      RTS      PC      ;EXIT
751
752      ;ACTUAL DISPLAY ROUTINE
753
754 002746 012737 001000 003022  FILE4A: MOV      #1000,10$ ;LOAD A COUNTER
755 002754 012737 001300 012500  4$:     MOV      #MAXY-77,BUFFER+10 ;LOAD STARTING POINT
756 002762 004537 005412      JSR      RS,MSG
757 002766 000001      |
758 002770 012470      BUFFER
759
760 002772 012737 001400 012500      MOV      #400,BUFFER+10
761 002776 004537 005412      JSR      RS,MSG
762 002780 000001      |
763 002784 012470      BUFFER
764
765 003010 005337 003022      DEC      10$ ;FINISHED ?
766 003014 001357      BNE      4$ ;BR IF NOT
767 003016 000137 003024      JMP      FILES ;GO TO NEXT TEST
768
769 003022 000000      10$:    0
770
771      ;EXECUTE DASH LINES AND BLINK
772
773 003024 104000      FILES:  SCOPE
774 003026 004537 005412      JSR      5,MSG ;EXIT TO DISPLAY A FRAME
775 003032 010000
776 003034 010174      FRMS ;USING THE DASH AND BLINK FRAME
  
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```

777
778 ;EXECUTE VECTOR LENGTH TEST <HORIZ>
779
780 003036 104000 FILE6: SCOPE
781 003040 012737 041777 010472 MOV #INTX,MAXX,DELTX6 ;SET UP VERTICAL HEIGHT
782 003046 012737 000010 001036 MOV #10,DSAVE2 ;SET UP TILT
783 003054 012737 000040 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,DELT6
787 003104 004537 005412 JSR 5,MSG ;EXIT TO DISPLAY FRAME
788 003110 000001 |
789 003112 010426 | FRME6 ;VECTOR LENGTH FR.
790 003114 004537 005412 LOOPA2: JSR 5,MSG ;EXIT TO DISPLAY FRAME
791 003120 000001 |
792 003122 010462 | FRME6A ;VECTOR LENGTH FRAME
793 003124 002737 000010 010474 ADD #10,DELT6 ;UPDATE ANGLE
794 003132 005337 001032 DEC DSAVE ;FINISHED ALL THE ANGLES
795 003136 001366 BNE LOA2 ;BR IF NOT
796 003140 005337 001046 LOOPA3: DEC CNTR ;DONE COUNT?
797 003144 001361 BNE LOOPA1 ;BR IF NOT
798 003146 000040 NOP
799 003150 002737 005556 TST SWITCH ;TEST SWITCH
800 003154 001342 BNE LOOPA ;BR IF HALT MOTION
801 003156 005237 001034 INC DSAVE1 ;UPDATE INITIAL ANGLE
802 003162 005337 001036 DEC DSAVE2 ;FINISHED ALL?
803 003166 001335 BNE LOA3 ;BR IF NOT

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;EXECUTE VECTOR LENGTH TEST <VERT>
FILE7: SCOPE
MOV #INTX,DSAVE1 ;SETUP INITIAL X
MOV #MAXY,DELT6 ;SETUP INITIAL Y
MOV #10,DSAVE2 ;SETUP EXECUTION COUNT
LOOPB: MOV #7,CNTR ;SETUP DELAY
LOOPB1: MOV #0,DSAVE
MOV DSAVE1,DELT6 ;EXIT TO DISPLAY FRAME
JSR 5,MSG ;VECTOR LENGTH TEST FRAME
|
| FRME6
LOOPB2: JSR 5,MSG ;EXIT TO DISPLAY FRAME
|
| FRME6A
;VECTOR LENGTH FRAME
ADD #10,DELT6 ;UPDATE ANGLE
DEC DSAVE ;FINISHED ALL THE ANGLES
BNE LOOPB2 ;BR IF NOT
LOOPB3: DEC CNTR ;DONE COUNT?
BNE LOOPB1 ;BR IF NOT
NOP
TST SWITCH ;TEST SWITCH
BNE LOOPB ;BR IF HALT MOTION
INC DSAVE1 ;UPDATE INITIAL ANGLE
DEC DSAVE2 ;FINISHED ALL?
BNE LOOPB ;BR IF NOT

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005412
005412
005556
000001 010506
001400 010506

010550
005412
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005412
005556
000001 010550
001400 010550

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;PHOSPHOR TEST <HORIZONTAL>
FILE10: SCOPE
D7A: CLR DELTX7
      JSR S,MSG      ;EXIT TO DISPLAY A FRAME
      SO
      FRME10
      JSR S,MSG      ;USING THE HORIZ FRAME
                        ;EXIT TO DISPLAY A FRAME
      I
      FRM10
      NOP
      TST SWITCH     ;TEST THE "SWITCH"
      P/E D7A        ;BR IF FREEZE THE MOVEMENT
      F/O #1,DELTX7 ;UPDATE THE X ORIGIN
      CMP #2000,DELTX7 ;TEST IF THE END
      B/E D7A        ;BR IF NOT

;PHOSPHOR TEST <VERTICAL>
FILE11: SCOPE
D7D: CLR DELTY7
      JSR S,MSG      ;EXIT TO DISPLAY A FRAME
      SO
      FRME11
      JSR S,MSG      ;USING THE VERT FRAME
                        ;EXIT TO DISPLAY A FRAME
      I
      FRM10
      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

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;EXIT TO DISPLAY A FRAME
;USING THE HORIZ FRAME
;EXIT TO DISPLAY A FRAME
;USING THE PERIMETER BOX
;TEST THE "SWITCH"
;BR IF FREEZE THE MOVEMENT
;UPDATE THE X ORIGIN
;TEST IF THE END
;BR IF NOT

;EXIT TO DISPLAY A FRAME
;USING THE VERT FRAME
;EXIT TO DISPLAY A FRAME
;USING THE PERIMETER BOX
;TEST THE "SWITCH"
;BR IF FREEZE THE MOVEMENT
;UPDATE THE Y ORIGIN
;TEST IF THE END
;BR IF NOT

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003452 104000
012777 003550 175406
013777 001004 175402
012737 004000 001032
000004 010650
000004 010650
000412
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012737 173400 011250
00753
012737 164000 011250
017737 175000 011262
047737 176000 011262
012777 000001 175252
000137 005430
013777 001072 175254

;INTENSITY LEVEL TEST

FILE12: SCOPE
MOV @TLP, @LPVCT
MOV @Y, @LPVCT1
MOV @X, @SAVE
FLE12A: TST SWITCH
FLE12B: B.S @4, SYN12
FLE12C: JSR S, MSG
FRAME12
MOV @SAVE
FLE12D
MOV @BESTP, RAYLPA
FLE12E
RETLP: MOV @Y, @YLPA
MOV @YPOS, @LPNT
BIC @17000, @LPNT
CMP (SP)+, (SP)+
MOV @1, @OPC
JMP MSGA
FLE12D: MOV @LPVCT1, @LPVCT

;SET UP LIGHT-PEN VECTOR
;SET UP @Y LEVEL
;SET UP A EXECUTION COUNT
;TEST THE "SWITCH"
;IF SET "SYNC"
;ENLIGHTEN CLEAR "SYNC"
;BY P.S.
;SET THE "SYNC"
;EXIT TO DISPLAY FRAME

;USING THE "INTENSITY" FRAME
;FINISHED?
;YES, EXIT
;NO, RESET MESSAGE
;ERR FCK
;LIGHT-PEN HIT
;READ Y POSITION
;MASK THE BITS
;POP THE STACK
;SINGLE STEP THE DISPLAY
;JUMP TO WAIT
;RESET THE LIGHT-PEN VECTOR

;EXECUTE EDGE TEST

FILE13: SCOPE
JSR S, MSG
10000
FRAME13

;EXIT TO DISPLAY FRAME
;USING THE "EDGE" FRAME

;SHORT VECTOR AND RELATIVE POINT TEST

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FILE14: SCOPE

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MOV #BUFFER,RO ;SET UP RO
MOV #POINT(0)+ ;SET UP INITIAL
MOV #240(0)+ ;X POSITION
MOV #MAXY+1/2,(0)+ ;Y POSITION
MOV #SHORTV:INT4:LINED(0)+ ;LOAD "SHORT VECTOR"
JSR PC,LOADVT ;LOAD THE DISPLAY PATTERN
MOV #RELATV,(0)+ ;LOAD "RELATIVE POINT"
JSR PC,LOADVT ;LOAD THE DISPLAY PATTERN
MOV #OSTOP,(0)+ ;LOAD "DISPLAY STOP"
MOV #OJMP,(0)+ ;LOAD "DISPLAY JUMP"
MOV #BUFFER,(0)+ ;TO THE BUFFER ADDRESS
BR FILE14 ;BR TO THE FRAME

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LOADVT: MOV #24,CNTR ;LOAD A COUNTER
LADVT: MOV #INTX+77,(0)+ ;LOAD A DELTA Y
MOV #4177,(0)+ ;LOAD A DELTA X,Y
DEC CNTR ;FINISHED?
BNE LADVT ;BR IF NOT
RTS PC ;EXIT

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FIL14A: MOV #4000,10S ;LOAD COUNTER
IS: MOV #200,FRM14A ;LOAD FIRST OCTAGON
MOV #200,FRM14B ;DISPLAY OCT.
JSR RS,MSG
|
FRME14
MOV #1400,FRM14A ;LOAD SECOND OCTAGON
MOV #200,FRM14B ;DISPLAY 2ND OCT.
JSR RS,MSG
|
FRME14
MOV #1400,FRM14A ;LOAD THIRD OCTAGON
MOV #MAXY-377,FRM14B ;DISPLAY 4TH OCT.
JSR RS,MSG
|
FRME14
MOV #200,FRM14A ;LOAD FOURTH OCTAGON
MOV #MAXY-377,FRM14B ;DISPLAY 4TH OCT.
JSR RS,MSG
|
FRME14
JSR RS,MSG ;DISPLAY BAR
|
BUFFER
DEC 10S ;FINISHED?
BNE IS ;BR IF NOT
JMP FILE15 ;NEXT TEST

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10S: 0

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;GRAPHPLOT X-Y TEST

FILE15: SCOPE

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MOV #BUFFER,RO ;LOAD RO
MOV #JINT!INT7,(0)+ ;LOAD INITIAL POINT
MOV #0,(0)+
MOV #0,(0)+
MOV #STATSA!ITALO!SYNOFF!GREEN,(RO)+ ;RESET THE STATUS A
MOV #STATSB!INCR,(0)+ ;LOAD INITIAL STATUS B
MOV #GRAPHX,(0)+ ;LOAD GRAPH X INST
MOV #40,RS ;LOAD STARTUP COUNT
MOV #0,DSAVE ;LOAD INITIAL PLOT
MOV #20,DSAVE ;UPDATE PLOT POINT
MOV #DSAVE,(0)+ ;SAVE THE POINT
MOV #RS ;FINISHED?
MOV #1 ;BR IF NOT
MOV #DSTOP,(0)+ ;LOAD "DSTOP"
MOV #DJMP,(0)+ ;LOAD "DJMP"
MOV #BUFFER,(0)+ ;LOAD RETURN
MOV #0,DSAVE ;LOAD POINT COUNT
BIC #40,DSAVE ;EN RE "GRAPHX"
TST SWITCH ;TEST SWITCH
RJC DFL15B ;BR IF GRAPHX
RJS #40,DSAVE ;SET GRAPHY
RJS #5,MSG ;EXIT TO DISPLAY A FRAME
;USING THE GENERATED PATTERN
ADD #1,DSAVE ;UPDATE INCREMENT
CMP #STAT_3+200,DSAVE ;TEST IF LAST INCREMENT
BNE DFL15B ;BR IF NOT
MOV #STATSB!INCR,DSAVE ;RELOAD INCREMENT
DEC DSAVE ;FINISHED 10 SEC?
BNE DFL15D ;BR IF NOT

MOV #42,RO
BEQ HERE ;ACT-11/DDP-11
RESET
RESET
LOGICAL: JSR PC,(RO)
NOP
NOP
NOP
NOP
HERE: JMP FILE0
NOP
NOP
NOP

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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 @SRAL, @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!LPOH!LINE0, (R0)+ ;LOAD POINT
1012 004404 012720 010700 MOV @700, (R0)+ ;LOAD X POINT
1013 004410 012720 010474 MOV @474, (R0)+ ;LOAD Y POINT
1014 004414 004737 014556 JSR PC, LOADUP ;LOAD UP THE BUFFER
1015 004420 012720 173400 MOV @DSTOP, (R0)+ ;LOAD DSTOP
1016 004424 012720 160400 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 030460 012374 MOV @30060, FRM168-2 ;PRESET THE READOUT
1020 004446 012737 030460 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 R5, MESH ;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 R5, MESH ;EXIT TO DISPLAY FRAME
1031 004500 000001 1 ;ASCII SUBTITLE
1032 004502 012302 FRM16A
1033
1034 004504 004537 005412 JSR R5, MESH ;EXIT TO DISPLAY FRAME
1035 004510 000001 1 ;BUFFER
1036 004512 012470 BUFFER
1037
1038
1039 004514 005337 001032 DEC @SAVE ;FINISHED ?
1040 004520 001355 BNE 4S ;BR IF NOT MINI-LOOP
1041
1042 004522 005337 001034 DEC @SAVE1 ;FINISHED ?
1043 004526 001317 BNE 1S ;BR IF NOT
1044 004530 000137 004342 JMP FILE16 ;RESTART
1045

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NO2

GT-40/GT-44 WITH VR14 VISUAL DISPLAY TEST MAINDEC-11-DOGTC-B
 DOGTCB.P11

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1091
1092 004760 005001          20$: CLR      R1
1093 004762 005002          CLR      R2
1094 004764 013700 004756  MOV     41$,R0      ;GET X AXIS
1095 004770 162700 000700  SUB     #700,R0      ;GET A BASE ADDRESS
1096 004774 005200          ASR     R0
1097 004776 006200          ASR     R0
1098 005000 001404          BEQ     30$
1099 005002 062701 000070  21$: ADD     #70,R1      ;UPDATE OFFSET
1100 005006 005300          DEC     R0
1101 005010 001374          BNE     21$          ;BR UNTIL DONE
1102
1103 005012 013700 004754  30$: MOV     40$,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     32$
1108 005030 062701 000002  31$: ADD     #2,R1
1109 005034 005300          DEC     R0
1110 005036 001374          BNE     31$
1111 005040 042761 040000 012500 32$: BIC     #INTX,BUFFER+10(R1) ;CLEAR THE BIT
1112 005046 000734          BR      10$
1113
1114          005050 000000          HITCNT: 0
  
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1171
1172
1173
1174
1175
1176
1177
1178
1179
1180
1181
1182
1183
1184
1185
1186
1187
1188
1189
1190
1191
1192
1193
1194
1195
1196
1197
1198
1199
1200
1201
1202
1203
1204
1205
1206
1207
1208
1209
1210
1211
1212
1213
1214
1215

```

```

;UPDATE OCTAL READOUT
KBCHR: BIC      #176000,R3
        JSR     PC,108
        MOV     R4, -(R2)
        JSR     PC,118
        MOV     R4, -(R2)
        JSR     PC,118
        MOV     R4, -(R2)
        JSR     PC,118
        MOV     R4, -(R2)
        JSR     PC,118
        RTS
118:   ROR     R3
        ROR     R3
108:   MOV     R3,R4
        BIC     #177770,R4
        ROR     #50,R4
        RTS
MSG:   MOV     (5)+,COUNT
        MOV     (5)+,FILE
MSGA:  MOV     FILE,20PC
        CLR     @PSW
        WAIT
        TST    KR80
        BNE   MSGA8
        DEC   COUNT
        BEQ   MSGB
        MOV   #1,20PC
        JMP  MSGA
MSGB:  NOP
        TST    KR80
        BNE   MSGA8
        CLR   SWITCH
        BIT   @BIT6,@DISPLAY
        BEQ   MSGA8
        COM   SWITCH
MSGA8: RTS
MSGA8: TST    SWITCH
        BNE   MSGA8
        TST   @XGE
        BEQ   MSGA8
        CLR  SWITCH
        CLR  SWITCH
        CLR  HOLD
        JMP  SCOPEC
COUNT: 000000
FILE:   000000
SWITCH: 0

```

```

:LOAD BITS
:SAVE BITS
:MOVE BITS
:SAVE BITS
:MOVE BITS
:SAVE BITS

```

```

:LOAD R4
:MASK BITS
:MAKE A NUMBER

```

;START DISPLAY

;SINGLE STEP THE DISPLAY

@BIT6 @DISPLAY

```

1216
1217
1218
1219
1220
1221
1222
1223
1224
1225
1226
1227
1228
1229
1230
1231
1232
1233
1234
1235
1236
1237
1238
1239
1240
1241
1242
1243
1244
1245
1246
1247
1248
1249
1250
1251
1252
1253
1254
1255
1256
1257
1258
1259
1260
1261
1262
1263
1264
1265
1266
1267
1268
1269
1270
1271

```

```

FRMO: POINT
0
MAXY-277
STATSA:ITALO!SYNOFF!GREEN
CHAR!INT4!LPOFF!BLKOFF!LINED
.BYTE 17,17
.ASCIIZ /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

```


1373	00000000	00000000	00000000	00000000	00000000
1374	00000000	00000000	00000000	00000000	00000000
1375	00000000	00000000	00000000	00000000	00000000
1376	00000000	00000000	00000000	00000000	00000000
1377	00000000	00000000	00000000	00000000	00000000
1378	00000000	00000000	00000000	00000000	00000000
1379	00000000	00000000	00000000	00000000	00000000
1380	00000000	00000000	00000000	00000000	00000000
1381	00000000	00000000	00000000	00000000	00000000
1382	00000000	00000000	00000000	00000000	00000000
1383	00000000	00000000	00000000	00000000	00000000

.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! ITALD! 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 001177
1386 007172 001377
1387 007174 001000
1388 007200 001377
1389 007202 001000
1390 007204 001000
1391 007206 001000
1392 007210 001000
1393 007212 001000
1394 007214 001000
1395 007216 001000
1396 007218 001000
1397 007220 001000
1398 007222 001000
1399 007224 001000
1400 007226 007140
1401
1402
1403
1404
1405
1406
1407
1408
1409
1410
1411
1412
1413
1414
1415
1416
1417
1418
1419
1420
1421
1422
1423
1424
1425
1426
1427
1428
1429
1430
1431
1432
1433
1434
1435
1436
1437
1438
1439

```

```

MAXY+1/2
INTX+1777
MAXY
INTX+1000
MAXY+1/2
INTX
MAXY
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
DSTOP
DJMP
FRAME1

```

;FILE 2 <ANALOG TUNE-UP TEST >

FRAME2: POINT!INT2!LPOFF!BLKOFF!LINED

```

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 ; +X, -Y
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
FRAME2

```

;OCTAGONS


```

1498
1499
1500
1501
1502
1503
1504
1505
1506
1507
1508
1509
1510
1511
1512
1513
1514
1515
1516
1517
1518
1519
1520
1521
1522
1523
1524
1525
1526
1527
1528
1529
1530
1531
1532
1533
1534
1535
1536
1537
1538
1539
1540
1541
1542
1543
1544
1545
1546
1547
1548
1549
1550
1551

```

```

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
377
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 040377
 1553 007674 040377
 1554 007676 040377
 1555 007700 040377
 1556 007702 040377
 1557 007704 040377
 1558 007706 040377
 1559 007710 040377
 1560 007712 040377
 1561 007714 020377
 1562 007716 177000
 1563 007720 160000
 1564 007722 007334
 1565
 1566
 1567 007724 117124
 1568 007726 001070
 1569 007730 000600
 1570 007732 170052
 1571 000007
 1572 000004
 1573 007734 110000
 1574 007736 040007
 1575 007740 000000
 1576 007742 040000
 1577 007744 040007
 1578 007746 060007
 1579 007750 040000
 1580 007752 040000
 1581 007754 040007
 1582 007756 040004
 1583 007760 020004
 1584
 1585 007762 110000
 1586 007764 040017
 1587 007766 000000
 1588 007770 040000
 1589 007772 040017
 1590 007774 040017
 1591 007776 040000
 1592 010010 040000
 1593 010012 040017
 1594 010014 040007
 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
 DTP
 FRAME3
 ; SQUARES 7,17,37,77,177,377,777 WIDE
 FRAME3A: POINT!INT4!LPOFF!BLKOFF!LINED ; BY 7
 1000
 600
 STATSA!ITALD!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			.LIST	
1609	010036	110000	LONGV	;BY 77 AND 37
1610	010040	040077	INTX+77	
1611	010042	000000	0	
1612	010044	040000	INTX	
1613	010046	000077	77	
1614	010050	060077	INTX!MINUSX+77	
1615	010052	000000	0	
1616	010054	040000	INTX	
1617	010056	020077	MINUSX+77	
1618	010060	020037	MINUSX+37	
1619	010062	020037	MINUSX+37	
1620			.LIST	
1621	010064	110000	LONGV	;BY 177 AND 77
1622	010066	040177	INTX+177	
1623	010070	000000	0	
1624	010072	040000	INTX	
1625	010074	000177	177	
1626	010076	060177	INTX!MINUSX+177	
1627	010100	000000	0	
1628	010102	040000	INTX	
1629	010104	020177	MINUSX+177	
1630	010106	020077	MINUSX+77	
1631	010110	020077	MINUSX+77	
1632			.LIST	
1633	010112	110000	LONGV	;BY 377 AND 177
1634	010114	040377	INTX+377	
1635	010116	000000	0	
1636	010120	040000	INTX	
1637	010122	000377	377	
1638	010124	060377	INTX!MINUSX+377	
1639	010126	000000	0	
1640	010130	040000	INTX	
1641	010132	020377	MINUSX+377	
1642	010134	020177	MINUSX+177	
1643	010136	020177	MINUSX+177	
1644			.LIST	
1645	010140	110000	LONGV	;BY 777 AND 377
1646	010142	040777	INTX+777	
1647	010144	000000	0	
1648	010146	040000	INTX	
1649	010150	020777	777	
1650	010152	020777	INTX!MINUSX+777	
1651	010154	020000	0	
1652	010156	040000	INTX	
1653	010160	020777	MINUSX+777	
1654	010162	020377	MINUSX+377	
1655	010164	020377	MINUSX+377	
1656			.LIST	
1657	010166	173400	DSTOP	
1658	010170	160000	DJMP	
1659	010172	007724	FRME3A	
1660				
1661				
1662				
1663	010174	117000		

;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	110000			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	010252	020040	020040		
1685	010256	110005			LONGV!LINE1
1686	010260	040400			40400
1687	010272	000000			0
1688	010274	000400			400
1689	010276	000000			0
1690	010280	110030			LONGV!BLKON
1691	010282	040400			40400
1692	010284	000000			0
1693	010286	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!LINED

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 001377
 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
 DF110A: LONGV!INT7!LPOFF!BLKOFF!LINEO
 INTX
 MAXY
 2
 0
 INTX
 MINUSY!MAXY
 2
 0
 DSTOP
 DJMP
 DF110A

 ;PHOSPHOR TEST
 FRME11: POINT
 0

1776 010550 000000
 1777 010552 170052
 1778 010554 113724
 1779 010556 041777
 1780 010558 000000
 1781 010560 000000
 1782 010564 000002
 1783 010566 061777
 1784 010570 000000
 1785 010572 000000
 1786 010574 000002
 1787 010576 173400
 1788 010600 160000
 1789 010602 010554
 1790
 1791 010604 117604
 1792 010606 000000
 1793 010610 000000
 1794 010612 110000
 1795 010614 041777
 1796 010616 000000
 1797 010620 040000
 1798 010622 001377
 1799 010624 061777
 1800 010626 000000
 1801 010630 040000
 1802 010632 021377
 1803 010634 173400
 1804 010636 160000
 1805 010640 010604
 1806
 1807
 1808
 1809 010642 114164
 1810 010644 000000
 1811 010646 001200
 1812 010650 170252
 1813 010652 103600
 1814 010654 017
 1815 010656 047111 017 017
 1816 010664 052111 042524 051516
 1817 010672 020040 020131 020067
 1818 010674 110000
 1819 010676 041000
 1820 010700 000000
 1821 010702 130000
 1822 010704 057600
 1823 010706 103400
 1824 010710 015 012 012
 1825 010713 012
 1826 010714 047111 042524 051516
 1827 010722 052111 020131 020066
 1828 010730 020040
 1829 010732 110000
 1830 010734 041000
 1831 010736 000000

DELTY7: 0
 STATSA!ITALO!SYNOFF!GREEN
 DF111C: LONGV!INT7!LPOFF!BLKOFF!LINEO
 INTX!MAXX
 0
 0
 2
 INTX!MINUSX!MAXX
 0
 0
 2
 2
 DSTOP
 DJMP
 DF111C
 FRM10: POINT!INT7!LINEO
 0
 0
 LONGV
 INTX!MAXX
 0
 INTX
 MAXY
 INTX!MINUSX!MAXX
 0
 INTX
 MINUSX!MAXY
 DSTOP
 DJMP
 FRM10
 ;INTENSITY TEST
 FRME12: POINT!LINEO!LPON!BLKOFF
 0
 1200
 SYN12: STATSA!LPLITE!SYNOFF!ITALO!GREEN
 CHAR!INT7
 .BYTE 17,17
 .ASCII /INTENSITY 7 /
 LONGV
 41000
 0
 RELATV
 57600
 CHAR!INT6
 .BYTE 15,12,12,12
 .ASCII /INTENSITY 6 /
 LONGV
 41000
 0

1832	010740	130000			RELATV
1833	010742	057600			57600
1834	010744	103000			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	011022	020040			
1851	011026	041000			LONGV
1852	011030	000000			41000
1853	011034	000000			0
1854	011038	130000			RELATV
1855	011042	057600			57600
1856	011046	102600			CHAR!INT3
1857	011050	015	012	012	.BYTE 15,12,12,12
1858	011054	012			
1859	011058	047111	042524	051516	.ASCII /INTENSITY 3 /
1860	011062	052111	020131	020063	
1861	011066	020040			
1862	011070	041000			LONGV
1863	011074	000000			41000
1864	011078	000000			0
1865	011082	130000			RELATV
1866	011086	057600			57600
1867	011090	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	011156	020040			
1884	011160	110000			LONGV
1885	011162	041000			41000
1886	011164	000000			0
1887	011166	130000			RELATV

1910 0111170 057600
1911 0111172 102000
1912 0111174 011250
1913 0111176 011250
1914 0111178 011250
1915 0111180 047111
1916 0111182 021111
1917 0111184 011250
1918 0111186 041000
1919 0111188 041000
1920 0111190 000000
1921 0111192 000000
1922 0111194 000000
1923 0111196 000000
1924 0111198 000000
1925 0111200 000000
1926 0111202 000000
1927 0111204 000000
1928 0111206 000000
1929 0111208 000000
1930 0111210 000000
1931 0111212 000000
1932 0111214 000000
1933 0111216 000000
1934 0111218 000000
1935 0111220 000000
1936 0111222 000000
1937 0111224 000000
1938 0111226 000000
1939 0111228 000000
1940 0111230 000000
1941 0111232 021377
1942 0111234 114000
1943 0111236 000100
1944 0111238 000300

012 012
042524 051516
020131 020060

044107 020124
020116 044510

017

57600
CHAR!INTO
.BYTE 15,12,12,12
.ASCII /INTENSITY 0 /
LONGV
41000
RELATV
57600
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
DNOP
RAYLPA: DSTOP
DNOP
DNOP
DFI12A: POINT!INT4!LPOFF
1500
LPNT: 1200
CHAR
.ASCIZ /LIGHT PEN HIT/
EVEN
DSTOP
DUMP
FRAME12
;EDGE FILE
FRAME13: POINT!INT4!LPOFF!BLKOFF!LINED
STATSA!ITALO!SYNOFF!GREEN
CHAR
.BYTE 17,17
LONGV
INTX!MAXX
0
INTX
MAXY
INTX!MINUSX!MAXX
0
INTX
MINUSY!MAXY
POINT
100
300

;LEFT SIDE

```

1975 011534 000000
1976 011535 000000
1977 011536 000000
1978 011537 000000
1979 011538 000000
1980 011539 000000
1981 011540 000000
1982 011541 000000
1983 011542 000000
1984 011543 000000
1985 011544 000000
1986 011545 000000
1987 011546 000000
1988 011547 000000
1989 011548 000000
1990 011549 000000
1991 011550 000000
1992 011551 000000
1993 011552 000000
1994 011553 000000
1995 011554 000000
1996 011555 000000
1997 011556 000000
1998 011557 000000
1999 011558 000000
2000 011559 000000

```

101

```

LONGV
INTX
400
INTX!MINUSX+200
0
INTX
MINUSY+400
INTX+200
0
POINT
200 ;TOP SIDE
MAXY+1-100
LONGV
INTX+400
0
INTX
200
INTX!MINUSX+400
0
INTX
MINUSY+200 ;RIGHT SIDE
POINT
1700
MAXY+1-300
LONGV
INTX
MINUSY+400
INTX+200
0
INTX
400
INTX!MINUSX+200
0
POINT
1600 ;BOTTOM SIDE
100
LONGV
INTX!MINUSX+400
0
INTX
MINUSY+200
INTX+400
0
INTX
200
POINT
MAXX
400
LONGV
20
0
CHAR
.BYTE 15,101 ;"CR" AND AN "A"
POINT
0
500

```

00000000	0111	110000
00000001	0111	020012
00000002	0111	000000
00000003	0111	100000
00000004	0111	000000
00000005	0111	164000
00000006	0111	164000
00000007	0111	164000
00000008	0111	164000
00000009	0111	164000
0000000A	0111	164000
0000000B	0111	164000
0000000C	0111	164000
0000000D	0111	160000
0000000E	0111	011312

102

```

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

```

```

011713 170052
011714 160000
011715 160000
011716 160000
011717 160000
011718 160000
011719 160000
011720 160000
011721 160000
011722 160000
011723 160000
011724 160000
011725 160000
011726 160000
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011800 160000
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011911 160000
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011914 160000
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011918 160000
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011962 160000
011963 160000
011964 160000
011965 160000
011966 160000
011967 160000
011968 160000
011969 160000
011970 160000
011971 160000
011972 160000
011973 160000
011974 160000
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011986 160000
011987 160000
011988 160000
011989 160000
011990 160000
011991 160000
011992 160000
011993 160000
011994 160000
011995 160000
011996 160000
011997 160000
011998 160000
011999 160000
012000 160000

```

```

FRAME14: STATSA!ITALO!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
FRAME14

```



```

2170 012300 011714
2171
2172 012302 117724
2173 012 74 000000
2174 012 001200
2175 012310 17 20
2176 012312 10 20
2177 012314 017
2178 012316 044 017
2179 012318 044 017
2180 012320 044 017
2181 012322 044 017
2182 012324 044 017
2183 012326 044 017
2184 012328 044 017
2185 012330 044 017
2186 012332 044 017
2187 012334 044 017
2188 012336 044 017
2189 012338 044 017
2190 012340 044 017
2191 012342 044 017
2192 012344 044 017
2193 012346 044 017
2194 012348 044 017
2195 012350 044 017
2196 012352 044 017
2197 012354 044 017
2198 012356 044 017
2199 012358 044 017
2200 012400 044 017
2201 012402 044 017
2202 012404 044 017
2203 012406 044 017
2204 012408 044 017
2205 012410 044 017
2206 012412 044 017
2207 012414 044 017
2208 012416 044 017
2209 012418 044 017
2210 012420 044 017

```

```

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
.ASCII /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	000000	1119*	1121						
ECHOB	000316	1155	1160*						
ECHOC	005166	1133*	1129	1159	1162				
FILE	005554	1187*	1103	1214*					
FILED	002050	460	534	595*	998				
FILE1	000000	461	602*						
FILE10	000000	468	834*						
FILE11	003376	469	851*						
FILE12	003452	470	839*						
FILE13	003614	471	896*						
FILE14	003026	472	903*						
FILE15	004106	473	950	956*					
FILE16	004343	474	1005*	1014					
FILE17	005052	475	1117*	1150					
FILE2	002074	462	605*						
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	000716	740*	743						
FILLIT	000012	723	727	739*					
FIL14A	003734	915	974*						
FLE11A	003476	873*	874						
FLE11B	003514	874	877*						
FLE12C	003522	876	878*						
FLE12D	000006	892	891*						
FF 10	000000	503	1217*	1370					
FF 11	000000	615	1372*	1400					
FF E10	010004	808	1755*						
FF E11	010544	855	1774*						
FF E12	010642	800	1809*	1922					
FF E13	011312	839	1976*	2011					
FF E14	011566	929	934	939	944	2015*	2057		
FF E16	011714	1027	2059*	2170					
FF E17	012404	1135	2191*						
FF E2	007230	656	1404*	1437					
FF E3	007334	668	1441*	1564					
FF E3A	007724	675	1567*	1659					
FF E4	010174	776	1663*	1724					
FF E5	010006	789	816	1728*					
FR 16A	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 002564	1014	1054#													
LOADVT 003706	909	911	917#												
LOGICA 004316	993#														
LOKRS 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#														
LOC 3 002214	811#	827	830												
LOC 1 002214	812#	824													
LOC 2 002214	817#	822													
LOC 3 002214	823#														
LOC 4 001777	381	479#	498												
LOC 5 001777	485#	489#	491												
LE X= 0	592#														
LPL1E= 0	592#	1812													
LPOFF = 000100	592#	687	1221	1374	1404	1441	1507	1732	1759	1778	1912	1926	2016		
	2059	2172	2191												
LFON = 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													
MSG 005412	596	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#											
MSGA 005430	890	1076	1189#	1196											
MSGAA 005444	1193#	126	1208												
MSGAB 005516	1192	1205#													
MSGB 005464	1194	1197#													
MSGBA 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#		

CLEAR	593	1220	1372	1407	1444	1570	1731	1758	1777	1929	2062	2175	2194
DELP	416	119	1083	1195									
OCTGN	2014	2020	2032	2044									
OCTGON	1445	1465	1475	1505	1525	1545							
SQUARE	1571	1573	1585	1597	1609	1621	1633	1645					

ROB	513	519	793	820	845	862	967	982	1099	1108	1183						
ROR	515	519	1105	1106	715	882	977	990	1069	1098	1107	1194	1202	1208			
RSR	515	519	1105	1106	715	882	977	990	1069	1098	1107	1194	1202	1208			
RTS	552	644	719	729	737	744	1142	922	1052	1061	1177	1184	1204				
SUB	557	553	1095	1104	647	664	799	826	843	860	873	976	1022	1068	1136	1154	
TST	437	445	554	647	664	799	826	843	860	873	976	1022	1068	1136	1154		
WAIT	1191	1198	1205	1207	1207	1207	1207	1207	1207	1207	1207	1207	1207	1207	1207	1207	1207
ASCII	1233	1237	1241	1247	1259	1265	1272	1278	1289	1299	1306	1313	1322	1327	1335		
NOVB	562	691	692	709	712	733	734	735	736	740	747	1124	1125	1126	1127		
NOP	447	449	455	457	500	501	502	504	505	506	798	825	842	859	994		
RESET	991	992	997	999	1000	1001	1197										
ROR	1178	1179	1180														
RTS	450	558	575	579	581	595	1142										
SUB	557	553	1095	1104	647	664	799	826	843	860	873	976	1022	1068	1136	1154	
TST	437	445	554	647	664	799	826	843	860	873	976	1022	1068	1136	1154		
WAIT	1191	1198	1205	1207	1207	1207	1207	1207	1207	1207	1207	1207	1207	1207	1207	1207	1207
ASCII	1233	1237	1241	1247	1259	1265	1272	1278	1289	1299	1306	1313	1322	1327	1335		
	1340	1346	1352	1670	1683	1696	1709	1815	1826	1837	1848	1859	1870	1881	1892		

GT-40/GT-44 WITH VR14 VISUAL DISPLAY TEST MAINDEC-11-DOGTC-8
DOGTCB.P11 CROSS REFERENCE TABLE -- PLACEMENT SYMBOLS

	2065	2070	2071	2073	2074	2178	2183	2202						
.ASCIZ	1273	1359	1916	2197										
.BYTE	1354	1272	1275	1240	1246	1258	1264	1271	1277	1288	1298	1305	1312	1321
	1879	1309	1305	1301	1303	1669	1681	1694	1707	1814	1824	1835	1846	1857
.ENABL	360		1931	1926	2004	2064	2069	2072	2177	2182	2196	2201	2204	2206
.END	2210													
.EVEN	1367	1919												
.LIST	1	356	362	378	592	1584	1596	1608	1620	1632	1644	1656		
.MACR	418													
.MACRO	593	1445	1571	2014										
.MLIST	1	356	363	378	592	1584	1596	1608	1620	1632	1644	1656		
.REM	1													
.REPT	378	1573	2082	2119										
.TITLE	361													
.WORD	381	385												

ERRORS DETECTED: 0
DEFAULT GLOBALS GENERATED: 0

*, DOGTCB.SEB/SOL/CRF/PAGNUM=DOGTCB
RUN-TIME: 6 12 3 SECONDS
R +TIME RATIO: 82/21=3.7
CORE USED: 8K (15 PAGES)

F05

Special printing 7 Records, 20 100, 100 disk packs, 2 disk units, 25 10000

