

TA11

DATA RELIABILITY
MD-11-DZTAE-B

EP-DZTAE-B-DL-A
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This microfiche card contains a grid of frames on the left side, which are organized into approximately 10 columns and 15 rows. Each frame contains a small, high-contrast image or data set, likely representing a specific data point or a small table. The right side of the card is a large, mostly blank area, possibly reserved for additional information or serving as a placeholder for a larger image or document page. The overall appearance is that of a standard microfiche card used for data storage and retrieval.

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1. ABSTRACT

THIS PROGRAM COLLECTS STATISTICAL INFORMATION PERTAINING TO THE DATA RELIABILITY OF THE TA11/TU60 WHEN RUN FOR EXTENDED PERIODS OF TIME. IT USES A NUMBER OF DIFFERENT PARAMETERS CONTROLLING THE DATA PATTERNS, THE NUMBER OF BYTES PER BLOCK (RECORD) AND THE NUMBER OF BLOCKS PER FILE.

2. REQUIREMENTS

2.1 EQUIPMENT

PDP-11 COMPUTER WITH OR WITHOUT HARDWARE SWITCH REGISTER WITH CONSOLE TELETYPE, AND A TA11 CASSETTE

2.2 STORAGE

THIS PROGRAM REQUIRES APPROX. 4K STORAGE.

2.3 PRELIMINARY PROGRAMS

MAINDEC-11-DZTAA
MAINDEC-11-DZTAB
MAINDEC-11-DZTAC
MAINDEC-11-DZTAD

3. LOADING PROCEDURE

USE STANDARD PROCEDURE FOR LOADING .ABS TAPES OR A CASSETTE TAPE.

4. STARTING PROCEDURE

4.1 CONTROL SWITCH SETTINGS

SEE 5.1.

4.2 STARTING ADDRESSES

200 NORMAL STARTING ADDRESS
204 SELECT DRIVE(S) BEFORE STARTING TEST
210 SELECT DRIVE(S) AND ADDRESSES BEFORE STARTING TEST

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4.3 PROGRAM & OPERATOR ACTION

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1. LOAD PROGRAM INTO MEMORY (SEE SECTION 3.)
 2. LOAD A WRITE ENABLED CASSETTE IN BOTH DRIVES
 3. LOAD ADDRESS 200.
 4. SET SWITCHES (SEE SECTION 4.1)
 5. PRESS START.

*** NOTE: IF USING THE SOFTWARE SWITCH REGISTER THE PROGRAM WILL TYPE "SWR=XXXXXX NEW=" AFTER TYPING THE NAME OF THE PROGRAM.

4.3.1 DRIVE SELECTION

STARTING THE PROGRAM AT 200 WILL RESULT IN AUTOMATIC SELECTION OF DRIVES "A" AND "B" TO BE TESTED.

STARTING THE PROGRAM AT 204 OR 210 ALLOWS THE OPERATOR TO SELECT THE DRIVE(S) TO BE TESTED.

THE PROGRAM WILL TYPE "DRIVE(S)?".

EITHER OR BOTH DRIVES CAN BE SELECTED BY TYPING "A" AND/OR "B" FOLLOWED BY A CARRIAGE RETURN.

4.3.1.1 DRIVE SELECTION EXAMPLES

DRIVE(S)? A,B	:DRIVES A AND B SELECTED
DRIVE(S)? AB	:DRIVES A AND B SELECTED
DRIVE(S)? B,A	:DRIVES B AND A SELECTED
DRIVE(S)? B	:DRIVE B SELECTED
DRIVE(S)? SB?	:DRIVE S IS IMPOSSIBLE
DRIVE(S)?	:ASK FOR DRIVE

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4.3.2 ADDRESS SELECTION

STARTING THE PROGRAM AT 210 ALLOWS THE OPERATOR TO CHANGE THE "CONTROL AND STATUS" AND "DATA BUFFER" REGISTER ADDRESSES, THE VECTOR ADDRESS AND THE PRIORITY LEVEL.

THE PROGRAM WILL ASK FOR THE DRIVES TO BE TESTED AS PER 4.3.1. AFTER THE DRIVES HAVE BEEN SELECTED IT WILL ASK FOR:

1. BUS ADDRESS OF THE CONTROL AND STATUS REGISTER (TACS)
2. VECTOR ADDRESS
3. PRIORITY LEVEL

AND THE OPERATOR MUST RESPOND WITH THE DESIRED PARAMETER OR A CARRIAGE RETURN (WHICH IMPLIES LEAVE AS IS). WHEN ALL PARAMETERS HAVE BEEN DEFINED THE PROGRAM WILL TYPE THEM BACK OUT AND ASK IF THEY ARE OK AT WHICH TIME THE OPERATOR RESPONDES WITH A "Y" OR A "CARRIAGE RETURN" FOR "YES" ANYTHING ELSE IS A "NO".

4.3.2.1 ADDRESS SELECTION EXAMPLES

DRIVES(S) A
TACS? 177500
VECTOR? 260
PRIORITY? 6
TACS=177500 TADB=177502 VECTOR=000260 PRIORITY=000300
OK?

DRIVES(S) A,B
TACS? 470
VECTOR?
PRIORITY?
TACS=177470 TADB=177472 VECTOR=000260 PRIORITY=000300
OK?

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5. OPERATING PROCEDURE

5.1 OPERATIONAL SWITCH SETTINGS

IF THE DIAGNOSTIC IS RUN ON A CPU WITHOUT A SWITCH REGISTER THEN A SOFTWARE SWITCH REGISTER IS USED WHICH ALLOWS THE USER THE SAME SWITCH OPTIONS AS THE HARDWARE SWITCH REGISTER. IF THE HARDWARE SWITCH REGISTER DOES NOT EXIST OR IF ONE DOES AND IT CONTAINS ALL ONES (177777) THEN THE SOFTWARE SWITCH REGISTER (LOC. 176) IS USED.

CONTROL:

THIS PROGRAM ALSO SUPPORTS THE DYNAMIC LOADING OF THE SOFTWARE SWITCH REGISTER (LOC. 176) FROM THE TTY. THIS CAN BE ACCOMPLISHED BY DOING THE FOLLOWING:

- 1) TYPE CONTROL G (<↑G>); THIS WILL ALLOW THE TTY TO ENTER DATA INTO LOC. 176 AT SELECTED POINTS WITHIN THE PROGRAM.
- 2) THE MACHINE WILL THEN TYPE: SWR=XXXXXXNEW= (XXXXXX IS THE OCTAL CONTENTS OF THE SOFTWARE SWITCH REGISTER.)
- 3) AFTER THE ''NEW=''' HAS BEEN TYPED THEN THE OPERATOR CAN DO ONE OF THE FOLLOWING AT THE TTY:
 - A) TYPE A NUMBER TO BE LOADED INTO LOC. 176 FOLLOWED BY A <CR>. (ONLY NUMBERS BETWEEN 0-7 WILL BE ACCEPTED AND ONLY 6 NUMBERS WILL BE ALLOWED) IF A <CR> IS THE FIRST KEY DEPRESSED THE SOFTWARE SWITCH REGISTER CONTENTS WILL NOT BE CHANGED.
 - B) IF A CONTROL U (<↑U>) IS DEPRESSED THEN THE PROGRAM WILL SEND YOU BACK TO STEP 2.

WITH SW<15:10>=0 THE PROGRAM WILL PRINT OUT ON ERRORS AND CONTINUE IN TEST. THE SWITCH SETTINGS ARE:

- SW<15>=1...HALT ON ERROR
- SW<14>=1...LOOP ON TEST
- SW<13>=1...INHIBIT ERROR TYPEOUTS
- SW<10>=1...RING BELL ON ERROR
- SW<09>=1...HALT AFTER NEXT "END-OF-TEST" TYPEOUT
- SW<08>=1...AT NEXT "END-OF-TAPE" (EOT) GO TO "END-OF-TEST"
- SW<07>=1...PERFORM PASS AS PER SWR<1:0>
 - SWR<1:0>=00=FORMAT
 - SWR<1:0>=01=READ ONLY
 - SWR<1:0>=10=WRITE ONLY
 - SWR<1:0>=11=READ ONLY

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5.2 SUBROUTINE ABSTRACTS

5.2.1 SCOPE

THIS SUBROUTINE CALL (VIA AN IOT INSTRUCTION) IS PLACED AT AN OPTIMUM POSITION IN THE INSTRUCTION SECTION OF THE "FORMAT", "READONLY" AND "WRITEONLY" CODE.

IF SWR<14>=1 THE PROGRAM WILL LOOP THROUGH A SPECIFIC SEQUENCE DEPENDING ON THE TYPE OF PASS BEING PERFORMED.
*** THIS ROUTINE SUPPORTS THE S/W SWITCH REG FUNCTIONS

5.2.1.1 FORMAT PASS SCOPE LOOP

1. SETUP FOR A WRITE
2. WRITE
3. BACKSPACE BLOCK GAP
4. SETUP FOR A READ
5. READ
6. REPEAT STEPS 1-5 UNTIL "EOT"

5.2.1.2 READONLY PASS SCOPE LOOP

1. SETUP FOR READ
2. READ
3. CHECK FOR SYNC & DATA ERROR
4. BACK SPACE BLOCK GAP
5. REPEAT STEPS 2-4 INDEFINITELY

5.2.1.3 WRITEONLY PASS SCOPE LOOP

1. SETUP FOR WRITE
2. WRITE
3. REPEAT STEP 2 UNTIL "EOT"

5.2.2 TRAPCATCHER

A ".+2" - "HALT" SEQUENCE IS REPEATED FROM LOC. 0 TO LOC. 776 TO CATCH ANY UNEXPECTED TRAPS. THUS, ANY UNEXPECTED TRAPS WILL HALT AT THE DEVICE TRAP VECTOR +2.

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5.2.3 ERROR

THIS SUBROUTINE CALL (VIA A EMT INSTRUCTION) IS USED TO REPORT ALL ERRORS. (REFER TO 6.)

5.2.4 TRAP

A NUMBER OF SUBROUTINES ARE CALLED BY THE TRAP INSTRUCTION. FOLLOWING IS THE CALLS USED AND THE STARTING ADDRESS OF THE ROUTINE.

5.2.4.1 TYPE (\$TYPE)

TYPE AN ASCIZ STRING ON THE TTY

5.2.4.2 RDCHR(\$RDCHR)

READ A SINGLE ASCII CHARACTER FROM THE TTY

5.2.4.3 RDLIN(\$RDLIN)

READ AN ASCII STRING FROM THE TTY

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4015.2.6 THE FOLLOWING SUBROUTINES ARE CALLED BY A 'JSR'.

5.2.6.1 A2OCT

THIS ROUTINE CHANGES AN ASCII STRING TO AN OCTAL NUMBER.

5.2.6.2 ASKDRV

THIS ROUTINE IS USED TO ASK THE OPERATOR WHICH DRIVE(S)
ARE TO BE TESTED

5.2.6.3 ASKADR

THIS ROUTINE IS USED TO INPUT THE ADDRESSES OF THE "TACS"
AND THE VECTOR TO USE.

5.2.6.4 TYPERR

THIS ROUTINE IS USED TO TYPE OUT THE "ERROR" DATA

5.2.6.5 CSRERR

THIS ROUTINE IS USED WHEN AN ERROR
IS DETECTED. IT WILL EXAMINE THE
"CONTROL AND STATUS" REGISTER TO
DETERMINE THE TYPE OF ERROR AND
TAKE THE APPROPRIATE ACTION.

5.2.6.6 SETUPW

THIS ROUTINE IS USED TO SETUP THE
PARAMETER BLOCK AND THE WRITE
BUFFER BEFORE STARTING A "WRITE" FUNCTION

5.2.6.7 FILL

USE TO FILL THE WRITE BUFFER
WITH A DATA PATTERN.

5.2.6.8 SETUPR

THIS ROUTINE IS USED TO SETUP THE
PARAMETER BLOCK BEFORE DOING A
"READ" FUNCTION.

5.2.6.9 SYNCK

THIS ROUTINE IS CALLED AFTER
PERFORMING A "READ".
IT CHECKS THE FIRST FOUR BYTES
OF THE DATA TO INSURE THAT THEY
CONTAIN THE PROPER FILE AND
BLOCK NUMBERS.

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5.2.6.10 DATCMP

THIS ROUTINE IS USED TO CHECK THE
DATA IN THE READ BUFFER TO INSURE
IT IS CORRECT.

5.2.6.11 CNTSFT

THIS ROUTINE IS USED TO
COUNT SOFT DATA ERRORS

5.2.6.12 CNTHRD

THIS ROUTINE IS USED TO
COUNT HARD DATA ERRORS

5.2.6.13 SAVRGI OR SAVREG

ROUTINE TO SAVE ALL THE REGISTERS

5.2.6.14 CASSETTE PRIMITIVE

THIS IS THE CASSETTE DRIVER

5.2.6.15 CASINT

CASSETTE INTERRUPT HANDLER

5.2.6.16 DBCD

CHANGES A DOUBLE LENGTH BINARY
NUMBER TO A DECIMAL ASCIZ STRING

5.2.6.17 SBCD

CHANGES A SINGLE LENGTH BINARY
NUMBER TO A DECIMAL ASCIZ STRING.

5.2.6.18 SUPRES

TYPES A DECIMAL ASCII STRING
SUPPRESSING LEADING ZEROS.

5.2.6.19 TYPF

USED TO TYPE THE ASCIZ STRING
IMMEDIATELY FOLLOWING THE CALL.

5.2.6.20 TPDRV

TYPES THE DRIVE TO BE TESTED

5.2.6.21 EXAM

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DZTAEB.P11

MAINDEC-11-DZTAE-B

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THIS ROUTINE EXAMINES THE SELECTED DRIVES
TO INSURE THEY ARE AVAILABLE FOR TESTING.

5.2.6.22 \$B2OCT

TYPES AN OCTAL NUMBER

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6. ERRORS

THERE ARE A NUMBER OF ERRORS THAT CAN OCCUR IN THIS PROGRAM. WHEN AN ERROR IS ENCOUNTERED THE CALL TO THE ERROR(ERROR) ROUTINE IS MADE AND IF SW<13> IS NOT SET AN ERROR MESSAGE PERTAINING TO THE ERROR WILL BE TYPED. EACH ERROR TYPE OUT WILL CONTAIN THE FOLLOWING:

1. AN ERROR MESSAGE
2. A DATA HEADER
3. A DATA STRING

REFER TO THE LISTING UNDER \$ERRTB FOR THE DIFFERENT ERRORS THAT CAN OCCUR.

6.1 ERROR TYPES

THE ERRORS THAT OCCUR IN THIS PROGRAM FALL INTO THREE (3) CATEGORIES DEFINED AND EXPLAINED AS FOLLOWS:

6.1.1 PRETEST ERROR

THESE ERRORS WILL BE DETECTED BEFORE TRYING TO TEST THE DATA RELIABILITY OF THE TA11/TU60.

6.1.2 NON-FATAL ERROR

THESE ERRORS WILL BE DUE TO "CRC" OR "DATA" FAILURES WHICH WILL BE REPORTED AS THEY OCCUR. AFTER REPORTING THE ERROR THE PROGRAM WILL CONTINUE TESTING.

6.1.3 FATAL ERROR

THIS TYPE OF ERROR WILL BE THE RESULT OF ANY KIND OF ERROR THAT CAUSES THE PROGRAM TO LOSE TRACK OF THE TAPE POSITION, OR THE MAXIMUM NUMBER OF DATA ERRORS HAVE OCCURRED.

THIS ERROR WILL BE REPORTED WHEN IT OCCURS, THEN THE PROGRAM WILL ABORT THE TEST AND GO TO THE "END-OF-TEST" TYPEOUT.

6.2 DATA ERRORS

THERE ARE TWO TYPES OF DATA ERRORS THAT CAN OCCUR WHICH ARE DEFINED AND EXPLAINED AS FOLLOWS:

6.2.1 SOFT ERROR

A SOFT ERROR IS BY DEFINITION ANY "CRC" OR "READ DATA" ERROR THAT OCCURS WHILE READING A BLOCK OF DATA. A SOFT ERROR WILL INVOKE A REREAD OF THE BLOCK.

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6.2.2 HARD ERROR

A HARD ERROR IS DEFINED AS ANY
"CRC" OR "READ DATA" ERROR THAT OCCURS
ON THE INITIAL READ OF A BLOCK
OF DATA AND CAN NOT BE READ
CORRECTLY WITHIN THREE (3) RETRYS.

6.3 ERROR RECOVERY

6.3.1 PRETEST ERROR

WHEN THIS TYPE OF ERROR OCCURS IT WILL BE REPORTED. THEN DEPENDING
ON HOW THE PROGRAM WAS STARTED IT WILL ASK FOR THE DRIVES AND
ADDRESSES FOR TESTING OR RETURN TO MONITOR.

6.3.2 NON-FATAL ERROR

WHEN THIS TYPE OF ERROR OCCURS IT WILL BE REPORTED AND
THE PROGRAM WILL CONTINUE IN TEST.

6.3.3 FATAL ERROR

WHEN THIS TYPE OF ERROR OCCURS IT WILL BE REPORTED. THE
PROGRAM WILL ABORT THE TEST AND GO TO THE "END-OF-TEST" TYPEOUT.

7. RESTRICTIONS

BEFORE STARTING THE PROGRAM THE OPERATOR MUST INSURE THAT A
CASSETTE IS LOADED AND WRITE ENABLED IN THE DRIVE(S)
TO BE TESTED.

8. MISCELLANEOUS

8.1 EXECUTION TIME

TESTING THE TA11/TU60 TO SPECIFICATION TAKES APPROXIMATELY
2 HOURS 30 MINUTES WITH EACH DRIVE TAKING 75 MINUTES.

8.2 STACK POINTER

STACK IS INITIALLY SET TO 1100.

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8.3 END OF TEST

WITH ALL SWITCHES ON A "0" THE END OF TEST TYPEOUT WILL OCCUR WHEN THE PROGRAM COMPLETES 18 TAPE PASSES FROM "BOT" TO "EOT" ON THE DRIVE UNDER TEST OR A FATAL ERROR OCCURS.

8.3.1 EXAMPLE OF AN END-OF TEST TYPEOUT

*** END-OF-TEST ***
SOFT ERRORS=0
HARD ERRORS=0
BYTES READ=1471488
BYTES WRITTEN=369000
TAPE PASSES=18
FILES/PASS=12
BLOCKS/FILE=16

8.4 DRIVE COMPATIBILITY

THE COMPATIBILITY BETWEEN DRIVES CAN BE TESTED BY DOING A "FORMAT" PASS ON ONE DRIVE AND THEN READING IT ON ANOTHER DRIVE.

8.4.1 DRIVE COMPATIBILITY PROCEDURE EXAMPLE #1

THIS EXAMPLE FORMATS ON DRIVE A AND READS FROM DRIVE B

8.4.1.1 "FORMAT" DRIVE "A"

1. PLACE A WRITE ENABLED TAPE IN DRIVE "A"
2. INSURE DRIVE "B" IS EMPTY
3. LOAD ADDRESS 200
4. SET SW09 AND SW08 TO "1" ALL OTHERS TO "0"
5. PRESS START
6. PROGRAM WILL PERFORM A "FORMAT" PASS ON DRIVE "A", TYPE "END-OF-TEST" STATISTICS AND HALT

8.4.1.2 "READ" DRIVE "B"

1. REMOVE THE TAPE FROM DRIVE "A" AND PLACE IT IN DRIVE "B"
2. LOAD ADDRESS 200
3. SET SW09, SW08, SW07 AND SW00 TO A "1" ALL OTHERS TO A "0"
4. PRESS START
5. PROGRAM WILL PERFORM A "READONLY" PASS ON DRIVE "B", TYPE "END-OF-TEST" STATISTICS AND HALT.

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9.4.2 DRIVE COMPATIBILITY PROCEDURE EXAMPLE #2

THIS EXAMPLE READS KNOWN GOOD TAPE(S)

8.4.2.1 "READ"

1. PLACE THE KNOWN GOOD TAPE(S) IN THE DRIVE(S) TO BE TESTED. (NOTE: IT MIGHT BE WISE TO HAVE THE TAPE(S) WRITE LOCKED.)
2. LOAD ADDRESS 200
3. SET SW08, SW07 AND SW00 TO A "1" ALL OTHERS TO A "0"
4. PRESS START
5. PROGRAM WILL PERFORM A "READONLY" PASS AND TYPE "END-OF-TEST" STATISTICS ON DRIVE(S) TO BE TESTED.

8.5 DATA FORMAT

THE DATA FORMAT USED IN THIS PROGRAM WILL RESULT IN APPROXIMATELY ELEVEN (11) FILES OF 8192 BYTES TO BE WRITTEN ON TAPE.

8.5.1 FILE STRUCTURE

EACH FILE WILL CONSIST OF SIXTEEN (16) BLOCKS OF DATA, WITH EACH BLOCK CONTAINING AN UNIQUE DATA PATTERN.

8.5.2 BLOCK STRUCTURE

EACH BLOCK WILL HAVE AN "ID" CODE AS THE FIRST FOUR (4) BYTES OF DATA. THIS "ID" WILL BE THE FILE NUMBER AND BLOCK NUMBER AND THEIR COMPLEMENTS. THE DATA FOLLOWING THE "ID" IS A PATTERN THAT REPEATS ITSELF EVERY EIGHT (8) BYTES FOR THE LENGTH OF THE BLOCK.

8.5.3 BLOCK SIZE AND PATTERN

BLOCK NUMBER	BLOCK SIZE	BLOCK PATTERN
-----	-----	-----
0	1024	314 063 314 063 146 231 146 231
1	512	314 231 063 146

D02

TA11 DATA RELIABILITY
DZTAEB.P11

MAINDEC-11-DZTAE-B

MACY11 27(732)

25-SEP-76

11:17

PAGE 17

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675
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146

8.5.3 (CONT.)

	BLOCK NUMBER	BLOCK SIZE	BLOCK PATTERN
	-----	-----	-----
679			
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681			
682			
683			
684			
685			
686	2	1024	001
687			002
688			004
689			010
690			020
691			040
692			100
693			200
694			
695	3	256	177
696			277
697			337
698			357
699			367
700			373
701			375
702			376
703			
704	4	1024	252
705			125
706			252
707			125
708			252
709			125
710			252
711			125
712			
713	5	128	000
714			111
715			222
716			333
717			044
718			155
719			266
720			377
721			
722	6	1024	000
723			044
724			111
725			155
726			222
727			266
728			333
729			377
730			

8.5.3 (CONT.)

	<u>BLOCK NUMBER</u>	<u>BLOCK SIZE</u>	<u>BLOCK PATTERN</u>
731			
732			
733			
734			
735			
736			
737			
738	7	64	000
739			222
740			044
741			266
742			111
743			333
744			155
745			377
746			
747	8	1024	001
748			003
749			007
750			017
751			037
752			077
753			177
754			377
755			
756	9	32	376
757			374
758			370
759			360
760			340
761			300
762			200
763			000
764			
765	10	128	001
766			376
767			002
768			375
769			004
770			373
771			010
772			367
773			
774	11	256	020
775			357
776			040
777			337
778			100
779			277
780			200
781			177
782			

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8.5.3 (CONT.)

<u>BLOCK NUMBER</u>	<u>BLOCK SIZE</u>	<u>BLOCK PATTERN</u>
12	512	000 000 000 000 000 000 000
13	1024	377 377 377 377 377 377
14	32	000 377 000 377 000 377
15	128	017 360 207 170 303 074 341 036

8.6 TEST TYPEOUT

THE FOLLOWING EXAMPLE SHOWS A TYPICAL TYPEOUT WHERE BOTH DRIVES WERE TESTED AND NO ERRORS OCCURRED.

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MAINDEC-11-DZTAE-A

DRIVE A AND DRIVE B WILL BE TESTED

*** FORMAT *** DRIVE A
*** READ *** DRIVE A
*** READ *** DRIVE A
*** READ *** DRIVE A
*** WRITE *** DRIVE A
*** READ *** DRIVE A
*** READ *** DRIVE A
*** READ *** DRIVE A
*** READ *** DRIVE A
*** FORMAT *** DRIVE A
*** READ *** DRIVE A
*** READ *** DRIVE A
*** READ *** DRIVE A
*** WRITE *** DRIVE A
*** READ *** DRIVE A
*** READ *** DRIVE A
*** READ *** DRIVE A
*** READ *** DRIVE A

*** END-OF-TEST ***

SOFT ERRORS=0
HARD ERRORS=0
BYTES READ=1476608
BYTES WRITTEN=370209
TAPE PASSES=18
FILES/PASS=12
BLOCKS/FILE=16

*** FORMAT *** DRIVE B
*** READ *** DRIVE B
*** READ *** DRIVE B
*** READ *** DRIVE B
*** WRITE *** DRIVE B
*** READ *** DRIVE B
*** READ *** DRIVE B
*** READ *** DRIVE B
*** READ *** DRIVE B
*** READ *** DRIVE B
*** FORMAT *** DRIVE B
*** READ *** DRIVE B
*** READ *** DRIVE B
*** READ *** DRIVE B
*** WRITE *** DRIVE B
*** READ *** DRIVE B
*** READ *** DRIVE B
*** READ *** DRIVE B
*** READ *** DRIVE B

*** END-OF-TEST ***

SOFT ERRORS=0
HARD ERRORS=0
BYTES READ=1504096
BYTES WRITTEN=376868

892
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894

TAPE PASSES=18
FILES/PASS=12
BLOCKS/FILE=16

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9509. PROGRAM DESCRIPTION

THIS PROGRAM IS DESIGNED AROUND THREE PRIMARY ROUTINES THAT WILL TRANSFER DATA TO AND/OR FROM THE TA11/TU60 GOING FROM "BOT" TO "EOT" OF THE TAPE. EACH OF THESE ROUTINES MAKE USE OF COMMON SUBROUTINES TO MANIPULATE TAPE MOTION, KEEP TRACK OF TAPE POSITION, SETUP DATA BUFFERS AND CHECK, COUNT AND REPORT ERRORS. THESE ROUTINES ARE DEFINED AND EXPLAINED BELOW.

9.1 FORMAT PASS

THIS IS A WRITE, BACKSPACE AND READ ROUTINE STARTING AT "BOT" THE FOLLOWING PROCEDURE IS PREFORMED:

1. WRITE A BLOCK OF DATA
2. BACKSPACE A BLOCK GAP
3. READ THE BLOCK
4. CHECK FOR SYNC ERROR
5. CHECK FOR DATA ERROR
6. REPEAT STEPS 1-5 SIXTEEN TIMES
7. WRITE A FILE GAP
8. REPEAT STEPS 1-7 UNTIL "EOT"

9.2 WRITEONLY PASS

THIS IS A WRITE ONLY ROUTINE. STARTING AT "BOT" THE FOLLOWING PROCEDURE IS PREFORMED:

1. WRITE SIXTEEN BLOCKS OF DATA
2. WRITE A FILE GAP
3. REPEAT STEPS 1 & 2 TO "EOT"

9.3 READONLY PASS

THIS IS A READ ONLY ROUTINE AND REQUIRES THAT A "FORMAT" OR "WRITEONLY" PASS HAS ALREADY BEEN PREFORMED. STARTING AT "BOT" THE FOLLOWING PROCEDURE IS PREFORMED:

1. READ A BLOCK OF DATA
2. CHECK FOR SYNC ERROR
3. CHECK FOR DATA ERROR
4. REPEAT STEPS 1-3 SIXTEEN (16) TIMES
5. SPACE FORWARD FILE GAP
6. REPEAT STEPS 1-5 UNTIL THE LAST BLOCK OF THE LAST FILE HAS BEEN READ.

%

.TITLE TA11 DATA RELIABILITY MAINDEC-11-DZTAE-B
; *COPYRIGHT (C) 1973, 1976
; *DIGITAL EQUIPMENT CORP.
; *MAYNARD, MASS. 01754

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```

;*
;*PROGRAM BY JIM LACEY
;*
;*THIS PROGRAM WAS ASSEMBLED USING THE PDP-11 MAINDEC SYSMAC
;*PACKAGE (MAINDEC-11-DZQAC-CD),MAR 21, 1976.
;*
;*****
;*****
;*****
.REM!

```

GENERAL INFORMATION ABOUT THE TA11/TU60 CASSETTE

ADDRESS MNEMONIC DESCRIPTION

```

777500 TACS CONTROL AND STATUS REGISTER
777502 TADB DATA BUFFER REGISTER?
260 TAVEC INTERRUPT VECTOR

```

TACS REGISTER DESCRIPTION

BIT	NAME	INIT STATE	READ AND/OR WRITE?
---	----	-----	-----
15	ERROR	?	READ ONLY
14	BLOCK CHECK ERROR	0	READ ONLY
13	CLEAR LEADER	?	READ ONLY
12	WRITE LOCK	?	READ ONLY
11	FILE GAP	0	READ ONLY
10	TIMING ERROR	0	READ ONLY
09	OFF LINE	?	READ ONLY
08	UNIT SELECT	0	READ/WRITE
07	TRANSFER REQUEST	0	READ ONLY
06	INTERRUPT ENABLE	0	READ/WRITE
05	READY	1	READ ONLY
04	ILBS	0	READ/WRITE
03	FUNCTION BIT 02	0	READ/WRITE
02	FUNCTION BIT 01	0	READ/WRITE
01	FUNCTION BIT 00	0	READ/WRITE
	0=WRITE-FILE-GAP		
	1=WRITE		
	2=READ		
	3=BACK SPACE FILE GAP		
	4=BACK SPACE BLOCK GAP		
	5=SPACE FORWARD FILE GAP		
	6=SPACE FORWARD BLOCK GAP		
	7=REWIND		
00	GO BIT	0	WRITE ONLY!

```

1002 .SBTTL OPERATIONAL SWITCH SETTINGS
1003 : *
1004 : * SWITCH USE
1005 : * -----
1006 : * 15 HALT ON ERROR
1007 : * 14 LOOP ON TEST
1008 : * 13 INHIBIT ERROR TYPEOUTS
1009 : * 10 DING BELL ON ERROR
1010 : * 9 HALT AFTER NEXT "END-OF-TEST" TYPE OUT
1011 : * 8 AT NEXT "EOT" GOTO "END-OF-TEST"
1012 : * 7 PERFORM AS PER SWR<1:0>
1013 : * 00=FORMAT
1014 : * 01=READONLY
1015 : * 10=WRITEONLY
1016 : * 11=READONLY
1017 :
1018
1019
1020 .SBTTL BASIC DEFINITIONS
1021
1022 : *INITIAL ADDRESS OF THE STACK POINTER *** 1100 ***
1023 001100 STACK= 1100
1024 .EQUIV EMT,ERROR ;;BASIC DEFINITION OF ERROR CALL
1025 .EQUIV IOT,SCOPE ;;BASIC DEFINITION OF SCOPE CALL
1026
1027 : *MISCELLANEOUS DEFINITIONS
1028 000011 HT= 11 ;;CODE FOR HORIZONTAL TAB
1029 000012 LF= 12 ;;CODE FOR LINE FEED
1030 000015 CR= 15 ;;CODE FOR CARRIAGE RETURN
1031 000200 CRLF= 200 ;;CODE FOR CARRIAGE RETURN-LINE FEED
1032 177776 PS= 177776 ;;PROCESSOR STATUS WORD
1033 .EQUIV PS,PSW
1034 177774 STKLMT= 177774 ;;STACK LIMIT REGISTER
1035 177772 PIRQ= 177772 ;;PROGRAM INTERRUPT REQUEST REGISTER
1036 177570 DSWR= 177570 ;;HARDWARE SWITCH REGISTER
1037 177570 DDISP= 177570 ;;HARDWARE DISPLAY REGISTER
1038
1039 : *GENERAL PURPOSE REGISTER DEFINITIONS
1040 000000 R0= %0 ;;GENERAL REGISTER
1041 000001 R1= %1 ;;GENERAL REGISTER
1042 000002 R2= %2 ;;GENERAL REGISTER
1043 000003 R3= %3 ;;GENERAL REGISTER
1044 000004 R4= %4 ;;GENERAL REGISTER
1045 000005 R5= %5 ;;GENERAL REGISTER
1046 000006 R6= %6 ;;GENERAL REGISTER
1047 000007 R7= %7 ;;GENERAL REGISTER
1048 .EQUIV R6,SP ;;STACK POINTER
1049 .EQUIV R7,PC ;;PROGRAM COUNTER
1050
1051 : *PRIORITY LEVEL DEFINITIONS
1052 000000 PR0= 0 ;;PRIORITY LEVEL 0
1053 000040 PR1= 40 ;;PRIORITY LEVEL 1
1054 000100 PR2= 100 ;;PRIORITY LEVEL 2
1055 000140 PR3= 140 ;;PRIORITY LEVEL 3
1056 000200 PR4= 200 ;;PRIORITY LEVEL 4
1057 000240 PR5= 240 ;;PRIORITY LEVEL 5

```

1058 000300 PR6= 300 ::PRIORITY LEVEL 6
1059 000340 PR7= 340 ::PRIORITY LEVEL 7

1061 :*"SWITCH REGISTER" SWITCH DEFINITIONS

1062	100000	SW15=	100000
1063	040000	SW14=	40000
1064	020000	SW13=	20000
1065	010000	SW12=	10000
1066	004000	SW11=	4000
1067	002000	SW10=	2000
1068	001000	SW09=	1000
1069	000400	SW08=	400
1070	000200	SW07=	200
1071	000100	SW06=	100
1072	000040	SW05=	40
1073	000020	SW04=	20
1074	000010	SW03=	10
1075	000004	SW02=	4
1076	000002	SW01=	2
1077	000001	SW00=	1
1078		.EQUIV	SW09,SW9
1079		.EQUIV	SW08,SW8
1080		.EQUIV	SW07,SW7
1081		.EQUIV	SW06,SW6
1082		.EQUIV	SW05,SW5
1083		.EQUIV	SW04,SW4
1084		.EQUIV	SW03,SW3
1085		.EQUIV	SW02,SW2
1086		.EQUIV	SW01,SW1
1087		.EQUIV	SW00,SW0

1089 :*DATA BIT DEFINITIONS (BIT00 TO BIT15)

1090	100000	BIT15=	100000
1091	040000	BIT14=	40000
1092	020000	BIT13=	20000
1093	010000	BIT12=	10000
1094	004000	BIT11=	4000
1095	002000	BIT10=	2000
1096	001000	BIT09=	1000
1097	000400	BIT08=	400
1098	000200	BIT07=	200
1099	000100	BIT06=	100
1100	000040	BIT05=	40
1101	000020	BIT04=	20
1102	000010	BIT03=	10
1103	000004	BIT02=	4
1104	000002	BIT01=	2
1105	000001	BIT00=	1
1106		.EQUIV	BIT09,BIT9
1107		.EQUIV	BIT08,BIT8
1108		.EQUIV	BIT07,BIT7
1109		.EQUIV	BIT06,BIT6
1110		.EQUIV	BIT05,BIT5
1111		.EQUIV	BIT04,BIT4
1112		.EQUIV	BIT03,BIT3
1113		.EQUIV	BIT02,BIT2

```

1114      .EQUIV BIT01,BIT1
1115      .EQUIV BIT00,BIT0
1116
1117      ;*BASIC "CPU" TRAP VECTOR ADDRESSES
1118      000004  ERRVEC= 4      ;: TIME OUT AND OTHER ERRORS
1119      000010  RESVEC= 10     ;: RESERVED AND ILLEGAL INSTRUCTIONS
1120      000014  TBITVEC=14    ;: "T" BIT
1121      000014  TRTVEC= 14    ;: TRACE TRAP
1122      000014  BPTVEC= 14    ;: BREAKPOINT TRAP (BPT)
1123      000020  IOTVEC= 20    ;: INPUT/OUTPUT TRAP (IOT) **SCOPE**
1124      000024  PWRVEC= 24    ;: POWER FAIL
1125      000030  EMTVEC= 30    ;: EMULATOR TRAP (EMT) **ERROR**
1126      000034  TRAPVEC=34    ;: "TRAP" TRAP
1127      000060  TKVEC= 60     ;: TTY KEYBOARD VECTOR
1128      000064  TPVEC= 64     ;: TTY PRINTER VECTOR
1129      000240  PIRQVEC=240   ;: PROGRAM INTERRUPT REQUEST VECTOR
1130      ;:*****
1131
1132      ;*****TA11 FUNCTIONS*****
1133      000000  XWFG= 0        ;: WRITE FILE GAP FUNCTION
1134      000002  XWRITE= 2     ;: WRITE FUNCTION
1135      000004  XREAD= 4      ;: READ FUNCTION
1136      000006  XBSFG= 6     ;: BACK SPACE FILE GAP FUNCTION
1137      000010  XBSBG= 10    ;: BACK SPACE BLOCK GAP FUNCTION
1138      000012  XSFFG= 12    ;: SPACE FWD FILE GAP FUNCTION
1139      000014  XSFBG= 14    ;: SPACE FWD BLOCK GAP FUNCTION
1140      000016  XRWND= 16    ;: REWIND FUNCTION
1141
1142      ;*****TA11 BIT ASSIGNMENT*****
1143      100000  ERROR= BIT15
1144      040000  CRCERR= BIT14
1145      020000  LEADER= BIT13
1146      010000  WRTLOCK=BIT12
1147      004000  FGAP= BIT11
1148      002000  TIMERR= BIT10
1149      001000  OFFLINE=BIT09
1150      000400  UNIT= BIT08
1151      000200  TR.REQ= BIT07
1152      000100  INT.EN= BIT06
1153      000040  READY= BIT05
1154      000020  ILBS= BIT04
1155      000010  FUNC2= BIT03
1156      000004  FUNC1= BIT02
1157      000002  FUNC0= BIT01
1158      000001  GO= BIT00
1159      000016  FUNCTION=      FUNC2+FUNC1+FUNC0
1160

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1161
1162
1163      000000
1164
1165
1166
1167      000174
1168      000174      000000
1169      000176      000000
1170
1171      000200      000137      001752
1172      000204      000137      002004
1173      000210      000137      002012
1174
1175

```

.SBTTL TRAP CATCHER

```

      .=0
      ;*ALL UNUSED LOCATIONS FROM 4 - 776 CONTAIN A ".+2,HALT"
      ;*SEQUENCE TO CATCH ILLEGAL TRAPS AND INTERRUPTS
      ;*LOCATION 0 CONTAINS 0 TO CATCH IMPROPERLY LOADED VECTORS
      .=174
DISPREG: .WORD 0      ;;SOFTWARE DISPLAY REGISTER
SWREG:   .WORD 0      ;;SOFTWARE SWITCH REGISTER
.SBTTL  STARTING ADDRESS(ES)
      JMP      @#BEGIN1      ;;JUMP TO STARTING ADDRESS OF PROGRAM
      JMP      @#BEGIN2      ;SELECT DRIVE(S) BEFORE STARTING TEST
      JMP      @#BEGIN3      ;SELECT DRIVE(S) AND ADDRESSES BEFORE TESTING
      ;*****

```

.SBTTL COMMON TAGS

*THIS TABLE CONTAINS VARIOUS COMMON STORAGE LOCATIONS
*USED IN THE PROGRAM.

1176			
1177			
1178			
1179			
1180			
1181			
1182		001100	
1183	001100		
1184	001100	000000	
1185	001102	000	
1186	001103	000	
1187	001104	000000	
1188	001106	000000	
1189	001110	000000	
1190	001112	000000	
1191	001114	000	
1192	001115	001	
1193	001116	000000	
1194	001120	000000	
1195	001122	000000	
1196	001124	000000	
1197	001126	000000	
1198	001130	000000	
1199	001132	000000	
1200	001134	000	
1201	001135	000	
1202	001136	000000	
1203	001140	177570	
1204	001142	177570	
1205	001144	177560	
1206	001146	177562	
1207	001150	177564	
1208	001152	177566	
1209	001154	000	
1210	001155	002	
1211	001156	012	
1212	001157	000	
1213	001160	000000	
1214			
1215	001162	000000	
1216	001164	000000	
1217	001166	000000	
1218	001170	000000	
1219	001172	000000	
1220	001174	000000	
1221	001176	000000	
1222	001200	000000	
1223	001202	077	
1224	001203	015	
1225	001204	000012	
1226			
1227	001206	000000	
1228	001210	000000	
1229	001212	000000	
1230	001214	000000	000000
1231	001220	000000	000000

```

.=1100
SCMTAG:
SPASS: .WORD 0
STSTNM: .BYTE 00
SERFLG: .BYTE 00
SICNT: .WORD 00
SLPADR: .WORD 00
SLPERR: .WORD 00
SERTTL: .WORD 00
SITEMB: .BYTE 0
SERMAX: .BYTE 1
SERRPC: .WORD 00
SGDADR: .WORD 00
SBDADR: .WORD 00
SGDDAT: .WORD 00
SBDDAT: .WORD 00
SAUTOB: .BYTE 0
SINTAG: .BYTE 0
SWR: .WORD DSWR
DISPLAY: .WORD DDISP
STKS: 177560
STKB: 177562
STPS: 177564
STPB: 177566
SNLL: .BYTE 0
SFILLS: .BYTE 2
SFILLC: .BYTE 12
STPFLG: .BYTE 0
SREGAD: .WORD 0
SREG0: .WORD 0
SREG1: .WORD 00
SREG2: .WORD 00
SREG3: .WORD 00
STMP0: .WORD 00
STMP1: .WORD 00
STMP2: .WORD 00
STMP3: .WORD 0
SQUES: .ASCII /?/
SCRLF: .ASCII <15>
SLF: .ASCII <12>
SOFTNM: .WORD 0
HARDNM: .WORD 0
EOTS: .WORD 0
RBYTTL: .WORD 0,0
WBYTTL: .WORD 0,0

```

```

: START OF COMMON TAGS
: CONTAINS PASS COUNT
: CONTAINS THE TEST NUMBER
: CONTAINS ERROR FLAG
: CONTAINS SUBTEST ITERATION COUNT
: CONTAINS SCOPE LOOP ADDRESS
: CONTAINS SCOPE RETURN FOR ERRORS
: CONTAINS TOTAL ERRORS DETECTED
: CONTAINS ITEM CONTROL BYTE
: CONTAINS MAX. ERRORS PER TEST
: CONTAINS PC OF LAST ERROR INSTRUCTION
: CONTAINS ADDRESS OF 'GOOD' DATA
: CONTAINS ADDRESS OF 'BAD' DATA
: CONTAINS 'GOOD' DATA
: CONTAINS 'BAD' DATA
: RESERVED--NOT TO BE USED

: AUTOMATIC MODE INDICATOR
: INTERRUPT MODE INDICATOR

: ADDRESS OF SWITCH REGISTER
: ADDRESS OF DISPLAY REGISTER
: TTY KBD STATUS
: TTY KBD BUFFER
: TTY PRINTER STATUS REG. ADDRESS
: TTY PRINTER BUFFER REG. ADDRESS
: CONTAINS NULL CHARACTER FOR FILLS
: CONTAINS # OF FILLER CHARACTERS REQUIRED
: INSERT FILL CHARS. AFTER A "LINE FEED"
: "TERMINAL AVAILABLE" FLAG (BIT<07>=0=YES)
: CONTAINS THE ADDRESS FROM
: WHICH (SREG0) WAS OBTAINED
: CONTAINS ((SREGAD)+0)
: CONTAINS ((SREGAD)+2)
: CONTAINS ((SREGAD)+4)
: CONTAINS ((SREGAD)+6)
: USER DEFINED
: USER DEFINED
: USER DEFINED
: USER DEFINED
: QUESTION MARK
: CARRIAGE RETURN
: LINE FEED

*****
: NUMBER OF SOFT ERRORS
: NUMBER OF HARD ERRORS
: NUMBER OF TAPE PASSES
: NUMBER OF BYTES READ
: NUMBER OF BYTES WRITTEN

```

DZTAE8.P11 COMMON TAGS

1232	001224	000000		RDTRYS: .WORD	0	: KEEPS COUNT OF REREADS
1233	001226	000000		WRTRYS: .WORD	0	: KEEPS COUNT OF REWRITES
1234	001230	000000	000000	BYTNUM: .WORD	0,0	: THE NUMBER OF BYTES "READ" OR "WRITTEN
1235						: DURING AN OPERATION
1236	001234	000017		LASTBK: .WORD	15.	: WILL CONTAIN THE # OF THE LAST BLOCK
1237						: AFTER A "FORMAT" OR "WRITE" PASS
1238	001236	000011		LASTFL: .WORD	9.	: WILL CONTAIN THE # OF THE LAST FILE
1239						: AFTER A "FORMAT" OR "WRITE" PASS
1240						
1241						
1242	001240	177500		TACSL: 177500		: ADDRESS OF TACS
1243	001242	177502		TADBL: 177502		: ADDRESS OF TADB
1244	001244	000260	000262	TAVEC: 260,262		: TAI1 VECTOR ADDRESS
1245	001250	000300		TAPRIO: 300		: TAI1 BR LEVEL 6
1246	001252	000000	000000	DRVKEY: 0,0		
1247	001256	001252		DRVPNT: DRVKEY		
1248	001260	000003		MAXRDS: .WORD	3	: MAX REREADS BEFORE CALLING IT A HARD ERROR
1249	001262	000003		MAXERR: .WORD	3	: MAX HARD ERRORS ALLOWED
1250	001264	000022		MAXEOT: .WORD	18.	: NUMBER OF TAPE PASSES BEFORE END-OF-TEST
1251	001266	000000		PASCNT: .WORD	0	: COUNT # OF TAPE PASSES
1252	001270	001274	000000	PSCNTL: .WORD	FORPAS,0	: CONTROLS THE TYPE OF PASS
1253	001274	000001		FORPAS: .WORD	1	: 1 FORMAT PASS
1254	001276	000003		RD1PAS: .WORD	3	: 3 READONLY PASSES
1255	001300	000001		WRTPAS: .WORD	1	: 1 WRITEONLY PASS
1256	001302	000004		RD2PAS: .WORD	4	: 4 READONLY PASSES
1257	001304	000		FILE: .BYTE	0	: FILE NUMBER
1258	001305	377				: 1'S COMPLEMENT ON FILE NUMBER
1259	001306	000		BLOCK: .BYTE	0	: BLOCK NUMBER
1260	001307	377				: 1'S COMPLEMENT OF BLOCK NUMBER
1261	001310	000020		FILESZ: .WORD	16.	: NUMBER OF BLOCKS PER FILE

				;////////////////////////////////////	
				.SBTTL	DATA PATTERNS
1305					
1306					
1307					
1308					
1309					
1310	001412	314	063	314	PAT0: .BYTE 314,063,314,063,146,231,146,231
1311	001415	063	146	231	
1312	001420	146	231		
1313	001422	314	231	063	PAT1: .BYTE 314,231,063,146,314,231,063,146
1314	001425	146	314	231	
1315	001430	063	146		
1316	001432	001	002	004	PAT2: .BYTE 001,002,004,010,020,040,100,200
1317	001435	010	020	040	
1318	001440	100	200		
1319	001442	177	277	337	FAT3: .BYTE 177,277,337,357,367,373,375,376
1320	001445	357	367	373	
1321	001450	375	376		
1322	001452	252	125	252	PAT4: .BYTE 252,125,252,125,252,125,252,125
1323	001455	125	252	125	
1324	001460	252	125		
1325	001462	000	111	222	PAT5: .BYTE 000,111,222,333,044,155,266,377
1326	001465	333	044	155	
1327	001470	266	377		
1328	001472	000	044	111	PAT6: .BYTE 000,044,111,155,222,266,333,377
1329	001475	155	222	266	
1330	001500	333	377		
1331	001502	000	222	044	PAT7: .BYTE 000,222,044,266,111,333,155,377
1332	001505	266	111	333	
1333	001510	155	377		
1334	001512	001	003	007	PAT8: .BYTE 001,003,007,017,037,077,177,377
1335	001515	017	037	077	
1336	001520	177	377		
1337	001522	376	374	370	PAT9: .BYTE 376,374,370,360,340,300,200,000
1338	001525	360	340	300	
1339	001530	200	000		
1340	001532	001	376	002	PAT10: .BYTE 001,376,002,375,004,373,010,367
1341	001535	375	004	373	
1342	001540	010	367		
1343	001542	020	357	040	PAT11: .BYTE 020,357,040,337,100,277,200,177
1344	001545	337	100	277	
1345	001550	200	177		
1346	001552	000	000	000	PAT12: .BYTE 000,000,000,000,000,000,000,000
1347	001555	000	000	000	
1348	001560	000	000		
1349	001562	377	377	377	PAT13: .BYTE 377,377,377,377,377,377,377,377
1350	001565	377	377	377	
1351	001570	377	377		
1352	001572	000	377	000	PAT14: .BYTE 000,377,000,377,000,000,377,377
1353	001575	377	000	000	
1354	001600	377	377		
1355	001602	017	360	207	PAT15: .BYTE 017,360,207,170,303,074,341,036
1356	001605	170	303	074	
1357	001610	341	036		
1358					

```

1359
1360
1361
1362
1363
1364 001612 000
1365 001613 000
1366 001614 001612
1367 001616 013440
1368 001620 000000
1369

```

;/;;/

.SBTTL PARAMETER BLOCK USED WITH ALL FUNCTIONS

```

PARMBK: .BYTE 0           ;USED FOR STATUS/ERROR
          .BYTE 0           ;DRIVE # (DRIVE A=0, B=1)
          .WORD PARMBK      ;POINTS TO STATUS/ERROR BYTE
          .WORD BUFFER      ;FIRST ADDRESS OF DATA BUFFER
          .WORD 0           ;USED FOR BYTE COUNT.

```

.SBTTL ERROR POINTER TABLE

;*THIS TABLE CONTAINS THE INFORMATION FOR EACH ERROR THAT CAN OCCUR.
;*THE INFORMATION IS OBTAINED BY USING THE INDEX NUMBER FOUND IN
;*LOCATION SITEMB. THIS NUMBER INDICATES WHICH ITEM IN THE TABLE IS PERTINENT.
;*NOTE1: IF SITEMB IS 0 THE ONLY PERTINENT DATA IS (\$ERRPC).
;*NOTE2: EACH ITEM IN THE TABLE CONTAINS 4 POINTERS EXPLAINED AS FOLLOWS:

;* EM ;;POINTS TO THE ERROR MESSAGE
;* DH ;;POINTS TO THE DATA HEADER
;* DT ;;POINTS TO THE DATA
;* DF ;;POINTS TO THE DATA FORMAT

\$ERRTB:

ITEMSO: ;ITEMS 001-002

;NOTE: ALL NUMBERS WILL BE TYPED AS 6 DIGIT OCTAL NUMBERS
; UNLESS OTHERWISE NOTED

;ITEM 1
EM1 ;DATA ERROR
DH1 ;PC FILE BLOCK BYTE GDDAT BDDAT GDADR BDADR
DT1 ;\$ERRPC \$REGO \$REG2 BYTNUM \$GDDAT \$BDDAT \$GDADR \$BDADR
DF1 ;FILE,BLOCK AND BYTE ARE TYPED IN DECIMAL

;ITEM 2
EM2 ;SYNC ERROR
DH2 ; EXPT'D EXPT'D RCV'D RCV'D
;PC FILE BLOCK FILE BLOCK
DT2 ;\$ERRPC \$REGO \$REG2 \$TMPD \$TMP2
DF2 ;ALL NUMBERS EXCEPT \$ERRPC ARE TYPED IN DECIMAL

ITEMS1: ;ITEMS 101-107

EM101 ;DRIVE IS OFF-LINE
DH101 ;PC FILE BLOCK FUNCTION
DT101 ;\$ERRPC \$REGO \$REG2 \$TMPD
0 ;FILE AND BLOCK WILL BE TYPED IN DECIMAL
; \$TMPD WILL BE TYPED AS A FUNCTION NAME

EM102 ;DRIVE IS WRITE-LOCK
DH101 ;PC FILE BLOCK FUNCTION
DT101 ;\$ERRPC \$REGO \$REG2 \$TMPD
0 ;FILE AND BLOCK WILL BE TYPED IN DECIMAL
; \$TMPD WILL BE TYPED AS A FUNCTION NAME

1370
1371
1372
1373
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1377
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1382
1383
1384 001622
1385
1386
1387
1388
1389
1390 001622
1391
1392
1393
1394
1395
1396 001622 012220
1397 001624 012511
1398 001626 011744
1399 001630 012026
1400
1401
1402 001632 012233
1403 001634 012607
1404
1405 001636 011766
1406 001640 012036
1407
1408
1409
1410
1411
1412 001642
1413
1414 001642 012246
1415 001644 012724
1416 001646 012002
1417 001650 000000
1418
1419
1420 001652 012270
1421 001654 012724
1422 001656 012002
1423 001660 000000
1424
1425

1426 001662 012314
 1427 001664 012724
 1428 001666 012002
 1429 001670 000000
 1430
 1431
 1432 001672 012337
 1433 001674 012724
 1434 001676 012002
 1435 001700 000000
 1436
 1437
 1438 001702 012356
 1439 001704 012724
 1440 001706 012002
 1441 001710 000000
 1442
 1443
 1444 001712 012373
 1445 001714 012724
 1446 001716 012002
 1447 001720 000000
 1448
 1449
 1450 001722 012415
 1451 001724 012724
 1452 001726 012002
 1453 001730 000000
 1454
 1455
 1456
 1457
 1458
 1459
 1460 001732
 1461
 1462 001732 012437
 1463 001734 012765
 1464 001736 012014
 1465 001740 000000
 1466
 1467 001742 012466
 1468 001744 013002
 1469 001746 012022
 1470 001750 000000
 1471

EM103 ;CLEAR LEADER ERROR
 DH101 ;PC FILE BLOCK FUNCTION
 DT101 ;SERRPC \$REG0 \$REG2 \$TMPO
 0 ;FILE AND BLOCK WILL BE TYPED IN DECIMAL
 ;\$TMPO WILL BE TYPED AS A FUNCTION NAME

EM104 ;FILE GAP ERROR
 DH101 ;PC FILE BLOCK FUNCTION
 DT101 ;SERRPC \$REG0 \$REG2 \$TMPO
 0 ;FILE AND BLOCK WILL BE TYPED IN DECIMAL
 ;\$TMPO WILL BE TYPED AS A FUNCTION NAME

EM105 ;TIMING ERROR
 DH101 ;PC FILE BLOCK FUNCTION
 DT101 ;SERRPC \$REG0 \$REG2 \$TMPO
 0 ;FILE AND BLOCK WILL BE TYPED IN DECIMAL
 ;\$TMPO WILL BE TYPED AS A FUNCTION NAME

EM106 ;BLOCK CHECK ERROR
 DH101 ;PC FILE BLOCK FUNCTION
 DT101 ;SERRPC \$REG0 \$REG2 \$TMPO
 0 ;FILE AND BLOCK WILL BE TYPED IN DECIMAL
 ;\$TMPO WILL BE TYPED AS A FUNCTION NAME

EM107 ;UNKNOWN INTERRUPT
 DH101 ;PC FILE BLOCK FUNCTION
 DT101 ;SERRPC \$REG0 \$REG2 \$TMPO
 0 ;FILE AND BLOCK WILL BE TYPED IN DECIMAL
 ;\$TMPO WILL BE TYPED AS A FUNCTION NAME

ITEMS2: ;ITEMS 201-202

EM201 ;TA11 FAILED TO RESPOND
 DH201 ;PC TACS
 DT201 ;SERRPC TACS
 0 ;BOTH NUMBERS ARE TYPED AS OCTAL NUMBERS

EM202 ;NO DRIVES AVAILABLE
 DH202 ;PC
 DT202 ;SERRPC
 0 ;

```

1472
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1474
1475
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1477
1478
1479
1480
1481
1482 001752 005005
1483 001754 012737 041101 001252
1484 001762 122737 000005 000041
1485 001770 001012
1486 001772 022737 000260 001244
1487 002000 001006
1488 002002 000403
1489 002004 012705 000001
1490 002010 000402
1491 002012 012705 000002
1492 002016
1493
1494
1495 002016 012706 001100
1496 002022 005026
1497 002024 022706 001140
1498 002030 001374
1499 002032 012706 001100
1500
1501 002036 012737 004750 000020
1502 002044 012737 000340 000022
1503 002052 012737 005050 000030
1504 002060 012737 000340 000032
1505 002066 012737 011512 000034
1506 002074 012737 000340 000036
1507 002102 012737 011562 000024
1508 002110 012737 000340 000026
1509 002116 016767 002314 002304
1510 002124 012767 002124 176754
1511
1512
1513 002132 013746 000004
1514 002136 012737 002172 000004
1515 002144 012767 177570 176766
1516 002152 012767 177570 176762
1517 002160 022777 177777 176752
1518 002166 001012
1519
1520 002170 000403
1521 002172 012716 002200
1522 002176 000002
1523 002200 012767 000176 176732
1524 002206 012767 000174 176726
1525 002214 012637 000004
1526
1527

```

```

;////////////////////////////////////
;////////////////////////////////////
;*****
;BEGIN1 IS FOR NORMAL START
;BEGIN2 IS FOR DRIVE SELECTION
;BEGIN3 IS FOR DRIVE & ADDRESS SELECTION
;*****
BEGIN1: CLR R5 ;NORMAL START
MOV #AB, @DRVKEY
CMPB #5, @41 ;CASSETTE DDP?
BNE BGNCMN ;GO BEGIN COMMON CODE IF NO
CMP #260, @TAVEC ;STANDARD VECTOR?
BNE BGNCMN ;GO BEGIN COMMON CODE IF NO
BR BEGIN3 ;GET DRIVES AND ADDRESSES
BEGIN2: MOV #1, R5 ;ASK FOR DRIVES FLAG
BR BGNCMN ;BEGIN COMMON CODE
BEGIN3: MOV #2, R5 ;ASK FOR DRIVES AND ADDRESSES
BGNCMN:
.SBTTL INITIALIZE THE COMMON TAGS
;;CLEAR THE COMMON TAGS ($CMTAG) AREA
MOV #CMTAG, R6 ;;FIRST LOCATION TO BE CLEARED
CLR (R6)+ ;;CLEAR MEMORY LOCATION
CMP #SWR, R6 ;;DONE?
BNE -6 ;;LOOP BACK IF NO
MOV #STACK, SP ;;SETUP THE STACK POINTER
;;INITIALIZE A FEW VECTORS
MOV #SCOPE, @IOTVEC ;;IOT VECTOR FOR SCOPE ROUTINE
MOV #340, @IOTVEC+2 ;;LEVEL 7
MOV #ERROR, @EMTVEC ;;EMT VECTOR FOR ERROR ROUTINE
MOV #340, @EMTVEC+2 ;;LEVEL 7
MOV #TRAP, @TRAPVEC ;;TRAP VECTOR FOR TRAP CALLS
MOV #340, @TRAPVEC+2 ;;LEVEL 7
MOV #SPWRDN, @PWRVEC ;;POWER FAILURE VECTOR
MOV #340, @PWRVEC+2 ;;LEVEL 7
MOV SENDCT, SEOPCT ;;SETUP END-OF-PROGRAM COUNTER
MOV #, $LPADR ;;INITIALIZE THE LOOP ADDRESS FOR SCOPE
;;SIZE FOR A HARDWARE SWITCH REGISTER. IF NOT FOUND OR IT IS
;;EQUAL TO A "-1", SETUP FOR A SOFTWARE SWITCH REGISTER.
MOV @ERRVEC, -(SP) ;;SAVE ERROR VECTOR
MOV #64$, @ERRVEC ;;SET UP ERROR VECTOR
MOV #DSWR, SWR ;;SETUP FOR A HARDWARE SWICH REGISTER
MOV #DDISP, DISPLAY ;;AND A HARDWARE DISPLAY REGISTER
CMP #-1, @SWR ;;TRY TO REFERENCE HARDWARE SWR
BNE 66$ ;;BRANCH IF NO TIMEOUT TRAP OCCURRED
;AND THE HARDWARE SWR IS NOT = -1
BR 65$ ;;BRANCH IF NO TIMEOUT
64$: MOV #65$, (SP) ;;SET UP FOR TRAP RETURN
RTI
65$: MOV #SWREG, SWR ;;POINT TO SOFTWARE SWR
MOV #DISPREG, DISPLAY
66$: MOV (SP)+, @ERRVEC ;;RESTORE ERROR VECTOR
.SBTTL TYPE PROGRAM NAME

```

```

1528                                     ;;TYPE THE NAME OF THE PROGRAM IF FIRST PASS
1529 002220 005227 177777                INC      #-1                ;;FIRST TIME?
1530 002224 001036                       BNE      67$                ;;BRANCH IF NO
1531 002226 022737 004716 000042        CMP      #SENDAD,2#42      ;;ACT-11?
1532 002234 001432                       BEQ      67$                ;;BRANCH IF YES
1533 002236 104400 002274                TYPE     68$                ;;TYPE ASCIZ STRING
1534                                     .SBTTL GET VALUE FOR SOFTWARE SWITCH REGISTER
1535 002242 005737 000042                TST      2#42              ;;ARE WE RUNNING UNDER XXDP/ACT?
1536 002246 001006                       BNE      69$                ;;BRANCH IF YES
1537 002250 026727 176664 000176        CMP      SWR,#SWREG        ;;SOFTWARE SWITCH REG SELECTED?
1538 002256 001005                       BNE      70$                ;;BRANCH IF NO
1539 002260 104404                       GTSWR                                ;;GET SOFT-SWR SETTINGS
1540 002262 000403                       BR       70$
1541 002264 112767 000001 176642 69$:   MOV      #1,$AUTOB        ;;SET AUTO-MODE INDICATOR
1542 002272                                     70$:
1543 002272 000413                       BR       67$                ;;GET OVER THE ASCIZ
1544                                     ;;68$: .ASCIZ <CRLF>/MAINDEC-11-DZTAE-B/<CRLF>
1545 002322                                     67$:
1546                                     ;;*****
1547                                     ;;*****
1548
1549                                     ;THE CONTENTS OF R5 DETERMINES WHAT WILL BE DONE
1550
1551                                     R5=2   ASK FOR DRIVE(S) AND ADDRESSES (TACS AND VECTOR)
1552                                     R5=1   ASK FOR DRIVE(S)
1553                                     R5=0   DON'T ASK FOR ANYTHING
1554
1555                                     ;;*****
1556 002322 010504  BEGINX: MOV      R5,R4                ;COPY R5
1557 002324 005305                DEC      R5                ;ASK FOR DRIVES?
1558 002326 002406                BLT     CHKADR             ;BR IF NO
1559 002330 004737 007610                JSR     PC,2#ASKDRV        ;GO GET DRIVES TO BE TESTED
1560 002334 005305                DEC      R5                ;ASK FOR ADDRESSES?
1561 002336 002402                BLT     CHKADR             ;BR IF NO
1562 002340 004737 007720                JSR     PC,2#ASKADR        ;GO GET TA11 ADDRESSES
1563                                     ;;*****
1564                                     ;;*****
1565
1566                                     ;CHECK THAT "TACS" WILL RESPOND TO ADDRESSING
1567
1568                                     I.   TIMEOUT OCCURRED
1569                                     A.   TYPE ERROR MESSAGE
1570                                     B.   EXAMINE R4
1571                                     1.   R4>0 GOTO BEGINX
1572                                     2.   R4=0 EXAMINE (42)
1573                                     A.   (42)=0 GOTO BEGINX
1574                                     B.   (42)>0 GOTO SENDAD
1575
1576                                     II.  TIMEOUT DIDN'T OCCUR
1577                                     A.   CONTINUE
1578
1579                                     ;;*****
1580 002344 012737 002362 000004  CHKADR: MOV      #1$,2#ERRVEC        ;IN CASE OF TIMEOUTS
1581 002352 005000                CLR      R0                ;USE AS A SWITCH
1582 002354 005777 176660                TST     2TACSL            ;SEE IF TA11 RESPONDS
1583 002360 000402                BR       2$                ;BR IF NO TIMEOUT

```

1584	002362	005200			1\$:	INC	RO		; COME HERE ON TIMEOUT
1585	002364	022626				CMP	(SP)+,(SP)+		; CLEANUP THE STACK
1586	002366	012737	000006	000004	2\$:	MOV	#ERRVEC+2,@#ERRVEC		; RESTORE TIMEOUT VECTOR
1587	002374	005700				TST	RO		; DID A TIMEOUT OCCUR?
1588	002376	001412				BEQ	3\$; BR IF NO
1589	002400	104201				ERROR	201		; TAIL FAILED TO RESPOND
1590	002402	012705	000002			MOV	#2,R5		; DRIVES & ADDRESSES
1591	002406	005704				TST	R4		; OPERATOR INPUTS?
1592	002410	001344				BNE	BEGINX		; BR IF YES
1593	002412	013700	000042			MOV	@#42,RO		; GET MONITOR RETURN ADDRESS
1594	002416	001741				BEQ	BEGINX		; BR IF NO MONITOR
1595	002420	000137	004716			JMP	@#\$ENDAD		; GO TO END
1596	002424	012777	007046	176612	3\$:	MOV	#CASINT,@TAVEC		; SETUP CASSETTE INTERRUPT VECTOR
1597	002432	005077	176610			CLR	@TAVEC+2		

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1600
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1618
1619
1620
1621 002436 012700 001252
1622 002442 004737 010164
1623 002446 000410
1624 002450 116010 000001
1625 002454 001412
1626 002456 004737 010164
1627 002462 000407
1628 002464 005010
1629 002466 000405
1630 002470 005200
1631 002472 004737 010164
1632 002476 000401
1633 002500 105010
1634 002502 012700 001252
1635 002506 010037 001256
1636 002512 121060 000001
1637 002516 001002
1638 002520 105060 000001
1639 002524 005710
1640 002526 001424
1641 002530 112037 001613
1642 002534 104400 001203
1643 002540 106237 001613
1644 002544 004737 007554
1645 002550 111037 001613
1646 002554 001406
1647 002556 104400 013174
1648 002562 106237 001613
1649 002566 004737 007554
1650 002572 104400 013201
1651 002576 000412
1652 002600 104202
1653 002602 012705 000002
    
```

```

*****
*****
;MAKE SURE THE DRIVES IN THE DRIVE TABLE CAN BE TESTED
I. DESIRED DRIVES CAN NOT BE TESTED
A. TYPE ERROR MESSAGE
B. EXAMINE R4
    1. R4>0 GOTO BEGINX
    2. R4=0 EXAMINE (42)
        A. (42)=0 GOTO BEGINX
        B. (42)>0 GOTO SENDAD
II. BOTH DRIVES IN THE TABLE BUT ONLY ONE OF THEM CAN BE TESTED
A. CLEAR BAD DRIVE FROM THE DRIVE TABLE
B. TYPE THE DRIVE TO BE TESTED
C. CONTINUE IN PROGRAM
III. DESIRED DRIVE(S) CAN BE TESTED
A. TYPE THE DRIVE(S) TO BE TESTED
B. CONTINUE IN PROGRAM
*****
CHKDRV: MOV #DRVKEY,RO ;PICKUP ADDRESS OF ASCII DRIVE KEY
        JSR PC,@#EXAM ;GO EXAMINE FIRST DRIVE
        BR 1$ ;OK TO TEST---GO CHECK NEXT
        MOVB 1(RO),(RO) ;REPLACE 1ST WITH 2ND
        BEQ 2$ ;BR IF NO 2ND DRIVE SELECTED
        JSR PC,@#EXAM ;GO EXAMINE DRIVE
        BR 2$ ;OK TO TEST
        CLR (RO) ;CLEAR DRIVE CODES
        BR 2$
1$: INC RO ;POINT TO 2ND
    JSR PC,@#EXAM ;GO EXAMINE DRIVE
    BR 2$ ;OK TO TEST
    CLRB (RO) ;CLEAR 2ND
    ;RESET ADDRESS POINTERS
2$: MOV #DRVKEY,RO
    MOV RO,@#DRVPNT
    CMPB (RO),1(RO) ;1ST = 2ND?
    BNE 3$ ;BR IF NO
    CLRB 1(RO) ;YES---CLEAR 2ND
3$: TST (RO) ;ANY DRIVES?
    BEQ 5$ ;BR IF NO
    MOVB (RO)+,@#PARMBK+1 ;SETUP TO TYPE THIS DRIVE
    TYPE $CRLF ;TYPE "CR" & "LF"
    ASRB @#PARMBK+1 ;ADJUST FOR TYPING
    JSR PC,@#TPDRV ;GO TYPE DRIVE
    MOVB (RO),@#PARMBK+1 ;GET 2ND
    BEQ 4$ ;BR IF NONE
    TYPE MSG9 ;"AND"
    ASRB @#PARMBK+1 ;ADJUST FOR TYPING
    JSR PC,@#TPDRV ;GO TYPE THE 2ND DRIVE
4$: TYPE MSG10 ;"WILL BE TESTED"<CRLF>
    BR $START
5$: ERROR 202 ;NO DRIVES AVAILABLE
    MOV #2,R5 ;DRIVES & ADDRESS
    
```

1654 002606 005704
1655 002610 001244
1656 002612 013700 000042
1657 002616 001641
1658 002620 000137 004716

TST R4
BNE BEGINX
MOV @#42,R0
BEQ BEGINX
JMP @#\$ENDAD

: OPERATOR INPUTS?
: BR IF YES
: GET MONITOR RETURN ADDRESS
: NO MONITOR
: GO TO END

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1672 002624 012700 001114
1673 002630 012701 000005
1674 002634 004737 002760
1675 002640 012700 001206
1676 002644 012701 000014
1677 002650 004737 002760
1678 002654 013701 001256
1679 002660 112100
1680 002662 006200
1681 002664 042700 177776
1682 002670 110037 001613
1683 002674 105711
1684 002676 001002
1685 002700 012701 001252
1686 002704 010137 001256
1687 002710 012737 000011 001236
1688 002716 012737 000017 001234
1689 002724 013737 001260 001224
1690 002732 013737 001262 001226
1691 002740 012737 001274 001270
1692 002746 005037 001272
1693 002752 005037 001266
1694 002756 000404
1695 002760 005020
1696 002762 005301
1697 002764 003375
1698 002766 000207

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////////////////////////////////////
////////////////////////////////////
*****
*****
1. CLEAR THE VARIABLE STORAGE AREA
2. SETUP FOR THE DRIVE THAT IS TO BE TESTED
3. SETUP "LASTFL" AND "LASTBK" INCASE OPERATOR SELECTS "READONLY" PASS
4. SETUP THE MAX. NUMBER OF RETRYS FOR READS AND WRITES
5. SETUP TO START WITH A "FORMAT" PASS
6. CLEAR THE PASS COUNTER
*****
*****
START:  MOV    #SITEMB,RO           ;CLEAR VARIABLE STORAGE AREA
        MOV    #SBDDAT-SITEMB/2,R1
        JSR    PC,@#CLEAR           ;CLEAR AREA
        MOV    #SOFTNM,RO
        MOV    #LASTFL-SOFTNM/2,R1
        JSR    PC,@#CLEAR
        MOV    @#DRVPNT,R1         ;GET DRIVE POINTER
        MOVSB  (R1)+,RO           ;SETUP THE DRIVE
        ASR    RO
        BIC    #1CBIT00,RO
        MOVSB  RO,@#PARMBK+1
        TSTB   (R1)
        BNE    2$
        MOV    #DRVKEY,R1
        MOV    R1,@#DRVPNT
2$:      MOV    #9,@#LASTFL
        MOV    #15,@#LASTBK
        MOV    @#MAXRDS,@#RDTRYS
        MOV    @#MAXERR,@#WRTRYS
        MOV    #FORPAS,@#PSCNTL
        CLR    @#PSCNTL+2
        CLR    @#PASCNT           ;CLEAR THE PASS COUNT
        BR     LOOPER            ;GET AROUND CLEAR
CLEAR:  CLR    (RO)+
        DEC    R1
        BGT   CLEAR
        RTS   PC

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- I. CHECK SWR<7>
 - A. SWR<7>=1 PERFORM AS PER SWR<1:0>
 - 1. 00=FORMAT PASS
 - 2. 01=READ ONLY PASS
 - 3. 10=WRITE ONLY PASS
 - 4. 11=READ ONLY PASS
 - B. SWR<7>=0
 - 1. UPDATE PASCNT
 - 2. PERFORM AS PER (PSCNTL+2)
 - A. FORMAT
 - B. READONLY
 - C. WRITEONLY
 - D. READONLY

```

LOOPER:  MOVB  @SWR,@STMP0      ;IF SWR<7>=1 ; DO PER SWR<1:0>
          BICB  @C<BIT07!BIT01!BIT00>,@STMP0
          BMI   3$
          CMP   @PASCNT,@PSCNTL ;BR IF SWR<7>=1
          BLT   2$              ;IS THE COUNTER AT MAX.?
          CLR   @PASCNT         ;BR IF NO
          ADD   #2,@PSCNTL      ;RESET THE COUNTER
          INC   @PSCNTL+2       ;MOVE TO THE NEXT PASS TYPE
          CMP   @PSCNTL,@RD2PAS+2 ;TIME TO RESET PASS TYPE?
          BNE   1$              ;BR IF NO
          MOV   @FORPAS,@PSCNTL ;YES---RESET THE PASS CONTROL WORDS
          CLR   @PSCNTL+2
          BR    1$              ;GO CHECK THE COUNT
          INC   @PASCNT         ;COUNT THIS PASS
          MOV   @PSCNTL+2,@STMP0 ;PICKUP THE TYPE OF PASS TO DO NEXT
          BR    3$

          CLR   -(SP)
          MOVB @STMP0,(SP)      ;PICKUP THE DISPATCH INDEX
          ASLB  (SP)            ;POSITION THE INDEX
          ASLB  (SP)            ;BEFORE USING IT
          ADD   (SP)+,PC        ;GO TO THE ROUTINE
          JMP   @FORMAT
          JMP   @READONLY
          JMP   @WRITEONLY
          JMP   @READONLY

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1862 003420 004737 006346
1863 003424 000430
1864 003426 104001
1865 003430 004037 006540
1866 003434 000730
1867 003436 004037 006576
1868 003442 000402
1869 003444 000137 004406
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1873 003450 005337 001226
1874 003454 002414
1875 003456 012700 001612
1876 003462 004737 006732
1877 003466 105737 001612
1878 003472 001775
1879 003474 100265
1880 003476 004037 005526
1881 003502 000137 004406
1882 003506 013737 001260 001224
1883 003514 013737 001262 001226
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1887 003522 062737
1888 003524 001 377
1889 003526 001306
1890 003530 123737 001310 001306
1891 003536 003244
1892 003540 062737
1893 003542 001 377
1894 003544 001304
1895 003546 012737
1896 003550 000 377
1897 003552 001306
1898 003554 000617

: ////////////////////////////////////////////////////////////////////
: CHECK FOR DATA ERROR IF SOFT REREAD
: ////////////////////////////////////////////////////////////////////
12$: JSR PC, @DATCMP ; CHECK THE DATA
BR 15$ ; RETURN HERE IF DATA IS GOOD
ERROR 1 ; DATA ERROR
JSR RD, @CNTSFT ; COUNT SOFT ERROR
BR 7$ ; GO REREAD
JSR RD, @CNTHRD ; COUNT HARD ERROR
BR 13$ ; REWRITE
JMP @SEOP ; TO MANY HARD ERRORS

: ////////////////////////////////////////////////////////////////////
: IF HARD ERROR REWRITE
: ////////////////////////////////////////////////////////////////////
13$: DEC @WRTRYS ; TRY TO REWRITE THIS BLOCK?
BLT 15$ ; BR IF NO
MOV #PARMBK, RD ; RD=1ST ADDRESS OF PARAMETER BLOCK
JSR PC, @BSBG ; GO TO BSBG
14$: TSTB @PARMBK ; WAIT ON FLAG
BEQ 14$
BPL 4$ ; GO START A WRITE IF NO ERROR
JSR RD, @CSRERR ; GO TO CSR ERROR CHECK
JMP @SEOP
15$: MOV @MAXRDS, @RDTRYS ; RESET THE REREAD COUNT
MOV @MAXERR, @WRTRYS ; RESET THE REWRITE COUNT

: ////////////////////////////////////////////////////////////////////
: UPDATE BLOCK # & FILE #
: ////////////////////////////////////////////////////////////////////
ADD (PC)+, @PC+ ; INCREMENT THE BLOCK NUMBER
.BYTE 1, -1
.WORD BLOCK
CMPB @FILESZ, @BLOCK ; TIME FOR A FILE GAP?
BGT 4$ ; BR IF NO--GO START A WRITE
ADD (PC)+, @PC+ ; INCREMENT THE FILE NUMBER
.BYTE 1, -1
.WORD FILE
MOV (PC)+, @PC+ ; INITIALIZE THE BLOCK NUMBER
.BYTE 0, 377 ; SET BYTE 0 TO 0 AND BYTE 1
.WORD BLOCK ; TO THE 1'S COMP. OF BYTE 0
BR 2$ ; GO WRITE FILE GAP

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.SBTTL "READ ONLY" ROUTINE

: THIS ROUTINE PERFORMS THE FOLLOWING SEQUENCE

1. REWIND TO BOT
2. READ BLOCK OF DATA
3. CHECK FOR SYNC ERROR
4. CHECK FOR DATA ERROR
 - A. DATA ERROR OCCURRED
 - 1.) (RDTRYS)<(MAXRDS)
 - A.) BACK BLOCK GAP
 - B.) GOTO 2.
 - 2.) (RDTRYS)=(MAXRDS)
 - A.) (WRTRYS)<(MAXERR) GOTO 5.
 - B.) (WRTRYS)=(MAXERR) GOTO SEOP
 - B. NO DATA ERROR --- GOTO 5.
5. UPDATE THE BLOCK NUMBER
6. END OF FILE?
 - A. NO --- GOTO 2.
 - B. YES
 - 1.) UPDATE FILE NUMBER
 - 2.) RESET BLOCK NUMBER TO 0
 - 3.) SPACE FORWARD FILE GAP
 - 4.) GOTO 2.

READONLY:

```

MOV      #READONLY, @#SLPADR      ;SETUP SCOPE LOOP ADDRESS
TYPE     ,MSG12                   ;"*** READ ***"
JSR      PC, @#TPDRV              ;GO TYPE DRIVE TO BE TESTED
TYPE     ,SCLF
MOV      (PC)+, @#(PC)+           ;INITIALIZE THE BLOCK NUMBER
.BYTE    0, 377                   ;SET BYTE 0 TO 0 AND BYTE 1
.WORD    BLOCK                    ;TO THE 1'S COMP. OF BYTE 0
MOV      (PC)+, @#(PC)+           ;INITIALIZE THE FILE NUMBER
.BYTE    0, 377                   ;SET BYTE 0 TO 0 AND BYTE 1
.WORD    FILE                      ;TO THE 1'S COMP. OF BYTE 0

```

////////////////////////////////////
"REWIND" TO "BOT"
////////////////////////////////////

```

MOV      #PARMBK, RO              ;RO=1ST ADDRESS OF PARAMETER BLOCK
JSR      PC, @#REWIND             ;GO TO REWIND
1$:      TSTB @#PARMBK            ;WAIT ON FLAG
        BEQ  1$
        BPL  2$
        JSR  RO, @#CSRERR         ;BR IF NO ERROR
        JMP  @#SEOP              ;GO TO CSR ERROR CHECK
                                           ;GO TO END-OF-PROGRAM

```

////////////////////////////////////

003556			
003556	012737	003556	001106
003564	104400	013241	
003570	004737	007554	
003574	104400	001203	
003600	012737		
003602	000	377	
003604	001306		
003606	012737		
003610	000	377	
003612	001304		
003614	012700	001612	
003620	004737	006746	
003624	105737	001612	
003630	001775		
003632	100004		
003634	004037	005526	
003640	000137	004406	

```

1955      ;          SETUP FOR "READ"
1956      ;          ///////////////////////////////////////////////////
1957 003644 004737 006210 2$: JSR    PC, @#SETUPR      ;SETUP FOR "READ"
1958 003650 000417      BR      5$          ;GO START A READ
1959      ;          ///////////////////////////////////////////////////
1960      ;          "BSBG"--IF SCOPE OR SOFT DATA ERROR
1961      ;          ///////////////////////////////////////////////////
1962 003652 012737 003710 001106 3$: MOV    #5$, @#SLPADR      ;SETUP THE SCOPE LOOP ADDRESS
1963 003660 012700 001612      MOV    #PARMBK, RO      ;RO=1ST ADDRESS OF PARAMETER BLOCK
1964 003664 004737 006732      JSR    PC, @#BSBG      ;GO TO BSBG
1965 003670 105737 001612 4$: TSTB   @#PARMBK      ;WAIT ON FLAG
1966 003674 001775      BEQ    4$
1967 003676 100004      BPL    5$          ;GO TRY TO REREAD
1968 003700 004037 005526      JSR    RO, @#CSRERR      ;GO CHECK CSR ERROR
1969 003704 000137 004406      JMP    @#SEOP          ;GO TO END-OF-PROGRAM
1970      ;          ///////////////////////////////////////////////////
1971      ;          "READ" BLOCK OF DATA
1972      ;          ///////////////////////////////////////////////////
1973 003710 012737 003652 001106 5$: MOV    #3$, @#SLPADR      ;SET THE LOOP ADDRESS
1974 003716 012700 001612      MOV    #PARMBK, RO      ;RO=1ST ADDRESS OF PARAMETER BLOCK
1975 003722 004737 006722      JSR    PC, @#READ      ;GO TO READ
1976 003726 105737 001612 6$: TSTB   @#PARMBK      ;WAIT ON FLAG
1977 003732 001775      BEQ    6$
1978 003734 100004      BPL    7$          ;BR IF NO ERROR
1979 003736 004037 005526      JSR    RO, @#CSRERR      ;GO TO CSR ERROR CHECK
1980 003742 000137 004406      JMP    @#SEOP          ;GO TO END-OF-PROGRAM
1981      ;          ///////////////////////////////////////////////////
1982      ;          CHECK FOR SYNC ERROR
1983      ;          ///////////////////////////////////////////////////
1984 003746 004737 006244 7$: JSR    PC, @#SYNCK      ;GO CHECK FOR SYNC ERROR
1985 003752 000403      BR      8$          ;RETURN HERE IF NO ERROR
1986 003754 104002      ERROR  2           ;SYNC ERROR
1987 003756 000137 004406      JMP    @#SEOP          ;GO TO END-OF-PROGRAM
1988      ;          ///////////////////////////////////////////////////
1989      ;          CHECK FOR DATA ERROR
1990      ;          ///////////////////////////////////////////////////
1991 003762 004737 006346 8$: JSR    PC, @#DATCMP      ;GO CHECK THE DATA
1992 003766 000411      BR      9$          ;RETURN HERE IF NO ERROR
1993 003770 104001      ERROR  1           ;DATA ERROR
1994 003772 004037 006540      JSR    RO, @#CNTSFT      ;COUNT SOFT ERROR
1995 003776 000725      BR      3$          ;TRY TO REREAD
1996 004000 004037 006576      JSR    RO, @#CNTHRD      ;COUNT HARD ERROR
1997 004004 000402      BR      9$          ;MOVE TO NEXT BLOCK
1998 004006 000137 004406      JMP    @#SEOP          ;TO MANY HARD ERRORS
1999 004012 000004 9$: SCOPE
2000      ;          ///////////////////////////////////////////////////
2001      ;          IF LAST FILE OF LAST BLOCK GOTO CKEOTS
2002      ;          ///////////////////////////////////////////////////
2003 004014 013737 001260 001224 MOV    @#MAXRDS, @#RDTRYS ;RESET THE REREAD TRYS
2004 004022 123737 001236 001304 CMPB   @#LASTFL, @#FILE   ;LAST FILE
2005 004030 003007      BGT    10$          ;BR IF NO
2006 004032 123737 001234 001306 CMPB   @#LASTBK, @#BLOCK ;LAST BLOCK
2007 004040 003003      BGT    10$          ;BR IF NO
2008 004042 005237 001212      INC    @#EOTS          ;COUNT END-OF-TAPE
2009 004046 000544      BR      CKEOTS        ;CHECK FOR END-OF-PASS
2010      ;          ///////////////////////////////////////////////////

```

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2011                                     ; UPDATE BLOCK # & FILE #
2012                                     ; ////////////////////////////////////////////////////
2013 004050                             10$: ADD      (PC)+,2(PC)+          ; INCREMENT THE BLOCK NUMBER
2014 004050 062737                       .BYTE    1,-1
2015 004052 001 377                       .WORD    BLOCK
2016 004054 001306                       CMPB     2#FILESZ,2#BLOCK      ; TIME FOR A FILE GAP?
2017 004056 123737 001310 001306         BGT     2$                   ; BR IF NO
2018 004064 003267                       ADD      (PC)+,2(PC)+          ; INCREMENT THE FILE NUMBER
2019 004066 062737                       .BYTE    1,-1
2020 004070 001 377                       .WORD    FILE
2021 004072 001304                       MOV      (PC)+,2(PC)+          ; INITIALIZE THE BLOCK NUMBER
2022 004074 012737                       .BYTE    0,377                ; SET BYTE 0 TO 0 AND BYTE 1
2023 004076 000 377                       .WORD    BLOCK                ; TO THE 1'S COMP. OF BYTE 0
2024 004100 001306                       ; ////////////////////////////////////////////////////
2025                                     ; "SPACE-FORWARD-FILE-GAP"
2026                                     ; ////////////////////////////////////////////////////
2027                                     ;
2028 004102 012700 001612                 MOV      #PARMBK,RO           ; RO=1ST ADDRESS OF PARAMETER BLOCK
2029 004106 004737 006736                 JSR     PC,2#SFFG             ; GO TO SFFG
2030 004112 105737 001612                 11$: TSTB  2#PARMBK           ; WAIT ON FLAG
2031 004116 001775                       BEQ     11$
2032 004120 100251                       BPL     2$                   ; GO READ
2033 004122 004037 005526                 JSR     RO,2#CSRERR           ; GO CHECK CSR ERROR
2034 004126 000137 004406                 JMP     2#$EOP                ; GO TO END-OF-PROGRAM
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```

.SBTTL "WRITE ONLY" ROUTINE

```

;*****
;*****

```

THIS ROUTINE PERFORMS THE FOLLOWING SEQUENCE

1. REWIND TO BOT
2. WRITE FILE GAP
3. WRITE BLOCK OF DATA
4. UPDATE THE BLOCK NUMBER
5. END OF FILE?
 - A. NO --- GOTO 3.
 - B. YES
 - 1.) UPDATE FILE NUMBER
 - 2.) RESET BLOCK NUMBER TO 0
 - 3.) GOTO 2.

```

;*****
;*****

```

```

WRITEONLY:
MOV      #WRITEONLY, @#SLPADR      ;SETUP SCOPE LOOP ADDRESS
TYPE     MSG13                      ;"*** WRITE ***"
JSR      PC, @#TPDRV               ;TYPE DRIVE TO BE TESTED
TYPE     $CRLF
MOV      (PC)+, @ (PC)+            ;INITIALIZE THE BLOCK NUMBER
        .BYTE 0, 377                ;SET BYTE 0 TO 0 AND BYTE 1
        .WORD BLOCK                 ;TO THE 1'S COMP. OF BYTE 0
MOV      (PC)+, @ (PC)+            ;INITIALIZE THE FILE NUMBER
        .BYTE 0, 377                ;SET BYTE 0 TO 0 AND BYTE 1
        .WORD FILE                  ;TO THE 1'S COMP. OF BYTE 0

```

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////////////////////////////////////
"REWIND" TO "BOT"
////////////////////////////////////

```

```

MOV      #PARMBK, RO                ;RO=1ST ADDRESS OF PARAMETER BLOCK
JSR      PC, @#REWIND              ;GO TO REWIND
1$:      TSTB @#PARMBK              ;WAIT ON FLAG
        BEQ 1$
        BPL 4$                      ;BR IF NO ERROR
JSR      RO, @#CSRERR              ;GO TO CSR ERROR CHECK
JMP      @#$EOP                    ;GO TO END-OF-PROGRAM

```

```

////////////////////////////////////
"WRITE-FILE-GAP"
////////////////////////////////////

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```

2$:      MOV      #PARMBK, RO        ;RO=1ST ADDRESS OF PARAMETER BLOCK
        JSR      PC, @#WFG          ;GO TO WFG
3$:      TSTB @#PARMBK              ;WAIT ON FLAG
        BEQ 3$
        BPL 4$                      ;BR IF NO ERROR
        JSR      RO, @#CSRERR        ;GO TO CSR ERROR CHECK

```

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004132
004132 012737 004132 001106
004140 104400 013260
004144 004737 007554
004150 104400 001203
004154 012737
004156 000 377
004160 001306
004162 012737
004164 000 377
004166 001304
004170 012700 001612
004174 004737 006746
004200 105737 001612
004204 001775
004206 100022
004210 004037 005526
004214 000137 004406
004220
004220 012700 001612
004224 004737 006712
004230 105737 001612
004234 001775
004236 100006
004240 004037 005526

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2092 004244 000137 004406          JMP      @#SEOP          ;GO TO END-OF-PROGRAM
2093 004250 000137 004360          JMP      @#CKEOTS
2094                                     : ///////////////////////////////////////////////////
2095                                     : "WRITE" A BLOCK OF DATA
2096                                     : ///////////////////////////////////////////////////
2097 004254 004737 006062          4$: JSR      PC,@#SETUPW   ;GO SETUP FOR "WRITE"
2098 004260 012737 004266 001106   MOV      #5$,@#SLPADR   ;SETUP SCOPE LOOP ADDRESS
2099 004266                                     :
2100 004266 012700 001612          5$: MOV      #PARMBK,RO   ;RO=1ST ADDRESS OF PARAMETER BLOCK
2101 004272 004737 006716          JSR      PC,@#WRITE    ;GO TO WRITE
2102 004276 105737 001612          6$: TSTB   @#PARMBK    ;WAIT ON FLAG
2103 004302 001775                                     BEQ      6$
2104 004304 100006                                     BPL      7$
2105 004306 004037 005526          JSR      RO,@#CSRERR   ;BR IF NO ERROR
2106 004312 000137 004406          JMP      @#SEOP        ;GO TO CSR ERROR CHECK
2107 004316 000137 004360          JMP      @#CKEOTS     ;GO TO END-OF-PROGRAM
2108 004322 000004          7$: SCOPE
2109                                     : ///////////////////////////////////////////////////
2110                                     : UPDATE BLOCK # & FILE #
2111                                     : ///////////////////////////////////////////////////
2112 004324 062737                                     ADD      (PC)+,@(PC)+   ;INCREMENT THE BLOCK NUMBER
2113 004326 001 377                                     .BYTE   1,-1
2114 004330 001306                                     .WORD   BLOCK
2115 004332 123737 001310 001306   CMPB   @#FILESZ,@#BLOCK ;TIME FOR A FILE GAP?
2116 004340 003345                                     BGT      4$           ;BR IF NO
2117 004342 062737                                     ADD      (PC)+,@(PC)+   ;INCREMENT THE FILE NUMBER
2118 004344 001 377                                     .BYTE   1,-1
2119 004346 001304                                     .WORD   FILE
2120 004350 012737                                     MOV      (PC)+,@(PC)+   ;INITIALIZE THE BLOCK NUMBER
2121 004352 000 377                                     .BYTE   0,377         ;SET BYTE 0 TO 0 AND BYTE 1
2122 004354 001306                                     .WORD   BLOCK         ;TO THE 1'S COMP. OF BYTE 0
2123 004356 000720                                     BR       2$           ;START A FILE GAP

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.SBTTL CHECK "EOTS"

WHEN A "FORMAT" OR "WRITEONLY" PASS HITS "EOT" OR A
"READONLY" PASS READS THE LAST BLOCK OF THE LAST FILE
THEY WILL COME HERE

- 1. (EOTS) IS CHECKED
 - A. (EOTS)=(MAXEOT) GOTO \$EOP
 - B. (EOTS)<(MAXEOT) GOTO 2
- 2. SWR<8> = 1?
 - A. YES -- GOTO \$EOP
 - B. NO -- GOTO LOOPER

004360	000004		
004362	023737	001212	001264
004370	002006		
004372	032777	000400	174540
004400	001002		
004402	000137	002770	

```

CKEOTS: SCOPE
          CMP      @#EOTS,@#MAXEOT      ;MAX. EOTS OCCURRED?
          BGE      $EOP                  ;BR IF YES
          BIT      #SW08,@SWR           ;IF SWR<08> = 1
          BNE      $EOP                  ;GOTO END-OF-TEST
          JMP      @#LOOPER              ;NO--LOOP

```

.SBTTL END OF PASS ROUTINE

; INCREMENT THE PASS NUMBER (\$PASS)
; TYPE "END PASS"
; IF THERES A MONITOR GO TO IT
; IF THERE ISN'T JUMP TO START
; IF IT IS DESIRED TO HAVE A BELL INDICATE THE "END OF PASS" LOCATION
; \$SENDMG CAN BE CHANGED TO 7.

\$EOP:

SCOPE
CLR \$STNM ; ZERO THE TEST NUMBER
INC \$PASS ; INCREMENT THE PASS NUMBER
BIC #100000,\$PASS ; DON'T ALLOW A NEG. NUMBER
DEC (PC)+ ; LOOP?

\$EOPCT:

.WORD 1
BGT \$DOAGN ; YES
MOV (PC)+,a(PC)+ ; RESTORE COUNTER

\$ENDCT:

.WORD 1
\$EOPCT

\$GET42: MOV \$SENDMG ; TYPE "END PASS"
; #42,RO ; GET MONITOR ADDRESS
BEQ \$DOAGN ; BRANCH IF NO MONITOR
SCOPE

////////////////////////////////////
; TYPE END-OF-TEST STATISTICS
////////////////////////////////////

MOV #PARMBK,RO ; RO=PARAMETER BLOCK ADDRESS
JSR PC,a#REWIND ; START A REWIND
TYPE ,MSG1 ; <CRLF>"*** END-OF-TEST ***"

TYPE MSG2 ; <CRLF>"SOFT ERRORS="
MOV a#SOFTNM,-(SP) ; PICKUP SINGLE PRECISION BINARY NUMBER
JSR PC,a#\$\$SB2D ; CHANGE IT TO DECIMAL ASCIZ
JSR PC,a#\$\$SUPRS ; TYPE WITHOUT LEADING ZEROS

TYPE MSG3 ; <CRLF>"HARD ERRORS="
MOV a#HARDNM,-(SP) ; PICKUP SINGLE PRECISION BINARY NUMBER
JSR PC,a#\$\$SB2D ; CHANGE IT TO DECIMAL ASCIZ
JSR PC,a#\$\$SUPRS ; TYPE WITHOUT LEADING ZEROS

TYPE MSG4 ; <CRLF>"BYTES READ="
MOV #RBYTTL,-(SP) ; GET ADDRESS OF DOUBLE PRECISION BINARY #
JSR PC,a#\$\$DB2D ; CHANGE IT TO DECIMAL ASCIZ
JSR PC,a#\$\$SUPRS ; TYPE IT WITHOUT LEADING ZERO

TYPE MSG5 ; <CRLF>"BYTES WRITTEN="
MOV #WBYTTL,-(SP) ; GET ADDRESS OF DOUBLE PRECISION BINARY #
JSR PC,a#\$\$DB2D ; CHANGE IT TO DECIMAL ASCIZ
JSR PC,a#\$\$SUPRS ; TYPE IT WITHOUT LEADING ZERO

TYPE MSG6 ; <CRLF>"TAPE PASSES="
MOV a#EOTS,-(SP) ; PICKUP SINGLE PRECISION BINARY NUMBER
JSR PC,a#\$\$SB2D ; CHANGE IT TO DECIMAL ASCIZ
JSR PC,a#\$\$SUPRS ; TYPE WITHOUT LEADING ZEROS

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2161 004406
2162 004406 000004
2163 004410 005067 174466
2164 004414 005267 174460
2165 004420 042767 100000 174452
2166 004426 005327
2167 004430 000001
2168 004432 003135
2169 004434 012737
2170 004436 000001
2171 004440 004430
2172 004442 104400 004735
2173 004446 013700 000042
2174 004452 001525
2175 004454 000004
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2178
2179 004456 012700 001612
2180 004462 004737 006746
2181 004466 104400 013005
2182
2183 004472 104400 013032
2184 004476 013746 001206
2185 004502 004737 007356
2186 004506 004737 007412
2187
2188 004512 104400 013050
2189 004516 013746 001210
2190 004522 004737 007356
2191 004526 004737 007412
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2193 004532 104400 013066
2194 004536 012746 001214
2195 004542 004737 007162
2196 004546 004737 007412
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2198 004552 104400 013103
2199 004556 012746 001220
2200 004562 004737 007162
2201 004566 004737 007412
2202
2203 004572 104400 013123
2204 004576 013746 001212
2205 004602 004737 007356
2206 004606 004737 007412

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2207
2208 004612 104400 013141 TYPE MSG7 ;<CRLF>"FILES/PASS="
2209 004616 013700 001236 MOV @#LASTFL,RO ;PICKUP THE LAST FILE NUMBER
2210 004622 105200 INCB RO ;ADD 1 TO MAKE IT # OF FILES
2211 004624 010046 MOV RO,-(SP) ;PUT IT ON THE STACK
2212 004626 004737 007356 JSR PC,@#$$SB2D ;CHANGE IT TO DECIMAL ASCIZ
2213 004632 004737 007412 JSR PC,@#$$SUPRS ;TYPE IT WITHOUT LEADING ZEROS
2214
2215 004636 104400 013156 TYPE MSG8 ;<CRLF>"BLOCKS/FILE="
2216 004642 013746 001310 MOV @#FILESZ,-(SP) ;PICKUP SINGLE PRECISION BINARY NUMBER
2217 004646 004737 007356 JSR PC,@#$$SB2D ;CHANGE IT TO DECIMAL ASCIZ
2218 004652 004737 007412 JSR PC,@#$$SUPRS ;TYPE WITHOUT LEADING ZEROS
2219
2220 004656 104400 001204 TYPE ,SLF
2221 ; ////////////////////////////////////////////////////////////////////
2222 ; CHECK HALT AT END-OF-TEST SWITCH
2223 ; ////////////////////////////////////////////////////////////////////
2224 004662 032777 001000 174250 BIT #SW09,@SWR ;HALT AT END-OF-TEST?
2225 004670 001406 BEQ 100$ ;BR IF NO
2226 004672 000000 HALT ;YES
2227
2228 004674 022767 000176 174236 CMP #SWREG,SWR ;USING S/W SWITCH REG?
2229 004702 001001 BNE 20$ ;NO- GET OUT
2230 004704 104404 GTSWR ;GET VALUE
2231 004706 20$: ;CONTINUE
2232- 004706 100$:
2233 004706 013700 000042 MOV @#42,RO ;INSURE RO CONTAINS THE MONITORS
2234 004712 001405 BEQ $DOAGN ;RETURN ADDRESS
2235 004714 000005 RESET ;CLEAR THE WORLD
2236 004716 004710 SENDAD: JSR PC,(RO) ;GO TO MONITOR
2237 004720 000240 NOP ;SAVE ROOM
2238 004722 000240 NOP ;FOR
2239 004724 000240 NOP ;ACT11
2240 004726 $DOAGN:
2241 004726 000137 JMP @ (PC)+ ;RETURN
2242 004730 002624 $RTNAD: .WORD START
2243 004732 377 377 000 $ENULL: .BYTE -1,-1,0 ;NULL CHARACTER STRING
2244 004735 015 042412 042116 $ENDMG: .ASCIZ <15><12>/END PASS/
2245 004742 050040 051501 000123

```

.SBTTL SCOPE HANDLER ROUTINE

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004750
004750 104405
004752 032777 040000 174160
004760 001025
004762 000416
004764 013746 000004
004770 012737 005010 000004
004776 005737 177060
005002 012637 000004
005006 000404
005010 022626
005012 012637 000004
005016 000406
005020
005020 105267 174056
005024 011667 174056
005030 105067 174047
005034 016777 174042 174100
005042 016716 174040
005046 000002

```

*****
*THIS ROUTINE CONTROLS THE LOOPING OF SUBTESTS. IT WILL INCREMENT
*AND LOAD THE TEST NUMBER($TSTNM) INTO THE DISPLAY REG.(DISPLAY<7:0>)
*AND LOAD THE ERROR FLAG ($ERFLG) INTO DISPLAY<15:08>
*THE SWITCH OPTIONS PROVIDED BY THIS ROUTINE ARE:
*SW14=1      LOOP ON TEST
*CALL
*          SCOPE          ;;SCOPE=IOT

SSCOPE:
          CKSWR          ;;TEST FOR CHANGE IN SOFT-SWR
          BIT           #BIT14,$SWR          ;;LOOP ON PRESENT TEST?
          BNE          $OVER          ;;YES IF SW14=1
          *****START OF CODE FOR THE XOR TESTER*****
          $XTSTR: BR          $S          ;;IF RUNNING ON THE "XOR" TESTER CHANGE
          MOV          @ERRVEC, -(SP)          ;;THIS INSTRUCTION TO A "NOP" (NOP=240)
          MOV          #SS,@ERRVEC          ;;SAVE THE CONTENTS OF THE ERROR VECTOR
          TST          @177060          ;;SET FOR TIMEOUT
          MOV          (SP)+,@ERRVEC          ;;TIME OUT ON XOR?
          BR          $SVLAD          ;;RESTORE THE ERROR VECTOR
          CMP          (SP)+,(SP)+          ;;GO TO THE NEXT TEST
          MOV          (SP)+,@ERRVEC          ;;CLEAR THE STACK AFTER A TIME OUT
          BR          $OVER          ;;RESTORE THE ERROR VECTOR
          *****END OF CODE FOR THE XOR TESTER*****
          $SVLAD: INCB          $TSTNM          ;;LOOP ON THE PRESENT TEST
          MOV          (SP),$LPADR          ;;COUNT TEST NUMBERS
          CLRB          $ERFLG          ;;SAVE SCOPE LOOP ADDRESS
          MOV          $TSTNM,@DISPLAY          ;;ZERO THE ERROR FLAG
          MOV          $LPADR,(SP)          ;;DISPLAY TEST NUMBER
          RTI          ;;FUDGE RETURN ADDRESS
          ;;FIXES PS

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2279 .SBTTL ERROR HANDLER ROUTINE
2280
2281 ::*****
2282 ::*THIS ROUTINE WILL INCREMENT THE ERROR FLAG AND THE ERROR COUNT,
2283 ::*SAVE THE ERROR ITEM NUMBER AND THE ADDRESS OF THE ERROR CALL
2284 ::*AND GO TO TYPERR ON ERROR
2285 ::*THE SWITCH OPTIONS PROVIDED BY THIS ROUTINE ARE:
2286 ::*SW15=1 HALT ON ERROR
2287 ::*SW13=1 INHIBIT ERROR TYPEOUTS
2288 ::*SW10=1 BELL ON ERROR
2289 ::*CALL
2290 ::*
2291 ERROR N ;;ERROR=EMT AND N=ERROR ITEM NUMBER
2292 $ERROR:
2293 005050 104405
2294 005052 105267 174025
2295 005056 001775
2296 005060 016777 174016 174054
2297 005066 032777 002000 174044
2298 005074 001402
2299 005076 104400 005174
2300 005102 005267 174004
2301 005106 011667 174004
2302 005112 162767 000002 173776
2303 005120 117767 173772 173766
2304 005126 032777 020000 174004
2305 005134 001004
2306 005136 004767 000036
2307 005142 104400 001203
2308 005146
2309 005146 005777 173766
2310 005152 100002
2311 005154 000000
2312 005156 104405
2313 005160
2314 005160 022737 004716 000042
2315 005166 001001
2316 005170 000000
2317 005172
2318 005172 000002
2319 005174 177607 000377

75: CKSWR ;;TEST FOR CHANGE IN SOFT-SWR
INCB ;;SET THE ERROR FLAG
BEQ 75 ;;DON'T LET THE FLAG GO TO ZERO
MOV $STNM,$DISPLAY ;;DISPLAY TEST NUMBER AND ERROR FLAG
BIT #BIT10,$SWR ;;BELL ON ERROR?
BEQ 15 ;;NO - SKIP
TYPE $BELL ;;RING BELL
15: INC $ERTTL ;;COUNT THE NUMBER OF ERRORS
MOV (SP),$ERRPC ;;GET ADDRESS OF ERROR INSTRUCTION
SUB #2,$ERRPC
MOVB $ERRPC,$ITEMB ;;STRIP AND SAVE THE ERROR ITEM CODE
BIT #BIT13,$SWR ;;SKIP TYPEOUT IF SET
BNE 205 ;;SKIP TYPEOUTS
JSR PC,TYPERR ;;GO TO USER ERROR ROUTINE
TYPE $CRLF

205:
25: TST $SWR ;;HALT ON ERROR
BPL 35 ;;SKIP IF CONTINUE
HALT ;;HALT ON ERROR!
CKSWR ;;TEST FOR CHANGE IN SOFT-SWR

35: CMP #SENDAD,$42 ;;ACT-11 AUTO-ACCEPT?
BNE 65 ;;BRANCH IF NO
HALT ;;YES

65: RTI ;;RETURN
SBELL: .ASCIZ <207><377><377> ;;ASCII CODE FOR BELL

```

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2320
2321
2322 005200 104400 001203
2323 005204 010046
2324 005206 010146
2325 005210 005046
2326 005212 113716 001114
2327 005216 005316
2328 005220 006316
2329 005222 006316
2330 005224 006316
2331 005226 116601 000001
2332 005232 112600
2333 005234 066100 005242
2334 005240 000403
2335 005242 001622
2336 005244 001642
2337 005246 001732
2338
2339 005250 012067 000002
2340 005254 104400
2341 005256 000000
2342 005260 104400 001203
2343 005264 012067 000002
2344 005270 104400
2345 005272 000000
2346 005274 104400 001203
2347 005300 060107
2348 005302 000402
2349 005304 000430
2350 005306 000473
2351
2352
2353 005310 010246
2354 005312 012001
2355 005314 012002
2356 005316 000402
2357 005320 104400 013277
2358 005324 012100
2359 005326 001473
2360 005330 105722
2361 005332 001003
2362 005334 011046
2363 005336 104401
2364 005340 000767
2365 005342 010046
2366 005344 004737 007162
2367 005350 062716 000004
2368 005354 012667 000002
2369 005360 104400
2370 005362 000000
2371 005364 000755

:*****
:THIS ROUTINE WILL TYPEOUT THE ERROR MESSAGES
TYPERR: TYPE $CRLF ;TYPE "CR" & "LF"
MOV R0,-(SP) ;SAVE R0
MOV R1,-(SP) ;SAVE R1
CLR -(SP) ;PICKUP THE ITEM BYTE
MOVB @#SITEMB,(SP)
DEC (SP) ;ADJUST THE INDEX SO IT
ASL (SP) ;WILL WORK FOR THE
ASL (SP) ;ERROR TABLE
ASL (SP)
MOVB 1(SP),R1 ;GET THE ERROR TYPE
MOVB (SP)+,R0 ;GET THE ERROR NUMBER
ADD 1$(R1),R0 ;FORM THE TABLE POINTER
BR 2$

1$: ITEMS0
ITEMS1
ITEMS2

2$: MOV (R0)+,3$ ;PICKUP "ERROR MESSAGE" POINTER
TYPE ;TYPE "ERROR MESSAGE"

3$: 0
TYPE $CRLF ;TYPE "CR" & "LF"
MOV (R0)+,4$ ;PICKUP "DATA HEADER" POINTER
TYPE ;TYPE "DATA HEADER"

4$: 0
TYPE $CRLF ;TYPE "CR" & "LF"
ADD R1,PC ;GO TYPE THE DATA
BR ERROR0
BR ERROR1
BR ERROR2

:////////////////////////
ERROR0: MOV R2,-(SP) ;SAVE R2
MOV (R0)+,R1 ;PICKUP THE "DATA POINTER"
MOV (R0)+,R2 ;PICKUP "FORMAT" POINTER
BR 2$

1$: TYPE MSG14 ;" "
2$: MOV (R1)+,R0 ;GET ADDRESS OF DATA WORD
BEQ EREXT1 ;GO TO EXIT IF 0
TSTB (R2)+ ;TYPE DECIMAL OR OCTAL?
BNE 3$ ;BR IF DECIMAL
MOV (R0),-(SP) ;;SAVE (R0) FOR TYPEOUT
TYPOC ;;GO TYPE--OCTAL ASCII(ALL DIGITS)
BR 1$ ;GO GET NEXT DATA WORD

3$: MOV R0,-(SP)
JSR PC,@#SDB2D ;CHANGE NUMBER TO ASCIZ
ADD #4,(SP) ;TYPE 6 DIGITS
MOV (SP)+,4$
TYPE ;CALL TYPE ASCII MESSAGE ROUTINE
WORD 0 ;ADDRESS OF ASCII STRING
BR 1$ ;GO GET NEXT DATA WORD

```

```

2372
2373 005366 011001
2374 005370 013146
2375
2376 005372 104401
2377 005374 012767 000003 000006
2378
2379 005402 104400 013277
2380 005406 005327
2381 005410 000000
2382 005412 001412
2383 005414 012146
2384 005416 004737 007162
2385 005422 062716 000004
2386 005426 012667 000002
2387 005432 104400
2388 005434 000000
2389 005436 000761
2390 005440 013101
2391 005442 016167 005456 000002
2392 005450 104400
2393 005452 000000
2394 005454 000421
2395
2396
2397 005456 012043
2398 005460 012062
2399 005462 012070
2400 005464 012075
2401 005466 012121
2402 005470 012144
2403 005472 012167
2404 005474 012211
2405
2406
2407 005476 011000
2408 005500 005710
2409 005502 001406
2410 005504 013046
2411 005506 104401
2412 005510 104400 013277
2413 005514 000771
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2416 005516 012602
2417 005520 012601
2418 005522 012600
2419 005524 000207
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////////////////////////////////////
ERROR1: MOV (R0),R1 ;PICKUP THE "DATA POINTER"
MOV @ (R1)+,-(SP) ;;SAVE @ (R1)+ FOR TYPEOUT
;;SERRPC
TYPOC ;;GO TYPE--OCTAL ASCII(ALL DIGITS)
MOV #3,2$ ;PRINT 2 SPACES 3 TIMES
;AND 2 DECIMAL #'S 2 TIMES
1$: TYPE MSG14
DEC (PC)+ ;TYPE ANOTHER # ?
2$: .WORD 0
BEQ 4$ ;BR IF NO
MOV (R1)+,-(SP) ;YES---PICKUP ADDRESS OF #
JSR PC,@#$DB2D ;GO CHANGE TO DECIMAL ASCIZ
ADD #4,(SP) ;ONLY TYPE THE LAST 6 DIGITS
MOV (SP)+,3$ ;SAVE ADDRESS OF ASCIZ STRING
TYPE ;CALL THE TYPE ROUTINE
3$: .WORD 0 ;POINTER GOES HERE
BR 1$ ;LOOP
4$: MOV @ (R1)+,R1 ;PICKUP FUNCTION INDEX
MOV BADFUN(R1),5$ ;GET THE FUNCTION MESSAGE
TYPE ;AND TYPE IT
5$: .WORD 0 ;MESSAGE POINTER GOES HERE
BR EREXT2 ;GO TO EXIT
;THIS TABLE CONTAINS THE POINTERS TO THE DIFFERENT ASCIZ MESSAGES
;FOR THE FUNCTION BEING PERFORMED WHEN THE ERROR OCCURRED.
BADFUN: MXWFG ;WRITE-FILE-GAP
MXWRIT ;WRITE
MXREAD ;READ
MXBSFG ;BACK-SPACE-FILE-GAP
MXBSBG ;BACK-SPACE-BLK-GAP
MXSFFG ;SPACE-FWD-FILE-GAP
MXSFBG ;SPACE-FWD-BLK-GAP
MXRWND ;REWIND
////////////////////////////////////
ERROR2: MOV (R0),R0 ;PICKUP THE DATA POINTER
1$: TST (R0) ;ALL DATA TYPED?
BEQ EREXT2 ;BR IF YES
MOV @ (R0)+,-(SP) ;;SAVE @ (R0)+ FOR TYPEOUT
TYPOC ;;GO TYPE--OCTAL ASCII(ALL DIGITS)
TYPE MSG14
BR 1$ ;LOOP
////////////////////////////////////
EREXT1: MOV (SP)+,R2 ;RESTORE R2
EREXT2: MOV (SP)+,R1 ;RESTORE R1
MOV (SP)+,R0 ;RESTORE R0
RTS PC ;RETURN

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2422          : ////////////////////////////////////////////////////////////////////
2423          : ////////////////////////////////////////////////////////////////////
2424          :.SBTTL          DETERMINE CONTROL AND STATUS ERROR
2425
2426 005526 113737 001304 001162 CSRERR: MOVB  @#FILE,@#$REG0      ;GET THE FILE NUMBER
2427 005534 113737 001306 001166        MOVB  @#BLOCK,@#$REG2    ;GET THE BLOCK NUMBER
2428 005542 013746 007160                MOV   @#FUNLOC,-(SP)    ;GET THE LAST FUNCTION
2429 005546 042716 177761                BIC   @#CFUNCTION,(SP) ;CLEAR AWAY THE JUNK
2430 005552 011637 001172                MOV   (SP),@#STMP0    ;SAVE THE FUNCTION CODE
2431 005556 113766 001612 000001        MOVB  @#PARMBK,1(SP)  ;COMBINE THE ST/ER WITH
2432 005564 012601                MOV   (SP)+,R1        ;THE FUNCTION
2433 005566 005046                CLR   -(SP)          ;FIND OUT WHAT CAUSED THE ERROR
2434 005570 032701 001000                BIT   #OFFLINE,R1    ;OFF LINE?
2435 005574 001025                BNE   6$             ;BR IF YES
2436 005576 032701 010000                BIT   #WRTLOCK,R1   ;WRITE LOCK?
2437 005602 001021                BNE   5$             ;BR IF YES
2438 005604 032701 020000                BIT   #LEADER,R1    ;BOT/EOT?
2439 005610 001015                BNE   4$             ;BR IF YES
2440 005612 032701 004000                BIT   #FGAP,R1      ;FILE GAP?
2441 005616 001011                BNE   3$             ;BR IF YES
2442 005620 032701 002000                BIT   #TIMERR,R1    ;TIMING?
2443 005624 001005                BNE   2$             ;BR IF YES
2444 005626 032701 040000                BIT   #CRCERR,R1   ;BLOCK CHECK?
2445 005632 001001                BNE   1$             ;BR IF YES
2446 005634 005216                INC   (SP)           ; 6 = UNKNOWN
2447 005636 005216          1$: INC   (SP)           ; 5 = CRCERR
2448 005640 005216          2$: INC   (SP)           ; 4 = TIMERR
2449 005642 005216          3$: INC   (SP)           ; 3 = FGAP
2450 005644 005216          4$: INC   (SP)           ; 2 = LEADER
2451 005646 005216          5$: INC   (SP)           ; 1 = WRTLOCK
2452 005650                6$: INC   (SP)
2453 005650 106316                ASLB  (SP)           ;POSITION INDEX
2454 005652 062607                ADD   (SP)+,PC       ;BR TO THE ROUTINE
2455 005654 000406                BR    OL.ERR
2456 005656 000407                BR    WL.ERR
2457 005660 000410                BR    CL.ERR
2458 005662 000462                BR    FG.ERR
2459 005664 000463                BR    TM.ERR
2460 005666 000464                BR    BC.ERR
2461 005670 000472                BR    X.ERR
2462
2463 005672 104101          OL.ERR: ERROR 101      ;DRIVE IS OFFLINE
2464 005674 000200                RTS   RO
2465
2466 005676 104102          WL.ERR: ERROR 102      ;DRIVE IS WRITE LOCK
2467 005700 000200                RTS   RO
2468

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006062	013700	001306	
006066	042700	177760	
006072	006300		
006074	066037	001312	001220
006102	005537	001222	
006106	016037	001312	001620
006114	016000	001352	
006120	004737	006126	
006124	000207		
006126			
006126	010046		
006130	010146		
006132	010246		
006134	010346		
006136	012701	000200	
006142	012702	013440	
006146	013722	001304	
006152	013722	001306	
006156	010003		
006160	010300		
006162	012022		

```

;*****
;*****
.SBTTL          ROUTINE TO SETUP FOR A WRITE OPERATION
;THIS ROUTINE WILL SETUP THE BYTE COUNT, DETERMINE THE PATTERN TO
;BE WRITTEN ON TAPE, ADD THE SIZE OF THIS BLOCK TO THE TOTAL
;NUMBER OF BYTES TRANSFERRED AND CALL THE ROUTINE TO FILL THE
;WRITE BUFFER.
;CALL
;      JSR      PC, @#SETUPW
;
SETUPW: MOV      @#BLOCK, R0          ;GET THE BLOCK NUMBER
        BIC      #15, R0           ;KEEP MAX PATTERN
        ASL      R0                ;*2
        ADD      BLKSZ(R0), @#WBYTTL ;ADD THE BLOCK SIZE TO THE TOTAL
        ADC      @#WBYTTL+2        ;NUMBER OF BYTES WRITTEN
        MOV      BLKSZ(R0), @#PARMBK+6 ;SET THE BYTE COUNT
        MOV      PATS(R0), R0      ;GET PATTERN POINTER
        JSR      PC, @#FILL        ;GO FILL WRITE BUFFER
        RTS                       ;RETURN
;*****
;*****
.SBTTL          ROUTINE TO FILL THE BUFFER BEFORE A WRITE
;CALL
;      MOV      #PATADR, R0        ;1ST ADDRESS OF 8 BYTE PATADR
;      JSR      PC, @#FILL
;THE BUFFER IS FILLED AS FOLLOWS:
;BYTE# DATA
;0001 FILE NUMBER
;0002 FILE NUMBER COMPLEMENTED
;0003 BLOCK NUMBER
;0004 BLOCK NUMBER COMPLEMENTED
;0005 DATA PATTERN
;0006 DATA PATTERN
; * * *
; * * *
; * * *
;1027. DATA PATTERN
;1028. DATA PATTERN
;
FILL:
        MOV      R0, -(SP)         ;PUSH R0 ON STACK
        MOV      R1, -(SP)         ;PUSH R1 ON STACK
        MOV      R2, -(SP)         ;PUSH R2 ON STACK
        MOV      R3, -(SP)         ;PUSH R3 ON STACK
        MOV      #1024, R1         ;FILL 1024. BYTES WITH PATTERN
        MOV      #BUFFER, R2      ;1ST ADDRESS OF DATA BUFFER
        MOV      @#FILE, (R2)+    ;FILE NUMBER AND ITS COMPLEMENT
        MOV      @#BLOCK, (R2)+   ;BLOCK NUMBER AND ITS COMPLEMENT
        MOV      R0, R3           ;SAVE FIRST ADDRESS OF PATTERN
        MOV      R3, R0           ;RESET PATTERN POINTER
        MOV      (R0)+, (R2)+     ;MOVE THE PATTERN
    
```

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2566 006164 012022      MOV      (R0)+,(R2)+      ;INTO THE BUFFER AREA.
2567 006166 012022      MOV      (R0)+,(R2)+
2568 006170 012022      MOV      (R0)+,(R2)+
2569 006172 005301      DEC      R1
2570 006174 001371      BNE     1$
2571 006176 012603      MOV      (SP)+,R3      ;;POP STACK INTO R3
2572 006200 012602      MOV      (SP)+,R2      ;;POP STACK INTO R2
2573 006202 012601      MOV      (SP)+,R1      ;;POP STACK INTO R1
2574 006204 012600      MOV      (SP)+,R0      ;;POP STACK INTO R0
2575 006206 000207      RTS     PC
2576
2577      ;;*****
2578      ;;*****
2579      .SBTTL      ROUTINE TO SETUP FOR A READ
2580
2581      ;THIS ROUTINE WILL SETUP THE BYTE COUNT AND ADD THE SIZE OF THIS
2582      ;BLOCK TO THE TOTAL NUMBER OF BYTES READ.
2583
2584      ;CALL
2585      ;      JSR      PC,SETUPR
2586
2587
2588 006210 013700 001306      SETUPR: MOV      @#BLOCK,R0      ;GET THE BLOCK NUMBER
2589 006214 042700 177760      BIC     #1C15.,R0      ;KEEP MAX PATTERN
2590 006220 006300      ASL     R0      ;X2
2591 006222 066037 001312 001214      ADD     BLKSZ(R0),@#RBYTTL      ;ADD THE BLOCK SIZE TO THE TOTAL
2592 006230 005537 001216      ADC     @#RBYTTL+2      ;NUMBER OF BYTES READ
2593 006234 016037 001312 001620      MOV     BLKSZ(R0),@#PARMBK+6      ;SET THE BYTE COUNT
2594 006242 000207      RTS     PC      ;RETURN
2595
2596      ;;*****
2597      .SBTTL      ROUTINE TO CHECK FOR SYNC PROBLEMS
2598
2599      ;THIS ROUTINE CHECKS THE FIRST FOUR BYTES OF THE DATA
2600      ;BUFFER TO INSURE THE PROPER BLOCK WAS READ
2601      ;BYTE 1 = FILE NUMBER
2602      ;BYTE 2 = FILE NUMBER COMPLEMENT
2603      ;BYTE 3 = BLOCK NUMBER
2604      ;BYTE 4 = BLOCK NUMBER COMPLEMENT
2605
2606      ;CALL
2607      ;      JSR      PC,@#SYNCK
2608      ;      NORMAL RETURN
2609      ;      ERROR RETURN
2610
2611
2612
2613 006244 012700 013440      SYNCK:  MOV     #BUFFER,R0      ;ADDRESS OF FIRST WORD
2614 006250 011001      MOV     (R0),R1      ;CHECK FILE # WAS READ OK
2615 006252 000301      SWAB   R1      ;BYTE 1 SHOULD BE THE
2616 006254 062001      ADD     (R0)+,R1      ;COMPLEMENT OF BYTE 0
2617 006256 005101      COM    R1
2618 006260 001031      BNE    2$      ;BR IF FILE NUMBER READ WRONG
2619 006262 011001      MOV     (R0),R1      ;CHECK BLOCK # WAS READ OK
2620 006264 000301      SWAB   R1      ;BYTE 3 SHOULD BE THE
2621 006266 062001      ADD     (R0)+,R1      ;COMPLEMENT OF BYTE 2

```

```

2622 006270 005101          CUM      R1
2623 006272 001024          BNE     2$
2624 006274 023740 001306  CMP     @#BLOCK,-(R0)
2625 006300 001003          BNE     1$
2626 006302 023740 001304  CMP     @#FILE,-(R0)
2627 006306 001416          BEQ     2$
2628 006310 113737 001304 001162 1$:  MOVB   @#FILE,@#$REG0
2629 006316 113737 001306 001166  MOVB   @#BLOCK,@#$REG2
2630 006324 113737 013440 001172  MOVB   @#BUFFER,@#$TMP0
2631 006332 113737 013442 001176  MOVB   @#BUFFER+2,@#$TMP2
2632 006340 062716 000002  ADD     #2,(SP)
2633 006344 000207          2$:  RTS     PC
2634
2635 ;*****
2636 ;SBTTL          ROUTINE TO CHECK THE READ DATA
2637
2638 ;CALL
2639 ;
2640 ;          JSR     PC,DATCMP
2641 ;          NORMAL RETURN
2642 ;          ERROR1 RETURN
2643 ;          ERROR2 RETURN
2644 ;          :ERROR FLAG=0 AND DATA IS GOOD
2645 ;          :DATA IS BAD (ERROR FLAG=?)
2646 ;          :DATA IS GOOD BUT ERROR FLAG=1
2647
2648 DATCMP: MOV     @#BLOCK,R0
2649 BIC     #1C15.,R0
2650 ASL     R0
2651 MOV     BLKSZ(R0),R1
2652 MOV     #BUFFER,R2
2653 MOV     #4,R3
2654 MOV     #FILE,R4
2655 1$:  DEC     R1
2656 CMPB   (R2)+,(R4)+
2657 BNE     4$
2658 DEC     R3
2659 BNE     1$
2660 2$:  MOV     #8,R3
2661 MOV     PAT5(R0),R4
2662 3$:  DEC     R1
2663 BLT     5$
2664 CMPB   (R2)+,(R4)+
2665 BNE     4$
2666 DEC     R3
2667 BGT     3$
2668 BR      2$
2669 4$:  CLR     @#$GDDAT
2670 CLR     @#$BDDAT
2671 MOVB   -(R4),@#$GDDAT
2672 MOV     R4,@#$GDADR
2673 MOVB   -(R2),@#$BDDAT
2674 MOV     R2,@#$BDADR
2675 NEG     R1
2676 ADD     BLKSZ(R0),R1
2677 MOV     R1,@#BYTNM
2678 MOVB   @#FILE,@#$REG0
2679 MOVB   @#BLOCK,@#$REG2
2680 ADD     #2,(SP)
2681 BR      6$

```

```

;BR IF BLOCK NUMBER READ WRONG
;MAKE SURE PROPER BLOCK WAS READ
;BR IF AT THE WRONG BLOCK
;MAKE SURE PROPER FILE
;BR IF IN THE PROPER FILE

```

```

;TAKE ERROR RETURN
;RETURN

```

```

;*****
;SBTTL          ROUTINE TO CHECK THE READ DATA

```

```

;CALL
;
;          JSR     PC,DATCMP
;          NORMAL RETURN
;          ERROR1 RETURN
;          ERROR2 RETURN
;          :ERROR FLAG=0 AND DATA IS GOOD
;          :DATA IS BAD (ERROR FLAG=?)
;          :DATA IS GOOD BUT ERROR FLAG=1

```

```

DATCMP: MOV     @#BLOCK,R0
BIC     #1C15.,R0
ASL     R0
MOV     BLKSZ(R0),R1
MOV     #BUFFER,R2
MOV     #4,R3
MOV     #FILE,R4
1$:  DEC     R1
CMPB   (R2)+,(R4)+
BNE     4$
DEC     R3
BNE     1$
2$:  MOV     #8,R3
MOV     PAT5(R0),R4
3$:  DEC     R1
BLT     5$
CMPB   (R2)+,(R4)+
BNE     4$
DEC     R3
BGT     3$
BR      2$
4$:  CLR     @#$GDDAT
CLR     @#$BDDAT
MOVB   -(R4),@#$GDDAT
MOV     R4,@#$GDADR
MOVB   -(R2),@#$BDDAT
MOV     R2,@#$BDADR
NEG     R1
ADD     BLKSZ(R0),R1
MOV     R1,@#BYTNM
MOVB   @#FILE,@#$REG0
MOVB   @#BLOCK,@#$REG2
ADD     #2,(SP)
BR      6$

```

```

;SAVE GOOD DATA
;SAVE GOOD ADDRESS
;SAVE BAD DATA
;SAVE BAD ADDRESS
;SAVE THE BYTE NUMBER

```

```

;SETUP TO TAKE ERROR1 EXIT
;TAKE ERROR1 EXIT

```

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2678 006524 105737 001612      5$:  TSTB  @#PARMBK      ;DATA IS GOOD BUT WHAT ABOUT
2679                                     ;THE ERROR FLAG
2680 006530 100002                                     ;BR IF ERROR FLAG=0
2681 006532 062716 000004      6$:  BPL  6$      ;SETUP TO TAKE ERROR2 EXIT
2682 006536 000207      ADD  #4,(SP)
2683      RTS  PC      ;RETURN
2684                                     ;*****
2685                                     ;*****
2686 .SBTTL      COUNT SOFT DATA ERROR
2687
2688 ;CALL
2689 ;       JSR  RO,@#CNTSFT
2690 ;       RETURN FOR SOFT RETRY
2691 ;       RETURN FOR HARD
2692
2693 006540 005237 001206      CNTSFT: INC  @#SOFTNM      ;COUNT THIS SOFT ERROR
2694 006544 005337 001224      DEC  @#RDTRY5      ;REREAD THE RECORD?
2695 006550 002011                                     ;BR IF YES
2696 006552 013737 001260 001224      MOV  @#MAXRDS,@#RDTRY5 ;RESET REREAD COUNT
2697 006560 163737 001260 001206      SUB  @#MAXRDS,@#SOFTNM ;DON'T COUNT AS SOFT
2698 006566 005337 001206      DEC  @#SOFTNM
2699 006572 005720      TST  (RO)+      ;STEP OVER THE REREAD RETURN
2700 006574 000200      1$:  RTS  RO      ;RETURN
2701                                     ;*****
2702                                     ;*****
2703 .SBTTL      COUNT HARD ERROR
2704
2705 ;CAL
2706 ;       JSR  RO,@#CNTHRD
2707 ;       RETURN MORE ERRORS ALLOWED
2708 ;       RETURN MAX. ERRORS HAVE OCCURRED
2709
2710 006576 005237 001210 001262      CNTHRD: INC  @#HARDNM      ;COUNT THIS HARD ERROR
2711 006602 023737 001210      CMP  @#HARDNM,@#MAXERR ;MAX. HARD ERRORS OCCURRED
2712 006610 002401      BLT  1$      ;BR IF NO
2713 006612 005720      TST  (RO)+      ;TAKE FATAL EXIT
2714 006614 000200      1$:  RTS  RO      ;RETURN

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2763

;;*****

.SBTTL SAVE AND RESTORE R0-R5 ROUTINES

;;*****

;;*SAVE R0-R5

;;*CALL:

;;* SAVREG

;;*UPON RETURN FROM \$\$SAVREG THE STACK WILL LOOK LIKE:

;;*

;;*TOP---(+16)

;;* +2---(+18)

;;* +4---R5

;;* +6---R4

;;* +8---R3

;;*+10---R2

;;*+12---R1

;;*+14---R0

\$\$SAVREG:

MOV	R0,-(SP)	;;PUSH R0 ON STACK
MOV	R1,-(SP)	;;PUSH R1 ON STACK
MOV	R2,-(SP)	;;PUSH R2 ON STACK
MOV	R3,-(SP)	;;PUSH R3 ON STACK
MOV	R4,-(SP)	;;PUSH R4 ON STACK
MOV	R5,-(SP)	;;PUSH R5 ON STACK
MOV	22(SP),-(SP)	;;SAVE PS OF MAIN FLOW
MOV	22(SP),-(SP)	;;SAVE PC OF MAIN FLOW
MOV	22(SP),-(SP)	;;SAVE PS OF CALL
MOV	22(SP),-(SP)	;;SAVE PC OF CALL
RTI		

;;*RESTORE R0-R5

;;*CALL:

;;* RESREG

\$\$RESREG:

MOV	(SP)+,22(SP)	;;RESTORE PC OF CALL
MOV	(SP)+,22(SP)	;;RESTORE PS OF CALL
MOV	(SP)+,22(SP)	;;RESTORE PC OF MAIN FLOW
MOV	(SP)+,22(SP)	;;RESTORE PS OF MAIN FLOW
MOV	(SP)+,R5	;;POP STACK INTO R5
MOV	(SP)+,R4	;;POP STACK INTO R4
MOV	(SP)+,R3	;;POP STACK INTO R3
MOV	(SP)+,R2	;;POP STACK INTO R2
MOV	(SP)+,R1	;;POP STACK INTO R1
MOV	(SP)+,R0	;;POP STACK INTO R0
RTI		

006616			
006616	010046		
006620	010146		
006622	010246		
006624	010346		
006626	010446		
006630	010546		
006632	016646	000022	
006636	016646	000022	
006642	016646	000022	
006646	016646	000022	
006652	000002		
006654			
006654	012666	000022	
006660	012666	000022	
006664	012666	000022	
006670	012666	000022	
006674	012605		
006676	012604		
006700	012603		
006702	012602		
006704	012601		
006706	012600		
006710	000002		

```

2764 ;*****
2765
2766 .SBTTL          CASSETTE PRIMITIVES ROUTINE
2767
2768 ;CALLED VIA     JSR PC,(FUNCTION)
2769 ;WITH R0 POINTING TO:
2770
2771 .BYTE          0
2772 .BYTE          DRIVE # (0=A,1=B)
2773 .WORD          POINTER TO STATUS/ERROR BYTE
2774 .WORD          BUFFER ADDRESS
2775 .WORD          BYTE COUNT
2776
2777 WFG:   MOV      PC,-(SP)          ; WRITE A FILE GAP
2778 FUNTAB: BR      IOCOM
2779 WRITE: MOV     PC,-(SP)          ; WRITE A BLOCK OF DATA
2780        BR      IOCOM
2781 READ:  MOV     PC,-(SP)          ; READ A BLOCK OF DATA
2782        BR      IOCOM
2783 BSFG:  MOV     PC,-(SP)          ; BACK SPACE A FILE GAP
2784        BR      IOCOM
2785 BSBG:  MOV     PC,-(SP)          ; BACK SPACE A BLOCK GAP
2786        BR      IOCOM
2787 SFFG:  MOV     PC,-(SP)          ; SPACE FORWARD A FILE GAP
2788        BR      IOCOM
2789 SFBG:  MOV     PC,-(SP)          ; SPACE FORWARD A BLOCK GAP
2790        BR      IOCOM
2791 REWIND: MOV    PC,-(SP)          ; REWIND TO BEGINNING OF TAPE
2792 IOCOM: SUB    #FUNTAB,(SP)      ; PC ON STACK IS USED TO DETERMINE
2793        ASR     (SP)              ; FUNCTION
2794        BIT     #40,@TACSL        ; READY BIT UP?
2795        BEQ    CHKRDY            ; WAIT ON IT
2796        MOV    (SP)+,FUNLOC      ; PUT FUNC. IN BITS 1-3 OF FUNLOC
2797        MOV    R1,-(SP)
2798        MOV    R0,-(SP)
2799        MOV    #CASPAR,R1        ;PT. TO INT. HANDLER PARAM. BLK.
2800        MOV    2(R0),(R1)        ;PTR. TO ST/ERR WD. INTO P.BLK.
2801        CLRB  @R1+              ;ZERO ST/ERR BYTE
2802        INC   R0
2803 CHANOK: BISB  (R0)+,FUNLOC+1    ; COPY CHAN. NUM. TO FUNC. WORD
2804        TST  (R0)+
2805        MOV  (R0)+,2(R1)          ; BUFF. ADR.
2806        MOV  (R0),(R1)+          ; BYTE COUNT
2807        TST  (R1)+
2808        BISB #101,(R1)          ; ADD INT. ENABLE AND GO BITS
2809        ; TO THE FUNCTION
2810 DOFUN: MOV    (R1),@TACSL        ; START THE FUNCTION
2811        MOV  (SP)+,R0
2812        MOV  (SP)+,R1
2813        RTS   PC

```

```

2814                                     ;*****
2815                                     ;
2816                                     ;SBTTL          CASSETTE INTERRUPT HANDLER
2817                                     ;
2818                                     ;
2819                                     ;CASINT:
2820 007046 010146                       MOV     R1,-(SP)          ;;PUSH R1 ON STACK
2821 007050 010246                       MOV     R2,-(SP)          ;;PUSH R2 ON STACK
2822 007052 016702 172162                 MOV     TACSL,R2
2823 007056 012701 007154                 MOV     #CBCNT,R1      ;PARAM. BLOCK
2824 007062 105712                         TSTB   (R2)            ;TRANSFER REQUEST?
2825 007064 100411                         BMI    TREQ            ;YES
2826 007066 011204                         MOV     (R2),R4
2827 007070 000304                         SWAB   R4
2828 007072 052704 000001                 BIS    #1,R4           ;SET THE DONE BIT
2829 007076 110451                         MOVB   R4,@-(R1)       ;LOAD ST/ERR BYTE
2830 007100 105012                         CLRB   (R2)            ;TURN OFF INTERS.
2831 007102 012602                         MOV     (SP)+,R2       ;;POP STACK INTO R2
2832 007104 012601                         MOV     (SP)+,R1       ;;POP STACK INTO R1
2833 007106 000002                         RTI
2834
2835 007110 005321                         ;TREQ:  DEC    (R1)+
2836 007112 100412                         BMI    RWILBS          ;WHEN COUNT NEG.  DONE
2837 007114 032712 000004                 BIT    #4,(R2)         ;CHECK READ OR WRITE FUNC.
2838 007120 001003                         BNE    READR
2839 007122 113177 172114                 MOVB   @R1+,@TADBL     ;WRITE BYTE
2840 007126 000402                         BR     RWDONE
2841 007130 117731 172106                 READR: MOVB   @TADBL,@(R1)+ ;READ BYTE
2842 007134 005241                         RWDONE: INC    -(R1)    ;BUMP  ADDR.
2843 007136 000402                         BR     BACK           ;GET BACK
2844
2845 007140 052712 000020                 ;RWILBS: BIS    #20,(R2) ;INIT. LAST BYTE SEQ.
2846 007144
2847 007144 012602                         BACK:  MOV     (SP)+,R2  ;;POP STACK INTO R2
2848 007146 012601                         MOV     (SP)+,R1       ;;POP STACK INTO R1
2849 007150 000002                         RTI
2850
2851                                     ;
2852                                     ; CASSETTE INTER. HANDLER PARAM. BLOCK
2853                                     ;
2854 007152 000000                 CASPAR: .WORD 0        ;STATUS/ERROR POINTER
2855 007154 000000                 CBCNT:  .WORD 0        ;WORKING BYTE COUNT
2856 007156 000000                 .WORD 0                ;WORKING BUFFER ADDRESS
2857 007160 000000                 FUNLOC: .WORD 0        ;FUNC. WORD BUILT HERE
2858
2859

```

```

2860      ::*****
2861      .SBTTL  DOUBLE LENGTH BINARY TO DECIMAL ASCII CONVERT ROUTINE
2862
2863      ::*****
2864      *THIS ROUTINE WILL CONVERT A 32-BIT BINARY NUMBER TO AN UNSIGNED
2865      *DECIMAL (ASCII) NUMBER. THE SIGN OF THE BINARY NUMBER MUST BE
2866      *POSITIVE.
2867      *CALL
2868      *      MOV      #PNTR, -(SP)      ;; POINTER TO LOW WORD OF BINARY NUMBER
2869      *      JSR      PC, @#$DB2D
2870      *      RETURN
2871      *      ;; THE FIRST ADDRESS OF ASCII
2872      *      ;; IS ON THE STACK
2873
2874      $DB2D: SAVREG      ;; SAVE REGISTERS
2875      MOV      2(SP), R2      ;; PICKUP THE DATA POINTER
2876      MOV      #$DECVL, R0      ;; GET ADDRESS OF "$DECVL" STRING
2877      MOV      R0, 2(SP)      ;; PUT ADDRESS OF ASCII STRING ON STACK
2878      MOV      (R2)+, R1      ;; PICKUP THE BINARY NUMBER
2879      MOV      (R2)+, R2
2880      MOV      #10, 4$      ;; SET UP TO DO 10 CONVERSIONS
2881      MOV      #STNPWR, R4      ;; ADDRESS OF TEN POWER
2882      MOV      #STNPWR+2, R5
2883      1$: CLR      R3      ;; CLEAR PARTIAL
2884      2$: SUB      (R4), R1      ;; SUBTRACT TEN POWER
2885      SBC      R2
2886      SUB      (R5), R2
2887      BLT      3$      ;; BR IF TEN POWER TOO LARGE
2888      INC      R3      ;; ADD 1 TO PARTIAL
2889      BR      2$      ;; LOOP
2890      3$: ADD      (R4)+, R1      ;; RESTORE SUBTRACTED VALUE
2891      ADC      R2
2892      ADD      (R4)+, R2
2893      CMP      (R5)+, (R5)+      ;; MOVE TO NEXT TEN POWER
2894      BIS      #'0, R3      ;; CHANGE PARTIAL TO ASCII
2895      MOVB     R3, (R0)+      ;; SAVE IT
2896      DEC      (PC)+      ;; DONE?
2897      4$: .WORD     0
2898      BNE     1$      ;; BR IF NO
2899      CLRB     (R0)+      ;; TERMINATOR
2900      RESREG
2901      RTS      PC      ;; RESTORE REGISTERS
2902      STNPWR: 145000      ;; RETURN
2903      35632      ;; 1.0E09
2904      160400      ;; 1.0E08
2905      2765      ;; 1.0E07
2906      113200      ;; 1.0E07
2907      230      ;; 1.0E06
2908      041100      ;; 1.0E06
2909      17      ;; 1.0E05
2910      103240      ;; 1.0E05
2911      1      ;; 1.0E04
2912      23420      ;; 1.0E04
2913      0      ;; 1.0E03
2914      1750
2915      0

```

2916 007326 000144
2917 007330 000000
2918 007332 000012
2919 007334 000000
2920 007336 000001
2921 007340 000000
2922 007342 000014

144 ;:1.0E02
0
12 ;:1.0E01
0
1 ;:1.0E00
0
\$DECVL: .BLKB 12. ;:RESERVE STORAGE FOR ASCIZ STRING
.SBTTL SINGLE LENGTH BINARY TO DECIMAL ASCII ROUTINE

*THIS ROUTINE WILL CONVERT A 16-BIT UNSIGNED BINARY NUMBER TO AN
*UNSIGNED DECIMAL ASCII NUMBER.
*CALL
* MOV NUMBER, -(SP) ;:PUT BINARY NUMBER ON THE STACK
* JSR PC, @#\$SB2D ;:CALL
* RETURN ;:ADDRESS OF THE 1ST ASCII CHAR. IS ON THE STACK

2934 007356 016667 000002 000022
2935 007364 012746 007406
2936 007370 004737 007162
2937 007374 062716 000005
2938 007400 012666 000002
2939 007404 000207
2940 007406 000000 000000

\$SB2D: MOV 2(SP), 1\$;:SAVE BINARY NUMBER
MOV #1\$, -(SP) ;:SET POINTER
JSR PC, @#\$SB2D ;:CALL DOUBLE LENGTH CONVERT
ADD #5, (SP) ;:ONLY ALLOW FIVE CHARACTERS
MOV (SP)+, 2(SP) ;:PICKUP POINTER
RTS PC ;:RETURN
1\$: .WORD 0,0
.SBTTL TYPE NUMERICAL ASCII STRING SUPPRESS LEADING ZEROS

2941
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2950

*THIS ROUTINE IS USED TO TYPE AN ASCII NUMBER SUPPRESSING THE
*LEADING NUMBERS.
*CALL
* MOV #NUMADR, -(SP) ;:FIRST ADDRESS OF ASCII STRING
* JSR PC, @#\$SUPRS

2951 007412 010046
2952 007414 016600 000004
2953 007420 105710
2954 007422 001403
2955 007424 122720 000060
2956 007430 001773
2957 007432 005300
2958 007434 010067 000002
2959 007440 104400
2960 007442 000000
2961 007444 012600
2962 007446 012616
2963 007450 000207

\$SUPRS: MOV R0, -(SP) ;:SAVE R0
MOV 4(SP), R0 ;:PICKUP THE POINTER
1\$: TSTB (R0) ;:TERMINATEOR?
BEQ 2\$;:BR IF YES
CMPB #'0, (R0)+ ;:IS THIS AN ASCII "0" ?
BEQ 1\$;:BR IF YES
2\$: DEC R0 ;:BACKUP BY "1"
MOV R0, 3\$;:SAVE FOR TYPING
TYPE ;:GO TYPE
3\$: .WORD 0 ;:ASCII POINTER GOES HERE
MOV (SP)+, R0 ;:RESTORE R0
MOV (SP)+, (SP) ;:RESTORE THE STACK
RTS PC ;:RETURN
.SBTTL READ AN OCTAL NUMBER FROM THE TTY

2964
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2970
2971

*THIS ROUTINE WILL READ AN OCTAL (ASCII) NUMBER FROM THE TTY AND
*CHANGE IT TO BINARY.
*CALL:
* RDOCT ;:READ AN OCTAL NUMBER
* RETURN HERE ;:LOW ORDER BITS ARE ON TOP OF THE STACK

```

2972 ;* ;:HIGH ORDER BITS ARE IN $HIOCT
2973
2974 007452 011646 $RDOCT: MOV (SP),-(SP) ;: PROVIDE SPACE FOR THE
2975 007454 016666 000004 000002 MOV 4(SP),2(SP) ;: INPUT NUMBER
2976 007462 010046 MOV RO,-(SP) ;: PUSH RO ON STACK
2977 007464 010146 MOV R1,-(SP) ;: PUSH R1 ON STACK
2978 007466 010246 MOV R2,-(SP) ;: PUSH R2 ON STACK
2979 007470 104407 1$: RDLIN ;: READ AN ASCII LINE
2980 007472 012600 MOV (SP)+,RO ;: GET ADDRESS OF 1ST CHARACTER
2981 007474 005001 CLR R1 ;: CLEAR DATA WORD
2982 007476 005002 CLR R2
2983 007500 112046 2$: MOVB (RO)+,-(SP) ;: PICKUP THIS CHARACTER
2984 007502 001412 BEQ 3$ ;: IF ZERO GET OUT
2985 007504 006301 ASL R1 ;: *2
2986 007506 006102 ROL R2 ;: *4
2987 007510 006301 ASL R1 ;: *8
2988 007512 006102 ROL R2
2989 007514 006301 ASL R1
2990 007516 006102 ROL R2
2991 007520 042716 177770 BIC #1C7,(SP) ;: STRIP THE ASCII JUNK
2992 007524 062601 ADD (SP)+,R1 ;: ADD IN THIS DIGIT
2993 007526 000764 BR 2$ ;: LOOP
2994 007530 005726 3$: TST (SP)+ ;: CLEAN TERMINATOR FROM STACK
2995 007532 010166 000012 MOV R1,12(SP) ;: SAVE THE RESULT
2996 007536 010267 000010 MOV R2,$HIOCT
2997 007542 012602 MOV (SP)+,R2 ;: POP STACK INTO R2
2998 007544 012601 MOV (SP)+,R1 ;: POP STACK INTO R1
2999 007546 012600 MOV (SP)+,RO ;: POP STACK INTO RO
3000 007550 000002 RTI ;: RETURN
3001 007552 000000 $HIOCT: .WORD 0 ;: HIGH ORDER BITS GO HERE
    
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3002
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3010 007554 104400 013302
3011 007560 113746 001613
3012 007564 042716 177776
3013 007570 062716 000101
3014 007574 012667 000006
3015 007600 104400
3016 007602 007606
3017 007604 000207
3018 007606 000000

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;*****
;SBTTL          ROUTINE TO TYPE DRIVE
;CALL
;              JSR      PC,@TPDRV
;
TPDRV:  TYPE      MSG15
        MOV      @#PARMBK+1,-(SP)
        BIC     #'C1,(SP)
        ADD     #'A,(SP)
        MOV     (SP)+,1$
        TYPE
        IS
        RTS     PC
1$:     .WORD    0

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;" DRIVE "
;PICKUP THE DRIVE NUMBER
;STRIP ANY JUNK
;MAKE IT ASCIZ
;SAVE IT FOR TYPEOUT
;TYPE IT

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3019 ;*****
3020
3021 .SBTTL          ROUTINE TO ASK THE OPERATOR WHAT DRIVE(S) TO TEST
3022
3023 ;CALL
3024 ;              JSR      PC, @ASKDRV
3025 ;              RETURN
3026 ;NOTE: R0 AND R1 ARE DESTROYED
3027 007610 104400 013312 ASKDRV: TYPE      MSGDRV          ;<CRLF>"DRIVE(S)? "
3028 007614 005067 171432 CLR          DRVKEY
3029 007620 104407 RDLIN
3030 007622 012600 MOV          (SP)+, R0          ;GO GET A DRIVE
3031 007624 105710 TSTB        @R0                ;SETUP TO CHECK FOR VALID DRIVE(S)
3032 007626 001425 BEQ          NOTLGL           ;WAS A DRIVE SELECTED?
3033 007630 012701 001252 MOV          #DRVKEY, R1       ;BR IF NO
3034 007634 122710 000101 LOOP:  CMPB        #'A, @R0          ;WAS DRIVE "A" SELECTED?
3035 007640 001002 BNE          NOTA            ;BR IF NO
3036 007642 112021 MOVB        (R0)+, (R1)+       ;SET KEY FOR DRIVE "A"
3037 007644 000411 BR          NEXT
3038 007646 122710 000102 NOTA:  CMPB        #'B, @R0          ;WAS DRIVE "B" SELECTED?
3039 007652 001002 BNE          NOTB            ;BR IF NO
3040 007654 112021 MOVB        (R0)+, (R1)+       ;SET KEY FOR DRIVE "B"
3041 007656 000404 BR          NEXT
3042 007660 122710 000054 NOTB:  CMPB        #54, @R0        ;WAS A COMMA TYPED?
3043 007664 001006 BNE          NOTLGL           ;BR IF NO
3044 007666 105720 TSTB        (R0)+            ;DUMP THE COMMA
3045 007670 105710 NEXT:  TSTB        @R0                ;TERMINATOR?
3046 007672 001406 BEQ          EXIT            ;BR IF YES
3047 007674 022701 001254 CMP          #DRVKEY+2, R1     ;TWO DRIVES SELECTED?
3048 007700 101355 BHI          LOOP            ;BR IF NO
3049 007702 104400 001202 NOTLGL: TYPE      $QUES          ;ILLEGAL INPUT DETECTED
3050 007706 000740 BR          ASKDRV           ;GO TRY AGAIN
3051 007710 005767 171336 EXIT:  TST          DRVKEY       ;ANY DRIVE SELECTED?
3052 007714 001772 BEQ          NOTLGL           ;BR IF NO
3053 007716 000207 RTS          PC
3054

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3060 007720 010046
3061 007722 104400 013326
3062 007726 104410
3063 007730 012600
3064 007732 001411
3065 007734 020027 160000
3066 007740 103770
3067 007742 010037 001240
3068 007746 062700 000002
3069 007752 010037 001242
3070 007756 104400 013335
3071 007762 104410
3072 007764 012600
3073 007766 001411
3074 007770 020027 001000
3075 007774 103370
3076 007776 010037 001244
3077 010002 062700 000002
3078 010006 010037 001246
3079 010012 104400 013346
3080 010016 104410
3081 010020 012600
3082 010022 001413
3083 010024 020027 000007
3084 010030 101370
3085 010032 000300
3086 010034 006200
3087 010036 006200
3088 010040 006200
3089 010042 042700 177437
3090 010046 010037 001250
3091 010052 104400 013361
3092 010056 016746 171156
3093 010062 104401
3094 010064 104400 013370
3095 010070 016746 171146
3096 010074 104401
3097 010076 104400 013377
3098 010102 016746 171136
3099 010106 104401
3100 010110 104400 013411
3101 010114 016746 171130
3102 010120 104401
3103 010122 104400 013425
3104 010126 104406
3105 010130 012600
3106 010132 022700 000015
3107 010136 001406
3108 010140 022700 000131
3109 010144 001403
3110 010146 104400 001202

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*****
:SBTTL ROUTINE TO INPUT CSR,DBR, AND VECTOR ADDRESS AND PRIORITY
:CALL
:JSR PC,@ASKADR
ASKADR: MOV RO,-(SP) ;SAVE RO
1$: TYPE ,MSGASK ;"TACS?"
RDOCT ;GET VALUE
MOV (SP)+,RO ;PICK UP THE OCTAL NUMBER
BEQ 3$ ;IF "0" USE OLD VALUES
CMP RO,#160000 ;MAKE SURE IT IS A BUS ADDRESS
BLO 1$
MOV RO,@TACSL ;SAVE THE TACS
ADD #2,RO ;STEP TO TADB ADDRESS
MOV RO,@TADBL ;AND SAVE IT
3$: TYPE ,MSGVEC ;"VECTOR?"
RDOCT
MOV (SP)+,RO
BEQ 5$
CMP RO,#1000 ;MAKE SURE ADDRESS IS IN VECTOR AREA
BHIS 3$
MOV RO,@TAVEC ;SAVE AS VECTOR ADDRESS
ADD #2,RO
MOV RO,@TAVEC+2
5$: TYPE ,MSGPRI ;ASK FOR PRIORITY
RDOCT
MOV (SP)+,RO
BEQ 6$ ;IF "0" USE OLD VALUE
CMP RO,#7 ;MAKE SURE ITS VALID
BHI 5$
SWAB RO ;PUT INTO HIGH BYTE
ASR RO ;AND SHIFT
ASR RO ;INTO PROPER
ASR RO ;POSITION
BIC #1C<340>,RO ;SAVE ONLY PRIORITY BITS
MOV RO,@TAPRIO ;STORE IT AWAY
6$: TYPE MTACS ;TACS="
MOV TACSL,-(SP) ;SAVE TACSL FOR TYPEOUT
TYPOC ;GO TYPE--OCTAL ASCII(ALL DIGITS)
TYPE MTADB ;"TADB="
MOV TADBL,-(SP) ;SAVE TADBL FOR TYPEOUT
TYPOC ;GO TYPE--OCTAL ASCII(ALL DIGITS)
TYPE MTAVEC ;"VECTOR="
MOV TAVEC,-(SP) ;SAVE TAVEC FOR TYPEOUT
TYPOC ;GO TYPE--OCTAL ASCII(ALL DIGITS)
TYPE MTAPRIO ;"PRIORITY="
MOV TAPRIO,-(SP) ;SAVE TAPRIO FOR TYPEOUT
TYPOC ;GO TYPE--OCTAL ASCII(ALL DIGITS)
TYPE ,MSGOK ;"OK?"
RDCHR ;GO READ ONE CHARACTER
MOV (SP)+,RO ;GET IT
CMP #15,RO ;IS IT "CR"?
BEQ 7$ ;BRANCH IF YES
CMP #'Y',RO ;IS IT "Y"?
BEQ 7$ ;IT WAS
TYPE "??";TYPE "??";

```

3111 010152 000663
3112 010154 104400 013432
3113 010160 012600
3114 010162 000207

7S:

BR 1S
TYPE ,MYES
MOV (SP)+,RO
RTS PC

;AND LET HIM CORRECT THEM
;TYPE OUT "YES"
;RESTORE RO
;AND RETURN

```

3115 ;*****
3116 ;
3117 ;.SBTTL          ROUTINE TO EXAMINE DRIVE(S) FOR AVAILABILITY
3118 ;
3119 ;CALL:
3120 ;           MOV      #DRVKEY,RO
3121 ;           JSR      PC,@#EXAM          ;R1 IS DESTROYED
3122 ;           NORMAL RETURN
3123 ;           ERROR RETURN
3124 ;
3125 010164 013701 001240 EXAM: MOV      @#TACSL,R1          ;PICKUP THE "CONTROL & STATUS" REG. ADR.
3126 010170 005011      CLR      (R1)          ;DRIVE="A" FUNCTION="WFG"
3127 010172 122710 000101      CMPB   #'A,(R0)          ;EXAMINE DRIVE "A"?
3128 010176 001402      BEQ      1$          ;BR IF YES
3129 010200 052711 000400      BIS      #UNIT,(R1)          ;SELECT DRIVE "B"
3130 010204 032711 000040 1$: BIT      #READY,(R1)          ;WAIT ON READY
3131 010210 001775      BEQ      1$
3132 010212 005711      TST      (R1)          ;ANY ERROR?
3133 010214 100024      BPL      4$          ;BR IF NO
3134 010216 032711 001000      BIT      #OFFLINE,(R1)          ;ERROR DUE TO "OFF LINE"?
3135 010222 001017      BNE      3$          ;BR IF YES
3136 010224 032711 010000      BIT      #WRTLOCK,(R1)          ;ERROR DUE TO "WRITE LOCK"?
3137 010230 001411      BEQ      2$          ;BR IF NO
3138 010232 122777 000201 170700      CMPB   #BIT07!BIT00,@SWR          ;"READONLY" SELECTED? (RD1PAS)
3139 010240 001412      BEQ      4$          ;BR IF YES
3140 010242 122777 000203 170670      CMPB   #BIT07!BIT01!BIT00,@SWR          ;(RD2PAS)?
3141 010250 001406      BEQ      4$          ;BR IF YES
3142 010252 000403      BR       3$          ;TAKE THE ERROR EXIT
3143 010254 032711 020000 2$: BIT      #LEADER,(R1)          ;ERROR DUE TO "CLEAR LEADER"?
3144 010260 001002      BNE      4$          ;BR IF YES
3145 010262 062716 000002 3$: ADD      #2,(SP)          ;TAKE ERROR RETURN
3146 010266 000207 4$: RTS      PC          ;RETURN

```

.SBTTL TYPE ROUTINE

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3202

010270 105767 170663
010274 100002
010276 000000
010300 000407
010302 010046
010304 017600 000002
010310 112046
010312 001005
010314 005726
010316 012600
010320 062716 000002
010324 000002
010326 122716 000011
010332 001430
010334 122716 000200
010340 001006
010342 005726
010344 104400
010346 001203
010350 105067 000130
010354 000755
010356 004767 000056
010362 126726 170570
010366 001350
010370 016746 170560

010374 105366 000001
010400 002770
010402 004767 000032
010406 105367 000072
010412 000770

010414 112716 000040
010420 004767 000014
010424 132767 000007 000052
010432 001372
010434 005726

```
*****  
*ROUTINE TO TYPE ASCIZ MESSAGE. MESSAGE MUST TERMINATE WITH A 0 BYTE.  
*THE ROUTINE WILL INSERT A NUMBER OF NULL CHARACTERS AFTER A LINE FEED.  
*NOTE1: $NULL CONTAINS THE CHARACTER TO BE USED AS THE FILLER CHARACTER.  
*NOTE2: $FILLS CONTAINS THE NUMBER OF FILLER CHARACTERS REQUIRED.  
*NOTE3: $FILLC CONTAINS THE CHARACTER TO FILL AFTER.  
*  
*CALL:  
*1) USING A TRAP INSTRUCTION  
* TYPE ,MESADR ;;MESADR IS FIRST ADDRESS OF AN ASCIZ STRING  
*OR  
* TYPE  
* MESADR  
*  
$TYPE: TSTB $TPFLG ;; IS THERE A TERMINAL?  
BPL 1$ ;; BR IF YES  
HALT ;; HALT HERE IF NO TERMINAL  
BR 3$ ;; LEAVE  
1$: MOV RD,-(SP) ;; SAVE RD  
MOV 22(SP),RD ;; GET ADDRESS OF ASCIZ STRING  
2$: MOVB (RD)+,-(SP) ;; PUSH CHARACTER TO BE TYPED ONTO STACK  
BNE 4$ ;; BR IF IT ISN'T THE TERMINATOR  
TST (SP)+ ;; IF TERMINATOR POP IT OFF THE STACK  
60$: MOV (SP)+,RD ;; RESTORE RD  
3$: ADD #2,(SP) ;; ADJUST RETURN PC  
RTI ;; RETURN  
4$: CMPB #HT,(SP) ;; BRANCH IF <HT>  
BEQ 8$  
CMPB #CRLF,(SP) ;; BRANCH IF NOT <CRLF>  
BNE 5$  
TST (SP)+ ;; POP <CR><LF> EQUIV  
TYPE ;; TYPE A CR AND LF  
$CHARCNT ;; CLEAR CHARACTER COUNT  
CLRB 2$ ;; GET NEXT CHARACTER  
BR ;; GO TYPE THIS CHARACTER  
5$: JSR PC,$TYPEC ;; IS IT TIME FOR FILLER CHARS.?  
6$: CMPB $FILLC,(SP)+ ;; IF NO GO GET NEXT CHAR.  
BNE 2$ ;; GET # OF FILLER CHARS. NEEDED  
MOV $NULL,-(SP) ;; AND THE NULL CHAR.  
7$: DECB 1(SP) ;; DOES A NULL NEED TO BE TYPED?  
BLT 6$ ;; BR IF NO--GO POP THE NULL OFF OF STACK  
JSR PC,$TYPEC ;; GO TYPE A NULL  
DECB $CHARCNT ;; DO NOT COUNT AS A COUNT  
BR 7$ ;; LOOP  
  
;HORIZONTAL TAB PROCESSOR  
8$: MOVB #'(SP) ;; REPLACE TAB WITH SPACE  
9$: JSR PC,$TYPEC ;; TYPE A SPACE  
BITB #7,$CHARCNT ;; BRANCH IF NOT AT  
BNE 9$ ;; TAB STOP  
TST (SP)+ ;; POP SPACE OFF STACK
```

```

3203 010436 000724          BR      2$          ;;GET NEXT CHARACTER
3204 010440 105777 170504 $TYPEC: TSTB  2$STPS      ;;WAIT UNTIL PRINTER IS READY
3205 010444 100375          BPL      $TYPEC
3206 010446 116677 000002 170476 MOVB  2(SP),2$TPB      ;;LOAD CHAR TO BE TYPED INTO DATA REG.
3207 010454 122766 000015 000002 CMPB  #CR,2(SP)      ;;IS CHARACTER A CARRIAGE RETURN?
3208 010462 001003          BNE      1$          ;;BRANCH IF NO
3209 010464 105067 000014          CLRB  $CHARCNT      ;;YES--CLEAR CHARACTER COUNT
3210 010470 000406          BR      $TYPEX      ;;EXIT
3211 010472 122766 000012 000002 1$:  CMPB  #LF,2(SP)      ;;IS CHARACTER A LINE FEED?
3212 010500 001402          BEQ      $TYPEX      ;;BRANCH IF YES
3213 010502 105227          INCB  (PC)+          ;;COUNT THE CHARACTER
3214 010504 000000          $CHARCNT: WORD 0      ;;CHARACTER COUNT STORAGE
3215 010506 000207          $TYPEX: RTS      PC

3216
3217 .SBTTL  TTY INPUT ROUTINE
3218
3219 ;;*****
3220 .ENABL  LSB
3221
3222 ;;*****
3223 ;;*SOFTWARE SWITCH REGISTER CHANGE ROUTINE.
3224 ;;*ROUTINE IS ENTERED FROM THE TRAP HANDLER, AND WILL
3225 ;;*SERVICE THE TEST FOR CHANGE IN SOFTWARE SWITCH REGISTER TRAP CALL
3226 ;;*WHEN OPERATING IN TTY FLAG MODE.
3227 010510 022767 000176 170422 $CKSWR: CMP      #SWREG,SWR      ;;IS THE SOFT-SWR SELECTED?
3228 010516 001074          BNE      15$          ;;BRANCH IF NO
3229 010520 105777 170420          TSTB  2$TKS      ;;CHAR THERE?
3230 010524 100071          BPL      15$          ;;IF NO, DON'T WAIT AROUND
3231 010526 117746 170414          MOVB  2$TKB,-(SP)      ;;SAVE THE CHAR
3232 010532 042716 177600          BIC   #1C177,(SP)      ;;STRIP-OFF THE ASCII
3233 010536 022726 000007          CMP   #7,(SP)+          ;;IS IT A CONTROL G?
3234 010542 001062          BNE      15$          ;;NO, RETURN TO USER
3235 010544 126727 170364 000001 CMPB  $AUTOB,#1      ;;ARE WE RUNNING IN AUTO-MODE?
3236 010552 001456          BEQ      15$          ;;BRANCH IF YES
3237
3238 010554 104400 011235          TYPE  , $CNTLG      ;;ECHO THE CONTROL-G (↑G)
3239 010560 104400 011242          $GTSWR: TYPE  , $MSWR      ;;TYPE CURRENT CONTENTS
3240 010564 016746 167406          MOV   $WREG,-(SP)      ;;SAVE SWREG FOR TYPEOUT
3241 010570 104401          TYPOC      ;;GO TYPE--OCTAL ASCII(ALL DIGITS)
3242 010572 104400 011253          TYPE  , $MNEW      ;;PROMPT FOR NEW SWR
3243 010576 005046          19$:  CLR   -(SP)      ;;CLEAR COUNTER
3244 010600 005046          CLR   -(SP)      ;;THE NEW SWR
3245 010602 105777 170336          7$:  TSTB  2$TKS      ;;CHAR THERE?
3246 010606 100375          BPL      7$          ;;IF NOT TRY AGAIN
3247
3248 010610 117746 170332          MOVB  2$TKB,-(SP)      ;;PICK UP CHAR
3249 010614 042716 177600          BIC   #1C177,(SP)      ;;MAKE IT 7-BIT ASCII
3250
3251
3252
3253 010620 021627 000025          9$:  CMP   (SP),#25      ;;IS IT A CONTROL-U?
3254 010624 001005          BNE      10$          ;;BRANCH IF NOT
3255 010626 104400 011230          TYPE  , $CNTLU      ;;YES, ECHO CONTROL-U (↑U)
3256 010632 062706 000006          20$:  ADD   #6,SP      ;;IGNORE PREVIOUS INPUT
3257 010636 000757          BR      19$          ;;LET'S TRY IT AGAIN
3258

```

3259											
3260	010640	021627	000015		10\$:	CMP	(SP), #15		:: IS IT A <CR>?		
3261	010644	001022				BNE	16\$:: BRANCH IF NO		
3262	010646	005766	000004			TST	4(SP)		:: YES, IS IT THE FIRST CHAR?		
3263	010652	001403				BEQ	11\$:: BRANCH IF YES		
3264	010654	016677	000002	170256		MOV	2(SP), @SWR		:: SAVE NEW SWR		
3265	010662	062706	000006		11\$:	ADD	#6, SP		:: CLEAR UP STACK		
3266	010666	104400	001203		14\$:	TYPE	\$CRLF		:: ECHO <CR> AND <LF>		
3267	010672	126727	170237	000001		CMPB	\$INTAG, #1		:: RE-ENABLE TTY KBD INTERRUPTS?		
3268	010700	001003				BNE	15\$:: BRANCH IF NOT		
3269	010702	012777	000100	170234		MOV	#100, @STKS		:: RE-ENABLE TTY KBD INTERRUPTS		
3270	010710	000002			15\$:	RTI			:: RETURN		
3271	010712	004767	177522		16\$:	JSR	PC, \$TYPEC		:: ECHO CHAR		
3272	010716	021627	000060			CMP	(SP), #60		:: CHAR < 0?		
3273	010722	002420				BLT	18\$:: BRANCH IF YES		
3274	010724	021627	000067			CMP	(SP), #67		:: CHAR > 7?		
3275	010730	003015				BGT	18\$:: BRANCH IF YES		
3276	010732	042726	000060			BIC	#60, (SP)+		:: STRIP-OFF ASCII		
3277	010736	005766	000002			TST	2(SP)		:: IS THIS THE FIRST CHAR		
3278	010742	001403				BEQ	17\$:: BRANCH IF YES		
3279	010744	006316				ASL	(SP)		:: NO, SHIFT PRESENT		
3280	010746	006316				ASL	(SP)		:: CHAR OVER TO MAKE		
3281	010750	006316				ASL	(SP)		:: ROOM FOR NEW ONE.		
3282	010752	005266	000002		17\$:	INC	2(SP)		:: KEEP COUNT OF CHAR		
3283	010756	056616	177776			BIS	-2(SP), (SP)		:: SET IN NEW CHAR		
3284	010762	000707				BR	7\$:: GET THE NEXT ONE		
3285	010764	104400	001202		18\$:	TYPE	\$QUES		:: TYPE ?<CR><LF>		
3286	010770	000720				BR	20\$:: SIMULATE CONTROL-U		
3287					.DSABL	LSB					

::*****

::*THIS ROUTINE WILL INPUT A SINGLE CHARACTER FROM THE TTY

::*CALL:

::*	RDCHR	:: INPUT A SINGLE CHARACTER FROM THE TTY
::*	RETURN HERE	:: CHARACTER IS ON THE STACK
::*		:: WITH PARITY BIT STRIPPED OFF

3290	010772	011646			\$RDCHR:	MOV	(SP), -(SP)		:: PUSH DOWN THE PC
3299	010774	016666	000004	000002		MOV	4(SP), 2(SP)		:: SAVE THE PS
3300	011002	105777	170136		1\$:	TSTB	@STKS		:: WAIT FOR
3301	011006	100375				BPL	1\$:: A CHARACTER
3302	011010	117766	170132	000004		MOVB	@STKB, 4(SP)		:: READ THE TTY
3303	011016	042766	177600	000004		BIC	#1C<177>, 4(SP)		:: GET RID OF JUNK IF ANY
3304	011024	026627	000004	000023		CMP	4(SP), #23		:: IS IT A CONTROL-S?
3305	011032	001013				BNE	3\$:: BRANCH IF NO
3306	011034	105777	170104		2\$:	TSTB	@STKS		:: WAIT FOR A CHARACTER
3307	011040	100375				BPL	2\$:: LOOP UNTIL ITS THERE
3308	011042	117746	170100			MOVB	@STKB, -(SP)		:: GET CHARACTER
3309	011046	042716	177600			BIC	#1C177, (SP)		:: MAKE IT 7-BIT ASCII
3310	011052	022627	000021			CMP	(SP)+, #21		:: IS IT A CONTROL-Q?
3311	011056	001366				BNE	2\$:: IF NOT DISCARD IT
3312	011060	000750				BR	1\$:: YES, RESUME
3313	011062	026627	000004	000140	3\$:	CMP	4(SP), #140		:: IS IT UPPER CASE?
3314	011070	002407				BLT	4\$:: BRANCH IF YES

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3315 011072 026627 000004 000175      CMP      4(SP),#175      ;; IS IT A SPECIAL CHAR?
3316 011100 003003                    BGT      4$              ;; BRANCH IF YES
3317 011102 042766 000040 000004      BIC      #40,4(SP)      ;; MAKE IT UPPER CASE
3318 011110 000002                    RTI                          ;; GO BACK TO USER
3319                                     ;; *****
3320                                     ;; THIS ROUTINE WILL INPUT A STRING FROM THE TTY
3321                                     ;; *CALL:
3322                                     ;; *      RDLIN              ;; INPUT A STRING FROM THE TTY
3323                                     ;; *      RETURN HERE      ;; ADDRESS OF FIRST CHARACTER WILL BE ON THE STACK
3324                                     ;; *                      ;; TERMINATOR WILL BE A BYTE OF ALL 0'S
3325
3326 011112 010346                    $RDLIN: MOV      R3,-(SP)      ;; SAVE R3
3327 011114 012703 011220             1$:      MOV      #$TTYIN,R3      ;; GET ADDRESS
3328 011120 022703 011230             2$:      CMP      #$TTYIN+8.,R3      ;; BUFFER FULL?
3329 011124 101405                    BLOS     4$              ;; BR IF YES
3330 011126 104406                    RDCHR                    ;; GO READ ONE CHARACTER FROM THE TTY
3331 011130 112613                    MOV      (SP)+,(R3)      ;; GET CHARACTER
3332 011132 122713 000177             10$:     CMP      #177,(R3)      ;; IS IT A RUBOUT
3333 011136 001003                    BNE      3$              ;; SKIP IF NOT
3334 011140 104400 001202             4$:      TYPE     $QUES      ;; TYPE A '?'
3335 011144 000763                    BR       1$              ;; CLEAR THE BUFFER AND LOOP
3336 011146 111367 000044             3$:      MOV      (R3),9$      ;; ECHO THE CHARACTER
3337 011152 104400 011216                    TYPE     9$
3338 011156 122723 000015                    CMP      #15,(R3)+      ;; CHECK FOR RETURN
3339 011162 001356                    BNE      2$              ;; LOOP IF NOT RETURN
3340 011164 105063 177777                    CLRB    -1(R3)          ;; CLEAR RETURN (THE 15)
3341 011170 104400 001204                    TYPE     $LF            ;; TYPE A LINE FEED
3342 011174 012603                    MOV      (SP)+,R3      ;; RESTORE R3
3343 011176 011646                    MOV      (SP),-(SP)     ;; ADJUST THE STACK AND PUT ADDRESS OF THE
3344 011200 016666 000004 000002      MOV      4(SP),2(SP)    ;; FIRST ASCII CHARACTER ON IT
3345 011206 012766 011220 000004      MOV      #$TTYIN,4(SP)
3346 011214 000002                    RTI                          ;; RETURN
3347 011216 000                    9$:      .BYTE    0              ;; STORAGE FOR ASCII CHAR. TO TYPE
3348 011217 000                    .BYTE    0              ;; TERMINATOR
3349 011220 000010                    $TTYIN: .BLKB    8.      ;; RESERVE 8 BYTES FOR TTY INPUT
3350 011230 052536 005015 000          $CNTLU: .ASCIZ  /↑U/<15><12>  ;; CONTROL "U"
3351 011235 0136 006507 000012          $CNTLG: .ASCIZ  /↑G/<15><12>  ;; CONTROL "G"
3352 011242 005015 053523 020122          $MSWR:  .ASCIZ  <15><12>/SWR = /
3353 011250 020075 000
3354 011253 040 047040 053505          $MNEW:  .ASCIZ  / NEW = /
3355 011260 036440 000040

```

.SBTTL BINARY TO OCTAL (ASCII) AND TYPE

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011264 017546 000000
011270 116667 000001 000211
011276 112667 000207
011302 062716 000002
011306 000406
011310 112767 000001 000171
011316 112767 000006 000165
011324 112767 000005 000154
011332 010346
011334 010446
011336 010546
011340 116704 000145
011344 005404
011346 062704 000006
011352 110467 000132
011356 116704 000125
011362 016605 000012
011366 005003
011370 006105
011372 000404
011374 006105
011376 006105
011400 006105
011402 010503
011404 006103
011406 105367 000076
011412 100016
011414 042703 177770
011420 001002
011422 005704
011424 001403

```
*****  
*THIS ROUTINE IS USED TO CHANGE A 16-BIT BINARY NUMBER TO A 6-DIGIT  
*OCTAL (ASCII) NUMBER AND TYPE IT.  
*$TYPOS---ENTER HERE TO SETUP SUPPRESS ZEROS AND NUMBER OF DIGITS TO TYPE  
*CALL:  
*      MOV      NUM,-(SP)      ;;NUMBER TO BE TYPED  
*      TYPOS    N              ;;CALL FOR TYPEOUT  
*      .BYTE   N              ;;N=1 TO 6 FOR NUMBER OF DIGITS TO TYPE  
*      .BYTE   M              ;;M=1 OR 0  
*                               ;;1=TYPE LEADING ZEROS  
*                               ;;0=SUPPRESS LEADING ZEROS  
*$TYPON---ENTER HERE TO TYPE OUT WITH THE SAME PARAMETERS AS THE LAST  
*$TYPOS OR $TYPOC  
*CALL:  
*      MOV      NUM,-(SP)      ;;NUMBER TO BE TYPED  
*      TYPON    N              ;;CALL FOR TYPEOUT  
*$TYPOC---ENTER HERE FOR TYPEOUT OF A 16 BIT NUMBER  
*CALL:  
*      MOV      NUM,-(SP)      ;;NUMBER TO BE TYPED  
*      TYPOC    N              ;;CALL FOR TYPEOUT  
$TYPOS: MOV      2(SP),-(SP)    ;;PICKUP THE MODE  
        MOVVB   1(SP),$OFILL    ;;LOAD ZERO FILL SWITCH  
        MOVVB   (SP)+,$SOMODE+1 ;;NUMBER OF DIGITS TO TYPE  
        ADD     #2,(SP)         ;;ADJUST RETURN ADDRESS  
        BR      $TYPON  
$TYPOC: MOVVB   #1,$OFILL      ;;SET THE ZERO FILL SWITCH  
        MOVVB   #6,$SOMODE+1    ;;SET FOR SIX(6) DIGITS  
$TYPON: MOVVB   #5,$SOCNT      ;;SET THE ITERATION COUNT  
        MOV     R3,-(SP)        ;;SAVE R3  
        MOV     R4,-(SP)        ;;SAVE R4  
        MOV     R5,-(SP)        ;;SAVE R5  
        MOVVB   $SOMODE+1,R4    ;;GET THE NUMBER OF DIGITS TO TYPE  
        NEG     R4  
        ADD     #6,R4           ;;SUBTRACT IT FOR MAX. ALLOWED  
        MOVVB   R4,$SOMODE      ;;SAVE IT FOR USE  
        MOVVB   $OFILL,R4      ;;GET THE ZERO FILL SWITCH  
        MOV     12(SP),R5      ;;PICKUP THE INPUT NUMBER  
1$:    CLR     R3              ;;CLEAR THE OUTPUT WORD  
        ROL    R5              ;;ROTATE MSB INTO "C"  
        BR     3$             ;;GO DO MSB  
2$:    ROL    R5              ;;FORM THIS DIGIT  
        ROL    R5  
        ROL    R5  
        MOV    R5,R3  
3$:    ROL    R3              ;;GET LSB OF THIS DIGIT  
        DECB   $SOMODE         ;;TYPE THIS DIGIT?  
        BPL    7$             ;;BR IF NO  
        BIC    #177770,R3     ;;GET RID OF JUNK  
        BNE    4$             ;;TEST FOR 0  
        TST   R4              ;;SUPPRESS THIS 0?  
        BEQ   5$             ;;BR IF YES
```

3412	011426	005204		4\$:	INC	R4	:: DON'T SUPPRESS ANYMORE 0'S
3413	011430	052703	000060		BIS	#'0,R3	:: MAKE THIS DIGIT ASCII
3414	011434	052703	000040	5\$:	BIS	#',R3	:: MAKE ASCII IF NOT ALREADY
3415	011440	110367	000040		MOVB	R3,B\$:: SAVE FOR TYPING
3416	011444	104400	011504		TYPE	B\$:: GO TYPE THIS DIGIT
3417	011450	105367	000032	7\$:	DECB	\$OCNT	:: COUNT BY 1
3418	011454	003347			BGT	2\$:: BR IF MORE TO DO
3419	011456	002402			BLT	6\$:: BR IF DONE
3420	011460	005204			INC	R4	:: INSURE LAST DIGIT ISN'T A BLANK
3421	011462	000744			BR	2\$:: GO DO THE LAST DIGIT
3422	011464	012605		6\$:	MOV	(SP)+,R5	:: RESTORE R5
3423	011466	012604			MOV	(SP)+,R4	:: RESTORE R4
3424	011470	012603			MOV	(SP)+,R3	:: RESTORE R3
3425	011472	016666	000002 000004		MOV	2(SP),4(SP)	:: SET THE STACK FOR RETURNING
3426	011500	012616			MOV	(SP)+,(SP)	
3427	011502	000002			RTI		:: RETURN
3428	011504	000		8\$:	.BYTE	0	:: STORAGE FOR ASCII DIGIT
3429	011505	000			.BYTE	0	:: TERMINATOR FOR TYPE ROUTINE
3430	011506	000		\$OCNT:	.BYTE	0	:: OCTAL DIGIT COUNTER
3431	011507	000		\$DFILL:	.BYTE	0	:: ZERO FILL SWITCH
3432	011510	000000		\$OMODE:	.WORD	0	:: NUMBER OF DIGITS TO TYPE

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.SBTTL TRAP DECODER

: *THIS ROUTINE WILL PICKUP THE LOWER BYTE OF THE "TRAP" INSTRUCTION
: *AND USE IT TO INDEX THROUGH THE TRAP TABLE FOR THE STARTING ADDRESS
: *OF THE DESIRED ROUTINE. THEN USING THE ADDRESS OBTAINED IT WILL
: *GO TO THAT ROUTINE.

011512 010046
011514 016600 000002
011520 005740
011522 111000
011524 006300
011526 016000 011534
011532 000200

\$TRAP: MOV RO, -(SP) ;; SAVE RO
MOV 2(SP), RO ;; GET TRAP ADDRESS
TST -(RO) ;; BACKUP BY 2
MOVB (RO), RO ;; GET RIGHT BYTE OF TRAP
ASL RO ;; POSITION FOR INDEXING
MOV \$TRPAD(RO), RO ;; INDEX TO TABLE
RTS RO ;; GO TO ROUTINE

.SBTTL TRAP TABLE

: *THIS TABLE CONTAINS THE STARTING ADDRESSES OF THE ROUTINES CALLED
: *BY THE "TRAP" INSTRUCTION.

: ROUTINE
: -----

011534
011534 010270
011536 011310
011540 011264
011542 011324
011544 010560
011546 010510
011550 010772
011552 011112
011554 007452
011556 006616
011560 006654

\$TRPAD: \$TYPE ;; CALL=TYPE TRAP+0(104400) TTY TYPEOUT ROUTINE
\$TYPOC ;; CALL=TYPOC TRAP+1(104401) TYPE OCTAL NUMBER (WITH LEADING ZEROS)
\$TYPOS ;; CALL=TYPOS TRAP+2(104402) TYPE OCTAL NUMBER (NO LEADING ZEROS)
\$TYPON ;; CALL=TYPON TRAP+3(104403) TYPE OCTAL NUMBER (AS PER LAST CALL)
\$GTSWR ;; CALL=GTSWR TRAP+4(104404) GET SOFT-SWR SETTING
\$CKSWR ;; CALL=CKSWR TRAP+5(104405) TEST FOR CHANGE IN SOFT-SWR
\$RDCHR ;; CALL=RDCHR TRAP+6(104406) TTY TYPEIN CHARACTER ROUTINE
\$RDLIN ;; CALL=RDLIN TRAP+7(104407) TTY TYPEIN STRING ROUTINE
\$RDOCT ;; CALL=RDOCT TRAP+10(104410) READ AN OCTAL NUMBER FROM TTY
\$SAVREG ;; CALL=SAVREG TRAP+11(104411) SAVE R0-R5 ROUTINE
\$RESREG ;; CALL=RESREG TRAP+12(104412) RESTORE R0-R5 ROUTINE

.SBTTL POWER DOWN AND UP ROUTINES

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011562 012737 011726 000024
011570 012737 000340 000026
011576 010046
011600 010146
011602 010246
011604 010346
011606 010446
011610 010546
011612 017746 167322
011616 010667 000110
011622 012737 011634 000024
011630 000000
011632 000776

011634 012737 011726 000024
011642 016706 000064
011646 005067 000060
011652 005267 000054
011656 001375
011660 012677 167254
011664 012605
011666 012604
011670 012603
011672 012602
011674 012601
011676 012600
011700 012737 011562 000024
011706 012737 000340 000026
011714 104400
011716 011734
011720 012716
011722 004406
011724 000002
011726 000000
011730 000776
011732 000000
011734 005015 047520 042527
011742 000122

```
*****  
:POWER DOWN ROUTINE  
$PWRDN: MOV    $SILLUP, @#PWRVEC    ;; SET FOR FAST UP  
        MOV    #340, @#PWRVEC+2    ;; PRIO:7  
        MOV    R0, -(SP)           ;; PUSH R0 ON STACK  
        MOV    R1, -(SP)           ;; PUSH R1 ON STACK  
        MOV    R2, -(SP)           ;; PUSH R2 ON STACK  
        MOV    R3, -(SP)           ;; PUSH R3 ON STACK  
        MOV    R4, -(SP)           ;; PUSH R4 ON STACK  
        MOV    R5, -(SP)           ;; PUSH R5 ON STACK  
        MOV    @SWR, -(SP)         ;; PUSH @SWR ON STACK  
        MOV    SP, $SAVR6         ;; SAVE SP  
        MOV    #PWRUP, @#PWRVEC    ;; SET UP VECTOR  
        HALT  
        BR     .-2                ;; HANG UP  
  
*****  
:POWER UP ROUTINE  
$PWRUP: MOV    $SILLUP, @#PWRVEC    ;; SET FOR FAST DOWN  
        MOV    $SAVR6, SP         ;; GET SP  
        CLR    $SAVR6             ;; WAIT LOOP FOR THE TTY  
1$:      INC    $SAVR6             ;; WAIT FOR THE INC  
        BNE    1$                 ;; OF WORD  
        MOV    (SP)+, @SWR        ;; POP STACK INTO @SWR  
        MOV    (SP)+, R5         ;; POP STACK INTO R5  
        MOV    (SP)+, R4         ;; POP STACK INTO R4  
        MOV    (SP)+, R3         ;; POP STACK INTO R3  
        MOV    (SP)+, R2         ;; POP STACK INTO R2  
        MOV    (SP)+, R1         ;; POP STACK INTO R1  
        MOV    (SP)+, R0         ;; POP STACK INTO R0  
        MOV    #PWRDN, @#PWRVEC    ;; SET UP THE POWER DOWN VECTOR  
        MOV    #340, @#PWRVEC+2    ;; PRIO:7  
        TYPE    $POWER             ;; REPORT THE POWER FAILURE  
$PWRMG: .WORD  (PC)+, (SP)        ;; POWER FAIL MESSAGE POINTER  
$PWRAD: .WORD  $EOP              ;; RESTART AT $EOP  
        RTI  
$SILLUP: HALT                    ;; THE POWER UP SEQUENCE WAS STARTED  
        BR     .-2                ;; BEFORE THE POWER DOWN WAS COMPLETE  
$SAVR6: 0  
$POWER:  .ASCIZ  <15><12>"POWER"  
        .EVEN
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3515      ;:*****
3516
3517      ;DATA POINTERS
3518
3519 011744 001116 001162 001166 DT1:  .WORD  $ERRPC,$REG0,$REG2,BYTNUM,$GDDAT,$BDDAT,$GDADR,$BDADR,0
3520 011752 001230 001124 001126
3521 011760 001120 001122 000000
3522
3523 011766 001116 001162 001166 DT2:  .WORD  $ERRPC,$REG0,$REG2,$TMPO,$TMP2,0
3524 011774 001172 001176 000000
3525
3526 012002 001116 001162 001166 DT101: .WORD  $ERRPC,$REG0,$REG2,$TMPO,0
3527 012010 001172 000000
3528
3529 012014 001116 001240 000000 DT201: .WORD  $ERRPC,TACSL,0
3530
3531 012022 001116 000000      DT202: .WORD  $ERRPC,0
3532
3533      ;DATA FORMATS
3534      000000      ON=0      ;OCTAL NUMBER
3535      000001      DN=1      ;DECIMAL NUMBER
3536
3537 012026      000      DF1:  .BYTE  ON      ;$ERRPC
3538 012027      001      .BYTE  DN      ;$REG0
3539 012030      001      .BYTE  DN      ;$REG2
3540 012031      001      .BYTE  DN      ;BYTNUM
3541 012032      000      .BYTE  ON      ;$GDDAT
3542 012033      000      .BYTE  ON      ;$BDDAT
3543 012034      000      .BYTE  ON      ;$GDADR
3544 012035      000      .BYTE  ON      ;$BDADR
3545
3546 012036      000      DF2:  .BYTE  ON      ;$ERRPC
3547 012037      001      .BYTE  DN      ;$REG0
3548 012040      001      .BYTE  DN      ;$REG2
3549 012041      001      .BYTE  DN      ;$TMPO
3550 012042      001      .BYTE  DN      ;$TMP1
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3552 ;*****
3553 ;
3554 ;MESSAGES
3555
3556 012043 127 044522 042524 MXWFG: .ASCIZ /WRITE-FILE-GAP/
3557 012050 043055 046111 026505
3558 012056 040507 000120
3559 012062 051127 052111 000105 MXWRIT: .ASCIZ /WRITE/
3560 012070 042522 042101 000 MXREAD: .ASCIZ /READ/
3561 012075 102 041501 026513 MXBSFG: .ASCIZ /BACK-SPACE-FILE-GAP/
3562 012102 050123 041501 026505
3563 012110 044506 042514 043455
3564 012116 050101 000
3565 012121 102 041501 026513 MXBSBG: .ASCIZ /BACK-SPACE-BLK-GAP/
3566 012126 050123 041501 026505
3567 012134 046102 026513 040507
3568 012142 000120
3569 012144 050123 041501 026505 MXSFFG: .ASCIZ /SPACE-FWD-FILE-GAP/
3570 012152 053506 026504 044506
3571 012160 042514 043455 050101
3572 012166 000
3573 012167 123 040520 042503 MXSFBG: .ASCIZ /SPACE-FWD-BLK-GAP/
3574 012174 043055 042127 041055
3575 012202 045514 043455 050101
3576 012210 000
3577 012211 122 053505 047111 MXRWND: .ASCIZ /REWIND/
3578 012216 000104
3579 012220 040504 040524 042440 EM1: .ASCIZ "DATA ERROR"
3580 012226 051122 051117 000
3581 012233 123 047131 020103 EM2: .ASCIZ "SYNC ERROR"
3582 012240 051105 047522 000122
3583 012246 051104 053111 020105 EM101: .ASCIZ "DRIVE IS OFF-LINE"
3584 012254 051511 047440 043106
3585 012262 046055 047111 000105
3586 012270 051104 053111 020105 EM102: .ASCIZ "DRIVE IS WRITE-LOCK"
3587 012276 051511 053440 044522
3588 012304 042524 046055 041517
3589 012312 000113
3590 012314 046103 040505 020122 EM103: .ASCIZ "CLEAR LEADER ERROR"
3591 012322 042514 042101 051105
3592 012330 042440 051122 051117
3593 012336 000
3594 012337 106 046111 020105 EM104: .ASCIZ "FILE GAP ERROR"
3595 012344 040507 020120 051105
3596 012352 047522 000122
3597 012356 044524 044515 043516 EM105: .ASCIZ "TIMING ERROR"
3598 012364 042440 051122 051117
3599 012372 000
3600 012373 102 047514 045503 EM106: .ASCIZ "BLOCK CHECK ERROR"
3601 012400 041440 042510 045503
3602 012406 042440 051122 051117
3603 012414 000
3604 012415 125 045516 047516 EM107: .ASCIZ "UNKNOWN INTERRUPT"
3605 012422 047127 044440 052116
3606 012430 051105 052522 052120
3607 012436 000

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3664	013103	200	054502	042524	MSG5:	.ASCIZ	<CRLF>"BYTES WRITTEN="
3665	013110	020123	051127	052111			
3666	013116	042524	036516	000			
3667	013123	200	040524	042520	MSG6:	.ASCIZ	<CRLF>"TAPE PASSES="
3668	013130	050040	051501	042523			
3669	013136	036523	000				
3670	013141	200	044506	042514	MSG7:	.ASCIZ	<CRLF>"FILES/PASS="
3671	013146	027523	040520	051523			
3672	013154	000075					
3673	013156	041200	047514	045503	MSG8:	.ASCIZ	<CRLF>"BLOCKS/FILE="
3674	013164	027523	044506	042514			
3675	013172	000075					
3676	013174	040440	042116	000	MSG9:	.ASCIZ	" AND"
3677	013201	040	044527	046114	MSG10:	.ASCIZ	" WILL BE TESTED"<CRLF>
3678	013206	041040	020105	042524			
3679	013214	052123	042105	000200			
3680	013222	025052	020052	047506	MSG11:	.ASCIZ	"*** FORMAT ***"
3681	013230	046522	052101	025040			
3682	013236	025052	000				
3683	013241	052	025052	051040	MSG12:	.ASCIZ	"*** READ ***"
3684	013246	040505	020104	020040			
3685	013254	025052	000052				
3686	013260	025052	020052	051127	MSG13:	.ASCIZ	"*** WRITE ***"
3687	013266	052111	020105	025040			
3688	013274	025052	000				
3689	013277	040	000040		MSG14:	.ASCIZ	" "
3690	013302	042040	044522	042526	MSG15:	.ASCIZ	" DRIVE "
3691	013310	000040					
3692	013312	042200	044522	042526	MSGDRV:	.ASCIZ	<CRLF>"DRIVE(S)? "
3693	013320	051450	037451	000040			
3694	013326	052200	041501	037523	MSGASK:	.ASCIZ	<CRLF>"TACS?"
3695	013334	000					
3696	013335	200	042526	052103	MSGVEC:	.ASCIZ	<CRLF>"VECTOR?"
3697	013342	051117	000077				
3698	013346	050200	044522	051117	MSGPRI:	.ASCIZ	<CRLF>"PRIORITY?"
3699	013354	052111	037531	000			
3700	013361	200	040524	051503	MTACS:	.ASCIZ	<CRLF>"TACS="
3701	013366	000075					
3702	013370	052040	042101	036502	MTADB:	.ASCIZ	/ TADB=/
3703	013376	000					
3704	013377	040	053040	041505	MTAVEC:	.ASCIZ	" VECTOR="
3705	013404	047524	036522	000			
3706	013411	040	050040	044522	MTAPRI:	.ASCIZ	" PRIORITY="
3707	013416	051117	052111	036531			
3708	013424	000					
3709	013425	200	045517	000077	MSGOK:	.ASCIZ	<CRLF>"OK?"
3710	013432	042531	100123	000	MYES:	.ASCIZ	"YES"<CRLF>
3711		013440			.EVEN		
3712							
3713					.SBTTL		READ AND WRITE BUFFER
3714							
3715	013440	002004			BUFFER: .BLKB		1028.
3716		015444			LASTADDRESS=		.
3717							
3718		000001			.END		

BGOTO	1161#	2452													
CALL	1161#	1797	1807	1821	1832	1844	1875	1947	1963	1974	2028	2075	2085	2099	
COMMEN	1#	1130#													
DECBLK	1161#	2482													
DECFIL	1161#	2471													
ENDCOM	1#	1130#													
EOPCOD	1161#	2175													
ERROR	1024#	1589	1652	1857	1864	1986	1993	2463	2466	2493	2496	2499	2502	2508	
ESCAPE	1#	1130#													
GETPRI	1#	1130#													
GETSWR	1#	1130#	1534#												
INCBK	1161#	1887	2013	2112											
INCFIL	1161#	1892	2019	2117											
JGOTO	1161#	1733													
MORETA	1161#	1227													
MULT	1#	1130#													
NEWTST	1#	1130#													
OUTDBL	1161#	2194	2199												
OUTSGL	1161#	2184	2189	2204	2216										
POP	1#	1130#	2571	2755	2831	2846	2997	3495	3496						
PUSH	1#	1130#	2554	2735	2819	2976	3476	3482							
REMARK	1161#	1794	1804	1816	1829	1840	1852	1859	1870	1884	1944	1954	1959	1970	1981
	1988	2000	2010	2025	2072	2082	2094	2109	2176	2221					
REPORT	1#	1130#													
SCOPE	1025#	1851	1999	2108	2144	2162	2175								
SETBLK	1161#	1788	1895	1938	2022	2066	2120								
SETFIL	1161#	1791	1941	2069											
SETPRI	1#	1130#													
SETTRA	3449#	3458	3459	3460	3462	3464	3465	3466	3467	3468	3469				
SETUP	1#	1130#	1492												
SKIP	1#	1130#													
SLASH	1#	1130#	1263	1284	1306	1360	1472	1659	1743	1747	1794	1796	1804	1806	1816
	1818	1829	1831	1840	1842	1852	1854	1859	1861	1870	1872	1884	1886	1899	1944
	1946	1954	1956	1959	1961	1970	1972	1981	1983	1988	1990	2000	2002	2010	2012
	2025	2027	2036	2072	2074	2082	2084	2094	2096	2109	2111	2124	2176	2178	2221
	2223	2352	2372	2406	2415	2422									
SPACE	1130#														
STARS	1#	957	1130#	1174	1178	1226	1386	1408	1456	1474	1480	1546	1555	1563	1579
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	2860	2863	2925	2943	2966	3002	3019	3055	3115	3149	3219	3222	3290	3319	3358
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.SWRLO	1012#		
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.SR2AZ	1#		
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	2616	2621	2632	2672	2676	2681	2890	2892	2937	2992	3013	3068	3077	3145	3174
	3256	3265	3384	3394											
ASL	2328	2329	2330	2525	2590	2646	2985	2987	2989	3279	3280	3281	3445		
ASLB	1736	1737	2453												
ASR	1680	2793	3086	3087	3088										
ASRB	1643	1648													
BEQ	1532	1588	1594	1625	1640	1646	1657	1800	1811	1824	1836	1847	1878	1950	1966
	1977	2031	2078	2089	2103	2174	2225	2234	2295	2298	2359	2382	2409	2489	2627
	2795	2954	2956	2984	3032	3046	3052	3064	3073	3082	3107	3109	3128	3131	3137
	3139	3141	3177	3212	3236	3263	3278	3411							
BGE	2146	2695													
BGT	1697	1891	2005	2007	2018	2116	2168	2663	3275	3316	3418				
BHI	3048	3084													
BHIS	3075														
BIC	1681	2165	2429	2524	2589	2645	2991	3012	3089	3232	3249	3276	3303	3309	3317
	3408														
BICB	1719														
BIS	2828	2845	2894	3129	3283	3413	3414								
BISB	2803	2809													
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	3136	3143													
BITB	3200														
BLO	3066														
BLOS	3329														
BLT	1558	1561	1722	1874	2659	2712	2887	3191	3273	3314	3419				
BMI	1720	2825	2836												
BTT	1485	1487	1498	1518	1530	1536	1538	1592	1637	1655	1684	1727	2148	2229	2260
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	2625	2653	2655	2661	2838	2898	3035	3039	3043	3135	3144	3171	3179	3187	3201
	3208	3228	3234	3254	3261	3268	3305	3311	3333	3339	3409	3494			
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	1866	1868	1898	1958	1985	1992	1995	1997	2009	2123	2262	2268	2271	2334	2348
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	2835	2896	2957												
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EMT	1024														
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	2118	2121	2243	2473	2483	3347	3348	3428	3429	3430	3431	3537	3538	3539	3540
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	1973	1982	1984	1989	1991	2001	2003	2011	2013	2026	2028	2040	2045	2060	2073
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	2163	2168	2171	2172	2173	2175	2177	2179	2222	2224	2233	2235	2241	2243	2246
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	2244	2246	2248	2251	2254	2259	2271	2273	2274	2275	2278	2279	2281	2284	2294
	2297	2304	2306	2307	2309	2313	2314	2318	2319	2320	2352	2372	2406	2415	2422
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	3488	3495	3496	3504	3506	3508	3512	3515	3552						
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	3526	3529	3531												

ERRORS DETECTED: 0
DEFAULT GLOBALS GENERATED: 0

*, DZTAEB.SEG/SOL/CRF/PAGNUM/NL: TOC=SYSMAC.CO, DZTAEB.P11
RUN-TIME: 38 52 6 SECONDS

K08

TA11 DATA RELIABILITY MAINDEC-11-DZTAE-B MACY11 27(732) 25-SEP-76 11:17 PAGE 105
DZTAE.P11 CROSS REFERENCE TABLE -- PERMANENT SYMBOLS

RUN-TIME RATIO: 188/97=1.9
CORE USED: 35K (69 PAGES)

