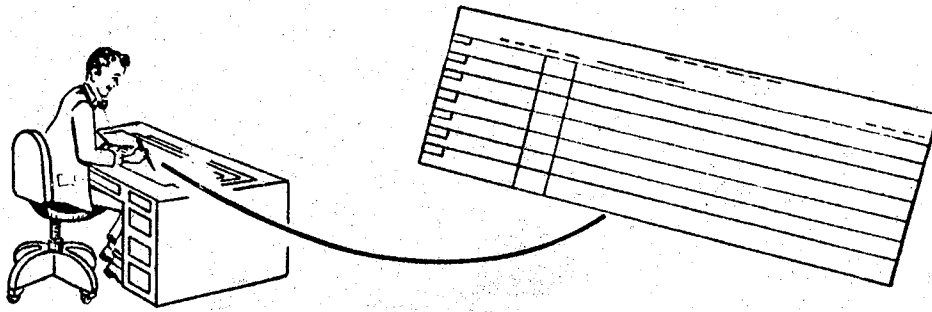
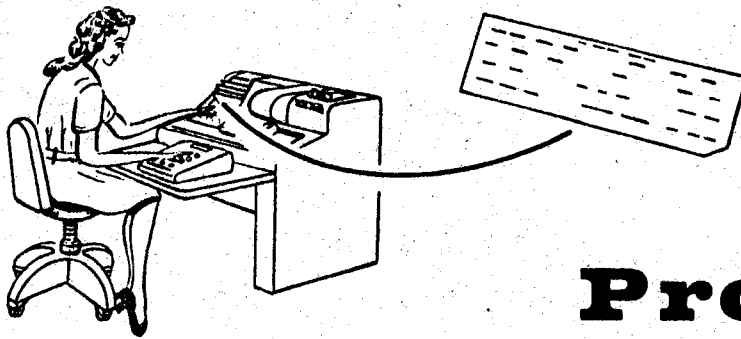


FILE COPY — RETURN TO FOREMAN'S OFFICE

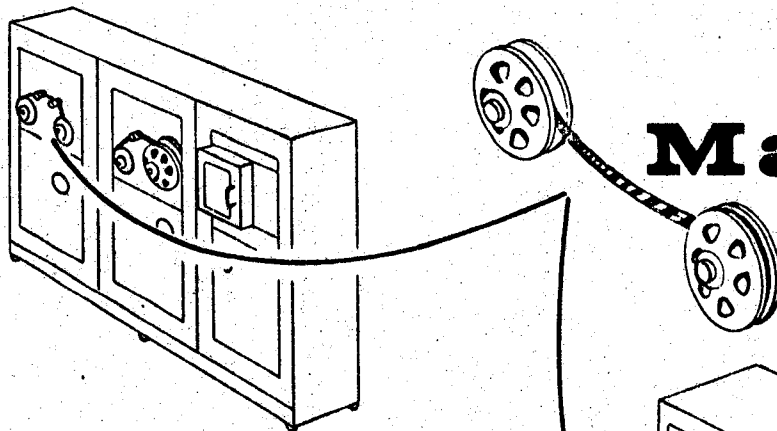
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Program

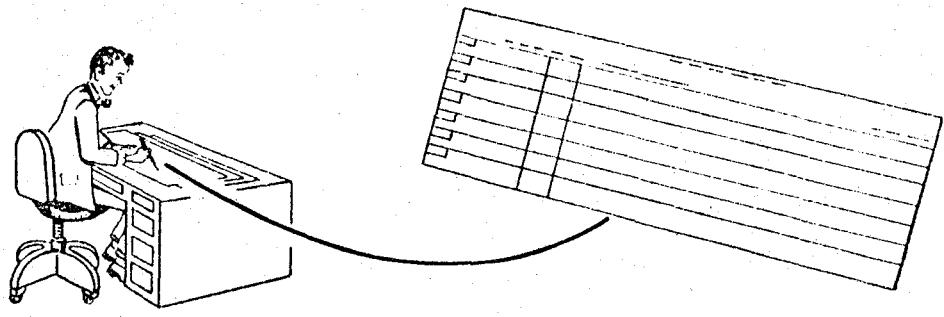


Processing

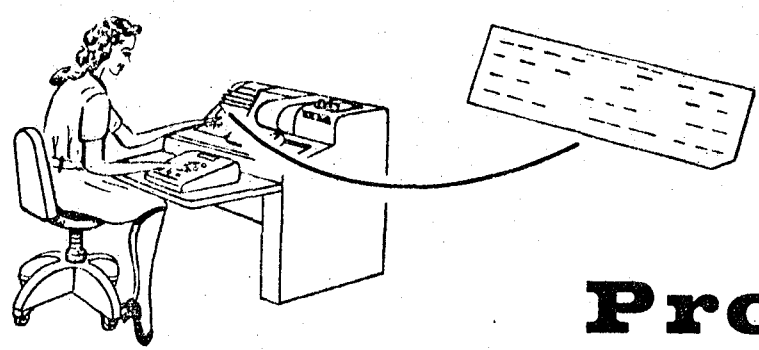


Manual

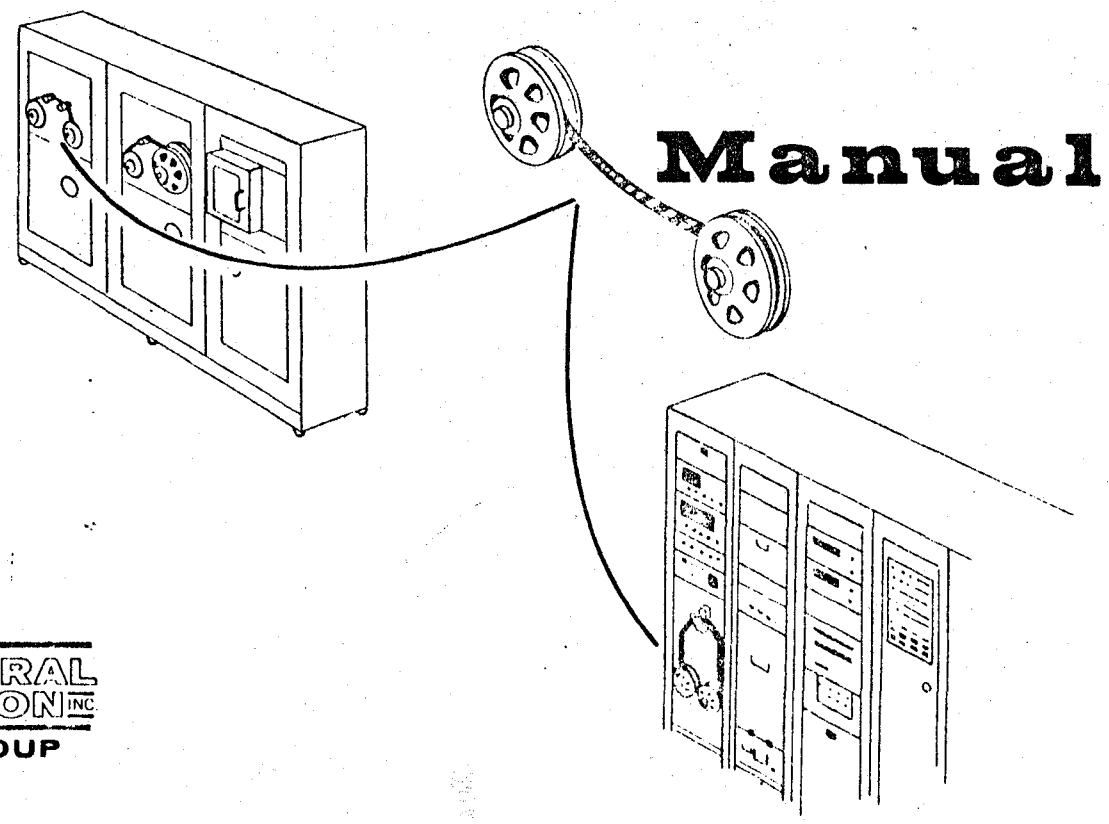
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Program



Processing



Program Processing Manual

Prepared by
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Binghamton, N. Y.

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Introduction

The purpose of this manual is to describe the program processing procedures used in conjunction with the Mark I and Mark II digital computers. Section I contains descriptions of program procedures, while Section II contains a description of the program data package supplied with each digital computer.

Section One Program Procedures

1-1. GENERAL.

1-2. Three types of programs are used to program the Mark I and Mark II digital computers: the general purpose (GP) program, the linear function interpolator (LFI) program, and the data preselect (DP) program. The data preselect program is divided into two separate programs: the initial conditions program, which is used for spacecraft simulation, and the radio aids program, which is used for aircraft simulation.

1-3. GENERAL PURPOSE PROGRAM.

1-4. The GP program is composed of solutions to differential, algebraic, and Boolean equations descriptive of airframe motion, systems operation, initial conditions, and radio aids. Once the programmer has determined the program necessary to solve a particular problem, the solution is given an equation number and documented via a program data sheet. The program data sheet is then used as an input source document for punching GP program cards. The program cards are allocated to bands by quadrants, and placed in a card reader of a Tape Preparation Unit (TPU), which produces a punched paper tape. Finally, the tape is used to load the program on the desired drum band of the computer. The order of procedures required to process data representing the general purpose program is shown in figure 1-1.

1-5. GENERAL PURPOSE PROGRAM SHEET AND CODING AND CONSTANT SHEET.

1-6. The Program Sheet and the Coding and Constant Sheet are used to document the general purpose program. The programmer, after acquiring data for a specific aircraft or aerospace craft, forms equations for simulator purposes. When the programmer determines the equations, programs are formulated and placed on Program Sheets or Coding and Constant Sheets. The Program Sheet (figure 1-2) is used for eight instructions per card, while the Coding and Constants Sheet (figure 1-3) is used for a single instruction per card. The Coding and Constant Sheet is primarily used for diagnostic checks, using the remarks section as an aid in troubleshooting. The Program Sheet and the Coding and Constant Sheet are the input sources for punching the eight instruction cards and the single instruction cards, respectively.

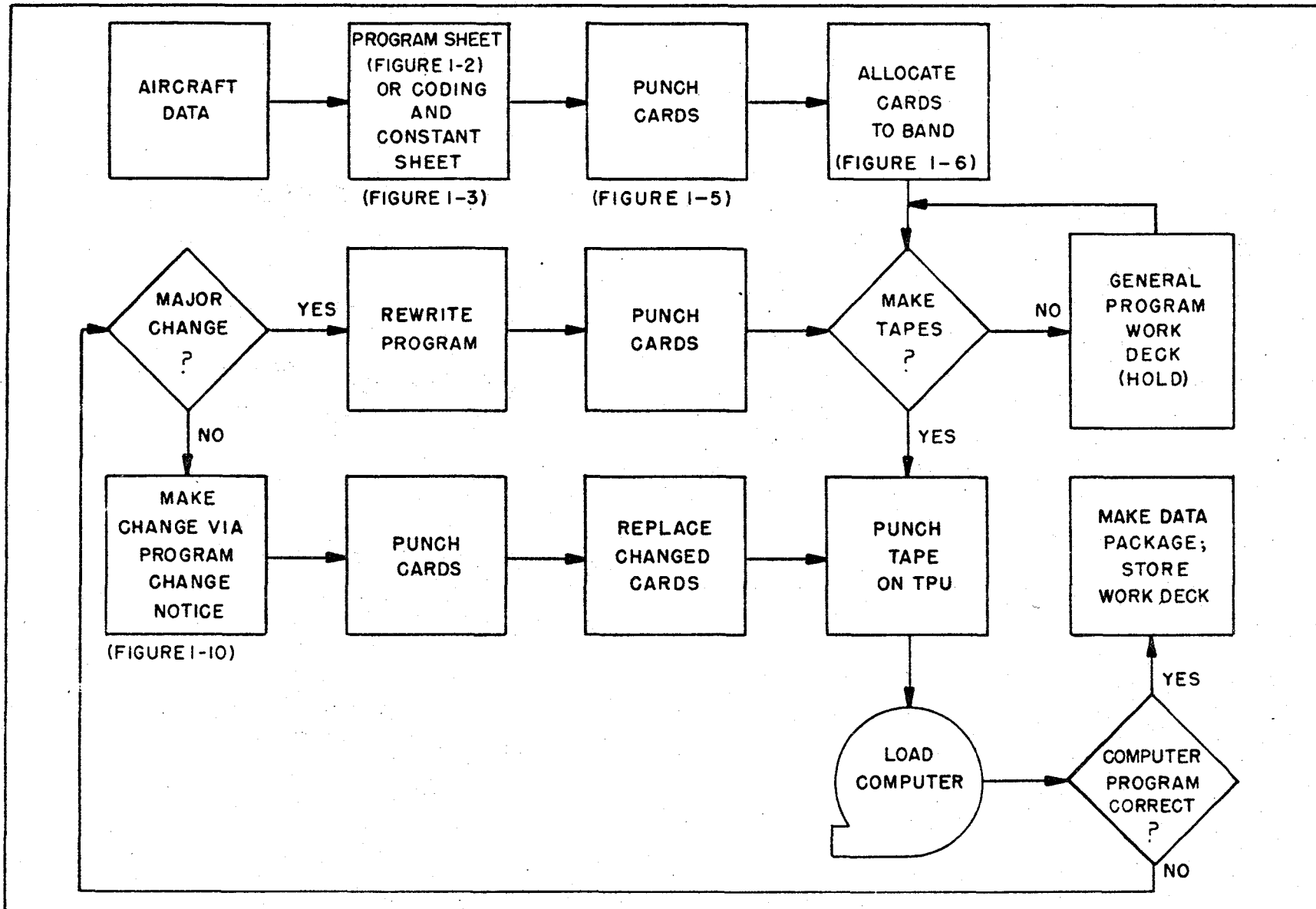


Figure 1-1. General Purpose Program Block Diagram

SIMULATOR		PROGRAM SHEET		PROGRAM NO. _____ OF _____ SHEET _____					
CRN/APPR _____		DUAD _____		DATE _____					
PROGRAMMER _____		F-2214-2		TITLE _____					
O.P. CODE	MEM. ADD.	SCALE	ARITHMETIC ACCUMULATOR	SALV.	BOOLEAN ACCUMULATOR	SALV. 1	SALV. 2	SALV. 3	SALV. 4

① O.P. CODE - Instruction number. Octal numbers only are used in this column.

② MEM. ADD. - Memory address of the instruction to be used or, in the case of a load constant instruction, the constant.

③ SCALE - Scaling of the number in the Arithmetic accumulators. Scaling is to powers of two only.

④ ARITHMETIC ACCUMULATOR - Description of the data currently contained in the accumulator.

⑤ SALV. - Contents of the salvage register. The previous contents of the accumulator when a load instruction is programmed.

⑥ BOOLEAN ACCUMULATOR - Contents of the Boolean accumulator.

⑦ SALV. 1 - SALV. 4 - Contents of each of the four Boolean salvage registers.

Figure 1-2. Program Sheet

①
DATE _____
PROBLEM _____
PROGRAMMER _____
F-2214-A

⑦
CODING AND CONSTANT SHEET
MARK I COMPUTER

PAGE _____ OF _____

INSTRUCTION NUMBER							MNEMONIC CODE	O.P. CODE				MEM. ADD.				SCALE	ARITHMETIC ACCUMULATOR	SALV.	BOOLEAN ACCUMULATOR	SALV. 1	SALV. 2	SALV. 3	SALV. 4	REMARKS
1	2	3	4	5	6	7		8	9	10	11	12	13	14	15									

- ① - INSTRUCTION NUMBER - Used to count the number of instructions in a particular program. Decimal numbers are used in this column.
- ② - MNEMONIC CODE - Abbreviation for the instruction being used (i.e., Multiply instruction would be listed in the Mnemonic Code Column as MLT).
- ③ - O.P. CODE - Instruction number (MLT Instruction is 03). Octal numbers only are used in this column.
- ④ - MEM. ADD. - Memory address of the instruction to be used. Octal numbers only are used in this column.
- ⑤ - SCALE - Scaling of the number in the Arithmetic accumulators. Scaling is to powers of two only.
- ⑥ - ARITHMETIC ACCUMULATOR - The number actually being operated on. This number is in binary format.
- ⑦ - SALV. - Salvage register column. Stores the contents of the accumulator after a load instruction.
- ⑧ - BOOLEAN ACCUMULATOR - Serves the same purpose as the arithmetic accumulator. Used for Boolean instructions only.
- ⑨ - SALV. 1 - SALV. 4 - Boolean salvage registers. Serves the same purpose as column 7. Bits may shift from one register to another.
- ⑩ - REMARKS - Used for brief explanation of instruction where necessary.

Figure 1-3 Coding and Constants Sheet

1-7. GENERAL PURPOSE PROGRAM CARD.

1-8. The IBM type 5081 punched paper cards contain the permanent program data. The standard Hollerith card coding is used. (See figure 1-4.) There are several card formats used for the general purpose program. The following is a list containing brief description of each card:

a. Single Operation Card. The information punched on this card is taken from the Coding and Constant Sheet. The single operation card (figure 1-5) contains: (1) equation number, (2) instruction number, (3) operation code and memory address, and (4) remarks.

b. Eight Operation (8-OP) Card. This card is punched using the Program Sheet as the source of information. The eight-operations card (figure 1-5) contains: (1) operation code and memory address (eight places) and (2) sort number. (This type of card is no longer used on the new simulators.)

c. Eight Operations Plus Equation Number Card. The data required to punch this card is taken from the Program Sheet. The eight operations plus equation number card (figure 1-5) contains: (1) operation code and memory address (eight places), (2) equation number, and (3) sort number.

d. Program Title Card. The information required to punch this card is taken from the program sheet. (See figure 1-6.) The header card (figure 1-5) contains: (1) equation number, (2) band and quadrant number, (3) number of operations, (4) customer, (5) title of equation, (6) programmer's name, and (7) the date that the program was written.

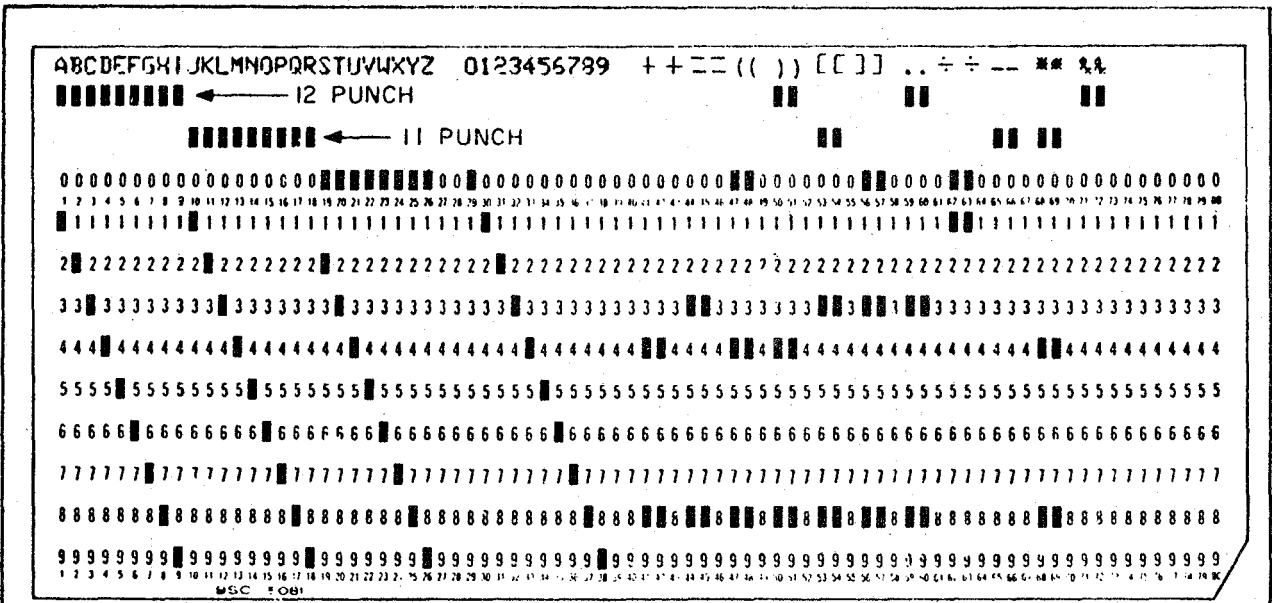
e. Quadrant Header Card. The information required to punch this card is obtained from the drum allocation list. The quadrant header card (figure 1-5) contains: (1) band type, (2) band number, (3) quadrant number, (4) band address, and (5) quadrant's first address.

Note

The quadrant header card is not punched until the equations are allocated on the Drum Allocation Sheet by the programmer. The program title card is updated after the bands on the drum have been assigned.

1-9. The GP program cards are punched and filed numerically in a work deck according to equation numbers. The cards will remain in numerical order by equation numbers until the equations are allocated to bands and quadrants (each band having four quadrants).

1-10. The equations are allocated to bands by a programmer on a Drum Allocation Sheet (figure 1-6). The Drum Allocation Sheet provides the initial information to arrange programs in drum order and to update the program title cards. When the equations have been allocated to bands, the 8-OP cards are arranged in band and quadrant order in the work deck. The overall arrangement of the work deck is by band type, i.e., fast, medium, and slow. Each quadrant card group is followed by a card containing a block end code (figure 1-7). The cards are held in the work deck until a tape is requested to be punched. A Tape To Be Run Sheet (figure 1-8) is used for requesting tapes to be punched and maintaining a change record.



<u>CHARACTERS</u>	<u>PUNCHED ROW</u>	<u>CHARACTERS</u>	<u>PUNCHED ROW</u>
A	12-1	T	0-3
B	12-2	U	0-4
C	12-3	V	0-5
D	12-4	W	0-6
E	12-5	X	0-7
F	12-6	Y	0-8
G	12-7	Z	0-9
H	12-8	0 thru 9	0 thru 9
I	12-9	Plus Sign	4-8
J	11-1	Equal Sign	3-8
K	11-2	Left Parenthesis	0-4-8
L	11-3	Right Parenthesis	12-4-8
M	11-4	Left Bracket	11-3-8
N	11-5	Right Bracket	0-3-8
O	11-6	Decimal Point	12-3-8
P	11-7	Division Sign	0-1
Q	11-8	Minus Sign	11
R	11-9	Asterisk	11-4-8
S	0-2	Ampersand or Plus Sign	12

Figure 1-4. Hollerith Card Table

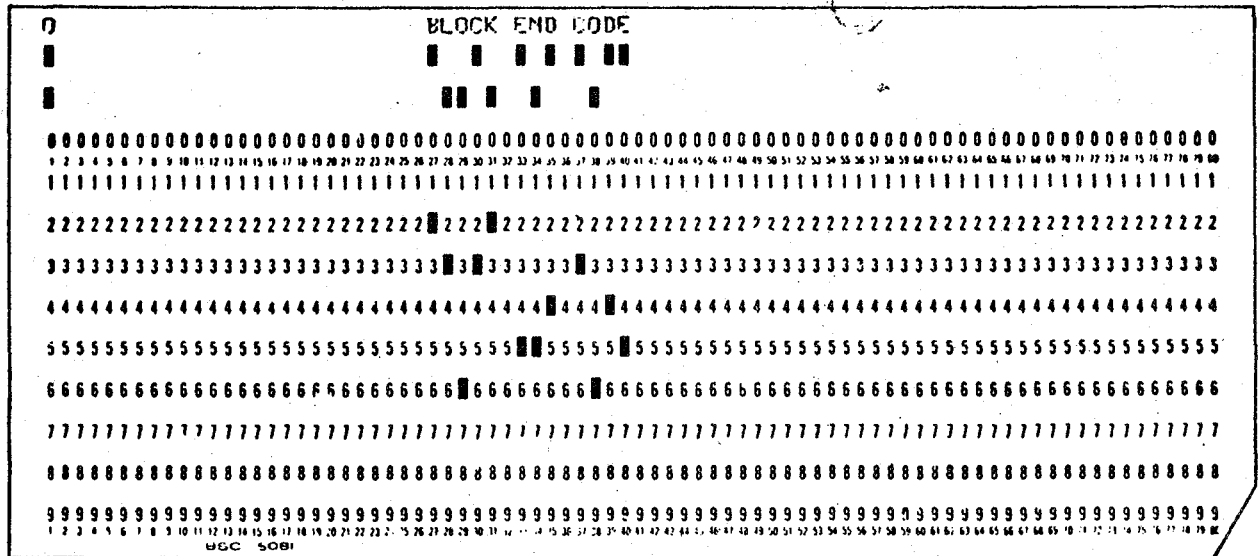


Figure 1-7. Block End Code Card

1-11. GENERAL PURPOSE PROGRAM TAPES.

1-12. The paper tapes are punched by the TPU from programmed cards that are fed into the TPU card reader. Each general purpose program computer word occupies two lines of punched tape; each line containing eight binary digits. A punched hole in the tape indicates a number, and a blank, a zero. The tape format for the general purpose program computer word is illustrated in figure 1-9, where "C" is the OP code and "A" is the address.

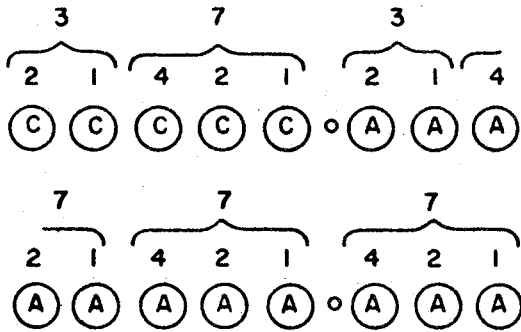
1-13. For ease in drum-loading and implementing tape changes, each tape reel contains information for only one band (four quadrants). A full block (quadrant) contains 1024 instructions (1023 and a block end code or a reel end code). Two block end code cards are placed at the end of a full block to stop the TPU so that each quadrant number can be manually marked on the tape. When a quadrant contains less than the 1024 instructions, (short block) only one block end code card is needed to stop the tape in the TPU. Quadrants are normally short blocked so that programs can be changed without having to move entire programs from one quadrant to another. A reel end code is punched at the end of each tape. The reel end code is used during a drum loading operation, and ends the transfer of data from the computer tape reader to the computer. When all the data to be stored on a particular drum-band quadrant is loaded into the computer (it is stored in core-memory), the data is then transferred to the selected drum-band quadrant. After completion of the drum loading, the data in core-memory is checked against the data on the applicable drum band quadrant. This allows the information on the drum to be checked after each quadrant is loaded.

1-14. The programmer's name, the date the tape was punched, the operator who punched the tape, the time the tape was punched, the simulator designation, and the band and quadrant number are written at the beginning of each tape reel. After the tape for the first quadrant is punched, the number of the next quadrant is manually written on the tape. This procedure is also used on the second, third, and fourth quadrants.

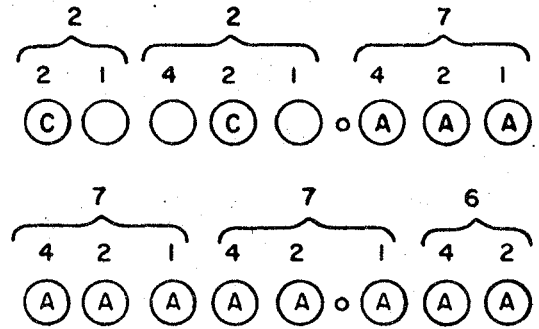
TAPES TO BE RUN							
BAND	QUAD	TNR	REQUESTED BY	TIME & DATE	REQUIRED BY	TAPE PREP BY	REMARKS

Figure 1-8. Tape to be Run Sheet

GENERAL FORMAT



GENERAL FORMAT
EXCEPTION - O.P. CODE
22-LOAD CONSTANT *



* "A" REPRESENTS THE ACTUAL CONSTANT

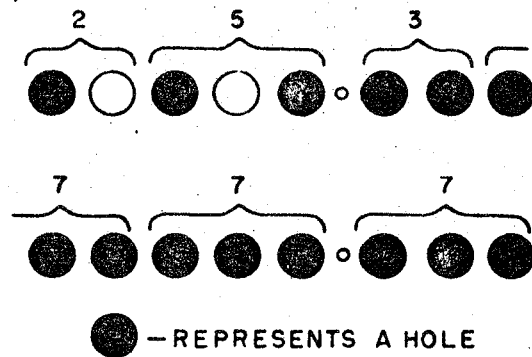
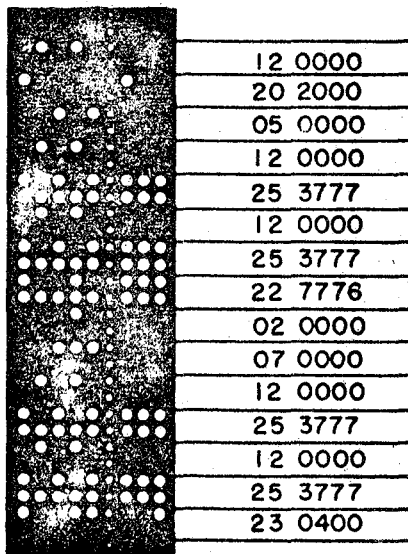


Figure 1-9. General Purpose Tape Format

1-15. GENERAL PURPOSE PROGRAM CHANGE NOTICE.

1-16. A major Change in a program may require that the program be rewritten, while a minor change is recorded on a Program Change Notice (figure 1-10). For minor changes, new cards are punched from the information recorded on the change notice; then, the old cards are replaced in the work deck by the changed cards. A new tape will be punched from the revised work deck. After the tape is punched, the quadrant that was changed is annotated by underlining the previously written quadrant number. Quadrants that are not changed are loaded in the computer in the check mode to provide a running check of the TPU and the drum loader. Each time a tape is loaded on the drum, a Drum Status Sheet (figure 1-11) is also updated.

1-17. A sample general purpose program is shown as follows: Figure 1-12 illustrates the Program Sheet; figure 1-13 illustrates the punched program cards; figure 1-14 illustrates the punched tape; figure 1-15 illustrates the Program Change Notice; and figure 1-16 illustrates the changed program cards.

1-18. CORE LOCATIONS SHEET.

1-19. The Core Locations Sheet (figure 1-17) is filled out the time the general program is written, and the core location assignments are made. All mathematical quantities needed in the simulator program (with the exception of constants which may be stored on the drum) are stored in core memory. The mathematical quantities are assigned specific core addresses on the Core Locations Sheet. After core addresses have been assigned (analog and Boolean addresses), analog and Boolean cards are punched from the data on these sheets. These cards are punched using the format in figure 1-5. A magnetic tape is prepared from the cards and used in making a detailed program listing, which will be explained in the Data Processing Section II.

1-20. LINEAR FUNCTION INTERPOLATOR (LFI) PROGRAM.

1-21. Characteristics of flight equations are placed on Linear Function Interpolator Data Input Sheets that are used to document the LFI Program. Then, cards are punched using a decimal card format that must be converted to an octal card format prior to the generation of a paper tape. Conversion from a decimal-to-octal format is accomplished through the use of an IBM 1401 computer, containing a special decimal-to-octal conversion program. The resultant cards are used to produce the punched paper-tape, which is then loaded onto the selected interpolator drum band. A block diagram of the LFI program procedures is shown in figure 1-18.

1-22. LINEAR FUNCTION INTERPOLATOR DATA INPUT SHEET.

1-23. The Linear Function Interpolator Data Input Sheet (figure 1-19) contains the data needed to punch LFI input cards. This sheet is divided into two sections. The first section contains information concerning the number of variables, whether or not the variables are indexed, scaling of the variables, etc. The second section contains the values of the breakpoints, as taken from the LFI curves.

SIMULATOR _____ PROGRAM _____
 CRN/APPR _____ PROGRAM CHANGE NOTICE SHEET _____ OF _____
 LINK DIVISION, GENERAL PRECISION, INC.
 BAND _____ QUAD _____ DATE REQUIRED TAPE CARDS
 PROGRAMMER _____ DATE _____ LISTINGS 1. _____
 CHANGE BY _____ DATE _____ F-2347 2. _____

DESCRIPTION OF CHANGE

REASON FOR CHANGE				REFERENCE
CARD	STEP	OP CODE	ADDRESS	REMARKS

- ① CARD - The number of the card that changed (sort number).
- ② STEP - The number of the step on the card that is to be changed (counted octally 0-7).
- ③ OP CODE - The operation code of the step that changed.
- ④ ADDRESS - The address of the step that changed.
- ⑤ REMARKS - The description of change that is made.

CARD	STEP	OP CODE	ADDRESS	REMARKS

Figure 1-10. Program Change Notice

DRUM STATUS

	000								
F	001								
	002								
	003								
M1	010								
	011								
	012								
M2	013								
	020								
	021								
M3	022								
	023								
	030								
S1	031								
	032								
	033								
S2	040								
	041								
	042								
S3	043								
	050								
	051								
S4	052								
	053								
	060								
S4	061								
	062								
	063								
S4	070								
	071								
	072								
	073								

Figure 1-11. Drum Status Sheet

SIMULATOR 707 XXX
 CRN/APPR _____
 BAND M2 QUAD 2
 PROGRAMMER I. SNODGRASS DATE 2

PROGRAM SHEET

PROGRAM NO. 8050
 SHEET 1 OF 1

1-2214-2

TITLE COSINE LATITUDE

O.P. CODE	MEM. ADD.	SCALE	ARITHMETIC ACCUMULATOR	SALV.	BOOLEAN ACCUMULATOR	SALV. 1	SALV. 2	SALV. 3	SALV. 4
1 2	0 0 0 0								
2 0	2 0 0 0	2°	SIN L						
0 5	0 0 0 0								
1 2	0 0 0 0								
2 5	3 7 7 7								
1 2	0 0 0 0								
2 5	3 7 7 7		SIN ² L						
2 2	7 7 7 6	2°	ONE	↙					
0000 X									
0 2	0 0 0 0		1 - SIN ² L						
0 7	0 0 0 0								
1 2	0 0 0 0								
2 5	3 7 7 7								
1 2	0 0 0 0								
2 5	3 7 7 7		√1 - SIN ² L						
2 3	0 4 0 0	2°	COS L						
0001 X									

Figure 1-12. GP Program Example — Program Sheet

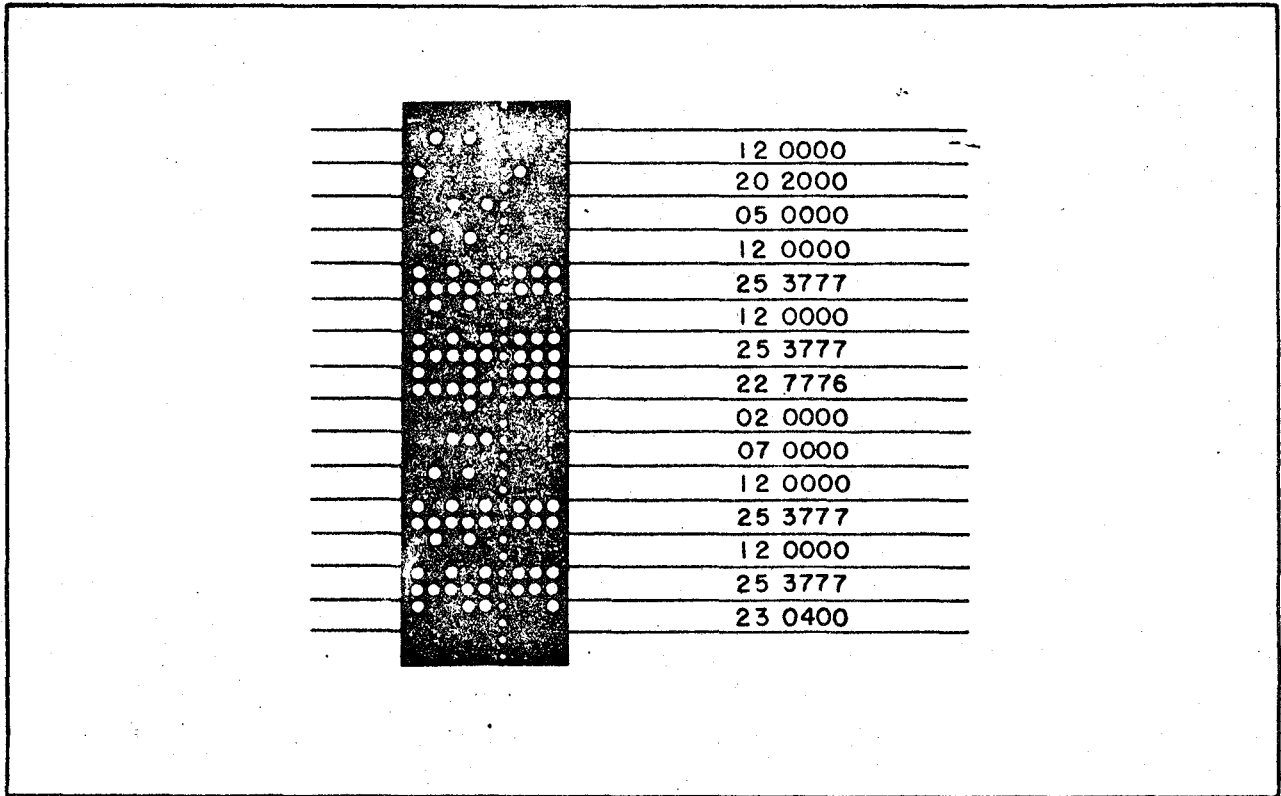


Figure 1-14. GP Program Example — Program Tape

SIMULATOR <u>707 XXX</u>		PROGRAM CHANGE NOTICE		PROGRAM <u>8050</u>	
CRN/APPR _____		LINK DIVISION, GENERAL PRECISION, INC.		SHEET <u>1</u> OF <u>1</u>	
BAND <u>M 2</u> QUAD <u>2</u>		DATE REQUIRED TAPE <input type="checkbox"/>		CARDS <input checked="" type="checkbox"/>	
PROGRAMMER <u>SNODGRASS</u> DATE <u>4-1-64</u>		F-2347		LISTINGS 1. _____	
CHANGE BY <u>J. WEBBLY</u> DATE <u>4-1-64</u>				2. _____	
DESCRIPTION OF CHANGE					
CHANGED ADDRESS					
REASON FOR CHANGE <u>SIN²L USED IN OTHER CALC. - WRONG ADDRESS</u>				REFERENCE	
TITLE <u>COSINE LATITUDE</u>					
CARD	STEP	OP CODE	ADDRESS	REMARKS	
0000	6	25	3777	REF	
0000	6A	23	2002	ADDED STEP	
0000	7	22	3776	REF	
0001	6	23	0404	was 23 0400	

Figure 1-15. GP Program Example — Program Change Notice

CORE LOCATIONS

DEFINITION	SYMBOL	SCALE	SKETCH	CORE ADDRESS

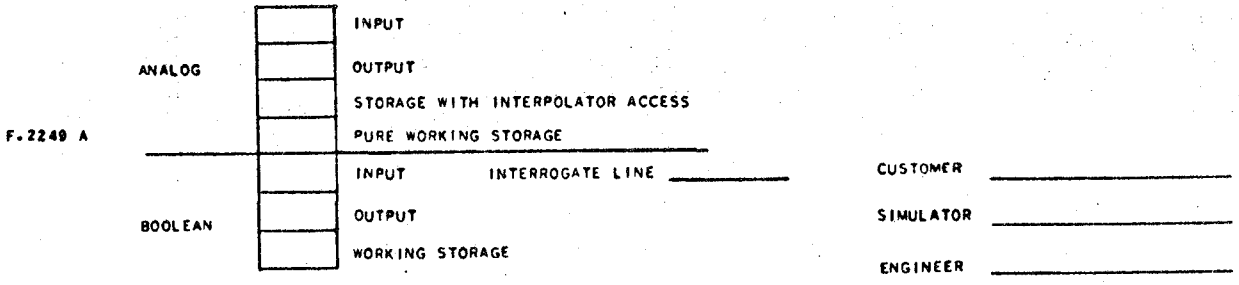


Figure 1-17. Core Locations Sheet

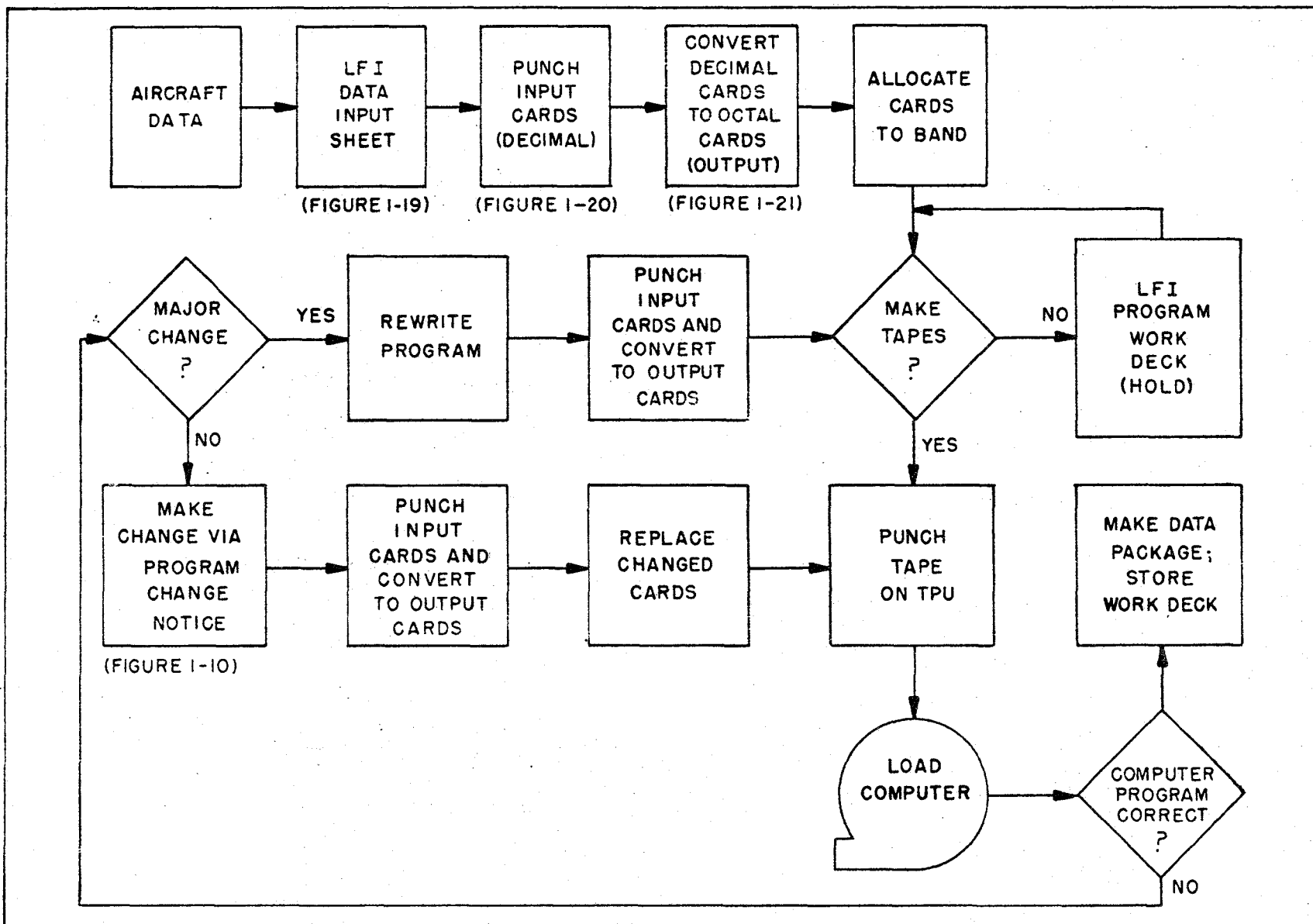


Figure I-18. LFI Program Block Diagram

DATE _____	LINEAR FUNCTION INTERPOLATOR DATA INPUT SHEET	PAGE NO. _____ RFP. NO. _____																																																																																																																							
REV. -- _____																																																																																																																									
CARD (1)	FUNCTION NUMBER <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <small>SORT NO.</small>																																																																																																																							
CARD (2)	X ADD <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> RPX <input type="text"/> <input type="text"/> IXX <input type="text"/> Y ADD <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> RPY <input type="text"/> <input type="text"/> IXV <input type="text"/> Z ADD <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> RPZ <input type="text"/> <input type="text"/> IXZ <input type="text"/> SORT NO. <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>																																																																																																																								
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Figure 1-19. Linear Function Interpolator Data Input Sheet

1-24. LFI PROGRAM CARDS.

1-25. The LFI input cards are punched in a decimal format and filed numerically in an input deck according to an alphanumeric sort number. The first three cards are punched using the data in the first section (top-half) of the LFI Data Input Sheet, while the remaining cards are punched using data in the second section (lower-half) of the LFI Data Input Sheet. The required number of input cards is dependent on the number of unknown variables (see Appendix A). A description of each item placed on the LFI input cards is presented as follows:

a. Card 1 (Figure 1-20.)

1. Function Numbers - The function number space has twelve blocks assigned. The first three blocks will be used to show the numerical function number. The second three blocks are used for the first variable input number, the third set of three blocks for the second variable input number, and the last three blocks for the third variable input number. Function numbers are assigned by the project aerodynamicist. These numbers are written decimally on the input sheet.

2. Sort Number - This number is a convenient combination of alphabets and numerics which describes the order of this card. Two alphabets and three numerics will be used. (This is only used with punched cards and card reader.)

b. Card 2 (Figure 1-20.)

1. X Address (X ADD) - The address will contain the core address (in octal) of the independent variable X. If the term is to be indexed (the same set of curves and with different inputs), the X ADD will be the core address (in octal) of the first item to be indexed and must have a zero or a four as the last numeric in the octal number. The next three serial octal core locations must be the remaining indexed inputs.

2. Repeat X (RPX) - The number of times the X address will appear in the output data. If the X address is to appear five times, this will be written on the sheet as 05. At the present, five will always be used.

3. Index X (IXX) - If X is to be indexed, X will appear. If X is not to be indexed, the space will be left blank.

4. Y Address (Y ADD) - Similar to X address except this is for the second variable in a two or three variable function. For a single variable this will be left blank.

5. Repeat Y (RPY) - The number of times the Y address is to appear in the output data. Five is the only number used at this time, and it would appear on the input sheet as 05. These blocks are only used for a function of two or three variables.

6. Index Y (IXY) - If Y is to be indexed, Y will appear. This will be filled out only if this is a function of two or three variables.

7. Z Address (Z ADD) - Similar to X ADD except for the third variable of a three variable function. For single or double variable functions this will be left blank.

8. Repeat Z (RPZ) - The number of times the Z address is to appear in the output data. Five is the only number used at this time and would appear on the input sheet as 05. This will be filled out only for a three variable function.

IBM 1401, 1410, 1440, AND 1460 DATA PROCESSING SYSTEMS
STORAGE LAYOUT

APPLICATION LFI PROGRAM (INPUT CARD FORMAT)

DATE _____

CARD 1	SYMBOLIC	FUNCTION NUMBER											SORT NO.								
	DATA	F	X	Y	Z																
	LOCATION WORD MARK	0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
CARD 2	SYMBOLIC	X ADDRESS		REPEAT X	INDEX X		Y ADDRESS		REPEAT Y	INDEX Y		Z ADDRESS		REPEAT Z	INDEX Z		SORT NO.				
	DATA	X	ADD	RPX	X	X	Y	ADD	RPY	Y	Y	Z	ADD	RPZ	Z	Z					
	LOCATION WORD MARK	0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
CARD 3	SYMBOLIC	ANSWER ADDRESS		REPEAT ADDRESS	COMPUTER TIME		DECIMAL POINT		SCALE		SORT NO.										
	DATA	A	ADD	RPA	CT	DP	SC														
	LOCATION WORD MARK	0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
CARD 4	SYMBOLIC																		CARD NO.		
	DATA	DECIMAL DATA																	CODE		
	LOCATION WORD MARK	0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	SYMBOLIC																				
	DATA																				
	LOCATION WORD MARK	0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	SYMBOLIC																				
	DATA																				
	LOCATION WORD MARK	0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	SYMBOLIC																				
	DATA																				
	LOCATION WORD MARK	0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	SYMBOLIC																				
	DATA																				
	LOCATION WORD MARK	0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95

Figure 1-20. LFI Program Input Card Format

9. Index Z (IXZ) - If Z is to be indexed, Z will appear to be filled out only for a function of three variables.

10. Sort Number - Number used to signify the order of this card in the input data.

c. Card 3 (Figure 1-20.)

1. Answer Address (A ADD) - The answer address will contain the core address (in octal) where the answer (dependent variable) will be located. For functions which are being indexed, the answer address will be that of the first answer and the core location in octal must have a zero or a four in its last numeric. The next three core locations will be the indexed answers.

2. Repeat answer (RPA) - The number of times the answer is to appear in the output data. Five is the value of the number to be used and will appear on the input sheet as 05.

3. Computer time (CT) - The number of words consisting of all zeros that is to appear in the output data. 02, 04, or 06 will be used for a function of one, two, or three variables, respectively.

4. Decimal Point (DP) - The number of places the decimal point in the input data is to be shifted. The decimal point in the input data is always at the extreme left. 50 written in these blocks implies no shift, 51 implies a decimal point shift to the right of one place, 52 means a shift to the right of two places, 49 means a shift to the left of one place, 48 shift left two places, etc.

5. Scale (SC) - The proper power of two. -05 implies that the adjusted decimal number is to be divided by 32, +07 means the adjusted decimal number is to be divided by 0.0078125. As an example, if the largest decimal number for this function is 15.87, the scale factor is -04; or if the largest decimal number was 0.007753, the scale factor would be +07.

6. Sort Number - Signifies the order of this card in the resultant card deck.

d. Cards 4 Through N (Figure 1-20.)

1. The lower half of the input sheet contains 81 blocks for the independent variables. Each data block should contain 4 digits. Since a single variable of a curve has nine data words ($f_0, f_{1/8}, f_{1/4}, f_{3/8}, \dots, f_{1.0}$), a single page may contain all the data words for a two variable function (2 curves $9 \times 9 = 81$). A three variable function would have 729 data words ($9 \times 9 \times 9$) and require nine input sheets to show the whole program. Each punched card contains one breakpoint.

1-26. The LFI input cards are then processed by the IBM 1401 computer, which converts the cards from the decimal card format to an octal card format. The input (decimal) cards are scrapped after the output (octal) cards are checked and filed, according to the alphanumeric sort number, in a work deck. A description of each item placed on the LFI output cards is presented as follows:

a. Format A (Figure 1-21.)

1. Control Word - The number of variables of a function One variable (0100), two variables (0200), or three variables (0300) is punched in the card. An eleven punch in column two of the card, in addition to the regular data, signifies a flag bit.

2. Sort Number - This number is a convenient combination of alphabets and numerics which describes the order of this card. Two alphabets and three numerics are used.

Note

Refer to Appendix A for a chart concerning the number of cards, the number of steps and the number of flags for the selected number of variables.

b. Format B (Figure 1-21.)

1. X Address - Consists of five identical words. It is the core memory location of the independent variable X. In column two there is an 11 punch in addition to the data (flag bit).

2. Sort Number - Refer to format A.

c. Format C (Figure 1-21.)

1. Same as card 2, except card 3 contains the independent variable Y.

d. Format D (Figure 1-21.)

1. Same as card 2, except card 4 contains the independent variable Z.

e. Format E (Figure 1-21.)

1. Data - The stored data words that describe the function at the various fixed break-points. In column two of the first data card only, there is an 11 punch in addition to the regular data.

2. Sort Number - Refer to format A.

Note

There maybe more than one card used depending upon the number of independent variables. One variable requires a minimum of one data card, two variables have a maximum of nine cards, and three variables have a maximum of 81 cards. This note is applicable to formats E, F, and G.

f. Format F (Figure 1-21.)

1. Computer Time - The time allowed the computer to finish the interpolation. 02, 04, or 06 will be used for a function of one, two, or three variables respectively. In column two there is an 11 punch in addition to the data. Example: 04 (2 variables)
+0000+0000+0000+0000

2. Sort Number - Refer to format A.

A CONTROL WORD (1 VARIABLE - 0100 2 VARIABLES - 0200 3 VARIABLES - 0300)	SYMBOLIC	II PUNCH IN COL 2 IN ADDITION TO DATA												SPACES	FUNCTION NUMBER	CARD 1																		
	DATA	CONTROL WORD																																
	LOCATION WORD MARK	0	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60	63	66	69	72	75	78	81	84	87	90	93	96
B X ADDRESS	SYMBOLIC	II PUNCH IN COL 2 IN ADDITION TO DATA												SPACES	FUNCTION NUMBER	CARD 2																		
	DATA	X ADDRESS SPACES X ADDRESS SPACES X ADDRESS SPACES X ADDRESS SPACES X ADDRESS																																
	LOCATION WORD MARK	0	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60	63	66	69	72	75	78	81	84	87	90	93	96
C Y ADDRESS	SYMBOLIC															CARD 3																		
	DATA	SAME AS X ADDRESS																																
	LOCATION WORD MARK	0	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60	63	66	69	72	75	78	81	84	87	90	93	96
D Z ADDRESS	SYMBOLIC															CARD 4																		
	DATA	SAME AS X ADDRESS																																
	LOCATION WORD MARK	0	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60	63	66	69	72	75	78	81	84	87	90	93	96
E DATA POINTS (1 VARIABLE - 9 2 VARIABLES - UP TO 81 3 VARIABLES - UP TO 729)	SYMBOLIC	II PUNCH IN COL 2 IN ADDITION TO DATA (ON FIRST CARD ONLY)												SPACES	FUNCTION NUMBER	CARD 3 - 1 VARIABLE 4 - 12 - 2 VARIABLES 5 - 81 - 3 VARIABLES																		
	DATA	DATA SPACES DATA SPACES DATA SPACES DATA SPACES DATA SPACES DATA SPACES DATA SPACES DATA SPACES DATA SPACES																																
	LOCATION WORD MARK	0	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60	63	66	69	72	75	78	81	84	87	90	93	96
F COMPUTER TIME (2 - 1 VARIABLE 4 - 2 VARIABLES 6 - 3 VARIABLES)	SYMBOLIC	II PUNCH IN COL 2 IN ADDITION TO DATA												SPACES	FUNCTION NUMBER	CARD 5 - 4 - 1 VARIABLE 6 - 13 - 2 VARIABLES 7 - 86 - 3 VARIABLES																		
	DATA	C.T. (1,2,3) SPACES C.T. (1,2,3) SPACES C.T. (2,3) SPACES C.T. (3) SPACES C.T. (3)																																
	LOCATION WORD MARK	0	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60	63	66	69	72	75	78	81	84	87	90	93	96
G ANSWER ADDRESS	SYMBOLIC	II PUNCHES IN COLS 2 & 3 IN ADDITION TO DATA												SPACES	FUNCTION NUMBER	CARD 5 - 1 VARIABLE 6 - 14 - 2 VARIABLES 7 - 87 - 3 VARIABLES																		
	DATA	ANS ADD SPACES ANS ADD SPACES ANS ADD SPACES ANS ADD SPACES ANS ADD																																
	LOCATION WORD MARK	0	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60	63	66	69	72	75	78	81	84	87	90	93	96
	SYMBOLIC																																	
	DATA																																	
	LOCATION WORD MARK	0	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60	63	66	69	72	75	78	81	84	87	90	93	96
	SYMBOLIC																																	
	DATA																																	
	LOCATION WORD MARK	0	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60	63	66	69	72	75	78	81	84	87	90	93	96
	SYMBOLIC																																	
	DATA																																	
	LOCATION WORD MARK	0	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60	63	66	69	72	75	78	81	84	87	90	93	96

Figure 1-21. LFI Program Output Card Format

g. Format G (Figure 1-21.)

1. Answer Address - Contains the core memory address when the result of the interpolation $f(X, Y, \text{ and } Z)$ is to be stored. The address is repeated five times, with the first and fifth address containing a flag bit in columns 2 and 34.

2. Sort Number - Refer to format A.

1-27. The octal output cards are usually placed in band and quadrant order, according to the alphanumeric sort numbers. (There are four LFI bands, each band containing four quadrants.) After the cards are arranged in the output work deck, a tape can be punched by the TPU. When an LFI tape is requested to be run, it is recorded on a Tape To Be Run Sheet (figure 1-8).

1-28. LFI PROGRAM TAPE.

1-29. The LFI tape punching operation is similar to that of the general purpose program tape (refer to paragraph 1-11). Each two lines of punched paper tape (each line containing eight binary bits) represents one LFI computer-word. The LFI program tape is divided into several zones (figure 1-22). Six dummy codes are punched at the beginning of the LFI tape reel. The least number of zones allowed is six for a single variable function, seven for a two variable function, and eight for three variables. These zones are described in the following paragraphs.

1-30. Zone 1 - Control Word - One word, the first bit of which is always 1 (flag bit) and the second bit always zero. The tape format for a control word is shown in figure 1-23.

1-31. D represents the dummy code which is always 0111 and is located at the beginning of every interpolator word. F is the flag bit, which is always 1 in the control word, 0 is bits not recognized and X is valid bits. The binary/octet format of the control word is shown in figure 1-24, where octal word A is the flag bit, octal digit C is not used, and octal digits B and D are coded words. Octal digit B tells whether the function is of one, two or three variables, D tells which of the variables are indexed.

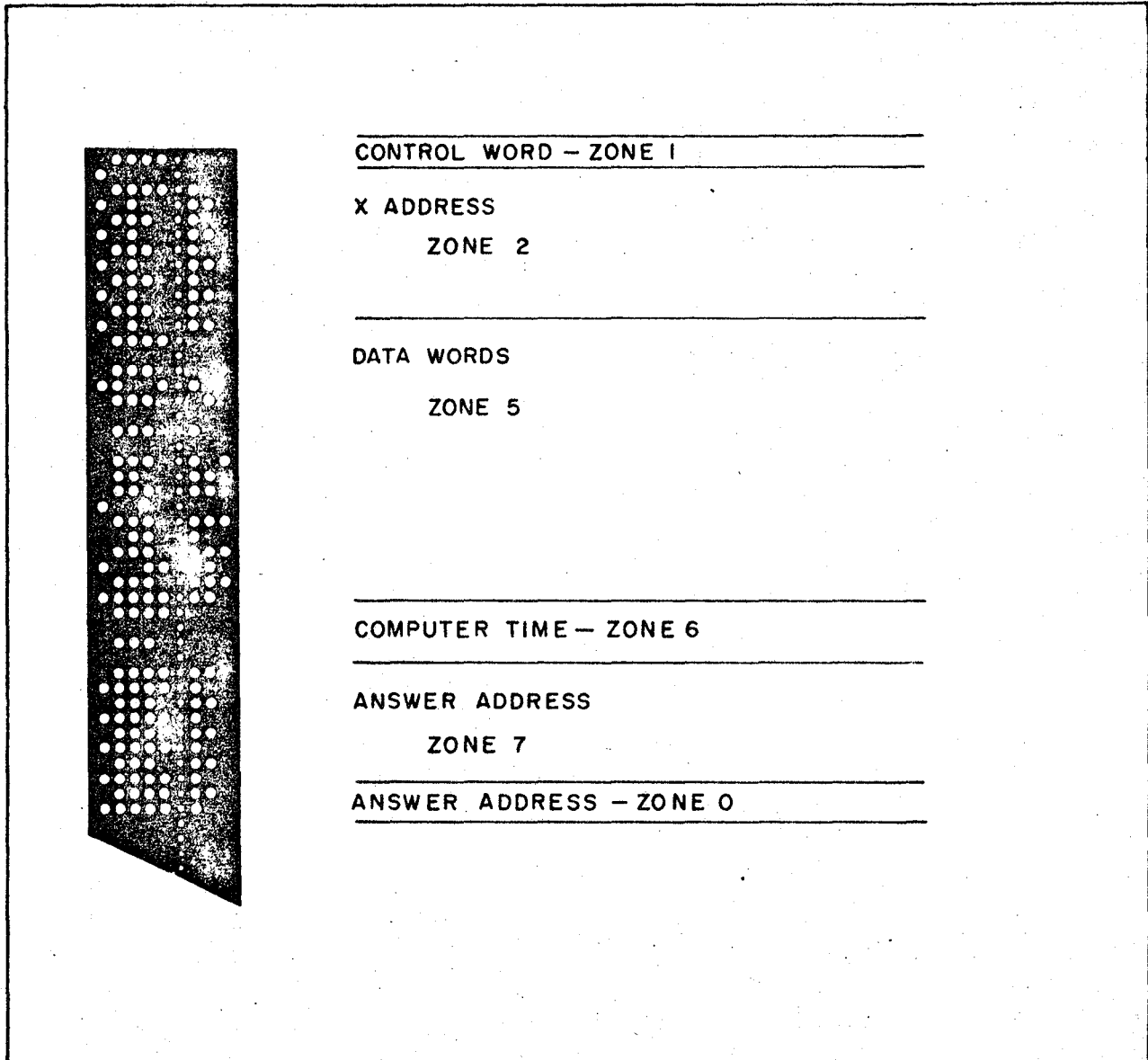


Figure 1-22. LFI Program Tape Zones

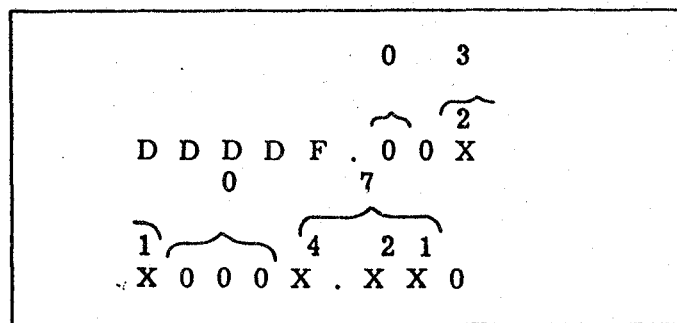


Figure 1-23. Control Word Tape Format

A	B	C	D
F0	0XX	000	XXX

Figure 1-24. Control Word Binary/Octal Format

1-32. Octal digit B is coded as shown in table 1-1.

Table 1-1. Control Word, Octal Digit B Code

<u>Number of Variables</u>	<u>Binary Equivalent</u>
1	001
2	010
3	011

1-33. Octal digit D is coded as shown in table 1-2.

Table 1-2. Control Word, Octal Digit D Code

<u>Indexed Variables</u>	<u>Binary Equivalent</u>
None	000
X	001
Y	010
X, Y	011
Z	100
X, Z	101
Y, Z	110
X, Y, Z	111

1-34. Zone 2 - Consists of five identical words. It is the core memory location of the independent variable X. The first word in zone 2 always has a flag bit and all five words have the dummy code. The tape format and the binary equivalent of an address instruction is shown in figure 1-25.

1-35. Zone 3 - Identical to zone 2 except that it contains the address of the independent variable Y.

1-36. Zone 4 - Identical to zone 2 or zone 3 except that it contains the address of the independent variable Z.

1-37. Zone 5 - The data field consisting of the sequentially stored data words, which describe the function at fixed breakpoints. The first word in this zone always contains a flag bit, and all words have a dummy code. The tape format and the binary equivalent for a data word is shown in figure 1-26.

1-38. Zone 6 - Blank words that are used to allow the computer time to finish the interpolation. The first word in the zone always contains a flag bit (F) and all words contain a dummy code (D). Tape format for a computer blank word is illustrated in figure 1-27.

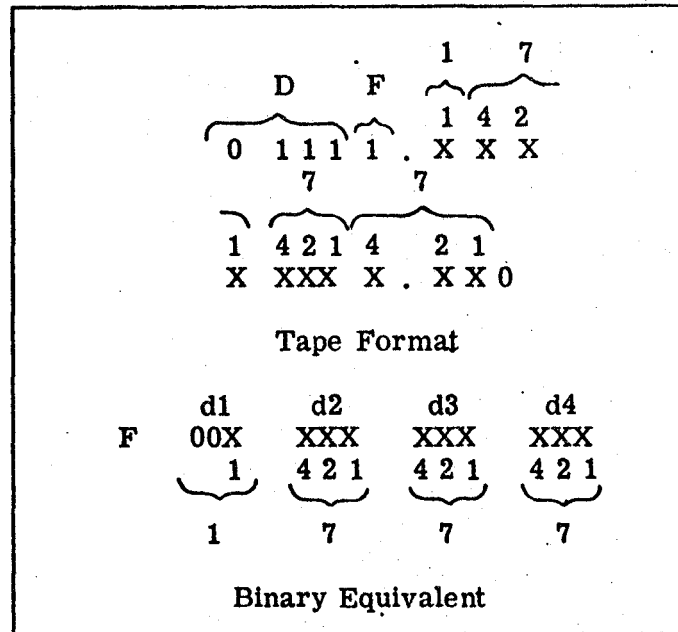


Figure 1-25. Address Instruction Word

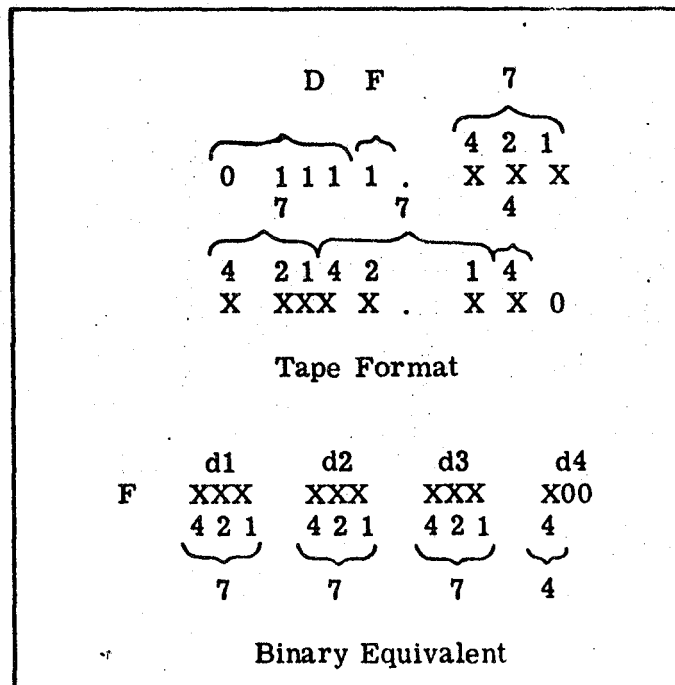


Figure 1-26. Data Word

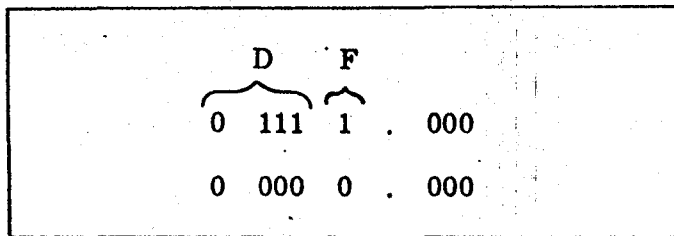


Figure 1-27. Computer Time Word, Tape Format

1-39. Zone 7 - Contains the core memory address where the result of the interpolation $f(X, Y, Z)$ is to be stored. The address is repeated four times. The first word always contains a flag bit and all four words have a dummy code. The tape format and binary equivalent of the answer address is illustrated in figure 1-25.

1-40. Zone 0 - The fifth time the answer address is repeated, it is a single word always containing a flag bit and dummy code. Zone 0 is used to reset the counter that tells the computer that the interpolator program has been completed.

1-41. After the LFI program tape is punched, it is ready to be placed on the computer tape reader. The beginning of the LFI tape is annotated in the same manner as the general purpose tape (paragraph 1-14). The same procedure used in loading and checking the general purpose bands is also used for loading and checking the LFI bands.

1-42. A sample interpolator program involving a one variable function is illustrated in figures 1-28 through 1-31. Figure 1-28 illustrates the data contained on the LFI Data Input Sheet; figure 1-29 illustrates the decimal cards; figure 1-30 illustrates the octal cards; and figure 1-31 illustrates the program punched on the paper tape.

1-43. LFI PROGRAM CHANGE.

1-44. Change procedures in the LFI program are identical to those used for the general purpose program; refer to paragraph 1-16.

1-45. DATA PRESELECT PROGRAM.

1-46. The data preselect program can be either the initial conditions type or the radio aids type. The initial conditions program is used for spacecraft simulation, while the radio aids program is used for aircraft simulation.

1-47. INITIAL CONDITIONS PROGRAM.

1-48. Information pertaining to the initial conditions program is placed on an Initial Conditions Data Sheet, punched on paper cards, transferred to a paper tape, and loaded onto the data preselect band of the computer drum. A block diagram of the initial conditions program is shown in figure 1-32.

1-49. Initial Conditions Data Sheet.

1-50. The data preselect cards for the initial conditions program are punched from the Initial Conditions Data Sheet. The data sheet is divided into eight sections. Refer to figure 1-33 for a description of the eight sections on the Initial Conditions Data Sheet.

DATE 6-26-63 LINEAR FUNCTION INTERPOLATOR DATA INPUT SHEET PAGE NO. 1

REV. --- REP. NO. ---

CARD ① FUNCTION NUMBER 009002 1st VARIABLE X 2nd VARIABLE Y 3rd VARIABLE Z SORT NO. AA001

CARD ② X ADD 1123 RPX 05 IXX Y ADD RPY IXZ Z ADD RPZ SORT NO. AA002

CARD ③ A ADD 1576 RPA 05 CT 02 DP 51 SC -03 SORT NO. AA003

* POINTS ON CURVE SCALED NO. 2³ TAPE DATA

CODE	X			DECIMAL		DECIMAL		
1	0	0000		0000		.0000		0000
2	1.0	0800		0.800		.1000		0630
3	2.0	2000		2.000		.2500		2000
4	3.0	4000		4.000		.5000		4000
5	4.0	5400		5.400		.6750		5314
6	5.0	6500		6.500		.8125		6400
7	6.0	7200		7.200		.9000		7150
8	7.0	7600		7.600		.9500		7464
9	8.0	7999		7.999		.9999		7774

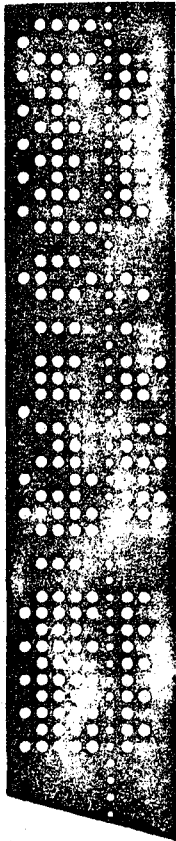
CARD NO. 04

* REFER TO APPENDIX PAGE A-20 FOR A ILLUSTRATION OF THE LFI CURVE.

REFERENCE:

NO.	CHANGE	NAME	DATE

Figure 1-28. LFI Program Example — LFI Data Input Sheet



<hr/>		* CARD SORT
CONTROL WORD - ZONE 1 - 0100		NUMBER
<hr/>		AA001
X ADDRESS - 1123 (5 TIMES)		
ZONE 2		
<hr/>		AA002
DATA WORDS	← f(0) = .0000	
	← f(1.8) = .0630	
ZONE 5	← f(1.4) = .2000	
	← f(3.8) = .4000	AA003
	← f(1.2) = .5314	
	← f(5.8) = .6400	
	← f(3.4) = .7150	
	← f(7.8) = .7164	
	← f(1.0) = .7774	
<hr/>		
COMPUTER TIME - ZONE 6 -	0000	AA004
	0000	
<hr/>		
ANSWER ADDRESS - 1576 (4 TIMES)		
ZONE 7		AA005
<hr/>		
ANSWER ADDRESS - ZONE 0 - 1576		
<hr/>		

* REFER TO FIGURE I-30

Figure I-31. LFI Program Example — Punched Paper Tape

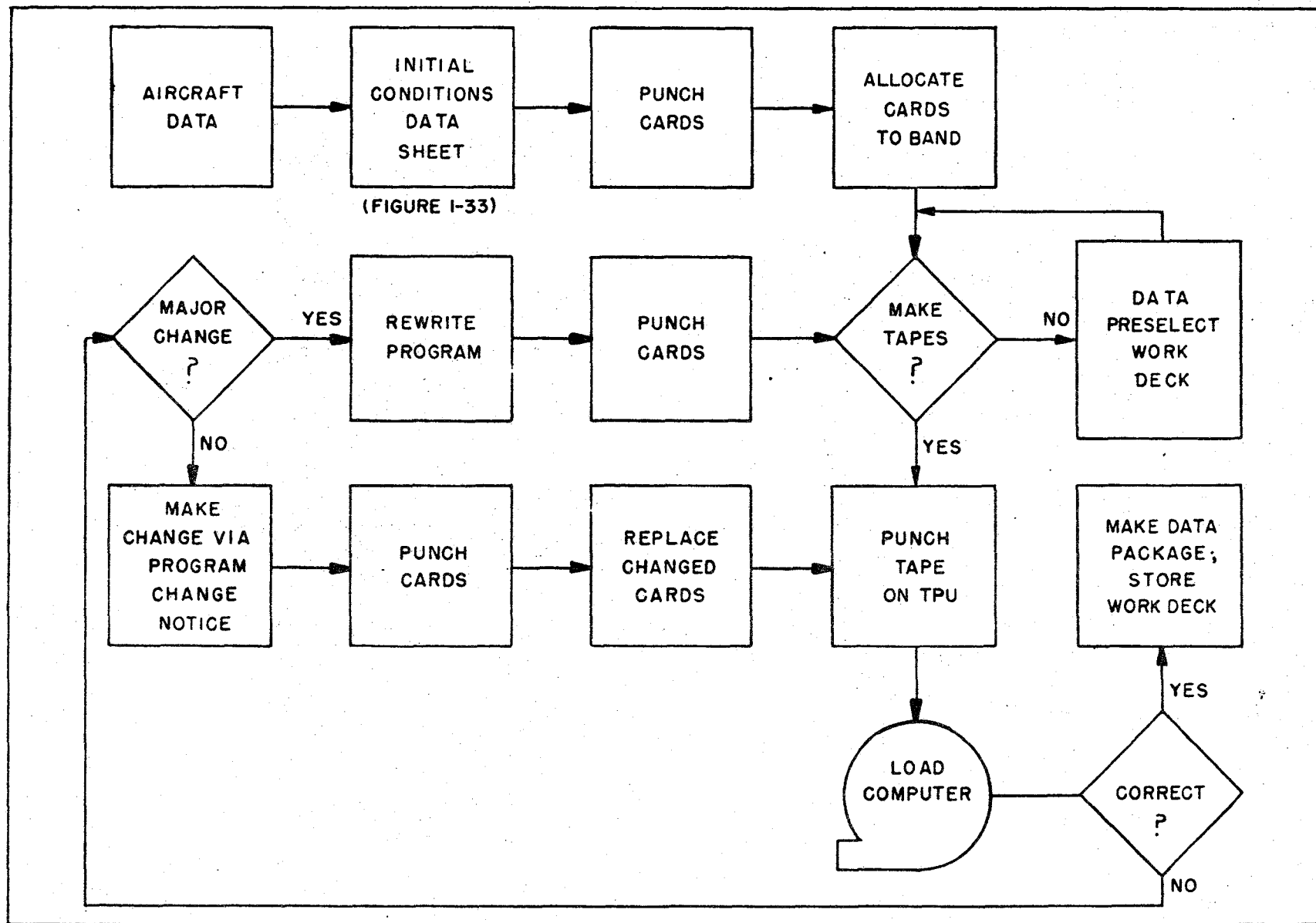


Figure I-32. DP Program (Initial Conditions) Block Diagram

SIMULATOR _____
 CRN/APPR _____
 PROGRAMMER _____ DATE _____
 CHANGE BY _____ DATE _____

INITIAL CONDITIONS
 DATA SHEET

F-2462-2

SHEET _____ OF _____
 DATA REQUIRED:
 TAPE CARDS
 LISTING _____

DESCRIPTION OF CHANGE

REASON FOR CHANGE		REFERENCE									
1	2	3	4	5	6	7					
1ST OCTAL WORD	2ND OCTAL WORD	LABEL	DECIMAL MAGNITUDE	DRUM ADDRESS	GRP NO.	C.M. ADDRESS					
1-2	5-7	10-15	35-41	55-65	66-69	74-75	77	80			

- ① & - This symbol is filled in when the data is to be entered on the data preselector drum-band. When recognized by the TPU (a 12 punch in card), this code "arms" the TPU for punching data in the paper tape. If the data is a comment this column is left blank.
- ② OCTAL WORDS 1 and 2 - The octal value of the data to be stored on the drum is written in these two columns. Because of differences in the TPU format and the word length of the data preselector drum-band, the following format is used in writing the two octal words:

OCTAL WORD 1 OCTAL WORD 2

d₁ d₂ d₃ d₄ d₅ d₆ d₇ d₈

0XX XXX 0XX XXX XXX XXX 0XX 0XX

Where: d is the octal digit, X is a valid binary bit, and 0 is not recognized: Bit 2 of d₁ = the sign Bit; therefore, if Bit 2 = 1 the sign is negative.
- ③ LABEL - This column contains a description of the data. A maximum of 21 characters, including spaces. Words must be separated by a space.
- ④ DECIMAL MAGNITUDE - This column contains the sign and magnitude (decimal) of the data to be stored.
- ⑤ DRUM ADDRESS - The data preselector drum-band address where the data is to be stored.
- ⑥ GRP NO. - The initial conditions group number for this data word; 00 through 37, octal.
- ⑦ C.M. ADDRESS - The core-memory address (octal) where this data word will be stored when the initial conditions group to which it belongs is selected.

Figure 1-33. Initial Conditions Data Sheet

1-51. Initial Conditions Card.

1-52. The initial conditions cards are punched from the Initial Conditions Data Sheet. The cards are punched by an IBM 026 Printing Card Punch. The format for punching the cards is shown in figure 1-34. After the cards are punched, they are arranged in a work deck according to the group number and the core memory address.

1-53. Initial Conditions Tape.

1-54. The initial conditions tape is punched from the initial condition cards. The first two octal words on the cards are the only words punched on the tape. The ampersand sign in column 1 on the card arms the TPU for punching the two octal words.

1-55. An example showing the steps involved in converting a decimal quantity to its octal equivalent and the processing required to obtain the desired TPU tape format are shown in figure 1-35.

1-56. The initial conditions tape is used to load the program on the data preselect band. Part of an actual initial conditions tape is illustrated in figure 1-36.

1-57. Initial Conditions Program Change.

1-58. The change procedures are identical to those used in the general purpose program. Refer to paragraph 1-16 for an explanation of the change procedures.

1-59. RADIO AIDS PROGRAM.

1-60. Radio aids program data is placed on Radio Facility Data Sheets, punched on cards in decimal, converted to octal, transferred to a paper tape by the TPU, and loaded onto the data preselector band of the computer drum. A block diagram of the procedures required to process the radio aids data is shown in figure 1-37.

1-61. Radio Facility Data Sheet.

1-62. The Radio Facility Data Sheet contains the information necessary to punch the three input cards. The sheet is divided into three card-sections for convenience in punching the three input cards. A standard procedure is required to fill out the data sheet for each type radio facility. The procedure for completing the Radio Facility Data Sheet (figure 1-38) is as follows:

a. Card #1

1. TYPE-Six characters - fill in starting at extreme left. Any unused spaces will appear on the right. The type of facility used at the station. This will be filled in for all types of radio aids stations.

Example: ILS would appear as ILS

**IBM 1401, 1410, 1440, AND 1460 DATA PROCESSING SYSTEMS
STORAGE LAYOUT**

APPLICATION DATA PRESELECT PROGRAM

DATE _____

INPUT CARD 1 (RADIO AIDS)	SYMBOLIC																			
	DATA	TYPE	CALL LETTERS	LATITUDE	LONGITUDE	ELEV.	POWER	FREQ.	RL-RTG COS. MAG.	(ILS) (VOR)	COSINE LAT.	SORT NUMBER								
	LOCATION	0	3	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	WORD MARK																			
INPUT CARD 2 (RADIO AIDS)	SYMBOLIC																			
	DATA	SINE AXIS	COSINE AXIS	DIA 1	DIA 2	DIA 3	DIA 4	GPA	MAG. VAR.	SINE MAG. VAR.	SORT NUMBER									
	LOCATION	0	3	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	WORD MARK																			
INPUT CARD 3 (RADIO AIDS)	SYMBOLIC																			
	DATA	SIMULATOR NUMBER	BASE ADDR AND J. NO.											SORT NUMBER						
	LOCATION	0	3	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	WORD MARK																			
OUTPUT CARD (RADIO AIDS)	SYMBOLIC																			
	DATA	TYPE	CALL LETTERS	WORD MARK	ADDRESS	SIMULATOR	OCTAL DATA	BLANK	OCTAL DATA	BINARY BITS										
	LOCATION	0	3	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	WORD MARK																			
INITIAL CONDITIONS CARD	SYMBOLIC																			
	DATA	FIRST OCTAL WORD	SECOND OCTAL WORD	LABEL			DECIMAL MAGNITUDE		SIMULATOR	DRUM ADDRESS	GROUP NO.	CORE MEMORY ADDRESS								
	LOCATION	0	3	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	WORD MARK																			
	SYMBOLIC																			
	DATA																			
	LOCATION	0	3	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	WORD MARK																			
	SYMBOLIC																			
	DATA																			
	LOCATION	0	3	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	WORD MARK																			
	SYMBOLIC																			
	DATA																			
	LOCATION	0	3	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	WORD MARK																			
	SYMBOLIC																			
	DATA																			
	LOCATION	0	3	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	WORD MARK																			

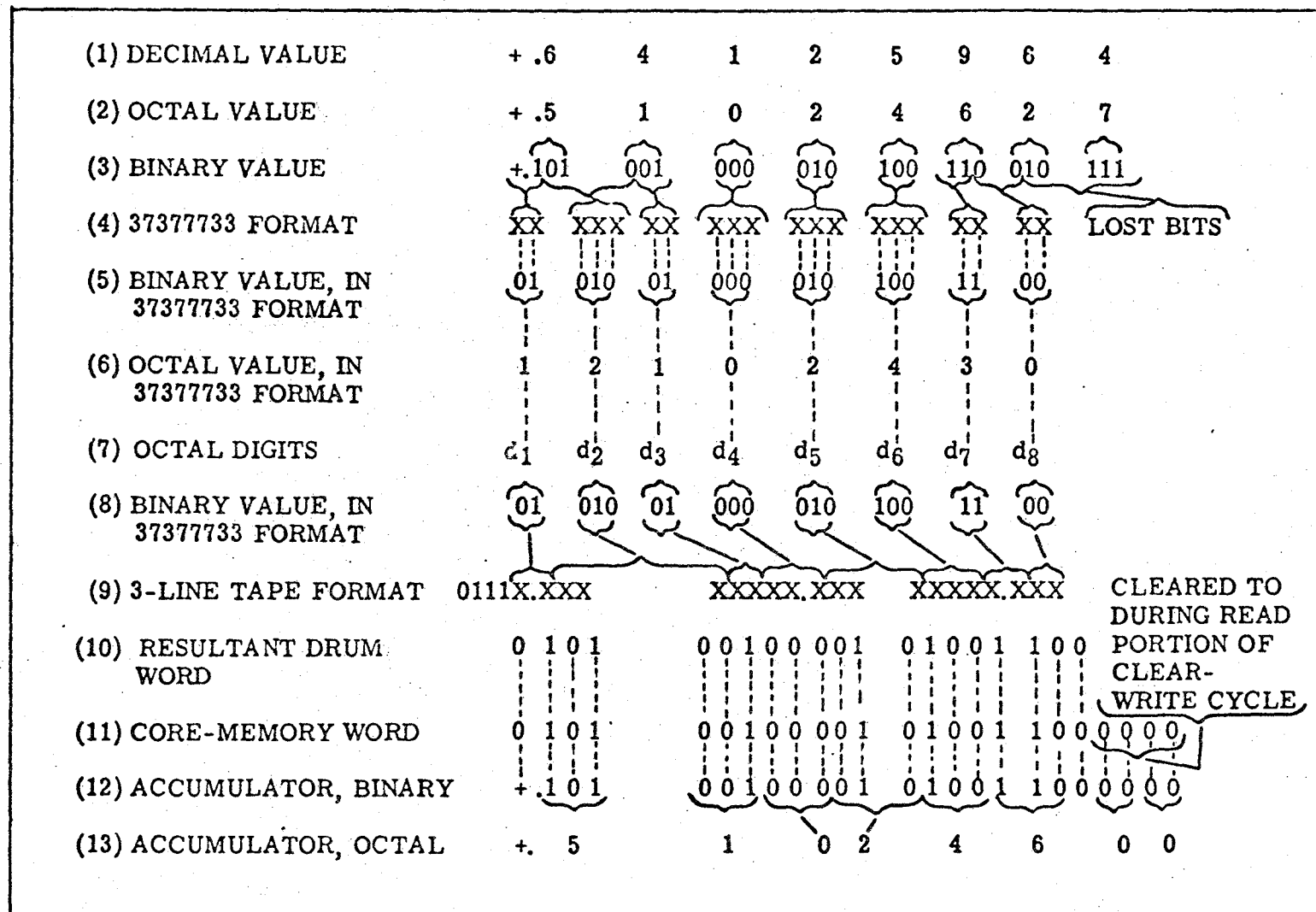


Figure 1-35. Initial Conditions Conversion Example

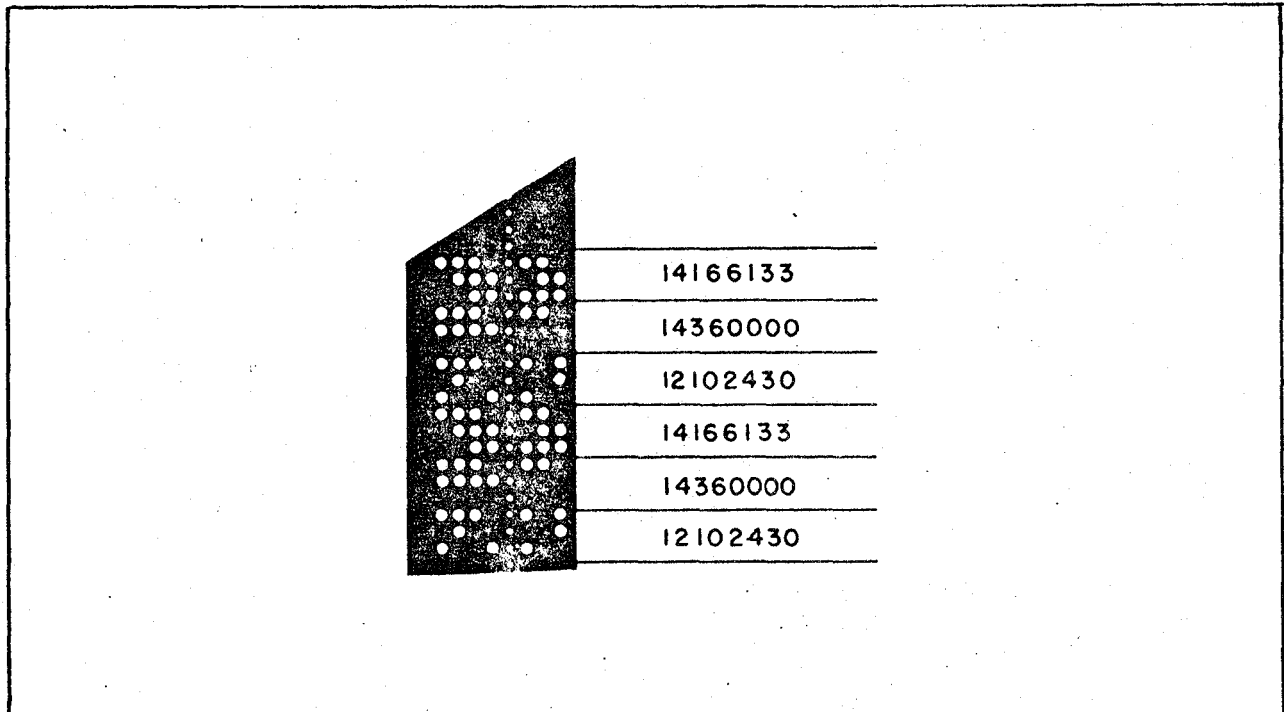


Figure 1-36. Initial Conditions Punched Paper Tape

2. CALL LETTERS - Seven characters - fill in starting at extreme left. Any unused spaces will appear on the right. The identifying call letters of the station. This will be filled in for all type radio aids. Two or three alphabetic will usually be written, but for FM, BONE, Z, and LFM, numerics will be written. A 3 will represent a dash and a 1 will represent a dot.

Example: a. ACY would appear as A C Y
 b. . . _ would appear as 13 13

3. LATITUDE (Point of Touchdown) - Seven digits - one digit for sign, two digits for degrees, and four digits for fractional parts of a degree. This will be filled in for ILS radio aids stations.

Example: N4.2256 degrees would appear as +04 2256

4. LONGITUDE (Point of Touchdown) - Eight digits - one digit for sign, three digits for degrees, and four digits for fractional parts of a degree. This will be filled in for all types of radio aids stations.

Example: E74.8279 degrees would appear as +074 8279

5. ELEVATION (Feet) - Five digits - this will be filled in for all types of radio aids stations.

Example: 518 feet would appear as 00518.

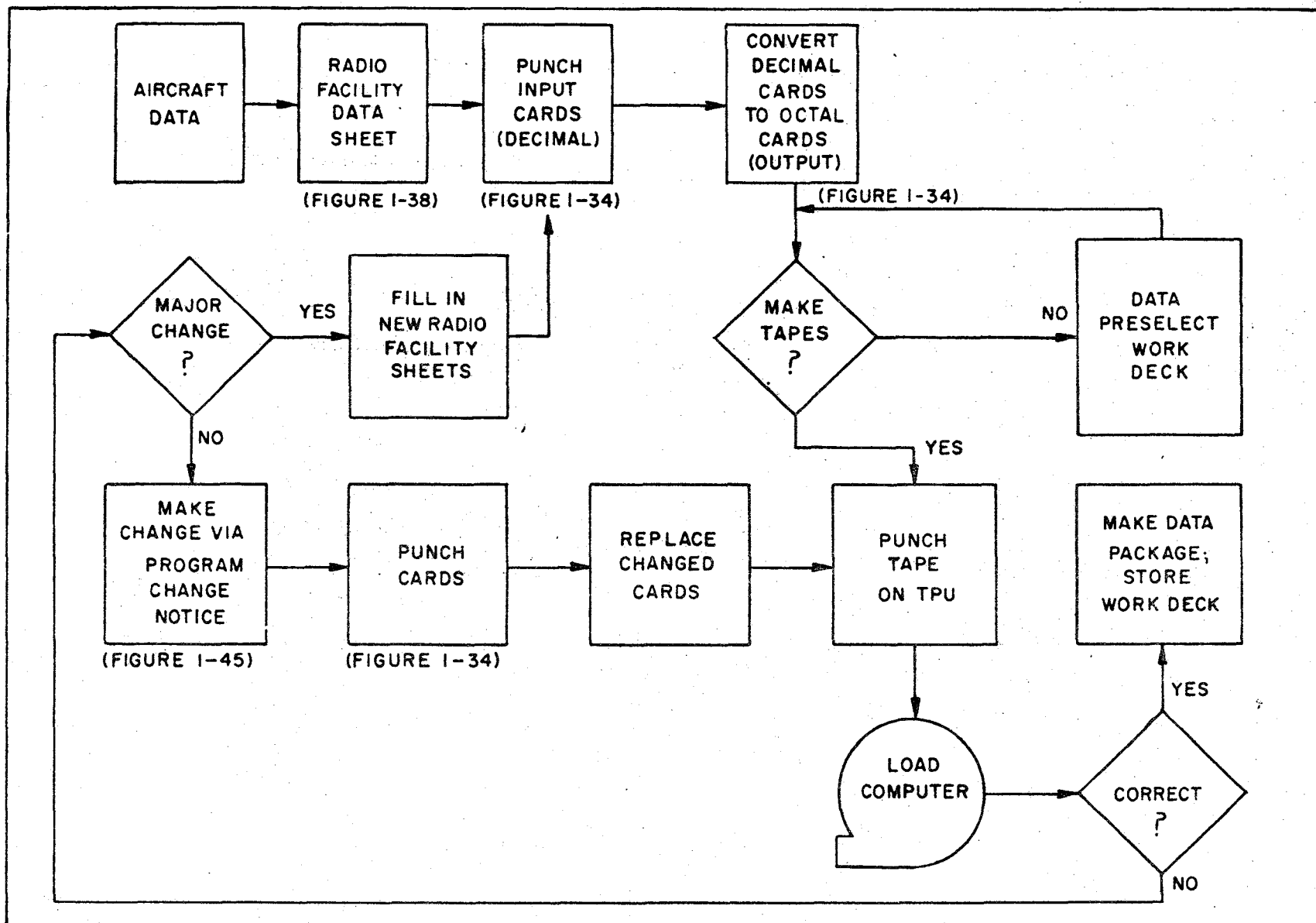


Figure 1-37. DP Program (Radio Aids) Block Diagram

RADIO FACILITY DATA

ID _____		TYPE _____	STATE _____	ID _____						
TYPE	CARD NO. 1									
ALL	TYPE	1	2	3	4	5	6			
ALL	CALL LETTERS	9	10	11	12	13	14	15		
ALL	LATITUDE	±16	17	18	19	20	21	22	°	
ALL	LONGITUDE	±24	25	26	27	28	29	30	31	°
ALL	ELEVATION	33	34	35	36	37	FEET			
ILS VHF LF LFRR	POWER	41	42	43	44					
ALL	FREQUENCY	49	50	51	52					
VHF LFRR	COSINE MAG. VAR.	57	58	59	60					
ILS	TD. TO LOC.	57	58	59	60	61				
ALL	COSINE LATITUDE	65	66	67	68					
ALL	SORT #	73	74	75	76	77	78	79	80	
TYPE	CARD NO. 2									
MARKERS	MINOR AXIS ANGLE	±1	2	3	4	5				
	SINE AXIS	9	10	11	12	13				
	COSINE AXIS	±9	10	11	12	13				
VHF	MAG. VAR.	+	°E-	°W						
	SINE MAG. VAR.	65	66	67	68	69				
ILS (OM) (MM) (LOM) (LMM)	RNWX BRG (MAG)	°								
	MAG. VAR.	+	°E-	°W						
	RNWX BR. (TRUE)	°								
	SINE BRG	±1	2	3	4	5				
	COSINE BRG	±9	10	11	12	13				
	G/S	0	1							
LFRR	MAG. VAR.	+	°E-	°W						
	SINE AXIS	±1	2	3	4	5				
	COSINE AXIS	±9	10	11	12	13				
	LEGL NO.	17	18	19	20					
	MAG. BRG.	25	26	27	28					
	TRUE BRG.	33	34	35	36					
		41	42	43	44					
	SINE MAG. VAR.	±65	66	67	68	69				
ALL	MISC.	57	58	59	60	61	62			
	SORT NO.	73	74	75	76	77	78	79	80	

CARD NO. 3

ALL TYPES

SIMULATOR NO.

1	2	3	4	5	6	7

BASE ADDRESS

9	10	11	12	13	14

SORT NO.

73						
74	75	76	77	78	79	80

REV.	DATE AND NAME
0	
1	
2	
3	
4	

Figure 1-38. Radio Facility Data Sheet

6. POWER - Four digits. 512/2048 would appear as 0512. 2048's considered max power equivalent to 480 NM range. Thus 512 = 120 NM or 1/4 MAX RGE. This is filled in for type codes 5, 6, and 7. (See figure 1-39.)

7. FREQUENCY - (MC or KC) - Four digits filled in for all types of radio aids stations.

(a) 400 KC would appear as 0400 for type codes 6 and 7, but for type codes 4 and 5 the decimal point will be after the third significant digit. 117.5 would appear as 1175.

(b) A special code will be used for type codes 1, 2, and 3.

8. COSINE MAG. VAR. (Cosine magnetic variation) - Four decimal digits. Filled in for type codes 5 and 7.

9. TD. TO LOC. (runway length minus distance from threshold to touchdown plus 1000 feet). Five digits - this represents the distance between TD and localizer in feet. Filled in for type code 4 only.

Example: 9971 would appear as 09971

10. COSINE LATITUDE - Four digits with decimal point at extreme left. Cosine of the latitude in the input data. Filled in for all type codes.

11. SORT NUMBER - Any convenient combination of alphabets or numerics that describes the order of this card (where used). This number does not enter in the computation. Filled in for all type codes.

Example: 6 NY BGM 1. In this example 6 represents the type facility, NY the state, BGM the call letters, and 1 the card number.

b. Card #2

1. MARKERS

(a) SINE AXIS - Sign and four decimal digits. Axis of facility is measured positive clockwise from north (negative measured counterclockwise from north). If the angle is between 0 and +90°, sign of the sine is positive. If the angle is between 0 and -90°, the sign of the sine is negative. Decimal point of the sine is always assumed to be at the extreme left. Filled in for type codes 1, 2 and 3.

Example: +.0156 would appear on the form as +0156

(b) COSINE AXIS - Sign and four decimal digits. Axis is measured positive clockwise from north. Sign of the cosine is always positive. The decimal point of the cosine is always assumed at the extreme left. Filled in for type codes 1, 2 and 3.

Example: +.0156 would appear as +0156

2. VHF

(a) MAG. VAR. (Magnetic Variation) - Write in directly.

(b) SINE MAG. VAR. - Five digits, one digit for sign, four digits for the decimal value of the sine of the magnetic variation. An east magnetic variation would have a plus sign, and a west magnetic variation would have a minus sign. (+ for East, - for West)

3. ILS (Cross out facilities not associated with the ILS installation.)

(a) RNWY BRG (MAG) - Magnetic runway bearing in degrees with 360° magnetic north. Write in directly.

(b) MAG VAR - Magnetic variation. Write in directly.

(c) RNWY BRG (TRUE) - True runway bearing. Write in directly. (TRUE = MAG + M.V.)

(d) SINE BRG - Sine of the true runway bearing. One digit for the sign of the sine and four digits for the numerical value of the sine.

(e) COSINE BRG - Same as (d) except cosine.

(f) G/S - Glide Slope Angle (degrees) - Three digits. The decimal point is assumed to be after the first digit. 4.11 degrees would appear on the input sheet as 411. Filled in for type code 4. Maximum angle 4.99 degrees, minimum 2.00 degrees.

4. LFRR

(a) MAG. VAR. - Magnetic variation - same as previously explained.

(b) SINE AXIS - Five bits, one bit for sign and four bits for magnitude.

(c) COSINE AXIS - Five bits, one bit for sine and four bits for magnitude.

(d) LEG NO. - MAG. BRG and DIA

(1) LEG NO. - The four A-N course legs. The leg numbers are counted clockwise starting in the northerly quadrant.

(2) MAG. BRG - Magnetic Bearing, write in directly.

(3) DIA - Diameter of the circular radiation patterns. Consists of four decimal digits with the decimal point at the extreme left.

5. ALL

(a) MISC - Miscellaneous - Six bits to be used whenever necessary (i.e., simulating certain foreign facilities). If none used, leave blank.

(b) SORT NO. - Same as Card #1.

c. Card #3

1. SIMULATOR NO. - A convenient seven character array that describes the simulator being worked on.

2. BASE ADDRESS, J NUMBER - Base address will be a four digit number and J will be a two digit number. The base address is the octal drum address of the start of the preselect data for this facility, and the J number is an octal number ranging from 00 to 37. Filled in for all type codes.

Example: base address of 540 and a J number of 7 will appear on the sheet as 0540 07

3. SORT NO. - Same as Card #1.

1-63. Radio Aids Program Cards.

1-64. The Radio Aids Input Cards are punched using the Radio Facility Data Sheet as an input source. There are three cards of input data that are punched using a decimal format (figure 1-34). Each card will contain a maximum of nine data words and a seven digit sort number; each data word can contain as many as eight characters. The input cards are punched with the same data (in the same order) that is contained in the three card sections of the Radio Facility Data Sheet.

1-65. The input cards, punched directly from the Radio Facility Data Sheet, will be placed into a IBM 1460 and converted into octal output cards (figure 1-34). The number of octal output cards will depend upon the radio aids "type" code (figure 1-39). The following paragraph contains a description of the data contained in the octal output cards. Material is arranged by radio aid type code.

Type Code 1

MM - Middle marker of ILS (instrument landing system)

Type Code 2

OM - Outer marker of ILS

Type Code 3

FM - VHF (very high frequency) fan marker

LFM - Low power VHF fan marker

BONE - VHF location marker

Z - VHF location marker

Type Code 4

ILS - Instrument landing system

ILSDME - ILS distance measuring equipment

Figure 1-39. Radio Aids Tape Codes (Sheet 1 of 2)

Type Code 5

LVR - Low power VOR (VHF omni directional range)
MVR - Medium power VOR
HVR - High power VOR
LVRDME - Low power VOR distance measuring equipment
MVRDME - Medium power VOR distance measuring equipment
HVRDME - High power VOR distance measuring equipment
LVRLTC - Low power VOR with lower power TACAN
LVRMTC - Low power VOR with medium power TACAN
LVRHTC - Low power VOR with high power TACAN
MVRLTC - Medium power VOR with low power TACAN
MVRMTC - Medium power VOR with medium power TACAN
MVRHTC - Medium power VOR with high power TACAN
HVRLTC - High power VOR with low power TACAN
HVRMTC - High power VOR with medium power TACAN
HVRHTC - High power VOR with high power TACAN
LTC - Low power TACAN
MTC - Medium power TACAN
HTC - High power TACAN
UHF DF - Ultra high frequency direction finder

Type Code 6

H - No directional radio beacon (homing) 50 to 2000 watts
HH - No directional radio beacon (homing) over 2000 watts
MH - No directional radio beacon (homing) less than 50 watts
BC - Broadcast band
LMM - Compass locator station when installed at middle marker site
LOM - Compass locator station when installed at outer marker site

Type Code 7

MA - Range (adcock, vertical radiators), power less than 50 watts
MAZ - VHF range (adcock, vertical radiators), power less than 50 watts
ML - Range (loop radiators), power less than 50 watts
MLZ - VHF range (loop radiators), power less than 50 watts
MRA - Range (adcock, vertical radiators), power 50 to 150 watts
MRAZ - VHF range (adcock, vertical radiators), power 50 to 150 watts
MRL - Range (loop radiators), power 50 to 150 watts
MRLZ - VHF range (loop radiators), power 50 to 150 watts
RA - Range (adcock, vertical radiators), power 150 watts or greater
RAZ - VHF range (adcock, vertical radiators), power 150 watts or greater
RL - Range (loop radiators), power 150 watts or greater
RLZ - VHF range (loop radiators), power 150 watts or greater

Figure 1-39. Radio Aids Tape Codes (Sheet 2 of 2)

1-66. Processing Type Code 1 and 2 Inputs (1 = MM, Z = OM). Each output card for the radio aids program will contain a maximum of seven character-words. Each output card, in addition to the last two octal words, will contain the following information.

- a. Call letter - maximum seven alphabetic or numerics.
- b. Type - maximum six alphabetic.
- c. Card number - two numerics.
- d. Octal address - four numerics.
- e. Simulator - maximum seven alphabetic or numerics.

1-67. Preselect Data. The preselect data will appear on the first four output cards. One word is punched on each card; therefore, Card 1 = Word 1, etc. At least one space will separate the first two octal words. Call letters, type, and simulator number will not vary from output card to output card for each station; however, the card number and octal address will change.

1-68. Card 1. Items a, b, c, d, and e of paragraph 1-66 will be punched on this card. The first two octal words of the preselect data for outer marker or inner marker inputs will consist of an ampersand sign (&) followed by six 0's, a space, and then six more 0's. The remaining two words will be all zeros. The card number will be 1, and the address will equal the base address of the input data.

Note

Refer to Appendix A for a chart concerning the data on each card for the various radio aids type codes.

1-69. Card 2. The second card will consist of the same data as the first card, except the address will be incremented by one (octal), and the card number will be 2. The two octal words will be 000077 330000 and 200077 330000 or 000037 330000, depending upon the values in the frequency input field. (See table 1-3).

1-70. Card 3. The third card will be similar to card 2 except the address will be incremented by one (octal), and the card number will be 3. The two octal data words will consist of latitude lower and latitude upper.

Table 1-3. Input Card Frequency Versus Octal Output

<u>Input Card Frequency</u>	<u>Octal Output</u>
0700	000077 330000
2700	200077 330000
0300	000037 330000

1-71. There are two methods of forming the data word for cards 3, 4, 5, and 6. The system used on the 727 simulators is called the "Continental U.S. Version". The new system to be used on the C-135 and the following simulators will be the "World-Wide Version". The two versions are both explained below.

Continental U.S.

a. The latitude lower and upper for card 3 will be formed respectively by subtracting the size of the lower latitude from the latitude and by adding the size of the upper latitude to the latitude. The size of the upper and lower latitude and longitude and frequency are shown in table 1-4.

World-Wide

a. The latitude lower and upper for card 3 will be formed respectively by algebraic subtraction of the size of the lower latitude from the latitude plus 90° and by algebraic addition of the size of the upper latitude of the latitude plus 90°. The size to upper and lower latitude, longitude, and frequency are shown in table 1-4.

Table 1-4. Latitude, Longitude, and Frequency Field

<u>Type</u>	<u>Lat (Deg)</u>	<u>Long (Deg)</u>	<u>Freq (KC)</u>
IFRR	±4.1667	±4.1667	06
OM, MM	±.1000	±.1000	Con. U.S. Version
	±.3000	±.3000	World-Wide Version
Z, LFM	±.1000	±.1000	Con. U.S. Version
	±.3000	±.3000	World-Wide Version
Bone, FM	±.6667	±.6667	
ILS, ILSDME	±1.0	±1.0	
HVR, MVR, HVRTAC, MVRTAC, TACAN	±4.1667	±4.1667	
UHFDF	±1.0	±1.0	
LVR	±1.0	±1.0	06
LOM, LMM	±1.0	±1.0	06
RBN, BC	±4.1667	±4.1667	

Continental U.S.

World-Wide

b. The two octal words will be formed in the following manner. The lower latitude will be divided by 256 to produce a 7-digit decimal number from 0000 to .9999999. This number will be multiplied successively by 2 to produce a 12-bit binary number. The first two bits will be ignored and bits 3 through 12 will make up the first 10 significant bits of the resultant 20-bit number. After division by 256, the upper latitude will form the 10 least significant bits. The resultant 20-bit binary word will be converted to two octal words by the following rules:

b. The two octal will be formed in the following manner. The lower latitude will be divided by 256 to produce a 7-digit decimal number from 0000 to .9999999. This number will be multiplied successively by 2 to produce a 10-bit binary number. This binary number will make up the first 10 significant bits of the resultant 20-bit number. After division by 256, the upper latitude will form the 10 least significant bits. The resultant 20-bit binary word will be converted to two octal words by the following rules:

- | | | |
|-----------------------------|--------------------------------|----------------|
| 1. 1st character | - beginning of word definer | } OCTAL WORD 1 |
| 2. 1st two significant bits | - will form octal digit 0 to 3 | |
| 3. next three bits | - will form octal digit 0 to 7 | |
| 4. next two bits | - will form octal digit 0 to 3 | |
| 5. next three bits | - will form octal digit 0 to 7 | |
| 6. next three bits | - will form octal digit 0 to 7 | |
| 7. next three bits | - will form octal digit 0 to 7 | |
| 8. next 2 bits | - will form octal digit 0 to 3 | |
| 9. last 2 bits | - will form octal digit 0 to 3 | |

Note

Four zeros will make up the last four digits of the second octal word. This is the case for the second octal word of all data.

1-72. Card 4.

Continental U.S.

World-Wide

a. The same process that was used on card 3 can be used to form card 4 except that, instead of subtracting and adding the sizes of the upper and lower longitude, the sizes will be divided by cosine latitude before they are subtracted or added to longitude. The lower and upper longitude will be formed into a 20-bit number and converted to octal in exactly the same manner as card 3. The base address will be incremented by 1 and the card number will be 4.

a. A similar process to the one used on card 3 can be used to form card 4, except that instead of subtracting and adding the sizes of the upper and lower longitude, the sizes will be divided by cosine latitude before they are subtracted or added to longitude plus 180°. The lower longitude will be divided by 512 to produce a 7-digit decimal number from 0.0000 to .9999999. This number will be converted to binary and combined with the upper

Continental U.S.

World-Wide

longitude to form a 20-bit binary word. The resultant 20-bit word will form two octal words in the same manner as card 3. The base address will be incremented by 1 and the card number will be 4.

1-73. Data Words. There are four data words for the outer or middle markers.

- a. Data Word A - latitude - 19 bits, with a leading sign bit (0 = plus, 1 = minus)
- b. Data Word B - longitude - 19 bits, with a leading sign bit (0 = plus, 1 = minus)
- c. Data Word C - sine (10 bits) cosine (10 bits)
- d. Data Word D - ten leading zeros and elevation (10 bits)

1-74. Each word will be defined by two octal words, as was the preselect data. The call letters, type, card number, base address and simulator will also be punched on the card. (Refer to paragraph 1-66, items a, b, c, d, and e.)

1-75. Card 5. The call letters, type and simulator will appear the same as in Card 1, 2, 3, and 4. The number 200 will be added octally to the base address - 3j and multiplied octally to form the octal address for this card, and the card number will be 5. The two octal words representing latitude will be formed in the following manner:

Continental U.S.

World-Wide

a. The latitude, which was stored when the input data was read in, will be divided by 256 and converted to a 21-bit pure binary by successive multiplications by 2. The first two most significant bits will be ignored, the most significant binary bit will be made a zero, and the 20 resultant bits will be converted to octal in the same manner as card 3. (This will form data word A.)

a. The latitude which was stored when the input data was read in will be divided by 256 and converted to a 19-bit pure binary number by successive multiplication by 2. A 20-bit binary word will be formed; the most significant binary bit is the sign of latitude (0 = plus, 1 = minus), and the remaining 19 bits are the magnitude bits derived above. These 20 resultant bits will be converted to octal in the same manner as card 3. (This will form data word A.)

1-76. Card 6. Card 6 will be the same as card 5, except that the longitude will be converted to two octal words, after division by 256. The card number will be 6, and the octal address will be formed by octally adding 40 to the octal address of card 5. Card 6 will form data word B.

Continental U.S.

World-Wide

a. Instead of the most significant bit being a zero, it will be made a one.

a. The most significant bit will be the sign of longitude.

1-77. Card 7. The card number is 7, and the address is octal 40 plus the octal address of card 6. The sine and cosine of the axis which is contained on the input cards will be converted to binary and then to octal. The sign of the sine will form the most significant bit (minus will be 1, plus will be zero). The remaining 9 bits of the sine will be formed by multiplying by 2, nine times. The cosine will be treated in the same manner to form the 10 least significant bits of the 20-bit word. The 20 bits will then be converted to two octal words and eventually punched out. Card 7 will form data word C.

1-78. Card 8. The card number is 8 and the octal address will be octal 40 plus the octal address of card 7. The 20-bit elevation word will be formed by 6 miscellaneous bits and 4 zeros, dividing the elevation +1000 by 16,384, and multiplying by two 10 times to produce the remaining ten bits. The 20-bit word will then be converted to two octal words. Card 8 will form data word D.

1-79. This completes the description of processing of outer and middle marker inputs. Some of the programming involved in this program will be duplicated with other type radio aids. The upper and lower latitude and longitude for preselect and the formation of latitude and longitude sine, cosine and elevation for other type radio aids will be exactly the same as, or very similar to, those methods used in outer marker or middle marker processing.

1-80. Processing Type Code 3 Inputs (Fan/Z Marker). If the type listed on input card 1 is FM, Z, BONE or LFM, this program will be used to process them. The input data for this program will be the same as that used for OM and MM (type code 1 and 2 inputs), although, as is the case with OM and MM, this program will not utilize all the input words.

1-81. Preselect Data. Formation of the preselect data will be exactly the same as the technique used for OM and MM.

1-82. Data Words. Data words A, B, C and D will be formed in the same manner as radio aid type codes 1 and 2, with the following exception: In the case of data word D, instead of the first 10 bits of the twenty bit word, containing 6 miscellaneous bits and 4 zeros, the first four bits will be formed according to table 1-5.

Table 1-5. First Four Bits of Data Word D

<u>Type</u>	<u>Binary Bits</u>
LFM	1000
BONE	0100
FM	0010
Z	0001

1-83. The remaining six bits of the most significant 10 bits of data word D will be placed with zeros. The least significant 10-bits will contain elevation, and will be formed in exactly the same manner as the 10 bits representing elevation for the outer and middle markers.

1-84. Call Letter Generation. In addition to the preselect data and the data words, this program must generate call letters. There are four 20-bit words of call letters, although only the first 16 most significant bits will be used in each word, and the remaining 4 bits will be miscellaneous bits and/or zeros; when processing ILS or ILSDME, these fields may contain other data.

1-85. In the case of the Z marker, the program will merely insert 16 1's in each word. In this case, the first octal word for cards 9, 10, 11 and 12 will be 373777.

1-86. Card 9. This card will contain the 4 most significant miscellaneous bits. They will form binary bits 17, 18, 19, and 20. These are converted to be the first two octal bits of card 9's second octal word. The remaining four octal bits will be zeros.

1-87. Card 10. This card will contain the 2 least significant miscellaneous bits. They will form binary bits 17 and 18. These are converted to the first octal bits of card 10's second octal word. The remaining five octal bits are zeros.

1-88. Card 11 and 12. These cards will have the second octal word equal to 000000. In the case of the other types of fan markers, the call letter words must be generated from the numeric information contained in the input data word representing the call letters. A 3 will produce three 1's followed by a zero. A 1 will produce one 1 followed by a 0. The program will continue to follow this process and count up the number of bits it has formed. The counting and bit formation will commence at the most significant numeric digit of the word. A 1 will be subtracted from the count after the last numeric is processed.

1-89. When all the bits are formed, the computer will divide the count into 64, and determine the quotient and the remainder.

a. If the quotient is less than or equal to the remainder, the remainder will be divided by the quotient. The integer obtained will be the number of zeros placed between the call letters and after the last call letter. The call letters will be placed in the 64 bits depending upon the number of times specified by the quotient.

b. If the quotient is greater than the remainder, the quotient will be reduced by one, and the count will be added to the remainder.

c. If the reduced quotient multiplied by five is less than or equal to the accumulated remainder, the remainder will be divided by the quotient. The integral result will be the number of zeros inserted between the call letters of the 16-bit words. Any uneven number of zeros left over will appear at the end of the last call letter.

d. If the quotient multiplied by five is greater than the remainder, repeat steps b and c.

1-90. These 64 bits will form 16 bits of 4 binary words. The 4 least significant bits (bits 17, 18, 19, and 20) of the 1st word will be the 4 most significant miscellaneous bits. The 17th and 18th bit of the record word will be the 2 least significant miscellaneous bits. All remaining bits needed to form four 20-bit words will be zeros. The four 20-bit words will be punched out on 4 cards. There will be two cards of output data.

1-91. Call letters, type and simulator will not change on each output card, but card number and octal address will change (table 1-6).

Table 1-6. Data Preselector Word Storage Locations

<u>Word</u>	<u>Card Number</u>	<u>Octal Address*</u>
1 (Preselector Word 1)	1	Base Address +4J
2 (Preselector Word 2)	2	Base Address +4J+1
3 (Preselector Word 3)	3	Base Address +4J+2
4 (Preselector Word 4)	4	Base Address +4J+3
5 (Data Word A)	5	Base Address +J
6 (Data Word B)	6	Base Address +J+40
7 (Data Word C)	7	Base Address +J+100
8 (Data Word D)	8	Base Address +J+140
9 (First Call Letter Group)	9	Base Address +J+200
10 (Second Call Letter Group)	10	Base Address +J+240
11 (Third Call Letter Group)	11	Base Address +J+300
12 (Fourth Call Letter Group)	12	Base Address +J+340
13 (Data Word E)	13	Base Address +J+400
14 (Data Word F)	14	Base Address +J+440
15 (Data Word G)	15	Base Address +J+500
16 (Data Word H)	16	Base Address +J+540

*All arithmetic performed under this heading is octal.

1-92. Processing Type Code 4 Inputs (ILS).

1-93. Preselect Data. The preselect data will consist of two octal words consisting of zeros on the first output card. The second output card will consist of frequency in the first 10 bits. The first 9 will be as shown in table 1-7. These same 9 bits will be the 11 through 19 bits inclusive of the frequency word. Bits 10 and 20 are illustrated in table 1-8. Cards 3 and 4 will consist of latitude and longitude lower and upper.

Table 1-7. Type Code 4 Frequency Bits 1 thru 9

<u>Frequency</u>	<u>Bits 1 thru 5</u>	<u>Frequency</u>	<u>Bits 6 thru 9</u>
108	10100	.0	1000
109	10101	.1	0100
110	11010	.2	1010
111	11011	.3	0101
112	11100	.4	0010
113	11101	.5	1001
114	01110	.6	1100
115	01111	.7	0110
116	00110	.8	0011
117	00111	.9	0001
133	10111		
134	01010		
135	01011		

Table 1-8. Type Code 4 Frequency Bits 10 and 20

<u>Type</u>	<u>Bit 10</u>	<u>Bit 20</u>
ILS	0	0
ILS DME	0	1

1-94. Data Words. Cards 5 and 6 will consist of latitude and longitude (20 bits each), formed in the same manner as previously described.

1-95. Card 7. This card will consist of true runway bearing sin and cos: one bit for sign, and nine bits for the magnitude of both sine and cosine, for a total of 20 bits. A zero in the sign position denotes positive sign and a 1 denotes negative sign.

1-96. Card 8. This card will consist of 1 and zero in the two most significant bits for ILS and two 1's for ILS DME. The next six significant bits will be the miscellaneous bits from the input data. The 12 least significant bits (for a total of 20 bits) will be elevation. The elevation +1000 in the input data will be divided by 13,384 and converted to 12 binary bits.

1-97. Call Letters. Cards 9, 10, 11 and 12 will consist of the call letters. The call letters will be formed from the alphabetic call letters in the input data and not repeated, as in the case with markers. The call letter bits will be formed starting with the first word and any unused bits will be "padded" with zeros. Spaces between letters will be represented by three zeros as shown in table 1-9. There will be a maximum of three call letters in the input data.

1-98. The four least significant bits of cards 9, 10, 11 and 12 consist of the binary representation of glide path angle and runway length minus distance from threshold to touchdown. Two will be subtracted from the glide path angle in the input data and the result will be divided by three and converted to binary. The four most significant bits of glide path angle will be placed in the four least significant bits (17, 18, 19 and 20) of card 9. The four least significant bits of glide path angle will be placed in the four least significant bits of card 10.

1-99. The eight binary bits of runway length minus threshold to touchdown +1000 feet after division by 16,384 will be placed in the four least significant bits of the data word on cards 11 and 12. The four most significant bits will be described by the second octal word of card 11 and the four least significant bits will be described by the second octal word of card 12.

1-100. Processing Type Code 5 Inputs (UHF/VHF).

1-101. Preselect Data. The first preselect word will contain 20 bits of zeros. The second preselect word is frequency, which is formed in the manner previously described, except that the 10th and 20th bits are as shown in table 1-10.

Table 1-9. Call Letter Generation

<u>Call Letter</u>	<u>Binary Equivalent</u>	<u>Number of Bits</u>
A	10111000	8
B	111010101000	12
C	11101011101000	14
D	1110101000	10
E	1000	4
F	101011101000	12
G	111011101000	12
H	1010101000	10
I	101000	6
J	1011101110111000	16
K	111010111000	12
L	101110101000	12
M	1110111000	10
N	11101000	8
O	11101110111000	14
P	10111011101000	14
Q	1110111010111000	16
R	1011101000	10
S	10101000	8
T	111000	6
U	1010111000	10
V	101010111000	12
W	101110111000	12
X	11101010111000	14
Y	1110101110111000	16
Z	11101110101000	14

Table 1-10. Type Code 5 Frequency Bits 10 and 20

<u>Type Facility</u>	<u>Tenth Bit</u>	<u>Twentieth Bit</u>
-VR	0	0
-VR - TC	0	1
-VRDME	0	1
-TC	1	1

1-102. The third and fourth preselect words will be two 20-bit words consisting of latitude and longitude lower and upper respectively.

1-103. Data Words.

- a. Data Word A - Card 5 - latitude (20 bits)
- b. Data Word B - Card 6 - longitude (20 bits)
- c. Data Word C - Card 7 - Sine and cosine of magnetic variation. One sign bit (either 1 or 0) and nine magnitude bits each.
- d. Data Word D - Card 8 - Type and elevation. The type is formed according to table 1-11.

Table 1-11. Data Word D Type Code 5

<u>Type</u>	<u>ILS</u>	<u>DME</u>	<u>VOR</u>	<u>UHF-DF</u>	<u>TAC BRG</u>	
LVR	0	0	01	0	0	0
MVR	0	0	10	0	0	0
HVR	0	0	11	0	0	0
LVR DME	0	1	01	0	0	0
MVR DME	0	1	10	0	0	0
HVR DME	0	1	11	0	0	0
LVR LTC	0	1	01	0	0	1
LVR MTC	0	1	01	0	1	0
LVR HTC	0	1	01	0	1	1
MVR LTC	0	1	10	0	0	1
MVR MTC	0	1	10	0	1	0
MVR HTC	0	1	10	0	1	1
HVR LTC	0	1	11	0	0	1
HVR MTC	0	1	11	0	1	0
HVR HTC	0	1	11	0	1	1
LTC	0	1	00	0	0	1
MTC	0	1	00	0	1	0
HTC	0	1	00	0	1	1
UHF-DF	0	0	00	1	0	0

1-104. Processing Type Code 6 Inputs (LF).

1-105. Preselect Data. The preselect data will consist of two octal words consisting of zeros on the first output card. The second card will consist of the lower frequency in the first ten most significant bits and upper frequency in the ten least significant bits. Frequency will be formed by subtracting the size (table 1-4) to lower frequency from the frequency in the input data, and adding the size to upper frequency to the frequency in the input data. The two formed numbers will be divided by 2048 and converted to ten binary bits. Cards 3 and 4 latitude and longitude will be formed as previously described.

1-106. Data Words. Cards 5 and 6 will be 20 bit latitude and longitude respectively. Card 7 will be the frequency-converted to binary after division by 2048. The 13 most significant bits will contain frequency (with a leading bit of zero), and the seven least significant bits will be padded with zeros. Card 8 will contain a leading bit of zero. The next nine significant bits will contain power (divided by 2048) and converted to nine binary bits. The last 10 bits (Card 8) will contain elevation +1000, formed as previously described.

1-107. Call Letters. The alphabetic call letters contained in the input data will be used to generate the 64 bits of call letters. The call letters will be generated according to table 1-9. Call letters will be generated as many times as possible for one-letter calls, twice for two-letter calls, with at least five zeros spacing between each word, and after the last call letter. Where three call letters are used, generate the call only once.

1-108. The process to be used is explained in paragraphs 1-88 to 1-90. The four least significant bits in each of the third and fourth call letter words will be padded with zeros. The first and second call letter words will have the miscellaneous bits.

1-109. Processing Type Code 7 Inputs (LFRR).

1-110. Preselect Data. The preselect data words are formed in exactly the same manner as used in Type Code 6 (LF).

1-111. Data Words.

- a. Data Word A - Card 5 - 20 bit latitude
- b. Data Word B - Card 6 - 20 bit longitude
- c. Data Word C - Card 7 - The most significant 13 bits (with a leading bit of zero) contain the frequency. The seven least significant bits are "padded" with zeros.
- d. Data Word D - Card 8 - Most significant bit = 1; next nine bits = power divided by 2048; ten least significant bits = elevation +1000 divided by 16,384.

1-112. Call Letters. Same as Type Code 4 process, paragraph 1-97, except the first 16 bits of the first call letter word will be zero. Remainder of bits will contain the call letters formulated once, with zero "padding" for the remaining bits.

1-113. Data Words E, F, G, and H. These data words are used only in the simulation of LFRR facilities. The storage locations of these words can be found by utilizing table 1-6.

1-114. Data Word E punched on card 13 will consist of the diameters of the first two circles (LEG No. 1 and 2), in the input data (ten bits each). Data word F punched on card 14 consists of the diameters of the last two circles (LEG NO. 3 and 4), in the input data (ten bits each).

1-115. Data words G and H, cards 15 and 16, will consist respectively of the sine and cosine of the axis, and the sine and cosine of the magnetic variation. The sine will be made up of one bit for sign and nine bits for magnitude. The cosine will always be positive and consist of a zero and nine magnitude bits. These conditions hold true for both axis and magnetic variation.

1-116. The octal output cards (processed by the IBM 1401) are filed numerically according to the sort number in an output work deck. (The sort number appears in the center of the output card.) After the output cards are arranged, a tape can be requested on a Tape To Be Run Sheet (figure 1-8).

1-117. Radio Aids Program Tape.

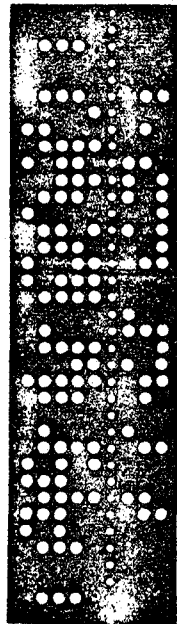
1-118. The data on the radio aids tape is punched from the 20 binary bits, representing an octal word, at the end of each output card. The first binary bit on the output card is preceded by a "12 punch", which arms the TPU and punches the data into the tape. Refer to figure 1-40 for the radio aids tape format.

1-119. The descriptive information concerning the radio aids tape is placed at the beginning of the tape. The descriptive information is similar to the information contained in paragraph 1-14. The one tape reel generated in the radio aids program contains four quadrants. The radio aids tape reel is placed on the computer tape reader, transferring the data to the data preselector drum band.

1-120. A sample data preselector problem involving a radio aids facility will be shown as follows: figure 1-41 illustrates the Radio Facility Data Sheet; figure 1-42 illustrates the decimal card format; figure 1-43 illustrates the octal card format; and figure 1-44 illustrates the punched paper tape.

1-121. Data Preselect Change Notice.

1-122. The Data Preselect Change Notice (figure 1-45) is the basic document for recording a minor data preselector change. If major changes occur, new Radio Facility Data Sheets are filled out. The Data Preselect Change Notice gives a detailed description of the change and the location of the change on the cards. Each time a program change is loaded onto the drum, a Drum Status Sheet (figure 1-11) is updated.



WORD 1 - ZERO
 WORD 2 - FREQUENCY
 WORD 3 - LATITUDE (U AND L)
 WORD 4 - LONGITUDE (U AND L)
 A - LATITUDE
 B - LONGITUDE
 C - SIN AND COSINE (MAG. VAR.)
 D - TYPE AND ELEV.
 CALL LETTERS - 1
 CALL LETTERS - 2
 CALL LETTERS - 3
 CALL LETTERS - 4

PRESELECT WORDS
 DATA WORDS

TAPE FORMAT
 D = DUMMY CODE
 R = RADIO AIDS DATA
 20 BIT WORD LENGTH
 MAX OCTAL NO. = 37 377733

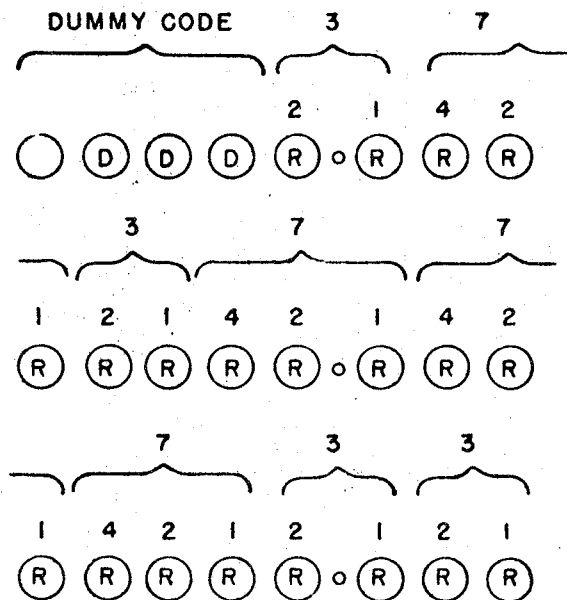


Figure 1-40. Radio Aids Tape Format

•2256-B

RADIO FACILITY DATA

ID 5 — EU — LON
TYPE STATE ID

TYPE	CARD NO. 1
ALL TYPE	1 2 3 4 5 6 <u>M</u> <u>V</u> <u>R</u> <u> </u> <u> </u> <u> </u>
ALL CALL LETTERS	9 10 11 12 13 14 15 <u>L</u> <u>O</u> <u>N</u> <u> </u> <u> </u> <u> </u>
ALL LATITUDE	\pm 16 17 18 19 20 21 22 ° <u>+</u> <u>5</u> <u>1</u> <u>4</u> <u>6</u> <u>5</u> <u>0</u> <u>51</u> ° <u>27</u> ' <u>54</u> "
ALL LONGITUDE	\pm 24 25 26 27 28 29 30 31 ° <u>-</u> <u>0</u> <u>0</u> <u>0</u> <u>5</u> <u>3</u> <u>5</u> <u>0</u> <u>00</u> ° <u>32</u> ' <u>06</u> "
ALL ELEVATION	33 34 35 36 37 <u>0</u> <u>0</u> <u>1</u> <u>0</u> <u>0</u> FEET
ILS VHF LF LFRR	POWER 41 42 43 44 <u> </u> <u> </u> <u> </u> <u> </u>
ALL FREQUENCY	49 50 51 52 <u>1</u> <u>1</u> <u>6</u> <u>9</u>
VHF LFRR	COSINE MAG. VAR. 57 58 59 60 <u>9</u> <u>9</u> <u>0</u> <u>3</u>
ILS	TD. TO LOC. 57 58 59 60 61 <u> </u> <u> </u> <u> </u> <u> </u> <u> </u>
ALL	COSINE LATITUDE 65 66 67 68 <u>6</u> <u>2</u> <u>9</u> <u>3</u>
ALL SORT #	73 74 75 76 77 78 79 80 <u> </u> <u>5</u> <u>E</u> <u>U</u> <u>L</u> <u>O</u> <u>N</u> <u> </u> <u>1</u>

TYPE	CARD NO. 2
MARKERS	MINOR AXIS ANGLE ° SINE AXIS \pm 1 2 3 4 5 COSINE AXIS \pm 9 10 11 12 13 <u>+</u> <u> </u> <u> </u> <u> </u> <u> </u> <u> </u>
VHF	MAG. VAR. + °E - °W SINE MAG. VAR. 65 66 67 68 69 <u>-</u> <u>1</u> <u>3</u> <u>9</u> <u>2</u>
ILS (OM) (MM) (LOM) (LMM)	RNWX BRG (MAG) ° MAG. VAR. + °E - °W RNWX BR. (TRUE) SINE BRG \pm 1 2 3 4 5 COSINE BRG \pm 9 10 11 12 13 G/S 49 50 51 ° <u> </u> <u> </u> <u> </u>
LFRR	MAG. VAR. + °E - °W SINE AXIS \pm 1 2 3 4 5 COSINE AXIS \pm 9 10 11 12 13 LEGL NO. MAG. BRG. TRUE BRG. 17 18 19 20 1 <u> </u> <u> </u> <u> </u> <u> </u> <u> </u> <u> </u> <u> </u> <u> </u> 2 <u> </u> <u> </u> <u> </u> <u> </u> <u> </u> <u> </u> <u> </u> <u> </u> 3 <u> </u> <u> </u> <u> </u> <u> </u> <u> </u> <u> </u> <u> </u> <u> </u> 4 <u> </u> <u> </u> <u> </u> <u> </u> <u> </u> <u> </u> <u> </u> <u> </u> SINE MAG. VAR. \pm 65 66 67 68 69 <u> </u> <u> </u> <u> </u> <u> </u> <u> </u>
ALL	MISC. 57 58 59 60 61 62 SORT NO. 73 74 75 76 77 78 79 80 <u> </u> <u>5</u> <u>E</u> <u>U</u> <u>L</u> <u>O</u> <u>N</u> <u> </u> <u>2</u>

CARD NO. 3
ALL TYPES
SIMULATOR NO. 1 2 3 4 5 6 7 <u>C</u> <u>1</u> <u>3</u> <u>5</u> <u>B</u> <u>0</u> <u>1</u>
BASE ADDRESS 9 10 11 12 13 14 <u>2</u> <u>5</u> <u>4</u> <u>0</u> <u>3</u> <u>0</u>
SORT NO. 73 <u>5</u> <u>E</u> <u>U</u> <u>L</u> <u>O</u> <u>N</u> <u> </u> <u>3</u>
REV. DATE AND NAME
0
1
2
3
4

LONDON

Figure 1-41. DP Program Example — Radio Facility Data Sheet

<u>DRUM LOC</u>	<u>CARD</u>	<u>D.P.</u>	<u>RADIO AIDS DATA PRESELECTOR</u>
2540	01	000000 00	WORD 1 - ZERO
2541	02	060214 02	WORD 2 - FREQUENCY (LOWER & UPPER)
2542	03	211543 31	WORD 3 - LATITUDE (LOWER & UPPER)
2543	04	130026 31	WORD 4 - LONGITUDE (LOWER & UPPER)
2630	05	030673 20	A - LATITUDE
2670	06	200104 13	B - LONGITUDE
2730	07	220737 23	C - SIN & COS OF MAG VAR
2770	08	040004 10	D - TYPE & ELEVATION
3030	09	271216 00	CALL LETTERS - 1
3070	10	353072 00	CALL LETTERS - 2
3130	11	000000 00	CALL LETTERS - 3
3170	12	000000 00	CALL LETTERS - 4

Figure 1-44. DP Program Example — Punched Paper Tape

SIMULATOR _____ &
 CRN/APPR 33 _____ 40 41

PROGRAMMER _____ DATE _____
 CHANGE BY _____ DATE _____

DATA PRESELECT CHANGE NOTICE
 LINK DIVISION
 GENERAL PRECISION, INC
 F-2346

SHEET _____ OF _____
 DATA REQUIRED:
 TAPE CARDS
 LISTING _____

DESCRIPTION OF CHANGE

REASON FOR CHANGE

TYPE	CALL		CARD NO.	DRUM ADDRESS		1ST OCTAL WORD		2ND OCTAL WD		BINARY WORD	
0 ——— 8	9 ——— 16	17 — 18	25 ——— 28	42 ——— 47	49 ——— 54	61 ——— 70	71 ——— 80				

Figure 1-45. Data Preselect Change Notice

Section Two

Data Package

2-1. GENERAL.

2-2. This section contains a description of the software data package supplied with the simulators, incorporating the Mark I or the Mark II digital computer. The data package supplied with the simulator contains program cards, program tapes, and program listings. These items are necessary to maintain a flight simulation program.

2-3. PROGRAM CARDS.

2-4. General purpose eight operations cards, linear function interpolator cards, data preselect cards, analog core memory cards, and Boolean core memory cards are supplied in the data package. The general purpose eight operations cards, the analog core memory cards, and the Boolean core memory cards are punched octally by the IBM 026 Printing Card Punch. However, the data preselect cards and the LFI cards are punched decimally by the IBM 026 Printing Card Punch and converted to octal by the IBM 1401 Computer. When extra copies of cards are required, they are duplicated by the IBM 519 Card Reproducer.

2-5. PROGRAM TAPES.

2-6. The program tapes are punched from cards placed in a TPU. The general purpose tape is punched from the eight operations cards, the LFI tape is punched from the LFI output cards, and the data preselect tape is punched from the data preselect output cards supplied in the data package. Extra tapes are punched either from punched cards or duplicated from the punched tapes by the TPU.

2-7. PROGRAM LISTINGS.

2-8. Program listings are made from punched cards that are processed by the IBM 1401 Computer and printed up by the IBM 1402 High Speed Printer. There are several types of listings that will be discussed as follows:

a. Numerical List of Equations. This listing contains all the programs listed numerical order. This listing is produced from the program title cards. Included in the listing is the following information: (1) the drum band type (fast, medium, or slow) where the equation is located; (2) the equation name; (3) the initials of the originating programmer (on an equation-by-equation basis); and (4) the date of origin of each segment of the program (on an equation-by-equation basis). Figure 2-1 illustrates the format used for this listing.

b. Drum Order Loading of Equations. This listing provides the programmer with the order in which the various program segments are placed on the drum. Because these segments are the solutions to the various flight equations, they are referred to by their associated equation number and name. This list is made up from the general program title cards in drum band order. Included in the listing is the following information: (1) the drum band and quadrant where the solution to the associated equation is located; (2) the name and number of the equation; (3) the originating programmer's initials; and

(4) the date the particular program segment was written. Figure 2-2 illustrates the format used for this listing.

c. General Program Bands (8-OP) Listing. This listing contains the instructions for the general program bands. The list is derived from punched cards which contain eight instructions per card. Included in the listing is the following information: (1) card number; (2) operation code and specified address; (3) the equation name and number; and (4) the band type (fast, medium, or slow) where the instructions are located. Figure 2-3 illustrates the format used for this listing.

d. Core-Memory Locations, Analog. This listing provides the programmer with a numerical list of core-memory locations (non-Boolean) and a short description of the data stored therein. This list is made directly from the analog core memory cards. Figure 2-4 illustrates the format used for this listing.

e. Core-Memory Locations, Boolean. This listing provides the programmer with the pseudo coded address of the one-bit Boolean words contained in core-memory. Included in the listing is a brief description of the data contained in each Boolean-core location. This list is made directly from the Boolean core memory cards. Figure 2-5 illustrates the format used for this listing.

f. Linear Function Interpolator Program Listing. This listing contains the data for linear interpolation of the various function curves used in the simulation program. This listing is obtained from the LFI output card deck. Included in this listing are the addresses of the variables and the octal values for each breakpoint. Figure 2-6 illustrates the format used for this listing.

g. Data Preselector Program (Initial Conditions) Listing. This listing contains a printout of initial conditions data from the initial condition cards. Included is the following information: (1) first octal word, (2) second octal word, (3) description, (4) Simulator Type, (5) drum address, (6) group number, and (7) core memory address. Figure 2-7 illustrates the format used for this listing.

h. Data Preselector Program (Radio Aids) Listing. This listing contains a printout of the radio aids data from the data preselect output cards. Included is the following information: (1) station type; (2) station call letters; (3) drum band address; and (4) all variables. Figure 2-8 illustrates the format used for this listing.

i. General Program Bands Listing (Absolute). This listing is produced by the IBM 1401 Computer, with the aid of analog and Boolean core memory magnetic tapes. It contains the instructions used in the solution of the various flight equations. When the OP-Code addresses a core address, the core address description is printed out in the data description. This listing differs from the 8-OP listing in that the actual band address is included. Figure 2-9 illustrates the format used for this listing.

j. Listing of Core-Memory Loads and Stores (Read/Write Table). This listing provides the programmer with the equation number and band address of all instructions which are used to insert or extract core-memory data. Figure 2-10 illustrates the format used for this listing.

Equation Number	*Band Type	Instruction Count	Simulator Type	Equation Name	Programmer's Initials	Date Equation Programmed
0415		F11-017	C135B	TURN RATE] STAB. AXIS [RS]	CWS	10.4.600242
0420		F12-025	C135B	MOMENT X ACF AXIS [MXA]	CWS	10.5.62 00984
0425		F12-015	C135B	MOMENT Y ACE AXIS [MYA]	CWS	10.04.62 00997
043		F12-035	C135B	MOMENT Z ACE AXIS [MZA]	CWS	10.04.62 01048
0435		F11-020	C135E	SIN AND COS THETA	CWS	10-02-62 00085
0450		F11-009	C135B	SIN BANK ANGLE	CWS	10-3-62 00096
0455		F11-009	C135B	COS BANK ANGLE	CWS	10-3-62 00101
0460		F11-009	C135E	SIN TRUE HEADING	CWS	10-3-62 00106
0465		F11-009	C135E	COS TRUE HEADING	CWS	10-3-62 00111
0470		F14-169	C-135B	FLT. INTEG.	BFS	8-13-63 01994
0600		F11-214	C-135E	GR. REACTION	BFS	8.15.63 REV A 00394
0601		F13-041		NOSE WHEEL STEERING		J.HUNT 01287
0602		M23-083	C-135E	BPAKE EFFECTS	BFS	8-19-63 07166
0680		M23-026	C135B	OUTSIDE AIR TEMP	CWS	11-12-62 06980
0685		F14-018	C-135B	DELTA HP	BFS	8-2-63 01981
0705		M12-035	C135B	AMBIENT PRESSURE		04226
0725		M23-043	C-135E	FLD. PRESS-ALT SET	BFS	8-13-63 07128
0726		F14-215	C135B	AILERON AUTOPILOT	CWS	01-11-63 02240
0727		F14-180	C135B	ELEVATOR AUTOPILOT	CWS	1-23-63 02384
0728		F14-060	C135E	RUDDER AUTOPILOT	CS	1-28-63 02506
0729		M22-032	C135B	AUTOPILOT POWER	CWS	1-23-63 06734

*F = Fast, M = Medium, S = Slow

Figure 2-1. Format for Numerical List of Equations

Equation Number	Band Type	Instruction Count	Equation Name	Programmer's Initials	Date	Assembly System Sort Number
0727		F14-180	C135B ELEVATOR AUTOPILOT	CWS	1-23-63	02384
0728		F14-060	C135B RUDDER AUTOPILOT	CS	1-28-63	02506
0732		F14-038	C135B ELEV AUTOPLT TIE IN	CWS	2-7-63	02550
0734		F14-046	C135B RUDDER AUTOPLT TIE	CWS	2-7-63	02584
0801		F14-053	LATERAL CONTROL-AILERON	MC	2-6-63	02625
-		BLOCK END CODE				02663
MEDIUM ONE		C135A	QUAD 1	010		0026640001
2076		M11-085	C-135B LOADMETER IND.	AD	12-26-62	02670
2081		M11-172	C135B GEN SPEED AND VOLTS	AD	12-20-62	02743
2082		M11-150	C-135B AC VOLT-FREQ METER	AD	12-26-62	02900
2084		M11-063	C-135B DC METERS	AD	1-9-63	03042
2085		M11-125	C-135B BATT CHRG CKT	AD	2-8-63	03100
2086		M11-142	C-135 B MAX GEN PWR PEF	AD	12-21-62	03220
2087		M11-159	C135B LOAD DISTRIP	AD	12-22-62	03359
2010		M11-076	C-135B L+G WARN HOPN-GPO	RELAY	BFS 10-8-62	03492
-		BLOCK END CODE				03589
MEDIUM ONE		C135B	QUAD 2	011		0035902001
2061		M12-123	C-135B STAB TRIM DRIVE	AD	1-22-63	03591
2050		M12-136	C-135B L-R HYD SYS FLOW -	FLAP RATE	BFS 12-03698	
2053		M12-140	C-135B L-R SYS. HYD. PRESS	BFS	12-17-62	03827
2055		M12-057	C135B RUD. HYD. PRESS.	BFS	11-21-62	03951

Figure 2-2. Format for Drum Order Loading of Equations

Equation Number	Operation Code	Address or Constant	Band & Quadrant (Octal)					
FAST ONE 120000 75000	6000	C135B & & F11-056	C135B	L11	M21	N31	CE	CWS 09-25-62
120000	6202205	6050000	6120000	6253777	6120000	6253777	6233766001	
202211	6050000	6120000	6253777	6120000	6253777	6233767	6202215002	
50000	6120000	6253777	6120000	6253777	6233770	6202221	6050000003	
120000	6253777	6120000	6253777	6233771	6020000	6023767	6013766004	
100001	6232223	6203766	6023767	6253777	6013770	6023771	6100001005	
232227	6203766	6120000	6013767	6023770	6023771	6100001	6232233006	
203761	6101001	6023766	6023767	6023770	6023771	6100002	6232222007	
80000		F11-021	C135B	L21	M1-DIR.	COC.	CWS 09-24-62	
120000	6202205	6032211	6120000	6253777	6120000	6253777	6202215010	
32221	6120000	6253777	6120000	6253777	6020000	6100002	6232226011	
101002	6010000	6010000	6100002	6232224			012	
100000		F11-021	C135B	M31	N2-DIR	COS.	CWS 09-24-62	
120000	6202205	6032221	6120000	6253777	6120000	6253777	6202211013	
32215	6120000	6253777	6120000	6253777	6020000	6100002	6232232014	
101002	6010000	6010000	6100002	6232230			015	
105000		F11-021	C135B	N11	L3-DIR.	COS.	CWS 9-24-62	

Figure 2-3. Format for General Program Bands 8-OP Listing

Data Description	Originating Programmer's Sketch Number	Core Memory Address (Octal)
STABILIZER TRIM CONTROL WHEEL	462134 SH2	0254
START LEVER NO 1	462134 SH3	0255
START LEVER NO 2	462134 SH3	0256
START LEVER NO 3	462134 SH3	0257
START LEVER NO 4	462134 SH3	0260
X %VISUAL□	RA039	0261
Y %VISUAL□	RA039	0262
ZA-ZF %VISUAL□	RA039	0263
ADF LOOP - 1 ERROR	RA030	0264
ADF LOOP - 2 ERROR	RA031	0265
PILOT LEFT BRAKE PEDAL	464091 SH2	0266
PILOT RIGHT BRAKE PEDAL	464091 SH2	0267
CO PILOT LEFT BRAKE PEDAL	464091 SH2	0270
CO PILOT RIGHT BRAKE PEDAL	464091 SH2	0271
PARAMETER SET	473563 SH3	0272

Figure 2-4. Format for Core-Memory Locations, Analog

Data Description	Originating Programmer's Sketch Number	Boolean Core-Memory Address (Octal)
START IGNITION FAIL - ENG 1 C135B	B463031SH2	0020
START IGNITION FAIL - ENG 2	B463031SH2	0021
START IGNITION FAIL - ENG 3	B463031SH2	0022
START IGNITION FAIL - ENG 4	B463031SH2	0023
HOT START - ENG 1	B463031SH2	0024
HOT START - ENG 2	B463031SH2	0025
HOT START - ENG 3	B463031SH2	0026
HOT START - ENG 4	B463031SH2	0027
HUNG START - ENG 1	B463031SH2	0030
HUNG START - ENG 2	B463031SH2	0031
HUNG START - ENG 3	B463031SH2	0032
HUNG START - ENG 4	B463031SH2	0033
SURGE BLEED PORT STUCK - ENG 1	B463031SH2	0034
SURGE BLEED PORT STUCK - ENG 2	B463031SH2	0035
SURGE BLEED PORT STUCK - ENG 3	B463031SH2	0036
SURGE BLEED PORT STUCK - ENG 4	B463031SH2	0037
FLAMEOUT - ENG 1	B463031SH3	0040
FLAMEOUT - ENG 2	B463031SH3	0041
FLAMEOUT - ENG 3	B463031SH3	0042

Figure 2-5. Format for Core-Memory Locations, Boolean

Number of Variables	Not Used		X Address	Y Address	Break Point Values					Sort Number	
	Indexing Digit										
	200										A AA001
	J266	&1266	&1266	&1266	&1266						A AA002
	J304	&1304	&1304	&1304	&1304						A AA003
	60	&0160	&0264	&0424	&0750	&2230	&3310	&4434	&5454		A AA004
	140	&0234	&0334	&0454	&0674	&1510	&2254	&3114	&3730		A AA005
	220	&0310	&0404	&0500	&0620	&0770	&1214	&1574	&2200		A AA006
	304	&0374	&0470	&0564	&0664	&0770	&1174	&1470	&2040		A AA007
	430	&0514	&0604	&0674	&0770	&1074	&1214	&1360	&1604		A AAC08
Computing Time	630	&0704	&0770	&1064	&1154	&1264	&1400	&1544	&2000		A AA009
	&0000	&0000	&0000	&0000	&0000						A AA010
	J340	&1340	&1340	&1340	&J340						A AA011
	100										A AR001
	J301	&1301	&1301	&1301	&1301						A AP002
		220	&0420	&0624	&1114	&1570	&2604	&4350	&7360		A AR003
											A AR004
	J341	&1341	&1341	&1341	&J341						A AR005
	200										A AC001
	J267	&1267	&1267	&1267	&1267						A AC002
	J265	&1265	&1265	&1265	&1265						A AC003
			4	&0030	&0154	&0354	&0634	&1224	&1760		A AC004
			14	&0044	&0134	&0310	&0560	&1130	&1640	&2420	A AC005
			44	&0140	&0264	&0534	&1114	&1670	&2640	&3654	A AC006
			70	&0174	&0360	&0740	&1460	&2470	&3544	&4024	A AC007

Figure 2-6. Format for Linear Function Interpolator Listing

First Octal Word	Second Octal Word	Description	Decimal	Simulator Type	Drum Address	Core Memory Address
2734	4111	SIN (LAMBDA) MSB (T27-HI	1011	04 1010
112	0333	COS %LAM) MSB (REL)		T27-HI	1012	04 1011
15	0412	ORB RADIUS X VEH VEL		T27-HI	1013	04 1012
512	2000	QUAT E (1)	.332525	T27-HI	1014	04 1013
2135	7510	QUAT E (2)	-.12103	T27-HI	1015	04 1014
511	7530	QUAT E (3)	.33194	T27-HI	1016	04 1015
135	6700	QUAT E (4)	-12082	T27-HI	1017	04 1016
600	0000	BOOL INITIALIZE		T27-HI	1020	04 1017
400	0000	K %L□		T27-HI	1021	04 1020
1416	6133	K %U%G)		T27-HI	1022	04 1021
1332	0000	K %V%G)	OCT 6000	T27-HI	1023	04 1022
1210	2430	K %R%G)		T27-HI	1024	04 1023
		ORB RADIUS (LSB)		T27-HI	1025	04 1024
		SIN %LAM) (LSB)		T27-HI	1026	04 1025
		SIN %LAM) (LSB)		T27-HI	1027	04 1026
		COS %LAM) (LSB)		T27-HI	1030	04 1027
		SIN %LAM) (REL) LSB		T27-HI	1031	04 1030
		COS %LAM) (REL) LSB		T27-HI	1032	04 1031
1310	0000	K %FO□		T27-HI	1033	04 1032
712	4000	CONSTANT(FUEL STG 1) G		T27-HI	1034	04 1033
636	2000	CONSTANT(OX STG 1) GU		T27-HI	1035	04 1034
700	6000	CONST (FUEL STG 2) GU		T27-HI	1036	04 1035

Figure 2-7. Format for Data Preselector (Initial Conditions) Listing

Facility Type*	Call Letters	Data Preselector Word		Drum Address	Simulator Type	Lower Limits	Upper Limits	Drum Data Format	
								Frequency	X Coordinates Y Coordinates
MM	AKN	02		0105	C135B02	6000077	330000	00	111111111
MM	AKN	03		0106	C135B02	6222145	030000	100101000	11001010011
MM	AKN	04		0107	C135B02	6011502	330000	000010110	100000101111
MM	FAI	01		0110	C135B02	6000000	000000		
MM	FAI	02		0111	C135B02	6000037	330000	00	111111111
MM	FAI	03		0112	C135B02	6231246	300000	100110101	10001101100

Facility Type	Call Letters	Data Word		Drum Address	Simulator Type	**	**	Drum Data Format
MM	AKN	05		0221	C135B02	6032531	100000	00011101010110010100
MM	FAI	05		0222	C135B02	6040152	220000	00100000011010101010
MM	EAF	05		0223	C135B02	6040121	320000	00100000010100011110
MM	ANC	05		0224	C135B02	6033225	300000	00011110100101011100
MM	EDF	05		0225	C135B02	6033236	310000	00011110100111101101
MM	SEA	05		0226	C135B02	6023666	120000	00010111101101100110
MM	TCM	05		0227	C135B02	6023616	120000	00010111100011100110
MM	TPE	05		0230	C135B02	6012212	000000	00001100100010100000

* See Mark I Programming Manual for complete breakout of radio aids

** Depends on facility selected; see Mark I Programming Manual

Figure 2-8. Format for Data Preselector (Radio Aids) Listing

Equation Number	Card & Instruction No. Per Card		Operation Code	Address	Drum Band And Quadrant (Octal)	Scale Factor (B = Boolean)
	Drum Band		Simulator			
	MEDIUM THREE		C1358		QUAD 1 030	0001
	0002	000-1	00-0000			MEDI
	0003	000-2	00-0000			MEDI
	0004	000-3	00-0000			MEDI
	0005	000-4	00-0000			MEDI
	0006	000-5	00-0000			MEDI
	8011		M31-052 C-1358		LATITUDE INTEGRATION JEW 12-15-62 R	63
	0010	001-1	22-0000		Data Description	8011
	0011	001-2	23-3775		SCRATCH PAD	8011
	0012	001-3	23-3776		SCRATCH PAD	8011
	0013	001-4	33-2427		RESET AIRCRAFT INTEGRATORS	8011 8
	0014	001-5	20-2103		AIRCRAFT RESET LATITUDE	8011 -08
	0015	001-6	26-0036			8011
	0016	001-7	33-0444		GROUND POSITION FREEZE	8011 8
	0017	002-0	30-3021		FUNCTION ON FREEZE	8011 8
	0020	002-1	26-0055			8011
	0021	002-2	20-2256		RATE OF CHANGE OF LATITUDE	8011 208
	0022	002-3	10-1005			8011
	0023	002-4	10-1002			8011

Figure 2-9. Format for General Program Bands Listing (Absolute)

Card No. And No. of Instruction (1-8) on Cards			Data Description	Equation Number	Scale Factor (B = Boolean)
Drum Address	Operation Code And Address				
2601	226-1	34-3307	TCN-1 RANGE FREEZE	8078	B
0057	006-0	20-3310	GEN 2 VOLTS %COMP	2076	-08
0305	031-1	23-3310	GEN 2 VOLTS %COMP	2081	-08
3132	261-5	30-3310	TCN-2 RANGE FREEZE	8079	B
4134	163-6	33-3310	TCN-2 RANGE FREEZE	8090	B
2776	246-1	34-3310	TCN-2 RANGE FREEZE	8079	B
0113	011-4	20-3311	GEN 3 VOLTS %COMP	2076	-08
0376	040-2	23-3311	GEN 3 VOLTS %COMP	2081	-08
2614	227-4	31-3311	TCN-1 RCVR FIL WARM	8078	B
2612	266-0	33-3311	TCN-1 RCVR FIL WARM	8101	B
2575	225-5	34-3311	TCN-1 RCVR FIL WARM	8078	B
2400	245-4	01-3312	GEN 1 OVERLOAD CLOCK	2093	
242	250-1	02-3312	GEN 1 OVERLOAD CLOCK	2093	
2403	245-7	23-3312	GEN 1 OVERLOAD CLOCK	2093	
3011	247-4	31-3312	TCN-2 RCVR FIL WARM	8079	B
2757	303-0	33-3312	TCN-2 RCVR FIL WARM	8102	B
2772	245-5	34-3312	TCN-2 RCVR FIL WARM	8079	B
2410	246-4	01-3313	GEN 2 OVERLOAD CLOCK	2093	
2431	250-5	02-3313	GEN 2 OVERLOAD CLOCK	2093	
2413	246-7	23-3313	GEN 2 OVERLOAD CLOCK	2093	

Figure 2-10. Format for Loads and Stores Listing

Appendix A

PROGRAM PROCESSING FORMS.

<u>Form Number</u>	<u>Title</u>
GENERAL PURPOSE PROGRAM	
F-2214-A	Coding and Constant Sheet "B" Size
F-2214-2	Program Sheet "A" Size
F-2347	Program Change Notice
F-2243	Master Equation List
F-2244	Drum Allocation
F-2249A	Core Memory Locations
LINEAR FUNCTION INTERPOLATOR PROGRAM	
F-2237-B	Linear Function Interpolator Data Input Sheet
DATA PRESELECT PROGRAM	
F-2256-A	Radio Facility Data
F-2346	Data Preselect Change Notice
F-2462-2	Initial Conditions Data Sheet

GENERAL PROGRAM NUMBERING SYSTEMS

EAL-727 UAL-727 TWA-727

EQUATION NUMBERS

0000 - 0999
1000 - 1999
2000 - 2999
3000 - 3999
4000 - 4999
5000 - 5250
5251 - 5500
5501 - 5750
6000 - 6999
7000 - 7999
8000 - 8999
9000 - 9499
9500 - 9999

SIMULATOR SECTION EQUATIONS

Flight
Not Used
Flight Accessories
Not Used
Engines
Air Conditioning and Pressurization
Electrical
Hydraulics
Engine Accessories
Not Used
Navigation Communications
Not Used
Miscellaneous

EQUATION NUMBERS

SIMULATOR SECTION EQUATIONS

C-135B

0000 - 0999
1000 - 1999
2000 - 2999
3000 - 3999
4000 - 4999
5000 - 5999
6000 - 6999
7000 - 7999
8000 - 8999
9000 - 9999

Flight
Not Used
Flight Accessories
Not Used
Engines
Not Used
Not Used
Not Used
Navigation Communications
Miscellaneous

Dora

0000 - 0999
1000 - 1999
2000 - 2999
3000 - 3999
4000 - 4999
5000 - 5199
5200 - 5299
5300 - 5499
5500 - 5599
5600 - 5750
6000 - 6999
7000 - 7999
8000 - 8999
9000 - 9499
9500 - 9999

Flight
Not Used
Flight Accessories
Not Used
Engines
Weapons
Air Conditioning and Pressurization
Electrical
Fuel
Hydraulic
Engine Accessories
Not Used
Navigation Communications
Not Used
Miscellaneous

Gemini

0000 - 0999
1000 - 1999
2000 - 2999
3000 - 3999
4000 - 4999
5000 - 5999
6000 - 6999
7000 - 7999
8000 - 8999

9000 - 9499

9500 - 9999

Motion
ACME and Change in Velocity
Weight and Balance
Propulsion
Not Used
Launch System Integration
Not Used
Not Used
Sensors - Platform, Horizon, Rate of Gyros, and Radar
Instructor Clocks and Drift Generator
Nos. 1 thru 13
Miscellaneous

EQUATION NUMBERS

SIMULATOR SECTION EQUATION

C-141A

0000 - 0999
1000 - 1999
2000 - 2999
3000 - 3999
4000 - 4999
5000 - 5999
6000 - 6999
7000 - 7999
8000 - 8999
9000 - 9999

Flight
Not Used
Flight Accessories
Not Used
Engines
Accessories
Not Used
Not Used
Navigation Communications
Miscellaneous

QEA - 707

0000 - 1999
2000 - 3999
4000 - 4999
5000 - 5199
5200 - 5399
5400 - 5599
5600 - 5799
5800 - 5999
6000 - 6999
7000 - 7999
8000 - 8999
9000 - 9999

Flight
Flight Accessories
Engines
Electrical Accessories
Fuel Accessories
Hydraulics Accessories
Not Used
Miscellaneous Accessories
Not Used
Not Used
Navigation Communications
Miscellaneous

T-27

0000 - 0999
1000 - 1999
2000 - 2999
3000 - 3999
4000 - 4999
5000 - 5999
6000 - 6999
7000 - 7999
8000 - 8999
9000 - 9499
9500 - 9999

Motion
Deorbit
Weight and Balance
Propulsion
Not Used
Launch Guidance and Rendezvous
LFI Program
Not Used
Sensor, Platform, Radar and Visual
Target
Miscellaneous

LFI CARD PROGRAM

<u>CARD NO.</u>	<u>SINGLE VARIABLE</u>	<u>FLAGS</u>	
1	1 Control Word (100)	"11" Punch in Col 2	
2	5 X Addresses	"11" Punch in Col 2	
3	9 Data Points	"11" Punch in Col 2	- Curve of
4	2 Computer Time	"11" Punch in Col 2	9 Points
5	5 Ans. Addresses	"11" Punch in Col 2 and 34	
	<u>22</u> Steps	<u>6</u> Flags Total	

<u>CARD NO.</u>	<u>2 VARIABLE</u>	<u>FLAGS</u>	
1	1 Control Word (200)	"11" Punch in Col 2	
2	5 X Addresses	"11" Punch in Col 2	
3	5 Y Addresses	"11" Punch in Col 2	- Page of
4-12	81 Data Points (Maximum)	"11" Punch in Col 2	9 Curves
13	4 Computer Time	"11" Punch in Col 2	
14	5 Ans. Addresses	"11" Punch in Col 2 and 34	
	<u>101</u> Steps (Maximum)	<u>7</u> Flags Total	

<u>CARD NO.</u>	<u>3 VARIABLE</u>	<u>FLAGS</u>	
1	1 Control Word (300)	"11" Punch in Col 2	
2	5 X Addresses	"11" Punch in Col 2	
3	5 Y Addresses	"11" Punch in Col 2	- Book of
4	5 Z Addresses	"11" Punch in Col 2	9 Pages
5-85	729 Data Points (Maximum)	"11" Punch in Col 2	of Curves
86	6 Computer Time	"11" Punch in Col 2	
87	5 Ans. Addresses	"11" Punch in Col 2 and 34	
	<u>756</u> Steps (Maximum)	<u>8</u> Flags Total	

RADIO PRESELECTOR TYPE CODE WORDS

Type Code 1 or 2 MM or OM

Card 1 - Word 1 0
 Card 2 - Word 2 * 0 0 0 0 0 0 0 0 0 * 1 1 1 1 1 1 1 1 1 1
 Card 3 - Word 3 Latitude lower (10) Latitude upper (10)
 Card 4 - Word 4 Longitude lower (10) Longitude upper (10)
 Card 5 - Word 5 Sign (1) Latitude (19)
 Card 6 - Word 6 Sign (1) Longitude (19)
 Card 7 - Word 7 sine of axis (10) cosine of axis (10)
 Card 8 - Word 8 MISC (6) 0 0 0 0 elevation +1000 (10)

Type Code 3 FM, Z, BONE, LFM

Card 1 - Word 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
 Card 2 - Word 2 * 0 0 0 0 0 0 0 0 0 * 1 1 1 1 1 1 1 1 1 1
 Card 3 - Word 3 Latitude lower (10) Latitude upper (10)
 Card 4 - Word 4 Longitude lower (10) Longitude upper (10)
 Card 5 - Word 5 Sign (1) Latitude (19)
 Card 6 - Word 6 Sign (1) Longitude (19)
 Card 7 - Word 7 sine of axis (10) cosine of axis (10)
 Card 8 - Word 8 type (4) 0 0 0 0 0 0 elevation +1000 (10)
 Card 9 - Word 9 call letters (16) MISC (4) (16 one's for Z)
 Card 10 - Word 10 call letters (16) MISC (2) 00 (16 one's for Z)
 Card 11 - Word 11 call letters (16) 0 0 0 0 (16 one's for Z)
 Card 12 - Word 12 call letters (16) 0 0 0 0 (16 one's for Z)

Type Code 4 ILS, ILSDME

Card 1 - Word 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
 Card 2 - Word 2 frequency (10) frequency (10)
 Card 3 - Word 3 Latitude lower (10) Latitude upper (10)
 Card 4 - Word 4 Longitude lower (10) Longitude upper (10)
 Card 5 - Word 5 Sign (1) Latitude (19)
 Card 6 - Word 6 Sign (1) Longitude (19)
 Card 7 - Word 7 Sine of axis (10) cosine of axis (10)
 Card 8 - Word 8 1 DME MISC (6) Elevation +1000 (12) (10 for ILS, 11 for ILSDME)
 Card 9 - Word 9 Call letter (16) g.p.a. (4) (MSB)
 Card 10 - Word 10 Call letters (16) g.p.a. (4) (LSB)
 Card 11 - Word 11 Call letters (16) RL - R_{tg} (4) (MSB)
 Card 12 - Word 12 Call letters (16) RL - R_{tg} (4) (LSB)

Type Code 6 RBN, LOM, LMM, BC

Card 1 - Word 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
 Card 2 - Word 2 frequency lower (10) frequency upper (10)

Card 3 - Word 3 Latitude lower (10) Latitude upper (10)
 Card 4 - Word 4 Longitude lower (10) Longitude upper (10)
 Card 5 - Word 5 Sign (1) Latitude 19
 Card 6 - Word 6 Sign (1) Longitude 19
 Card 7 - Word 7 0 frequency 12 0 0 0 0 0 0 0
 Card 8 - Word 8 0 power (9) elevation +1000 (10)
 Card 9 - Word 9 Call letters (16) MISC (4)
 Card 10 - Word 10 Call letters (16) MISC (2) 0 0
 Card 11 - Word 11 Call letters (16) 0 0 0 0
 Card 12 - Word 12 Call letters (16) 0 0 0 0

Type Code 7 LFRR

Card 1 - Word 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
 Card 2 - Word 2 frequency lower (10) frequency upper (10)
 Card 3 - Word 3 Latitude lower (10) Latitude upper (10)
 Card 4 - Word 4 Longitude lower (10) Longitude upper (10)
 Card 5 - Word 5 Sign (1) Latitude (19)
 Card 6 - Word 6 Sign (1) Longitude (19)
 Card 7 - Word 7 0 frequency (12) 0 0 0 0 0 0 0
 Card 8 - Word 8 1 power 9 elevation +1000 (10)
 Card 9 - Word 9 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
 Card 10 - Word 10 Call letters (16) MISC (4)
 Card 11 - Word 11 Call letters (16) MISC (2) 0 0
 Card 12 - Word 12 Call letters (16) 0 0 0 0
 Card 13 - Word 13 diameter circle 1 (10) diameter circle 2 (10)
 Card 14 - Word 14 diameter circle 3 (10) diameter circle 4 (10)
 Card 15 - Word 15 sine axis (10) cosine axis (10)
 Card 16 - Word 16 Sine mag. var. (10) 0 cosine mag. var. (9)

Type Code 5 VOR, TACAN, UHF/DF

Card 1 - Word 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
 Card 2 - Word 2 frequency (10) frequency (10)
 Card 3 - Word 3 Latitude lower (10) Latitude upper (10)
 Card 4 - Word 4 Longitude lower (10) Longitude upper (10)
 Card 5 - Word 5 Sign (1) Latitude (19)
 Card 6 - Word 6 Sign (1) Longitude (19)
 Card 7 - Word 7 sine mag. var. (1) 0 cosine mag. var. (9)
 Card 8 - Word 8 0 type (6) 0 0 0 elevation +1000 (10)
 Card 9 - Word 9 Call letters (16) MISC (4)
 Card 10 - Word 10 Call letters (16) MISC (2) 0 0
 Card 11 - Word 11 Call letters (16) 0 0 0 0
 Card 12 - Word 12 Call letters (16) 0 0 0 0

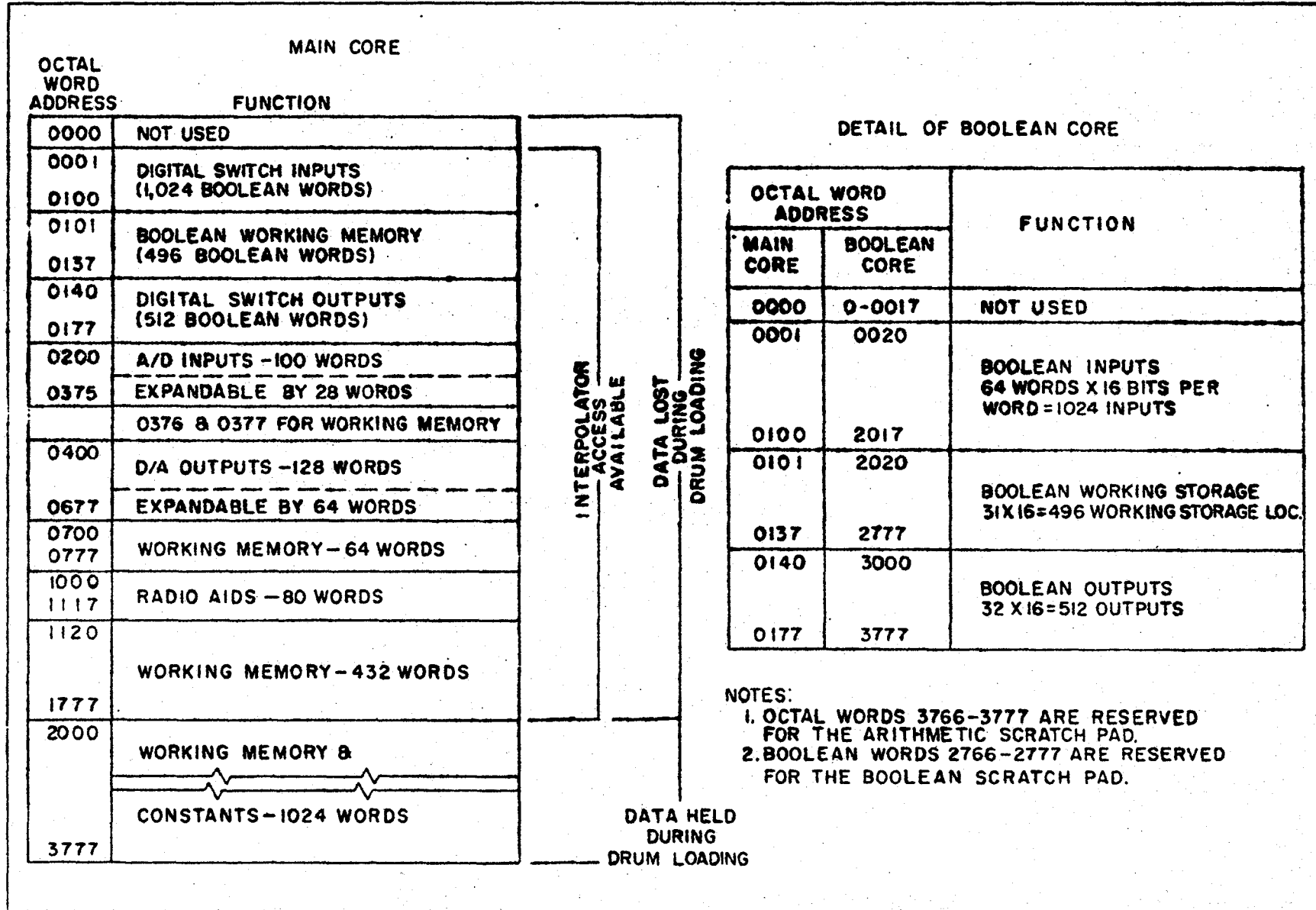
* Octal Input

1. 03 (0 to 1/2)
2. 27 (1/2 to full)
3. 07 (0 to full)

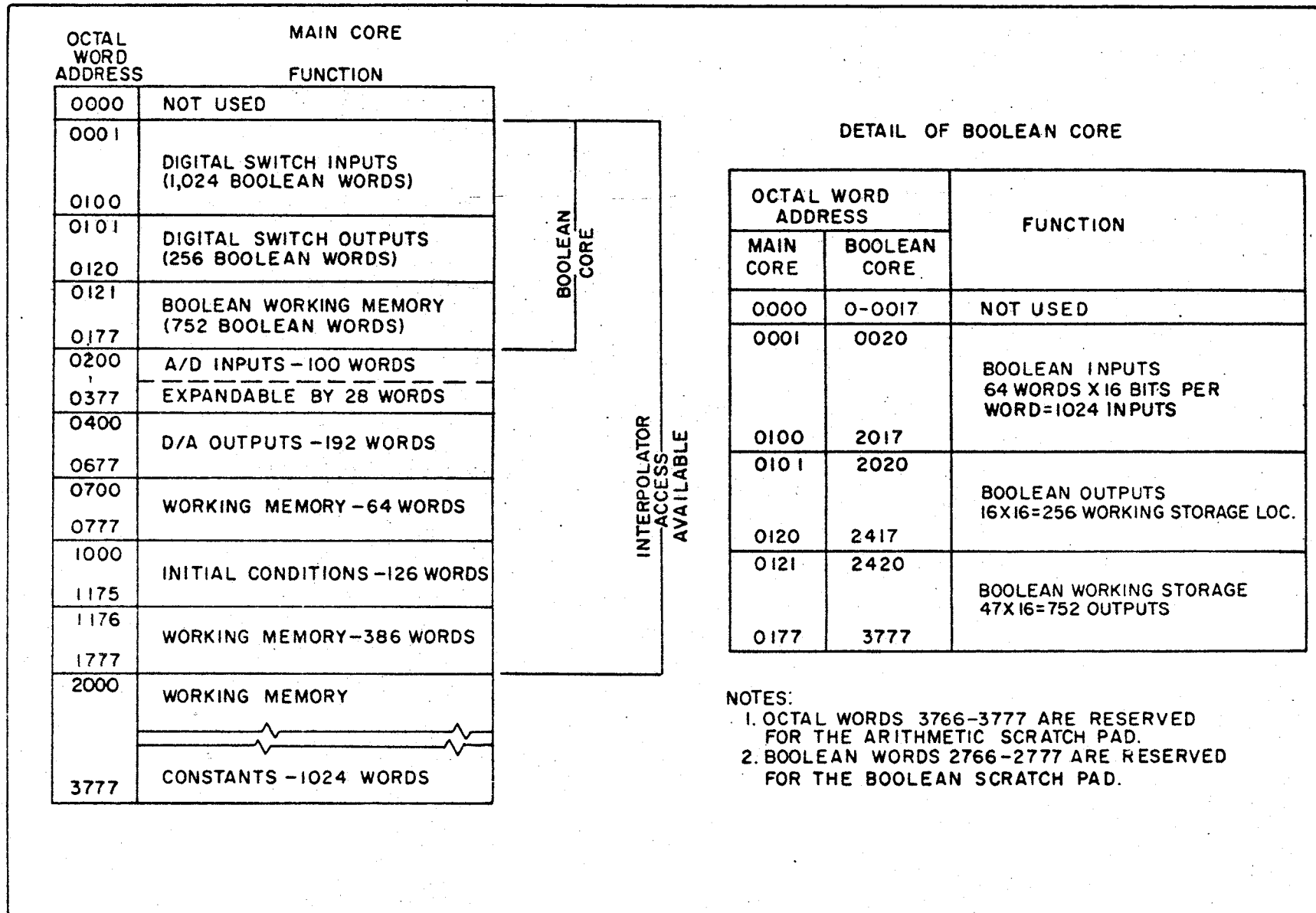
Binary Output

0000000000111111111
 1000000000111111111
 0000000000111111111

EAL 727, UAL 727, TWA 727, C-135B, and DORA CORE MEMORY CHART



GEMINI CORE MEMORY CHART



C-141A CORE MEMORY CHART

MAIN CORE		DETAIL OF BOOLEAN CORE		
OCTAL WORD ADDRESS	FUNCTION	OCTAL WORD ADDRESS		FUNCTION
		MAIN CORE	BOOLEAN CORE	
0000	NOT USED	0000	0-0017	NOT USED
0001	DIGITAL SWITCH INPUTS (1,536 BOOLEAN WORDS)	0001	0020	BOOLEAN INPUTS 96 WORDS X 16 BITS PER WORD = 1536 INPUTS
0140		0140	3017	
0141	BOOLEAN WORKING MEMORY (496 BOOLEAN WORDS)	0141	3020	BOOLEAN WORKING STORAGE 31 X 16 = 496 WORKING STORAGE LOC.
0177		0177	3777	
0200	A/D INPUTS - 100 WORDS			
0377	EXPANDABLE BY 28 WORDS			
0400	D/A OUTPUTS - 200 WORDS			
0707				
0710	WORKING MEMORY - 56 WORDS			
0777				
1000	RADIO AIDS - 80 WORDS			
1117				
1120	WORKING MEMORY - 432 WORDS			
1777				
2000	32 MAIN WORDS DIGITAL SWITCH OUTPUTS (512 BOOLEAN WORDS)			
2037				
2040	WORKING MEMORY AND CONSTANTS - 1024 WORDS			
3777				

INTERPOLATOR
ACCESS
AVAILABLE

DATA LOST
DURING
DRUM LOADING

DATA HELD
DURING
DRUM LOADING

NOTES:

1. BOOLEAN CORE BIT DISTRIBUTION: C.M. BIT 2⁰ = BOOLEAN 0037; C.M. BIT 2¹ = BOOLEAN 0036; ETC.
2. DSO CORES ARE ADDRESSABLE ONLY AS FOLLOWS:
35 1---EQUALS BOOLEAN LOAD OF DSO.
35 0---EQUALS BOOLEAN STORE OF DSO.

QEA 707 CORE MEMORY CHART

MAIN CORE			DETAIL OF BOOLEAN CORE		
OCTAL WORD ADDRESS	FUNCTION		OCTAL WORD ADDRESS		FUNCTION
0000	NOT USED	INTERPOLATOR ACCESS AVAILABLE	MAIN CORE	BOOLEAN CORE	
0001	DIGITAL SWITCH INPUTS (1024 BOOLEAN WORDS)		0000	0-0017	NOT USED
0100	BOOLEAN WORKING MEMORY (496 BOOLEAN WORDS)		0001	0020	BOOLEAN INPUTS 64 WORDS X 16 BITS PER WORD=1024 INPUTS
0101			0100	2017	
0140	DIGITAL SWITCH OUTPUTS (512 BOOLEAN WORDS)		0101	2020	BOOLEAN WORKING STORAGE 31 X 16=496 WORKING STORAGE LOC.
0177	A/D INPUTS -100 WORDS EXPANDABLE BY 28 WORDS		0137	2777	
0200			0140	3000	
0377			0177	3777	
0400	D/A OUTPUTS - 200 WORDS				
0707	RADIO AIDS -88 WORDS				
0710					
0777					
1000					
1127	414 WORDS WORKING MEMORY				
1130					
1177	1024 WORDS WORKING MEMORY				
2000					
3777					

NOTES:

1. OCTAL WORDS 3766-3777 ARE RESERVED FOR THE ARITHMETIC SCRATCH PAD.
2. BOOLEAN WORDS 2766-2777 ARE RESERVED FOR THE BOOLEAN SCRATCH PAD.
3. BOOLEAN CORE, BIT DISTRIBUTION:
(MAIN CORE ADDRESS = 0001) CM BIT
2⁰ = BOOLEAN 0037; CM BIT 2¹ = BOOLEAN 0036; CM BIT 2² = BOOLEAN 0035; ETC.

T-27 CORE MEMORY CHART

MAIN CORE		DETAIL OF BOOLEAN CORE		
OCTAL WORD ADDRESS	FUNCTION	OCTAL WORD ADDRESS		FUNCTION
		MAIN CORE	BOOLEAN CORE	
0000	NOT USED	0000	0-0017	NOT USED
0001	DIGITAL SWITCH INPUTS (1,024 BOOLEAN WORDS)	0001	0020	BOOLEAN INPUTS 64 WORDS X 16 BITS PER WORD = 1024 INPUTS
0100	BOOLEAN WORKING MEMORY (496 BOOLEAN WORDS)	0100	2017	
0101		0101	2020	BOOLEAN WORKING STORAGE 31X16 = 496 WORKING STORAGE LOC.
0137	DIGITAL SWITCH OUTPUTS (512 BOOLEAN WORDS)	0137	2777	
0140	A/D INPUTS -100 WORDS EXPANDABLE BY 28 WORDS 0376 & 0377 FOR WORKING	0140	3000	BOOLEAN OUTPUTS 32 X 16 = 512 OUTPUTS
0177		0177	3777	
0200	D/A OUTPUTS -192 WORDS EXPANDABLE BY 64 WORDS	INTERPOLATOR ACCESS AVAILABLE		
0375				
0400	INITIAL CONDITIONS -128 WORDS			
0777	WORKING MEMORY -384 WORDS			
1000	WORKING MEMORY &			
1117				
1120	CONSTANTS -1024 WORDS			
1777				
2000				
3777				

NOTES:

- OCTAL WORDS 3766-3777 ARE RESERVED FOR THE ARITHMETIC SCRATCH PAD.
- BOOLEAN WORDS 2766-2777 ARE RESERVED FOR THE BOOLEAN SCRATCH PAD.
- BOOLEAN CORE, BIT DISTRIBUTION:
(MAIN CORE ADDRESS=0001) C.M. BIT 2⁰=
BOOLEAN 0037; C.M. BIT 2¹= BOOLEAN 0036;
C.M. BIT 2³= BOOLEAN 0035; ETC.

COMPUTER MNEMONIC AND NUMERIC CODES

MARK I			MARK II	
Operation	Mnemonic Code	Numeric Code	Mnemonic Code	Operation
Add	ADD	01	ADD	Add
Subtract	SUB	02	SUB	Subtract
Multiply	MLT	03	MLT	Multiply
Negative Multiply	NMT	04	DPA	Double-Precision Add
Square	SQ	05	SQ	Square
Divide	DIV	06	DIV	Divide
Square Root	SRS	07	SRS	Square Root
Step				Step
Scale	SCL	10	SCL	Scale
Shift	SFT	11	SFT	Shift
No-Operation	NPA	12	NPA	No-Operation
Invert Sign	INS	13	INS	Invert Sign
Absolute Value	ABS	14	ABS	Absolute Value
Zero Slice	ZSL	15	ZSL	Zero Slice
Flag Negative	FLN	16	FLN	Flag Negative
		16	FLO	Flag Zero
		17	MSK	Mask Accumulator
Load Accumulator	LD	20	LD	Load Accumulator
Index Load Accumulator	ILD	21	ILD	Index Load Accumulator
Load Constant	LDK	22	LDK	Load Constant
Store Accumulator	ST	23	ST	Store Accumulator
Index Store Accumulator	IST	24	IST	Index Store Accumulator
No-Operation Conditional	NPB	25	NPB	No-Operation Conditional
Skip	SKP	26	SKP	Skip
Conditional Stop	STP	27	STP	Conditional Stop
Boolean Sum	OR	30	OR	Boolean Sum
Boolean Product	AND	31	AND	Boolean Product
Invert Boolean Accumulator	BIN	32	BIN	Invert Boolean Accumulator
Load Boolean Accumulator	BLD	33	BLD	Load Boolean Accumulator
Store Boolean Accumulator	BST	34	BST	Store Boolean Accumulator
		35	MQS	Store MQ Register
		36	OFD	Overflow Disregard
Tape Stop Code	TRS	37	TRS	Tape Stop Code

OCTAL-DECIMAL FRACTION CONVERSION TABLES

OCTAL	DEC.	OCTAL	DEC.	OCTAL	DEC.	OCTAL	DEC.
.000	.000000	.100	.125000	.200	.250000	.300	.375000
.001	.001953	.101	.126953	.201	.251953	.301	.376953
.002	.003906	.102	.128906	.202	.253906	.302	.378906
.003	.005859	.103	.130859	.203	.255859	.303	.380859
.004	.007812	.104	.132812	.204	.257812	.304	.382812
.005	.009765	.105	.134765	.205	.259765	.305	.384765
.006	.011718	.106	.136718	.206	.261718	.306	.386718
.007	.013671	.107	.138671	.207	.263671	.307	.388671
.010	.015625	.110	.140625	.210	.265625	.310	.390625
.011	.017578	.111	.142578	.211	.267578	.311	.392578
.012	.019531	.112	.144531	.212	.269531	.312	.394531
.013	.021484	.113	.146484	.213	.271484	.313	.396484
.014	.023437	.114	.148437	.214	.273437	.314	.398437
.015	.025390	.115	.150390	.215	.275390	.315	.400390
.016	.027343	.116	.152343	.216	.277343	.316	.402343
.017	.029296	.117	.154296	.217	.279296	.317	.404296
.020	.031250	.120	.156250	.220	.281250	.320	.406250
.021	.033203	.121	.158203	.221	.283203	.321	.408203
.022	.035156	.122	.160156	.222	.285156	.322	.410156
.023	.037109	.123	.162109	.223	.287109	.323	.412109
.024	.039062	.124	.164062	.224	.289062	.324	.414062
.025	.041015	.125	.166015	.225	.291015	.325	.416015
.026	.042968	.126	.167968	.226	.292968	.326	.417968
.027	.044921	.127	.169921	.227	.294921	.327	.419921
.030	.046875	.130	.171875	.230	.296875	.330	.421875
.031	.048828	.131	.173828	.231	.298828	.331	.423828
.032	.050781	.132	.175781	.232	.300781	.332	.425781
.033	.052734	.133	.177734	.233	.302734	.333	.427734
.034	.054687	.134	.179687	.234	.304687	.334	.429687
.035	.056640	.135	.181640	.235	.306640	.335	.431640
.036	.058593	.136	.183593	.236	.308593	.336	.433593
.037	.060546	.137	.185546	.237	.310546	.337	.435546
.040	.062500	.140	.187500	.240	.312500	.340	.437500
.041	.064453	.141	.189453	.241	.314453	.341	.439453
.042	.066406	.142	.191406	.242	.316406	.342	.441406
.043	.068359	.143	.193359	.243	.318359	.343	.443359
.044	.070312	.144	.195312	.244	.320312	.344	.445312
.045	.072265	.145	.197265	.245	.322265	.345	.447265
.046	.074218	.146	.199218	.246	.324218	.346	.449218
.047	.076171	.147	.201171	.247	.326171	.347	.451171
.050	.078125	.150	.203125	.250	.328125	.350	.453125
.051	.080078	.151	.205078	.251	.330078	.351	.455078
.052	.082031	.152	.207031	.252	.332031	.352	.457031
.053	.083984	.153	.208984	.253	.333984	.353	.458984
.054	.085937	.154	.210937	.254	.335937	.354	.460937
.055	.087890	.155	.212890	.255	.337890	.355	.462890
.056	.089843	.156	.214843	.256	.339843	.356	.464843
.057	.091796	.157	.216796	.257	.341796	.357	.466796
.060	.093750	.160	.218750	.260	.343750	.360	.468750
.061	.095703	.161	.220703	.261	.345703	.361	.470703
.062	.097656	.162	.222656	.262	.347656	.362	.472656
.063	.099609	.163	.224609	.263	.349609	.363	.474609
.064	.101662	.164	.226562	.264	.351562	.364	.476562
.065	.103515	.165	.228515	.265	.353515	.365	.478515
.066	.105468	.166	.230468	.266	.355468	.366	.480468
.067	.107421	.167	.232421	.267	.357421	.367	.482421
.070	.109375	.170	.234375	.270	.359375	.370	.484375
.071	.111328	.171	.236328	.271	.361328	.371	.486328
.072	.113281	.172	.238281	.272	.363281	.372	.488281
.073	.115234	.173	.240234	.273	.365234	.373	.490234
.074	.117187	.174	.242187	.274	.367187	.374	.492187
.075	.119140	.175	.244140	.275	.369140	.375	.494140
.076	.121093	.176	.246093	.276	.371093	.376	.496093
.077	.123046	.177	.248046	.277	.373046	.377	.498046

OCTAL	DEC.	OCTAL	DEC.	OCTAL	DEC.	OCTAL	DEC.
.00000	.00000	.000100	.000244	.000200	.000488	.000300	.000732
.000001	.000003	.000101	.000247	.000201	.000492	.000301	.000736
.000002	.000007	.000102	.000251	.000202	.000495	.000302	.000740
.000003	.000011	.000103	.000255	.000203	.000499	.000303	.000743
.000004	.000015	.000104	.000259	.000204	.000503	.000304	.000747
.000005	.000019	.000105	.000263	.000205	.000507	.000305	.000751
.000006	.000022	.000106	.000267	.000206	.000511	.000306	.000755
.000007	.000026	.000107	.000270	.000207	.000514	.000307	.000759
.000010	.000030	.000110	.000274	.000210	.000518	.000310	.000762
.000011	.000034	.000111	.000278	.000211	.000522	.000311	.000766
.000012	.000038	.000112	.000282	.000212	.000526	.000312	.000770
.000013	.000041	.000113	.000286	.000213	.000530	.000313	.000774
.000014	.000045	.000114	.000289	.000214	.000534	.000314	.000778
.000015	.000049	.000115	.000293	.000215	.000537	.000315	.000782
.000016	.000053	.000116	.000297	.000216	.000541	.000316	.000785
.000017	.000057	.000117	.000301	.000217	.000545	.000317	.000789
.000020	.000061	.000120	.000305	.000220	.000549	.000320	.000793
.000021	.000064	.000121	.000308	.000221	.000553	.000321	.000797
.000022	.000068	.000122	.000312	.000222	.000556	.000322	.000801
.000023	.000072	.000123	.000316	.000223	.000560	.000323	.000805
.000024	.000076	.000124	.000320	.000224	.000564	.000324	.000808
.000025	.000080	.000125	.000324	.000225	.000568	.000325	.000812
.000026	.000083	.000126	.000328	.000226	.000572	.000326	.000816
.000027	.000087	.000127	.000331	.000227	.000576	.000327	.000820
.000030	.000091	.000130	.000335	.000230	.000579	.000330	.000823
.000031	.000095	.000131	.000339	.000231	.000583	.000331	.000827
.000032	.000099	.000132	.000343	.000232	.000587	.000332	.000831
.000033	.000102	.000133	.000347	.000233	.000591	.000333	.000835
.000034	.000106	.000134	.000350	.000234	.000595	.000334	.000839
.000035	.000110	.000135	.000354	.000235	.000598	.000335	.000843
.000036	.000114	.000136	.000358	.000236	.000602	.000336	.000846
.000037	.000118	.000137	.000362	.000237	.000606	.000337	.000850
.000040	.000122	.000140	.000366	.000240	.000610	.000340	.000854
.000041	.000125	.000141	.000370	.000241	.000614	.000341	.000858
.000042	.000129	.000142	.000373	.000242	.000617	.000342	.000862
.000043	.000133	.000143	.000377	.000243	.000621	.000343	.000865
.000044	.000137	.000144	.000381	.000244	.000625	.000344	.000869
.000045	.000141	.000145	.000385	.000245	.000629	.000345	.000873
.000046	.000144	.000146	.000389	.000246	.000633	.000346	.000877
.000047	.000148	.000147	.000392	.000247	.000637	.000347	.000881
.000050	.000152	.000150	.000396	.000250	.000640	.000350	.000885
.000051	.000156	.000151	.000400	.000251	.000644	.000351	.000888
.000052	.000160	.000152	.000404	.000252	.000648	.000352	.000892
.000053	.000164	.000153	.000408	.000253	.000652	.000353	.000896
.000054	.000167	.000154	.000411	.000254	.000656	.000354	.000900
.000055	.000171	.000155	.000415	.000255	.000659	.000355	.000904
.000056	.000175	.000156	.000419	.000256	.000663	.000356	.000907
.000057	.000179	.000157	.000423	.000257	.000667	.000357	.000911
.000060	.000183	.000160	.000427	.000260	.000671	.000360	.000915
.000061	.000186	.000161	.000431	.000261	.000675	.000361	.000919
.000062	.000190	.000162	.000434	.000262	.000679	.000362	.000923
.000063	.000194	.000163	.000438	.000263	.000682	.000363	.000926
.000064	.000198	.000164	.000442	.000264	.000686	.000364	.000930
.000065	.000202	.000165	.000446	.000265	.000690	.000365	.000934
.000066	.000205	.000166	.000450	.000266	.000694	.000366	.000938
.000067	.000209	.000167	.000453	.000267	.000698	.000367	.000942
.000070	.000213	.000170	.000457	.000270	.000701	.000370	.000946
.000071	.000217	.000171	.000461	.000271	.000705	.000371	.000949
.000072	.000221	.000172	.000465	.000272	.000709	.000372	.000953
.000073	.000225	.000173	.000469	.000273	.000713	.000373	.000957
.000074	.000228	.000174	.000473	.000274	.000717	.000374	.000961
.000075	.000232	.000175	.000476	.000275	.000720	.000375	.000965
.000076	.000236	.000176	.000480	.000276	.000724	.000376	.000968
.000077	.000240	.000177	.000484	.000277	.000728	.000377	.000972

OCTAL	DEC.	OCTAL	DEC.	OCTAL	DEC.	OCTAL	DEC.
.000400	.000976	.000500	.001220	.000600	.001464	.000700	.001708
.000401	.000980	.000501	.001224	.000601	.001468	.000701	.001712
.000402	.000984	.000502	.001228	.000602	.001472	.000702	.001716
.000403	.000988	.000503	.001232	.000603	.001476	.000703	.001720
.000404	.000991	.000504	.001235	.000604	.001480	.000704	.001724
.000405	.000995	.000505	.001239	.000605	.001483	.000705	.001728
.000406	.000999	.000506	.001243	.000606	.001487	.000706	.001731
.000407	.001003	.000507	.001247	.000607	.001491	.000707	.001735
.000410	.001007	.000510	.001251	.000610	.001495	.000710	.001739
.000411	.001010	.000511	.001255	.000611	.001499	.000711	.001743
.000412	.001014	.000512	.001258	.000612	.001502	.000712	.001747
.000413	.001018	.000513	.001262	.000613	.001506	.000713	.001750
.000414	.001022	.000514	.001266	.000614	.001510	.000714	.001754
.000415	.001026	.000515	.001270	.000615	.001514	.000715	.001758
.000416	.001029	.000516	.001274	.000616	.001518	.000716	.001762
.000417	.001033	.000517	.001277	.000617	.001522	.000717	.001766
.000420	.001037	.000520	.001281	.000620	.001525	.000720	.001770
.000421	.001041	.000521	.001285	.000621	.001529	.000721	.001773
.000422	.001045	.000522	.001289	.000622	.001533	.000722	.001777
.000423	.001049	.000523	.001293	.000623	.001537	.000723	.001781
.000424	.001052	.000524	.001296	.000624	.001541	.000724	.001785
.000425	.001056	.000525	.001300	.000625	.001544	.000725	.001789
.000426	.001060	.000526	.001304	.000626	.001548	.000726	.001792
.000427	.001064	.000527	.001308	.000627	.001552	.000727	.001796
.000430	.001068	.000530	.001312	.000630	.001556	.000730	.001800
.000431	.001071	.000531	.001316	.000631	.001560	.000731	.001804
.000432	.001075	.000532	.001319	.000632	.001564	.000732	.001808
.000433	.001079	.000533	.001323	.000633	.001567	.000733	.001811
.000434	.001083	.000534	.001327	.000634	.001571	.000734	.001815
.000435	.001087	.000535	.001331	.000635	.001575	.000735	.001819
.000436	.001091	.000536	.001335	.000636	.001579	.000736	.001823
.000437	.001094	.000537	.001338	.000637	.001583	.000737	.001827
.000440	.001098	.000540	.001342	.000640	.001586	.000740	.001831
.000441	.001102	.000541	.001346	.000641	.001590	.000741	.001834
.000442	.001106	.000542	.001350	.000642	.001594	.000742	.001838
.000443	.001110	.000543	.001354	.000643	.001598	.000743	.001842
.000444	.001113	.000544	.001358	.000644	.001602	.000744	.001846
.000445	.001117	.000545	.001361	.000645	.001605	.000745	.001850
.000446	.001121	.000546	.001365	.000646	.001609	.000746	.001853
.000447	.001125	.000547	.001369	.000647	.001613	.000747	.001857
.000450	.001129	.000550	.001373	.000650	.001617	.000750	.001861
.000451	.001132	.000551	.001377	.000651	.001621	.000751	.001865
.000452	.001136	.000552	.001380	.000652	.001625	.000752	.001869
.000453	.001140	.000553	.001384	.000653	.001628	.000753	.001873
.000454	.001144	.000554	.001388	.000654	.001632	.000754	.001876
.000455	.001148	.000555	.001392	.000655	.001636	.000755	.001880
.000456	.001152	.000556	.001396	.000656	.001640	.000756	.001884
.000457	.001155	.000557	.001399	.000657	.001644	.000757	.001888
.000460	.001159	.000560	.001403	.000660	.001647	.000760	.001892
.000461	.001163	.000561	.001407	.000661	.001651	.000761	.001895
.000462	.001167	.000562	.001411	.000662	.001655	.000762	.001899
.000463	.001171	.000563	.001415	.000663	.001659	.000763	.001903
.000464	.001174	.000564	.001419	.000664	.001663	.000764	.001907
.000465	.001178	.000565	.001422	.000665	.001667	.000765	.001911
.000466	.001182	.000566	.001426	.000666	.001670	.000766	.001914
.000467	.001186	.000567	.001430	.000667	.001674	.000767	.001918
.000470	.001190	.000570	.001434	.000670	.001678	.000770	.001922
.000471	.001194	.000571	.001438	.000671	.001682	.000771	.001926
.000472	.001197	.000572	.001441	.000672	.001686	.000772	.001930
.000473	.001201	.000573	.001445	.000673	.001689	.000773	.001934
.000474	.001205	.000574	.001449	.000674	.001693	.000774	.001937
.000475	.001209	.000575	.001453	.000675	.001697	.000775	.001941
.000476	.001213	.000576	.001457	.000676	.001701	.000776	.001945
.000477	.001216	.000577	.001461	.000677	.001705	.000777	.001949

LFI CURVE EXAMPLE

