

GT40

QUICK VERIFY
MD-11-DDGTE-C

EP-DDGTE-C-DL-B
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DEC 1976
digital
MADE IN USA



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IDENTIFICATION

PRODUCT CODE: MAINDEC-11-DOGTE-C-D
PRODUCT NAME: GT40 QUICK VERIFY
DATE: DECEMBER 1976
MAINTAINER: DIAGNOSTIC GROUP

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1. ABSTRACT

THIS VERSION OF THE PROGRAM SUPPORTS NON-SWITCH REGISTER CPU'S. FOR THESE CPU'S, THE SWITCH REGISTER CAN BE CHANGED BY CHANGING THE CONTENTS OF SWREG (170).

THIS PROGRAM IS A QUICK GO-NOGO TEST OF THE GT40 SYSTEM. THE PURPOSE OF THIS TEST IS TO QUICKLY IDENTIFY ANY PROBLEM IN THE SYSTEM. THE PROGRAM WILL START THE DISPLAY AND THEN INITIATE THE COMMUNICATION LINE. TWO BACKGROUND TASKS ARE EXECUTED, THE FIRST IS A GT-40 ROM VERIFY TEST. THE SECOND TASK IS A WORSE CASE NOISE TEST THRU MEMORY.

2. REQUIREMENTS2.1 EQUIPMENT

GT40 SYSTEM (11/05, DISPLAY PROCESSOR AND VR14 SCOPE)
MODEM TEST CONNECTOR WHICH CONNECTS DATA OUT TO DATA IN.

2.2 STORAGE

THIS PROGRAM USED MEMORY LOCATIONS 0-7776 AND 16000-16776 (2K OF MEMORY).

3. LOADING PROCEDURE3.1 METHOD

PROCEDURE FOR NORMAL BINARY TAPES SHOULD BE FOLLOWED.

4. STARTING PROCEDURE4.1 CONTROL SWITCH SETTINGS

CONSOLE SW 09 = 0	ROM PRESENT AS SPECIFIED BY SW 08
CONSOLE SW 09 = 1	NO ROM PRESENT
CONSOLE SW 08 = 0	TEST AS VERSION 2 ROM (512. WORDS)
CONSOLE SW 08 = 1	TEST AS VERSION 1 ROM (256. WORDS)

4.2 STARTING ADDRESS OR ADDRESSES

200 IS THE ONLY STARTING ADDRESS OF THIS TEST

5. OPERATING PROCEDURE

ONCE STARTED THE TEST WILL RUN IN THEIR NORMAL MANNER WITHOUT OPERATOR INTERVENTION OR SWITCH SELECTION. THE OPERATOR MUST VERIFY THE DATA RETURNING FROM THE COMMUNICATION LINE BY COMPARING 'COM OUTPUT' TO 'COM INPUT' ON THE DISPLAY SCREEN. BY TYPING ON THE CONSOLE KEYBOARD, THE CHARACTER AND OCTAL VALUE WILL BE DISPLAYED.

6. ERRORS

THE PROGRAM WILL ONLY HALT ON AN ERROR. THE PROGRAM DOES NOT CONTAIN FACILITIES FOR REPORTING MESSAGES OR ERROR CONDITIONS.

7. RESTRICTIONS

A COMMUNICATION TEST PLUG MUST BE INSTALLED ON THE DL-11.

8. MISCELANEOUS

8.1 EXECUTION TIME

THE TEST WILL TAKE APPROXIMATELY 10 SECONDS FOR COMPLETION AND WILL RING THE 'GT-40' BELL.

8.2 DEVICE ADDRESS PROGRAM LOCATIONS

LOCATION 1000 CONTAINS THE GT40 DEVICE ADDRESS
LOCATION 1002 CONTAINS THE GT40 INTERRUPT VECTOR.
LOCATION 1004 CONTAINS THE GT40 INTERRUPT LEVEL.
LOCATION 1006 CONTAINS THE DL-11 DEVICE ADDRESS.
LOCATION 1010 CONTAINS THE DL-11 INTERRUPT VECTOR.
LOCATION 1012 CONTAINS THE DL-11 INTERRUPT LEVEL.
LOCATION 1014 CONTAINS THE GT-40 ROM BOOTSTRAP ADDRESS.
LOCATION 1016 CONTAINS THE GT-40 ROM WORD LENGTH.

9. PROGRAM DESCRIPTION

9.1 DISPLAY FILE (FORGROUND TASK)

THE DISPLAY FILE IS A COMPACT VISUAL TEST OF ALL GT40 DISPLAY INSTRUCTIONS. A BOX OUTLINING THE SCREEN WITH DIFFERENT LINE TYPE VALUE IS DISPLAYED. THREE PAIRS OF ASCII STRINGS ARE ALSO DISPLAYED TO TEST THE CHARACTER LOGIC. THE FIRST LINE OF A STRING IS DISPLAYED IN 'NORMAL' FONT THE SECOND LINE OF A STRING IS DISPLAYED IN 'ITALICS'. ALSO INCLUDED IN THIS VISUAL TEST ARE THE 8 DIFFERENT INTENSITY LEVELS. THE DISPLAY PATTERN IS ENHANCED BY THE USE OF BLINKING OCTAGONS AND MOVING SINE WAVES. THE DISPLAY PATTERN ALSO SERVES AS FOR VISUAL INSPECTION OF THE COMMUNICATION LINE DATA. ALL LINES AND CHARACTERS ARE ENABLED FOR LIGHT-PEN INTERACTION EXCEPT FOR THE LARGEST OCTAGON. UPON LIGHT-PEN HIT, THE TEXT 'LIGHT-PEN HIT' WILL BE DISPLAYED NEAR CENTER SCREEN.

9.2 COMMUNICATION DATA (FORGROUND TASK)

THE DATA PRESENTED TO THE COMMUNICATION LINE APPEARS ON THE DISPLAY SCREEN AS FOUND AT 'COM OUTPUT'. (DECGRAPHIC-11 DISPLAY TERMINAL GT40 VR14) THE DATA ECHOED BACK BY THE TEST CONNECTOR IS DISPLAYED ON THE SCREEN AS FOUND AT 'COM INPUT'. A VISUAL TEST OF THE DATA MUST BE PERFORMED.

9.3 ROM VERIFY TEST (BACKGROUND TASK)

THIS TEST VERIFIES THE DATA CONTAINED IN THE GT-40 ROM BOOTSTRAP.

9.4 WORSE CASE NOISE TEST (BACKGROUND TASK)

THIS IS A BACKGROUND TEST OF ALL AVAILABLE MEMORY. A SMALL PROGRAM IS LOADED INTO ALL EXISTING MEMORY AND THEN EXECUTED THRU THE REMAINDER OF MEMORY.

9.5 KEYBOARD DATA (FORGROUND TASK)

UPON DEPRESSING A KEYBOARD KEY, THE OCTAL VALUE WILL BE DISPLAYED AND ECHO ONTO THE SCREEN.

000664	000666			.+2	
000666	000000			HALT	
000670	000672			.+2	
000672	000000			HALT	
000674	000676			.+2	
000676	000000			HALT	
000700	000702			.+2	
000702	000000			HALT	
000704	000706			.+2	
000706	000000			HALT	
000710	000712			.+2	
000712	000000			HALT	
000714	000716			.+2	
000716	000000			HALT	
000720	000722			.+2	
000722	000000			HALT	
000724	000726			.+2	
000726	000000			HALT	
000730	000732			.+2	
000732	000000			HALT	
000734	000736			.+2	
000736	000000			HALT	
000740	000742			.+2	
000742	000000			HALT	
000744	000746			.+2	
000746	000000			HALT	
000750	000752			.+2	
000752	000000			HALT	
000754	000756			.+2	
000756	000000			HALT	
000760	000762			.+2	
000762	000000			HALT	
000764	000766			.+2	
000766	000000			HALT	
000770	000772			.+2	
000772	000000			HALT	
000774	000776			.+2	
000776	000000			HALT	
	000024			.+24	
000024	001674			PWRFL	:POWER FAIL VECTOR
000026	000340			340	
	000004			ERRVEC=4	
	177570			DSWR=177570	:11/45 LIGHT DISPLAY REGISTER
	000170			.=170	
000170	000000			SWREG: .WORD 0	
	000200			.=200	
000200	000137	001022		JMP	STARTE
	001000			.=1000	
001000	172000			GTADD: 172000	:GT-40 ADDRESS
001002	000320			GTVCT: 320	:GT-40 VECTOR
001004	000200			GTBRL: 200	:GT-40 BR LEVEL

K01

3740 CHECK VERIFY MAINDEC-11-DDGTE-C
 000000.P11 05-NOV-76 10:20

MACY11 27(1006) 05-NOV-76 12:10 PAGE 11

463	001006	175610		DLADD: 175610	
464	001010	000300		DLVCT: 300	:DL-11 ADDRESS
465	001012	000240		DLBRL: 240	:DL-11 VECTOR
466					
467	001014	166000		ROMADD: 166000	:ROM STARTING ADDRESS
468	001016	001000		WORDS: 512	
469	001020	006000		IMAGE: 6000	
470					
471	001022	012706	000500	STARTB: MOV #500, SP	:LOAD THE STACK POINTER
472	001026	012777	000340 000176	MOV #340, PPSW	:RAISE PSW
473	001034	004737	001316	JSR PC, INITGT	:INIT DEVICE ADDRESSES
474	001040	005037	001020	CLR IMAGE	:PRESET FOR NO ROM SELECTED
475	001044	032777	001000 000156	BIT #1000, JSWR	:TEST FOR ROM SELECTED SWITCH
476	001052	001021		BNE 2\$:NO ROM SELECTED
477	001054	032777	000400 000146	BIT #400, JSWR	:TEST ROM SWITCH
478	001062	001007		BNE 1\$:BR IF SET
479	001064	012737	001000 001016	MOV #512, WORDS	:ASSUME VER. 2 ROM
480	001072	012737	006000 001020	MOV #START, IMAGE	:LOAD IMAGE ADDRESS
481	001100	000406		BR 2\$:START TEST
482	001102	012737	000400 001016	1\$: MOV #256, WORDS	:SELECT VER. 1 ROM
483	001110	012737	016000 001020	MOV #START, IMAGE	:LOAD IMAGE ADDRESS
484	001116	005077	000042	2\$: CLR DLODBR	:CLEAR OUTPUT
485	001122	005077	000036	CLR DLODBR	
486	001126	004737	001720	JSR PC, DDCORE	:SET UP CORE SIZE
487	001132	004737	001234	JSR PC, PRIME	:INIT THE DEVICES
488	001136	005077	000070	CLR PPSW	
489	001142	000137	002630	JMP OVER	:EXECUTE BACKGROUND TASK

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GT40 QUICK VERIFY MAINDEC-11-DDGTE-C
DDGTEC.P11 05-NOV-76 10:20

MACY11 27(1006) 05-NOV-76 12:10 PAGE 12

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001146 172000
001150 172002
001152 172004
001154 172006

001156 175610
001160 175612
001162 175614
001164 175616

001166 000320
001170 000322

001172 000324
001174 000326

001176 000330
001200 000332

001202 000300
001204 000302
001206 000304
001210 000306

001212 177560
001214 177562
001216 177564
001220 177566

001222 000060
001224 000062

001226 000200

001230 177570
001232 177776

001234 012777 003012 177704
001242 012777 000100 177712
001250 012777 000100 177700
001256 012777 000100 177726
001264 113777 005422 177672
001272 012737 000001 002430
001300 005037 002432
001304 005037 002624
001310 000207

001312 017476
001314 000000

GTPC: 172000
GTSP: 172002
GTXPCS: 172004
GTYP05: 172006

DLICSR: 175610
DLIDBR: 175612
DLJCSR: 175614
DLODBR: 175616

GTDONE: 320
GTDNE1: 322

GTLPH: 324
GTLPH1: 326

GTSOTM: 330
GTSOT1: 332

DLIVT: 300
DLIVT1: 302
DLOVT: 304
DLOVT1: 306

TKS: 177560
TKB: 177562
TPS: 177564
TPB: 177566

KRBVT: 60
KRBVT1: 62

KRBBRL: 200

SWR: 177570
PSW: 177776

PRIME: MOV #FILE00, @GTPC
MOV #100, @DLOCSR
MOV #100, @DLICSR
MOV #100, @TKS
MOV #1, @PNT
CLR RPNT
CLR KPNT
RTS PC

SIZE: 17476
GTDLY0: 0

:DISPLAY PC
:DISPLAY STATUS REG.
:DISPLAY X REGISTER
:DISSPLAY Y REGISTER

;DL-11 STATUS
:DL-11 BUFFER
:DL-11 STATUS
:DL-11 BUFFER

:DISPLAY DONE VECTOR

:DISPLAY LIGHT-PEN VECTOR

:DISPLAY SHIFT-OUT/ TIME-OUT VECTOR

;START THE DISPLAY
;ENABLE DL OUTPUT
;ENABLE DL INPUT
;ENABLE KEYBOARD
;OUTPUT A CHAR
;PRESET PRINT POINTER
;CLEAR READ BUFFER

:EXIT

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3740 3-11-76 VERIFY MAINDEC-11-DDGTE-C
001 EC.P11 05-NOV-76 10:20

MACY11 27(1006) 05-NOV-76 12:10 PAGE 13

001316	012700	001146		INITGT:	MOV	#GTPC,RO		;LOAD STARTING ADDRESS
001322	013701	001000			MOV	GTADD,R1		;SAVE VALUE
001326	004737	001400			JSR	PC,LOADRO		;LOAD GT ADDR
001332	013701	001006			MOV	DLADD,R1		;LOAD STARTING ADDRESS (DL-11)
001336	004737	001400			JSR	PC,LOADRO		;LOAD DL-11 ADDRESSES
001342	013701	001002			MOV	GTVCT,R1		;LOAD VECTOR VALUE
001346	004737	001400			JSR	PC,LOADRO		;LOAD GT-40 VECTORS
001352	010110				MOV	R1,(RO)		
001354	062720	000010			ADD	#10,(RO)+		;LOAD GT TIME-OUT
001360	010110				MOV	R1,(RO)		
001362	062720	000012			ADD	#12,(RO)+		
001366	013701	001010			MOV	DLVCT,R1		;LOAD VECTOR VALUE
001372	004737	001400			JSR	PC,LOADRO		;LOAD DL-11 VECTORS
001376	000436				BR	INGT		;BR
001400	010120			LOADRO:	MOV	R1,(RO)+		;LOAD DONE
001402	010110				MOV	R1,(RO)		
001404	062720	000002			ADD	#2,(RO)+		
001410	010110				MOV	R1,(RO)		
001412	062720	000004			ADD	#4,(RO)+		;LOAD DONE
001416	010110				MOV	R1,(RO)		
001420	062720	000006			ADD	#6,(RO)+		;LOAD PSW
001424	013746	000004			MOV	#ERRVEC, -(SP)		;SAVE VECTORS CONTENTS
001430	012737	001456	000004		MOV	#15, #ERRVEC		;SET UP FOR TRAP
001436	012737	177570	001230		MOV	#DSWR, #SWR		;SET UP TO TEST FOR SWITCH REGISTER
001444	022777	177777	177556		CMP	#-1, #SWR		;TEST FOR SWITCH REGISTER
001452	001005				BNE	3\$;SWITCH REGISTER IS PRESENT
001454	000401				BR	2\$;NO SWITCH REGISTER
001456	022626			1\$:	CMP	(SP)+, (SP)+		;POP 2 WORDS OFF STACK
001460	012737	000170	001230	2\$:	MOV	#SWREG, #SWR		;SET UP FOR SOFTWARE SWITCH REGISTER
001466	012637	000004		3\$:	MOV	(SP)+, #ERRVEC		;RESTORE VECTORS CONTENTS
001472	000207				RTS	PC		;EXIT
001474	012777	002130	177464	INGT:	MOV	#GTSTOP, #GTDONE		;LOAD DONE VECTOR
001502	013777	001004	177460		MOV	GTBRL, #GTDNE1		
001510	012777	002220	177454		MOV	#GTLPEN, #GTLPH		;LOAD LIGHT-PEN VECTOR
001516	013777	001004	177450		MOV	GTBRL, #GTLPH1		
001524	012777	002236	177444		MOV	#GTSHIF, #GTSOTM		;LOAD SHIFT-OUT VECTOR
001532	013777	001004	177440		MOV	GTBRL, #GTSOT1		
001540	012737	000040	001314		MOV	#40, #GTDLY0		
001546	012737	005752	005722		MOV	#FILEDC, #FILEOA		
001554	012737	174104	003074		MOV	#STATSB, #INCR+4, #GRPINC		
001562	012700	005516			MOV	#BUFF2, RO		
001566	005020			INTD:	CLR	(RO)+		
001570	022700	005566			CMP	#BUFF2+50, RO		
001574	001374				BNE	INTD		
001576	012700	005612			MOV	#BUFF3, RO		;SET UP KRB BUFFER

NO1

3742 QUICK VERIFY MAINDEC-11-DDGTE-C
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MACY11 27(1006) 05-NOV-76 12:10 PAGE 14

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587 001602 005020
588 001604 022700 005662
589 001610 001374
590 001612 105037 005677
591 001616 105037 005700
592 001622 105037 005701
593 001626 012777 002326 177346
594 001634 013777 001012 177342
595 001642 012777 022244 177336
596 001650 013777 001012 177332
597 001656 012777 002440 177336
598 001664 013777 001226 177332
599 001672 000207
600
601 001674 012737 001704 000024 PWRFL: MOV #PWRUP, @#24 ;LOAD VECTOR
602 001702 000000 HALT
603
604 001704 000005 PWRJP: RESET
605 001706 012737 001674 000024 MOV #PWRFL, @#24
606 001714 000137 001022 JMP STARTB ;RESTART AT BEGINING
607
608 ;SUBROUTINE TO DETERMINE THE SIZE OF CORE
609 ; AND SET UP LOCATION SIZE WITH THE VALJE
610
611 001720 012737 001754 000004 DDCORE: MOV #25, @#4 ;SET UP FOR NEM
612 001726 012701 017776 MOV #17776, R1 ;SET UP ADDRESS
613 001732 005000 CLR R0
614 001734 062701 020000 15: ADD #20000, R1 ;MOVE TO THE NEXT BANK
615 001740 005200 INC R0 ;INC BANK COUNTER
616 001742 005711 TST (1) ;TIMEOUT ?
617 001744 022701 157776 CMP #157776, R1 ;END ?
618 001750 001371 BNE 15
619 001752 000404 BR 35
620 001754 022626 25: CMP (SP)+, (SP)+ ;POP THE STACK X2
621 001756 005300 DEC R0 ;DECREMENT BANK COUNT
622 001760 162701 020000 SUB #20000, R1 ;RESTORE R1
623 001764 012737 000006 000004 35: MOV #6, @#4 ;RESET BUSS ERROR
624 001772 010137 001312 MOV R1, SIZE
625 001776 162737 007776 001312 SUB #7776, SIZE ;BACK PAST LOADER
  
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002000 002001 002002 002003 002004 002005 002006 002007 002008 002009
002010 002011 002012 002013 002014 002015 002016 002017 002018 002019
002020 002021 002022 002023 002024 002025 002026 002027 002028 002029
002030 002031 002032 002033 002034 002035 002036 002037 002038 002039
002040 002041 002042 002043 002044 002045 002046 002047 002048 002049
002050 002051 002052 002053 002054 002055 002056 002057 002058 002059
002060 002061 002062 002063 002064 002065 002066 002067 002068 002069
002070 002071 002072 002073 002074 002075 002076 002077 002078 002079
002080 002081 002082 002083 002084 002085 002086 002087 002088 002089
002090 002091 002092 002093 002094 002095 002096 002097 002098 002099

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:ROUTINE TO LOAD EXCESS CODE WITH WORSE CASE MEMOR. TEST

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XRTS:    S:      GET LAST FREE CORE ADDRESS
         B:      GET END OF PROGRAM
         B:      TEST FOR EQUAL
         B:      BRANCH IF NO ROOM
         ST R2:  MOVE CODE BETWEEN
         R2:     MEMST AND MEMEND TILL
         R2:     CORE IS FULL

         R2:     TEST FOR MORE ROOM

XRTS:    MOV     SETUP RTS PC
         R1:     (R1)+
         R1:     (R1)+
         R1:     (R1)+
         PC

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ACTVAL: 151456 .DSABL AMA

:THIS IS THE BACKGROUND TASK WHICH WILL BE LOADED THRU : THE REMAINDER OF MEMORY

```

MEMST:  SCC      :SET CARRY BIT
        MOV     @123456,(PC)+ :MEMDAT CONTAINS
MEMDAT: 123456
        RORB   MEMDAT+1     :ROTATE LEFT BYTE OF MEMDAT
        BCS   .+4           :C BIT WAS NOT SET
        HALT  .+4
        BVC   .+4           :V BIT WAS SET
        CTR   @151456, MEMDAT :CHECK HERE FOR CORRECT ROTATE
        BEQ   .+4
        HALT  :ROTATE FAILED
        CTR   MEMDAT, @ROTVL  :CHECK AGAIN REFERENCE LOW MEMORY
        BEQ   .+4
        HALT  :REF. TO LOW MEMORY FAILED

MEMEND:  .ENABL AMA

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668
669
670
671 002130 005777 177014
672 002134 100403
673 002136 000000
674 002140 000137 001022
675
676 002144 005337 001314
677 002150 001014
678 002152 012737 000040 001314
679 002160 005237 003074
680 002164 022737 174110 003074
681 002172 001003
682 002174 012737 174100 003074
683 002202 012737 005752 005722
684 002210 012777 000001 176730
685 002216 000002
686
687 002220 012737 005724 005722
688 002226 012777 000001 176712
689 002234 000002
690
691 002236 000000
692 002240 000137 001022

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; INTERRUPT SERVICE FOR THE GT STOP INTERRUPT
GTSTOP: TST @GTSR ; TEST STOP
        BNE IS
        HALT ; ERROR STOP INTERRUPT BUT NO STOP FLAG
        JMP STARTB ; RESTART TEST
IS:     DEC GTCLYD ; DECREMENT DELAY
        BNE GTST1 ; BRANCH IF NOT
        MOV #40, GTDLYD ; RESET DELAY
        INC GRPINC ; UPDATE GRAPH INCREMENT
        CMP #STATSB!INCR+10, GRPINC ; TEST FOR INCREMENT
        BNE GTST1 ; BRANCH IF NOT
        MOV #STATSB!INCR, GRPINC ; RESET GRAPH INCREMENT
GTST1:  MOV #FILEDC, FILEDA
        MOV #1, @GTPC ; RESUME THE DISPLAY
        RTI ; EXIT
GTLPEN: MOV #FILEOB, FILEOA
        MOV #1, @GTPC ; RESUME THE DISPLAY
GTSHIF: HALT
        JMP STARTB ; GT-40 SHIFT-OUT/TIME-OUT ERROR

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693 ; INTERRUPT SERVICE FOR THE DL PRINTER
694
695 002244 105777 176712 DLOUT: TSTB 2DLOCSR ;TEST FOR DONE
696 002250 100403 BMI .+10
697 002252 000000 HALT ;ERROR, PRINTER INTERRUPT BUT NO PRINTER FLAG
698 002254 000137 001022 JMP STARTB ;RESTART TEST
699
700 002260 010446 MOV R4,-(SP)
701
702 002262 013704 002430 DLOUTA: MOV PPNT,R4 ;LOAD R4 WITH BYTE POINTER
703 002266 116437 005422 002434 MOVB BUFF1(R4),PUNCHR ;LOAD A CHARACTER TO BE OUTPUTTED
704 002274 005237 002430 INC PPNT ;UPDATE CHARACTER POINTER
705 002300 022737 000050 002430 CMP #40,PPNT ;TEST FOR END
706 002306 001002 BNE DLOUTB
707 002310 005037 002430 CLR PPNT ;CLEAR PUNCH POINTER
708
709 002314 113777 002434 176642 DLOUTB: MOVB PUNCHR,2DLOOBR ;OUTPUT A CHARACTER
710 002322 012604 MOV (SP)+,R4 ;RESTORE R4
711 002324 000002 RTI ;EXIT
712
713 ; INTERRUPT SERVICE FOR THE DL READER
714
715 002326 105777 176624 DLIN: TSTB 2DLICSR ;TEST FOR DONE
716 002332 100403 BMI .+10
717 002334 000000 HALT ;NOT DL INPUT FLAG
718 002336 000137 001022 JMP STARTB ;RESTART TEST
719
720 002342 010446 MOV R4,-(SP) ;SAVE R4
721 002344 013704 002432 MOV RPNT,R4
722 002350 117737 176604 002436 MOVB 2DLIOBR,REDCHR ;READ A CHARACTER
723 002356 042737 177600 002436 BIC #177600,REDCHR ;MASK CHARACTER
724 002364 113764 002436 005516 MOVB REDCHR,BUFF2(R4) ;PUT CHARACTER INTO THE BUFFER
725 002372 005237 002432 INC RPNT ;UPDATE READ POINTER
726 002376 022737 000050 002432 CMP #40,RPNT ;TEST FOR END
727 002404 001002 BNE DLINB
728 002406 005037 002432 CLR RPNT
729 002412 013704 002432 D_LINB: MOV RPNT,R4
730 002416 112764 000177 005516 MOVB #177,BUFF2(R4) ;ADD CURSOR
731 002424 012604 MOV (SP)+,R4 ;RESTORE R4
732 002426 000002 RTI ;EXIT
733
734
735 002430 000000 PPNT: 0
736 002432 000000 RPNT: 0
737 002434 000240 PUNCHR: 240
738 002436 000240 REDCHR: 240

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: INTERRUPT SERVICE FOR THE KEYBOARD

```

002440 105777 176546 KBIN: TSTB 2TKS :TEST FOR DONE
002444 100403 BMI .+10 :NOT KRB INPUT FLAG
002446 000000 HALT :RESTART
002450 000137 001022 JMP STARTB :SAVE R3
002454 010346 MOV R3, -(SP) :SAVE R4
002456 010346 MOV R4, -(SP)
002460 010370 002624 MOV KPNT, R4 :READ CHARACTER
002464 117524 176524 002626 MOVB 2TKB, KBCHR :MASK
002472 042737 177600 002626 BIC #177600, KBCHR :SAVE THE CHAR
002500 113764 002626 005612 MOVB KBCHR, BUFF3(4) :UPDATE POINTER
002506 005237 002624 INC KPNT :TEST FOR END
002512 022737 000050 002624 CMP #40., KPNT
002520 001002 BNE 1$ :CLEAR POINTER
002522 005037 002624 CLR KPNT
002526 013704 002624 1$: MOV KPNT, R4 :ADD CURSOR
002532 112764 000177 005612 MOVB #177, BUFF3(R4)

```

: UPDATE OCTAL READOUT

```

002540 013703 002626 MOV KBCHR, R3 :GET CHAR
002544 004737 002610 JSR PC, 10$ :LOAD BITS
002550 110437 005701 MOVB R4, OCTA+2 :SAVE BITS
002554 004737 002602 JSR PC, 11$ :MOVE BITS
002560 110437 005700 MOVB R4, OCTA+1 :SAVE BITS
002564 004737 002602 JSR PC, 11$ :MOVE BITS
002570 110437 005677 MOVB R4, OCTA :SAVE BITS
002574 012604 MOV (SP)+, R4 :RESTORE R4
002576 012603 MOV (SP)+, R3 :RESTORE R3
002600 000002 RTI :EXIT

```

```

11$: ROR R3
ROR R3
ROR R3
10$: MOV R3, R4 :LOAD R4
BIC #177770, R4 :MASK BITS
ADD #60, R4 :MAKE A NUMBER
RTS PC

```

KPNT: 0
KBCHR: 240

F02

GT40 QUICK VERIFY MAINDEC-11-DOGTE-C
 DOGTEC.P11 05-NOV-76 10:20

MACY11 27(1006) 05-NOV-76 12:10 PAGE 19

```

785          ;PART 1 OF THE BACKGROUND TASK
786
787 002630 012737 001000 003010 OVER:  MOV    #1000,PCOUNT    ;SET UP EXECUTION COUNT
788
789          : COMPARE THE ROM DATA TO THE IMAGE DATA
790          : RO=WORD NUMBER
791          : R1=GOOD DATA
792          : R2=GOOD DATA
793          : R3=BAD ADDRESS
794          : R4=BAD DATA
795
796 002636 012700 000000          BACK:  MOV    #0,%0          ;SETUP INITIAL WORD NUMBER
797 002642 013701 001020          MOV    IMAGE,%1        ;SET UP BUFFER
798 002646 001415          BEQ    TMEM           ;NO ROM SELECTED
799 002650 013703 001014          MOV    ROMADD,%3       ;SET UP ROM ADDRESS
800 002654 011102          BACK1: MOV    (%1),%2      ;READ A IMAGE WORD
801 002656 011304          MOV    (%3),%4        ;READ A ROM WORD
802 002660 020204          CMP    %2,%4         ;TEST FOR EQUAL
803 002662 001402          BEQ    BACK2         ;BRANCH IF OK
804 002664 000000          HALT
805 002666 000772          BR     BACK1         ;ERROR ROM VALUE FAILED TO EQUAL THE
                        ; THE EXPECTED
806
807 002670 022123          BACK2: CMP    (%1)+,(%3)+ ;BUMP BOTH REGISTERS
808 002672 005200          INC    %0            ;UPDATE WORD COUNTER
809 002674 023700 001016          CMP    WORDS,%0      ;TEST FOR LAST WORD
810 002700 001365          BNE   BACK1         ;BRANCK IF NOT LAST
811
812          ;PART 2 OF THE BACKGROUND TASK
813          ; EXECUTE WORSE CASE NOISE TEST THRU MEMORY
814
815 002702 004737 017000          TMEM: JSR    PC_BUFFER  ;EXECUTE NOISE TEST
816 002706 005337 003010          DEC    PCOUNT        ;DONE PASS ?
817 002712 001351          BNE   BACK           ;NO
818 002714 012777 000001 176226          MOV    #1,%GTSR      ;YES RING THE BELL
819 002722 012777 000207 176270          MOV    #207,%TPB     ;RING THE BELL
820 002730 105777 176262          IS:   TSTB  %TPS
821 002734 100375          BPL  %1$
822 002736 012777 000207 176254          MOV    #207,%TPB
823 002744 105777 176246          2$:  TSTB  %TPS
824 002750 100375          BPL  %2$
825 002752 005737 000042          TST  %42             ;TEST LOC. 42
826 002756 001724          BEQ  OVER           ;BR IF =0
827 002760 000005          RESET
828 002762 000005          RESET
829 002764 000005          RESET
830 002766 013700 000042          MOV    %42,%RO      ;READ VALUE
831 002772 004710          LOGICAL: JSR    PC,(0)
832 002774 000240          NOP
833 002776 000240          NOP
834 003000 000240          NOP
835 003002 000240          NOP
836 003004 000137 001022          JMP   STARTB
837
838 003010 000000          PCOUNT: 0
  
```

```

003012 114140
003014 000000
003016 001377
003020 174300

003022 113004
003024 041777
003026 000000
003030 110005
003032 040000
003034 021377
003036 110006
003040 061777
003042 000000
003044 110007
003046 040000
003050 001377

003052 114004
003054 000400
003056 000200
003060 110000
003062 041200
003064 000000
003066 114000
003070 000440
003072 000200
003074 174104

003076 124000
003100 000200
003102 000205
003104 000212
003106 000217
003110 000224
003112 000231
003114 000236
003116 000243
003120 000247
003122 000253
003124 000257
003126 000262
003130 000265
003132 000270
003134 000272
003136 000274
003140 000276
003142 000277
003144 000277

```

```

FILEOC: POINT!LPON
0
MAXY
STATSB!LPLITE

```

:LINE THE EDGES OF THE SCREEN

```

LONGV!INT4!LINED :TOP LINE
INTX!MAXX
0
LONGV!LINE1 :RIGHT LINE
INTX
MINUSX!MAXY
LONGV!LINE2 :BOTTOM LINE
INTX!MINUSX!MAXX
0
LONGV!LINE3 :LEFT LINE
INTX
MAXY

```

:SETUP THE X SINEWAVE

```

POINT!LINED
400
200
LONGV
INTX+1200 :DRAW X AXIS
0
POINT
440
200

```

GRPINC: STATSB!INCR+4

:GRAPHPLOT THE X SINEWAVE

```

GRAPHY
0200
0205
0212
0217
0224
0231
0236
0243
0247
0253
0257
0262
0265
0270
0272
0274
0276
0277
0277

```

896	003146	000277	0277
897	003150	000277	0277
898	003152	000276	0276
899	003154	000275	0275
900	003156	000274	0274
901	003160	000272	0272
902	003162	000267	0267
903	003164	000264	0264
904	003166	000261	0261
905	003170	000256	0256
906	003172	000252	0252
907	003174	000246	0246
908	003176	000241	0241
909	003200	000235	0235
910	003222	000230	0230
911	003224	000223	0223
912	003206	000216	0216
913	003210	000211	0211
914	003212	000203	0203
915	003214	000176	0176
916	003216	000171	0171
917	003220	000163	0163
918	003222	000156	0156
919	003224	000151	0151
920	003226	000144	0144
921	003230	000137	0137
922	003232	000133	0133
923	003234	000127	0127
924	003236	000123	0123
925	003240	000117	0117
926	003242	000114	0114
927	003244	000111	0111
928	003246	000106	0106
929	003250	000104	0104
930	003252	000102	0102
931	003254	000101	0101
932	003256	000100	0100
933	003260	000100	0100
934	003262	000100	0100
935	003264	000100	0100
936	003266	000101	0101
937	003270	000102	0102
938	003272	000104	0104
939	003274	000106	0106
940	003276	000111	0111
941	003330	000113	0113
942	003332	000117	0117
943	003334	000122	0122
944	003336	000126	0126
945	003310	000132	0132
946	003312	000137	0137
947	003314	000144	0144
948	003316	000151	0151
949	003320	000156	0156
950	003322	000163	0163
951	003324	000170	0170

953	003326	000175	0175
953	003330	000203	0203
954	003332	000210	0210
955	003334	000215	0215
956	003336	000222	0222
956	003340	000227	0227
956	003342	000234	0234
956	003344	000241	0241
956	003346	000245	0245
956	003350	000252	0252
956	003352	000255	0255
956	003354	000261	0261
956	003356	000264	0264
956	003360	000267	0267
956	003362	000271	0271
956	003364	000274	0274
956	003366	000275	0275
956	003370	000276	0276
956	003372	000277	0277
956	003374	000277	0277
956	003376	000277	0277
956	003400	000277	0277
956	003402	000276	0276
956	003404	000274	0274
956	003406	000273	0273
956	003410	000270	0270
956	003412	000266	0266
956	003414	000263	0263
956	003416	000257	0257
956	003420	000254	0254
956	003422	000247	0247
956	003424	000243	0243
956	003426	000237	0237
956	003430	000232	0232
956	003432	000225	0225
956	003434	000220	0220
956	003436	000213	0213
956	003440	000205	0205
956	003442	000200	0200
956	003444	000173	0173
956	003446	000165	0165
956	003450	000160	0160
956	003452	000153	0153
956	003454	000146	0146
956	003456	000141	0141
956	003460	000135	0135
956	003462	000130	0130
956	003464	000124	0124
956	003466	000120	0120
956	003470	000115	0115
956	003472	000112	0112
956	003474	000107	0107
956	003476	000105	0105
956	003500	000103	0103
956	003502	000101	0101
956	003504	000100	0100

1008	003506	000100	0100
1009	003510	000100	0100
1010	003512	000100	0100
1011	003514	000100	0100
1012	003516	000102	0102
1013	003520	000103	0103
1014	003522	000105	0105
1015	003524	000107	0107
1016	003526	000112	0112
1017	003530	000115	0115
1018	003532	000121	0121
1019	003534	000125	0125
1020	003536	000131	0131
1021	003540	000135	0135
1022	003542	000142	0142
1023	003544	000147	0147
1024	003546	000154	0154
1025	003550	000161	0161
1026	003552	000166	0166
1027	003554	000173	0173

:SETUP THE Y SINEWAVE

1031	003556	114000	POINT
1032	003560	000200	200
1033	003562	000040	40
1034	003564	110000	LONGV
1035	003566	040000	INTX
1036	003570	001200	1200
1037	003572	114000	POINT
1038	003574	000200	200
1039	003576	000100	100
1040	003600	120000	GRAPHX
1041			
1042	003602	000200	0200
1043	003604	000205	0205
1044	003606	000212	0212
1045	003610	000217	0217
1046	003612	000224	0224
1047	003614	000231	0231
1048	003616	000236	0236
1049	003620	000243	0243
1050	003622	000247	0247
1051	003624	000253	0253
1052	003626	000257	0257
1053	003630	000262	0262
1054	003632	000265	0265
1055	003634	000270	0270
1056	003636	000272	0272
1057	003640	000274	0274
1058	003642	000276	0276
1059	003644	000277	0277
1060	003646	000277	0277
1061	003650	000277	0277
1062	003652	000277	0277
1063	003654	000276	0276

:DRAW Y AXIS

:GRAPHPLOT THE Y SINEWAVE

1064	003656	000275	0275
1065	003660	000274	0274
1066	003662	000272	0272
1067	003664	000267	0267
1068	003666	000264	0264
1069	003670	000261	0261
1070	003672	000256	0256
1071	003674	000252	0252
1072	003676	000246	0246
1073	003700	000241	0241
1074	003702	000235	0235
1075	003704	000230	0230
1076	003706	000223	0223
1077	003710	000216	0216
1078	003712	000211	0211
1079	003714	000203	0203
1080	003716	000176	0176
1081	003720	000171	0171
1082	003722	000163	0163
1083	003724	000156	0156
1084	003726	000151	0151
1085	003730	000144	0144
1086	003732	000137	0137
1087	003734	000133	0133
1088	003736	000127	0127
1089	003740	000123	0123
1090	003742	000117	0117
1091	003744	000114	0114
1092	003746	000111	0111
1093	003750	000106	0106
1094	003752	000104	0104
1095	003754	000102	0102
1096	003756	000101	0101
1097	003760	000100	0100
1098	003762	000100	0100
1099	003764	000100	0100
1100	003766	000100	0100
1101	003770	000101	0101
1102	003772	000102	0102
1103	003774	000104	0104
1104	003776	000106	0106
1105	004000	000111	0111
1106	004002	000113	0113
1107	004004	000117	0117
1108	004006	000122	0122
1109	004010	000126	0126
1110	004012	000132	0132
1111	004014	000137	0137
1112	004016	000144	0144
1113	004020	000151	0151
1114	004022	000156	0156
1115	004024	000163	0163
1116	004026	000170	0170
1117	004030	000175	0175
1118	004032	000203	0203
1119	004034	000210	0210

1120	004036	000215	0215
1121	004040	000222	0222
1122	004042	000227	0227
1123	004044	000234	0234
1124	004046	000241	0241
1125	004050	000245	0245
1126	004052	000252	0252
1127	004054	000255	0255
1128	004056	000261	0261
1129	004060	000264	0264
1130	004062	000267	0267
1131	004064	000271	0271
1132	004066	000274	0274
1133	004070	000275	0275
1134	004072	000276	0276
1135	004074	000277	0277
1136	004076	000277	0277
1137	004100	000277	0277
1138	004102	000277	0277
1139	004104	000276	0276
1140	004106	000274	0274
1141	004110	000273	0273
1142	004112	000270	0270
1143	004114	000266	0266
1144	004116	000263	0263
1145	004120	000257	0257
1146	004122	000254	0254
1147	004124	000247	0247
1148	004126	000243	0243
1149	004130	000237	0237
1150	004132	000232	0232
1151	004134	000225	0225
1152	004136	000220	0220
1153	004140	000213	0213
1154	004142	000205	0205
1155	004144	000200	0200
1156	004146	000173	0173
1157	004150	000165	0165
1158	004152	000160	0160
1159	004154	000153	0153
1160	004156	000146	0146
1161	004160	000141	0141
1162	004162	000135	0135
1163	004164	000130	0130
1164	004166	000124	0124
1165	004170	000120	0120
1166	004172	000115	0115
1167	004174	000112	0112
1168	004176	000107	0107
1169	004200	000105	0105
1170	004202	000103	0103
1171	004204	000101	0101
1172	004206	000100	0100
1173	004210	000100	0100
1174	004212	000100	0100
1175	004214	000100	0100

M02

GT4C QUICK VERIFY MAINDEC-11-DDGTE-C
DDGTEC.P11 05-NOV-76 10:20

MACY11 27(1006) 05-NOV-76 12:10 PAGE 26

1176	004216	000100	0100
1177	004220	000102	0102
1178	004222	000103	0103
1179	004224	000105	0105
1180	004226	000107	0107
1181	004230	000112	0112
1182	004232	000115	0115
1183	004234	000121	0121
1184	004236	000125	0125
1185	004240	000131	0131
1186	004242	000135	0135
1187	004244	000142	0142
1188	004246	000147	0147
1189	004250	000154	0154
1190	004252	000161	0161
1191	004254	000166	0166
1192	004256	000173	0173

:SETUP TO DISPLAY THE OCTAGONS

1194			
1195			
1196			
1197	004260	114000	POINT
1198	004262	001434	1434
1199	004264	000724	724
1200	004266	130030	RELATV:BLKON
1201	004270	041600	INTX+1600
1202	004272	041607	INTX+1600+7
1203	004274	040007	INTX+7
1204	004276	061607	INTX!MINUSX+1600+7
1205	004300	061600	INTX!MINUSX+1600
1206	004302	061707	INTX!MINUSX+1600+MINSUY+7
1207	004304	040107	INTX+MINSUY+7
1208	004306	041707	INTX+1600+MINSUY+7
1209	004310	114000	POINT
1210	004312	001430	1430
1211	004314	000710	710
1212	004316	130020	RELATV:BLKOFF
1213	004320	043600	INTX+3600
1214	004322	043617	INTX+3600+17
1215	004324	040017	INTX+17
1216	004326	063617	INTX!MINUSX+3600+17
1217	004330	063600	INTX!MINUSX+3600
1218	004332	063717	INTX!MINUSX+3600+MINSUY+17
1219	004334	040117	INTX+MINSUY+17
1220	004336	043717	INTX+3600+MINSUY+17
1221	004340	114000	POINT
1222	004342	001420	1420
1223	004344	000660	660
1224	004346	104030	SHORTV:BLKON
1225	004350	047600	INTX+7600
1226	004352	047637	INTX+7600+37
1227	004354	040037	INTX+37
1228	004356	067637	INTX!MINUSX+7600+37
1229	004360	067600	INTX!MINUSX+7600
1230	004362	067737	INTX!MINUSX+7600+MINSJY+37
1231	004364	040137	INTX+MINSUY+37
1232	004366	047737	INTX+7600+MINSJY+37
1233	004370	114000	POINT
1234	004372	001400	1400
1235	004374	000600	600
1236	004376	104020	SHORTV:BLKOFF
1237	004400	057600	INTX+17600
1238	004402	057677	INTX+17600+77
1239	004404	040077	INTX+77
1240	004406	077677	INTX!MINUSX+17600+77
1241	004410	077600	INTX!MINUSX+17600
1242	004412	077777	INTX!MINUSX+17600+MINSUY+77
1243	004414	040177	INTX+MINSUY+77
1244	004416	057777	INTX+17600+MINSUY+77
1245	004420	114030	POINT:BLKON
1246	004422	001360	1360
1247	004424	000520	520
1248	004426	110000	LONGV
1249	004430	040137	INTX+137

:OCTOGON BY LENGTH OF 137

1362	005114	100000		
1363	005116	016	000	001
1364	005121	002	003	004
1365	005124	005	006	007
1366	005127	010	011	012
1367	005129	013	014	015
1368	005135	016		
1369	005136	020	021	022
1370	005141	023	024	025
1371	005144	026	027	028
1372	005147	031	032	033
1373	005152	034	035	036
1374	005155	037	017	000
1375				
1376	005160	170060		
1377	005162	114000		
1378	005164	000220		
1379	005166	001047		
1380	005170	100000		
1381	005172	016	000	001
1382	005175	002	003	004
1383	005200	005	006	007
1384	005203	010	011	012
1385	005206	013	014	015
1386	005211	016		
1387	005212	020	021	022
1388	005215	023	024	025
1389	005220	026	027	028
1390	005223	031	032	033
1391	005226	034	035	036
1392	005231	037	017	000
1393				
1394	005234	170040		
1395				
1396				
1397	005236	114000		
1398	005240	000340		
1399	005242	001000		
1400	005244	113604		
1401	005246	040400		
1402	005250	000000		
1403	005252	114000		
1404	005254	000340		
1405	005256	000740		
1406	005260	113400		
1407	005262	040400		
1408	005264	000000		
1409	005266	114000		
1410	005270	000340		
1411	005272	000700		
1412	005274	113200		
1413	005276	040400		
1414	005300	000000		
1415	005302	114000		
1416	005304	000340		
1417	005306	000640		

CHAR
.BYTE 16,0,1,2,3,4,5,6,7,10,11,12,13,14,15,16

.BYTE 20,21,22,23,24,25,26,27,30,31,32,33,34,35,36,37,17,C

.EVEN
STATSA:ITALI
POINT
220
MAXY-330
CHAR
.BYTE 16,0,1,2,3,4,5,6,7,10,11,12,13,14,15,16

.BYTE 20,21,22,23,24,25,26,27,30,31,32,33,34,35,36,37,17,C

.EVEN
STATSA:ITALD

:SETUP INTENSITY LEVEL TEST
POINT
340
1000
LONGV!INT7!LINED
INTX+400
0
POINT
340
740
LONGV!INT6
INTX+400
0
POINT
340
700
LONGV!INT5
INTX+400
0
POINT
340
640

```

14: 005310 113000
14: 005312 040400
14: 005314 000000
14: 005316 114000
14: 005320 000340
14: 005322 000600
14: 005324 112600
14: 005326 040400
14: 005330 000000
14: 005332 114000
14: 005334 000340
14: 005336 000600
14: 005340 112400
14: 005342 040400
14: 005344 000000
14: 005346 114000
14: 005350 000340
14: 005352 000600
14: 005354 112200
14: 005356 040400
14: 005360 000000
14: 005362 114000
14: 005364 000340
14: 005366 000440
14: 005370 112000
14: 005372 040400
14: 005374 000000

14: 005376 117000
14: 005400 000400
14: 005402 000020
14: 005404 100000
14: 005406 047503 020115 052517
14: 005414 050124 043512 020040
14: 005422 042504 043503 040020
14: 005430 044120 041511 030455
14: 005436 020061 044504 050123
14: 005444 040514 020131 042524
14: 005452 046522 047111 046101
14: 005460 043440 032124 020060
14: 005466 051126 032061
14: 005472 114000
14: 005474 000400
14: 005476 000320
14: 005500 100000
14: 005502 047503 027115 044440
14: 005510 050116 052125 020040
14: 005516 000 000 000
14: 005521 000 000 000
14: 005524 000 000 000
14: 005527 000 000 000
14: 005532 000 000 000
14: 005535 000 000 000
14: 005540 000 000 000

```

```

LONGV!INT4
INTX+400
0
POINT
340
600
LONGV!INT3
INTX+400
0
POINT
340
540
LONGV!INT2
INTX+400
0
POINT
340
500
LONGV!INT1
INTX+400
0
POINT
340
440
LONGV!INT0
INTX+400
0

```

:SETUP THE MESSAGA BUFFERS

```

POINT!INT4
400
20
CHAR
.ASCII /COM OUTPUT /
BUFF1: .ASCII /DECGRAPHIC-11 DISPLAY TERMINAL GT40 VR14/

POINT
400
320
CHAR
.ASCII /COM. INPUT /

```

BUFF2: .BYTE 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0

F03

GT40 QUICK VERIFY MAINDEC-11-DDGTE-C
DDGTEC.P11 05-NOV-76 10:20

MACY11 27(1006) 05-NOV-76 12:10 PAGE 32

1474	005542	000	000	000	.BYTE	0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
1475	005545	000	000	000		
1476	005550	000	000	000		
1477	005553	000	000	000		
1478	005556	000	000	000		
1479	005561	000	000	000		
1480	005564	000	000	000		
1481	005566	114000			POINT	
1482	005570	000400			400	
1483	005572	000350			350	
1484	005574	100000			CHAR	
1485	005576	051113	027102	044440	.ASCII	/KRB. INPUT /
1486	005604	050116	052125	020040		
1487	005612	000	000	000	BUFF3: .BYTE	0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
1488	005615	000	000	000		
1489	005620	000	000	000		
1490	005623	000	000	000		
1491	005626	000	000	000		
1492	005631	000	000	000		
1493	005634	000	000	000		
1494	005636	000	000	000	.BYTE	0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
1495	005641	000	000	000		
1496	005644	000	000	000		
1497	005647	000	000	000		
1498	005652	000	000	000		
1499	005655	000	000	000		
1500	005660	000	000	000		
1501	005662	114000			POINT	
1502	005664	000400			400	
1503	005666	000400			400	
1504	005670	100000			CHAR	
1505	005672	041517	020124	000	.ASCII	/OCT /
1506	005677	000	000	000	OCTA: .BYTE	0,0,0
1507	005702	164000			DNOP	
1508	005704	164000			DNOP	
1509	005706	164000			DNOP	
1510	005710	164000			DNOP	
1511	005712	164000			DNOP	
1512	005714	164000			DNOP	
1513	005716	164000			DNOP	
1514	005720	160000			CJMP	
1515	005722	005752			FILE0A: FILE0C	
1516	005724	114000			FILE0B: POINT	
1517	005726	001000			1000	
1518	005730	000440			440	
1519	005732	100000			CHAR	
1520	005734	044514	044107	026524	.ASCII	/LIGHT-PEN HIT/
1521	005742	042520	020116	044510		
1522	005750	000124				
1523	005752	173400			.EVEN	
1524	005754	160000			FILE0C: DSTOP	
1525	005756	003012			CJMP	
1526					FILE00	

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: EXCEPT FOR THE NEW ORGIN ADDRESS AND SEVERAL "!160000"
: FOR ADDRESS FUDGING THIS IS AN EXACT COPY OF THE CONTENTS
: OF THE GT-40 BOOTSTRAP VERSION #2

.TITLE SCROLLING ROM BOOTSTRAP FOR THE GT40

; BOOTGT.T16 OCT 10, 1973

:
: COPYRIGHT 1973 DIGITAL EQUIPMENT CORPORATION
: 146 MAIN STREET
: MAYNARD, MASSACHUSETTS 01754

; WRITTEN BY JACK BURNES.

: THIS PROGRAM IS THE SECOND VERSION THE THE ROM BOOTSTRAP FOR
: THE GT40 DISPLAY TERMINAL. IT INCLUDES SCROLLING AND AN END OF
: MEMORY SEARCH FOR THE LOADER.

.ENABL ABS,AMA ;ASSEMBLER DIRECTIVES FOR ABSOLUTE BINARY OUTPUT
: NOTE: USE "MACDLX" TO ASSEMBLE THIS PROGRAM.

.SBTTL DEFINITION SECTION

15000
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REGISTER DEFINITIONS

BASIC DEFINITIONS

000000
000001
000002
000003
000004
000005
000006
000007

R0=%0
R1=%1
R2=%2
R3=%3
R4=%4
R5=%5
SP=%6
PC=%7

;DEFINE STANDARD VALUES.

GT40 DEFINITIONS

000000
000001
000002
000003

000004

000005

CHAR=R0
POINTR=R1
TABCNT=R2
SCAN=R3

HOLD=R4

COUNTR=R5

;CONTAINS THE INPUT CHARACTER.
;POINTS TO NEXT INSEPTION BYTE IN DISPLAY BUFFER
;CHARACTER COUNTER FOR THE "TAB" FEATURE.
;GENERALLY CONTAINS A POINTER WHICH
;IS USED WHEN SCANNING MEMORY FOR SOMETHING.
;TYPICALLY A TEMPORARY WHICH IS USED TO RETAIN
;A VALUE FOR A SHORT TIME.
;TYPICALLY USED AS A COUNTER.

LOADER DEFINITIONS

000000
000001
000002
000005
000003

L.BYT=CHAR
L.ADR=POINTR
L.BC=TABCNT
L.CKSM=COUNTR
INDEX=SCAN

;CHARACTER INPUT FOR THE LOADER.
;CURRENT MEMORY ADDRESS TO BE LOADED.
;NUMBER OF DATA ITEMS TO LOAD.
;CHECKSUM ON THE INPUT DATA.
;INDICATES HOW TO ASSEMBLE THE 8 BIT CHARACTER.

MAJOR SYSTEM DEFINITIONS

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1635
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1641
1642      166000      ORIGIN=166000      ;ORIGIN OF THE BOOTSTRAP.
1643
1644      175610      DL11IS=175610      ;INPUT STATUS REGISTER OF DL11
1645      175612      DL11IB=DL11IS+2      ;INPUT CHARACTER FROM DL11
1646      175614      DL11OS=DL11IB+2      ;OUTPUT STATUS OF THE DL11
1647      175616      DL11OB=DL11OS+2      ;OUTPUT CHARACTER TO THE DL11
1648
1649      177560      KBDIS=177560      ;KEYBOARD INPUT STATUS
1650      177562      KBDIB=KBDIS+2      ;CURRENT CHARACTER FROM KEYBOARD.
1651
1652      172000      GT40PC=172000      ;GT40 PROGRAM COUNTER.
1653      172002      GT40SR=GT40PC+2      ;GT40 STATUS REGISTER ADDRESS.
1654
1655
1656      001000      BSTART=1000      ;START OF THE DISPLAY BUFFER
1657      007000      BLIMIT=7000      ;APPROXIMATE END OF THE DISPLAY BUFFER.
1658      007776      TMPEND=7776      ;LOCATION OF INITIALIZATION STACK.
1659      000004      CORSTR=4      ;LOCATION OF PDP-11 TRAP VECTOR.
1660      007012      JMPADD=BLIMIT+10.      ;WHERE THE POINTER IS TO FIRST CHAR ON SCREEN
1661      000040      NUMLIN=32.      ;NUMBER OF LINES ON TEXT TO SHOW ON THE SCREEN
1662
1663      005015      CRLF=5015      ;CARRIAGE RETURN - LINE FEED
1664      000175      ALTMOD=175      ;THE "KEY" CHARACTER [I.E. ALTMODE].
1665
1666      160000      DISJMP=160000      ;THE GT40 JMP INSTRUCTION
1667      173000      DISTOP=173000      ;THE GT40 STOP DISPLAY INSTRUCTION.
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.SBTTL INITIALIZATION AND RESTART CODE

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GT40 BOOTSTRAP CODE

```
006000      . =6000
;           . =ORIGIN           ;DEFINE ORIGIN OF THE BOOTSTRAP.
```

COLD INITIALIZATION CODE

```
1710 006000 000005      START: RESET           ;RESET ALL HARDWARE NOW.
1711 006002 012737 000007 175610  MOV      #7,DL11IS      ;INITIALIZE DL-11 INPUT NOW.
1712 006010 012706 007776      MOV      #TMPEND,SP     ;ESTABLISH A GOOD TEMPORARY STACK
1713                                ;POINTER FOR CORE SEARCH.
1714 006014 005237 175614      INC      DL110S         ;SET BREAK BIT
1715 006020 004337 166652      JSR     SCAN,OUTLIT!160000 ;FOR 2 CHARACTER TIMES
1716 006024 000000      .WORD 0           ;SEND TWO ZERO'S
1718 006026 012703 000004      MOV      #CORSTR,SCAN   ;GET ADDRESS OF BAD CORE TRAP VECTOR.
1719 006032 012723 166042      MOV      #NOTHERE!160000,(SCAN)+ ;AND INSERT A POINTER TO US THERE.
1721 006036 005023      ENDCOR: CLF      (SCAN)+ ;NOW CLEAR ALL OF MEMORY BEYOND THE POINTER.
1722 006040 000776      BR      ENDCOR        ;UNTIL WE RUN OUT OF MEMORY AND TRAP.
1725 006042 005743      NOTHER: TST      -(SCAN) ;WHEN WE TRAP OUT, WE COME HERE.
1726                                ;WE BACK UP POINTER TO GOOD CORE.
1727                                ;NOTE THAT IF WE TRAP OUT AGAIN, IT
1728                                ;IS STILL OK, BECAUSE WE WILL LOOP
1729                                ;UNTIL WE GET A GOOD CORE ADDRESS.
1730 006044 010306      MOV      SCAN,SP      ;WHEN WE GET ONE, THAT IS LAST LOCATION
1731                                ;IN THE MACHINE, AND HENCE OUR SP.
1732 006046 105737 175614      IS:   TSTB     DL110S   ;SEE IF BREAK IS DONE
1733 006052 100375      BPL     IS           ;NO GO BACK
1734 006054 005037 175614      CLR     DL110S       ;CLEAR BREAK BIT
```

RESTART INITIALIZATION CODE WHEN COMMUNICATIONS IS WORKING.

K03

SCROLLING ROM BOOTSTRAP FOR THE 3740
DDGTEC.P11 05-NOV-76 10:20

MACY11 27(1006) 05-NOV-76 12:10 PAGE 37
INITIALIZATION AND RESTART CODE

```

1743
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1746 006060 052706 007776      RESTRT: BIS      #TMPEND,SP          ;FORCE THE SP TO LIMIT OF EXISTING CORE.
1747
1748
1749 006064 012703 006700      MOV      #BLIMIT-NUMLIN-NUMLIN,SCAN      ;NOW WE WILL FILL THE KEY AREAS OF THE
1750 006070 012702 000040      MOV      #NUMLIN,TABCNT                  ;DISPLAY BUFFER WITH INITIAL CR-LF'S.
1751
1752 006074 012723 005015      SETLP1: MOV      #CR_LF,(SCAN)+          ;INSERT A CRLF NOW.
1753 006100 005302              DEC      TABCNT                          ;AND LOOP UNTIL DONE.
1754 006102 003374              BGT      SETLP1                          ;THUS DISPLAY CORE IS ALMOST CORRECT.
1755
1756
1757 006104 012703 166432      MOV      #SETUP!160000,SCAN              ;NOW WE WILL INITIALIZE CORE FOR THE
1758                                          ;DISPLAY. PICK UP POINTER TO LIST.
1759
1760 006110 012302      SETLP2: MOV      (SCAN)+,TABCNT          ;GET NUMBER OF ITEMS TO INSERT.
1761 006112 001405      BEQ      SETDUN                          ;IF ZERO, WE ARE DONE.
1762 006114 012301      MOV      (SCAN)+,POINTR                  ;PICK UP FIRST CORE ADDRESS POINTER.
1763
1764 006116 012321      SETLP3: MOV      (SCAN)+,(POINTR)+      ;MOVE OVER A DATA ITEM NOW.
1765 006120 005302      DEC      TABCNT                          ;ALL DONE?
1766 006122 003375      BGT      SETLP3                          ;NOPE. MOVE OVER THE NEXT.
1767 006124 000771      BR       SETLP2                          ;YES. GET NEXT MAJOR LIST TO INSERT.
1768
1769
1770 006126 012701 006776      SETDUN: MOV      #BLIMIT-2,POINTR        ;ESTABLISH THE BUFFER POINTER NOW.
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.SBTTL VTOS SIMULATOR

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VTOS (SCROLLING) PORTION OF THE BOOTSTRAP

```

NXTCHR: JSR    PC,GETCHR!160000    ;GET A CHARACTER NOW.
          CMP    CHAR,#177         ;IS IT OUT OF RANGE?
          BGE    NXTCHR            ;YEP. GET ANOTHER ONE.
          CMP    CHAR,#40          ;IS IT A PRINTING CHARACTER?
          BGE    NORMAL           ;YES. IT'S A NORMAL PRINTING CHARACTER.
          MOV    CHAR,SCAN        ;MOVE IT OVER SO WE CAN PLAY WITH IT.
          SUB    #7,SCAN          ;BIAS SO THAT BELL [7] IS ZERO.
          CMP    SCAN,#7          ;IF CHARACTER IS LESS THEN BELL OR
          BHS    NXTCHR          ;GREATER THEN CR, THEN IGNORE.
          ASL    SCAN             ;IF GOOD, MAKE IT WORD INDEX.
          ADD    SCAN,PC          ;AND GO TO THE CORRECT ROUTINE.

          BR     BELL             ;7=BELL
          BR     NORMAL          ;10=BACKSPACE
          BR     TAB             ;11=TAB
          BR     LF              ;12=LINE FEED [LF]
          BR     VT              ;13=VERTICAL TAB [VT]
          BR     FF              ;14=FORM FEED [FF]
          BR     CR              ;15=CARRIAGE RETURN [CR]

CR:      MOV    #-1,TABCNT        ;RESET TAB POSITION ON A CR, AND
                                     ;FALL THROUGH TO INSERT THE CHARACTER.

NORMAL:  JSR    PC,INSERT!160000   ;INSERT THE CHARACTER IN THE BUFFER.
          INC    TABCNT           ;UPDATE TAB POSITION NOW.
          BR     NXTCHR          ;AND GET NEXT CHARACTER.

TAB:     MOV    #40,CHAR          ;ON A TAB, INSERT BLANKS UNTIL THE
          JSR    PC,INSERT!160000 ;NEXT CHARACTER POSITION IS A MULTIPLE
          INC    TABCNT          ;OF 8.
          BIT    #7,TABCNT       ;ARE WE DONE YET?
          BNE    TAB             ;NOPE.
          BR     NXTCHR          ;YES.

VT:      MOV    (PC),COUNTR       ;THIS PUTS THE LOW BYTE OF THE
          BR     FFLOOP          ;BRANCH CODE IN COUNTR-SAVE A WORD

BELL:   CLR    GT40SR            ;RING BELL -WRITE IN GT40SR
          BR     NXTCHR          ;AND LOOP BACK

FF:     MOV    #NUMLIN,COUNTR    ;FORM FEED IS DONE BY INSERTING LF'S.
    
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1839
1840 006262 012700 000012      FFLOOP: MOV      #12,CHAR      ;MAKE THE CHARACTER A LINEFEED.
1841 006266 004737 166304      JSR      PC,LFSUB!160000      ;DO A LINEFEED.
1842 006272 005305              DEC      COUNTR              ;DONE?
1843 006274 003372              SGT      FFLOOP              ;NOPE. KEEP SENDING THEM.
1844 006276 000715              BR       NXTCHR              ;YES. NOW RE^JRN. DO NOT FALL THROUGH.
1845
1846
1847 006300 012746 166132      LF:      MOV      #NXTCHR!160000,-(SP) ;RETURN TO NXTCHR AFTER PROCESSING
1848                                     ;THE LF BY FAKING A JSR.
1849
1850 006304 013703 007012      LFSUB:  MOV      JMPADD,SCAN      ;GET POINTER TO FIRST CHAR ON SCREEN
1851
1852 006310 122300              LFLOOP: CMPB     (SCAN)+,CHAR      ;AND LOOK FOR A LINEFEED.
1853 006312 001406              BEQ      LFOUND              ;GOT IT. SEARCH HAS ENDED.
1854 006314 020327 007000      CMP      SCAN,#BLIMIT        ;ARE WE AT END OF BUFFER?
1855 006320 103773              BLO      LFLOOP              ;NOPE. KEEP ON LOOKING.
1856 006322 012703 001000      MOV      #BSTART,SCAN        ;IF AT TOP, RESET TO BOTTOM OF BUFFER
1857 006326 000770              BR       LFLOOP              ;AND KEEP ON LOOKING.
1858
1859 006330 005203              LFOUND: INC      SCAN          ;WE'VE GOT THE LINE FEED. STOP SHOWING
1860 006332 042703 000001      BIC      #1,SCAN            ;FIRST LINE BY CHANGING THE "DISJMP"
1861 006336 010337 007012      MOV      SCAN,JMPADD        ;INSTRUCTION TO FIRST CHAR BEYOND LF.
1862 006342 004737 166350      JSR      PC,INSERT!160000      ;INSERT THE LF IN THE BUFFER.
1863 006346 005000              CLR      CHAR              ;AND THEN INSERT ONE NULL CHARACTER BECAUSE
1864                                     ;THE "DISJMP" ADDRESS MUST BE EVEN, AND
1865                                     ;THIS GUARANTEES WE WILL NOT LOSE A
1866                                     ;A GOOD DATA CHARACTER. WE FALL THROUGH
1867                                     ;TO INSERT THE NULL IN THE BUFFER.
1868
1869
1870 006350 110021              INSERT: MOVB     CHAR,(POINTR)+    ;STICK IN THE CHARACTER NOW.
1871 006352 032701 000001      BIT      #1,POINTR          ;IS NEXT POSITION EVEN OR ODD?
1872 006356 001021              BNE      INSRTX             ;ODD. NO PROBLEMS. SPACE IS ALLOCATED.
1873 006360 020127 007000      CMP      POINTR,#BLIMIT    ;EVEN. ARE WE AT THE END OF THE BUFFER?
1874 006364 103410              BLO      INSRTL            ;NO. JUST MAKE ROOM FOR ANOTHER WORD.
1875 006366 010103              MOV      POINTR,SCAN        ;AT THE END. MOVE THE STUFF TO THE
1876 006370 012701 001000      MOV      #BSTART,POINTR     ;BEGINNING OF THE BUFFER.
1877 006374 004737 166406      JSR      PC,INSRTL!160000    ;CALL THE ROUTINE TO SAVE SPACE.
1878 006400 005023              CLR      (SCAN)+           ;AND CLEAR UP THE INSTRUCTIONS AT THE
1879 006402 005013              CLR      (SCAN)            ;END OF THE BUFFER.
1880 006404 000207              RTS      PC                 ;AND THEN RETURN.
1881
1882 006406 022121              INSRTL: CMP      (POINTR)+,(POINTR)+ ;BYPASS THE "DISJMP" BY ADDING 4 TO POINTR.
1883 006410 012711 166474      MOV      #HEADER!160000,(POINTR) ;NOW INSERT THE DISJMP INSTRUCTION TO OUR HEADER
1884 006414 012741 160000      MOV      #DISJMP,-(POINTR) ;AND IT'S ADDRESS (PUT THEM IN BACKWARDS).
1885 006420 005041              CLR      -(POINTR)         ;MAKE AVAILABLE A NEW CHARACTER SPOT.
1886
1887 006422 000207              INSRTX: RTS      PC         ;FINALLY RETURN TO THE CALLER.
1888
1889
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1892
1893 006424 012737 001000 172000  GTBUSE: MOV      #BSTART,GT40PC ;ON A BUS ERROR, WE MERELY RESTART THE GT40 AT
1894

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: THE RTI FOR THIS ROUTINE
: IS THE FIRST WORD OF THE TABLE
: BELOW-IT SAVES A WORD!

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INITIALIZATION TABLE FOR THE SCROLLER

;

1914	006432	000002	SETUP:	.WORD	2	:	INITIALIZE 2 WORDS.--ALSO RTI FROM ABOVE
1915	006434	000230		.WORD	330	:	STARTING AT LOCATION 330
1916	006436	166424		.WORD	GTBASE!160000	:	FIRST WORD IS POINTER TO BUS ERROR ROUT
1917	006440	000200		.WORD	200	:	SECOND WORD IS NEW STATUS WORD ON INTERUPT.
1919	006442	000007		.WORD	7	:	INITIALIZE THE END OF THE BUFFER TO
1920	006444	006776		.WORD	BLIMIT-2	:	A CLEAR SPACE TO INSERT THE CHARACTER.
1921	006446	000000		.WORD	0	:	THIS IS THE "RUNNING" START. THIS IS
1922	006450	160000	166474	.WORD	DISJMP,HEADER!160000	:	FOLLOWED BY A DISJMP TO OUR HEADER BLCC
1923	006454	160000	001000	.WORD	DISJMP,BSTART	:	AND THEN A DISJMP TO THE START OF THE BUFFER
1924	006460	160000	006700	.WORD	DISJMP,BLIMIT-NUMLIN-NUMLIN	:	AND A DISJMP TO THE FIRST CHAR ON SCREE
1926	006464	000001		.WORD	1	:	FINALLY START THE GT40 GCING AT
1927	006466	172000		.WORD	GT40PC	:	THE POSITION INSTRUCTION IN THE
1928	006470	166474		.WORD	HEADER!160000	:	HEADER BLOCK.
1930	006472	000000		.WORD	0	:	END OF INIT CODE

;

HEADER BLOCK FOR THE SCROLLER

1934	006474	103334	HEADER:	.WORD	103334	:	ENABL CHAR MODE,BLINKING
1935	006476	000177		.WORD	177	:	A BLINKING BOX-RUB OUT!
1936	006500	116124		.WORD	116124	:	GO TO POINT MODE
1937	006502	171340		.WORD	171340	:	LOAD STATUS REGISTER
1938	006504	000000	001352	.WORD	0,1352	:	POINT TO UPPER LEFT
1939	006510	103324		.WORD	103324	:	BACK TO CHAR MODE
1940	006512	160000	007010	.WORD	DISJMP,JMPADD-2	:	AND TO THE CHANGING JMP INST.
1941				.SBTTL	COMMUNICATIONS AND MISC. SUPPORT ROUTINES	:	

COMMUNICATIONS HANDLING ROUTINES

THE DL-11 HANDLER

006516	105737	175610	GETDL:	TSTB	DL11IS	:CHECK THE HOST INPUT STATUS.
006522	100011			BPL	GETDL1	:HOST DID NOT SEND ANYTHING, YET.
006524	113700	175612		MOVB	DL11IB,CHAR	:HOST SENT US A CHARACTER. PROCESS IT.
006528	012737	000007	175610	MOV	#7,DL11IS	:REENABLE THE HOST TELECOMMUNICATIONS.
006536	042700	177600		BIC	#-200,CHAR	:MAKE CHARACTER JUST SEVEN BITS.
006542	001765			BEQ	GETDL	:IF NULL, IGNORE IT.
006544	000207			RTS	PC	:ELSE RETURN NOW.
006546	105737	177560	GETDL1:	TSTB	KBDIS	:DID USER TYPE A CHARACTER?
006552	100361			BPL	GETDL	:NO. GO BACK AND CHECK HOST MACHINE.
006554	113737	177562	175616	MOVB	KBDIB,DL110B	:MOVE THE CHARACTER TO THE HOST.
006562	000755			BR	GETDL	:AND CHECK AGAIN FOR INPUT.

THE "GET CHARACTER" ROUTINE

006564	004737	166516	GETCHR:	JSR	PC,GETDL!160000	:GET A CHARACTER FROM THE HOST NOW.
006570	020027	000175		CMP	CHAR,#ALTMOD	:IS IT AN "ALTMODE"
006574	001025			BNE	GETEXT	:NO. EXIT NOW.
006576	004737	166516		JSR	PC,GETDL!160000	:YES. GET ANOTHER ONE NOW.
006602	020027	000114		CMP	CHAR,#'L	:IS IT AN "L"
006606	001501			BEQ	LOADER	:YES. START LOADING NOW.
006610	020027	000122		CMP	CHAR,#'R	:IS IT AN "R"
006614	001015			BNE	GETEXT	:NO. IGNORE THE ALTMODE AND JUST RETURN THE CHAR
006616	012737	173000	007010	MOV	#DISTOP JMPADD-2	:YES. RESET. STOP DISPLAY BY INSERTING A "DISTOP
006624	000137	166060	PRES'R:	JMP	RESTR!160000	:INS-TRUCTION IN THE BUFFER, AND RESTART.

THE "GET A SIX BIT CHARACTER" ROUTINE

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:-----:
006630 004737 166564 GETSIX: JSR PC,GETCHR!160000 ;GET A CHARACTER NOW.
006634 020227 000040 CMP CHAR,#40 ;IS IT A LEGAL PRINTING CHARACTER?
006640 002517 .L,BAC ;NOPE. ABORT
006642 020027 000137 CMP CHAR,#137 ;IT'S BIG ENOUGH. IS IT TOO BIG?
006646 003114 .BGT L,BAC ;YEP. ABORT.

006650 000207 GETEXT: RTS PC ;RETURN TO THE CALLER.

:
: THIS OUTPUTS TWO CHARACTERS VIA A
: JSR SCAN,OUTLIT
: 'TWO CHARACTERS'
:
006652 112337 175616 OUTLIT: MOVB (SCAN)+,DL110B
006656 112337 175616 MOVB (SCAN)+,DL110B ;DOUBLE BUFFERED
006662 000203 RTS SCAN ;RETURN

:
: THE "GET AN EIGHT BIT CHARACTER" ROUTINE
:-----:

:
: THIS ROUTINE DIFFERS FROM THE PREVIOUS ROUTINES
: IN THAT IT WILL TAKE SIX BIT CHARACTERS AND ASSEMBLE
: THEM FOR THE LOADER TO USE. NOTE THAT FROM THIS POINT
: ON WE WILL SWITCH TO THE LOADER DEFINITIONS OF THE
: REGISTERS. THUS THE CHARACTER IS RETURNED IN
: REGISTER "L.BYT" RATHER THAN CHAR ,THOUGH THEY ARE
: PHYSICALLY THE SAME).
:
006664 004737 166630 GETB: JSR PC,GETSIX!160000 ;GET A SIXBIT CHARACTER.
006670 010046 MOV L,BYT,-(SP) ;SAVE IT ON THE STACK.
006672 005723 TST (INDEX)+ ;UPDATE INDEX TO NEXT ITEM (ALL ARE #2)
006674 000163 JMP GETB7B-2!160000(INDEX) ;AND DISPATCH ACCORDING TO THE INDEX.

006700 000404 GETB7B: BR GETB1 ;INDEX=2: ASSEMBLE FIRST CHAR
006702 000416 BR GETB2 ;INDEX=4: ASSEMBLE SECOND CHAR
006704 000432 BR GETB3 ;INDEX=6: ASSEMBLE THIRD AND LAST CHAR
;INDEX=8: RESET INDEX TO 0 [2] AND RETRY.

006706 012703 000002 GETB4: MOV #2,INDEX ;THE FOURTH INDEX IS THE SAME AS THE FIRST
;INDEX. JUST RESET IT AND FALL THROUGH.

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 006726 106116
 006728 106300
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 006732 012600
 006734 000207
 006740 006300
 006742 006300
 006744 106300
 006746 106104
 006748 106300
 006750 106104
 006752 106300
 006754 106104
 006756 106104
 006760 106300
 006762 106104
 006764 010400
 006766 012604
 006770 000207
 006772 006100
 006774 106100
 006776 006004
 007000 106000
 007002 006004
 007004 106000
 007006 005726
 007010 000207

```

GETB1: JSR    PC,GETSIX!160000
        MOV    L,BYT,HOLD
        ASL    L,BYT
        ASL    L,BYT
        ASLB   L,BYT
        ROLB   (SP)
        ASLB   L,BYT
        ROLB   (SP)
        MOV    (SP)+,L,BYT
        RTS    PC

GETB2: ASL    L,BYT
        ASL    L,BYT
        ASLB   L,BYT
        ROLB   HOLD
        ASLB   L,BYT
        ROLB   HOLD
        ASLB   L,BYT
        ROLB   HOLD
        ASLB   L,BYT
        ROLB   HOLD
        MOV    HOLD,L,BYT
        MOV    (SP)+,HOLD
        RTS    PC

GETB3: ROL    L,BYT
        ROLB   L,BYT
        ROR    HOLD
        RORB   L,BYT
        ROR    HOLD
        RORB   L,BYT
        TST    (SP)+
        RTS    PC
    
```

```

:GET ANOTHER CHARACTER NOW.
:AND PRESERVE IT FOR NEXT TIME THROUGH.
:NOW THROW AWAY LEFT MOST BITS OF
:THE 8 BIT CHARACTER. NOW MERGE IN
:THE LEFT TWO BITS OF THE
:NEW SIX BIT CHARACTER WITH THE SIX
:BITS FROM THE CHARACTER ON THE
:STACK. 1ST CHARACTER IS NOW ASSEMBLED.
:SO WE'LL RETURN IT TO THE USER.
:AND THEN WE SHALL RETURN TO HIM.

:THE SECOND CHARACTER IS CREATED FROM
:THE 4 RIGHT BITS OF THE PREVIOUS CHARACTER
:AND THE FOUR MIDDLE BITS OF THE PRESENT
:8 BIT CHARACTER.
:WE WILL CREATE THE NEW 8 BIT
:IN THIS REGISTER, SINCE IT
:MORE CONVIENT. WE WILL MOVE OVER THE
:ANSWER AT THE END.
:ONE MORE TO GO
:DONE.
:BRING OVER THE VALUE.
:AND REMEMBER THE LAST CHARACTER WE RECEIVED.
:AND RETURN TO THE CALLER.

:FINAL CHARACTER IS EASY. JUST A
:SIMPLE MERGER OF LEFT TWO BITS OF
:PREVIOUS VALUE WITH RIGHT SIX BITS
:OF LAST (4TH) CHARACTER RECEIVED.

:AND WE ARE DONE.
:FINALLY THROW AWAY STACK.
:AND RETURN TO THE CALLER.
    
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THE LOADER
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007012 012737 173000 007010 LOADER: MOV #DISTOP,JMPADD-2 ;STOP THE GT40 BY INSERTING A "DISTOP" IN THE LI
007020 005003 CLR INDEX ;RESET THE 8 BIT ASSEMBLER TO THE FIRST CHAR

L.LD2: 007022 005005 CLR L.CKSM ;CLEAR THE CHECKSUM
007024 004737 167114 JSR PC,L.PTR!160000 ;GET A BYTE NOW.
007030 105300 DECB L.BYT ;IS IT A ONE (HEADER)?
007032 001373 BNE L.LD2 ;NO. WAIT FOR THE ONE.

007034 004737 167114 JSR PC,L.PTR!160000 ;YES. SKIP OVER THE NEXT CHARACTER NOW.

007040 004737 167126 JSR PC,L.GWRD!160000 ;ASSEMBLE A WORD NOW.
007044 010002 MOV L.BYT,L.BC ;MOVE OVER TO THE COUNTER.
007046 162702 000004 SUB #4,L.BC ;REDUCE TO ACTUAL DATA COUNT.
007052 022702 000002 CMP #2,L.BC ;ANY DATA AT ALL?
007056 001433 BEQ L.JMP ;NO. MUST BE END
007060 004737 167126 JSR PC,L.GWRD!160000 ;YES. ASSEMBLE A DATA WORD NOW.
007064 010001 MOV L.BYT,L.ADR ;AND THIS MUST BE THE FIRST ADDRESS.

L.LD3: 007066 004737 167114 JSR PC,L.PTR!160000 ;GET A BYTE OF DATA NOW.
007072 002006 BGE L.LD4 ;ALL DONE?
007074 105705 TSTB L.CKSM ;YEP. COUNTER IS MINUS. CHECK CHECKSUM.
007076 001751 BEQ L.LD2 ;CHECKSUM GOOD. GET NEXT COMMAND.

L.BAD: 007100 004337 166652 JSR SCAN,OUTLIT!160000 ;BAD LOAD INFORM HOST
007104 175 102 .BYTE ALTMOD,'B ;SEND ALTMODE B
007106 000646 BR PRESTR ;AND RESTART THE DISPLAY.

L.LD4: 007110 110021 MOVB L.BYT,(L.ADR)+ ;INSERT BYTE INTO MEMORY.
007112 000765 BR L.LD3 ;AND GET THE NEXT BYTE.

L.PTR: 007114 004737 166664 JSR PC,GET8!160000 ;ASSEMBLE AN 8 BIT CHARACTER NOW.
007120 060005 ADD L.BYT,L.CKSM ;UPDATE THE CHECKSUM NOW.
007122 005302 DEC L.BC ;DECREMENT THE CHARACTER COUNTER.
007124 000207 RTS PC ;AND RETURN TO THE CALLER NOW.

L.GWRD: 007126 004737 167114 JSR PC,L.PTR!160000 ;ASSEMBLE A WORD. FIRST GET A CHARACTER
007132 010046 MOV L.BYT,-(SP) ;AND SAVE IT.
007134 004737 167114 JSR PC,L.PTR!160000 ;AND THEN GET ANOTHER ONE.
  
```

160	007140	000300		SWAB	L.BYT		:AND THEN REASSEMBLE THE MESS.
161	007142	052600		BIS	(SP)+,L.BYT		:WITH THE FEARSOME POWER OF THE 11.
162	007144	000207		RTS	PC		:AND RETURN TO THE CALLER.
163							
164							
165							
166							
167							
168	007146	004737	167126	L.JMP:	JSR	PC,L.GWRD!160000	:ALL DONE WITH THE LOAD. ASSEMBLE
169	007152	010046			MOV	L.BYT -(SP)	:THE STARTING ADDRESS NOW.
170	007154	004737	167114		JSR	PC,L.PTR!160000	:AND DON'T FORGET TO CHECKSUM IT.
171	007160	105705			TSTB	L.CKSM	
172	007162	001346			BNE	L.BAD	:A BAD CHECKSUM. ALL IS EVIL.
173							
174	007164	004337	166552		JSR	SCAN,OUTLIT!160000	:GOOD CHKSUM,INFORM HOST
175	007170	175	107		.BYTE	ALTMOD,'G	:WITH ALTMOD G
176							
177	007172	032716	000001		BIT	#1,(SP)	:DO WE WANT TO START EXECUTION?
178	007176	001401			BEQ	L.JMP1	:YES. AWAY WE GO.
179							
180	007200	000000		L.HALT:	HALT		:IF NOT, HALT.
181							
182	007202	000136		L.JMP1:	JMP	2(SP)+	:IF GO, THEN GO ALREADY. WHEEEE!

.SBTTL THE SELF TEST

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:THIS IS GT40 QUICK TEST
:GIVES QUICK VISUAL TEST
:OF CONDITION OF MACHINE
:WITHOUT READING IN DIAG.

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160000
164000
170000
173400

000300
000200
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000060
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174000

000100
040000
001777
001377
020000
020000
017600
000077
000100

CHAR=100000
SHORTV=104000
LONGV=110000
POINT=114000
GRAPHX=120000
GRAPHY=124000
RELATV=130000

INT0=2000
INT1=2200
INT2=2400
INT3=2600
INT4=3000
INT5=3200
INT6=3400
INT7=3600

LPOFF=100
LPON=140
BLKOFF=20
BLKON=30

LINE0=4
LINE1=5
LINE2=6
LINE3=7

DJMP=160000
DNOP=164000
STATSA=170000
DSTOP=173400

LPLITE=300
LPDARK=200
ITAL0=40
ITAL1=60
SYNON=4

STATSB=174000

INCR=100
INTX=40000
MAXX=1777
MAXY=1377
MINUSX=20000
MINUSY=MINUSX
MAXSX=17600
MAXSY=77
MINSUY=100

:BRIGHTEST

:STOP INTERRUPT

:ITALICS OFF
ON
:SYNC ON

:LOAD GRAPH INCR
:INTENSIFY BIT
:BIGGEST X VECTOR
:BIGGEST Y VECTOR
:THE MINUS BIT

:BIGGEST X IN SHORTVEC
Y IN
:MINUS BIT FOR Y IN SHORTVEC

```

2254 007204 012737 167214 172000      MOV      #FILED!160000,GT40PC      ;START THE GT40
2255 007212 000001                      WAIT                               ;AND WAIT
2256                                     FILED: POINT!BLKOFF              ;POINT--INVISIBLE
2257 007214 114020                      0
2258 007216 000000                      MAXY
2259 007220 001377
2260
2261 007222 112004                      LONGV!INT0!LINE0                ;DRAW TOP LINE
2262 007224 041777                      INTX!MAXX
2263 007226 000000                      0
2264
2265 007230 112405                      LONGV!INT2!LINE1
2266 007232 040000                      INTX                               ;DRAW LINE TO RIGHT
2267 007234 021377                      MINUSX!MAXY
2268
2269 007236 113006                      LONGV!INT4!LINE2
2270 007240 061777                      INTX!MINUSX!MAXX                ;DRAW BOTTOM LINE
2271 007242 000000                      0
2272
2273 007244 113407                      LONGV!INT6!LINE3
2274 007246 040000                      INTX
2275 007250 001377                      MAXY                               ;DRAW LINE TO LEFT
2276
2277 007252 114000                      POINT
2278 007254 000400                      400
2279 007256 000500                      500
2280 007260 106200                      SHORTV!INT1
2281 007262 057677                      57677                             ;+X+Y
2282 007264 106600                      SHORTV!INT3
2283 007266 077677                      77677                             ;+X-Y
2284 007270 107200                      SHORTV!INT5
2285 007272 077777                      77777                             ;-X-Y
2286 007274 107600                      SHORTV!INT7
2287 007276 057777                      57777                             ;-X+Y
2288
2289 007300 114000                      POINT
2290 007302 001400                      1400
2291 007304 000500                      500
2292 007306 133030                      RELATV!INT4!BLKON
2293 007310 057677                      57677                             ;+X+Y
2294 007312 077677                      77677                             ;+X-Y
2295 007314 077777                      77777                             ;-X-Y
2296 007316 057777                      57777                             ;-X+Y
2297
2298 007320 114000                      POINT
2299 007322 000400                      400
2300 007324 000100                      100
2301 007326 174120                      STATSB!INCR+20                  ;TRY GRAPH MODES
2302 007330 114000                      POINT
2303 007332 001000                      1000
2304 007334 000200                      200
2305
2306 007336 120000                      GRAPHX
2307 007340 001010                      1010
2308 007342 001020                      1020
2309 007344 001030                      1030

```

SCROLLING ROM BOOTSTRAP FOR THE GT40
DDGTEC.P11 05-NOV-76 10:20

MACY11 27(1006) 05-NOV-76 12:10 PAGE 48
THE SELF TEST

2310 007346 031040
2311 007350 001050
2312
2313 007352 114000
2314 007354 001020
2315 007356 001200
2316
2317 007360 124000
2318 007362 001020
2319 007364 001030
2320 007366 001040
2321 007370 001050
2322 007372 001060
2323
2324 007374 160000
2325 007376 167214
2326
2327

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POINT
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1200

GRAPHY
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DJMP
FILEO!160000

.SBTTL PAPER TAPE BOOT

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177550
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007400 012701 160000
007404 012702 000004
007410 012703 167500
007414 010712
007416 012706 000024
007422 014304
007424 005714
007426 100775
007430 010712
007432 012706 000024
007436 010441
007440 040601
007442 010111
007444 011102
007446 005214
007450 105714
007452 100376
007454 116412 000002
007460 005211
007462 120227 000375
007466 001366
007470 105222
007472 000142
007474 177560
007476 177550

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: PAPER TAPE BOOT
HSR=177550 ;HIGH SPEED READER ADDRESS
LSR=177560 ;LOW SPEED READER ADDRESS
:
: .=ORIGIN+1400
PTBOOT: MOV #160000,R1 ;SET MEMORY CHECK LIMITS
: #4,R2 ;TRAP ADDRESS IS LOC. 4
MOV #DEV+4!160000,R3 ; POINTER TO DEVICE ADDRESSES
PC,@R2 ;PRESET TRAP ADDRESS IN LOC. 4
MOV #24,SP ;STACK SET UP AT SPECIAL ADDRESS
DEV1: MOV -(R3),R4 ;GET DEVICE ADDRESS
TST @R4 ;CHECK AVAILABILITY OF DEVICE
BMI DEV1 ;CHECK DEVICE FOR ERRORS
MOV PC,@R2 ;RESET TRAP ADDRESS AT LOC. 4
MOV #24,SP ;SPECIAL ADDRESS USED AS MASK LATER
MOV R4,-(R1) ;DO MEM CHK:READER STATUS ADDRESS
: IS MOVED
BIC SP,R1 ;SET R1=X7752,MASK IN SP=24
MOV R1,@R1 ;STORE OWN ADDRESS IN POINTER
LOOP: MOV @R1,R2 ;GET BYTE POINTER
INC @R4 ;ENABLE READER
TSTB @R4 ;TEST DONE BIT
BPL -2 ;WAIT UNTIL READY
MOV 2(R4),@R2 ;THEN PICK IT UP AND STORE IT
INC @R1 ;BUMP POINTER
CMPB R2,#375 ;STORED JUMP OFFSET?
BNE LOOP ;NOT YET
INCB (R2)+ ;YES,ALL DONE
JMP -(R2) ;GO EXECUTE AS BRANCH
:
: DEVICE ADDRESSES FOLLOW - DO NOT CHANGE THE ORDER
DEV: LSR ;LOW SPEED READER
HSR ;HIGH SPEED READER
:
.SBTTL CASSETTE BOOT
:
```

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2369      177500
2370
2371      007500  012700  177500
2372      007504  005010
2373      007506  010701
2374      007510  062701  000052
2375      007514  012702  000375
2376      007520  112103
2377
2378      007522  112110
2379      007524  100413
2380      007526  130310
2381      007530  001776
2382      007532  105202
2383      007534  100772
2384      007536  116012  000002
2385      007542  120337  000000
2386      007546  001767
2387      007550  000000
2388      007552  000755
2389
2390      007554  005710
2391      007556  100774
2392      007560  005007
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2394      007562  017640
2395
2396      007564  002415
2397
2398      007566  112024
2399
2400      007570  000000  000000
2401      007574  167500
2402      007576  000340
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: CASSETTE BOOT
TACS=177500 ;TACS=177500 ;TA-11 CONTROL AND STATUS REGISTER
      .=ORIGIN+1500
TABOOT: MOV      #TACS,R0
      CLR      (R0)
RES:    MOV      PC,R1 ;SELECT UNIT #0
      ADD      #TABLE--,R1 ;USE FOR PIC
      MOV      #375,R2 ;R1 HOLDS ADDR. OF COMMAND TABLE
      MOV      (R1)+,R3 ;MEMORY PTR. AND DATA FLAG
      MOV      (R1)+,R3 ;TEST BITS

LOOP1: MOV      (R1)+,(R0) ;COMMAND FROM TABLE TO TACS
      BMI     DCNE ;WHEN COMMAND CODE NEG. QUIT
LOOP2: BIT      R3,(R0) ;TEST READY AND T-REG BITS IN TACS
      BEQ     LOOP2 ;LOOP 'TIL SOMETHING COMES UP
      INCB    R2 ;ADVANCE MEMORY POINTER
      BMI     LOOP1 ;IF MINUS, TRY NEXT COMMAND
      MOV      2(R0),(R2) ;READ DATA INTO MEMORY
      CMP      R3,#0 ;FIRST BYTE READ SHOULD BE '240'
      BEQ     LOOP2 ;IF C.K., GO READ ANOTHER BYTE
STOP:  HALT
      BR      RES ;RESTART ON CONTINUE

DONE:  TST      (R0) ;CHECK FOR ERROR
      BMI     STOP ;HALT ON ERROR
      CLR     PC ;='JMP #0'

TABLE: .WORD    17640 ;.BYTE 240: READY+T-REQ.
      .WORD    2415 ;.BYTE 37: I_BS+READY+GO
      .WORD    112024 ;.BYTE 15: SFB+GO
      .WORD    0 ;.BYTE 5: READ+GO
      .WORD    0 ;.BYTE 24: READ+ILBS
      .WORD    0 ;.BYTE 224: READ+ILBS+E.O.TABLE
      .WORD    TABOOT!160000 ;THESE ARE FILLER WORDS
      .WORD    340 ;POWER UP VECTOR AND PRIORITY

      .SBTTL  MP11-DB BOOT

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;MR11-DB BULK STORAGE PROGRAM LOADER LISTING

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007600 010702
007602 000451
007604 177462
007606 000005

007610 010702
007612 000445
007614 177406
007616 000005

007620 010702
007622 000417
007624 177344
007626 000005
007630 004093
007632 100000
007634 024000

007636 010702
007640 000410
007642 172524
007644 060003
007646 060011
007650 000200
007652 100000

007654 010702
007656 000423
007660 176716

007662 000005
007664 010200
007666 005720
007670 012001
007672 005311
007674 005720
007676 012041
007700 031011
007702 001776
007704 005720
007706 031041
007710 001406
007712 000112

007714 167600
007716 000340

: .=ORIGIN+1600 ;KEEP TRACK OF ORIGIN
RF11: MOV PC,R2 ;FIXED HEAD DISK (256 KW)
BR OTHER
177462
5
RK11: MOV PC,R2 ;MOVING HEAD DISK (CARTRIDGE)
BR OTHER
177406
5
TC11: MOV PC,R2
BR TAPES
177344 ;ADDRESS OF WORD COUNT
5 ;LAST COMMAND
4003 ;FIRST COMMAND
100000 ;DONE MASK
24000 ;ERROR MASK
TM11: MOV PC,R2
BR TAPES
172524 ;ADDRESS OF BYTE COUNT
60003 ;LAST COMMAND
60011 ;FIRST COMMAND
200 ;DONE MASK
100000 ;ERROR MASK
RF11: MOV PC,R2 ;MOVING HEAD DISK (PACK)
BR OTHER
176716
TAPES: RESET
MOV R2,R0 ;GET THE ADDRESS OF THE BRANCH
TST (0)+ ;RD TO POINT AT LAST COMMAND
MOV (0)+,R1 ;GET THE WORD COUNT ADDRESS
DEC (1) ;SET UP FOR ADVANCE 1 RECORD
TST (0)+ ;MOVE RD TO FIRST COMMAND
MOV (0)+,-(1) ;COMMAND WORD TO COMMAND REG.
BIT (0),(1) ;LOOK FOR DONE INDICATORS
BEQ -2 ;NONE SET, TRY AGAIN
TST (0)+ ;DONE FIRST COMMAND, CHECK FOR ERROR
BIT (0),-(1) ;LOOK FOR SET ERROR BITS
BEQ OTHER ;NO ERRORS - TRY THE READ
AGAIN: JMP (2) ;RERUN FOR ERRORS
RFVEC: RF11!160000 ;RF11 POWER UP VECTOR
340

M04

SCROLLING ROM BOOTSTRAP FOR THE 3740
DDGTEC.P11 05-NOV-76 10:20

MACY11 27(1006) 05-NOV-76 12:10 PAGE 52
MR11-08 BOOT

2462	007720	010702	
2463	007722	000401	
2464	007724	177450	
2465			
2466			
2467	007726	000005	
2468	007730	010200	
2469	007732	005720	
2470	007734	012001	
2471	007736	012711	177000
2472	007742	011041	
2473	007744	032711	100200
2474	007750	001775	
2475	007752	100757	
2476	007754	005007	
2477			
2478	007756	000000	
2479	007760	167610	
2480	007762	000340	
2481	007764	167720	
2482	007766	000340	
2483	007770	167654	
2484	007772	000340	
2485	007774	167620	
2486	007776	000340	

```

RC11:  MOV PC,R2          ;FIXED HEAD DISK (84K)
        BR  OTHER
        177450           ;ADRS OF WORD COUNT (COMMAND-2
                        ;COMMAND WORD (5) IS THE RESET

OTHER:  RESET
        MOV R2,R0        ;R0 TO POINT AT WORD COUNT ADRS
        TST (0)+         ;POINT TO ADDRESS
        MOV (0)+,R1      ;WORD COUNT ADDRESS TO R1
        MOV #-1000,(1)   ;LOAD WORD COUNT
        MOV (0)-,(1)     ;COMMAND TO COMMAND REGISTER
        BIT #100200,(1)  ;CHECK FOR ERROR OR DONE
        BEQ  -4          ;IF NEITHER, KEEP LOOKING
        BMI AGAIN       ;ERROR. TRY AGAIN
        CLR PC

RKVEC:  0                ;FILLER
        RK11!160000     ;RK POWER UP VECTOR
        340

RCVEC:  RC11!160000     ;RC POWER UP VECTOR
        340

RPVEC:  RP11!160000     ;RP POWER UP VECTOR
        340

TCVEC:  TC11!160000     ;TC11 POWER UP VECTOR
        340
    
```

.SBTTL ROM VERSION 1 VALUES


```

016034 012706 015770 RSTPT: MOV #STKSRT, SP ;SET UP THE STACK NOW!
016040 005001 CLR LADR ;CLEAR ADDRESS POINTER.
016042 012702 160000 MOV #JMPDIS, INP2 ;PLACE A DISPLAY JUMP INSTRUCTION IN A REGISTER.
016046 010221 MOV INP2, (LADR)+ ;MOVE IT TO LOCATION 0.
016050 012711 166756 MOV #DISPRG+15000, (LADR) ;MOVE ADDRESS POINTER INTO 2.
016054 012701 000030 MOV #PWRPAL+4, LADR ;SET UP WHERE WE WILL STORE CHARACTERS.
016060 005000 CLR RET1 ;PREPARE TO INSERT A ZERO CHARACTER.
016062 004767 JSR PC, DOCHAR ;INSERT IT NOW.
016066 005067 CLR VT40PC ;CLEAR THE DISPLAY PROGRAM COUNTER AND START.

016072 004767 000210 MAJOR: JSR PC, GTCHR ;GT A CHARACTER NOW.
016076 000240 NOP
016080 000240 NOP
016084 000240 NOP
016088 012746 156072 MOV #MAJOR+15000, -(SP) ;INSERT IN DISPLAY BUFFER NOW.

016110 010105 DOCHAR: MOV LADR, SCR1 ;GT CURRENT BUUFER POSITION NOW.
016112 022705 CMP (SCR1)+, (SCR1)+ ;BYPASS CURRENT DISPLAY JUMP.
016114 005023 CLR (SCR1)+ ;CLEAR FUTURE ADDRESS FOR JUMP.
016116 010225 MOV INP2, (SCR1)+ ;STICK IN TEMPORARY JUMP WHILE WE REPLACE CURREN
016120 005015 CLR (SCR1) ;A DISPLAY JUMP TO ZERO.
016122 005011 CLR (LADR) ;NOW REPLACE CURRENT DISPLAY JUMP BY THE CHARACT
016124 005021 BIS RET1, (LADR)+ ;IT'S DONE THIS WAY TO WASTE 2 CYCLES.
016126 010211 MOV INP2, (LADR) ;TO AVOID TIMING PROBLEMS WITH THE VT40.
016130 000207 RTS PC ;AND FINALLY RETURN.

016132 004767 000124 GTB: JSR PC, GTSIX ;GT SIX BITS NOW.
016136 010046 MOV RET1, -(SP) ;SAVE THE CHARACTER NOW.
016140 000401 BR GTPB4 ;BYPASS THE B'ER
016142 005002 GTB4: CLR INP2 ;RESET THE MAGIC REGISTER NOW.
016144 005722 GTPB4: TST (INP2)+ ;INCREMENT WHERE TO GO.
016146 066207 166250 ADD GTB8+15000, (INP2), PC ;UPDATE PC NOW.

016152 GTBP=.

016152 004767 000104 GTB1: JSR PC, GTSIX ;GT A CHARACTER NOW.
016156 010004 MOV RET1, WORK2 ;SAVE FOR A SECOND.
016160 006300 ASL RET1
    
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2657	016162	006300		ASL	RET1		:SHIFT TO LEFT OF BYTE
2658	016164	006300		ASLB	RET1		
2659	016166	106116		ROLB	2SP		:PACK THEM IN.
2660	016170	106300		ASLB	RET1		
2661	016172	106116		ROLB	2SP		:A GOOD 8 BIT THING.
2662	016174	012600		MOV	(SP)+,RET1		:POP AND RETURN NOW.
2663	016176	000207		RTS	PC		
2664							
2665	016200	006300	GT82:	ASL	RET1		:WORST CASE. SHIFT 4
2666	016202	006300		ASL	RET1		
2667	016204	106300		ASLB	RET1		
2668	016206	106104		ROLB	WORK2		
2669	016210	106300		ASLB	RET1		
2670	016212	106104		ROLB	WORK2		
2671	016214	106300		ASLB	RET1		
2672	016216	106104		ROLB	WORK2		
2673	016220	106300		ASLB	RET1		
2674	016222	106104		ROLB	WORK2		
2675	016224	012400		MOV	WORK2,RET1		
2676	016226	012600		MOV	(SP)+,WORK2		
2677	016230	000207		RTS	PC		
2678							
2679	016232	006100	GT83:	ROL	RET1		
2680	016234	006100		ROL	RET1		
2681	016236	006004		ROR	WORK2		
2682	016240	106000		RORB	RET1		
2683	016242	006004		ROR	WORK2		
2684	016244	106000		RORB	RET1		:FINAL CHARACTER ASSEMBLED.
2685	016246	005726		TST	(SP)+		:FUJGE STACK.
2686	016250	000207		RTS	PC		:AND RETURN NOW.
2687							
2688		016250	GT8TB	=	.-2		:PUSH ZERO CONDITION BACK INTO NEVER-NEVER LAND.
2689							
2690	016252	000000		.WORD	GT81-GT8P		
2691	016254	00002E		.WORD	GT82-GT8P		
2692	016256	000060		.WORD	GT83-GT8P		
2693	016260	177770		.WORD	GT84-GT8P		
2694							
2695							
2696	016262	004767	000020	JSR	PC,GTCHR		
2697	016266	020027	000040	CMP	RET1,#40		
2698	016272	002546		BLT	LBAD		
2699	016274	020027	000137	CMP	RET1,#137		
2700	016300	003143		BGT	LBAD		
2701	016302	000207		RTS	PC		
2702							
2703							
2704							
2705	016304	005726	GTCHP:	TST	(SP)+		:UPDATE THE STACK.
2706							
2707	016306	012700	015772	GTCHR:	#P10IC-30000,RET1		:SET UP POINTER TO THE INPUT CHARACTER.
2708	016312	004767	000064	GTCHL:	PC,CHECK		
2709	016316	005710		TST	2RET1		:ANY CHARACTERS THERE?
2710	016320	001774		BEQ	GTCHL		
2711	016322	011046		MOV	2RET1,-(SP)		:PUSH THE CHAR ON THE STACK.
2712	016324	005020		CLR	(RET1)+		:CLEAR THE CHAR GOT FLAG NOW.

2713	016326	042716	177600		BIC	#-200,(SP)	:CLEAR AWAY PARITY NOW.
2714	016332	001764			BEQ	GTCHP	:IF ZERO, GT ANOTHER
2715	016334	022716	000177		CMP	#177,(SP)	
2716	016340	001761			BEQ	GTCHP	:ALSO IGNORE RJBOULTS.
2717	016342	022710	000175		CMP	#175,RET1	:WAS IT A "175"
2718	016346	001007			BNE	GTNP	:NOPE.
2719	016350	011610			MOV	(SP),RET1	:YEP, RESET IN CASE OF ABORT.
2720	016352	021027	000122		CMP	RET1,#122	:IS IT AN R
2721	016356	001626			BEQ	RSTRT	:YEP, RESTART
2722	016360	021027	000114		CMP	RET1,#114	:IS IT AN L
2723	016364	001455			BEQ	LOAD	:YEP, LOAD.
2724							
2725	016366	011610			GTNP:	MOV	(SP),RET1
2726	016370	012600				MOV	(SP),RET1
2727	016372	020027	000175			CMP	RET1,#175
2728	016376	001743				BEQ	GTCHR
2729	016400	000207				RTS	PC
2730							
2731							
2732							
2733							
2734							
2735							
2736							
2737							
2738	016402	005767	027370		CHECK:	TST	P100C
2739	016406	001410				BEQ	CHECK1
2740	016410	105767	007200			TSTB	P100S
2741	016414	100005				BPL	CHECK1
2742	016416	016767	027354	007172		MOV	P100C,P100B
2743	016424	005067	027346			CLR	P100C
2744							
2745	016430	105767	011124		CHECK1:	TSTB	KBDIS
2746	016434	100014				BPL	CHECK3
2747	016436	116746	011120			MOVB	KBDIB,-(SP)
2748	016442	012767	000001	011110		MOV	#1,KBDIS
2749							
2750	016450	004767	177726		CHECK2:	JSR	PC,CHECK
2751	016454	005767	027316			TST	P100C
2752	016460	001373				BNE	CHECK2
2753	016462	012667	007130			MOV	(SP)+,P100B
2754							
2755							
2756	016466	105767	007116		CHECK3:	TSTB	P101S
2757	016472	100011				BPL	CHECK4
2758	016474	116767	007112	027270		MOVB	P101B,P101C
2759	016502	052767	177400	027262		BIS	#-400,P101C
2760	016510	012767	000007	007072		MOV	#7,P101S
2761							
2762	016516	000207			CHECK4:	RTS	PC
2763							
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; THE " L O A D E R
LOAD: CLR INP2 ;RESET TO FIRST 8 BIT CHARACTER.
      MOV #172000,(INP2) ;AND ALSO CLEVERLY STOP THE VT40.
      MOV #STKSRT,SP ;RESET STACK POINTER NOW.

LLD2: CLR LCKSM ;CLEAR THE CHECKSUM
      JSR PC,LPTR ;GT A BYTE NOW.
      DECB LBYT ;IS IT ONE?
      BNE LLD2 ;NOPE. WAIT AWHILE
      JSR PC,LPTR ;YEP. GT NEXT CHARACTER.

      JSR PC,LGWRD ;GT A WORD.
      MOV LBYT,LBC ;GT THE COUNTER NOW.
      SJB #4,LBC ;CHOP OFF EXTRA STJFF.
      CMP #2,LBC ;NULL?
      BEQ LIMP ;YEP. MUST BE END.
      JSR PC,LGWRD ;NOPE. GT THE ADDRESS.
      MOV LBYT,LADR ;AND REMEMBER FOR OLD TIMES SAKE.

LLD3: JSR PC,LPTR ;GT A BYTE (DATA)
      BGE LLD4 ;ALL DONE WITH THE COUNTER?
      TSTB LCKSM ;YEP. GOOD CHECK SUM?
      BEQ LLD2 ;NOPE. LOAD ERROR.

LBRD: MOV (PC)+,RET1 ;SEND OUT SOME CHARACTERS NOW.
      .BYTE 175,102 ;"CTRL BAD"
      .BYTE 102,175 ;"BAD CTRL"
      JSR PC,SENDIT
      JMP RSTRT

LLD4: MOVBR LBYT,(LADR)+ ;PLACE THE BYTE IN CORE.
      BR LLD3 ;GT ANOTHER ONE.

LPTR: JSR PC,GT8 ;GT 8 BITS NOW.
      ADD LBYT,LCKSM ;UPDATE CHECKSUM
      BIC #177400,LBYT ;CLEAN UP THE BYTE NOW.
      DEC LBC ;UPDATE THE COUNTER.
      RTS PC ;RETURN NOW.

LGWRD: JSR PC,LPTR ;GT A CHARACTER.
      MOV LBYT,-(SP) ;SAVE FOR A SECOND.
      JSR PC,LPTR ;GT ANOTHER CHARACTER.
      SWAB LBYT ;NOW ASSEMBLE THE WORD.
      BIS (SP)+,LBYT ;AND RETURN WITH A 16 BITER.
      RTS PC
    
```

G05

SCROLLING ROM BOOTSTRAP FOR THE G*40
 00000.P11 05-NOV-76 10:20

MACY11 27(1006) 05-NOV-76 12:10 PAGE 59
 ROM VERSION 1 VALUES

28225					
28226	016666	004767	177754	JMP:	JSR PC, LGWRC ;GT A WORD
28227	016672	010046			MOV LBYT, -(SP) ;SAVE ON THE STACK.
28228	016674	004767	17773C		JSR PC, LPTR ;GT A CHARACTER.
28229	016700	105703			TSTB LCKSM ;IS IT ZERO?
28230	016702	001342			BNE LBAD ;YEP. WHAT CRAP.
28231	016704	032716	000001		BIT #1, (SP) ;IS IT ODD?
28232	016710	001406			BEQ LJMP1 ;YEP. START PROGRAM GOING NOW.
28233	016712	012700			MOV (PC)+, RET1 ;TELL PDP-10 WE'VE LOADED OK.
28234				:	.BYTE 175, 107 ;"CTRL GOOD"
28235	016714	107	175		.BYTE 107, 175 ;"GOOD CTRL"
28236	016716	004767	000006		JSR PC, SENDIT
28237	016722	000000			HALT
28238	016724	000776			BR -2
28239					
28240	016726	000136		LJMP1:	JMP 2(SP)+ ;AND AWAY WE GO.
28241					
28242					
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28246					
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28255					
28256					
28257					
28258	016730	004767	177446	SENDIT:	JSR PC, CHECK ;POLL THE OUTPUT DEVICE NOW.
28259	016734	005767	027036		TST P100C ;OUTPUT CLEAR?
28260	016740	001373			BNE SENDIT ;NOPE. LOOP AWHILE LONGER.
28261	016742	010067	006650		MOV RET1, P100B ;SEND OUT THE CHARACTER.
28262	016746	105000			CLRB RET1 ;CLEAR THE SYTE.
28263	016750	000300			SWAB RET1 ;AND SWAP THEM NOW.
28264	016752	001366			BNE SENDIT ;IF NOT EQUAL, REPEAT.
28265	016754	000207			RTS PC
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: THIS IS THE INITIALIZING VT40 PROGRAM WHICH WILL
: JUMP TO THE PROGRAM AFTER THE POWER FAIL LOCATIONS
: WHICH WILL JUMP TO ZERO WHICH WILL JUMP BACK TO HERE.

016756 170256
016760 115124
016762 000000
016764 001360
016766 100000
016770 160000
016772 000030
016774 000000
016776 000000

DISPRG: .WORD 170256 ;LOAD STATUS REGISTER FOR NORMAL OPERATION.
.WORD 115124 ;SET POINT MODE, "NORMAL".
.WORD STARTX ;X COORDINATE
.WORD STARTY ;Y COORDINATE
.WORD 100000 ;SET CHARACTER MODE.
.WORD JMPDIS ;THEN JUMP TO THE POWERFAIL LOCATION.
.WORD PWRFAIL+4 ;TO DISPLAY USERS CHARACTERS.
.WORD 0
.WORD 0

: STARTING FROM HERE TO THE TOP OF MEMORY
: A BACKGROUND WORSE CASE NOISE TASK WILL BE EXECUTED

017000 000000
000001

BUFFER: 0.
.END

DSMR =	177570	449#	564				
ENOCOR	006036	1721#	1722				
ERRVEC=	000004	448#	562	563*	570*		
FF	006256	1808	1838#				
FFLOOP	006262	1833	1840#	1843			
FILEC	007214	2254	2257#	2325			
FILEOA	005722	580*	683*	687*	1516#		
FILEOB	005724	687	1517#				
FILEOC	005752	580	683	1516	1525#		
FILEOD	003012	529	843#	1527			
GETCHR	006564	1791	1981#	2003			
GETDL	006516	1959#	1964	1968	1970	1981	1985
GETDL1	006546	1960	1967#				
GETEXT	006650	1983	1989	2009#			
GETSIX	006630	2003#	2041	2056			
GETB	006664	2041#	2150				
GETBTB	006700	2044	2046#				
GETB1	006712	2046	2056#				
GETB2	006740	2047	2068#				
GETB3	006772	2048	2083#				
GETB4	006706	2052#					
GRAPHX=	120000	187#	1040	2206#	2306		
GRAPHY=	124000	187#	876	2207#	2317		
GRPINC	003074	581*	679*	680	682*	874#	
GTAOD	001000	459#	542				
GTBPL	001004	461#	574	576	578		
GTBUSE	006424	1893#	1916				
GTCHL	016312	2708#	2710				
GTCHP	016304	2705#	2714	2716			
GTCHR	016306	2614	2696	2707#	2728		
GTDLYC	001314	540#	579*	676*	578*		
GTDNE1	001170	503#	574*				
GTDONE	001166	502#	573*				
GTLPEN	002220	575	687#				
GTLPH	001172	505#	575*				
GTLPH1	001174	506#	576*				
GTNP	016366	2718	2725#				
GTFC	001146	492#	529*	541	684*	688*	
GTB84	016144	2647	2649#				
GTSHIF	002236	577	691#				
GTSIX	016262	2645	2654	2696#			
GT50TM	001176	508#	577*				
GT50T1	001200	509#	578*				
GT5R	001150	493#	671	818*			
GTSTOP	002130	573	671#				
GTST1	002202	677	681	683#			
GTVCT	001002	460#	546				
GTXP05	001152	494#					
GTYP05	001154	495#					
GT40PC=	172000	1652#	1653	1893*	1927	2254*	
GT40SR=	172002	1653#	1835*				
GTB	016132	2645#	2813				
GTBP =	016152	2652#	2690	2691	2692	2693	
GTBTB =	016250	2650	2688#				
GTB1	016152	2654#	2690				
GTB2	016200	2665#	2691				

MOS

SCROLLING ROM BOOTSTRAP FOR THE J740
 DCGTEC.P11 05-NOV-76 10:20

MACY11 27(1006) 05-NOV-76 12:10 PAGE 66
 CROSS REFERENCE TABLE -- USER SYMBOLS

PWRFL = 000024	2571*	2592	2609	2897					
PWRFL 001674	446	601*	605						
PWRUP 001704	601	604*							
PICIB = 025612	2559*	2758							
PICIC = 045772	2564*	2565	2707	2758*	2759*				
PIDIS = 025610	2556*	2559	2598*	2756	2760*				
P100B = 025616	2560*	2742*	2753*	2861*					
P100C = 045776	2563*	2564	2738	2742	2743*	2751	2859		
P100S = 025614	2555*	2560	2600*	2740					
PCVEC	2481*								
RC11 007720	2462*	2481							
REDCR 002436	723*	724*	725	738*					
RELATV = 130000	187*	1200	1212	2208*	2292				
RES 007506	2373*	2388							
RESTR 006060	1746*	1992							
RFVEC 007714	2459*								
RF11 007600	2410*	2459							
RKVEC 007760	2479*								
RK11 007610	2415*	2479							
ROMADD 001014	467*	799							
ROMORG = 166000	2547*								
RCTVAL 002052	643*	660							
RPNT 002432	535*	722	726*	727	729*	730	736*		
RPVEC 007770	2483*								
RP11 007654	2439*	2483							
RSTR 016034	2604*	2721	2808						
SENDIT 016730	2807	2836	2858*	2860	2864				
SETDUN 006126	1761	1770*							
SETLP1 006074	1752*	1754							
SETLP2 006110	1760*	1767							
SETLP3 006116	1764*	1766							
SETUP 006432	1757	1914*							
SHORTV = 104000	187*	1224	1236	2203*	2280	2282	2284	2286	
SIZE 001312	539*	624*	625*	628					
START 006000	480	1710*							
STARTA 016000	483	2592*							
STARTB 001022	456	471*	606	674	692	699	719	747	836
STARTX = 000000	2549*	2893							
STARTY = 001360	2550*	2894							
STATSA = 170000	187*	1290	1305	1322	1340	1358	1376	1394	2231*
STATSB = 174000	187*	581	680	682	846	874	2241*	2301	
STKSRT = 015770	2565*	2604	2783						
STOP 007550	2387*	2391							
SWR 001230	475	477	526*	564*	565	569*			
SWREG 000170	452*	569							
SYNOFF = 000010	187*								
SYNON = 000004	187*	2238*							
TAB 006222	1805	1823*	1827						
TABLE 007562	2374	2394*							
TABOOT 007500	2371*	2401							
TACS = 177500	2369*	2371							
TAPES 007662	2422	2431	2444*						
TCVEC 007774	2485*								
TC11 007620	2421*	2485							
TKB 001214	517*	752							
TKS 001212	516*	532*	744						

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